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THE SPACE STRATEGY GAME WITH SOMETHING FOR EVERYONE
Cyberstorm 2: Corporate Wars Offers Real-Time or Turn-Based Play

EUGENE, OR – May 28, 1998 - Dynamix, a division of Sierra On-Line, today announced the upcoming release of *Cyberstorm 2: Corporate Wars*. This peerless strategy game gives players the option of playing in a real-time or a turn-based environment. The mission: Explore and take control of a new solar system. As the representative of one of eight different corporations, players will build forces to their own specifications, defend their facilities from rivals and claim the solar system as their own. The decision-making starts the minute players choose which corporation to work for and which planet will best serve their purposes.

In *Cyberstorm 2: Corporate Wars*, players create their own Bioderms, non-human pilots, which will be the backbone of the varied missions. Players must decide whether to allow a Bioderm to be a skilled fighter at the expense of discipline; or a moderate shooter who will never leave a battle, no matter how tough the situation. Players are the ultimate engineers of an unlimited number of Bioderms and their uniquely configured HERC fleet. In the Vehicle Facility, players will select from twenty-seven different HERC chassis and over 170 unique weapons to produce the best fleet of HERCs to help them achieve promotions and gain more power in their chosen corporation. Plus, players will have their choice of tanks and anti-grav vehicles to compliment their HERC units.

Better technology becomes available as players spend more credits on research, which will improve the quality of both their HERCs and Bioderms. The purse strings, however, are still controlled by the corporation. Each player's actions need to meet the guidelines set out by each corporation. If a player wants to conquer all other corporations by brute force, a corporation focused on bioderm research is probably not the right choice.

Tactically, players can control each unit in real time, or give them group orders and watch the battle unfold. For turn-based fans, like players of the original *Missionforce: Cyberstorm*, unit commanders can methodically plot their course of action. For those players who just can't decide between strictly real-time and turn-based play, *Cyberstorm 2: Corporate Wars* offers a variable real-time mode where players can slow down the action without having to switch over to turn-based play.

This unique strategy game has full multiplayer capabilities with Internet, network or modem play possible. Up to eight players can battle for dominance in this new star system. An adjustable chat window will allow players to taunt their opponents or strategize with their allies. The expansive square tile terrain system allows for strong replayability as new terrain and new missions are created every time the game is played.

Cyberstorm 2: Corporate Wars is scheduled for release in June 1998, on CD-ROM for Windows '95 and will carry a SRP of $39.95. It will be available at most software retailers, as well as through Sierra Direct at (800) 757-7707. More information on *Cyberstorm 2: Corporate Wars* is available at www.sierra.com/titles/cs2.

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