

# The SIR-TECH COLLECTION

**"Some things are destined to succeed: any record from the Police, any movie from George Lucas and any computer software from Sir-tech."**

***– Arizona Republic***

***AMERICA'S FAVORITE RECREATIONAL SOFTWARE***

# Wizardry®

## THE BIGGEST GAME IN TOWN

**W**izardry is a unique series of software recreation programs designed for personal computer users who are seeking the ultimate big game challenge. Four years old and still growing, the game is already recognized by critics and game lovers as a classic.

Since its debut in 1981, **Wizardry** has been the best-selling computer game of its kind. For a very good reason:

Because **Wizardry** is more than just a game, more than a diabolically clever maze. **Wizardry** is a complex world of variety and depth unmatched by any other computer game.

**Wizardry** is a game of immense power and sophistication. Each scenario is richly textured with detail, humor and countless subplots. Every time you play, you'll be confronted with new events and encounters. And because

the level of difficulty increases as you progress through each game, new skills and insights that you acquire will continue to be tested.

**Wizardry** is more than superb programming. It is an artistic achievement – a blend of creativity, high technology and high jinks that will provide you with month after month of involvement and pleasure.

Packed with suspense, full of surprises, **Wizardry** is enchanting – a compelling diversion that will stimulate your emotions and your intellect.

Descriptions of each scenario follow in this catalog. Below you'll find our definition of *fantasy role-playing* – a term that Sir-tech is turning into a household word. Welcome to the world of **Wizardry** – the biggest game in town.

**LOOK FOR THE DRAGON  
SYMBOL OF WIZARDRY.  
PROMISE OF EXCELLENCE.**

### *What Is Fantasy Role-Playing?*

**F**antasy role-playing, Sir-tech style, is involvement: the interaction between you and the characters you have created as you adventure with them through the incredible world of **Wizardry**.

It's inventing characters and assigning them qualities, attributes and abilities. It's preparing them for battle and leading them into the maze with all its pitfalls and perils. It's healing them after tough encounters.

It's warring with vile creatures. Losing. Learning from mistakes. Winning. Getting stronger. It's avoiding traps, poisons and sorcery. It's finding secret passageways and magic items. Discovering gold and getting richer. It's becoming wiser and, sadly, turning older.

You're in command. The skills you develop in leading your band through the maze will help determine their chances

of survival and growth. You'll need the ability to set and pursue goals. A willingness to take risks. The capacity to accept loss. Oh, yes. And a sense of humor.

As you adventure with your characters, the survivors will acquire unique, multi-faceted dimensions of power and personality. You'll become closely attached to those crazy, brave heroes you have created. You'll find yourself transported deep into their precarious lives.

That's fantasy role-playing. Compelling. And **Wizardry** is fantasy role-playing on a grand scale. No other computer game allows you to create so many characters with such complex personalities, such range of individuality, such potential for growth. And no other game will captivate you, involve you, like **Wizardry**.



### PROVING GROUNDS OF THE MAD OVERLORD

The First Scenario

*"It pushes the computer to its limits. The amount of detail is fantastic."*

— Popular Mechanics

This is it – the most popular game of all time for the personal computer: PROVING GROUNDS OF THE MAD OVERLORD, the classic first scenario of **Wizardry**.

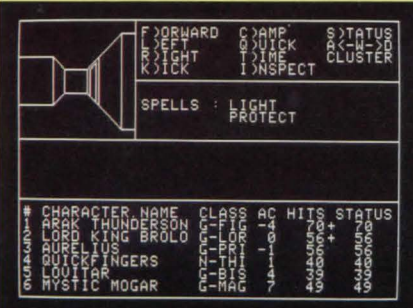
PROVING GROUNDS is the essence of fantasy role-playing. Your job is to create and assemble a diverse crew of adventurers to retrieve the amulet. Then send them down into the fascinating 10-level maze filled with tricks and traps, dozens of unusual subplots and strange one-of-a-kind surprises. You'll find magic items, clues and treasures to help you on your way. But be prepared to battle hordes of monsters intent on devouring your adventurers and ruining your plans.

As your heroes survive encounters in the maze, they'll become richer, stronger and

gain new powers. And as you continue adventuring with them, your characters will acquire added levels of dimension and depth.

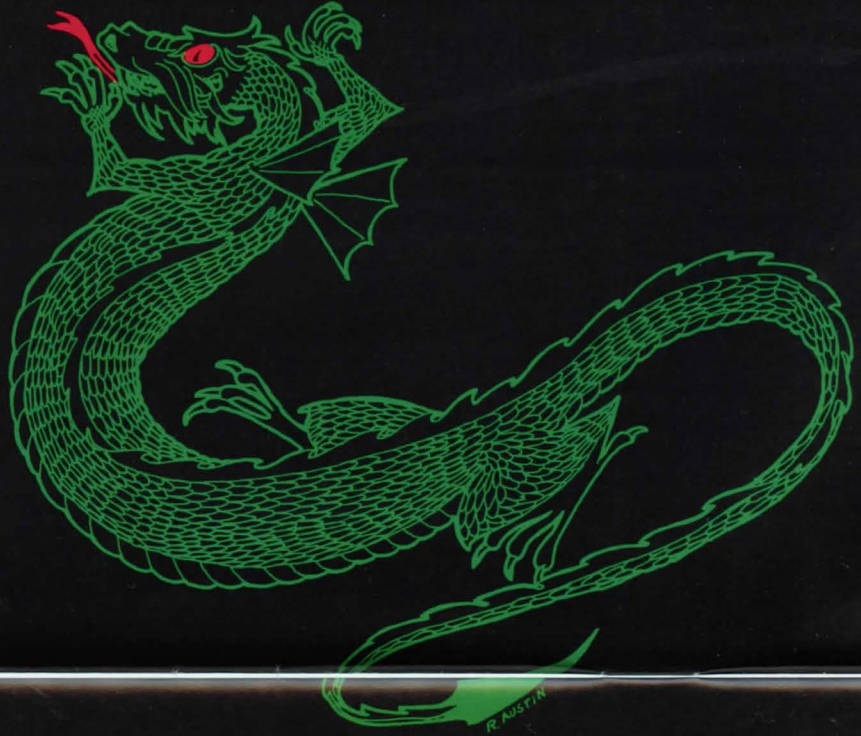
They'll have to. Going down into the maze is no picnic. You'll need every resource you've got and a good knowledge of your characters' strengths and weaknesses. Brave heroes you've commanded can go on to other **Wizardry** scenarios.

Find out why PROVING GROUNDS has been an international bestseller since its release. Invite your friends (each can control a character), pull up some comfortable chairs and enter the world of **Wizardry**. It's an experience you'll never forget.



Picture of screen produced on Apple II

# Wizardry®



## PROVING GROUNDS OF THE MAD OVERLORD

*A Fantasy Role-Playing Simulation*

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and Robert Woodhead, Inc.  
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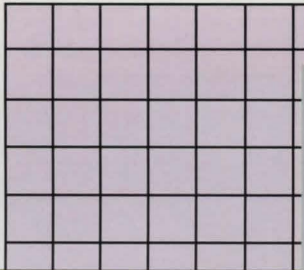
**SIR-TECH**  
SOFTWARE INC.

*Leaders in Computer Fantasy Role-Playing*

Works on the :

Apple II Series	48K	\$49.95
IBM PC and PCjr	64K	\$59.95
Apple Macintosh	128K	\$59.95

Also available in French and German



# Wizardry®



## KNIGHT OF DIAMONDS THE SECOND SCENARIO

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and Robert Woodhead, Inc.  
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REQUIRES CHARACTERS  
DEVELOPED IN  
PROVING GROUNDS OF  
THE MAD OVERLORD

### KNIGHT OF DIAMONDS

The Second Scenario

Considered by *Omni Magazine* to be One of the "Ten Best Computer Games of 1983."

"This is the second chapter of **Wizardry**, one of the most popular adventure games ever." — *Omni Magazine*

An instant bestseller, **KNIGHT OF DIAMONDS** is proof again that **Wizardry** is the biggest game in town. **KNIGHT OF DIAMONDS** is intricate. It maintains the grand scale and plot-line consistency of **PROVING GROUNDS OF THE MAD OVERLORD** while offering a wealth of new challenges, puzzles and encounters that will test your skills and further develop the powers of your favorite **Wizardry** characters.

This classic journey is for experienced **Wizardry** players. It requires the transfer of heroes from **PROVING GROUNDS** who have attained at least the 13th level of ability. Their mission is to adventure through an ingenious six-tiered maze, find the fabled staff of Gnilda and become the Knight of Diamonds.

**KNIGHT OF DIAMONDS** is chock full of surprises, detail and humor. Intriguing subplots, unique events and strange encounters will keep you stimulated and involved month after month.

A compelling world of depth and imagination. That's **KNIGHT OF DIAMONDS**. It's first-rate fantasy for people who know that thinking can be fun.

1) 2 PRIESTS (2)  
2) 2 CHAMP SAMURAI (2)

ARAK THUNDERSON'S OPTIONS  
F) FIGHT S) SPELL P) PARRY  
R) RUN U) USE

CHARACTER #	NAME	CLASS	EXP	HP	MP	STATUS
1	ARAK	THUNDERSON	1113	100	100	+
2	ALORAK	KING BROLO	1113	100	100	+
3	AURELIUS	WARRIOR	1113	100	100	+
4	LOUISE	WARRIOR	1113	100	100	+
5	LOUISE	WARRIOR	1113	100	100	+
6	LOUISE	WARRIOR	1113	100	100	+
7	LOUISE	WARRIOR	1113	100	100	+
8	LOUISE	WARRIOR	1113	100	100	+
9	LOUISE	WARRIOR	1113	100	100	+
10	LOUISE	WARRIOR	1113	100	100	+

*Leaders in Computer Fantasy Role-Playing*

Works on Apple II Series 48K \$34.95  
Requires PROVING GROUNDS OF  
THE MAD OVERLORD to Play  
Also available in French and German

# Wizardry®



## LEGACY OF LLYLGAMYN

The Third Scenario

*"The most difficult and sophisticated of Wizardry quests."*

— Popular Computing

**L**EGACY OF LLYLGAMYN is a giant of a computer game that continues the classic traditions of **Wizardry**. This third scenario of the internationally acclaimed series is a breathtaking world of myth and mystery.

Transfer your favorite characters from **PROVING GROUNDS** or **KNIGHT OF DIAMONDS**. They can be of any level. Then send them out to find that elusive dragon L'kbreth and save the Kingdom of Llylgamyn. Along the way you'll find a maze full of diversions, dilemmas and puzzles. You may even find yourself learning the Tarot.

LEGACY OF LLYLGAMYN has all the big

game features that has made **Wizardry** famous. And it introduces **WINDO-WIZARDRY™**: pop-up, multiplane graphics. This amazing system allows players to see the maze and all the other visual formats displayed full screen as you choose. It enhances the 3D effect and makes for easy viewing.

LEGACY OF LLYLGAMYN is a treasure-trove of a game. It combines a rich plot with a tremendous variety of detail, events and possibilities. Enter its complex world of excitement and depth. Explore. Encounter. Solve. You'll be thoroughly entertained by this superbly crafted example of the best in computer fantasy role-playing.

## LEGACY OF LLYLGAMYN

THE THIRD SCENARIO

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and Robert Woodhead, Inc.  
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**SIR-TECH**  
SOFTWARE INC.

REQUIRES CHARACTERS OF  
ANY LEVEL CREATED WITH  
PROVING GROUNDS

```

1) 2 STRANGE PLANTS (2)
2) 5 CRAWLING KELP (5)

TARG THUNDERSON'S OPTIONS:
F)IGHT U)SE R)UN
S)PELL P)ARRY T)AKE BACK

# CHARACTER NAME CLASS AC HITS STATUS
1 TARG THUNDERSON G-FIG 1 49 49
2 LORD BROLO II G-LOR 1 44 44
3 AURELIUS G-PRI 1 33 33
4 QUICKFINGERS N-THI 2 22 22
5 LOUITAR II G-BIS 2 22 22
6 MYSTIC MOGAR G-MAG 9 18 18
    
```

*Leaders in Computer Fantasy Role-Playing*

Works on Apple II Series 48K \$39.95  
Requires PROVING GROUNDS OF  
THE MAD OVERLORD to Play  
Also Available in French and German



### THE RETURN OF WERDNA

The Fourth Scenario  
An Independent, Stand-Alone Program

**A** year in the making, THE RETURN OF WERDNA is well worth the wait. It is the first expert-rated scenario. And the first independent, stand-alone scenario since PROVING GROUNDS OF THE MAD OVERLORD. The result is a game with the freshness and originality of the great first **Wizardry** classic. Like PROVING GROUNDS, THE RETURN OF WERDNA completely captivates you by its immense size, its complexity, its richness of detail and its humor.

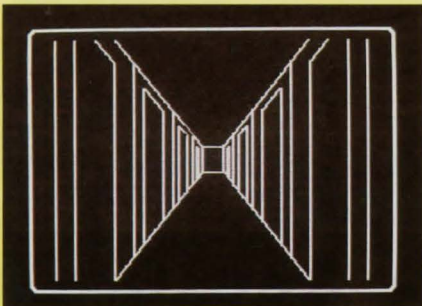
Remember Werdna, the evil sorcerer who was the goal of your adventuring in PROVING GROUNDS? Well, now *you* are Werdna. And someone (a team of brave adventurers, no doubt) has swiped your amulet. You must get it back. Choose your favorite monsters and get ready to pursue your prize up through an incredible 10-level maze. It's like nothing you've

ever encountered before. Each level is more difficult. Each has its own strange characteristics, clues and events. And the final three levels form an interlocking cube – a fiendish twist that will provide you with the ultimate mapping challenge.

THE RETURN OF WERDNA is a milestone in the development of computer recreation – a compelling masterpiece that brings technological achievement, sophisticated programming and spellbinding creativity into a single, powerful game.

Discover the *real* secret of this huge new game. The way will be difficult. The rewards . . . magnificent.

Works on the Apple II Series 48K \$44.95



# Wizardry®



## THE RETURN OF WERDNA THE FOURTH SCENARIO

By Andrew Greenberg and Robert Woodhead  
Scenario Design by Roe R. Adams III

**SIR-TECH**  
SOFTWARE INC.

**STAND-ALONE SCENARIO  
EXPERIENCE WITH  
PROVING GROUNDS  
RECOMMENDED**

*Leaders in Computer Fantasy Role-Playing*

**Coming Soon**  
Order Now

### WIZIPRINT™

Character Statistics Printout Program  
For All **Wizardry** Scenarios

*"A handy addition to the library of  
Wizardry aficionados"* – Software Review

**W**hether you are a **Wizardry** novice or  
four-scenario expert, Sir-tech has  
just what you need to keep your game  
organized and your leadership abilities  
sharp.

It's WIZIPRINT, a most helpful utility  
program that prints the attributes,  
possessions and known spells of the  
**Wizardry** characters that you develop.

Fast, neat and easy to read, this time-  
saving program takes the guesswork out  
of adventuring by providing you with an  
accurate account of your team's current  
strength and resources. A review of  
WIZIPRINT statistics can also help you  
assemble a strong, well-balanced band of

adventurers from among the 20 possible  
characters on your **Wizardry** roster.

WIZIPRINT is designed for printers  
having 80 columns or more. And it is  
programmed to remember your specific  
hardware configuration.

Don't take chances with your favorite  
**Wizardry** heroes. Use WIZIPRINT  
and have a profitable, healthy  
adventuring team.

```

PRINTOUT BY JEAN BROULEY ON 5-OCT-84
FROM SCENARIO : PROVING GROUNDS OF THE TWO OVERLORDS
NAME : FEARLESS FRED
CLASS : MONK
LEVEL : 14
ALIGNMENT : EVIL
RACE : HUMAN
AGE : 27
HONORS : ** NONE **
STATUS : OK
GOLD : 314587
EXPERIENCE : 495729
HIT POINTS : 245/ 245
ARMORCLASS : 0
STRENGTH : 18
DEX : 18
PIETY : 13
VITALITY : 18
AGILITY : 18
LUCR : 13
WAGE SPELLS : 4/2/2/3/4/3
PRIEST SPELLS : 5/4/4/4/4/2
ITEMS : DISE POTION
        SCROLL/MAGIC
        POTION OF SPPIC
        .
        .
        .
LVL 1 WAGE SPELLS : MALLEO HOORF KATHO DUMPFIC
LVL 2 WAGE SPELLS : DILLO SDFIC
LVL 3 WAGE SPELLS : HORELLO MOLLTO
LVL 4 WAGE SPELLS : HORELLO GULLTO LAMALLEO
LVL 5 WAGE SPELLS : HAWORLLO PWARLTO POGALTO
LVL 6 WAGE SPELLS : LAMALLEO ZILLAW MRODFIC
LVL 7 WAGE SPELLS : MULLOF PWARWAW TILTMAIT
LVL 1 PRIEST SPELLS : WALKI DISE MRODIO HELAW PORFIC
LVL 2 PRIEST SPELLS : MATE GULKO MRODIO
LVL 3 PRIEST SPELLS : SPMELAW GULAKO LATUMPFIC SPPWATO
LVL 4 PRIEST SPELLS : DIALW MROALW LATUMPFIC MROPFIC
LVL 5 PRIEST SPELLS : DIALW MROALW LITOWW WARDI DI MRO
LVL 6 PRIEST SPELLS : LORTO MRO MRODIO LORTOFEIT
LVL 7 PRIEST SPELLS : MALLEO MRODIO

```

Sample of Wiziprint™ statistics printout.

# Wizardry®



## WIZIPRINT™

CHARACTER STATISTICS PRINTOUT PROGRAM

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and Robert Woodhead, Inc.  
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COMPATIBLE WITH  
ALL SCENARIOS

*Leaders in Computer Fantasy Role-Playing*

Works on the Apple II Series 48K \$24.95  
Requires Printer with 80 columns or more  
Also Available in German

**THE USURPER™**  
THE MINES OF QYNTÁRR

There's a magical quality about some books that make them especially entertaining and unforgettable. Books like *Huckleberry Finn*, *Treasure Island* and *The Wizard of Oz*.

You'll find that literary quality in Sir-tech's new text adventure, *THE MINES OF QYNTÁRR*, a sophisticated electronic novel that takes you into a bizarre underground realm where nearly anything can – and does – happen.

*THE MINES OF QYNTÁRR* is easy to enjoy, but difficult to solve quickly. Logic and common sense will help you on your way. You'll have to keep track of your progress and learn from your mistakes. Watch for subtle hints, literary allusions and puns. Dozens of puzzles wait to be solved. Hundreds of decisions have to be made.

In the Sir-tech tradition, *THE MINES OF QYNTÁRR* is huge and packed with detail. The game understands countless words, follows long commands (even sentences) and accepts more than one command at a time. There are thousands of correct

routes to victory with "lodes" of fun along the way.

One surprise leads to another in *THE MINES OF QYNTÁRR*. You'll find rich, humorous text descriptions, a great diversity of places and events, and some very unusual objects that could come in real handy.

*THE MINES OF QYNTÁRR* is an extravagant, imaginative journey into an offbeat world that will test your wits and tickle your fancy. It's Book Three of the six-part *USURPER* Saga. So why did we release it first? Ah-h . . . that's the first riddle.

Works on the Apple II Series 64K \$42.95

```

--(*)-- THE MINES OF QYNTARR --(*)--
There is an ogre in this dirty room.
He is at least twice your size. He
doesn't attack you, but he is VERY ugly.
He is between you and the southeastern
door.

A possible escape-route out of here
is through the open door to the west.

** POINTS: 198/500 --** MOVES: 184 **

There is an antique tinderbox here.

>Steal the tinderbox, whack the ogre on
the head with the tasty frankfurter,
then run through the east door and hide.

** DUGRE ROOM **

```

The *USURPER* is a trademark of Sir-tech Software, Inc.

*Adventure Games*

  
**The USURPER™**



**The Mines of Qyntárr**  
**Book III**

By Scott Thoman

**SIR-TECH**  
SOFTWARE INC.

**New Product**  
More programs in THE USURPER Series coming soon.



**CRYPT OF MEDEA™**

"A mind-boggling adventure . . .  
exceptionally fine graphics"

— Easy Home Computer

**T**urned off by dull adventure games?  
Crave a bit of the bizarre — something  
offbeat, frightening?

If so, we prescribe CRYPT OF MEDEA, a  
highly entertaining blend of the humorous  
and the macabre designed for the novice  
computer adventurer, 15 years or older.

CRYPT OF MEDEA is an "electronic horror  
comic" that presents you with a simple  
enough challenge: escape from Medea's  
tomb and find your way back to the land  
of the living.

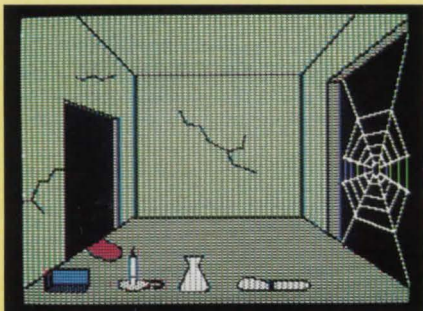
The trick is in the trying. Traps, pitfalls,  
ghouls and grim objects lie between you  
and fresh air. To survive, you must live by  
your wits — taking chances, using intuition  
and learning from your mistakes. You'll  
have to be alert and always prepared  
for danger.

Listen. Hidden among the creepy sound  
effects and strangely familiar tunes  
are clues to the riddles and problems  
you'll be faced with. If you have a  
MOCKINGBOARD®, CRYPT OF MEDEA  
even talks to you.

The visual displays are spectacular. For  
the first time you'll see Crypt-O-Graphics,  
high resolution color graphics and detailed  
text animation. *No other computer  
adventure has this feature.*

Not prone to nightmares? Enter the  
CRYPT OF MEDEA. We dare you.

Works on the Apple II Series 48K \$34.95



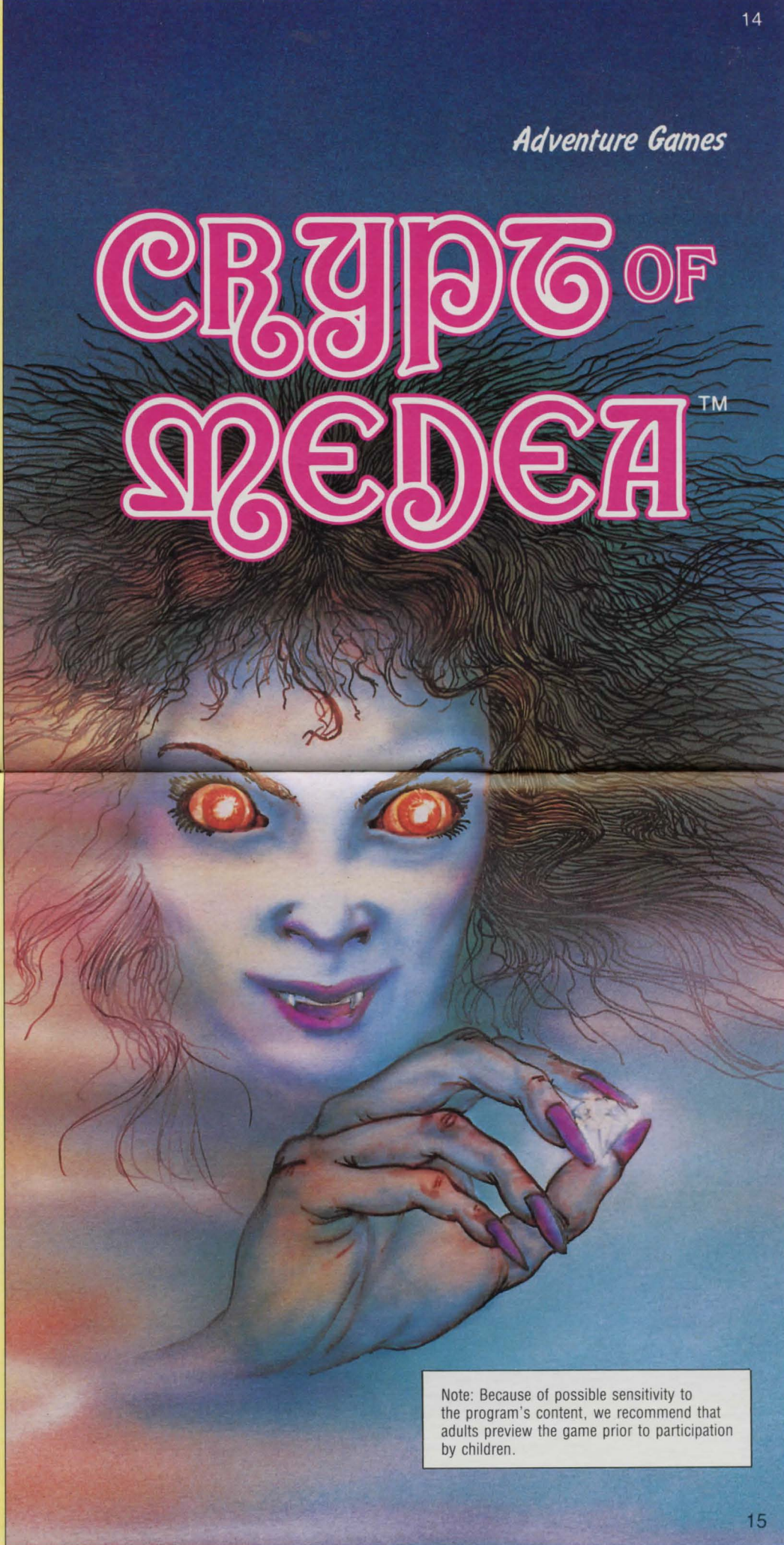
```

+-----+
You are in a small room. The blood on
the floor trickles in from the room to
the west.
-----+
Visible objects: a swaying web,
a box of matches, a candle, a flask,
a butterknife
-----+
Visible exits: west
+-----+
What now >LOOK AT THE WEB
The web covers the door east. It sways
slowly back and forth.
What now >THROW THE FLASK INTO THE WEB
    
```

CRYPT OF MEDEA is a trademark of Sir-tech Software, Inc.  
Mockingboard is a registered trademark of Sweet Micro Systems

*Adventure Games*

# CRYPT OF MEDEA™



Note: Because of possible sensitivity to  
the program's content, we recommend that  
adults preview the game prior to participation  
by children.

**RESCUE RAIDERS™**

The date is 1944, a week after D-Day. The place is Cherbourg, France, a few miles from the Normandy beaches. The commotion is RESCUE RAIDERS, an amazing new game that combines fast arcade action with strategy and tactics.

Terrorists from the future intend to confront the Allies with modern weapons in the city-by-city struggle to change the course of history. As commander of the Allied forces, you must marshal troops, deploy weapons and mastermind a military campaign to thwart the terrorists.

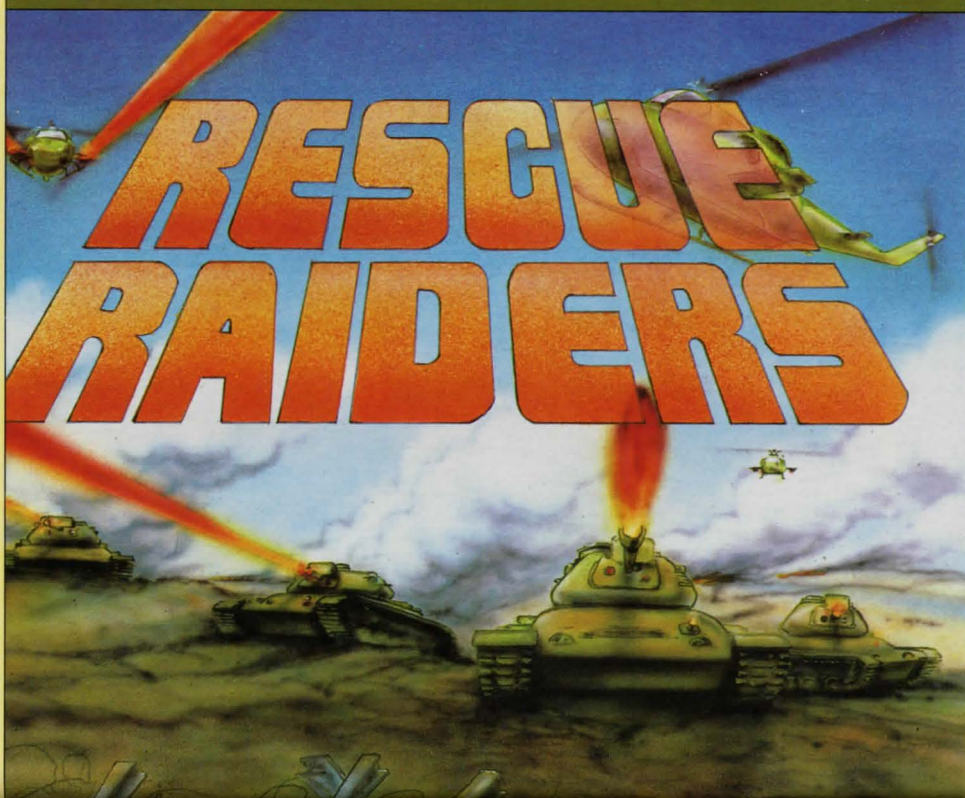
Fighting a war on this scale is complicated, but RESCUE RAIDERS lives up to the challenge. The full-color screen display is enhanced by over 100 detailed combat objects. Vehicles, aircraft and missiles move realistically and conform to the laws of physics. And the computer-commanded enemy is intelligent . . . and cunning.

Quick reflexes are important, but so is the

ability to plan long-range strategies, and to build and control the sophisticated arsenal of men, weapons and defenses you'll need to win the game.

RESCUE RAIDERS has the subtle Sir-tech touches that will keep you coming back for more. Every battle you fight, every time you play this epic game is refreshingly new and different. And win or lose, you'll get a history lesson.

Works on the Apple II Series 64K \$34.95  
Coming soon for the Commodore 64 \$34.95  
Requires Joystick



**New Product**

**GALACTIC ATTACK™**

"Galactic Attack is tough to beat and fun to play"

— Creative Computing

**R**emember the last time you played a strategy-type space game? You learned how to maneuver. How to fire at the enemy. And how to avoid their attack. Lots of fast hand work, but not much thinking.

We invite you to play GALACTIC ATTACK — a true thinking person's game. It should be. It was created by Robert Woodhead, one of the creators of the WIZARDRY game.

Intelligent enemies, no fixed paths to victory and the necessity to carefully plan both offense and defense are some of the big game features that make GALACTIC ATTACK the only space war simulation where your brains as well as your brawn get a piece of the action.

As commander of the earth-based space-ships, you must destroy the dreaded Kzanta invaders before they overrun the

solar system. But don't stop too long to admire the view of Jupiter or Uranus. GALACTIC ATTACK is a real-time game, and action continues even as you pause to plot strategy. So you'll need cool, quick thinking as well as fast reflexes.

Handy game features allow you to save a game to disk and to pre-program the game duration. Adjustable levels of difficulty will keep you coming back for more extra-terrestrial action and enjoyment. GALACTIC ATTACK will tantalize you. It's light years ahead of its time.

Works on the Apple II Series 48K \$29.95



Strategy Games

**STAR MAZE™**

*"Star Maze is an incredible accomplishment"* — *Softalk Magazine*

**T**ake a deep breath and let us transport you through hyperspace to STAR MAZE, a fast-paced arcade game distinguished by the classy Sir-tech touch.

What makes STAR MAZE so different? A combination of special features. Like fantastic graphics. Full-screen, multi-directional scrolling. Brilliant colors. And much more.

STAR MAZE is indeed a maze — a 16-level labyrinth of temptation and danger. Your mission . . . to locate nine power jewels in each level and deliver them to the mother-ship before you get destroyed by aliens or run out of fuel.

Only a small part of the maze is visible at one time. Space — and the maze — appear to move around you, which allows for easier tracking of your explorer ship.

Fortress-like maze walls and a multitude of objects in the wide game passageways fill your screen display in 16 dazzling

colors (most games have only 6). And although STAR MAZE is a cinch to learn, its big game features will give you much to think about.

You and your family will spend months investigating the unknown corners of this cleverly conceived and highly entertaining universe. Never has space appeared so vast, so beautiful, so deep.

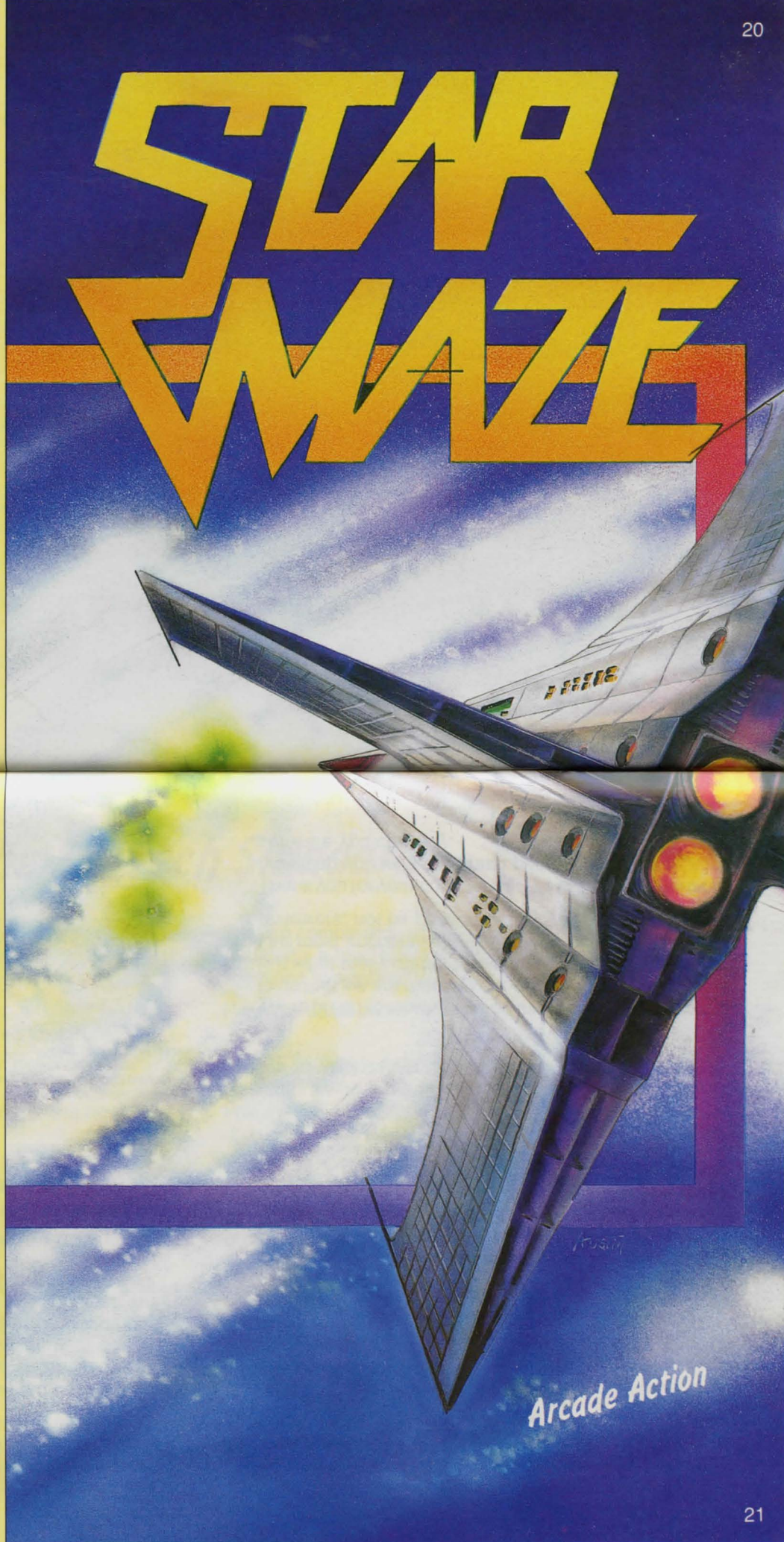
**Works on the:**

- Apple II Series 48K \$34.95
- Commodore 64 64K \$34.95
- Atari 400/800 32K \$34.95
- Atari XL Series 32K \$34.95

Joystick Required for Commodore and Atari



Picture of screen produced on Apple II



*Arcade Action*

STAR MAZE is a trademark of Sir-tech Software, Inc.  
Commodore is a registered trademark of Commodore Business Machines, Inc.  
Atari is a registered trademark of Atari, Inc.

# 'The Results Are In'

Software programs don't exist in a vacuum. Every day, Sir-tech products are used, judged and talked about by thousands of reviewers and consumers. Our software is compared to the countless other programs on the market-place. Our claims are examined. Our warranty compared with others. Our phone support service and our back-up protection checked out.

The results are in. Here are some of the awards our products have received from reviewers and game buyers:

#### PROVING GROUNDS OF THE MAD OVERLORD

"The Most Popular Program of 1978-82 For The Apple Computer"  
- Softalk Magazine Readers

#### PROVING GROUNDS OF THE MAD OVERLORD

"The Most Popular Program of '83 For The Apple Computer"  
- Softalk Magazine Readers  
- St. Games Readers

KNIGHT OF DIAMONDS  
LEGACY OF LLYLGAMYN  
Critics Choice, 1984  
- Family Computing Magazine

KNIGHT OF DIAMONDS  
"Best Adventure Game For The Home Computer," 1982  
The Charles Roberts Award  
- Game Manufacturers Association of America (GAMA)



KNIGHT OF DIAMONDS  
Certificate of Merit - "Best Computer Adventure, 1984"  
- Electronic Games Magazine



STAR MAZE  
Certificate of Merit - "Best Science Fiction Game, 1984"  
- Electronic Games Magazine

LEGACY OF LLYLGAMYN  
"Outstanding Achievement in Computer Software, 1985"  
- Electronic Games Magazine



We're proud to have achieved this recognition. It's proof to us that we are meeting our high standards of quality. But what really matters most to us is your satisfaction. Our most impressive awards have been voted not by reviewers, not by panels, but by you, the customer.

Thank you for your confidence. We will strive to continue providing you with the finest personal computer software you can buy.

## The Sir-tech Standard

The microcomputer marketplace is highly competitive, and computer software customers are intelligent and discriminating. It is not by accident or luck that Sir-tech products are perennial bestsellers.

Our products are "destined to succeed" because of our common sense approach to you, the customer. The Sir-tech philosophy is simple and sincere:

1. When you make something, make it the best you can. Be proud of it.
2. When you sell something, give the customer more than he expects. Surprise him.
3. When you promise something, deliver.
4. When you service something, return it fast. Or faster.
5. Think of the customer as a friend. If you've abided by the first four considerations, he or she will be.

Sir-tech employees *do* abide by these considerations. From quality of product, to the best in customer service, we give you the "red carpet" treatment.

For example, we're the only company we know of that offers a hotline support system 7 days a week. Our replacement warranty is a model for the industry. And our customer service department promises you 24-hour turnaround on disk repair.

That's a combination of services you'll find nowhere else. And that's a few reasons why Sir-tech products are "destined to succeed."

Here are some more reasons:

#### Our Products

Program quality is no accident. We're constantly searching for authors who have the best programs and the most imaginative ideas.

#### Our Employees

Sir-tech staff are highly professional. We work on a product until it's right. Fine-tuning it. Designing the program so that its depth and range will use the full capability of your computer to challenge and entertain you. Testing the program. Evaluating it so that the bugs are zapped and the glitches exiled to a small rocky island on the St. Lawrence River.

#### Our Experience

Sir-tech was established in 1980. Five years may not sound like a long time, but in this business it is. We're one of the original software firms. Unlike most, we're still around. And growing.

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## Sir-tech Services

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If you get stuck in a dungeon or have other problems, we encourage you to call us. We've got someone waiting to help you.

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