

NEWS

NEWSnotes

Westwood™

NEWS & NOTES

STUDIOS

NUMBER 7

THE LION KING

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Martin Alper, President and CEO of Virgin Interactive Entertainment, Inc.



The Lion King is coming! This Christmas, *The Lion King* video game will be available for the Sega™ Genesis™ and the Nintendo® Super NES® platforms.

Disney Software and Virgin Interactive Entertainment (Westwood Studios' parent company) have joined forces in this co-production to develop a game that combines the emotional excitement of Disney's newest full-length, animated feature film with unique, original game challenges to offer a whole new video game experience.

"Never before have game players been able to participate so fully in the emotional experience of a hit film," said Steve Mc Beth, Executive Vice President of Disney Consumer Products.

Westwood Studios developed the game which packs 24 megabits of action, animation and music into an adventure that explores the plains of Africa through two distinct phases of Simba's journey to adulthood. The first phase

encompasses the life of young Simba, the cub, and his fascination with the world around him; the second phase is about Simba the lion prince on his journey back to reclaim his rightful place as king of The Pridelands. Throughout the 10 levels of the game, the player will learn new climbing, jumping and fighting techniques. Ultimately each level is a training ground for Simba's final confrontation with his evil uncle, Scar. Louis Castle, Vice President/Creative Director and producer of the project at Westwood states that "we've worked to create a game that lets players experience the beauty of *The Lion King* firsthand through stunning graphics, animation and intense interaction."

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Disney animators have drawn over 2,000 frames of artwork to create an interactive experience like no other. Using an improved version of the state-of-the-art Digicel™ technique, Westwood Studios has packed even more Disney animation and stunning scenery into *The Lion King*.

Disney animators worked closer than ever before with programmers and game designers to create an interactive experience that allows you to re-live the exciting, action-packed moments of the film. Guide Simba as he explores his future kingdom. Help him challenge the wicked hyenas in the elephant graveyard. Then take control of real power as Simba grows into an adult lion to face off against his ruthless uncle, Scar.

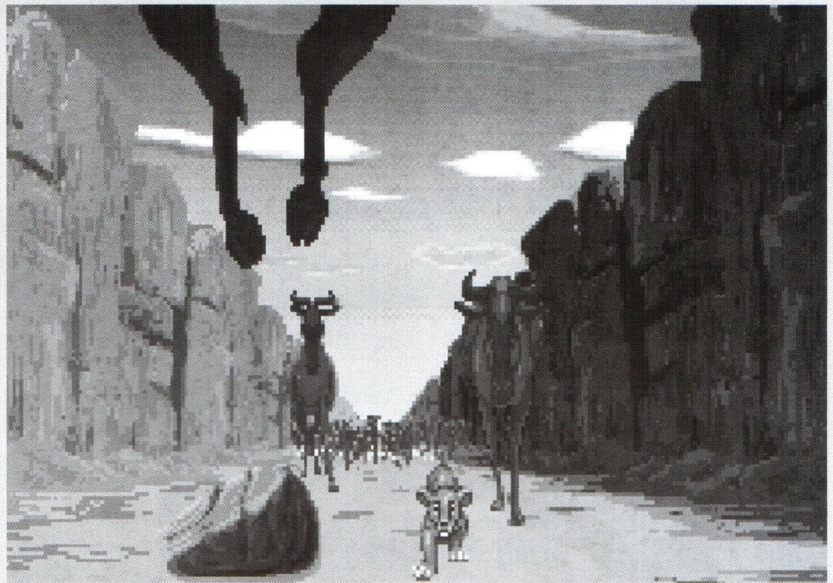
The experience is completed with stunning music based on the film's soundtrack, including "The Circle of Life," "Just Can't Wait to be King," and "Can You Feel the Love Tonight," all written by pop superstar Elton John with award-winning lyricist Tim Rice.

Unprecedented creative collaboration, state-of-the-art technology, a story that re-lives the movie and a fantastic soundtrack makes Disney's *The Lion King* a game that will roar like no game ever before!



Two games in one! Guide young Simba as he playfully romps through his future domain and thwarts the efforts of the wicked hyenas. Direct adult Simba in fierce combat with vicious enemies including the climatic battle between Simba and his ruthless uncle, Scar.

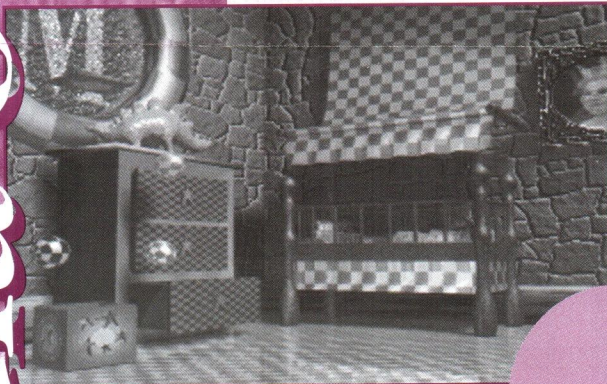
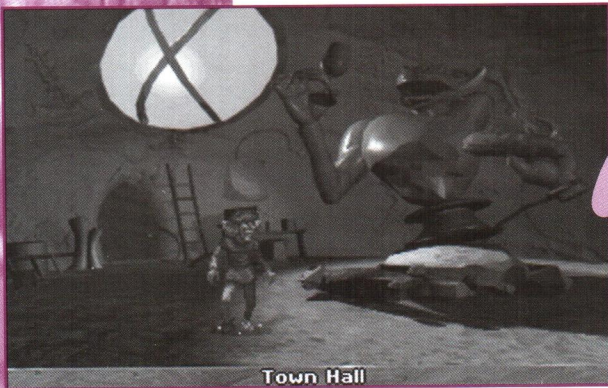
You are there! Experience Simba's terror firsthand as you lead him through the life-threatening wildebeest stampede. Simba dodges and jumps to avoid being trampled under-hoof. This entire level is shown from first-person perspective, compelling even the most fearless player to duck as wildebeest leap overhead.



Twice the legs, twice the fun! Help Simba use his natural abilities to accomplish amazing feats through a wide variety of scenic, natural-looking backdrops. Each level offers new graphics with new ways for Simba to climb, jump and fight.



Kyrandia 3



Kyr

We were afraid of what the people with the torches who are chanting at our gate would do if we didn't make another installment of The Legend of Kyrandia. So we did.

The emphasis this time has been on Big, Confusing, and Extraneous Stuff. It doesn't help gameplay at all to play in Helium Mode, but we think it's really fun. There's no reason to have six different ways to finish Chapter One, but we thought it was certainly Big, and very macho. We didn't have to make Malcolm, the villain from Book One appear as the hero in Book Three, but it appealed to our love of unabashed chaos and delicious confusion.

Re-playability. Big buzzword with the reviewers. So we used a backhoe to pile up all the re-playability. Lots of surprises. Lots of puzzle path variations. Multiple endings. Multiple dialog options. Multiple outfits. Malcolm even has more outfits than Zanthia!

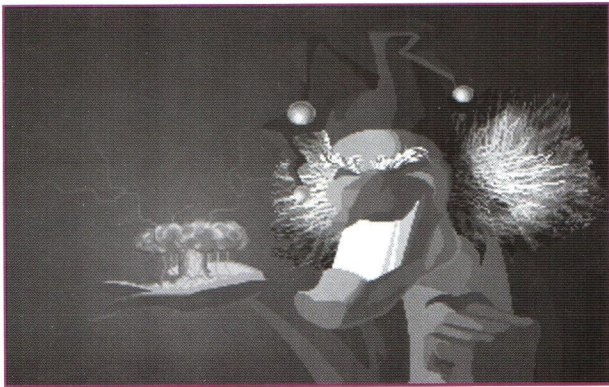
Unable to muster any sense of sophistication, we have once again rolled out our pathetically juvenile sense of humor. Hypnotize a squirrel! Ha! Use it as a Wig! Ha! Ha! Please, if you can recommend a counselor, find out if he gives group options.



Kyrandian Kronicles: What has gone on before

When last we left Malcolm, the wicked Court Jester from the original Legend of Kyrandia, he had been accused of murdering the King and Queen. After much ado, he was turned into stone by Prince Brandon, restoring peace and harmony to the land.

Malcolm has spent many an hour in his statuesque form, plotting and planning a way to get even with Brandon and those of Kyrandia who betrayed him. Malcolm's Revenge opens as lightning strikes and he breaks free from his stony prison. Now it's his turn for vindication. Or at least to set the record straight.



Kyrandia

THEM!

They are the ones responsible!

The Kyrandia 3 artists: left to right, are Shelly Johnson, Jerry Moore, Jack Martin, Ren Olsen, Lenny Lee (reclining), and Chuck Carter; kneeling are Ferby Miguel (left) and Cary Averett.



COMMAND &



CONQUER

A strategy game that moves fast and demands decisive action. Build your base, order reinforcements, hack into the enemy's defenses, gather resources, sneak behind enemy lines, call in a fire strike, divert satellite communications, and take over the world.

Earth. The New World Order. An electronic age, short on patience, tired of Cold War clichés. Unrestrained by any sense of ethics. Fueled by the strange new Tiberium and the World Wide Web.

Anyone with guts, brains, and the right software can take over the world.

Choose your side.

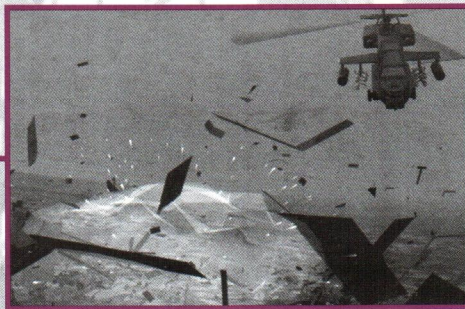
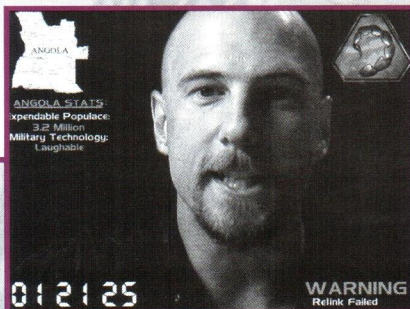
COMMAND & CONQUER.

thick of battle, I-can't-believe-it's-only-a-computer digitized graphics, and some way cool music, too.

And, oh yeah, the game: Remember Dune II? Well, it's a bit like that. Except, there are more scenarios. More variety. Hot-looking terrain, vehicles, spe-

Sounds like fun? Welcome to C&C. It's coming your way this winter. From Westwood Studios. Two compact disks packed with full motion video, 3D graphics and movies, screaming voices in the

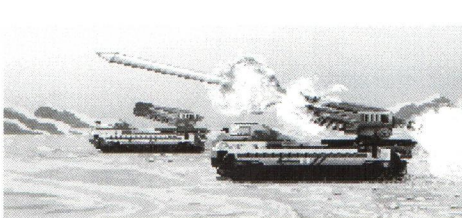
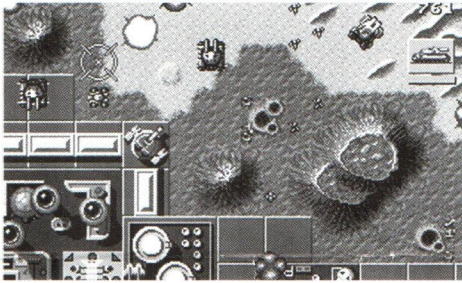
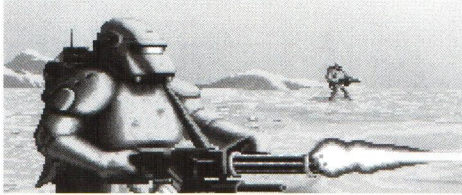
cial effects, smoke, fire, the works. Stuff you can appreciate. Stuff that makes you wonder if it's real. Choose your side. Command & Conquer. Coming your way this winter.



DUNE™

GENESIS™

The fight over Arrakis is raging on the Sega™ Genesis™! Dune™: The Battle for Arrakis continues to sell out on the Genesis outlets. This fast-moving, exciting, adrenaline flowing strategy game is not just some fast-moving, exciting, get-the-adrenaline-flowing strategy game! It's building, harvesting, tactics, exotic locale, and the palm-sweating edge of combat! Dune™: The Battle for Arrakis features nine levels of furious real-time combat, made more intense by extensive digitized voices and sounds spanning from the blast of rockets to a soldier's dying screams. Players familiar with Dune II for the PC will



recognize Westwood's easy access interface. Additionally, a tutorial feature has been added to aid neophyte field combatants in learning the many play mechanics and variations.

And you thought we only did PC games. With Dune Genesis™ taking the Sega™ market by storm, we find ourselves in the awkward position of asking for your patience if you can't find the game on your shelves. More Dune™ Genesis™ carts are on their way. If you call the Virgin Order Line (1-800-874-4607-that's a toll-free call, kids) you can

place an order, and one can be sent to you as soon as more are available.

DUNE: THE BATTLE FOR ARRAKIS

is a specially enhanced version of the PC game

WINNER OF THE

Best Conquest Game 1992

Best Sound 1992 and the Golden Triad Award
by *Computer Game Review*

Best Strategy Game 1992 & 1993
by *Computer Gaming World*

Best Strategy Game 1993
by *PC Entertainment*

NOMINATED

Best Consumer Program

and

Best Strategy Program
by *Software Publishers Association*

LANDS OF LORE II



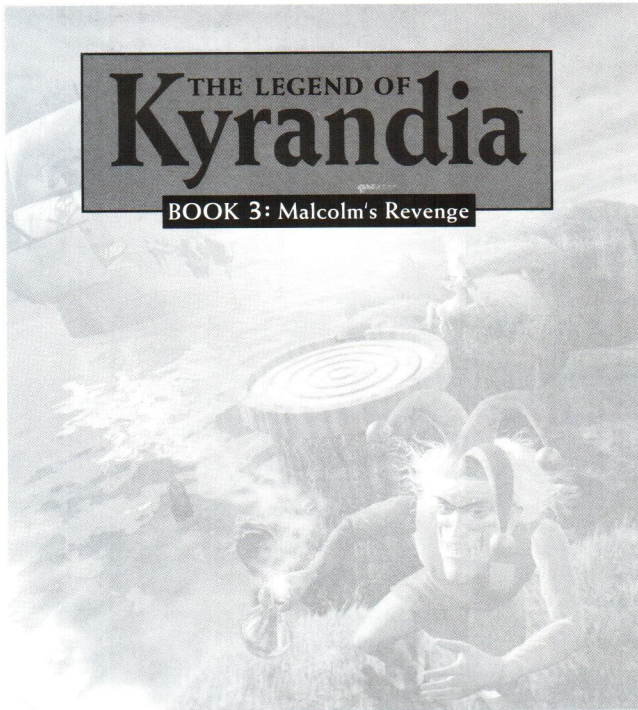
What dark secrets lurk beneath the Lands?



The Lands are coming...
Lands of Lore II



Taking over this spring.



AVAILABLE FOR PC CD-ROM



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