



“Conquest: Frontier Wars”

October 2000

What: “Conquest: Frontier Wars”

Publisher: Microsoft Corp.

Format: CD-ROM for the Microsoft® Windows® 95, Windows 98, Windows Millennium Edition, and Windows 2000 operating systems

Availability: December 2000

Price: AUD\$89.00 (includes GST)
NZ\$99.00 (includes GST)

Product

Overview: “Conquest: Frontier Wars” is a fleet-based, 3-D real-time (RTS) game of galactic domination. Conquest combines classic RTS ease of play with virtually stunning graphics and strategic depth. Players control one of three unique races, building massive battle fleets to explore, colonise, and exploit far-flung worlds in an expansive, multiple-system universe. Players are also challenged to manage resources, pursue scientific research and development, and interact with galactic neighbours.

Command. Combat. Conquest!

- New Features:**
- **Expansive multiple-system universe.** Players can use jump gates to explore, mine resources and fight battles in up to 16 different systems. The multiple-system universe offers numerous strategic decisions and more diverse gameplay. The intuitive interface makes moving between systems easy.
 - **Stunning 3-D graphics.** Fleet combat occurs in full 3-D environments with texture-mapped particle explosions full of gritty, realistic details. Lighting effects are applied to weapons and objects while damage textures emerge as enemy fire attacks ships.

- **Unique races and units.** Conquest offers three unique races, each with its own strengths and vulnerabilities. Players can choose from the swarming insectoid Mantis, the versatile humanoid Terrans, or the high-tech energy-based Celareons. The three races feature various units and technologies, including stasis weapons, cloaking warships, arcing voltage lancers and hive carriers.
- **Supply strategy.** Combat ships have a limited amount of supplies. During combat, supplies decrease and the ships fly at an impaired level until supplies are received. Players must determine an optimal supply strategy and plan all attacks and defenses accordingly.
- **Multi-player capabilities.** Players can battle with over a LAN or over the Internet. The MSN™ Gaming Zone will provide ranking systems and online tournaments, while the random universe generator creates unlimited replay opportunities.
- **Advanced Artificial Intelligence.** Assign Fleet Admirals to command your fleets in far-flung galaxies to reduce micromanagement.

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