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HASBRO INTERACTIVE TO SHIP STAR TREK: THE NEXT GENERATION™ BIRTH OF THE FEDERATION™, THE FIRST TURN-BASED STRATEGY GAME TO CAPTURE THE SPIRIT OF THE STAR TREK UNIVERSE

LOS ANGELES (May 13, 1999)—Leading entertainment software publisher Hasbro Interactive announced that *STAR TREK: THE NEXT GENERATION*TM *Birth of the Federation*TM CD-ROM by MicroProse will ship to stores the end of this month. Licensed through Viacom Consumer Products, *STAR TREK: THE NEXT GENERATION Birth of the Federation* is a turn-based, multi-player strategy game of space exploration, expansion and tactical combat that gives players control of one of the major races from the *STAR TREK: THE NEXT GENERATION* universe.

"The broad appeal of the STAR TREK brand and the fantastic art and music from the series make this game accessible to any science fiction fan," said Tom Nichols, Hasbro Interactive's marketing head for the MicroProse brand. "At the same time, the hard core gamer will love the challenge of leading his own empire from the first tenuous steps of space exploration to ruling the galaxy."

STAR TREK: THE NEXT GENERATION Birth of the Federation is set in the familiar STAR TREK universe, capturing the look and feel of the internationally famous series and transforming it into a rich and deep strategy game. The game world is populated with all of the major races and dozens of minor

races from STAR TREK: THE NEXT GENERATION. Game play emphasizes resource management, combat and diplomacy. Each player controls one of the major STAR TREK alliances, choosing from the FederationTM, RomulansTM, KlingonsTM, FerengiTM and CardassiansTM. The remaining empires are managed by other players in mulitplayer mode or by the game's advanced AI.

The different characteristics of each race add flavor and replayability to *STAR TREK: THE NEXT GENERATION Birth of the Federation*. Depending on which alliance the player chooses to run, he will have different abilities, strengths and weaknesses. For example, the Federation is well-balanced, the Ferengi excel at trading and economics, the Klingons have bonuses for combat and the Romulans specialize in espionage and stealth.

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Players shepherd the chosen empire from the early days of interstellar travel, exploring new worlds, setting up colonies and encounters with the other four major races and other minor races, each showcasing unique abilities and dialogue. Gamers decide how to allocate resources for building up planetary defense, star fleets, technological advances and trade. The game also features a wide variety of special entities, from ancient energy beings to deserted Dyson spheres and a potential Borg invasion, threatening and challenging all players.

STAR TREK: THE NEXT GENERATION Birth of the Federation has the depth of play and variety to be an appealing single-player game, but also includes mechanisms which enable it to be fast-playing and satisfying for up to five players via Internet, LAN, direct connect, modem head-to-head and hot seat. During mulitplayer games, as with the single-player mode, the AI controls the races, if any, that are not used by the players.

STAR TREK: THE NEXT GENERATION Birth of the Federation can be played on Windows 95 and Windows 98 systems and is available in stores at a suggested retail price of \$49.95.

Hasbro Interactive, Inc. is a leading all-family interactive games publisher, formed in 1995 to bring to life on the computer the deep library of toy and board games of parent company, Hasbro, Inc. (AMEX:HAS). Hasbro Interactive has expanded its charter to include original and licensed games for the PC, the PlayStation® and Nintendo® 64 game consoles and for multiplayer gaming over the Internet. Headquartered in Beverly, Massachusetts, Hasbro Interactive has offices in the U.K., France, Germany, Japan and Canada. For additional information, visit Hasbro Interactive's web site at: www.hasbro-interactive.com

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