

Escape Velocity Press Release

OR IMMEDIATE RELEASE

Escape Velocity released: The Universe is Yours

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Rochester, NY -- May 5th, 1996 -- Check your calendar: It's 2246, and the galaxy just isn't what it used to be. Spacefaring pirates roam free, civil war rages, and simple traders cheat death to make a living. Welcome to life in the 23rd century!

Ambrosia Software's Escape Velocity puts you smack-dab in the middle of that booming galaxy. As the captain of a shiny new spacecraft, you make your fortune and build your empire. If that sounds like a walk in the park, you're in for a surprise - dangers abound! Your lowly shuttle craft will need more than a little luck to make a profit... and survive.

ovingly hand-crafted by programmer Matt Burch, Escape

Velocity offers a rich and open-ended environment that evolves as you play. Over a hundred worlds occupy the galaxy, each with its own technology, alliances, and commodities. As you earn credits and gain fame, Confederation peace keepers and Rebel patriots struggle for power, leaving you in the middle.

Escape Velocity spans a number of genres, combining elements of classic "trading" games, arcade space shoot-outs, and strategy simulations. Whether you choose to build a trading empire, aid the Rebellion in a civil war, or strike out on your own as a ruthless pirate, Escape Velocity provides a multitude of options for the game connoisseur. This open-ended gameplay allows each player to chart their own course as they play; there's no "right" way to play Escape Velocity, as long as you have fun!

fill Escape Velocity's world; your choices
development, guaranteeing that each game
from the last. You'll have the opportunity to
military bases, ferry emergency supplies to
systems, rescue passengers from stranded cruise
invaders, and more. In addition, Escape Velocity sports an open game
engine. Future scenario designers will be able to create their own
players to explore...

umerous sub-plots
affect the story's
will be different
infiltrate hostile
distant star
ships, stop alien
worlds for other

Escape Velocity runs on any Mac with a 640x480 color monitor and 5.8 megabytes of free RAM. Optimized for the PowerMac, it's lickety-split smooth on Apple's latest iron. And of course, Escape Velocity has the dazzling 3D rendered graphics, full stereo sound, and all the polish that you'd expect of an Ambrosia game.

Ambrosia Software, Inc. -- publisher of award winning programs for the Macintosh -- distributes Escape Velocity and a full line of productivity, and anti-productivity (game) software as shareware.