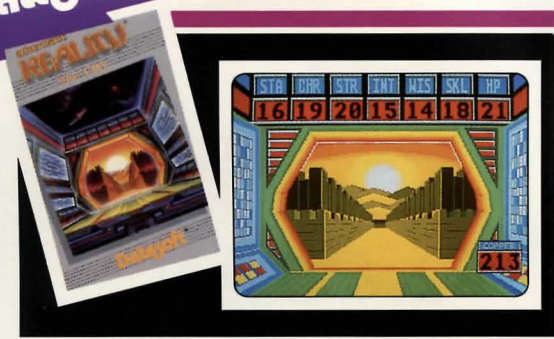


The logo features the word "Datascsoft" in a white, bold, rounded sans-serif font, slanted upwards from left to right. A small registered trademark symbol (®) is located at the top right of the word. The text is centered within a solid black circle. This circle is set against a background of a glowing sun or star, with a bright yellow and orange halo that fades into a dark, deep blue or purple gradient.

Datascsoft[®]



ALTERNATE REALITY™—THE CITY

Kidnapped by an alien spaceship, you find yourself in a room with only one exit. Through this opalescent doorway is The City of Xebec's Demise. Overhead is a panel displaying constantly-changing numbers. At the moment you pass through, the numbers freeze. Whatever levels of Stamina, Charm, Strength, Intelligence, Wisdom, Skill, and Wealth you begin your adventure with are determined at this point.

Mystery and danger await you in the maze of streets. Be wary; not everyone is friendly! Eat and drink in taverns, where clues are often found in the hearty songs you hear.

Encounter strange and wonderful creatures; survive the elements; battle deadly enemies; uncover marvelous treasures; and learn The City's darkest secrets.

You must improve yourself physically, mentally, morally, and financially in order to reach your ultimate goal in the Alternate Reality series: return to Earth or seek revenge on your abductors.



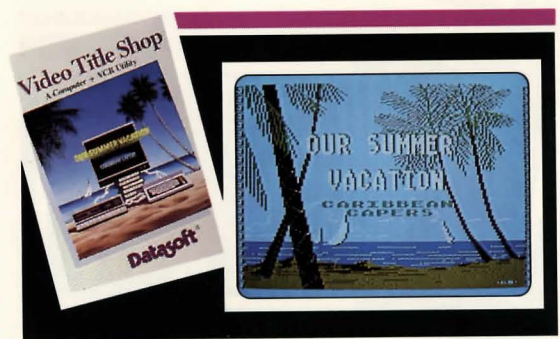
ALTERNATE REALITY™—THE DUNGEON

Second in the Alternate Reality series—the ultimate role-playing fantasy game—The Dungeon lies beneath The City. It is a world shrouded in mystery, where turning a corner can bring you face-to-face with apparitions from your worst nightmares. As in The City, things are not always what they appear to be.

Meef such beings as Acrinimiril the Wizard, the Kings of the Trolls and Goblins, the fearsome Great Wyrme, and many other mysterious creatures. Join a Guild, learn the secrets of the Wizards, and acquire great wealth and treasure.

There are four levels in The Dungeon, each taking you further into the depths and closer to solving the mystery of Alternate Reality.

The Dungeon can be played as a stand-alone game or with a character created in The City.

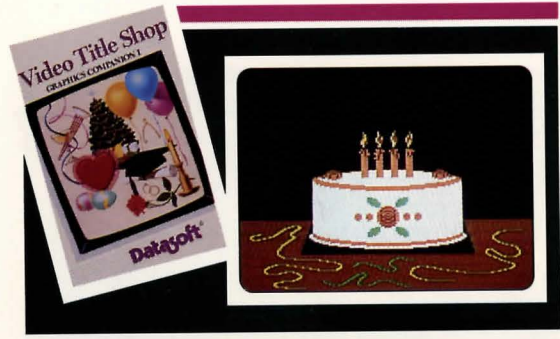


VIDEO TITLE SHOP™

This versatile new product is designed to enhance your video productions in many ways. Combine your VCR or video camera and home computer system to create specialized video productions for home, school or business.

The screens you create are fully usable for your video applications without the clutter of prompts or cursors. Choose from a variety of font styles and sizes, create borders, and edit your work until it meets your own standards. You can also design your own fonts, as well as import picture backdrops from graphics paint programs, or use the MicroPainter™ Plus graphics program included with Video Title Shop.

Special effects you can create include wipes, scrolls, fades, fizzes, and timed sequences. Words can be made to pop onto the screen or be "painted" on one at a time. Set your imagination free and you'll be amazed at what you can create.



VIDEO TITLE SHOP™—GRAPHICS COMPANION I & II

Video Title Shop owners can now use these time-saving disks of "video ready" graphics instead of having to make their own artwork from scratch.

Graphics Companion I provides 25 professionally created electronic Canvases for many holidays, festivities, and personal remembrances. Also featured are five detailed Borders, perfect enhancements for any video production. Drawings can be used "as is" or modified with MicroPainter Plus. Each screen has space to add your own text.

Graphics Companion II contains decorative designs that can be used as borders around entire screens or sections of screens; a number of type styles and sizes; and a nice selection of Clip Art Fonts, covering a variety of subjects.

We challenge you!™



221B BAKER ST.®

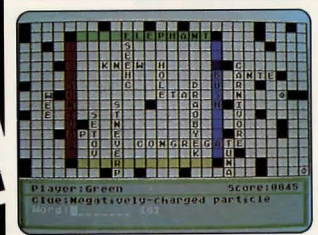
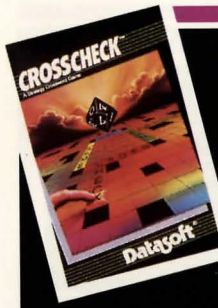
Join forces with Sherlock Holmes, the greatest detective of all time; his famous assistant, Dr. Watson; Inspector Lestrade of Scotland Yard; and the legendary Irene Adler, as they challenge each other to solve the most intriguing cases ever faced by these super sleuths.

Travel the streets and alleyways of Victorian London, gathering clues at The Museum, The Playhouse, The Pawnbroker, and many other locations to see who can solve the cases first.

Each player has the option of selecting a secret code that enables only him to decipher the clues. Beware the secret tunnels under the city; they may provide a short-cut—or a detour.

Plan your strategy and moves carefully, making use of special keys from the locksmith and badges from Scotland Yard.

This graphics-mystery adventure, complete with 30 cases, is designed for 1-4 players or teams.



CROSSCHECK™

Tired of sharpening pencils for crossword puzzles? Then, sharpen your wits for this exciting game that provides the ultimate challenge for crossword and word-game fans.

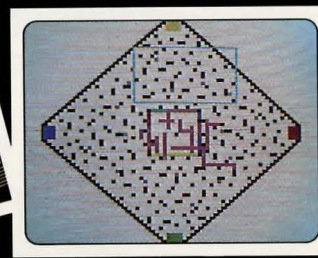
Strategy is crucial. Place words where they do you the most good and your opponents the most damage. You can also place single letters or solid squares to block other players. The goal is to build an unbroken chain connecting your Starting Bar and Home Base.

Crosscheck allows up to four players or teams to compete. In addition to the Home-Base objective game, you can also play to a set point-limit or a set time-limit. Clues vary from simple to difficult, making Crosscheck a game the whole family can play!



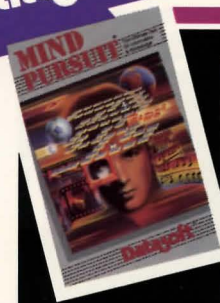
221B BAKER ST.®—CASE LIBRARY 1 & 2

Each of these supplemental disks provides you with 30 additional cases each to continue the challenge to your wits and sleuthing ability. Each requires the original game disk and, as with the game disk, has all the special features like coded clues and underground passageways.



CROSSCHECK™—CHILDREN'S LIBRARY & ADULT LIBRARY

A special library disk just for children gives you the opportunity to make this a true family game. And after the kids go to bed, the adults can continue playing with their supplemental disk that provides hundreds of new clues. The original Crosscheck game disk is required to play these libraries.



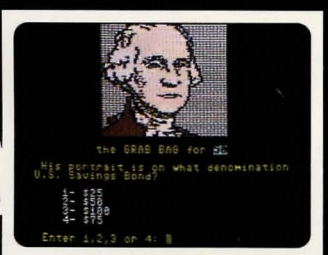
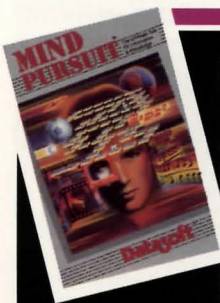
MIND PURSUIT™

Are you looking for a game for the whole family? Something fun for the kids, yet challenging for the adults? Six exciting categories, three game options, and three difficulty levels make Mind Pursuit the game for you.

The categories are Science & Nature, History & Geography, TV & Film, Sports & Games, Culture, and Grab Bag. Each of these categories allows you the option of true/false, multiple choice, or fill-in-the-blank answers. Points are awarded based on the difficulty level. You can even set a 30 to 60 second question timer!

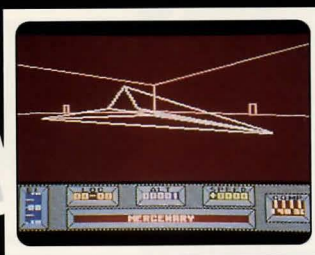
Structure Mind Pursuit for a point limit from 500 to 2,000; set a time limit from 30 minutes to 2 hours (highest score when time is up wins); or select the game board with animated characters for a completely different kind of strategy. At the end of every game the computer provides players or teams with rankings, scores, and percentages of correct answers. In case of a tied score, the player or team with the highest percentage wins.

Thousands of questions test your knowledge during the course of a game. Music and graphics clues vary the gameplay and provide additional challenges.



MIND PURSUIT™—LIBRARY 1

Here are hundreds more questions in the original six categories for hours more fun with Mind Pursuit. Play the game board or use only the text clues; play for a point limit or set a time limit; the same rules apply. Original game disk is required.



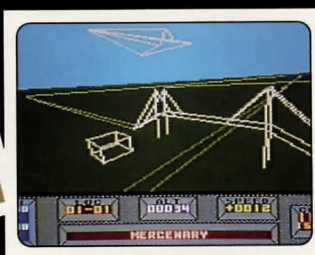
MERCENARY™—ESCAPE FROM TARG

Mercenary is a unique combination of flight simulation and adventure in hi-speed, 3-dimensional vector graphics.

As a 21st century soldier of fortune, you crash land on the war-torn planet, Targ. Your ship is beyond repair, but you can use other flying craft and ground vehicles in moving around the alien world. Explore the underground city of Targ and receive valuable data.

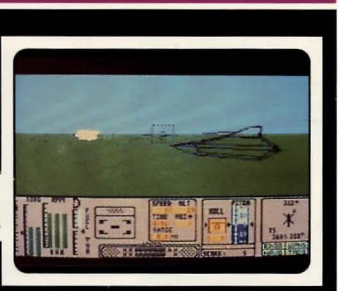
Your ultimate goal is to acquire a craft that will allow you to escape from Targ. But in the meantime, you need employment. The Palyars, beleaguered inhabitants of Targ, are in continuous conflict with the Mechanoids, an alien race of robots. Both sides offer great rewards for your services. You can choose to work for one side or the other—or both.

A control panel at the bottom of the screen keeps you up-to-date on your altitude, compass location, vector location, speed, and elevation. It also presents you with information on your quests as you travel throughout Targ.



MERCENARY™—THE SECOND CITY

On the other side of Targ lies the Second City, another world to explore; another escape to plan, but with an even greater challenge—this time you don't get any maps to work with. Only the best need apply as a Mercenary in this City. Original game disk required.



TOMAHAWK™

Climb into the cockpit of the U.S. Army's AH-64A Apache, the world's most menacing Hunter-Killer helicopter. The Apache was designed to be the deadliest attack chopper in the sky. And it has just one mission: seek and destroy aircraft, tanks, artillery, buildings—anything unlucky enough to stand in its way. The Apache's impressive array of weapons and unmatched maneuverability make it the toughest air-war fighter going!

Features include 3-D, real-time graphics and display; offensive and defensive flight maneuvers; ground attack and air-to-air interception; day and night vision systems; instrument-only flying; and complete weapons system.

Tomahawk tests your instincts, reflexes, and nerves while challenging you with extraordinary flight and battle situations.



BISMARCK—THE NORTH SEA CHASE™

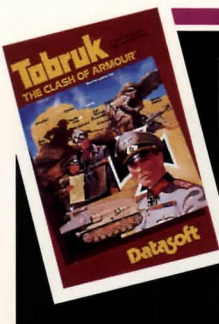
Germany's massive dreadnaught, Bismarck, sent Her Majesty's Ship, Hood to the bottom of the icy Atlantic on the evening of 24 May 1941. Of the Hood's 1,415 crewmen, only 3 survived.

Bismarck's guns are powerful enough to hurl automobile-sized shells for miles. With such awesome firepower, can she invincibly prow the sea lanes? Or can Britain stop her?

Bismarck—The North Sea Chase is a taut, multi-level game with torpedo attacks, armament and bridge controls, radar search, weather forecasting, reconnaissance and map screens, and more!

And if you tire of command from the bridge, you can pilot a Fairey Swordfish torpedo plane off a carrier flight deck. Hunt Bismarck to the air via this exciting, cockpit-perfect flight simulator.

With options to control either The Royal Navy or the infamous German battleship, Bismarck—The North Sea Chase provides months of intriguing, sharp-edged game play.



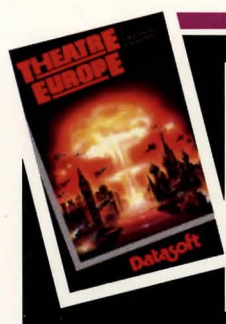
TBRUK—THE CLASH OF ARMOUR™

It's June 1942 and the allies (British, S. African, Free French, New Zealand, and Australian) have almost kicked the Italians and Germans out of North Africa.

Enter Rommel! And the tide turns. Only Tobruk stands in the way of complete Axis victory; it must be defended against the reinforced enemy thrust. If this key port is captured, Allied supplies will be cut off, Egypt will fall, and the Mediterranean will be at the mercy of Axis warships.

Sand-pounding tank battles and red-skyed desert-dogfights decide the outcome. You get a turret-eye-view of the action with combat-driving simulator, main gun and machine gun controls, mine layer and lifter, and more! Air tactics include ground attacks, air-to-air skirmishes, and long-range bombing.

Your field map shows air and armoured movements as you command Rommel's Desert Rats against the computer. Will Tobruk fall again?



THEATRE EUROPE™

All of Europe is your battleground! This ultimate strategy war game puts you in the position of Supreme Commander of either the NATO or Warsaw Pact armies. As Warsaw Pact leader, your goal is the invasion of West Germany; as NATO commander, you must repel the Russian advance.

Theatre Europe simulates the first 30 days of Warfare. Whether it is the final conflict depends on you. You direct air, sea, and land forces in both arcade screens and on action maps. And if you red-line the Fun Meter and bring the world to the brink, there's a genuine Hot Line to call for Doomsday Weapon access.



FORCE 7™

You command Force 7, a crack Special Forces unit. You've been sent to the planet Karis on a perilous mercy mission: rescue the colonists... if any have escaped annihilation!

The situation: All communications from Karis were silenced months before. The last report said the colonists were overrun by invaders. If any Earthlings are still alive, they're holed up in the Energy Fabrication Plant.

The enemy: A race of rugged, powerful, relentless beasts that enjoy the finer things, like humans.

The dilemma: Because of an accident on your ship, all but one life-support suit has been damaged. This means that though your arsenal includes flame throwers, heavy machine guns, grenade launchers, and hydro guns, only one commando can transport to Karis at a time to use these weapons.

You must choose carefully which soldier will confront the aliens and when. Each member of the Force fights alone, facing fatigue, hunger, strange environs, and a deadly, numberless enemy.



BLACK MAGIC™

The evil Zahgrim is destroying the kingdom of MariGold with immorality, high taxes, rampant violence, and other acts of un-niceness! You represent the last hope for defeating Zahgrim's rotten regime.

The Blind Statue tells you how to stop Zahgrim. If you restore the statue's sight with the six necessary (and incredibly hard to get) Eyes, it will reveal the secret of Zahgrim's vulnerability.

Part one of your adventure involves gathering the Eyes while fending off a horde of vicious nether-demons. Part two involves a trip to Zahgrim's castle. The final confrontation makes gathering the Eyes seem like picking daisies.

More than one hundred screens of intense action and challenging puzzles must be overcome before the inhabitants of MariGold can once again live in peace and prosperity.



SARACEN™

During the Holy Crusades, the brave, adventurous young soldiers of the Christian world travelled to the Holy Land to fight the Saracens, a band of cunning Medieval Infidels.

You portray Ilan The Crusader. You must make your way through stonewall mazes which are patrolled by fanatical guards. Your goal: destroy the Chief of the Saracens.

Your only weapon is a longbow; but when your arrows shoot straight and true, they have the power to crash through walls or start a chain reaction of explosions.

Every shadow hides a deadly encounter: blue-steel balls thunder heavily after you and every maze is booby-trapped with bombs.

Each step of the 100 pulse-quickenning game levels (player selectable) is more dangerous than the last. Guaranteed to give hours of crusading computer fun.

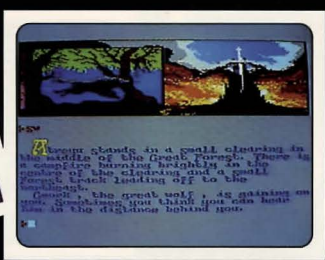


GUNSLINGER™

This graphics-text adventure takes you back to the old West in the days of the Texas Rangers. As Kip Starr, ex-Ranger, you receive startling news: your best friend, James Badland, is in jail in Mexico and will be hung in two days unless you can rescue him. To add to your troubles, the Dalton Brothers, all six of them, are out of jail and coming to settle the score with you.

Your adventure leads you through a ghost town, down into a mine, to an Indian village, an army fort, and finally to a small town in Mexico. You face the perils of a runaway mine car, unexpected waterfalls, ambushes and unfriendly Indians.

Can you rescue James before the hangman's rope gets him?



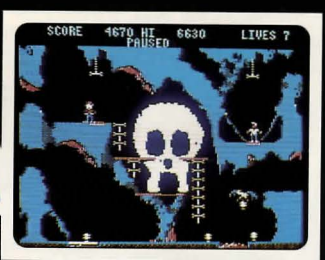
THE NEVERENDING STORY

Fantasia, the world of make-believe, is in peril! You, Atreyu, the mightiest warrior in the land, have been chosen to rescue your world from The Nothing, the empty cloud of human despair that consumes the very fabric of Fantasia.

While you search for one thing that will stop The Nothing, The Nothing sends its servant, Gmork the Werewolf, to hunt you down.

Come, discover the world of Fantasia! Meet the natives: Night-hob and Teenyweeny; the towering Rockbiter; and Morla, the apathetic sage. Find the magic medallion, Aurny, and friend Falkor the Luckdragon.

Each section of Fantasia you traverse brings you closer to your final goals: to contact someone from the real world and return Aurny to the Empress in the Ivory Tower.



THE GOONIES™

Based on the hit Steven Spielberg film, this exciting action/strategy game re-creates the thrills and danger of the big screen. Eight screens of challenges and increasing difficulty lead to the pirate treasure as The Goonies™ kids elude the evil Fratelli clan.

Each screen is an elaborate Rube Goldberg-type maze and requires the two Goonies kids in each screen to work together in order to make it through safely. You can't go to the next screen until both kids get to the exit. Watch out though, because the evil Mama Fratelli wants the treasure for her family of crooks. You will also have to avoid bats, falling rocks, cannonballs, and many other deadly obstacles, as you progress through the game.



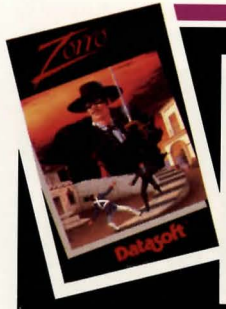
DARK LORD™

In your grandfather's ancient, turreted mansion, half-way up a rusting, spiral staircase, you discover a hidden passage leading into a covert room.

A weathered journal tells of your grandfather's journey to the Alterworld, a land of magic and myths, where Good and Evil once fought to the ultimate finish. And Good won . . . Or did it?

There's only one entrance from Earth to Alterworld, the solitary Cheval mirror which now stands before you. After reading of your grandfather's adventures, you decide to venture through the looking-glass door to Alterworld. There you will challenge the monstrous Nequam, a jackal-hearted Warlord whose enchanted amulet makes him nearly invincible.

But be wary. Not only is Nequam hard to kill, he also has a nasty habit of not staying dead! You must search for the ancient, lead-lined skull, the one weapon that can defeat Nequam's power.

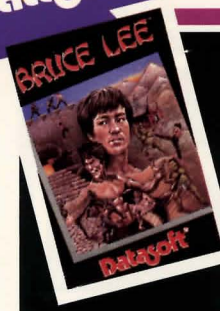


ZORRO®

Based on the character created by Johnston McCulley, this action/strategy game lets you relive the exploits and adventures of the legendary Zorro® in Los Angeles of the 1800's, as he attempts to rescue the fair maiden from the clutches of the evil Sergeant Garcia.

His quest takes him through 16 increasingly difficult screens of danger and excitement as he is chased by Garcia's soldiers. Some of the screens are in the catacombs beneath the Mission graveyard. Join the fun and excitement as Zorro leaps from rooftops, trampolines from floor to floor, and engages in duels with the soldiers of Garcia.

We challenge you!™

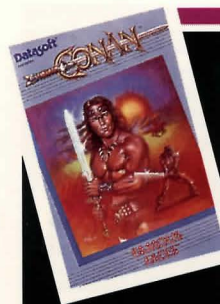


BRUCE LEE™

The power and glory of one of the greatest masters of the martial arts, Bruce Lee, is now in the control of the player. The challenge is to penetrate the fortress of the Evil Wizard and claim his fortune. Destroying the Wizard earns immortality and uncountable wealth.

But the Wizard isn't going to give up without a fight. Protecting his fortress are a variety of enemies: the Ninja, a skillful fighter with an arsenal of deadly weapons; his partner, the massive Green Yamo; plus exploding bushes, flying crabs, and deadly electrical charges.

Only the player, as Bruce Lee, possesses the strength and cunning to conquer these enemies and survive 20 screens of action-packed thrills and danger.



CONAN™

Conan, based on the character portrayed in novels, films, and comics, is an action/fantasy game where the player controls the hero. The hero can make a variety of moves, including falls and tumbles from any height without harming himself, as long as he doesn't fall into a pool, lava, or a spike pit. He also climbs ladders and throws his mighty sword.

The main objective of the game is to locate and destroy evil forces, but to do this he must fight his way through eight levels, each with different foes and objectives. Each level must be successfully completed in order to move to the next. The exit from each level is marked with a flashing arrow, but the player, as Conan, must determine how to get past the obstacles and reach it.

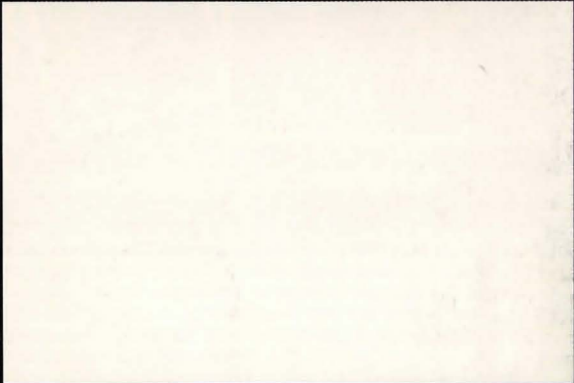
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• Indicates Apple & IBM floppy format.
• Indicates Commodore & Atari floppy format.
† Supplemental Game Disks Available.

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Applications	C-64/128	Atari	Apple II	Amiga	Atari ST	Macintosh	IBM/PC	Radio Shack Color Computer
ENTERTAINMENT								
Alternate Reality—The City*	•••••	•••••	•••••	•	•••••	•	•••••	•
Alternate Reality—The Dungeon	•••••	•••••	•••••	•	•••••	•	•••••	•
Mercenary*†	•••••	•••••	•••••	•	•••••	•	•••••	•
Theatre Europe*	•••••	•••••	•••••	•	•••••	•	•••••	•
Gunslinger	•••••	•••••	•••••	•	•••••	•	•••••	•
221B Baker Street*†	•••••	•••••	•••••	•	•••••	•	•••••	•
Crosscheck*†	•••••	•••••	•••••	•	•••••	•	•••••	•
The NeverEnding Story*	•••••	•••••	•••••	•	•••••	•	•••••	•
Mind Pursuit†	•••••	•••••	•••••	•	•••••	•	•••••	•
The Goonies*	•••••	•••••	•••••	•	•••••	•	•••••	•
Zorro*	•••••	•••••	•••••	•	•••••	•	•••••	•
Bruce Lee*	•••••	•••••	•••••	•	•••••	•	•••••	•
Conan	•••••	•••••	•••••	•	•••••	•	•••••	•
Saracen	•••••	•••••	•••••	•	•••••	•	•••••	•
Black Magic	•••••	•••••	•••••	•	•••••	•	•••••	•
Bismarck	•••••	•••••	•••••	•	•••••	•	•••••	•
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Tomahawk*	•••••	•••••	•••••	•	•••••	•	•••••	•
Dark Lord	•••••	•••••	•••••	•	•••••	•	•••••	•
Force 7	•••••	•••••	•••••	•	•••••	•	•••••	•
UTILITY								
Video Title Shop†	•••••	•••••	•••••	•	•••••	•	•••••	•



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