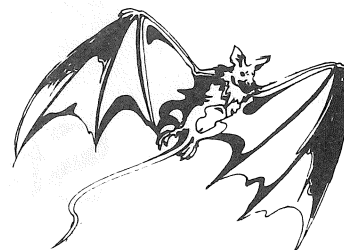


TAKE COMMAND IN AUTOMATED SIMULATIONS' NEW GAME --



The Datestones of Ryn

A dastardly robber band led by the notorious rogue, Rex the Reaver, has stolen the precious Datestones from the ducal calendar. Your mission is to recover the Datestones before Rex and his cutthroats can slip away.

Using much of the same flexible game system as the popular *Temple of Apshai*, *The Datestones of Ryn* boasts equally attractive graphics, but in *Ryn* you're working against the clock to retrieve the stolen treasures. Not only do the real-time monsters keep you on the edge of your seat, but you must finish your quest before the sun sets! Explore the cave complex where the robbers have taken refuge, but watch out for the other inhabitants dwelling there.

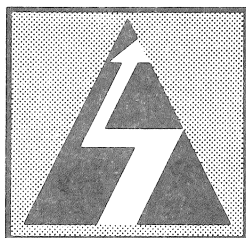
As a tournament at the recent PACIFICON, *The Datestones of Ryn* attracted hundreds of convention-goers. Its built-in competitive scoring system measures how well you do in successive playings and allows you to test your prowess against that of your friends. Can you snatch back every last Datestone from the robbers' grasp?

The Datestones of Ryn comes as a complete package ready to play:

- game program (on cassette)
- 1200-byte data file (also on cassette)
- colorful 16-page manual

The Datestones of Ryn is available NOW for TRS-80 (Level II with 16K RAM - instructions included for converting to TRSDOS) and PET (16K RAM - will operate on old or new ROM machines). It will be available for APPLE in December.

Ask your dealer for *The Datestones of Ryn*, or send \$14.95 to Automated Simulations, P.O. Box 4232, Mountain View, CA 94040. MasterCharge and VISA now accepted. California residents please add 6% sales tax.



Storm Morloc's Tower!

Morloc has sworn to level the city of Hagedorn by tonight, upon the rise of the new moon. Unless Brian Hammerhand can fulfill his quest, none of the inhabitants of the town, pursued by the awesome and evil power of the wizard, will live to see the next sunrise.

Morloc commands the fire that burns the soul and a host of evil and inhuman servitors -- from a pack of ravenous hounds to a fiery salamander (a species of corporeal fire elemental) and worse. The foul warlock rests secure in his tower, but the seeds of his destruction are sown therein. As Brian Hammerhand, can *you* puzzle out the workings of Morloc's possessions and so use them against their master? Will *you* slay the archvillain and save the fair maid Imelda for better uses than roasting in a fireball???

Morloc's Tower is MicroQuest Number 2 of the DUNJONQUEST series. In it you'll find 3 kinds of rings, a magic sword, two amulets, half a dozen other treasures, 30 rooms, 18 real-time command options, and a dozen types of monsters including crafty old Morloc himself. Morloc's tower is an intelligent opponent for you to vanquish. *Morloc's Tower* is a fascinating game that's easy to learn but a real challenge to master. Even after you've figured out all of the puzzles (or think you have), you'll play again and again to improve your score. Be warned: the optimal solution will prove to be even more elusive than the mad wizard. Here's hours of fantasy adventure for you and your microcomputer.

Morloc's Tower includes everything you need to begin your quest:

- game program
- 1200-byte data file
- colorful 16-page manual

Available now for TRS-80 (Level II with 16K RAM -- instructions included for converting to TRSDOS) and PET (old or new machines with at least 20K of RAM). Available for APPLE in January, 1980.

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