

ACCOLADE



GRAPHIC
ADVENTURES

SPORTS



DRIVING



ROLE



PLAYING



STRATEGY GOLF



SIMULATIONS



3-D
ART
STYLING

CATALOG '90

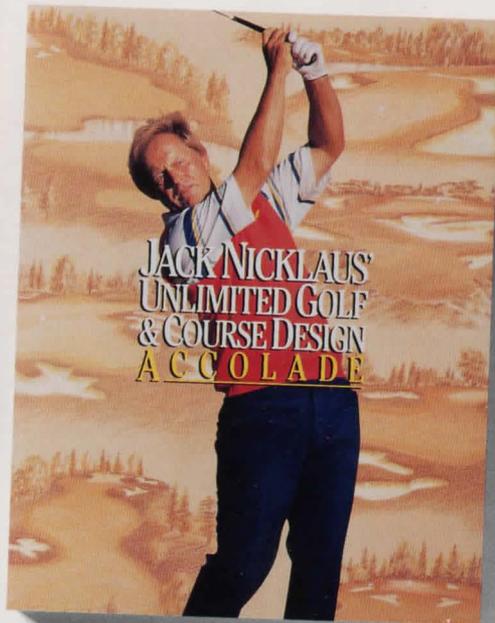
OK, let's review: *Entertainment*. In a world where life leaps around in bits and bytes, this should be a very important word in our everyday lexicon. Right? Absolutely. And good, stimulating fun—yeah, *fun*—has always been what Accolade software is all about. This year, it's truer than ever before.

First, take a look at Accolade's widely acclaimed library of SPORTS and DRIVING simulations. It is, quite simply, the best sporting line-up in the industry. And with the sterling new addition of *Jack Nicklaus' Unlimited Golf & Course Design*... well, it's like nailing the 18th green with a monster 2-iron, then holing out for eagle. This golf simulation is destined to become, like the Golden Bear himself, a legend in its own time.

This year also marks Accolade's blazing entry into the imaginative world of the ANIMATED GRAPHIC ADVENTURE. Check out *Search for the King* and *Altered Destiny*, two titles that promise to push this rapidly expanding category to new levels of sophistication. **A**ccolade launches into the STRATEGY genre as well with two rockets: *Stratego*, a stunning new computer version of one of the most popular strategy board games of all time, and *Star Control* which combines deep strategy with white-hot, arcade-action tactical combat.

And then, when you're ready for something completely different, check out Chris Crawford's *Balance of the Planet*, his "Earth Day" sequel to the run-away hit *Balance of Power*. Can you balance the world's economic well-being without destroying the delicate global ecology? **S**o go ahead. Flip a few pages. See what the best has to offer. The name of the game is *entertainment*. And that's *Accolade*.

GOLF

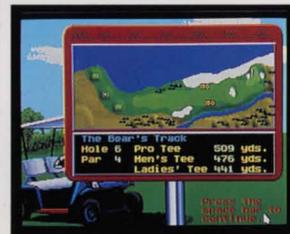


Imagine being a golf god. Wave a wand, and fairway mounds suddenly rise from the earth. Lakes appear. Trees sprout and move—all magically, with push-button ease. Now come back to reality... and take a look at an amazing design program that lets you do all of that.

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



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



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



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



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

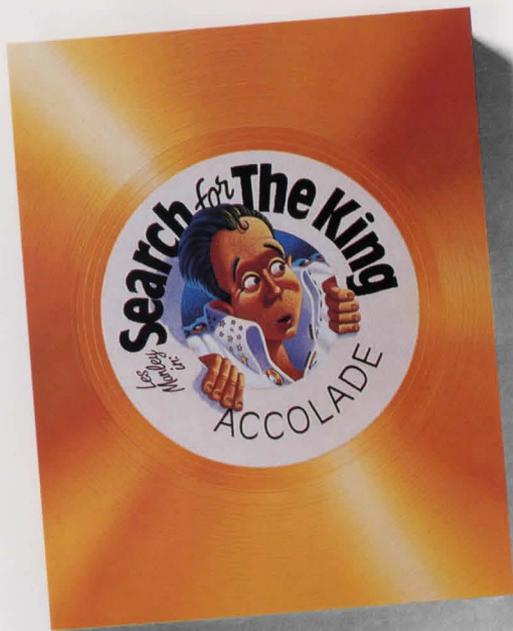


It's a three-ring circus out there, man. Literally. Manley's quest takes you to some pretty exotic locales. Meet Luigi, The World's Strongest Man. Then go to Las Vegas, the place that makes any circus seem like an afternoon in the library.

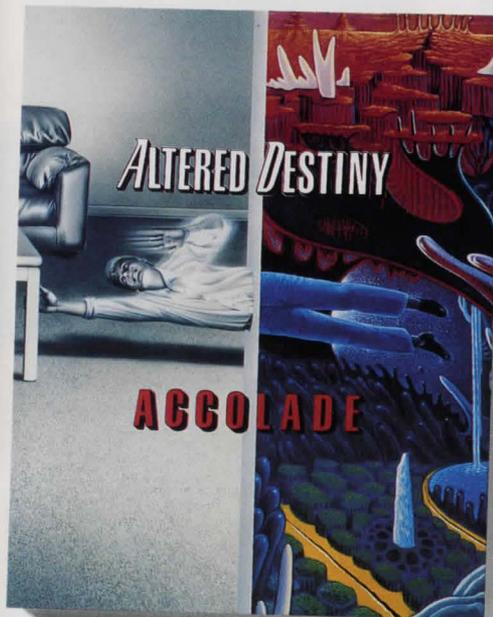


Find the King, get a check. But first you have to do a stunt as a King impersonator. It can be brutal. Especially if you're good. Because there's a raging mob or two out there. And they'd do anything to get a little closer to the King's aura.

NEW! GRAPHIC ADVENTURES



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



As P. J. Barrett III, your life is fairly ordinary... well, some might say boring. *Hopelessly* boring. Your own personal destiny seems to involve some meager investments and long days on a porch swing. Until one day, you are sucked through your TV set into a bizarre, parallel universe.

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



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



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

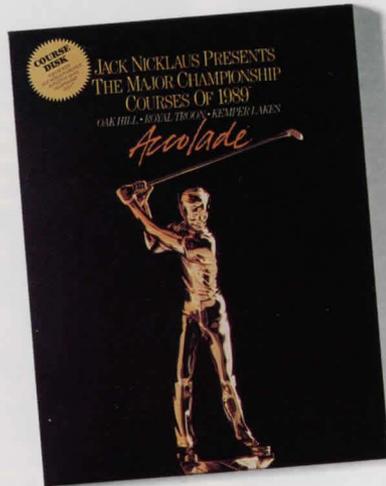


The scroll lady knows. But will she tell you? Meet librarians and other interesting people. Shrewdly extract information. It might also be good to avoid grisly death or dismemberment. That would not be a good destiny.

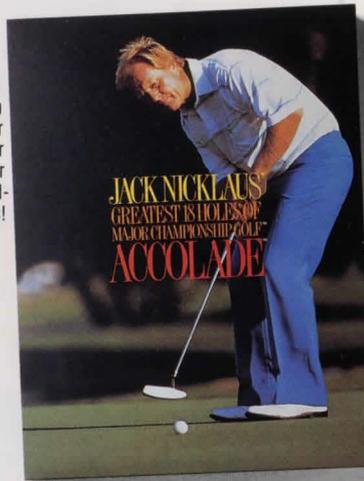
Jack Nicklaus' *Greatest 18 Holes of Major Championship Golf™* lets you take on the Golden Bear on his choice of the most challenging 18 holes of major championship golf in the world, as well as two other Nicklaus-designed courses. Play either stroke or "skins" format. Tee off in a foursome... or go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



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



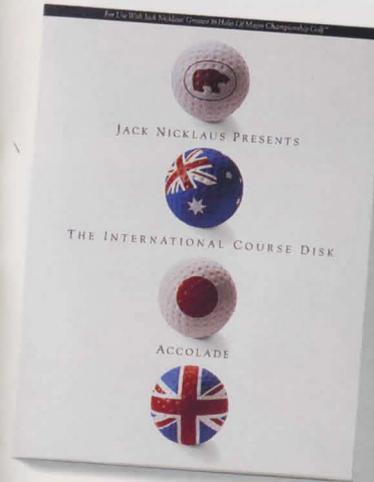
Jack Nicklaus Presents *The Major Championship Courses of 1989™* Play three grand slam courses of 1989. Includes Oak Hill Country Club, New York; Royal Troon Golf Club, Scotland; and Kemper Lakes Golf Club, Illinois.



GOLF



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



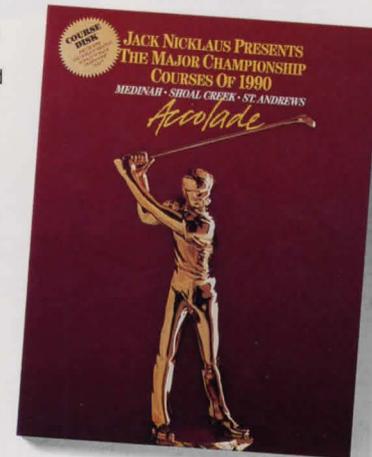
Jack Nicklaus Presents *The International Course Disk™* Three world-class championship courses designed by Jack Nicklaus. Australian Golf Club, Australia; Saint Creek Golf Club, Japan; and St. Mellion Golf & Country Club, England.



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



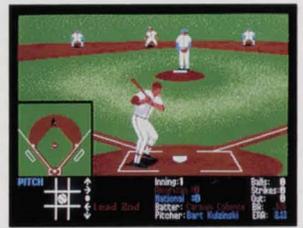
The 17th at St. Andrews. The toughest hole on the world's oldest course. The infamous Road Hole starts out with a blind drive and ends with a fearsomely deep pot bunker.



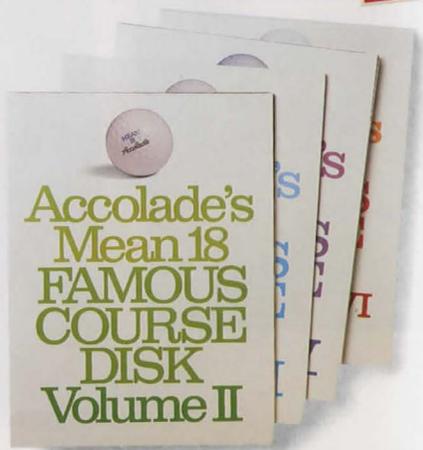
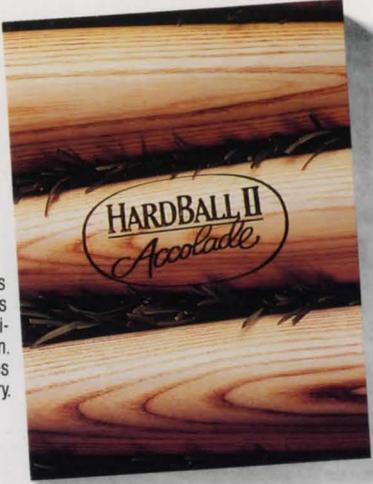
Jack Nicklaus Presents *The Major Championship Courses of 1990™* Three grand slam courses of 1990. Includes Medinah #3, Illinois; St. Andrews, Scotland; and Shoal Creek, Alabama

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

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



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

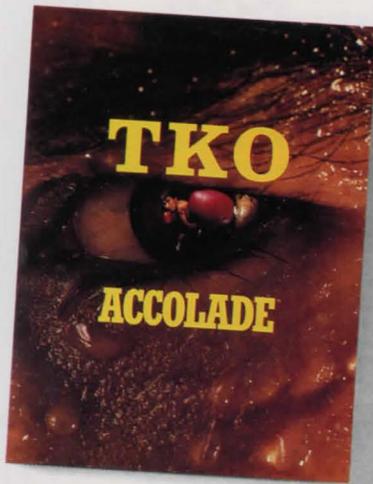


Accolade's
Mean 18
 FAMOUS
 COURSE
 DISK
 Volume II

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



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



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

SPORTS



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 800-245-7744

Mean 18
 "Everything a real golfer has with the excitement of the walking."
 -TERRY MARCHAL
 CHARLESTON, WV
 SUNDAY GAZETTE



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



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



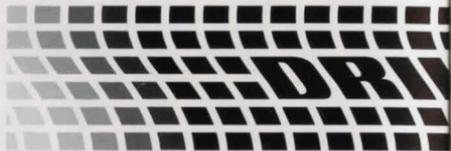
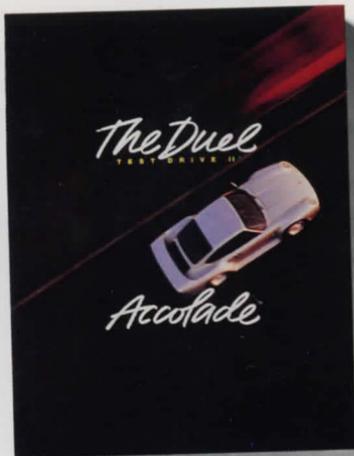
The Duel!
 "Finally, a car racing game that's worth driving home."
 —BOB LANGRISH, COMPUTER SHOPPER

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

—Car & Driver Magazine



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



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

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



New with *The Duel's* optional Car Disk, you can create your own combinations of landscapes and high performance machines.

The Supercars: Test Drive II Car Disk™ Duel it out with five elite speed machines for your *Test Drive II*. Includes the '88 Lotus Turbo Esprit™ the Ferrari Testarossa™ the Porsche 911 RUF™ the '88 Lamborghini Countach 5000S™ and the '89 Corvette ZR1.

European Challenge: Test Drive II Scenery Disk™ Here, driving is a passion, and speed limits are posted only to challenge the driver.

Wind through the green meadows of the Netherlands. Blast by the beaches of the French Riviera. Descend into the mountainous valleys of Switzerland. Open it up on the world famous German Autobahn. (Caution: Snapshots may blur at 200 mph.)



3 Convenient Ways to Order Accolade Products:

- See your favorite software retailer
- Call 800-245-7744
- Complete this form and return it to:
Accolade, c/o StarPak, 237 22nd Street,
Greeley, CO 80631

TITLE	COMPUTER	AVAIL- ABLE	PRICE	* 5.25" 3.5"	QTY	TOTAL
Ace of Aces	C64/128		\$14.95			
	IBM PC/Tandy		14.95			
Altered Destiny	Amiga	9/90	59.95			
	IBM PC/Tandy	9/90	59.95	**		
Balance of The Planet	IBM PC/Tandy		49.95			
	Macintosh		49.95			
Bar Games	Amiga	9/90	49.95			
	IBM PC/Tandy		44.95			
Blue Angels	Amiga		49.95			
	Atari ST		49.95			
	C64/128		29.95			
	IBM PC/Tandy		49.95			
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	Amiga		19.95			
	Atari ST		34.95			
	C64/128		14.95			
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The Cycles	Amiga		49.95			
	Atari ST	9/90	49.95			
	Commodore	9/90	34.95			
	IBM PC/Tandy		39.95			
	Macintosh	9/90	49.95			

*IBM/Tandy - please indicate disk size

**Includes 5.25" & 3.5" disks

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	IBM PC/Tandy		49.95			
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The Duel: Test Drive II	Amiga		49.95			
	Apple IIGS		49.95			
	Atari ST	8/90	49.95			
	C64/128		34.95			
	IBM PC/Tandy		49.95			
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	Atari ST	8/90	21.95			
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	Amiga		21.95			
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	Atari ST	8/90	21.95			
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The Duel Car Disks: The Muscle Cars	IBM PC/Tandy		21.95			
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	C64/128		14.95			
IBM PC/Tandy		21.95				
Macintosh		21.95				

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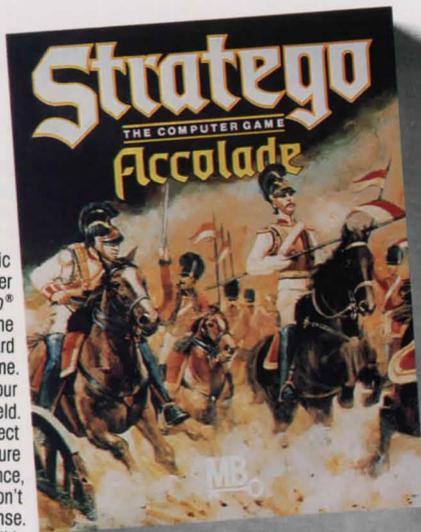
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	C64/128		29.95			
	IBM PC/Tandy		39.95			
Jack Nicklaus' Greatest 18	Amiga		49.95			
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	Amiga	9/90	21.95			
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	C64/128	9/90	14.95			
Jack Nicklaus' Unlimited Golf	IBM PC/Tandy		21.95			
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	IBM PC/Tandy		59.95			

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Mean 18	Amiga		44.95			
	Apple IIGS		44.95			
	IBM PC/Tandy		44.95			
	Macintosh		44.95			
Mean 18 Add-On Disks Famous Courses II Famous Courses III/IV Famous Courses V/VI	IBM PC/Tandy		19.95			
	Apple IIGS		34.95			
	IBM PC/Tandy		34.95			
Mental Blocks	C64/128		14.95			
	IBM PC/Tandy		14.95			
Mini-Putt	Apple IIGS		19.95			
	C64/128		14.95			
	IBM PC/Tandy		14.95			
Rack 'Em	IBM PC/Tandy		39.95			
Search for The King	Amiga	9/90	59.95			
	IBM PC/Tandy		59.95	**		
Serve & Volley	Apple IIGS		39.95			
	C64/128		29.95			
	IBM PC/Tandy		39.95			
Shoot 'Em Up Const. Kit	Amiga		19.95			
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Steel Thunder	C64/128	7/90	14.95			
	IBM PC	7/90	19.95			
Stratego	IBM PC/Tandy	9/90	44.95			
	Macintosh	9/90	49.95			
Strike Aces	Amiga		49.95			
	C64/128		39.95			
	IBM PC/Tandy		49.95			

*IBM/Tandy - please indicate disk size

**Includes 5.25" & 3.5" disks

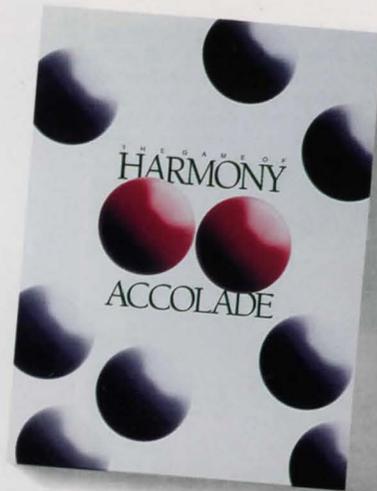


Now, a classic comes to the computer screen! *Stratego*® is truly one of the greatest gameboard favorites of all time. Secretly deploy your army onto the battlefield. Your mission—protect your flag, and capture the enemy's flag. Advance, attack boldly... but don't neglect your defense. The suspense builds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



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

Your whole life you've blown things up. Now it's time to put it all together. You are a serene, spinning sphere, gliding through a world of multi-colored orbs, harmonious sounds and pulsating energy. Your goal? Bring like-colored spheres together to create "synergy." The calmer you are, the further you'll go.



The Game of Harmony... it's a strangely addictive game which will especially appeal to adults.
—COMPUTER ENTERTAINER

Let's face it: After a hard day, is beeping, blasting tension what you want from your entertainment software? Or would you rather come home to *Harmony*™—the game that challenges you to relax and offers soothing rewards for staying calm? You must "synergize" 50 unique configurations of musical, 3-D spheres and shapes—at your pace, with your touch, in your way. Hours and hours of engaging puzzles. *The Game of Harmony* is truly a New Age challenge.

STRATEGY & ACCOLADE

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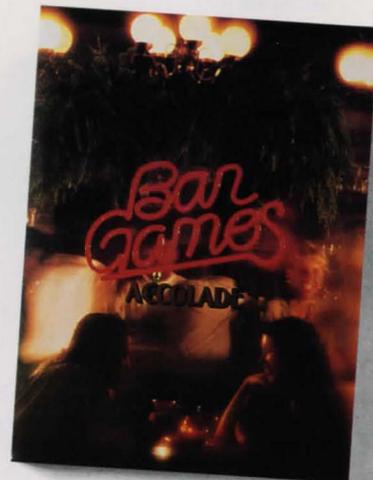
Marshal your forces wisely. Then lean hard on the trigger finger. *Star Control* combines deep strategy with arcade-action tactical combat. Construct and deploy your fleet. Explore new stars. Build mines, colonies, fortifications. Select one of the nine strategic battle scenarios. Then brace for some of the hottest battle action you're likely to see on a computer screen.



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

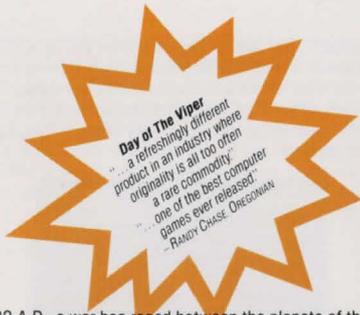


Become the consummate Pick-up Artist. OK, their mothers warned them about guys like you. So it isn't easy to charm 3 of the most tantalizing women in the bar. If you're lucky, they may chat... even go out on a date. If you're unlucky, the only thing you'll pick-up is the tab.

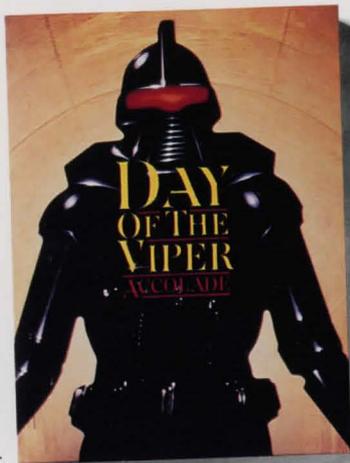


Bar Games... Bar Games will provide hours of fun.
—COMPUTER BUYER'S GUIDE & HANDBOOK N.Y.

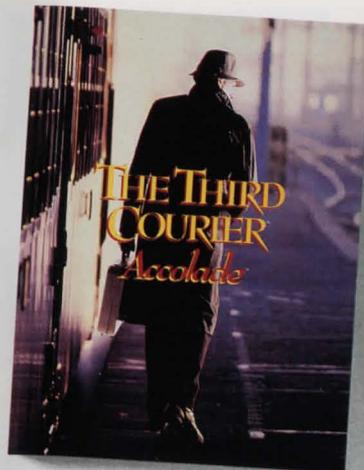
Cruise into the hottest bar in town. *Bar Games*™ sits you right down on your favorite stool as you partake in 5 classic saloon games. Shake them bones with Liar's Dice. Go on the make as the Pick-up Artist. Beat the local legends at Air Hockey. Take-in a wet t-shirt contest with Wet 'n Wild and serve suds to a thirsty mob in Last Call.



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



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



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

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

33 kinds of enemy robots, attacking from 4 different directions. That's right: GAR's armored assassins are on the prowl, shooting first and interfacing later. The "multiple combat" feature places heavy metal killers only a



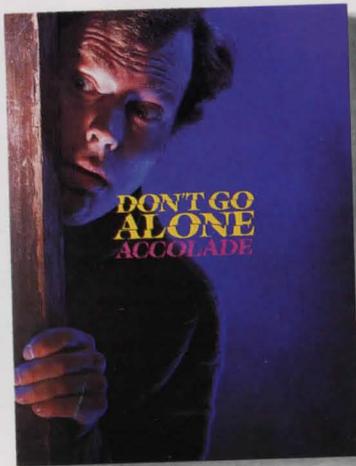
bolo bomb away. Some robots are ponderous. Others, nimble. All are deadly. Activate shields and weapons, lock-on target, and melt a few mainframes, man.

ROLE PLAYING



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

Want to go some place really scary? Then journey to the haunted house on the hill. Grandfather went mad trying to solve its mysteries. Now you, joined by an expert team of polter-professionals are destined to explore this enormous "fortress of fright" and unlock its dark secrets. But remember... *DON'T GO ALONE™*



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



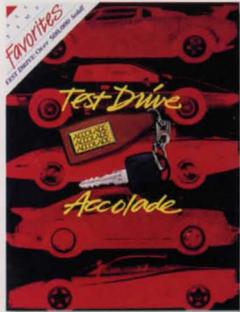
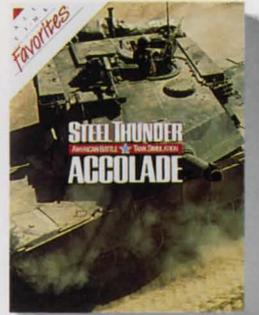
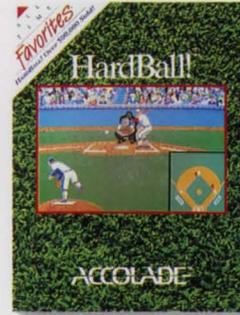
Don't Go Alone
 "Don't Go Alone brings the player into the game and makes it so real that you almost believe in ghosts. For a good scare try this game."
 - EDWARD J. SEMRAD
 MILWAUKEE WI JOURNAL



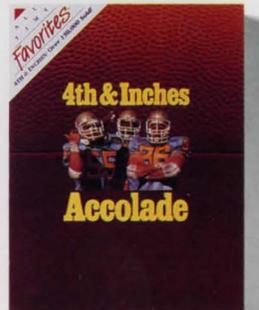
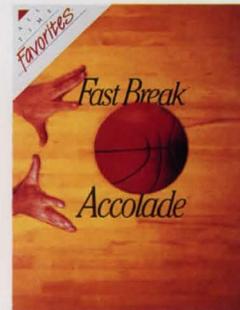
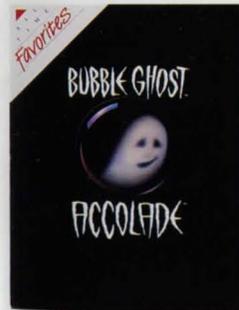
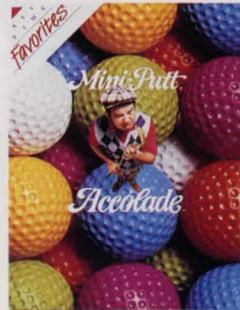
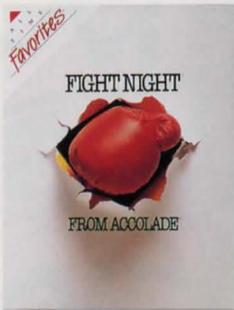
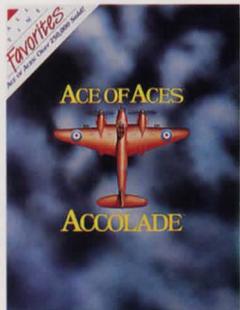
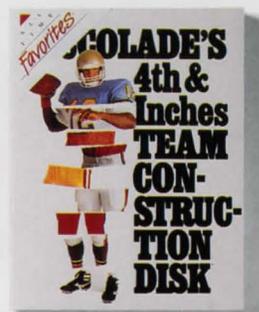
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