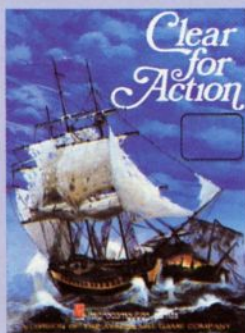
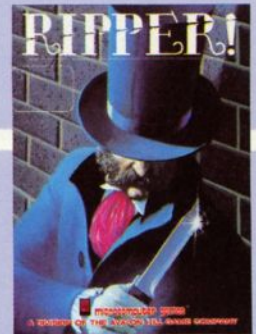


**NEW for Summer of '84**

Strategy, Science Fiction,  
Fantasy, Adventure, Educational,  
Sports & Arcade

**GAMES for the  
HOME COMPUTER**



**microcomputer games®**

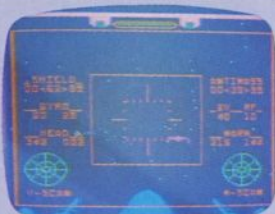
A Division of  
**The Avalon Hill Game Company**

# Quest of the Space Beagle®

Scott Lamb's Interactive Space Fantasy Adventure

Quest of The Space Beagle is The Avalon Hill Game Company's trademark name for its Microcomputer Space Adventure Role-Playing Game

the sequel to JUPITER MISSION 1999



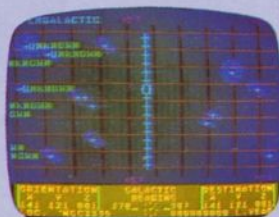
Space Battle Display



The Labyrinths of Kamerra



Hyperwarp Temporal Imbalance Sensor Grid



Galactic Starmap Display

Playing Time: varies

Complexity: 9



Joystick required

When the government agents knocked on your door early one morning (at the beginning of **JUPITER MISSION 1999**) and rudely whisked you away in the starship **Space Beagle**, you had no idea of what was to follow. As the lone survivor of **Jupiter Mission** and the Earth's savior from an impending alien invasion, you unwittingly thought the worst was behind you. **SLIM CHANCE!** A mysterious beam has cast you into the nether reaches of space; cold, lifeless, forbidding. You long for the amenities of Mother Earth, which you had always taken for granted . . . until now!

## THE QUEST OF THE SPACE BEAGLE: THREE ADVENTURES IN ONE!

■ Befriended by the Faunians, a peaceful race being invaded by the evil Gentuzians, they have decided that YOU must launch a pre-emptive strike against the Gentuzian homeworld. You must command 10 Faunian robot fighters against the Gentuzian battle fleet which outnumbers you four to one! It won't be easy; you'll need the right tactics and all the skill and patience you can muster.

■ Assuming you are successful and conquer the Gentuzians, they will want you to become their Emperor. The only thing you want is to repair the **Space Beagle** and get back home. But they are insistent creatures; refuse the crown, and you can forget leaving. Reluctantly you accept and, to prove your claim, they drop you into the **Labyrinth of Kamerra**! Find your way out, and they'll let you go home as Emperor of **Gentuzia**. No problem, you think, until you soon realize that **Kamerra** is a cruel maze deficient of adequate food and oxygen, yet aplenty with dangerous pits and "Ardillian Whipstingers."

■ **SHOOT THE STARS!** Fortunately, you are able to save your game in progress every step of the way in **QUEST OF THE SPACE BEAGLE**.

Your greatest challenge is about to begin. As you settle into the commander's chair of the **Space Beagle**, you set your sights for home! But which way? Before you spans 200,000,000 light years of Superclusters. On board is an authentic matrix computer calibrated to simulate the actual dimensions of the universe. You must identify the one Supercluster containing Sol, and hyperwarp from one end of space to another. Once you lock into the right Supercluster, you must find the Milky Way Galaxy, your assurance that Mother Earth is within reach, and home sweet home!

**THE QUEST OF THE SPACE BEAGLE** continues the monumental adventure begun with **JUPITER MISSION 1999**, recommended, but not a prerequisite, to enjoyment of this program.

**THE QUEST OF THE SPACE BEAGLE** is ready to run on your Atari Home Computer with 48K memory, one disk drive and joystick.

# New in the Intelligence Quest line . . .

## MARKET FORCES

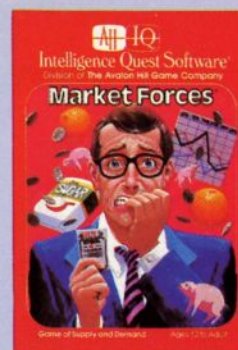
The law of supply and demand reigns supreme in this Intelligence Quest game that shows exactly how fortunes are made and lost. The object is to know when to buy and sell the six commodities, but you will be buying in competition with other players and your computer. An exciting, fast moving and educational game that portrays what real-world economics is all about. For ages 12 to adult.

#43201 Commodore 64® and Atari® (32K) cassette, joystick required. \$16.00

#43293 Two-sided diskette for Commodore 64® and Atari® Home Computers (48K), joystick required. \$21.00



1 to 4 players; Playing time: 30 minutes.



## New Mystery Adventure . . .

### RIPPER!

Jack the Ripper has returned! It is the early 1900s, and you have been assigned to the case. Some of the greatest minds of the Victorian era have been gathering at a manor in Hyde Park to assist you in solving the case . . . but you suspect that Bloody Jack may be one of them! Capture Jack in this suspense filled role-playing adventure game — before he finds you!

#47355 Commodore 64® diskette. \$25.00

Solitaire; Playing time: varies.

## New Strategy Wargames . . .

### CLEAR FOR ACTION

You are the admiral in this highly detailed game of epic sea battles in the golden age of sailing ships. In CLEAR FOR ACTION you command up to five cannon-laden sailing vessels and attempt to out-sail and out-gun another opponent or your computer. Scores of famous fighting ships completely detailed, including the U.S.S. Constellation, H.M.S. Royal Sovereign and U.S.S. Constitution. Play one of the eleven scenarios, or design your own.

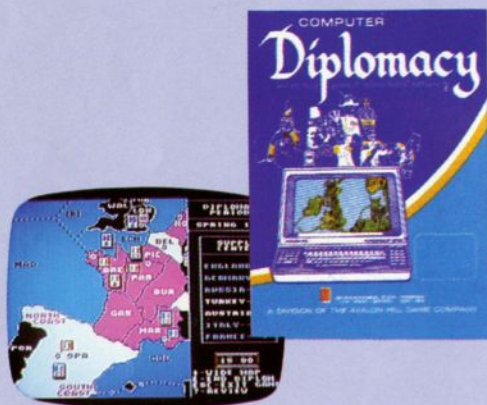
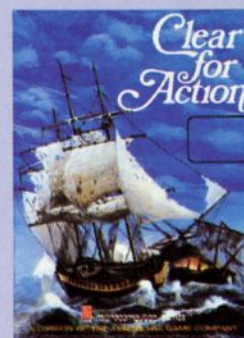


#44601 Cassette for Atari® Home Computers and TRS-80® (models I/III, 48K). \$25.00

#44653 Atari® diskette (48K). \$30.00  
Joystick required for all Atari versions.

2 Players; Playing time: 1 hour.

5



## COMPUTER DIPLOMACY

The classic boardgame of political intrigue and persuasion goes computer! One to seven players prepare for The Great War as they attempt to spread their influence and power against a breathtaking graphical backdrop of early twentieth century Europe. The computer can be assigned to play any six of the seven major powers as if in political turmoil, so a "full game" is always possible.

#43054 IBM-PC® diskette (256K). \$50.00

1 to 7 Players; Playing time: 4 hours.

3

## PANZERS EAST!

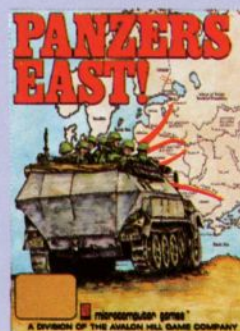
YOU command the Axis forces in this challenging strategic level simulation of the 1941 German invasion of Soviet Russia. Despite your overwhelming forces (at least at the start), time is not on your side: you have a mere 24 weeks with which to accomplish your predetermined goals. As commander in this solitaire struggle you must carefully juggle your forces . . . keeping enough at the front to maintain momentum, but enough in garrison duties to guard against partisan attacks.

#45401 Commodore 64® and TRS-80® (models I/III, 48K and TRS® Color Computer 32K) cassette. \$25.00

#45455 Commodore 64K® diskette. \$30.00

Solitaire; Playing Time: 2 hours.

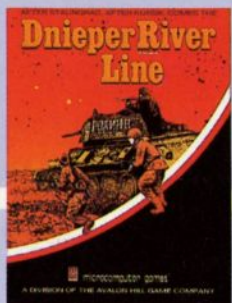
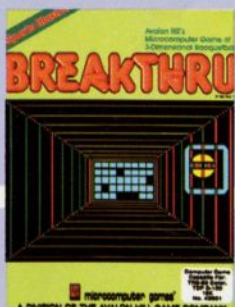
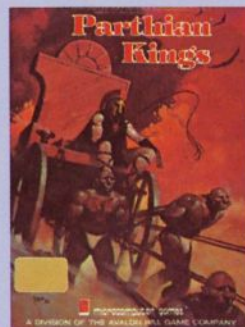
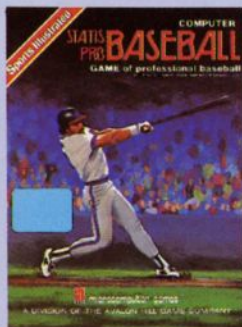
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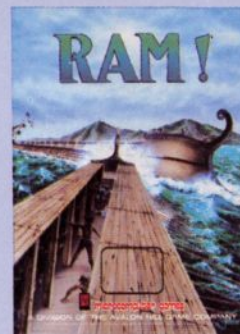
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Numbered circles represent strategy game complexity on a scale of 1 to 10: 10 being most complex.

# New Commodore 64® versions of these favorites . . .



## Coming this Fall . . .



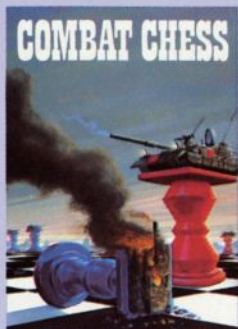
### RAM!

Recreate naval clashes of the Peloponnesian War in real-time action that never lets up. YOU command the Athenian ships in battle against Spartan and Corinthian galleys for control of the seas.

#47254 Diskette for IBM-PC® & PC jr (128K), \$30.00

Solitaire; Playing time: 50-60 minutes.

4



### COMBAT CHESS

A beautifully graphic strategy wargame with ten different map screens available. In this one or two player game, you attempt to out-maneuver and out-battle your opponent in classic wargame fashion.

#45193 Two-sided diskette for Atari® Home Computers (48K) and Commodore 64®, \$25.00

1 or 2 players; Playing time: 30-60 minutes.

4

### INCUNABULA

A game of the rise and fall of kingdoms and tribes. Players begin during the age of the dawn of man and attempt to further their civilization's knowledge and sophistication through trading as well as war.

#47554 Diskette for IBM-PC® & PC jr (128K), \$30.00

1 to 6 players; Playing time: several hours.

5

### MAJOR LEAGUE MANAGER

A statistical replay simulation based on our "favorite national pastime." YOU recreate the most recent past season or design your own great teams from the past.

#47754 for IBM PC® & PC jr (128K), \$35.00

One or 2 players.



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