

HOMEWORLD®

CATACLYSM™

A new episode in the Homeworld saga



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HOMEWORLD[®] CATAclysm

**Release
Date:**

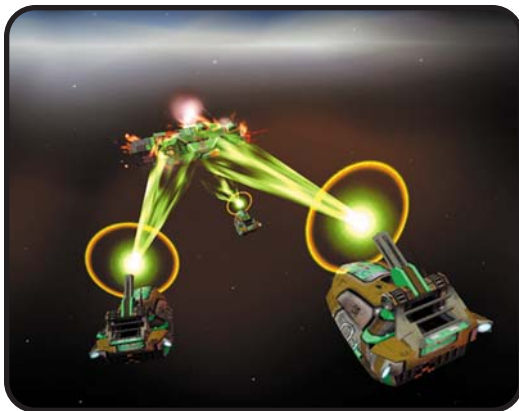
August 2000

Genre:

**3D Real-Time
Strategy**

Format:

PC CD-ROM



PRODUCT DESCRIPTION

Homeworld: Cataclysm is the next episode in the Homeworld saga. Cataclysm takes the player back to the universe of Homeworld roughly 15 years after the events of the original game ended. Take command of a new sect with dozens of new ships and technology at your disposal, as you lead your fleet through 18 single-player missions against the might of an organic/technological foe. Improving upon the Homeworld interface, Cataclysm adds new features such as waypoints and sensor screen attack commands to add a new dimension to the revolutionary combat and gameplay pioneered in Homeworld. The gamer can also command an entirely new class of ships with new technologies and weaponry, such as mimic ships and multi-ion beam frigates. A robust multiplayer system supporting up to eight combatants also is available, allowing you to pit your new ships against the traditional races found in the original classic.

Cataclysm takes place roughly 15 years after the events in Homeworld transpire. The player begins Cataclysm commanding a sect—or Kiith—that has been marginalized after the victory that brought the player back to Hiigara at the conclusion of the original Homeworld.

Because of their low status within Hiigara society, this Kiith (called the Somtaaw), have latched onto a prophecy dating back to their early years in exile on Kharak where an alien technology was discovered that almost brought salvation to their people. Cataclysm begins with the discovery of an ancient probe that promises to unlock the mystery of this distant event. However, this probe actually carries the remnants of an evil entity which uses a mix of organic and technological elements to take command and enslave other races. At the same time, other pirate races seek to control this technology for their own ends, and the remnants of the enemy that exiled the player to Kharak want to use it to recapture Hiigara.

PRODUCT FEATURES

- All new story
- New ships, technology, and gameplay features.
- Refined interface
- 18 new single-player missions
- Homeworld's extraordinary 3D engine
- Infinite camera angles
- Stunningly-rendered ships
- Intelligent sound
- Multiplayer mode with room for eight via LAN or Won.net

SYSTEM REQUIREMENTS

Windows [®] 95/98/NT 4.0 (w/ service pack 4.0) CD ROM	
Minimum	Preferred
Pentium II [®] 266, 32 MB RAM	Pentium [®] II 350+, 64 MB RAM
100 MB HD Space (+50MB Permanent Swap File)	400 MB HD Space (For Full installation)
4x CD ROM Drive	4x CD ROM
4MB PCI Video Card (16-bit color, DirectX [®] compatible)	12 MB+ 3D Accelerated Video Card
16-bit DirectX [®] compatible Soundcard	16-bit DirectX [®] compatible Soundcard
Win-compatible mouse	Win-compatible mouse with Mousewheel

FOR MORE INFORMATION

Product Management: Craig Davison, Sierra On-Line, (425) 649-9800 x5879, craig.davison@sierra.com

Public Relations: Hillary Crowley, Sierra On-Line, (425) 649-9800 x5002, hillary.crowley@sierra.com

www.sierrastudios.com/games/hwcataclysm