



“Crimson Skies”

October 2000

- What:** “Crimson Skies™”
- Design:** Microsoft Corp.
- Developers:** Zipper Interactive Inc. and Microsoft
- Format:** CD-ROM for the Microsoft® Windows® 95, Windows 98 and later operating systems
- Price:** AUS\$89.00 (includes GST)
NZ\$99.00 (includes GST)
- Availability:** October 2000
- Product Overview:** “Crimson Skies” combines the heart-pumping action of air combat with the swashbuckling feel of an Errol Flynn adventure movie. Players fly fast and low in a game reminiscent of a classic Hollywood tale, where dastardly enemies menace, evil plots abound, and a bevy of femme fatales await. As the handsome and daring air pirate Nathan Zachary, players take to skies filled with treacherous privateers, tricked-out fighter planes and giant aircraft-carrier zeppelins. Amid an ever-changing political landscape, Zachary and his notorious band of air pirates, the Fortune Hunters, have become the free agents in a fight for control of the skies.
- The Setting:** “Crimson Skies” transports players to an alternate-reality 1937. The United States has been struck by the crushing blows of the Great Depression, the Great War and Prohibition, resulting in mounting isolationism. The once-budding road and railway system has been destroyed, leaving the skies as the only means of transport and commerce. Militias in the North, South, East and West have formed rival independent nations in a fight for air supremacy. It is an era where swing may be king

but pilots rule, a world where the guns are bigger, the planes faster and the adventures more daring — the world of “Crimson Skies.”

Key Features:

- **Designed to make gamers feel like the ace they always dreamed of being.** The easy-to-learn yet challenging-to-master flight system in “Crimson Skies” was designed to reflect childhood fantasies of what being a fighter pilot should be: fun, dangerous and over-the-top. The game encourages players to use its faithfully rendered 1937 American landscape to their tactical advantage against a sky full of opponents whose sole objects are to fly bravely and perish gloriously.
- **Rich new world of warring nations, power struggles and twisting plots.** Based on the highly successful role-playing game of the same name available from FASA Corporation, “Crimson Skies” uses the rich content developed for the board game version to plunge gamers into a living alternate-reality universe. The diverse world of “Crimson Skies” is ripe for exploration and filled with unique history, rich cultures and seething geopolitical conflict and intrigue. Amid their many adventures, gamers can go treasure hunting off the coast of the Kingdom of Hawaii, buzz the movie lots of the Nation of Hollywood, battle Russian zeppelins off the coast of Pacifica (formerly the states of the Pacific Northwest) and dogfight among the looming towers of the mighty Empire State (formerly New York).
- **Fully interactive story line in a gaming universe that captures the sweep and romance of 1930s America.** Players interact with dozens of characters from the “Crimson Skies” world as Nathan Zachary, notorious air buccaneer and renowned ladies man. Air chatter with friends and foes, cinematic sequences, in-game animation sequences and a variety of dynamic mission objectives will help players further the story line while interacting with an array of interesting characters. Along the way, players may run up against ace pilots like Paladin Blake, famous starlets like Lana Cooper or deadly femme fatales like the Black Swan.
- **Dozens of daredevil raids and aerial adventures.** More than 24 fast-paced and intricately designed missions promise to draw gamers into the complex and engrossing story line of the “Crimson Skies” universe. And unlike many seek-and-destroy flight simulations, each mission in “Crimson Skies” is jam-packed with challenging objectives. From parachuting out of a plane to stealing a top-secret fighter to rescuing damsels in distress from speeding locomotives, in “Crimson Skies” an air pirate’s work is never done.
- **12 exotic and specially fitted fighting planes.** “Crimson Skies” lets players take to the skies in the most outrageous collection of air-combat craft and high-caliber weapons ever assembled. Players fly fighter-craft including the nitrogen-charged Whitley and Douglas

Raven fighter-bomber, the buzzing and whirring air gyro, and the latest Hughes Aircraft prototypes. While the focus is on fantasy over fact, many of the planes in the “Crimson Skies” universe are actually modeled after real experimental aircraft of the era.

- **New fighter prototypes to steal and reverse-engineer.** As the commander of an air pirate wing, gamers will need to be constantly on the lookout for new fighter designs to strengthen their forces. Through Nathan Zachary’s underworld network of contacts, “Crimson Skies” players learn about the newest fighter designs to snatch from unsuspecting targets and reverse-engineer.
- **Personal scrapbook for aerial exploits.** Each mission in “Crimson Skies” is replete with primary and secondary objectives. Gamers will be constantly challenged to see how many snapshots and headlines they can amass in the course of their adventures. A personalizable memoir highlights their deeds and the unique mementos they’ve gathered in encounters with other characters.
- **Dodge flak and go zeppelin to zeppelin in online multiplayer combat.** “Crimson Skies” comes fully multiplayer-ready via the MSN™ Gaming Zone, so players can choose to play one-on-one with a friend, fly squadron-on-squadron with a group, or tackle humans-vs.-artificial-intelligence matches.
- **The “Crimson Skies” universe.** Designed by the creators of the “BattleTech” universe, the “Crimson Skies” universe includes a board game, novels and other publications to keep players up to date on their favorite “Crimson Skies” heroes and villains.

Design and Development:

The creative team of FASA Interactive (acquired earlier this year by Microsoft) provides the vision and design expertise for the “Crimson Skies” PC Game. The team is led by Jordan Weisman, one of the co-creators of the “BattleTech” universe, John Howard and Dave McCoy.

Zipper Interactive, the development team behind the “MechWarrior™ 3” game, leads the day-to-day development of “Crimson Skies.”

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