Interactive Creations Inc. presents…

WarBirds™ version 1.11 for Macintosh

Welcome to WarBirds', the first in a line of online gaming experiences from Interactive Creations. When you install WarBirds' on your computer, you'll be taking the first step of a "virtual career" that will see you progress from a fledgling pilot to an experienced combat veteran. Along the way, you'll meet interesting people from every walk of life, make new friends (and possibly some arch-enemies), learn to find your way around the Internet, and probably have more fun than you thought was possible with your computer. Like any new environment, the WarBirds' "world" may seem a bit unfamiliar at first, but before you know it, you'll feel right at home.

The "World"
The WarBirds' "world" is divided into four nations engaged in a constant battle for territory. There are a limited number of airfields scattered around the terrain, any of which can be taken and held by any of the countries. The WarBirds' terrain currently consists of islands and ocean, but may change from time to time to provide variety. Historical scenarios re-creating   famous air battles complete with custom terrain are run from time to time as well.

Don't expect to get bored playing WarBirds'. Unlike simulations where you fight a computer controlled enemy, you'll never get "good enough" to always win in WarBirds'. Your opponents are living, thinking people whose skills are improving just as yours are. While computer controlled opponents typically have a few predetermined attack and defense strategies, you never know what a live opponent will do. You won't even know if the opponent you're about to face is a rookie or a leading ace until the moment of truth…
The game itself is constantly evolving, with new features being added on a regular basis. The latest version is always just a download away. You'll find that like any well crafted game, WarBirds' is easy to learn, but can take a lifetime to master.

You can choose to fly for any of the four countries, and you can switch among them whenever you like. Many WarBirds' pilots eventually settle in and develop a loyalty to one particular country, but some are just as happy to "play the field", flying for whichever country suits them at any particular time. Either way, the choice is yours. At some point you may receive an invitation to join a squadron, or you may decide to lead your own squadron. You might prefer to remain a "free agent". While some pilots enjoy the added depth of organized squad missions, they may not be for you. WarBirds' can be as casual or intense an experience as you want it to be.

We've saved the best part for last… you can try WarBirds' free of charge. Just start an account on the ICI Games host, and if you decide that you don't like WarBirds' (not very likely), you can cancel your account anytime within the first five hours and you will not be billed.

We've tried to provide you with enough information to start you on your WarBirds' "career". The documents included with the CD-ROM or download should get you up and running, and assist you in connecting to the Internet if necessary. Please take the time to read them to get the most from your WarBirds' experience.

Note: If you already have Internet access, you can contact ICI directly via the World Wide Web at:

<http://www.icigames.com>

There is already a wealth of WarBirds' related information on the Web, search on "WarBirds" with your favorite search engine to get started.

Make sure to Visit John "Wolfman" Wolf's Mac WarBirds Web pages at:

<http://www.mindspring.com/~jrwolf/warbirds.html>