



## “MechWarrior 4: Vengeance”

Preview Sheet  
October 2000

**What:** “MechWarrior™ 4: Vengeance”

**Developer:** Microsoft Corp.

**Availability:** December 2000

**Format:** CD-ROM for the Microsoft® Windows 9x and Windows 2000

**Price:** AUD\$99.00 (includes GST)  
NZ\$109.00 (includes GST)

### Product

**Overview:** “MechWarrior 4: Vengeance” places you in the centre of an epic campaign of battle, birthright and betrayal as you command an awesomely armoured 40-foot high, 80 tonne, 90 mph BattleMech.

Your family has been murdered. Your rule has been usurped. Civil war grips your home world. You are the avenging warrior-prince, Ian Dresari of House Davion, in command of a lance of elite MechWarriors in an epic campaign to reclaim your birthright. Every decision is yours. In every battle, you are in command. Wage terror on your enemies. Reclaim what is yours. Or die a hero trying.

### Key Features:

- **The latest installment in one of the best selling PC gaming franchises of all time** – MechWarrior 4: Vengeance takes the best selling Mech franchise to the next level in terms of revolutionary new graphics, multiplayablity and core gameplay dynamics and diversity.
- **You are in command** – MechWarrior 4: Vengeance places the gamer in complete control of an epic struggle of battle, honour and betrayal. Every critical command decision is up to the player: choosing his teammates, determining the time of attack, outfitting his team and developing his teammates unique skills and armoury for future conflicts.
- **Epic Single Player Campaign** – places the player in the centre of a sweeping 30-mission globe-spanning campaign where the player is

tasked with taking back his home world from his bitter family rivals, House Steiner.

- **Awesome cooperative and team based multi-playability** – MW4 comes equipped with a formidable array of multiplayer options for up to 16 players to play on-line via the Zone.com or over LAN or modem-to-modem. Play the entire campaign mode in cooperative missions with your fellow lance mates, or tackle team base death matches, capture the flag campaigns and more.
- **Incredible Mech and weapon variety** – Fight in over 20 Mechs including 7 all new to the BattleTech universe and equip them with dozens of weapons and armour configurations for the fiercest firepower ever seen in the Mech franchise.
- **Reality Bending Environments and Special Effects** – MW4 ships with the best graphics engine ever in a Mech game (custom built from the ground up) with over 15 mission maps, and 7 environments types each populated with over 30K 3D objects from trees and scrub brush to fleeing pedestrians and crumbling buildings. Plus, phosphorescent weapons effects, incandescent explosions and advanced particle graphics (for lifelike vapor trails, smoke and misting effects) create battlefield special effects and visual fidelity which drop the jaws of even the most experienced of gamer.
- **Complete Customisation** – MW4: Vengeance will allow gamers to tailor every aspect of their experience, from the Mech Lab where gamers can suit up in any of 21 different Mechs, with 8 different camo types, and dozens of weapons, armour and technology configurations, to a custom mission editor (shipping post launch via the web) where players can create their own campaigns and mission maps.
- **Rich sci-fi cinematic experience** – MW4 will embroil gamers in the most compelling storyline and cinematic experience ever seen in the best selling *MechWarrior* franchise. Gamers will be immersed in the role of Ian Dresari, avenging warrior-lord, via dozens of in-game cut scenes, cinema style CGI and live action sequences, and constant in-game chatter which reveal the deep characters and twisting ever-evolving plot of the MechWarrior universe.

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*“MechWarrior 4: Vengeance”*

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