FROM MINDCRAFT SOFTWARE



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UPCOMING GAMES FROM MINDCRAFT

STAR LEGIONS 10/15/92 \$59.95

Formerly entitled "Legions of Krella"... The latest release from the creators of "Star Fleet" is the ultimate real-time space war simulation. As commander of the Imperial Empire's all-powerful invasion fleet, your orders must be as diverse as the planets you must conquer. A vast arsenal of battle troops, weapons, and war ships are at your control. Scan the progress of your maneuvers from the mother ship using any one of four different planetary viewpoints. As enemy worlds fall, you move closer towards the Empire's most honorable rank – Imperial Tribune!

Tegel's MERCENARIES 10/30/92 \$59.95

"Tegel's Mercenaries" is a futuristic real-time war strategy game with unique role-playing components. General Tegel has appointed you squadron leader of a crew of 20 space mercenaries. Each has a distinctly different set of abilities, personality, and psychological profile. As you receive the top-secret details of each mission, you must select which mercenaries to deploy and which weapons and supplies to transport. The squad will talk and interact as they proceed with your orders. The "SKWID" Scenario Kit & Working Interface Developer lets you devise your own bracing missions!

THE MAGIC CANDLE III 11/92 \$59.95

The latest version of MINDCRAFT's award-winning role playing game. Your hero will traverse from Gurtex to the Solian Lands of Kabelo, Illorio, and Tasuria. New companions can be invited, or use the added character generator to create your own worthy travellers. An expanded repertoire of magical powers must be used to confront the new evils you will encounter in your adventures. All new graphics and animation. Previous exposure to Magic Candle games not a prerequisite for complete enjoyment!

Siege expansion – DOGS OF WAR 10/16/92 \$29.95

An exciting new add-on for those who own the MINDCRAFT best seller "Siege". Many newly detailed scenarios, featuring 6 additional castles to negotiate and more monsters to confront. An advanced, more challenging AI to combat your strategic commands... New modem capability allows the user to match wits against another human attacker or defender. Specially priced expansion has both 3.5" and 5.25" IBM formats included in one package.

SIEGE

Fantasy meets strategy in this real-time strategy game of castle attack and defense! Bombard the castle and storm its walls or defend your castle from hordes of invaders with boiling oil, magic and well placed arrow volleys! *Siege* includes a variety of scenarios in addition to allowing you to create your own! Lead Humans, Dwarves, Elves, Minotaurs, Orcs, Skeletons, and others on the path to death or glory!

THE MAGIC CANDLE II: The Four and Forty

Discover the fate of the four and forty guardians of Deruvia's Magic Candle as your party explores the ominous lands of Gurtex across the stormy Sea of Oshmar. Can you thwart the Forces of Darkness in their vile attempt to build black magic candles of their own?

Transfer characters from *The Magic Candle—Volume 1* and *The Keys to Maramon*, or make a fresh start in this exciting new world.

THE MAGIC CANDLE™—Volume 1

The fantasy role–playing story of a group of brave adventurers seeking to keep the Archdemon Dreax imprisoned in the flame of the Magic Candle. Its detailed story line, multitude of conversations, intelligent tactical combat, innovative character classes and activities, and its unique climax have made *The Magic Candle* a classic.

THE KEYS TO MARAMONTM

Action-packed role-playing adventure in the monster- ridden town of Maramon. You play a hero—or heroine—hired to save Maramon from destruction.

Return to the world of *The Magic Candle* for fast–paced joystick or keyboard action and role–playing strategy.

RULES OF ENGAGEMENT

Test your mettle as the captain of a starship and as the strategist/commander of a starfleet. Built-in editor allows design of ships, solar systems, aliens, etc. Fly a multitude of scenarios in addition to creating your own!

This game interlocks with *Breach 2*, using Omnitrend's unique "Interlocking Game System" (IGS), when the time comes for boarding an enemy ship or an outpost.

BREACH 2

Lead your squad of space marines into man-to-man and man-to-alien combat in alien jungles and hostile spacecraft! Fourteen scenarios are included in addition to a scenario builder!

Link scenarios together into campaigns within $Breach\ 2$ or even with other games using Omnitrend's IGS system!

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