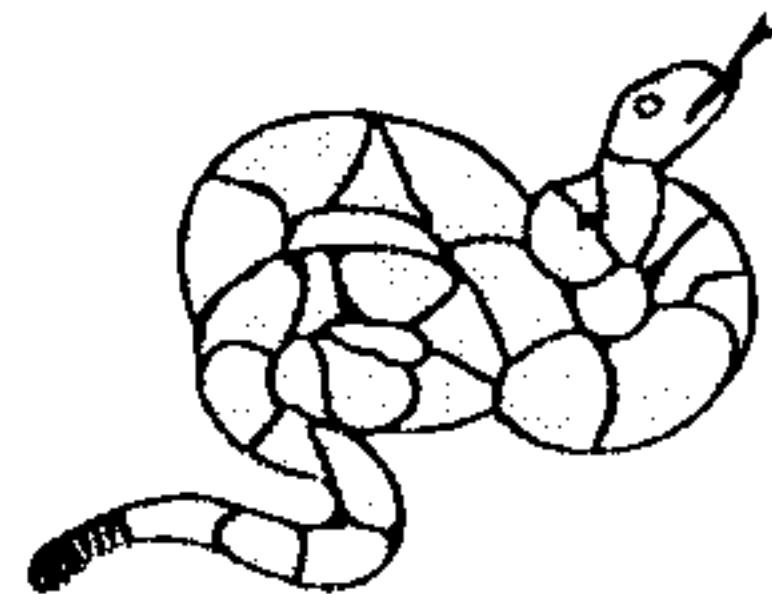


Adventure Gamers!



Bring the Magic back into your 99/4A with Asgard Software

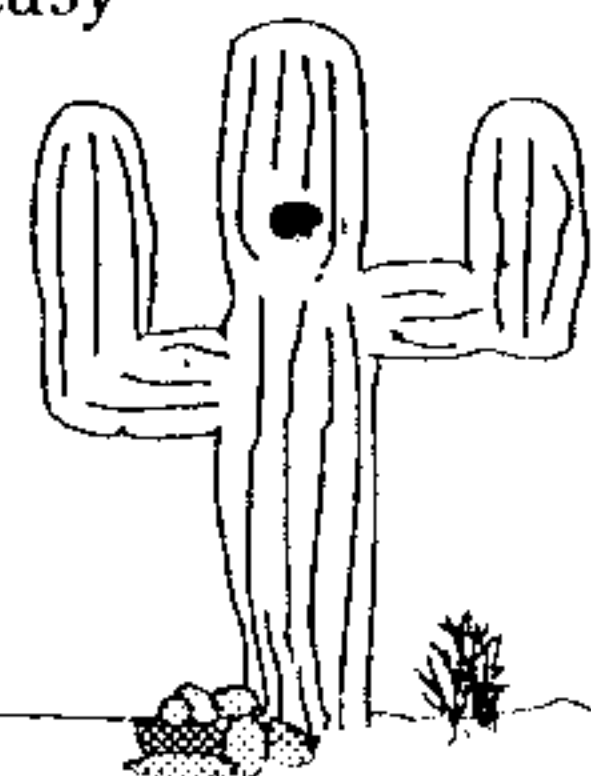
Rattlesnake Bend



"I don't believe it! Just look who's back. If it ain't Kidd Poncho Dias, the sharpest adventurer in the West. What brings ya ta these parts ... Ya wouldn't by chance be out looking ta capture Santiago Escondido, the most deceitful (and unpredictable) bandit in all of Santa Diablo. 'Heard tell he was last seen headin' out towards *Rattlesnake Bend*, which means he ..."

Rattlesnake Bend is a great new game for the Adventure module by Mickey Schmitt, a co-author of *Oliver's Twist*. Set in the Old West, you have to catch the bandit Santiago Escondido and end his reign of terror.

Rattlesnake Bend is not an easy game, but you might as well hang in your spurs if you don't give it a try! Available on disk or cassette. Suggested retail \$7.95.



"Greetings unto you, Oh Champion,

You have been chosen for your courage, skill and intellect to perform a duty. A duty upon which the outcome of many lives depend. It is with grave regret that we must call you into this danger. A great shadow has fallen upon the face of the Earth. The sun fears his name, and the moon is near death by his presence. An unholy curse of a man known as Baron Manfred Ritter Von Darkholm has risen from the grave to prey upon mortal man. Already a score of innocent souls have died by his deeds. We must stop the slaughter... You must stop the slaughter."

"We, the Council of Elders, do charge you with a task, a holy mission. Destroy the sinister Von Darkholm. Let it be known that the Lord Bishop has already dispatched a priest skilled in the dealings of the undead to the stronghold of the non-living abomination. Watch for this priest. He will aid you as you will aid him."

"So now to Castle Darkholm. His evil must not be allowed to spread. God speed and protection."

Welcome to *Castle Darkholm*, an excellent two-part adventure from Randy Cook. A gothic novel come to computers, *Castle Darkholm* will fascinate and confound. Available on disk or cassette. Suggested retail \$9.95



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●Specials●

Oliver's Twist

King Oliver has died. Can you find all of his treasures and return them to their rightful locations? An exciting adventure by Mickey Schmitt & Lynn Gardner. Available on disk and cassette. Originally \$7.95, *Special Price with this flyer only - \$5.95!*

Legends II

The sequel to the amazing animated graphics adventure *Legends*, in *II* you'll encounter new monsters, new challenges, new puzzles, and a new quest. Much better designed than the first, *Legends II* allows you to continue the quest where the first left off with your original characters. Requires *Legends*, a disk system, 32K and Extended BASIC. By Donn Granros. Originally \$17.95, with this flyer only \$14.95!



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Graphics Adventures

Asgard Software has developed a new line of graphics adventures that push the 4A to the limit! This series has been called by reviewers (in the pages of *MICROpendium*, *Computer Shopper*, and scores of user group newsletters) the best graphics adventures for the 4A - bar none. The *Chicago Times* even called them a reason to keep the 99/4A! All require a 99/4A with 32K, disk and Extended BASIC.

Legends

In this adventure you must guide 4 characters that you create through the giant Island of Legends. Explore 6 separate dungeons, inns, mountains, lakes and forests in your quest to find the keys to the great portal, and to destroy the evil Ashtar Creel that opened it to the horrid monsters of the Netherworld. Your search will take you to graveyards, a monastery, an abandoned subway, and even a diner as you search for clues, talk to the inhabitants, and do a good deed or two. Fighting monsters is fast and furious as you fling powerful spells and hit them with mighty heaves of your weapon. Kill the likes of "Death Turnips" with a single blow from your sword, or with a single fireball. Drink potions and stay at inns to restore health (as well as catch up on the latest gossip). All action in this game is graphically oriented. If you like adventures, well, we think you get the idea. Includes several manuals, a reference card, and two disks. By Donn Granros and Ed Johnson. *Only \$22.95 for the best TI graphics adventure ever!*

Legends II: The Sequel

This sequel to the extremely popular *Legends* is for characters of levels 16 to 30. Can your battle hardened party survive another encounter with the nefarious Ashtar Creel, or is it even him? This continuation of the *Legends* series feature new graphics, new monsters, new spells, new places to explore, and a new quest. Written completely from scratch, this game was designed to be even more three-dimensional, even more colorful and more dramatic. If you enjoyed the original *Legends*, you'll appreciate the new challenges that await. By Donn Granros and Ed Johnson. Requires the original *Legends*. *Only \$17.95.*

Adventure Books

The Adventure Guide

The object of a monumental research effort, this guide lists the over 200 adventures for the TI-99/4A. Did you know that there are large numbers of **FREE** adventure games for the 99/4A? This packed book tells you where to get them, tells you what equipment is needed to run them, and how they compare to each other by category and type. This book covers the vast-wealth in adventure gaming for the 99/4A. If you enjoy adventures, you can't do without this fascinating guidebook to the worlds within your 4A. *Only \$14.95.* By Mickey Schmitt.

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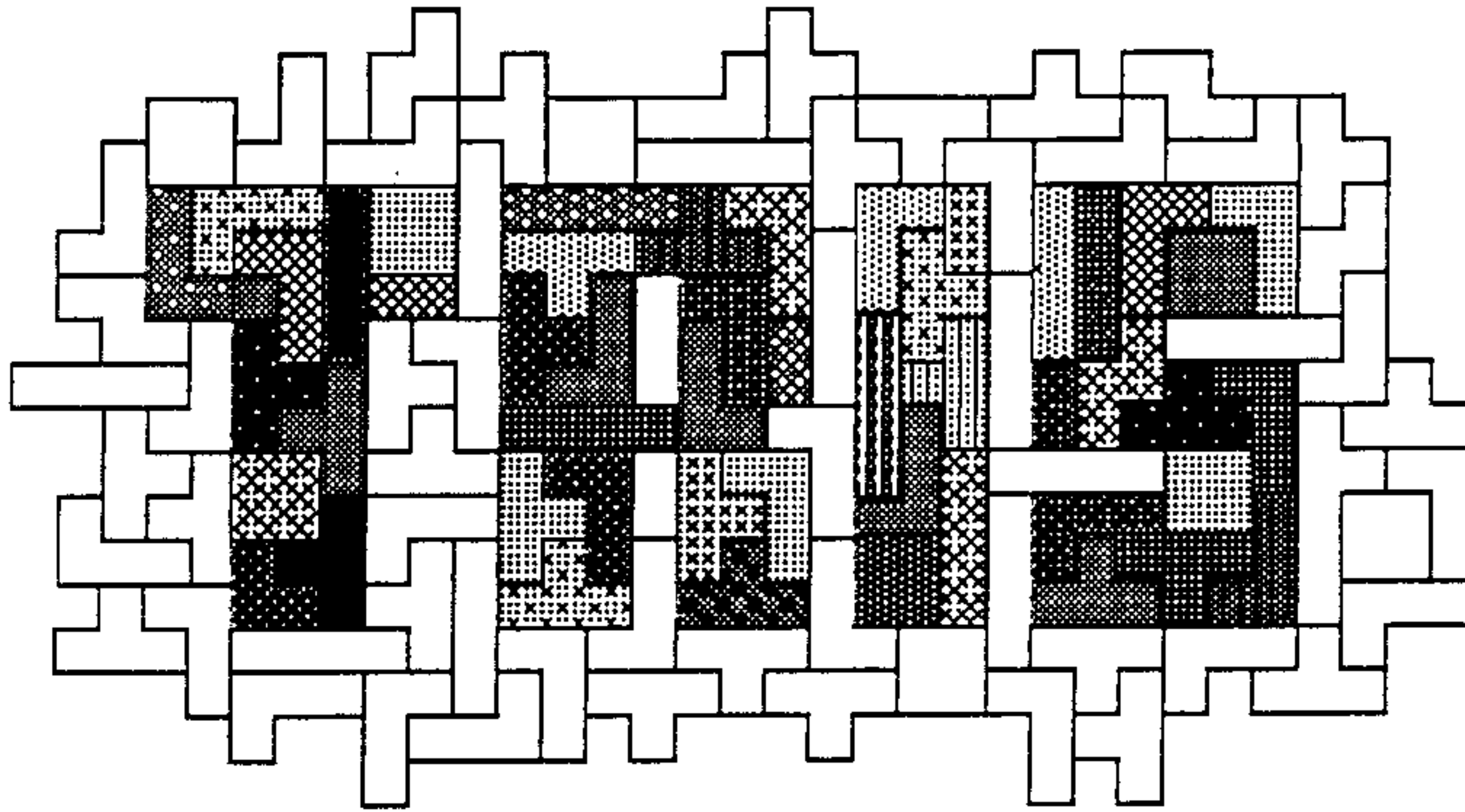
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An Asgard Software Production

Announcing one of the most addictive games for the TI-99/4A or Myarc Geneve 9640 - Tris! By Jim Reiss & Asgard Software.

Tris is an all-assembly implementation of a remarkable new game from the Soviet Union that has become a hit for every computer from the Commodore 64 and Radio Shack Color Computer to the Apple Mac II and IBM PS/2.

Tris is a game that is easy to play but hard to master. Multi-colored geometric shapes fall from the top of the screen to the bottom. Your job is to rotate and shift the pieces to fill rows at the bottom of the screen. Filled rows disappear automatically, while unfilled rows stack up - the game is over if the unfilled rows hit the top of the screen. The game isn't that simple, though - as you fill more rows the pieces fall faster and faster.

Tris is a true-to-the-original implementation with beautiful color graph-

ics, sound effects, music, and playable action. Tris offers two different key controls, piece preview, scoring, different starting "heights" (to increase the challenge), and more. This well-thought out game was thoroughly playtested for thousands of hours (at least - we lost count after a while), and satisfaction is guaranteed or your money back.

Finally, Tris is available in both a TI-99/4A module version and a disk version that runs through MDOS. In fact, it is the first professional arcade game designed specifically to run under M-DOS (versions 1.06 or higher please).

Please specify either the TI-99/4A or the Geneve 9640 version when ordering.

\$24.95

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