TENTH ANNIVERSARY

An original Apple 1 with Sierra's Mystery House.

Our Success Comes From Ten Years Of

*O*ver the last ten years, Roberta and I have received thousands of letters from customers. Compliments from fans, suggestions from users, and occasional complaint letters are still routed to us, and I work hard to make sure each gets read and responded to.

*T*hrough the letters we've received, we've found good suggestions on game improvements, spotted developing problems within the company, and been inspired and motivated by your continuing enthusiasm for our games.

*I*n the beginning, Roberta and I collected the best letters and planned on putting them in a scrapbook. I'm sorry to say that most of my favorites have been lost over the years.

I remember some of the letters though, as if I received them yesterday. And a precious few I have kept on the wall of my office.

*T*his one was dated May 23, 1981:
> *"...I had a well-publicized airplane crash in February. Fortunately, we are all doing well and I still enjoy flying. I have no memories of the crash or the five weeks following (total amnesia) but have been told of the crash and the hospital stay. Pictures show me in the hospital playing on an Apple with your new game, which I was totally unable to put down...*

*T*hank you so much for the happiness that you brought into my life. I hope that you find no bounds to your creativity."

Sincerely,
Steve (Woz) Wozniak

*T*hose who are familiar with Apple Computers' history recognize the name Steve Wozniak as the creator of the original Apple computer. For me, Steve was a hero of the first degree. The consummate hacker, a successful business man, and even a genuinely nice guy.

*T*his letter came to me at a very important time in my life. When I originally envisioned starting a business to publish software, I wanted to write "serious business applications." Roberta was the games advocate. I sort of thought they were silly. To be honest, I was even a little embarrassed that of all the businesses and companies I had been involved with, my most successful venture came from computer games.

*I*n his letter, Steve let me know that what I was doing had a lot of value. The text of the letter stressed how happy he was that companies like mine were building fun, creative applications. He even said that our game was "the closest application to that for which I really designed the computer." It made me feel a whole lot more comfortable with the path that the company was taking. The support of a man like Woz really gave me pride in what I was doing at a time when I really needed it.

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Roberta, remembers a letter that she had framed years ago. It was a handwritten letter, originally about four pages long but only the front page had been framed. We don't remember the name or hometown of the writer anymore. (The letter burned, along with our home, in a fire several years ago.) However, we can both recite one passage from memory. The passage had been drawn over with a yellow highlighter, and Roberta loved it. It came from one of our very earliest customers, way back in 1981.

Tenth
Tenth
Tenth ANNIVERSARY

It read: *"...The kids almost never watch television now. They're always playing Wizard and the Princess or one of your other computer games. They think the television is boring because you just sit there and watch it. They say that it doesn't challenge them and it's just not fun anymore..."*

If you've heard Roberta talk on a radio or TV program, or read one of her magazine interviews in the last six years, you know that Roberta now sees the replacement of television as a primary goal for Sierra.

When you come to the Sierra offices today, you can feel the "drive" to do a good job on the software. There's a sense of competition - not just with our industry rivals - but with other forms of entertainment. Roberta, and the other designers that now direct the creativity at Sierra, are driven by a dream of replacing television and audio with something exciting and interactive.

Our musicians want to beat the mainstream recording artists. (A few mainstream recording artists have even come onboard to assist us.) Our animators are working to beat the poor excuse that passes for animation on Saturday morning television these days. (The hardware is holding us back, but we are still gaining on television.) Our programmers know that this isn't a database or a spreadsheet they're working on, but a piece of cinematic art that will likely define an important new industry for decades.

I would like, on this 10th anniversary of Sierra, to take this opportunity to personally thank Steve Wozniak and also the unknown woman with the non-couch potato kids and all of the hundreds and thousands of game players out there for your encouragement and support over the last ten years. Your words have brought direction and drive to this company. The secret of our success is *you*, and Roberta and I want to keep hearing from you. Please keep those cards and letters coming.

Sincerely,

Ken Williams
President
Sierra On-Line, Inc.

The King's Quest Series

The Perils Of A Royal Family

'In 1979 I had worked as a programmer trainee, but it wasn't really something I enjoyed. I wasn't sure I liked computer games — I wasn't even sure I liked computers.'

Roberta Williams was soon to change her opinion of computers and computer games. When her husband Ken brought home a terminal from work and one of the first text adventure games, Roberta soon found herself hooked. When she and Ken went looking for more computer games to play, they found only a few, and nothing that really appealed to them.

Four bestselling games later, Roberta and everyone else who was paying attention to the brand new computer game field knew the answer to that question. Roberta and Ken Williams had taken computer games to new horizons and new heights.
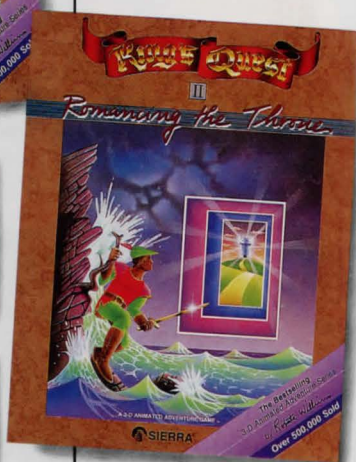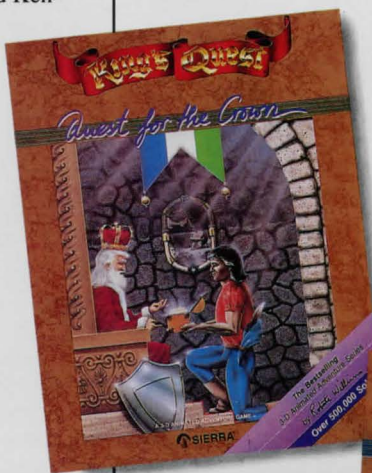
Into The Third Dimension

'IBM came to us and asked us to design a color adventure game to show off the capabilities of a new computer they were developing. It was all very top secret...'

The computer was the IBM PCjr, and the game was King's Quest. For the first time ever on a computer, characters in a game had the freedom of the entire screen, moving in front of and behind objects in their surroundings. It was the beginning of the 3-D Animated Adventure.

Software From The Kitchen

'I don't think we thought at that time about actually starting a software company...but it did cross my mind: 'It would be fun to try to write something like that...so I wrote up a design at the proverbial kitchen table...I drew all kinds of pictures.

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A Crowning Achievement

The first King's Quest game shipped in 1984, marking a new era in the history of both Sierra On-Line and computer graphic adventures in general. The availability of such a colorful and sophisticated game for the IBM operating system helped sell computers, and increased computer sales increased the market for Sierra games.

King's Quest I: Quest for the Crown is the story of Sir Graham and his quest for three magical treasures that must be returned to the Kingdom of Daventry. Graham braves ogres, trolls, dragons and giants to win the treasures, restore them to Good King Edward, and claim his reward.

Three sequels to the original 'King's Quest' followed,

each taking advantage of the latest developments in computer hardware and Sierra's own game development software, to push the limits of what games were capable of.

In **King's Quest II: Romancing the Throne**, Graham — now King of Daventry, goes on a search for a Queen to share his kingdom. To find her, he must journey to a distant part of the world and seek her at the top of a tall tower. On the way, he will be challenged by many dangers, not the least of which is the dreaded Dracula himself.

In **King's Quest III: To Heir is Human**, a young man named Gwydion must free himself from a wily wizard, using the wizard's own magics against him, and make a perilous journey to far places in search of his true name, his identity, and his royal destiny.

In **King's Quest IV: The Perils of Rosella**, the princess Rosella sets out for the land of Tamir, where she must find a magic fruit to restore the health of her father, the ailing King Graham. Many familiar fairy-tale elements combine to test her resolve and enliven her quest.

Daventry And Beyond

Where will the royalty of Daventry go adventuring next? Only Roberta Williams knows for sure. One thing for certain; future 'King's Quest' games will continue the tradition of exciting and involving interactive gaming action for which she and 'King's Quest' have become justly famous.


Roberta Williams

SPACE QUEST SERIES

Two Guys Strike Again!

What do you get when you combine artistic talent, programming skill, the ability to tell a whopping good story, and the wildest sense of humor in the known galaxy? If you're lucky, you get the Two Guys From Andromeda, better known around these parts as Mark Crowe and Scott Murphy.

Mark and Scott have been working together since 1986, creating their special brand of excitement and laughs for thousands of fans of the *Space Quest* saga of Roger Wilco, everybody's favorite broom jockey turned galactic hero.
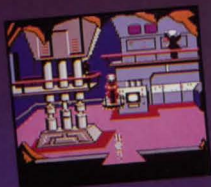
'We got together while we were both working on 'The Black Cauldron', and started throwing around the idea of collaborating on a space theme project. We both have a real strange sense of humor...'

Accidental Hero

It was never Roger Wilco's idea to save the galaxy, first from slimy simian Sariens, then from the voluminously vulgar Vohaul, and most recently from those playfully poisonous Pirates of Pestulon. Roger just seems to have a talent for getting himself into messy situations.

In *'Space Quest: The Sarien Encounter'*, Mark and Scott's first venture into outer-space hijinks, the player becomes Roger Wilco, an apprentice janitor aboard the research vessel Arcada. Caught napping in the broom closet when invaders board the ship, Roger must use his wits (not exactly something he's had a lot of practice at) to foil the bad guys' destructive plans and save himself and everyone else from being killed or worse.
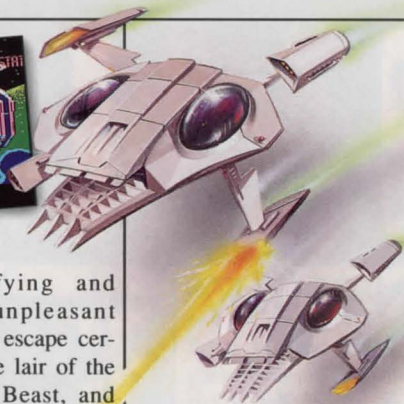
'There was an overwhelming response to the game. There were a lot of people who enjoyed what we were doing — the futuristic theme, the humor — there was a market out there for this kind of game.'

Back For Round Two

Just when you thought it was safe to go back into space, Roger Wilco returned in *'Space Quest II, Vohaul's Revenge'*, to defeat the plans

of the terrifying and thoroughly unpleasant Sludge Vohaul, escape certain death in the lair of the Labion Terror Beast, and save the galaxy from an invasion of genetically engineered insurance salesmen who were not going to take 'no' for an answer.

Roger Wilco Meets Supertramp

'We never expected to make a third installment, but we didn't want to kill the character off...by 'Space Quest III', though, we thought about it...it got harder finding new ways for Roger to die, new aliens for him to encounter. Now we know why George Lucas hasn't made any more Star Wars movies...'

When it was time to design the latest sequel, Sierra was beginning to use their new high-resolution game interpreter, **SCI** (Sierra Creative Interpreter), which also made it possible to put full musical scores to Sierra games. Supertramp's Bob Siebenberg was signed to compose the 'Space Quest III' score.

'The music and the high resolution graphics were really exciting to us, kind of spurred us on...kept our minds working creatively...it was a real joy to work with

*Bob Siebenberg — we were in awe of his talents.'*

Save Those Two Guys!

'Space Quest III: The Pirates of Pestulon' set a new graphic and sound standard for Sierra games. The brilliant and detailed pictures, whimsical storyline and dazzling music were an insant hit with the game-playing public.

This time Roger Wilco is on a mission of mercy. Sinister software pirates have kidnapped the Two Guys From Andromeda, and unless Roger can storm their stronghold and free the intrepid game designers from a lifetime of forced employment churning out secondrate arcade scenarios for the Scumsoft boys, there will be no hope for the galaxy, no joy in Mudville, and NO MORE SPACE QUEST GAMES!

Roger goes in search of the enslaved game designers, using his ship's targeting and navigational systems. Danger is his constant companion, and death lurks at every turn, but the Two Guys are counting on our hero.

'We feel fortunate that Sierra trusted us to take off in our own direction with the Space Quest games and be crazy, let our imaginations run wild. That's really been what's made these projects fun
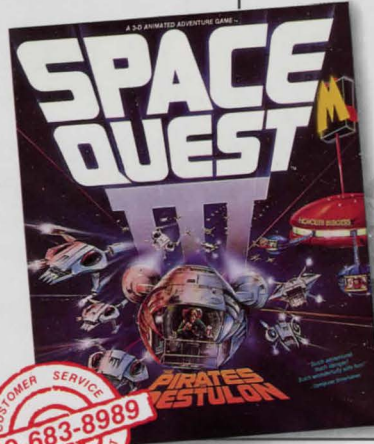
Mark Crowe and Scott Murphy, designers of the Space Quest series.

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WANTED

POLICE

ADVENTURE IN REALITY

'One thing that we did during game design was to stick strictly to sound police procedure. If you didn't use sound police procedure, you couldn't get through the game.'

The **POLICE QUEST** series is at once an exciting computer adventure and an insightful and revealing look into the day-to-day life and duties of a police officer. Police departments using it for procedures training have called it 'a serious training program' and '...a high-powered training tool'. It's also dynamic and challenging adventure, and hours of powerful gaming enjoyment.
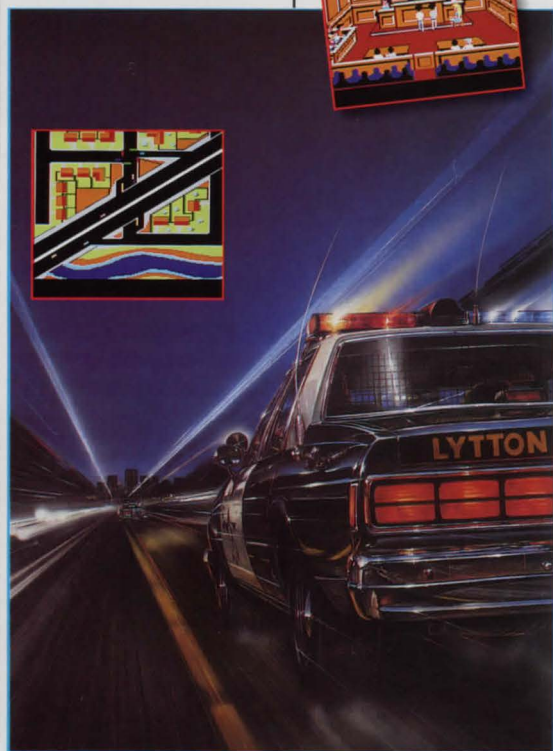
True Adventure Gaming

Jim Walls was a California Highway Patrol officer when he was first approached about designing a new kind of game for Sierra On-Line. Jim was on leave following a shootout in Central California — an experience that left him a changed man.

The experience of that shootout...it's never going to go away — it's just like it *happened yesterday. This guy is trying to kill you...'*

He met Ken Williams, who encouraged him to write his law enforcement experiences into a story that could be converted into a design for a Sierra 3-D Adventure. The result was **Police Quest: In Search of the Death Angel**, the most

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A 3-D ANIMATED ADVENTURE GAME

POLICE QUEST
On Pursuit of the Death Angel
SIERRA

A 3-D ANIMATED ADVENTURE GAME

POLICE QUEST 2
The Vengeance
SIERRA

on the real life situations of real life law enforcement officers, the first *Police Quest* game explored unknown territory in more ways than one.

'I didn't know if I had what it took to do this... I didn't even know how to turn a computer on. Roberta helped me quite a bit. It was an interesting experience...'
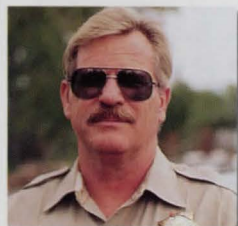
Defying The Death Angel

In *Police Quest 2, The Vengeance*, Sonny Bonds' worst nightmare comes to life: The Death Angel has escaped from jail, with a list of people he wants dead, and it's up to Sonny to put an end to a series of revenge killings before he becomes one of the victims.
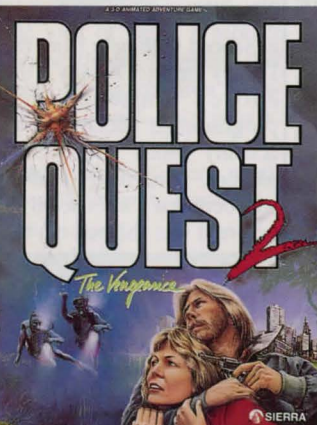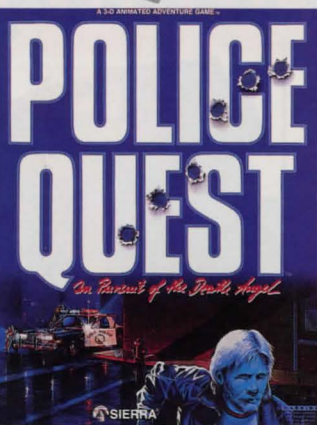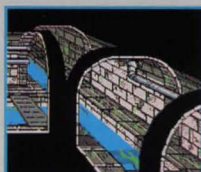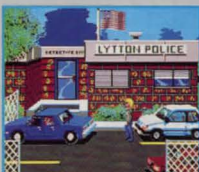
'This was also based on fact. The guy that I was involved in the shootout with had escaped from jail... While he was awaiting preliminary hearing, he es- *caped again...He was sentenced to prison for 23 years, and when they brought him back for retrial, he escaped again. He was gone over two years that time... They caught him in Florida. They arrested him, put him in the patrol car, and while the officers weren't looking, he escaped from the car. They caught him and extradited him back to California.*

'The series is all based on these true stories.'

unique animated adventure to come along in a long time.

In Pursuit Of A New Experience

In *Police Quest: In Search of the Death Angel*, rookie patrolman Sonny Bonds must use all the law enforcement skills and knowledge he can muster to bring a drug dealer to justice. Patterned closely

Jim Walls - designer of the Police Quest series.

SIERRA ORDER DESK
1-800-326-6654

Quality Adventure
Games For Young

Roberta Williams

'...most children (in the U.S.) under the age of 12 spend almost half their waking hours in front of the tube...Ken and I think this is a disturbing trend, and we are working to change it...This age range is really important to the kids' future development. If we can get kids comfortable with turning on the computer instead of the television set, I think they'll continue to choose interactive entertainment for the rest of their lives. I want to make sure there is proper software available to greet prereaders and young elementary school kids when they get a computer in their home.

If you take a look at the total computer software market - even today - the number of games for young children is sadly small. Almost all the products targeted for the children are "education software" and it's hard to find anything that's real fun to play.

From time to time, Roberta has taken a sabbatical from her successful series to produce products aimed at these children.

Roberta remembers reading Lloyd Alexander's "The Chronicles of Prydain" as a child, and her own sons enjoyed the book years later. When Walt Disney began work on an animated feature film based on the novel, she wanted to get involved. She wanted to take it one step further with the development of an interative version of the story.

The Black Cauldron™

The Black Cauldron was Roberta's first try at developing a new adventure game "from the child up." A system to give written instructions to the computer was re-implemented to require no text input so pre-typing kids could play. Six arcade sequences were installed into the game.

Copyright The Walt Disney Company

Graphics and music were enhanced with help from the Disney team. Finally, the entire finished and programmed design was actually tested with young players. The final product was certified "kid friendly" before it was shipped out the door.

Now, years after the initial release of Disney's animated feature "The Black Cauldron," the movie is out of release. The Black Cauldron computer game is still a strong seller for Sierra, though, and is still one of the few for young children.

In the meantime, Roberta has set her sights even "lower" in her quest to rescue youngsters from Couch Potatoism. Prereaders and early readers were the next target.

Children

Mixed Up Mother Goose: A Game For Very Young Children

Roberta's work with "pretyping" children in Black Cauldron taught her a lot about how children thought and played computer games. Prereading kids were an even greater challenge.

Roberta started her young children's game project with the idea of using a Mother Goose theme, thinking that most young children know Mother Goose. Surprisingly, her early research found that young children were much more likely to know "GI Joe."

"Mother Goose doesn't have a Saturday Morning TV show, and they don't sell Mother Goose t-shirts and lunch boxes....the children I talked to had picked their favorite fantasy characters based on the 'thirty minute toy commercials' they saw on Saturday morning.... I wanted to put Mother Goose back in children's minds where it belongs..."

The final design for "Mixed-Up Mother Goose" was intended to entice young children into the world of Mother Goose. Once the game was up and running, kids could immediately take over because only a very few keys (or a joystick) were necessary. Children chose an onscreen character that looked like them, including hair color and ethnic heritage. It was simple for children to save their games in progress.

For school use, up to twelve students could save their games on one disk.

Words were accompanied by pictures. The word "cow", for instance, would appear with a picture of a cow, as would all items in the game.

A wall poster of Mother Goose rhymes was included in each package. Remembering a unique Christmas card she got as a child, she designed a map with windows in it that a child could open to get hints for the game. She even posed for the photo used on the box cover - something she doesn't do for her other games.

In a 1988 study by a group of television advertisers, it was found that families with a computer in their home, on average, watch less television in one week than the average family does in two days. Roberta thinks this means she's winning. Who can argue with her?

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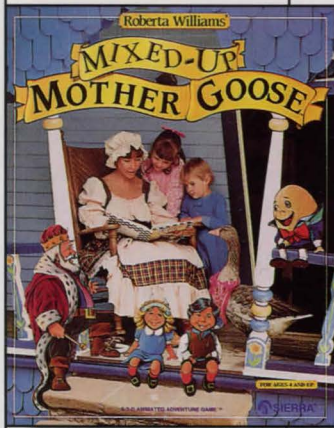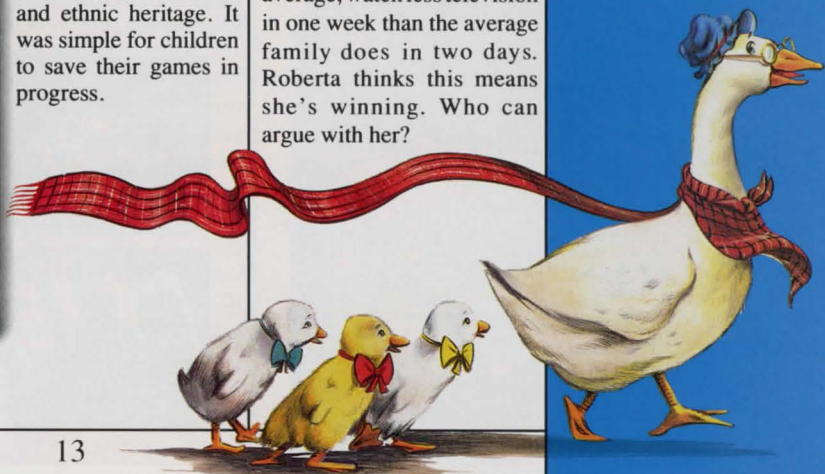
GOLD RUSH!

Westward, Ho!

The Gold Rush is on! Sell your land, pack your bags, and grab the next ride out, because fortune lies just 3,000 miles away. A chance to relive one of America's most exciting eras is provided in this action-packed adventure in the tradition of King's Quest!

Become young Jerrod Wilson of Brooklyn, New York, as he makes the most important decision of his life: remain in his safe and stable life in the east, or take off for danger, excitement, and possible riches in the wild west of the late 1840's.

Three Complete Adventures In One Package

Choose one of three exciting mid-nineteenth century modes of travel to get from the East Coast to the West.

Expedition #1 - Take a ship from New York, and sail through the Gulf Stream to Panama, then proceed on a perilous trek through the rugged jungles of Central America. Avoid quicksand, poisonous snakes, and hostile natives as you traverse the Isthmus of Panama on foot.

Expedition #2 - Travel by stagecoach, canal boat, steamer, and wagon train as you cross the heartland of America towards the wild west. Many difficulties lie in wait, including cattle rustlers, Indians, and thieves. Geographical barriers, changing climates, and other obstacles challenge even the most rugged frontiersman.

Expedition #3 - Become a seafarer, and take a long and dangerous voyage from the East Coast down to the tip of Cape Horn, then back up to California. Like real mariners of the nineteenth century, you'll face scurvy, starvation, and the dangers of the deep before you reach safe harbor in San Francisco.

Entertainment That Educates

Gold Rush! is historically and geographically accurate, to make learning history fun for everyone. Perfect for home or school use.

Includes a beautiful historical map showing the routes to the gold country. Also included is the book 'California Gold', the true story of the gold rush years, and the real people who made it live. Here are three complete quests, featuring entertainment for the entire family that will enrich your understanding of life on the American frontier.

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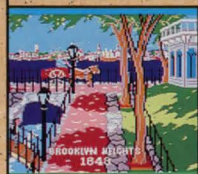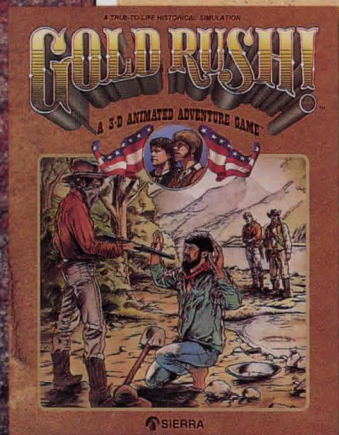
HOYLE'S BOOK OF GAMES ™

A Friendly Game of Cards

Back in the mid-eighteenth century, a fellow named Edmond Hoyle compiled the basic rules of play for card games in one book — '*Hoyle's Rules of Games*'.™

Times have changed, the games have changed, but 'according to Hoyle' still means 'by the book'. Sierra's new card game program for the whole family, *Hoyle's Book of Games,*™ *Volume One*, combines 'by the book' rules of play with that special Sierra brand of humor and fun for the friendliest game of cards around.

'*Hoyle's*' designer and programmer Warren Schwader has an association with Sierra On-Line that goes back a good many years:

'*I was living in Wisconsin in 1980, when Ken (Williams) called me up and asked me if I'd like to move to California. He'd seen this game I'd done called 'Smashup'... a very early Apple game...As far as I remember, I was the first programmer they hired.*'

The Perfect Way to Learn and Play

Warren and his team of artists have created hours of enjoyment for your entire family as you learn and practice six popular card games, from Gin Rummy and Old Maid to Hearts, Cribbage and Klondike Solitaire.

'*I'm a card player, so I really looked forward to working on this project. I picked the games I liked the best...well, I had never played Gin Rummy before, but I can play it now. I had to develop a system for card games within the Sierra system. The program had to include not only the rules, but the strategies that the computer will use against the player.*'

Match Wits with your Favorite Sierra Characters

'*You get to play the game against your choice of characters, which are very diverse. King Graham, Rosella, Roger Wilco, Larry, Colonel Dijon from 'The Colonel's Bequest', Sonny Bonds, and a couple of original characters, 'The Kid' and 'Lenny'. Eighteen characters in all. There's a lot of different dialog and different personalities....but the characters don't get in the way of playing the game.*'

Sierra's high resolution graphics add to your game enjoyment. You'll enjoy using the highly detailed and realistic playing cards as you test your card-playing skills against 18 opposing players, including many Sierra game characters. Play Hearts with King Quest IV's King Graham or Gin Rummy with Princess Rosella, or Crazy 8's with Roger Wilco, hero of the Space Quest games. Or challenge yourself with a game of Klondike Solitaire.

'*It's a point and click interface, or you can play it with arrow keys. You don't have to type in any sentences, so a small child can get the hang of it pretty easily. My three-year-old, Christina, plays Old Maid. She's also one of the characters you can play against. You can also play against me, though in actuality you're playing against me all the time.*'

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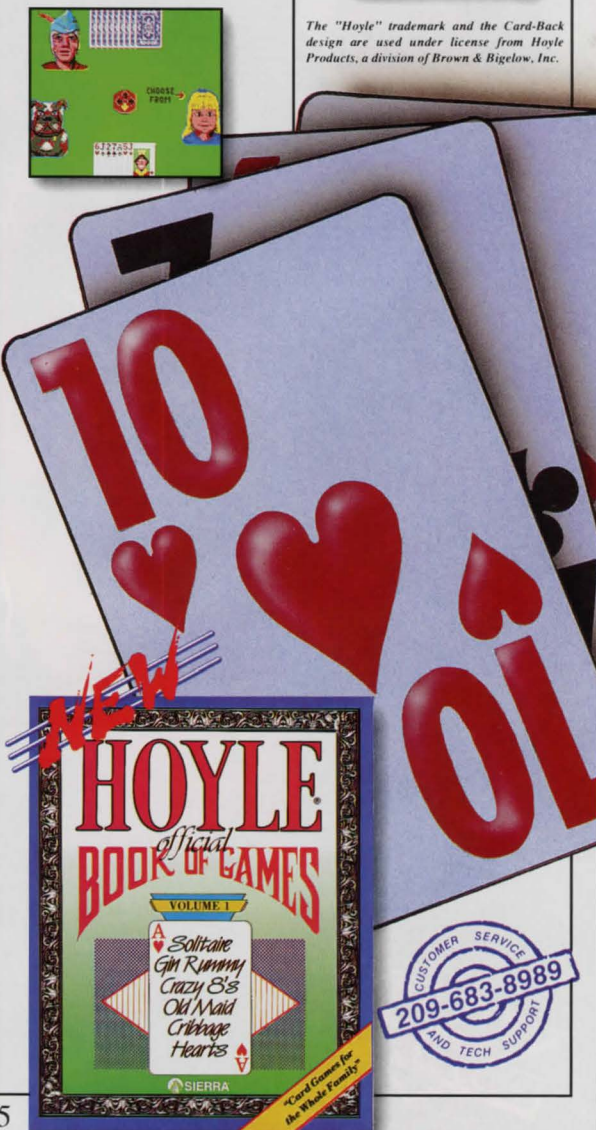
CODE-NAME:

ICE[

Terror In The Year 2000

Where in the world do you go to find new horizons when you're the author of two of the most exciting and realistic graphic adventures ever written? If you're Jim Walls, designer of Police Quest and Police Quest 2, you go out of this world to an intriguing and sometimes chilling near-future of political terror and high-tech escapades. In *Codename: Iceman*, Jim has combined the best of the intrigue genre with the newest in simulation technology to create a new kind of computer entertainment.

'I wanted to see if I could do something completely different...something besides a police game. I knew this guy who'd served four years on a nuclear sub, and he'd tell me these stories...it was really intriguing. So I came up with this story about a secret submarine mission to rescue a kidnapped ambassador...'

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Dive Into Danger

Codename: ICEMAN takes you from the sunny beaches of Tahiti to the halls of the Pentagon and beyond. Secret Agent Johnny Westland attempts to crack the deadly security of a terrorist base and rescue a hostage ambassador in the most critical assignment of his career.

Using a nuclear-powered attack submarine, a one-man diving vehicle and scuba gear, Westland must penetrate the electronic harbor surveillance of a hostile Middle-Eastern nation. His goal -- a nest of fanatical terrorists armed with advanced weaponry.

Undersea Action

'It was hard for me, because it was out of my realm of experience. I had to do a lot of research...I talked to people who had served on nuclear submarines, and did a lot of my own research besides, and I got a lot of information from the Navy...''

Codename: ICEMAN includes state-of-the-art submarine navigation simulation to give the player a sense of total control as Johnny Westland navigates the Atlantic and prepares to penetrate a harbor bristling with deadly security devices.

A diving vehicle must be maneuvered through sensitive magnetic fields without being detected and destroyed.

'There are a lot of layers to this...layers of political intrigue...a global oil shortage, a middle-eastern country with a surplus of high-grade oil, superpowers each trying to get as much of it as they can...The terrorists kidnap a U.S. ambassador, hoping to provoke an incident with the United States.

THE COLONEL'S BEQUEST

always want to do the same thing. People love murder mysteries, and it's not a genre that's being done much in computer games.
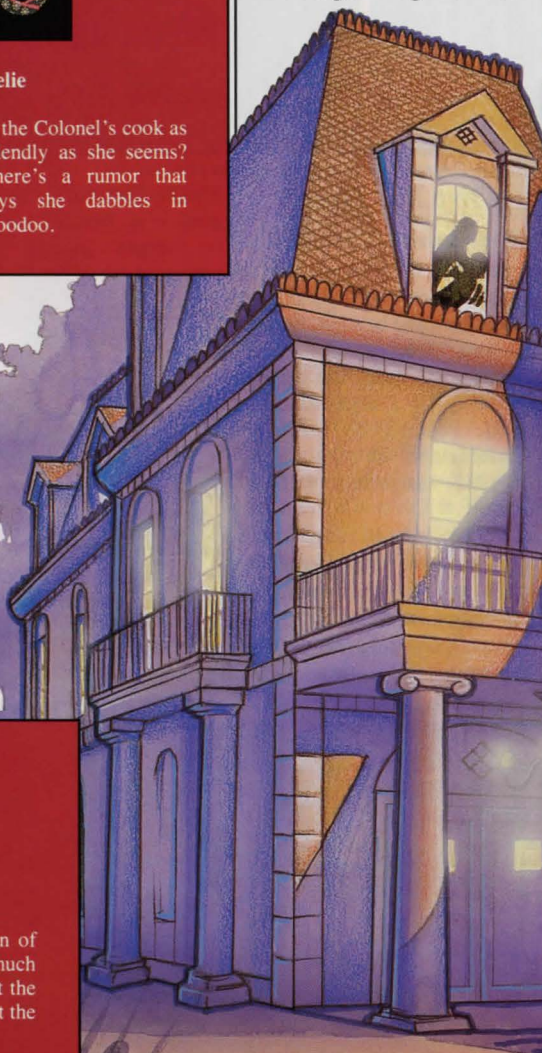
and relatives is taking place. A ferry transports you across a dismal swamp and deposits you on the grounds of the dreary and run-down Dijon plantation. It will be back in the morning, but the murders begin at midnight.

I think everybody has a bit of natural detective in them...

Who is killing the relatives and associates of rich and eccentric old Colonel Dijon, one by one? Is it the sneaky lawyer, the drunken doctor, the slick gambler . . . or did the butler do it? Whoever is responsible, they aren't likely to take kindly to a would-be private eye snooping around, so you'd better be careful as you discover facts (and falsehoods) about your fellow guests and their relationship to the old man whose money will be inherited by whoever survives him.

When Is A Quest Not A Quest?

This game is unusual, I think, compared to what we've done before — it's not quite as 'puzzle oriented'. There are puzzles, — clues, but it's much more story oriented than our previous games, and the characters are much better developed. There's a lot of dialog...you can carry on conversations with them. It's really more of an interactive story.

Will you be able to keep from being the murderer's next victim as you explore the plantation for clues to the killer's identity? Will you know who to believe when you talk with the Colonel's family and friends, each of whom is hoping to inherit the fortune? Danger, adventure, and mystery with a touch of voodoo await you when you attempt to solve the mystery of *The Colonel's Bequest.*

209-683-8989
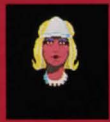
Roberta Williams

Clarence

The Colonel's shifty-eyed lawyer has his power of attorney. If he is the last survivor, he'll have his fortune, too.

Fifi

What's the real nature of Fifi's relationship with the Colonel? No one knows how far she'll go to inherit his millions.

THE COLONEL'S
BEQUEST
a Laura Bow Mystery

Roberta Williams
The Designer of the bestselling King's Quest Series

19
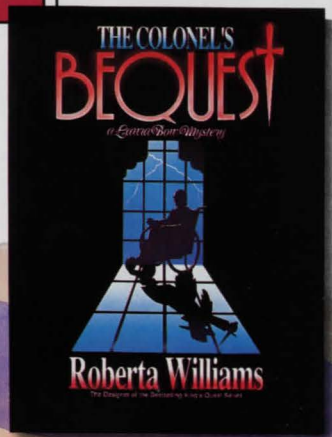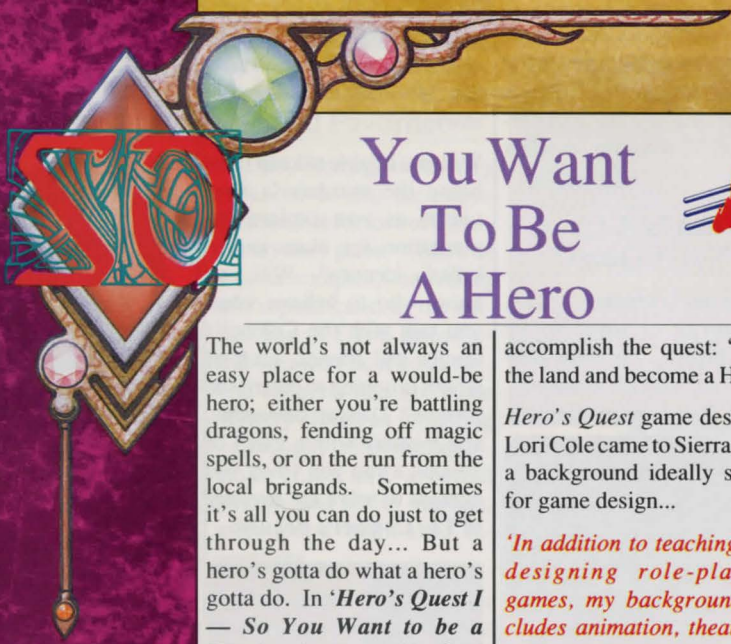
So You Want To Be A Hero

The world's not always an easy place for a would-be hero; either you're battling dragons, fending off magic spells, or on the run from the local brigands. Sometimes it's all you can do just to get through the day... But a hero's gotta do what a hero's gotta do. In '*Hero's Quest I — So You Want to be a Hero*', players will find themselves facing challenge after challenge, using wits, muscle and skill to accomplish the quest: 'Save the land and become a Hero'.

Hero's Quest game designer Lori Cole came to Sierra from a background ideally suited for game design...

'In addition to teaching and designing role-playing games, my background includes animation, theatrical experience, stage directing, stage designing... I think of my game as a play that's taking place on the computer... you construct your scenes so that your characters are always visible, but so that it doesn't look deliberately staged....

A Champion Foretold

A dozen years ago, the barony of Spielburg was a peaceful land of majestic mountains and sleepy valleys, ruled by a brave and respected ruler. Then the ogress Baba Yaga arrived with dark magic and evil curses, and a cloud of gloom fell over Spielburg. The baron's children have disappeared and monsters roam the countryside '...until a hero from the east frees the man from the beast, the beauty from the band, and rids evil from the land...'

A Do-it-yourself Hero

'The game has a lot of decision making, right from the start. Do you want to be a fighter? — give yourself more strength. Do you want to think a bit more? — give yourself more intelligence. Whichever character-type you choose, you will play the game differently. The skills that work for a fighter won't necessarily work for a magic user. It calls for different kinds of decision-making.'

For the first time in any Sierra adventure, players will construct a character from the ground up, combining basic attributes of Strength, Agility, Intelligence, and Charisma into game characters that will gain skills and abilities as the game progresses. Special combat and

Hero's Quest

SO YOU WANT TO BE A HERO

SIERRA
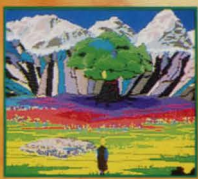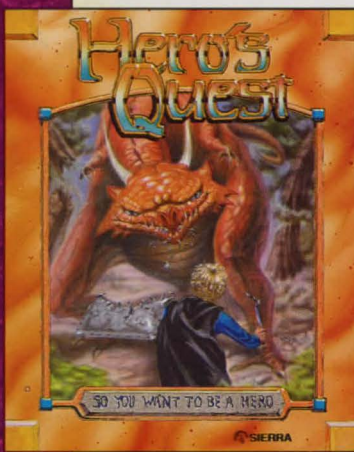
magic systems, developed specially for Hero's Quest, enable players to interact with the game environment as realistically as possible, while over a dozen 'quick commands' take the place of typing in complex sentences.

A Task Undertaken

'We've designed a fantasy role-playing system within the game system to allow your skills, your statistics to increase as you go along, your strength, agility etc. to get better as you use and practice those skills.'

You can play Hero's Quest again and again, using your enhanced skills to solve difficult game problems, or by creating an entirely different kind of character who will approach the problems in a different way.

'It's a combination of fantasy role-playing with the basic adventure game concept of going to a world and exploring it, finding things, solving puzzles...It's important to know when to fight and when to run away...There's a skill to making these decisions.'

Can you free the land of Spielburg from its curse and earn the title 'Hero'? Can you survive combat with dragons, goblins, brigands, and the great bear who guards the kobold's cave? There's only one way to find out if you've got what it takes, and that's to enter the world of *'Hero's Quest'*.

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ORDER DESK
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ORDERING INFORMATION

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If you can't find the Sierra software product you're looking for at your local software store, you can order it directly by mail or by phone:

TO ORDER BY MAIL

Please fill out all information on the order form completely. Include your check or money order (payable in U.S. funds only), or credit card information. Please do not send cash. No COD orders are accepted. Those ordering from outside the Continental U.S. and Canada, and those wishing to receive their products by a priority shipping method, should note the special instructions below.

TO ORDER BY PHONE

Please call (800) 326-6654 (United States) or (209) 683-4468 (outside U.S.) between 7 a.m. and 9 p.m. Pacific Standard Time. To order by phone, please have your credit card (Visa, Mastercard or American Express) and order information ready. We cannot accept COD or other forms of payment.

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For 2nd Day shipments within the Continental U.S. the charge is $5.00 for the first Sierra product, plus $1.00 per additional Sierra product at time of initial shipment. Shipping on hardware items is separate and listed below.

For Alaska, Hawaii, and Puerto Rico

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For priority air shipments into Canada, minimum charge is $30.00 for the first Sierra product plus $3.00 per additional item at time of initial shipment.

SHIPPING FOR HARDWARE ITEMS

In the Continental U.S.

The following shipping charges apply for hardware items:

Roland MT-32:	$12—UPS Ground
	$20—2nd Day Air
AdLib Music Card and Game Blaster Card:	$ 6—UPS Ground
	$10—2nd Day Air

These charges include insurance and reasonable packing materials for shipments of fragile components. On music card orders, checks must clear before order is shipped.

Outside the Continental U. S.

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209-683-4468 (Outside U.S.)

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(You can order them by mail, too)

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WITH EACH PURCHASE OF $75 OR MORE!

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Those purchasing through the Sierra catalog should circle the total purchase price and indicate the correct size in the box that reads FREE T-SHIRT.

Those purchasing Sierra products from a retail store should send in the ORIGINAL sales receipts with their completed warranty cards. Be sure to include your name, return address and T-Shirt size (SM, M, L, XL). Please include one sales receipt per order.

This promotion good only for those products purchased between September 1, 1989 and December 31, 1990, and must be postmarked no later than January 31, 1991. Additional charge of $3 for overseas and APO shipments. Void where prohibited.

GET NEW *SILPHEED* OR *HOYLE'S BOOK OF GAMES* FREE!

WHEN YOU BUY A GAMEBLASTER OR ADLIB MUSIC CARD DIRECT FROM SIERRA

The addition of a music card to your MS-DOS computer is important, so when you buy your first music card from Sierra, we'll give you your first game software product with music support FREE. Please specify the product you choose to receive in the area marked FREE MS-DOS SOFTWARE.

OR

GET *TWO* FREE SIERRA GAMES!

WHEN YOU BUY A ROLAND MT-32 MUSIC CARD DIRECT FROM SIERRA

To entice you to make the the ultimate step into stereo music, Sierra is offering not one BUT TWO free Sierra games (a total value of over $120) when you buy a Roland MT-32 music synthesizer direct from Sierra. Select any two products from Sierra's product line when you make your purchase. Please specify the product you choose to receive in the area marked FREE MS-DOS SOFTWARE. Offer good through March 31, 1991.
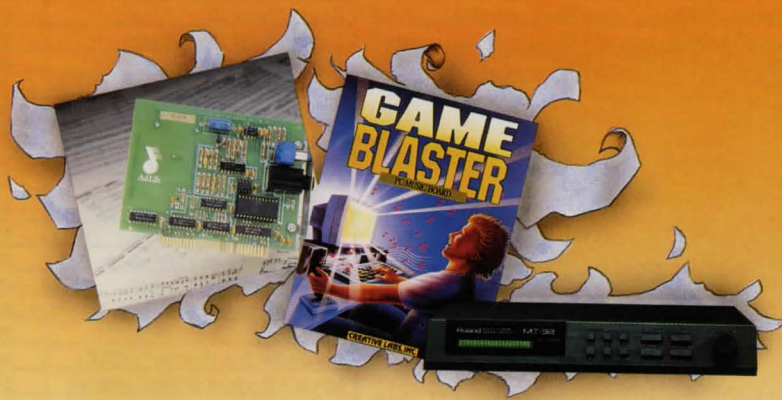
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Pull out this entire order form, carefully complete all necessary areas and mail to:
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MS DOS (256K required unless noted). *All products are shipped with both 3.5" and 5.25" disks enclosed, supports EGA, CGA, VGA, Hercules Monochrome, MCGA (PS2) and Tandy Graphics modes, unless noted.. All 512K games support music cards.*

MS DOS	Price	Quantity	Total
King's Quest I	49.95		
King's Quest II	49.95		
King's Quest III	49.95		
King's Quest IV	49.95		
King's Quest IV (512K)	59.95		
Hero's Quest (512K)	59.95		
The Black Cauldron	39.95		
Space Quest I	49.95		
Space Quest II	49.95		
Space Quest III (512K)	59.95		
Colonel's Bequest (512K) - 4th qtr.	59.95		
Police Quest I	49.95		
Police Quest II (512K)	59.95		
Code Name: Iceman (512K)- 4th qtr.	59.95		
Conquests of Camelot (512K)- 1st qtr. '90	59.95		
Leisure Suit Larry I	39.95		
Leisure Suit Larry II (512K)	59.95		
Leisure Suit Larry III (512K)-4th qtr.	59.95		
Manhunter - New York	49.95		
Manhunter - San Francisco	49.95		
Gold Rush!	39.95		
Mixed-up Mother Goose	29.95		
Thexder**	34.95		
Silpheed (512K)**	34.95		
Hoyle's Book of Games (512K)	34.95		
Championship Boxing* (128K)	14.95		
3-D Helicopter Simulator	19.95		
HomeWord II (512K)	69.95		
Sierra's On-Line (512K)	69.95		
Smart Money	79.95		

*3.5" not supported and not hard disk installable .
**Hercules not supported.

ATARI ST (minimum 512K required)	Price	Quantity	Total
Atari ST Single-sided Disks			
King's Quest I	49.95		
King's Quest II	49.95		
King's Quest III	49.95		
King's Quest IV	69.95		
Manhunter - New York	49.95		

	Price	Quantity	Total
Manhunter-San Francisco	49.95		
Space Quest I	49.95		
Space Quest II	49.95		
Space Quest III	69.95		
Police Quest I	49.95		
Police Quest II	69.95		
Leisure Suit Larry I	49.95		
Leisure Suit Larry II	69.95		
Leisure Suit Larry III - 4th qtr.	69.95		
Mixed-up Mother Goose	29.95		
The Black Cauldron	39.95		
Gold Rush!	39.95		
Atari ST Double-sided Disks			
King's Quest IV	59.95		
Hero's Quest - 4th qtr.	59.95		
Colonel's Bequest - 1st qtr. '90	59.95		
Conquests of Camelot - 1st qtr. '90	59.95		
Manhunter-San Francisco	49.95		
Space Quest III	59.95		
Police Quest II	59.95		
Code Name: Iceman - 1st qtr. '90	59.95		
Leisure Suit Larry II	59.95		
Leisure Suit Larry III - 4th qtr.	59.95		
Hoyle's Book of Games - 4th qtr.	34.95		

MACINTOSH. *512K and dual-sided disk drive required unless noted. All products work in color on Mac II unless noted with an *.*

MACINTOSH	Price	Quantity	Total
King's Quest I	49.95		
King's Quest II	49.95		
King's Quest III	49.95		
King's Quest IV - 4th qtr.	59.95		
Space Quest I	49.95		
Space Quest II	49.95		
SpaceQuest III - 1st qtr. '90	59.95		
Police Quest I	49.95		
Police Quest II - 1st qtr. '90	59.95		
Mixed-up Mother Goose	29.95		
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Leisure Suit Larry I	39.95		
Leisure Suit Larry II - 1st qtr. '90	59.95		
Manhunter - New York	49.95		
Manhunter - San Francisco-4th qtr.	49.95		
Gold Rush!	39.95		
Championship Boxing* (128K)	14.95		
Hoyle's Book of Games - 4th qtr.	34.95		
Thexder - 4th qtr.	34.95		

APPLE II series. *All products require an Apple IIe/IIc with 128K unless otherwise noted.*

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King's Quest II	49.95		
King's Quest III	49.95		
King's Quest IV	49.95		
Space Quest I	49.95		
Space Quest II	49.95		
The Black Cauldron	39.95		
Leisure Suit Larry	39.95		
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King's Quest II	49.95		
King's Quest III	49.95		
King's Quest IV	49.95		
Space Quest I	49.95		
Space Quest II	49.95		
Police Quest I	49.95		
Mixed-up Mother Goose	29.95		
The Black Cauldron	39.95		
Leisure Suit Larry I	39.95		
Manhunter - New York	49.95		
Manhunter - San Francisco-4th qtr.	49.95		
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Thexder	34.95		
Silpheed	34.95		
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AMIGA	Price	Quantity	Total
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King's Quest IV - 4th qtr.	59.95		
Space Quest I	49.95		
Space Quest II	49.95		
Space Quest III	59.95		
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Police Quest II - 4th qtr.	59.95		
Black Cauldron	39.95		
Gold Rush!	39.95		
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Manhunter - San Francisco-4th qtr.	49.95		
Thexder	34.95		
Hoyle's Book of Games-1st qtr. '90	34.95		

Adventure Game Hint Books	Price	Quantity	Total
King's Quest I	7.95		
King's Quest II	7.95		
King's Quest III	7.95		
King's Quest IV	7.95		

	Price	Quantity	Total
Colonel's Bequest- 4th qtr.	7.95		
Hero's Quest - 4th qtr.	7.95		
Conquests of Camelot -1st qtr. '90	7.95		
Space Quest I	7.95		
Space Quest II	7.95		
Space Quest III	7.95		
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Police Quest II	7.95		
Code Name: Iceman - 4th qtr.	7.95		
The Black Cauldron	7.95		
Leisure Suit Larry I	7.95		
Leisure Suit Larry II	7.95		
Leisure Suit Larry III - 4th qtr.	7.95		
Gold Rush!	7.95		
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Sierra Japan Coffee Mugs	6.00		
Leisure Suit Larry Beach Towel	21.95		
The Official Book of King's Quest	10.95		
Sierra Music Demo Cassette	1.95*		
Sierra Video Cassette Catalog	4.95*		

Includes shipping & handling charges.

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Leisure Suit Larry (S M L XL)	7.95		
Sierra Adventure (S M L XL)	7.95		
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King's Quest IV (S M L XL)	7.95		
Police Quest II (S M L XL)	7.95		

Music Cards - IBM & compatibles	Price	Quantity	Total
Ad Lib Music Synthesizer Card**	175.00		
Ad Lib Music Synthesizer card with Visual Composer**	245.00		
Game Blaster**	129.95		
Roland MT-32 Sound Module**	550.00		
Roland MT-32 (Micro Channel)**	650.00		

NOTE: We recommend that all MT-32 orders be placed by phone to insure the proper model for your computer is shipped. At minimum, please call 800-326-6654 prior to ordering to verify the order information.

**See next page for shipping details.*

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Canada	$30.00	3.00

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Continental U.S.

	UPS Ground	2nd Day Air
Roland MT-32	$12.00	$20.00
Ad Lib Music Card	$6.00	$10.00
Game Blaster	$6.00	$10.00

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International Shipping Policy applies *(see below)*

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Total Merchandise	
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Priority Shipping and Handling (optional)	
Music Card Shipping and Handling	
TOTAL PAYMENT	

Free MS-DOS software with any music card order
Offer ends March 31, 1991.

Roland MT-32 Select any two games from the order form.	Enter product names 1. 2.
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Free T-SHIRT if your order totals $75 or more
Offer ends December 31, 1990; postmark January 31, 1991

Circle the size desired	S M L XL

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Thank you for your order.

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Should you have any questions regarding an order you have placed directly with us, the Customer Support Department will be happy to help you. Sierra customer service representatives answer technical questions on Smart Money and HomeWord productivity products, and will handle any questions you may have about other Sierra products.

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Technical support is also contacted through the (209) 683-8989 telephone number. Technical support people will work with you to solve problems with hardware compatibility or disk problems. If our software doesn't work with your hardware for any reason, our technical support staff will solve the problem, or your money back. We guarantee it.

HINTS

1. CALL FOR A HINT (United States only)

For callers outside California dial: 1-900-370-KLUE

For callers within California dial: 1-900-370-5113

This service is available 24 hours. The charge is 75 cents and 50 cents for each additional minute. (You must have your parents' permission to call this number if you are under 18.) The contents of all the messages are solely the responsibility of Sierra On-Line. Hints will not be given on other Sierra telephone lines.

2. USE YOUR MODEM FOR A HINT

Sierra On-Line BBS: 1-209-683-4463

Sierra BBS supports both 2400 baud and 1200 baud. If all our 2400 baud lines are busy try calling back at 1200 baud (it is not auto-switching).

SETTINGS; 2400 BPS, 8 DATA, N PARITY, 1 STOP BIT
SETTINGS: 1200 BPS, 8 DATA, N PARITY, 1 STOP BIT

There are also several BBS services that can provide you with clues for Sierra games. Sierra personnel regularly monitor these commercial Bulletin Board Systems:

COMPUSERVE
PRODIGY
PC LINK
GENIE
APPLE LINK

3. BUY A HINT BOOK

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If you prefer to write to us for a hint, please use the following address and include a self-addressed, stamped envelope: Sierra On-Line, Inc., Attn: Customer Service, P.O. Box 485, Coarsegold, CA 93614

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Conquests Of Camelot

I came to game design from a background of writing for animation, live action tv, and comic books. In that kind of writing, the writer determines where the characters go, what they do, what the storyline is...it's very different from game design, which is non-linear...you have to think of all the variables and choices and you have to think of all the things the player can think of...that's very challenging, and I really quite enjoy it.'

A Land Afflicted

Camelot is dying. There have been visions of The Holy Grail that will heal the land of its affliction, but three brave knights have gone to search for it and never returned; it falls to Arthur to complete the quest and save his kingdom.

'I decided not just to stick to the parts of the Arthurian legend that are best known today...the legends themselves are a mixture of different mythologies...I took the essence of these mythologies and created a new story to take advantage of those elements, and added new things to make it a whole new adventure. Both of us have a background in pre-medieval history...we like to do a lot of research...to get the details right.'

Champion Of Camelot

In his quest for the Grail, Arthur will travel to exotic places and face tests of courage, skill and wisdom — for the Grail is not a prize to be won lightly — only to one truly worthy will it reveal itself.

'I wanted to require more than mental deliberation...ethics, sacrifice, the kind of things that were noble and chivalrous, that a character like King Arthur would actually have to do.'

The Greatest Reward Of All

From the magical kingdom of Camelot to the Holy City of Jerusalem and beyond, players will live the experience of Arthur, as he sets out on a quest that will require more loyalty and more courage than any man has ever been asked to give. If he succeeds, his kingdom will grow strong and joyful once more — if he fails, all is lost.

'Conquests of Camelot'

is a stunning fantasy saga combining the best of traditional adventure gaming with the best in historical storytelling for the kind of computer entertainment you have never experienced before.

Historically accurate, yet filled with the myths and lore of legendary Camelot.

Beautiful graphics and superior sound capabilities for ultimate enjoyment.

Arcade-type sequences include a joust with the Black Knight, and a battle against the Mad Monk.

Geographically accurate maps of ancient Britain, featuring detailed descriptions of historical and mythological points of interest.

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Leisure Suit Larry

Mister Popularity

Larry Laffer never dreamed he'd turn out to be such a popular man-about-town. From humble beginnings in 1987 as a laughable loser in Sierra's *Leisure Suit Larry in the Land of the Lounge Lizards*, through the sequel, *Leisure Suit Larry Goes Looking for Love*, Larry has gone on to the heights of fame and fortune. From Entertainment Tonight to the Wall Street Journal, Leisure Suit Larry is the man they can't stop talking about.

Al Lowe is best known to computer adventure game players as the designer of the bestselling *Leisure Suit Larry* series, but he got his start designing software for children.

'I was a high school band teacher and a school district administrator for 16 years. I got involved with computer programming to help me with my work. After I went to a convention and saw the educational software that was available, I decided I could write better.'

When Ken and Roberta Williams saw the programs Al had written, they hired him to work for Sierra designing educational software. Some early games he designed were *Winnie the Pooh in the Hundred Acre Wood* and 'The Plat CENSORED

Just A Polyester Kind Of Guy

'Ken wanted to convert a game called SoftPorn that Sierra had published back in the early 80's. Mark Crowe and I wanted to do a game that was funny. I hadn't seen humor done successfully in a computer game, and I'm a pretty funny sort of person. The more we worked on it, the funnier it got.'

In *LEISURE SUIT LARRY IN THE LAND OF THE LOUNGE LIZARDS*, players live one night in the life of Larry Laffer, nerd turned adventurer, as he goes in pursuit of action, thrills and excitement. He's searching for the ultimate experience of his sheltered life, but he might not live long enough to enjoy it!

'The second Larry game is designed around the character...it emphasized the humor rather than the sex and debauchery.'

In the sequel to the first 'Larry', '*Leisure Suit Larry Goes Looking for Love*', Al put his hero through his comic paces as he wins a million dollars and the dream vacation of his life.

Leisure Suit Larry 3

NEW

*About the time I was designing **Leisure Suit Larry II**, my family and I took a vacation to Mexico, and some of the things that happened...the mad rush to the airline ticket counter... a really terrible plane ride...a resort that was so heavily landscaped, we kept getting lost...found their way into the game.'*

On a strange jungle island, Larry mixes it up with sinister spies, a mad scientist, and tropical island beauties. Will he escape from the secret laboratory of the evil Dr. Nonooky? Will he win the girl of his dreams? Will he live to get off the island?

Role Reversal

With the unqualified success of the first two games, it was natural to suspect that Al Lowe would have more adventures for Larry to experience.

'I thought it would be fun to have a female lead character...to play the game from the perspective of a woman. That's how I came up with Passionate Patti.'

In the third 'Larry' game, Larry is pursuing Passionate Patti, but his luck with women is running about like usual.

From the seamy strip clubs of Nottonyt Island to the steamy jungle ruled by amazon cannibal women, Larry Laffer is off on the adventure of his life, with the woman of his

dreams in hot pursuit. **Leisure Suit Larry III** is the first Sierra adventure ever to allow players to switch roles in mid-game and see the story from someone else's point of view. In this first ever role-switching adventure, you will experience a new dimension of computer adventure as both Larry, looking for his missing self-esteem in the perilous interior of a tropical island, _and_ his newest obsession, the lovely Passionate Patti, who's on a quest for the man that got away.

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What Are You Doing After The Invasion?

If you're Dave, Barry and DeeDee Murry, you plan the next one!

Dave and Barry Murry got started designing computer games in 1980. They designed an air traffic control simulator, but decided that games would be more fun. When IBM released its first PC, they developed **'Sierra Championship Boxing'**. After the success of their games 'The Ancient Art of War' and the 'Ancient Art of War at Sea', Ken Williams asked them to do a game using Sierra's Adventure Game Interpreter system. In 1988, Sierra released the first in the horrific *Manhunter* series, **'Manhunter: New York'**, designed by Dave, Barry, and their sister DeeDee Murry.

I Love NY

'We picked New York for the first game because we wanted a gritty, bleak futuristic landscape and New York seemed to fit well with that. We like the city real well. It has a lot of recognizable landmarks...the Statue of Liberty, the Empire State Building, Central Park. We took location pictures to make it as realistic as possible, then set the story sixteen years in the future.'

In '**Manhunter: New York**', players were treated to an alien invasion of The Big Apple by a swarm of ugly alien eyeballs who soon had their human captives working against each other for the benefit of the new order. At the beginning of the game the player is a manhunter spying for the aliens. Overhead maps of New York and a handy laptop computer aid the manhunter in his search for renegade humans. But sooner or later, a decision must be made? Stay safe as a spy for the invaders, or risk everything by turning against them?

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Dave, Barry and DeeDee Murry - designers of the Manhunter series.
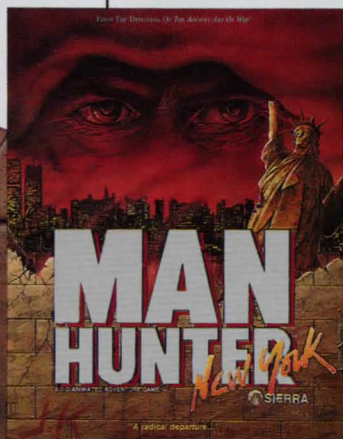
NEW

They're Back...

Not content to rest on the dubious accomplishment of invading New York, Dave, Barry, and DeeDee and co-designer Barbara Ward decided it was time to bring their special brand of fun to a city closer to home . . . San Francisco.

'For the sequel we picked San Francisco because we wanted it on the west coast, and that city had the most recognizable landmarks. We went down there after we had the story almost done, went to each of the locations and reenacted the game one scene at a time and took pictures to keep it realistic.'

In '*Manhunter: San Francisco*', the horror is back. It is the year 2004, and San Francisco is under the rule of the aliens we all know so well from *Manhunter: New York*. Aided by their killer robots and the traitorous humans who work for them, the invaders have transformed the magical city by the bay into a dark nightmare of tyranny and death, where unknown creatures stalk the streets.

'One of our goals was to try to push the boundaries of what games have done, and to surprise the player by trying to do unexpected things. We wanted to have a lot of visual impact. In a few spots, we went for the gross-out.'

'*Manhunter: San Francisco*' uses the same no-typing interface and multiple viewpoint perspective format as Manhunter: New York, for over 250 detailed game scenes of fast-paced, death-defying adventure.

Special Features

A thrilling, relentless whirlwind of excitement in San Francisco, the electrifying City by the Bay with recognizable landmarks -

Arcade sequences with various levels of difficulty to challenge your dexterity -

View the game through alternating first and third person perspectives -

Moments of sheer terror as well as tension relieving humor -

Sensational original music and sound effects, manic humor, grizzly and lurid graphics -

Sophisticated picture within a picture effects and vivid full screen close-ups -

Recognizably depicted famous San Francisco landmarks. All of the intrigue takes place amidst the likenesses of Coit Tower, Ghiradelli Square, the Transamerica Pyramid, Chinatown, Fisherman's Wharf and Alcatraz Island.

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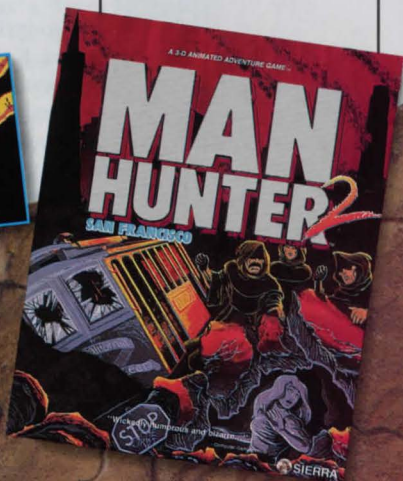
A Short History of Sierra and Japanese Games

"When I scheduled my first trip to Japan, my intent was to set up methods of selling Sierra products there. I quickly realized I (and American software publishers in general) had a lot to learn..."

In 1986, Ken Williams made his first trip to Japan. He went with a rather limited understanding of their market. His opinion was that the Japanese had a lot to learn about the future of personal computing - and he was just the guy to teach them.

In studying the Japanese market, Ken found that the hot machine over there was the 'Nintendo Famicom'. It was described to him as a 'cartridge based video game machine' and Ken has always held such machines in contempt.

When Ken left for Japan the very first time, few Americans had ever heard of Nintendo. When he arrived there, he was simply amazed to find that Famicoms had found their way into over 4 million Japanese homes and games like 'Super Mario Brothers' were practically a national pastime.

The fact that Nintendo had penetrated so much of the market, and woven itself into the very fabric of Japanese society, absolutely fascinated Ken. The video gaming skills that Japanese children displayed was simply amazing. What impressed Ken most of all though, was the craftsmanship of the games.

"From the moment I was shown the first computer game, I knew I was hooked. There was a multi-voice stereo soundtrack and an elaborate cartoon to start the game, and the animation and graphics were simply incredible. I couldn't believe what I was seeing. This wasn't programming - this was an artform!"

Ken's first 'sales' trip to Japan ended not with selling to the Japanese, but with finding a product he thought he wanted to buy. Ken also found that he could learn a lot about how to make products from the Japanese. this knowledge was eventually used when he went to work with his R&D group to develop Sierra's proprietary development language now know as SCI (the system used to build such hits as King's Quest IV and Space Quest III).

Thexder: Sierra's First Japanese Import Is A Hit In America

During Sierra's first trip to the orient, no product stuck in his mind as much as a deceptively simple arcade game called *Thexder*. Built on the premise of the 'transforming robot' concept that was just becoming popular for U.S. children's toys, *Thexder* had both a good 'hook' and a good design.

Like all truly successful arcade games, *Thexder* was simple to get into; the moment you sat down to play, you felt like you

これはシエラ日本
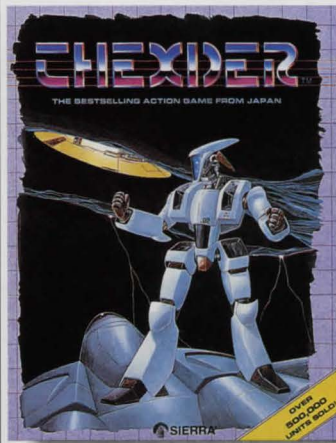
knew what you were doing. It was fun to play - the challenge never stopped and the action moved at a furious pace - and, most of all, it was deep. Ken had been politely shooed out of three Japanese computer stores for monopolizing a computer to play the game, and he had yet to see even the fourth level (there were at least 8 more). Ken not only bought a *Thexder* game, but an NEC 8801 personal computer to play it on.

"We managed to wire the NEC to run on US electrical current, and the Sierra Programming department ground to a halt for weeks...I think I decided to acquire Thexder from Game Arts (the Japanese Publisher) for two reasons; I thought it would be a good game and I desperately hoped that after debugging the game for IBM, IIGS, etc, the programmers and quality assurance people might get so sick of seeing it that they would get back to 'work'.

Thexder debuted in computer stores late in 1986 (just in time for Christmas) and was Sierra's bestselling game title of 1987. The product continued to be a great seller, and - unfortunately for Ken - the *Thexder* game music continued to roll out of programming department computers during breaks and lunches. Then disaster really struck, in the form of another Game Arts product. This one is called *Silpheed*.

Silpheed: Computer Game - or Interactive Music Video??

By the time Sierra personnel got their first look at *Silpheed*, the Game Arts people and Sierra had cemented their friendship. Sierra had hired not only Ed Nagano (Ken's shopping companion on his first Japan trip) as a Sierra U.S. Ambassador for Japan, but also a Japanese programmer, Mickie Lee, for Sierra's U.S. offices. Japanese products were regularly demo'd for the U.S. programming staff. Mickie helped to translate directions and menu choices and Ken actively pointed out the options, features and general polishing of the games while periodically stating "We need to add something like this to *our* games". Later, a translator, Akiko Skellerup, would be added to the staff to assist Mickie, and as an entirely unforseen bonus, to teach Japanese language classes to the Sierra staff.

Where *Thexder* had been a productivity drain around the Sierra programming area, *Silpheed* was a positive discipline problem. Each level of

シールドなしで面クリすればボーナスだぞ
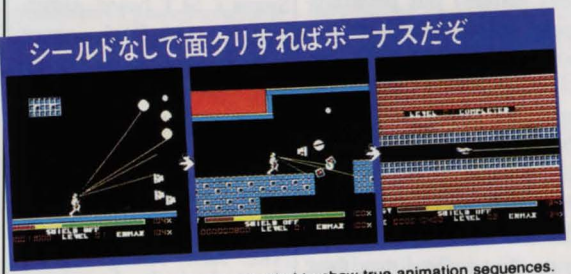
Actual graphic scenes expanded to show true animation sequences.

ロボット↔戦闘機の変身は8ブロック必要！

Silpheed had a different song attached to it. Every time a new level was reached that hadn't been heard before, a crowd soon developed around the screen. The NEC eventually was moved out of the department and into a locked office underneath a stairway. Programmers (and all other Sierra employees except for Mickie who programmed on the NEC), were forbidden to walk into the room during regular business hours. If you went into the office at night though, you could hear the sound of *Silpheed* echoing under the stairway.

"I remember coming into the office one night at about midnight and hearing the sounds of Silpheed echoing through the halls. The speakers attached to the computer had to have been turned up full blast! I traced the music back
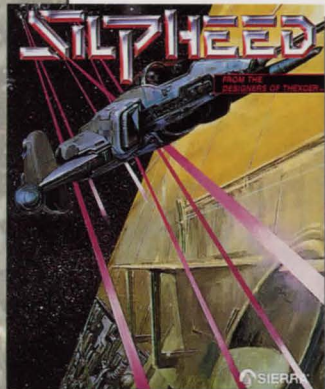
to its source. There, sitting in the dark with a joystick and a Pepsi, was not one of my programmers, but my Chief Financial Officer, Ed Heinbockel. Ed was really getting into the game!...He won't admit to it, but I would swear he was even making 'missile blast' noises with his mouth while he played...Anyway, I knew we had another hit on our hands." Silpheed, which Ken licensed, was eventually released in April of 1989 for the U.S. market. As of this writing, it is too early to say whether Silpheed will beat the success of *Thexder* (which is still one of Sierra's best-sellers) but programmers and quality assurance people still play the game. Most of Sierra's personnel have now heard the 18 songs that accompany the 18 levels of play, but the fabulous action of the game brings them back over and over again.

It should be noted that, three years after Ken's first 'sales trip,' Sierra actually does sell products in Japan. Sierra Japan

K.K. has been doing business out of small office in Tokyo for just a very few months, with Ed Nagano serving as *shacho* (president) of the subsidiary corporation. Sierra's SCI based games, and it's MS-DOS conversions of the popular *Thexder* and *Silpheed* action games, are actively sold into the Japanese market now, and Japanese languages editions of Sierra products will soon be shipping for the Japanese NEC 9801. Along with the sales, the staff of Sierra Japan still works to acquire the very best Japanese game designs. Their lastest coup, though, isn't an action game.

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Action and Fantasy Role-playing Games Merge in a New Japanese Import

About the same time that Ken Williams made his first sales trip into Japan, a then small company named Nihon Falcom released the first installment in what was to be a megahit Fantasy Role-Playing series. *Sorcerian*, as it was called, was one of the very first fantasy-role-playing games ever designed for Japanese computers. It was an immediate success, and launched a new craze in Japanese gaming known collectively as 'RPG'.

Unlike most games available at the time, *Sorcerian* combined action, elements of graphic adventures, and sophisticated role-playing. It was truly a breakthrough.

On top of design innovation, the game featured graphics that were absolutely stunning, even by the high standards of the Japanese - and featured a soundtrack that was so incredible, it has since been rerecorded by a symphony orchestra and released on compact disk. It was a triumph in computer cinematography.

Fifteen separate role-playing scenerios were included in the game, providing a depth of play that the Japanese - so used to arcade games - had never experienced before. The fact that each of the fifteen scenerios featured a large number of screens, and even a larger range of music and sound effects, was equally impressive.

Players loved the fact that they could actually choose the characters that they would play in the game, and that they could choose how the characters would prepare themselves mentally and equip for battle. The very first *Sorcerian* players were absolutely amazed with the realism as they watched their young heros move to middle age, and again as their hair and beards filled with gray. Each time they lost a hero to old age or battle, they experienced an emotion bordering on grief - an odd feeling indeed for players used to 'shoot-em up' and 'kill or be killed' arcade games.

Sorcerian quickly shot to the top of the sales charts, and a number of Japanese game publishers scrambled to cash in on the new success of RPG's in Japan. American publishers began releasing Japanese versions of their fantasy-role playing games (The Wizardry, Bard's Tale, Might and Magic and Ultima series are all widely available for Japanese computers). No competitor though, could match the strength and popularity of the *Sorcerian* game. Even now, a number of years later, *Sorcerian* products continue to dominate in the popular RPG market segment.

Today, Nihon Falcom is not only one of the largest computer game makers in Japan, but is in fact is one of the largest computer game publishers in the world. Sierra is relatively small compared to Falcom, so we were both surprised and delighted when Nihon Falcom gave us the go ahead to begin conversion of *Sorcerian* to U.S. computers. The catch was that Falcom had a rigorous set of demands on what the U.S. versions of Sorcerian would look and play like.

At this writing, it looks as though the first version of *Sorcerian* for the U.S. market will be for MS-DOS, due in February or March of 1990. True to the wishes of Nihon Falcom, it will likely ship only for EGA/VGA/MCGA and only on 1.2 meg floppies. Owners of 8-bit machines may never be able to see the product for their machines due to Nihon Falcoms rigid rules regarding graphics and music.

We at Sierra can't wait til you feast your eyes on *Sorcerian*, and we continue to look for other landmark Japanese products for import to American machines. Look for Sorcerian in early to mid 1990 in American computer stores, and look for future Japanese hits from Sierra in the pages of this catalog.

SORCERIAN

NEW

®SIERRA

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SIERRA'S PRODUCTIVITY

The Peaceful Medium Between Price and Performance

Since the birth of the Computer Age, software publishers have disputed the issue of price vs. performance in computer software.

Power Comes at Great Cost

In one corner stand the companies developing programs for users who demand ultimate performance from computer software, and are willing to pay hundreds of dollars for it. Most well-known productivity programs are priced out of reach of most users, but even if money were no object, the complexity of most 'professional quality' software is still a problem.

Idiot Proof Software (Software Only an Idiot Will Use)

In the other corner are the developers bent on delivering software for the most computer illiterate of users - software that is uncomplicated, but inefficient. A program with layers on layers of prompts and menus is not so much 'friendly' as bothersome. In their eagerness to shield the novice user from the complexity of powerful programs, these publishers may limit the productivity of some features, and eliminate others entirely as 'too confusing'.

A Question of Balance...

As with most things in life, there is a middle ground. And as with most things, It's a sense of balance, rather than compromise, that makes things run smoothly.

We think a well balanced piece of productivity software costs less than $100, doesn't require the user to install optional hardware, and is intuitive. Instead of leading the user by his nose through the program, it patiently teaches him how to use it. Its features and options are easy to access and operate. Most of all, it contains those features that are most useful and convenient, and does away with those that are expensive and difficult.

For almost 10 years now, Sierra has been producing software that strives to meet the demands of the majority of computer users that find themselves caught in the middle of the war between power and approachability. Our resulting products speak for themselves.

SOFTWARE

HomeWord II: The Evolution of a Revolution

Way back in 1983, when the microcomputer industry first began to realize that not all of those computers they were selling were going into businesses, Sierra was there to lead the industry with a new brand of productivity software we then called "user friendly" (back then it was a new word, not the industry joke it is now).

HomeWord, the industry's first word processor targeted specifically for non-business users, was introduced in mid-1983 and quickly became one of the best-selling products of that year. The product would quickly garner sales of over one hundreds thousand units, and would be picked up for distribution by both Tandy and IBM (two of the worlds largest producers of microcomputers).

HomeWord went through three major revisions, and was eventually replaced by HomeWord Plus, a new release of the word processor that featured a spell checker.

HomeWord Plus quickly became the number #1 selling word processor available through the largest retail chain in the nation (Tandy Computer Centers) and a lead seller in other outlets.

Six years later, with the release of HomeWord II, Sierra has created the best balance of power yet found in a word processor.

Although HomeWord II contains not just a powerful word processor, but also and on-line thesaurus and a spell checker, the package is shipped with documentation that is only 24 pages long (including index and glossary). Most users never even need to open the manual to understand the program.

Homeword II is a true WYSIWYG (What You See Is What You Get) word processor. Most users with a need for a multi-featured word processor will find what they're looking for in this program. While including all the features standard to basic word-processing programs, HomeWord II also includes many capabilities not found in other programs costing under $100. For Instance:

- An expandable Spelling Dictionary and two-mode Spellchecker.
- Full Thesaurus
- A View Page option for previewing page layout before printing.
- Outlining feature with 6 outline levels.
- Footnote function including editable footnote buffer.
- The ability to integrate graphics from drawing programs into text files.
- Full Search & Replace capabilities with 7 combinable Search functions.
- Headers and footers consisting of date, page number and/or your choice of text, aligned to left, right or center of the printed page.
- Optional Mouse support.
- Supports most major printers (including laser printers).
- The ability to create logos consisting of any combination of text and/or graphics.
- Margins and text alignments that can be changed any number of times on the same page.

HomeWord II
A COMPLETE, EASY TO USE WORD PROCESSING SYSTEM
SIERRA

Extensive onscreen help is available and an Online Tutorial is included for hands-on experience at the user's own pace. If you've been looking for a word processing package that meets all your home, school and office needs for under $100, you'll find HomeWord II an unbelievable bargain at only $69.95.
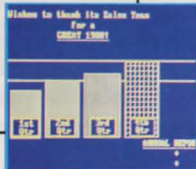
SMART MONEY

Sierra's Friendly Financial Manager

If you've spent any time shopping for financial management software, you've probably noticed that your choices are fairly limited. You can go with the $300 Acme Mega-Accountant (if you can program this thing, you'll never have to think again!). You can settle for the bare-minimum, and be confident that if nothing else, your checking account is in good hands. Or you can get Smart Money.

Many of us juggle two or three bank accounts, several credit cards, real estate investments, and/or stocks and bonds. We may perform hundreds of business transactions each month. It can take literally thousands of accounting steps to put our finances in order. At each step, there is the possibility of error. Any such error can cost us time and money later.

Smart Money was designed with the power and performance you'll find in business accounting products, but is tailored for your personal use. Unlike most personal finance software packages which simply take the drudgery out of finance management, Smart Money handles the really hard tasks, like loan amortization scheduling and long term investment strategies.

Smart Money features automatic payment entry, and an automatic reminder of payments due. You enter the basic information once for transactions you make on a regular basis—weekly, monthly, quarterly, annually—and indicate how often the payment comes due. When you boot Smart Money, the program will signal you if any payment is within six days of being due. When you want to enter that payment, Smart Money will present you with a transaction screen already filled in. Minutes or even <u>hours</u> are cut from the time you spend paying bills each month.

Smart Money also features complete double-entry bookkeeping, and will fill out and print checks for you. It will

adjust your accounts with a simple "yes" entry by you for each cleared transaction that appears on your bank or credit card statement. Addition and subtraction errors become impossible with Smart Money. It does all the calculations you usually do yourself, and presents you with the totals.

If your finances have outgrown your paper and pencil, try Smart Money. We guarantee that you will find it to be a comprehensive and convenient financial management tool.
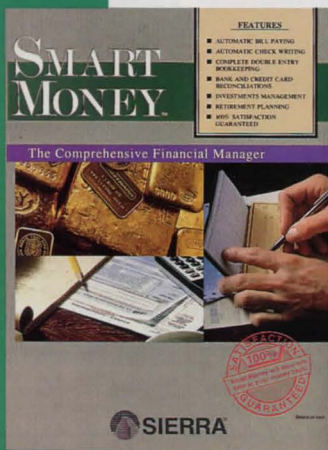
Sierra's On-Line

The simplest-to-use modem software ever!

There are hundreds of terrific reasons to add a modem to your computer system. Using your modem, you can take advantage of convenient home shopping, meet new people, download free software, even make instant airline reservations. However, there is one excellent reason you may have contemplated the idea and rejected it: Communications software tends to be annoyingly difficult to use.

Many of us have been aware for years that the world of electronic communications is out there waiting for us. But if you've ever picked up a communications software package, you probably dropped it again. Rather than trying to wade through the muck of unclear terms and impossible instructions, you decided it wasn't worth the bother. Until now, the convenience of communications has been virtually unapproachable to most of us because it's been such a nuisance.

Because of a complete lack of "friendly" communications programs on the market, many users have been intimidated by the unpleasantness of these programs and have been deprived of a tool which can make a personal computer as useful and enriching as the telephone.

Using a modem can be confusing — but it doesn't have to be. Sierra's On-Line is designed to take the frustration and guesswork out of modem operation. With On-Line, you'll be up and running in minutes — not hours — and you won't be overwhelmed or limited by its range of options.

Never has modem software included so many advanced features, yet been so amazingly easy to use. On-Line's push button interface, pull down menus and step-by-step lessons enable the user to go online and download valuable free software within minutes of installing the program.

On-Line supports a large range of modems, printers and graphics cards. Three separate communications modes, including a special split-screen mode for easy conferencing. Swap information with other users, or communicate with giant mainframes.

Built in transfer protocols and a wide range of system settings allow the user to communicate across town or across the world. Includes free subscription packet and online time for CompuServe Information Service, a $15 value.
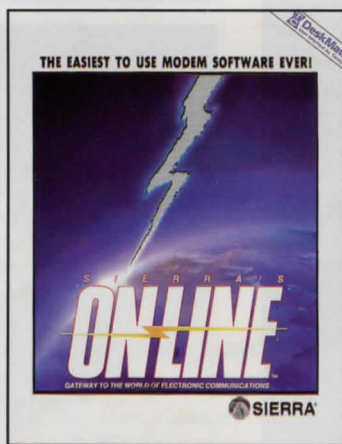
FEATURES

* Pull down menus, mouse support, push button selection, make Sierra's On-Line the easiest to use communications program ever offered.

* Supports a large range of optional hardware including 300 to 9600 BAUD modems, printers, and all major graphics cards.

* Supports a wide range of industry standard transfer protocols. Send and receive files easily.

* An easy-to-use, built-in editor creates scripts that save you time by automatically accessing outside services.

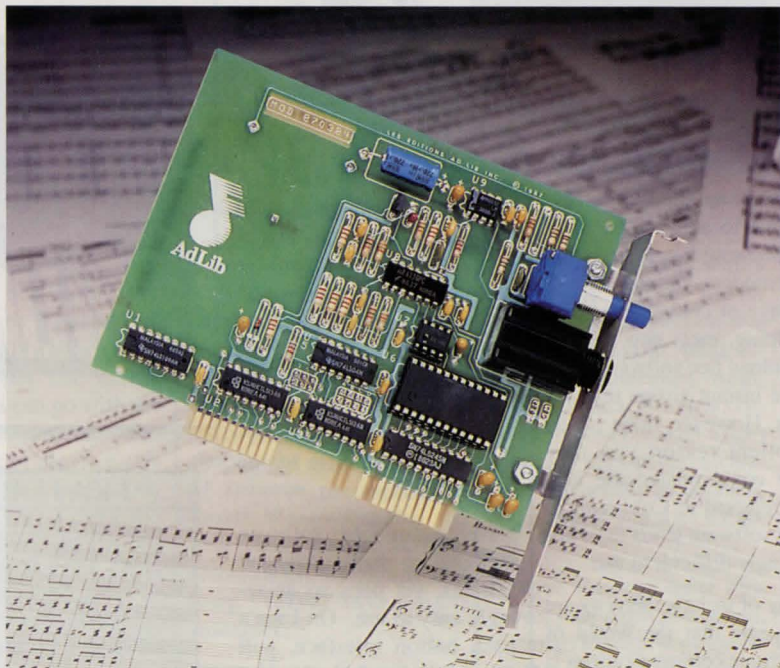* Talk to large mainframe computers using the VT100 mode capability. Lets your computer emulate a terminal when connected to mainframe computers.

* A special mode for on-line conferencing splits your input from responses.

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"Turn off the sound on your TV and see if you care what happens to the characters. Why do you think that back in the silent picture era organists were hired to perform live in theaters? Music isn't an interesting option - it's an integral part of the whole experience."

- Ken Williams

Listen! Is that a symphony orchestra playing in your living room, or is it perhaps the William Goldstein score for King's Quest IV? Could that be a thunderstorm outside, or is it Roger Wilco in danger of being fried by a monster lightning bolt? The sound of a Sierra game played on your stereo with a high-quality music card is certain to be like nothing you've ever heard from your computer.

If you haven't heard a lot of information about music cards, modules and other music synthesizers for home computer before now, it's simply because the idea is a relatively new one; but it's spreading like wildfire. And with the support of a variety of software manufacturers, it's beginning to sound like an idea whose time has come.

Here at Sierra, we're doing our best to stay on the leading edge of the music and sound trend with help from our own award-winning music crew and such musical luminaries as William Goldstein and Bob Siebenberg.

Goldstein and Sierra Take a Giant Leap Forward

William Goldstein has a long and successful history as a Hollywood composer (including the *Fame* TV series and the feature film '*Hello,*

Again'), but when he was asked to compose a full score for an interactive computer adventure, he knew he was in for a real challenge. For one thing, without special hardware and software, computers are not equipped to make real music. Because Sierra wanted music scores for their games, and because Bill Goldstein wanted to write some of them, Goldstein and Ken Williams approached the Roland Corporation about a peripheral that would make IBM PC's and compatibles able to play the kind of full musical scores they had in mind for Sierra games (Atari and Amiga computers were already MIDI-compatible). Roland

responded with the MT-32, and we were on our way to combining the art of game design with the art of musical composition, and the beautiful score to Roberta Williams' *King's Quest IV*. Everyone who watched the game play with the score and sound effects added was more than impressed. Here was not only a thrilling musical composition and a sensational new interactive 3-D adventure, but an entirely new dimension in computer enjoyment.

Two Guys From Andromeda Meet Supertramp

The next big game on the Sierra drawing board was Space Quest III, latest sequel in a tremendously popular series by Mark Crowe and Scott Murphy, also known to their fans as the Two Guys From Andromeda. Bob Siebenberg (part of the well-known rock band **Supertramp**), who lives in the Sierra Nevada foothills not far from Sierra On-Line's headquarters, signed on to compose the Space Quest III score, and the outcome was a mind-blowing combination of talent resulting in some of the most exciting sound ever to accompany a computer game. From the drama of a wasteland trek in a deadly thunderstorm to the lighthearted theme of an intergalactic tourist trap, the Space Quest III score was a feast for the ears.

Miracles Performed

Sierra's own music and sound crew put all the pieces together into a final product. In addition to creating a system that would synchronize all the elements, they programmed perfect coordination between game events, the accompanying portions of the score, and over two dozen sound effects. The end product was an incredible coordination of talent that earned them, and Bob Siebenberg, Computer Gaming World Magazine's award for Excellence in Musical Achievement. In the Sierra Music Department there's a sign that reads 'Miracles Performed While-U-Wait'. It's only the truth.

Sierra Brings It Home To You

Because we know you'll want to hear it for yourself, Sierra presents three quality sound products for your home computer: *Game Blaster*, by Creative Music Systems; the *AdLib Music Card*; and the *Roland MT-32*

Sound Module. Attach one of these to your system and fasten your seatbelt; your next computer gaming adventure will propel you into a sensory world beyond imagination — experience it once and you'll *never* go back.

Game Blaster Card

Game Blaster, from Creative Music Systems, enhances the musical capabilities of your computer, increasing your gaming enjoyment.

A full 12-voice synthesizer, Game Blaster is a half-size card that easily plugs into any internal slot in your IBM-standard PC, XT, AT, PS/2 (25/30), Tandy 1000 (not EX/HX), 3000, 4000 and compatibles. Includes built-in power amplifier (2.5 watts), built-in volume control, stereo output (all 12 voices can pan to right or left channel) and connectors for headphones, external speaker, or your stereo system. Includes a disk of 40

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pre-recorded songs. System requirements: 256 KB RAM minimum, DOS 2.0 or higher (5.25" drive, 3.5" optional), and CGA, MCGA, EGA OR VGA compatible graphics board. *Creative Music System*, sold separately, is a package allowing you to learn/play/compose your own music, create sing-alongs, and add music to presentations.

AdLib Music Synthesizer Card

The *AdLib* card makes your computer come alive with music. You'll experience room-filling sound as your living room becomes a mini concert hall.

An 11-voice synthesizer for use with IBM PC and compatibles, the *AdLib* is a half-size card that fits into any expansion slot on the PC motherboard, complete with volume control and an audio jack for headphones, external speakers or your stereo system. Includes a disk of 25 pre-recorded songs. Also available through Sierra is *Visual Composer* software, (SP10), a sequencer program designed specifically to assist you in composing songs with your *AdLib Music Synthesizer Card*.

Based on FM technology, the AdLib is designed to combine the use of white noise generation with FM synthesis to create such percussive sounds as bass drum, tomtom, cymbal and hi-hat.

Roland MT-32 Sound Module

The Roland MT-32 is at the head of its class, producing perhaps the best sound you've ever heard. It will take you millions of miles from your computer as you hear the first melodious notes.

A 32 voice synthesizer (actually 8 synthesizers in one, with a percussion sound module) designed for professional musicians, the MT-32 has 128 preset sounds, a rhythm section with 30 preset percussion sounds, and accepts up to 32-voice polyphony. Each synth part operates on an individual MIDI channel (2-9), with the rhythm part preassigned to channel 10. The *EASE* software package, shipped with the MT-32, is designed specifically to help you compose your own songs. Depending on your computer type (see order form), you will need a card and/or cable to connect the MT-32 and your computer. Your MIDI or guitar keyboard can also plug into the MT-32, allowing you to play along with the games or play your own compositions through this powerful synthesizer.

You Won't Believe It Till You Hear It

There's a new world of entertainment waiting for you when you order one of these fine music products from Sierra. Order direct now and receive free bonus products as our way of showing our appreciation of your support.

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Free Entertainment Software When You Order From Sierra

Order either the AdLib or Game Blaster and get either *Hoyle's Book of Games* or *Silpheed*.

Order a Roland MT-32 and get any two games produced by Sierra.

Music Demo Cassette

Sierra has prepared a music demonstration cassette which includes samples of Sierra game soundtracks performed on a IBM computer using the Roland MT-32 and the AdLib Music Synthesizer Card. Compare for yourself the different sounds. The only charge is $1.95 to cover shipping and handling.

Major Software Publishers Support Sound Products*

Publisher	AdLib	Game Blaster	Roland
Accolade	Y	Y	Y
Activision	Y	N	Y
Dynamix	Y	Y	Y
Electronic Arts	Y	N	Y
Epyx	Y	N	N
Lucasfilm	Y	Y	Y
Microprose	Y	N	N
Mindscape	Y	Y	N
Origin	Y	Y	Y
Sierra	**Y**	**Y**	**Y**

* Y= Yes, some products will support this board

N= No, no products support this board at this time

This information provided courtesy of Computer Gaming World

Music Drivers Available On Sierra BBS

The Sierra BBS - (209) 683-4463 - has additional sound drivers available to download for your computer. Among the drivers currently available on the BBS (and we are continually upgrading availability) are the CMS (*Creative Music System*) driver, the Yamaha FB01, the Roland D-10, D-110 and D-120, plus a Sierra generic driver file. Download the driver into the same directory as your Sierra game and re-run the INSTALL program. You should see a selection not previously available; select it and hear wonderfully orchestrated music.

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The Most Controversial Product In The History Of Sierra

No it's not Leisure Suit Larry - it's hint books. Some people were violently opposed to them when the idea came up in the early 1980's. Roberta Williams best argued the case against hint books with this statement:

"I put puzzles in my games so people will wrack their brains trying to solve them....I don't want them to be able to just open a book!"

Throughout the company, there was the worry that these books would become "crutches" allowing players to play the game practically without stopping. They were worried that players would lose their enjoyment from the products if the books were available. After all - what fun is a puzzle if you've got all the answers in front of you? Finally, the idea of hint books was put to rest, but it wouldn't rest for long.

Hint Books Begin To Make Sense

In 1985, the calls to Sierra's hint lines began clogging all the wires into Eastern Madera County. Every available circuit was busy each day with a Sierra call. Neighbors in our mountain town were beginning to complain that they couldn't make or receive a phone call during business hours, and that something had to be done.

The debate got hot. It took another year for someone to work out that hint books were an obvious solution.

The cost of a long distance call to Coarsegold from most of the country would cost almost as much as a hint book - and that's only if the customer needed just one hint!

There was also the frustration factor. Most people play their adventure games at night, and we didn't have operators working then to take their hint requests. *(We do now, but that's a different story.)* And, because all of the available phone lines into town were already taken each day by Sierra, an increasing number of customers complained of busy signals.

Hint Lines

Outside California dial:
1-900-370-KLUE
Within California dial:
1-900-370-5113

Hint Books Finally Available (And They Are A Success)

Finally, around Christmas of 1987, Sierra debuted it's first Hint books. Yes, there were those silly and impatient people that used them to play through the game in one sitting (and they only hurt themselves). There also have been less long distance phone bills and less frustrated people.

This story ends on an interesting and confusing note. Recently, the unit sales for one Sierra hint book actually met, and then overtook, the unit sales for the adventure game it was written about.

Could it be that some people love the hint books so much they are buying two?

Step Out In Style With Sierra!

Adventurers of all ages will look great in Sierra's quality T-shirts. Attractive and sometimes amusing, these shirts tell the world how much you enjoy Sierra 3-D Animated Adventure Games. Choose from these stylish designs:
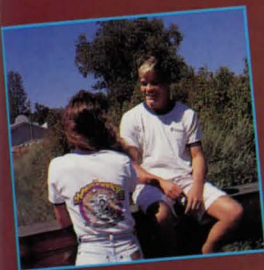
Sierra On-Line—Multi-color 'Adventure Game Fanatic' design on white T-shirt. **$7.95**

Leisure Suit Larry in the Land of the Lounge Lizards- White jersey—blue or yellow sleeves. **$7.95**

Police Quest II—Multi-color design on navy blue T-shirt. **$7.95**

King's Quest IV—Beautiful multi-color 'Perils of Rosella' design on white T-shirt. **$7.95**

Sierra 3-D Helicopter—Blue, black and white 'Sierra Helicopter School' logo on gray T-shirt. **$7.95**

All shirts available in sizes: S, M, L, XL.

CUSTOMER SERVICE
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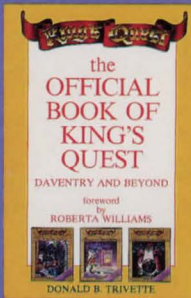**AND TECH SUPPORT**

Celebrate Sierra Japan!

Sierra On-Line is always ready to conquer new frontiers. Our latest move in that direction has been our recent expansion into the international market. We are proud to announce our new subsidiary, Sierra Japan, in Tokyo, Japan. Help us celebrate the newest member of the Sierra family with this beautiful Sierra Japan coffee mug. An attractive addition to your home or office. **$6.00**
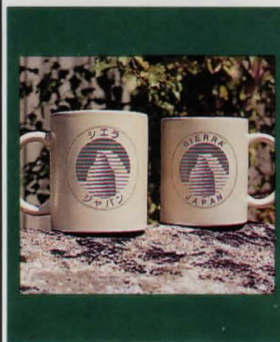
Front and back shown.

Hit The Beach With Larry!

You'll be the hit of the beach with this colorful, heavy-duty, giant *(a full 30" x 60")* Leisure Suit Larry beach towel. Be the first one on your block to own a life-size Larry—he's just what you've always dreamed of! Great gift! **$21.95**

the **OFFICIAL BOOK OF KING'S QUEST**
DAVENTRY AND BEYOND
foreword by ROBERTA WILLIAMS
DONALD B. TRIVETTE

The Official Book Of King's Quest— Daventry And Beyond!

The Official book of King's Quest - Daventry and Beyond is the perfect collector's item for all King's Quest fans young and old. You'll enjoy informative histories, detailed maps, and helpful hints to each game in the King's Quest series. **$10.95**

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