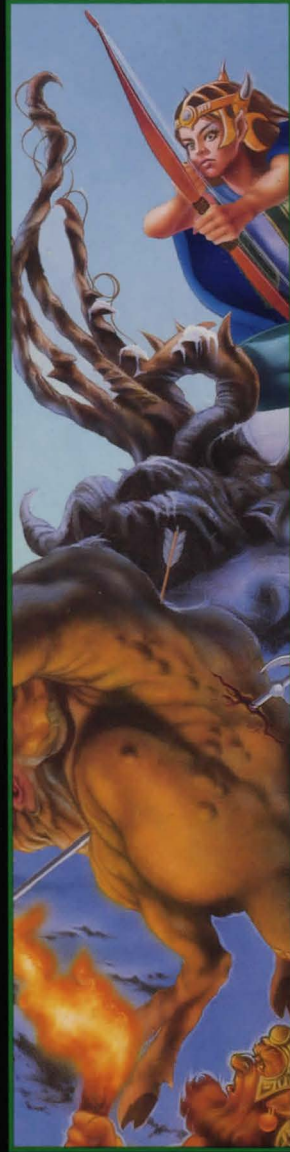


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Behold the Future, Brave Fighters!

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New from the design team that created *Siege*™ comes *Ambush!*™ This strategic game moves the battles from castle to terrain. Experience the heart-pounding excitement of lying in ambush, waiting for the right moment to charge... or guiding your column through the dead silence of a forest, expecting arrows to fly any second from behind the trees. Lead progressive campaigns with numerous troop types and ambush sites, or use the editor to create your own glorious campaigns!

Available in April 1993.

Tegel's Mercenaries II™

From the designers of *Mercenaries*™ comes the sequel! Encounter all the strategy and humor of the original. The story of your motley squad continues with more interesting soldiers-for-hire to recruit, cybertechnology items to experiment with, additional locations to explore, a variety of new aliens to contend with... encompassed by improved game play. Digitized speech (with compatible systems), inspiring original soundtracks, and an all-new mission builder complete the package.

Available in June 1993.

Legends of Drakka™

This episode from the acclaimed Magic Candle series takes you back to the legendary days of the original adventure. A very rich and detailed role-playing experience revolves around the ancient Dwarven tribes. Several new heights in fantasy gaming will be reached, including breath-taking cut-away scenes and talking characters with fully-digitized voice (with compatible systems). Featuring terrifying new monsters to vanquish, powerful spells to cast, and wondrous places to visit.

Available in July 1993.

Star Legions II™

You've mastered the skills of strategic planetary conquest in *Star Legions*™, but can you achieve the same success at planetary defense? In *Star Legions II*™, the tables have turned as you must successfully repel the unmitigated assaults of the all-powerful Krellan Empire to save your planet from being added to the ranks of the conquered. More battle options, new graphics, and an improved computer opponent will be added, as well as modem capability for head-to-head play!

Available in August 1993.

Dominion™

An epic strategy game with a very original flavor... you no longer need to worry about the petty details of running a kingdom or conquering the world. Select the right people, and they'll do it all for you! Interfere only as much as you find necessary. Diplomacy, intrigue, economics, politics, betrayal, and war are sure to be prominent issues within your realm. Super VGA color graphics, digitized sound effects (with compatible systems) and original soundtrack make this one a must for all game players!

Available in September 1993.

Mechamander™

Far in the future, fully-mechanized, highly-skilled mercenary legions will be available for hire to smaller, independent planets of the galaxy. In *Mechamander*™, you own and lead such a legion. With men and equipment, you travel from planet to planet fulfilling the terms of each contract. After each successful mission, you can recruit new men (to replace those lost), purchase new equipment (if you can afford it), and choose a new contract from among those offered.

Available in October 1993.

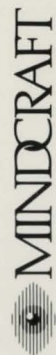
Gryphon Masters of Havlar™

First in the brand new "Realms of Fate" series, *Gryphon Masters of Havlar*™ presents a whole new world for role-playing gamers to explore. Utilizing all the advanced capabilities of today's PCs, it has beautiful visual images and an intricately detailed world populated by fully-developed and interesting characters. After playing the *Gryphon Masters of Havlar*™ your expectations from other role-playing games will inevitably be higher.

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