

May 9, 2000 - Sierra Studios™ Announces Ground Control™ for the Playstaion® 2 Computer Entertainment System

Innovative Real-Time Strategy Game enters into the Console Arena

Bellevue, WA (May 9, 2000) - Sierra Studios™ today announced that Ground Control™, the incredibly fast-paced and visually stunning real-time strategy game currently in development for the PC by Swedish-based Massive Entertainment, will also be coming to the PlayStation® 2 computer entertainment system.

"Ground Control's superior graphics, controls and unique gameplay are developed to take full advantage of the PlayStation 2 architecture," says Mark Hood, senior vice president at Sierra Studios. "By using the new PlayStation 2 technology and with support from Massive we'll be able to take the PC version of Ground Control to the next level providing a new fan base with an exciting and different gameplay experience attractive to both action and strategy gamers alike."

Ground Control combines classic strategy elements with incredible 3-D technology previously reserved for action games. It focuses its gameplay on tactics, strategy, and the art of battle. 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 world. In addition to the frenetic single-player experience, Ground Control will offer both classic and innovative multiplayer options for the PlayStation 2.

Massive Entertainment, <http://www.massive.se>, develops interactive entertainment products for a worldwide market. Since the company was founded in 1997 it has focused on creating state-of-the-art interactive games for PCs, consoles and mobile communication devices. The company today employs 35 people and has offices in Lund and Ronneby, Sweden. A new office will shortly open in Malmö, Sweden.

Sierra On-Line, Inc. <http://www.sierra.com/> is one of the original developers and largest worldwide publishers of interactive entertainment and productivity software. Sierra is a division of Havas Interactive, a global leader in interactive content, and is one of the world's largest publishers of education, entertainment and home productivity software. Its divisions, Blizzard Entertainment®, Coktel, Knowledge Adventure®, Sierra™ and Flipside.com(tm) are famous for releasing critically acclaimed and award winning titles. Havas has operations in the US and in Europe and is a subsidiary of the French publishing house Havas, part of Vivendi Communications.

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