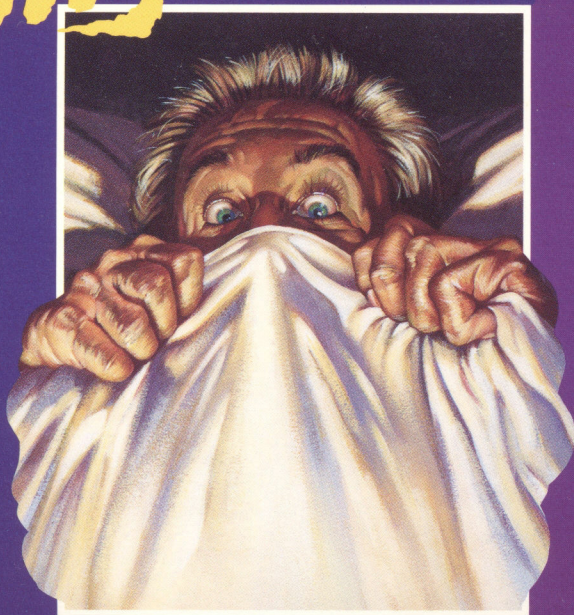


Frightmare™



Supports: IBM PC, XT, AT, PS/2
Models 25, 30, 50, 60
Tandy 1000 Series (4 color)
Requires: 256K

3 1/2" Disk Available for \$5.00

Commodore C64/C64C/128
Disk Drives: 1541/1541C/
1541III/1571

AVANTAGE™

Frightmare

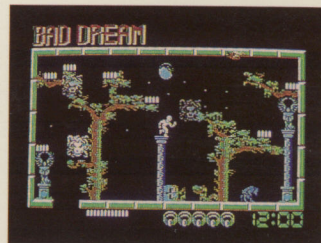
An action arcade journey into your worst dreams.

It seems simple enough. Go to sleep at midnight, wake up at eight. But just when you think it's safe to close your eyes, something happens. Everything you've always feared starts to move, slouching out of the deepest recesses of your mind. Closer and closer they come. Foul-smelling, hellish things dripping with the primordial ooze of your darkest fears. It's going to be a long night.

Can You Make It Through The Night?

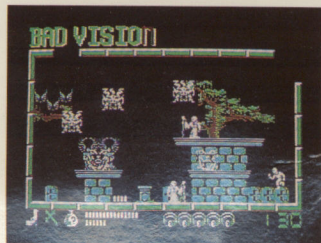
Midnight—The journey begins.

1. Get six minutes closer to waking from your nightmare.
2. This is you, getting ready to run.
3. Stockpile bullets. You're going to need them.
4. Don't worry, it's only a werewolf.
5. Escape through this portal.



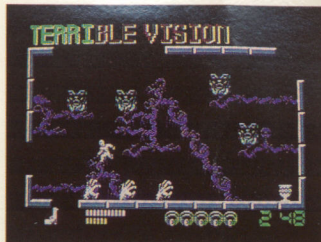
1:30 A.M.—Maybe it was the pizza.

1. The dream state changes as things get worse.
2. Silver bullets. Good against Zombies and Satan.
3. Holy Water. Cleans up spiders and disembodied hands.
4. Don't worry, it's only the Grim Reaper.
5. A crucifix. Freezes serpents, among others.



2:48 A.M.—This is getting serious.

1. Disembodied hands.
2. Only 5 hours, 24 minutes to go.
3. Transporters. When you need to leave in a hurry.
4. Don't worry, it's only a Will O' The Wisp.
5. A Chalice. Almost as good as the magic Wings and Rings.



Creature Features. ■ 85 different levels ■ 15 different animated creatures
■ 7 dream states, each described in 15 different horrible ways ■ 9 different weapons
and talismans to get you through the night ■ Multiple paths to successful completion
■ Special sound and music ■ Better than sleep

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