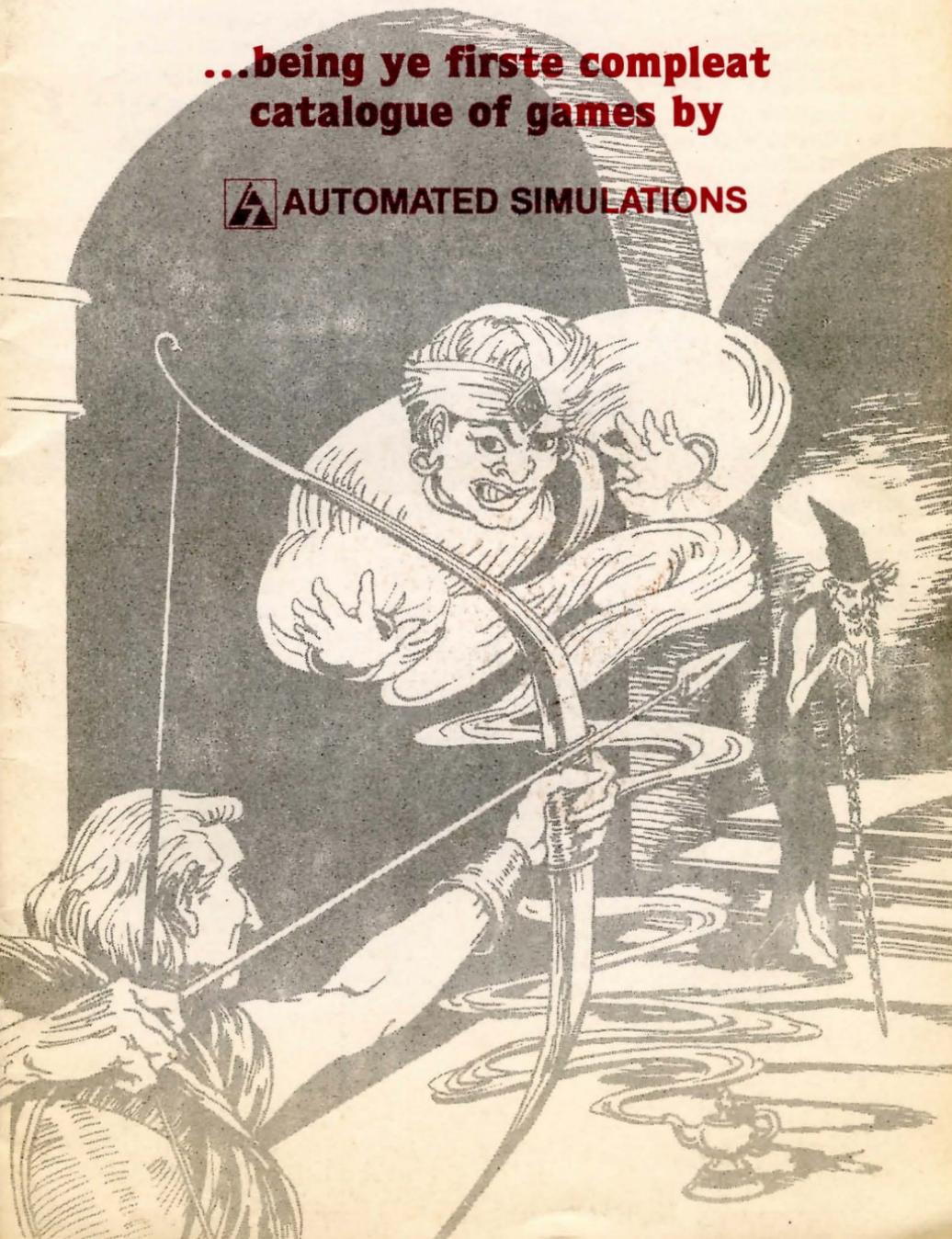


...fantasy at your fingertips

...being ye firste compleat
catalogue of games by



AUTOMATED SIMULATIONS



...a list of the games available from
Automated Simulations

GAME	COMPLEXITY	EASE OF PLAY	PLAYING TIME	SEE PAGE
Starfleet Orion	Advanced	Medium	½-6 hours	2
Invasion Orion	Advanced	Medium	½-4 hours	5
The Temple of Apshai	Intermediate	Easy	½ hour & up	6
The Datestones of Ryn	Introductory	Easy	20 minutes	8
Morloc's Tower	Intermediate	Easy	¼-1 hour	11
Rescue at Rigel	Intermediate	Easy	¼-1 hour	12
Lower Reaches of Apshai	Intermediate	Easy	½ hour & up	13
Star Trader Orion	Intermediate	Easy	1 hour	13
Trek '78	Introductory	Easy	½ hour	15
Taipan	Introductory	Easy	½-1 hour	15
Tanktics	Intermediate	Medium	¼-2 hours	16
Galactic Empire	Advanced	Difficult	6-10 hours	16
May, 1941	Intermediate	Easy	½ hour	17
Ogre	Introductory	Medium	½-1 hour	18
Chitin:I	Advanced	Difficult	1-2 hours	18
Melee	Introductory	Medium	½ hour	18
WarpWar	Intermediate	Medium	1-2 hours	18
Rivets	Advanced	Difficult	1½-3 hours	19
Wizard	Intermediate	Medium	½-1 hour	19
Olympica	Intermediate	Medium	1-2 hours	19
G.E.V.	Advanced	Difficult	1-2 hours	19
Ice War	Advanced	Difficult	1½-3 hours	20
Black Hole	Intermediate	Medium	½-2 hours	20
Sticks & Stones	Intermediate	Medium	1-2 hours	20
Invasion of the Air-Eaters	Advanced	Difficult	2-3 hours	20
Holy War	Advanced	Difficult	1-2 hours	21
{Annihilator }	Introductory	Easy/Medium	1 hour	21
{One World }	Introductory	Medium	1 hour	21
Hot Spot	Advanced	Difficult	2-3 hours	21
Death Test	Intermediate	Medium	½-2 hours	21

Coming Attractions – Fall/Winter 1980

A Few Quotes from Users

14

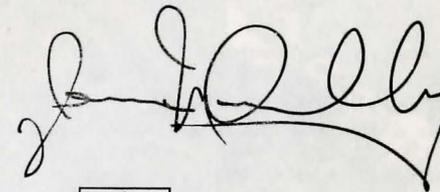
Back Cover

fantasy at your fingertips

At Automated Simulations, we believe that games should be fun, challenging, and intellectually stimulating. This doesn't change when a game happens to use a computer. To be worth your money, and, more important, your time, a computer game must first be a good game. That's why we design the game before we design the program. That's also why each of our games is play-tested for hundreds of hours before the game system is final. We want you to know that you're getting a game that is worth your time.

Because we feel that a good game has to provide the player with many alternatives and ways to affect the outcome, our games are more complex than most computer games available. YOU take command! YOU determine the course of history! If you want an active role, if you want to plan and execute a strategy, make real decisions that determine the outcome of the game, then our games are made for you.

The complexity of our games, however, lies in planning your playing strategy. Insofar as possible, we've reduced the complexity of the mechanics of play and of the rules, to a minimum.




**Automated
 Simulations**

Starfleet Orion

War in The Cosmos

The Dirge was old, old.

It was old when dust motes sailed the solar wind and only lizards raised stares unblinking toward what men would call "The stars of Orion."

Without listeners, the Dirge drifted eons in silence until, at last, a ship of a new empire, touched by legend and led by an artifact from another time, would have directed the Dirge to its own ends.

But a song is not the singer, and a deathsong has only one purpose.

Without warning and almost without witness, the cruiser Ozymandias was annihilated. A single lifeboat shrieked, jumped, fled with a soprano wail. To its own slow beat, the ultimate weapon followed.

The song had begun again.

"Starfleet Orion" brings you the opportunity to fight space battles in your living room. The Deathsong scenario is one of twelve provided in the game. These are of varying complexity with 2 to 15 spacecraft.

12 Games in 1 – infinitely expandable.

One program is the game. The other programs create data files – scenarios – that make "Starfleet Orion" infinitely expandable. You get 12 play-tested scenarios in the Battle Manual. You can invent more of your own. Your only limit is your imagination!

"Starfleet Orion" is designed for 2 players. Includes Rulebook and Ship Control Sheets as well as the Battle Manual.

Minimum Configuration Requirements:

TRS-80 Cassette: 16K, Level II

TRS-80 Disk: 32K, TRSDOS

APPLE Cassette: 16K or 32K with integer BASIC in ROM (2 program versions supplied)

APPLE Disk: 32K with integer BASIC in ROM

PET Cassette: 8K (old or new ROMs)

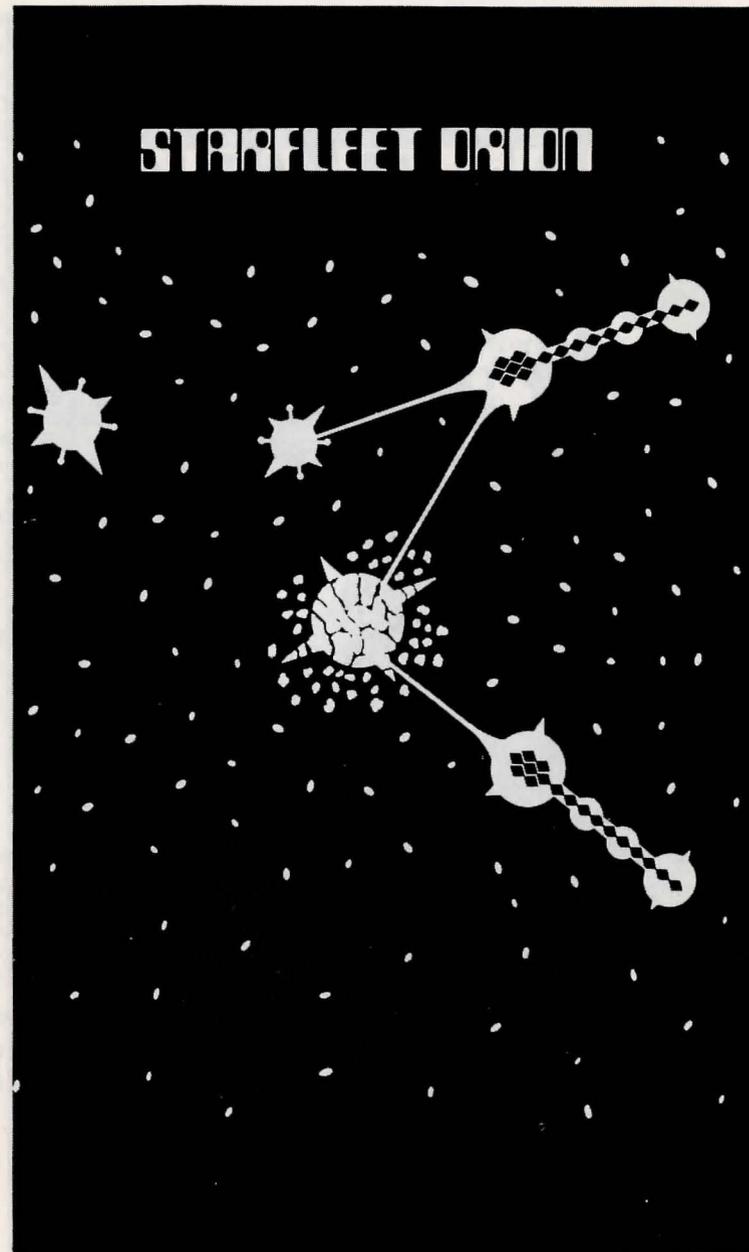
Rating: Advanced complexity . . . medium ease-of-play . . . ½ to 6 hrs playing time.

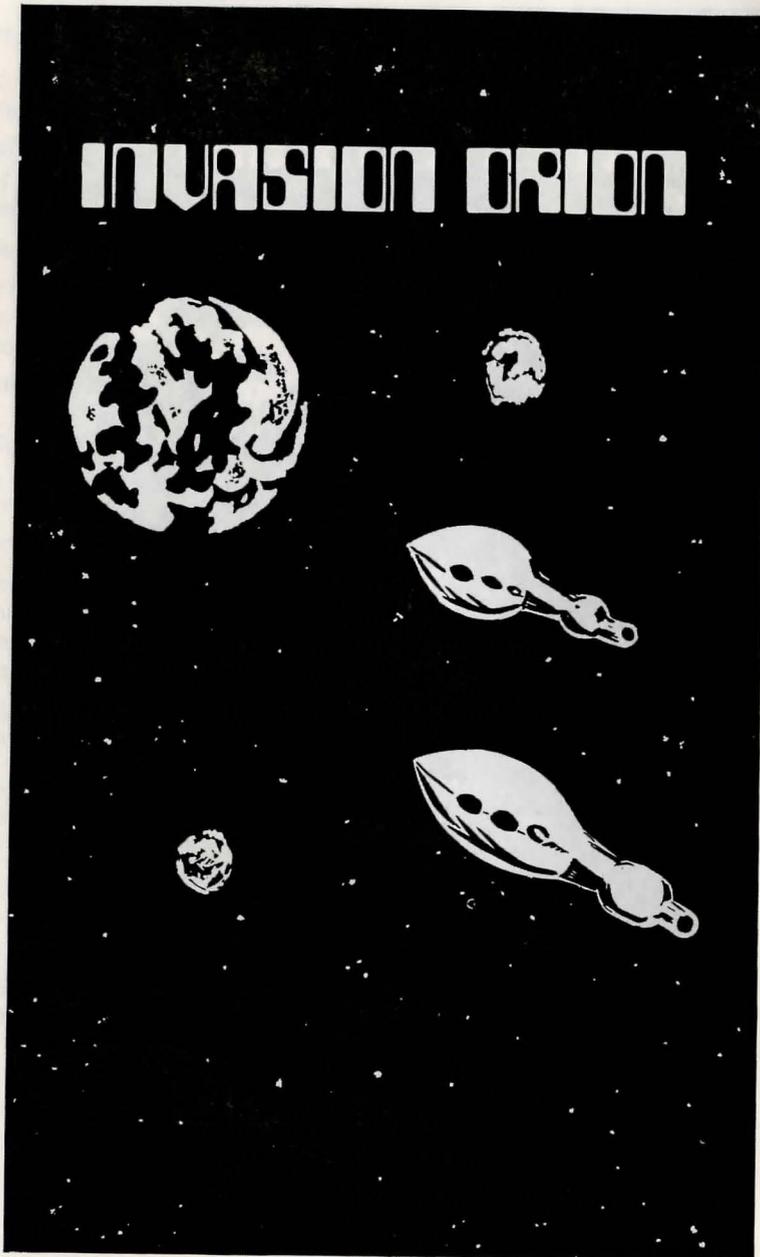
\$19.95 Cassette

\$24.95 Disk



AN AUTOMATED SIMUALATIONS' GAME





Invasion Orion

Now Automated Simulations challenges you to pit your skills against the computer! "Invasion Orion" – a complete tactical science fiction wargame from Automated Simulations – uses the same game system as "Starfleet Orion," but you can play solitaire! With "Invasion Orion" your computer is always ready for a fight.

Most board games are designed for two or more players. That's fine if you can find someone who wants to play the same game at the same time. And you're probably familiar with the difficulties in playing solitaire, a game designed for two or more. But with "Invasion Orion" you always have a challenging opponent, willing to play on either side of any scenario, at any time.

"Invasion Orion" provides you with scenarios designed to allow players of different skill levels to find a challenging game of space warfare every time. Choose from three levels of play for the computer. And you can have the computer play either side.

"Invasion Orion" is ready to play as soon as you get it. Just load the program cassette, choose the scenario and skill level you want and enter your orders. In a matter of moments the computer makes its move and automatically resolves combat.

The computer takes care of the details, making the game easy to play. It prompts you for your entries. *And* the simultaneous combat is resolved quickly so that you can get on with deciding what to have your starfleet do. No knowledge of programming is required, either. You just play the game.

- 10 Scenarios with fictional backgrounds
- 30 Ship types
- 3 Different weapons systems
- Tractor-Pressor Beams
- 3 Selectable levels of difficulty
- Solitaire play against your computer

Minimum Configuration Requirements:

TRS-80 Cassette: 16K, Level II

TRS-80 Disk: 32K, TRSDOS

APPLE Cassette: 32K with APPLESOFT in ROM

APPLE Disk: 48K with APPLESOFT in ROM

PET Cassette: 16K (old or new ROMs)

Rating: Advanced complexity . . . medium ease-of-play . . . ¼ to 4 hrs. playing time

\$19.95 Cassette

\$24.95 Disk



The Temple of Apshai

dun•jon. Archaic variant of dungeon. The great tower or keep of a castle. A dark subterranean place of confinement. A labyrinth.

quest. The act of seeking or pursuing something. The expedition of a knight to perform an heroic feat.

dun•jon•quest. Automated Simulations' new game for home microcomputer that offers the player an opportunity to undertake heroic acts within a labyrinth filled with treasures and fantastic monsters.

Swing your broadsword at a giant ant or hide behind your shield while you parry his attack. Bargain with the innkeeper for a suit of armor, leather, ring mail, chain mail, or plate, but save enough money to buy yourself a bow and some arrows.

"The Temple of Apshai," first in the "DunjonQuest" series, lets you take your hero into a magical and mythical labyrinth populated by fearsome monsters who guard many and varied treasures.

Some of the treasures are magical and can help you in exploring the underground complex. But look out for monsters and traps that spring at you from the walls and shadows of the rooms and passages you traverse!

The Book of Lore fills in the background and describes the appearance of the temple as you go. Monsters that move in real-time will keep you jumping as you try to fight your way back to the surface with your load of booty. With over 200 rooms, over 30 monsters, and a wide variety of treasures, there's enough here to keep you busy exploring for a long time.

Bring in characters from other fantasy role-playing games if you like, or let the innkeeper find thee a hardy fellow, and play the same areas of the dungeon many different ways. There are over 16 million kinds of characters — not to mention different possible ways to equip them. Learn the secrets of the buried Temple for yourself as you test your mettle against the servants of evil!

"The Temple of Apshai" can be ordered for the TRS-80 and APPLE on cassette or disk. Disk versions now include the capability to save and store characters and to save games in progress.

Minimum Configuration Requirements:

TRS-80 Cassette: 16K, Level II

TRS-80 Disk: 32K, TRSDOS

APPLE Cassette: 48K with APPLESOFT on cassette or in ROM

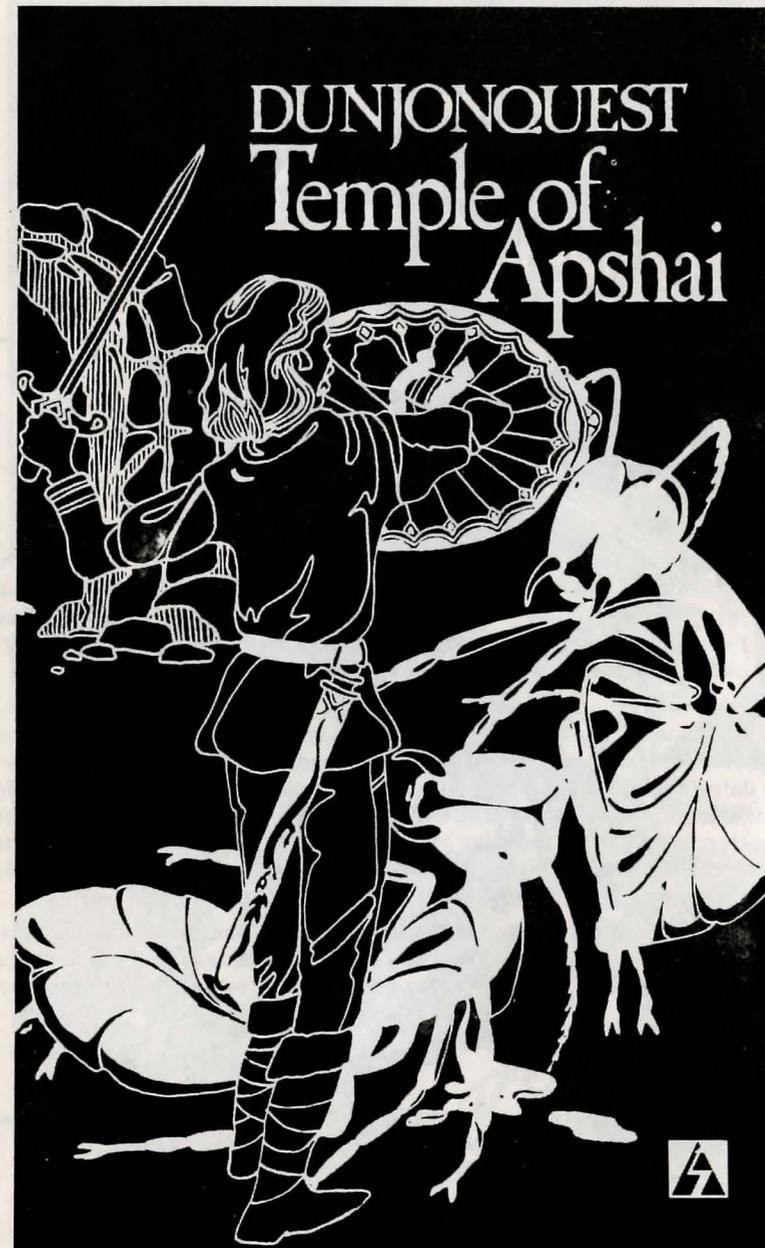
APPLE Disk: 48K with APPLESOFT in ROM

PET Cassette: 32K (old or new ROMs)

Rating: Intermediate complexity . . . easy to play . . . ½ hr. and up playing time.

\$24.95 Cassette

\$29.95 Disk



DunjonQuest #2 and #3:

...Two More DunjonQuest Games from Automated Simulations

More heroic acts...more labyrinths...
more treasures...more monsters in
these two new games: "The Datestones
of Ryn" and "Morloc's Tower." If you
liked the "Temple of Apshai," you'll
feel a burning need to own these.

The Datestones of Ryn

DunjonQuest #2

Fell beasts and mighty heroes stride the musty corridors of ancient catacombs. The clash of steel and the splinter of bone herald the search for hoarded treasure. There, upon the heaped gold and jewels, broods the spawn of Grendel – waiting, ever waiting, to test the mettle of its foeman. In treasure vault will fall this day man or monster – pouring out heart's blood upon the cold and lichen-crusted floor.

Take this opportunity to introduce yourself to the "DunjonQuest" series. A dastardly robber band led by the notorious rogue, Rex the Reaver, has stolen the precious Datestones from the ducal calendar. Your mission is to recover the datestones before Rex and his cutthroats can slip away. You're working against the clock to retrieve the stolen treasures. Not only do the real-time monsters keep you on the edge of your seat, but you must finish your quest before the sun sets! Explore the cave complex where the robbers have taken refuge, but watch out for the other inhabitants of the warren.

The built-in competitive scoring system of "Datestones of Ryn" measures how well you do in successive playings and allows you to test your prowess against that of your friends. Can you snatch every last Datestone from the robbers' grasp?

Minimum Configuration Requirements:

TRS-80 Cassette: 16K, Level II

TRS-80 Disk: 32K, TRSDOS

APPLE Cassette: 32K with APPLESOFT in ROM or 48K with APPLESOFT on cassette

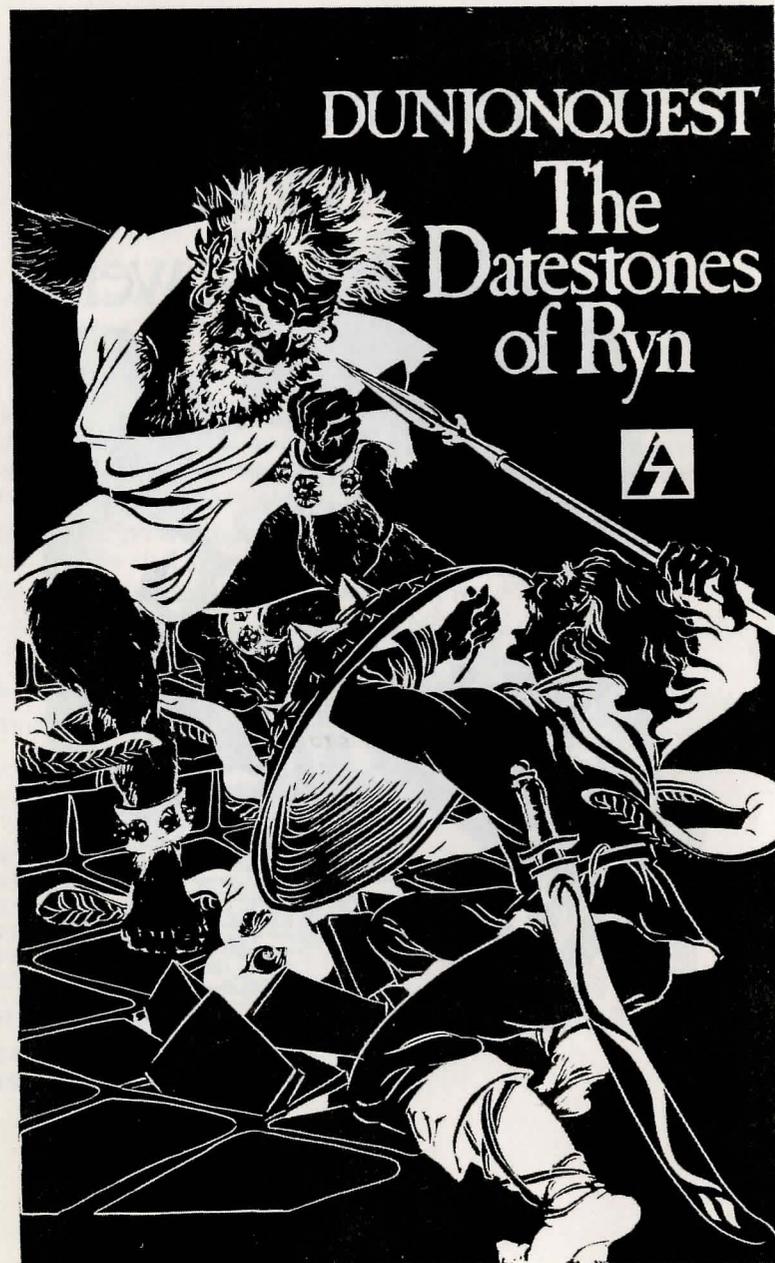
APPLE Disk: 48K with APPLESOFT in ROM

PET Cassette: 16K (old or new ROMs)

Rating: Introductory complexity . . . easy to play . . . 20 min. playing time.

\$14.95 Cassette

\$19.95 Disk





DUNJONQUEST

Morloc's Tower



Morloc's Tower

DunjonQuest #3:

Morloc has sworn to level the city of Hagedorn by tonight, upon the rise of the new moon. Unless Brian Hammerhand can fulfill his quest, none of the inhabitants of the town, pursued by the awesome and evil power of the wizard, will live to see the next sunrise.

Morloc commands the fire that burns the soul and a host of evil and inhuman servitors, from a pack of ravenous hounds to a fiery salamander (a species of corporeal fire elemental) . . . and worse. The foul warlock rests secure in his tower, but the seeds of his destruction are sown therein.

As Brian Hammerhand, can you puzzle out the workings of Morloc's possessions and so use them against their master? Will you slay the archvillain and save the fair maid Imelda for better uses than roasting in a fireball???

"Morloc's Tower" is the third title in the DunjonQuest series. In it you'll find 3 kinds of rings, a magic sword, two amulets, half a dozen other treasures, 30 rooms, 18 real-time command options, and a dozen types of monsters including crafty old Morloc himself. Morloc is an intelligent opponent for you to vanquish.

Morloc's Tower is a fascinating game that's easy to learn but a real challenge to master. Even after you've figured out all of the puzzles (or think you have), you'll play again and again to improve your score.

Be warned: the optimal solution will prove to be even more elusive than the mad wizard!

Here are hours of fantasy adventure for you and your microcomputer.

"Morloc's Tower" includes everything you need to begin your quest:

- Game program
- 1200-Byte data file
- Colorful 16-page manual

Minimum Configuration Requirements:

TRS-80 Cassette: 16K, Level II

TRS-80 Disk: 32K, TRSDOS

APPLE Cassette: 32K with APPLESOFT in ROM or 48K with APPLESOFT on cassette

APPLE Disk: 48K with APPLESOFT in ROM

PET Cassette: 20K (old or new ROMs)

Rating: Intermediate complexity . . . easy to play . . . ¼ to 1 hr. playing time

\$14.95 Cassette

\$19.95 Disk



COMING ATTRACTIONS

New Games — Spring/Summer 1980

Rescue at Rigel

It's up to YOU to rescue the hostages.

The trouble had started when a renegade High Tollah, fearing the traditional Tollah punishment for deposed leaders — being de-mandibled — sought sanctuary in the Stellar Union.

In a snit of frustration, the remaining High Tollah ordered a clawful of the nearest men and women — who happened to be from the Orion colony of Ultima Thule — to be taken prisoners. Inside a secret base on a moonlet circling Rigel, on the fringe of human-occupied space, Tollah scientists used their unwilling subjects to find a means of reducing the human race to the status of Common Tollah — which is to say, sheep. What's worse, one of the prisoners happens to be the beautiful Delilah Rookh, a friend of Sudden Smith.

“Rescue at Rigel” brings the man-to-man excitement of our “DunjonQuest” series to the final frontier. It's a struggle not only against armed aliens, hostile creatures, and an unexplored environment, but also against time and the dwindling resources of your vital powerpack.

As Sudden Smith, it's all up to you: You decide when to activate your force shield and at what setting to keep your powergun. You must pick your way through the convoluted levels of the base and, out of the several dozen chambers, find the rooms in which the captives are held. There's a stripped-down gunboat waiting in orbit, but it takes energy to make contact and get each prisoner beamed aboard.

Once your powerpack is depleted, you have only the handful of charges in your blaster to keep you alive long enough to get back to your rendezvous point and your last chance to escape the Tollah yourself!

Minimum Configuration Requirements:

TRS-80 Cassette: 16K, Level II

TRS-80 Disk: 32K, TRSDOS

APPLE Cassette: 32K with APPLESOFT in ROM or 48K with APPLESOFT on cassette

APPLE Disk: 48K with APPLESOFT in ROM

PET Cassette: 20K (old or new ROMs)

Rating: Intermediate complexity . . . easy to play . . . ¼ to 1 hr. playing time

\$19.95 Cassette

\$24.95 Disk

Available April, 1980

The Lower Reaches of Apshai

Descend into the depths of Hell!

Beneath the ruined temple of the dread insect god there lie older and darker ruins. Evil and danger lurk in every corner of the dungeon.

Your warrior, veteran of many battles in the Temple, now faces the princes of darkness themselves. You'll find magic to aid you in your quest, but it won't be easy. To survive in the Lower Reaches you'll need all your wits and the strength of your sword arm. You'll find it worthwhile to visit the Apothecary F'nord or Malaclypse the Mage for help against the denizens of the labyrinth. The art of F'nord or Malaclypse comes dear though, so be ready to spend your hard-won gold there.

“The Lower Reaches of Apshai” is a supplement to “The Temple of Apshai.” You must have the Temple to play it. It includes an Apothecary and Magic Shoppe module, data files for an additional FOUR dungeon levels, and a Book of Lore describing them. Great glory and treasure await if you've the courage.

Minimum Configuration Requirements:

Same as “The Temples of Apshai”

Rating: Intermediate complexity . . . easy to play . . . ½ hr. and up playing time.

\$14.95 Cassette

\$19.95 Disk

Available May 1980

Star Trader Orion

Barter with alien races for a dozen different commodities and specialty goods. Trade for whiskey, thurb corn, even heartstone rubies. You select a cargo, then set course for the Stellar Union, the Orion Confederation, or any of a number of alien worlds. Catch a rumor and sell at a profit. Make a million, or lose your ship to the customs inspector.

As a free trader of Orion, it's always:

“Up ship! Hot jets! Clear space!”

Minimum configuration requirements:

TRS-80 Cassette: 16K, Level II

TRS-80 Disk: 32K, TRSDOS

APPLE Cassette: 32K with APPLESOFT in ROM or 48K with APPLESOFT on cassette

APPLE Disk: 48K with APPLESOFT in ROM

PET Cassette: 20K (old or new ROMs)

Rating: Intermediate complexity . . . easy to play . . . 1 hr. playing time

\$19.95 Cassette

\$24.95 Disk

Available August 1980



COMING ATTRACTIONS

New Games—Spring/Summer 1980

Five more exciting, fantastic games are under development for introduction and distribution in the fall of 1980.

- A land tank battle game, perhaps a bit different from what you might expect.
- A brand new, full scale DunjonQuest.
- A new DunjonQuest miniature along the lines of "Morloc's Tower."
- A second StarQuest, introducing the "erg," a rather fanciful creature that may get *bigger* if you attack him!
- A new kind of computer dungeon. This takes a somewhat different approach to "DunjonQuest," and gives you another foray into fantasy role playing. Where DunjonQuest is combat- and picture-oriented, the new game will emphasize puzzles and words.

More Computer Games for Your Pleasure

Everyone of these games—“Taipan,” “Trek-78,” “Tanktics,” “Galactic Empire,” and “May, 1941”—should bring you hours and hours of pleasure. These five games are available only on cassette and do not offer the documentation you have come to expect in Automated Simulations games. But they are fun...

Trek-78

As Captain Kirk, your mission is to stop the Klingon invasion of Federation space.

You'll do battle with your phasers and a complement of photon torpedoes as you search out the enemy. But don't search too far from your star bases. You'll need to refuel periodically.

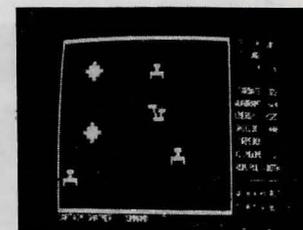
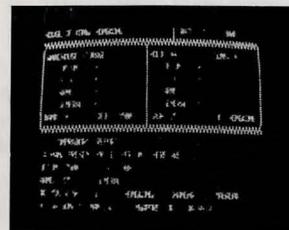
Watch out, too, for the fickle Romulans who attack unexpectedly! "Trek-78" is a tough, enjoyable game with excellent graphics.

Minimum Configuration:

TRS-80, Level II, 16K cassette

Rating: **Introductory** complexity . . . **easy** to play . . . ½ hr. playing time.

\$9.95 Cassette



Taipan

You're on the wild and woolly China coast of the 1860s. Newly arrived, you're up to your neck in debt to Hong Kong's Triad underworld.

With your borrowed money, you've invested in one small ship. With that, a bit of cash, lots of determination and no scruples at all, you're prepared to pay bribes, battle pirates and brave the tai-fung storms.

Your one and only goal is to become a Taipan — a member of that exclusive club of piratical opium moguls who form the foundation of the Crown Colony of Hong Kong.

"Taipan" thrusts you into a world of excitement and adventure long since passed.

Minimum Configuration:

PET, 8K, cassette

TRS-80, 16K, Level II cassette

Rating: **Introductory** complexity . . . **easy** to play . . . ½-1 hr. playing time.

\$11.95 Cassette

Tanktics

Command up to ten tanks as you battle against your computer in this realistic tactical game.

You'll maneuver your tanks across a variety of terrain as you search for your well-hidden enemy.

As commander of your forces, you'll depend on your crews to locate and destroy the computer's tanks before they can fire on you.

"Tanktics" features a combination of board and computer wargaming, allowing you to follow the movement of your own tanks without giving away the computer's positions.

This limited intelligence feature gives "Tanktics" a unique realism, while keeping simple the mechanics of the game.

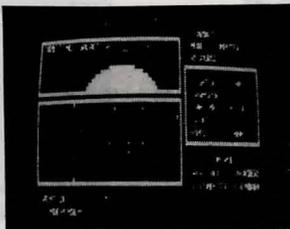
"Tanktics" is guaranteed to be different every time you play.

Minimum Configuration:

PET, 8K, cassette

Rating: **Intermediate** complexity . . . medium ease-of-play . . . ¼-2 hrs. playing time.

\$16.95 Cassette



Galactic Empire

Become absolute ruler of the galaxy!

Starting with a single planet, you'll expand your empire by searching out and invading independent worlds.

You have graphic local and galactic star maps, which your flagship's computer displays on command, a planetary directory for keeping the latest known data on worlds and a planetary-distance calculator for planning your campaigns of conquest.

In "Galactic Empire" you'll crack the tough logistical problems of carving out an empire in a universe that has yet to develop faster-than-light travel. Through taxation, ship-building and recruitment, you can build up your forces of scouts, fighters and transports to do battle with independent worlds.

"Galactic Empire" makes you the chief military and economic planner of a universe ready to be conquered.

Minimum Configuration:

TRS-80 Level II, 16K cassette

Rating: **Advanced** complexity . . . difficult to play . . . 6-10 hrs. playing time.

\$14.95 Cassette

May, 1941



It's 1922 hours, May 23, 1941. You, as commander-in-chief of the British Royal Navy, have just been informed that the BISMARCK has sunk the RMS HOOD.

With your best ship destroyed and half your fleet still in the Mediterranean, how will you stop the elusive BISMARCK? She's after your convoys – precious shipments of arms and supplies. Your victory depends on their safe arrival and the destruction of the German battleship.

In "May 1941," you have less than four days to find and sink the BISMARCK once and for all.

With your computer as your opponent, you must comb the North Atlantic with what forces you have. As the British Admiralty, you must decide how to assign your ships and aircraft, the best way to protect your convoys and where the BISMARCK will most likely strike next.

You get continuous updates on the situation to help you make the decisions: Exactly where was she last sighted? How many hits did your ships score?

"May, 1941" lets you assume command of the entire British Fleet. The outcome of the battle will decide the entire war!

Minimum configuration:

PET, 8K, cassette

Rating: **Intermediate** complexity . . . easy to play . . . ½ hr. playing time.

\$24.95 Cassette

First Time from Automated Simulations:

16 Microgames For Your Pleasure

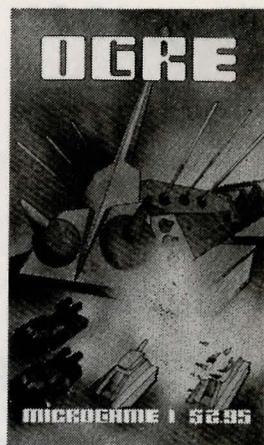
Innovative and inexpensive board games to appeal to those who love computer games. Each game is complete with illustrated rules booklet, large game map, counters.



OGRE: The Ogre is a cybernetic tank armed with nuclear weapons – 30 meters of incredibly tough, inhuman intelligence. This quick-playing game pits one Ogre against a large force of “conventional” tanks, hovercraft, howitzers and infantry in the year 2085. It’s an even match . . .

Code OGR 3-1-001

\$2.95 (\$1.00 Shipping & Handling)



CHITIN: I The intelligent insects of Chelan are warring for only one reason – FOOD. This tactical masterpiece pits varying forces of genetically bred Hymenopteran warriors in a harvest bloodbath. Victory is counted in food and bodies collected for the hive.

Code CTN 3-1-002

\$2.95 (\$1.00 Shipping & Handling)

MELEE: The man-to-man combat module for THE FANTASY TRIP. Players create their fighters and select their archaic weaponry. Then they must survive slashing arena duels. Winners become more skilled, losers die.

Code MLE 3-1-003

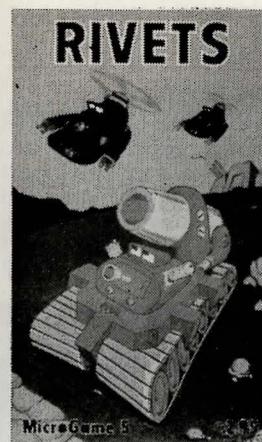
\$2.95 (\$1.00 Shipping & Handling)



WARP WAR: Players design their own ships in this game of interstellar maneuver and combat. Battles are resolved with a unique Diceless combat system. Utilizing ship beam, screens, missiles and power you must outguess your opponent to win.

Code WPW 3-1-004

\$2.95 (\$1.00 Shipping & Handling)



RIVETS: The war is over, all are dead but no one told the robots. Two uncomprehending computer complexes continue producing simple-minded combatants as they slug it out. Their idiot creations need constant reprogramming even to recognize the foe.

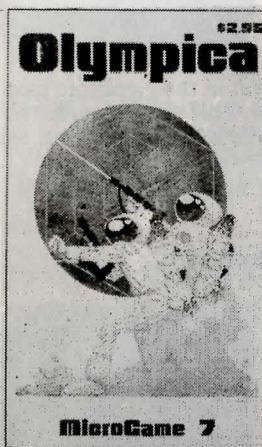
Code RIV 3-1-005

\$2.95 (\$1.00 Shipping & Handling)

WIZARD: The magical combat module from the FANTASY TRIP. Create your own wizard, select his repertoire of magic tricks and turn him loose in the arena. Wizard is fully compatible with MELEE and adds the exciting dimension of magic to arena combat.

Code WIZ 3-1-006

\$2.95 (\$1.00 Shipping & Handling)



OLYMPICA: The Webbies have grabbed Mars! Earth will be next if a daring U.N. raid to crack the tunnels of Mars and capture the secret of the WebMind fails. Olympica covers the landing and close combat of the U.N. raid at the tactical level.

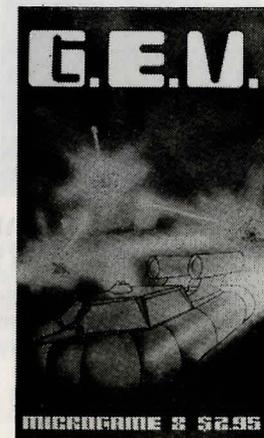
Code OLM 3-1-007

\$2.95 (\$1.00 Shipping & Handling)

G.E.V.: Speedy Ground Effective Vehicles, hovercraft, battle armor and infantry in a series of raids in 2085. This sequel to OGRE adds new terrain rules and units, even a train. You won't want to miss this intriguing supplement.

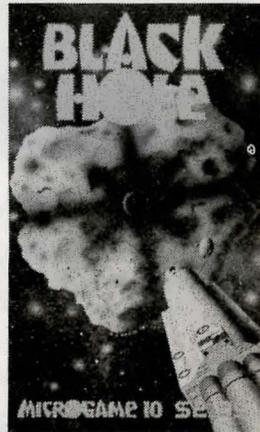
Code GEV 3-1-008

\$2.95 (\$1.00 Shipping & Handling)





ICE WAR: Oil and Russia, these will cause the next war. The ESA, European Socialist Alliance, must smash our Alaskan oilfields. Their snow-trained raiders try to elude sophisticated U.S. satellite defenses in a hide-and-peek strike at Prudhoe Bay. Code ICW 3-1-009
\$2.95 (\$1.00 Shipping & Handling)



BLACK HOLE: A strange device of the *Others* enters the solar system. The asteroid-mining cartels know its control will mean dominance. But what can be done by this doughnut-shaped asteroid with a black hole in the middle? Code BHL 3-1-010
\$2.95 (\$1.00 Shipping & Handling)



STICKS & STONES: Survival in the Neolithic past made for a harsh, brutal life. This game simulates the development of villages in raids, migrations, and mastodon hunts. The primitives are armed with spears, bows and axes; they direct trained dogs. A remarkably realistic feel. Code SAS 3-1-011
\$2.95 (\$1.00 Shipping & Handling)



INVASION OF THE AIR EATERS: Mankind is a mere nuisance to the aliens. They want to convert our air and take Terra. But man fights back and learns the new technology to survive. This game covers production, landing, technology, and combat on a world map. Code IAE 3-1-012
\$2.95 (\$1.00 Shipping & Handling)



HOLY WAR: Amtik the god has a universe within him. Believer and unbeliever battle inside in a Holy War. 3D tactics and a variety of ship types make this one of the most challenging tactical space games ever produced. Code HLW 3-1-013
\$2.95 (\$1.00 Shipping & Handling)

ONEWORLD/ANNIHILATOR: Two games in one for the price of one! "Oneworld" is a humorous, easy to learn game of a battle between two gods for control of a planet. "Annihilator" pits the Space Marines against a computerized space fort; can they take it? Code DO1-3-1-014
\$2.95 (\$1.00 Shipping & Handling)



HOT SPOT: The rebels are running away and are out of fuel. Chiros has the fuel factories but they float on "crustals" in a sea of molten lava. Can the rebels survive the heat and capture a crustal? Will help arrive in time? Will defenders melt rebel Ardor? Code HOT 3-1-015
\$2.95 (\$1.00 Shipping & Handling)



DEATH TEST: This Microquest is a programmed adventure from THE FANTASY TRIP. It is not a complete game and requires the MicroGame MELEE for play. It is excellent for solo adventurers. And watch for DEATH TEST 2 soon! It will be bigger, better, and a real killer. Code DET 3-2-001
\$2.95 (\$1.00 Shipping & Handling)



...A few quotes **from users of Automated Simulations Games**

"Please send me one "Temple of Apschai" Cassette for TRS-80 LII 16K. Enclosed is a check for \$24.95. Please excuse this letter for not being typed, but I don't have time. Between classes your "Starfleet Orion" program occupies me and almost everybody on this floor of the dorm . . ."

*"... I've been too busy playing **INVASION ORION** to write before. What a fantastic package! I have now won the Juggernaut scenario, but by doing the opposite of what you suggest (was this deliberate?)."*

"You rascals! You have caused me to have to go buy disks for my TRS-80. I'd always intended to, but now it's got to be NOW, and it's all your fault.

"... Your damned **TEMPLE** Game was so fascinating to my boys that they began to fight over time on the TRS-80, and screaming that 'But all my time was used loading the program' and such until I finally said the heck with it, I'll get the disk so they can play instead of killing each other.

"... **ALL YOUR FAULT** for writing such a nice game."

"You have someone brilliant on your staff!"

*"Yes, I admit, I'm an adventure freak, and so I am overjoyed that I can now get a role-playing game for myself. My 4k TRS-80 is going to be upgraded to 16K just so I can run your game (well, actually I did have other things in mind!) But I do want **Dunjonquest!**"*

"I have 10 other entertainment programs and I would choose "Temple of Apschai" over all of them . . ."

"I found the game to be very well done (except for the speed of the graphics). I have greatly enjoyed the game and look forward to going deeper into Temple. After 25 hours of play. The first TRS-80 levels were great."

(From our files. Actual proof supplied on request.)



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