

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.



These screen shots represent Apple II version. Other versions may differ.

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.

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.



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LORDS OF CONQUEST

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C64/128

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LORDS OF

CONQUEST™



by Eon Software Inc.



ELECTRONIC ARTS®

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."



ELECTRONIC ARTS®
Home Computer Software

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 a stamped SAE to: Electronic Arts, 11/49 Station Road, Langley Slough, Berks, England.

Game design and programming by Eon Software (Bill Eberle, Peter Olotka, Jack Kittredge, Trevor Western) and Ted Schmeckpeper.

Music: Mark Sutton-Smith.

Producer: David Grady

EuroPackage design: Grapplegroup Ltd.

This program utilises GraForth DOS and "Electric Duet Music Synthesizer" developed by Paul Lutus.

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