Chris Roberts presents...

STRIKE COMMANDER

PRODUCT FACT SHEET

CATEGORY	Action-Flight Simulator
PUBLISHER	ORIGIN™
AUTHOR	Chris Roberts
COMPATIBILITY	
Computers	IBM AT, PS/1, PS/2 Models 50+, all PS/2 models 286+. Other 100% compatible 286,386,&486 PC systems.
Memory	2 mb required
Graphics	VGA/MCGA (256-color)
Sound	Ad Lib, Roland MT-32/LAPC-1, CMS Sound Blaster
Other	HARD DISK REQUIRED
Recommended	For optimal performance: VGA graphics, sound board, and 386/20mhz or faster computer
MEDIA	5.25" or 3.5" disks (HD)
INTERFACE	Keyboard, optional mouse and joystick (joystick highly recommended)

DESCRIPTION

In the year 2007, the global power structure has been shattered by debt and the thirst for precious oil. Bled dry by taxes, state after state has seceded, leaving the U.S. a fragmented shell of its former glory. Japan and OPEC are the major world powers, and Multinational Corporations have supplanted countries as the supreme political entities.

In ***STRIKE COMMANDER***™ you'll command Stern's Wildcats, an elite squadron of mercenaries trying to fly straight in a world of deceit and violence. You'll pilot a staggering variety of fighter aircraft, from the lowly *P38* to the *F22 Lightning 2*, as you engage rival squadrons, renegade third-world dictators, neo-nazis, and the armies of the dreaded IRS, all in the service of Corporation and Country!

ORIGIN's ground-breaking 3-D flight simulator, ***STRIKE COMMANDER***, is the next step in the evolution of the Interactive Movie™, pioneered by the revolutionary ***WING COMMANDER***™ series. Moving through an intensely cinematic world of intrigue and danger, you will experience the thrills of air combat as never before!

FEATURES

- THE most powerful 3-D system ever written for a PC featuring RealSpace™, a flexible computer environment utilizing realtime bitmapped images, gouraud-shaded texture-mapped polygonal objects, fractal terrain and atmospheric hazing to produce visuals of unparalleled realism!
- Pilot six different fighters against over twenty different types of enemy aircraft, from WWI bi-planes to *F-15s*.
- Plunge into ***STRIKE COMMANDER***, the Interactive Movie! Move through cinematically structured scenes in which you play a part. All the conventions of film, from establishing shots to dynamic cuts, are used to create a cinematic experience unlike any seen before!
- Characters with distinctive personalities, evolving through compelling storylines, will bring the ***STRIKE COMMANDER*** universe to life before your eyes!
- User-friendly cockpit interfaces make ***STRIKE COMMANDER*** one of the most readily-accessible flight simulators of all time!
- Fly 20 mission campaigns that launch you to new heights of excitement!
- Lead Stern's Wildcats to wealth or fiery death in the ***STRIKE COMMANDER*** campaign! Travel to the mercenary market in Istanbul, accepting assignments from mysterious employers with shadowy motives, earning payoffs and buying better ordnance as your squadron gains in reputation and daring. Your success or failure determines the direction of the campaign!

SUPPORT MATERIALS Playbook, Reference Card

RETAIL PRICE $79.95

TARGET AUDIENCE

Players seeking the excitement of a realistic 3-D flight simulator, with the story depth and dynamic environment of a movie.

To Order: Visit your local retailer or call 1–800–999–4939 8 a.m. to 5 p.m. Central Time for Visa/MC orders; or send check or money order (U.S.$) to ORIGIN Systems, Inc., P.O. Box 161750, Austin, Texas 78716. Shipping is FREE via UPS ground. Allow 1–2 weeks for delivery. *IBM*, *Sound Blaster*, *Roland MT-32/LAPC-1* and *Ad Lib* are registered trademarks of International Business Machines, Creative Music Labs Inc., Roland Corp. and Ad Lib Inc., respectively. The distinctive ORIGIN logo, *Wing Commander*, *Strike Commander*, *Interactive Movie* and *RealSpace* are trademarks of ORIGIN Systems, Inc. © 1991 ORIGIN Systems, Inc.

SC2fs/OSI/591/13

Last year, ORIGIN defined the state of the art in computer games . . .

Now, we're doing it all over again.

WING COMMANDER:
Computer Choice - Computer Game of the Year - Omni Magazine
Best PC Arcade/Action Game - Game Players
Best Graphics, Best Sound, Best Technical Achievement - Society of Computer Game Developers

WING COMMANDER II™

Vengeance of the Kilrathi™

A Chris Roberts Game

- *All new graphics* – the latest advances in 3-D technology!
- *Dynamic Intelligence*™ – the better you fly, the better your foes fly!
- *Totally new challenges* – including bombers, tailguns and more!
- *Instant replay* – get an audience-eye view of the action!*
- *Digitized speech* – unique voices for every character!*
- *Cinematic storytelling* – you're the star in a whole new story!

ORIGIN™

We create worlds.™

For MS-DOS w/640K (*EMS Memory required for Instant replay and digitized speech); 256-color VGA or 16-color EGA; AdLib, SoundBlaster and Roland sound, SoundBlaster req'd for digitized speech; mouse, joystick; hard drive required. SoundBlaster, Roland MT-32/LAPC-1, AdLib are registered trademarks of Creative Music Labs., Roland Corp., and AdLib Inc. respectively. Wing Commander II is a trademark of ORIGIN Systems, Inc. © 1991 ORIGIN Systems, Inc.

Available in retail stores or call: 1-800-999-4939 for Visa/Mastercard orders.

WING COMMANDER II Vengeance of the Kilrathi

PRODUCT FACT SHEET

CATEGORY	Action-Arcade/Flight Simulator
PUBLISHER	ORIGIN™
AUTHOR	A Chris Roberts Game by Stephen Beeman and Chris Roberts
COMPATIBILITY	
Computers	IBM AT, PS/1, PS/2, Models 30, 50+ Other 100% compatible 286, 386 or 486 PC systems
Memory	640K (expanded memory required for speech and instant replay)
Graphics	VGA/MCGA (256-color) EGA (16-color)
Sound	Ad Lib and Roland MT-32/LAPC-1 (music only), CMS Sound Blaster (music and speech)
Other	HARD DISK REQUIRED
Recommended	For optimal performance: VGA graphics, sound board, joystick and 386/16mhz or faster computer.
MEDIA	5.25" or 3.5" disks
INTERFACE	Keyboard; mouse and/or joystick optional (joystick highly recommended)

DESCRIPTION

In ***WING COMMANDER***™, Confederation pilots defeated the Kilrathi forces in the Vega Sector. The story continued in

WING COMMANDER THE SECRET MISSIONS™

AND

WING COMMANDER THE SECRET MISSIONS 2: Crusade™,

the exciting new adventures of the crew of the Tiger's Claw.

AND NOW,

the next chapter in the ***Wing Commander*** saga...

WING COMMANDER II Vengeance of the Kilrathi™

You'll fly the new generation of starfighters—faster, tougher and even more deadly than before. You'll assault the Kilrathi in the jump-capable *Broadsword* heavy fighter, attack enemy ships as a tailgunner, launch killer torpedoes that can destroy a Kilrathi carrier with a single hit, and face the deadly new Kilrathi stealth fighters!

But even more deadly than your Kilrathi opponents, you'll learn that the Confederation fleet has been infiltrated by human traitors dedicated to the defeat of the Confederation forces. Anyone you meet could be a traitor, even your own wingmen!

FEATURES

- Play a larger, more intense game than the original ***WING COMMANDER***! More combat, a cinematic storyline, new characters, photo-realistic backgrounds, 3-D animations and digitized speech* bring the ***WING COMMANDER II*** adventure to life!
  (*Limited speech included with core game. **Speech Accessory Pack** required for complete speech; sold separately.)
- Thrill to the sight of stunning new graphics as you fly five new ships, including the jump-capable, turret-equipped *Broadsword* and *Sabre* fighters. Fight against the next generation of Kilrathi ships in a combat to the death!
- Use instant replay to review your combat from all angles!
- Now you can attack enemy targets as a tailgunner, or use chaff and tractor beams to outwit the enemy!
- And all the while, Dynamic Intelligence™ matches your ability, from novice to ace!

SUPPORT MATERIALS

- Installation Guide
- Reference Card

RETAIL PRICE $79.95

TARGET AUDIENCE

Players seeking the excitement of a state-of-the-art 3-D spaceflight simulator, with the story depth and dynamic environment of a movie.

To Order: Visit your local retailer or call 1–800–999–4939 8 a.m. to 5 p.m. Central Time for Visa/MC orders; or send check or money order (U.S.$) to ORIGIN Systems, Inc., P.O. Box 161750, Austin, Texas 78716. Shipping is FREE via UPS ground. Allow 1–2 weeks for delivery. *IBM, Sound Blaster, Roland MT-32/LAPC-1* and *Ad Lib* are registered trademarks of International Business Machines, Creative Music Labs Inc., Roland Corp. and Ad Lib Inc., respectively. The distinctive ORIGIN logo, *Dynamic Intelligence, Wing Commander, The Secret Missions, Crusade* and *Vengeance of the Kilrathi* are trademarks of ORIGIN Systems, Inc. © 1991 ORIGIN Systems, Inc.

WING COMMANDER™

The 3-D Space Combat Simulator

A Chris Roberts game

Available Now!

THE SECRET MISSIONS™

A human colony has been obliterated by the Kilrathi's secret weapon. Now, you must play a deadly game of hide and seek. Encounter four new ships, including a Kilrathi dreadnought in The Secret Missions

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The Kilrathi launch a Holy War, but one of their pilots wants to defect. Capture and fly a Kilrathi fighter behind enemy lines in... The Secret Missions 2: Crusade

THE SECRET MISSIONS 2™

CRUSADE

Available this Spring!

From the Creators of Ultima®

ORIGIN™

WING COMMANDER™

THE SECRET MISSIONS 1 & 2

THE SECRET™ MISSIONS

THE SECRET™ MISSIONS 2

CRUSADE

Product Fact Sheet

Category	Flight Simulator/Combat Action-Arcade
Publisher	ORIGIN™
Author	Chris Roberts with Aaron Allston, Steve Cantrell, and Ellen Guon
Compatibility	
Computers	IBM-PC, AT, 386 IBM PS/1, PS/2 Models 30, 50 Tandy 1000 Series Other 100% compatible PC systems
Graphics	VGA/MCGA(256 color), EGA, Tandy (16-color)
Sound	AdLib, Roland MT-32 or LAPC-1, CMS Soundblaster
Other	Hard drive required for Secret Missions 2: Crusade
Recommended	For optimal performance: Hard disk, VGA graphics, sound board, and 286/12mhz or faster computer.
Medium	5.25" disks or 3.5" disks
Interface	Keyboard, optional mouse or joystick (Joystick highly recommended)
Memory	640K. Also supports expanded memory.
IMPORTANT:	**You must own Wing Commander to play the Secret Missions.**

Description

In the 27th century, humanity is locked in a deadly war with the Kilrathi, a ruthless alien race. In ***Wing Commander***™, the Confederation pilots defeated the Kilrathi forces in the Vega Sector.

Wing Commander–The Secret Missions is the next chapter in mankind's war against the Kilrathi. An enemy strike fleet has used a devastating secret weapon to destroy a Terran colony. The Tiger's Claw pilots must fight against overwhelming odds to overcome the Kilrathi fleet and destroy this new weapon. In ***The Secret Missions***, you'll fight against dozens of Kilrathi pilots, and encounter four new ships, including the pride of the Kilrathi fleet: the Sivar-class dreadnought.

Wing Commander– The Secret Missions 2: Crusade continues the story of the Tiger's Claw, as a huge Kilrathi fleet maneuvers towards an isolated star system and a planet of peaceful, primitive natives. After a Kilrathi renegade defects with the crew of a small destroyer, you'll fly a Kilrathi fighter in different undercover missions. In these secret missions, you must discover the truth behind the Kilrathi "holy war" before the Kilrathi can destroy you and the Tiger's Claw.

Features

- Play two all-new, 16-mission campaigns offering unparalled intensity, new missions and goals, and higher levels of excitement than ever before.
- Live the relentless adventure as you fly through mission after mission of action and intrigue in a scenario that tailors itself to your successes...and failures.
- Thrill at the sight of stunning new graphics as you encounter 4 new ships in ***Wing Commander–The Secret Missions***... from eight-man Confederate fighters to the Sivar-class dreadnought, the pride of the Kilrathi fleet.
- In ***Wing Commander– The Secret Missions 2: Crusade***, you'll take the controls of a captured Kilrathi starfighter as you continue the war against the alien enemy, with two new Confederation wingmen fighting at your side!
- Transfer your ***Wing Commander*** character and continue your personal quest to defeat the Kilrathi.
- Fly any of the 40 original ***Wing Commander*** missions, in any order, with the "Mission Selector."

Support Materials:	Reference Card
Retail Price:	$29.95 each
Target Audience:	Players seeking the excitement of a realistic, cinematic 3-D flight simulator.

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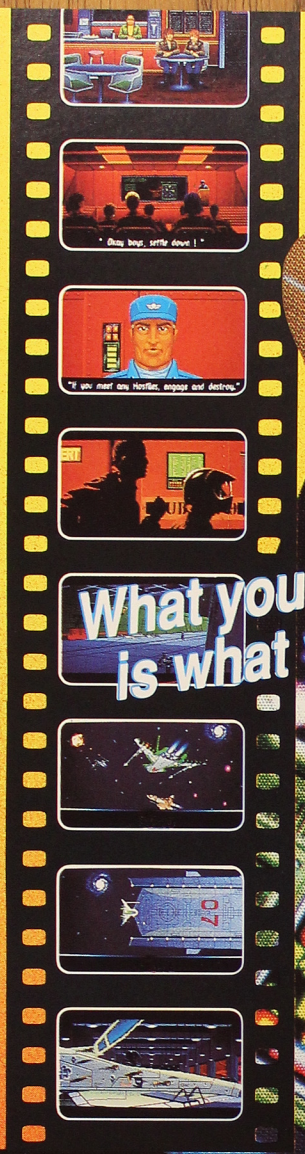
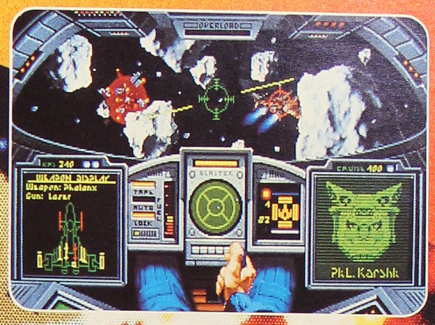
To Order: Visit your local retailer or Call 1-800-999-4939 8am to 5pm Central Time for Visa/MC orders; or send check or money order (U.S.$) to ORIGIN. Shipping is FREE via UPS ground. Allow 1-2 weeks for delivery: ORIGIN Systems, Inc., P.O. Box 161750, Austin Texas 78716



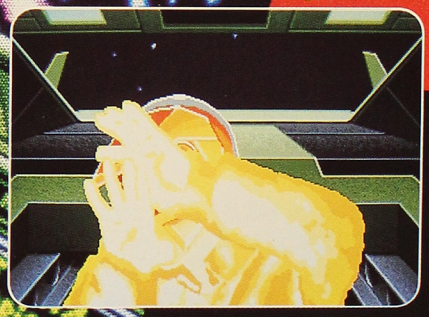
What you SEE is what you PLAY!

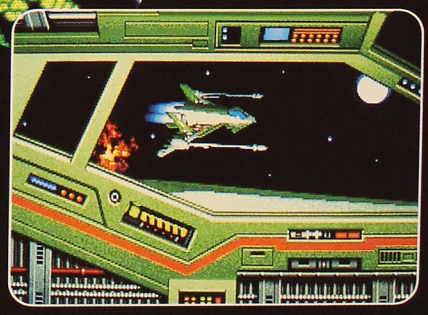


Navigate dense asteroid fields!

Battle bleeding-edge alien aces!

Can you meet the challenge?





Launches You Into The Ultimate Deepspace Dogfight!

- Starships so real you'll duck when they pass!
- Intense starfighter action pushes you to the limit!
- Earth-shattering stereo sound surrounds you with realism!
- Dynamic shipboard scenes prepare you for the battle ahead!
- Your skilled wingman is ready to pull your bacon out of the fire!
- Cinematic launch and docking sequences hurl you into the action!

WING COMMANDER™

The 3-D Space Combat Simulator

ORIGIN™
We create worlds.

Available in retail stores or call: 1-800-999-4939 for Visa/Mastercard orders.

For MS-DOS w/ 640K; 256-color-VGA,EGA or Tandy graphics; AdLib & Roland sound; mouse, joystick

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WING COMMANDER™

THE 3-D SPACE COMBAT SIMULATOR

Product Fact Sheet

Category	Action-Arcade/Flight Simulator
Publisher	ORIGIN™
Author	Chris Roberts
Compatibility *Computers*	IBM-PC, AT, 386 IBM PS/2 Models 25,30,50 Tandy 1000 Series Other 100% compatible PC systems
Graphics	VGA/MCGA, EGA, Tandy 16-color
Sound	AdLib, Roland MT-32 or LAPC-1, CMS Soundblaster
Recommended	For optimal performance: Hard disk, VGA graphics, sound board, and 286/12mhz or faster computer.
Medium	5.25" disks or 3.5" disks
Interface	Keyboard, optional mouse or joystick (Joystick recommended)
Memory	640K. Also supports expanded memory.

Description

In the 27th century, mankind is locked in a deadly war with the Kilrathi, a vicious, militaristic alien race. Leading the fight are the daring pilots of the Terran Confederation, meeting Kilrathi warships in their fast, well-armed one-man starfighters. With his faithful wingman flying by his side, the fearless ***Wing Commander***™ battles with Kilrathi aces in heated deepspace dogfights for the future of humanity!

ORIGIN's exciting 3-D space combat simulator, ***Wing Commander***, was created by Chris Roberts, the author of the ORIGIN hits ***Bad Blood*** ™ and ***Times of Lore*** ™. Bringing all the excitement of starfighter combat to the personal computer, ***Wing Commander*** puts the player in the middle of starship action inspired by the classic space battle films seen in theaters.

Features

- Experience ORIGIN's cutting-edge 3-D technology, which employs highly-detailed, ray-traced, bit-mapped images modelled in breath taking 256-color VGA graphics!
- Pilot four *different* starfighters—Hornet, Scimitar, Rapier and Raptor—each with its own flight characteristics, armament, and graphics!
- Hit the Kilrathi enemy with all the power of a high-tech starfighter. Make split-second decisions between weapons including heat-seeking missiles, neutron-cannon, and the deadly-intelligent Friend-or-Foe missile!
- Tangle with enemy starfighters controlled by the advanced ***Wing Commander*** artificial intelligence. See them perform incredible aerobatic maneuvers—barrel rolls, Immelmann turns, split Y's—as they close in for the kill!
- Fly with your trusted wingman, a skilled pilot in his own right. He'll be there to cover your tail when the going gets rough!
- Star in the ***Wing Commander*** movie experience! Cinematic animated sequences bring alive launching, docking, and life aboard a starfighter carrier.
- Lead the CSS **Tiger's Claw** to victory or defeat in the ***Wing Commander*** campaign! Undertake mission after mission as the Kilrathi war unfolds, earning commendations, promotions, and better starfighters. Your performance directly affects the direction of the campaign.
- Feel the power of ORIGIN's dynamic, new sound system. Hear the fully-orchestrated, *stereo* ***Wing Commander*** soundtrack, which is constantly changing to reflect the action on-screen! The professionally-composed score was designed to take full advantage of state-of-the-art soundboards.

Wing Commander . . . Nothing on Earth comes close!

Support Materials:	Playbook, Reference Card
Retail Price:	$69.95
Target Audience:	Players seeking the excitement of a realistic, cinematic 3-D flight simulator.

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Times of Lore, Bad Blood and Wing Commander are trademarks of ORIGIN Systems, Inc. © 1990 ORIGIN Systems, Inc.

To Order: Visit your local retailer or Call 1-800-999-4939 8am to 5pm Central Time for Visa/MC orders; or send check or money order (U.S.$) to ORIGIN. Shipping is FREE via UPS ground. Allow 1-2 weeks for delivery: ORIGIN Systems, Inc., P.O. Box 161750, Austin Texas 78716

WING COMMANDER
THE SERIES

For Press Only

Wing Commander™ ...weaving together innovative new 3-D technology, highly-detailed VGA graphics and animation, and a fully-orchestrated soundtrack... Chris Roberts created the space combat flight simulator game that was the blockbuster hit of 1990and which has spawned an entire series of related products.

In the original smash hit **Wing Commander**, the starfighter pilots of the TCS Tiger's Claw fought against overwhelming odds, leading the Confederation forces to victory in the Vega Sector campaign.

But one successful campaign isn't the end of the war, as any veteran starfighter pilot well knows ...

Now ORIGIN, the leader in fantasy, brings you the next chapters in the exciting **Wing Commander series...**

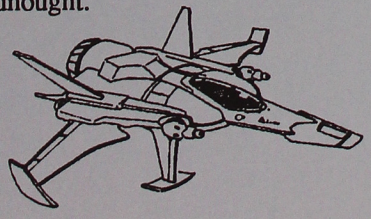
- **Wing Commander–The Secret Missions;**
- **Wing Commander–The Secret Missions 2: Crusade; and**
- **Wing Commander II: Vengeance of the Kilrathi!**

THE SECRET MISSIONS™

WING COMMANDER – THE SECRET MISSIONS*

After the Confederation victory in the Vega Sector, the Tiger's Claw is ordered to report immediately to the Deneb Sector, where the Goddard Colony is under attack by Kilrathi forces.

But before the Tiger's Claw can attack, the enemy uses a devastating secret weapon to destroy the colony. The Tiger's Claw pilots must play a deadly game of hide and seek to overcome the Kilrathi fleet and destroy this new weapon. In The *Secret Missions*, you fight against dozens of Kilrathi pilots, and encounter four new ships, including the pride of the Kilrathi fleet: the Sivar-class dreadnought.



THE SECRET™ MISSIONS 2 CRUSADE

WING COMMANDER – THE SECRET MISSIONS 2: CRUSADE *

Wing Commander–The Secret Missions 2: Crusade continues the story of the Tiger's Claw, as a huge Kilrathi fleet maneuvers towards an isolated star system and a planet of peaceful, primitive natives. After a Kilrathi renegade defects with the crew of a small Kilrathi destroyer, you fly one of the Kilrathi fighterships in different "undercover" missions, with two new wingmen at your side. In these secret missions, you must discover the truth behind the Kilrathi "holy war" before the enemy destroys you and the Tiger's Claw...

** Both of these products require the original Wing Commander game to be played.*

WING COMMANDER II

Vengeance of the Kilrathi

WING COMMANDER II: VENGEANCE OF THE KILRATHI

Wing Commander II spans the six years after the Tiger's Claw victory in the Vega Sector. Combat has changed in the last few years...the Confederation now uses more sophisticated warfare technology, including jump-capable fighters, tailgunners, and deadly torpedoes that could destroy a Kilrathi carrier with a single hit. Confederation pilots are flying a new generation of starfighters that are faster, tougher, and even more deadly than before—such as the jump-capable Broadsword and Sabre starfighters.

And, of course, the Kilrathi have been developing new and better ships as well, including the deadly stealth fighters...and their pilots are even smarter and more skilled. Led by the merciless Prince Thrakhath, who has sworn vengeance against you for the death of his blood-brother, Bakhtosh Redclaw, the bloodthirsty Kilrathi will neither ask for quarter nor offer it. Can you outwit and outfight Thrakhath in a combat to the death?

But even more deadly than your Kilrathi opponents, the Confederation fleet has been infiltrated by human traitors dedicated to the defeat of the Confederation forces. Anyone you meet could be a traitor, even your own wingmen!

Now, in addition to flying dangerous missions against human pirates and the Kilrathi, you must uncover the traitor who threatens to destroy you and the Confederation fleet in *Wing Commander II*.

New ships and weapons, digitized backgrounds and voices, Dynamic Intelligence™, all-new action aboard several Confederation ships, new characters and wingmen, soundtracks composed for specific scenes and characters, and tape replay of your combat scenes...all of these create the cinematic adventure that is *Wing Commander II!*

NEW FEATURES

Throughout the Terran-Kilrathi war, the Confederation and Kilrathi Empire are constantly improving their warfare technology and techniques. Some of the new features include...

Tailgunners: The most unusual new ships in the Confederation fleet are the jump-capable Broadsword and Sabre, equipped with several rotating laser turrets, and crewed by a pilot and tailgunner team. The pilot, during combat, can switch ship controls to the

Flight recorder: *Wing Commander II* features a flight recorder that you can use to record and playback your missions. Now you can review your missions from every possible camera angle, studying your own tactics and those of your Kilrathi opponents.

Digitized speech: Players with the CMS SoundBlaster card can hear digitized speech from your wingmen and the Kilrathi during combat.

Digitized backgrounds: Background scenes for *Wing Commander II* are hand-painted and then digitized, adding to the realism of this intense game!

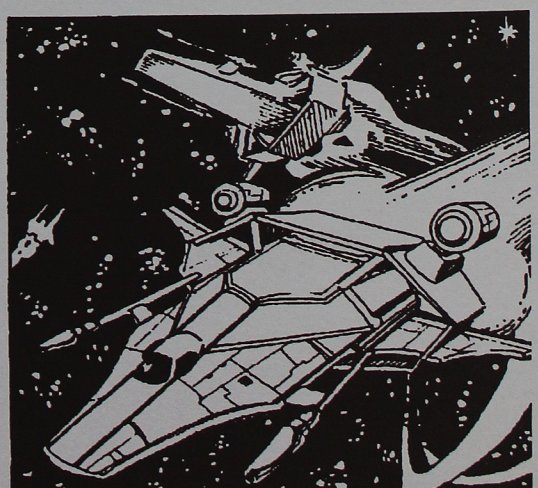
Dynamic Intelligence™: Playability reaches new heights with this revolutionary system that *automatically* adjusts to the combat situation and the player's skill. Rookie pilots and experienced space jockeys alike will find their skills matched by the Kilrathi opponents' Dynamic Intelligence. And in the final climatic battle, you'll fight Prince Thrakath, the finest pilot in the Kilrathi Empire.

Tractor beam: The new Confederation ships are equipped with tractor beams, needed to fly different rescue missions, bringing back disabled ships, pilots, and refugees, in addition to vital comm-pod data.

Chaff and ECM: When an enemy missile locked onto your ship in the original *Wing Commander*, all you could do was a fast evasive maneuver and pray. In the years since the Vega Sector campaign, the Confederation has installed chaff and electronic countermeasures (ECM) in all starfighters.

Stealth Technology: The Kilrathi have developed the Dralthi Stealth Fighter, that can attack from complete invisibility! Only your wits and flying skills will allow you to survive an encounter with these new fighters!

Torpedoes: Another major change in space war technology was the development of the high intensity overlay-field shields. These shields protect a capital ship from normal missiles and weapons fire. The only weapon that can kill a capital ship is the LG-ATS (laser guided, automatic telemetry system) torpedo, which calculates the phase-effect frequencies of a shield and can attack through it. The only drawback is that the pilot must hold a steady lock on the capital ship for several seconds before the torpedo "acquires" its target. And during those few seconds, the pilot is very vulnerable to enemy ship fire...



New wingmen: You'll fly with some of the Confederation's finest pilots at your side...trained wingmen with skills that rival your own, following you into battle and engaging the enemy on your command!

The Story

Wing Commander is a continuing saga, with characters and plotlines that develop throughout the series. If you play *Wing Commander– The Secret Missions 1 & 2*, you'll find clues about the traitor and the other story lines of *Wing Commander II* hidden within those games.

Wing Commander II begins several months after *Wing Commander, The Secret Missions 2: Crusade*. You've been promoted to Lt. Colonel, and are now in command of the Tiger's Claw fighter squadron.

But as you fly your first mission as squadron commander, the Kilrathi unveil their newest war technology—Dralthi stealth fighters. Using this new stealth technology to attack unseen and undetected, the Kilrathi forces evade you and destroy the Tiger's Claw and 61,000 Confederation defenders.

You are courtmartialed for your apparent cowardice under fire. You attempt to prove your innocence, but someone has stolen your flight recorder disk from that mission, which contained the only information on the Kilrathi stealth fighters. Without proof to convict you, Admiral Tolwyn and the other officers acquit you of all charges, but it's obvious that your career in the Navy is finished. There's only one place left for you to go...

...Insystem Security. This is the equivalent of the U.S. Coast Guard in the 27th century, a police force that patrols for pirates and smugglers, far away from the Kilrathi front and the real conflicts. As a pilot aboard the ISS Sir Robert Peel, you'll fly missions against pirates and assist in occasional operations against the Kilrathi.

But this may not be the end of your career. Angel, your comrade from the Tiger's Claw, is now in command of the fighter squadron on the TCS Concordia, the flagship of the Confederation fleet in the Enigma Sector. If you can prove your skills and dedication aboard the Sir Robert Peel, then you'll be transferred to the

But once you're aboard the Concordia, your problems aren't over. Someone aboard the flagship is a traitor, someone who is giving deadly information to the Kilrathi. And that traitor is the same person who framed you for the destruction of the Tiger's Claw.

As you fly your missions aboard the Concordia, you may learn who the traitor is, and have a chance to recover the stolen flight recorder disk. This disk is your vindication, proving that the stealth fighters were used against the Tiger's Claw and you were framed for crimes you did not commit.

If you succeed, you can restore your original rank and honors, and lead the Confederation forces to victory over the Kilrathi in the Enigma Sector.

The Wingmen

On your missions against the enemy, you'll always fly with a skilled wingman at your side. Some are your trusted friends from the TCS Tiger's Claw. Others are experienced pilots or "newbies" from other ships. And any of them could be the traitor...

Lt. Colonel Ralgha: A Kilrathi renegade, now he fights for the Confederation, and flies combat missions as your wingman. But what if he was a double agent for the Kilrathi...?

Angel: She wants you to transfer to the Concordia, because she says that they need more qualified pilots. But her ship has been infiltrated by the Society of Mandarins, the human traitor organization. Could she have another reason for wanting you to transfer?

Maniac: You knew him as the irresponsible, dangerously unstable kid aboard the Tiger's Claw. Now he's an intergalactic hero, the darling of the media, and he'll never hesitate to rub it in.

Paladin: The old pilot has retired, and is flying his own Free Trader ship. But then why is he still in the combat zone?

Spirit: Her fiance was captured by the Kilrathi, and is a slave in their Illudium mines. Could that be enough reason for her to betray the Confederation?

Jazz: He's a talented pilot and a hot jazz pianist, and he has no reason to betray the Confederation...or does he?

Iceman: The Kilrathi murdered his family, and everyone knows he's never recovered from that. Could that be enough for him to betray his own people?

Dallas: A young, exuberant kid, that's Lt. Murcheson. But how does he know so much about the Society of Mandarins?

Admiral Tolwyn: He was the chief officer at your court martial, and is still furious that you weren't convicted. And now you're transferring to the Concordia to serve under his command...

The Campaign

Over the course of the *Wing Commander II* campaign, you'll fly six different new Terran Confederation starfighters, including the jump-capable Broadsword starfighters. Each ship has its own unique armament and flight characteristics, and its own weak-

In *Wing Commander II*, you'll fly a variety of missions, from simple patrols to extended assaults against multiple targets. You might be sent to retrieve refugee lifepods with your tractor beam, fly a jump-capable starfighter against a Kilrathi starbase, defend against the undetectable Dralthi stealth fighters, or attack Kilrathi carriers with the LG-ATS torpedoes. On a patrol, you may encounter different wings of Kilrathi fighters; you'll have to decide whether to engage or to turn back to the carrier.

All these missions lead to the conclusion of the campaign, a dramatic battle for control of the Enigma Sector. This unusual sector has a singularity which allows quick jumps from one area to another...if the Kilrathi capture it, they'll be able to launch an attack on the Terran homeworlds. If you succeed in stopping them, you'll also have a chance to reveal the traitor and redeem your destroyed career.

Origin F/X: Innovative 3-D Technology

"I wanted it to feel as though you're playing in an interactive movie," Roberts explains. Roberts is the creator of *Wing Commander* and Origin's Director of New Technology. To accomplish that goal, he designed the Origin F/X graphics system for the Wing Commander series, with ray-traced spaceships, bitmapped graphics, and vector movement system.

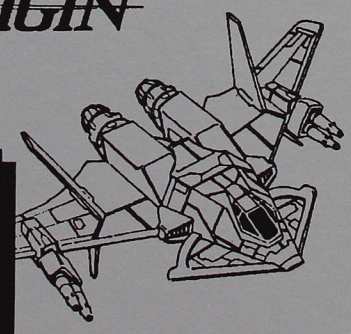
This flexible system, combined with a riveting story and very cinematic graphics, allows Roberts to create his ultimate illusion...that you ARE the star of a science fiction movie, flying against the enemy in a combat to the death! And now with the Record and Replay feature added to this superb system, you can watch your space combats from any cinematic angle!

Wing Commander II: Vengeance of the Kilrathi

In **Wing Commander II: Vengeance of the Kilrathi**, Origin will take the **Wing Commander** technology beyond the imaginable, with Dynamic Intelligence™, digitized art and speech, new and unusual ship and weapons technology, an intensely dramatic storyline and characters, and more of the non-stop action that made the original **Wing Commander** into a bestselling game.

And the adventure has just begun...

ORIGIN™



ORIGIN Systems, Inc.
110 Wild Basin Road Suite 330
Austin, TX 78746
Tel. (512) 328-5490
FAX (512) 328-3825

"For more information about Wing Commander or any other ORIGIN titles, please contact the Media Relations representative at ORIGIN."

The Creators

Chris Roberts' (Creative Director) career was already distinguished before the release of ***Wing Commander***. His recent adventures ***Bad Blood*** and ***Times of Lore*** infused richly textured roleplaying with high-speed arcade action. Before joining Origin, Roberts designed the European hits ***Match Day, Wiz Adore,*** and ***Stryker's Run***. With ***Wing Commander II***, Roberts continues the pulse-pounding saga of starfighter combat he began in the first ***Wing Commander***.

Jeff Johannigman (Producer) has been in the computer game industry since 1982, and has written games for Broderbund, Synapse, Atari, and Epyx. At Electronic Arts, he was Associate Producer of such products as ***Seven Cities of Gold, Demon Stalkers, World Tour Golf, Robot Rascals, Patton vs. Rommel,*** and ***Lords of Conquest***. Before joining Origin in 1989, Jeff founded and ran his own computer game company, Sorcerer's Apprentice Software Productions. Now at Origin, he has produced ***Worlds of Ultima: The Savage Empire*** and ***Ultima: Runes of Virtue*** (for the Nintendo GameBoy.)

Stephen Beeman (Director) made his directorial debut with ***Worlds of Ultima: The Savage Empire***. He came to Origin after writing for several years in the roleplaying game industry. At Steve Jackson Games, he was editor of ***AutoDuel Quarterly***, and wrote several games and supplement books for the successful ***Car Wars*** series. At Origin, he scripted many of the characters in ***Ultima VI*** before creating ***Worlds of Ultima: The Savage Empire***.

Ellen Guon (Writer) began her career in computer game industry by writing/producing three games for Sierra On-Line. A new addition to the Origin staff, Ellen wrote for ***Wing Commander– The Secret Missions*** and ***Wing Commander– The Secret Missions 2: Crusade***. Most of her past experience is in writing scripts for children's television, and her first novel ("Knight of Ghosts and Shadows" with author Mercedes Lackey) was published in 1990.

Denis Loubet (Graphics) has provided computer graphics for several Origin releases, including Chris Roberts' ***Wing Commander, Times of Lore,*** and ***Bad Blood***, as well as ***Ultima V, Knights of Legend,*** and ***Ultima VI***. His paintings grace the covers of Origins releases such as ***Times of Lore, Ogre, Autoduel***, and the entire ***Ultima*** series, including ***Worlds of Ultima: The Savage Empire*** and the upcoming ***Worlds of Ultima: Martian Dreams***.

Glen Johnson (Graphics) also created the graphics for ***Wing Commander*** and ***Bad Blood***, and several other Origin releases, including ***Knights of Legend, Tangled Tales,*** and ***Windwalker***. Prior to signing on at Origin, Johnson worked in the comics field, most notably as the penciller and co-plotter for the *Sunrunners* and *Beast Warriors of Shao-Lin* comics and a *Beast Warriors* graphic novel.

The Fat Man (Soundtrack) is also known as George Alistair Sanger. His compositions have been commissioned by such diverse entities as Lucasfilm Games, Fisher-Price, Mattel Electronics' Intellivision, and Electronic Arts, as well as Warner Corp. and Wham-O Manufacturing. He composed the soundtracks for ***Worlds of Ultima: The Savage Empire*** and ***Wing Commander***.

Wing Commander II: Vengeance of the Kilrathi, Origin will take the **Wing Commander** technology beyond the imaginable, with Dynamic Intelligence™, digitized art and speech, new and unusual ship and weapons technology, an intensely dramatic storyline and characters, and more of the non-stop action that made the original **Wing Commander** into a bestselling game.

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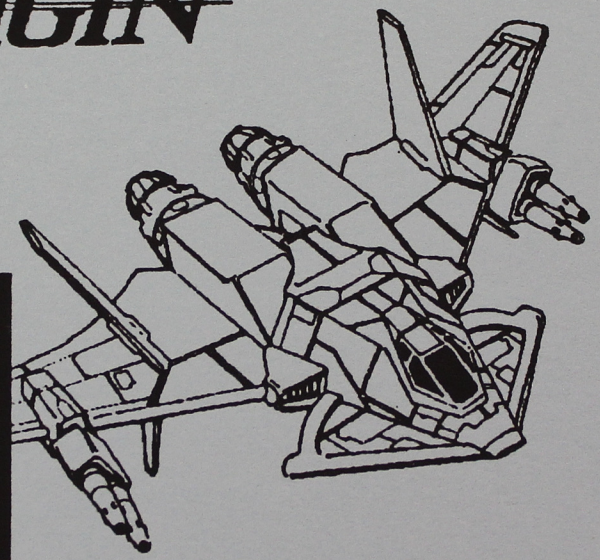

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Wing Commander.

ORIGIN® Presents ...

WING COMMANDER® III

THE INTERACTIVE MOVIE

ORIGIN IN ASSOCIATION WITH ELECTRONIC ARTS PRESENTS A CHRIS ROBERTS GAME

"WING COMMANDER III: HEART OF THE TIGER" STARRING MARK HAMILL, JOHN RHYS-DAVIES, JASON BERNARD, TOM WILSON, GINGER ALLEN AND MALCOLM McDOWELL AS "TOLWYN"

PRODUCTION DESIGNER CHRIS DOUGLAS EDITED BY PHILLIP GESSERT VIRGIL HARPER

LOS ANGELES PRODUCER DONNA BURKONS

CD ROM

MR-13 VOLUNTARILY RATED

Origin Interactive

3DO

ORIGIN® Presents

IBM CD

Wing Commander® III: Heart of the Tiger™

PRODUCT POSITION

As Hollywood film techniques merge with computer graphics, ORIGIN leads the way by creating an interactive movie starring *you! Heart of the Tiger*, the latest installment in the *Commander* series, exposes space sim players to a world founded on tomorrow's technology.

Four CDs — the equivalent of over 1200 floppy disks — hold full speech, explosive sound, an interactive plot and thousands of live action video images. *Wing III* uses fully textured, polygonal objects, stunning synthetic sets, multiple camera angles and completely interactive player control to bring space combat simulation to unparalleled levels of detail and cinematic realism.

PRODUCT DESCRIPTION

Heart of the Tiger is pounding, beating, driving the stakes higher as you fend off the Kilrathi on all fronts. You've lasted long enough in this war to lose two carriers and countless friends. A talented pilot, you've also earned the grudging respect of your adversaries. After the destruction of the TCS *Concordia*, you're sent to command squadrons aboard the auspiciously christened TCS *Victory*.

This technologically astounding sequel completes the war-ridden chronicles of the Terran-Kilrathi conflict, with a final showdown occurring on one of the homeworlds. Which will it be — Earth or Kilrah? Only a true *Wing Commander* can write the ending to this thrilling series ...

KEY FEATURES

- Interact face-to-face with an ensemble cast of stars, including Mark Hamill, Malcolm McDowell and John Rhys-Davies.
- Experience seamless melding of motion picture filming techniques and cutting-edge computer technology.
- Guide personal and group morale by affecting conversations positively or negatively.
- Combat the Kilrathi in your favorite ship, whether you're speeding along planetary surfaces or soaring through the void of space.
- Marvel at incredible SGI-based graphics that explode with Super VGA clarity.
- Blister through training missions as you pilot five brand-new Terran ships in the Instant Action module.

SPECS

Publishing Company: ORIGIN Systems, Inc.

Ship Date: November 1994

PART #: 10081

UPC Code: 0-17814-10081-9

Format: (4) CD-ROMs

Category: Action arcade/space flight simulation

Computers: Intel486/25+ MHz with double-speed CD-ROM drive, Pentium, or 100% compatible

Music Sound Boards Supported: Ad Lib, Sound Blaster, Pro Audio Spectrum, Roland LAPC-1/MT-32, Roland SCC-1, Rap 10, General MIDI (MPU-401 Interface), Gravis Ultrasound or 100% compatible

Speech/Effects Sound Boards Supported: Sound Blaster or 100% compatible

Graphics supported: 256-color VGA or SVGA (VESA driver required for SVGA play)

RAM and HD Storage Requirements: 8 megs RAM; 10 megs hard drive space

Playing time: 35+ hours

Box Dimensions: H=10", W=7", D=1.75"

WING COMMANDER®

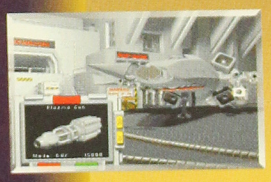
PRIVATEER™

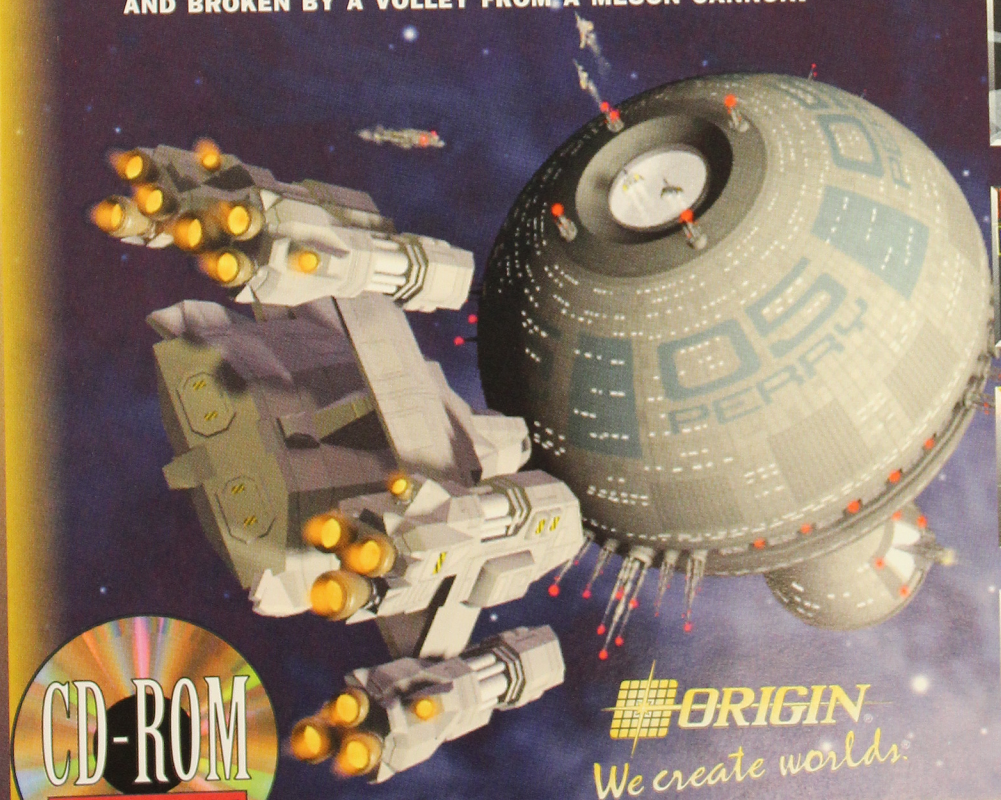
THE WAR AGAINST THE KILRATHI RAGES ON.
TO SOME, IT MEANS DEATH, SLAVERY OR DISHONOR...
TO OTHERS, IT'S THE CHANCE TO MAKE A QUICK BUCK.

- Enjoy even more gameplay with less hard drive space. The *Privateer* CD features full, digitized speech for every character in the universe, plus more than two dozen additional missions from *Righteous Fire*™.
- Make your own alliances and choose the life of a pirate, merchant or mercenary. You accept your assignments from the Mission Computers, Mercenary's Guild, Merchant's Guild or the nefarious fixers that inhabit every bar.
- Customize your ship according to your needs and budget—you can modify weapons, armor and other systems. And you'll need them, because your enemies want more than just a new kill stenciled on their prow—they want your cargo too.
- Explore a complete universe with more than 50 bases and planets in almost 70 systems—agricultural planets, merchant colonies and mining bases.

***PRIVATEER* - WHERE DEALS ARE MADE WITH A HANDSHAKE AND BROKEN BY A VOLLEY FROM A MESON CANNON.**

Now enhanced on CD-ROM with full, digitized speech and even more missions!





CD-ROM EDITION

ORIGIN®
We create worlds.®
An Electronic Arts® Company
P.O. BOX 161750 AUSTIN, TX 78716

Actual screens may vary.
A Stand-Alone Game
Made in the USA

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Available at a software retailer near you or call 1-800-245-4525 for MC/Visa/Discover orders.

ORIGIN Presents

Privateer CD

PRODUCT POSITION

In the year 2670, the Terran Confederation has spread its forces out on the border of the evil Kilrathi Empire. Alongside the industrial and agricultural workers are the privateers — entrepreneurs who are somewhere between mercenaries, pirates and traders. Pursuing these economically rewarding missions, you strive to trade and smuggle cargo within the cutthroat Gemini sector. As long as you stay a step ahead of your enemies, you're a free agent.

PRODUCT DESCRIPTION

Privateer transports you to the shadowy side of the war against the Kilrathi empire, into the trading circles of Gemini Sector. Here, opportunity awaits the resourceful and the ruthless. Struggling to make a quick buck, you choose your destiny as you modify your ship, survive combat and accumulate cash.

Whether you choose a career as a pirate, merchant or mercenary, you'll be forced to protect your cargo against others of your own kind. Between fighting off Kilrathi and dodging asteroids, a privateer's days are long, dangerous and full of adventure.

KEY FEATURES

- Choose a career as a conniving pirate, prosperous merchant or hotshot mercenary.
- View intense, cinematic sequences that explode with 3-D graphics during launches, landings, midgames and endgames.
- Listen to *full* speech sequences throughout the game as you interact with vivid characters — in the cockpit, bars and guilds.
- Undertake endless missions in the interactive Gemini campaign as you explore 60 different bases and planets throughout four quadrants.
- Be a part of the *Righteous Fire* sequel and foil a plot that threatens the prosperity of Gemini.
- Free up valuable hard drive space by playing directly from the CD!

SPECS

Publishing Company: ORIGIN Systems, Inc.

Ship Date: June 1994

PART #: 6717

UPC Code: 0-17814-80115-0

Format: One CD disk

Category: Space-Combat and Trading Simulation

Computers: MS-DOS 386/33+, Intel486 or 100% compatible system

Speech/Effects Sound Boards Supported: Sound Blaster, Pro Audio Spectrum or 100% compatible

Music Sound Boards Supported: Thunderland, Pro Audio Spectrum, General MIDI MPU-401, Ad Lib, Sound Blaster or 100% compatible

Graphics supported: 256-color VGA

RAM and HD Storage Requirements: 4 megs RAM (8 recommended); 20 megs hard drive space

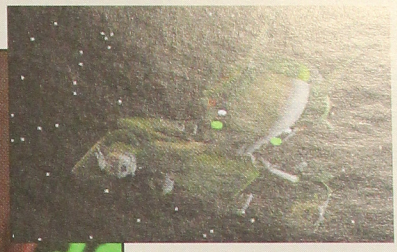
Playing time: 50+ hours

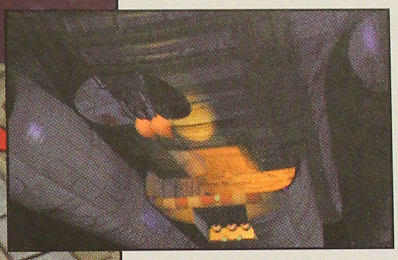
Manual: Four-color cover, 6" x 9", 80 pages, illustrated, perfect bound

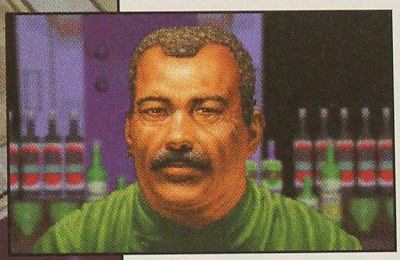
Dimensions: H=10", W=7", D=1.75"

A 3DO EXPERIENCE™

Wing Commander on the 3DO System! Fuller, Richer, More Visual than ever before!







Actual screens may vary.

In the 27th century, mankind is locked in a deadly war with the Kilrathi Empire, a race of vicious aliens bent on destroying the Terran Confederation. Launching from the TCS Tiger's Claw, you and your faithful wingman fearlessly battle the Kilrathi aces in deep-space dogfights to save all of humanity.

SUPER WING COMMANDER®

ORIGIN® *We create worlds.®*

An Electronic Arts® Company

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- Dodge missiles and hurtling asteroids as you face the most ruthless Kilrathi pilots in their deadly array of ships.
- Experience full digital sound as you hear mission briefings, your wingman's emphatic warnings and *all* other speech sequences. Listen to orchestrated musical scores that change as action escalates.
- Marvel at the stunning 16-bit, 3-D graphics and believable cinematics that command a perfect performance from 3DO technology — in thousands of colors!

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Available at a software retailer near you, or call 1-800-245-4525 for MC/Visa/Discover orders.

3DO

ORIGIN Presents

Super Wing Commander 3DO

PRODUCT POSITION

Wing Commander was named "Game of the Year" by both *Computer Gaming World* and *OMNI* magazine, and "*Best Action Game of the Year*" by the *Chicago Tribune* and *Game Players*. Now, *Wing Commander* joins the next generation of interactive home entertainment in its new and improved 3DO version. Packing all the excitement of starfighter combat, *Super Wing Commander 3DO* puts you into the middle of starship action inspired by the classic space battle films.

In our 3DO version, not only do you fly head-to-head with seasoned Kilrathi, command your wing pilots and prove you're the best the Confederation has to offer, but you also receive twice the excitement and sheer enjoyment with full speed and incredible sound effects!

PRODUCT DESCRIPTION

In the 27th century, mankind is locked in a deadly war with the Kilrathi Empire, a race of vicious aliens bent on destroying the Terran Confederation. Launching from the *TCS Tiger's Claw*, you and your faithful wingman fearlessly battle the Kilrathi aces in deepspace dogfights to save all of humanity.

As your *Hornet*, *Scimitar*, *Rapier* or *Raptor* barely evades screaming photons, you risk your life to protect your homeship. If you save your own kind, you'll not only be assigned the hazardous task of liberating ~~XXXXX TOP SECRET XXXXX~~, but you'll also travel to ~~XXXXX REPEAT TOP SECRET XXXXX~~ in undercover secret missions.

KEY FEATURES

- Pilot the *Hornet*, *Scimitar*, *Rapier*, *Raptor* or even a Kilrathi *Dralthi* through 72 thrilling missions packed with intense, space-age flight simulation.
- Dodge missiles and hurtling asteroids as you face the ruthless Kilrathi pilots in their deadly ships.
- Show off all your years of Academy training and expertise as you blast yet another furball in a deepspace dogfight inspired by classic battle films.
- Experience full digital sound as you hear mission briefings, your wingman's emphatic warnings and *all* other speech sequences and listen to orchestrated musical scores that change as action escalates.
- Marvel at the stunning 16-bit, 3-D graphics and believable cinematics that command a perfect performance from 3DO technology — in thousands of colors!
- No need to fuss with installation instructions — 3DO games are "pop-and-play."

SPECS

Publishing Company: ORIGIN Systems, Inc.

Ship Date: February 1994

PART #: 10024

UPC Code: 0-17814-824807

Format: One 3DO Disk, 3DO™ Real Interactive Multiplayer™ system required

Category: Action arcade/Space-flight simulation

Four-color cover, 5.5" x 8.5", 80-page manual, illustrated, perfect bound

Dimensions: H=10.5", W=5.6", D=1"

Stack the odds in your favor — With a screen saver for high-powered PCs.

ORIGIN® FX™ SCREEN SAVER

You purchased a high-end system for its blazing speed, added power and stunning graphics. So why settle for a screen saver that doesn't take full advantage of its capabilities?

ORIGIN FX is the next-generation screen saver, with 256-color, high-res graphics* running under Windows™. It's just what you'd expect from ORIGIN, the entertainment company that brings you the award-winning *Wing Commander* and *Ultima* series.

But whether you're a game player or not, you'll enjoy amazing animations, sensational sound**, and innovative images. *ORIGIN FX* is a great way to showcase your system, amuse yourself during breaks and discover what "state-of-the-art" means in a screen saver.

Special Bonus:
For owners of *Wing Commander II*, *ORIGIN FX* includes a module that plays all of WC II's cinematic sequences when the game is installed on your hard drive. And that's just the beginning – look for add-on *ORIGIN FX* modules shipped with our future games, to showcase their cinematics, as well.

Available at a software retailer near you or call **1-800-245-4525** for MC/Visa/Discover orders.

Actual screens may vary.

ORIGIN® We create worlds.®
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ORIGIN FX SCREEN SAVER

PRODUCT FACT SHEET

CATEGORY	Windows Screen Saver
PUBLISHER	ORIGIN
COMPATIBILITY	
Required	Microsoft Windows 3.0 or higher, 4.7 megs hard drive space for all modules
Computers	IBM: 386 SX, 386, 486 and other 100% compatible PC systems
Memory	2 MB
Graphics	VGA/Super VGA (256 color)
Sound	Ad Lib, Roland MT-32/LAPC-1, Sound Blaster or 100% compatible
Other	HARD DISK REQUIRED
Recommended	For optimal performance: Sound board, 386/20MHz or faster computer, Super VGA.
MEDIA	5.25" or 3.5" disks (high density)
INTERFACE	Keyboard/mouse

DESCRIPTION

ORIGIN FX Screen Saver is more than just a utility that protects your monitor from burn-in. At the same time, it delivers enough entertainment to keep you enthralled for hours. The modules reflect the creativity and technical ingenuity that have taken the *Wing Commander*® and *Ultima*® series to the top of the charts. *ORIGIN FX* is as versatile and exciting as it is useful, a modular screen saver with the graphics, sound and imagination that have made ORIGIN a favorite of computer gamers throughout the world.

ORIGIN FX incorporates images and characters familiar to fans of ORIGIN game worlds, as well as novel imagery created especially for this unique package. Unlike screen savers that use limited colors against a black background, *ORIGIN FX* brings the *hottest* color graphics in the entertainment industry to your Windows environment.

FEATURES

- More than 20 unique modules with a selection of both algorithmic and graphics-based screen savers.
- Award-winning ORIGIN music and sound effects.
- Engage and hot key combinations to activate the screen saver at any time.
- Customizing options — you set speed, color, sound and other options.
- Slide Show module that allows you to cycle through bitmapped images from any directory, in any order, and for as long as you wish.
- A special feature for owners of *Wing Commander II – ORIGIN FX* offers a module that plays the cinematic sequences when *Wing II* is installed on your hard drive.
- Players of the *Ultima* and *Wing Commander* games will recognize their favorite characters and space ships as they interact with your desktop.
- Those new to ORIGIN's worlds will be introduced to the high quality graphics that made ORIGIN games industry favorites.

SUPPORT MATERIALS

Technical Manual

RETAIL PRICE $39.95

TARGET AUDIENCE

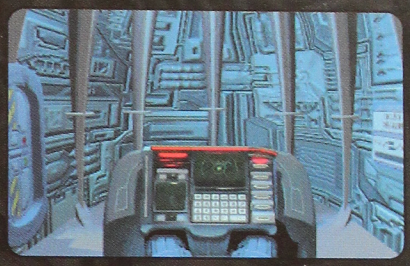
PC users who enjoy state-of-the-art graphics and entertainment value in their Windows environment

WING COMMANDER

ACADEMY™

Relentless Space Combat — For Naive Rookies or Hardened Vets

As a student at the TCSN Academy, you custom-design and fly unique combat, rescue, and search and retrieval missions from the CyberSchool's holodeck console. In the *Wing Commander*® tradition, the game features a dynamic musical score, improved rendered, bit-mapped graphics, and a dazzling array of customizing options.



Actual screens may vary.

- Custom-design a variety of missions that match your skill level as you place fighters, capital ships, data pods and ejected pilots – up to 10 in each of the four action spheres.
- Save up to 24 games to disk and trade with your friends or upload them to bulletin boards to challenge others.
- Request random missions where each action sphere yields an unknown number of enemy ships with pilots of varying skill levels.
- Climb into the cockpits of the new Confederation *Wraith* or Kilrathi *Jrathek* fighters for a new combat experience.
- Select a cybernet wingman – from a frightened cadet to a hotshot veteran.
- Fly from the cockpit view or try the chase-plane view for a new perspective on the dogfighting action.
- Sharpen your combat skills as you compete for high-point honors.
- Engage the "Wave" – a dogfighting marathon with 15 progressively difficult levels of attacking ships – including three flights of fighters in each level.
- Build missions so tough that even our professional *Wing Commander* pilots can't survive.

A Stand Alone Game — No previous Wing Commander experience necessary.

ORIGIN®

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P.O. BOX 161750 AUSTIN, TX 78716

For MS-DOS 386SX, 386, 486 or 100% compatible systems.

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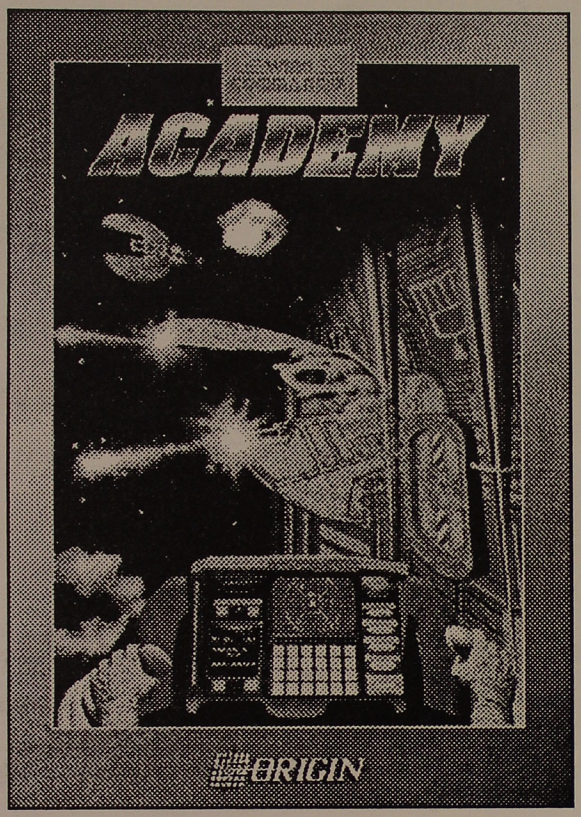
WING COMMANDER ACADEMY



PRODUCT FACT SHEET

Category	Space Combat Action-Adventure
Publisher	ORIGIN
Compatibility	
Computers	IBM-PC 386SX, 386, Intel486 or 100% compatible system
Memory	2 megabytes RAM
Graphics	256-color VGA
Sound	Ad Lib, Sound Blaster, Roland LAPC-1/MT32 or 100% compatible sound board.
Digitized Speech	Sound Blaster or 100% compatible sound board.
Other	Hard Disk required (5 megs free), joystick, mouse or keyboard.

DESCRIPTION

Wing Commander Academy is a space combat action-simulator that allows you to custom-design missions according to your own skill level and preferences as a pilot. In the design phase, you can choose to navigate asteroid and mine fields, retrieve ejected pilots or data capsules, protect capital ships or fly missions against a wide variety of enemy fighters. You can include up to 10 different objects in each of the four action spheres for each mission, select a wingman, and specify the intelligence of each hostile fighter you include.

Players of *Wing Commander I* and *II* will recognize many of the Confederation and Kilrathi ships, but the game also incorporates new ships and weapons, including the Confederation *Wraith* and Kilrathi *Jrathek*. You can save up to 24 of your favorite missions for replay value, to trade with friends or to upload to bulletin boards. A randomized mission option sends fighters out to attack you in random order and with random skill levels.

KEY FEATURES

- Custom design a variety of missions that match your skill level as you place fighters, capital ships, data pods and ejected pilots around your ship – up to 10 in each of the four action spheres.
- Save up to 24 games to disk and trade with your friends or upload them to bulletin boards for the enjoyment of others.
- Generate random missions where each navigation point yields an unknown number of enemy ships with pilots of varying skill levels.
- Fly Confederation or Kilrathi fighters – you can fly for or against either side depending upon your mission designs.
- Select one of four different wingmen with varying skill levels and personalities.
- Fly from the cockpit view or try the chase-plane view for a new perspective on the dogfighting action.
- Sharpen your combat skills as you compete for high point honors in gauntlet combat mode. You'll encounter up to 15 levels with three waves of fighters in each level.

SUPPORT MATERIALS

40-page manual
Reference card
Installation guide

RETAIL PRICE: $49.95

TARGET AUDIENCE:

Wing Commander fans, sci-fi enthusiasts, novice and seasoned simulation and action-adventure fans.

To Order: Visit your local retailer or call 1–800–245–4525 ANYTIME for Visa/MC/DISCOVER orders; or send check or money order (U.S.$) to P.O. Box 7530 • San Mateo, CA 94403. Allow 1–2 weeks for delivery. ©1993 ORIGIN Systems, Inc. Wing Commander and Origin are registered trademarks of ORIGIN Systems, Inc. Academy is a trademark of ORIGIN Systems, Inc. Intel, Ad Lib, Sound Blaster and Roland LAPC-1/MT32 are trademarks of their respective owners.

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Writers ELLEN GUON, PAUL LIDBERG **Screenplay by** G.P. AUSTIN

Executive Producer DALLAS SNELL **Associate Producer** ALAN GARDNER **Produced and Directed by** CHRIS ROBERTS

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