

SENTINEL WORLDS™ I

FUTURE MAGIC™

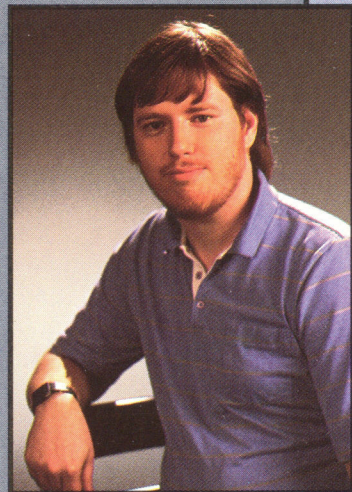


A Science-Fiction
Role-Playing Mystery.

C64
128


ELECTRONIC ARTS®

Karl Buiter has been in love with outer space since he first saw "*2001: A Space Odyssey*." He was four years old at the time. It was in high school that he built his first computer space game—a multi-terminal project for an HP 2000. Karl is also the designer of *EOS: Earth Orbit Station*, which is based on NASA's plans for the next 50 years of space exploration. When he's not working on his next game or hitting the beaches, he's playing with his digital drum system at his home in Southern California.



Designed and programmed by:

Karl Buiter

Computer Graphics: **Michael Kosaka**

Sound and Music: **Dave Warhol**

Producer: **Dave Albert**

Assistant Producers: **James Bailey,**

Mike Meischeid, Chris Wilson

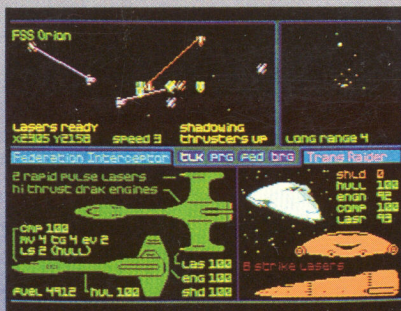
Package Design:

Woolward, Dickson + Company

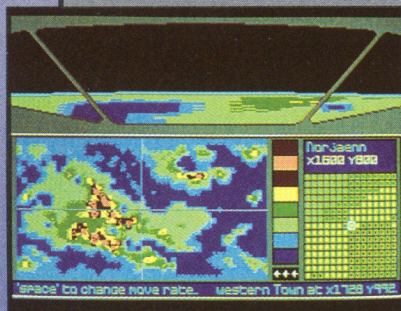
About the company: We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm, we think there's a good chance for success. Our products, like this program, are evidence of our intent. If you'd like a product brochure, please send \$1.00 and a stamped, self-addressed envelope to: Electronic Arts Catalog, 1820 Gateway Drive, San Mateo, CA 94404.

Electronic Arts provides a 90-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. Software ©1988. Package design ©1988 Electronic Arts.

Something has gone awry...



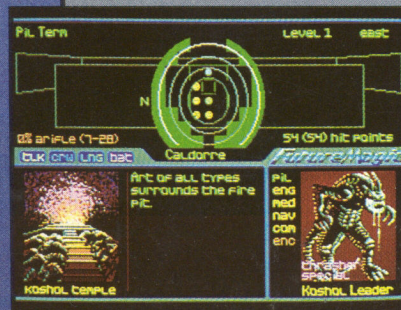
Obliterate or Interrogate? Should you atomize a raider or board his ship for a little tête-à-tête!



Prepare to touch down on Norjaenn. From the bridge, it all looks deceptively peaceful.



Rove Ceyjavik in your ATV. Discover why the Bio-Research outpost seems suddenly deserted.



Explore the tunnels of Caldorre. Your combat helmet sees where the human eye cannot.

in the Caldorre System. Cargoliners, shuttling supplies to the outlying frontier, are being mysteriously destroyed by raiders. Commissioned by the Federation, a squadron of Interceptors—including your crew of 5 cadets—is sent to end the senseless destruction. It's a mission fraught with intrigue, suspense and danger.

"GRIPPING...POWERFUL...You won't want to turn off the computer."

Bailyar Jameson, Federation Dispatch

"...a dramatic tale, sure to become a legend in sci-fi role-playing..."

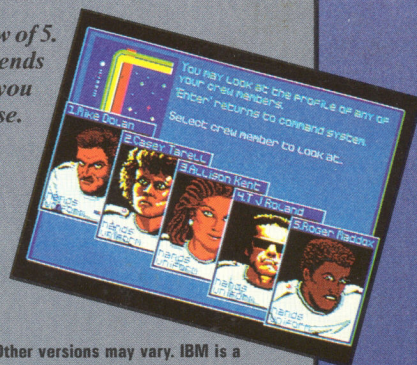
Albert Davyck, Uranus Online Daily

"Buiter's deft touch redefines the mystery genre."
InterGalactica Week

*Hand-pick your crew of 5.
Your success depends
on the characteristics you
choose.*



ELECTRONIC ARTS®



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COMMODORE 64, 128*; 64K

**in C64 emulation mode; NO ON-DISK COPY PROTECTION; Paragraphs req'd 1541 or 1571 disk drive req'd; Joystick recommended; 1 player*

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1876