

time lies the answer



ON-LINE SYSTEMS PROUDLY PRESENTS TIME ZONE 1981 DAVID MANN 1981 REPRESENTED BY CREATIVE ASSSOCIATES





The year is 4081 and the people of Mother Earth are in peril. Ramadu, the mighty and sinister ruler of the planet Neburon, a thousand light years away, is about to declare war on weaker and smaller Earth—a war which would mean total destruction, or worse, total servitude on the part of the people of Earth, to the evil Ramadu.

For thousands of years the inhabitants of Neburon (a very advanced society) have watched the struggling and developing Earthlings—as one would watch animals in a zoo. The Neburites, over the years, had traveled to Earth, sometimes learning, sometimes teaching, always curious. They saw revealed to them, in the development of Earthlings, their own beginnings so many millions of years ago.

But Earth was catching up to Neburon—technically, medically, scientifically, all ways. Neburon had once been extremely advanced compared to Earth but had grown comfortable and lazy.

The Neburites were in a slump. They needed a stimulus. They were angry about Earth's advancement and their own inactivity, Why, if something was not done about it, Earth might very well pass Neburon in superiority in a few decades!



So Ramadu had come to power. But instead of spurring his people on to new growth and productivity, and perhaps working with Earth to trade knowledge and ideas beneficial to both, he chose war. After all, Neburon was still more powerful than Earth and the Earthlings wouldn't stand a chance.

The year is 1981. You are an ordinary person walking through a meadow one day, when you notice a strange looking contraption right in the middle of the meadow. You glance around you. There appears to be no one around. You look inside the contraption—there are a lot of dials and something that looks like a bucket seat. The outside of the contraption is round with a large inviting doorway. Hesitantly, you enter the contraption and sit down in the bucket seat. Gingerly, you turn a dial and suddenly reality becomes a blur as you enter the greatest adventure of your life! \$99.95



36575 Mudge Ranch Road Coarsegold, CA 93614



ON-LINE SYSTEMS introduces arcade gaming as an art form. THRESHOLD, by WARREN SCHWADER and KEN WILLIAMS, features fast smooth animation, HI-RES graphics, and more challenge than you'll find in any other arcade game on the market.

THRESHOLD is an arcade game with alien attackers galore. In fact, there are more monsters out there than we expect you'll ever see. THRESHOLD was designed to be an arcade game that you won't get bored of, and that means a constantly changing game with a graduated skill level, but more than that, THRESHOLD means constant fun.

THRESHOLD runs on any 48K Apple II or II Plus DOS 3.2 or 3.3. Available now for \$39.95 on disk from your local computer store or you may order directly from....



Two New Additions to our Best Selling Adventure Series



Hi-Res Adventure # 3 CRANSTON MANOR by Ken Williams & Harold DeWitz

ULYSSES and the Golden Fleece

HI-RES ADVENTURE #4 Our First 2 Disk Adventure!

BOB DAVIS, Co-ordinator for "Ultimate" HI-RES Adventure project, has teamed up with KEN WILLIAMS to bring the high adventure of ancient mythology to your APPLE. "CAST-OFF" with ON-LINE SYSTEMS and ULYSSES, and see if you can find the Golden Fleece.

ULYSSES is a HI-RES Adventure epic set in ancient Greece. **PRICE \$34.95**

CRANSTON MANOR **HI-RES ADVENTURE #3**

In this HI-RES Adventure, you explore the estate of Old man Cranston and find the riches that are hidden throughout the manor and surrounding grounds. Be careful! Rumor has it that the disembodied spirit of the old man roams the estate guarding his fortune.

CRANSTON MANOR is a HI-RES Adventure game set in contemporary times in Coarsegold California. **PRICE \$34.95**



Hi-Res Adventure #4 ULYSSES by Bob Davis & Ken Williams



Hi-Res Adventure #0 MISSION ASTEROID by Ken & Roberta Williams

Written as an introduction to the HI-RES Adventure family of games, MISSION: ASTEROID is designed to acquaint beginning adventure players to the wonderful world of HI-RES Adventures.

PRICE: \$19.95





Hi-Res Adventure #1 MYSTERY HOUSE by Ken & Roberta Williams

When you enter the house, you are pulled into the mystery and intrigue as your companions are murdered one by one. Be careful, you may be next! Can you solve the mystery and leave the house alive? The secret passage way may lead you to the answer. PRICE: \$24.95



Hi-Res Adventure #2 WIZARD AND THE PRINCESS by Ken & Roberta Williams

After one year on the best sellers list, this adventure is still going strong. To win this game you will have to cross deserts, chasms and oceans in your search for the kings daughter. If you find her, half of the kingdom of Serenia is yours. PRICE: \$32.95

Visa, Master Charge, COD or Checks Accepted For direct mailing add \$1 for shipping.

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