

Les
Manley
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Search for The King



Dear Amiga User:

First of all, thanks for picking up *Search for The King*.

OK, now ... let's be honest. Many an Amiga game, including *Search for The King*, started out as a PC game. Simple economics dictate this. At this time, the IBM PC format constitutes nearly 80% of the computer game market. That's *four-fifths* of the pie. That's a lot. So you can see why most computer game companies develop PC versions of their titles first, then convert them to the Amiga.

However, as you may know, this tactic can leave the Amiga user shortchanged. Amiga's superior gameplay capabilities often go unused in PC conversions. You get those tinny PC sounds and music, and the graphics can fall far short of Amiga standards.

Obviously, I wouldn't point out any of these gruesome truths if our game was in any way guilty of such failings. And, in fact, *Search for The King* has been significantly improved for the Amiga. We're talking enhanced 32-color Amiga graphics. Great new Amiga music. We've even made the *gameplay* more responsive, based on the feedback we got from PC-version users.

So what you're getting here is a real, made-for-Amiga version of *Search for The King* ... not just another PC game in disguise.

I hope you have fun. The Amiga is a great game machine, and here at Accolade, we think you deserve great games to go with it.

Again, thanks.

Sincerely,

Steve Cartwright

Designer, *Search for The King*