

MS EXPRESS
SOFTWARE

PRODUCT
CATALOG

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MS EXPRESS SOFTWARE
P.O. Box 498
Richmond, Ohio 43944

SUPPORTING THE TI COMPUTER
WHERE FAST SERVICE IS OUR MIDDLE NAME

Oliver's Twist

by

Mickey Schmitt

and

Lynn Gardner

This adventure module game, written by both Mickey Schmitt and Lynn Gardner, is one of the best adventure games ever written for the TI-99/4A and the Adventure Module.

Originally released in 1988 through Asgard Software, this game has sold literally hundreds of copies.

Oliver's Twist begins much like a typical adventure module game, where you find yourself standing outside a castle belonging to your late ancestor, King Oliver IV. However, don't let the familiar surroundings of a castle setting fool you, as this adventure module game has a very different twist to it.

Upon entering the castle, you will find 15 treasures. In order to inherit the castle and successfully complete this twisted adventure, you must return all of the treasures to their proper locations.

Recommended for those adventure module adventurers who have reached the advanced level of adventuring.

Oliver's Twist requires a TI-99/4A console, a monitor or TV screen, a disk drive system (minimum configuration of 1 SS/SD drive), and the Adventure Module. Suggested retail price - \$7.95 plus \$1.00 shipping and handling.

Adventure Hints

Series I

by

Lynn Gardner

Could you use a little extra help in solving Oliver's Twist, Rattlesnake Bend, or Zoom Flume? Then, let MS Express Software introduce you to our Adventure Module Hint Concept and our Adventure Hints - Series I.

Our Adventure Module Hint Concept was specifically designed to be very user-friendly, using the same programming format and storage medium as any regular adventure module game. Thus, our hint programs load exactly like any of the regular adventure module games, and operate in very much the same manner as these games, using two-word (verb/noun) commands in asking for specific help. There is no need to learn any type of special deciphering code, hold a piece of paper up to a mirror, or carry around a special booklet and highlighting pen.

In fact, our hints are so portable that you may even wish to copy our hint files directly onto your original adventure disks, for immediate help whenever you need it. What's more...not only do we provide a built-in map in all of our hint programs, but we also include a map to each of these games on paper...just in case it helps to see everything mapped out.

Adventure Hints - Series I requires a TI-99/4A console, a monitor or TV screen, a disk drive system (minimum configuration of 1 SS/SD drive), and the Adventure Module. Suggested retail price - \$9.95 plus \$1.00 shipping and handling.

Adventure Hints

Series II

by

Lynn Gardner

What can we say...our Adventure Hints - Series I disk was such a success that we could hardly refuse when Asgard Software asked us if we would consider doing hints for the other adventure-module-type games that they sell.

What a compliment!

What else could we say...except for a great big "YES!"

The result...Adventure Hints - Series II.

This new series provides help to Castle Darkholm, a two-part, very descriptive and very well-written adventure module game by Randy Cook, and to Witch's Brew, an introductory-level adventure module game, written by David Bishop.

As in our first series, each hint file loads exactly like any regular adventure module game, using two-word (verb/noun) commands in asking for specific help. In addition, hard-copy maps to each of these games have been included...just in case it helps to see everything mapped out.

Adventure Hints - Series II requires a TI-99/4A console, a monitor or TV screen, a disk drive system (minimum configuration of 1 SS/SD drive), and the Adventure Module. Suggested retail price - \$9.95 plus \$1.00 shipping and handling.

Sliding Block Puzzles

Series I

by

Norman Rokke

Today, literally hundreds, perhaps even thousands, of sliding block puzzles have been created, though most of us are only familiar with Sam Loyd's infamous 14-15 puzzle, which first appeared on the market back in the 1870's.

Hopefully, our sliding block puzzle series will help bridge this puzzle gap by introducing you to some of those other, less-familiar, but just as addicting, sliding block puzzles that have been created over the years.

There are three different puzzles in Sliding Block Puzzles - Series I. Puzzle #1 consists of nine blocks of different colors, and can be solved in a minimum of 59 moves. Puzzle #2 contains ten blocks of different colors, and can be solved in a minimum of 81 moves; and Puzzle #3, consisting of 11 different-colored blocks, can be solved in a minimum of 90 moves.

This program is ideal for folks of all ages, and even comes with a save game feature, just in case you need to stop in mid-game.

Sliding Block Puzzles - Series I requires a TI-99/4A console, a color monitor or color TV screen, a disk drive system (minimum configuration of 1 SS/SD drive), 32K memory expansion, and the Extended BASIC Module. Suggested retail price - \$7.95 plus \$1.00 shipping and handling.

Sliding Block Solutions

Series I

by

Norman Rokke

Could you use a little extra help in solving our Sliding Block Puzzles - Series I disk? Then, let MS Express Software introduce you to Sliding Block Solutions - Series I.

This Sliding Block Solutions Series was written in direct response to those sliding block puzzle enthusiasts who would appreciate having a little extra help in solving the sliding block puzzles which are found on our Sliding Block Puzzles - Series I disk.

Our Sliding Block Solutions Series was specifically designed to give you just the right amount of help that you need. There is never any risk in spoiling the game at any time, since you control the amount of help that you will be receiving.

In fact, we even let you choose whether you would prefer to receive your help via your monitor or TV screen, via your printer, or both.

Our Sliding Block Solutions Series is very user-friendly in every sense of the word!

Sliding Block Solutions - Series I requires a TI-99/4A console, a color monitor or color TV screen, a disk drive system (minimum configuration of 1 SS/SD drive), 32K memory expansion, a TI-99/4A compatible printer, and the Extended BASIC Module. Suggested retail price - \$7.95 plus \$1.00 shipping and handling.

Sliding Block Puzzles

Series II

by

Norman Rokke

"For all of you who take your enjoyment from mind bending games, this one is the winner of the year."

"The graphics are neat, the docs are superb and the game is addicting."

"If this is the product quality we can expect in the future from MS Express Software, they are going to have a long and prosperous life."

Those words were taken directly from the April, 1991, issue of Micropendium, where Sliding Block Puzzles - Series I received a four-star rating in Harry Brashear's MICRO-REVIEWS column.

What a fine compliment! We can only hope that this next series will be received just as well.

Packed with plenty of challenge, our Sliding Block Puzzles - Series II disk contains three additional sliding block puzzles...two of which have two different objectives...for a total of five different games in all!

Sliding Block Puzzles - Series II requires a TI-99/4A console, a color monitor or color TV screen, a disk drive system (minimum configuration of 1 SS/SD drive), 32K memory expansion, and the Extended BASIC Module. Suggested retail price - \$7.95 plus \$1.00 shipping and handling.

Sliding Block Solutions

Series II

by

Norman Rokke

Could you use a little extra help in solving our Sliding Block Puzzles - Series II disk? Then, let MS Express Software introduce you to Sliding Block Solutions - Series II.

This Sliding Block Solutions Series was written in direct response to those sliding block puzzle enthusiasts who would appreciate having a little extra help in solving the sliding block puzzles which are found on our Sliding Block Puzzles - Series II disk.

Our Sliding Block Solutions Series was specifically designed to give you just the right amount of help that you need. There is never any risk in spoiling the game at any time, since you control the amount of help that you will be receiving.

In fact, we even let you choose whether you would prefer to receive your help via your monitor or TV screen, via your printer, or both.

Our Sliding Block Solutions Series is very user-friendly in every sense of the word!

Sliding Block Solutions - Series II requires a TI-99/4A console, a color monitor or color TV screen, a disk drive system (minimum configuration of 1 SS/SD drive), 32K memory expansion, a TI-99/4A compatible printer, and the Extended BASIC Module. Suggested retail price - \$7.95 plus \$1.00 shipping and handling.

Sliding Block Puzzles

Series III

by

Norman Rokke

Yes, folks, once again MS Express Software is proud to bring you yet another disk of sliding block puzzles for your TI-99/4A game-playing enjoyment.

This newest series contains no less than 13 additional sliding block puzzles...and if that wasn't enough... we've also added a whole new dimension to our sliding block puzzle series by introducing a new type of block to our puzzles...enter the "L-SHAPED" pieces.

The object of all of the puzzles is to move the large red square block, (A), from its original position to the lower right-hand corner of the puzzle.

What makes each of these puzzles unique is that each puzzle requires a different minimum move solution... ranging from 43 moves to 218 moves...depending upon where all of the blocks are positioned.

With Sliding Block Puzzles - Series III you're sure to find plenty of challenge...and just in case the play gets a little too tough or time runs short...you'll be glad to know that a save-game feature is available.

Sliding Block Puzzles - Series III requires a TI-99/4A console, a color monitor or color TV screen, a disk drive system (minimum configuration of 1 SS/SD drive), 32K memory expansion, and the Extended BASIC Module. Suggested retail price - \$7.95 plus \$1.00 shipping and handling.

Sliding Block Solutions

Series III

by

Norman Rokke

Could you use a little extra help in solving our Sliding Block Puzzles - Series III disk? Then, let MS Express Software introduce you to Sliding Block Solutions - Series III.

This Sliding Block Solutions Series was written in direct response to those sliding block puzzle enthusiasts who would appreciate having a little extra help in solving the sliding block puzzles which are found on our Sliding Block Puzzles - Series III disk.

Our Sliding Block Solutions Series was specifically designed to give you just the right amount of help that you need. There is never any risk in spoiling the game at any time, since you control the amount of help that you will be receiving.

In fact, we even let you choose whether you would prefer to receive your help via your monitor or TV screen, via your printer, or both.

Our Sliding Block Solutions Series is very user-friendly in every sense of the word!

Sliding Block Solutions - Series III requires a TI-99/4A console, a color monitor or color TV screen, a disk drive system (minimum configuration of 1 SS/SD drive), 32K memory expansion, a TI-99/4A compatible printer, and the Extended BASIC Module. Suggested retail price - \$7.95 plus \$1.00 shipping and handling.

Page Pro Cataloger

by

Norman Rokke

Page Pro Cataloger is a graphics printing utility program that should prove to be quite useful to all Page Pro users, young and old alike.

Written in a very user-friendly format, the only question one should have while using this program is "Why wasn't this program written sooner?"

Now, no more wondering what characters are included in any particular Page Pro Font...or what that font even looks like in the first place.

No more wondering what a Page Pro Border looks like.

No more wondering what a Page Pro Picture looks like.

No more wondering what a Page Pro Page looks like.

No more wondering...period!

With Page Pro Cataloger, you can print out any combination of the following categories...

- Page Pro Line Fonts
- Page Pro Small Fonts
- Page Pro Large Fonts
- Page Pro Borders
- Page Pro Pictures
- Page Pro Pages
- Page Pro Text Files

or you could just choose to print out all of the various Page Pro files that are on any particular disk.

In addition, our Page Pro Cataloger program automatically prints out a "File Type Listing"

(similar to a modified disk directory) so you'll always know what Page Pro files are on each of your disks.

If that wasn't enough, Page Pro Cataloger prints every page with ample space on each side of the page, making it easy to keep your pages in any full-page notebook. It automatically skips over page perforations and prints each new category at the start of a new page, thus making it possible for you to catalog all of your disks without ever having to move any of your files.

Best of all, you can keep all of your Page Pro Cataloger printouts organized in a notebook, by disk or specific category, making it a breeze to locate just the right Page Pro file.

In addition to our Page Pro Cataloger program, MS Express Software also offers the following products, to help you better organize your Page Pro library...

Page Pro Cataloger Notebook - complete with ten clear top-loading page protectors - Suggested retail price - \$5.95 plus \$2.00 shipping and handling.

Additional orders of ten page protectors - Suggested retail price - \$1.95 plus \$1.00 shipping and handling.

Page Pro Cataloger Package - consisting of our Page Pro Cataloger program and our Page Pro Cataloger Notebook - Suggested retail price - \$19.95 plus \$3.00 shipping and handling.

Page Pro Cataloger requires a TI-99/4A console, a monitor or TV screen, a disk drive system (minimum configuration of 2 SS/SD drives), 32K memory expansion, a TI-99/4A compatible printer, and the Extended BASIC Module. Suggested retail price - \$14.95 plus \$1.00 shipping and handling.

Galactic Emperors

by

Eric W. Kepes

Would you like to challenge a few of your friends to match wits against you on your TI-99/4A computer? Then let MS Express Software introduce you to Galactic Emperors.

Galactic Emperors is a multi-player, strategic simulation program which can be played by two, three, or four players, each of whom is trying to defeat his opponents by gaining control of all the planets that are in the galaxy.

Just how many planets are there in these galaxies? Well, that can be any number between four and 50 planets, depending upon how many planets you and your opponents agree to have in any given game.

Played on a computer-generated playing grid, this game is guaranteed to be different every time, and with other random events occurring during game play, you never run the risk of playing the same game twice.

This program is ideal for those who love to mentally challenge their opponents...and just in case the pressure gets a little too hot...a save game option is available, so that you can continue play at a later time.

Galactic Emperors requires a TI-99/4A console, a color monitor or color TV screen, a disk drive system (minimum configuration of 1 SS/SD drive), 32K memory expansion, and the Extended BASIC Module. Suggested retail price - \$9.95 plus \$1.00 shipping and handling.
