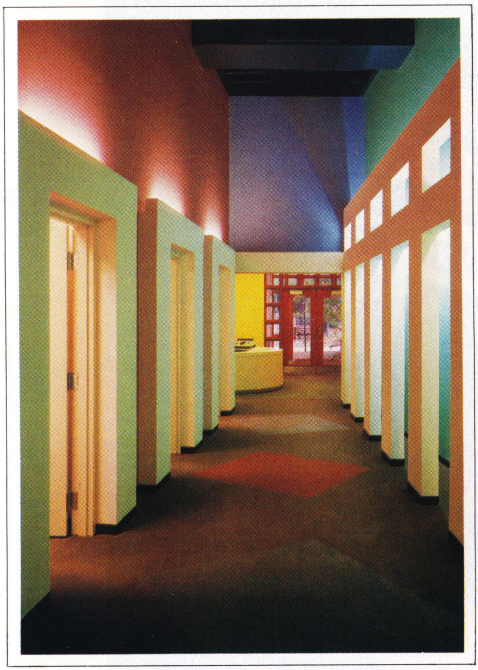
MINDSCAPE INC
PRODUCT CATALOG

MINDSCAPE INC



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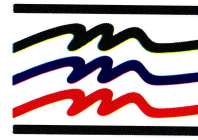


Mindscape is a unique company located in the Silicon flatlands in Illinois. Housed in an award winning post-modern building, we have attracted some of the most creative and motivated people in the software industry. Out of this challenging and fun-loving environment have come many of the most innovative software products today. Creativity without compromise.

Our ongoing commitment to be at the forefront of new developments in consumer electronics has resulted in top-quality products that use current technology to its fullest. With a strong heritage in education and entertainment products, Mindscape has recently expanded its product line to include distinctive business and home productivity products. And now, Mindscape is expanding its scope with an exciting new array of VCR strategy games.

Dedicated to making excellence affordable, Mindscape specializes in:

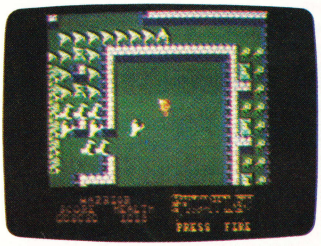
- **Entertainment**
- **Business Productivity**
- **Cinemaware (interactive movies)**
- **Personal Productivity**
- **Home Educational**

New ventures

- **VCR Games**
- **The Logo Shoppe (quality apparel)**

Mindscape, Inc. 3444 Dundee Rd., Northbrook, IL 60062
1-800-221-9884 312-480-7667

Gauntlet™
by Atari Games



Mindscape takes the arcade home!

This is it. The game everybody's been waiting for. **Gauntlet**, the most successful arcade game of all time has come home. And it brings with it all the characters, dungeons, traps, treasures, and excitement you loved in the arcades.

Featuring

- Thor, Thyra, Questor, and Merlin together again
- All the levels you know and love from the arcade
- Two player, join at any time, play system

Available for the Amiga, Atari 800 XE/XL, Atari ST and Commodore 64/128

Gauntlet™: The Deeper Dungeons
by Atari Games

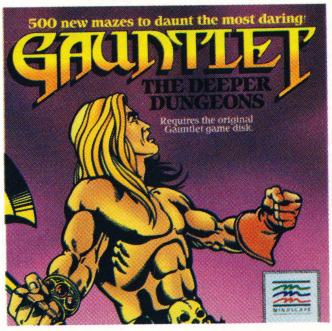
Once you've run the Gauntlet, the danger has just begun. It's time to delve into The Deeper Dungeons!

You thought it was over, didn't you? Well, dust off your axe, Thor. Sharpen up your sword, Thyra. Re-string your bow, Questor, and polish up those card tricks, Merlin, 'cause it's really only beginning.

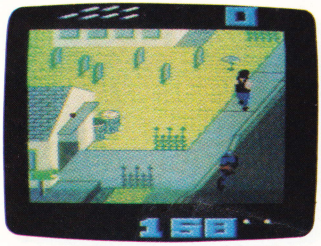
Gauntlet: The Deeper Dungeons adds more than 500 of the nastiest, most treacherous, and deadly dungeons we could come up with.

Requires the original Gauntlet game disk.

Available for the Atari 800 XE/XL and Commodore 64/128



Paperboy™
by Atari Games



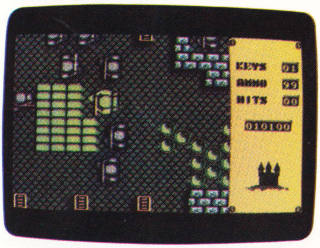
Mindscape takes the arcade home!

Pick up your old Push Bike, put on your peaked cap and imagine yourself braving the streets of an American suburb in this arcade classic! Only superb riding skills and a steady throwing arm can get you through your seven day week of hilarious action. Avoid cars, workmen, drunkards and lawnmowers all out to get you.

Score points by delivering to all your usual customers, and get sneaky bonuses by breaking the windows of non-subscribers. Get ready for the ride of your life!

Available for the Atari ST and the Commodore 64/128

Into the Eagle's Nest
by Pandora



Briefing: Three allied saboteurs have been captured and are being held in the Eagle's Nest, the top secret Nazi fortress. Intelligence indicates troops massing in the area.

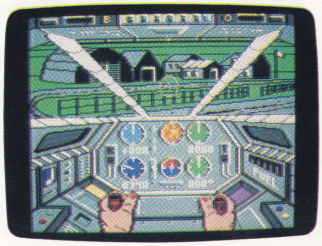
Orders: Penetrate the Eagle's Nest. Rescue captives before they break. Destroy the Eagle's Nest using hidden explosives caches. In the process, save as many art treasures from destruction as possible. Good luck!

Features

- High-resolution full-scrolling graphics
- Eight challenging levels
- Action, danger, excitement, and surprises
- The popular, top-down perspective

Available for the Apple II series (coming soon), Amiga, Atari ST and Commodore 64/128 and IBM (coming soon)

Infiltrator
by Chris Gray



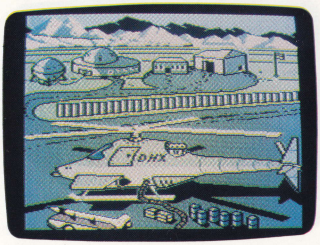
You are Captain Johnny "Jimbo Baby" McGibbits-*The Infiltrator.* Your mission is to fly into enemy territory and carry out operations which will completely disable the Mad Leader's plans for war. You will be required to fly your chopper through enemy airspace, reach important target areas and carry out specific missions to help destroy the military force.

Features

- The ultimate, realistic helicopter flight simulation
- Exciting animated land-based graphic adventures

Available for the Apple II series, Atari 800 XE/XL, Commodore 64/128 and IBM

Infiltrator II
by Chris Gray

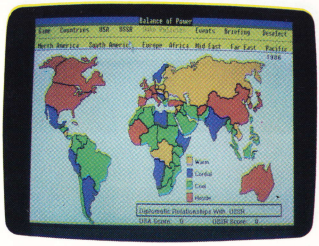


You are still the one and only Captain Johnny "Jimbo Baby" McGibbits, *The Infiltrator.* But, intelligence reports indicate that the Mad Leader has risen from the smoldering ashes in which you once left him.

You'll fly your Gizmo™ DHX-1 Attack Chopper behind enemy lines in search of the Mad Leader's new headquarters. Once there, you'll begin an all-new series of ground missions to thwart the Mad Leader's revitalized troops. But be careful! This time, the Mad Leader knows what he's up against!

Available for the Apple II series, Commodore 64/128 and IBM

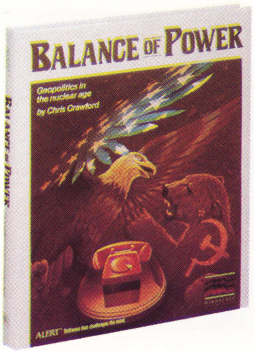
Balance of Power™
by Chris Crawford



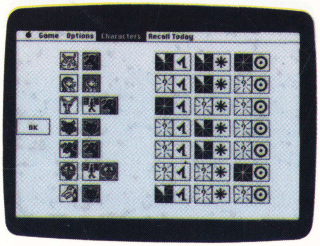
Step beyond the theories and concepts, and experience first-hand the pressures and challenges of superpower leadership in a nuclear age. Test your savvy with what the *New York Times* called "one of the most sophisticated strategic simulations in America other than Pentagon war games."

This simulation lets you assume the office of President of the U.S. or General Secretary of the U.S.S.R. As you manage overt and covert actions, insurrection and political deceptions, divisions of troops and diplomatic efforts, your nation's prestige will rise or fall. You have eight years to win.

Available for the Amiga, Apple II series, Atari ST, IBM and Macintosh



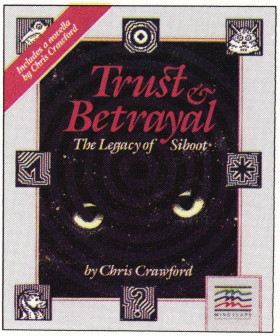
Trust and Betrayal: The Legacy of Siboot
by Chris Crawford



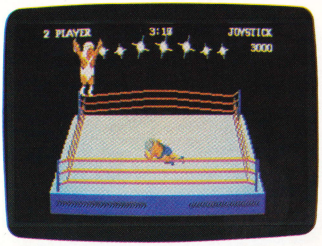
Chris Crawford, creator of the award-winning Balance of Power, brings a radical new approach to computer games. For the first time ever, interact with characters so fully-rounded they display their own drives, ambitions, and emotions in a round-robin of political maneuvering.

Also for the first time, interact with a game that requires neither strategy nor reflexes, but instead calls on your intuition, ethics, and social abilities. And, for the first time, interact with a program that uses a revolutionary icon-based language to achieve full, unambiguous expression without the limitations of typical parsers.

Available for the Macintosh



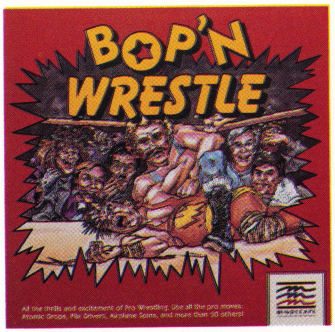
Bop'N Wrestle
by Melbourne House



You've seen 'em flying into the aisles. Now you get to climb into the ring with 'em and join the mayhem of professional wrestling at its best. **Bop'N Wrestle** puts you in the ring with 10 of the meanest, baddest, biggest, ugliest pro wrestlers you've ever seen fly off a turnbuckle!

This fast-paced action game for one or two players takes place in a three-dimensional arena so realistic you'll swear you can hear the bodies hit the canvas.

Available for Apple II series, Atari 800 XE/XL, Commodore 64/128, and IBM



Bop'N Rumble
by Beam Software

Grannies under attack! Yes, helpless little old ladies can't walk the streets in safety. With hordes of yo-yos like new-wave gangsters, motorcycle madmen, break dancers, gorillas and other creeps that threaten the streets, we need a hero. But where, oh where can such a hero be found?

You got it—the world champion, macho man of **Bop'N Wrestle**... Gorgeous Greg. Maneuver Greg in **Bop'N Rumble** as he faces down an array of turkeys so big and bad they make pro-wrestlers look like Sunday school teachers. Fight your way through all levels to save the grannies and become the hero of the city!

Available for the Commodore 64/128 and IBM (coming soon)

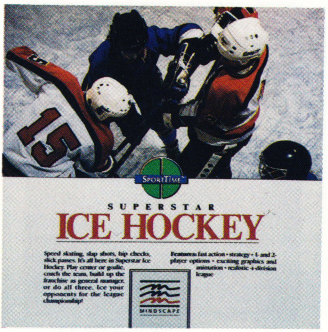
Superstar Ice Hockey

by Ed Ringler/DesignStar Consultants

Superstar Ice Hockey is the first complete hockey simulation!

It's actually three games in one. You can play, coach, and manage. As a player, take the ice as center or goalie. Fire slap shots, hip-check opponents, make slick passes, block shots. As a coach, set up and rotate your players' lines. As a general manager, trade and draft players. Build a weak franchise into a contender. You choose the level of complexity!

Available for the Amiga (coming soon), Apple II series, Atari ST (coming soon), Commodore 64/128 and IBM



Superstar Soccer

by Ed Ringler/DesignStar Consultants

Superstar Soccer is the most complete, realistic, **outdoor** soccer simulation available! You have total control of your own soccer team as you play, coach, and act as the general manager.

Take the field as a player and run, shoot, pass, and defend. You'll practically feel the contact. As a coach, choose your lineup, make substitutions, and call on-field strategies. How well your players execute depends on how good a team you've put together as the general manager. You'll need to make trades and recruit new players as your existing players age with each new season.

Available for the Commodore 64/128 and IBM

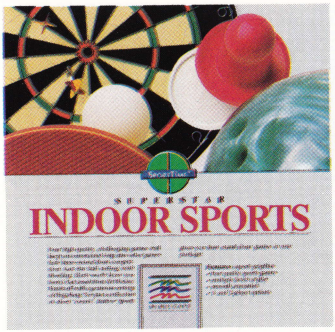
Indoor Sports
by Ed Ringler/DesignStar Consultants

Tired of those boring outdoor games? Tired of getting dirty and sweaty? Then try **Indoor Sports!** A little air hockey? No sweat. Like to bowl? Then roll on. Darts anyone? Double your pleasure. And Ping Pong? Simply smashing. Play against other players or against the computer. But play hard because these fast-paced games are every bit as challenging as the real thing.

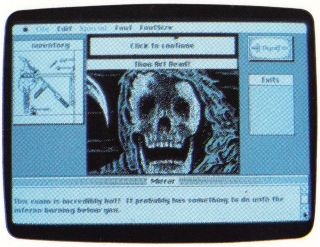
Features

- Four action-packed games in one package: air hockey, bowling, darts and ping pong
- Realistic, 3-D graphics and animation

Available for the Amiga, Apple II series, Commodore 64/128 and IBM



Shadowgate
by ICOM Simulations



The third in Mindscape's hit graphic adventures following the award-winning **Deja Vu** and **Uninvited.**

As the last of the Line of Kings, only you possess the power to destroy the cunningly evil Warlock Lord. But you must find him before his horde of nasty allies finds you. A huge castle overflowing with secret passageways, collapsing floors, and armed creatures with good aim awaits your inspection. Good luck. Like **Deja Vu** and **Uninvited,** this one's a killer!

Available for the Apple II series (coming soon), Amiga, Atari ST (coming soon), Commodore 64/128 (coming soon), Macintosh and IBM (coming soon)

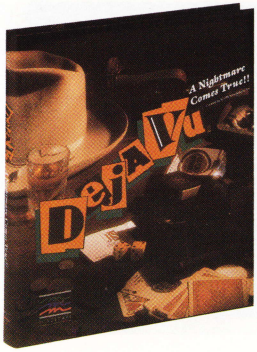
Deja Vu: A Nightmare Comes True
by ICOM Simulations

Deja Vu is an award-winning graphic adventure in which everything seems vaguely familiar, yet you remember nothing.

Your head is pounding with a bump that's bigger than a cue ball. Your clothes are stained with blood that's frankly, not your type. As you stumble from room to room, nothing is familiar.

And because everything you encounter in this bizarre maze reacts to your every move, there's only one person who can control the outcome of this mystery. Only you can clear yourself of the murder.

Available for the Apple II series (coming soon), Amiga, Atari ST, Commodore 64/128, Macintosh and IBM (coming soon)



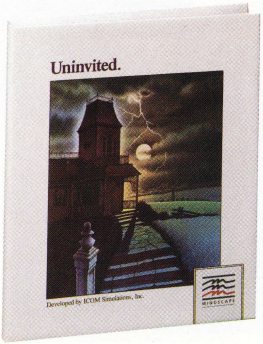
Uninvited
by ICOM Simulations

Omni's 1986 Best Mac Game of the Year.

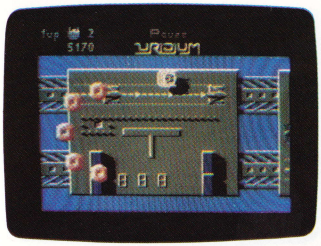
Experience a journey beyond fear. **Uninvited** takes you on a terrifying trip through a demon-filled mansion where only the fearless can survive.

By the creators of **Deja Vu**, **Uninvited** takes state-of-the-art technology a step further in an exciting interactive graphic adventure. A click of the mouse lets you explore your environment, while digitized sound and animation bring a forbidding world to life. Don't wait for an invitation.

Available for the Apple II series (coming soon), Amiga, Atari ST (coming soon), Commodore 64/128 (coming soon), Macintosh and IBM (coming soon)



Uridium
by Hewson Consultants



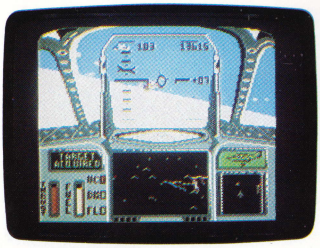
Alert, lone remaining Manta fighter!... Solar System under relentless Super-Dreadnought attack... Enemy ships stealing all mineral resources from planets in Solar System... Mineral drain will cripple planet life as we know it... Orders: Repel enemy attack immediately. Destroy waves of airborne enemy fighters, then land and destroy each Super-Dreadnought ship. Master all 15 levels.

Features

- High-speed, arcade-style action
- Exciting, colorful graphics
- 15 challenging levels

Available for the Apple II series, Atari ST (coming soon), Commodore 64/128 and IBM

High Roller
by Mirrorsoft



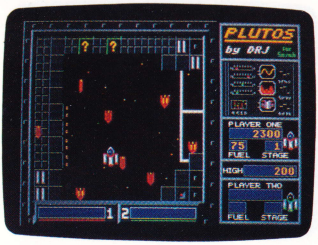
Strap yourself into the Harrier and enter the dangerous world of vertical takeoffs, barrel roll attacks, and heat-seeking sidewinders. Learn to fly the most sophisticated combat aircraft in the world. Your mission is to destroy enemy headquarters 500 miles away.

Features

- Simulation: Fly the Harrier, the jet fighter the U.S. Marines prefer.
- Action: Engage enemy air and ground forces in combat.
- Realism: Developed in conjunction with British Aerospace.

Available for the Atari ST, Commodore 64/128

Plutos
by Tynesoft



This is the game you've been waiting for. Wrap your sweaty hands around the joystick and hang on for dear life in this outer space shootout so realistic you'll think you're there. Challenge the might of an immense mother ship bristling with weapons. Defeat swarms of alien defenders. State-of-the-art graphics and sound turn your computer into the ultimate arcade action machine.

Features

- High-speed action and excitement
- High-resolution smooth-scrolling graphics
- Amazing sound effects
- Deadly spinners, bouncing disks, alien armadas, awesome sentinels, and more

Available for the Amiga and Atari ST

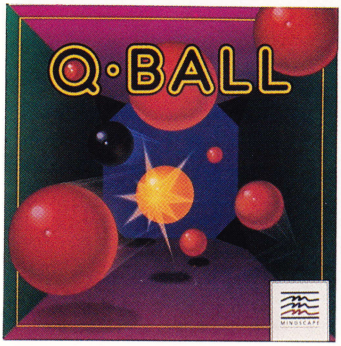
Q-Ball
by English Software

It's not pool, it's not nine-ball, it's not billiards... it's **Q-Ball**, a pool game inside a cube. Imagine being able to line up shots in three dimensions. Imagine no gravity, eight pockets, and the ability to rotate the table in three dimensions in real time while you make your shot. Unimaginable? **Q-Ball** is absorbing, challenging, fun, totally addictive, and absolutely unique.

Features

- A unique 3-D rotating game space
- 262, 144 different viewing angles
- Adjustable spin, friction, and power of shot
- Stunning graphics
- 1- or 2-player games

Available for the Amiga and Atari ST



Fist: The Legend Continues

by Melbourne House

Enter the world of **Fist**. A world so dangerous that the temple training grounds alone are tougher than anything you've faced before. You'll encounter a sprawling, hostile world of dark swamps and forests, evil mountains and caverns, and vicious enemies.

Use all of your skills to defeat Ninja assassins, mighty Shoguns, warriors, mercenary soldiers, panthers and peasant villagers. Once you achieve true mastery, the final challenge beckons in the volcanic fortress of the evil warlord.

Available for the Commodore 64/128 and IBM (coming soon)

TrailBlazer

by Gremlin Graphics Software

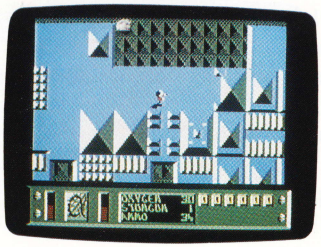
Enter the bizarre dimension of **TrailBlazer**. A world of sentient soccer ball races through hyperspace networks of everchanging color grids. This unique one or two player split-screen race game is unlike anything you've ever seen before. Are you smart enough, fast enough, and strange enough to have what it takes to be a real **TrailBlazer?**

Features

- High speed action
- Graphics and sound that push your computer to the limit
- Split screen point of view play
- 20 fixed courses and a random option

Available for the Atari 800 XE/XL, Atari ST and Commodore 64/128

Parallax
by Ocean Software



Another routine planet to explore until you learn an evil computer intelligence on the planet plots an imminent attack on Earth. Your task: Fight off aliens and mad scientists as you try to break into and destroy the central computer. (Not the stuff they taught you at astronaut school!)

You'll need quick reflexes, quick wits, and quick thinking to come out of this one alive. Comes with 3-D graphics so you can fly above and below the varied surface features.

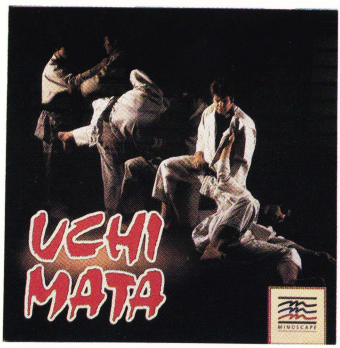
Available for the Commodore 64/ 128

Uchi Mata
by Martech

Based on Judo, **Uchi Mata** is a remarkably accurate and detailed martial arts simulation. Become practiced at all of the major throws of Judo. Compete against another player or against the computer. You'll even learn a few illegal moves.

Designed in conjunction with champion Judo expert Brian Jacks, a 7th Dan black belt, an 11-time winner of the British Championship, a 5-time winner of the Open Championship, and a 4-time winner of the European Championship, **Uchi Mata's** authenticity is unparalleled among martial arts simulations.

Available for the Commodore 64/ 128



Racter™
by Inrac Corporation

Racter is a superlative conversationalist, and this program allows you and Racter to hold dialogs on nearly any conceivable topic. Rediscover the joys of conversation with this foray into the little-known realm of artificial insanity.

Available for the Amiga, Apple II series, IBM and Macintosh

The Lüscher Profile
Developed by Dr. Max Lüscher, Swiss Psychologist

The Lüscher Profile lets you look into your mind and personality by analyzing your preferences for various colors, shades, and shapes. By recording and interpreting your responses to a variety of tests, a profile emerges of the factors which define your current approach to work, relationships, and life in general.

Available for the Apple II series, Commodore 64/128, IBM and Macintosh

Laptop Chess
by David Levy and Kevin O'Connell

Laptop Chess was created for the computer enthusiast on the go by David Levy, international chess master and by Kevin O'Connell, chairman of the Computer Chess Committee of the World Chess Federation.

With a 16,000 move opening book, **Laptop Chess** challenges players of all abilities, from novice to grandmaster.

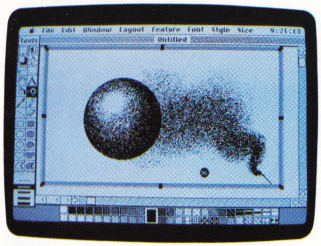
Available for IBM 3.5" disk and compatibles

Xevious™

The Xevians are returning to claim the Earth as their own. Only you and your sensational Solvalu super ship can hope to penetrate their defenses and save the planet. Battle your way through air and ground targets, avoid the menacing flying mirrors, and destroy the immense Mother Ship.

Available for the Commodore 64/128, Apple II series and Atari ST

ComicWorks
by MacroMind



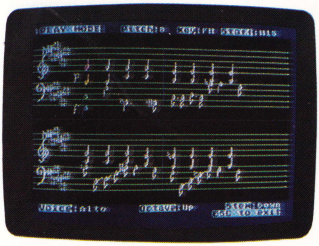
All the power of the best paint programs...and more!

Created by MacroMind®, Inc. and Mike Saenz, **ComicWorks** is a paint program, a drawing tool, a text editor, and a page layout program all in one!

With this incredible Macintosh software, you can create original comics, storyboards, newsletters, flyers, brochures, ads, illustrations, posters, cards and other graphics applications. Flexible tools let you combine text and graphics anywhere on the screen, move objects independently, and even use a library of art from a variety of sources.

Available for the Macintosh

Bank Street™ MusicWriter



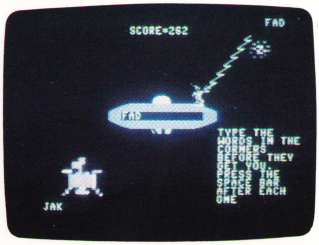
by Glen Clancy and the Bank Street College of Education

If you can hum a tune, you can write a tune. The joy of composing comes to life as you arrange music on the screen. Within minutes, beginners can experiment with melody, harmony and rhythm.

More experienced musicians will also find the program useful, with its ability to shape tones and utilize repeats, endings, and triplets. **MusicWriter** is a sophisticated notation editor, easy enough for a child but powerful enough for an adult.

Available for the Apple II series and IBM

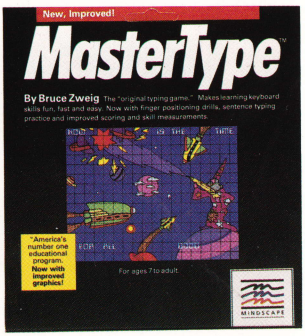
MasterType™



MasterType is the popular typing instruction program that's fun, not intimidating. **MasterType** combines the fast action of arcade games with proven techniques to develop your typing skills. Your score, words per minute speed, number of words typed and number of mistakes are tracked to monitor your progress.

To improve your speed and accuracy, **MasterType** now includes finger positioning drills, sentence typing lessons, and improved scoring and skill measurements. A flexible lesson system allows you to create custom drills for your own special needs.

Available for the Amiga, Apple II series, Atari 800 XE/XL, Commodore 64/128, IBM and Macintosh

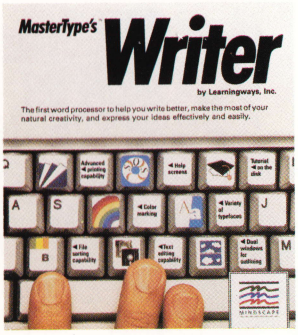


MasterType's™ Writer

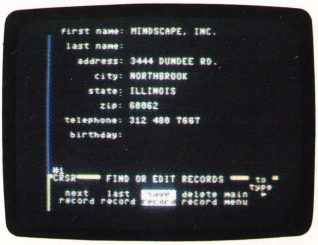
This easy-to-use, full-function word processor and "writing teaching tool" will handle your entire family's word processing needs. Clearly organized information, presented in easy-to-read windows, and simple correction commands make writing efficiency a breeze. This program also has a complete tutorial and writing exercise to help you write more effectively.

You create and follow outlines, rewrite your text, reorganize and experiment as you prepare anything from book reports to business plans.

Available for the Apple II series (5.25 and 3.5 disks) and Commodore 64/128



MasterType's™ Filer

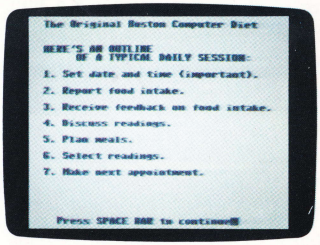


MasterType's Filer is the home file and list manager that makes getting organized fun and easy!

MasterType's Filer is a program for children and adults that eliminates filing in old shoeboxes. Pre-set files make it easy to catalog valuable information on hobbies, record collections, paper routes or sports statistics. Also, you can computerize household records including names, addresses, birth dates, credit cards, home inventory, health and insurance records. It's so powerful that it will sort lists alphabetically, and print them out as labels or tables.

Available for the Apple II series, Atari 800 XE/XL, Commodore 64/128 and IBM

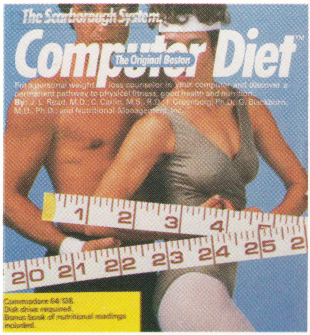
The Original Boston Computer Diet™



Developed by a team of doctors, psychologists, and nutritionists, the **Original Boston Computer Diet** puts a personal weight loss counselor in your computer! Discover a permanent pathway to physical fitness, good health, and nutrition with this easy-to-use program which acts as an individualized personal fitness and weight loss counselor.

The **Original Boston Computer Diet** regularly analyzes your nutritional requirements, monitors your eating and exercise habits, and suggests meal plans.

Available for the Apple II series, Commodore 64/128 and IBM

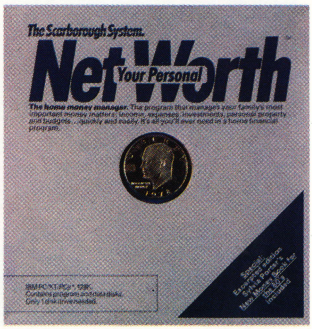


Your Personal Net Worth™

Your Personal Net Worth manages your family's most important money matters: income, expenses, investments, personal property and budgets... and shows you how to borrow, budget or invest effectively. No other program does it more quickly, more easily, more directly. It's all you'll ever need in a home financial package.

Your Personal Net Worth makes organizing and handling every detail of your home finances simple and time-saving. With this program, you can set up a budget and then compare your actual spending to it.

Available for the Apple II series, Atari 800 XE/XL, Commodore 64/128 and IBM



ColorMe The Computer Coloring Kit

Unleash creativity with **ColorMe: The Computer Coloring Kit**, a flexible drawing and coloring program designed especially for children. Children can create their own pictures with the easy-to-use drawing and coloring tools on the ColorMe program disk. Or they can compose pictures by cutting and pasting dozens of predrawn pictures from the library of Picture Disks. Then they can print out their creations, making autographed pictures, coloring books, cards, stickers, buttons, and more with the printing paper included in the package.

Features

- Easy-to-use drawing and coloring tools
- Dozens of colorful pre-drawn characters on the library of Picture Disks
- Ability to add text to drawings
- Print capacity
- Starter supply of colored printing paper

Available for the Apple II series, Commodore 64/128 and IBM

Build a Book™

Build a Book lets you create personalized storybooks. Your child becomes the central character in these charming stories. Improve your child's vocabulary and cognitive reading skills by providing this meaningful, personal reading experience.

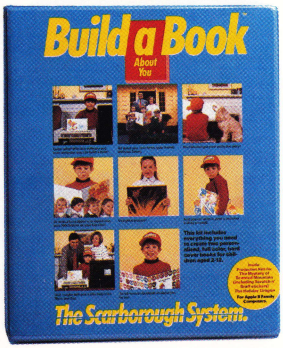
The program itself is simple to use and everything you need to print and bind two storybooks is included in the package: two colorful illustrated page sets (32 pages each), two durable hard covers, binding materials, and a software disk with two stories. You can also reorder the original stories or order two new ones.

Single Book Refills

- **The Holiday Dragon**
- **The Mystery of Scented Mountain**
- **The Greatest Circus Story Ever Told**
- **Adventures on the Riddle Planet**

Also available in 2-pack Refill Kits

Available for the Apple II Series, Commodore 64/128 and IBM



Bank Street™ Storybook

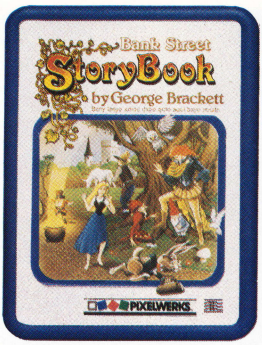
by George Brackett and the Bank Street College of Education

Everyone loves making up stories and drawing pictures. With **Bank Street Storybook**, children can create dynamic, multi-page stories with animation and pacing. Stories can be stored on disk and printed out. Joystick required.

Features

- Flexible placement of words and graphics anywhere on the screen
- Word-processing approach to editing words and graphics
- Simple animation
- Easy-to-follow on-screen directions

Available for the Apple II series, Commodore 64/128 and IBM

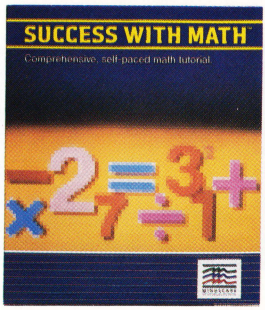


Success With Math™ Series

Arithmetic becomes as easy as 1-2-3 when your child sits down with this classroom-tested series of six self-paced math tutorials. Designed for use by primary and secondary school students, each program provides endless practice in basic skills, helping students do better in school. Emphasis is placed on problem solving with reinforcement of mathematical skills and concepts.

Addition and Subtraction
For Grade Levels 1 to 4
Multiplication and Division
For Grade Levels 2 to 8
Fractions: Addition and Subtraction
For Grade Levels 5 to 8
Fractions: Multiplication and Division
For Grade Levels 5 to 8
Decimals: Addition and Subtraction
For Grade Levels 5 to 8
Decimals: Multiplication and Division
For Grade Levels 5 to 8

Available for the Apple II series, Atari 800 XE/XL, Commodore 64/128 and IBM



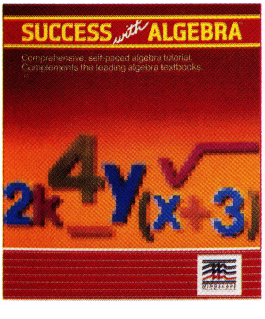
Success with Algebra™ Series

This series offers four classroom-tested, self-paced algebra tutorials that help students master complex algorithms and reinforce algebraic principles taught in the secondary school math curriculum. Each program focuses special attention on overcoming the most frequently encountered areas of difficulty, as identified by teachers and students.

Comprehensive on-screen explanations illustrate the step-by-step process of problem solving. And, students continually receive reinforcement, even when errors are made.

First Degree and Advanced Linear Equations
For Grade Levels 7 to 12
Binomial Multiplication and Factoring
For Grade Levels 7 to 12
Simultaneous Equations/ Quadratic Equations
For Grade Levels 7 to 12
Graphic Linear Functions
For Grade Levels 7 to 12

Available for the Apple II series, Commodore 64/128 and IBM

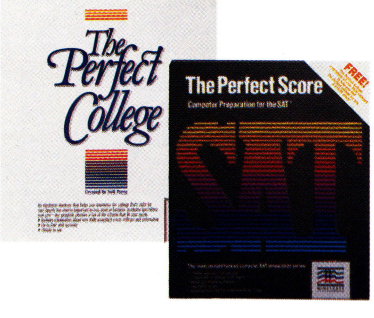


The Perfect Score with The Perfect College

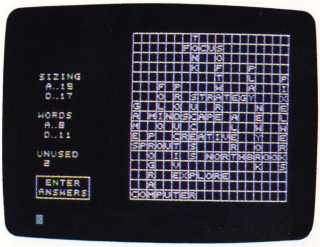
Mindscape helps you learn better and faster, by putting this SAT program in the computer, not in the manual. **The Perfect Score** covers all areas of the test, and includes a timed practice exam, printout capability and a continuous on-screen clock. All this makes **The Perfect Score** more computerized than other SAT programs!

With **The Perfect College**, choosing your own best list of schools is easy. Just specify the college criteria that are important to you, such as location, cost, academic interests, and student/faculty ratio, and **The Perfect College** produces a list of the schools that match your needs. Information about more than 1600 accredited, 4-year U.S. colleges and universities is included.

Available for the Amiga (without The Perfect College), Apple II series, Commodore 64/128, IBM and Macintosh. The Perfect College can also be purchased separately.



Crossword Magic™
by L&S Computerware



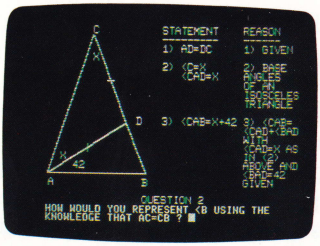
Become a wizard with words: Create, play, and print crossword puzzles effortlessly with **Crossword Magic**. Create puzzles to entertain and challenge your friends. Build puzzles to use as study aids, greeting cards, or invitations.

Features

- Easy-to-use format: Create crossword puzzles easily; simply select the puzzle words, then let the program do its magic as it creates the puzzle grid automatically.
- Print option that allows you to print puzzles, clues, word lists, and answer puzzles.

Available for the Apple II series, Atari 800 XE/XL, Commodore 64/128, IBM and Macintosh

Mastering the SAT

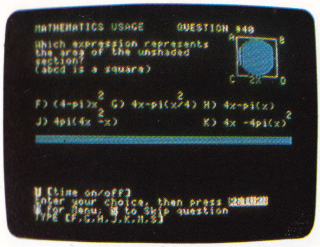


Two full-length sample tests on disks, two more in the workbook, and an entire disk of Skill Builders add up to a comprehensive preparatory program! Created in response to teacher demand, this four-disk program emphasizes the principles involved in each question and solution—as well as test-taking strategies.

All Verbal and Math areas of the Scholastic Aptitude Test are covered. A 152-page Workbook includes two additional full-length exams for further practice. **This program was developed by the National Association of Secondary School Principals.**

Available for the Apple II Series, Commodore 64/128 and IBM

Mastering the ACT

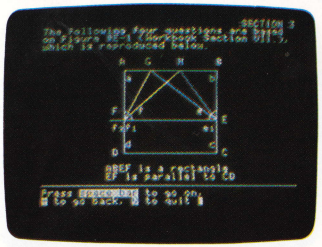


This six-disk program covers all areas of the ACT — English, Math, Social Studies, and Natural Sciences. It simulates actual testing conditions in both content and format. Full-length simulated pre- and post-tests provide self-scoring with detailed error analysis. Optional tutorial accompanies both simulated exams.

The program is the only ACT preparation course developed by a major national association of educators — the National Association of Secondary School Principals. Two more full-length exams are included in the 152-page workbook.

Available for the Apple II series, Commodore 64/128 and IBM

Mastering the GRE



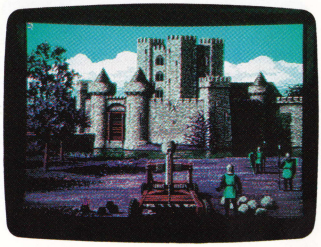
Two complete simulated exams (one on the disk, one in the accompanying book) and other exercises offer many highly beneficial hours of practice in preparing for this important examination.

The four-disk program includes every aspect of the Graduate Record Examination. The program gauges user performance and assesses both strengths and weaknesses. All the questions and practice material are written at the same level of difficulty as the actual GRE.

Available for the Apple II series, Commodore 64/128 and IBM

Defender of the Crown

by Master Designer Software



King Richard has been murdered and England thrown into civil war! The bold Saxon knights have chosen you to lead them into battle against the hated Normans. To save England your skills as swordsman and military leader will be severely tested. But should you succeed you'll win the Crown of England and the love of many a beautiful damsel!

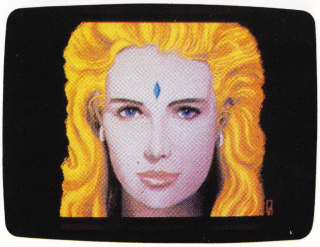
Features

- Award-winning graphics
- A unique blend of role playing and strategy combined with dazzling arcade-style sequences

Available for the Amiga, Apple IIGS, Atari ST, Commodore 64/128, IBM and Macintosh

Sinbad and the Throne of the Falcon

By Master Designer Software

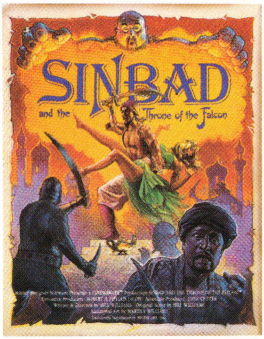


You are Sinbad the Sailor battling dark and mysterious forces in an epic seafaring quest. Get ready for pirates and genies, romance and heartbreak, comedy and tragedy set in a fantastic universe that begs to be explored. Steel yourself for the ultimate challenge of your skills as swordsman, leader and navigator. The task is formidable, but the lovely Princess has implored you for aid.

Features

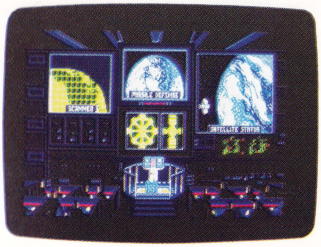
- Never-before-seen special effects
- Enhanced sound effects and original music

Available for the Amiga, Apple IIGS, Atari ST, Commodore 64/128 and IBM



CINEMAWARE

S.D.I.
by Master Designer Software



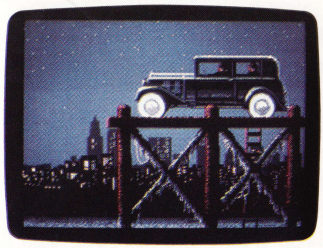
Two star-crossed lovers hold the key to the survival of the human race. He is a young general assigned to America's ultimate space project, **The Strategic Defense Initiative.** She is a beautiful Russian commander hopelessly caught in the crossfire when ruthless KGB fanatics stage a coup d'etat in the Soviet Union.

Features

- Gut-wrenching tension as you defend the U.S. against a sneak KGB missile attack
- Battle hostile KGB rocket fighters in your 3-D flight simulator

Available for the Amiga, Apple IIGS, Atari ST, Commodore 64/128, IBM and Macintosh

King of Chicago
by Master Designer Software

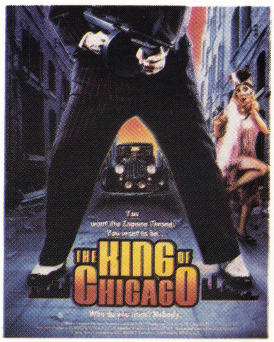


Chicago in the 30's. Prohibition. Power struggles and rampant crime. Capone used to call the shots. But Capone is up the river and Chicago is up for grabs. Violence, intimidation, bribery, treachery and clout are your weapons as you battle the forces of the legendary Capone mob for control of the Windy City.

Features

- Fully animated, 3-D graphics
- Characters, elements and events that constantly change, depending upon the player's actions (over 1,000,000,000 combinations!)

Available for the Amiga, Apple IIGS, Atari ST, Commodore 64/128, IBM and Macintosh

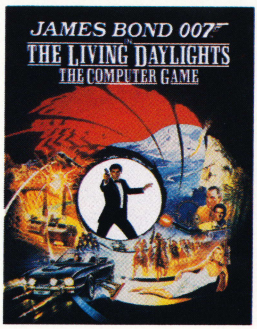


James Bond 007™ The Living Daylights

In what may well prove to be your toughest assignment yet, you are to arrange the defection of General Koskov, one of the KGB's top men. We think that we have turned him, but he is very cunning and may have fooled us. Keep a close eye on him at all times.

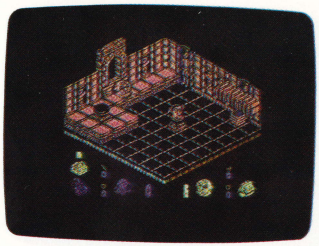
Bond is new, and he's back! With this exciting, action game of intrigue and adventure, 007 once again shows what skill and experience can do in the high powered world of global conflict.

Available for the Commodore 64/128



Head Over Heels

by Ocean Software



OK, let me try to explain this. You see, Heads (he's the one with arms) can glide and jump and shoot, but he can't carry anything. And Heels, the one with the feet, can carry things, but he can't shoot. And if you get them together then they can do all sorts of things.

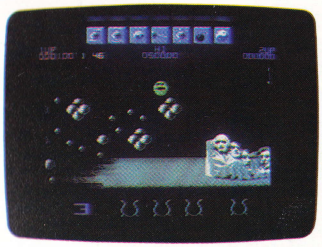
There's also this evil Emperor, see, called Blacktooth, and he's enslaved all these different planets. Head and Heels must destroy Blacktooth and liberate the colonies.

Features

- Dynamite, detailed 3-D graphics
- Cunning puzzles and problems
- Five different planets to explore and liberate

Available for the Commodore 64/128

Wizball
by Ocean Software



For years, Wiz and his faithful feline friend Cat have lived in Wizworld, a land of color and light. But evil has come to irrevocably alter his idyllic life; the evil Zark and his horrible sprites have drained all the color from Wizworld. Only Wiz and Cat can save things by traveling the land in their weird and wonderful Wizballs to restore the missing color to Wizworld.

Features

- Outstanding graphics
- Secret powers and controls that you have to discover as you play
- Danger, fun, logic, and action combined in one challenging game

Available for the Commodore 64/128, Atari ST and IBM

Mutants
by Ocean Software

In the war-torn world of the far future, the nefarious Zero Survivor Corp. supplies both sides with everyday, ordinary weapons. Until now. The rebellious peace faction has learned of a horrible new weapon. The Macro-Genetic-Mutoids are bio-engineered organisms with the capability of mutating into deadlier strains.

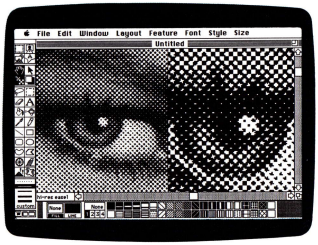
Your job is to eliminate the threat of the MGM's forever. Alone in your scout ship, you will face 15 different varieties in a contest to the finish.

Features

- Arcade graphics and sound
- Multiple levels of play
- 15 unique opponents

Available for the Commodore 64/128

GRAPHICWORKS™ 1.1
by MacroMind



"Graphics with the Works"

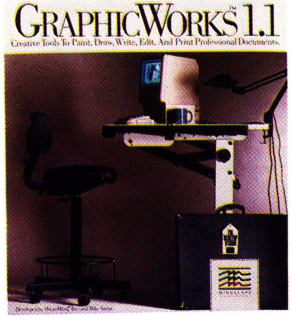
GraphicWorks 1.1 is the professional design software for the creation and manipulation of graphics and text. Created as a high powered art studio on a disk, **GraphicWorks 1.1** allows you to place text and/or graphics anywhere on the screen/page and then move them about freely and independently. Light years ahead of the standard "paint" programs, **GraphicWorks 1.1** lets you create anything from a simple flyer to storyboards to newsletters to professional ad proofs.

With its full list of paint features, drawing features, text editor, and special effects (skew, rotate, perspective, & distort), **GraphicWorks 1.1** is the first program to offer a complete graphics solution to the graphics professional. **GraphicWorks 1.1** also works in tandem with the other professional tools you have come to depend on, including your scanner and LaserWriter (and your ImageWriter). **GraphicWorks 1.1** can now import full-page 300 dpi (and above) scanned graphics, which you can then touch up, move into a document, and print. Because of its sophistication, **GraphicWorks 1.1** is the perfect add-on to PageMaker™ or Ready-Set-Go™. You may even find, however, that with **GraphicWorks 1.1**, you might not need to look any further for your desktop publishing solution.

GraphicWorks 1.1 offers:

- A full-featured paint program
- TIFF compatibility to import and edit scanned images
- A full-featured draw program
- A full-featured text editor
- Skew, rotate, distort, & perspective tools
- The ability to intermix text and graphics anywhere on the page
- Multi-page documents
- ThinBits™ to work with an entire page & multiple level FatBits for detailed work
- Professional design tools such as a variable airbrush and overlay modes
- The ability to work in multiple resolutions, 300 dpi and beyond
- Full LaserWriter and ImageWriter support
- Professional template disk to aid in the design of newsletters, storyboards, etc.
- Color printing with the ImageWriter II
- On-screen rulers for precision alignment
- A complementary graphics design tool for PageMaker, Ready-Set-Go, etc.

Available for the Macintosh



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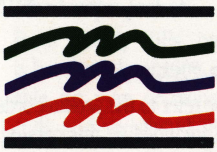

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