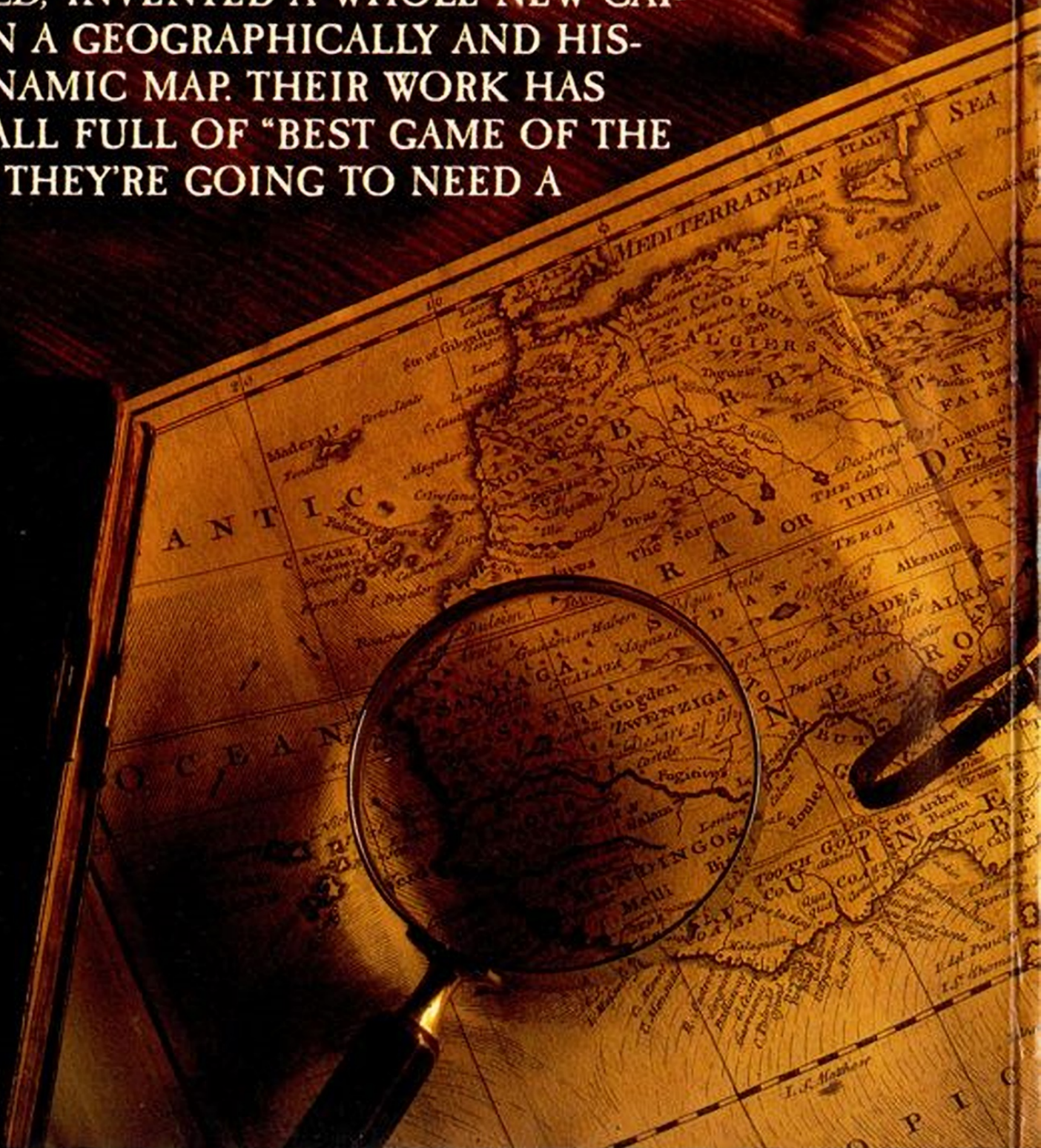


OZARK SOFTSCAPE PRESENTS
A GRAPHIC ADVENTURE INTO THE...

HEART OF AFRICA™



HEART OF AFRICA MARKS DAN AND BILL BUNTEN'S FOURTH COMPUTER COLLABORATION. THEIR FIRST, *CARTELS AND CUTTHROATS*, SET THE STANDARD FOR BUSINESS SIMULATION GAMES WAY BACK IN APPLE II PLUS DAYS. THEIR SECOND, *M.U.L.E.*, IS THE FIRST COMPUTER GAME THAT'S A TRUE RIVAL TO CLASSIC MULTI-PLAYER BOARD GAMES LIKE MONOPOLY AND RISK. THEIR THIRD, *THE SEVEN CITIES OF GOLD*, INVENTED A WHOLE NEW CATEGORY: GAMES PLAYED ON A GEOGRAPHICALLY AND HISTORICALLY ACCURATE DYNAMIC MAP. THEIR WORK HAS ALREADY WON THEM A WALL FULL OF "BEST GAME OF THE YEAR" AWARDS. WE THINK THEY'RE GOING TO NEED A BIGGER WALL.







BOOK PASSAGE TO ANY PORT.
 You have the thinnest of leads, the diary of a madman who disappeared hunting for the hidden tomb of a legendary pharaoh. You also have no time to waste. There are over 30 cities and settlements to visit, and you're not the only one on the trail.



SEARCH FOR CLUES AND EQUIPMENT

What the natives know will help, if you can get them to talk. The tools and goods inside their huts will help, too — shovels, canteens, canoe paddles, whips, ropes, machetes, guns, maps, gifts and more. Just be careful. Not everyone will be happy to see you.

JANUARY, 1890. THE AFRICA OF YOUR IMAGINATION IS ABOUT TO BECOME REAL.



GEOGRAPHICALLY AND HISTORICALLY ACCURATE

Imagine a huge map of Africa stuffed into your computer. The Nile. The Congo. The Niger. Mt. Kilimanjaro. The Sahara. Lake Victoria. The whole thing. And if you get lost, just press the button. "The Nile River," the screen will say. What it won't say is, "about 2 miles above the falls."



AUTOMATIC MAPS AND RECORDS

As you explore, your computer draws maps and keeps a journal, recording the most important clues for later review. It also keeps a record of your last two, uh... *misfortunes*. "Lost incredibly valuable talisman while running from very angry rhino," it might say, or "Oops, better luck next time."

Game Design: Dan and Bill Buntin
 Programming: Dan Buntin, Alan Watson
 and Mark Botner
 Graphics: Alan Watson
 Splash and Final Screens: Roger Harvell
 Text Support: Bill Buntin and Mark Arnold
 Music: Dave Warhol
 Producer: Joe Ybarra
 Author Photo: Cunningham Photography
 Inner Photography: Kit Morris
 Stylist: Janet Nusbalm
 Package Design: Michael LaBash

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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 program, are evidence of our intent. If you'd like a free product brochure, please send a self-addressed, stamped envelope to: Electronic Arts, 2755 Campus Drive, San Mateo, CA 94403

Electronic Arts provides a ninety day warranty on the recording media. See limited warranty statement enclosed. This warranty does not apply to the software programs themselves, which are provided AS IS.

ELECTRONIC ARTS™
 Made in U.S.A.