

Bring Back the America's Cup

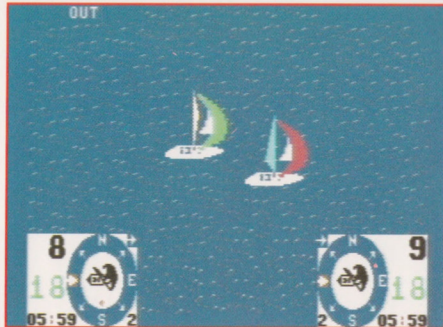
It's a one-on-one race between two high performance sailing machines. And you're at the helm. Do you have what it takes to bring back the Cup?

Action-Packed Racing

You round the last mark two lengths behind. Only a few meters to go and you're eating his "dirty air."

With a desperate burst of energy, you winch up the heavy spinnaker a split-second faster than the startled Aussies.

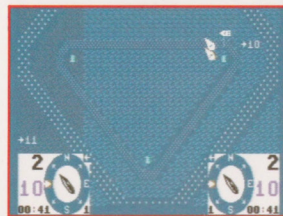
Catching a 25-knot gust, you pull dead even, look 'em in the eye, and shout, "G'day, mate." Now... it's a sprint to the finish line.



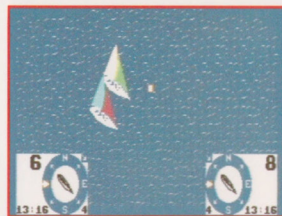
Competitive sailing is a lot more than a suntan and deck shoes. One wrong move, and you could burst a \$10,000 spinnaker. Or worse, end up with a wet and angry grinder overboard!



And They're Off...
Critical pre-race maneuvering launches you first off the line as the starting gun fires.



Sailing Tactics
The overhead navigational chart provides weather forecasts and yacht position.



Grinding To Victory
Brains and brawn required. Quick winning can be the difference between winning and losing.

ISBN 1-55543-086-4



AMERICA'S CUP/C-64

Realistic Simulation

- Race the actual 24.3 mile course off the coast of Perth, in Western Australia.
- Constantly changing wind, weather and water conditions.
- Authentic 12-meter racing tactics. Tack onto a wind shift. Luff to windward and hinder an overtaking yacht.
- Follows International Yacht Racing guidelines. All infringements are penalized.
- Realistic yacht performance and high-speed sailing action, including potential mechanical and crew failures.
- Intense grinder action. Physically control genoa and spinnaker winching.
- Extensive manual includes a history of the America's Cup Challenge and guide to 12-meter sailing.

THE OFFICIAL AMERICA'S CUP SAILING SIMULATION

THE OFFICIAL AMERICA'S CUP SAILING SIMULATION™

by Armchair Entertainment Proprietary Ltd.



COMMODORE 64 & 128*

*in C64 emulation mode

1-2 players; joystick required

Color monitor recomm'd

THE AMERICA'S CUP

1225



ELECTRONIC ARTS™

ELECTRONIC ARTS™

Electronic Arts provides a limited ninety day warranty on the recording media. The warranty does not apply to the software programs themselves.

Shown on the front cover: The 12-meter yacht "USA" of the Golden Gate Challenge for the America's Cup 1987.

Made in the U.S.A.

ELECTRONIC ARTS

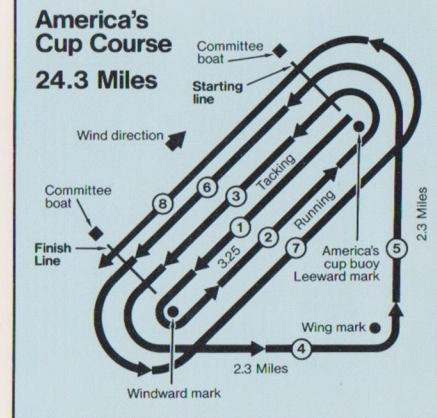


This crack Australian crew, Micro Forte', wants you to know that they have devoted the past year of their lives (and a lot of cracker biscuits and smoked oysters), to bringing you this sailing simulation. They hope that you gather from it the same sense of excitement and enthusiasm for the upcoming America's Cup challenge that they currently share with all their fellow countrymen down under.

Micro Forte' consists of four full-time programmers, Stephen Lewis, Stephen Wang, John Reidy and John De Margheriti. As well, Terry Jones (not photo'd) helped out a great deal before leaving to work on his Ph.D. They share a common goal in wanting to create the most visually impressive and technically competent software possible. They also hope Australia retains the Cup!

Game design and programming: John De Margheriti,
Stephen Lewis, Stephen Wang, John Reidy,
Terry Jones
Producer: Mark Lewis
Assistant Producer: Paul Grace
Product Manager: Don Traeger
Art Director: Nancy L. Fong
Package Design: William Gin
Package Photography: Roger Rasmeyer

1987 America's Cup Challenge Perth, Australia



Fourteen challengers from 16 countries will be in Australian waters beginning in October 1986, trying to take possession of the America's Cup. Australia, which started the world with a dramatic come-from-behind victory three years ago, has vowed to keep the Cup in Australian possession. The 24.3 mile course for the boats is off the Western Australian coast near Perth.

The America's Cup Schedule:

- ✓ Oct. 5-Jan. 23 – America's Cup challenger elimination races (Louis Vuitton Cup)
- ✓ Oct. 19 – Blessing of the fleet
- ✓ Dec. 26-Jan. 7, 1987 – Semi-finals, challenger eliminations
- ✓ Jan. 13-23, 1987 – Finals, challenger eliminations
- ✓ Jan. 16-25 – Finals, defender eliminations
- ✓ Jan. 31-Feb. 20 – America's Cup finals

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About Our Company. We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm we think there's a good chance for success. Our products, like this one, are evidence of our intent. If you'd like a product brochure, send 50¢ and a stamped, self-addressed #10 envelope to: Electronic Arts Catalog, 1820 Gateway Drive, San Mateo, CA 94404.