

WING COMMANDER™

The 3-D Space Combat Simulator



Distributed by



MINDSCAPE
INTERNATIONAL

A500, A600, A1200,
A2000, A3000 & A4000
FLOPPY DISK REQUIRES
1 MEG RAM
HARD DRIVE REQUIRES
1.5 MEG RAM
FASTER MACHINES
SUPPORTED

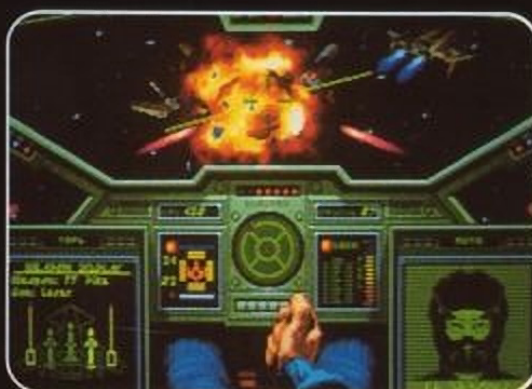
ORIGIN™
We create worlds.

A Chris Roberts Game

English Version contains:-
Carte de référence et guide
d'installation en Français



WING COMMANDER™



"Wingleader One! Wingleader One! Bogies all around! Can't shake 'em!"
"Hold on, Hunter, I'm on my way!..."

You're a starfighter pilot, the best of the best, but nothing in your training prepared you for action this hot. Deepspace dogfights against Kilrathi aces are deadly, and the future of humanity is on the line each time you fly! *Wing Commander* puts you in the middle of the most intense starship action you've ever experienced outside of a movie theatre. But in *Wing Commander*, you're the star!

- **Experience** ORIGIN's amazing new state-of-the-art computer graphics and sound system.
- **Marvel** at the detailed, ray-traced, bit-mapped images in ORIGIN's cutting-edge 3-D technology.
- **Thrill** to the dynamic soundtrack that senses the action on-screen and alters the pacing, tempo and mood of the music to match!
- **Advance** in rank while piloting one of four unique Terran spacefighters against a deadly array of enemy ships.
- **See** the action from all angles using *Wing Commander*'s player-controlled camera.
- **Count on** your wingman, a skilled pilot, thanks to the advanced *Wing Commander* artificial intelligence system, but don't get cocky: The enemy flies intelligently, too!
- **Play** individual missions for fun or join in an elaborate campaign designed to test your reflexes and strategic skills.



"Stunning graphics, attention to game detail, a remarkable 3-D combat machine" - PC Magazine

"This is space combat the way it should look"
- Amiga Power



IBM screens shown. Actual or Amiga screens may vary.

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