

ACCOLADE



GRAPHIC
ADVENTURES

SPORTS



DRIVING



ROLE



PLAYING



STRATEGY GOLF



SIMULATIONS



CATALOG '90 / '91



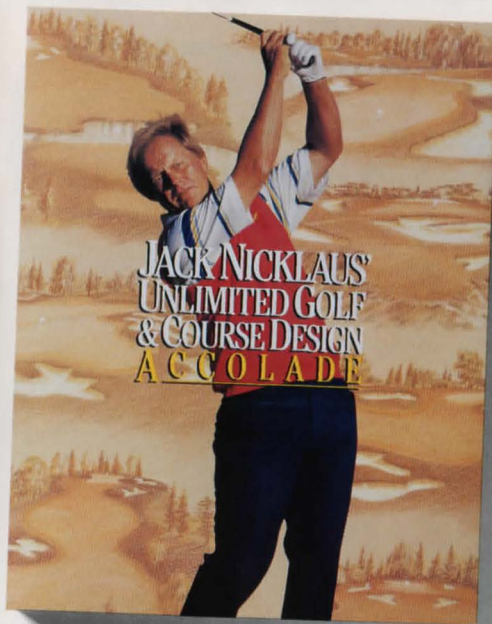
OK, let's review: *Entertainment*. In a world where life leaps in bits and bytes, *fun* should be a very important word in our everyday lexicon. Right? Absolutely. That's what Accolade

First, browse Accolade's software is all about...and this year, it's truer than ever. **SPORTS** and **DRIVING** simulations. Take a peek at *Test Drive III: The Passion* and *Jack Nicklaus' Unlimited Golf & Course Design*. What could be more fun than roaring down a lush canyon corridor in a Lamborghini Diablo? Or nailing Muirfield's 18th green with a monster 2-iron, then holing out for eagle?

This year also marks Accolade's blazing entry into the imaginative world of the **ANIMATED GRAPHIC ADVENTURE**. Check out *Search for The King*, *Elvira: Mistress of the Dark*, and *Altered Destiny*—three titles that push this hot category to new levels of sophistication. **A**ccolade also launches into the **STRATEGY** genre with three rockets: *Stratego*, one of the most popular strategy games of all time; *Ishidō*, an instant classic; and *Star Control*, which combines deep strategy with white-hot, arcade-action tactical combat.

And then, when you're ready for something completely different, check out Chris Crawford's *Balance of the Planet*, his "Earth Day" sequel to the runaway hit *Balance of Power*. **S**o go ahead. Flip pages. See what the best has to offer. The name of the game is *entertainment*. And that's Accolade.

GOLF

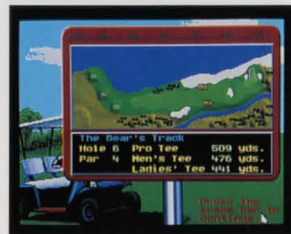


Imagine being a golf god. Wave a wand, and fairway mounds suddenly rise from the earth. Lakes appear. Trees sprout and move—all magically, with push-button ease. Now come back to reality... and take a look at an amazing design program that lets you do all of that.

Jack Nicklaus' Unlimited Golf & Course Design™ combines the most realistic computer golf game available with an amazing Course Designer that gives you the power to create your own signature golf courses. Course routing, bunker & pin placement, trees and other objects, slope, hills, water—virtually every aspect of golf course design is at your fingertips.



Create totally unique holes, or recreate golf's greatest holes. Jack says: "I enjoy giving each hole its own character—adding bunkers, water, hills and trees to create strategic options. Legendary holes are not only beautiful or difficult—they also make golfers *think*."



Play two pre-designed, ready-to-play courses. Trek across **Muirfield Village**, one of the Top Ten courses in the world and site of Jack's annual Memorial Tournament; and **The Bear's Track**, a dream course designed by Jack exclusively for Accolade.



Play the game like you never have before. Says Jack: "Instant-replays and reverse-angle replays, updated statistics, variable wind and course conditions, plus faster drawing speeds make this the absolute standard in computer golf!"



Elvira needs you, bad. Help her battle ghoulish warriors in furious, flesh-rending, real-time combat. Use your spellbook to mix potions, ward off evil spirits. Totally icon driven. So easy to play, it's scary.



You'll get a head with this game. Gruesome fun at its finest. Horror-movie realism. Would you expect anything less from the Mistress of the Dark™?



The sizzle of a Graphic Adventure, the depth of an FRP. More than 100 hours of frighteningly realistic gameplay. Darkly beautiful graphics, digitized voices, a haunting soundtrack. All this, and Elvira's chest tool! (Hidden in the castle. Holds a secret scroll. Made of wood. Hey, get out of the gutter.)

Instant Clues!
Call 900-990-HINT 24 Hours a Day*

FANTASY ADVENTURE

NEW!

ACTION STRATEGY



So Elvira® buys this castle, Killbragant. OK, it's got an interesting floor plan—mazes, battlements, moats, catacombs—nearly 800 locations in all, in fact. But you'd think the real estate guy would have mentioned certain things, like maybe the bloodthirsty demon who lives there. And, oh yeah, *minions*. Hundreds of 'em. Hideous night howlers who want to slaughter the waking world. Geez. What's a girl to do?

For information about the Elvira Fan Club:
14755 Ventura Blvd., #1-710, Sherman Oaks, CA 91403
Elvira and Mistress of the Dark are the trademarks of Queen "B" Productions.



Marshal your forces wisely. Then lean hard on the trigger finger. *Star Control* combines deep strategy with arcade-action tactical combat.



Construct and deploy your fleet. Explore new stars. Build mines, colonies, fortifications. Select one of the nine strategic battle scenarios. Then brace for some of the hottest battle action you're likely to see on a computer screen.



As veteran commander of an Alliance fleet of battle-cruisers, you've been dealing death to starships of the evil Hierarchy for years now. But the isolated skirmishes of years past are over. Engage now in a titanic struggle for control of the galaxy. Target the enemy's home star system... but don't leave yours unattended. Because in the yawning cavern of deep space, *Star Control™* is everything.

*\$54 FIRST MINUTE. 60¢ EACH ADDITIONAL MINUTE. IF YOU ARE UNDER 18 YEARS OF AGE, YOU **MUST** HAVE YOUR PARENT'S PERMISSION TO CALL.

Created by the
Co-Designer of
The Archon™
Series



When it comes to love and obsession, **Les is more.** More amusing, more outrageous, more titillating. Being Les Manley, your secret crush on the luscious Stella Hart leads you on a whacked-out journey from here to Kingdom come. Find the clues. Then bring on the babes.



It's a three-ring circus out there, man. Literally. Manley's quest takes you to some pretty exotic locales. Meet Luigi, The World's Strongest Man. Then go to Las Vegas, the place that makes any circus seem like an afternoon in the library.

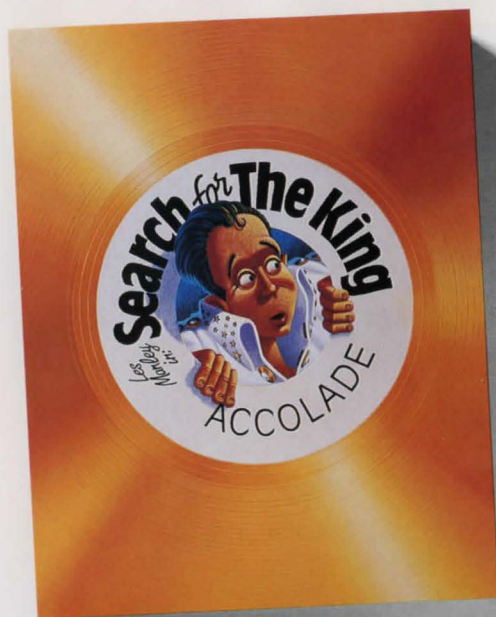


Find the King, get a check. But first you have to do a stint as a King impersonator. It can be brutal. Especially if you're good. Because there's a raging mob or two out there. And they'd do anything to get a little closer to the King's aura.

"These games will push the envelope of adventure gaming."
— COMPUTER GAMING WORLD

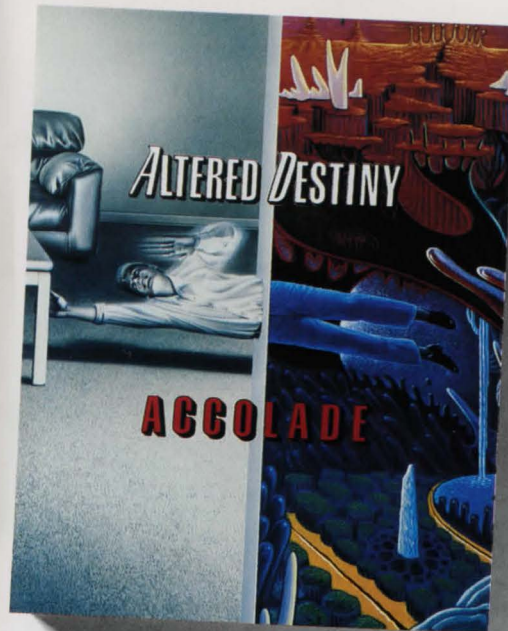
GRAPHIC ADVENTURES

Instant Clues!
Call 900-990-HINT
24 Hours a Day*



Millions believe him to be the greatest entertainer of all time. Millions more, it seems, are willing to capitalize on his fame. TV station WILL (corporate slogan: "If the networks won't show it, we sure as hell will") is one of the latter millions. Now you, as Les Manley, must *Search for the King™* in order to win the heart of your boss's secretary and (speaking of millions) a \$1 million prize offered by WILL's cynical promotions department.

*85¢ FIRST MINUTE, 60¢ EACH ADDITIONAL MINUTE. IF YOU ARE UNDER 18 YEARS OF AGE, YOU **MUST** HAVE YOUR PARENT'S PERMISSION TO CALL.



One minute you're just a guy eating nacho flavored popcorn. The next you're sucked through a television set into a fantastic alien world filled with exotic landscapes and mesmerizing life forms. Welcome to the surprising new destiny of P.J. Barrett.

Written by fiction-writer Mike Berlyn, *Altered Destiny™* features breathtaking graphics, and takes you on a wondrous adventure through a fantasy world — assuredly unlike any you've seen before. Say hello to Alnar the Metal Shaper. (But don't shake his hand; it secretes acid). Meet Tentro, a thin but friendly creature. Steer clear of the thieving Kleegs. And definitely avoid The Howlers, odd disgusting creatures who swim beneath a lake of fog.



Take a plunge into a parallel world. And we do mean *plunge*. Of course, being sucked into a fractal dimension is never easy. But exploring your *Altered Destiny* is definitely worth a few moments of sheer shrieking terror.



This is not Pittsburgh. It's a world of odd vistas, and even odder inhabitants. We're talking *very* alien aesthetics. Some regions are magnificent, stunning. Others are positively postmodern.



Towhee knows. But will he tell you? Meet librarians and other interesting people. Shrewdly extract information. It might also be good to avoid grisly death or dismemberment. That would not be a good destiny.

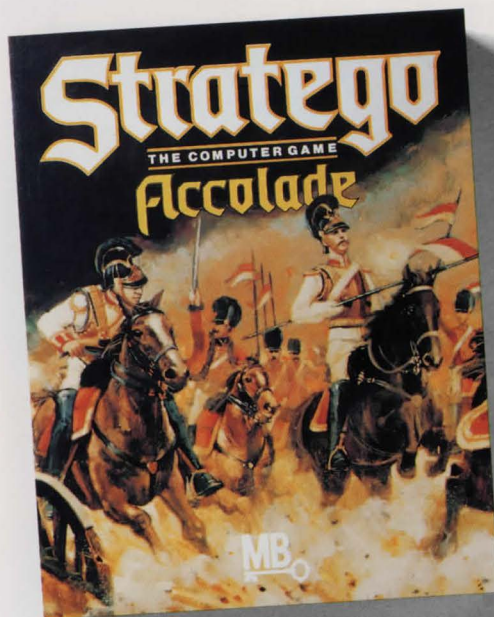


War & Peace.

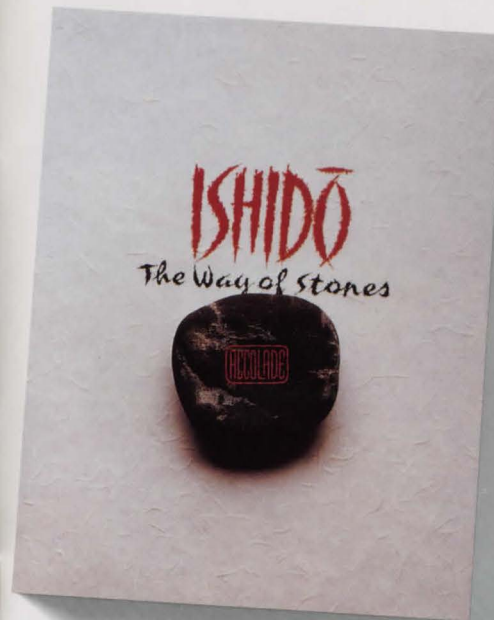


Can you plot the perfect victory?

Accolade's adaptation of *Stratego* gives you all the features of the classic game, plus multiple game options and much more. Take on the computer. Plan your advance. Challenge the opposition. And capture the enemy flag.

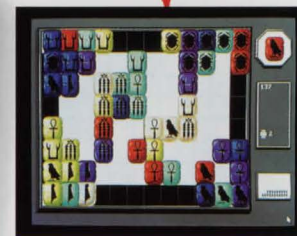


Now, a classic comes to the computer screen! *Stratego*® is truly one of the greatest gameboard favorites of all time. Secretly deploy your army onto the battlefield. Your mission — protect your flag, and capture the enemy's flag. Advance, attack boldly... but don't neglect your defense. The suspense builds as your men move deeper into enemy territory. Move with caution and courage. And remember: *The next piece you attack could be a bomb.*



The Chinese called it *Shih Tao*. The ancient Celts called it *Runa futhark*. The Mayan Indians called it *Kami-a-hota*. The Japanese called it *Ishido*.™ Yet, regardless of origin, it all translates into the same thing: *The Way of Stones*. From the first move, this ancient game and beautiful puzzle recalls the depth of chess and the simplicity of Go.

Nominated BEST STRATEGY GAME OF THE YEAR by the Software Publishers Association, *Ishido* will call upon your deepest powers of strategy and intuition as you match 72 stones on a board of 96 squares. Discover the secret of 4-Ways — the heart of *Ishido* — and why, to some, *The Way of Stones* is more than just a game.



Strategy, Patience, Chance, Intuition. Play a power game to amass points and compete against the clock. Or play for elegance, meditating over each move with the deliberation of a Master.



After thousands of years, the Stones have returned to the world. Empty the pouch. Discover the secret of 4-Ways. Then let the *Ishido* Oracle reward you with insights and answers to your innermost questions.

Test Drive III

THE PASSION™

Accolade™



Hot new cars!
Lush new scenery!
Test Drive III
add-on disks...
COMING SOON!

You want hot? Sizzle a few screens with *Test Drive III: The Passion™*. A driving simulation more dazzling, responsive and passionately real than anything you've ever seen on a computer. Strap on your four-point racing harness. Check your digitized dashboard. Throttle up three of the most exotic street-legal dream cars ever designed, the **Chevrolet CERV III™**, the **Lamborghini DIABLO™** and the **Ferrari Pininfarina MYTHOS™**. Then get ready to take a quantum leap down the road. Embrace *The Passion*. Let it be yours.



Unprecedented freedom. Just go, baby. Follow the asphalt, or blaze offroad trails. Spin around, go back the way you came. Take multiple routes. Explore. Know no bounds. Go. Go. Go. Go. Go.



Mom wouldn't like this car. But then, moms don't like vehicles that stretch your molecules horizontally. Like Chevrolet's CERV III. This prototype packs a reverse-gravity punch. 0 to 60 mph in 3.9 seconds. Top speed: 225 mph.

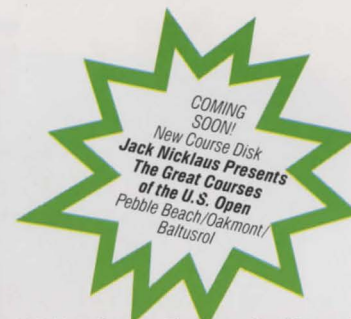
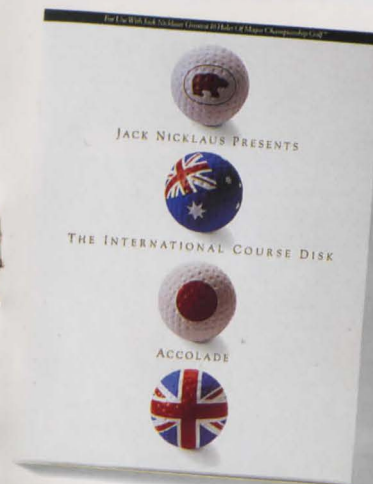
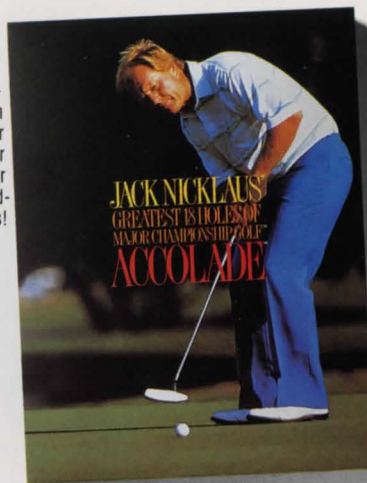


See America at 200 MPH. Cruise through breathtakingly realistic scenery, courtesy of an amazing synthesis of bit-map and 3-D polygon-fill graphics. Blast through rain, fog, snow, dead of night. Dodge kamikaze cops. Check your pulse regularly.

Jack Nicklaus' *Greatest 18 Holes of Major Championship Golf™* lets you take on the Golden Bear on his choice of the most challenging 18 holes of major championship golf in the world, as well as two other Nicklaus-designed courses. Play either stroke or "skins" format. Tee off in a foursome...or go head-to-head with a computerized Jack Nicklaus!

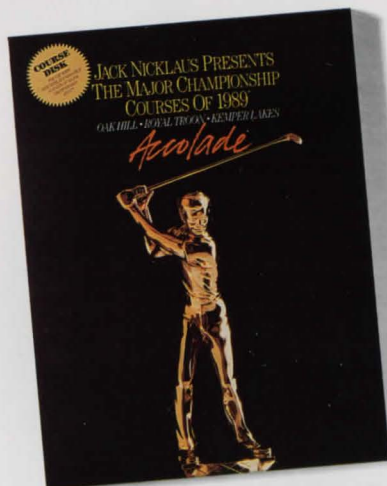


One reason why Nicklaus wins the Majors? He *devours* every hole. You can too with these aerial close-ups. Every lush detail: multiple tees, trees, fairways, rough, greens, hazards. Baltusrol for breakfast. Oakmont for lunch.



Jack Nicklaus Presents The International Course Disk™ Three world-class championship courses designed by Jack Nicklaus. Australian Golf Club, Australia; Saint Creek Golf Club, Japan; and St. Mellion Golf & Country Club, England.

GOLF

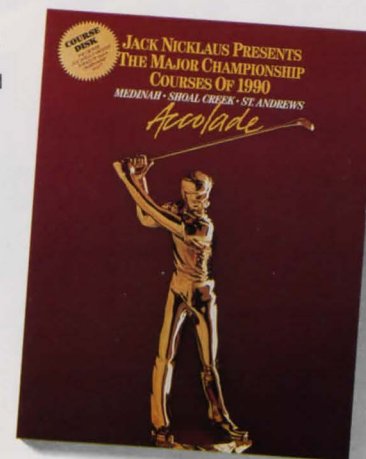


Jack Nicklaus Presents The Major Championship Courses of 1989™ Play three grand slam courses of 1989. Includes Oak Hill Country Club, New York; Royal Troon Golf Club, Scotland; and Kemper Lakes Golf Club, Illinois.



The 16th at Kemper. Longest par 4 on the course, water runs tee to green, and a huge bunker backs the pin. Need an adjective? How about *hellacious*?

The 17th at St. Andrews. The toughest hole on the world's oldest course. The infamous Road Hole starts out with a blind drive and ends with a fearsomely deep pot bunker.



Jack Nicklaus Presents The Major Championship Courses of 1990™ Three grand slam courses of 1990. Includes Medinah #3, Illinois; St. Andrews, Scotland; and Shoal Creek, Alabama



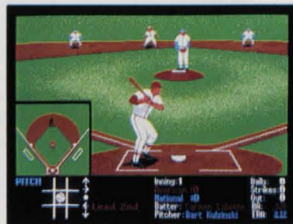
The 3rd at St. Mellion. Veteran golf writers call it the finest tournament golf course in Europe. Slopes, mounds and nasty collection bunkers make this more like target practice than a walk in the English countryside.



HardBall II
"With graphics and animation that are better than ever, HardBall II is a solid hitter."
—BOB LINDSTROM
COMPUTER SHOPPER

HardBall II™ retains the all-star qualities of the original. Effortless gameplay. Authentic graphics. Unparalleled realism. But now there's more. Much more. More features and options. More frames of animation. More choices, playability and true-to-ballplayer animation. Even more major league ballparks. And HardBall II also updates and stores each of your player's stats in virtually every category.

HardBall II
Winner "Best Sports" Program, 1989
SPA Software Awards

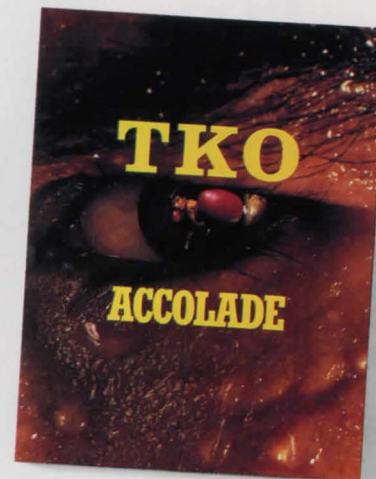


HardBall II has the features fans want. Like more offensive and defensive strategies, more base-running options, and more views of the playing field. Pull-down menus make managing easy. Construct your very own "dream team" with the Team Editor feature, then compete in league play. HardBall II even comes with its own "Instant Replay" feature.

More of the world's greatest courses for play on your Mean 18! Each volume contains three challenging courses for you to conquer. Famous Course Disk, Vol. II contains Inverness Club, Ohio; Turnberry, Scotland; and Harbour Town, South Carolina. Famous Course Disks, Vols. III & IV contain Olympic Club, San Francisco; Las Colinas, Texas; Muirfield, Scotland; Doral, Florida; Castle Pines, Colorado; and Kapalua, Hawaii. Famous Course Disks, Vols. V & VI contain Butler National, Illinois; Bay Hill, Florida; Concord, New York; Medinah #3, Illinois; Riviera, California; Spyglass Hill, California.



There's nowhere to run. And nowhere to hide. Blow-by-blow stats provide a complete breakdown of each round.



Come face-to-face with a heavyweight champion! Enter the ring with TKO™ and look straight into the eyes of a fighter bent on knocking your block off. Real boxing. You can actually see the damage on each boxer: black eyes, fat lips, swollen cheeks.

SPORTS



Get games fast!
Call toll-free:
800-245-7744

Mean 18
"Everything a real golf game has with the exception of the walking."
—TERRY MARCHEL
CHARLESTON IVY
SUNDAY GAZETTE



Choose the right club, then swing through. Feel the smooth deliberate backswing and compact follow-through. But it's up to you to develop a rhythm and avoid that shank or hook. Up to four players can prove themselves in this world-class golf game.



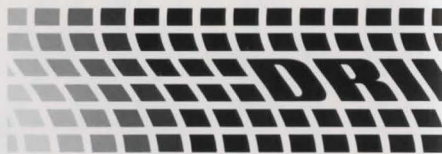
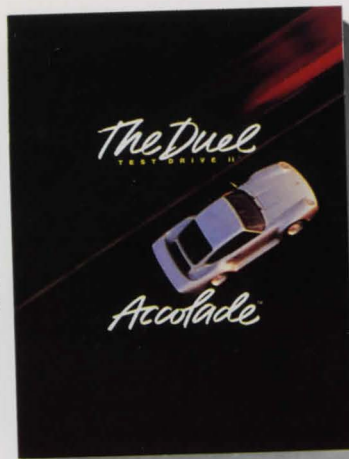
Voted "Best Simulation" of 1986 by Software Publishers Association! Mean 18™ is golf as it should be, with life-like animation and numerous strategy options. Play the legendary courses of Pebble Beach and St. Andrews or design your own with the Course Architect. Choose between the pro and regulation tee... even ask the caddy to suggest your clubs!



The Ferrari F-40™ and the Porsche 959™ Both are capable of traveling 200 mph. Both are capable of nailing 60 mph in less than four seconds. Which car is king? *The Duel: Test Drive II™* lets you find out. The world's greatest production cars in head-to-head racing competition. "This game is a must have."
— Car & Driver Magazine



Race 959 v. F-40, or go against the clock. Climb behind the wheel of the most technologically advanced supercars on earth. Rocket through bone-dry deserts, majestic mountains and lush forests. Contend with traffic, rocks, loose gravel, potholes, oil slick asphalt and — oh yeah — the cops.



In the great racing tradition of Accolade comes *The Cycles: International Grand Prix Racing™*. *The Cycles* wraps you around the chassis of the fastest bikes ever built as you compete in the International Grand Prix of motorcycle racing. Laguna Seca. Le Mans. Salzburg. Crisscross the globe to do battle with the world's greatest racers in the sport's premiere events. Who's got the guts? Who wants the glory? Who'll hoist the trophy of world champion?



Feel the undeniable rush of full-throttle speed from a first-person perspective. Experience true racing realism. Look over the handlebars and see the pavement disappear under your wheels. Will the racer in front of you blast into the lead or dump his bike trying? From Australia to Brazil, you'll file down the footpegs on the most grueling layouts in motorsports.

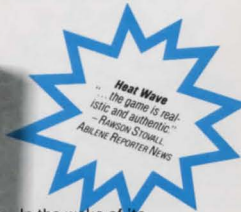


California Challenge: Test Drive II Scenery Disk™ It's a border-to-border race through the Golden State. Roar down the Redwood Highway, give it gas on the Golden Gate Bridge, drive by Devil's Slide then motor through the Monterey Peninsula. Wave "adios" to LA's freeways and make a run for the Mexican border.

The Muscle Cars: Test Drive II Car Disk™ Here are five more street-scorching legends for *The Duel*. Includes the '63 Corvette® Sting Ray "Split Window" coupe, the '68 Shelby GT500 Cobra®, the '67 Pontiac GTO®, the '69 COPO 9560 ZL-1 Camaro® and the '69 Dodge Charger Daytona®.



The first-person perspective puts you at the helm of one of 4 authentic boat designs. Weather and water conditions vary, but today you lucked out — calm seas mean top speeds. Check your heading, compass, then bring the water to a boil.



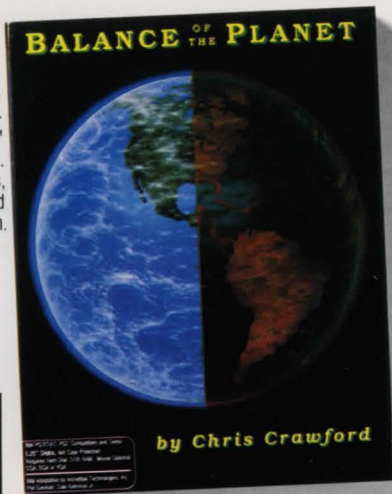
In the wake of its racing success, Accolade launches thunder on the water. *Heat Wave: Offshore Superboat Racing™* captures the thrills of one of the fastest growing sports in America. Rooster-tail in four, 3-D Superboats. Go full-throttle at 100 mph over oceans, rivers and canals as you battle 10 skippers for the title of "US 1": Best in the world.

(Called Powerboat™ outside of North America)



The Supercars: Test Drive II Car Disk™ Duel it out with five elite speed machines for your *Test Drive II*. Includes the '88 Lotus Turbo Esprit™, the Ferrari Testarossa™, the Porsche 911 RUF™, the '88 Lamborghini Countach 5000S™ and the '89 Corvette ZR1. **European Challenge: Test Drive II Scenery Disk™** Here, driving is a passion, and speed limits are posted only to challenge the driver. Wind through the green meadows of the Netherlands. Blast by the beaches of the French Riviera. Descend into the mountainous valleys of Switzerland. Open it up on the world famous German Autobahn. (Caution: Snapshots may blur at 200 mph.)

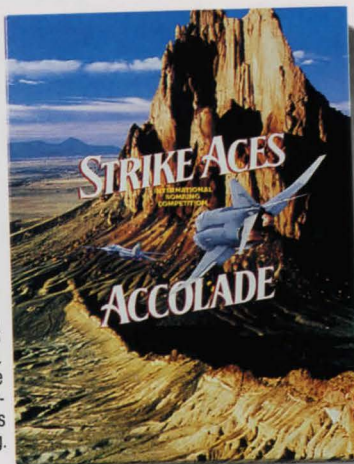
In light of looming ecological disaster, the United Nations has appointed you High Commissioner of the Environment. Now you have the power to levy taxes on industry and grant subsidies to worthwhile causes. Can you balance the world's economic well-being with the vitality of the earth's ecology? *Balance of the Planet™* incorporates a vast amount of critical, must-know information. Get informed about acid rain, water pollution, nuclear accidents, global warming, consumer goods. Then use your newly acquired knowledge to save the planet from destruction.



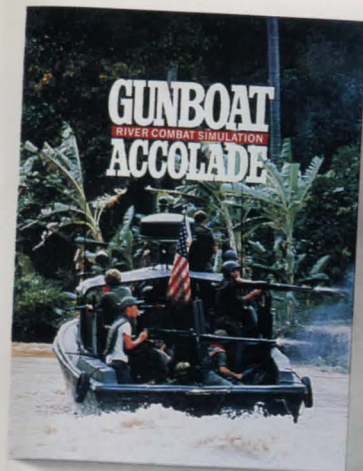
150 different factors, all inter-related. Just like real life. You can raise the coal tax, for example. Coal use is reduced, which reduces acid rain — thereby raising the quality

of lake habitats, hence the global gene pool, "the accumulated wisdom of natural selection." Right choices save the biosphere; wrong ones can turn it into a foul toxic soup. Hey, nobody said ecology was going to be easy.

Strike Aces — a colorful and captivating aerial combat game. **Strike Aces™** Game Player's PC Strategy Guide



Experience the realism of 3-D polygon-fill technology and bit-map graphics. Fluid flight. Painstaking details. 16 built-in bombing missions, 16 sweat-soaked sorties, taking out targets, taking on bogeys. Or create your own attack runs with the "Mission Design" feature.



Gunboat™ Eight tons of firepower crammed into a 30-foot hull. For three decades, the Navy has deployed the river patrol boat (PBR) for the most hostile and claustrophobic type of war: River combat. In *Gunboat* you take on Colombian drug lords, Panamanian insurgents, or renegade Viet Cong. They're on the river. Around any bend. Waiting.



Gunboat may be a bit too close to the real thing for some people. —J.R. Wilson, COMPUTER EDGE

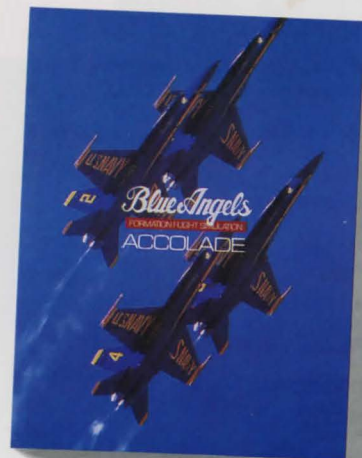
Step into the abyss known as "RIVERINE OPERATIONS." Day and night, you get a first-person perspective from 4

different battle stations. Soldiers, bridges, mines, docks, sampans, APCs and canyons are there in deadly detail. They swear the river will run red with your blood. But you've got a cute little .50 caliber M2HB machine gun that begs to differ.

SIMULATIONS



Strap yourself into 56 feet of sleek blue speed. Pilot an authentic Blue Angel F/A-18 with a realistic avionics system. Do maneuvers 'til you're blue — delta rolls, fan breaks, left echelon rolls. Train in a wire-frame flight simulator. Watch it all from a variety of camera angles. The choices are heavenly.

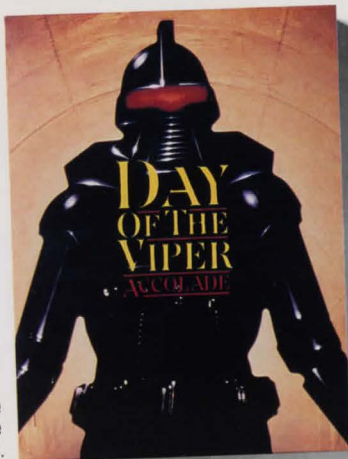


Blue Angels — the most realistic and challenging aerial combat game. **Blue Angels™** Game Player's PC Strategy Guide

The Blue Angels. An acrobatic squadron of U.S. naval aviators flying F/A-18s. Piercing the clouds. Performing precision maneuvers that defy the laws of physics. Now you've made the team. *Blue Angels Formation Flight Simulation™* takes you from ground school to the wild blue yonder. You'll perform the actual air show maneuvers that have made the Blue Angels legends of the sky.

Day of the Viper
 "...a refreshingly different product in an industry where originality is all too often a rare commodity."
 "...one of the best computer games ever released!"
 —RANDY CHASE, OREGONIAN

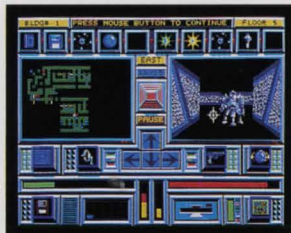
Since 2782 A.D., a war has raged between the planets of the Sun League and GAR, the ruthless master of a mechanoid race. Now his robotic army has seized a vital defense base in the Parin system. But there is hope. *Day of the Viper™* puts you in control of a Viper-V unit, two tons of titanium vengeance. With it, you just may be able to infiltrate the heavily armed base and re-activate the defense computer. Good luck. GAR's guys are looking to sizzle your circuit boards.



33 kinds of enemy robots, attacking from 4 different directions. That's

right: GAR's armored assassins are on the prowl, shooting first and interfacing later. The "multiple combat" feature places heavy metal killers only a

bolo bomb away. Some robots are ponderous. Others, nimble. All are deadly. Activate shields and weapons, lock-on target, and melt a few mainframes, man.



Want to go some place really scary? Then journey to the haunted house on the hill. Grandfather went mad trying to solve its mysteries.

Now you, joined by an expert team of polter-professionals are destined to explore this enormous "fortress of fright" and unlock its dark secrets. But remember...*DON'T GO ALONE™*



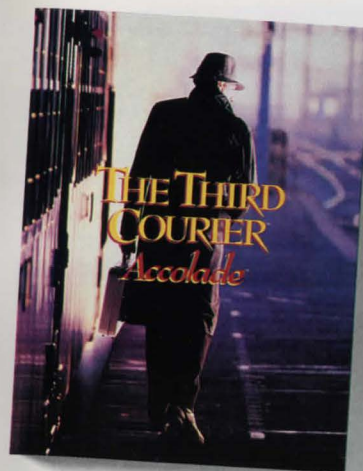
ROLEPLAYING



A huge haunted house with monster-laden levels of play. The depth of this game is scary. Explore complex, multi-level mazes as you battle more than 100 spooks, spirits and things that go bump in the night. The breakthrough interface gives the beginner a ghost of a chance, yet still challenges the most experienced role player.

The Third Courier
 "The Third Courier should be considered not only fun, but educational as well." "The Third Courier is an excellent role playing game..."
 —FERN A. MODENA, PCM

Your code name: Moondancer, master spy. Your mission: recover stolen NATO defense plans. Two of the three NATO couriers who were handcuffed to the plans now lie on marble slabs in a morgue. And Moscow is about to do a power lunch with the assassin. The trail leads to Berlin...and *The Third Courier™*



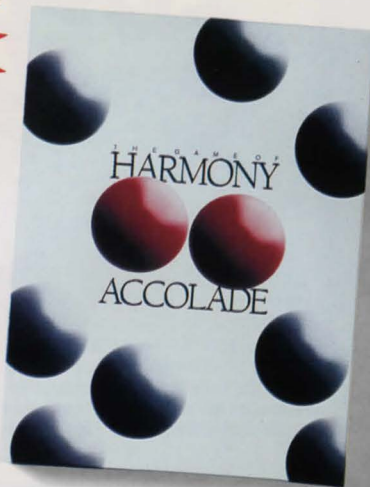
Be all the spy you can be. In Berlin, talk to everyone. Trust no one. Each confrontation is critical. The next citizen could provide a vital clue or connection. See a Berlin the tour bus misses—the legendary city known for intrigue, espionage and one heck of a wall.

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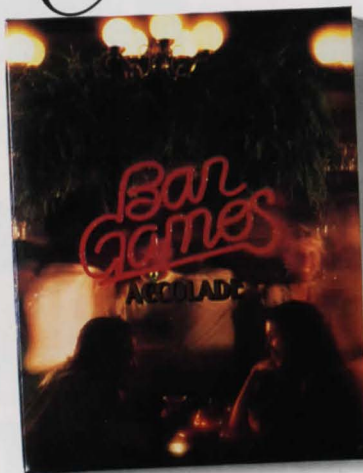
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