

NEW HOPE FOR BATTERED STORY GAMERS.

"THERE'S A LOT I LIKE about computer adventures, but it sure isn't fun getting killed all the time. That's why *Maniac Mansion* is so refreshing — I can play from start to finish without dying once!"

That's more than great fan mail. It's a very astute observation. Because while most story games treat

you like the meat in the dog food factory, Lucasfilm story games treat you like a human being who just wants some good clean fun.

The fun starts with an engaging plot, hot graphics and tasty puzzles. But what keeps it going is a unique design that lets you play the game instead of fighting the computer.

THE NO-TYPING INTERFACE.

Today's story games evolved from text adventures. The



In *Maniac Mansion*, a movie-style "cut-scene" quickly establishes the characters' personalities.



Just three "clicks," and you'll send Zak McKracken over to the pawn shop counter to buy a pair of nose glasses.

interface, in most cases, remained in the swamp.

With conventional story games, whenever you want your character to do something, you type. And type. And type.

Suppose you want to pick up a green leafy object. Well, you might try typing, "pick up plant." If that doesn't work, you might try "bush," "shrub," "tree," and so on. After a while, you might try a different form of entertainment.

Not with Lucasfilm's new "point 'n' click" interface, though. All the words you need are right on the screen. Just click the cursor on them to choose characters, objects, and actions.

Now you can play an entire fifty hour game without typing a single word. Or putting your life on hold until you realize the green leafy thing is a... plastic fern.

MORE STORY. LESS GORY.

Most story game designers seem to think people love to get clobbered.

We don't. After all, how much fun can it be to have a fatal accident every three and a half minutes... then reload your saved game, take a few timid steps forward, and save it again. Seems more like paranoia than entertainment.

That's why Lucasfilm story games make it downright difficult to die. Oh,

you'll get into major hot water all right, but you'll have the fun of getting out of it, too.

LET'S GET CRAZY TOGETHER.

Just pick up a copy of *Maniac Mansion*, the comedy thriller about a kidnapped cheerleader, a very mad



scientist, and a hilariously creepy rescue mission.

Or *Zak McKracken And The Alien Mindbenders*, where you and a seedy tabloid journalist save the world from space aliens who want us all to have the IQs of turnips.

You'll love the twisty plots and the goofy characters. You'll crack up constantly with the zany one-liners and sight gags. And you'll go just a little crazy with the mind-bending puzzles.

Crazy, but nicely crazy.

LUCASFILM™ GAMES™



Maniac Mansion is available for IBM/ Tandy, Commodore 64/128 and Apple IIe/ IIc personal computers. Zak McKracken and the Alien Mindbenders is available for IBM/ Tandy and Commodore 64/128 personal computers. All elements of the game fantasies are trademarks of Lucasfilm Ltd. IBM is a registered trademark of International Business Machines, Inc. Tandy is a registered trademark of Tandy Corp. Commodore 64 and 128 are trademarks of Commodore Electronics, Ltd. Apple II is a registered trademark of Apple Computer, Inc. IBM screen shots. ©, TM, ®, ©1988 Lucasfilm Ltd. All rights reserved.