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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.

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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.

Sierra On-Line®, Inc. is part of Cendant Software, one of the largest PC consumer software groups in the world, and a leader in entertainment and educational software. Cendant Software consolidates the sales, manufacturing, finance, accounting and management of Cendant Corporation's software divisions, including Sierra On-Line®, Inc., Knowledge Adventure®, Davidson & Associates, Inc. and Blizzard Entertainment®. Cendant Corporation is the result of the December 17, 1997 merger between CUC International and HFS Inc., creating the world's largest business and consumer services company (based on market capitalization), with a focus on real estate, travel and membership.

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Cyberstorm 2: Corporate Wars

The Planets

The following are two of the planets in the Typhoeus system that gamers will encounter in this newly discovered part of space. Players must choose the planet best suited to help them meet the goals set before them by one of the eight corporations. Remember...choose wisely.

OASIS

From space, Oasis is a bright golden globe rotating on its axis. But, don't let the promise of warm sand and unending sunlight fool you. Oasis was named by someone with a truly warped sense of humor. While it is capable of supporting base facilities, this dry, arid, sand-covered world has little else to attract prospectors. Plan carefully before choosing this planet as your home away from home.

There are rumors in the system that an ancient race used to inhabit this unfriendly planet long before any interstellar visitors arrived. Those with enough endurance to survive on the barren surface of Oasis may be lucky enough to come across some lost artifacts of this mythical race.

CASSIDY'S MOON

The bright, rich colors of this moon greet new arrivals to the system. This small moon was named for Maxx Cassidy, the first prospector to survive (at least for a time) on this ever changing surface. Huge rivers of lava cut through the landscape while continuous volcanic eruptions scar and reshape the surface.

Prospectors should not let this very turbulent world scare them off. Sure, they may have to dodge spouting lava on occasion, but the reward is worth it. A tremendous bounty of mineral resources awaits the daring explorer. Just a word of warning...with the strong mining competition in the sector, prospectors on this planet should keep their eyes open.

FAQ

Q: WHAT IS CYBERSTORM 2: CORPORATE WARS?

A: Cyberstorm 2: Corporate Wars is a real-time or turn-based, science fiction strategy game. Set in the Starsiege Universe, it is the sequel to the critically acclaimed Mission Force: Cyberstorm. It includes 13 hard-scripted missions, but it also has an advanced mission generator that creates a new game every time it's played. It also has an engine that creates enemy vehicle configurations on the fly, so you never see the same enemy twice.

Q: IS CYBERSTORM 2: CORPORATE WARS A MULTIPLAYER GAME?

A: Yes, Cyberstorm 2 will have multiplayer gameplay over LAN, Internet or modem. Up to eight players can battle in this pursuit for dominance. Tournament play will be free over the Internet at WON.net. Players can decide if they want to play in a cooperative style or 'capture the flag.'

Q: WHY ADD REAL-TIME PLAY TO A GAME WHOSE SUCCESSOR WAS POPULAR WITH TURN-BASED FANS?

A: Cyberstorm 2 incorporates both real-time and turn-based play to give the player the ultimate experience in strategy gaming. Fans of the original Missionforce: Cyberstorm will find the same strategic benefits combined with stunning graphics, while fans of real-time can add this to their list of favorites. The number of customization options, from Bioderms to HERCs, is greater than any other game of its kind.

Q: WHAT ARE THE MACHINE REQUIREMENTS FOR RUNNING CYBERSTORM 2?

A: Minimum requirements for running Cyberstorm 2 will be at least a Pentium 133, 4x CD-ROM, Win' 95 24MB RAM, 50MB free hard-drive space, SVGA 640 x 480 @256 colors, mouse and a Windows® compatible soundcard.

Q: HOW DOES IT DIFFER FROM THE ORIGINAL?

A: More weapons, more HERCs, new tanks and anti-grav vehicles, more control over Bioderm creation, new challenges every time you start a game, real-time and turn-based play... Take a look at the following chart for more details.



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Vital Statistics

Gold Date:	April 5, 1998
Multiplayer Modes:	Internet TCP/IP, LAN, Modem
Ship Date:	June 1, 1998
Multiplayer Counts:	8 LAN
Web Site:	www.sierra.com/cs2
Multiplayer Pricing:	FREE (ISP charges apply)
Multiplayer Servers:	won.net
Suggested Retail Price:	\$39.95 (U.S.)
System:	PC
Requirements:	Minimum – P133, 24MB RAM, 4x CD-ROM, 50MB free hard disk space, SVGA 640 x 480 @ 256 colors, mouse, Windows® compatible soundcard Preferred – P200, 32 MB RAM, ROM drive 6x CD-
Wholesale Price:	\$29.25 (U.S.)
Platform:	Windows® 95 CD-ROM
Package Size:	B23 Box, Height:10 ³ / ₈ " , Length:8 ³ / ₄ " , Width:1 ³ / ₄ "
Weight:	2 lbs.
Part Number:	69987
UPC Number:	0 20626 69987 7
Brand:	Dynamix, A Sierra Company



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ISBN:

0-87177-715-0

Category:

Strategy (Turn-Based & Real-Time)

Key Features

- Turn-based or real-time play
- Build your own vehicles from a selection of 27 chassis, and equip them with any of over 300 devices and weapons
- Use advanced systems such as cloaking devices and mine layers to defeat your opponent on the battlefield
- Manage your base facility and research any of hundreds of technological advances
- Play a campaign, or link with up to 7 other friends and play over the Internet
- Design and grow your own Bioderm pilots to command the vehicles you construct
- Sophisticated mission generators create new battlefields, new opponents, and new missions every time you play... so no two campaigns are alike
- Choose from one of eight corporate powers fighting for control of the Typhoeus System... each with their own set of advantages and disadvantages

Competitive Advantage

- NO direct “grogard” competition during its launch season
- While Starcraft dominates the real-time strategy market, Cyberstorm 2 offers the only turn-based alternative for the legions of classic strategy/sim fans
- Designed by, and for, the real “grogards” of the strategy industry – and proud of it!
- The only tactical space sim in the best-selling “classic strategy” genre

Real-time Strategy

Starcraft
Command & Conquer: Red Alert
Total Annihilation

Classic Strategy

Cyberstorm 2: Corporate Wars
Age of Empires
Civilization 2

Explosive Improvements

<i>MissionForce: Cyberstorm</i>	<i>Cyberstorm 2: Corporate Wars</i>
Turn-based only play	Turn-based AND real-time play
8-user-modifiable chassis	27 chassis - all modifiable
No cloaking or mines	Cloaking and mines
Randomly generated missions only	Combination scripted and intelligently generated missions
Max 8 players over SIGS	8 players over WON
Choose from limited pool of Bioderms	Create and grow own Bioderms OR choose from large pool of pre-built one
69 weapons	171 weapons
Single-story line with player as 1 corporation vs. Cybrid enemies	Multiple story lines with player choosing from 8 corporations, each with individual strengths, vying for control of Typhoeus Star System
Pre-defined research tree	User controls and researches for technological achievements and upgrades.

Description

100 words

The sequel to the popular and critically-acclaimed *MissionForce: Cyberstorm*, *Cyberstorm 2* is a futuristic tactical space sim for hard-core strategy fans. It is targeted at gamers who enjoy real-time strategy but long for the depth of a classic, turn-based strategy game. Players can create and control the attributes of a team of Bioderms – classified non-human warrior pilots – or choose from a large pool of pre-built ones. Build your own vehicles from any of over 27 chassis, and equip them from over 300 devices and weapons. Play a campaign, or link with up to 7 other friends and play over the Internet.

50 words

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25 words

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