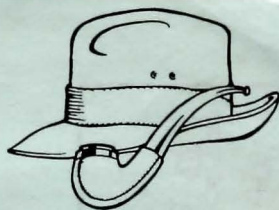
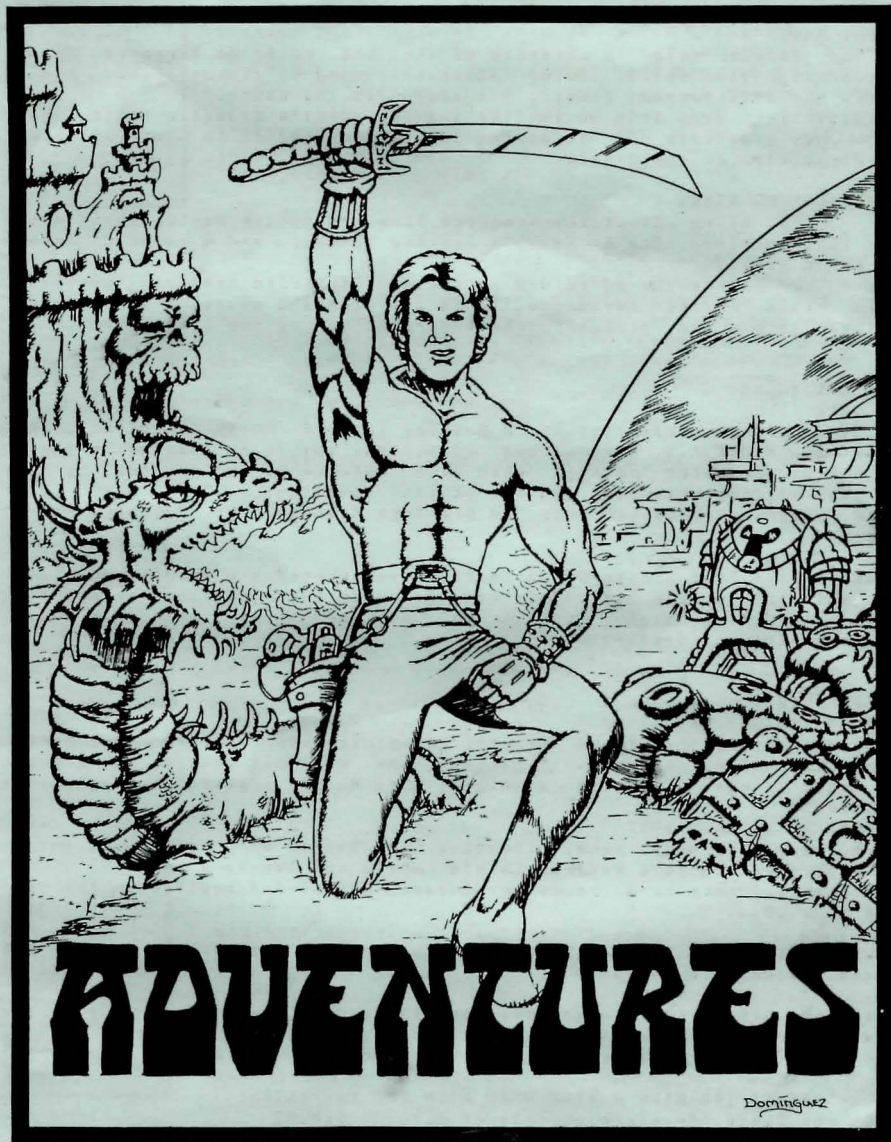


BRITISH INTELLIGENCE



NOVEMBER 1984



313-669-3110



IMPORTED SOFTWARE

CMD64 ONLY

In a last minute pre Christmas coup, we managed to snag the rights to GAMEWORX adventures. Previously published in Australia and Europe, these adventures have excellent graphics, background music, and complex plots. The writing is professional enough to give the impression of a well written book or late night movie.

BASTOW MANOR -

"The locals talk in whispers of the Old Manor on Sagamore Hill overlooking the chill, stormy Atlantic... and of rumours that Old Man Bastow has disappeared, leaving his secret in the Manor."

Captivating from it's movie-like opening to it's dramatic ending, Bastow Manor has created a cult following in Europe - and it is now available for the first time in the States.

KING SOLOMONS MINES -

"A dying adventurer staggers from the jungle raving about about 7 foot tall natives, Ice & Snow, A searing volcano, and a cache of treasure fit for a king."

- and so begins the adventure in the croc infested Zambezie. Besides the usual stuff in the adventure, this one offers 2 parts, 3 levels and replayability - And, probably, the best graphics of the Limey games.

NUCLEARWARGAMES - NEW YORK

" Imminent scientist Dr. M Norton, late of North American Defense, known as N.O.R.A.D, has warned of nuclear war to be started by the huge M.A.S.T.A. computer charged with the defense of our country. He stated "...The military has lost control of its' creation....."

A defense spokesman here in New York dismissed Dr. Nortons' statement."

It would have been simple if Dr. Norton remembered the access code, or had been able to smuggle his podule out, or could even get you access to the base. - Unfortunately, you're on your own. - a real-save-the-world-adventure.

SUPERSLEUTH -

"LONDON TIMES 5.MAY, 1903

Lord Monroe, the famed British Adventurer has today returned from his recent expedition to Egypt. Strangely, he did not talk to our reporter, but rushed into a waiting carriage. Lord Monroe appeared to be drawn and agitated."

"GAURDIAN 15.MAY, 1903

Mystery surrounds local identity Lord Monroe who, after a recent trip to Egypt seems to have retired to his castle and become a recluse.

Local residents have reported unusual sounds and howls from the castle late at night."

SUPERSLEUTH has been so popular in Europe that a sequel is already being tested. Need more be said?

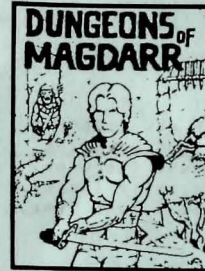
These Four Limey Adventures are available on the 64 only. Due to their extensive use of the 64's special graphics, sound, and music capabilities, they do not lend themselves to conversion to other systems.

SPECIAL PRICE (WE MADE A NICE DEAL WITH THE Australians)

- Any one Limey Adventure on tape or disk - \$19.95
- Any two Adventures on tape or disk - \$15.95 each
- Any Three or more Adventures - \$13.95 each

FANTASY GAMES

These are role playing games that typically take from one to four hours to play. They offer a lot of excitement with an emphasis on combat and the growth of a character from game to game or combat to combat. Wizards Tower is recommended for the younger set (8 - 14) while Quest is a good first fantasy game for any age from 10 to 60 (and my personal favorite). Dungeons of Magdarr and the new Search for Magdarr are the Cadillac of Role playing games.



DUNGEONS OF MAGDARR - Serious DofD complete with 3-D graphics. Up to 8 players at a time (4 on TRS80) join in the search for and destruction of Magdarr. You create and control characters of several races (Human, Elf, Halfling, etc.) and professions (Warrior, Magician, Thief, etc.). You get 3-D graphics, a lot of different dungeons to explore and conquer, a chance to grow from game to game and a complete 10 page manual. TRS80Color (32k EXT BASIC), IBMPC & JR. (Graphics Board req.), CMD 64
Tape \$19.95 Disk \$24.95

SEARCH FOR MAGDARR - The Adventure continues. Magdarr has escaped and must be found again. The same characters from Dungeons of Magdarr can play on - or you can assemble a whole new crew. Search for Magdarr has a new plot, new monsters, new magic, and new fight routines that are faster, easier to use and even more fun than before. NOTE that while Search can be played as a sequel to Dungeons of Magdarr, it is also a good stand alone game.

IBMPC & JR. (Graphics Board req.) and CMD 64
Tape or Disk \$24.95

SPECIAL DEAL ! - ORDER BOTH MAGDARRS ON TAPE OR DISK FOR \$34.95
IBM OR CMD64 only



DUNGEONS OF DEATH - This is a serious D&D type game for up to six players at a time. You get a choice of race and character (as in Magdarr), on screen mapping of the maze, and a chance to grow from game to game.

TRS80C-16k CMD64 VIC20-13K
Tape \$14.95 Disk \$19.95



WIZARDS TOWER - This is NOT serious D&D. Wizards Tower is played on a computer map of forests and dungeons. It is similar too but a little simpler than Quest (see next page.). Takes 2 to 3 hours to play and is different every time.

CMD64, TRS80C (16K EXTENDED BASIC), VIC20 - 13K, TI/99-4A (EXTENDED BA
TAPE \$9.95 DISK \$14.95



QUEST - A different kind of adventure - and one of my personal favorites. It is played on a computer generated map of Alesia. You lead a small band of men on a mission to storm and conquer the Citidal of Moolock. You'll have to build, equip and feed your army by combat, bargaining, exploration of places like ruins and castles and doing some outright banditry. The game takes 2 to 5 hours to play and is different every time.

AVAILABLE ON TRS80C-16K CMD64 VIC20-13K TIMEX IBMPC & JR.
TAPE \$14.95 DISK \$19.95

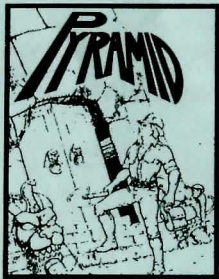
QUEST II - A longer mutiple adventure version of Quest with new graphics, faster, funner fights, more bargaining, stealing, fighting, and Questing. We have added new problems, new powers and new potions to expand the game. This is still playable in 3 to 5 hours, but could take considerably longer. (Of course, you can save a game in progress.) Quest is still a good game, but for those who want additional action, QUEST II is here!

AVAILABLE ON CMD64 AND IBMPC & JR. TRS80C-32K
TAPE \$19.95 DISK \$24.95

ADVENTURE GAMES

Adventure games are the most sophisticated of computer games and British Intelligence's are some of the best (and most intelligent) ever offered. Best described as an interactive novel, these allow you to communicate with the computer in plain English as you explore strange worlds and solve fascinating mysteries. They are only played once, but offer a good value as that one play takes from 50 to 100 hours.

NOTE MARS AND PYRAMID TRS80C 32K, CMD64, AND IBMPC & JR. HAVE GRAPHICS.



PYRAMID - This is one of our toughest Adventures. Average time through the Pyramid is 50 to 70 hours. When the Pyramid was built, it was not meant to be ransacked by people like you. This is a very entertaining, very tough adventure. We left clues everywhere, but came up with some ingeneous problems. This one has captivated people so much that we receive inquiries daily from as far away as New Zealand and France from bleary eyed people who are stuck and desparate for more clues.

AVAILABLE ON TRS80C-16K CMD64 VIC20-13K TIMEX/SINCLAIR TI/99-4A IBMPC & JR.
TAPE \$14.95 DISK \$19.95



DERELICT -For Wealth and Glory!! You have to ransack a thousand year old spaceship, derelict and adrift these many years. You'll have to learn their lanquage and operate the machinery they left behind. The hardest problem of all is to live through it all! We created this adventure to be realistic. There are no irrational traps and sudden senseless deaths in Derelict. This ship was designed to be perfectly safe for it's builders - and if you looked like them it wouldn't be so blasted deadly for an alien invader like you.

AVAILABLE ON TRS80C-16K CMD64 VIC20 13K TIMEX IBMPC & JR.
TAPE \$14.95 DISK \$19.95



MARS...Your ship has crashed on the Red Planet and you have to get home. You will have to explore a Martian City, repair your ship, and deal with possibly hostile aliens to get home again. This is an excellent first Adventure. It is in no way simple - playing time is typically over 50 hours. It is however, laid out in a more "open" manner than most Adventures - allowing you to experiment more with Adventuring before your tackle the tough parts. CMD64, IMB, AND TRS80C32K MARS HAVE GRAPHICS! AVAILABLE ON: TRS80C-16K CMD 64 VIC20-13K TIMEX TI/99-4A IBMPC & JR.
TAPE \$14.95 DISK \$19.95

HOW WE DO IT!



DEATHSHIP/ADVENTURE WRITING...An exciting Adventure! Well, I guess it isn't really THAT exciting. It was the first adventure written by Rodger Olsen - who has made his living for several years writing Adventures. It is sold as an instruction piece on writing adventures. It is a fairly good but simple adventure - not bad for playing, but ideal for instruction. It includes a manual on HOW TO WRITE ADVENTURES - written by a professional Adventure writer, who will tell you not only how to code an adventure (how to translate English sentences into computer useable code, construct and move around in a Universe, etc.) but more importantly how to write a GOOD Adventure. If you ever wanted to write your own adventure, this package is for you AVAILABLE ON: TRS80C-16K CMD 64 VIC20-13K TIMEX TI/99 IBMPC & JR.
TAPE \$9.95 DISK \$14.95

ARCADE GAMES



THE STARFIGHTER - This last Starfighter game is the one of most realistic action games that I have ever seen. You'll have to turn around to see the fighters coming in over your shoulder. You'll fight to load and fuel your ship and then have to man the turret while attacking the orbital defenses. There's more, but you'll have to survive to see it. AVAILABLE ON CMD64 ONLY! TAPE \$24.95 DISK \$29.95



BAG-IT-MAN - Aside from Starfighter, the best Arcade piece that I have ever seen for CMD64 and TRS80C. This has THREE SCREENS full of BAGS OF GOLD, ELEVATORS AND CARTS TO RIDE, MINE SHAFTS, and two NASTY GUARDS. One of the few home computer games complex enough to hold your attention for hours and still simple enough to play. By the way, it has graphics better than some games that I have put a quarter in. AVAILABLE ON CMD64 TRS80C-32K
TAPE \$14.95 DISK \$19.95

FREE WORD PROCESSOR

on every disk for
TRS80C, CMD 64, VIC20 and IBM PC

"AND NOW FREE
TAPE MAXI'S WITH
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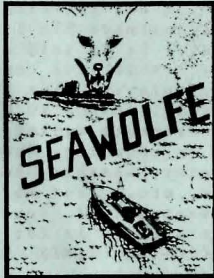
This is a word processor that is very easy to use. It was designed for part time secretaries who never stayed long enough to learn Wordstar or Typemaster. It does have most of the features of expensive word processors - page numbering, right and left margin justification, global and on screen editing, file access and so on - but it is a bit simpler to use than most of the competition.

MAXI-PROS IS AVAILABLE FOR IMB &JR, CMD64, VIC20 AND TRS80C
It sold for \$29.95 last year, but this year we are giving one away free with every tape or disk we sell before Jan 1, 1985!
THAT'S A BARGAIN!

**DEALS! DEALS! DEALS!
TWO FOR ONE DEALS**



ZEUS - FAST - and Furious action as you become the WIZARD fighting off the thunderbolts of an angry ZEUS. Your Cone of Cold will destroy a thunderbolt, and your shield will protect you - for a while. This is a very High Speed Action game that you may never master. Joysticks required.
AVAILABLE ON - CMD64 TRS80C
WAS TAPE \$19.95 DISK \$24.95



SEAWOLFE - Lots of sound and action as you lay out patterns of torpedoes in front of wave after wave of attacking PT boats. It starts easy - but each wave gets faster and trickier. Fast Action on the high seas.
AVAILABLE ON TRS80C AND CMD64
WAS TAPE \$19.95 DISK \$24.95

SPECIAL Z&W PACK (ZEUS AND SEAWOLFE) BOTH FOR \$19.95 ON TAPE - \$21.95 ON DISK
AND WE STILL TOSS IN THE FREE MAXI-PROS!



CHILLY WILL - Fast Action animation (excellent animation) featuring Chilly, a cold little pengo-in who is being chased by the Yetis (Absolutley Abominable Snowmen) - but he is not helpless as he can crush the Yeti with blocks of ice - if he should live so long. Lots of levels, lots of sound, and some of the best animation that I have seen on the 64. By Pletzer and Hart.
AVAILABLE ON CMD64 ONLY
WAS TAPE \$24.95 DISK \$29.95



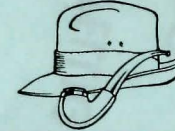
X*BERT - There are a lot of "BERT" games around. The idea is always the same. Bert must jump from block to block changing their colors while avoiding Snake, Falling Balls and Other Nasties. There is, however, only one "BERT" around with Pletzer and Harts' great animation - and this is it!
AVAILABLE ON CMD64 ONLY
WAS TAPE \$24.95 DISK \$29.95

SPECIAL P&L PACK (PLETZER AND HART) BOTH GAMES - CHILLY WILL AND BERT
TAPE OR DISK \$24.95 AND WE STILL TOSS IN THE FREE MAXI-PROS!

TAPES BY THE BUNCH - CHEAPER THAN BANANAS!

We have a LOT of good tapes around here that we cannot use. The girls run the wrong masters, cords come loose, the duplicators get out of adjustment and make bad tapes. We could reuse them, but prefer not to, so we have a lot of high quality computer grade tapes who's only use has been one time through the duplicator. We erase them and sell them cheap.
C10s C20s C30s (our choice) 25c each, 5 for \$1.00
Buy a handful.

BRITISH INTELLIGENCE



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IF YOU HAVE THE TRS-80C OR TI/99-4A, DO YOU HAVE EXTENDED BASIC? _____
IN WHAT MAGAZINE DID YOU SEE OUR ADVERTISEMENT? _____

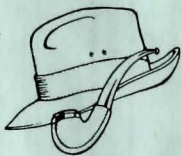
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THE NEW**

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