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[Wing Commander Arena on XBLA This Summer](#)

A 16-player online space combat in your very own customized ship

The beloved Wing [Commander](#) franchise is back in business with Wing Commander Arena in development for the [Xbox 360](#) system available to play on [XBLA](#). With up to 16 players, Wing Commander Arena offers the largest multi-player experience to date on XBLA and is scheduled to go live worldwide on the Arcade service in Summer 2007. Wing Commander Arena is a fast-paced space combat game where players team up to attack other teams of ships. The game heads towards an arcade-style experience that allows up to 16 players online in battle at once. Players can propel their customized ship through space, fire torpedoes and unleash deadly gravity bombs as they try to climb the leader board. Online players will compete for Frag count, high score and dueling stats. Chip Lange, EA Vice President stated: "We're really excited to deliver unparalleled multi-player arcade action. The design for Wing Commander will appeal to both long-time fans of the franchise and immediately engage anyone who wants the melee style action of an arcade shooter." Are four styles of playing enough for you? You'll have single player, multi-team, multi-player free for all and multi-player duel to prove that you're the John Wayne of video games. Within the game there are eight game maps that include team maps, free for all maps and dueling maps, so Wing Commander Arena offers a gameplay experience for every Arcade gamer, whether they want a quick ten minutes of action or a longer more immersive game. Wing Commander Arena is the second EA title for Xbox LIVE Arcade with EA's first title Boom Boom Rocket set to launch this Spring. You'll need an Xbox LIVE marketplace account to play Wing Commander Arena, but you knew that already...