# Presenting Desperate Battles, Detailed Assaults and Magical Victories!











## Great New Games That Take You Beyond Fantasy!



ommand the mighty Imperial invasion fleet in Star Legions, a game of strategic planetary conquest. Each new planet, from barren desert worlds to balls of ice and

snow, is a fresh challenge. Confront a host of different life-forms at various stages of technological development. Scan the progress of your assaults from the orbiting battle cruiser using any one of four different planetary view-points. Invade cities with your shock troops, or construct landing pads for your drop ships bearing elite warriors. You and your legions will be suitably decorated for each glorious victory as you gradually ascend toward the highest Krellan honor — the rank of Imperial Tribune!

Available in IBM 3.5" and 5.25". \$59.95



Take Siege™ to a whole new level of castle warfare with Dogs of War;™ an add-on to the popular strategic simulation game. Six intriguing new castles are part of 24 additional action-

ready scenarios. Exciting new troop types — Thunder Wizards, Ghosts, Mermen, Vampire Lords, and many more. Study ongoing maneuvers, then quickly direct your legions to either repel the advancing raid, or surge forward at the critical moment to take hold of the castle. Modem capability allows you to go head-to-head with another human adversary!

Siege available in IBM 3.5" and 5.25" \$59.95

Dogs of War contains both IBM formats in one combination package (Siege required). \$29.9



Third in the series of award-winning fantasy role-playing games, **The Magic**Candle III™ brings you a compelling new adventure. The ancient lands around the Solian Sea have been stricken

by a mysterious blight. Crops are failing, illness is spreading, and strange beasts lurk in the hills and forest. Can your hero find its source? Invite friends new and old, or create your own traveling companions with the character generator. Featuring all new graphics and animation. Previous exposure to the series is nonessential to complete enjoyment!

Available in IBM 3.5" and 5.25". \$59.95



oss around the toughest mercenaries this side of Aldebaran in **Tegel's Mercenaries**, a futuristic battle strategy game with role-playing character. An effective strike force must be

assembled for each mission from among your crew of notorious interplanetary soldiers-for-hire. Each mercenary has an extensive dossier and psychological profile. The squad will talk and interact as they proceed with your orders. General Tegel doesn't care who (or what) you employ, but the mixture of talent you select could make or break the mission!

Available in IBM 3.5" and 5.25". \$59.95

## **The Warriors Have Prepared These Special Deals!**

## The Magic Candle"

play the original classic from **Minderaft**, and find out why this game was named Role-Playing Game of the Year by such prestigious industry authorities as Computer Gaming World, Game Player's, and Questbusters. Time is short...You must learn how to keep the demon Dreax trapped in the Magic Candle's flame. Choose from many volunteers you will meet to join you in your quest. The fate of Deruvia is in your hands! Free Clue book (S6.95 value) with direct orders.

Available in IBM 3.5" and 5.25". \$19.95

## The Magic Candle II™

ring Rebnard needs your help again. Across the Sea of Oshmar lies the dire continent of Gurtex, where the vile leaders of Darkness have trapped the lost guardians of the

Magic Candle in evil candles of their own. Prepare a campaign to free them, and in doing so, learn the secret of the four and forty. Automatic combat, maps, and note-taking enhance your role-playing capabilities. Now the Candle burns at the other end! Free Clue book (\$8.95 value) with direct orders.

Available in IBM 3.5" and 5.25". \$29.95

Order both Magic Candle games for only \$44.95!

## Rules of Engagement™

In the late twenty-fourth century, the Federated Worlds need a bigger and better space fleet than ever before. The United Democratic Planets have just declared war! Now, you can command the massive space fleet of the Federated Worlds. Over twenty highly detailed missions provided, or build your own scenarios. Use the interlocking option, with **Breach** 2<sup>™</sup> for exhilarating shipboard battles and commando raids!

Free campaign disk (\$8.95 value) with direct orders.

Available in IBM 3.5" and 5.25", Amiga. \$19.95

### Breach 2™

n advanced version of the original Omnitrend roleplaying combat game. As Marine Squad Leader you must guide your troops through a variety of harrowing missions and dangerous expeditions upon orders from headquarters. Equip your marines with laser weapons, explosives, anti-gravity devices, and

much more. Be careful—remember, the enemy has access to the same high-tech weaponry! Interlocks with Rules of Engagement.™ Free campaign disk (\$8.95 value) with direct orders.

Available in IBM 3.5" and 5.25", Atari, Amiga. \$14.95

Order both Interlocking Game Systems for only \$29.95!

## The Keys to Maramon™

very night, hordes of monsters emerge from the cellars, caverns, and dark towers of the island town of Maramon to terrorize its citizens and loot its buildings. Begin by exploring the catacombs and try to discover the deep secrets of the monsters' source. Then track them to their lair and end the slaughter once and for all. Experience role-playing combined with fierce battle-action!

IBM 3.5" and 5.25", Commodore-64 and Amiga. \$14.95

Clue Books and Campaign Disks

Rules of Engagement™ Campaign Disk \$8.95

Breach 2™ Campaign Disk \$8.95

The Magic Candle™ Clue Book \$6.95

The Magic Candle II™ Clue Book \$8.95

The Magic Candle III™ Clue Book \$14.95 (Available January, 1993)

## Mindcraft or: Call (800) 525-4933 Fax Orders: (310) 320-1522 2291 205th Street, Suite 201 Mindcraft Software, Torrance, CA 90501 Software Order Form Shipping: U.S. FREE add 10% of Sub Total

MINIDCRAFI

## Behold the Future, Brave Fighters!

#### Ambush™

Wew 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 alorious campaigns!

Available in April 1993.

## Tegels'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 sound-tracks, 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 variously, 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**™

a n 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™

F ar 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.

Available in November 1993.

## Coming Soon To Your Galaxy.

BULK RATE
U.S. POSTAGE
PAID
Torrance, CA

MINDERAFT
2291 205th Street, Suite 201