IT'S BETTER THAN HIS '98 ESCORT

Grandpa Mack left you his *Tarsus*, so head for the stars in Privateer

Creating a virtual world that the gamer feels a part of must certainly be a high yet demanding priority for many game developers. One way might be to create a cast of

---

Privateer
by Origin

Game Summary
Take on the role of an independent space pilot and fly as a ruthless mercenary or a well-mannered merchant to try to earn a living in a hostile universe.

Requirements:	386DX/33MHz+
	4 meg RAM, VGA
Sound Support:	Ad Lib, Sound Blaster
	Pro-Audio, General MIDI
Controller:	Joystick or Mouse
Available for:	PC and compatibles
Designed by:	Origin
Distributed by:	Origin
Retail Price:	$59.95
Hard Drive Space:	1.2 Meg
No. of Players:	One player

---

intriguing personalities that will bring the world to life. But in a game like Privateer where the character that the player controls has a face with no name and very little history, achieving that goal can be even more elusive and success more dubious.

You assume the persona of a young pilot who has recently been working as first mate aboard the *Scarab*, a well-weathered merchant ship with a retired Academy officer named Geof Kane at its helm. Kane knows that running supplies, food and equipment is

This is your character. Call him what you like because your stuck with him.

more appealing than following the rigid rules set by the top brass in the Academy.... and more profitable.

The last run took the crew to Sheol, a deep space science station that was in need of some supplies. Upon arriving, the captain had a gut feeling that something wasn't right, either from paranoia or intuition developed by years of experience, but mainly because of a series of attacks on friendly merchant ships travelling to and from the base. It was feared that there might be a hidden force preparing to attack some time soon, and Kane was taking the whole matter seriously, especially since two of the ships that had just disappeared were commandeered by close friends.

After the *Scarab* had landed and was being unloaded, Kane and Furstenburg, the captain of the base, and yourself divided up the tasks to prepare for the possible threat. Furstenburg was assigned to ready the base's defenses and schedule a volunteer security team. Kane would coordinate the