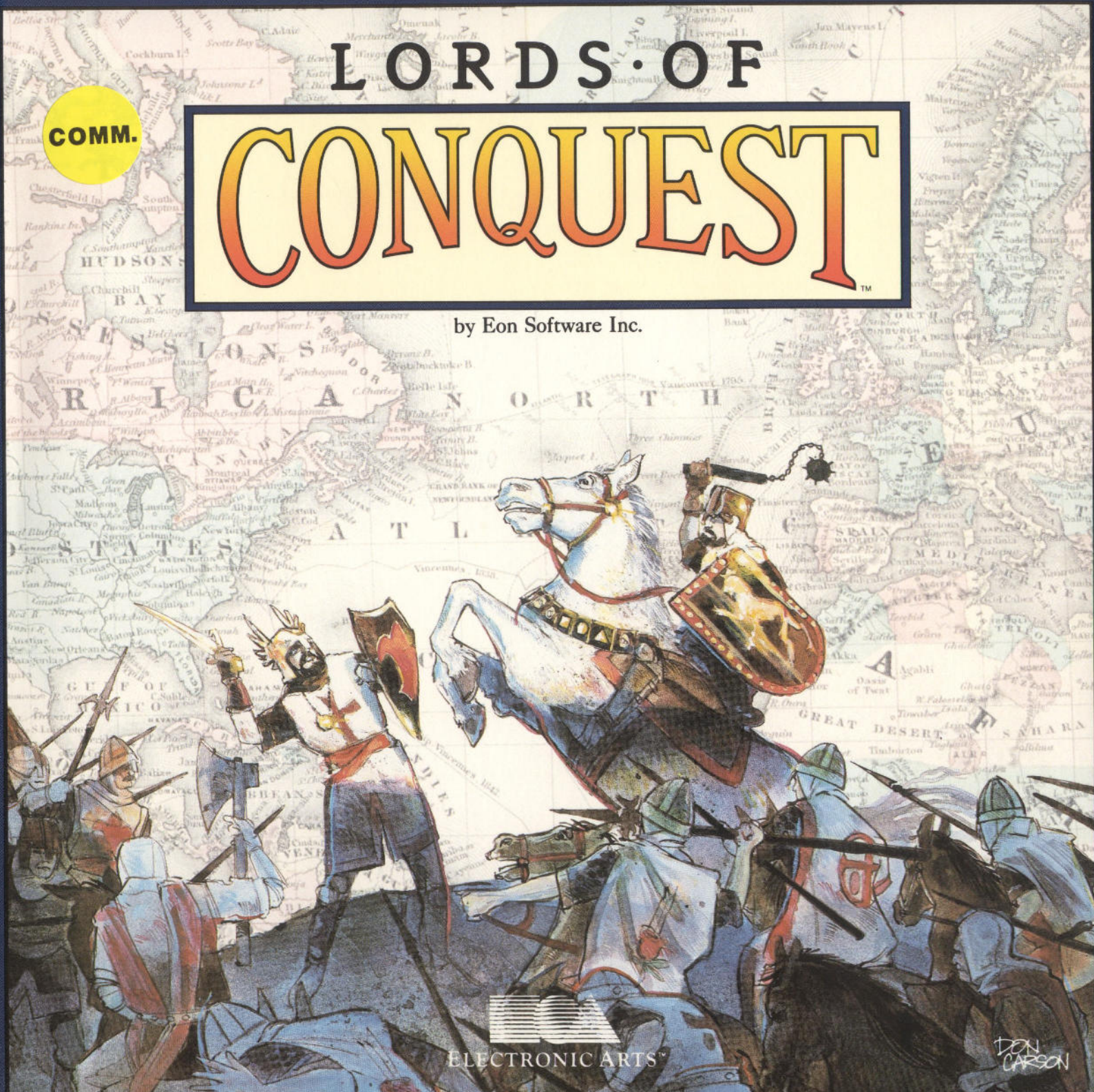


COMM.

LORDS OF CONQUEST

by Eon Software Inc.



ELECTRONIC ARTS™

DON CARSON



Game design and programming
by Eon Software (Bill Eberle, Peter Olotka,
Jack Kittredge, Trevor Western) and
Ted Schmeckpeper.
Music: Mark Sutton-Smith.
Producer: Don L. Daglow.
Associate Producer: Shelley Day.
Product Manager: Chris Garske.
Technical Consultant: Jeff Johannigman.
Testing Coordinator: Chris Wilson.
Package Design: William Gin.
Art Director: Nancy Fong.
This program utilizes GraForth DOS
and "Electric Duet Music Synthesizer"
developed by Paul Lutus.

Software ©1984, 1985 Eon Software Inc.
Package design ©1985 Electronic Arts.
Published simultaneously in Canada
and the U.S.A. Screen photos represent
Apple version only. Others may vary.
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Apple Computer Inc.

Games by Eon have acquired a devoted following since their beginnings in 1977. Now, with over two dozen games to their credit, including the classic board game "Cosmic Encounter", they muse a little about the nature of their latest work.

"In Lords of Conquest we wanted to depict something about the nature of Man and War. The earth is fruitful and wealth accumulates. Nervous neighbors arm to defend their holdings, so borders militarize. Aggression begins . . ."



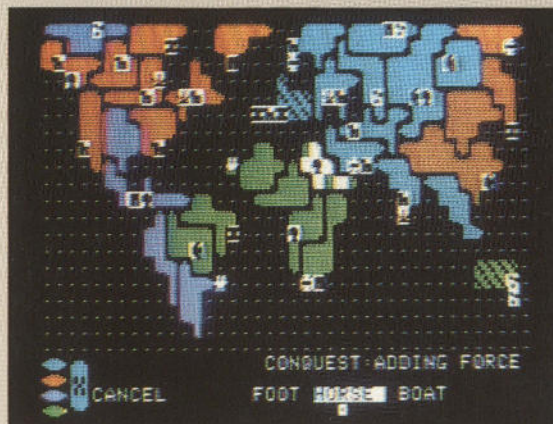
"We're actually very peaceful folks. We'd like to eliminate conflict by uniting the world under one flag. Ours, of course."



(Power – you know you love it.)

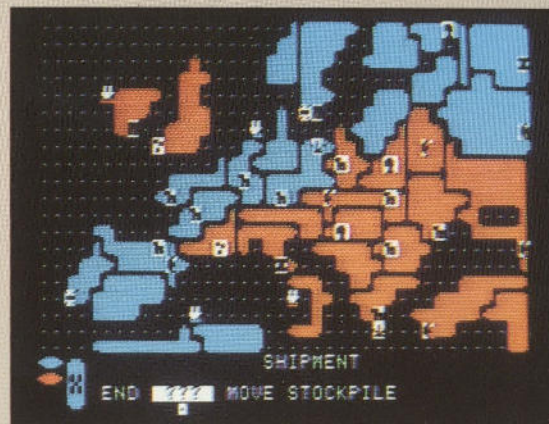
Nice Guys End Up With Madagascar.

Your goal is to conquer the world by capturing individual countries. Make treaties. Trade resources. Arrange alliances against the strong, or gang up on the weak. But no alliance lasts forever, so watch your back. Drop your guard and you'll end up on a small, obscure island – watching your "allies" divvy up your empire.



A Great Strategy Game.

♣ Choose your home countries and deploy your forces with care. When the time is right, launch an attack on your opponent's countries. Take his gold. Take his dignity. But watch out for his revenge. ♣ Attack and defend with three kinds of forces: infantry, cavalry, and ships for attacks across water. ♣ Up to five valuable resources distributed throughout the world. Attack countries containing gold, timber, coal, iron, or herds, then use your new wealth to purchase additional forces. ♣ 4 levels of difficulty. Infinite variations of force, transport, resources, and alliances for unlimited strategic depth. ♣ You determine the luck factor. The better you are, the less you'll need.



Better Than Any Board Game.

♣ Computer graphics and sound. ♣ An intelligent opponent for exciting one-player games. ♣ Unlimited variety of game maps. Design your own, or choose from 19 built-in worlds like Today's World, Ancient Rome, or North America. All have unique strategic challenges. ♣ The computer will generate unlimited random game maps. Set the amount of water, the number of countries, and their size. Create simple maps for beginners, or complex maps for advanced players. Save your favorites. ♣ Fast game play. The computer counts the forces, resolves the battles, and handles all manual details – freeing you to concentrate on more important things – like crushing your opposition.



ELECTRONIC ARTS™

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