

FOR IMMEDIATE RELEASE

September 1999

Stake your claim to the Final Frontier with *Star Trek: New Worlds*

PC CD-ROM

Captain's Log, Stardate 8987.4:

"We have arrived in the Neutral Zone to find it littered with new systems since the ill-fated Romulan experiment went so horribly wrong. The spatial anomaly they caused brought with it so many new worlds, and so much potential wealth, that some kind of conflict now seems inevitable. The Romulans are here in force, claiming ownership because they caused this. The Klingons are just determined not to miss out on the potential riches and honour they could gain. As for the Federation, we're trying to do the impossible – to keep the peace, and to see who, or what, really inhabits these new worlds, and whether they are still in residence."

Prepare to enter the most exciting Star Trek universe of all time! Interplay's ***Star Trek: New Worlds*** is the first strategy action game to be created in real 3D, combining cutting edge technology and total interaction with a uniquely immersive gaming experience. Choose to play as an officer in the Federation, as an honourable Klingon warrior or a centurion of the Romulan Star Empire, and develop or destroy the frontier in 45 unique missions.

New Worlds, like no other Star Trek adventure before it, allows you the player, to experience the frontier up close and personal. With no Starship bridges or view-screens to separate you from the action; you must take your rookie crew and construct your colony, mine resources, research the area, while all the time preparing for hostile encounters.

Whichever of the three great powers you choose to represent, your role as Colony Commander is a difficult one. You are personally responsible for the construction of a viable colony, the development of mineral-extraction mines, the advancement of new research and development projects, and the colonisation of each new planet.

Each race brings with it a host of new technology that develops more as time progresses. New phaser vehicles, photon artillery and cloaked tanks are just the start of the first ever Star Trek ground adventure - the like of which has never been seen before.

Construct your colonies from a vast array of structures, including Hydroponics Bays, Photon Artillery Launchers and many more. Then watch them as they are literally built before your very eyes, panel by panel. Every structure and environment in ***New Worlds*** is fully modelled and texture-mapped, and each

one will be a 100% accurate model. They don't just look like Trek - they ARE Trek !

As you journey with your crew, they will evolve and grow with each new experience, becoming perhaps your most valuable resource of all. But along with command comes the acceptance of some tough decisions. In a tight spot, will you be willing to sacrifice one of your key colonists to ensure the safety of your crew? Or will you be able to tell between potential friends and foe?

With a variety of alien environments to explore, and a learning curve requiring you to adapt to their unique properties, your abilities will be forever stretched and questioned. Added to these, **New Worlds** will also see your crew encounter 3 terrifying new alien races from the Alpha Quadrants past. In the face of such devastating opposition, who will stand and who will fall?

Unique features of **STAR TREK: NEW WORLDS**

- ~ Explore a vast real-time 3D universe filled with hazards and secrets
- ~ Experience intense multi-player combat against super-tough enemies
- ~ Meet, greet or defeat stunning new alien races
- ~ Renew friendships and hostilities with familiar friends and foes
- ~ Research, develop and control fabulous new technology and vehicles
- ~ Colonise strange new worlds and create bold new civilisations
- ~ Form coherent teams from a range of diverse personnel
- ~ Exploit minerals and materials from each new planet
- ~ Protect and survive, against all the odds
- ~ Save the Galaxy from a fate worse than oblivion - if you can!

Due for release in autumn 1999 on PC CD-ROM, and developed in conjunction with Binary Asylum, **Star Trek: New Worlds** will explode onto the market as the quintessential Star Trek product – an authentic and truly thrilling strategic 3D-action game. Using cutting edge 3D to create an interactive world of staggering scale, it will present the gamer with the most incredible Star Trek experience possible and leave you standing in awe at the frontier itself.

For Further Information, please call

Allison Grant, Virgin Interactive

Tel: +44 171 551 0000

Email: allison_grant@vie.co.uk

Fax: + 44 171 551 0001