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Might & Magic, Book One: Secret of the Inner Sanctum

This classic adventure is one of the most popular fantasy role-playing games ever made. Filled to the brim with mind-bending riddles, mystical spells, potent weapons, and exciting quests. Might and Magic has it all. Lead a party of powerful adventurers across the mysterious Land of Varn in search of the legendary Inner Sanctum.

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The award-winning sequel to Might and Magic Book One features two new character classes, all new spells, auto-mapping, and a horde of unfriendly, animated monsters. Solve intricate puzzles, complete harrowing quests tailored to your individual skill level, and save the World of Cron from destruction.

King's Bounty

Take on the persona of a legendary hero or heroine in this all new action/strategy adventure game. Raise mighty armies of both men and monsters and track down a group of cunning master villains across the Kingdom of Four Continents. It is a race against time as you recover pieces of the map to the stolen Sceptre of Order and save the realm from an age of chaos.

Nuclear War

In this comical strategy/action game, you must strive against ten humorous global leaders for ultimate supremacy in the Nuclear Age. Prepare hilarious propaganda campaigns, launch a deadly nuclear strike, or build up a devastating arsenal of offensive and defensive weapon systems in this fast-paced, tongue-in-cheek look at nuclear Armageddon. Loaded with eye-popping animated graphics, spectacular sounds, and a simple interface, Nuclear War is a game for everyone. Be the sole survivor and win the game, or did you?

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Tunnels & Trolls, an exciting role-playing adventure game, is now available! The mountains are rumbling with the dark designs of Lerotra'hh, the Death Empress. Rumors abound of a monster army. The world's only hope, find the sleeping Wizard-Mage Khazan before it's too late! Can you find him in time?

NEW!

NEED HELP IN YOUR ADVENTURES?

Might and Magic got you stumped? Can't figure out what to do next in **Might and Magic II**? Well, worry no more! Adventuring has just become easier with the hintbooks to **Might and Magic Book One** and **Might and Magic II**. Each of the clue books contain beautifully illustrated, completely detailed maps for each dungeon, town and castle, as well as all the clues and hints necessary to play – and win – the game. ORDER YOURS TODAY!

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Hint Books

Adventurer's Guide to Might and Magic I _____ at \$14.95 each
Might and Magic II Cluebook _____ at \$14.95 each
Tunnels & Trolls Hint Book (Fall 1990) _____ at \$19.95 each

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