

NEW CREATIONS FROM SIERRA

A SIERRA NEWS MAGAZINE REPRINT



NEW FRONTIERS FOR A NEW DECADE OF EXCELLENCE

GAMES FROM THE SIERRA FAMILY

Here at Sierra, we've been looking forward to 1990 for a long time. First of all, this has been our tenth anniversary year, in an industry where not many businesses have celebrated a tenth anniversary. As if that weren't enough importance for one year to bear, the 1990 Sierra game season promises to be the most exciting ever, with new artistic horizons and hot new technologies that will usher in a second Sierra decade well worth shouting about.

Sierra has been gearing up for this significant game season with the addition of more than 20 artists and 15 programmers to our already sizeable game development staff. This increase in personnel will help us achieve our goals of putting some of the most noteworthy computer entertainment products you've ever seen on your software dealers' shelves this fall.

A New Decade Of New Alliances

Some of this year's noteworthy new games are products of the merger between Sierra and **Dynamix**, headquartered in Eugene, Oregon. **Dynamix** is one of the true innovators in modern interactive gaming, and we are proud and pleased to have them as part of the Sierra family. You can read more about Dynamix and their 1990 crop of terrific games later in this article. And don't miss 'Dynamix, Inc. — Visionary Entertainment with Distinctive Style' on page 12.

Another new Sierra partner is **Game Arts**, a top Japanese publisher of recreational software, best known in the U.S. for the popular arcade games *Thexder* and *Silpheed*, imported and released for U.S. gamers by Sierra in 1987 and 1989 respectively. We are happy to welcome **Game**

KING'S QUEST V

MS-DOS 256 color VGA/MCGA 640K 3.5" HD disk **\$69.95**
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All versions require two disk drives or a hard disk.

KING'S QUEST I NEW VERSION

MS-DOS 16 color EGA/VGA 512K 3.5" & 5.25" HD **\$59.95**
 Tandy CGA (black & white)



KING'S QUEST

Arts, too, to our growing family of companies.

Sierra will be involved in all phases of game development, quality assurance, production and marketing for the new line of **Dynamix** and **Game Arts** products. Through these pioneering partnerships all three companies will continue to bring you the finest possible in new and original computer games.

The Return of Good King Graham

Roberta Williams has been actively involved with every aspect of her newest game, which promises to be her biggest hit yet in more ways than one. *"The graphics and animation are just wonderful,"* Roberta reports. *"The technology for providing better art and music keeps advancing with every game. I think players are going to be amazed, and very pleased, with the results."*

A year has passed since Princess Rosella's journey to Tamir, and King Graham's health has been fully restored. The Royal Family of Daventry is whole once more, and all is well with the Kingdom.

Unknown to Graham, his beloved family will soon be in grave danger. Somewhere far away, a powerful presence watches the castle of Daventry with evil intent. Mordack, a wizard even more powerful than the late Manannan, has concocted a dreadful plan: to capture the castle of Daventry, and the Royal family within. He waits for the right moment to strike — when King Graham will be helpless to stop him.

On that fateful day, King Graham will return home to find that his castle and his family have disappeared. Graham must don his adventurer's cap once again and find Mordack before harm can come to Rosella, Alexander and Valanice.

With Cedric the owl, his reluctant guide, Graham will journey through forests, across deserts, over mountains and

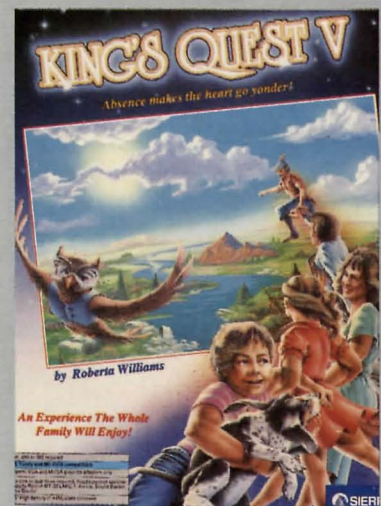
oceans in search of the evil wizard who holds the Royal Family and the castle of Daventry captive.



King's Quest V

KING'S QUEST V

Without a doubt, the most anticipated new game this year is Roberta Williams' King's Quest V. Weighing in at over 10 megabytes of information, with more than 100 individual scenes for players to wander through on their quests, King's Quest V promises more hours of sheer adventuring pleasure than any previous King's Quest game.





Available Spring 1991

SPACE QUEST IV

MS-DOS	256 color VGA/MCGA	640K	3.5" HD disk	\$59.95
	256 color VGA/MCGA	640K	5.25" HD disk	\$59.95
	16 color EGA/Tandy	640K	3.5" & 5.25" HD	\$59.95

SPACE QUEST

King's Quest V: New Frontiers In Graphics And Sound

When players with 256-color systems install and load *King's Quest V*, the first thing they will probably notice is the astounding difference in the graphics. These rich, high-resolution backgrounds started life as full-color paintings by top Sierra artists, and the animation has been enhanced with video capture techniques for added realism. Eight animated cartoon sequences set the stage and enrich the plot.

There's a feast for the ears, too, in the new *King's Quest V*, with a magnificent orchestrated soundtrack and dozens of

King's Quest V — EGA version



realistic sound effects supporting most major sound cards.

The Compact Disk version, due out in early 1991, features not only a longer soundtrack and more sound effects, but also digitized speech in place of the usual dialog boxes. All in all, this version has more the sound and feel of a feature film than that of a computer game.

One of the most unusual things about *King's Quest V* is the newly designed intuitive interface. Players will be able to instantly access a bank of icons that will enable them to perform a wide variety of game actions without the use of typed sentences.

"I think the new interface is going to be a big plus," says Roberta. "You can do everything with the mouse, but it has all the control of the previous games, without the frustration of having to figure out the right words to type in when you know what you want to do."

The new game interface also includes 'Intelligent Pathing' which allows characters to find the most efficient route from one place to another onscreen without constant help from the player in order to avoid obstacles on the way.

Look for *King's Quest V* in a 16-color (EGA) version, and a 256-color (VGA) version in the fall of 1990, and a 256-color (VGA) CD-ROM version with digitized speech, plus added music and sound in the spring of 1991.

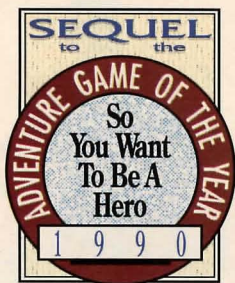
Back To The Future With Roger Wilco

The Two Guys From Andromeda, back safely from their hair-raising adventures with the Pirates of Pestulon, have produced the best, the funniest, the most visually exciting *Space Quest* game yet: *Space Quest IV: Roger Wilco and the Time-Rippers*. But 256-colors, full painted backgrounds and the most realistic animation ever to appear in an interactive adventure are only part of the picture when Mark Crowe and Scott Murphy get together and decide to do something a little different.

In addition to stunning backgrounds and super-realistic video captured animation that seems to propel the player right into the far-out and exotic worlds of *Space Quest*, this game also features Sierra's first scrolling screens. We talked to *Space Quest* designers Mark Crowe and Scott Murphy about this new feature.

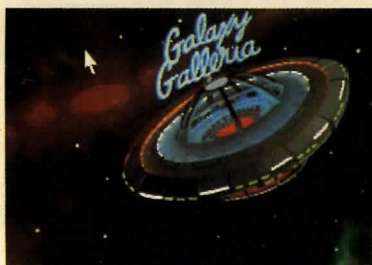
"The scrolling graphics are a scrolling room change, basically," Mark and Scott told us. "The screen scrolls across or up and down in certain areas of the game to add some dimension and give the player a feel of the entire area."

In addition to all the great visual attractions, *Supertramp's* Bob Siebenberg is back to do another terrific rock & roll soundtrack for a full-blown auditory experience as well. Siebenberg's work on *Space Quest III* earned him and Sierra's music and sound crew *Computer Gaming World Magazine's* award for Excellence in Musical Achievement.



QUEST FOR GLORY II: TRIAL BY FIRE
 MS-DOS 16 color EGA/VGA 512K 3.5" & 5.25" HD \$59.95
 Tandy/CGA (black & white)

QUEST FOR GLORY



The Further Adventures Of A Part-time Hero

Fresh from the overwhelming success of last year's groundbreaking *Quest For Glory* I: So You Want To Be A Hero*, Designers Lori and Corey Cole have come up with a truly enjoyable sequel in *Trial by Fire*. Set amid the mystical and exotic background of the Arabian Nights, *Trial by Fire* reaches new heights of humor and adventure, and new levels of computer game storytelling.

As in the first game of the series, players construct their characters from the ground up, choosing a character class (Fighter, Wizard or Thief) and equipping the would-be hero with basic skills and abilities before the game begins. Players who have completed *So You Want To Be A Hero* may wish to bring their seasoned Heros to play in this second installment. Players who are new to the world of *Quest For Glory* can create a new Hero.

Roger vs Overwhelming Odds (as usual)

Space Quest IV places our reluctant hero, Roger Wilco, back in the thick of the action as he attempts to return to his home planet of Xenon. Unfortunately, he must first deal with the Sequel Police, a crack team of intergalactic assassins from the future who are out to put an end to Roger and all this *Space Quest* nonsense once and for all.

Enter the Time Rippers, a mysterious band of rebel fighters from the bleak future of *Space Quest XII*. In their future, Sludge Vohaul has returned in a monstrous new form and destroyed the planet Xenon. Now they must journey to the distant past to find the legendary Roger Wilco — the illustrious hero of Xenon. And all they want him to do is go toe-to-toe with the huge and hurtful Vohaul once again.

With a little help from his friends, it will once more be Roger's lot to make the galaxy safe for the planet Xenon, true love, and lots more *Space Quest* sequels.

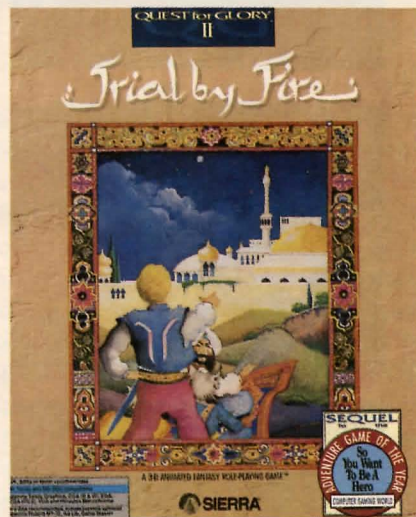
"This is definitely a darker version of Space Quest," say the Two Guys From Andromeda. *"it still retains the comic elements and the silliness that Space Quest has been known for, but it's going to be a little more grim."*

We asked Mark and Scott: *"What about the rumors that this is really and truly the last Space Quest game?"*

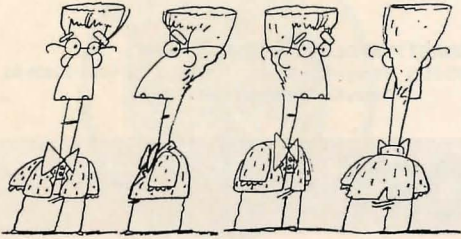
"Well," says Mark, *"What we'd really like to do is design another project in between and come back to Space Quest fresh. Meantime we're trying to take full advantage of the extent of the technology available to us to make this one as interesting and as fun as possible."*

Scott agrees: *"We feel like we could design a lot of different kinds of games — serious games as well as the humor we're known for. Of course the fans are always asking 'when is the next Space Quest game gonna be released?' I even hear it from my mom."*

Look for *Space Quest IV* in a 16-color (EGA) version and a 256-color (VGA) version in the winter of 1990/91, and a 256-color (VGA) CD-ROM version with digitized speech, plus added music and sound in the spring of 1991.



"You may remember this game as Hero's Quest. After the publication of the game, it was discovered that the Milton Bradley company had already trademarked the name 'HeroQuest', and a decision was made to change the name to avoid confusion. Now the name has been changed — it's still the same great game."



JONES IN THE FAST LANE

MS-DOS 256 color VGA/MCGA 640K 3.5" & 5.25" HD\$39.95
16 color EGA/Tandy

JONES IN THE FAST LANE

Our Hero, who left the once-again peaceful town of Spielberg on a flying carpet at the end of the first game, will travel with kattas Shameen and Sheema and rug merchant Abdulla Doo to the magical city of Shapeir.

Later, he will discover the dark mirror image of Shapeir, the cursed city of Raseir. It will be his task to uncover the secrets of the twin cities and attempt to free Raseir from the dark shadow that possesses it before its evil infects the entire world.



Not Just Another Cardboard Hero

Lori and Corey Cole have taken a good thing and made it even better. *Trial by Fire*, with its mysterious and colorful Arabian Nights setting, brilliantly colorful graphics and superior animation promises to be an even bigger hit than the original.

"We've added new skills, abilities and spells," say Lori and Corey of their current game project "We're trying to give a sense of reality to the world that goes beyond your normal 'game world'. Your character does change as you go along."

Unlike many fantasy role-playing games on the market, *Quest For Glory* characters are designed to grow and change as the game progresses. People the player encounters in *Trial by Fire* will react to actions the character has taken since they last met.

The world of *Quest For Glory* is also a world of growth and changes: "So You Want To Be A Hero" was designed for a person who's never played this kind of game, or for a brand new game character to learn the ropes. *Trial by Fire* is designed to take players and characters a little bit further. The events in the first game affected only the town of Spielberg — a very limited environment. This time the stakes are higher, and you're not a beginning character anymore. You're a Hero."

As a Hero, you'll experience magical adventures reminiscent of tales of the Arabian Nights, with crafty elementals, powerful monsters, evil magicians and a fascinating cast of supporting characters. You'll be faced with tasks that only you, as your character, can do. You'll be given the responsibility to try to make things better — to improve the world around you.

"The whole series is about what a Hero is and what a Hero must do," say Lori and Corey. "It's about duty as much as any-

thing — duty and self-fulfillment. It's a good feeling to get through the game and realize that without your help this game world would have been a sadder place."

Look for *Quest for Glory II* in a 16-color (EGA) version in the fall of 1990.

For A REAL Adventure, Try REAL Life!

Possibly the most unique Sierra product of 1990 is *Jones in the Fast Lane*, a computer board game with a no-typing 'point-and-click' interface and a beautiful hand-painted 'game town' environment, where 1 to 4 players in any combination of human and computer opponents vie to be the first to accomplish their goals of money, happiness, education and career. Says *Jones* designer Bill Davis, "This is the game you'll bring out when friends drop by, or when the family just can't take one more evening of Trivial Pursuit."

Davis and his team started with an unpublished game, titled 'Keeping Up With Jones', which Sierra purchased rights to in 1989, and did some extensive redesigning to arrive at *Jones in the Fast Lane*. "We attempted to recreate the look and feel of an old-fashioned board game without losing the charming features present in the original game, such as Jones himself (an animated cartoon character) and the illusion that the game was taking place in a small town with little neighborhood shops."

While pursuing their individual goals in *Jones*, players can improve their education, get better jobs, invest, even win the lottery. On the downside, though, overwork, muggers and stock market crashes are just some of the real life hazards awaiting players in this often humorous contest of competition and accomplishment.



OIL'S WELL

MS-DOS 256 color VGA/MCGA 640K 3.5" & 5.25 HD \$34.95
16 color EGA/Tandy

OIL'S WELL

Starring...Our Friends and Co-Workers!

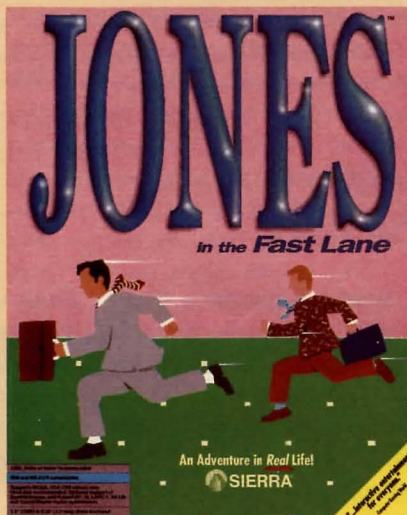
Since *Jones* was being designed for 256-color high-resolution VGA graphics, Davis' team wanted to get the most out of the increased color and resolution available. "We decided to implement our walking game pieces and our shop keepers using digitized representations of live actors." Artists, programmers, producers and other members of the Sierra staff play all the parts in *Jones*, to the enjoyment (and amusement) of their co-workers. "All in all," says Davis, "I believe we've created an environment which will leave you feeling like you've been playing the game with the inhabitants of a small town (a very small town), rather than with a computer."

Whether players want to go head-to-head with the fictional 'Jones', or compete with their family and friends as a group activity, they'll appreciate the fun and friendly rivalry of this unique new game.

Our Testers Speak...

Here's what our game testers have to say about *Jones*: "I LOVE this game." "Fantastic!" "What a work of Art! I think you have another hit on your hands!" "More fun than any I've played in a long time." "I'm predicting big things for Jones." "Another family favorite." "Jones is soooo cool!!"

Look for *Jones in the Fast Lane* in 256-color (VGA) and 16-color (EGA) versions with major sound card support, in the fall of 1990, and a 256-color (VGA) CD-ROM version in the spring of 1991.



A Blast From The Past In 256 Colors

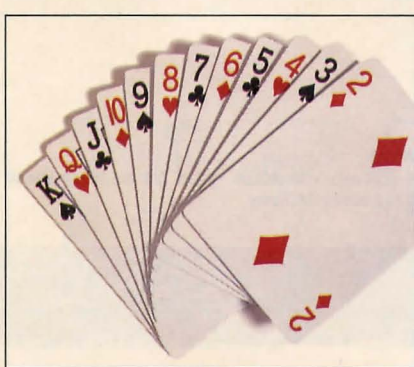
One of Sierra's early arcade games was recently resurrected by Sierra, in conjunction with Banana Development. *Oil's Well*, a Sierra arcade game from the '80's, was given a major overhaul for '90's gamers. New features include completely new graphics (this time in 256 brilliant colors), a lively original soundtrack, and entertaining animated sequences between game levels.

Sierra and Banana got together in 1989, after Sierra saw a terrific public domain arcade game called *Bananoid*. The game was really impressive and fun, with gorgeous graphics and superior playability. At that point, the *Oil's Well* revival was in the conceptual stage; we wanted to create an arcade game that was simple, yet captivating, and above all, fun. One look at Banana's sensational 256 color arcade game, and we knew these guys were made for the *Oil's Well* job.

Oil's Well '82

Oil's Well was originally released by Sierra in 1982 and was available only for 8-bit cartridge based computers. It was a fast-paced arcade game in which the player guided a 'drill bit' through a maze, collecting oil pellets and various other useful objects for points. Alas, *Oil's Well* was born at the end of an era; 8-bit computers took a dive, and *Oil's Well* went with them. Sierra's Marketing Manager, John Williams, says it was the victim of bad timing; "*Oil's Well* was a great game; everyone who saw it loved it. Unfortunately, few people had the opportunity to see it — it was the right game at the wrong time."

NEW GAMES



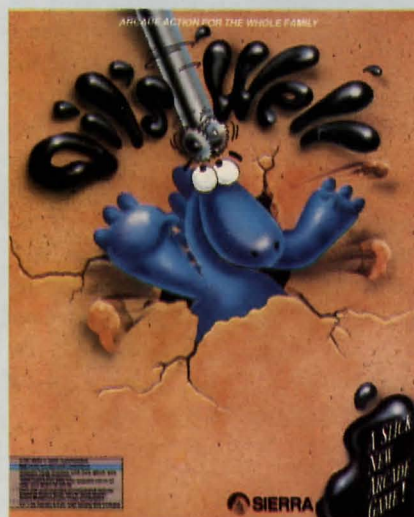
HOYLE'S BOOK OF GAMES VOLUME II

MS-DOS	16 color EGA/VGA	512K 3.5" & 5.25" HD	\$34.95
	Tandy CGA (black & white)		
MS-DOS	blk/white Laptop version	512K 3.5" only	\$19.95
Amiga	1 meg	3.5" only	\$34.95

HOYLE'S BOOK OF GAMES

Oil's Well '90

The latest incarnation of this would-be old favorite, released in October of this year, is basically the same entertaining arcade game it was in 1982, but with some new goals in mind: to make it available to the MS-DOS market and to allow owners of VGA graphics cards and monitors to take full advantage of their equipment. *Oil's Well* features 256 color graphics,



both during game play and during the newly programmed animated sequences between levels, featuring a loveable dinosaur character named Slater, hapless hostage of modern times, who must cope with the hazards of life under your oil field. Sierra's Bill Davis, who directed the redesign, felt that just creating new 256 color graphics was not enough. The game needed more 'life', as well as a little something to reward players for completing each level. "We decided to create 'reward' cartoons between levels. People seem to equate (erroneously) dinosaurs with fossil fuel, so making a dinosaur the lead character in the cartoons seemed like a natural. You have this dinosaur, Slater, trapped below ground, trying to pursue a contented lifestyle, only to be constantly tormented by the rude intervention of your drill bit." Davis promises a happy ending, though, to players who successfully complete all eight levels. Amusing sound effects and a jazzy original soundtrack complete the *Oil's Well* package, with some truly unique combinations of musical instruments to set just the right tone of humor and whimsy.

The same fun, yet challenging arcade game it was in 1982, with graphics, animation and sound befitting a Sierra game of the '90's, *Oil's Well* is certain to be a hit with families everywhere.

Look for *Oil's Well* in a 256-color (VGA) version with major sound card support, in the fall of 1990.

Solitary Pursuits

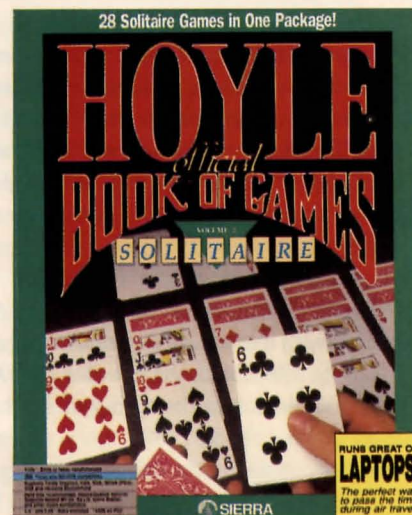
Warren Schwader's *Hoyle's Book of Games*, released by Sierra in 1989, has sold more than 250,000 copies worldwide. Now he continues his winning streak of electronic pastimes with the release of *Hoyle's II: Solitaire*. Warren's newest computer diversion is a true card-player's delight, with 28 different solitaire games

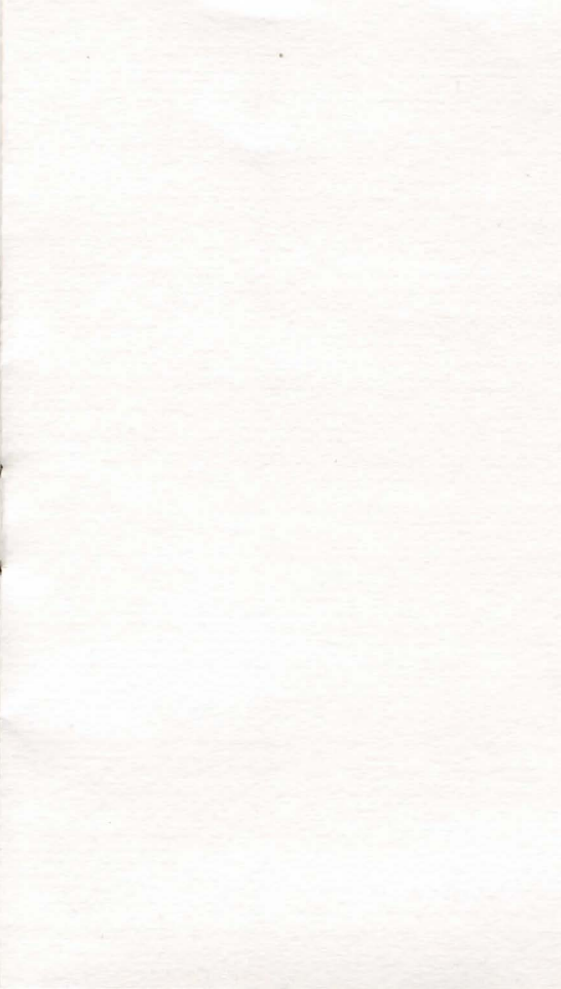
in one easy-to-play package. The games can be played with mouse, keyboard or joystick, and are perfect for laptop play on those long plane trips or while commuting. As a matter of fact, both *Hoyle's I* and *Hoyle's II* will soon be available in special laptop versions in airport and train station gift shops, as well as directly from Sierra.

Warren Schwader has always enjoyed playing cards, which led to his original hit, Sierra's *Hi-Res Cribbage* (1981). His 1989 hit, *Hoyle's Book of Games*, were specifically designed for the increased resolution and improved graphics and animation tools that had become available since then, combining six card games for gamers to play against eighteen computer opponents, including characters from several of Sierra's most popular adventure games.

That might have been the end of it but for one thing: Sierra CEO Ken Williams told Warren that his favorite part of *Hoyle's Book of Games* had been the Klondike Solitaire game. Warren began thinking about designing a program that would contain several types of solitaire.

"I played another company's solitaire — it had six different games — and I thought what programmers always think: 'I could do better than that.' For one thing, I knew that my program would have more games."





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MIXED-UP MOTHER GOOSE NEW VERSION

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CLASSICS REILLUSTRATED

A Little Something For Everybody

Warren's program had almost five times as many games as the competitor's product, from familiar favorites like Klondike, Canfield and Pyramid, to lesser known games such as Eliminator and Beleaguered Castle, with Easy and Hard



variations on each game. He also designed two entirely new, never before seen solitaire games exclusively for *Hoyle's II* — *Slide* and *Bowling*. Each of the 28 games features full color high resolution graphics and complete game rules onscreen.

"I think one of the nicest compliments I've received on the game was from Sierra's Quality Assurance Department. Usually by the time a game is shipped, they're tired of it, but they said they hated to see *Hoyle's II: Solitaire* ship because it meant they had to stop playing!"

Look for *Hoyle's II: Solitaire* in a 16-color (EGA) version, with major sound card support, and a special laptop version for 512K laptop systems, in the fall of 1990.

Classics Reillustrated

Besides the groundbreaking new technology of our latest games, Sierra is also bringing you brand new versions of two bestselling classics, *King's Quest I* and *Mixed-up Mother Goose*. When we originally designed these games, they were considered pretty sophisticated, but new technologies and new techniques have overtaken and surpassed them. Sierra games now have higher resolution graphics, improved animation and enhanced sound capabilities. Because of these improvements, we decided to update these old favorites to newer standards.

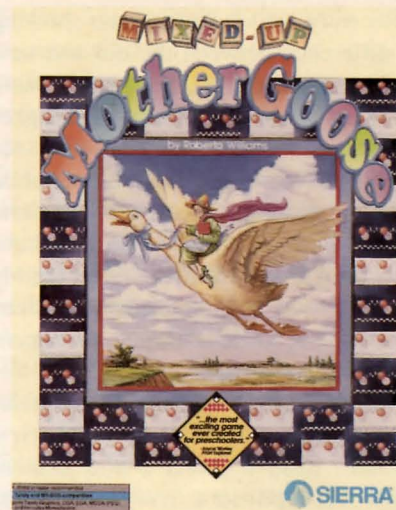
King's Quest I & Mixed-Up Mother Goose — Improving Sierra Favorites for a New Generation of Game Players

Unless you've been living on another planet for the past six years, you probably already know that *King's Quest I* was the first Sierra 3-D Adventure. As the first game of its type, it began a tradition of quest/adventure games for which Sierra has become renowned worldwide. Three best-selling *King's Quest* sequels followed over the next 4 years, and many other Sierra 3-D Animated Adventure Game series, such as *Space Quest* and *Police Quest*, can trace their genealogy to the original *King's Quest*.

Roberta Williams' *Mixed-Up Mother Goose* is another Sierra classic with a large and enthusiastic audience. Designed especially for pre-reading children, the game featured personalized characters in several racial and ethnic variations, and could be played by preschoolers almost entirely without parental supervision.

Sierra CEO Ken Williams wanted to see these old favorites brought forward for a new generation of adventure game players. 'As classic as these games were,' Ken says, 'we felt there was room for improvement.'

First, Sierra artists redesigned and redrew every background graphic to take



full advantage of the higher resolution available on today's more powerful computers. Then each loop of animation in each game was completely redone for an entirely new and much improved effect. Finally, Sierra composers added new stereo soundtracks and sound effects to take full advantage of the new sound technologies available for today's personal computers. The result? The re-released games use Sierra's more advanced SCI technology to bring Sierra players a much-improved gaming experience.



RED BARON

MS-DOS 256 color VGA/MCGA 640K 3.5" & 5.25" HD \$59.95
 MS-DOS 16 color EGA/Tandy 640K 3.5" & 5.25" HD \$59.95



Recently we viewed a demo showing the difference between the old and new versions of the games. The improvement was dramatic, to say the least. The higher resolution and more complex use of color made the new backgrounds and animation *really* outstanding. The new background graphics and animated characters have really been brought to life as never before, and the stereo soundtrack and digitized sound effects added a whole new dimension of realism.

Still the same engaging and entertaining games as when they were first released, *King's Quest I* and *Mother Goose* will captivate a new generation of players as never before. Owners of the original games wishing to upgrade will be able to obtain the new versions for a special price. Call Customer Service for details.

Look for *King's Quest I (SCI)* and *Mother Goose (SCI)* in 16-color (EGA) versions, with major sound card support, in the fall of 1990.



Just When You Thought You'd Seen it All — *Mother Goose CD*

An even *more* modern version of *Mixed-Up Mother Goose* has been designed exclusively for release on Compact Disk. *Mixed-Up Mother Goose CD* features rich 256-color graphics, greatly enhanced animation and sound, and actual digitized actors' voices playing all the parts in the game. We had a chance to play this new version, and can't remember when we've been so delighted with a computer game. The beautiful music and digitized voices make this game an experience that would enchant any young child we know.

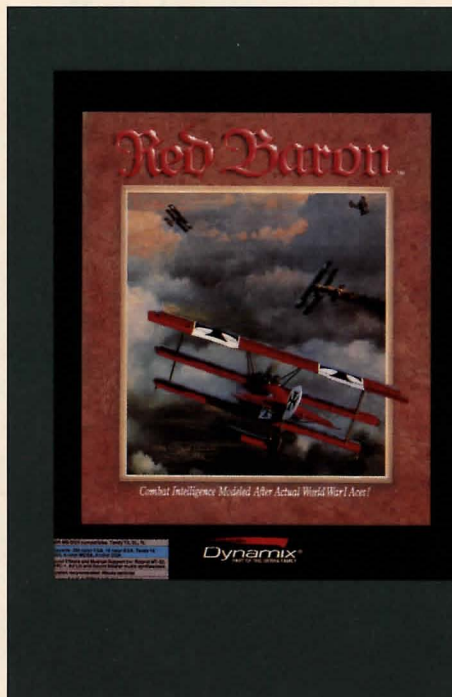
Look for *Mixed-Up Mother Goose (CD)* on compact disk for 256-color (VGA) systems with compact disk drives in the fall of 1990.

The Best Is Yet To Come Hot Stuff From DYNAMIX

So far, Dynamix games have been an outstanding addition to Sierra's line of products. When you look at the new Dynamix line-up, you'll know why we're expecting that trend to continue.

The Dynamix team has been tremendously busy this year producing a variety of games ranging from hard-core arcade to action/adventure. The whole lot of them feature hand painted, digitized 256 color graphics and original musical scores, and each takes an entirely new approach to its genre. Here's to a batch of games we know you'll love.

History repeats itself as you take on the role of a World War I fighting Ace in *Red Baron*. This remarkably realistic flight simulator has everything you expect from a good simulation experience, and then some.



THE YEAR IS 1914 —

It is the dawn of World War I. Patriotic fervor runs high as young men across Europe prepare for a new age. For the first time ever, men will take to the air with the sole objective of blasting another airplane from the sky.

Aviation is yet in its infancy. There are no books, no teachers — here and now, young pilots such as Eddie Rickenbacker, Billy Bishop and Manfred Von Richtofen must invent the skills and strategies that will keep them alive. Only the very best will survive, and they will perfect an artform all their own. These are the Aces, and this is the birth of aerial combat.

STELLAR 7

MS-DOS 256 color VGA/MCGA 640K 3.5" & 5.25" HD \$34.95
16 color EGA/Tandy



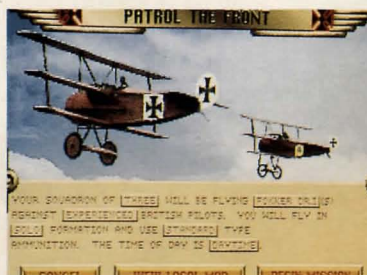
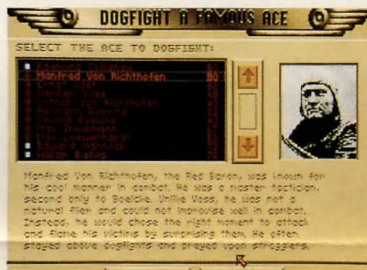
Designer Damon Slye says of the project, "I've always wanted to play a great dogfighting game. Due to the slow speeds and high maneuverability of aircraft, W.W.I. had the most exciting dogfighting in history. The aircraft of W.W.I. are also really cool; each one had a unique personality and handling characteristics. We had to do a game."

RED BARON

Red Baron takes you back in time to the war that birthed aerial combat, where you'll fly more than 100 missions as a pilot of either the Royal Flying Corps or the German Army Air Service. Fly your choice of 17 different aircraft, including the Sopwith Camel, the D.H.2 Pusher, the Spad 7, the Albatros D.III, the Fokker Triplane, and many others. Engage in close range dogfights, go balloon busting to take out the aerial eyes of the enemy, go undercover on nighttime missions, and go head to head with Aces right out of your history books, each one acting and reacting just as he did then — even take on the Red Baron himself.

"I wanted *Red Baron* to be historically accurate," says Damon. "I felt that the era that gave rise to air combat deserved a lot of attention. What I didn't expect was how interesting the Aces were; some were reckless, some were conservative, some preferred hunting alone, and others liked to fly in large hunting packs — each one was able to use his own style effectively. So we had to write some special code that modeled the flying styles of the individual Aces."

Hundreds of hours of research and development went into *Red Baron* to make it as realistic and historically accurate as possible. Were they successful? As Damon Slye tells it, "The whole *Red Baron* team put in a lot of time and hard work, but it was worth it."



Stellar 7 is back, in a decidedly 1990's incarnation. The game's original monochrome graphics have been redesigned using state-of-the-art techniques, including hand-painted, digitized, 256 color backgrounds, and improved 3Space technology, allowing improved animation and faster running speed. The interstellar tank *Raven* has been outfitted with an array of futuristic weapons and defense systems, including Bi-Phasal Thunder Cannon, Eel Shields, Inviso Cloak and more. The enemies, the forces of the evil Arcturan Empire led by Supreme Overlord Gir Draxon, are smarter and meaner than ever, and come in more than 20 different shapes and sizes.

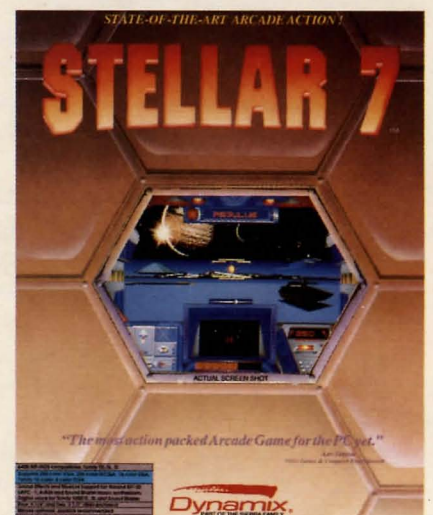
Damon Slye authored the original *Stellar 7*, and had this to say about its revival:

"The original game was a lot of fun to play. With as far as computers have come in ten years, we knew that we could expand on the original and build a great game. With today's 256 color graphics, sound and music cards, and fast machines, we were able to create an audio-visual tour-de-force that's still a lot of fun to play."

The game is a lot of fun, and the graphics and sound are truly amazing — we knew all that, but that didn't prepare us for the reaction *Stellar 7* has triggered at

STELLAR 7

In 1980, Dynamix released a game that would become a cult favorite, earning praise from the likes of author Tom Clancy (*Hunt for Red October*). It was a fast-paced 'shoot 'em up' arcade game in which players piloted a futuristic tank loaded with powerful weapons on an interplanetary mission to save the Earth. The game was *Stellar 7*, and it was the first game to use Damon Slye's 3Space, a remarkably fast and versatile 3-dimensional modeling and display system. Today



DYNAMIX, INC.

VISIONARY ENTERTAINMENT WITH DISTINCTIVE STYLE

by Jerry Luttrell

In Spring 1990, the six-year-old Eugene, Oregon based computer entertainment company, Dynamix, Inc., became part of the Sierra On-Line family. Much like Touchstone Pictures is to Disney, Dynamix represents an expansion for Sierra into new, and perhaps more serious, product categories. In fact, it was the differences between the Dynamix and Sierra products that made the union so attractive to both parties.

The fact that Dynamix has a unique style all its own will become very evident in their soon to be released products. While Sierra has been known for a lighthearted approach, Dynamix represents a somewhat more serious side of computer entertainment. From the historically accurate and ultra-realistic WWI flight simulation, *Red Baron*, to the dark, futuristic world of their new adventure game, *Rise of the Dragon*, it's obvious that this company is not going to be a Sierra clone.

Dynamix is perhaps best known as the inventors of one of the industry's fastest and most powerful 3-Dimensional modeling systems, 3Space™. This innovative world-building system has been at the core of hit products such as *Mechwarrior*, *A-10 Tank Killer*, and the soon to be released *Stellar 7* and *Red Baron*. Capable of 3-D modeling and display in 256 color, with animations, bit mapped spaces and world intelligence, it's a system that when combined with digitizing and other advanced graphic techniques, brings simulation dreams to life.

As unique as their simulation products are, however, it's their new line of interactive adventures that is the best example of the differences that set Dynamix apart from the parent company.

Rise of the Dragon is set in the near future, where a dark and sinister force is slowly poisoning Los Angeles through a hyper-addicting drug that causes genetic mutation and death. The hero, a hard-bitten private investigator, must solve a young

woman's murder and prevent the destruction of the entire city, before he himself is destroyed by The Dragon.

Heart of China, a Spring release, takes place in the revolutionary China of the 1930's, and moves to other exotic locations as the adventure unfolds through the eyes of three separate characters. Players will use the unique skills and personalities of each character to approach game problems from different angles.

Both games feature complex storylines told through a first person point of view and cinematic 'meanwhile screens,' that inform the player of developments in other game locations. Parser-based keyboard commands have been replaced by a point and click interaction, while in-depth characterization and advanced graphic techniques establish a new sense of realism and depth of play.

First rate graphics is another trademark of the Dynamix product line. Using both electronic and traditional graphic techniques, Dynamix combines full-color paintings, live actors and digitizing to achieve a stunning look that is theirs alone. Backgrounds come alive, and electronically rotoscoped animations attain new levels of realism. This advanced technology is evident in all of Dynamix's new products, from the hand colored WWI photographs in *Red Baron* to the combination of live actors and hand painted backgrounds in *Rise of the Dragon* and *Heart of China*. Even the fast moving strategy/arcade game, *Stellar 7*, boasts hand painted graphics with animations and storyscreens.

Looking forward, it's clear that the once small company called Dynamix has some big things in store for it. Poised to become the Touchstone Pictures of computer entertainment, the newest member of the Sierra On-Line family will soon take its place as an industry leader in 3-D simulation and adventure gaming.

trade shows everywhere. In fact, when we previewed it for the first time at the Consumer Electronics Show in Chicago, Illinois last spring, it was the surprise hit of the exhibition.

The brand new, original score includes more than a dozen songs, and *Stellar 7* is loaded with realistic sound effects, including earth-shaking explosions throughout the game. Animated sequences between levels bring the whole story together for a complete game experience.



RISE OF THE DRAGON

MS-DOS	256 color VGA/MCGA	640K 3.5" HD disk	\$59.95
	256 color VGA/MCGA	640K 5.25" HD disk	\$59.95
	16 color EGA/Tandy	640K 3.5" & 5.25" HD	\$59.95



RISE OF THE DRAGON

*In the Age of Decay
Marking the Dawn of Darkness
The Dragon Will Arise...*

It is the year 2056, and terror grips the city of Los Angeles. A sinister new drug is ravaging the population, causing hideous mutations and death. Someone must put things right again, and William 'Blade' Hunter, Private Investigator is the only man for the job. His violent techniques and brash disregard for regulations got him an early retirement from the Los Angeles Police Department, but now they'll become the fulfillment of the prophecy — the fall of The Dragon.

A futuristic private-eye adventure, *Rise of the Dragon* is not your typical interactive game. Combining elements of science fiction, mystery, action, adventure, even a taste of the occult, this complex storyline will keep players guessing (and gasping) from the first gruesome mutation to the final showdown. Though not excessively violent, *Rise of the Dragon* is definitely not for the faint-hearted.

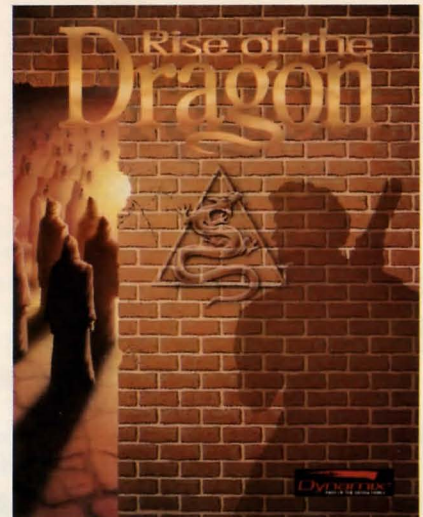
Rise of the Dragon is the first in what may become a series of William 'Blade' Hunter mysteries from Dynamix. In it, you become Blade, a tough private detective in a tough town. The Mayor of Los Angeles calls you with a plea for help: a killer drug is on the street, and it's latest victim is his own daughter. Your investigation will take you to the seediest corners of futuristic L.A. for an adventure you won't soon forget.

The product of Dynamix's new GDS (Game Development System), *Rise of the Dragon* features complex character interaction, puzzle-solving, cinematic storytelling techniques, a no-typing, point-and-click interface and Dynamix's own easy to use *VCR Interface* which allows

players ultimate control over the game environment. *Dynamix President and Rise of the Dragon* designer Jeff Tunnell says of the game, "With our new 'point-and-click' interaction system, our goal was to eliminate the frustration factor from adventure gaming, so that nothing interferes with the experience of the game."

What differences can you expect from the new system? "The new system has all the elements of traditional adventure games." Jeff explains. "There's great character interaction, puzzles, multiple endings — all the stuff gamers have come to expect and more. The difference is that it's presented in a completely intuitive interaction system." Using over 8 megabytes of game data, *Rise of the Dragon* takes place in an incredibly realistic game world. Its 85-plus scenes and locations are packed with dozens of intelligent characters and randomly generated animations. Hand-painted, digitized, 256 color graphics give *Rise of the Dragon* a 'graphic novel' feel completely unlike other computer adventures.

"The artwork is truly amazing," says Jeff. "It takes computer gaming to a new level of emotional involvement."



ZELLIARD

MS-DOS 16 color EGA/VGA 512K 3.5" & 5.25" HD \$34.95
Tandy/4 color CGA

FIREHAWK: THEXDER THE SECOND CONTACT

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Japan Gets the Jump on U.S. — Again!

Game Arts' relationship with Sierra goes back to Ken Williams' first trip to Japan in 1986. At that time, Ken experienced for the first time the fabulous high-resolution graphics and multi-voice stereo soundtracks that Japanese gamers had taken for granted for some time. "This wasn't programming," Ken would remark later, "This was an artform." Ken began making arrangements to license Game Arts' spectacular *Thexder* arcade game, which Sierra released in the U.S. in 1987.

In a transforming battle suit that could alternate at the touch of a button between 'giant robot' and 'jet fighter' configurations, *Thexder* players took on a host of mechanized bad guys. With armaments consisting of auto-aiming lasers and protective shields, the high-tech armored suits sped through multiple levels of fast-paced combat. *Thexder* was a top seller for Sierra in 1987. North American gamers loved the detailed, high-resolution graphics and spectacular animation, not to mention the non-stop action of this Japanese arcade hit.

Silpheed Takes Off

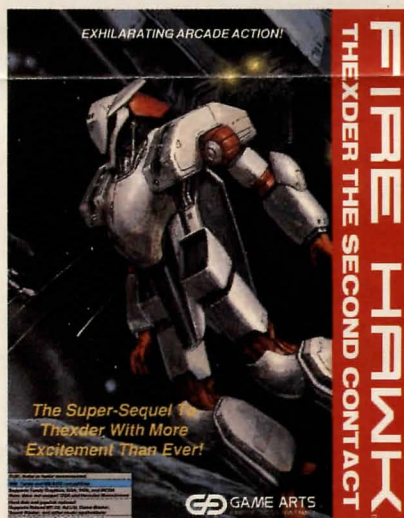
The following year, Sierra licensed the English language version of *Silpheed*, Game Arts' terrific space-action battle game, featuring a 'Super dogfighter' spacecraft with awesome firepower in a battle against intergalactic terrorists. To

the accompaniment of a stereo soundtrack featuring 9 original songs, players fought their way through 20 levels of warpspeed combat against more than 30 increasingly powerful enemies. Once again, Game Arts had proven to the North American public that in Japan, game design can be an art.

Now, just when you thought it was safe to go back to your computer...

...Get Ready for Firehawk: Thexder — The Second Contact...

...the second dynamic installment in the *THEXDER* series. It's 4 years later and an invasion of bloodthirsty aliens threatens Earth. The transforming battle suit has been enhanced with even more



weapons and more firepower to combat this extraterrestrial threat. Players will fly the new, improved suit — **FIREHAWK** — in 9 different combat missions to cripple the alien mothership. If they are successful, the attack on Earth will be averted.

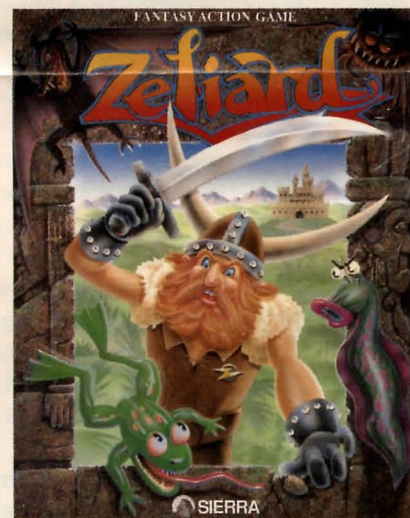
A thrilling soundtrack with 11 different songs enhances the excitement of this spectacular arcade encounter.

Game Arts Hits the Adventure Trail

Game Arts' very latest offering to American players is not an arcade game, but a multi-level dungeon adventure

called *Zeliard*. In addition to colorful high-resolution graphics, *Zeliard* features a dramatic soundtrack with major sound card support and a different song for each level. Players will battle with might and magic through seven levels of underground caverns and dangerous monsters, to collect 9 magical jewels, defeat the schemes of a powerful enemy and rescue a princess who has been turned to stone.

The *Zeliard* world also offers towns where characters can equip themselves and receive valuable information and advice between levels of their adventure. Easy to use magic and combat systems make *Zeliard* fun for novice and experienced players alike.



Watch This Space!

Well, that's the lineup for this Sierra game season, and we think it's our best and strongest yet. Sierra game designers are already in the planning stages on the 1991 crop, and although we can't disclose any titles, there will be some pleasant surprises in store, as well as a few old favorites making a return appearance. We'll be keeping you up-to-date on new developments as they unfold, right here in the pages of the Sierra NewsMagazine. One thing is sure — It won't be easy to top 1990!

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THE SOUND OF ADVENTURE



The **Roland MT-32** is perhaps the finest sound module available for home computers. Its 32-voice synthesizer features 128 preset sounds for the most enhanced game experience possible today. *EASE* software package, included, is designed to help you compose and arrange your own songs.

Package includes: Roland MT-32 Sound Module, MIDI processing unit, MIDI cable, *Trax*.

\$550.00 **\$399.99**

Roland's new **LAPC-1** Sound Card is a full-size computer card with a full 32-voice synthesizer. All the music and sound capacity of the Roland MT-32 on a card. (MT-32 compatible.)

Package includes *Roland LAPC-1 Sound Card* and two 8' speaker cables.

\$425.00 **\$349.99**

Creative Labs' **SOUND BLASTER** card starts with an AdLib compatible 11 voice FM synthesizer, then adds 12 C/MS and Game Blaster compatible stereo voices for maximizing the listening fun of games and other software. Digitally samples voice and other sounds. Includes MIDI interface and joystick port. (Compatible with Adlib and Game Blaster.)

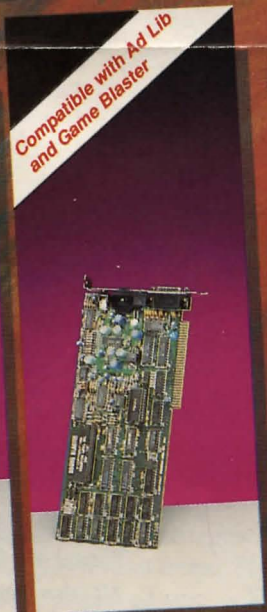
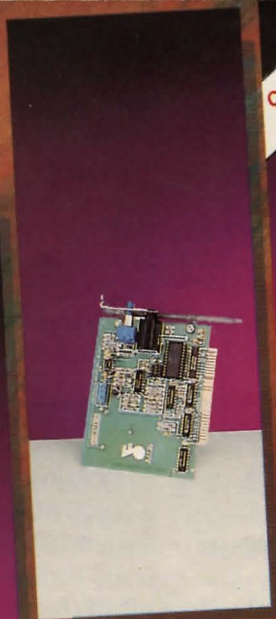
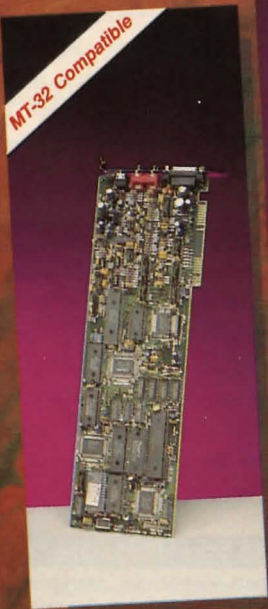
Package includes speaker cable, talking parrot demo, *Intelligent Organ* music software and song disks (no musical knowledge required), *Talking Parrot* interactive speech demo, *VoxKit* sound design software.

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The **AdLib** Personal Computer Music System makes your computer come alive with music and sound. Half-size card featuring an 11-voice synthesizer, volume control and audio jack. Listen to your favorite games, or compose your own music, even if you've never written music before. The original sound card, and still the best seller.

Package includes *Visual Composer* software, *SP10* sequencer, and *Jukebox* playback program.

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