Information

Name:	**Starlancer**
Software Category:	Space Simulation
Publisher:	**Crave Entertainment**
Developer:	**Warthog**
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	310-687-5490
Release Date:	Q4 2000
Platform:	Dreamcast

Product Synopsis:

STARLANCER combines the action of first-person space combat with the drama and intrigue of a classic air combat movie. Countries from around the world including the United States, China, Russia and Great Britain have formed strategic alliances and now battle for control of Earth, Mars and other planets across the solar system. As part of a newly formed, ragtag aviation unit, the 45th Volunteers Squadron, players must prove themselves and earn the respect of their peers.

Game Features:

1. **First in it's category.** Starlancer will be the first and only 1st-person space combat game on the Dreamcast or any console system.

2. **One of the first Internet games for Dreamcast.** With Sega's Internet system launching Fall 2000, Starlancer will be one of a handful of products to launch with Internet ready gaming. Players can dogfight in death-match mode or play cooperatively through the entire story with up to eight other players via the Internet. Players and their friends can create squadrons to share experiences, receive promotions and even gain command over each other.

3. **Stunning 3-D graphics and effects.** Starlancer will immerse you in a level of graphic details and effects not currently found in other space combat games. More than 80 types of spacecraft are rendered in extraordinary 3-D detail throughout the game.

4. **Dynamic mission structure.** Starlancer missions are designed to challenge you, create a wide variety of gameplay and enhance the story lines. Players' individual accomplishments will resonate within the game world, affect the game's mission structure, and are essential to the overall victory of their squadron and their cause.

5. **Immersive story line.** Starlancer features a dramatic story based on the dynamic history of 20th century warfare. To enhance the story, Starlancer will include over 20 minutes of Hollywood-quality full-motion computer-generated cinematics, 6,000 unique speech samples and 40 custom-composed music tracks.

6. **Living universe.** Rather than the standard environment in current space combat games with space being fairly empty beyond the enemy fighters, the universe in Starlancer feels alive and will be more interesting for players to participate in. Neutral craft can be seen going about their business by performing functions such as building a jump gate or mining an asteroid field.

7. **State-of-the-art space flight engine.** Whether players are engaged in a dogfight with swarming enemies or escorting a torpedo run on a massive capital ship, the Starlancer 3-D engine provides unparalleled fluidity in gameplay.

8. **Interactive ship environments.** Players will be able to navigate key parts of their capital ship with immersive 3-D walkabout environments. Players will have their own interactive bunkroom with a locker for medals, CD player, and a simulator pod for flight practice.

9. **Lethal spacecraft and weaponry.** Players may choose from more than a dozen ships using a unique 3-D drag-and-drop interface. They can arm their ships with more than 20 weapons, including nova cannons, pulse lasers, collapser guns and jackhammer missiles.

10. **Experienced developers.** Starlancer DC is a port from a title published by Microsoft and co-developed by Chris and Erin Roberts who are widely credited as the inventors of the space combat genre with their tremendously popular Wing Commander and Privateer series of games. Warthog, the same developer of the PC version, is producing the DC version.