

HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



021558

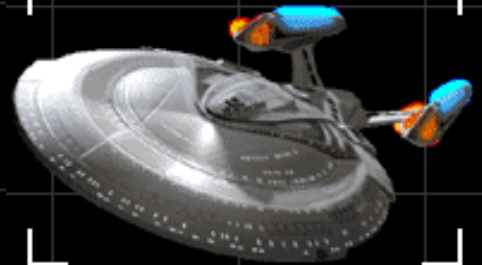
326568

021587

235896

125478

STAR TREK<sup>®</sup>  
**BRIDGE COMMANDER™**



ALPHA QUADRANT

STAR TREK<sup>®</sup>  
**BRIDGE COMMANDER™**

YOU HAVE THE CONN  
 S W E E P S T A K E S

TAKE THE BRIDGE. TAKE THE PRIZE.

[\[ CLICK HERE TO LEARN MORE \]](#)

[ NEWS ]

3/4/2002

[Two New Reviews](#)

▶ **Star Trek Bridge Commander** is the first space simulation set in the Next Generation universe that truly puts you in command of your own Starfleet starship and crew.

2/26/2002

[4.5/5 in GamesDomain Review!](#)

▶ While on duty in a remote area of space, a nearby sun suddenly erupts releasing a deadly blast that damages your ship, kills your Captain and threatens nearby colonists. Now you must take control of your ship and lead your crew to solve the mystery. Your mission is clear -- discover the cause of the devastating explosion and prevent it from happening again. During the race you will battle the Cardassians, ally with the Klingons, investigate the unpredictable Romulans and reveal a secret plot that threatens the Federation itself.

2/25/2002

[Bridge Commander In Stores Now!](#)

2/24/2002

[Final System Requirements Posted](#)

▶ The excitement and the challenges grow as you and your crew race to find the cause through over 30 different missions. These will include many of Star Trek's most fundamental elements - defense, combat, diplomacy, exploration, rescue, and scientific discovery. For the first time you will be able to command both Galaxy and Sovereign class ships much like the U.S.S. Enterprise-D and U.S.S. Enterprise-E.

2/23/2002

[Web2Zone to Host Bridge Commander Launch Party](#)

▶ The question is -- can you keep your cool while bulkheads fail? Will you save your crew, save the colonists and defend the Federation from a new threat?

[More News](#)[Submit News](#)

▶ **Are you ready to take the Conn?**

You now have your chance **Star Trek Bridge Commander** warped into stores in late February 2002.

[Try The Demo!](#)[Buy The Game!](#)



ACTIVISION

STARTREK.COM

## Privacy Policy

TM © 2002 Paramount Pictures, Inc. STAR TREK and related elements are trademarks of Paramount Pictures, Inc. All rights Reserved.  
Totally Games is a registered trademark of Totally Games, Inc.  
Activision is a registered trademark of Activision, Inc.

HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



## [ NEWS ]

Stay up to date with the latest news and information on Star Trek Bridge Commander by book marking this page or joining our fan [newsletter](#).

[Submit News](#)

[More News](#)

### ▶ Two New Reviews

3/4/2002

Both [GamePen](#) giving BC a 4/5 and [Gamer's Hell](#) have posted positive reviews over the weekend.

### ▶ 4.5/5 in GamesDomain Review!

2/26/2002

Bridge Commander received a 4.5/5 stars in GamesDomain's [review](#).

### ▶ Bridge Commander In Stores Now!

2/25/2002

You can now purchase Star Trek Bridge Commander in stores or online with your favorite game retailer in North America. To check out the press release click [here](#). Or you can [click here to BUY IT NOW from the Activision Online Store](#).

### ▶ Final System Requirements Posted

2/24/2002

Now that the game is gold the system requirements have been posted [here](#).

### ▶ Web2Zone to Host Bridge Commander Launch Party

2/23/2002

Web2Zone, New York City's premier gaming center, will be hosting a Star Trek: Bridge Commander Launch Party on Saturday, March 2, 2002 from 2-5. Here's your chance to finally try the game out yourself! Web2Zone features Alienware (tm) Game PCs, professional gaming chairs, and a blazing OC-3 fiber-optic Internet connection. Who could ask for more? For location and rate information, check out [www.Web2Zone.com](http://www.Web2Zone.com) or contact [Quinn@web2zone.com](mailto:Quinn@web2zone.com).

[More News](#)

[Submit News](#)

235896

021558

326568

021587



ACTIVISION

STARTREK.COM

HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



## [ IN DEPTH ]

This section of the web site will be updated monthly giving a behind the scenes look at what goes into creating a game as well as some background information on the crew, characters and design philosophy driving the creation of *Star Trek Bridge Commander*.

### [ 3.4.02 ]

- ▶ [Bridge Commander Manual Posted](#)

### [ 2.25.02 ]

- ▶ [Bridge Commander Ships To Stores](#)
- ▶ [Final Box Art Front and Back](#)
- ▶ [Final System Requirements](#)

### [ 2.14.02 ]

- ▶ [Bridge Commander Demo Live](#)

### [ 2.13.02 ]

- ▶ [Bridge Commander Goes Gold](#)

### Feature Articles:

- ▶ [Final Box Art Front and Back](#)
- ▶ [Patrick Stewart and Voice recording sessions](#)
- ▶ [Announcement on Multiplayer Modes](#)
- ▶ [What Are They Thinking?: Bridge Modifications and Why](#)
- ▶ [Bridge Commander Development Team Profile](#)
- ▶ [D.C. Fontana and Derek Chester Join The Team](#)
- ▶ [E3 Bridge Commander Pictures](#)

**Latest Development Information:**

- ▶ [Project Update](#)

**Press Releases:**

- ▶ [Bridge Commander Ships To Stores](#)
- ▶ [Star Trek Bridge Commander Goes Gold Press Announcement](#)
- ▶ [BridgeCommander.com Announcement](#)
- ▶ [Star Trek Bridge Commander Announcement](#)
- ▶ [Totally Games Selects NDL's NetImmerse](#)

235896

021558

326568

021587

TOTALLY GAMES

ACTIVISION

STARTREK.COM

HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



## [ FEATURES ]

- ▶ **Interact With Your Crew:** Issue orders receive reports from and even have the option to take direct control of individual bridge stations. Your crewmembers all have colorful individual personalities and shape your game experience.
- ▶ **Command from the Captain's Chair:** As you incur damage the bridge shakes, consoles explode and crewmembers are thrown from their seats, capturing the true essence of Star Trek combat.
- ▶ **Work With Picard and Data:** Interact with Captain Picard (Patrick Stewart) and Commander Data (Brent Spiner) throughout the game -- furthering your training and providing you assistance.
- ▶ **Strategic Action:** Engage in dramatic combat action with large capital ships possessing significant firepower but limited maneuverability that will require smart weapon management and skillful maneuvering to defeat your enemy.
- ▶ **Stunning 3D Ships:** Enjoy the most accurate ship models ever in a Star Trek space sim -- painstakingly recreated with materials taken directly from Paramount Archives.
- ▶ **Amazing Special Effects:** Plan your strategy on a gorgeous 3D battlefield and marvel at the effects that your success in battle provides you.

## [ THE BRIDGE ]

### TACTICAL



▶ **TACTICAL:** Arm and target weapons, adjust power allocations, activate and configure defensive systems, launch scripted maneuvers and see overall 3D strategic views of the area.

### THE VIEWSCREEN



▶ **VIEWSCREEN:** Watch as the drama unfolds or communicate with many different characters. The view screen is used in interacting with away teams, when hailing other vessels and to view objects outside the ship.

### HELM



▶ **HELM:** Set course, set speed and complete maneuvers in non-combat situations.

### CAPTAIN'S CHAIR



▶ **CAPTAIN'S CHAIR:** Your seat and perspective as you command the ship and her crew.

### FIRST OFFICER



▶ **FIRST OFFICER:** Sets alert levels, handles damage reports and ship-to-ship communications.

### SECOND OFFICER'S CHAIR



▶ **SECOND OFFICER:** Special seat for dignitaries and others aboard the ship.

ENGINEERING



► **ENGINEERING:** Control the engines, transfer power and organize the repair teams and priorities.

SCIENCE



► **SCIENCE:** Report on the current situation, scan particular objects or areas and launch probes.

021558

326568

021587

235896



ACTIVISION

STARTREK.COM

HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



## [ VISUALS ]

- ▶ **Star Trek Bridge Commander** is based on entirely new game technology and is being created by Totally Games developers of the award winning X-Wing Series. Stay tuned to BridgeCommander.Com as well as your favorite game news sites for continuing coverage of this exciting title.

## [ MOVIES ]

Right click on the link and choose save to download, then use your favorite unzip utility to extract and your favorite media player to see the following clips of **Star Trek Bridge Commander**.

- ▶ **Trailer (from Armada II CD)**



[ 17.4 MB ]



[ 14.6 MB ]

- ▶ **Compilation of footage from Rendered Cinematics**



[ 30.9 MB ]

## [ SCREENSHOTS ]

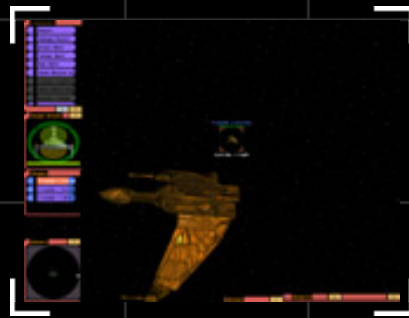
### ▶ *Screenshot of the Week*



### ▶ *Recently Released Screenshots*







▶ **Archived Visuals**

Click [here](#) to review screenshots from before October 2001.

235896	021558	326568	021587

HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



[ NEWSLETTER ]

▶ Do to a recent move in servers the Newsletter sign-up area is under re-construction. We will bring it back online as soon as possible.

You can always get the latest information *Star Trek Bridge Commander* by joining the Official Message Forums at [Gaming.StarTrek.Com](http://Gaming.StarTrek.Com) or check out our list of [Fan Web Sites](#).

▶ [Children's Online Privacy Statement](#)

▶ [Privacy Policy](#)

021558

326568

021587

235896



ACTIVISION

STARTREK.COM

HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



## [ FAN AREA ]

Over time we will be adding several new areas on this page as well as updating our collection of downloadable objects for fans.

- ▶ Remember to join our [newsletter](#) to receive the latest updates on *Star Trek Bridge Commander*.

## [ MESSAGE BOARDS ]

- ▶ Check out the [Gaming.StarTrek.Com](#) message boards dedicated to Star Trek Bridge Commander [here](#).

## [ DOWNLOADS ]

- ▶ **Desktop Backgrounds**

Here are a few graphics you can use to as wallpaper or the background on your computer desktop. We've tried to provide several popular screen resolutions. To download a file, right click one of the links and choose save then direct download to save into your Windows directory. Then go to your display properties in the control panel and select that file or on some versions of Windows you can right-click the downloaded file and choose "Set as Wallpaper."



[1024x768](#)  
[800x600](#)  
[640x480](#)

[1024x768](#)  
[800x600](#)  
[640x480](#)



[1024x768](#)  
[800x600](#)  
[640x480](#)

[1024x768](#)  
[800x600](#)  
[640x480](#)



[1024x768](#)  
[800x600](#)  
[640x480](#)

[1024x768](#)  
[800x600](#)  
[640x480](#)



[1024x768](#)[800x600](#)[640x480](#)[1024x768](#)[800x600](#)[640x480](#)

## [ FAN SITES ]

### ► Disclaimer

Activision, Paramount and Totally Games are not responsible for the content on and do not warranty the accuracy of the following fan web sites dedicated to **Star Trek**, **Star Trek Gaming** and/or **Star Trek Bridge Commander**.

### Czech Republic

- [ST Games](#)

### Germany

- [Cardassian Union](#)
- [German Bridge Commander Fan Page](#)
- [ST-Gamestation](#)

### UK

- [Bridge Commander Central](#)
- [StarfleetUK.COM](#)
- [The Prime Directive](#)

### US

- [BCFiles.com](#)
- [Bridge-Commander.Com](#)
- [Deck1.net](#)
- [Federation Games Division](#)
- [Omega Trek Gaming](#)
- [Star Trek Game Jolly](#)
- [The Stardock](#)

### Multiplayer Clans

- [Battle Group Omega](#)
- [Star Trek Clan & File Directory](#)
- [The Maquis Warrior Clan](#)
- [United Federation Defense Force](#)

021558 326568 021587

235896

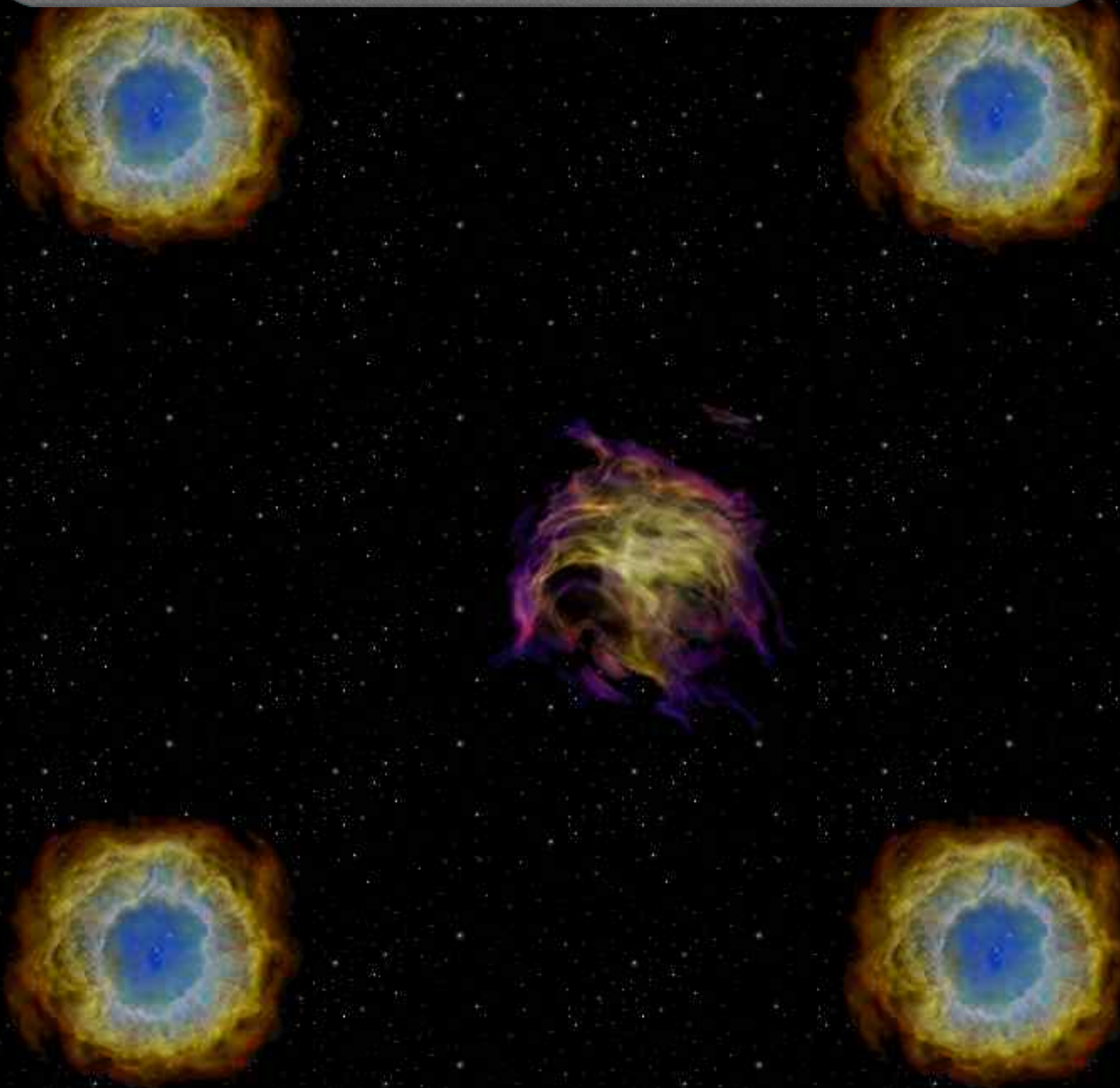
TOTALLY GAMES

ACTIVISION

STARTREK.COM

A VISION COMPANY

Detailed description: A decorative horizontal bar with a yellow-to-orange gradient. It features several segments. On the left, a small orange box contains the number '235896'. The bar is divided into sections by thin white lines. Three larger sections contain the numbers '021558', '326568', and '021587' respectively. Below the bar, several logos are displayed: 'TOTALLY GAMES' in a stylized font, the 'ACTIVISION' logo, the 'STARTREK.COM' logo with a star symbol, and a smaller logo for 'A VISION COMPANY'.



HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



## [ DEVELOPER AREA ]

**Star Trek Bridge Commander** is being developed by Totally Games for publication by Activision. Please read on to learn more about both companies and their current work in the *Star Trek* universe.



Lawrence Holland and his team at Totally Games designed the award winning and best-selling X-Wing Series for LucasArts with over 5.5 million copies sold worldwide. Totally Games' Bridge Commander team includes many programmers, artists and mission designers from our previous space combat games plus several new faces bringing a fresh perspective to the design.

Totally Games will be posting additional information about the game and development team as we reach different milestones within the project. Unfortunately, we are too busy concentrating on the game to have everyone on the team keep updated .plan files however we will be summarizing the current state of the project from time to time and posting that information here.

### Links

- ▶ [Converse with the developers at Gaming.StarTrek.Com](#)
- ▶ [Project Update File](#)
- ▶ [In-depth Team Bio from the Features Area](#)

▶ [Totally Games Web Site](#)

# ACTIVISION®

Headquartered in Santa Monica, California, Activision, Inc. is a leading worldwide developer, publisher and distributor of interactive entertainment and leisure products. Founded in 1979, Activision posted revenues of \$572 million for the fiscal year ended March 31, 2000. Activision maintains operations in the US, Canada, the United Kingdom, France, Germany, Japan, Australia, and the Netherlands.

In 1999, Activision acquired the rights to produce electronic entertainment titles based on Star Trek. In addition to Star Trek Bridge Commander, Activision currently has several exciting Star Trek titles in development including Star Trek Armada 2.

## Links

- ▶ [Activision Corporate Web Site](#)
- ▶ [Star Trek Armada](#)
- ▶ [Star Trek Armada 2](#)
- ▶ [Star Trek ConQuest Online](#)
- ▶ [Star Trek Hidden Evil](#)
- ▶ [Star Trek Voyager: Elite Force](#)

235896

021558

326568

021587



ACTIVISION

STARTREK.COM

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



[ LINKS ]

▶ STAR TREK

[www.startrek.com](http://www.startrek.com)

▶ GAMING.STARTREK.COM

[gaming.startrek.com](http://gaming.startrek.com)

▶ ACTIVISION

[www.activision.com](http://www.activision.com)

▶ TOTALLY GAMES

[www.totallygames.com](http://www.totallygames.com)

▶ ACTIVISION STAR TREK GAMES

- [Star Trek Armada](#)
- [Star Trek Armada II](#)
- [Star Trek Away Team](#)
- [Star Trek ConQuest Online](#)
- [Star Trek Hidden Evil](#)
- [Star Trek Invasion](#)
- [Star Trek Voyager: Elite Force](#)

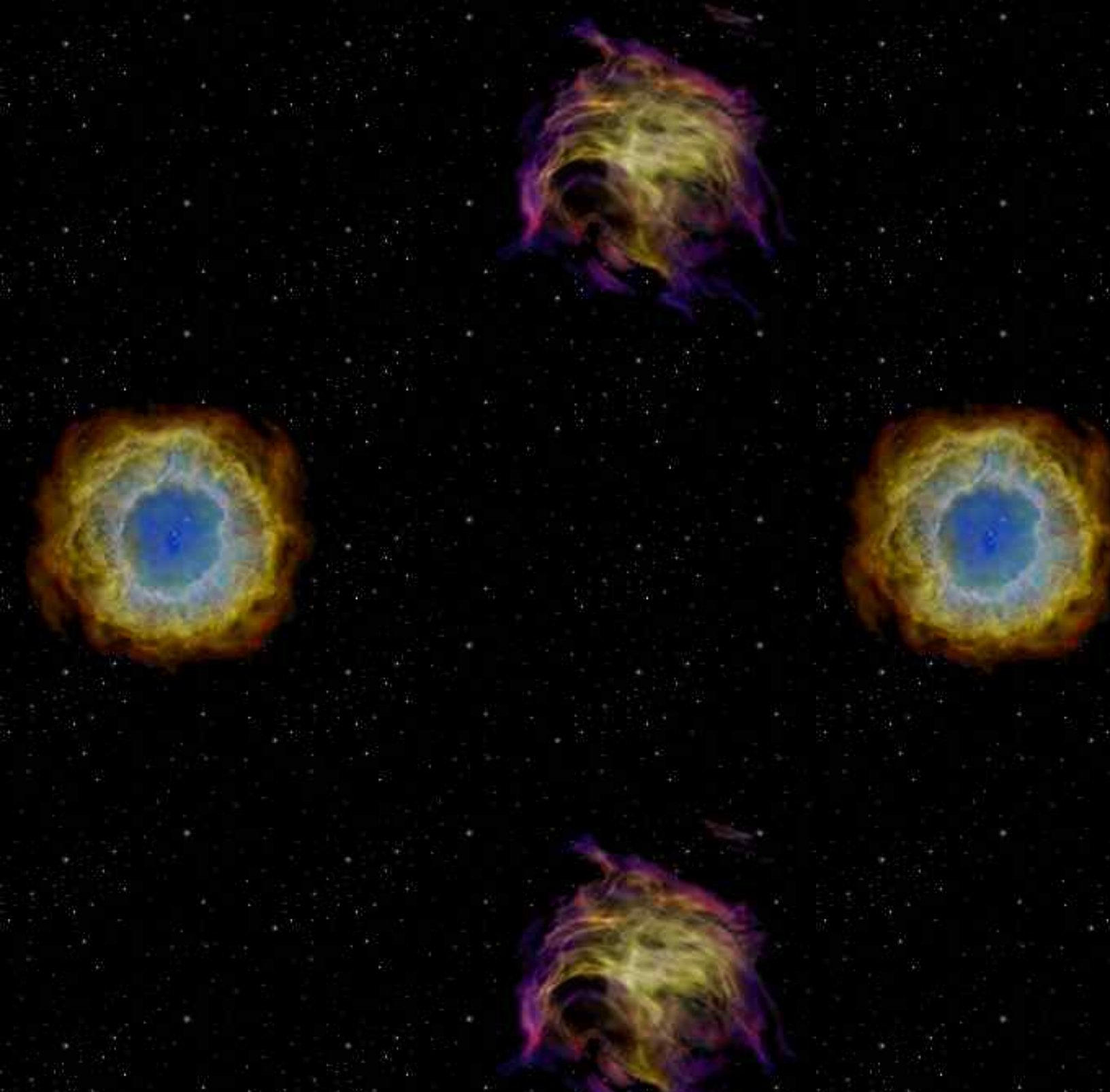
▶ PARAMOUNT

[www.paramount.com](http://www.paramount.com)

▶ FAN SITES

Check out BridgeCommander.Com's [Fan Area](#)

021558		326568		021587	
235896					



HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

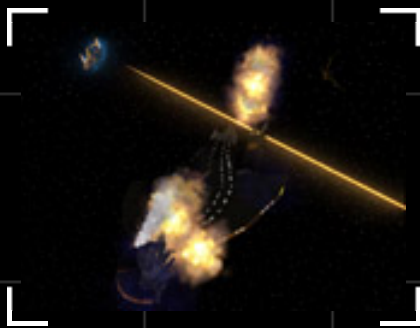
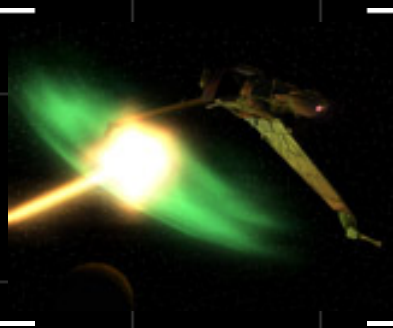
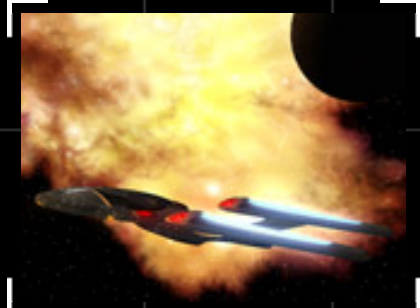
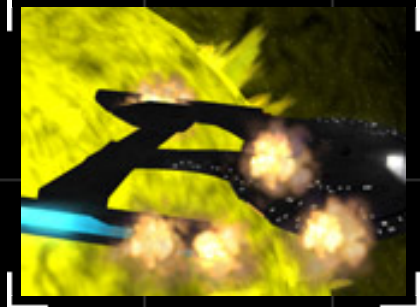
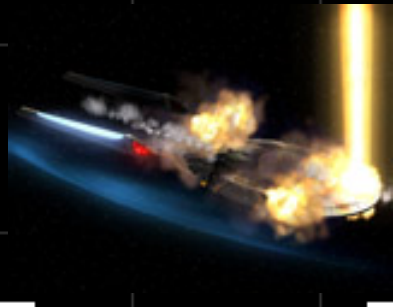
Links

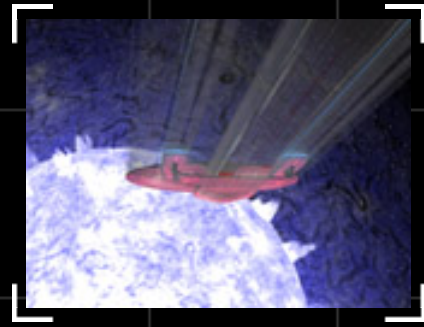


[ ARCHIVED VISUALS ]

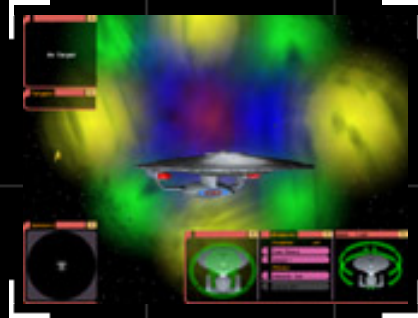
▶ Screenshots Released in 2001









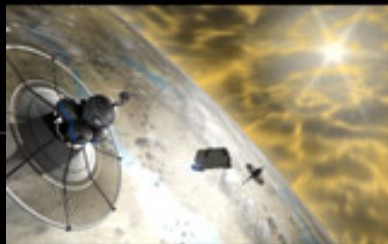


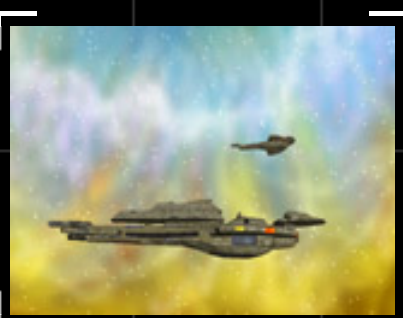
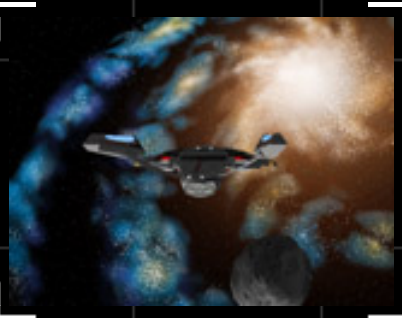


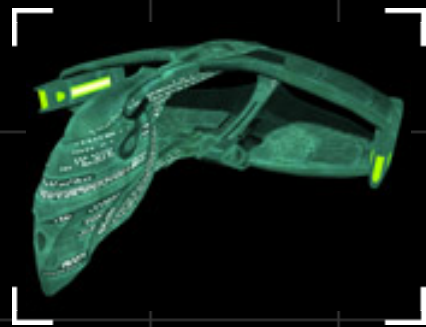




▶ *Screenshots Released in 2000*







021558		326568		021587	
235896		ACTIVISION		STARTREK.COM	



News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



### [ COPPA PRIVACY STATEMENT ]

In an effort to do our part to protect the privacy of children using the internet, as well as in compliance with the Children's Online Privacy Protection Act of 1998 (COPPA), it is Activision's policy to refrain from the collection, use or disclosure of personal information from children under the age of thirteen.

Due to the COPPA law we are unable to include children 12 years old or younger to our mailing list. After the submit button has been clicked on a properly completed form, users should receive a message saying the form has been submitted for verification. However no data is actually transferred to our server by a users local computer, unless that the users provided birth date shows a person 13 years of age or older -- regardless of any confirmation messages.

The BridgeCommander.Com newsletter is mainly a summation of material previously posted to this web site. We encourage children under age thirteen to visit the BridgeCommander.Com web site regularly rather than join our mailing list.

► [Privacy Policy](#)



HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



## [ PRIVACY POLICY ]

### **PRIVACY STATEMENT**

As one of the world's largest providers of entertainment software, Activision is committed to providing the best on-line entertainment in a secure on-line environment.

### **INFORMATION COLLECTION:**

Any information collected by Activision will be used only by Activision to improve our products, services, and our website. However Activision may release such information to responsible third parties. Activision also may direct web site visitors to web sites operated by third parties, though Activision does not guarantee the security of any personal information disclosed on those sites.

Activision may occasionally ask you to provide us with information such as your name, email address, or your interests. Of course, you never have to answer any of these questions and most areas within Activision's web sites are accessible without providing such information; however, certain activities promoted by Activision (such as contests, promotions, downloads, and purchases) do require some personal information to be provided by you, and in the event you do not provide such information these activities will be inaccessible.

### **REGISTRATION FORMS:**

In our registration forms, Activision may ask you for personal identifying information, such as a drivers license and social security number, for internal record-keeping and database purposes.

In our registration forms, Activision may ask you for contact information, such as your email address or phone number, to communicate with you for daily operational and business reasons, to send you materials or information about Activision, to send you advertising or promotional materials regarding our business associates and partners. Activision shares the contact information acquired through our registration forms with other entities.

In our registration forms, Activision may ask you for demographic information, such as your age or gender, for internal profiling purposes. Activision may give marketing firms or advertising companies any of the demographic information acquired through our registration forms.

BridgeCommander.Com does not collect any information submitted by children under the age of thirteen. We do request birth date information in our registration forms to help determine a users age so that we may comply with the 1998 COPPA law. After the submit button has been clicked on a properly completed form, users should receive a message saying the form has been submitted for verification. However no data is actually transferred to our server by a users local computer, unless that the users provided birth date shows a person 13 years of age or older -- regardless of any confirmation messages.

**ORDER FORMS:**

In our order forms, Activision may ask you for contact information, such as your email address or phone number, to deliver purchased or ordered items, to communicate with you for daily operational and business reasons, to send you materials or information, to send you any advertising or promotional materials regarding business associates and partners. Activision may shares the contact information acquired through our order forms with other entities.

In our order forms, Activision may ask you for financial information, such as your credit card number or salary, for billing and/or collection purposes, for third party credit checks.

**INFORMATIONAL QUESTIONNAIRES:**

In our informational questionnaires, Activision may ask you for personal identifying information, such as a drivers license and social security number, for internal record-keeping and database purposes.

In our informational questionnaires, Activision may ask you for contact information, such as your email address or phone number, to send you materials or information, to send you any advertising or promotional materials regarding business associates and partners. Activision may share the contact information acquired through our informational questionnaires with other entities.

In our informational questionnaires, Activision may ask you for demographic information, such as your age or gender, for internal profiling purposes. Activision may give marketing firms or advertising companies any of the demographic information acquired through our informational questionnaires.

**FEATURED CONTESTS:**

In our featured contests, Activision may ask you for personal identifying information, such as a drivers license and social security number, for internal record-keeping and database purposes.

In our featured contests, Activision may ask you for contact information, such as your email address or phone number, to send you materials or information, to send you any advertising or promotional materials regarding business associates and partners. Activision may share the contact information acquired through our featured contests with other entities.

In our featured contests, Activision may ask you for demographic information, such as your age or gender, for internal profiling purposes. Activision may give marketing firms or advertising companies any of the demographic information acquired through our featured contests.

### **SAFEGUARDING YOUR PERSONAL IDENTIFIABLE INFORMATION:**

We will only collect personally identifiable information to the extent deemed reasonably necessary to serve our legitimate business purposes, and we will maintain appropriate safeguards to ensure the security, integrity, and privacy of the information you have provided. In addition, we will take reasonable steps to assure that third parties to whom we transfer any data will provide sufficient protection of that personal information.

### **ACCESSING, REVIEWING, UPDATING, AND/OR REMOVING YOUR PERSONAL INFORMATION:**

If for any reason you want to access, review, and/or revise your personal information that Activision maintains, please contact us at 310-255-2000. If at any time you want to remove the personal information that Activision maintains, please contact us at 310-255-2000.

### **COOKIES:**

Currently, [www.bridgecommander.com](http://www.bridgecommander.com) does not use any cookies to track information. However, we reserve the right to add them and/or update our website and this policy accordingly. Please check this page often if are interested or have concerns about hte use of cookies.

### **INTERNET PROTOCOL (IP) ADDRESSES:**

An IP address is the unique number assigned to your server or Internet Service Provider; they generally do not identify you personally. Activision keeps track of the IP address you are using to access [www.bridgecommander.com](http://www.bridgecommander.com).

### **OPT-OUT:**

If you do not want to participate in Activision's informational questionnaire or contests, or if you do not want to receive e-mail or regular mail about our products and/or services, you can opt-out at the time of registration or at the time of information collection. If at a later date you choose to have your name removed from Activision's database, you can do so by sending an e-mail to [webmster@bridgecommander.com](mailto:webmster@bridgecommander.com).

### **DATA QUALITY:**

Activision ensures data quality, such as the accuracy of information obtained from website visitors to [www.bridgecommander.com](http://www.bridgecommander.com). Access to information kept by Activision is strictly controlled.

### **CHILDREN 12 AND UNDER:**

Activision recognizes the special obligation to protect personal identifiable information obtained from children 12 and under. **AS A RESULT, IF YOU ARE 12 YEARS OLD OR YOUNGER, YOU MAY NOT SUBMIT ANY PERSONAL INFORMATION TO ACTIVISION.**

We do request birth date information in our registration forms to help determine a users age so that we may comply with the 1998 COPPA law. After the submit button has been clicked on a properly completed form, users should receive a message saying the form has been submitted for verification. However no data is actually transferred to our server by a users local computer, unless that the users provided birth date shows a person 13 years of age or older -- regardless of any confirmation messages.

**CONTACT INFORMATION - QUESTIONS & COMPLAINTS:**

Any questions or complaints about [www.bridgecommander.com](http://www.bridgecommander.com) or this privacy statement can be resolved by contacting Activision at [webmaster@bridgecommander.com](mailto:webmaster@bridgecommander.com) or [www.activision.com](http://www.activision.com). You may call us at 310-255-2000. Please address all mail to 3100 Ocean Park Boulevard, Santa Monica, CA 90405.

235896

021558

326568

021587



ACTIVISION

STARTREK.COM

HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



## [ PROJECT UPDATE ]

### ▶ 2/28/02 - Totally Games Begins Pondering Next Steps In Series

The team at Totally Games after some R&R begins to dream large for what might come next for the fans of Trek and this new hybrid Space Combat game. Activision is watching sales, the critical response and the great fan feedback in their effort to help plot the course of the future of Star Trek Games with Paramount.

### ▶ 2/25/02 - Bridge Commander Arrives in Stores!

The game after a long wait arrives in stores all across North America. Reviews are coming in as well as great fan feedback.

### ▶ 2/14/02 - Demo Goes Live!

The Activision test group has given the demo a green light today.

### ▶ 2/13/02 - Bridge Commander Goes Gold!

The team has finished up the final touches for the US English release and is now onto the final bug fixing for our Gold candidate for International Release.

### ▶ 12/20/01 - Bridge Commander Hits BETA!

Totally Games and Activision are extremely pleased to announce that Star Trek Bridge: Commander has gone beta. The team is deep into the beta testing phase of development, where the final touches and polish are being added to the title. Gamers can expect to see the break-through space combat sim on shelves early next year.

### ▶ 9/25/01 - Working towards feature complete

The team has been reviewing and implementing feedback from some recent internal and external testing of the game in an effort to get to feature lock/feature complete the last step before moving into Beta. We recently heard that beta testing will be provided by a small group of pre-selected Activision volunteers and not open to the public. However, it now looks likely that some kind of demo will be released before the game ships to stores and a preorder program is also under discussion. More detailed information will follow on all fronts later this fall. We will be working on updating the desktop backgrounds to post new ones in the next week or so as well as hopefully some additional character sketches and info to post on the game.

▶ **8/22/01 - ALPHA!!**

The entire team is celebrating but not relaxing today with the hard work they put in to bring the game including the newly added multiplayer component up to snuff.

▶ **4/2/01 - Are we there yet?**

The entire team is working to get the game to Alpha state i.e. feature and content near complete. We expect to deliver a very strong Alpha candidate to Activision within a few very short weeks. Team members are kissing their wives, girlfriends and pets goodbye for days at a time and beginning to sleep over at the office -- the rest of us are happy we have a shower in the building. Programming is wrestling with save and load, new AI, damage modeling and performance enhancements. Artists have been tweaking animations and assets to improve lip synch and eye blinks. Mission Builders have been picking up steam and making an all out rush to get their content in order. QA has been focused on stamping out bugs and improving the "fun factor."

▶ **1/29/01 - Lock & Load**

The team has been very focused on several builds due to Activision over this last month. The Art team is continuing its work on another project but helping create pieces of interface art and attending meetings to provide their always entertaining commentary. The mission design team had two days worth of meetings on the script and story with two outside writers and our new producer Parker Davis. Their mission was to fill in any remaining plot holes and fine tune the characters and dialogue. Tony Evans joined TG today as our final mission builder on the project. The programmers have really been busy getting lots of details into place and adding pieces that are making the latest builds more fun to play. The movie/cutscene playing system is now implemented in game code. Character lip synch code is in the works. The group has been busy adding features like hailing, improving the multiplayer networking and scoring, implementing sensors and probes, adding new AI attack styles, improving damage modeling and character animations. We've also received some of the first pieces of music from Danny Pelfrey who is the composer for Bridge Commander. He has also provided music for some of Activision's other recent Star Trek titles.

▶ **12/26/00 - Moving Day**

Moving day for Totally Games has come and the team is working from home after the holiday while the Admin folks make sure the office gets moved and are setup properly for the guys to come back to work and be productive. The Art team has moved on temporarily to another project in house while the mission designers are beginning to feel the pinch of losing Morgan Gray and the pleasure of working with Jess VanDerwalker who is new to the team. The programmers have been working their tails off to get more features into the game and replace a lot of the temporary interface work with the latest versions. We are up to 3 people in QA now playing the game daily, testing builds and providing feedback.

▶ **11/17/00 - Cruising Along Quite Nicely**

With a lot of hard work here at TG and with help from our producers at Activision -- we past first playable meeting with flying colors. Word is the entire management team at Activision is very excited about the title. The Art team is currently working on the opening cinematic, creating and texturing the 3D planets, different level of detail models and modeling dry-dock. Mission Design has been celebrating impending marriage of the Lead Mission Builder, getting its newest member up to speed on Python and further refining the script and story. Our programming team is currently working on a number of key items like the tactical interface layout, new graphical effects like nebulae, multiplayer, improving AI, and tractor beams among other things. QA has been interviewing candidates, reviewing the latest builds and hiring another tester to the team to begin in December.

▶ **10/17/00 - Heading Towards First Playable**

The entire team has been implementing a large number of new features and getting the spit and polish out for the latest build of the game. The team spent most of the weekend working tirelessly to add things like a red alert effect, warp sequences, improving the character animations, refining the bridge models, refining cinematic and map modes, adding targeting reticules, preparing the dialogue for recording, and checking game balance. A lot is going into this build as it is considered "first playable" meaning all these features and more must be in and working well.

▶ **9/8/00 - Moving At Warp Speed Now**

The programming team has been very busy creating and improving a large number of visual effects, interface work and AI. The art staff has been working in several areas -- opening cinematic cutscenes, creating bridge backdrops for other ships, improving crew animations and ship models. The mission building staff have been fleshing out the story and dialogue helping to create the scripts for the voice actors and beginning to master their Python scripting techniques that will comprise the missions of the game. Updated the web site to include fan web sites in the fan area as well as added several news items for the last few months.

▶ **7/17/00 - Media Tour**

Larry Holland took the latest build of Bridge Commander out on the road to discuss the game and answer questions from several web sites and game magazines. Valliant effort was exerted by the team to make the game sparkle and include a number of newly implemented features.

▶ **6/8/00 - Web Site Update**

The project team is still focused on porting code, python scripting and art. The web site update has taken a while but the site is getting positive feedback from other web sites covering games. Press release went out yesterday about BridgeCommander.Com. Newsletter will go out today to all the members of the email list telling them about the update.

▶ **5/25/00 - Post E3 Update**

The programming team is hard at work porting the game code over to the latest version of the rendering engine NetImmerse 3.0. The mission design team is continuing to learn and experiment with Python the open source scripting language, which is the basis for the mission scripting. The art team is beginning work on the cinematic cutscenes, completing the Sovereign class bridge and improving all the models and animations. QA lead is creating and refining the test plan.

▶ **5/13/00 - E3**

The entire team worked really hard to pull off creating a solid demo that highlights the unique design and several of the models. For being a year away from release, we received a lot of compliments and positive feedback on the interface, game play experience and the story.

235896

021558

326568

021587



ACTIVISION

STARTREK.COM

HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



## [ DEVELOPMENT TEAM ]



### ▶ **Totally Games' Star Trek Bridge Commander Development Team**

### ▶ **Company Background**

Totally Games was formed out of a team of dedicated game design folks who worked for Lawrence Holland over the years. It was established in 1985 and later incorporated in 1994. Totally Games employs over 30 people and one dog, and is dedicated to creating immersive game experiences. The Bridge Commander team at Totally Games is made up of a solid group of veterans from our X-Wing days as well as talented newcomers.

### ▶ **Creative Director**

**Lawrence Holland** has designed some of the industry's best-selling computer games during his over 18 years as an independent computer game developer. He started in the industry after learning to program on a roommates Commodore 64 while applying to graduate school in Anthropology. His first original title was Project: Space Station in 1984 -- space has always been one of his areas of interest. His love for history and anthropology contributed in large part to the success in the award-winning WWII air combat trilogy he created for LucasFilm Games, which included Secret Weapons of the Luftwaffe (1991), Their Finest Hour: Battle of Britain (1989), and Battlehawks 1942 (1988). In 1993, LucasArts released Holland's X-Wing Space Combat Simulator thereby launching a series of games which would sell over 5 million copies worldwide. The titles in LucasArts' X-Wing series include X-Wing (1993), TIE Fighter (1994), X-Wing Collector's CD (1994), TIE Fighter Collector's CD (1995), X-Wing vs. TIE Fighter (1997), Star Wars: X-Wing Collectors Series (1998) and Star Wars: X-Wing Alliance (1999). Now, he is working closely with his team and Activision to make sure Bridge Commander will be as ground-breaking for Star Trek as the original X-Wing was for Star Wars.

### ▶ Project Lead

**David Litwin** has a Computer Science degree from UC Berkeley and came to Totally games in 1997 after 5 years of operating systems work for Geoworks. David contributed his programming talent to X-Wing vs. TIE Fighter: Balance of Power expansion pack and X-Wing Collector Series. He was technical lead on Star Wars X-Wing Alliance, in addition to coding the final Death Star II mission. David stepped up to Project Lead on Star Trek Bridge Commander but still finds a small amount of time to program on it. His office is a museum dedicated to puzzles of all types.

### ▶ Mission Designers

**Bill Morrison** was a long-time fan of Totally Games -- he had been designing fan-based scenarios ever since Secret Weapons of the Luftwaffe. Bill has been working for Totally Games for almost 4 years focusing on game, mission and story design. He created half of the missions for X-Wing vs. TIE Fighter. He also designed the missions and wrote the story for the Rebel Campaign in Balance of Power. Most recently, he co-wrote the story and designed a third of the missions in X-Wing Alliance. Bill is currently working on game, story, and mission design of Bridge Commander, and is focused on fleshing out an engrossing and immersive storyline and gameplay. Bill was recently promoted to Lead Mission Designer on the project and will be married Thanksgiving weekend 2000.

**Alberto Fonseca** started working for Totally Games in 1996 as an intern and after completing his internship was hired as a full time programmer. Before starting at TG he previously worked in video production. While here, he has worked on X-Wing Collector Series and X-Wing Alliance. For Alliance, he worked on the heads up display systems and virtual cockpit. Currently, Alberto is handling mission scripting on several Bridge Commander missions and is a long time Star Trek fan.

**Jess VanDerwalker** was a spa and hot tub repairman in a past life. Although having been an avid PC and console game player for many years, he was originally

brought in as an administrative assistant. Since that time he's switched hats and moved to Quality Assurance but has now moved on to be the third mission designer on Bridge Commander. He plans to help maintain Totally Games' reputation as a developer of quality titles.

**Tony Evans** has been a Game Designer for Activision (Call to Power II) and a Level Designer for New World Computing (Legends of Might and Magic), before which he was a tester at both Activision and New World. Before that he worked as a Webmaster for the University of Alaska Fairbanks, where he earned a degree in Theatre/Computer Science minor. Tony is the newest addition to Bridge Commander's Mission Design team. Some people label him a Star Trek geek, simply because he's seen every episode of every Star Trek series at least once, and occasionally dresses up like Kirk and quotes from the movies. Tony has sworn a Klingon blood oath to forsake his social life and physical health to help make Bridge Commander the best Star Trek game ever! After all, the needs of the many outweigh the needs of the few.

### ► Programmers

**Albert Mack** has been working at Totally Games for almost six years. He actually worked on a title that released on floppy disk! That title was Defender of the Empire an expansion disk for TIE Fighter. Since then, he's worked on almost every TG title including TIE Fighter CD (CD streaming and interface), X-Wing CD (interface), X-Wing Vs. TIE Fighter (interface and networking), X-Wing vs. TIE Fighter: Balance of Power (interface and networking), and X-Wing Alliance (interface and networking). Albert has worked on the animation system and network programming for Star Trek Bridge Commander and is currently also pitching in on the Mission design side.

**James Therien** hails from Quebec and has been working on games for the past 5 years. Prior to that he worked in the graphics design field and earned a degree in fine art. He is currently programming everything that is related to graphics in the game. That includes explosions, damage effects, asteroids, planets, nebulae, stars, nacelle glows, shield effects, etc.

**Kevin Deus** was originally a co-op student from UC Berkeley who joined Totally Games after graduation. He worked on X-Wing Alliance adding miscellaneous effects and interface support. Kevin is concentrating on the space simulation (tactical) and the AI for the game. Outside of work, he likes to hunt down big rocks and climb them.

**Erik Novales** is a recent college graduate who joined the Totally Games programming team shortly after earning his computer science degree from Southern Methodist University. Erik is working on tools for the game, as well as gameplay areas such as the simulation of ship systems and weapon systems.

**Colin Carley** joined Totally Games in June 2000 after earning his computer science and computational mathematics degrees from Missouri Southern State College. He is working on a variety of tasks for the game, including character interaction and save & load. His desk is currently loaded down with a variety of Gundam Wing

models.

### ▶ Artists

**Armand Cabrera** has worked in the game industry for over ten years on titles for Accolade, EA, and SSI among others. Starting at LucasFilm Games in 1990, he worked on the first Nintendo and Super Nintendo Star Wars titles. In 1998, he joined Totally Games to work on the X-Wing vs. TIE Fighter: Balance of Power and has also contributed to X-Wing Collector Series and X-Wing Alliance. Armand is Lead Artist on Bridge Commander, overseeing the art in the game and creating concept designs, backgrounds, models and environments as well as cinematic animations. In his spare time, Armand is a successful landscape artist with gallery representation in Laguna Beach and Carmel.

**Richard Green**, formerly an industrial designer, has worked in games for 9 years. Five of those years were at LucasArts where he worked on Rebel Assault, was the Lead 3D artist on Full Throttle, then Art Lead on Rebel Assault 2. Additionally, he contributed to several other titles including cinematics for Star Wars Rebellion, Virgin Interactive's Critical Path and The Daedalus Encounter, as well as Lucas Learning's Droid Works. Upon joining Totally Games he created several cinematic scenes for X-Wing Alliance including the opening shots. Richard is now a Senior Artist doing modeling, texturing & cutscene animation for Bridge Commander.

**Anthony Hon** received his BFA in Illustration from the Academy of Art in 1999. Shortly after his graduation, he joined Totally Games to build, texture-map, and animate models.

**Victor Bennett** recently joined Totally Games after graduating from the School of Communication Arts, in North Carolina. There he received a degree in Computer Art and Animation. Since his arrival, Victor has focused on animating characters for the game. Beyond animating, he enjoys taking road trips, playing guitar, and painting with watercolors.

### ▶ Quality Assurance

**Evan Birkby** has worked in various testing roles for Red Baron, Stellar 7, Nova 9, Rise of the Dragon, Willy Beamish, A-10 Tank Killer, Falcon 3.0, Top Gun, Star Trek A Final Unity, Star Trek Generations, Master of Orion II and X-Wing Alliance. For X-Wing Alliance, Evan also assisted as an art technician for over 500 images added to the game. He is the QA Lead for Bridge Commander and will manage the Totally Games test team and work closely with Activision to ensure we release a stable and fun game.

### ▶ Bridge Commander Alumni

Morgan Gray and Matthew Kagle both Mission Builders

► **Have what it takes to join the team?**

We still have a few job openings with the Bridge Commander team. To check out the current list of Totally Games job openings click [here](#).

235896

021558

326568

021587



ACTIVISION

STARTREK.COM



**Second Row:** Erik Novales, James Therien, Kevin Deus, Armand Cabrera, Bill Morrison, Albert Mack, Richard Green, Victor Bennett, Jess VanDerwalker, Larry Holland, Evan Birkby

**First Row:** Alberto Fonseca, Matthew Kagle, David Litwin, Anthony Hon, Colin Carley

HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



## [ BRIDGE COMMANDER MANUAL ]

The Star Trek Bridge Commander Manual can be downloaded and then read using [Adobe Acrobat](#). It includes all the information that is shipping in printed form with Bridge Commander. For strategy information you can check out the Official Star Trek Bridge Commander Strategy Guide available from [BradyGames](#). To discuss Bridge Commander of the Demo go to the Official Message Forums at [Gaming.StarTrek.Com](#).

### DOWNLOAD MANUAL

Below are two excerpts from the Manual -- a Foreword by the team at Totally Games, developers of Star Trek Bridge Commander, and the complete Table of Contents.

#### FOREWORD

In late 1998, Activision contacted Totally Games about the possibility of creating a new and truly authentic interactive Star Trek® experience. Totally Games had already created four best-selling and well-loved space combat titles in the other great space fantasy license, Star Wars®. The team here was interested in trying something new and different so with excitement we began our work. We spent six months researching, designing and testing out our ideas to see if we could design a product that would fuse the best of Trek and modern computer technology to create an involving and compelling game experience while doing the universe justice.

Our goal was to create an exciting game that would be accessible and understandable to anyone who has ever seen Star Trek®. Who when watching Kirk or Picard did not want to see how it felt to be in the Captain's chair and save the day? Our challenge to the game industry and ourselves was to reinvent the venerable genre of space combat games while at the same time creating a game that leveraged the best known science fiction universe.

Since the start, Star Trek®: Bridge Commander™ has been a labor of love for our entire team here at Totally Games. We are happy to have been able to help deliver this game into your hands and now hope you will enjoy playing it, sharing it with friends and extending it as far as possible. The entire team hopes to meet many of you online in battle or on the forums to discuss the game and how to extend it.

May the wind be at our backs,

Sincerely,

Lawrence Holland, Creative Director

David Litwin, Project Lead

And the Bridge Commander Development Team of Totally Games

**TABLE OF CONTENTS**

Foreword . . . . .	1
Introduction . . . . .	2
Getting Started . . . . .	6
● Launch Screen . . . . .	6
● Installation . . . . .	6
● Quickstart . . . . .	6
● Mouse Controls . . . . .	7
● Keyboard Controls - General . . . . .	7
● Keyboard Controls - Tactical Mode . . . . .	7
Main LCARS Menu . . . . .	8
● New Game . . . . .	8
● Quick Battle . . . . .	8
● Multiplayer . . . . .	8
● Load Game . . . . .	8
● Configure . . . . .	9
● Quit Game . . . . .	9
Commanding Your Ship . . . . .	10
● Bridge . . . . .	10
● Crew Positions . . . . .	11
Combat . . . . .	21
● Distance . . . . .	21
● Offense . . . . .	21
● Defensive Tactics . . . . .	22
● Tactical Mode . . . . .	22
● Target List . . . . .	23

● Sensors . . . . .	23
● Shields and Weapons Displays . . . . .	24
Single Player Campaign . . . . .	27
● Starting a New Game . . . . .	27
● Loading Saved Games . . . . .	27
Multiplayer . . . . .	28
● Network Minimum System Requirements . . . . .	28
● Main Multiplayer Menu . . . . .	28
● Game Types . . . . .	30
Quick Battle . . . . .	32
● Quick Battle Setup . . . . .	32
Keyboard Commands . . . . .	34
Starfleet Archival Database . . . . .	37
● Query: Alpha Quadrant, Recent History . . . . .	37
● Query: Astrometrics, Maelstrom . . . . .	38
● Query: USS Dauntless NCC-71879 . . . . .	39
● Query: Admiral Liu, Letter of Condolence . . . . .	40
● Query: Crew Records, USS Dauntless . . . . .	41
● Query: Sovereign Project/Classified . . . . .	53
● Query: Geordie LaForge, Notes on the Sovereign Class . . . . .	57
● Query: Operational Ships and Facilities, Maelstrom . . . . .	59
Configure . . . . .	77
● General Options . . . . .	77
● Sound . . . . .	77
● How to Configure your Computer's Graphics . . . . .	78
● Configure Controls . . . . .	79
Credits . . . . .	80
Customer Support . . . . .	84
Software License Agreement . . . . .	86
Keyboard Command Chart . . . . .	94
Keyboard Reference Card . . . . .	95

235896

021558

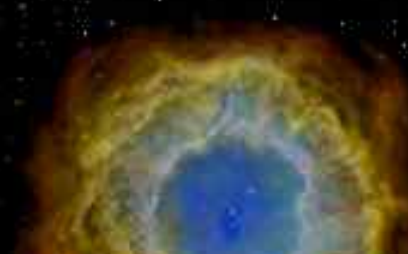
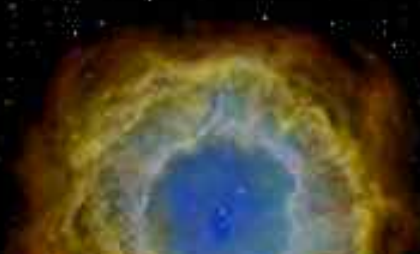
326568

021587



ACTIVISION

STARTREK.COM



HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



## [ BRIDGE COMMANDER SHIPS ]

### Bridge Commander Warps Out of Dry Dock and Onto Retail Shelves

### Totally Games Highly Anticipated Space Combat Sim Touches Down at Retail

SANTA MONICA, Calif., Feb. 28 /PRNewswire-FirstCall/ -- Activision, Inc. (Nasdaq: ATVI - news) and Totally Games® are putting gamers on the bridge of the most powerful ships in the Federation with the release of Star Trek: Bridge Commander. In the game, players must take command of a Galaxy-class starship after a massive solar eruption destroys a Federation colony and kills the captain. Throughout the title, players will have to outwit, out maneuver and out fight hostile aliens in ship-to-ship combat across the far reaches of space. Star Trek: Bridge Commander is rated "E" for everyone by the ESRB and carries a suggested retail price of \$49.99.

"Totally Games has made the dream of being a starship captain a reality for millions of fans," states Larry Goldberg, executive vice president, Activision Worldwide Studios. "In Star Trek: Bridge Commander, you can control the massive firepower, maneuverability, configurable systems and crew interaction that is the hallmark of the Star Trek franchise."

"Totally Games is proud to release to trekkers and gamers everywhere the first title to faithfully recreate the experience of being a starship's captain," states Lawrence Holland, president and creative director, Totally Games. "Star Trek: Bridge Commander delivers the quintessential Star Trek experience by allowing players to show if they have the right stuff for Starfleet through diplomacy as well as blistering ship to ship combat."

Featuring more than 25 missions with dialog penned by famed sci-fi writer D.C. Fontana, Star Trek: Bridge Commander features an epic campaign that propels players across the Alpha quadrant. Over the course of the single player campaign, players will encounter classic Star Trek antagonists such as Cardassians, Klingons, Romulans and Ferengi, and explore many of Star Trek's fundamental elements -- exploration, diplomacy, combat, rescue, and scientific discovery. Once in command,

players can choose the style of play that suits them best, issuing orders to their bridge crew or jumping right into the action by personally taking the helm.

After mastering the single player campaign, players can continue to explore the final frontier in the Quick Battle instant action mode, or warp online for interstellar multiplayer mayhem. Players can control any ship in the game from the tactical view in four different gameplay modes including Deathmatch, Team deathmatch, Federation vs. non-Federation, and Defend the Starbase with up to four-players over the Internet play or eight-players over a LAN.

Fans can learn more about Star Trek: Bridge Commander by visiting [www.bridgecommander.com](http://www.bridgecommander.com) or, for all of the latest Star Trek news and information, visit the official Internet home of Star Trek at [www.startrek.com](http://www.startrek.com).

### **About Totally Games**

Lawrence Holland and Totally Games previously developed a line of four award-winning Star Wars space combat simulations and three WWII air combat simulations, including Secret Weapons of the Luftwaffe® and the famed Star Wars®: X-Wing® and TIE Fighter® series, in conjunction with LucasArts Entertainment Company, LLC. Totally Games is currently developing Star Trek: Bridge Commander for Activision. Based in San Rafael, Calif., Totally Games continues to create totally involving games in an expanding set of genres and platforms. More information about Totally Games and its development projects can be found on the company's World Wide Web site: <http://www.totallygames.com>.

### **About Viacom Consumer Products, Inc.**

Viacom Consumer Products, Inc. merchandises properties on behalf of Paramount Pictures, Paramount Television, Viacom Productions, and Spelling Television, as well as third-party properties. Viacom Consumer Products, a unit of Viacom Entertainment Group, is a subsidiary of Viacom Inc. To learn more about Viacom Consumer Products and our properties, please visit us at [www.viacomcp.com](http://www.viacomcp.com).

### **About Activision, Inc.**

Headquartered in Santa Monica, California, Activision, Inc. is a leading worldwide developer, publisher and distributor of interactive entertainment and leisure products. Founded in 1979, Activision posted revenues of \$620 million for the fiscal year ended March 31, 2001.

Activision maintains operations in the U.S., Canada, the United Kingdom, France, Germany, Japan, Australia, and the Netherlands. More information about Activision and its products can be found on the company's World Wide Web site, which is located at [www.activision.com](http://www.activision.com).

Star Trek™, ® and © 2002 Paramount Pictures Corporation. All Rights Reserved. Star Trek and Related Marks are Trademarks of Paramount Pictures.

The statements contained in this release that are not historical facts are "forward-looking statements." The Company cautions readers of this press release that a number of important factors could cause Activision's actual future results to differ materially from those expressed in any such forward-looking statements. These important factors, and other factors that could affect Activision, are described in Activision's Annual Report on Form 10-K for the fiscal year ended March 31, 2000, which was filed with the United States Securities and Exchange Commission. Readers of this press release are referred to such filings.

A stylized orange and yellow bar with various logos and numbers. The bar is divided into several segments. On the left, there is a large orange shape with the number 235896 below it. To the right, there are three yellow segments with the numbers 021558, 326568, and 021587. Below these numbers are the logos for Totally Games, Paramount Pictures, Activision, and StarTrek.com.

235896	Totally Games	Paramount Pictures	ACTIVISION	STARTREK.COM
--------	---------------	--------------------	------------	--------------

HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



[ BRIDGE COMMANDER BOX ART ]



[ CLICK IMAGE TO ENLARGE ]



[ CLICK IMAGE TO ENLARGE ]

021558

326568

021587

235896



ACTIVISION

STARTREK.COM



**STAR TREK**

---

**BRIDGE COMMANDER™**

**YOU ARE THE CAPTAIN. YOU HAVE THE CONN.**

**ACTIVISION**



[\[ FRONT \]](#)

[\[ BACK \]](#)

# COMMAND THE BRIDGE LIKE NEVER BEFORE.

## You are the Captain

Command from the captain's chair, interacting with your 3-D crew and overseeing the bridge from a first-person perspective. Prepare to face the consequences of your decisions as you issue orders affecting the course of the game.



## Featuring D.C. Fontana

Author of 10 classic, original *Star Trek* series episodes, D.C. Fontana contributed her sci-fi expertise as a script writer/editor and consultant. Fontana has also written 4 episodes of *Star Trek: The Next Generation* and served as associate producer for that series.

## You Have the Bridge

Take responsibility for the fate of your ship and crew, directing maneuvers, giving orders and managing individual stations. Your crew members call out pertinent information on the ship's status and wait for your response.



## You are In Control

Take charge in a host of offensive and defensive scenarios. Master many complex maneuvers as you take the helm in combat, exploration, stealth and search and rescue missions.



## Witness Real-Time Damage

Endure the threat of annihilation as objects collide and your ship sustains and inflicts real-time damage in the heat of battle.



## Voice-Activated Technology

*Star Trek* Bridge Commander™ is compatible with the latest voice-activated technology. This option allows you to verbally issue commands to your crew without the use of a keyboard or mouse, bringing the experience of commanding the bridge to life.



## STAR TREK™ BRIDGE COMMANDER™

Game Type:  
Space Sim/Adventure

Crew: The Next Generation™

Mission Types: Single-Player,  
Multiplayer and Instant Action



activision.com

EVERYONE  
VIOLENCE



bridgecommander.com

TM, ® & © 2002 Paramount Pictures. All rights reserved. Star Trek and related marks are Trademarks of Paramount Pictures. © 2002 Activision, Inc. and its affiliates. All rights reserved. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark of Activision, Inc. and its affiliates. Developed by Totally Games. The rating icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.

[ [FRONT](#) ]

[ [BACK](#) ]

HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



## [ BRIDGE COMMANDER SYSTEM SPEC ]

These are the Minimum System Requirements to play *Star Trek Bridge Commander* on your PC. The game will look better and run much faster on newer machines with greater CPU power, additional RAM and the latest generation video cards.

To try out your system in a test run with [Star Trek Bridge Commander Demo](#) and decide if you need to upgrade your PC or hardware to get the most immersive gaming experience in the Star Trek Universe.

- 3-D Hardware Accelerator (with 16MB VRAM)\*
- US version of Microsoft® Windows® 95 OSR2/98/ME/2000/XP operating system
- Pentium® II 300Mhz processor (Pentium® II 450Mhz processor recommended) or Athlon® processor
- 64MB RAM
- 650 MB of uncompressed hard disk space for game files; plus an additional 100 MB for Windows® swap file 100%
- Windows® 95/98/ME/2000/XP compatible computer system (including compatible 32-bit drivers for CD-ROM drive, video card, sound card and input devices.)
- DirectX® 8.0a or higher (included)
- 100% DirectX® compatible 16MB video card and drivers
- 100% DirectX® 8.0a or higher compatible sound card and drivers
- Quad Speed CD-ROM drive (600 K/sec sustained transfer rate)
- 100% Microsoft®-compatible mouse, keyboard

\* A 100% DirectX compliant 3-D video card is required. *Star Trek Bridge Commander* uses DirectX 8.0a to support 3-D hardware acceleration.

*Star Trek Bridge Commander* has been tested on many but not all of the major cards incorporating the chipsets listed below:

- nVidia™ Riva TNT and TNT2
- All nVidia™ GeForce chipsets

- 3dfx(tm) Voodoo3, 4 or 5
- ATI® Rage 128/128 Pro
- All ATI® Radeon chipsets
- Matrox G400 & G550
- Kyro® 1 and 2
- Intel® i810e
- Trident Blade XP™

**IMPORTANT NOTES:**

This product uses Microsoft DirectX technology, which requires your system to have the latest Windows 95 OSR2/98/ME/2000/XP drivers (for video card, sound card and input devices.)

Some, but not all, of the cards with the chipsets listed above have been tested on Windows XP. For Windows XP 3D support, please refer to your hardware manufacturer for 100% Windows XP compliant drivers.

In addition to the Minimum System Requirements for **Star Trek Bridge Commander**, it is required that your system meet Microsoft's requirements for your chosen operating system.

235896



ACTIVISION

STARTREK.COM

021558

326568

021587

HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



## [ BRIDGE COMMANDER DEMO ]

**Star Trek®: Bridge Commander™ Demo**

**Size of file (In Megabytes): 112**

**Total free disk space required for extraction and installation of the Demo:**

- 350MB Free disk space required after installation of the Demo:
- 175 MB (plus 100 MB for Windows swap file)

### Instructions:

Download the demo (a self-extracting executable) from our server to your hard drive and double-click on StarTrekBridgeCommanderDemo.exe to begin the extraction and installation process.

The demo requires 350 MB of uncompressed temporary space to install (but requires only 275 MB of permanent hard drive space to run).

### NOTICE:

You are about to download a product that is rated "E" for everyone. This product has content that may be suitable for persons ages six and older. This product will appeal to people of many ages and tastes. This title may contain minimal violence, some comic mischief, or some crude language.

## Instructions:

The *Star Trek: Bridge Commander* contains the first three single player missions and Quick Battle. Download the demo and, if necessary, the DirectX® 8.0a installer from the Microsoft® DirectX web site and enjoy!

## Demo System Requirements:

- 3-D Hardware Accelerator (with 16MB VRAM)\*
- Microsoft® Windows® 95 OSR2/98/ME/2000/XP
- Pentium® II 300Mhz processor (Pentium II 450Mhz processor recommended) or Athlon® processor
- 64MB RAM
- 175 MB of uncompressed hard disk space for game files (plus an additional 100 MB for Windows swap file)
- 100% Windows 95/98/ME/2000/XP compatible computer system (including compatible 32-bit drivers for video card, sound card and input devices.)
- DirectX(r) 8.0a or higher
- 100% DirectX 8.0a compatible 16MB video card and drivers
- 100% DirectX 8.0a or higher compatible sound card and drivers
- 100% Microsoft-compatible mouse, keyboard

\* A 100% DirectX compliant 3-D video card is required. *Star Trek: Bridge Commander* uses DirectX 8.0a to support 3-D hardware acceleration.

*Star Trek: Bridge Commander* has been tested on many but not all of the major cards incorporating the chipsets listed below:

- nVidia™ Riva TNT and TNT2
- All nVidia™ GeForce chipsets
- 3dfx(tm) Voodoo3, 4 or 5
- ATI® Rage 128/128 Pro
- All ATI® Radeon chipsets
- Matrox G400 & G550
- Kyro® 1 and 2
- Intel® i810e
- Trident Blade XP™

## IMPORTANT NOTES:

This product uses Microsoft DirectX technology, which requires your system to have the latest Windows 95 OSR2/98/ME/2000/XP drivers (for video card, sound card and input devices.)

Some, but not all, of the cards with the chipsets listed above have been tested on Windows XP. For Windows XP 3D support, please refer

to your hardware manufacturer for 100% Windows XP compliant drivers.

In addition to the Minimum System Requirements for Star Trek: Bridge Commander, it is required that your system meet Microsoft's requirements for your chosen operating system.

**This program is not supported by Activision and is offered for download as a courtesy only.**

**Download from Activision Server:**

By downloading a file from an Activision server, you agree to Activision's Terms and Conditions of Downloading Materials.

**[Click Here To Download from Activision](#)**

**[Click Here To Download from Mirror Site 1](#)**

235896

TOTALLY GAMES

021558

326568

021587

ACTIVISION

STARTREK.COM

HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



## [ BRIDGE COMMANDER GOLD ]

### ACTIVISION'S STAR TREK®: BRIDGE COMMANDER™ GOES GOLD AND PREPARES FOR RETAIL

Santa Monica, CA – February 13, 2002 – Activision, Inc. (Nasdaq: ATVI) and Totally Games® highly anticipated space combat sim, Star Trek: Bridge Commander, has gone gold and is on its way to manufacturing. The game puts the player in command of a Galaxy-class starship tasked with identifying the cause of a mysterious solar eruption that destroyed a Federation colony. During the journey, players battle the Romulans, align with the Klingons, investigate the treacherous Cardassians, and reveal a secret plot that threatens the balance of power in the Alpha Quadrant. Star Trek: Bridge Commander is rated “E” for everyone by the ESRB and carries a suggested retail price of \$49.99.

Fans can learn more about Star Trek: Bridge Commander by visiting [www.bridgecommander.com](http://www.bridgecommander.com) or for all of the latest Star Trek news and information, visit the official Internet home of Star Trek at [www.startrek.com](http://www.startrek.com).

#### About Totally Games

Lawrence Holland and Totally Games previously developed a line of four award-winning Star Wars space combat simulations and three WWII air combat simulations, including Secret Weapons of the Luftwaffe® and the famed Star Wars®: X-Wing® and TIE Fighter® series, in conjunction with LucasArts Entertainment Company, LLC. Totally Games is currently developing Star Trek: Bridge Commander for Activision. Based in San Rafael, Calif., Totally Games continues to create totally involving games in an expanding set of genres and platforms. More information about Totally Games and its development projects can be found on the company's World Wide Web site: <http://www.totallygames.com>.

#### About Viacom Consumer Products, Inc.

Viacom Consumer Products, Inc. merchandises properties on behalf of Paramount Pictures, Paramount Television, Viacom Productions, and Spelling Television, as well as third-party properties. Viacom Consumer Products, a unit of Viacom

Entertainment Group, is a subsidiary of Viacom Inc. To learn more about Viacom Consumer Products and our properties, please visit us at [www.viacomcp.com](http://www.viacomcp.com).

**About Activision, Inc.**

Headquartered in Santa Monica, California, Activision, Inc. is a leading worldwide developer, publisher and distributor of interactive entertainment and leisure products. Founded in 1979, Activision posted revenues of \$620 million for the fiscal year ended March 31, 2001.

Activision maintains operations in the U.S., Canada, the United Kingdom, France, Germany, Japan, Australia, and the Netherlands. More information about Activision and its products can be found on the company's World Wide Web site, which is located at [www.activision.com](http://www.activision.com).

Star Trek™, ® and © 2002 Paramount Pictures Corporation. All Rights Reserved. Star Trek and Related Marks are Trademarks of Paramount Pictures.

The statements contained in this release that are not historical facts are "forward-looking statements." The Company cautions readers of this press release that a number of important factors could cause Activision's actual future results to differ materially from those expressed in any such forward-looking statements. These important factors, and other factors that could affect Activision, are described in Activision's Annual Report on Form 10-K for the fiscal year ended March 31, 2000, which was filed with the United States Securities and Exchange Commission. Readers of this press release are referred to such filings.

A decorative horizontal bar with a gradient from yellow to orange. It features several logos and numbers. From left to right: a small orange box with the number 235896; the 'TOTALLY GAMES' logo; the Paramount Pictures logo; the 'ACTIVISION' logo; and the 'STARTREK.COM' logo. Above the bar, there are three yellow boxes containing the numbers 021558, 326568, and 021587.

HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



## [ Patrick Stewart and Voice Recording ]

### ▶ Voice Recording

The Activision production staff recently attended and directed Patrick Stewart's final voice recording session for Bridge Commander. Glenn Ige (Associate Producer of Bridge Commander), Kris Zimmerman (Voice Over Director) and Parker Davis (Senior Producer of Bridge Commander) were all there helping begin to tie up the last few strings in the voice recording process. The game features over 5,000 lines of dialogue with over 16 voice actors including Patrick Stewart and Brent Spiner reprising their roles as Captain Picard and Commander Data.

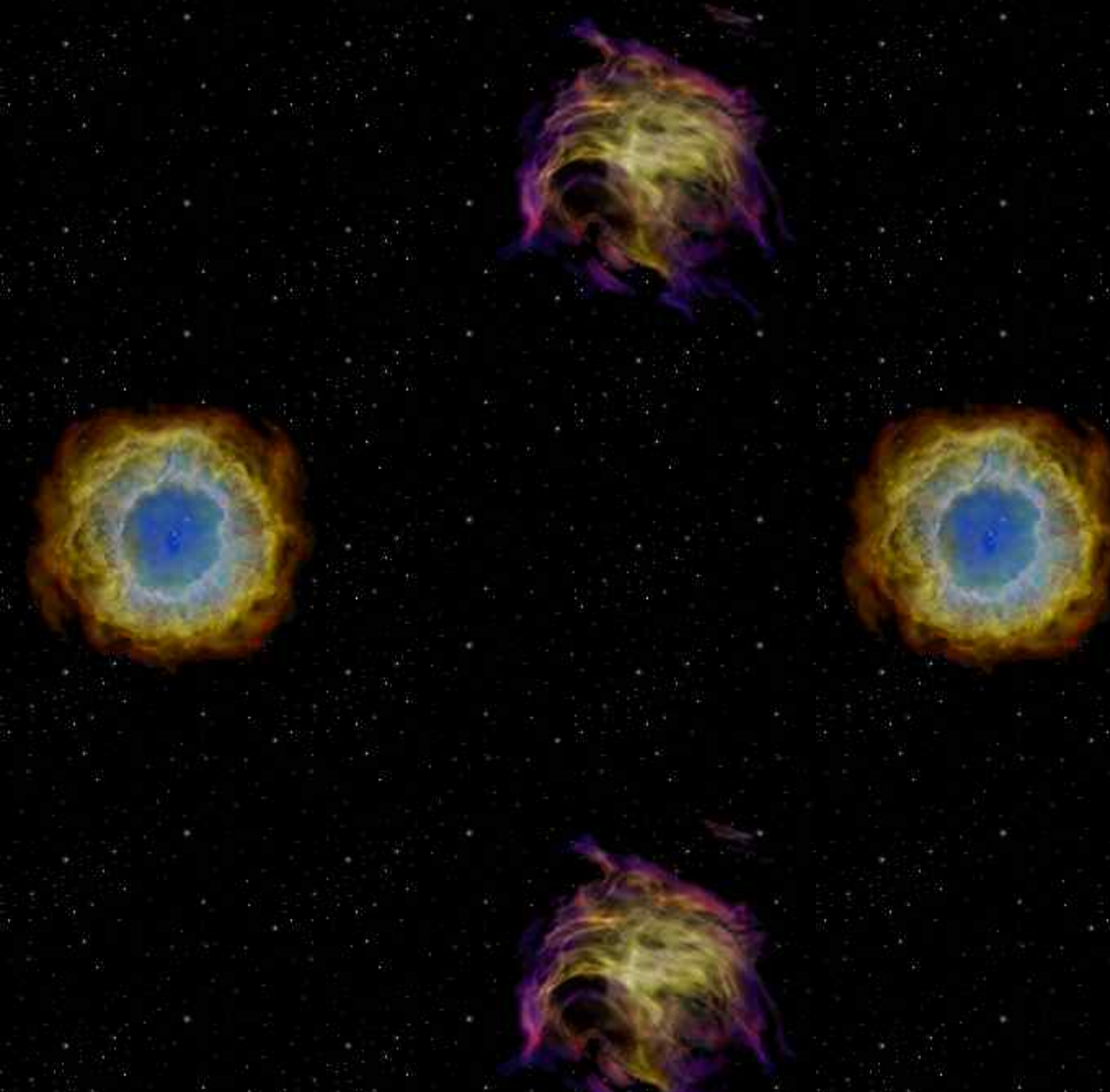
### ▶ Patrick Stewart as Captain Picard

Patrick Stewart recently completed recording his lines of dialogue for Bridge Commander. Mr. Stewart has now completed two rounds of recordings during this busy year where he has in been in several theatrical productions in both the US and UK and begun pre-production work on the next Star Trek movie. Picard is set to familiarize you to your ship and its systems in the early training missions of the game.

### ▶ Brent Spiner as Commander Data

Brent Spiner previously completed the first round of dialogue recording and is currently on the docket to do one last session to incorporate any changes. Mr. Spiner has also been in theatrical productions this year and involved in the pre-production work on the next Star Trek movie. Data will assist your crew on a series of missions during the game.

021558		326568		021587	
235896					



HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



## [ MULTIPLAYER ANNOUNCEMENT ]

July 27, 2001

### Activision and Totally Games Announce Details of Multiplayer Modes in Star Trek Bridge Commander

Larry Holland's Totally Games confirmed today that they are in development on a dynamic multiplayer experience for armchair captains in Star Trek Bridge Commander. The company revealed for the first time the details of the multiplayer modes.

Star Trek Bridge Commander will transport gamers to the alpha quadrant where they will exchange salvos of phaser fire as captain of Federation, Cardassian, Klingon and Romulan ships in a battle for supremacy of the sector. Players can each control their own ship from Tactical mode, with all the functions of the bridge at their fingertips. The highly anticipated space combat sim will support four-player Internet play via Gamespy and eight-player LAN battles throughout five challenging multiplayer modes including:

**Deathmatch** -- It's an every-man-for-himself duel. The player selects a ship and attempts to damage and destroy as many ships as possible in either Time Limit or Frag Limit competitions. The player with the highest score wins.

**Team deathmatch** -- Team Death Match pits two teams against one another in Time or Frag limit competitions to destroy as many ships as possible. High score wins.

**Federation vs. non-Federation** -- Federation vs. Non-Federation Team Death Match mode pits the Sovereign, Galaxy Akira and Ambassador class ships against their Romulan, Klingon, Cardassian counterparts.

**Starbase Attack/Defend Mode** -- Players are challenged to defend their star base against enemy fire in timed challenges.

**"Turkey Shoot"** -- Players engage in instant action mode in a race to shoot as

many AI controlled ships as possible in a limited amount of time.

235896



ACTIVISION

STARTREK.COM

HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



## [ WHAT ARE THEY THINKING? ]

### [ BRIDGE MODIFICATIONS AND WHY ]

#### ► The Issue

Translating a television and movie franchise to a video game is not always as straightforward as it might seem. Television and movies are not designed as interactive entertainment. They can take liberties, knowing that people will not have the chance to interact with anything to test if and how it really works. For this reason, many things that work on the screen don't really sit well when placed into a video game. A particularly interesting example of this is the placement of the Tactical Station on the Galaxy class bridge. When you directly control the tactical station the location is irrelevant (because you are looking directly at the panel), but when you play as the Captain its location has an impact on gameplay. Bridge Commanders' command interface works by looking at the desired bridge officer, or station, and issuing a command. In the shows, Picard issues orders over his shoulder and Worf handles the majority of combat. How can that be recreated in a video game - where the player has to see both the view screen (for context) and the Tactical officer to command him? Originally, we placed Lt. Felix Savali, our Tactical Officer, in the traditional "Worf position" on the bridge of our galaxy class vessel, putting him over the Captain's left shoulder. This design was consistent with what was seen on the shows, but immediately proved inadequate. During combat, it took away from the game experience to have the player constantly looking away from the viewscreen in order to direct his Tactical Officer.

#### ► The Solution

We found ourselves in a situation where staying true to the exact details of the TV/ movie depiction would hamper the game. Unacceptable. We decided that we would have to move the Tactical Officer up front so you could see the battle and still retain control over your Tactical Officer. This sent us to the books (and tapes, and DVDs). Nestled in the Star Trek: The Next Generation Technical Manual, in the section on Basic Control Panel/Terminal Us, we found the answer. We found that the LCARS system was designed to be user-configurable - and that a station user can set the layout of their station very similar to the way people personalize their individual computer desktops.

From this we extrapolated that if the details of a station could be customized, it would also be possible to customize the layout of each station on the bridge to perform any task. Although Picard might choose to have his Tactical station on the railing behind him, another Captain might prefer a different layout and reconfigure his or her stations accordingly to maximize their crew for their command style and the specific mission at hand. Armed with this, we went ahead and moved Tactical to a position where the Captain could see both the officer and the view screen. Once we had our solution to the location of Tactical, we took similar measures with the other stations as needed by gameplay. Although theoretically this same concept would allow the player (as Captain) to individually reconfigure his or her bridge, we chose not to support this. The work required for all the separate animation and for having the in-game dialogue and cutscenes cover every possible setup was far more than we could accomplish on our development schedule, and we thought it better to put that effort into other parts of the game. We realize that at first glance Tactical (and the other stations) might appear to be in the wrong place for people with strong ties to the TV show, but we think the gains in game playability far outweigh this difference from the bridge's appearance in non-interactive Star Trek environments.

Paramount and the Star Trek production office liked our solution and have approved our modified placements.

### ► What Are They Thinking?

That ends the first installment of "What Are They Thinking?" You can expect to see more as we continue to develop the game. If there are any topics you would like to see covered, or you just have a question about the game or the web site, please feel free to email us at [webmaster@bridgecommander.com](mailto:webmaster@bridgecommander.com).

235896

021558

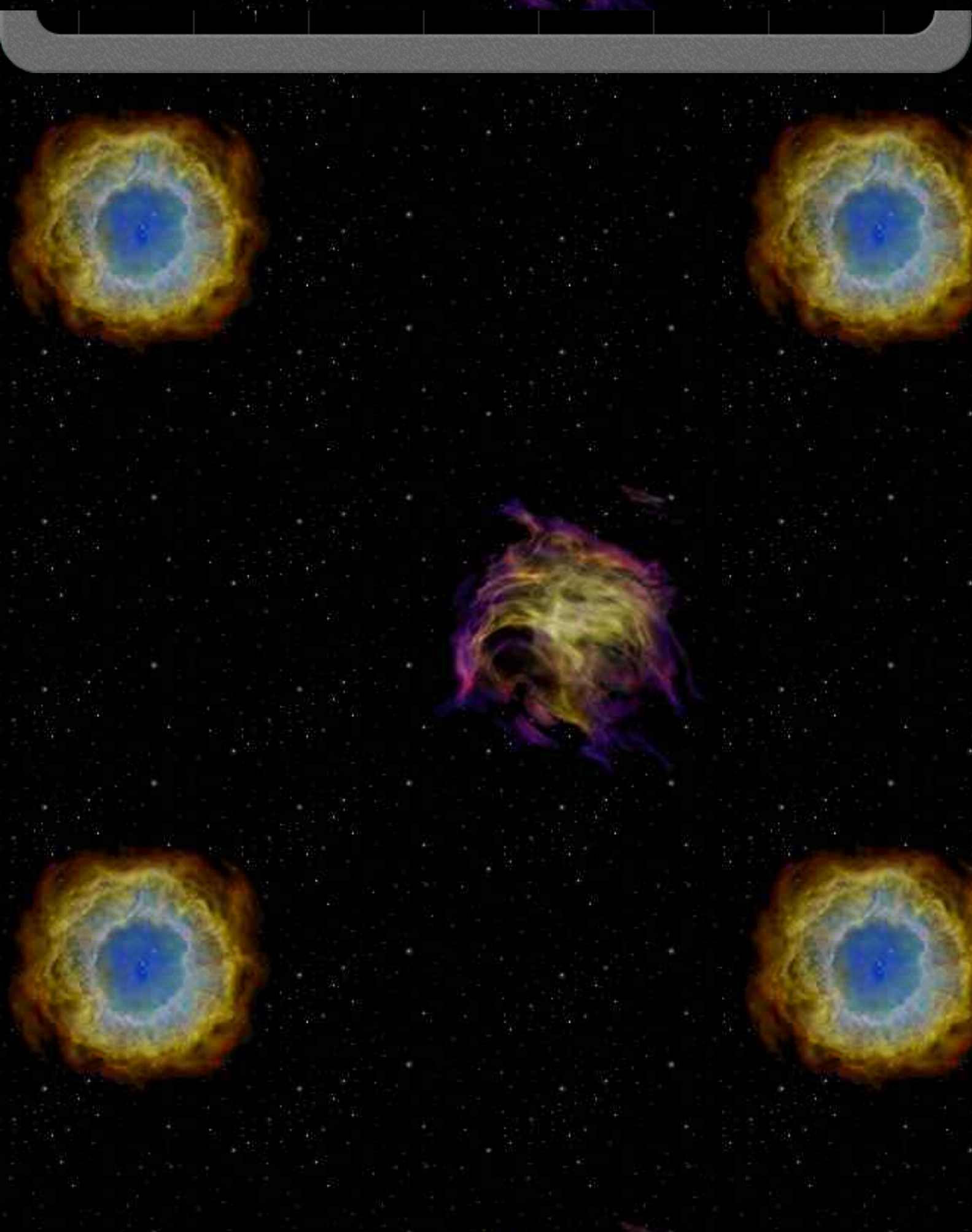
326568

021587



ACTIVISION

STARTREK.COM



HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



[ D.C. FONTANA & DEREK CHESTER ]



Larry Holland, Parker Davis, David Litwin, Derek Chester & D.C. Fontana

► **Announcement**

Seasoned science fiction writer, D.C. Fontana is bringing her flare for otherworldly adventure to Activision's upcoming PC title, Star Trek Bridge Commander. She will be joined by Derek Chester of Rampant Lion Productions in consulting on the story, script and characters already under development at Totally Games.

► **D.C. Fontana**

D.C.'s vast Star Trek experience includes script credits for 10 classic Star Trek episodes, a novel entitled Vulcan's Glory and three Star Trek-based computer games, as well as Associate Producer credits for the first season of Star Trek: The Next Generation and for the first 13 episodes of Deep Space 9. A little know fact is that she also penned episodes of several hit TV shows ranging from War of the Worlds to Dallas to Buck Rogers to Babylon 5 to The Waltons. She also wrote the novel "The Questor Tapes" based on a TV pilot she was working on with Gene Roddenberry in the mid 70s. It is not widely known, but Questor is the character Commander Data is based on.

She has received much acclaim over the years including a Hugo Award, an Arthur C. Clarke Award, a Edgar Allen Poe Award and the Nebula Award among others.

### ► **Derek Chester**

Derek has been writing in the television and computer game industries for the last six years. In that time Derek worked on Wing Commander: Prophecy, writing an original script for the project entitled Wing Commander: Prophecies. He later helped to adapt some of its content into the final version of the game. Derek also worked on a potential Battlestar Galactica title that was later discontinued but may some day see the light of day.

As well as his game credits, Derek has worked with Warner Brothers on the hit show Lois and Clark where he did consulting for the show due to his personal knowledge of the Man of Steel and his comic exploits. In his writing career, Derek also pitched to Deep Space Nine, selling four stories and writing specs that were considered by Paramount.



**Jess VanDerwalker, Bill Morrison, Derek Chester, D.C. Fontana, Matthew Kagle**

021558 326568 021587

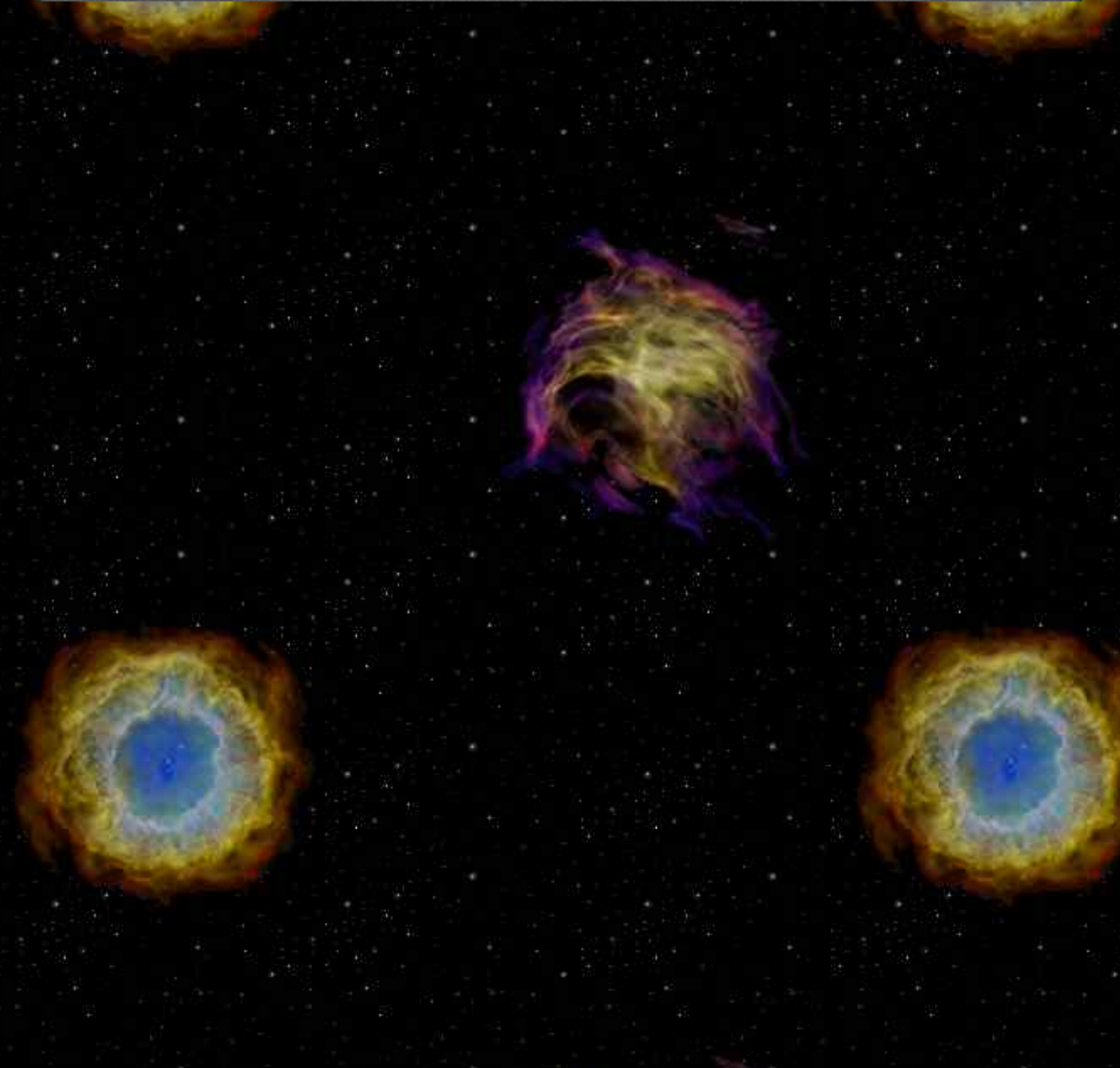
235896

TOTALLY GAMES

PARAMOUNT

ACTIVISION

STARTREK.COM



HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



### [ E3 PICTURES ]

#### ▶ Activision's Bridge Commander Display

These are pictures taken at E3 2000 where Activision and Totally Games debuted Star Trek Bridge Commander to the public. The Totally Games group that attended met and spoke to thousands of Star Trek fans, buyers and members of the media.



Larry Holland, Bill Morrison, Morgan Gray and David Litwin



Star Trek Bridge Commander Demo Area



U.S.S. Enterprise-E flying above the booth.



Robin Holland, Matthew Kagle, Morgan Gray, Bill Morrison, Larry Holland, David Litwin and Peter Leahy



Morgan Gray and Bill Morrison showing off the game.



Another shot of Morgan Gray and Bill Morrison showing off the game.

A decorative horizontal bar with a yellow-to-orange gradient. It features several logos and numbers. On the left, there is a stylized 'T' logo with the number '235896' below it. In the center, there are three logos: 'TOTALLY GAMES', a circular logo with a mountain and the text 'A SYSTEM COMPANY', and 'ACTIVISION'. On the right, there is the 'STARTREK.COM' logo. Above the logos, there are three orange bars with the numbers '021558', '326568', and '021587' respectively.

HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



## [ BRIDGE COMMANDER WEB SITE ]

ACTIVISION GIVES PC GAMERS THE INSIDE SCOOP ON THE DEVELOPMENT OF STAR TREK BRIDGE COMMANDER AT [WWW.BRIDGECOMMANDER.COM](http://WWW.BRIDGECOMMANDER.COM)

Web Site Features the Latest News, Screenshots, Newsletter and More on New Space Simulation from Totally Games

Santa Monica, CA - June 7, 2000 -Activision, Inc. (Nasdaq: ATVI), has launched [WWW.BRIDGECOMMANDER.COM](http://WWW.BRIDGECOMMANDER.COM), a new Web site dedicated to its highly anticipated space simulation, *Star Trek Bridge Commander*. The site is dedicated to giving gamers up-to-date information including news, in-depth articles, screenshots, links to development partners and a sign-up form for the upcoming Star Trek Bridge Commander newsletter. More features will be added to the site throughout the game's development.

"The Star Trek Bridge Commander web site is designed to be a centralized forum where PC gamers and Star Trek fans alike can follow the development of this highly anticipated game," said Michael Pole, executive vice president of worldwide studios, Activision. "We plan to channel the latest news, artwork, movies and much more, into this arena to ensure that gamers get a steady flow of information on the title as it becomes available and the talented team that is creating it."

"For a long time I have wanted to be able to help create communities around the games I have developed," said Lawrence Holland, president of Totally Games. "BRIDGECOMMANDER.COM marks the first time I've had that opportunity. I am very excited to be able to bring gamers and Star Trek fans closer to the title as it develops, as well as to be able to support them in creating their own fan sites. I see *Star Trek Bridge Commander* as part of a rebirth in Star Trek gaming and I am actively working to make sure its' web presence reflects that ideal."

In *Star Trek Bridge Commander* players will assume the role of Captain and command both Galaxy and Sovereign class Federation ships much like the U.S.S. Enterprise-D and U.S.S. Enterprise-E. The game will feature the voice talents of Patrick Stewart as Captain Picard and Brent Spiner as Commander Data and will feature a new alien race, along with familiar friends and foes like the Cardassians, Ferengi, Klingons and Romulans.

The story follows the player and his crew aboard the U.S.S. Sovereign aiding colonies in a remote area of space in the wake of a stellar catastrophe. The excitement and the challenges grow as the crew races to find the cause through over 30 different missions, which will include many of Star Trek's most fundamental elements - defense, combat, diplomacy, exploration, rescue, and scientific discovery.

The title is being developed by Lawrence Holland's Totally Games and is expected to ship in 2001.

Lawrence Holland and Totally Games previously developed a line of four award-winning Star Wars space combat simulations and three WWII air combat simulations, including Secret Weapons of the Luftwaffe®, TIE Fighter® and Star Wars: X-Wing Alliance®, in conjunction with LucasArts Entertainment Company, LLC. Totally Games is currently developing Star Trek Bridge Commander for Activision. Based in San Rafael, Calif., Totally Games continues to create totally involving games in an expanding set of genres and platforms. More information about Totally Games and its development projects can be found on the company's World Wide Web site: <http://www.totallygames.com>.

Viacom Consumer Products merchandises properties on behalf of Paramount Pictures, Paramount Television, Viacom Productions, and Spelling Entertainment, as well as third-party properties. Viacom Consumer Products, a unit of Viacom Entertainment Group, is a subsidiary of Viacom Inc. To learn more about Viacom Consumer Products and our properties, please visit us at <http://www.viacomcp.com>.

For all of the latest Star Trek news and information, visit the official Internet home of Star Trek at [www.startrek.com](http://www.startrek.com).

Headquartered in Santa Monica, California, Activision, Inc. is a leading worldwide developer, publisher and distributor of interactive entertainment and leisure products. Founded in 1979, Activision posted revenues of \$572 million for the fiscal year ended March 31, 2000.

Activision maintains operations in the US, Canada, the United Kingdom, France, Germany, Japan, Australia, and the Netherlands. More information about Activision and its products can be found on the company's World Wide Web site, which is located at <http://www.activision.com>.

# # #

The statements contained in this release that are not historical facts are "forward-looking statements." The company cautions readers of this press release that a number of important factors could cause Activision's actual future results to differ materially from those expressed in any such forward-looking statements. These important factors, and other factors that could affect Activision, are described in the Company's Annual Report on Form 10-K for the fiscal year ended March 31, 1998, which was filed with the United States Securities and Exchange Commission. Readers of this press release are referred to such filings.

235896

021558

326568

021587

TOTALLY GAMES

ACTIVISION

STARTREK.COM

HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



## [ BRIDGE COMMANDER ANNOUNCEMENT ]

### ACTIVISION AND ACCLAIMED DEVELOPER TOTALLY GAMES TEAM UP TO DELIVER THE FIRST SPACE SIM BASED ON STAR TREK: THE NEXT GENERATION™

Santa Monica, CA - March 10, 2000 - Activision, Inc. (Nasdaq: ATVI) announced today that Lawrence Holland's Totally Games, creators of the award-winning Star Wars® X-Wing® series of games, is developing the first space simulation based in the Star Trek: The Next Generation universe. PC gamers should prepare to explore the Final Frontier when *Star Trek Bridge Commander* releases in 2001.

"Totally Games' record for capturing the essence of an enormously popular entertainment property and translating it into a successful PC game is unrivaled," said Mitch Lasky, Executive Vice President, Activision Studios. "Their talent, combined with our shared vision for Star Trek™, is sure to result in an amazing space simulation that will appeal both to the hardcore gamer and Star Trek fans alike."

"In *Star Trek Bridge Commander*, we wanted to provide a genuine Star Trek experience. Therefore, it is distinctly different from the X-Wing Series," says Lawrence Holland, President and Lead Designer of Totally Games. "You will command a large starship that has massive fire power, with strategic maneuverability, and equipped with highly configurable defenses. The excitement and thrill of commanding your crew in first person on the detailed 3D bridge and the ability to take direct control of combat encounters in the external Tactical Mode will be captivating for all types of gamers."

As the game unfolds, players will assume the role of Captain and command both Galaxy and Sovereign class Federation ships much like the U.S.S. Enterprise NCC-1701D and U.S.S. Enterprise-E. The game will feature the voice talents of Patrick Stewart as Captain Picard and Brent Spiner as Commander Data and will feature a new alien race, along with familiar friends and foes like the Cardassians, Ferengi, Klingons and Romulans.

The story follows the player and his crew aboard the U.S.S. Sovereign aiding colonies in a remote area of space in the wake of a stellar catastrophe. The

excitement and the challenges grow as the crew races to find the cause through over 30 different missions, which will include many of Star Trek's most fundamental elements - defense, combat, diplomacy, exploration, rescue, and scientific discovery.

The question is - can you keep your cool while bulkheads fall, save your crew, save the colonists, and defend against a threat to the Federation? You'll have your chance when **Star Trek Bridge Commander** warps into stores next year.

Viacom Consumer Products merchandises properties on behalf of Paramount Pictures, Paramount Television, Viacom Properties and Spelling Television, as well as third-party properties. Viacom Consumer Products, a unit of Viacom Entertainment Group, is a subsidiary of Viacom Inc. Star Trek™, ® and © 2000 Paramount Pictures. All Rights Reserved. Star Trek™ and all related marks are trademarks of Paramount Pictures.

Lawrence Holland and Totally Games previously developed a line of four award-winning Star Wars space combat simulations and three WWII air combat simulations, including Secret Weapons of the Luftwaffe®, TIE Fighter® and Star Wars: X-Wing Alliance®, in conjunction with LucasArts Entertainment Company, LLC. Based in San Rafael, California, Totally Games continues to create totally involving games in an expanding set of genres and platforms. More information about Totally Games and its development projects can be found on the company's World Wide Web site that is located at <http://www.totallygames.com>.

Headquartered in Santa Monica, California, Activision, Inc. is a leading worldwide developer, publisher and distributor of interactive entertainment and leisure products. Founded in 1979, Activision posted revenues of \$436 million for the fiscal year ended March 31, 1999.

Activision maintains operations in the US, Canada, the United Kingdom, France, Germany, Japan, Australia, The Netherlands and Belgium. More information about Activision and its products can be found on the company's World Wide Web site, which is located at <http://www.activision.com>.

The statements contained in this release that are not historical facts are "forward-looking statements." The company cautions readers of this press release that a number of important factors could cause Activision's actual future results to differ materially from those expressed in any such forward-looking statements. These important factors, and other factors that could affect Activision, are described in the Company's Annual Report on Form 10-K for the fiscal year ended March 31, 1999, which was filed with the United States Securities and Exchange Commission. Readers of this press release are referred to such filings.

235896

TOTALLY GAMES

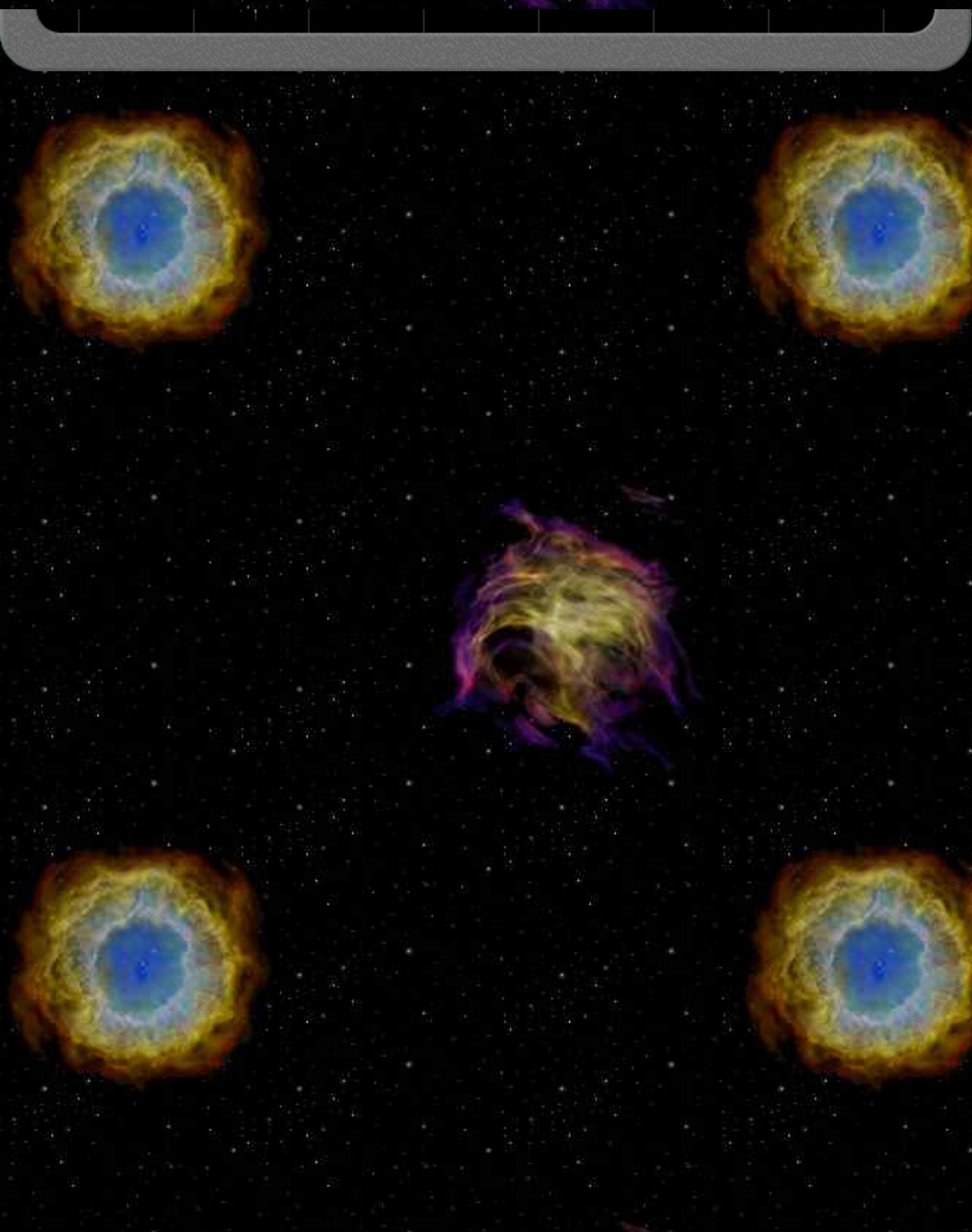
ACTIVISION

STARTREK.COM

021558

326568

021587



HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



## [ TOTALLY GAMES SELECTS NETIMMERSE ]

### Totally Games Selects Numerical Design Ltd.'s NetImmerse Graphics Engine For Upcoming PC and Console Game Development

Chapel Hill, N.C., June 8, 2000 - Numerical Design Ltd. (NDL) today announced a licensing deal with Lawrence Holland's Totally Games, creator of the award-winning Star Wars® X-Wing® series of games for LucasArts. The highly-acclaimed developer will utilize the NetImmerse 3.0 graphics engine as a base for several upcoming titles, including Star Trek® Bridge Commander, the first space simulation based in the Star Trek®: The Next Generation universe. The PC title is expected to be available in 2001 and is being published by Activision, Inc. (Nasdaq: ATVI).

"Our choice to add the NetImmerse rendering engine to augment our stable of home grown game technologies really gave us a jump start on several game prototypes including Star Trek Bridge Commander," said Lawrence Holland. "When beginning Bridge Commander, we had the choice of designing our own 3D renderer from the ground up, updating our older technology or buying software off the shelf. In the end, we chose NDL's NetImmerse for several reasons including its cross platform capabilities, advanced technology and open architecture that we easily could build on. NetImmerse has become an important piece that has allowed Totally Games to save time while also freeing up our in-house talent to focus on adding new high end capabilities that are being layered on top of NetImmerse."

The NetImmerse 3D rendering engine is a comprehensive set of tools that allow studios to begin developing content immediately, saving approximately six months of development time and a year or more of engineering costs. Unlike many commercial engines, NetImmerse is a general 3D graphics engine not a complete game system so it can be used in a much wider variety of game styles. NetImmerse 3.0 features character skinning, which allows developers to create aesthetically superior characters in less time; continuous level of detail (CLOD), which gives developers the ability to generate scenes with greater realism while maintaining real-time interactivity; a new terrain system; improved 3D audio and support for curved surfaces.

Totally Games explains its selection of NetImmerse in a technology white paper on the company's web site <http://www.totallygames.com/about/wptechology.htm>.

Lawrence Holland and Totally Games previously developed a line of four award-winning Star Wars space combat simulations and three WWII air combat simulations, including Secret Weapons of the Luftwaffe®, TIE Fighter® and Star Wars: X-Wing Alliance®, in conjunction with LucasArts Entertainment Company, LLC. Totally Games is currently developing Star Trek Bridge Commander for Activision. Based in San Rafael, Calif., Totally Games continues to create totally involving games in an expanding set of genres and platforms. More information about Totally Games and its development projects can be found on the company's World Wide Web site: <http://www.totallygames.com>.

For all of the latest Star Trek news and information, visit the official Internet home of Star Trek at [www.startrek.com](http://www.startrek.com).

Headquartered in Santa Monica, California, Activision, Inc. is a leading worldwide developer, publisher and distributor of interactive entertainment and leisure products. Founded in 1979, Activision posted revenues of \$572 million for the fiscal year ended March 31, 2000.

Activision maintains operations in the US, Canada, the United Kingdom, France, Germany, Japan, Australia, and the Netherlands. More information about Activision and its products can be found on the company's World Wide Web site, which is located at <http://www.activision.com>.

NetImmerse is an exclusive product of Numerical Design Ltd. (NDL), with offices in Chapel Hill, N.C., and Silicon Valley, Calif. Founded in 1983, NDL has been responsible for major developments in 3D graphics technology incorporated into leading PC and game software. The NetImmerse engine is used by game developers worldwide, including Red Orb Entertainment, OddWorld Inhabitants, SouthPeak Interactive, AniVision, Mindscape, Headfirst Productions, Mythic Entertainment, Totally Games, Microids and others. For more information, visit [www.ndl.com](http://www.ndl.com).

STAR TREK and related elements are trademarks of Paramount Pictures, Inc. Activision is a registered trademark of Activision, Inc. Totally Games is a registered trademark of Totally Games, Inc. Star Wars, LucasArts, Secret Weapons of the Luftwaffe, TIE Fighter and X-Wing are TM, ® & © 2000 Lucasfilm Ltd..

235896

021558

326568

021587



ACTIVISION

STARTREK.COM

HOME PAGE

021589

001247

BRIDGE COMMANDER

News

In Depth

Features

Visuals

Newsletter

Fan Area

Dev Area

Links



## [ ARCHIVED NEWS ]

### [Submit News](#)

#### ▶ Two New Reviews

3/4/2002

Both [GamePen](#) giving BC a 4/5 and [Gamer's Hell](#) have posted positive reviews over the weekend.

#### ▶ 4.5/5 in GamesDomain Review!

2/26/2002

Bridge Commander received a 4.5/5 stars in GamesDomain's [review](#).

#### ▶ Bridge Commander In Stores Now!

2/25/2002

You can now purchase Star Trek Bridge Commander in stores or online with your favorite game retailer in North America. To check out the press release click [here](#). Or you can [click here to BUY IT NOW from the Activision Online Store](#).

#### ▶ Final System Requirements Posted

2/24/2002

Now that the game is gold the system requirements have been posted [here](#).

#### ▶ Web2Zone to Host Bridge Commander Launch Party

2/23/2002

Web2Zone, New York City's premier gaming center, will be hosting a Star Trek: Bridge Commander Launch Party on Saturday, March 2, 2002 from 2-5. Here's your chance to finally try the game out yourself! Web2Zone features Alienware (tm) Game PCs, professional gaming chairs, and a blazing OC-3 fiber-optic Internet connection. Who could ask for more? For location and rate information, check out [www.Web2Zone.com](http://www.Web2Zone.com) or contact Quinn@web2zone.com.

▶ **PC.IGN.COM Gives BC a 9/10!**

2/22/2002

IGN.Com's Insider members can read the full [review](#) of Bridge Commander. It is very positive review ending with a 9/10 overall score. The review is a pay item accessible to their IGN Insider Members. One correction though is that you can skip dialogue using the ESC key.

▶ **Demo Available**

2/14/2002

Check out the Demo and the related information [here](#).

▶ **Bridge Commander Goes Gold!**

2/13/2002

Read the press release [here](#) to get all the details.

▶ **Bridge Commander Universe posts indepth preview for the hardcore fans**

2/12/2002

Bridge Commander Universe has posted an excellent preview for the hardcore fans and followers of Bridge Commander. To check it out click [here](#).

▶ **PC.IGN.Com Posts Final Preview**

2/12/2002

The good folks at PC.IGN.Com took one final stab at covering the game pre-release in a new [preview](#) that posted late today. It includes some detailed descriptions of the first few missions and successful tactical maneuvering.

235896

021558

326568

021587



ACTIVISION

STARTREK.COM