

## **MIG ALLEY**

### **Product Positioning**

No more Shooting at Dots ! **Mig Alley** is the definitive up-close-and-personal 50's Jet Fighter simulation. Without radar-guided missiles, you'll need to get in real close to blow your opponent from the skies. And at a closing speed of 1000mph, that's not going to be easy...

### **Key Selling Points**

- From Rowan, the creators of the hugely-successful *Flying Corps* series
- Scaleable involvement lets you zoom straight into a dogfight or delve into real detail, managing the entire Korean UN air and ground campaign
- Real Dynamic Campaigning means that your actions directly influence the UN ground war, causing the front line to move forward or back
- 8-12 Player head-to-head network play
- Over 100 aircraft in the skies at any one time
- Radio chatter, to confuse and aid the player
- Fly the stunning valleys and mountains of the Korean peninsular in the most stunning 3D landscape ever seen on a home computer
- Accurate landscape based on a range of maps and photos including the era's aerial photography and later, spy satellite imagery
- Challenge your pilot skills with diverse propeller and jet aircraft to master – all accurately modelled
- The Paintshop makes a welcome reappearance, allowing the player to paint the aircraft and add pilot markings
- Incredibly Complex enemy AI routines

### **Another Good Line to Use in Copy**

*No guts, no glory.* If you're going to shout him down, you have to get in there and mix it up with him