

**PRESS RELEASE
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SIERRA STUDIOS® TO PUBLISH MASSIVE'S™ *GROUND CONTROL*®
Innovative Real-Time Strategy Game to Ship Worldwide in 2000

Bellevue, WA (August 13, 1999) – Sierra Studios today announced a brand-new game in their award-winning lineup of groundbreaking PC games. Well-known for bringing innovative games that changed and continue to change the standard of gaming genres to market, Sierra Studios announced it has acquired the publishing rights to *Ground Control*, an incredibly fast-paced and visually stunning real-time strategy game being developed by Swedish-based Massive Entertainment. More information will be available on the Sierra Studios' Web site www.sierrastudios.com in the coming weeks.

At its core, *Ground Control* combines classic strategy elements with incredible 3D technology previously reserved for action games. The end result is greater realism, faster-paced action, and an unparalleled player experience. Played out through a variety of missions, players must take control of their customizable squads of soldiers, tanks, hovercraft, aircraft, and other units, as they fight for control of a distant New World. In addition to the frenetic single-player experience, *Ground Control* will offer both classic and innovative multiplayer options.

"Massive Entertainment is dedicated to making great games, and *Ground Control* will be the first example of what we can deliver toward that goal," says Martin Walfisz, CEO of Massive Entertainment. "As both gamers and developers, we've seen the good, bad, and the ugly – our goal with *Ground Control* is to simply create a new game that makes players say, 'Yeah, this is cool.'"

"We are very excited to be working with this talented young Swedish team," says Jim Veevaert, director of marketing at Sierra Studios. "Like Valve™, Relic™, and the other studios we are working with now, Massive Entertainment is a group of passionate developers dedicated to nothing short of perfection in their work."

Massive Entertainment is located in Ronneby, Sweden and comprised of over 20 programmers, artists, and game designers. The company was founded in 1997.

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