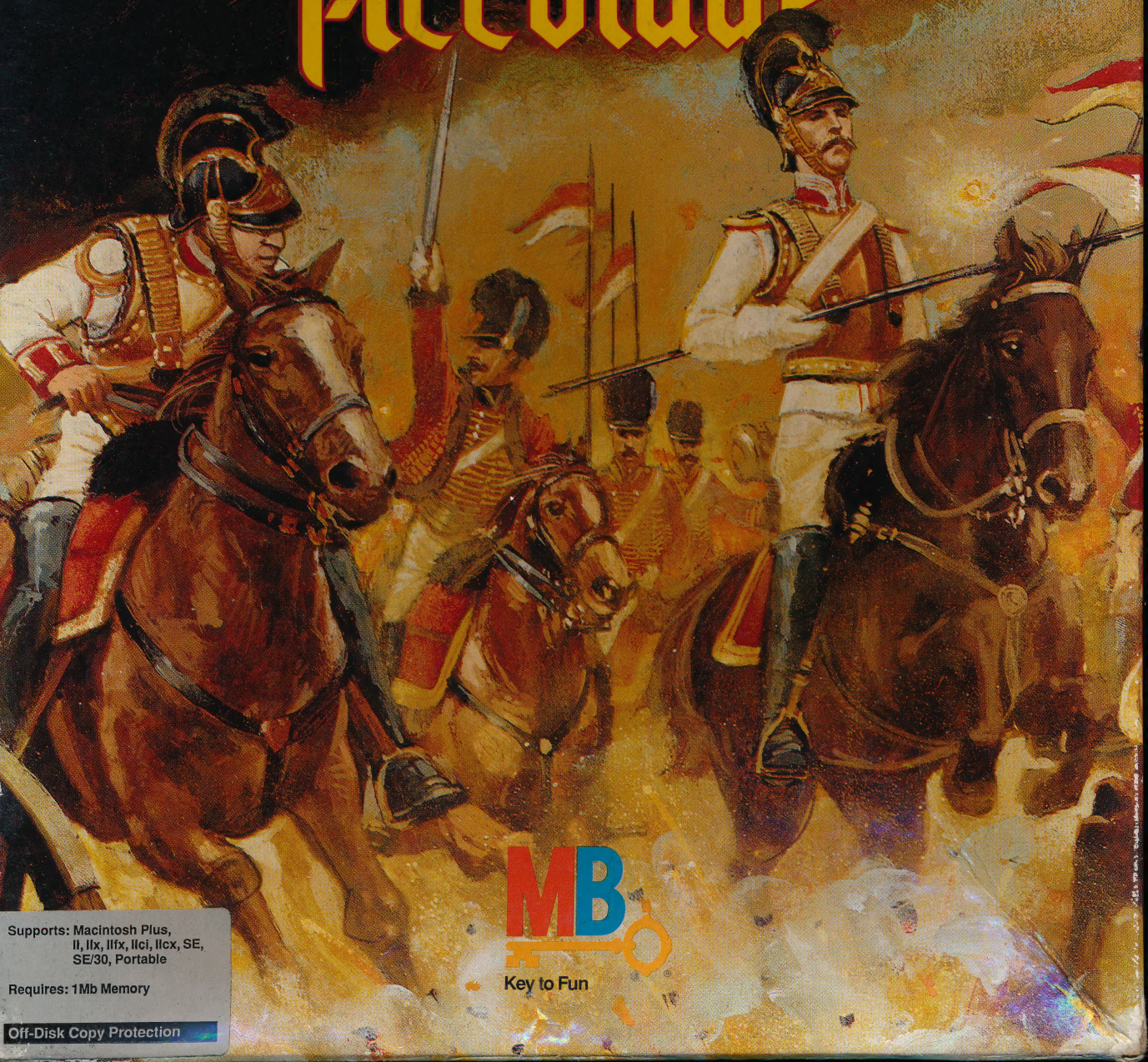


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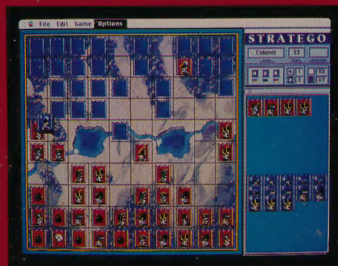
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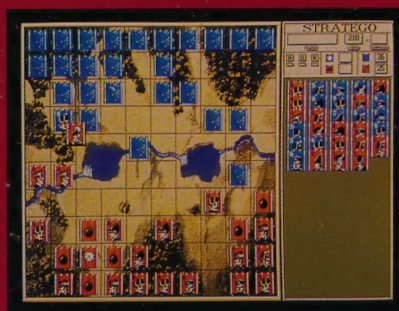
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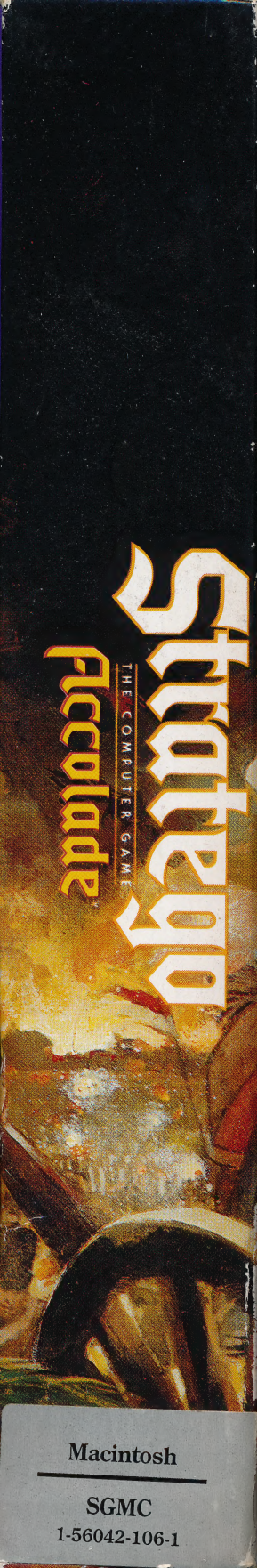
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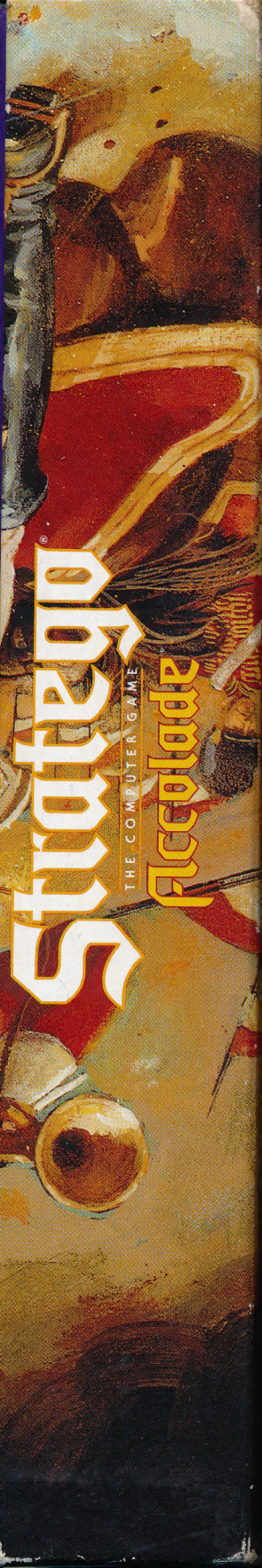
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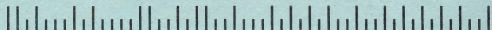
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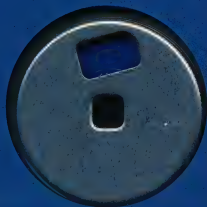
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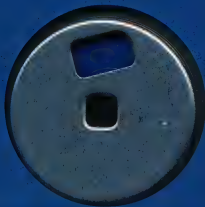
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Manual for the
Apple Macintosh



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Testing by:	Jerry Pape
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Produced in conjunction with *Excalibur Software and Testing*



A SPY'S SOJOURN

At the request of our army's Marshal, I have ventured into enemy domain. My path has taken me across woods and lakes under the cover of darkness, and around black mines looming like markers of death before me.

The enemy's war councils are at a frenzied pitch; messengers scuttle between the camps. Scouts prepare to unearth our most precious secrets. I have seen Captains and Colonels in bivouac, their plumed helmets circling the night fire. I have eavesdropped on Majors, and watched Miners practice defusing bombs.

I once approached the fire where our enemy's Marshal sat with his General, wrapped in overcoats of winter. Focused on the great map, their eyes gleamed confidently as the smoke rose high. Their voices were mere whispers as they drew up the final plans.

Had I been detected, the execution of my fate would surely have been swift. Yet, I worked in the absence of undue haste, knowing the value of my report. Nothing would sadden me more than to have returned flush of cheek, yet bearing but a sketch in the sand, to be washed away in the incoming tide.

If our forces be sure in the execution of our plans, the enemy's doom is surely sealed.



OVERVIEW

Stratego, adapted from the popular board game of the same name, is a contest of wills between two evenly-matched armies meeting on a rugged battlefield. The game emphasizes careful planning, thorough deception, and well-timed boldness. The object is to capture the opponent's flag before he captures yours.

Skillful play depends upon the application of memory. At first, guesswork prevails. Each side probes the other's defenses, seeking to reveal the identity of key pieces, uncover mines, locate spies, and discover likely attack routes.

When you reveal an opponent's piece, you mentally record its location. Memory plays an increasingly important role as a game progresses and as your opponent shuffles his pieces to and fro. Move matches countermove as the battle unfolds to its necessary climax.

Each battle is different — even those which feature similar army formations. Each demands your full attention, and presents new challenges. To capture your opponent's flag, you must have an adventurer's spirit and a tactician's mind. This is the essence of *Stratego*.



GETTING STARTED

In this section, we describe the nuts-and-bolts of getting started: system requirements, installation, disk backup, booting, and copy protection.

System Requirements

Stratego runs on any member of the Macintosh family of computers with at least 1MB of RAM and 128K of ROM. The game requires System 4.2 or later.

Note: We recommend that you play the game from a hard drive, if you have one. Follow the directions in the **Installation** section on page 2.

User Requirements

Before you start playing the Macintosh version of *Stratego*, you should know how to:

- Use the icons on the Macintosh desktop.
- Open and close Macintosh documents and folders using the Finder.
- Point and select with the mouse, and understand basic Macintosh terms and techniques such as click, double-click, and drag.
- Scroll in a window or list box using the scroll bars and the scroll box.
- Pull down menus and choose commands.
- Find files in the hierarchical file system.

You should also understand Macintosh terms such as dialog box, list box, folder, and button. For information on any of these items, see your Macintosh owner's guide.

Stratego

Installation

Stratego comes with two disks. If you're playing in **Black & White**, you only need Disk 1. If you're playing in **Color**, you'll need *both* disks.

To install *Stratego* to your hard drive:

- 1 Create a new folder on your hard drive.
- 2 Insert *Stratego* Disk 1 in the disk drive.
- 3 Double click on the *Stratego* disk icon to open a display of the disk's contents.
- 4 If you're playing in Black & White, drag these game files — **Stratego**, **Stratego Help** and **Stratego Sounds** — from the *Stratego* disk to the new folder.

If you're playing in **Black & White**, you're ready to boot the game from the hard disk. If you're playing in **Color**, read on:

- 5 Drag the **Color Data 1** game file from Disk 1 to the new folder.
- 6 Now eject Disk 1, and put Disk 2 in the disk drive.
- 7 Double-click on the *Stratego* disk icon to display the disk's contents.
- 8 Drag the **Color Data 2** game file from Disk 2 to your *Stratego* folder.

Backup

We recommend that you back up your copy of *Stratego* before beginning play. Copy the game files to a blank, formatted and labelled 3.5" disk. (For disk copy procedure, consult your Macintosh owner's guide.) When you're done, place your original disk in a safe place.

Starting *Stratego*

If you have a hard drive system:

- 1 Turn on your computer.
- 2 Open the folder that you created containing the *Stratego* files. (See **Installation** above.)



- 3 Double-click on the **Stratego** application icon.
- 4 When the “Spy’s Secret Report” appears, consult your codewheel to decode it (see **Spy’s Secret Report** below).
- 5 The title screen appears, and *Stratego*’s theme music plays. When the game board appears, begin Game Setup (see the **Game Setup** section for more).

If you have a floppy disk drive system:

- 1 Put your system disk in the disk drive and turn on your computer.
- 2 Put Disk 1 into the disk drive and double-click on the *Stratego* disk icon to open a display of the disk’s contents.
- 3 Double-click on the **Stratego** application icon.
- 4 When the “Spy’s Secret Report” appears, consult your codewheel to decode it (see **Spy’s Secret Report** below).
- 5 The title screen appears, and *Stratego*’s theme music plays. When the game board appears, begin Game Setup (see the **Game Setup** section for more).

Note: To use on-line help during play, select **Help** (from the Apple Menu). This will display a list of Help Topics with accompanying text. For a full listing of all menu items, see **Appendix: Menu Overview**.

Spy’s Secret Report

Stratego uses the “Spy’s Secret Report” and a codewheel as copy protection. When the Spy’s Report appears, your screen will show four elements — two icons, two words — and a box to type in.

- 1 Match the left-most icon on the screen to the same icon on the **outer** ring of the codewheel.
- 2 Now find the second icon from the left on the screen, and match it to the same icon on the **middle** ring of the codewheel.



Spy's Secret Report (continued)

- 3 Rotate the middle ring so the second icon lines up under the first icon.
- 4 Next, find the left-most word on the screen, and match it to the same word on the *edge* of the **inner** ring of the codewheel.
- 5 Rotate the inner ring so the word is lined up under the two icons (which are already matched and lined up).
- 6 Look for the second word on the *interior* of the inner ring; there is a number in the cut-out window immediately above the word.
- 7 Type in that number and press **Return**. The game will now load.

GAME SETUP

Stratego begins with two armies of forty pieces facing each other on a square field of battle. Two lakes in the center of the board divide it into halves. The computer's pieces occupy the top half, while your half is empty until you choose a setup for your army.

Your pieces occupy the piece box at screen right, which empties when you complete your setup procedure. During play, pieces lost are returned to the piece box.

Choosing Board, Background and Piece Sets

Both the Black & White and Color versions of *Stratego* let you choose from among several different boards, backgrounds and piece sets. Just pull down the Options menu and choose the following:

Board...

The **Board...** option lets you change either the *Board Type* or the *Background Fill*.

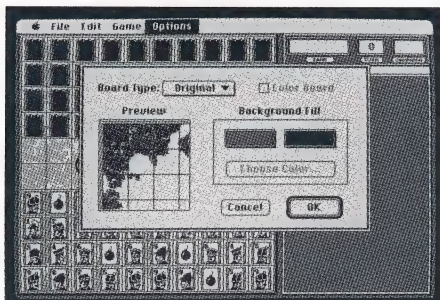


Fig. 1. Choose Board/Background Screen

- To change the *Board Type*, click & hold on the box that lists the current board type; this displays a pop-up menu that lists other available board types. While still holding down the mouse button, move the cursor arrow to the board type you want, then release the mouse button. A portion of the new board will appear in the Preview Box.
- To change the *Background Fill*, click & hold on the box that displays the current piece box background pattern/color; this displays a pop-up palette that shows other available patterns/colors. While still holding down the mouse button, move the cursor arrow to the background you want, then release the mouse button.

Color Macintosh owners may also modify the color of the Background Fill by clicking on **Choose Color...** and then adjusting the color using the color circle.

After either choice, you must click on **OK** to enact the change, or **Cancel** to return the board/background settings to what they were before you opened the **Board...** dialog box.

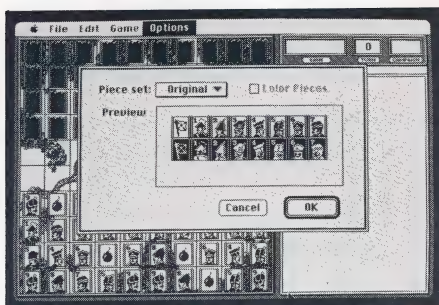


Fig. 2. "Choose Piece Set" Screen

Piece Set...

The **Piece Set...** option lets you change piece sets for game-play. Just click & hold on the box that lists the current piece set; this displays a pop-up menu that lists other available piece sets. While still holding down the mouse button, move the cursor arrow to the piece set you want, then release the mouse button. Samples of the new set will appear in the Preview Box.

Color Macintosh owners may also click on the **Color Pieces** box to enable selection of black & white pieces.

Choosing a Setup

You can set up your army's pieces in any of the following ways:

- Click and drag individual pieces from the piece box to empty squares on your half of the game board. Continue until all pieces have been placed on the game board.

Note: You can save game setups you've created. Simply select **Save** from the File Menu, and type in a name for your setup.

- Select **Open** from the File Menu to select a saved setup you've previously created.



- Select a “packaged” game setup by choosing **Use Setup...** from the File Menu. Scroll to view the available setups, and select one. Choose the **Flag Orientation** (left or right). All forty pieces are placed automatically on the board.
- Choose either **Use Setup...** or **Open**, then modify an existing setup by redistributing individual pieces. To replace a piece (let’s call it piece “A”) with another piece (piece “B”), do the following:
 - 1 Move piece “A” to the Piece Box.
 - 2 Move piece “B” to the empty square left by the removal of “A”.

You can move any number of your pieces from the board to the Piece Box in the course of modifying an existing game setup.

Opponent Level

You can set your opponent’s skill level before starting a Single Game or the first game of a Campaign. The default selection is Sergeant, a good choice if you’ve never played *Stratego* before. As your own skill increases, you may want to use Opponent Level to raise the level of your opposition.

To set your opponent’s level:

- 1 Pull down the Game Menu and highlight **Opponent Level**.
- 2 When the adjacent pull-down menu appears, select one of the five skill levels. In order of increasing difficulty, they are:

Sergeant
Major
Colonel
General
Marshal

Opponent Level (continued)

- 3 During play, your opponent's skill in tactics and strategy will reflect the level selected.
- 4 The Opponent Level you select remains in effect for ensuing games. You can raise or lower the level before the start of any new game.

Note: You cannot change the opponent's level once a game begins.

Pieces and Ranks

You begin play with forty pieces in your army. 33 of these are moveable, and are ranked from #1-9/Spy. Of the remaining seven, six (6) are Bombs, and one (1) is your Flag. These seven pieces cannot be moved once play begins.

Each moveable piece is ranked. Powerful pieces (e.g., the Marshal) are assigned low number ranks, while those with less clout have higher number rankings.

The moveable pieces, their names, quantity and ranks are:

Piece	Quantity	Rank
Marshal	1	#1
General	1	#2
Colonel	2	#3
Major	3	#4
Captain	4	#5
Lieutenant	4	#6
Sergeant	4	#7
Miner	5	#8
Scout	8	#9
Spy	1	S



Rules of Rank

The rules of rank are as follows:

- *Order of Rank.* A Marshal (#1) outranks a General (#2), and so on. A Spy is the lowest-ranking piece.
- *Special Miner Privilege.* A miner defuses a bomb by striking it. All other pieces are lost when attacking bombs. The miner then occupies the bomb's former square.
- *Special Scout Privilege.* Scouts can move any number of available open squares (in any direction but diagonally). When you select *Move & Attack* (see **Preferences...** in the **Playing Stratego** section), the Scout can cap a multiple-square move by attacking an opponent's piece. But remember: Moving a Scout more than one square immediately discloses its identity.
- *Special Spy Privilege.* Since the Spy lacks numerical rank, any piece attacking it causes the Spy's removal from the game board. However, the Spy can remove a Marshal from play *if* the Spy attacks first.

PLAYING STRATEGO

Once you've chosen a setup, you're ready to match wits with your opponent on the field of battle. **Play begins when you move one of your front-row pieces towards the opponent's ranks.** The first player to capture the opponent's Flag wins the game.

Note: Once play begins, you may not modify rules or opponent level.

During play, you alternate turns with your computer opponent. When it's your turn, you either (1) **move a piece into an empty square**, or (2) **attack an opponent's piece**.

If you're new to the game, we recommend that you play a Single Game using Standard Rules (both found in the Game Menu). Once you've gained a measure of experience, proceed to Campaign and Tournament play. Use the Game Menu to change the type of play.



Standard Rules

You'll typically use the Standard Rules (the Game Menu) when playing *Stratego*. The standard rules are faithful to the *Stratego* board game's rules for movement, attack and so on.

At other times, you may want to use special Preferences or Tournament Rules; see the **Preferences...** and **Tournament Rules** sections at the end of **PLAYING STRATEGO** for more information on activating these rules options.

Moving Pieces

During each turn, you move one of your pieces one square at a time—with the exception of the Scout.

These specific rules apply to movement in a Standard Rules game:

- You can move a piece forward, backward, or sideways — but not diagonally. Pieces cannot move onto or jump over either of the “lakes” in the center of the board.
- Two pieces may not occupy the same square simultaneously.
- No piece (including Scouts) may move through or jump over an occupied square.
- The Flag and Bombs cannot be moved during play.
- A piece cannot move back and forth between the same two squares in three consecutive turns.
- No player can “pass” a turn; a player unable to move any of his pieces forfeits the current game.

Attacking the Opponent

Your piece can attack an opponent's piece when they occupy adjacent squares. However, a piece bordering on an enemy's piece is not *required* to attack.

To attack your opponent, simply move your piece onto the enemy-occupied square.



Note: Since all diagonal movement is forbidden, diagonal attacks are not possible.

When you attack an opponent's piece, the ranks of both pieces are revealed. The higher-ranked piece (bearing the lower number) wins the engagement, and the loser is removed from the board and placed in the Piece Box. When equals collide, both are eliminated from play.

In Standard Rules, a victorious attacker occupies the square of his vanquished foe, while a triumphant defender stays in his square. (See **Preferences...** below for an exception to this rule).

Winning a Game

When one of your pieces moves onto the square where the opponent's flag sits, you win the game. You lose if the opponent captures your flag.

Another victory condition ensues when the opponent is unable to move any pieces, though you have yet to capture his flag. Should you find yourself in the same predicament, you lose.

Preferences

You can vary the Standard Rules by selecting **Preferences...** from the Game Menu.

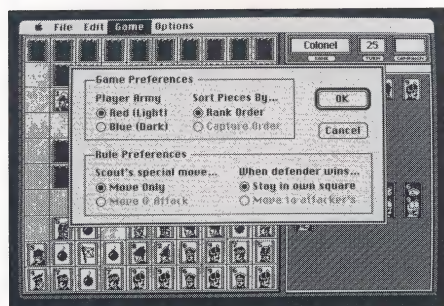


Fig. 3. Game Preferences Dialog

Preferences (continued)

To set special game or rule preferences:

- 1 Pull down the Game Menu and select **Preferences....**
- 2 When the Game Preferences window appears, view the default selections.
- 3 Change game or rule preferences by clicking on the button next to the preference you want to choose.
- 4 When you're satisfied with the new preferences, click on **OK**.

Here are the rule preferences you can choose:

- **Scout's special move.** If you choose *Move & Attack*, your Scout can make a multiple-square move and attack on the same turn. *Move Only* lets your Scout make multiple-square moves, but he cannot attack at the end of such moves. He can only attack in the same manner as other pieces, by moving *one* space during a turn onto an adjacent enemy-occupied square.
- **When defender wins.** When a piece is attacked, and wins the encounter, Standard Rules dictate that it stays in its own square (the default setting). But you can also choose the *Move to Attacker's* variation — if the defender wins an encounter, it automatically moves into the attacker's square.

You can also use the **Preferences ...** option to change game preferences:

- **Player army.** Lets you change the color of player armies.
- **Sort pieces by ...** Choose *Capture Order* to place captured pieces on the Piece Board in the order they were defeated in battle. Choose *Rank Order* to display captured pieces in order of their rank, from highest to lowest.

Selected rule preferences apply for the duration of the ensuing game. However, you *can* change piece colors during a game.



Tournament Rules

When you're ready for the extra challenge which experience demands, you can select one or more of three tournament rule variations (only available when playing a single game).

To activate tournament rules:

- 1 Select **Tournament Rules** from the Game Menu.
- 2 When the Tournament Rules dialog appears, click on the box adjacent to the rule(s) you wish to apply to play.

You deactivate tournament rules before the start of any game by deselecting any of the rules in the Tournament Rules dialog, or by selecting **Standard Rules**. Once you begin play, the rules are set for the duration of the current game.

The Tournament Rules options are:

Aggressor Advantage. When activated, awards victory to the attacking piece when equally-ranked pieces do battle.

Silent Defense. When selected, Silent Defense conceals the identity of the piece attacked. The rules for winning the engagement do not change. Exception: When a Scout attacks, the rank of the defending piece is revealed.

Rescue. When Rescue is active, you can rescue a captured piece by moving onto a square in your opponent's back row. Now, select a piece from the piece box and place it in an empty square on your half of the game board. These restrictions apply:

- Scouts cannot rescue other pieces.
- You can't rescue bombs.
- You may rescue a maximum of two pieces during a game.
- If you make two rescues during a game, two different pieces must execute the rescues.

Stratego

Campaign

Unlike a Single Game, a Campaign consists of five “battles” — individual games whose combined results determine the outcome of the campaign. Naturally, each successive battle in a campaign is more taxing; each battle also uses different Tournament Rules (see **Tournament Rules** on page 13).

To win a campaign, you must win each individual battle. When you lose any game, the campaign is over.

To start a campaign:

- 1 Pull down the Game Menu and select **Campaign**.
- 2 Choose **New Game** or **Use Setup...** from the File Menu to begin the campaign's first battle.

If you choose Single Game while a Campaign is in progress, you'll be prompted to save the current campaign.

Here are the Tournament Rules that apply to each game within a Campaign:

First game	Standard Rules
Second game	Aggressor Advantage activated
Third game	Silent Defense activated
Fourth game	Rescue activated, plus randomly activates either Silent Defense or Aggressor Advantage
Fifth game	Aggressor Advantage, Silent Defense, Rescue activated



The Statistics Box

The Statistics Box displays various bits of information that you may find useful in the course of the game. Pull down the Options Menu, then use the Display Windows sub-menu to show or hide the Statistics Box at any time.

Important Note: *If you have a 9" monitor, the Piece Box and the Statistics Box will overlap! To see either box in full, just click on open space in the one you want to see.*

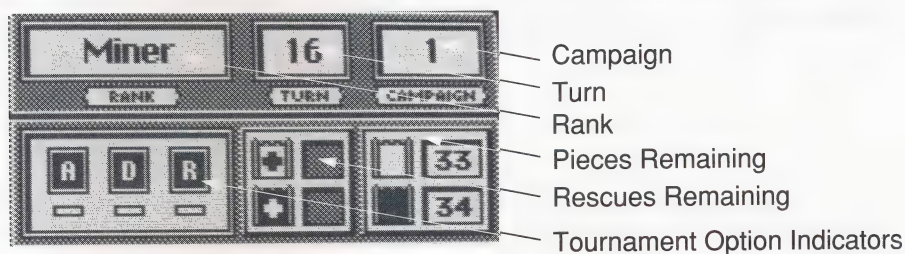


Fig. 4. Sub-Screen Shot of Statistics Box

Rank

Displays the rank of the piece you are moving.

Turn

Indicates the number of turns taken thus far in the game. (A "turn" includes both your move and your opponent's matching move.)

Campaign

If you are playing in Campaign Mode, this indicator tells you where you are in the 5 game series.

Tournament Option Indicators

The small indicator boxes below **A**, **D** and **R** (see **Fig 4**) light up whenever the corresponding Tournament Rule is active:

A = Aggressor Advantage

D = Silent Defense

R = Rescue

Rescues Remaining

The number (see **Fig 4**) indicates how many rescues each side has left.

Pieces Remaining

Shows the number of pieces still active (see **Fig 4**) for each side.



APPENDIX: MENU OVERVIEW

There are five menus in the *Stratego* menu bar: the Apple Menu, File Menu, Edit Menu, Game Menu, and Options Menu. Each contains one or more items or commands relevant to game play.

The individual menus and the options applicable to the game are:

Apple Menu

You use the Apple Menu to get information about aspects of *Stratego*.

- **About *Stratego*:** Select this to review game credits.
- **Help:** Choose Help to view a full list of Help topics during play.

File Menu

Use the File Menu to reset the board for a new game, choose from existing board setups, and manage game files.

- **New Game:** Select **New Game** to reset the pieces and the game board for a new game. If a game is in progress, you are prompted to save the current game.
- **Use Setup...:** Choose **Use Setup...** to view a list of *Stratego's* preset setups for your army. (The computer sets up its side independently.) When you choose one of these setups, your pieces are placed automatically.
- **Open...:** Select **Open...** to return to previously saved games or setup files you've created. Play resumes from the point where you saved the selected file.
- **Save:** Choose **Save** to save the current game or setup to disk. Saved setups are represented by a Spy icon, and saved games by the Flag icon.
- **Save As...:** Select **Save As...** to save the current setup or game to disk under a different name, and create a backup file.
- **Quit:** When you choose **Quit**, you end the current game and exit to the Finder.

Edit Menu

You use the Edit Menu to undo moves during play.

- **Undo Move:** Select **Undo Move** to erase your last move. If your opponent has made a subsequent move, selecting **Undo Move** takes back both moves. The option is disabled when **Undo Move** is not appropriate.

Game Menu

Use the Game Menu to choose modes of play, your opponent's skill level, game rules, and preferences:

- **Demo Game:** Runs a demonstration game in which the computer controls the pieces of both sides.
- **Single Game:** Sets play to a single-game mode. Until you change to another mode, Single Game prevails each time you re-start play.
- **Campaign:** Sets play to Campaign Mode.
- **Opponent Level:** Allows you to set the playing ability of your computer opponent.
- **Standard Rules:** Select to apply Standard Rules to play.

Note: Rules may not be changed during play.

- **Tournament Rules:** Displays a dialog to let you select rule variations for tournament play.
- **Preferences:** Select to specify game and rule variations (see the **Preferences** section under **PLAYING STRATEGO** for more information).



Options Menu

Use the Options Menu to select options affecting sound, piece movement and board display, and special items such as Instant Replay.

- **Instant Replay:** Select **Instant Replay** to review your opponent's last move.
- **Start Game Over:** Restores the current game to its initial setup, so you can replay it.
- **Reveal All Pieces:** Reveals the rank of all opponent's pieces. When you select this option, you forfeit the current game.
- **Sounds:** Toggles game sounds and music on and off.
- **Messages:** Toggles error messages on and off; when selected, displays message in response to any illegal move.
- **Drag Moves:** If selected, releasing the mouse button when a moved piece is over a designated square confirms the move; otherwise, you must click the button to set a piece in a square.
- **Display Windows:** Displays or hides the various game windows.
- **Clean Up Windows:** Restores any moved windows to their default position.
- **Board...:** Displays a dialog to let you change the game board and background pattern.
- **Piece Set...:** Displays a dialog allowing you to select a different piece set.



ACCOLADE CUSTOMER SERVICE: (408) 296-8400

If you need help with this — or any other — Accolade product, please give us a call between the hours of 8am and 5pm (Pacific Standard Time). Be sure you are at your computer when you call. We'll do everything we can to solve your problem or answer your question. Or write to us at:

Accolade
Attn: Customer Service
550 S. Winchester Blvd., Suite 200
San Jose, CA 95128

If you have a modem, you can call and log-on to Accolade's Bulletin Board for instant hints and other information. You can also leave questions about any Accolade game; they'll be answered by Accolade's technical support representatives. The number is 408-296-8800. Our settings are 300, 1200, 2400 baud; 8 Data; No Parity; 1 Stop Bit.



DO YOU WANT TO BACK-UP YOUR DISK?

We know you're concerned about disk damage or failure. So feel free to make a back up of the game. See your computer manual for details about saving disks. If you lose the off-disk copy protection scheme, please send us \$15 and we'll send you a new one. If it's destroyed, send us the remains, and we'll give you a replacement.



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ACCOLADE



GRAPHIC
ADVENTURES

SPORTS



DRIVING



ROLE



PLAYING



STRATEGY



GAME

SIMULATIONS



20th

CATALOG'90

OK, let's review: *Entertainment*. In a world where life leaps around in bits and bytes, this should be a very important word in our everyday lexicon. Right? Absolutely. And good, stimulating fun—yeah, *fun*—has always been what Accolade software is all about. This year, it's truer than ever before.

First, take a look at Accolade's widely acclaimed library of SPORTS and DRIVING simulations. It is, quite simply, the best sporting line-up in the industry.

And with the sterling new addition of *Jack Nicklaus' Unlimited Golf & Course Design*...well, it's like nailing the 18th green with a monster 2-iron, then holing out for eagle. This golf simulation is destined to become, like the Golden Bear himself, a legend in its own time.

This year also marks Accolade's blazing entry into the imaginative world of the ANIMATED GRAPHIC ADVENTURE. Check out *Search for the King* and *Altered Destiny*, two titles that promise to push this rapidly expanding category to new levels of sophistication.

Accolade launches into the STRATEGY genre as well with two rockets: *Stratego*, a stunning new computer version of one of the most popular strategy board games of all time, and *Star Control* which combines deep strategy with white-hot, arcade-action tactical combat.

And then, when you're ready for something completely different, check out Chris Crawford's *Balance of the Planet*, his "Earth Day" sequel to the run-away hit *Balance of Power*. Can you balance the world's economic well-being without destroying the delicate global ecology?

So go ahead. Flip a few pages. See what the best has to offer. The name of the game is *entertainment*. And that's Accolade.

GOLF

NEW!



Create totally unique holes, or recreate golf's greatest holes. Jack says: "I enjoy giving each hole its own character — adding bunkers, water, hills and trees to create strategic options. Legendary holes are not only beautiful or difficult — they also make golfers *think*."



Play two pre-designed, ready-to-play courses. Trek across **Muirfield Village**, one of the Top Ten courses in the world and site of Jack's annual Memorial Tournament; and **The Bear's Track**, a dream course designed by Jack exclusively for Accolade.



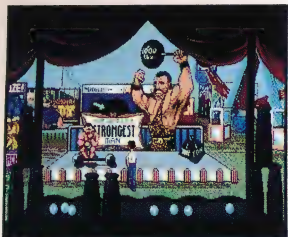
Play the game like you *never* have before. Says Jack: "Instant-replays and reverse-angle replays, updated statistics, variable wind and course conditions, plus faster drawing speeds make this the absolute standard in computer golf."

Imagine being a golf god. Wave a wand, and fairway mounds suddenly rise from the earth. Lakes appear. Trees sprout and move — all magically, with push-button ease. Now come back to reality... and take a look at an amazing design program that lets you do all of that.

Jack Nicklaus' Unlimited Golf & Course Design™ combines the most realistic computer golf game available with an amazing Course Designer that gives you the power to create your own signature golf courses. Course routing, bunker & pin placement, trees and other objects, slope, hills, water — virtually *every aspect* of golf course design is at your fingertips.



When it comes to love and obsession, Les is more. More amusing, more outrageous, more titillating. Being Les Manley, your secret crush on the luscious Stella Hart leads you on a whacked-out journey from here to Kingdom come. Find the clues. Then bring on the babes.

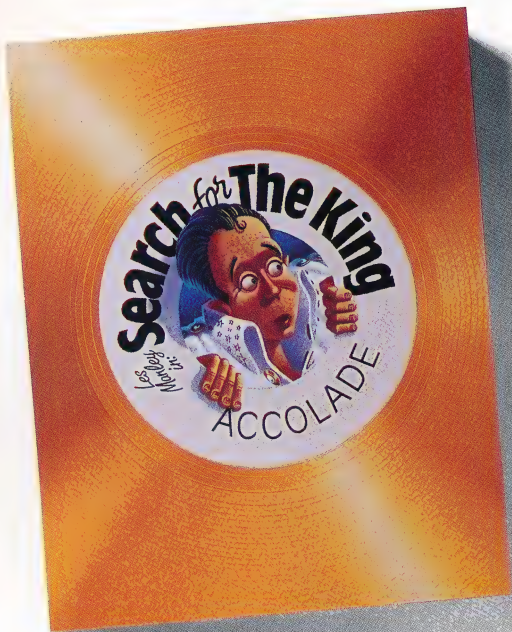


It's a three-ring circus out there, man. Literally. Manley's quest takes you to some pretty exotic locales. Meet Luigi, The World's Strongest Man. Then go to Las Vegas, the place that makes any circus seem like an afternoon in the library.



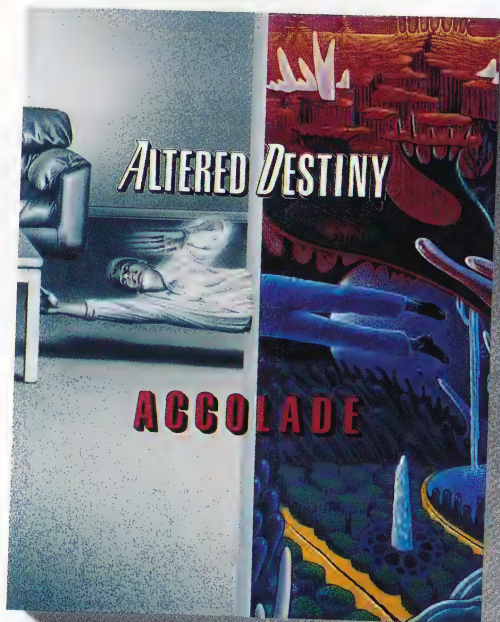
Find the King, get a check. But first you have to do a stint as a King impersonator. It can be brutal. Especially if you're good. Because there's a raging mob or two out there. And they'd do anything to get a little closer to the King's aura.

NEW! GR ADVEN



Millions believe him to be the greatest entertainer of all time. Millions more, it seems, are willing to capitalize on his fame. TV station WILL (corporate slogan: "If the networks won't show it, we sure as hell will") is one of the latter millions. Now you, as Les Manley, must *Search for the King™* in order to win the heart of your boss's secretary and (speaking of millions) a \$1 million prize offered by WILL's cynical promotions department.

GRAPHIC TURES



As P. J. Barrett III, your life is fairly ordinary... well, some might say boring. *Hopelessly* boring. Your own personal destiny seems to involve some meager investments and long days on a porch swing. Until one day, you are sucked through your TV set into a bizarre, parallel universe.

Written by fiction-writer Mike Berlyn, *Altered Destiny*™ features breathtaking graphics, and takes you on a wondrous adventure through a fantasy world — assuredly unlike *any* you've seen before. Say hello to Alnar the Metal Shaper. (But don't shake his hand; it secretes acid). Meet Tentro, a thin but friendly creature. Steer clear of the thieving Kleegs. And definitely avoid The Howlers, odd disgusting slugs who swim beneath a lake of fog.



Take a plunge into a parallel world. And we do mean *plunge*. Of course, being sucked into a fractal dimension is never easy. But exploring your *Altered Destiny* is definitely worth a few moments of sheer shrieking terror.



This is not Pittsburgh. It's a world of odd vistas, and even odder inhabitants. We're talking *very* alien aesthetics. Some regions are magnificent, stunning. Others are positively postmodern, seemingly landscaped by the Dark Lord himself.

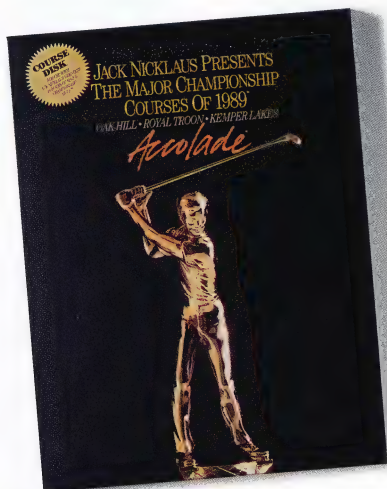
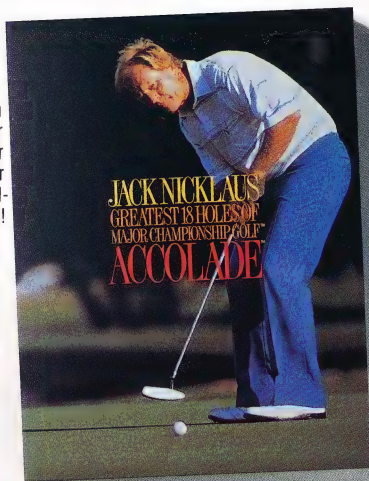


The scroll lady knows. But will she tell you? Meet librarians and other interesting people. Shrewdly extract information. It might also be good to avoid grisly death or dismemberment. That would not be a good destiny.

Jack Nicklaus' Greatest 18 Holes of Major Championship Golf™ lets you take on the Golden Bear on his choice of the most challenging 18 holes of major championship golf in the world, as well as two other Nicklaus-designed courses. Play either stroke or "skins" format. Tee off in a foursome...or go head-to-head with a computerized Jack Nicklaus!



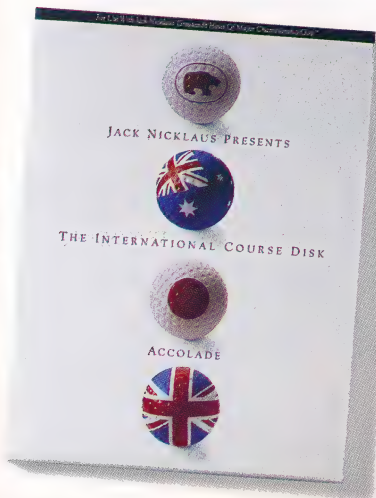
One reason why Nicklaus wins the Majors? He *devours* every hole. You can too with these aerial close-ups. Every lush detail: multiple tees, trees, fairways, rough, greens, hazards. Baltusrol for breakfast. Oakmont for lunch.



Jack Nicklaus Presents The Major Championship Courses of 1989™ Play three grand slam courses of 1989. Includes Oak Hill Country Club, New York; Royal Troon Golf Club, Scotland; and Kemper Lakes Golf Club, Illinois.



The 16th at Kemper. Longest par 4 on the course, water runs tee to green, and a huge bunker backs the pin. Need an adjective? How about *hellacious*?



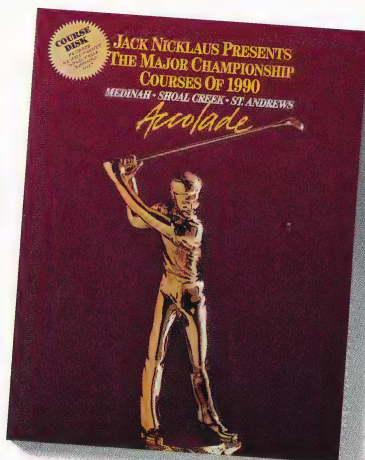
Jack Nicklaus Presents The International Course Disk™ Three world-class championship courses designed by Jack Nicklaus. Australian Golf Club, Australia; Saint Creek Golf Club, Japan; and St. Mellion Golf & Country Club, England.



The 3rd at St. Mellion. Veteran golf writers call it the finest tournament golf course in Europe. Slopes, mounds and nasty collection bunkers make this more like target practice than a walk in the English countryside.



The 17th at St. Andrews. The toughest hole on the world's oldest course. The infamous Road Hole starts out with a blind drive and ends with a fearsomely deep pot bunker.



Jack Nicklaus Presents The Major Championship Courses of 1990™ Three grand slam courses of 1990. Includes Medinah #3, Illinois; St. Andrews, Scotland; and Shoal Creek, Alabama

HardBall II
 "With graphics and
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 better than ever,
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 —BOB LANGSTROM,
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HardBall II™ retains the all-star qualities of the original. Effortless gameplay. Authentic graphics. Unparalleled realism. But now there's more. Much more. More features and options. More frames of animation. More choices, playability and true-to-ballplayer animation. Even more major league ballparks. And *HardBall II* also updates and stores each of your player's stats in virtually every category.



HardBall II
 Winner "Best Sports"
 Program 1989
 SPA Software Awards



HardBall II has the features fans want. Like more offensive and defensive strategies, more base-running options, and more views of the playing field. Pull-down menus make managing easy. Construct your very own "dream team" with the Team Editor feature, then compete in league play. *HardBall II* even comes with its own "Instant Replay" feature.

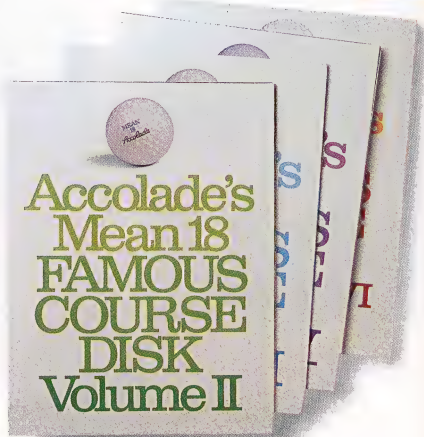
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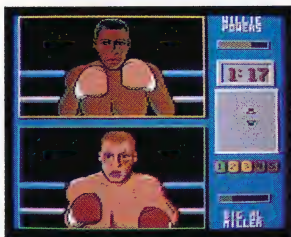


More of the world's greatest courses for play on your *Mean 18!*

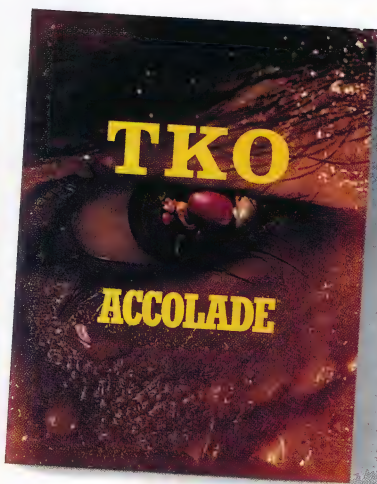
Each volume contains three challenging courses for you to conquer. Famous Course Disk, Vol. II contains Inverness Club, Ohio; Turnberry, Scotland; and Harbour Town, South Carolina.

Famous Course Disks, Vols. III & IV contain Olympic Club, San Francisco; Las Colinas, Texas; Muirfield, Scotland; Doral, Florida; Castle Pines, Colorado; and Kapalua, Hawaii. Famous Course Disks, Vols. V & VI contain Butler National, Illinois; Bay Hill, Florida; Concord, New York; Medinah #3, Illinois; Riviera, California; Spyglass Hill, California.





There's nowhere to run. And nowhere to hide. Blow-by-blow stats provide a complete breakdown of each round.



Come face-to-face with a heavyweight champion! Enter the ring with *TKO™* and look straight into the eyes of a fighter bent on knocking your block off. Real boxing. You can actually see the damage on each boxer: black eyes, fat lips, swollen cheeks.

ink aaron



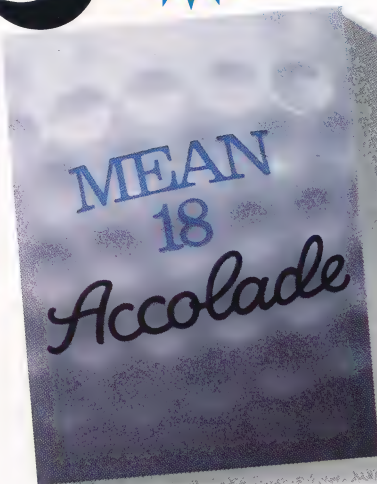
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Mean 18
"Everything a real
golf game has with the
exception of the walking."
—TERRY MARICHAL
CHARLESTON WV
SUNDAY GAZETTE



Choose the right club, then swing through. Feel the smooth deliberate backswing and compact follow-through. But it's up to you to develop a rhythm and avoid that shank or hook. Up to four players can prove themselves in this world-class golf game.



Voted "Best Simulation" of 1986 by Software Publishers Association! *Mean 18™* is golf as it should be, with life-like animation and numerous strategy options. Play the legendary courses of Pebble Beach and St. Andrews or design your own with the Course Architect. Choose between the pro and regulation tee... even ask the caddy to suggest your clubs!

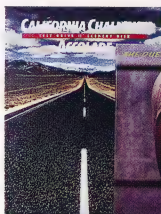
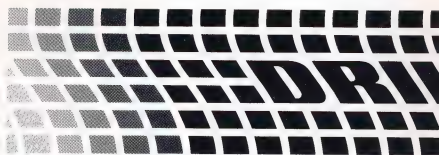
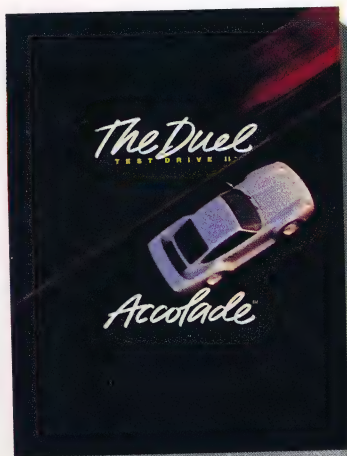
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— Car & Driver Magazine



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European Challenge: Test Drive II Scenery Disk™ Here, driving is a passion, and speed limits are posted only to challenge the driver.

Wind through the green meadows of the Netherlands. Blast by the beaches of the French Riviera. Descend into the mountainous valleys of Switzerland. Open it up on the world famous German Autobahn. (Caution: Snapshots may blur at 200 mph.)



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The Game of Harmony	Amiga		44.95			
	Atari ST		44.95			
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	IBM PC/Tandy		21.95			
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	Amiga		21.95			
	Apple IIGS		21.95			
	C64/128		14.95			
	IBM PC/Tandy		21.95			
	Macintosh		21.95			
	Amiga	9/90	21.95			
	Apple IIGS	9/90	21.95			
	C64/128	9/90	14.95			
	IBM PC/Tandy		21.95			
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	IBM PC/Tandy		44.95			
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Mean 18 Add-On Disks						
Famous Courses II	IBM PC/Tandy		19.95			
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Rack 'Em	IBM PC/Tandy		39.95			
Search for The King	Amiga	9/90	59.95			
	IBM PC/Tandy		59.95	**		
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Star Control	IBM PC/Tandy		49.95			
Steel Thunder	C64/128	7/90	14.95			
	IBM PC	7/90	19.95			
Stratego	IBM PC/Tandy	9/90	44.95			
	Macintosh	9/90	49.95			
Strike Aces	Amiga		49.95			
	C64/128		39.95			
	IBM PC/Tandy		49.95			

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	IBM PC/Tandy		19.95			
The Third Courier	Amiga		49.95			
	Apple IIGS		49.95			
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	IBM PC/Tandy		49.95			

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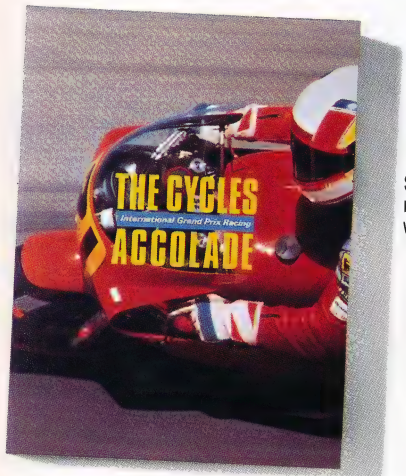
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The Cycles
"The depth and
breadth of this game
simply mind-boggling."
— Dan Carney
MOTORCYCLE TIMES

Feel the undeniable rush of full-throttle speed from a first-person perspective. Experience true racing realism. Look over the handlebars and see the pavement disappear under your wheels. Will the racer in front of you blast into the lead or dump his bike trying? From Australia to Brazil, you'll file down the footpegs on the most grueling layouts in motorsports.

The first-person perspective puts you at the helm of one of 4 authentic boat designs. Weather and water conditions vary, but today you lucked out — calm seas mean top speeds. Check your heading, compass, then bring the water to a boil.



Heat Wave
"...the game is real-
istic, and authentic."
— RANSON STEWELL
AUBURN REPORTER NEWS

In the wake of its racing success, Accolade launches thunder on the water. *Heat Wave: Offshore Superboat Racing™* captures the thrills of one of the fastest growing sports in America. Rooster-tail in four, 3-D Superboats. Go full-throttle at 100 mph over oceans, rivers and canals as you battle 10 skippers for the title of "US 1": Best in the world.

Stratego

THE COMPUTER GAME

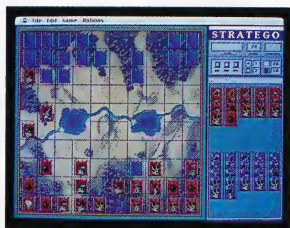
Accolade



Now, a classic comes to the computer screen! *Stratego*® is truly one of the greatest gameboard favorites of all time. Secretly deploy your army onto the battlefield. Your mission—protect your flag, and capture the enemy's flag. Advance, attack boldly... but don't neglect your defense.

The suspense builds as your men move deeper into enemy territory. Move with caution and courage.

And remember: *The next piece you attack could be a bomb.*



Can you plot the perfect victory?

Accolade's adaptation of *Stratego* gives you all the features of the classic game, plus multiple game options and much more. Take on the computer. Plan your advance. Challenge the opposition. And capture the enemy flag.

Marshal your forces wisely. Then lean hard on the trigger finger. *Star Control*

combines deep strategy with arcade-action tactical combat. Construct and deploy your fleet. Explore new stars. Build mines, colonies, fortifications. Select one of the nine strategic battle scenarios. Then brace for some of the hottest battle action you're likely to see on a computer screen.



As veteran commander of an Alliance fleet of battle-cruisers, you've been dealing death to starships of the evil Hierarchy for years now. But the isolated skirmishes of years past are over. Engage now in a titanic struggle for control of the galaxy. Target the enemy's home star system... but don't leave yours unattended.

Because in the yawning cavern of deep space, *Star Control*™ is everything.

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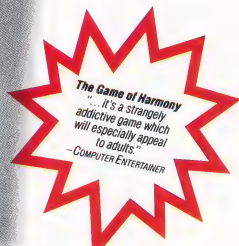
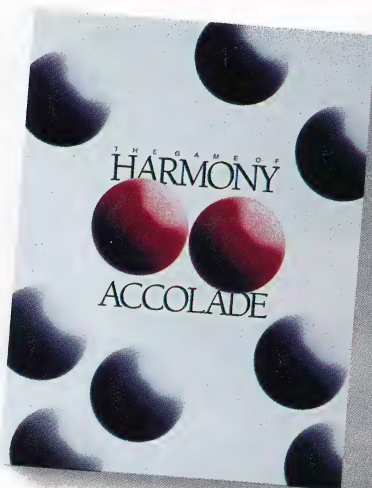
STRATO

A R C



Your whole life you've blown things up. Now it's time to put it all together.

You are a serene, spinning sphere, gliding through a world of multi-colored orbs, harmonious sounds and pulsating energy. Your goal? Bring like-colored spheres together to create "synergy." The calmer you are, the further you'll go.

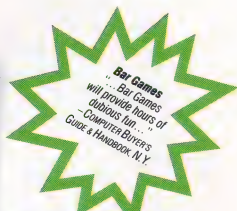
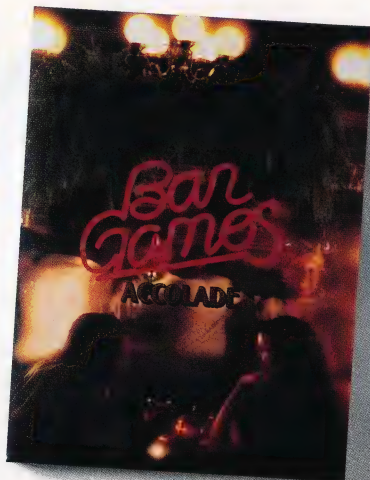


EGY & A D E

Let's face it: After a hard day, is beeping, blasting tension what you want from your entertainment software? Or would you rather come home to *Harmony™* — the game that challenges you to relax and offers soothing rewards for staying calm? You must "synergize" 50 unique configurations of musical, 3-D spheres and shapes — at your pace, with your touch, in your way. Hours and hours of engaging puzzles. *The Game of Harmony* is truly a New Age challenge.

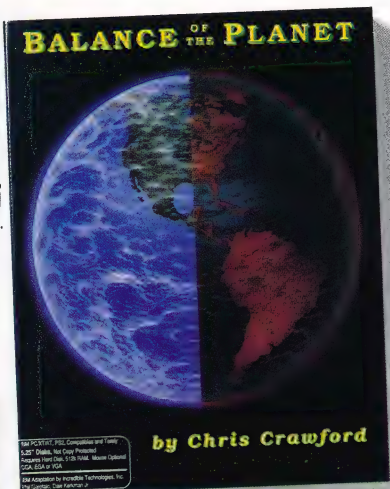


Become the consummate Pick-up Artist. OK, their mothers warned them about guys like you. So it isn't easy to charm 3 of the most tantalizing women in the bar. If you're lucky, they may chat... even go out on a date. If you're unlucky, the only thing you'll pick-up is the tab.



Cruise into the hottest bar in town. *Bar Games™* sits you right down on your favorite stool as you partake in 5 classic saloon games. Shake them bones with Liar's Dice. Go on the make as the Pick-up Artist. Beat the local legends at Air Hockey. Take-in a wet t-shirt contest with Wet 'n Wild and serve suds to a thirsty mob in Last Call.

In light of looming ecological disaster, the United Nations has appointed you High Commissioner of the Environment. Now you have the power to levy taxes on industry and grant subsidies to worthwhile causes. Can you balance the world's economic well-being with the vitality of the earth's ecology? *Balance of the Planet™* incorporates a vast amount of critical, must-know information. Get informed about acid rain, water pollution, nuclear accidents, global warming, consumer goods. Then use your newly acquired knowledge to save the planet from destruction.



Balance of the Planet
Game designer Chris Crawford has written an Earth-saving manual — an opportunity to save the world from disaster before it's too late. (Chris Crawford is a National Wine Service.)

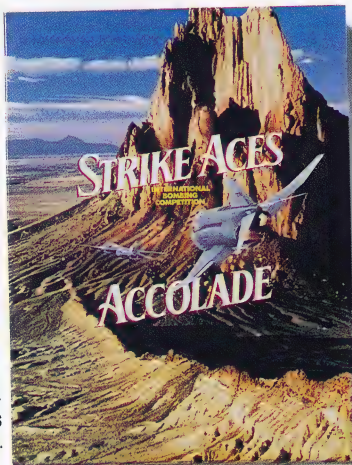
150 different factors, all inter-related. Just like real life. You can raise the coal tax, for example. Coal use is reduced, which reduces acid rain —

thereby raising the quality of lake habitats, hence the global gene pool, "the accumulated wisdom of natural selection." Right choices save the biosphere; wrong ones can turn it into a foul toxic soup. Hey, nobody said ecology was going to be easy.



Strike Aces
... a colorful & captivating aerial combat game...
— SALLY BATEMAN, GAME PLAYER'S PC STRATEGY GUIDE

Dawn launch, South Dakota. Stellar flight crews from around the globe gather on the tarmac to answer one question: Who is the world's top bombing squadron? *Strike Aces™* puts you in the cockpit of one of 6 lethal strike aircraft. Lower the boom with the F-111F Aardvark, or Britain's Panavia Tornado. Rattle windows with the F-15 Strike Eagle, the fabulous F-4E Phantom, MiG 27 Flogger or a Saab AJ37 Viggen. But it ain't all fun & games. Because 7 of the world's hottest interceptors — Tomcats, Tigers, Falcons — are out there, hungry, waiting.



Experience the realism of 3-D polygon-fill technology and bit-map graphics. Fluid flight. Painstaking details. 16 built-in bombing missions, 16 sweat-soaked sorties, taking out targets, taking on bogeys. Or create your own attack runs with the "Mission Design" feature.

SIMUL



A collage of three screenshots from the game 'The Sims'. The top image shows a boat on a body of water with a city in the background. The middle image shows a car on a road. The bottom image shows a house with a large red roof.

different battle stations. Soldiers, bridges, mines, docks, sampans, APCs and canyons are there in deadly detail. They swear the river will run red with your blood. But you've got a cute little .50 caliber M2HB machine gun that begs to differ.

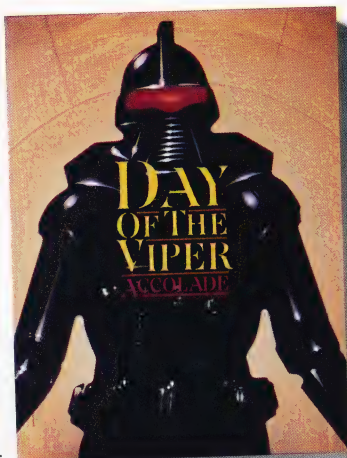


Blue Angels
— there's no blue better way — short
of buying a blue sports car — well, it
shouldn't make sense to buy a blue
skinner champagne glass or a blue
shower curtain. But if you want to rank
these all-time blue items, the *Blue Angels*
by Gary Meyer, Thomas G. Moore, and
PG Stratton comes in a close second.

13

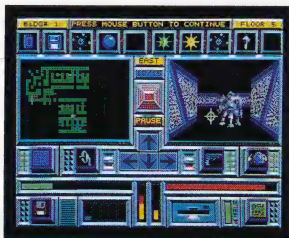
Day of the Viper
 "...a refreshingly different
 product in an industry where
 originality is all too often
 a rare commodity."
 "...one of the best computer
 games ever released."
 -RANDY CHASE, OREGONIAN

Since 2782 A.D., a war has raged between the planets of the Sun League and GAR, the ruthless master of a mechanoid race. Now his robotic army has seized a vital defense base in the Parin system. But there is hope. *Day of the Viper™* puts you in control of a Viper-V unit, two tons of titanium vengeance. With it, you just may be able to infiltrate the heavily armed base and re-activate the defense computer. Good luck. GAR's guys are looking to sizzle your circuit boards.



33 kinds of enemy robots, attacking from 4 different directions.

That's right: GAR's armored assassins are on the prowl, shooting first and interfacing later. The "multiple combat" feature places heavy metal killers only a bolo bomb away. Some robots are ponderous. Others, nimble. All are deadly. Activate shields and weapons, lock-on target, and melt a few mainframes, man.

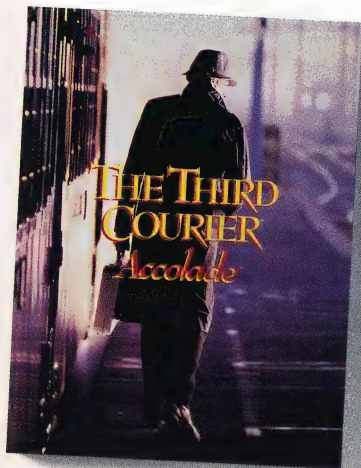


R LE P

Want to go some place really scary? Then journey to the haunted house on the hill. Grandfather went mad trying to solve its mysteries.

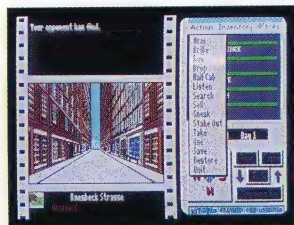
Now you, joined by an expert team of polter-professionals are destined to explore this enormous "fortress of fright" and unlock its dark secrets. But remember... *DON'T GO ALONE™*





Your code name: Moondancer, master spy. Your mission: recover stolen NATO defense plans. Two of the three NATO couriers who were handcuffed to the plans now lie on marble slabs in a morgue. And Moscow is about to do a power lunch with the assassin. The trail leads to Berlin... and *The Third Courier*.™

PLAYING



Be all the spy you can be. In Berlin, talk to everyone. Trust no one. Each confrontation is critical. The next citizen could provide a vital clue or connection. See a Berlin the tour bus misses — the legendary city known for intrigue, espionage and one heck of a wall.

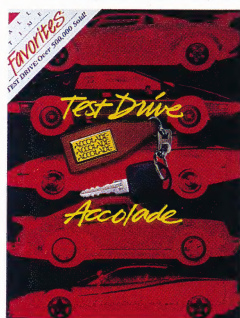


A huge haunted house with monster-laden levels of play. The depth of this game is scary. Explore complex, multi-level mazes as you battle more than 100 spooks, spirits and things that go bump in the night. The breakthrough interface gives the beginner a ghost of a chance, yet still challenges the most experienced role player.

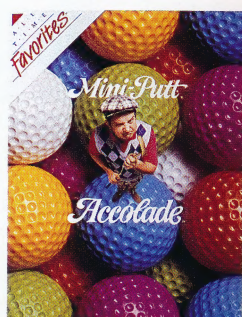
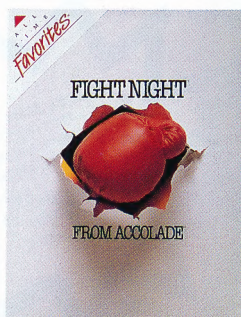
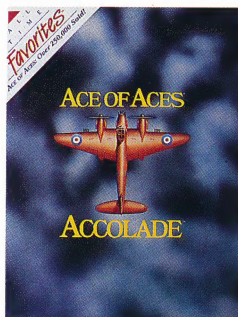




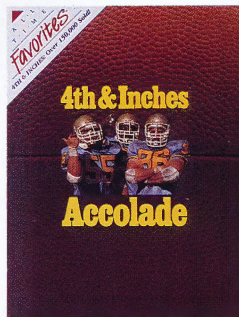
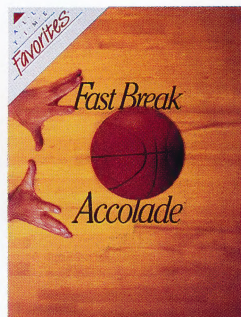
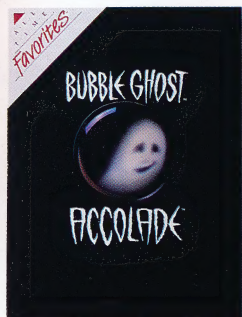
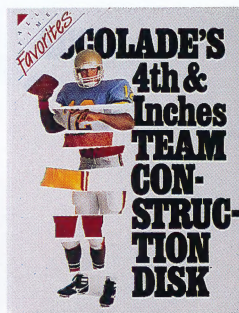
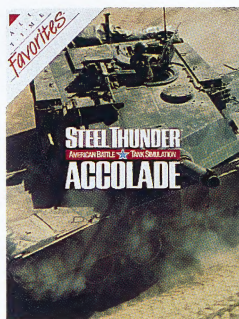
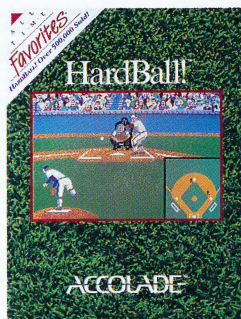
ALL-TIME



FAV #1



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