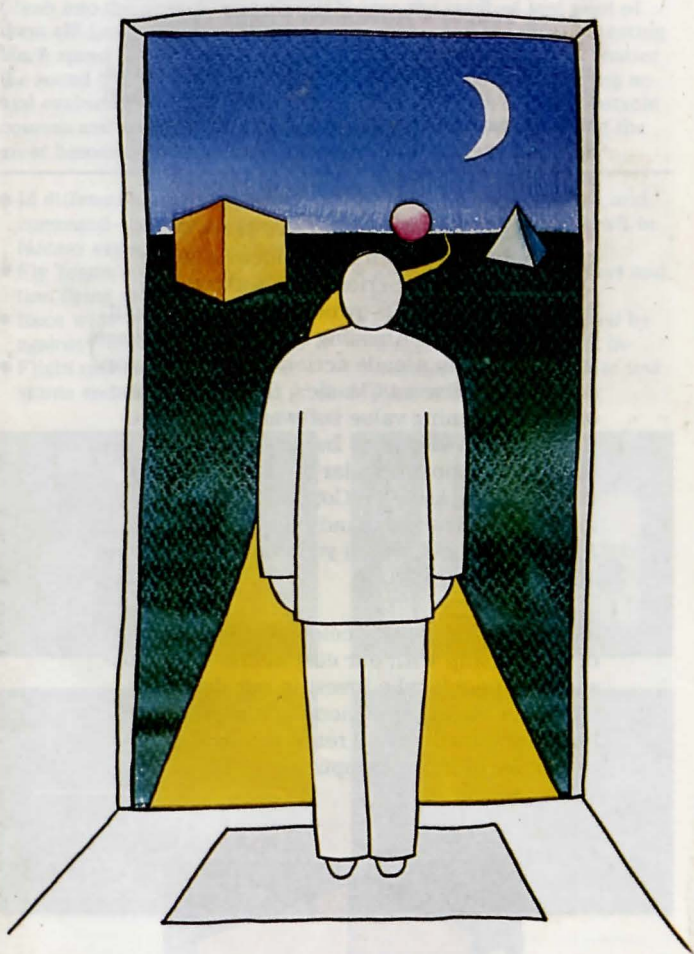


THE SHAPES OF THINGS TO COME



ELECTRONIC ARTS®

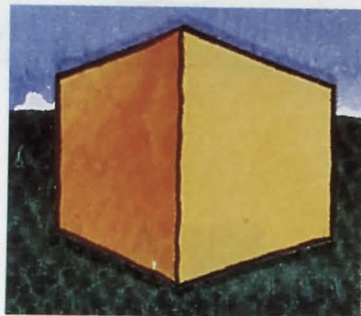
The Shapes of Things to Come

The cube. The sphere. The tetrahedron. When we started out five years ago, all we had were three shapes, a handful of software artists—and one vision: to make the best, most innovative software money can buy.

■ The catalog you're holding now is a celebration of that vision—over 140 products designed to stretch your imagination and make your personal computer worth owning. Products like **Chuck Yeager's Advanced Flight Trainer**, the fastest and most realistic flight program ever. Like **Starflight**—still America's favorite PC space fantasy. Like **Earl Weaver Baseball** and **Ferrari Formula One**, from our new Sports Legends line of world-class sports software.

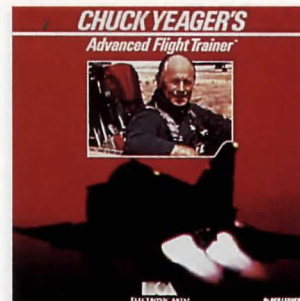
● It's also a celebration of five years of growth, bringing with it new ideas like the Deluxe Creativity Series—the software no Amiga or Apple IIGS owner would be without. New notions like Amazing Software, which sets the standard in arcade action games. New concepts like Software Classics, the original line of award-winning value software. New directions like our Batteries Included line, with some of the most popular productivity programs on the Atari ST, Commodore, and Macintosh. And a new, expanding selection of Affiliated Labels, which you can find out about starting on page 28.

▲ Mostly, this catalog celebrates five years of partnership with our customers—the thousands of people who invest in our dreams, share our vision, and encourage us to think bigger, see farther, and reach out to shape the future of home computing.



Chuck Yeager's Advanced Flight Trainer™

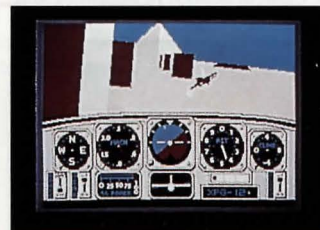
by Gen. Chuck Yeager and Ned Lerner



Commodore 64, IBM/Tandy

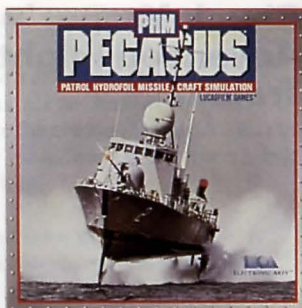
Climb into the cockpit with Chuck Yeager, the greatest test pilot of them all! Learn the basics of flying Cessnas—and the thrill of testing Mach-speed aircraft. Take an X-3 or an F-18 out for a joyride. Shatter the sound barrier in the Bell X-1. Test and evaluate aircraft using actual evaluation charts. Follow Yeager through death-defying obstacle courses and complex maneuvers—you'll learn it all from one of the great heroes of aviation!

- 14 different aircraft at your command—including three fantasy experimental planes
- Fly Yeager's wing in the formation flying module
- Race wide-open, full-throttle against 6 computer opponents
- Flight recorders let you save stunts and air races
- Fly to the edge of space, and push experimental aircraft to the limit
- Realistic instrument panel and gauges
- Detailed manual prepared by Yeager and professional instructors—plus authentic test pilot evaluation charts



PHM Pegasus™

by Lucasfilm Games™



Commodore 64/128, Apple II, IBM/Tandy

The Patrol Hydrofoil Missilecraft. Warship of the jet age. So agile, enemy radar mistakes it for a low-flying helicopter. So fast, the enemy has only minutes to react. So deadly, there is no second chance. The first high-speed naval simulation sends you on eight real-life missions around the world, to danger zones like the Persian Gulf, the Mediterranean, and the Gulf of Sidra. Authentic naval strategy and state-of-the-art 3-D solid-fill graphics capture the awesome speed and power of the legendary \$100 million flying gunboats.

- Authentic speed and handling characteristics of three different NATO hydrofoils
- Advanced weaponry and instrumentation systems, including rapid-fire naval cannon, cruise missiles, radar, and on-board chaff for defense
- Control search helicopters and convoy ships
- Colorful maps help locate enemies and target your heading
- Scoring system rewards successful commanders with promotions
- Developed under the guidance of a U.S. Navy hydrofoil commander



PHM Pegasus Advanced Battle Scenarios™

Ten all-new hydrofoil adventures—volunteer for Mediterranean courier missions, stop drug runners in the Caribbean, challenge the Hercules in a one-on-one hydrofoil showdown, or meet the legendary battleship Bismarck in the North Sea! Includes two advanced battle training exercises.

Commodore 64/128, Apple II

Strike Fleet™

by Lucasfilm Games™



Commodore 64/128, Apple II

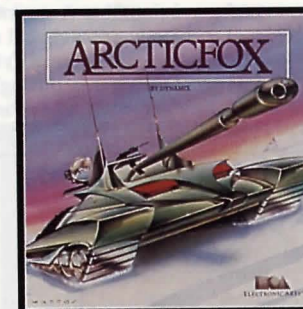
The team that brought you *PHM Pegasus* strikes back with a whole new kind of naval battle simulation! Control one of 20 types of ships, or command an entire fleet. You'll head off Soviet Krivak frigates and Alpha subs in the North Sea, defend the USS Stark against Iraqi planes and Iranian gunboats, and protect your convoy of destroyers, tankers, and choppers during Argentinian air attacks in the Falklands.

- Build a custom fleet: Aegis/Ticonderoga class cruisers, OHP class frigates, SeaHawk helicopters, Orion sub-hunting planes, and more!
- Advanced ASROC anti-sub weapons, Tomahawk missiles, Phalanx anti-missile systems, anti-aircraft missiles, torpedoes, and deck cannons



Arcticfox™

by Dynamix



Commodore 64/128, Apple II, Atari ST, Amiga, IBM/Tandy

Aliens have taken over the South Pole. Invasion is imminent. Earth's only chance: **Arcticfox**, a sleek high-tech snow tank that goes from 0 to 100 in four seconds. Encounter nine intelligent alien craft on 3-D landscapes, full of mountains, crevasses, ice fields, and tundra. Survive blizzards and electrical storms. Send guided missiles on recon missions. The best tank simulation ever!

- First-person cockpit and missile views
- Complete instrumentation: zoom, radar, clock, compass, and more
- Real-time tank movement
- Battle aliens with lasers, cannon, mines, heavy armor, and guided missiles





Realistic action and graphics. Authentic stats and strategy. World-class sports simulations for people who take their games seriously.

Ferrari Formula One Grand Prix Racing Simulation™

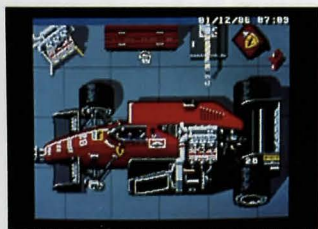
by Rick Koenig



Amiga

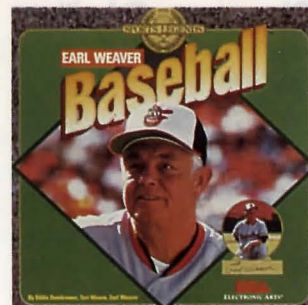
Strap yourself behind the wheel of a \$350,000 Ferrari Formula One and race a full season on the international Grand Prix circuit. You'll compete against seven of the world's best drivers on 16 famous tracks like Monaco, Rio, and Budapest. Between races, test your car and your skills on Ferrari's legendary Fiorano test track. Use the dyno room and wind tunnel to fine-tune your suspension, engine systems, tires, fuel mixtures, gearing, and aerodynamics. Try for pole position in practice, warm-up, and qualifying heats. Explode through the straightaways and scream through the turns as you race toward the world championship. The most accurate racing simulation ever created for a personal computer!

- Authentic handling characteristics of an actual Ferrari F1/86, including understeer, oversteer, cornering, and straightaway speeds
- First-person view: detailed cockpit includes oil pressure, water temp, and fuel gauges; plus turbo boost control, moving stick shift and steering wheel, and working mirrors!
- Complete garage: switch engines, change suspension, adjust gear ratios—everything but the grease!
- Full pit: call the shots on tire changes, wing settings, engine, and shocks
- Intelligent opponents have varying driving styles, engines, strategy, and skill



Earl Weaver Baseball™

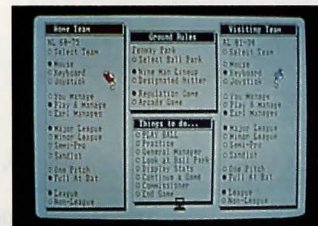
by Eddie Dombrower, Teri Mason, and Earl Weaver



Amiga, IBM/Tandy

To put it simply, **Earl Weaver Baseball** is the best sports simulation program ever: a fast-moving action game that challenges your skill as a batter, pitcher, and fielder... and a strategic manager's game that pits you against a friend—or Earl Weaver. Either way, you'll learn baseball strategy and tactics from the master himself. Amazing TV-style graphics and more features than any other baseball simulation add up to make this the new standard in sports software.

- Ask Earl for advice: Artificial intelligence technology puts his actual managerial strategy on disk!
- Play all 26 major league parks, or design your own dream stadium with the ballpark construction set
- Three games in one: play an arcade game, manage a strategic game, or do double duty as a player/manager
- Over 90 statistical measurements: the most accurate baseball simulation available
- Draft, trade, clone players... or use the cumulative stat compiler and player stats editor to create new players and leagues of your own
- Amiga version features crack of the bat, the roar of the crowd, the announcer's voice, and the umpire's calls in digitized sound—plus instant replay in three speeds
- Supports 16-color graphics on Tandy computers



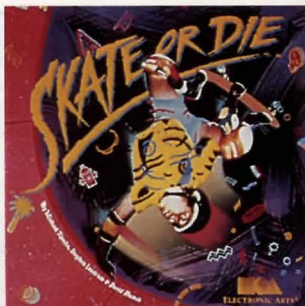
1986 Team Set for Earl Weaver Baseball

Everything you need to recreate the 1986 major league players and teams in living color. Complete stats and ratings, compiled by Project Scoresheet. Phonemes, too! A must for leagues and would-be managers. Not copy protected.

Amiga, IBM/Tandy

Skate or Die™

by Michael Kosaka, Stephen Landrum, & David Bunch



Commodore 64/128

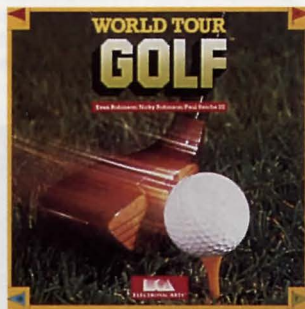
Skate tuff in the first simulation that gets to the guts of the fastest-growing sport in America. Set records on the ramp high jump. Show off your fakies, ollies, hand plants, 720s, aerials and rail slides on the freestyle ramp. Race over, under, and through drainpipes, gravel, and grates for speed and points on the downhill course. Challenge a friend in a pool joust. Or take your streetstyle act to the inner city.

- Three authentic pro events: freestyle ramp, downhill, high jump ramp
- Two special events: pool jousting and streetstyle downhill
- Up to eight players—or go it alone in solo sessions



World Tour Golf™

by Evan and Nicky Robinson and Paul Reiche III



Commodore 64/128, Apple IIGS, IBM/Tandy

Play St. Andrew's, Shinnecock Hills, and Pebble Beach—all in one day! The world's great courses, complete with trees, hills, sand traps, and weather. Specify handicap, strength, club skills, and hook or slice. Use the construction set to design the course of your dreams. More courses, player variables, and features than any golf program!

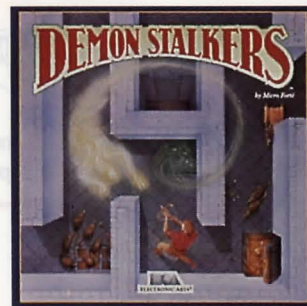
- Animated split screen shows overhead and golfer's-eye view
- Full scoreboard updates both net and handicap scores
- Play a foursome of friends—IBM version includes computer partners, too!
- Supports 16-color graphics on Tandy computers



Demon Stalkers™

The Raid on Doomfane

by Micro Forte, Ltd.



Commodore 64/128

Take up the challenge and charge into the first of 99 mazes. Fight your way past bloodthirsty rats, mad monks, whirling dervishes, snappers, and more in this arcade-quality dungeon adventure. Come face-to-face with Calvrak the Demon in a fast-paced finish that makes it all worthwhile. A spellbinding combination of adventure, mindbending puzzles, and never-ending action!

- Top-down, full scrolling mazes put you into the action
- Easy-to-use construction set lets you build your own sequel
- Collect magic items, read scrolls, find keys, amulets, food, and treasure—some of it deadly
- Save Game feature!



Marble Madness™

Commodore, Apple II, and IBM/Tandy versions by Will Harvey
Amiga version by Larry Reed



Commodore 64/128, Apple II, Apple IIGS, Amiga, IBM/Tandy, Atari ST

It's intense in there! So come on in... to the wildest, fastest coin-op classic of all. Six levels of 3-D runway mazes—along with the slimes, oozes, hooovers, and steelies you love to hate. Slip over icefields. Whip through perilous pipes. Ride the Wave. Marble Madness is a racing challenge you'll never forget!

- Palm-sweating action
- Realistic motion and gravity effects
- Original musical score
- Extra secret level on C64/128, Apple, and IBM/Tandy versions
- 1 or 2 players





The best arcade action, sound, graphics, and gameplay—at affordable prices

Delta Patrol™

by Stavros Fasoulas and
Thalamus Software Limited



Commodore 64/128

Delta Sector. A nightmare of galactic pirates, alien fighter ships, and rampaging creatures. The most dangerous neighborhood in space. Dazzling 3-D space graphics show solar flares, foaming oceans, and asteroid belts. Pick up speed and new weapons as your battlecruiser soars through 30 levels and 200 alien attack waves in the U.K.'s #1 shoot-'em-up!

Sanxion™

by Stavros Fasoulas and
Thalamus Software Limited



Commodore 64/128

All the battle action, rich graphics, great music and sound effects you expect from a coin-op machine! Fly your high-speed attack craft over a vivid 3-D landscape, with split-screen overhead and side views. Twelve levels, each with a variety of enemies, weapons, and environments. Three kinds of bonus target rounds. An award-winning musical score. Plus 3-D landing sequences, turbulence, cannon recoil, explosions—and the grand finale: an ultimate encounter with the Darkside.

Dan Dare, Pilot of the Future™

by Virgin Games Ltd. and
Gang of Five



Commodore 64/128

England's favorite comic hero, in the first interactive comic book ever—complete with funny captions, colorful 3-D cartoon graphics, and all the action of the best arcade games. Help Dan Dare destroy the alien Treens before it's too late! There are mazes, puzzles, fist fights, great 3-D graphics, laser beams, grenade explosions, a great soundtrack ... everything you'd want in a comic book you could walk into.

Legacy of the Ancients™

by Quest Software, Inc.



Commodore 64/128, Apple II

The national best-seller with the best graphics you've ever seen in a role-playing adventure! Step through the exhibit windows of a magical museum. Cross continents and oceans, explore vast wildernesses and towns, and conquer dungeons and castles. Talk to natives. Match wits with monsters. Win money in the casinos, and arm yourself for the final assault. It's everything you love about fantasy games—and lots of new things you've never seen before.

- 3-D, full-color dungeons: 24 levels of traps, monsters, clues, and puzzles
- Fantastic sound effects: the roar of the ocean, the swamp muck between your toes
- Top-down views of 12 cities—with stores, casinos, banks, combat training, and fortunetellers
- 32 kinds of wilderness creatures
- 5 exciting action games within the adventure
- A variety of magic spells and character attributes to manage



Starflight™

by Binary Systems

Game of the Year

—Jerry Pournelle,
Byte Magazine

IBM/Tandy
Cluebook available



The state-of-the-art space adventure that boldly goes where no game has gone before! You and your hand-picked crew take off from Starport, heading toward the core of the galaxy on a hunch... and soon find that you're not alone. Will your quest become a simple search for new planets to mine and star systems to colonize—or a far-reaching journey that could save the entire universe?

- Over 270 star systems, with 800 full-color rotating planets
- Talk, trade, and fight with 7 alien races, each with its own language, history, and culture
- Animated planet landing sequences
- Includes full-color starmap and security decoder
- Not copy protected



The Bard's Tale III: Thief of Fate™

by Interplay Productions



Commodore 64/128, Apple II

The all-new third chapter in the best-selling Bard's Tale saga! Your brave band returns to Skara Brae—and finds a ruined city, abandoned but for the most devastating monsters you've yet encountered. Seven quests beckon as you avenge the destruction... and avert a titanic war that threatens the entire world.

- More animated monsters, sound effects, real-time dungeons than ever
- New automapping feature
- Interchange characters with Bard's Tale I and II
- Lots of new spells
- Male and female characters, plus a "hidden character" class



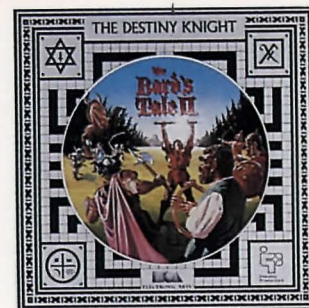
The Bard's Tale II: The Destiny Knight™

by Interplay Productions

Commodore 64/128, Apple II
Amiga
Cluebook available

The tradition continues, with a whole new story line and a whole lot more: more dungeons, more magic, more combat strategies, more characters, more clues, more monsters, more territory, and a new kind of master magician: the Archmage.

- Six cities, 25 dungeon levels, plus an entire wilderness
- Long-range weapons, and hand-to-hand combat
- The Snares of Death: 7 timed puzzles like nothing you've seen before!
- Transfer characters from Bard's I, Ultima II and III



The Bard's Tale™

by Interplay Productions

Commodore 64/128, Apple II,
Apple IIGS, Atari ST, Amiga,
IBM/Tandy
Cluebook available



Come away on the adventure that started it all! Your heroic band of adventurers is out to bring down Mangar, the evil scourge whose minions control the legendary city of Skara Brae. Your best ally: the Bard, a unique character whose magic is in his music—if you can keep him out of the taverns.

- 16 dungeon levels, plus the streets of Skara Brae
- Realistic animation and full-color, first-person graphics
- Great sound effects, so you can listen to your Bard's tunes
- Shortest disk access time of any dungeon fantasy means fast combat and gameplay
- Over 85 spells



Wasteland™

by Interplay Productions



Apple II

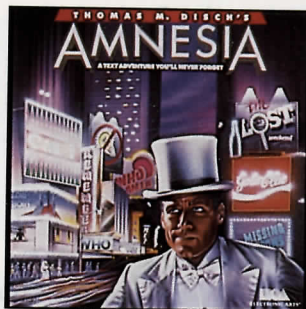
The next generation in role-playing adventures—by the makers of the *Bard's Tale*! Outwit and outgun the post-World War III mutants, monsters, and outlaws who make a nightmare of your odyssey through the vastness of the irradiated American Southwest. With luck, you'll master the necessary skills and weapons by the time you uncover the biggest menace of all...

- No magic! Fight with automatic weapons, howitzers, grenades, Uzis ... or your bare hands
- Top-down graphics and animated character screens
- Up to 7 characters in your party roster. Split up your party for a new tactical challenge!



Thomas M. Disch's Amnesia™

by Thomas M. Disch and Cognetics Corporation



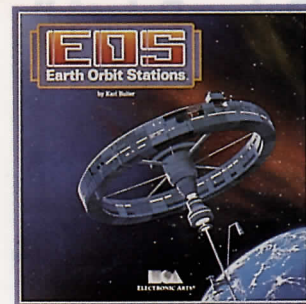
Commodore 64/128, Apple II, IBM/Tandy

A strange woman wants to marry you. An unknown man is trying to kill you. The state of Texas wants you for murder. But your biggest problem is ... Amnesia! Campbell Award winner Thomas M. Disch's sophisticated thriller crams all of Manhattan on two disks. Great writing, a killer plot, and brilliant execution make this the new standard in text adventures.

- Written specifically as a computer novel—not an adaptation
- 300-page manuscript focuses on plot, not just puzzles
- 1700-word vocabulary
- Over 4,000 locations to explore, including 650 streets and the entire New York subway system!

EOS: Earth Orbit Stations™

by Karl Buitter



Commodore 64/128, Apple II

The space station construction set—based on NASA's actual plans for the next 50 years! As an interplanetary entrepreneur, you'll build shuttleports, launch orbiting factories and hospitals, and colonize 8 planets and 34 moons as you pursue your profits across the solar system. Combine 39 modules into an infinite variety of stations. Make lots of money—or do the research that will change the course of history.

Grand Slam Bridge™

by Cybron Software

"The creme de la creme of bridge programs ... a marvelous piece of software."

—The Washington Post



IBM/Tandy

A sharp opponent, a solid partner, a great way to polish your bridge skills! **Grand Slam Bridge** features Blackwood, Gerber, Stayman, weak jump overcalls, and pre-empts. Decide about weak 2 bids and 4- or 5-card majors. Your computer opponent will challenge you with finesses, ruff, sloughs, card counting, and suit preference signals. Over a billion possible hands and three levels of play!

Patton versus Rommel™

by Chris Crawford



Commodore 64/128, IBM/Tandy, Macintosh

D-Day, 1944. As General Patton—or Field Marshal Rommel—the future of Europe is in your hands. Chris Crawford, designer of *Balance of Power*,™ re-creates the Normandy battlefields, with 150,000 locations on a vast, accurate scrolling map. The simple interface makes it easy to control infantry and armor, and deal with air support, logistics, weather, incomplete reconnaissance, morale, and more.

DeluxePaint® II

Amiga version

by Dan Silva

Apple IIGS version

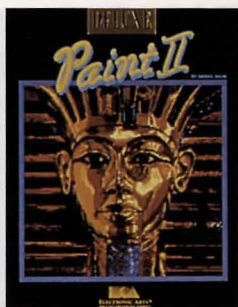
by Brent Iverson

Best Graphics Program, 1986

Best New Version of an

Existing Program, 1987

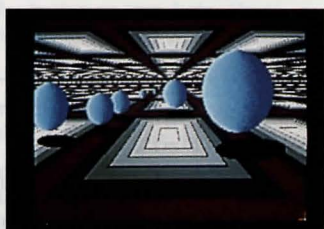
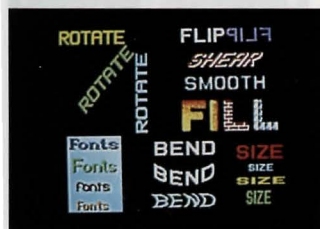
Software Publishers Association



Apple IIGS, Amiga

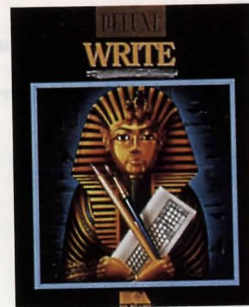
The awards tell the story—**DeluxePaint II** is the best art investment you can make. Over 90 features, many of which you can't find on any other paint program—for any computer. Make stencils to cover existing art elements, then paint over and under them. Fill any bounded space with a custom pattern or gradient blend of colors. Use the perspective feature to turn 2-D into 3-D with one click. Generate logos, storyboards, comps, and presentation graphics with the desktop art studio that lets you create better computer graphics as fast as you can imagine them.

- Pick up any piece of art and use it as a brush
- Rotate, flip, shear, bend and stretch, add drop shadows, create patterns
- Draw broken lines, perfect curves, circles, squares, polygons, ellipses
- Choose a palette of up to 32 colors (Amiga) or 16 colors (IIGS) from 4,096 shades
- Anti-aliasing lets you create smooth color transitions: no jagged edges
- Add text to your paintings with multiple fonts
- Amiga version is IFF compatible: use *DeluxePaint II* art with *DeluxeVideo* or *DeluxePrint*
- Apple IIGS version uses Apple's preferred graphic file format, for compatibility with other IIGS art programs



DeluxeWrite™

by International Consumer Technologies



Amiga, Apple IIGS

The graphic word processor worthy of the Amiga and Apple IIGS! Import color graphics from *DeluxePaint II* or *DeluxePrint II* into your document. Crop, flip, and resize them to fit your layout. Proof it with the 90,000-word spelling checker. Print it on any printer—even on a laser printer. Great for small businesses, schools, and organizations: the easy-to-learn interface means you'll produce beautiful documents in no time!

- Easy mouse-and-windows interface, plus keyboard shortcuts
- Headers, footers, page numbering, indents, and more
- Apple IIGS version supports all IIGS fonts
- Amiga version includes custom fonts and printer drivers

DeluxePrint™ II

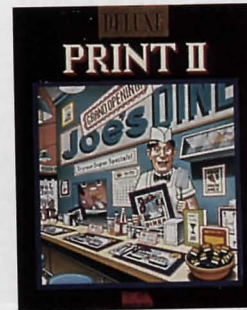
by R.D. Rosenberg

Apple IIGS version

by Dynamix

Best Home Utility Product, 1986

Computer Gaming World



Amiga, Apple IIGS, Atari ST

Your own color printing shop! If you can think of it, *DeluxePrint II* can print it: greeting cards, calendars, bumper stickers, posters, menus, wrapping paper, certificates, stickers, name tags, banners. Includes free bonus art disk.

- 100+ images and borders
- Mix fonts, type sizes, and graphics
- 13 tools to manipulate fonts, art, and text
- Uses art from *DeluxePaint II* and *Deluxe Library™* disks
- Amiga and Atari versions support IFF. IIGS uses Apple preferred graphic file format.



Deluxe Productions™

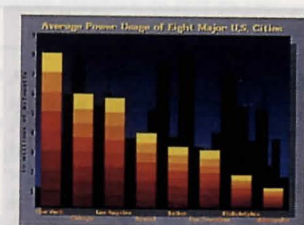
by Associated Computer Services



Amiga

Electronic Arts presents **DeluxeProductions**—the 16-color, high-resolution graphics animation solution for video professionals. Broadcast-quality image generation make this the ultimate video tool for television stations, business presentations, video titling, and desktop video productions. Includes three free art disks loaded with high-resolution art and fonts!

- 16 colors from a palette of 4,096, at high resolution
- Overscan for borderless video
- Over 40 wipes
- Control animation speed, object path, color cycling, and more
- Import art from *DeluxePaint II*, *Deluxe Library* disks, or any IFF program



DeluxeVideo® 1.2

by Mike Posehn and Tom Casey

Editors Choice, 1986
AmigaWorld
Best Graphics Application, 1986
Amiga Developers' Conference

Amiga

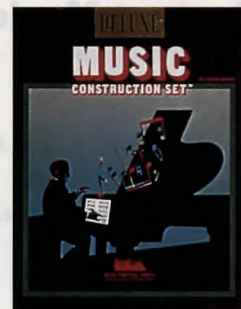
Create your own desktop videos! Bring art and music together in dynamic video presentations, storyboards, tutorials, animated commercials, rock videos, and home movies like you've never seen before. Add titles, special effects, and rolling credits. Includes bonus Post-Production Kit.

- 27 effects—zoom, fade, wipes, new pattern and erase effects
- Overscan eliminates borders
- Supports extended memory, ram disks, and instruments larger than 24K
- Supports Genlock™, cam-corder, video & sound digitizers
- Create original music and sounds ... or use with *Deluxe Music* or *Instant Music!*



Deluxe Music Construction Set®

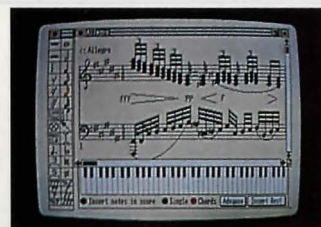
Amiga version by Geoff Brown & John MacMillan
Macintosh version by Geoff Brown



Amiga, Macintosh

The ultimate music software. From composition to transposition, from MIDI input to printed sheet music, **Deluxe Music Construction Set** does all the work and gives you all the fun. The first complete music composition tool that's simple enough for a beginner—and powerful enough for a professional musician.

- 16-channel MIDI output, MIDI in, MIDI sync
- Complete notation: triplets, slurs, beams, up to eight staves with two tracks per staff
- Automatic transposition
- Print sheet music with lyrics, guitar chords, and symbols
- Macintosh desktop music publishing with Adobe's Sonata™ laser font



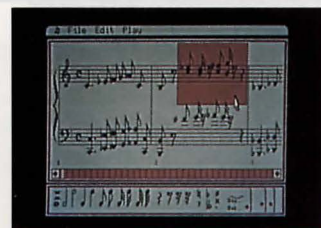
Music Construction Set™

by Will Harvey
Atari ST version by Richard Plom

Commodore 64/128, Apple II, Apple IIGS, IBM/Tandy (2 versions), Atari 8-bit, Atari ST

The all-time bestselling music program! Compose, edit, save, print and play. Complete notation—including accidentals, octave raisers, triplets, dotted notes, and ties—plus clear, colorful graphics and a user-friendly interface make this the intuitive choice for musicians at all levels.

- IIGS version supports MDIideas stereo card and MIDI
- IBM version 1.2 supports the Music Feature™ sound card
- ST version supports MIDI-in and -out. Create new instruments with the waveform editor!
- C64, Apple II and Atari 8-bit versions at a great low price!



Instant Music™

by Bob Campbell
Apple IIGS version
by Larry Reed

Critics' Choice Award, 1987
Family Computing
"Best Program
In The History of Creation"
Bob Ryan, *AmigaWorld*

Commodore 64/128,
Apple IIGS, Amiga



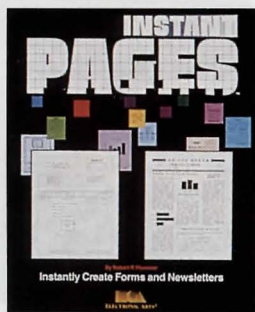
A whole new way to make great sounds—even if you don't read a note. **Instant Music** uses artificial intelligence to give you mistake-free music. Write your own compositions, use the cut-and-paste editing features to change them around. Put together your own band, and amaze your friends—it's so easy, you'll be creating original music in just minutes!

- "Mousejam": use mouse or joystick to play one instrument, and your computerized backup band plays along
- Color bars display music
- Amiga exports scores to *DeluxeVideo* and *DMCS*
- C64 version supports MIDI out
- Amiga and Apple IIGS versions use *Deluxe Library* music disks



Instant Pages™

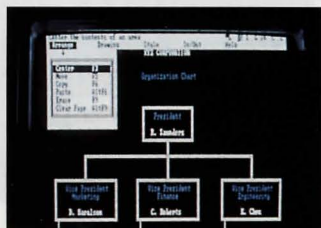
by Robert P. Plummer



IBM/Tandy

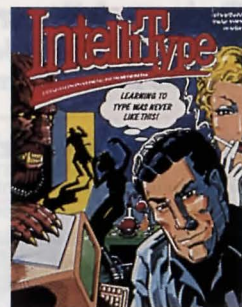
Want to start a newsletter? Tired of using invoices and forms that don't meet your needs? Need a chart, a floor plan, and some graphs for a meeting in 15 minutes? Introducing **Instant Pages**—desktop publishing for the rest of us! Fast, powerful, and easy to use—even on the most basic systems. Includes free disk with over 100 forms and newsletter templates.

- Complete text editing and font selection
- Unlimited columns, lines, and boxes per page
- Reads files from most popular word processors
- Needs just 256K and a display adapter—no graphics card required!
- Not copy-protected



IntelliType™

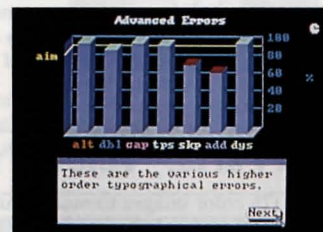
by Moses Ma
of Intellisoft Systems



Amiga

No more mindless drills or silly typing games! **IntelliType** is a typing teacher for adults: every lesson becomes another episode in a suspenseful, action-packed thriller, complete with death-defying stunts, careening car chases, witty banter, and a sizzling hero and heroine. Learning to type was *never* like this before!

- Powerful artificial intelligence creates customized lessons geared to your individual errors
- In-depth analysis of 27 different typing errors, including transposition, doubling, and omission errors
- Monitors speed and accuracy—bar charts show your progress!



Get Organized!®

by Electronic Arts

"The best job yet of providing you everything you ever wanted from a PC..."
—*Personal Computing*



IBM/Tandy

Word processing, mail merge, telecommunications, and six memory-resident desk accessories—all together on one non-copy-protected disk.



Deluxe Library™

A new collection of pre-built art and music compatible with the Deluxe Creativity Series

Hot & Cool Jazz™ by Kyle Granger

New music and instruments for *Instant Music*, *Deluxe Music Construction Set*, and *DeluxeVideo*. Over 40 original tunes cover jazz history from ragtime to fusion, plus a dozen instruments like Les Paul guitar, chord harmonica, and jazz sax. Amiga, Apple IIGS



It's Only Rock 'n' Roll™

by Kyle Granger

A new collection of 40 original songs from eight eras of rock history, for use with *Instant Music*, *Deluxe Music Construction Set*, and *DeluxeVideo*. Twenty-two new instruments, plus a 24-page manual that covers the development of rock music from 1956 through the Seventies. Amiga, Apple IIGS



Art Parts,™ Volume 1

Over 175 color images to make your *DeluxePaint*, *DeluxePrint*, and *DeluxeVideo* productions come together faster and easier! Maps, faces, graphs, birds, Africa, dinosaurs, and more. Apple IIGS



Art Parts,™ Volume 2

by The Art Farm, Inc.

Buildings, animals, people, plants, vehicles... over 100 brushes for *DeluxePaint*, *DeluxePrint*, and *DeluxeVideo*. Amiga, Apple IIGS



Seasons & Holidays™

by Mauro Marchetti

A whole year's worth of art for every occasion—more than 100 images to use in cards, signs, decorations, and anywhere else *DeluxePaint*, *DeluxePrint*, or *DeluxeVideo* can put them. Amiga, Apple IIGS



DeluxePrint™ Art Disk, Volume II

Holidays, sports, buildings, people, vehicles, and more! Over 180 images, ready to use with *DeluxePrint*—or *DeluxePaint* and *DeluxeVideo*, if you prefer. Amiga

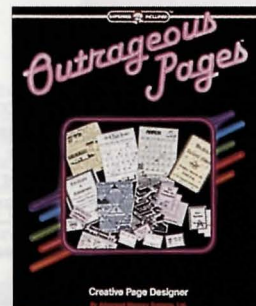


BATTERIES INCLUDED®

The best from the popular Batteries Included line of home productivity software—now from Electronic Arts!

Outrageous Pages™

by A.D. Fairhurst & W.R. Worsley



Commodore 64/128

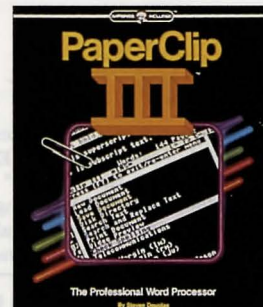
Take text from *PaperClip*. Add art from *Print Shop*™ or *Newsroom*™. Set up columns, choose one of 50 fonts, draw a border. Newsletters, flyers, calendars, charts come to life with the most creative page design program ever.

- Flip, rotate, expand, and shrink text and graphics
- Flow text around or within your artwork
- Full-page, full-power painting tools
- Complete text formatting: mix type sizes, styles, and formats
- Includes pre-built templates and 80 clip-art images



PaperClip® III

by Steven Douglas



Commodore 64/128

The most acclaimed word processor for your C64/128! All new, with a built-in 40,000-word spelling checker, telecommunications module, outliner, RAM disk support—perfect for home, business, and school!

- More editing and formatting features than any other C64/128 word processor
- Compatible with all previous PaperClip versions—and easier to use
- Special C128 features include 80-column screen, 1571 drive burst mode, and more

D.E.G.A.S. Elite™

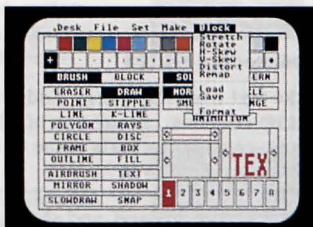
by Tom Hudson



Atari ST

The best-selling paint program for the Atari ST, now better than ever. Move your mouse, and leave a trail of color across the screen. Choose from 16 built-in brushes, or design one of your own. Select a working palette from 512 colors—or mix your own custom shades. The possibilities are as unlimited as your imagination!

- Display up to 8 work screens at one time
- Create perfect shapes with the line, circle, disk, box, frame, and ray tools
- New features include scale, flip, rotate, magnify, and color cycling
- Supports all GEM fonts—or design your own typefaces



DiskTools Plus™

by Rainmaker Research

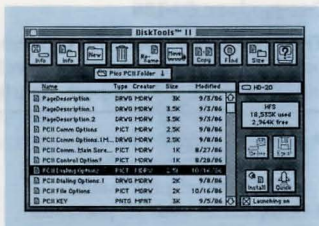
Best Desk Accessory
—MacUser Magazine
—A+ Magazine



Macintosh

Do anything faster and better with this award-winning collection of powerful desk accessories. Enhance your Mac's operating system with DiskTools II, a Finder™ that helps you copy, delete, or find files and folders—without leaving your current program. Organize your life with calendar, phone dialer, 250-page notepad, RPN and scientific calculators, text printer, window switcher, and more!

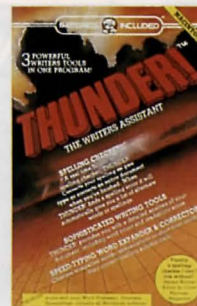
- Launch a new application from within the old one
- Keep several windows open at once, and move between them with just a click



Thunder!™ 1.1

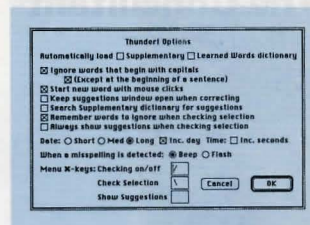
by Evan Gross

**Best Spelling Checker
Desk Accessory**
—MacUser Magazine



Macintosh

Now it's better than ever! Three times faster than the original—over 100 words per second. A built-in document analyzer counts words and characters, then analyzes them with one of two readability indexes. A convenient abbreviations expander turns a couple of keystrokes into entire words or phrases. Three expandable dictionaries, so you'll always find the right word. And because it's a desk accessory, you can use it any time, with most popular word processors!



Thunder!™

by Evan Gross

Three powerful writing tools in one program—a 50,000-word spelling checker, abbreviations expander, and word counter with readability index.

Atari ST

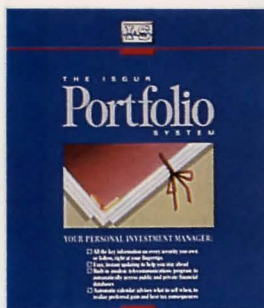
The Isgur Portfolio System™

by Lee Isgur & Mark Skapinker; Stephen Couchman; Evan Gross

Editor's Choice
—PC Magazine

IBM/Tandy, Atari ST, Macintosh

Renowned financial analyst Lee Isgur's ultimate system for managing your personal portfolio! Keep track of stocks, bonds, options, commodities, and mutual funds; the integrated telecommunications module gives you instant, automatic updates. Helpful sort, compile, and display features let you analyze your actions and review every move you make.



The Consultant®

by Dieter Demmer

Commodore 64/128, IBM/Tandy

Thought a database was complicated to learn and use? Think again! The Consultant is a fast, flexible, easy-to-learn system that makes it easy to create custom file formats, sort, merge, and add new data. Full arithmetic functions, mailing label feature, security, error checking, data backup, and many other features make this the professional choice for busy offices.

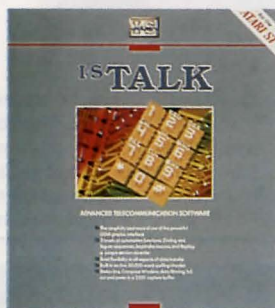


IS Talk™

by Stephen Couchman, Mark Skapinker, and Roy Miller

IBM, Atari ST

Take the hassle and uncertainty out of telecommunications with X-modem protocol, GEM interface, 300K capture buffer, flexible data routing, replay feature, and three levels of macros.

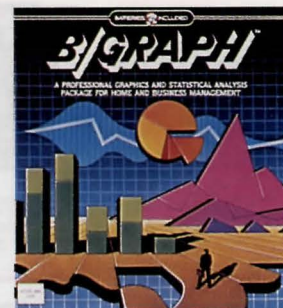


B/Graph™

by Michael Reichmann & Robert Wilson

Apple II, Atari 8-bit

Turn reports and presentations into spectacular events with B/Graph! Create perfect pie charts, bar graphs, and grids—a whole "slide show" of visual effects. Complete statistical analysis functions, Visicalc™ compatibility, and a smooth, natural interface make writing reports easier than ever.



HomePak™

by Russ Wetmore

Commodore 64/128, Apple II, Atari 8-bit, IBM/Tandy, Macintosh

Telecommunications, information management, and word processing—all on one disk! Easy, powerful, flexible systems make HomePak an effective, affordable solution to three key software needs.

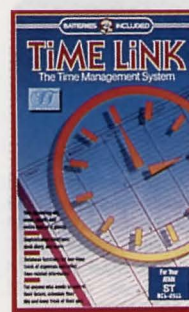


Timelink™

by Graham Asher for SofTechnics

Atari ST, Macintosh

Manage your time more effectively with an electronic diary that handles all your planning, scheduling, and record-keeping. Great for doctors, teachers, service businesses, salespeople—anyone who needs to make every moment count!





Award-winning software at affordable prices.



Adventure Construction Set®
Commodore 64/128,
Apple II, IBM/Tandy



Age of Adventure™
Commodore 64/128,
Apple II, Atari 8-bit



The Official America's Cup Sailing Simulation™
Commodore 64/128



Archon™ Commodore 64/128, Apple II, IBM/Tandy, Amiga, Atari 8-bit, Macintosh



Archon II: Adept™
Commodore 64/128,
Apple II, Amiga, Atari 8-bit



Cut & Paste® Word Processor Commodore 64/128, Apple II, IBM/Tandy, Atari 8-bit



Dr. J and Larry Bird Go One-on-One™
Commodore 64/128,
Apple II, IBM/Tandy,
Amiga, Atari 8-bit,
Macintosh



Financial Cookbook®
Commodore 64/128,
Apple II, IBM/Tandy,
Amiga, Atari ST, Atari 8-bit, Macintosh



Heart of Africa™
Commodore 64/128



Lords of Conquest™
Commodore 64/128,
Apple II, IBM/Tandy,
Atari 8-bit



Keys to Typing™
Commodore 64/128



Mail Order Monsters™
Commodore 64/128,
Atari 8-bit



Mind Mirror™
Commodore 64/128,
Apple II, IBM/Tandy



Movie Maker™
Commodore 64/128,
Apple II, Atari 8-bit



M.U.L.E.®
Commodore 64/128,
Atari 8-bit



Make Your Own Murder Party™ Commodore 64/128, Apple II, IBM/Tandy



Music Construction Set® Commodore 64/128, Apple II, IBM/Tandy, Atari 8-bit



Pinball Construction Set® Commodore 64/128, Apple II, IBM/Tandy, Atari 8-bit, Macintosh



Racing Destruction Set™ Commodore 64/128, Atari 8-bit



Radio Baseball™
IBM/Tandy (1985
Team Set also
available)



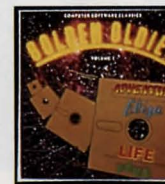
Realm of Impossibility™
Commodore 64/128,
Apple II, Atari 8-bit



Seven Cities of Gold™ Commodore 64/128, Apple II, IBM/Tandy, Amiga, Atari 8-bit, Macintosh



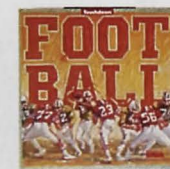
Skyfox™ Commodore 64/128, Apple II, IBM/Tandy, Amiga, Atari ST, Macintosh



Software Golden Oldies™ Commodore 64/128, Apple II, IBM/Tandy, Amiga, Atari ST, Atari 8-bit, Macintosh



Super BoulderDash™
Commodore 64/128,
Apple II, IBM/Tandy,
Atari 8-bit



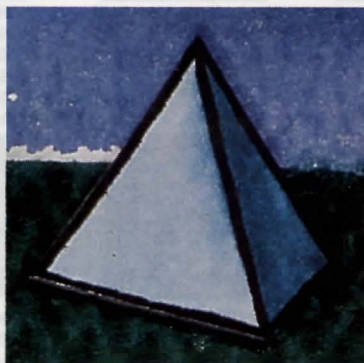
Touchdown Football™ Commodore 64/128, IBM/Tandy, Atari 8-bit



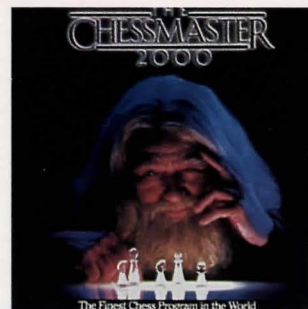
Ultimate Wizard™
Commodore 64/128

■ About two years ago, we started distributing products from other companies in a more diverse range of categories: educational software, business simulations, wargames, as well as the best entertainment software we could find. It's an arrangement that works out well for everyone. Our affiliates get a nationwide audience. We get the honor of distributing best-sellers like **The Chessmaster 2000**, **Alternate Reality**, and **Starfleet I**. And you get to see more quality programs that might not otherwise make it to your local software store.

● And now, for your enlightenment and entertainment: 57 products from 10 great companies who share our vision of the shapes of things to come.



The Chessmaster 2000™



Commodore 64/128, Apple II, Atari 8-bit, Atari ST, Amiga, IBM/Tandy, Macintosh

The most powerful microcomputer chess program ever, with a U.S. Chess Federation rating of 2188. The national bestseller that's making history. With an unprecedented selection of features and a unique 3-D board view, **The Chessmaster 2000** is a knowledgeable tutor, an impartial referee—and a powerful opponent.

- Winner of the 1986 U.S. Open Personal Computer Chess Championship
- 20 levels of play
- 71,000 opening moves—more than any other program



Mavis Beacon Teaches Typing™



Commodore 64/128, Apple II, Apple IIGS, IBM/Tandy, Amiga, Atari ST, Atari 8-bit

She's friendly. She's funny. She knows your style like nobody else. Mavis Beacon takes everything into account—age, gender, interests, and attention span—and tailors her lessons to fit the way you learn. She even watches your error patterns and makes up corrective drills to fix them. Best of all, Mavis speaks plain English—it's just like having the world's best typing teacher at your elbow!

- Dynamic progress charts track improvement in 25 areas
- "Show Thinking" feature lets you see how Mavis generates her customized lessons
- Ten-key, Dvorak, and computer keyboard options
- Lessons are built from a huge database of interesting passages



Empire™

by Interstel



Atari ST, IBM/Tandy

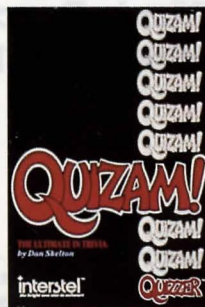
A strategy game of interplanetary imperialism. Extend your influence throughout the galaxy as you protect vulnerable planets from the wrath of enemy invaders. Send teams of experts planetside to unite cities, build forces, and direct land, sea, and air battles. A new kind of adventure from the developer of the Starfleet series!

- Artificially intelligent opponent
- Over 30 commands, plus advanced features
- Build forces using armies, fighters, submarines, destroyers, carriers, cruisers, and more



Quizam!™

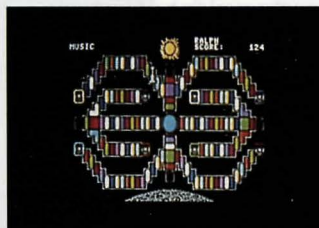
by Interstel



Commodore 64/128, Apple II, Atari ST, Amiga

Eight alien satellites orbit Earth. Their onboard computers have gone berserk and are spewing out strange, even trivial questions. Armed with your intellect, sophisticated strategy, and unexcelled memory for useless data, destroy the satellites and restore sanity to the world!

- Over 2,000 questions on 2 disks
- 16 subject areas
- Create your own questions!
- Eight levels of difficulty



Starfleet II: Krellan Commander™

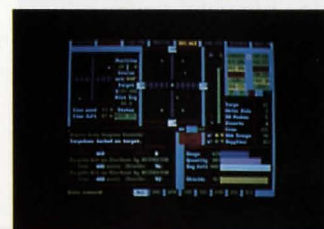
by Interstel



IBM/Tandy

The all-new, bigger-than-life sequel to *Starfleet I*. As an experienced Alliance commander, you're invited to use an amazing simulation that puts you at the helm an enemy Krellan ship. Explore and conquer 35 galactic regions, 1700 star systems, 1000 planets. Beam down to negotiate with natives. Destroy entire worlds with one command. At higher ranks, you'll lead a fleet with a million warriors!

- Real-time movement
- Dozens of commands: intelligence, strategy, logistics, scientific, medical
- 7 ranks and difficulty levels
- Over 10 kinds of starships



Starfleet I: The War Begins™

by Interstel



Commodore 64/128, Apple II, IBM/Tandy, Amiga, Atari ST, Atari 8-bit, Macintosh

Your ship: one of the most powerful fighting cruisers in the universe. Your mission: protect the Alliance from invading Krellan and Zaldron warships. Your challenge: Meet the enemy's sophisticated artificial intelligence with your own cunning. One of the most complex, challenging star fantasies ever!

- 36 starships, each with 13 on-board systems
- Two dozen commands at your fingertips
- Full-color animated battle action, with sound you can almost feel
- Extensive, critically-acclaimed documentation



Tomahawk™

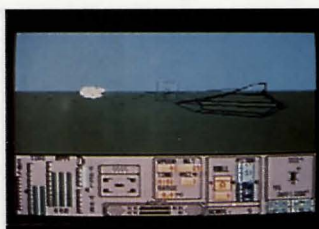
by Datasoft



Commodore 64/128, Atari 8-bit

The U.S. Army AH-64A Apache. The deadliest attack chopper in the sky, ready and able to destroy tanks, artillery, buildings... and anything else unfortunate enough to be in its way. Take the controls of the ultimate airborne killer. Test your instincts and your nerve in 3-D real-time battle situations like you've never encountered before.

- Incredible maneuverability, with lots of defensive and offensive options
- Impressive collection of helicopter systems: day and night vision, instrument-only flying, heavy-duty weapons



Alternate Reality: The Dungeon™

Commodore 64/128, Apple II,

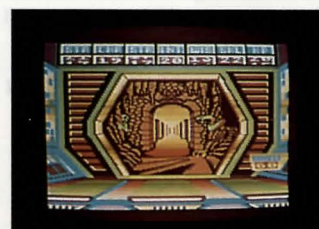
Atari 8-bit

Cluebook available

The surprising sequel to *Alternate Reality: The City* takes you underground, into a world shrouded with mystery, where apparitions from your worst nightmares lurk around every corner. Enter the domain of trolls and goblins, where the only way to survive is to get stronger, smarter, richer, and better.



- Join a guild, where you can meet and learn from wizards
- Create a new character, or use your character from *Alternate Reality: The City*
- State-of-the-art 3-D color graphics and original music score



Alternate Reality: The City™

Commodore 64/128, Apple II,

IBM/Tandy, Amiga, Atari 8-bit,

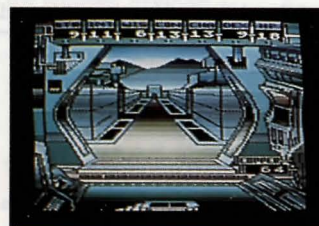
Atari ST, Macintosh

Cluebook Available

Alien kidnappers take you away to a bizarre planet where your intelligence, strength, dexterity, wisdom, charm, and health are all determined by the numbers—and your ability to exact revenge (or escape) depends on how well you meet the challenges of life on their planet. One of the most popular adventure fantasy games ever!



- Explore The City, populated with a whole world of new creatures
- Internal clock: the sun rises and sets, rain falls, secret doors lead to new adventures

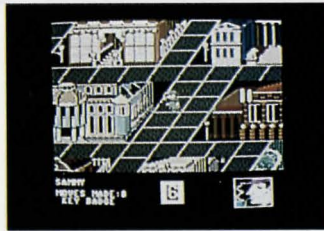


221B Baker St.™

Commodore 64/128, Apple II,
IBM/Tandy, Atari 8-bit,
Atari ST

Join Sherlock Holmes, Dr. Watson, Inspector Lestrade of Scotland Yard, and the legendary Irene Adler as they challenge each other to solve 30 intriguing cases. Travel the streets of Victorian London as you pursue mysteries that are anything but elementary!

- An exciting combination of strategy, graphics, mystery, and adventure
- Use secret codes, locks, keys, and badges to help you unravel the clues
- Visit dozens of locations, from museums and theaters to pawnbrokers and underground tunnels



221B Baker St. Case Disks

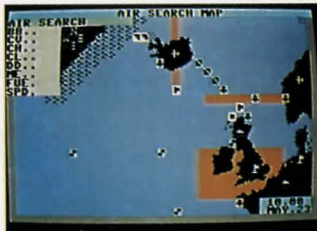
More challenging cases for use with 221B Baker St!
Commodore 64/128, Apple II, Atari 8-bit, Atari ST, IBM/Tandy

Bismarck™

Commodore 64/128, Apple II,
Atari 8-bit

The Bismarck. The awesome German juggernaut that sank dozens of ships. You're at the helm of the dreaded battleship ... or in command of Royal Navy ships, carriers, and planes out to sink the Bismarck.

- Naval control panels include armament and bridge controls, radar, weather info, maps, recon, and more
- If you're ready for more action, take off in a British Fairey Swordfish torpedo plane—it's a cockpit-perfect flight simulation!



Tobruk™

Commodore 64/128, Atari 8-bit

June, 1942. The long face-off between the mighty Allied forces and the genius of Rommel comes down to a final battle at the Libyan port city of Tobruk. The entire Mediterranean hangs in the balance. And you've got a front-line view of history in the making—from inside the turret of your desert tank!

- Range, elevation, bearing, ammo, and damage gauges
- Defend with main gun, machine guns, mines, and combat driving tactics
- Call in air support, take on enemy planes in a dogfight, or bomb distant targets
- Recover and sabotage enemy tanks



Theatre Europe™

Commodore 64/128, Apple II,
Atari 8-bit

You're Commander-in-Chief of NATO, with a mission to stop a Russian invasion. Or you're in charge of the Warsaw Pact's vast resources, thundering down on West Germany. Europe is the battlefield—from the Italian boot to the fjords of Norway. You have jets, tanks, foot soldiers, and helicopters to achieve your objectives. Or, if all else fails, there are always the ultimate weapons ...

- Scrolling map of Europe
- Take the role of fighter pilot, tank commander, ground soldier, or chopper pilot
- A vast array of conventional forces at your command—or pay the price for exercising your chemical and nuclear options
- Three levels of play



Datasoft's Famous Faces Series:

favorite stars and stories, now playing on your home computer screen!

Bruce Lee™

20 screens of excitement and skill, as the martial arts master sets out on a quest for immortality and wealth. Can he triumph over Ninja assassins, flying crabs, the Green Yamo, and electrical charges that test his strength and cunning?

**Commodore 64/128, Apple II,
Atari 8-bit, IBM/Tandy**



Conan™

Follow America's favorite Barbarian through an ancient ruin, with peril and challenges at every turn! Eight levels, each with new foes, new graphics, and new goals.

**Commodore 64/128, Apple II,
Atari 8-bit**



Goonies™

The thrills and danger of the hit Steven Spielberg film are re-created in this showdown between the Goonies kids and the evil Fratelli clan.

**Commodore 64/128, Apple II,
Atari 8-bit**



The Never-Ending Story™

Come with Atreyu, the boy from Fantasia, on his mission to restore the health of the ailing Empress and save his world from the All-Consuming Nothing!

**Commodore 64/128, Apple II,
Atari 8-bit**



Zorro™

Johnston McCulley's classic character rides again in this swashbuckling saga of early California. Sixteen levels—bound from rooftops, explore catacombs, and take on Sgt. Garcia's troops in daring duels.

**Commodore 64/128, Apple II,
Atari 8-bit**



Dark Lord™

by Kyle Freeman

The evil wizard has risen from his grave to enslave the realm. It's up to you to storm his castle and overthrow his regime. A state-of-the-art adventure with high-speed color graphics and animation, over 80 game locations, real-time puzzles, and first-rate sound effects!

Commodore 64/128, Apple II



Black Magic™

You can topple Zahgrim's immoral regime—if only the Blind Statue will tell you how. Gather the Statue's six eyes, then take on the ultimate conquest of Zahgrim's dark and deadly domain.

Commodore 64/128, Apple II



Gunslinger™

You're Kip Starr, living by your wits and the Code of the West—and you're in a heap of trouble. A full-color graphic adventure takes you back to the thrilling days of yesteryear, when the Texas Rangers ruled the Wild West.

**Commodore 64/128, Apple II,
Atari 8-bit**



Mercenary: Escape From Targ™

As a 21st-century soldier of fortune forced to crash-land on the planet Targ, you must side with the oppressed Pal-yans or the invading Mechanoids to escape. A unique combination of flight simulator and adventure fantasy!

**Commodore 64/128, Atari ST,
Atari 8-bit**



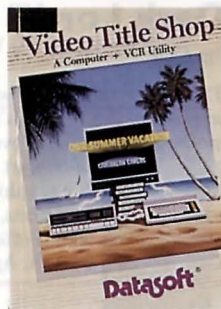
Saracen™

Help Ilan the Crusader make his way through stone-walled mazes in his mission to destroy the marauders' chief.

Commodore 64/128, Apple II



Video Title Shop™



**Commodore 64/128, Apple II,
Atari 8-bit**

A unique program that combines your computer's graphic power with your VCR to create colorful title screens and artwork for business, home, and school video productions. Use the Micropainter Plus program to paint pictures, the graphics editor to create borders, the wide selection of font styles and sizes to give your text extra impact. When you're done, the easy-to-use video transfer program moves it all onto your videotape!

- Hundreds of uses: sales presentations, educational videos, wedding & holiday movies, more!
- Straightforward interface
- Create titles, backdrops, special effects
- Import artwork from other paint programs, or use the paint program provided

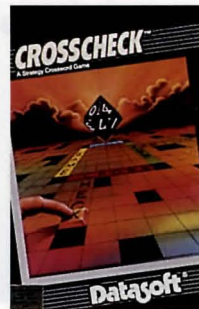


Video Title Shop Graphics Companion™

Thirty video screens—including five borders and 25 images for holiday and special event productions—specially designed for use with *Video Title Shop*.

Commodore 64/128, Apple II, Atari 8-bit

Crosscheck™



**Commodore 64/128, Apple II,
Atari 8-bit, IBM/Tandy**

The ultimate challenge for crossword fans! Build a continuous word chain from the center of the game board out to your base on the edge of the screen. Strategic, fun, and educational—a great family game.

- 1 to 4 players—kids can play, too

Crosscheck Data Disks

Two disks—one for kids, another for adults—containing thousands of additional *Crosscheck* questions.

Commodore 64/128, Apple II, Atari 8-bit, IBM/Tandy

Mind Pursuit™



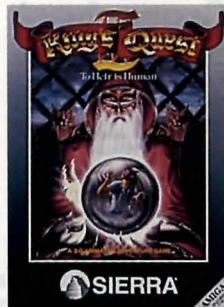
Commodore 64/128, Apple II

Not just another trivia game: *Mind Pursuit* gives you dozens of customizing features that let you fit the contest to your style. Six exciting categories, computer scorekeeping, three difficulty levels, and musical and graphic clues make it fun for kids, challenging for adults.

King's Quest III: To Heir is Human®

Amiga
Cluebook available

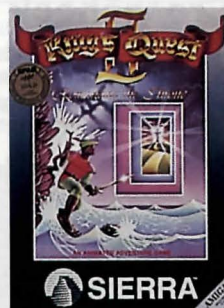
Return to the enchanted land of Daventry to help Gwydion, slave to an evil wizard, break free. Sail the seven seas with a band of merry sailors, and face the Medusa and the Abominable Snowman as you wander a colorfully animated world. A new self-mapped system—the first of its kind in any adventure game—keeps track of where you've been!



King's Quest II: Romancing the Throne®

Amiga
Cluebook available

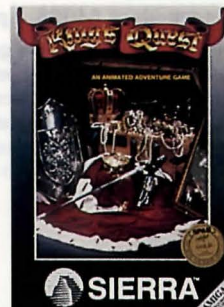
Join King Graham on a search for three magic keys that unlock the doors to an enchanted land. Ride a flying carpet, meet King Neptune and Dracula—and rescue the maiden of the King's dreams!



King's Quest®

Amiga
Cluebook available

Meet Sir Graham in this first segment of the King's Quest Trilogy. Together, you'll outwit a wicked witch, climb a magic beanstalk, ride the wings of an eagle, and battle a fire-breathing dragon. Complete your quest, and win the crown!



The Black Cauldron™

Amiga

Despite their appearances, Taran is no ordinary pig-keeper—and Hen Wen is no ordinary pig. Together, they have the power to thwart the Horned King's desperate quest to find the Black Cauldron, and free their homeland from the forces of darkness. Lots of different game solutions, excellent music, and 3-D color graphics make this a charming and faithful adaptation of the popular Disney movie.



Winnie-the- Pooh in the Hundred-Acre Wood™

Amiga

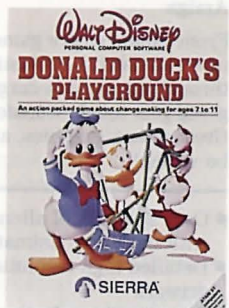
A blustery wind has blown through the Hundred-Acre Wood, scattering Pooh's friends' things all over the countryside. In this highly-acclaimed educational game, children help Pooh, Eeyore, Piglet and the others find their belongings. Produced in collaboration with Disney Studios, the cheerful music, colorful animation, and variety of game solutions make this the ultimate children's software.



Donald Duck's Playground™

Amiga

Help Donald Duck earn money to build a playground for his nephews! Children sort baggage at McDuck Airlines, work at the produce market, help out at the toy store, and run the Amquack railroad—then spend the money they earn to construct a fantasy playground. A favorite of teachers, critics, and kids, **Donald Duck's Playground** teaches financial concepts, logic, planning, and spatial reasoning.



Leisure Suit Larry in the Land of the Lounge Lizards™

by Al Leow and Mark Crowe

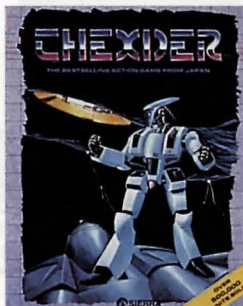


Amiga

Looking for a good time? Spend a memorable night on the town with Leisure Suit Larry—a blind date nightmare come true. The creators of the blockbuster *King's Quest* series turn this loveable nerd loose in a funny, risque romp through singles bars, hot tubs, and mean streets on a search for the girl of his dreams.

- Colorful 3-D animated characters walk, talk lounge, and ignore your best lines—just like in real life!
- Communicate in full sentences: 900-word dictionary
- Clever, harmless, adult-oriented humor

Thexder™



Amiga

From Japan, where game design is an art form, comes **Thexder**—the new standard in sophisticated action games. Pilot your armored robot through caves, vast cargo holds, and spaceship interiors. When the going gets tough, transform **Thexder** into a jet and take to the skies. Great music, graphics, and gameplay: over 500,000 Japanese fans can't be wrong!

- Over 20 kinds of aliens, each with their own animation
- Detailed high-resolution artwork
- Soundtrack perfectly matches onscreen action

Space Quest™



Amiga

A wicked spoof of the space-fantasy genre, featuring Roger Wilco, sanitation engineer turned interstellar swashbuckler—and his planet's last hope against the ship-napping Sarians. Featuring the weirdest cast of aliens this side of *Star Wars*, **Space Quest** is the most fun you can have at zero gravity!

- Advanced animation and 3-D graphics
- New windowing system gives you information quickly

Police Quest™

by Jim Walls

Amiga

Designed by a California Highway Patrol veteran, **Police Quest** shows law enforcement like it really is—from the suspense of busting a big-time narcotics boss to the routine of writing speeding tickets. Seek clues in jail cells, alleys, and bars. Go undercover. Deal with judicial red tape. It's a mature, authentic simulation that goes beyond car chases and shoot-outs to show a realistic portrait of life behind the badge.

- Manual describes police procedures. Follow them, or your case gets thrown out of court.
- Crime computer gives court information on suspects

SmoothTalker®

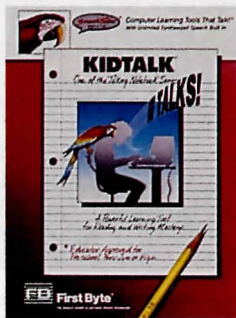


Apple IIGS, Atari ST, Amiga, Macintosh

From First Byte, the world's leader in software speech technology: *SmoothTalker*, the program that converts plain English text or numbers into high-quality, natural-sounding speech. Use it to proofread letters and memos, verify spreadsheet data, tell stories out loud, coach your typing, or teach your kids—it's the last word in computer speech for business, school, or home.

- Flexible, easy-to-use interface
- Male or female voices; control pitch, tone, volume, and pronunciation
- Pause, delay, and repeat options
- Uses your computer's built-in speaker. No additional hardware needed!

KidTalk®

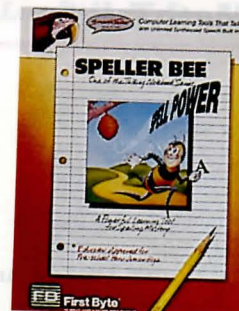


Apple IIGS, Atari ST, Amiga, Macintosh

The perfect tool for beginning writers of any age! This revolutionary "talking notepad" increases your child's ability to read, write, and communicate ideas. Enter letters, words, sentences, paragraphs, and numbers; *KidTalk* reads the results back in a male or female voice. Write stories, movie scripts, or secret messages ... or proofread school reports!

- Pull-down menus for older students, or graphic menus for younger ones
- Built-in dictionary lets you teach your computer to say words as you'd like to hear them
- Edit, print, and secret code options for more fun
- Built-in guided tour and help screens
- Uses your computer's built-in speaker. No additional hardware or attachments needed!

Speller Bee®



Apple IIGS, Atari ST, Amiga, Macintosh

Give your child a lifetime of spelling confidence! *Speller Bee*, the talking spelling coach, encourages students in three exciting, challenging word games that help improve spelling skills. Students move at their own pace, while reinforcing letter-sound-word relationships and independent problem-solving.

- 150-word built-in spelling list included. Or construct lists from school assignments, most-often misspelled words, or subjects of interest
- Uses your computer's built-in speaker. No additional hardware or attachments needed!
- Educator-approved for pre-school through junior high

Mad Libs®

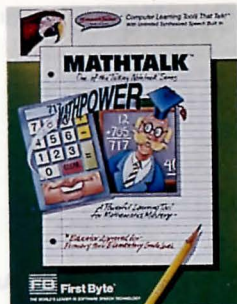


Apple IIGS, Amiga, Atari ST, Macintosh

America's favorite party game just got better! You and your friends supply the nouns, verbs, and adjectives. Your computer puts them into an otherwise straightforward story. And First Byte's revolutionary speech synthesizer reads the ridiculous results out loud. A wacky way for kids to learn the parts of speech—and an outrageous evening of fun for adults!

- Uses your computer's existing hardware—no extras needed
- Play alone, or with a group. Great in classrooms!

MathTalk®

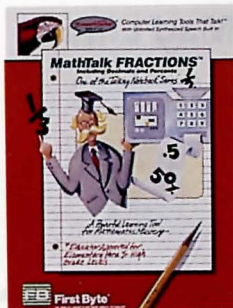


Apple IIGS, Atari ST, Amiga, Macintosh

Professor Matt A. Matics, the world's first talking computerized math tutor, makes your student a whiz at basic addition, subtraction, multiplication, and division. A variety of exciting, fun activities give children a strong foundation of basic math skills to ensure confidence and success!

- A tutor for homework problems
- Modules cover calculator skills, simple equations, and math tables
- Use your computer's built-in speaker. No other hardware needed!
- Educator-approved for ages 5-13

MathTalk Fractions®



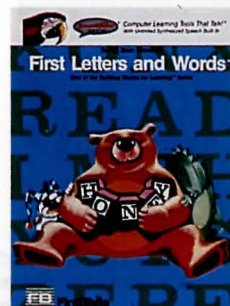
Apple IIGS, Atari ST, Amiga, Macintosh

Master fractions, decimals, and percentages with Professor Matt A. Matics—the amazing talking math tutor! Four exciting learning modules teach students to solve their own math problems independently, complete their assignments, prepare for tests, and gain new confidence in math class.

- Acclaimed by educators and independent reviewers
- Uses your computer's built-in speaker. No additional hardware or attachments needed!
- For ages 8-15

First Byte's Building Blocks for Learning Series

First Letters & Words®



Apple IIGS, Atari ST, Amiga, Macintosh

Meet Ted E. Bear, an amazing talking computer friend who teaches young children letters and words. Four fascinating learning modules are designed to teach upper- and lower-case letters and build reading vocabulary.

- Customize learning activities for each child's abilities and preferences
- Uses your computer's built-in speaker. No other hardware needed!
- Educator-approved for ages 3-8

First Shapes®



Apple IIGS, Atari ST, Amiga, Macintosh

Ted E. Bear, the talking computer tutor, introduces children to geometric shapes. Spoken messages encourage children to make new toys, accompany Ted to the Toy Fair, or challenge their skills in a matching game. The fun way to readiness in math, reading, writing, and independent problem-solving!

- Customize the program to suit each child's preferences and abilities
- Use your computer's built-in speaker. No other hardware needed!
- Educator-approved for ages 3-8

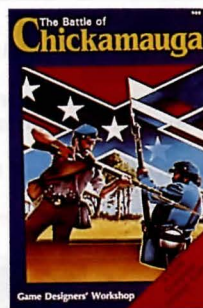
Road to Moscow™



Commodore 64/128

The corps-level strategic simulation that captures the scope and drama of the Russian Front—the most devastating, fiercely fought, far-ranging war in history. Five battles. Eight national armies. Ten levels of difficulty. Historically accurate, with infantry, panzer, cavalry, artillery, even paratrooper units! Can you succeed where Germany's greatest generals failed?

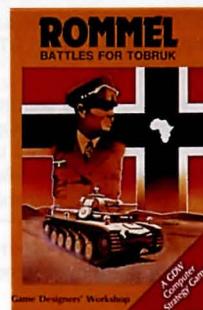
The Battle of Chickamauga™



Commodore 64/128, Atari 8-bit

Chickamauga Creek, Tennessee, 1863. Over 100,000 soldiers meet in one of the Civil War's most relentless and evenly-matched battles. Lead your troops across the large, scrolling battlefield. You control the factors affecting the battle—morale, visibility, fatigue, resources—and the computer keeps track of them. Or change sides with the computer during the game. It's the combat challenge you've been waiting for!

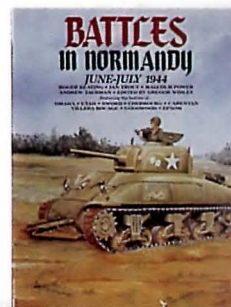
Rommel Battles for Tobruk™



Atari 8-bit

In 1941 and 1942, Rommel's Panzerarmee Afrika met the British Eighth Army in four battles at the Libyan port of Tobruk. Includes all the features of the Desert War: hidden movement, supply systems, air power, mine fields, and fortresses. Choose from a full range of battle units: motorized and foot infantry, armored divisions, and 12 types of tanks!

Battles in Normandy™

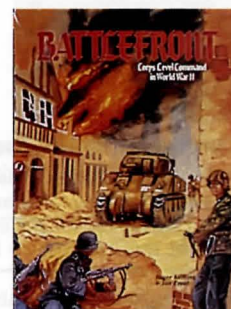


Commodore 64/128, Apple II

The 1944 Allied invasion of Normandy—and the two months of hard fighting that followed—are authentically re-created in the long-awaited sequel to *Battlefront*. It's all here: Omaha, Utah, Carentan, Sword, Cherbourg, Goodwood, Epsom, and Villers Bocage, together on a historically accurate, scrolling hex-grid map of the Normandy peninsula.

- Edit scenarios for historical analysis, or use the "battle construction set" to create new ones!
- Campaign structure allows linking of scenarios
- Introductory tutorial and suggested variations
- Easy-to-learn command system

Battlefront™



Commodore 64/128, Apple II

Meet the strategic challenge of four great WWII battles: Crete, Saipan, Stalingrad, and Bastogne. You'll command up to 60 battalions of infantry or armored troops against a comparable force controlled by a friend—or your cunning computer opponent. The historical details are accurate. The outcome is up to you.

- "Battle construction set" lets you create scenarios of your own
- 9 unit types, including marine and parachute
- Complete and accurate battle environment
- Easy-to-learn commands

Reach for the Stars™



Commodore 64/128, Apple II

Extend your empire throughout the entire universe in this unique science fiction strategy game. Command space fleets, control planetary economies, and change the social dynamics as you seek to avert an imminent galactic war.

- 54 star systems, with 4 spectral classes
- Random game generator
- Complete tutorial, plus galactic maps and data cards

Russia The Great War in the East 1941-1945™



Commodore 64/128, Apple II

Re-create the conflict that changed the entire course of World War II! Assume supreme command of the German or Russian forces in localized battles—or for the entire four-year campaign—in the SSG hit that set the standard for historical war games.

- Vary economic and military parameters
- Create short scenarios, or long ones
- Historical replay lets you watch battle unfold as it really happened

Europe Ablaze™

by Roger Keating



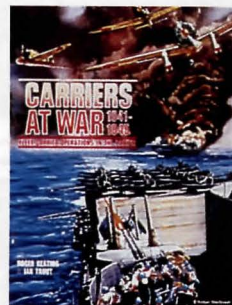
Commodore 64/128, Apple II

Take command of the RAF or the Luftwaffe in this re-creation of the air war over England and Germany between 1939 and 1945.

- Use game design kit to vary scenarios, or create your own
- Accurate geography, weather, and battle conditions
- 1-12 players
- Easy-to-use commands

Carriers At War™

by Roger Keating



Commodore 64/128, Apple II

Ever wonder what you'd do in MacArthur's shoes? You'll find out as you struggle to control the Pacific Ocean in this accurate World War II strategy challenge.

- 7 relentlessly accurate scenarios, from Pearl Harbor to the Coral Sea. Or design your own!
- 1-12 players

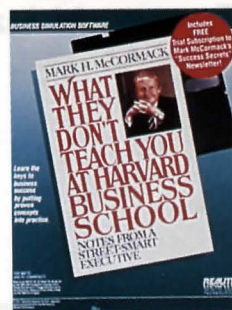
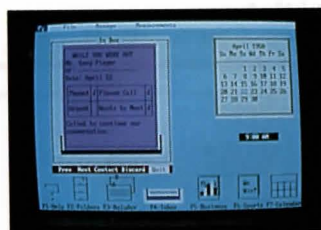
What They Don't Teach You At Harvard Business School™

by Mark McCormack and Reality Technologies

IBM/Tandy, Macintosh

Sports promoter Mark McCormack wrote the book on getting ahead—and now it's a new state-of-the-art game! Start out in a one-person office. Negotiate million-dollar contracts. Attend parties and meet potential clients. Hire and fire staff members. If you get stuck, ask McCormack for advice. If you get good, you'll make your first million in no time.

- Every session ends with a review—even suggests books you can read to improve your skills!
- Also includes information from *The Terrible Truth About Lawyers*



Venture's Business Simulator™

by the Wharton School of Business and Reality Technologies

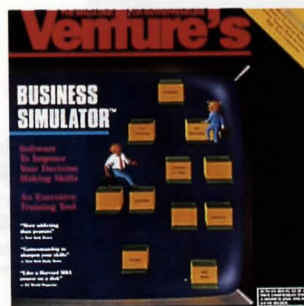
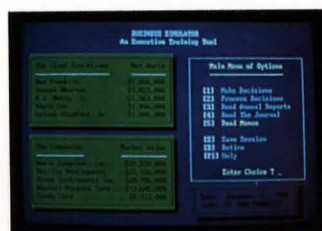
Best Educational Software 1987

—Family Computing

IBM/Tandy, Macintosh

Dreaming of becoming the next Lee Iacocca? **Venture's Business Simulator** gives you \$500,000 in fantasy start-up capital, over 200 pages of on-line consulting data, and 25 years to grow your dream company into a Fortune 100 multinational. Great fun for would-be tycoons—and a great learning tool for real-life entrepreneurs.

- State-of-the-art graphic analysis
- Supports all parallel printers
- Includes tutorial disk and five case studies
- Several levels of play
- Not copy protected



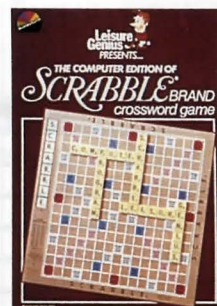
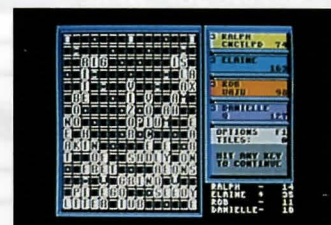
Scrabble™

by Leisure Genius

Commodore 64/128, Apple II, IBM/Tandy, Macintosh

No more lost tiles or heated arguments over made-up words! The world's best-loved word game goes electronic. Play alone against the computer to polish your skills, or play with friends: The Official Scrabble Dictionary is your spelling checker, your referee—and your most formidable adversary.

- One to four players—or have the computer play against itself
- 12,000 to 20,000-word dictionary (varies with format)
- All the fun and excitement of the original, plus all the advantages of computer play



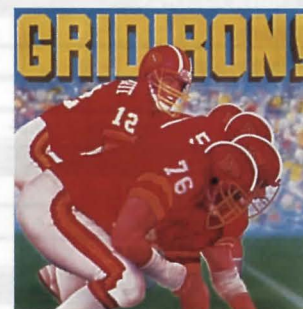
Gridiron™

by Bethesda Softworks

Amiga, Atari ST

There's never been a football simulation like it! You've got all the options of a pro coach: set up a play, check out the defense, change your mind and call an audible, and control the ball carrier every step of the way. Digitized sound lets you hear the roar of the crowd, the ref's whistle, the quarterback's calls, and the action at the line of scrimmage!

- Playbook of 40 pre-programmed plays, or create your own
- Player draft option: set the speed and strength for each player
- Five levels of play
- One or two players



	C64/128	Apple II	Apple II GS	IBM/Tandy	Amiga	Atari 8-bit	Atari ST	Macintosh	See page
ADVENTURE									
Thomas M. Disch's Amnesia	X	X		X					12
The Bard's Tale III	X	X							10
The Bard's Tale II	X	X		X					11
The Bard's Tale I	X	X	X	X	X		X		11
Legacy of the Ancients	X	X							9
Starflight				X					10
Wasteland		X							12
ACTION/ARCADE									
Demon Stalkers	X								7
Marble Madness	X	X	X	X	X		X		7
AMAZING SOFTWARE									
Dan Dare	X								8
Delta Patrol	X								8
Sanxion	X								8
SPORTS									
Earl Weaver Baseball				X	X				5
Ferrari Formula One					X				4
Skate or Die	X								6
World Tour Golf	X		X	X					6
SIMULATIONS									
Arcticfox	X	X		X	X		X		3
PHM Pegasus	X	X		X					2
Strike Fleet	X	X							3
Yeager's Advanced Flight Trainer	X			X					1
STRATEGY									
EOS: Earth Orbit Stations	X	X							13
Grand Slam Bridge				X					13
Patton vs Rommel	X			X			X		13
CREATIVITY									
DeluxeMusic Construction Set					X			X	17
DeluxePaint II			X		X				14
DeluxePrint II			X		X		X		15
DeluxeProductions					X				16
DeluxeVideo 1.2					X				16
DeluxeWrite			X		X				15
Get Organized!				X					19
Instant Music	X		X		X				18
Instant Pages				X					18
IntelliType					X				19
Music Construction Set	X	X	X	X		X	X		17
BATTERIES INCLUDED									
B/Graph		X				X			25
Consultant	X			X					24

	C64/128	Apple II	Apple II GS	IBM/Tandy	Amiga	Atari 8-bit	Atari ST	Macintosh	See page
D.E.G.A.S. Elite							X		22
DiskTools Plus								X	22
HomePak	X	X		X		X		X	25
IS Talk				X			X		24
PaperClip III	X								21
Outrageous Pages	X								21
Isgur Portfolio				X			X	X	24
Thunder! 1.1								X	23
Thunder!							X	X	23
Timelink							X	X	25
SOFTWARE CLASSICS									
Adventure Construction Set	X	X		X					26
Age of Adventure	X	X				X			26
America's Cup Sailing Simulation	X								26
Archon	X	X		X	X	X		X	26
Archon II: Adept	X	X			X	X			26
Cut & Paste Word Processor	X	X		X		X			26
Dr. J and Larry Bird Go One-on-One	X	X		X	X	X		X	26
Financial Cookbook	X	X		X	X	X	X	X	26
Heart Of Africa	X								26
Lords of Conquest	X	X		X		X			26
Keys to Typing	X								26
Mail Order Monsters	X					X			26
Mind Mirror	X	X		X					27
Movie Maker	X	X				X			27
M.U.L.E.	X					X			27
Make Your Own Murder Party	X	X		X					27
Music Construction Set	X	X		X		X			27
Pinball Construction Set	X	X		X		X		X	27
Racing Destruction Set	X					X			27
Radio Baseball				X					27
Realm of Impossibility	X	X				X			27
Seven Cities of Gold	X	X		X	X	X		X	27
Skyfox	X	X		X	X		X	X	27
Software Golden Oldies	X	X		X	X	X	X	X	27
Super BoulderDash	X	X		X		X			27
Touchdown Football	X			X		X			27
Ultimate Wizard	X								27
AFFILIATED LABELS									
BETHESDA SOFTWORKS									
Gridiron					X		X		53
DATASOFT									
Alternate Reality: The City	X	X		X	X	X	X	X	33
Alternate Reality: The Dungeon	X	X				X			33

	C64/128	Apple II	Apple II GS	IBM/Tandy	Amiga	Atari 8-bit	Atari ST	Macintosh	See page
Bismarck	X	X				X			34
Black Magic	X	X							37
Bruce Lee	X	X		X		X			36
Conan	X	X				X			36
Crosscheck	X	X		X		X			39
Dark Lord	X	X							37
Goonies	X	X				X			36
Gunslinger	X	X				X			37
Mercenary	X					X	X		37
Mind Pursuit	X	X							39
Never-Ending Story	X	X				X			36
Saracen	X	X							37
Theatre Europe	X	X				X			35
Tobruk	X					X			35
Tomahawk	X					X			32
221B Baker St.	X	X		X		X	X		34
Video Title Shop	X	X				X			38
Zorro	X	X				X			36

FIRST BYTE

First Letters & Words			X	X		X	X		47
First Shapes			X	X		X	X		47
KidTalk			X	X		X	X		44
Mad Libs			X	X		X	X		45
Math Talk			X	X		X	X		46
Math Talk Fractions			X	X		X	X		46
SmoothTalker			X	X		X	X		44
Speller Bee			X	X		X	X		45

GAME DESIGNERS' WORKSHOP

Battle of Chickamauga	X					X			48
Road to Moscow	X								48
Rommel Battles for Tobruk						X			48

INTERSTEL

Empire				X			X		30
Quizam!	X	X			X		X		30
Starfleet I	X	X		X	X	X	X	X	31
Starfleet II				X					31

LEISURE GENIUS

Scrabble	X	X		X				X	53
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REALITY TECHNOLOGIES

Harvard Business School				X				X	52
Venture's Business Simulator				X				X	52

SIERRA ON-LINE

Black Cauldron					X				41
Donald Duck's Playground					X				41

	C64/128	Apple II	Apple II GS	IBM/Tandy	Amiga	Atari 8-bit	Atari ST	Macintosh	See page
King's Quest I					X				40
King's Quest II					X				40
King's Quest III					X				40
Leisure Suit Larry					X				42
Police Quest					X				43
Space Quest					X				43
Thexder					X				42
Winnie-the-Pooh					X				41

SOFTWARE TOOLWORKS

The Chessmaster 2000	X	X		X	X	X	X	X	29
Mavis Beacon Teaches Typing	X	X	X	X	X	X	X		29

SSG

Battlefront	X	X							49
Battles in Normandy	X	X							49
Carriers At War	X	X							51
Europe Ablaze	X	X							51
Russia: The Great War in the East	X	X							50
Reach for the Stars	X	X							50

CLUEBOOKS

Alternate Reality: The City									33
Alternate Reality: The Dungeon									33
The Bard's Tale I									11
The Bard's Tale II									11
Starflight									10

DATA DISKS

Art Parts, Vol. I			X						20
Art Parts, Vol. II			X		X				20
Crosscheck I: Children	X	X		X		X			39
Crosscheck II: Adults	X	X		X		X			39
Deluxe Print Art Disk, Vol. 2					X				20
Earl Weaver Baseball					X	X			5
Hot & Cool Jazz			X		X				20
It's Only Rock'n'Roll			X		X				20
PHM Pegasus Advanced Battle Disk	X	X							2
Radio Baseball 1985 Team Set				X					27
Seasons & Holidays			X		X				20
221B Baker St. #1	X	X		X		X	X		34
221B Baker St. #2	X	X		X		X	X		34
Video Title Shop Graphics Companion	X	X			X				38

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