

Look For These Great **NEW** Titles From MicroProse and Medalist International!

Sid Meier's Railroad Tycoon

Big Business. Tough decisions. Excitement, challenge and compelling attention to detail. *Railroad Tycoon* re-creates the Golden Age of Railroads in your choice of four regions of the world, and gives you complete control over every aspect of your industrial empire. But be careful: the other tycoons of the world — like Morgan, Vanderbilt and Hill — are determined to crush you or brush you from their path.

for IBM-PC/Tandy/compatibles 512k RAM; 640k VGA/MCGA (\$9.95). ORDER NOW!

Silent Service II

Silent Service won critical and popular acclaim as the definitive World War II submarine simulation. *Silent Service II* picks up where its predecessor left off — with enhanced, digitized graphics and thrilling new game options — including campaign play — that give you even more decisions, even more intense action.

for IBM-PC/Tandy/compatibles 512k RAM; 640k for VGA/MCGA or Ad-Lib sound (\$9.95). AVAILABLE JULY, 1990.

Knights of the Sky

Become a World War I flying ace and take to the skies for thrilling aerial dogfights against some of the greatest combat pilots ever — including the infamous Red Baron. Super 3-D graphics capture every heart-pounding moment; intelligent opponents and challenging scenarios pose the ultimate test to your dogfighting skills. The latest in a long line of classic MicroProse flight simulators.

AVAILABLE FALL, 1990.

Covert Action

Finally, an international espionage simulation that portrays this clandestine world the way it really is. Espionage in the 1990s thrives on high technology; and in this techno-thriller from the case files of Max Remington, you'll tap phone lines, crack complex codes, and defeat computerized defense systems. Each case you complete brings you closer to solving diabolical masterplots involving the real world criminal organizations making headlines today.

AVAILABLE FALL, 1990.

Lightspeed

The human race needs a new home. Your job: explore star clusters, find suitable worlds for habitation and negotiate with aliens for raw materials, resources, and treaties. But space pirates are everywhere and some aliens want nothing but war. Featuring light-sourced, Super 3-D graphics unlike anything you've ever seen, thrilling space combat simulation sequences and fascinating role-playing opportunities with a variety of alien cultures, *Lightspeed* is the alternate universe you've been searching for.

AVAILABLE FALL, 1990.

The Punisher

Marvel Comics' most intriguing "hero" dispenses the dark side of justice. You'll need strategic and arcade skills to survive a world drowned in violence and corruption. Scour the streets of Manhattan in the Punisher's Battle Van. Get information from master-hacker Microchip and from criminals, police and bystanders. Battle on land or undersea. Over 50 mission options lead to a showdown with Kingpin, the head of organized crime.

for IBM-PC/Tandy/compatibles 512k RAM; 640k for Tandy graphics (\$9.95). ORDER NOW!

MegaTraveller 1: The Zhodani Conspiracy

Based on the popular science fiction gaming system by Game Designers' Workshop, *The Zhodani Conspiracy* puts you in control of five travellers — each a former soldier with different abilities and skills that you can select — trying to unravel a web of political treachery and stop an interstellar war. Engage enemies on land and in space. Visit alien worlds. *The Zhodani Conspiracy* is futuristic fun.

for IBM-PC/Tandy/compatibles 512k RAM; 640k recommended (\$9.95). ORDER NOW!

Space 1889

Imagine Earth in the Victorian era — with one small difference. Outer space is not a vacuum, but filled with luminiferous "ether" that can be negotiated with modified sailing ships. *Space 1889* lets you control five characters as they explore the solar system with the limited technology of the 1800s. Visit the canals of Mars, the dangerous jungles of Venus and the mysterious underground caverns of the Moon. Based on the role-playing classic by Game Designers' Workshop.

for IBM-PC/Tandy/compatibles 512k (49.95). AVAILABLE FALL, 1990.

The Amazing Spider-Man

Mysterio, master illusionist and arch-criminal, has kidnapped Peter Parker's wife, Mary Jane. To rescue her, Peter has to rely on his alter ego, the Amazing Spider-Man! As the famous web-slinger, you'll invade Mysterio's lair to battle the Super-Villain's many robotic guards, traps and illusions. From the creators of *X-Men: Madness in Murderworld* and *Dr. Doom's Revenge*.

for Atari ST (39.95), Amiga (39.95) and IBM-PC/Tandy/compatibles 512k RAM (34.95). AVAILABLE FALL, 1990.

Midwinter

The world is locked in perpetual winter, and a mad dictator declares war on the peaceful villages that remain. Mobilize the officers of the Free Village Peace Force, taking advantage of their personalities, abilities and skills. Defend your region while leading a hit squad into enemy territory. *Midwinter* is an action-packed test of your strategic and leadership skills.

for Atari ST (39.95), Amiga (39.95) and IBM-PC/Tandy/compatibles 512k RAM (39.95). AVAILABLE JULY, 1990.

Command HQ

Take charge of Command HQ — the high-tech nerve center of a Superpower's entire military might — during World War I, II, III or IV. Deploy armies, air power and naval forces across the globe. See your orders carried out through colorful animation sequences. *Command HQ* features an easy, intuitive interface and a realistic, but uncomplicated, approach to global warfare. Special two-player (modem) capability.

for IBM-PC/Tandy/compatibles 512k RAM; 640k for Tandy graphics (59.95). AVAILABLE JULY, 1990.

UMS II: Nations At War

The original Universal Military Simulator was a brilliant combination of complexity and flexibility. *UMS II* offers even more. In addition to simulating historical battles, fictional battles between historical figures, or fantasy battles with virtually any military force (even fire-breathing dragons!), *UMS II* lets you wage these battles across an entire world, not just a piece of land. An optional Planet Editor lets you design worlds of your own for thrilling battles out of your wildest dreams.

for Amiga (59.95), Atari ST (59.95), Apple IIGS (59.95), Macintosh (59.95) and IBM-PC/Tandy/compatibles 512k RAM (59.95). AVAILABLE AUGUST, 1990.

The Keys To Maramon

The peaceful village of Maramon is plagued nightly by hordes of monsters that disappear at the break of day. You've been hired to end the terror. But combat alone won't win the day. To stop the constant invasions, you'll have to learn where the creatures come from and the dark secret behind their presence in Maramon. From the makers of *The Magic Candle* comes a fantasy role-playing game filled with detailed scenarios, fascinating characters and extraordinary depth.

for C-64 (39.95), Amiga (49.95) and IBM-PC/Tandy/compatibles 384k (49.95). ORDER NOW!

The Magic Candle Volume III: The Four and Forty

Return to the most detailed fantasy world available on personal computer. Discover the fate of the four and forty guardians of Deruvia's Magic Candle as you explore the lands of Gurtex across the stormy Sea of Oshmar. Can you thwart the Forces of Darkness in their attempt to build black magic candles of their own? All the enchantment and wonder of the original and many new, exciting surprises.

for C-64 (39.95), Apple II series (49.95), and IBM-PC/Tandy/compatibles 384k RAM (49.95). AVAILABLE FALL, 1990.

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