

Happy Holidays

THE GRAPHICS
STUDIO

ACCOLADE

4th & Inches

Accolade

Mini Putt

Accolade

ardBall!

ACCOLADE

ACE OF ACES

ACCOLADE

APRIL 18

ACCOLADE

1000
ADVANCE
WHITE

ACCOLADE

from
ACCOLADE

1987

Accolade at a glance...

TITLE	COMMODORE 64/128	IBM PC Compatibles	AMIGA	APPLE II GS	APPLE II	MACINTOSH	ATARI 400/800	ATARI ST
APOLLO 18	✓							
4TH & INCHES	✓	•	•	•		•		
TEST DRIVE	✓	✓	✓					✓
MINI-PUTT	✓	✓						
PINBALL WIZARD		✓						✓
THE GRAPHICS STUDIO			✓	✓				
HARDBALL!	✓	✓	✓	✓	✓	✓	✓	✓
ACES OF ACES	✓	✓					✓	
MEAN 18		✓	✓	✓				✓
FAMOUS COURSES II		✓	✓	✓				✓
FAMOUS COURSES III		✓		✓				
FAMOUS COURSES IV		✓		✓				
FIGHT NIGHT	✓				✓		✓	
ACCOLADE'S COMICS	✓				✓			
KILLED UNTIL DEAD	✓				✓			

✓ = Available now • = Available 2nd Quarter '88

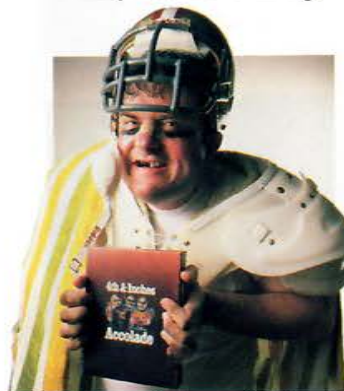
Accolade Games. You don't just play them. You live them.

The flip side of Fantasy is Reality.

And the object of every Accolade game is to confuse the two.

From the beginning, we challenged the most innovative and imaginative game software designers to create the most stimulating and graphically exciting experience possible.

They met the challenge.



4th & Inches is so action-packed, you'll need to wear your football helmet and pads just to get through each play.



Mini-Putt is the wackiest miniature golf game in the world. From the windmill to the water, each hole will have you reaching for your favorite putter.

And *The Graphics Studio*, our superb paint program, is so powerful and easy to use that suddenly someone who couldn't draw stick figures is transformed into a Michelangelo!

In the pages to follow, you'll see the ever-growing line of Accolade games. They will stimulate your imagination, excite your senses and challenge your skills – each in a different way.

But they all have one thing in common. They will absorb you so deeply that, upon looking up from the screen, you'll wonder:

Is it fantasy? Or is it reality?

Just remember it's Accolade!



ACCOLADE

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Experience mankind's greatest space adventure.



In 1961, President John F. Kennedy set forth the task of "...landing a man on the Moon and returning him safely to Earth." In the twilight of that decade, the world held its breath as American astronaut Neil Armstrong descended from his lunar module to take "...one small step for man, one giant leap for mankind."

Now Accolade gives you the opportunity to share the thrill, tension and exhilaration that only a handful of brave explorers have experienced. Accolade's Apollo 18 is a stunning simulation of an actual Apollo Moon flight, with realistic depictions of every stage of the mission.

From countdown to splashdown, you'll need "the right stuff" to make your Apollo mission a success. Your timing and reflexes must be razor sharp. Your composure must be icy cool. Every moment is pressure packed. Every decision critical.

Accolade's Apollo 18. It's where no man has gone before.

C-64/128



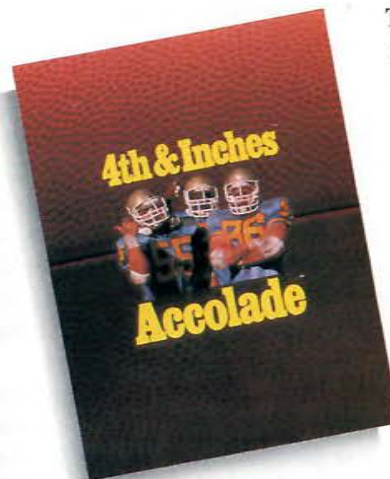
COMMODORE 64/128

"...5...4...3...2...1...Lift-off...we have lift-off!" Apollo 18 puts you at the command console of Mission Control as the 28-story, six-million-pound Saturn V rocket clears the launch tower. If you blast off at precisely the right moment and jettison each stage before the next ignites, you'll send the Apollo command module moon-bound.



"Descending to lunar surface...things looking good...lights on...kicking up dust..." Apollo 18 places you in manual control of the Apollo lander during descent to the hostile lunar surface. A steady hand and clear head are needed now. Wait! Are those craters below? Your heart surges as you quickly thrust forward to avert disaster. You've cleared the boulders. It's "go" for touchdown.

Welcome to the pros, rookie.



So you were an All-American? Big deal! This is pro football, baby. It's time to put down your press clippings and start buttin' heads with the big boys.

4th & Inches gives you all of the hard-hitting action of real football: the bombs, the blitzing, the goal line stands. You'll experience graphics and animation that are as riveting as a blind side hit.

As the key player on defense, you've got to have speed, stamina and smarts. As the quarterback, you've got to read an unforgiving defense that takes no prisoners. Winning at 4th & Inches will take all the moves of a #1 draft choice plus the tactical genius of a veteran head coach.

Remember, this is the big time, hotshot!

This is real football. This is 4th & Inches!

C-64/128



COMMODORE 64/128

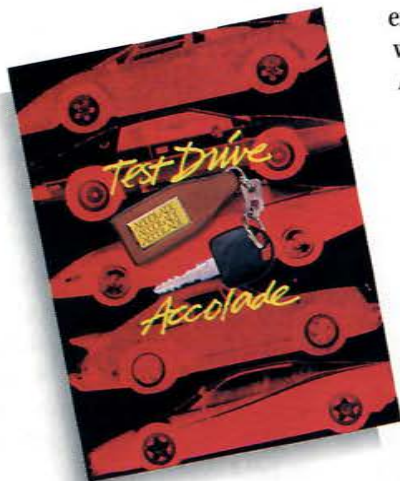
Time to put on the coach's headset. Each player in 4th & Inches has his own individual playing characteristics, so you'd better analyze your opponent's strengths and weaknesses before you name your starters. Your rival is starting a superquick defensive backfield. Your first-string QB is a scrambler, but his back-up has a rocket for an arm. You start the back-up. Hey, egos may get bruised but this ain't no popularity contest. You're out to win.



COMMODORE 64/128

4th & Inches gives you a playbook that any pro coach would envy. Go to the huddle. You've got 20 plays and 11 different formations at your command. Call the play and bring your team up to the line. The defensive grunts glare at you from behind steel cages. They're in a nickel defense...but wait! Out of the corner of your eye you see the cornerback showing blitz! Your arm got you this far — now it's going to make you the hero or the goat.

Drive five of the world's most exotic cars!



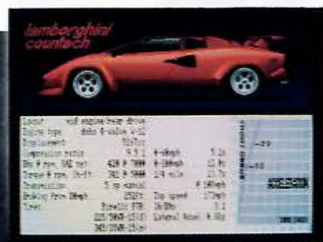
C-64/128
IBM PC
AMIGA
ATARI ST

If you've ever wondered what it would be like to experience the power and performance of the world's most exclusive cars, wonder no more. Accolade's Test Drive puts you behind the wheel of five exceptional automobiles in a driving simulation that is guaranteed to ignite your adrenaline.

Is your heart strapped in? Good. Hit warp speed in a Ferrari Testarossa, blow the doors off with a Lotus Turbo Esprit, corner until the tires scream in a Porsche 911 Turbo, bring your oil to a boil in a Lamborghini Countach and dust the fuzz in a Corvette.

Test Drive's authentic graphics, sterling sound and lifelike animation allow you to sense the awesome characteristics of each machine. They handle like the real thing. They brake like the real thing. In fact, Test Drive is so realistic you'll swear the G-Force has pinned you to your seat.

Accolade's Test Drive. Welcome to life in the fast lane.



AMIGA/ATARI ST

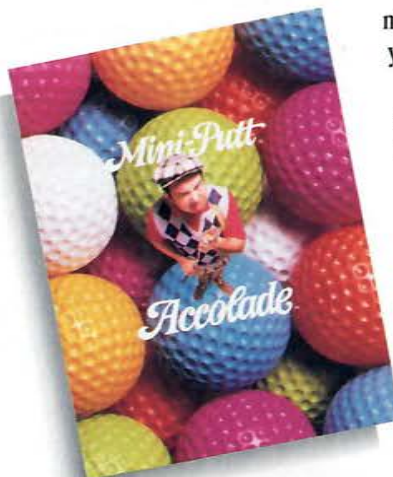
The Lamborghini Countach looks fast standing still. But before you attempt to break the land speed record, it might be wise to get a handle on what you're in for. Test Drive provides you with a detailed "spec chart" on each of the five cars, listing their vital statistics. Please note that this road shark has a top speed of 173 mph. (Gulp) Maybe you'd like to start off a bit slower.



AMIGA/ATARI ST

Watch the road signs zip past your windshield. Test Drive's fluid animation fills you with a thrilling rush of speed. Feast your eyes on the 911's dashboard. Test Drive's graphics are so true-to-life, you'll swear you can smell the leather interior. Push the 911 into the turn. Feel it suck the road like a vacuum. Your radar detector is clean...but check the speedometer. The fuzz ain't friendly in these parts.

The wackiest miniature golf game in the world!



C-64/128
IBM PC

If you're looking for a lighthearted and relaxing miniature golf game for your computer, then you're looking at the wrong box, duffer.

The wizards at Accolade have spared no expense in an effort to drive you crazy. Mini-Putt is the ultimate miniature golf challenge; a magical, animated "Golf-O-Rama" filled with pee-wee putting pandemonium that not only tests your skills...it tests your sanity.

In Mini-Putt you can expect the unexpected. Each looney link was designed to have you ricocheting off the walls.

Obstacles and hazards can spring to life. A serene green can gobble up your golf ball. Can your nerves take it or will your putter flutter?

Remember, if your game is on, Mini-Putt can be "Fantasyland". If your game is off, Mini-Putt can be "No Man's Land". Accolade's Mini-Putt. Straitjacket not included.



COMMODORE 64/128

"Ah, the ol' windmill trick, eh?" Well, you can bet your knickers that this windmill hole has a few well-placed "surprises" that can iron the dimples out of your golf ball. You're gonna need all the help you can get. So, Accolade gives you a sporting chance with a three-window overview of the hole, including a closeup of "Mini-Putt Pete" — the backer you embody as you romp around the course.



COMMODORE 64/128

A word of advice. Remove all breakables from arms' reach while playing Mini-Putt. It can make you golf goofy... especially when you 8 putt a par 1. Please note spunky little "Mini-Putt Pete" down in the lower left window of the screen. He's not a bappy fellow. In fact, he's just snapped his putter over his knee. This is not a very sportsman-like gesture...so please, avoid this practice at home.

Transform your computer into a pinball arcade!



Think you're pretty slick with that silver ball, eh? Always get the replays? Not enough digits on the bonus counter for you? Well, before you dub yourself "Prince Of Pinball", we at Accolade would like you to tangle with some pinball games that don't eat change...they eat players.

Accolade's Pinball Wizard is the ultimate pinball arcade — an electric palace filled with the blazing sights and sounds of authentic pinball games...games so realistic you'll find yourself dropping quarters in your disk drive.

Pinball Wizard takes you to a new dimension in pinball. Because if you're good enough to master the killer tables in the arcade, you can go up against an even tougher opponent — your own imagination! With Pinball Wizard's built-in

construction set, you can conjure up the pinball machines of your wildest dreams.

So save your quarters for a candy bar, hotshot. Once you play "The Wizard", you may never go back to the arcade again.

IBM PC
ATARI ST



ATARI ST

Pinball Wizard comes with plenty of pinball tables for you to play. But it also lets you create your own easily. Its unique paint menu gives you the ability to customize each of your tables with your own designs and decorations. Create an illustration, then paint it with the full spectrum of colors found on your palette. Make a mistake? No problem. The "Oops" icon will erase the last thing rendered.



ATARI ST

Pinball Wizard has the look and feel of real arcade pinball. Gently pull back the spring and fire the ball. Will it drop into a bonus slot? You assign the bonus values to each one of your targets and obstacles. It made it! Keep that ball going! Bang it and the screen shakes...but be careful. Pinball Wizard knows when you're trying to tilt. Want to add an additional twist? Activate the exclusive "Stroboscope" feature to make your ball intermittently vanish!

Make your computer the canvas of your creativity.



The Graphics Studio combines the sophistication of an advanced paint program with the simplicity of an artist's brush.

You don't have to be a programmer to understand it. You don't have to be a Rembrandt to use it. Yet, The Graphics Studio gives you the ability to render everything from complex business graphics to magnificent works of art — all on the canvas of your personal computer.

A complete "toolbox" lets you select different tools to express your creativity. Animate your picture with the "color cycling" feature. It's the most powerful one available on the market today. Create text, draw geometric shapes or render freehand with a pencil or brush. For depth and dimension, you can add drop shadows and shading — all

with the touch of a button.

The Graphics Studio is both powerful and easy to use. Which means you spend less time computing and more time creating. And doesn't that sound like a lot more fun?

AMIGA
APPLE II GS



AMIGA/APPLE II GS

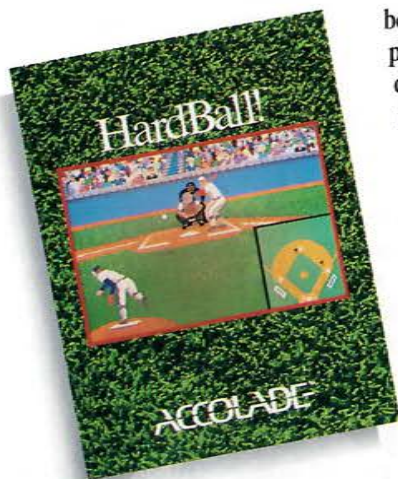
A picture paints a thousand words. The Graphics Studio allows you to paint with 4,096 individual colors. You can select any two colors from your palette and the Graphics Studio will automatically produce the spectrum of colors between them. Fill any bounded area with a selected color or pattern. Done working on your castle? Print it out or save it to disk.



AMIGA/APPLE II GS

The "zoom" feature lets you take a "pixel-by-pixel" approach. It provides four levels of magnification for easy editing and detail work. While you're working on the magnified portion of the screen, the background displays the full size image. Need more room to work? Scroll up or down screen for another full page to paint on. Make a mistake? No problem. Grab the "adjustable eraser" that can be made into any size for cleaning large or small areas.

Reach out and tag someone. (But watch out for the screen!)



Have you ever gone to a Major League ballpark before most of the fans show up, when the ball players are taking batting practice? If you walked down in front of the box seats, right alongside the warning track, you had to be dumbstruck by the immensity of the entire playing field: crisp, white lines of chalk cutting to foul poles that reach to the sky, a freshly cut outfield of brilliant green that seems to stretch forever and images of exciting things to come as great athletes prepare for their version of modern-day coliseum warfare.

That's exactly what you get from HardBall! It's baseball that's so real and true-to-life, you can practically reach out and touch it. (But don't, 'cause you

might break your screen.)

It's like the Saturday afternoon "Game of the Week" on network television — NO, it's better because you don't just sit there, you play HardBall! It's quite simply the most spectacular sports simulation computer game of America's favorite pastime.

C-64/128
IBM PC
AMIGA
APPLE II GS
ATARI 400/800
ATARI ST
MACINTOSH



COMMODORE 64/128

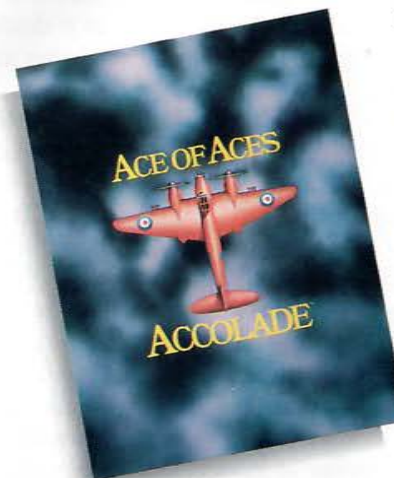
The batter hits a sure single. But, with his team behind late in the game, should he try and stretch it into a double? You decide. At this stage, you're either a hero or a goat.



AMIGA/APPLE II GS/ATARI ST

It's bottom of the 9th and the league's most feared slugger prepares to tee off on the next offering from the home team's ace fireballer. Will it be high or low, a curve or a screwball?

You're a Royal Air Force pilot — in Nazi gunsights!



"No British aircraft will ever bomb Berlin," Luftwaffe chief Hermann Goering had often boasted. But in the middle of a Nazi anniversary speech in January 1943, his listeners ducked for cover as a carefully timed raid of RAF Mosquitos struck Berlin in broad daylight.

Ace of Aces captures the spirit and puts you in the cockpit of the Mosquito, maverick RAF fighter bomber of World War II. Down the Nazi bombers, sink the U-boats, outrun the V-1 Buzz Bombs and stop the enemy trains. Choose your weapons and fuel wisely — once you're out on mission, there's no going back. To become the Ace of Aces, you must complete all missions successfully.

What does it take to be an Ace?

From you, legendary British pride and guts. From

Accolade, legendary playability. Accolade has done its part. The rest is up to you, mate.

C-64/128
IBM PC
ATARI 400/800



ATARI 800

Ace of Aces combines the exhilaration of flight with the gut-wrenching pressure of enemy confrontation. From the moment you zoom through the clouds in a scrap with Nazi fighters to the heart-stopping second you spot the U-boats of Kiel, the defense of the Allied world is in your hands. Are you equal to the challenge?



ATARI 800

After mastering a few flying tricks in your speed bomber, it's time to develop your strategy: Choosing the right number of machine guns, rockets and bombs to achieve your mission. Keep your distance when firing on V-1 Buzz Bombs, or be blown to bits. Bomb the trains without harming British and American POWs. And don't forget to estimate your fuel accurately, or you'll be swimming the English Channel.

Golf so real you can feel the grass under your feet.

No other golf game delivers the realism and playability of Mean 18. This is golf as it should be, with lifelike animation patterned after the pros and numerous strategy options.

Which course do you want to play? Pebble Beach? St. Andrews? They're yours for the asking. Or you can design your own with the Course Architect.

You get all the elements of play, including the mechanics of a perfect stroke. You can choose between the pro and regulation tee. Play the expert mode or rely on a caddy to suggest your clubs.

As you approach the first tee, take in the scene: a crisp blue sky and a fairway of manicured green stretching forever. But this beautiful serenity only makes

your gut jump and your adrenaline pump harder. You know that feeling, and Mean 18 gives it to you again and again.

Up to four players can prove themselves in this super-realistic, world-class game.

IBM PC
AMIGA
APPLE II GS
ATARI ST



Welcome to Mean 18, the most realistic golf simulation ever, right down to the yardage markers showing distance to the pin. But don't let the flowers and scenery fool you. It's a tough course to walk, let alone play.



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 a book into the rough.

Need more challenges after Mean 18?



Volume II:
IBM PC
AMIGA
APPLE II GS
ATARI ST

Volume III:
IBM PC
APPLE II GS

Volume IV:
IBM PC
APPLE II GS

Castle Pines



Doral



Muirfield



After you've played some of the world's greatest courses on Mean 18, you need more challenges. And we've got nine for you on *Mean 18 Famous Course Disks, Volumes II, III and IV*. Each contains three world-class courses for you to conquer. Once you've done that, you can get fitted for your Masters jacket and wear it with pride.

■ **Famous Course Disk, Vol. II** contains Inverness Club, Ohio; Turnberry, Scotland; and Harbour Town, South Carolina.

■ **Famous Course Disk, Vol. III** contains Olympic Club, San Francisco; Las Colinas, Texas; and Muirfield, Scotland.

■ **Famous Course Disk, Vol. IV** contains Doral, Florida; Castle Pines, Colorado; and Kapalua, Hawaii.

Accolade

Favorites

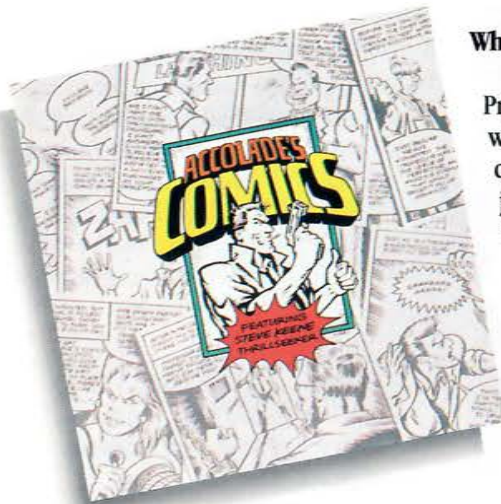


C-64/128
APPLE II
ATARI 400/800

Get ready to fight five brutal beasts. Like Dipstick, whose famous *Below-the-Belt* Uppercut has turned many a heavy-weight into a boy soprano.



COMMODORE 64/128



C-64/128
APPLE II

With every turn of the page, you'll be treated to characters illustrated in painstaking comic book detail, then brought to life via Accolade's renowned animation.



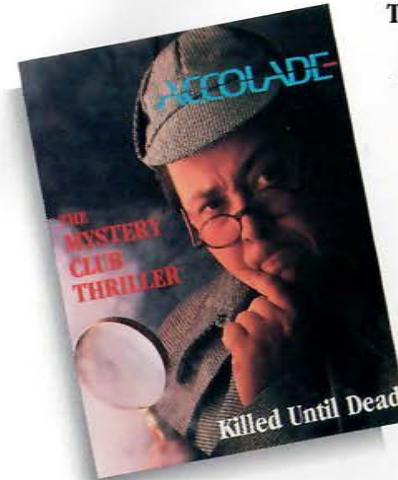
COMMODORE 64/128

Why read a comic book when you can live it!

Now, you can *be* Steve Keene, ultra-hip Private Eye! Live inside an actual comic book, with animated characters illustrated in true comic book detail. You'll enjoy three disks jam-packed with exciting plot twists and endless playing possibilities. Your fate as Steve Keene depends on how you interact with the characters you meet and how you respond to their dialogue. You'll walk, talk, crack bad jokes, and get your lights punched out as you take on bad guys, bad dames, even bad dogs. It's all in a day's work for a spy who's too cool to fool.

The Murder Club is dying to meet you.

Before midnight, someone now breathing *won't* be. It's the annual meeting of the Murder Club at the Gargoyle Inn. The world's five best-selling murder-mystery writers have just one thing on their hidden agenda: How to kill each other! And you, Hercule Holmes, World's Greatest Detective, have only until midnight to prevent the crime. Your clues are from hidden cameras, electronic surveillance, often-unreliable informers and your own gut-level instincts. But when you accuse the killers, you'd better be right – or they'll check you out of the Gargoyle Inn. And into the morgue.



C-64/128
APPLE II

As SuperSleuth Hercule Holmes, you can solve over 20 impending homicides in this baffling *wbodunnit/whydunnit/wberedunnit/bowdunnit*. But you'd better be dead right! Or you'll be dead. Right?



COMMODORE 64/128

Celebrate Another Great Season from Accolade!

Show everyone how much you enjoy Accolade's graphically exciting games. Order your Accolade T-shirt today and dress for the occasion as you continue to play our hottest titles yet!

Each T-shirt is \$9.95 plus \$2.00 for shipping and handling. (California residents, add applicable

sales tax.)

Send your order to:
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Milpitas, CA 95035

Or if you cannot wait, call our toll-free number, **1-800-423-8366**, to order via MasterCard or VISA.

In California, please dial 1-800-732-2212.

This offer expires March 1, 1988.

Please allow 4 to 6 weeks for delivery. Offer is void where prohibited by law. NOTE: Foreign items must be payable in U.S. dollars by international money order and delivery may take up to 3 months. **GUARANTEE:** Any T-shirt may be returned in perfect condition within 10 days for a full refund.



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