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U.S. Software —	\$3.00	\$1.00
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Hint Book —	Free	Free

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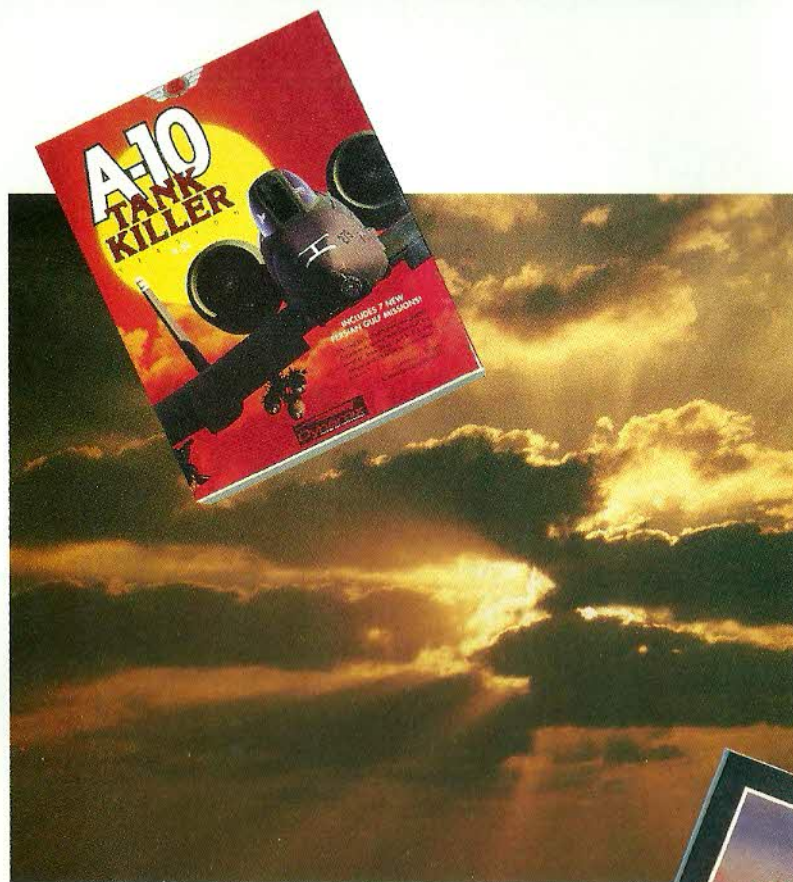
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HISTORICAL FLIGHT SIMULATIONS

Dynamix
PART OF THE SIERRA FAMILY



The sky opened through milky whiteness and the stars revealed themselves to the earthbound soul of man. Barren before the sight, he reached out on mighty wings of wood and steel, commanding the winds and touching the heavens through the power of flight...

History records the evolution of man's journey to the skies and marks the men and their craft by battles won and lost. The men would become known as aces, the heroic knights of the sky. The aircraft would become the legendary vehicles of battle that carried the hopes of victory high above the earth.

The *Great War Planes* series is an homage to this history, recreating the men, the craft and the experiences of eras past and present. It is a retelling of heros and adventure, victory and defeat. A tribute to the undying nature of the human spirit to achieve the impossible.



A-10 TANK KILLER™

V E R S I O N
1.5

Adding a modern touch to the *Great War Planes* series, *A-10 Tank Killer Version 1.5* brings ground-skimming, fast and furious action to the world of flight simulation. Piloting the infamous *Warthog*, you'll take command of the ugliest, most indestructible plane ever built in the war that made it famous, Operation Desert Storm. You'll fly low and dirty through 21 missions including 7 new Persian Gulf scenarios and experience first-hand the thrill and dangers of close-air-support.

Cockpit-rocking explosions, digitized graphics and high-tech sound effects combine with a sophisticated enemy intelligence system to recreate battles ripped from today's headlines. In the nearly indestructible A-10, you'll take hits that would cripple any other aircraft and watch as wings and engines get blown off during battle. Rip apart enemy tanks with your 30mm "tank killing" cannon and fly through smoke-filled battlefields where tanks, missile-launchers and enemy aircraft threaten your every move. Fly a machine like no other in the simulation that brings the battle up-close and personal- *A-10 Tank Killer*.



Red Baron™

The year is 1914—it is the dawn of World War I. Patriotic fervor runs high as young men across Europe prepare for a new age. For the first time ever, men will take to the air with the sole objective of blasting another airplane from the sky. Aviation is yet in its infancy. There are no books, no teachers—here and now, these young pilots must invent the skills and strategies that will keep them alive. Only the very best will survive, and they will perfect an artform all their own. These are the Aces, and this is the birth of aerial combat.

Red Baron takes you back to this bygone era, where you will experience the look and feel of aerial warfare in WWI. Engage in close-range dogfights, go balloon-busting to take out the aerial eyes of the enemy, take on Zeppelins, escort bombers deep into enemy territory, go undercover in night time missions *and* go head-to-head with such famous Aces as the Red Baron himself! A multiplayer version of *Red Baron* is also available on The Sierra Network™. See the back of this brochure for TSN™ information.

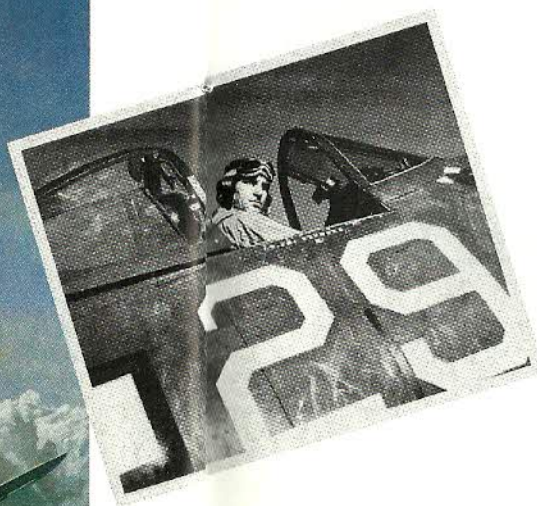
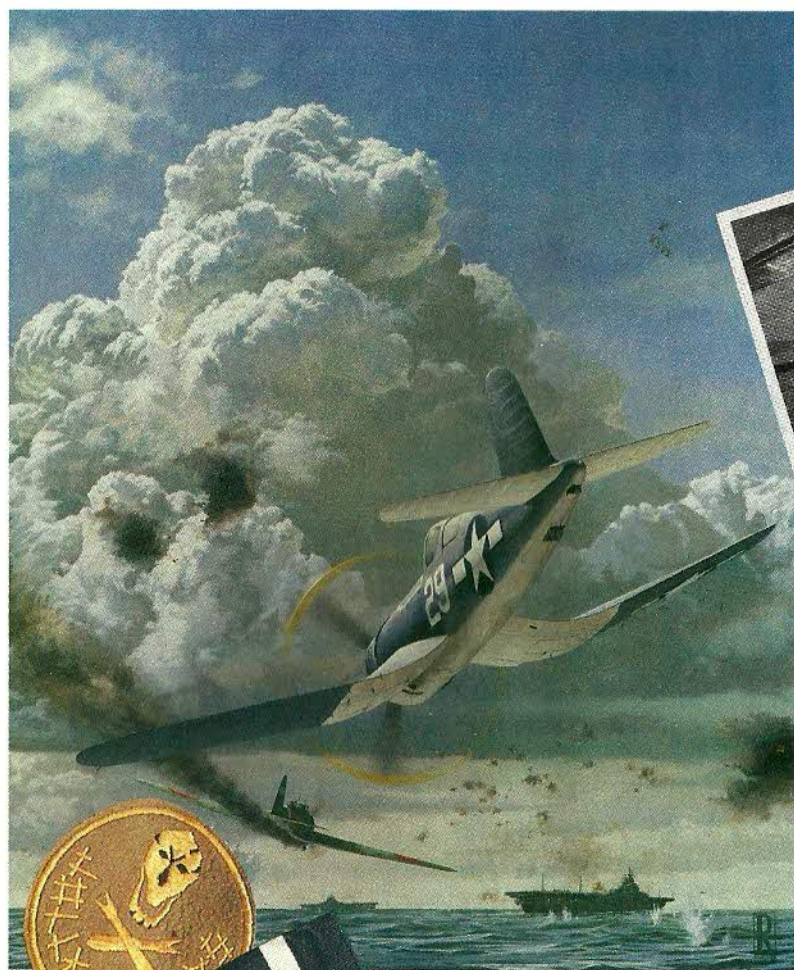


A★C★E★S OF THE PACIFIC™

On December 7, 1941, with Pearl Harbor in smoking ruin, aerial history would continue and new legends would be born as American pilots launched into battle against the Japanese Empire. Spanning the entire Pacific, the scope of the war would be monumental with mighty "floating airfields" carrying the battle out across the seas. In the air, on the ground and far out at sea, two warring nations would come face-to-face and a new era of pilots would forever mark their place in history. From the Coral Sea to the battle at Midway, young defenders of nations would take to the skies on wings of steel. They would fight with honor, fly with the spirit of legends and be remembered as "Aces of the Pacific."

Step back into history and experience the emotion, men and machines of World War II combat in the Pacific. Flying against enemy fighters and aces, you'll intercept bombers, dive-bomb enemy carriers, launch ground attack missions to cripple enemy air-bases and experience the terror and exhilaration of carrier landings.





Tangle with legendary aces such as Greg "Pappy" Boyington, Hiroshi Nishizawa and America's highest-ranking ace, Richard Bong.

Over 25 meticulously researched vintage aircraft, including the A6M Zero, the F4U Corsair, the P-38 Lightning, the F6F Hellcat, the P-47 Thunderbolt, the SBD Dauntless Dive Bomber, the B5N Kate Torpedo Bomber, and many more.

Fly for either America or Japan, experiencing the sights and sounds of air combat in the Pacific: Carrier deck landings and take-offs, torpedo dive bombing, mid-air explosions, billowing clouds of smoke and flame, the roar of radial engines and the explosive firing of .50 calibre machine guns!

Play a quick single mission or enlist for the full tour between 1941 and 1945. Fly with the land-based Army Air Force in the island-hopping campaigns of the Solomons, New Guinea, Okinawa and Japan itself! Take-off from carriers as a Navy pilot in the historic carrier battles of the war including the Coral Sea, Midway, the Philippine Sea and many others.

A powerful Mission Recorder lets you save an entire mission to disk and then jump back into the simulation at any point to begin playing again!

A magnificent 240 page manual, complete with a detailed historical overview of the war, photos, war maps, pilot profiles, air combat tactics of the era and over 25 color pages of aircraft illustrations.

Aces of the Pacific is an experience of depth, emotion and history. Every element has been painstakingly detailed, from the personalities and flying tactics of the famous aces to the flight characteristics of the individual planes. State-of-the-art special effects, a majestic soundtrack and digitally sampled sound effects add the finishing touches to a product that has already been called a "benchmark for flight simulations in the '90's."

"We're dedicated to keeping our products fresh and current...answering the requests of our customers. The Expansion Disks for *Red Baron* and *Aces of the Pacific* are just the first step in fulfilling that promise."

GREAT WAR PLANES EXPANSION DISKS

In Spring and Summer of 1992, the excitement of the *Great War Planes* series will continue with the release of Expansion Disks for *Aces of the Pacific* and *Red Baron*. Plugging directly into the original program, Expansion Disks will add gameplay enhancements, new missions, planes, aces and more!

RAF IN THE PACIFIC

In this Expansion Disk for *Aces of the Pacific*, players will join the battle as the RAF and the Japanese Empire go head-to-head, pitting the best British fighter designs in all out combat against the inimitable Japanese Zero!

WWII: 1946!

What if President Truman had decided against dropping the atomic bomb? That's the premise behind this exciting *Aces of the Pacific* scenario as history turns toward an unknown destiny and a new generation of fighter craft enter into battle including: the US Navy's prop-driven F8F Bearcat and the Tigercat, the Japanese Kikka jet fighter and the J7W Shinden.

RED BARON MISSION BUILDER

The WWI dogfighting classic, *Red Baron* gets a major features upgrade with such new additions as a Mission Builder, new scenarios and planes and even more of the legendary aces.

DAMON SLYE...

The creator of the *Great War Planes* series is not what you might expect from a computer programmer and designer who's been in the business for nearly twelve years. In fact, you're likely to find Damon Slye hustling his way down a basketball

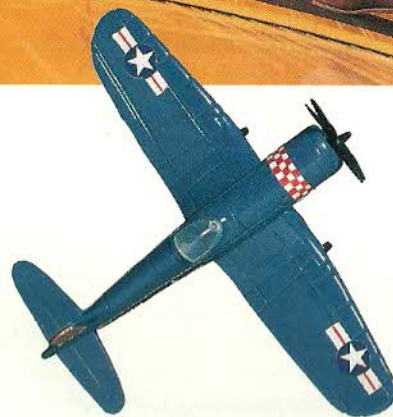
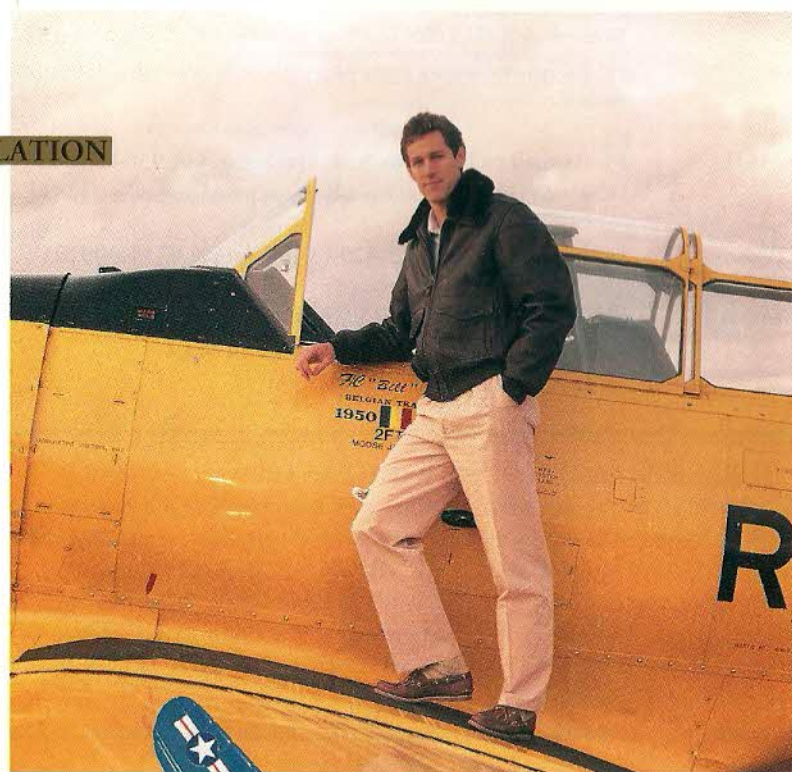
A *Damon Slye* SIMULATION

court or spiking a volleyball with the power and precision of a practiced expert when he's not totally immersed in the intricacies of 3-Dimensional modeling and simulation.

This self-described "easy-going guy" is actually an intense perfectionist, literally burying himself in a task until it has been mastered. Nowhere is this dedication more obvious than in Slye's *Great War Planes* series of historical flight simulations.

"I think the most compelling aspect of a simulation is to recreate those factors that dictated the experience of the pilot— the limitations of the airplanes, facing off against skilled enemy aces, the sights and sounds of combat. When executed properly, these aspects combine to recreate the emotional experience of air combat."

A co-founder of Dynamix and the original developer of their 3-D technology, 3Space™, Slye's intensity and drive toward perfection have resulted in some of the industry's best products. Among these are the early cult classic *Stellar 7* (and its eye-popping 1991 remake), *Arcticfox*, *A-10 Tank Killer*, *Red Baron* (awarded **Simulation of the Year** by two leading industry publications), and his latest release, *Aces of the Pacific*.



HERE'S HOW YOU ORDER

Check your retail outlet first. If you can't find the Dynamix product you're looking for at your local software store, you can order it direct from Sierra.

- **by PHONE** **1-800-326-6654**
7 AM to 7 PM (Pacific Time), Monday-Friday • U.S.
From outside the U.S.: 209-683-4468 • 8 AM to 5 PM (Pacific Time), Mon.-Fri.
For the U.K. and Europe, please call 044-0734-303322 (U.K.) for pricing and availability.
- **by MAIL** Please mail to P.O. Box 978, Oakhurst, CA 93644-9899
Outside the U.S., call for additional shipping information before ordering.
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THE PROMISE: We want you to be happy with every product you purchase from us. Period. If, for any reason, you're unhappy with the product, return it within 30 days for a full refund... EVEN IF YOU BOUGHT IT RETAIL!

THE ONLY CATCH: You gotta tell us why you don't like it. Otherwise, we'll never get better. Send it back to us and we promise we'll make things right. (If you bought it at a retail outlet, please send your original sales receipt.) Return to P.O. Box 600, Coarsegold, CA 93614-0600.

➤ GREAT WAR PLANES ORDERING INFORMATION

We try to ship on a timely basis but occasionally we are out of stock.

- When Sierra is aware of a shipping delay, we will send you a written notice.
- Credit card orders, after verification, ship immediately, unless back ordered.
- Policy and prices, including shipping charges, may change without notice. All orders are subject to acceptance by Sierra. Prices effective 11/1/91 to 3/31/92.
- PLEASE DO NOT SEND CASH!

➤ The Sierra Network™

The Sierra Network™ is Sierra On-Line's new multiplayer, interactive gaming network. For information on the multiplayer version of *Red Baron* or other TSN™ services, call or write:

The Sierra Network™ Customer Service
Box 485
Coarsegold, CA 93614
1-800-SIERRA-1



ORDER TODAY!

Price x Quantity = Total

Aces of the Pacific

IBM & Compatibles \$69.95 x = \$

Requirements:

- 640K, 12 Mhz, 286 performance or better, Hard Drive
- VGA (256 color) version only, with 3.5" or 5.25" high density disks.

Watch for Macintosh and Amiga versions coming soon!

A-10 Tank Killer (v. 1.5)

IBM & Compatibles \$59.95 x = \$

Requirements:

- 640K
- VGA (256 color) version with 3.5" & 5.25" high density disks.
- EGA (16 color) version with 3.5" low density & 5.25" high density disks.

Amiga \$59.95 x = \$

Requirements:

- 1 Meg, Kickstart & Workbench version 1.2 or better.
- 32 color

Red Baron

IBM & Compatibles: VGA version \$69.95 x = \$

EGA version \$59.95 x = \$

Requirements:

- 640K, 286 performance or better
- VGA (256 color) version with 3.5" & 5.25" high density disks.
- or EGA (16 color) version with 3.5" low density & 5.25" high density disks.

Amiga \$59.95 x = \$

Requirements:

- 1 Meg, Hard Drive or Dual Floppy Drives, Kickstart & Workbench version 1.2 or better.
- 32 color

Watch for Macintosh version coming soon!

TOTAL MERCHANDISE = \$

ALSO COMING SOON: GREAT WAR PLANES EXPANSION DISKS!

RAF in the Pacific – Coming soon for *Aces of the Pacific*: IBM & Amiga (\$39.95).

WWII 1946! – Coming soon for *Aces of the Pacific*: IBM & Amiga (\$39.95).

Red Baron Mission Builder – Coming soon for *Red Baron*: IBM, Mac & Amiga (\$39.95).

Corresponding prices for the U.K. and Europe:

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