

McShaffry, Robin

From: Harelík, Marcia
Sent: Thursday, September 18, 1997 5:26 PM
To: McShaffry, Robin
Subject: FW: screen shot text

From: Bradshaw, Patrick
Sent: Wednesday, September 17, 1997 9:33 AM
To: Harelík, Marcia
Subject: screen shot text

Only one change, on the analysis view:

Analysis - The post-game analysis view provides players with the clearest look at their strategy

Harelik, Marcia

From: Bradshaw, Patrick
Sent: Tuesday, September 23, 1997 9:49 AM
To: Harelik, Marcia
Cc: Plummer, Chris
Subject: RE: WCP bullets

Change cut-scenes to sequences. Is that clearer?

From: Harelik, Marcia
Sent: Monday, September 22, 1997 7:28 PM
To: Bradshaw, Patrick
Cc: Plummer, Chris
Subject: RE: WCP bullets

Legal will have comments regarding the mention of actors. What are cut-scenes?

From: Bradshaw, Patrick
Sent: Monday, September 22, 1997 7:26 PM
To: Harelik, Marcia
Cc: Plummer, Chris
Subject: WCP bullets

CP hasn't looked at these yet, but these should be a nice start for the box back and sell sheet. (Screen shot captions only for the sell sheet). Use all but the big shot caption for the sell sheet (which I haven't written yet anyway).

- ★ • Gripping story line unfolds as each mission you fly affects the course of the war
- Frenzied multiplayer scenarios, including death match, capture the flag and capital ship runs
- Dual soundtracks, including a single player orchestral score and techno multiplayer composition from Cobalt 60
- High quality cinematic cut-scenes include Tom Wilson, Ginger Allen, and Mark Hamill as Blair *with repeat appearances by Maniac, Rachel, and Blair*
- Stunning 3-D accelerated graphics and intense storyline will keep you on the edge of your seat

Screen shots

Stellar 3-D acceleration support via 3dFX and Direct 3D (gameplay)

Hit the deck in over fifty single player missions (video shot)

Endless replayability with intense multiplayer missions (gameplay)

Action/conflict/explosions - Save the Confederation in its toughest challenge yet (render)

Big shot (gameplay)

Those last two will have text that will depend on the shots.

space
-0.022
-0.629

Newborn
X 1.216
Y 3.64
W 4.0460
H ~~7.975~~ 8

Harelik, Marcia

From: Plummer, Chris
Sent: Tuesday, September 23, 1997 1:46 PM
To: Bradshaw, Patrick; Harelik, Marcia
Subject: RE: WCP bullets
Importance: High

See my revision and slight re-order - let's move forward with these.

thanks

From: Harelik, Marcia
Sent: Monday, September 22, 1997 7:28 PM
To: Bradshaw, Patrick
Cc: Plummer, Chris
Subject: RE: WCP bullets

Legal will have comments regarding the mention of actors. What are cut-scenes?

From: Bradshaw, Patrick
Sent: Monday, September 22, 1997 7:26 PM
To: Harelik, Marcia
Cc: Plummer, Chris
Subject: WCP bullets

CP hasn't looked at these yet, but these should be a nice start for the box back and sell sheet. (Screen shot captions only for the sell sheet). Use all but the big shot caption for the sell sheet (which I haven't written yet anyway).

- Breakthrough 3D space combat graphics and intensely-addictive gameplay will keep you on the edge of your seat.
- Gripping story line unfolds as each mission you fly affects the course of the war
- Frenzied multiplayer scenarios, including death match, power-ups, capture the flag and capital ship runs
- Stunning cinematic sequences feature breathtaking graphics and ~~an all-star cast including Tom Wilson, Ginger Allen, and Mark Hamill as Col. Blair~~ *return appearances by Marcia, Rachel, and Blair*
- Dual soundtracks, including a sweeping single player orchestral score and techno multiplayer rhythms from Cobalt 60

Screen shots

Incredible graphics with 3D accelerator support through 3Dfx and Direct 3D (gameplay)

Hit the deck in over fifty single player missions (video shot)

Endless replayability with intense multiplayer scenarios (gameplay)

Action/conflict/explosions - Confront a terrifying alien menace. (render)

Big shot (gameplay) - The ultimate Sci-fi combat simulation

Those last two will have text that will depend on the shots.

Harelik, Marcia

From: Bradshaw, Patrick
Sent: Monday, September 29, 1997 7:54 PM
To: Harelik, Marcia
Cc: Plummer, Chris
Subject: WCP sell sheet screen shot captions

Screen shot captions:

1. Defend the Confederation against its greatest threat to date (under alien render)
2. Hit the deck as Casey, a green cadet caught in the crossfire
3. Save humanity...or die trying (Gameplay shot "pairs", Alien ship dominant)
4. Prepare yourself for battle on the Midway...the Confederation's biggest capital ship, ever. (Render of Midway)

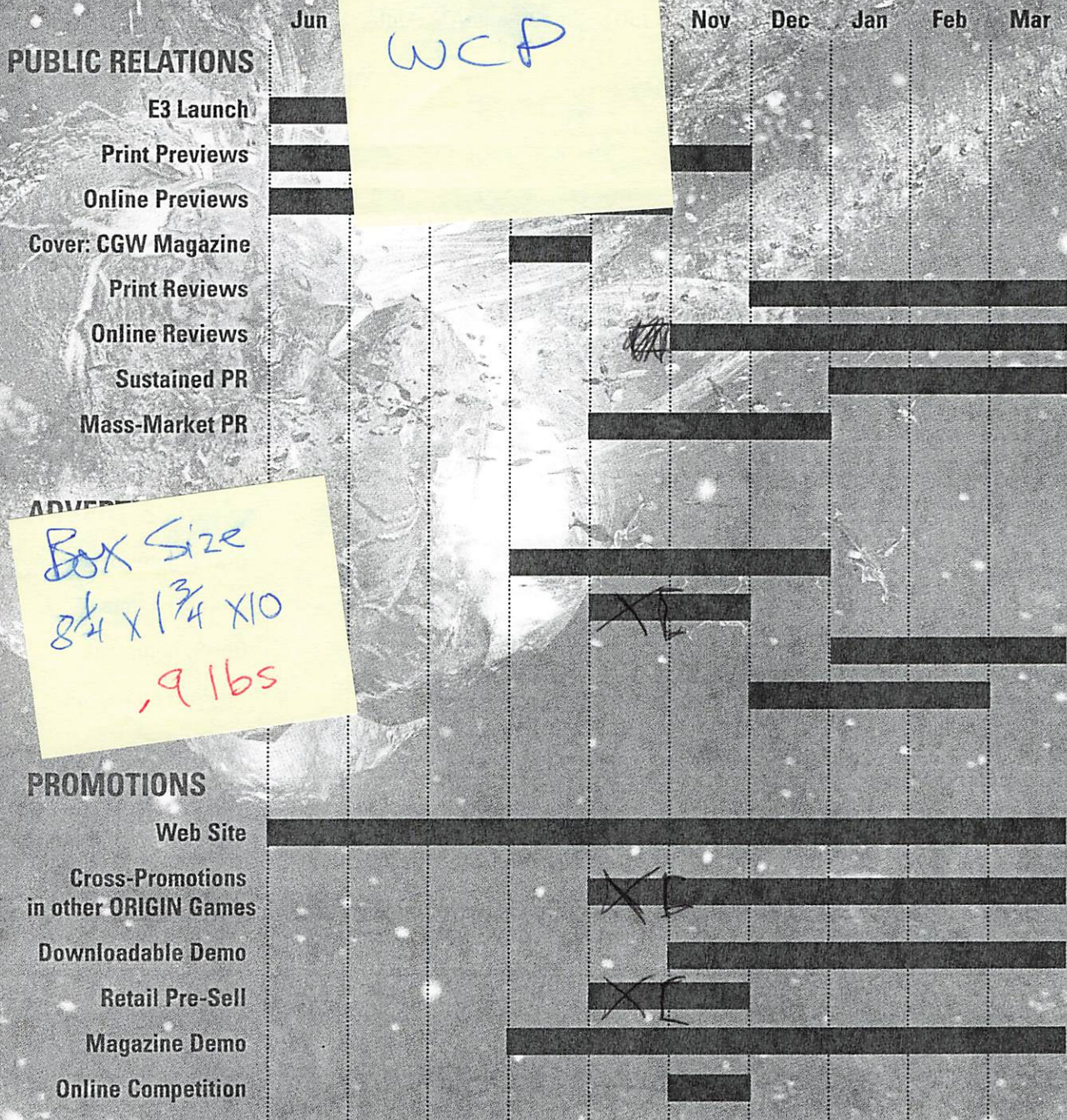
~ Carl



Screens o' plenty

Use files w/ "SS"

MARKETING ACTIVITY TIMELINES



SPECIFICATIONS

Publishing Company:	Electronic Arts	Players:	1-8
Developer:	ORIGIN	Part Number:	10148
Ship Date:	November 1997	UPC:	0-14633-10148-5
Format:	Windows 95 CD-ROM	ISBN:	0-7845-1135-7
Category:	Space Combat Simulation		

Box size:
 Box weight: (Estimated by weight of PZ)

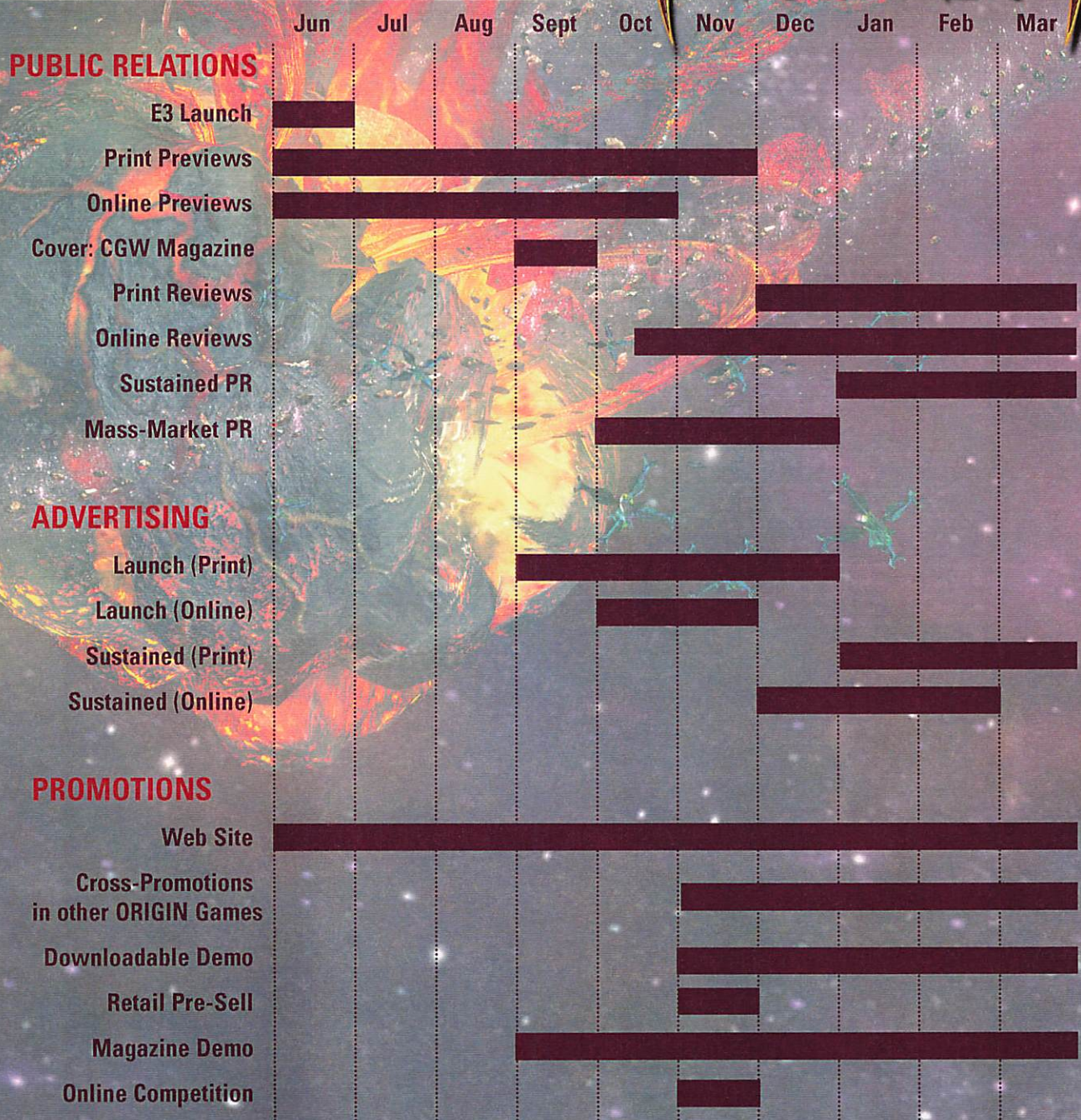
Move legal to cell sheet

www.wingcommanderprophecy.com

WING COMMANDER PROPHECY

UPDATE Logo/Move Date

MARKETING ACTIVITY TIMELINES



SPECIFICATIONS

Publishing Company:	Electronic Arts	Players:	1-8
Developer:	ORIGIN	Part Number:	10148
Ship Date:	November 1997	UPC:	0-14633-10148-5
Format:	Windows 95 CD-ROM	ISBN:	0-7845-1135-7
Category:	Space Combat Simulation	Box Dimensions:	8.25 x 10 x 1.75

www.wingcommanderprophecy.com



WING COMMANDER PROPHECY

MARKETING ACTIVITY TIMELINES



SPECIFICATIONS

Publishing Company: Electronic Arts
 Developer: ORIGIN
 Ship Date: November 1997
 Format: Windows 95 CD-ROM
 Category: Space Combat Simulation
 Players: 1-8

Part Number: 10148
 UPC: 0-14633-10148-5
 ISBN: 0-7845-1135-7
 Box Dimensions: 8.25 x 10 x 1.75
 Weight: 0.9 lbs

www.wingcommanderprophecy.com

WING COMMANDER
PROPHECY



ORIGIN

The Ultimate Sci-Fi Combat Simulation



Put in feedback

Add 3dFX,
Dolby
logos

THE ULTIMATE SCI-FI COMBAT SIMULATION

"The future of space combat."

— Computer Gaming World

A new space combat engine for unequaled visual excitement and tactical realism. A new and terrifying alien menace. A new story that begins the next chapter in the series. All-new multiplayer options for network and modem play. New graphics and a hard-edged soundtrack that make *Prophecy* look and sound like no other sci-fi sim.

With *Wing Commander: Prophecy*, the *Wing Commander* line reinforces its position as the ultimate sci-fi combat simulation.

Replace all new
Bullets.
Align stars.

- NEW GRAPHICS ENGINE**
All-new graphics engine with 3-D accelerator support, breathtaking real-time lighting effects, incredibly detailed self-illuminated textures, lightening-fast frame rate and multiple camera views
- NEW ALIEN**
Confront a new and terrifying alien menace
- PLAYER MODES**
Comprehensive single-player experience with exciting head-to-head and cooperative multiplayer
- AUDIO**
Dual soundtracks for maximum audio impact
- STAR QUALITY**
Superlative cinematic quality with return appearances by Blair, Rachel and Maniac

CASE Blair
Video

Alien
Kilrah ✓

mother of all Confed capital ships, your home base

WCP
Alien ✓
(gameplay)

MIDWAY
Kilrah ✓

~~Spotter from the cockpit~~ ✓

~~1st Multiple Support~~
~~2 dynamic campaigns~~
~~Multiple chapters~~

AS a RAW RECRUIT on an untested ship, are you ~~ready~~ prepared to face the inferno before you?
THIS IS WING COMMANDER.
PROPHECY.

Gameplay

New shot from me to screen

Gameplay

New render supplied to screen



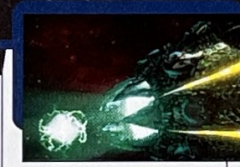
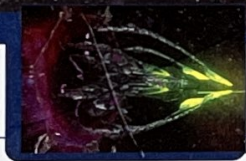
The fiercest force in space...



ORIGIN

We create worlds™

...is not your own.



Parthel shot from final version of this ad.

to 50

A relentless alien menace like nothing you've ever seen. A stunning 3-D engine with 3-D acceleration support and lightning-fast frame rate. Multiplayer options, an intense storyline, unrivaled gameplay. It all adds up to the ultimate in sci-fi combat simulation — Wing Commander™: Prophecy. Now the adventure begins. When you're trained for every threat known to mankind, your only fear is... the unknown.



www.origin.ea.com

©1997 ORIGIN Systems, Inc. Origin, "We create worlds" and Wing Commander are trademarks or registered trademarks of ORIGIN Systems, Inc. in the U.S. and/or other countries. All rights reserved.

WING COMMANDER™ PROPHECY

THE ULTIMATE SCI-FI COMBAT SIMULATION

"The future of space combat."

A new space combat engine for unequalled visual excitement and tactical realism. A new and terrifying alien menace. A new story that begins the next chapter in the series. All-new multiplayer options for network and modem play. New graphics and a hard-edged soundtrack that make *Prophecy* look and sound like no other sci-fi sim.

- Computer Gaming World

With *Wing Commander: Prophecy*, the *Wing Commander* line reinforces its position as the ultimate sci-fi combat simulation.

Match quote typeface with body copy - white not orange

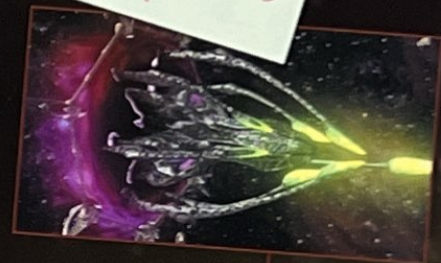
Extend copy to right.

Make frames yellow/gold

KEY FEATURES

- NEW GRAPHICS ENGINE**
All-new graphics engine with 3-D accelerator support, breathtaking real-time lighting effects, incredibly detailed self-illuminated textures, lightening-fast frame rate and multiple camera views
- NEW ALIEN**
Confront a new and terrifying alien menace
- PLAYER MODES**
Comprehensive single-player experience with exciting head-to-head and cooperative multiplayer features
- AUDIO**
Dual soundtracks for maximum audio impact
- STAR QUALITY**
Superlative cinematic quality with return appearances by Blair, Rachel and Maniac

Place these screen shots. Make frames bigger.



Almost 2,000 meters long, this is the mother of all Confed capital ships, your home base.



Blair, Rachel and Maniac return to the cockpit of your home base.

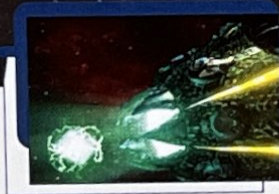


The fiercest force in space...



ORIGIN™

We create worlds.



...is not your own.

UPDATE Logo

WING COMMANDER™ PROPHECY

A relentless alien menace like nothing you've ever seen. A stunning 3-D engine with 3-D acceleration support and lightning-fast frame rate. Multiplayer options, an intense storyline, unrivaled gameplay. It all adds up to the ultimate in sci-fi combat simulation — Wing Commander™: Prophecy. Now the adventure begins. When you're trained for every threat known to mankind, your only fear is... the unknown.



www.origin.ea.com

Origin, "We create worlds" and Wing Commander are trademarks or registered trademarks of ORIGIN Systems, Inc. in the U.S. and/or other countries. All rights reserved.

© 1997 ORIGIN Systems, Inc.

WING COMMANDER PROPHECY

ORIGIN

check color

9/25

92 75 11 6

The Ultimate Sci-Fi Combat Simulation

DC DOLBY SURROUND



RATING PENDING
RP
CONTENT RATED BY ESRB

THE ULTIMATE SCI-FI COMBAT SIMULATION

"The future of space combat."

- Computer Gaming World

A new space combat engine for unequalled visual excitement and tactical realism. A new and terrifying alien menace. A new story that begins the next chapter in the series. All-new multiplayer options for network and modem play. New graphics and a hard-edged soundtrack that make *Prophecy* look and sound like no other sci-fi sim.

As a raw recruit on an untested ship, are you prepared to face the inferno before you?

This is *Wing Commander: Prophecy*.

It's time to report for duty. ✓

KEY FEATURES

- NEW GRAPHICS ENGINE**
Breakthrough 3D space combat graphics and intensely-addictive gameplay will keep you on the edge of your seat
- INTENSE STORY**
Gripping story line unfolds as each mission you fly affects the course of the war
- PLAYER MODES**
Frenzied multiplayer scenarios, including death match, power-ups, capture the flag and capital ship runs
- AUDIO**
Dual soundtracks, including a sweeping single player orchestral score and techno multiplayer rhythms from Cobalt 60
- STAR QUALITY**
Stunning cinematic sequences feature breakthrough graphics and return appearances by Maniac, Rachel and Blair



Incredible graphics with 3D accelerator support through 3Dfx and Direct 3D



Hit the deck in over fifty single player missions



Endless replayability with intense multiplayer scenarios



Action/conflict/explosions - Confront a terrifying alien menace

SPECIFICATIONS

Publisher: Electronic Arts
Part Number: 10148
UPC Code: 0-14633-10148-5
ISBN: 0-7845-1135-7
Box Size: 8.25 x 10 x 1.75

use Casey C
~~Casey C~~
(sent to Marcia)

use "pairs" shot from Plummer

Put real Casey C on all mail
TECH 101
MILLER
EPO
1-800-393-3939
www.electronicarts.com

The fiercest force in space...



ORIGIN

We create worlds.

...is not your own.

WING COMMANDER PROPHECY

A relentless alien menace like nothing you've ever seen. A stunning 3-D engine with 3-D accelerator support and lightning-fast frame rate. Multiplayer options, an intense storyline, unrivaled gameplay. It all adds up to the ultimate in sci-fi combat simulation — Wing Commander™: Prophecy. Now the adventure begins. When you're trained for every threat known to mankind, your only fear is... the unknown.



www.origin.ea.com

©1997 ORIGIN Systems, Inc. Origin, "We create worlds" and Wing Commander are trademarks or registered trademarks of ORIGIN Systems, Inc. in the U.S. and/or other countries. All rights reserved.

THE ULTIMATE SCI-FI COMBAT SIMULATION

"The future of space combat."

— Computer Gaming World

A new space combat engine for unequaled visual excitement and tactical realism. A new and terrifying alien menace. A new story that begins the next chapter in the series. All-new multiplayer options for network and modem play. New graphics and a hard-edged soundtrack that make *Prophecy* look and sound like no other sci-fi sim.

As a raw recruit on an untested ship, are you prepared to face the inferno before you?

This is *Wing Commander: Prophecy*. It's time to report for duty.



KEY FEATURES

- NEW GRAPHICS ENGINE**
Breakthrough 3D space combat graphics and intensely-addictive gameplay will keep you on the edge of your seat
- INTENSE STORY**
Gripping story line unfolds. The mission you fly affects the course of the war
- PLAYER MODES**
Frenzied multiplayer scenarios, including death match, power-ups, capture the flag and capital ship runs
- AUDIO**
Dual soundtracks, including a sweeping single player orchestral score and techno multiplayer rhythms from Cobalt 60
- STAR QUALITY**
Stunning cinematic sequences with return appearances by Maniac, Rachel and Blair

Deluxe "3D"



Defend the confederation against its greatest threat to date



Hit the deck as Casey, a green cadet caught in the crossfire



Save humanity... or die trying



Prepare yourself for battle on the Midway... the Confederation's biggest capital ship, ever

SPECIFICATIONS

Publisher: Electronic Arts
Part Number: 10148
UPC Code: 0-14633-10148-5
ISBN: 0-7845-1135-7
Box Size: 8.25 x 10 x 1.75



WING COMMANDER™

PROPHECY

ORIGIN™



The Ultimate Sci-Fi Combat Simulation

RATING PENDING
RP
CONTENT RATED BY
ESRB

THE ULTIMATE SCI-FI COMBAT SIMULATION

"Wing Commander: Prophecy will be one of the major gaming events of the year."

Quote from back of box

- Computer Gaming World

A new space
unequaled

Alien B pages as background.

tactical realism. A new and terrifying alien menace. A new story that begins the next chapter in the series. All-new multiplayer options for modem play. New edged soundtrack look and sound like

add frames to copy & screens

With *Wing Commander: Prophecy*, the *Wing Commander* line reinforces its position as the ultimate sci-fi combat simulation.

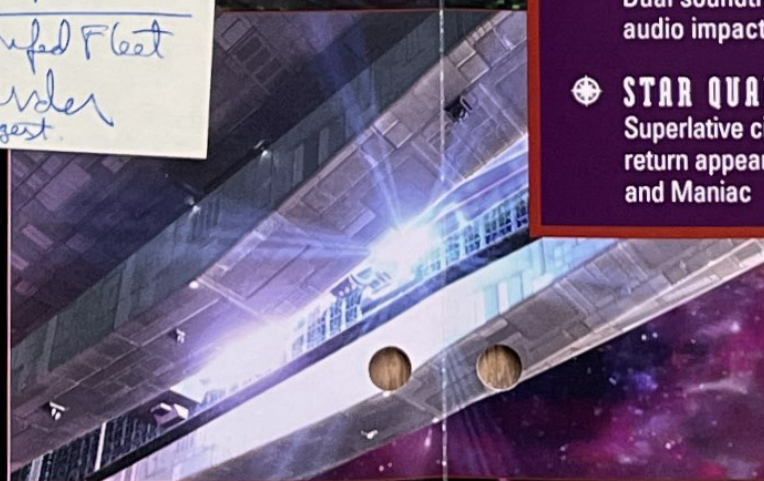


~~Flap Render~~
Corrupted Fleet Render biggest

KEY FEATURES

- ◆ **NEW GRAPHICS ENGINE**
All-new graphics engine with 3-D accelerator support, breathtaking real-time lighting effects, incredibly detailed self-illuminated textures, lightning-fast frame rate and multiple camera views
- ◆ **NEW ALIEN**
Confront a new and terrifying alien menace
- ◆ **PLAYER**
Comprehensive experience head and features
- ◆ **AUDIO**
Dual soundtracks for maximum audio impact
- ◆ **STAR QUALITY**
Superlative cinematic quality with return appearances by Blair, Rachel and Maniac

Flap Render



MARKETING ACTIVITY TIMELINES



1 pg
CGW ad

SPECIFICATIONS

Publishing Company:	Electronic Arts	Players:	1-8
Developer:	ORIGIN	Part Number:	10148
Ship Date:	November 1997	UPC:	0-14633-10148-5
Format:	Windows 95 CD-ROM	ISBN:	0-7845-1135-7
Category:	Space Combat Simulation		

www.wingcommanderprophecy.com