

DISCOVERY 2.0

As an employee of Discovery Deep-Space Salvage and Repair, it is your job to fix freighter ships that have broken down in the vastness of space. The engines have "popped" their fuel crystals and these crystals are scattered through out the ship.

As your presence is detected the computer has closed the security doors to prevent unauthorized intruders from taking over the ship. If you answer the computer's questions correctly you'll be able to move through the ship. Be careful some of the animal species on the ship may have escaped and they are dangerous.

Features:

- Explore five different spaceships.
- Choose between four different characters.
- Improved lesson selection.
- Works with current Discovery Expansion disks.
- Enhanced corridor graphics in the ship and new title screen and win animation.
- Change to a new character or spaceship after winning, losing or quitting a lesson.
- New exciting musical score created by a professional musician using MicroIllusions' Music-X.
- Game can be run from the Workbench and can be installed on a hard drive.
- Compatible with all Amiga models with minimum 512K memory!
- Amiga Dos 1.3 and 2.0 compatible
- Addition and Subtraction problems that teach the concept of carrying and borrowing numbers.
- Questions designed for grades K thru 12th.

Suggested Retail:

Discovery 2.0 Math and Spell version \$39.95

Discovery Edu-pack with 9 additional lesson modules \$69.95

"HOI deserves to be a best seller"
Huw Pryce 90% Amiga Mania Magazine

Hoi

Holy Mackerel and Hoipolloi,
Hoi is on the loose!

The object of this game is to help Hoi, an inhabitant of the planet Saur, make his way through the tortuous and dangerous Madlands, on his quest to find his true love.



Hoi has 5 large levels with many obstacles to overcome and puzzles to solve. The first level starts with Hoi in front of his home.

The remaining levels get more complex and dangerous as Hoi makes his way across the Madlands. Each level has its own unique musical score.

Hoi's advanced design allows up to 256 colors to be displayed at one time.

Hoi is user selectable to run in either PAL or NTSC systems.

Warning the strobo-scopic effects used in the fifth and final level could trigger epileptic seizures. We ask that if you're at risk to end the game after the fourth level.

Hoi is a game of strategy and reflexes, made to challenge and test your arcade skills.

AMIGA Version Suggested Retail \$39.95

Take the HOI challenge... ask your Retailer for it!

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