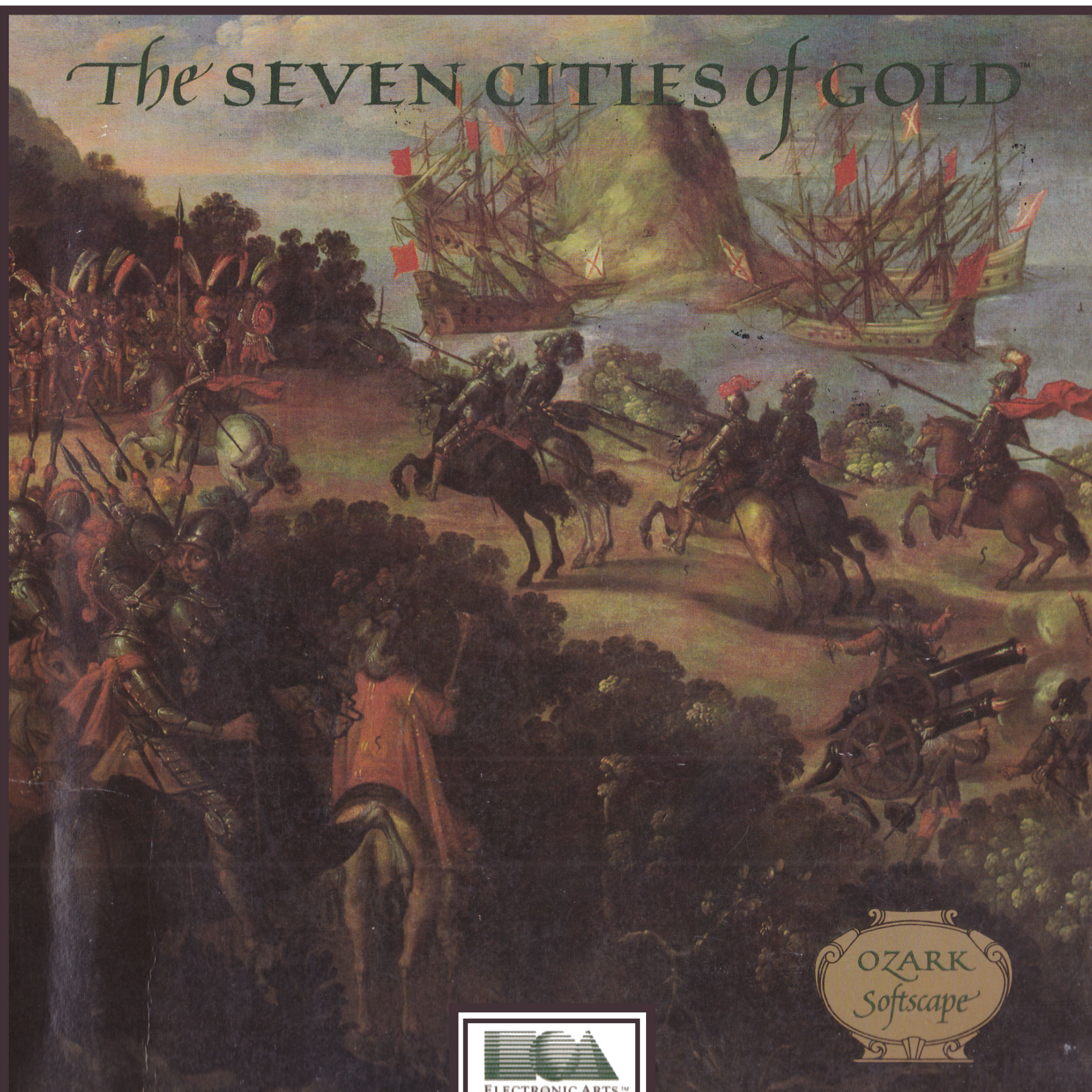


The SEVEN CITIES of GOLD™



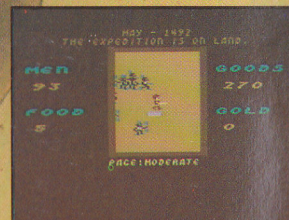
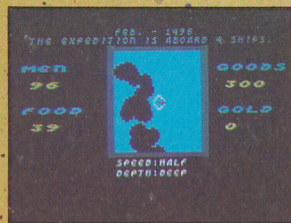
OZARK
Softscape



SOME FAMOUS EXPLORERS AND

• 1492 - Columbus lands on San Salvador (Watlings Island). • 1494 - Dan Bunten is crowned King of the Indies. • 1500 - Pedro Cabral tries to reach India and, blown far off course, discovers Brazil. • 1502 - Christopher Columbus is named Captain General for his rapid (not to mention vicious) conquest of the Mayan Peninsula. • 1504 - Columbus is still believing he had discovered the Orient, and not a New World. • 1511 - Dan Bunten is named "Dealing Dan" for his trading exploits. • 1513 - Ponce de Leon discovers Florida. Eight years later, he saw him mortally wounded. • 1519 - Cortes begins the conquest of Mexico. He recruited 58 arquebusses and 32 crossbows on his expedition. • 1521 - Bill Bunten is named Governor of Mexico. • 1530 - Dan Bunten is named Governor General of Peru by the Court, and Man of the Year by the Spanish Chamber of Commerce for trading his 20,000th good for gold. • 1533 - Pizarro takes his first step in the conquest of Peru by treacherously seizing and murdering Atahualpa, the Incan ruler (who had received Pizarro with offers of friendship). Pizarro himself was assassinated in 1541. • 1540 - Estabanico, one of Pizarro's men, discovers the Zuni "Cities of Gold" and is slain. • 1540 - Dan and Bill Bunten are named King and Queen of the Indies and establish one last mission. Both achieve the rank of Viceroy and decide to rest on their laurels.

Dan Bunten gets
lost in a fierce storm.



Bill Bunten is asked
to leave an Aztec city.

Compatible
with the
IIGS
in IIGS emulation mode
requires 5.25" disk drive

their EXPLOITS

befuddled by a storm that he "discovers" Europe. The
vers Brazil. **1502** Bill Buntin achieves the rank
1504 Columbus returns from his fourth voyage,
the rank of Vice Governor, and the nickname
later, a colonization expedition back to his discovery
soldiers and took 16 horses, 10 cannons, 4 falcons, 13
Mexico by the Court, and persona non grata by the Aztecs.

by the Span-
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ie of Coro-
nnten join
urels.



SEVEN CITIES OF GOLD™

Best Role-Playing Adventure 1985—
Family Computing

5 Best Adventures of All Time 1984—
Popular Computing

Your manual is located inside the front cover of this package. *Seven Cities of Gold* is an Ozark Softscape Game. Game design: Bill and Dan Buntin. Programming: Dan Buntin, Jim Rushing, Alan Watson. Graphics and animation: Alan Watson and Roy Glover. Music: Roy Glover and Mateo Flecha ("The Younger," c.1520, d.1604). Sounds: Roy Glover. Producer: Joe Ybarra. Inside illustration: Warren Chang. Calligraphy: William Stewart.



Buntin brothers and friends establish a mission in the Ozarks.

Also from Ozark Softscape and Electronic Arts:

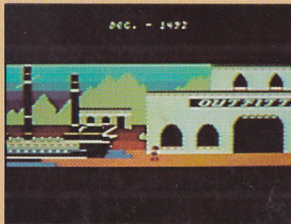
M.U.L.E.—A game in which up to four players attempt to settle a distant planet with the so-called help of a mule-like machine they all learn to hate.

Best Multi-Player Game of 1983—*Electronic Games Magazine*

Best Strategy Game of 1983—*Infoworld*

1492 - 1540

The Age of Discovery, Exploration and Conquest. The Stage of History Belonged to Spain. Now it Belongs to You.



SET SAIL from Spain. Outfit your expedition and head west into the unknown. And if you make it back with gold and maps, the Court might make you a Governor General or even a Viceroy.



DISCOVER the New World. Explore the Mississippi and the Amazon. The Great Lakes. The Straits of Magellan. Hidden gold mines. And 200 different native settlements, from small tribes of hunters and farmers to the mighty cities of the Aztec and Incan empires.



AZTEC AND INCA cities have the most gold. But how will you get it? Trade? Trickery? Treachery? Conquest? The natives are the key to your success. And a mirror for your soul.

OVER 2800 SCREENS represent the worlds you'll explore, building computer drawn maps as you go. In the historical game you'll create an accurate map of the geography and populations of 16th Century North, South and Central America. And then, when you're ready . . .

RANDOM CONTINENTS. Face what the conquistadors faced. Ask your computer to dream up New Worlds, worlds never before seen by anyone. Then test yourself against the utterly unknown as gold and glory, out there somewhere, draw you ever deeper into an incredible fantasy of your own creation.

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