

OUR GAMES ARE WORLDS APART FROM THE ORDINARY

Struderbund Software

Let us introduce you to the next dimension of arcade adventure and excitement . . .

Brøderbund games stretch your vision and imagination to the limit. Computer gamesters everywhere are discovering our incomparable Atari, Apple, VIC-20, and IBM PC programs, and they're not going back to anything less. So next time you're looking for new worlds to conquer, look to Brøderbund.

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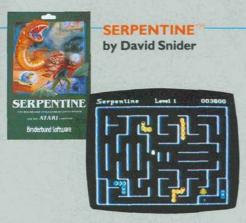


The A.E. are coming! Beware! Squadrons of menacing sting rays are streaking down from the sky to attack you. Wave upon wave elude the firepower of your remotely-fired, trigger-action missiles. You're doomed to be pestered forever unless you drive these waves of A.E. ("rays") out of the solar system, deep into the outer wastelands of space. APPLE II/II+, 13 or 16 sector (48K Disk). Joystick or paddle controlled. Also available for ATARI 400/800 (48K Disk). Joystick controlled.

Brand New from Broderbund !

A.E. by Jun Wada and Makoto Horai





Giant serpents set forth to slay their slithery cousins. To add to the fun, the snakes lay eggs and fight ferociously to protect their young! A fast arcade style game with many levels of play. APPLE II/II+, 13 or 16 sector (48K Disk). Keyboard or joystick controlled. Also available for ATARI 400/800, joystick controlled (8K Cartridge/16K Cassette/24K Disk).





Create your own arcade games! It's easy! No programming knowledge needed. Comes with a selection of full color monsters (or you design your own), dramatic explosions and sound effects, automatic high scoring features, and more. Requires APPLE II+ or an APPLE II with Applesoft in ROM or RAM and a 16 sector controller (48K Disk).



With realistic throttle action you maneuver a daredevil rescue chopper. You fight off enemy jet fighters and air mines above, and tank fire and air-to-ground missles below, to rescue hostages held behind the lines and bring them out alive! APPLE II/II+, 13 or 16 sector (48K Disk). Requires joystick with two buttons. Also available for ATARI 400/800, joystick controlled (16K Cartridge/48K Disk).

The apples will get you if you don't watch out! Forced to flee from pursuing apples in a multilevel mansion, you set traps for your pursuers along the way. A fast arcade style game with great graphics and animation. APPLE II/II+, 13 or 16 sector (48K Disk). Keyboard controlled. Also available for the ATARI 400/800, joystick controlled (16K Cassette/24K Disk), and for the IBM PC with graphics adapter card. Keyboard controlled (64K Disk). STAR BLAZER by Tony Suzuki



Test your ability to attack and evade supersonic tanks, heat seeking missiles, explosive balloons, enemy jets and fuel guzzling bluebirds in your maneuverable fighter, as you battle to clear away the Flatlanders' radar, ICBM installations, and headquarters. Joystick or keyboard controlled. APPLE II/II+, 13 or 16 sector (48K Disk).

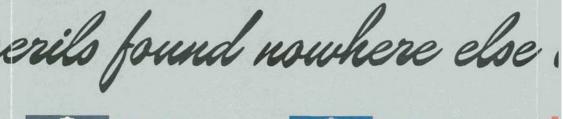


DAVID'S MIDNIGHT MAGIC¹¹⁰ by David Snider

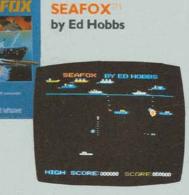


Hi-res pinball at its best. Dual flipper controls, upper and lower playing levels, tilt mechanism, rollovers, multiple ball play, electromagnetic deflectors and many special effects. APPLE II/II+, 13 or 16 sector (48K Disk). Requires paddles or joystick. Also available for ATARI 400/800, paddle controlled (48K Disk).

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On a dangerous rescue mission to the planet Ttam, you must maneuver your shuttle craft through streaking asteroids to reach narrow landing wells and load refugees for the trip back to the mother ship. But beware of the dragons! They have a taste for Ttamians and will try to thwart your rescue attempt. An arcade style game. Available for ATARI 400/800 only, joystick controlled (16K Cassette/32K Disk). In a lone submarine you take on a convoy of enemy ships and its escort, while dodging exploding depth charges, mines and torpedoes. You will need superior maneuvering ability, courage and a welcome aquatic ally to survive! APPLE II/II+, 13 or 16 sector (48K Disk). Keyboard, or joystick controlled. Also available for ATARI 400/800, joystick controlled (48K Disk). St

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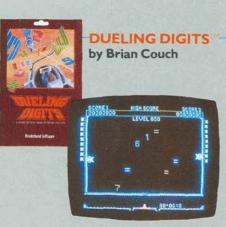
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TRACK ATTACK



Steal gold from a moving train by intercepting it in your fast car! Jump the train and run across the top to take control of the engine. You'll need great timing and good peripheral vision. APPLE II/II+, 13 or 16 sector (48K Disk). Keyboard or joystick controlled. Also available for ATARI 400/800, joystick controlled (32K Disk).



It's a dark age. The art and science of math is all but lost. You battle the forces of ignorance (or dangerous human opponents) to capture glowing "sacred" numbers and fit them into the "Expression." For one or two players. APPLE II/II+, 13 or 16 sector (48K Disk). Paddle controlled. Joystick will work for one player.



Descend into the labyrinthian depths of Prince Julian's long abandoned diamond mines in search of treasure. You'll encounter terrifying creatures guarding dark corridors with walls that move constantly to expose entryways and seal off exits. APPLE II/II+, 13 or 16 sector (48K Disk). Keyboard controlled. Also available for ATARI 400/800, keyboard controlled (16K Cassette/24K Disk). Quick! Save the world from domination by sharks, cockroaches and other more adaptable sorts. Control genetic drift by zapping unstable life forms that threaten you, and mutate them into friendly life forms that assure our mutual safe passage into the next age. APPLE II/II+, 13 or 16 sector (48K Disk). Keyboard controlled. Also available for ATARI 400/800, joystick controlled (16K Cassette/32K Disk).

Introducing Three Programs for the VIC-20

SHARK TRAP by Clifford Ramshaw.

Dastardly pirates have thrown you overboard into dark, shark infested waters. Your only protection is an atomic net which you trail behind you, trying to snare the sharks, while keeping an eye out for the ever increasing deadly octopi. Keyboard or joystick controlled, on cassette for the unexpanded, VIC-20.





MARTIAN RAIDER

Streaking through deep space, you guide your intergalactic battle ships in an attack on Mars. Skimming perilously close to the surface of the planet you devastate Martian cities and destroy ammunition dumps, while warding off ground-to-air missiles, U.F.O.'s, and meteorites. Keyboard or joystick controlled, on cassette for the unexpanded VIC-20.

MULTISOUND SYNTHESIZER by Darren Hall

Compose your own kind of music! Create your own special song! So flexible it can be played in more ways than we can tell you here to make merry melodies and special effects. Fascinating, and lots of fun! Keyboard controlled, on cassette for the unexpanded VIC-20.



The Classic Galactic Saga

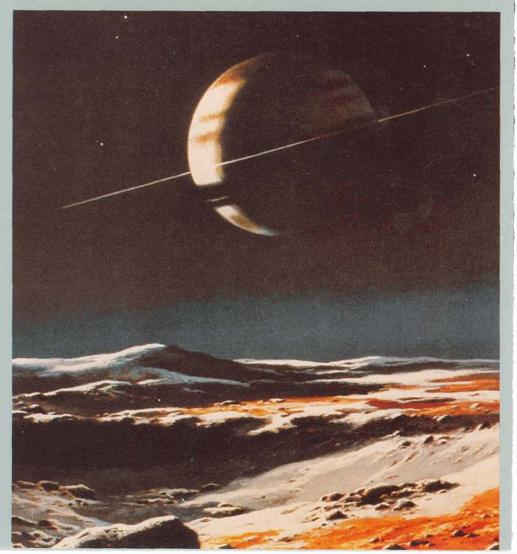
GALACTIC EMPIRE by Douglas Carlston. The first episode in the four part Galactic Saga. A classic strategy game of military planning and logistics, played out in real-time hi-res with optional sound effects. APPLE II/II+, 13 or 16 sector (48K Disk). Requires Applesoft.

GALACTIC TRADERTM **by Douglas Carlston.** Episode two of the Galactic Saga. You make your fortune buying, selling and bartering commodities throughout the galaxy. APPLE II/II+, 13 or 16 sector (48K Disk). Requires Applesoft.

GALACTIC REVOLUTION My Douglas

Carlston. In episode three of the Galactic Saga you ignite or suppress the impending revolution by swaying the allegiances of various power groups throughout the galaxy. APPLE II/II+, 13 or 16 sector (48K Disk). Requires Applesoft.

TAWALA'S LAST REDOUBT[™] by Douglas Carlston. In the fourth episode of the Galactic Saga you join the rebel leader Benthi in an assault on the stronghold of the cruel prince Tawala. APPLE II/II+, 13 or 16 sector (48K Disk). Requires Applesoft.



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