

## **FOR IMMEDIATE RELEASE**

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## **MICROPROSE'S GUNSHIP! ROCKS THE BLOC WITH INCENDIARY ATTACK HELICOPTER ACTION**

### **Ultra Realistic Helicopter Battle Game Features Fun for Sim Fanatics and Action Addicts Alike**

**BEVERLY, MASS. (March 27, 2000)** - Hasbro Interactive today announced the launch of GUNSHIP!, the third installment in MicroProse's award-winning military helicopter series. Developed by Hasbro Interactive's own Hunt Valley, Maryland studio, GUNSHIP! offers hard-hitting action that transports the player into the white-knuckle crisis of combat in the deadliest weapon on the modern battlefield – the helicopter gunship – with awesome graphics, sound, weapons systems, terrain and flight models of the most advanced military helicopters available today. Players can taste the action from all sides as they take command of the United States AH-64D Apache, German Eurocopter Tiger, British Westland Apache and Russian Mil-28 Havoc over a virtual battlefield in Eastern Europe.

GUNSHIP! takes place in an Eastern Europe overtaken by chaos as Russian nationalism ignites conflict in the former Eastern Bloc. The player leaps into the cockpit of the most advanced weapons platform on the battlefield of World War III in a fight for victory and their lives. Both single mission and campaign modes of play allow the players to take part in instant action missions as well as campaigns that will determine the outcome of the war. A mission builder allows the gamer to generate unlimited battles.

GUNSHIP! is fully scaleable, allowing players to alter the complexity level of the controls and the intelligence of their enemies so gamers of all skill levels can experience the adrenaline rush of helicopter combat against 85 realistic weapon types and 114 different vehicles. The gamer may command their gunships from either the pilot or gunner's position as they experience total immersion at the front lines in a European combat environment meticulously modeled to give players the thrill of low-altitude "duck and pop-up" helicopter fighting.

GUNSHIP! was developed by the same studio that has developed all of the GUNSHIP titles to date, MicroProse's Hunt Valley studio in Maryland. This studio's fame in developing some of the finest computer games ever is well documented by the numerous awards the studio's games have won. Later this year the studio will release the much-anticipated X-COM ALLIANCE, the fifth in the X-COM series.

GUNSHIP! supports multiplayer play via both the Internet and LAN connections as well as intense single-player battles. MicroProse's GUNSHIP! is compatible with Microsoft Windows 95/98 platforms. The game is available immediately at major retail outlets for a suggested retail price of \$39.99.

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