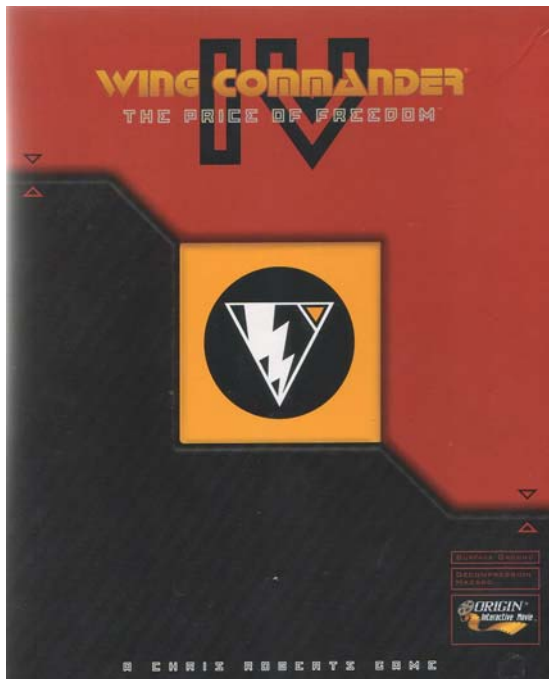


# WING COMMANDER 4

## THE PRICE OF FREEDOM



**F**ollowing in the wake of the success of the Heart of the Tiger was the fourth chapter in the chapter in the Story of Christopher Blair. Like its predecessor, the Price of Freedom used real actors in digitized movies to further the story. Many of the characters from Wing Commander III make return appearances and some change faces in this new chapter.

**W**ing Commander IV: The Price of Freedom followed a period of months after the end of the events depicted in Wing Commander III. Christopher Blair as retired from the

Confederation and taken up farming. Though his skills in that field are less than adequate. Rachael Has since left him and returned to mechanical service with in the Confederation.

**T**he Kilrathi, beaten and broken following the destruction of Kilrah, have broken along clan lines. Some clans seek to peacefully exist with in the universe. Others have become pirates, raiding various outposts and star ships. The Universe has become an uncertain place, lines once etched in blood and drawn with lives lost in battle, no longer exist. The Once massive Confederation armed forces are returning home, to a home that has for several decades supported nothing but a war effort. Now, with the war over, soldiers return knowing how to do little else but fight.

**I**n the past 3 games, the enemy had always been the Kilrathi. That no longer applies. Wing Commander IV: The Price of Freedom puts Christopher Blair at the fore front of the universe once more. Retrieved from retirement by his long time wing mate, Maniac, Admiral Tolwyn asks Blair to investigate a series of disruptions along the borders of the Confederation.

**J**ason Bernard returns to reprise his role as Captain William Eisen. This time, Eisen plays a more active role than he did in the Heart of the Tiger.

**W**here Captain Eisen had simply given you mission briefings, and the occasional encouragement when dealing with a wayward pilot, he now interacts with Blair on a personal basis within the game. He also works behind the scenes as well and forces the game forward. In this confused and uncertain universe, there are those who see enemies at all doors. Enemies working with in the Confederation and those who bite at the fringes. Pirates attack convoys, civilian installations are destroyed by craft with Border Worlds Insignia, and bizarre unmarked craft attack almost randomly. But, there is one force behind it all, and Captain Eisen begins working to find the power behind the attacks,