

MARS SAGA™

Westwood Associates



C64
128


ELECTRONIC ARTS®



The Westwood team originally conceived of Mars Saga after their bus made a wrong turn on their way to scenic Hoover Dam. While looking for loose change in the coin slot of a pay phone, Joseph accidentally triggered a hidden teleport mechanism, plummeting the sightseers into a barren landscape of red rock and violent, merciless dust storms. The Westwood team quickly adapted to these surroundings. In their homeland of Las Vegas, conditions such as these would be considered a 'good day' by local standards. After this snapshot, Paul unearthed a small leather-bound book with large, friendly letters printed on its cover. Using the vast information in this book, the stranded group managed to 'hitchhike' home...

Original Game Design: Louis Castle & Brett Sperry

Software Design and Programming:
Westwood Associates

Commodore 64 Programming: Louis Castle

IBM/Tandy Programming: David Dettmer

Apple II Programming: Andrew Bagdanov

Associate Producer: Roland Kippenhan

Package Design: Jamie Davison Design, Inc.

Package Art: David McMacken

Screen Photography: Steve Unze

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Life is Cheap on Mars.



Either that's the entrance to the lost city, or the air in your vac-suit is going to have to last for a long, long time.



The cities of Mars are crawling with the most dangerous animal of all: Man.



Should you bluff your way out, or teach them the way of the pulse laser?

2055 A.D. Man has finally set foot on Mars, and established colonies. That's the good news.

The bad news: Mars is a prison colony, and you're stuck there.

There is one way to get off this asteroid of hell. Figure out what happened to Proscenium, the new outpost that has fallen mysteriously silent.

But that bounty on your head and that water in your tissues make you a pretty inviting target.

A New World of Science Fiction Role-Playing.

- Each character can learn up to 21 advanced skills, from Language and Programming to Arc Gun and Street Skills.
- Automapping shows you where the "hot spots" are in cities, mines, caverns, tunnels, and the planet surface.
- Animated, top-down view illustrates combat in living and dying color.
- The most COMPLEX combat tactics yet, with multiple moves per round. Or the SIMPLEST, if you let the computer give the commands.



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ISBN 1-55543-251-4



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COMMODORE 64 & 128*

**in C64 emulation mode; 64K*

1541 or 1571 disk drive req'd

Blank disk required

1 player; Joystick optional

THE MARS SAGA

1692