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**IT'S A BATTLE OF WITS AGAINST ARMIES, ALIENS AND GOBLINS ACROSS THE AGES  
WITH HASBRO INTERACTIVE'S 1999 LINE OF STRATEGY GAMES BY MICROPROSE**

**LOS ANGELES (May 13, 1999)**— There are new worlds to conquer, new enemies to outwit and whole new realms to explore with Hasbro Interactive's new lineup of MicroProse strategy titles for 1999. Leading the pack are *Civilization® II: Test of Time*, continuing the best selling series of *Civilization* titles and *Diplomacy*, the premier title from the Avalon Hill line. Gamers can preside over a World War II battlefield, explore the stars or cast a spell from the extensive list of new games.

"We are exceptionally proud of our new line of strategy titles this year," said Tom Dusenberry, president of Hasbro Interactive. "We are revitalizing classics and introducing dynamic new games that will take players across time and space for the ultimate in tactical challenges."

**Civilization® II: Test of Time™**—Debuting this summer, *Civilization II: Test of Time* brings the award-winning and best-selling *Civilization* series back with stunning new graphics and brand new worlds to explore and conquer. Three Epic games: *The Original Civilization II*, the magical world of Midgard, and the far off solar system of Lalande 21185. Players interact in multiple dimensions through linked, layered worlds for new challenges and dangers. Success will require all new strategies. In the Fantasy Game, players might start on the surface, within the earth's bowels, high in the clouds, or beneath the sea, and they must interact with bizarre races in an epic battle of magical and military might. The Science Fiction game will transform player's reality when they crash land on a terrain planet, then go on to colonize abandoned space stations, a seemingly dead rock world, and a deadly gas giant in hope of returning home. Players can still play the complete, refined *Civilization II* game, extended into an unknown star system with new challenges and perils.

As in previous games, players can build societies based on the principles of democracy or rule with an iron fist. They can bring glory and power to their civilization by building incredible "Wonders of the World" or put their citizens to work to develop principles of law, science and technology. These decisions mean the difference between a great civilization and chaos. Players compete against the game's enhanced AI or up to seven other players.

**Diplomacy® CD-ROM**—Hasbro Interactive will unveil the eagerly anticipated first title from the popular Avalon Hill library this fall. In *Diplomacy*, the world's super powers are held in a delicate balance of power in the early 1900's. World War looms on the horizon and any move could set off an explosive chain of events that will change the face of history! Chance plays no part and cunning negotiation alone will determine the outcome. Seven pre-World War I major powers: Austria, Hungary, England, France, Germany, Italy, Russia and Turkey are pitted in a game of shrewd diplomatic relations.

(more...)

Players try to outwit their opponents and no one can get ahead alone. Trust, betrayal, faith and treachery rule the day in this epic game of strategy and domination. Players interact with the game's unique AI characters or negotiate with up to seven other players – either way, the outcome is always different and the game is never the same twice.

**Risk® II**— The year is 1812. Napoleon's army is on the march, and it's every empire for itself. As "Supreme Commander," players seize territories, crush enemies and betray allies in a fast-paced, ruthless quest for world domination. The game has two modes: in the Classic Game under the familiar rules, players trade virtual cards for armies and roll the dice to outdo their opponents. The "Same-Time-Turn" option offers a whole new Risk experience that includes I-COM communication and negotiation features, territory depth enhancements and territory bidding. Risk II is the ultimate form of the game of world domination that people of all ages have enjoyed for forty years! Risk II will march into stores this fall.

**Axis & Allies:™ Iron Blitz™** -- The power to control the destiny of the world has just been strengthened and enhanced with this expansion to the classic Axis & Allies CD-ROM game. For the first time in the history of the game, two new units – a Marine and a Destroyer – are introduced, each with its own characteristics, to throw a new twist into the successful classic. Additionally, a powerful new editor and pre-set scenarios allow for thousands of game situations. Now, icons will be country specific or players can import custom graphics as game icons. Axis & Allies: Iron Blitz will roll out in the Fall 1999.

**Magic the Gathering®:Gold Edition** – Based on the hugely successful card game, Magic the Gathering: Gold Edition is a collector's dream! It includes everything the Magic player needs to compete – whether its against the computer or head-to-head with human opponents on a LAN or over the Internet. The game contains all the cards and features from the three popular Magic computer games. There's also over 140 new cards drawn from the card game's Legends® and The Dark® expansion sets, and new features, such as sideboarding, to open up new strategies in both single-player and multi-player games. Magic the Gathering: Gold Edition will ship in the Fall 1999.

**X-COM Alliance® CD-ROM**--The year is 2062 and the alien invaders are back! X-COM Alliance combines the popular strategy series with the Unreal engine to produce an action-strategy game with state-of-the-art graphics and gameplay. X-COM Alliance improves the first person genre by introducing team-based management skills to the gameplay. The player is joined in their battle against the aliens by up to three other squad mates, each of whom is equipped and directed by the player. Computer-controlled teammates can be selected based on their skills and traits for the strongest team in the universe. Players follow their squad's progress with camera views at the top of the screen and give them commands during the mission. The cutting-edge Unreal engine provides stunning, colorful graphics to make missions come alive. X-COM Alliance blasts off in Spring 2000.

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. (ASE: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 multi-player gaming over the Internet. Headquartered in Beverly, Massachusetts, Hasbro Interactive has offices in the U.K., France, Germany, Japan and Canada. For more information, visit the Hasbro Interactive Web site at [www.hasbro-interactive.com](http://www.hasbro-interactive.com). MicroProse is a wholly-owned subsidiary of Hasbro, Inc.

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