

EL CTRONIC ARTS

## JEGACYOFTHE About the

life of a Tarmalon shepherd is a simple one. In truth, you've never been even as far as Holy Point, a small city ten days march to the north. Like everyone in the realm, you've heard tales of great wizards and powerful magic. You've even listened to stories of ancient travellers from the lights in the sky. But nothing unusual has ever happened to you – or anyone you know.

Suddenly, you notice that the wildlife is strangely quiet. You glance up from your thoughts to see a crumpled figure by the side of the road. Nervously, you kneel down to check the body. It's a dead man. His corpse is still warm. There's a look of panic on his face, a gold bracelet around his wrist, and a leather scroll clutched tightly to his chest.

tells you to run. Whatever killed this man is probably still nearby. Yet something compels you to linger. You find yourself tucking the scroll into your tunic. The bracelet is trickier, but you manage to unfasten it and snap it around your own wrist. Rummaging through his cloak, you find some papers and an odd black disk.

Looking around with care, you hasten on your way. But before you've gone more than a few steps, your senses begin to waver and shift. As you shake your head to clear your vision, you see standing before you a magnificent structure, where nothing but weeds and swamp had been before. Stone walls shine in the sun. Giant columns reach toward the sky. A shimmering archway beckons. You walk slowly through it, as if in a daze.

Your adventures have just begun.

Artists: In spite of the fact that they are twin brothers, Chuck and John Dougherty bring very different experiences to the



field of computer gaming. They attended the same Michigan university, but Chuck studied psychology and pursued a career

in that field, while John got a master's degree in computer science and went to work for Bell Labs. It wasn't until years later that they discovered their mutual love for adventure games and decided to build their own. Chuck's love of game theory and John's passion for computers

proved to be a sure-fire combination. When not building computer games, Chuck flies airplanes and plays his piano – while John plays and sings in a small musical group and indulges his interests in golf, bicycling and frisbee. Both brothers live in Michigan.



We're an association of electronic artists who share a commor goal. We want to fulfill the potential of personal computing. That's a tall order, but with enough imagination and enthusiasm, we think there's a good chance for success. Our products, like this one are evidence of our intent. If you'd like a product brochure, send a stamped SAE to: Electronic Arts, 11/49 Station Road, Langley, Slough Berks, England.

## **DUNGEON SLIME NEVER LOOKED SO GOOD.**

RICH GRAPHICS Full-colour, scrolling 3-D mazes. The flickering shadows of torchlight on mouldy walls. The blood dripping from a monster's teeth. **INCREDIBLE SOUND EFFECTS** The squish of swamp muck between your toes. Buzzing electric force fields. The echoing roar of your Kill Flash spell. **ENORMOUS VARIETY** You want a lot to do? Lots of choices? You've got it. A dangerous quest. A fast pace. Continents, oceans, wilderness, towns, dungeons, a castle and a fortress to explore. Puzzles. Gambling. Fighting. Magic.

CHOOSE: FLUME BOLT OTHER

CHOOSE: FLUME BOLT OTHER

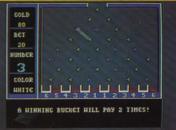


TIME-SPACE MUSEUM

WELVE DIFFERENT TOWNS

MADE IN ENGLAND E00741EI





FIVE ACTION GAMES

These screen shots represent C64 version. Other versions may differ.





ELECTRONIC ARTS

Home Computer Software