

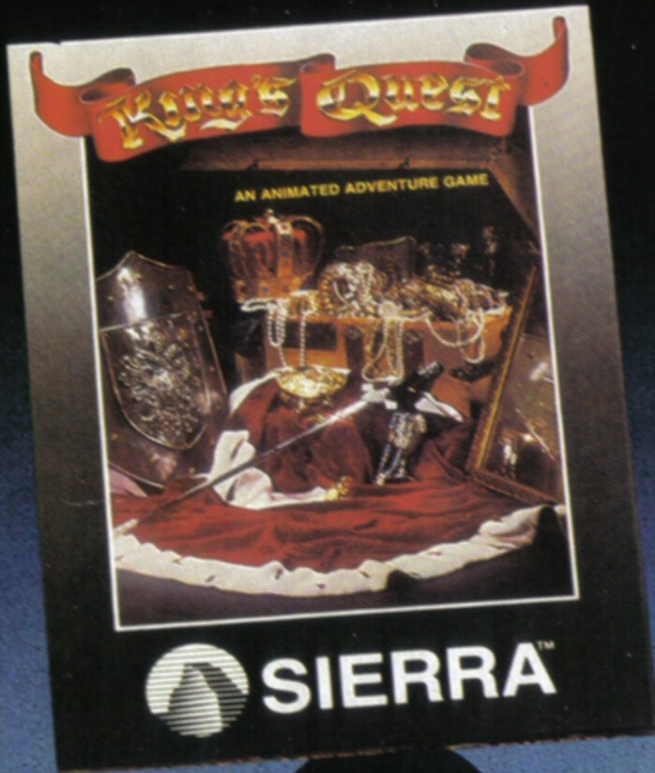
ONE DOLLAR

CATALOG 1987



S I E R R A

A Legend con



Suggested retail price for each King's Quest adventure game is \$49.95

...ves to life

Remember the fantasy and adventure stories you read as a child? They invoked mental images and emotions you may not have felt before or since. Images of knights in shining armour and dark foreboding castles. Emotions of excitement, horror, pride and more.


Roberta Williams and her design team have developed a trilogy of adventure games which let you experience the magic again. Knights, kings, witches and other legendary characters come to life in the storybook world of King's Quest.

The King's Quest series of 3-D animated adventure games transports you and your family into the enchanted land of Daventry. Travel through a beautiful three-dimensional storybook that comes alive with animation.


Onscreen, animated characters pass in front of trees, behind rocks, and even in front of and around other characters. You can talk with kings, ride a magic seahorse or even be turned into a frog by a wizard. It's the most fun you can have playing an adventure game!

King's Quest 3-D animated adventure games, available for many popular computers, use the graphics and animation capabilities of micro computers to their fullest. Move around onscreen by using either keyboard or optional joystick or mouse. As Computer Games magazine put it, "It's like playing an animated cartoon."

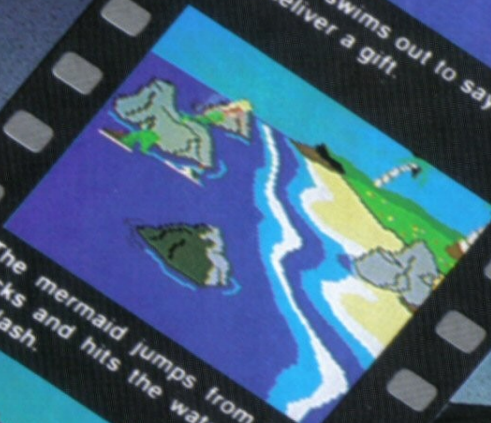
**KING'S
QUEST III
NOW
AVAILABLE**



The pretty mermaid in King's Quest II waves her tail cheerfully as the waves hit the rocks.



Graham swims out to say hello and deliver a gift.



The mermaid jumps from the rocks and hits the water with a splash.



She sends a magic seahorse to help Graham on his way.

Hint books are available for all 3-D animated adventure games (see order form).

A SCI-FI SPOOF

WITH GREAT SPECIAL EFFECTS

Who is Roger Wilco and how did he narrowly escape the evil Sarians when they seized his spaceship?

How did such an obvious low-life gain the confidence of the super intelligent and usually discriminating Keronians?

Find the answer to these and other questions when you join Roger Wilco in **Space Quest - Chapter I: The Sarien Encounter**.

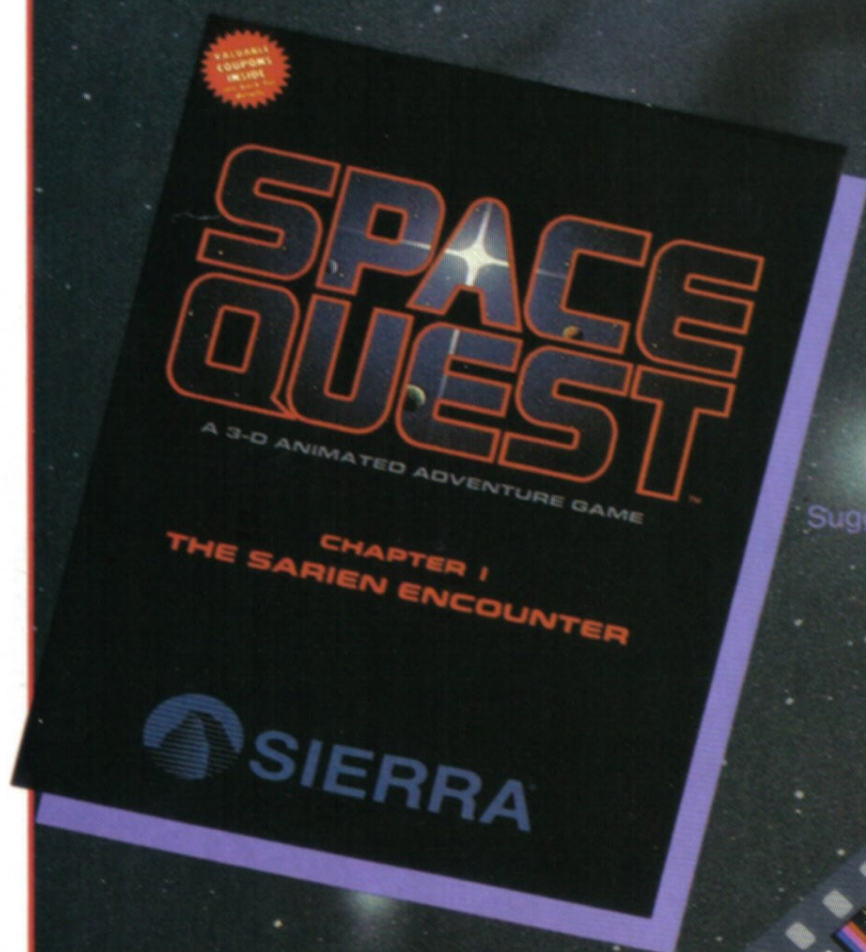
Space Quest is a 3-D animated adventure game set in deep space. Assume the identity of Roger Wilco, sanitation engineer turned space-age swashbuckler. As Wilco, you become the last surviving crew member of the space laboratory Arcada when you accidentally escape a hostile ship-napping by the evil Sarians. Assist Wilco as he boards enemy ships, explores alien landscapes and meets creatures as weird as anything found in *Star Wars* or *Star Trek*.

Space Quest has special effects that rival the great science fiction movies of this decade. You'll witness exploding spaceships, crash land on alien planets, and even pilot a "skimmer" across desert wastelands at lightning speed. You've never experienced anything like it!

Space Quest features superior 3-D graphics, advanced animation, action sequences and all kinds of elaborate surprises. A new windowing system reveals player information quickly and in a colorful fashion.

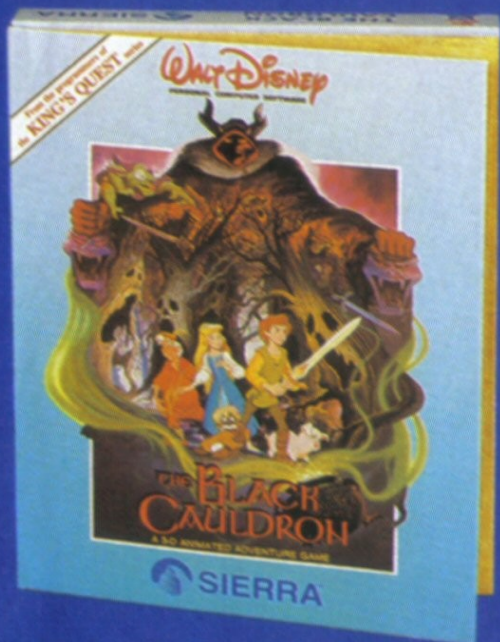
These features combine to make **Space Quest** one of the funniest and most fascinating games you'll ever play.

Suggested retail price
\$49.95



Hint books are available for all 3-D animated adventure games (see order form).

DISNEY: THE ULTIMATE IN ANIMATORS TEAMS UP WITH SIERRA



There's no greater name in the field of animation than that of Walt Disney. He made animation into an art form, and created stories and characters the world continues to love. Today his successors at Walt Disney Productions carry on the tradition.

Never ones to be behind the times, the people at Disney recently decided to bring their characters to the computer screen. In their endeavor to make the Disney characters as real on a computer monitor as on the big screen, Disney teamed up with Sierra On-Line, creators of the unique 3-D animated adventure technology first introduced in the blockbuster King's Quest.

Disney and Sierra collaborated to bring **The Black Cauldron** to the computer screen. Disney artists and designers worked with Sierra artists and programmers to produce an animated adventure game that's another bestseller!

Suggested retail price
\$39.95

The Black Cauldron is based on the Lloyd Alexander's Newbery Award-winning collection of children's books, "The Chronicles of Prydain." Although designed specifically for young adventurers, like most Disney releases it's a favorite with young and old alike.

"...a perfect outing for
young adventurers."

Questbusters

"...an enchanting, animated
adventure."

Computer Entertainer

"...a Class A adventure
game."

Media & Methods

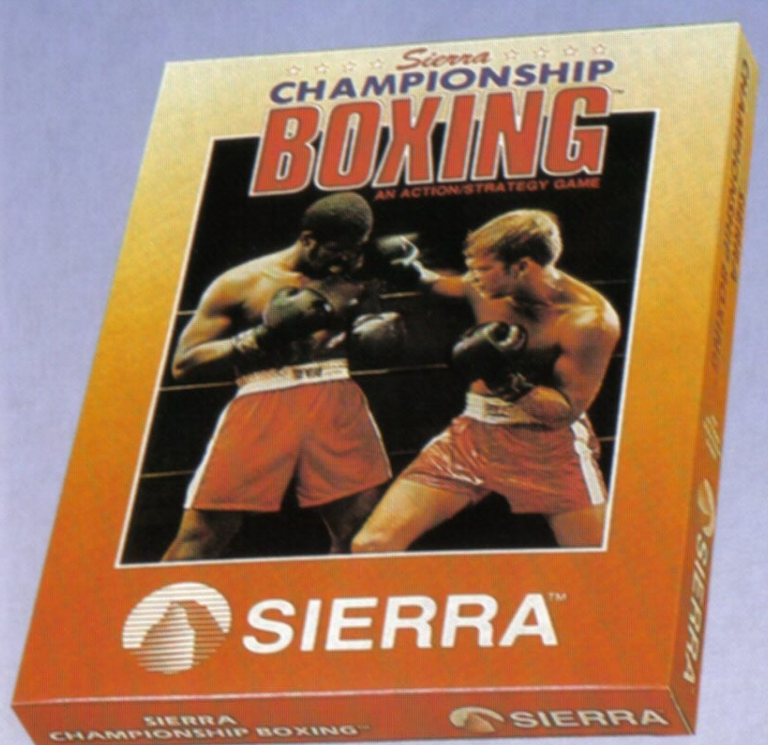
Hint books are available for all 3-D animated
adventure games (see order form).



The Walt Disney Company

"THE MOST EXTENSIVE SPORTS GAME EVER CREATED FOR A COMPUTER"

- Infoworld

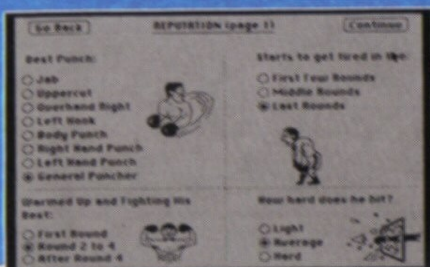


Suggested retail price from \$24.95

Make strategy decisions from ringside.



Create your own boxers and define their statistics.



Is sheer brutality really the basis of a multi-million dollar sport? Or is there more to boxing than meets the eye?

If you've never been in a boxing match, you've never experienced the mental side of boxing: the factors involved and the strategies employed. Anyone can understand the heavy hitting tactics of a brawler like Rocky Marciano, but do you really understand the delicate "scientific boxing" style of a more strategic boxer like Sugar Ray Leonard?

Now Sierra has given you the opportunity to learn and compete in the complex sport of boxing. With **Sierra Championship Boxing**, you can recreate history's greatest bouts or stage your own from a list of over 50 famous boxers of past and present. You can be the trainer and decide strategies for some of the biggest boxers of all time. "Develop" your own boxers by defining characteristics such as weight, height, stamina and best punch. Or choose the arcade mode and "duke it out" in a battle against the computer or another player. The computer acts as the referee and calculates "the decisions" while you watch from the safety of ringside.

Sierra Championship Boxing recreates the "blow by blow" action of professional boxing using excellent graphics and animation. The software package comes with two different manuals to explain the art and strategy of boxing, plus a booklet on the history of this traditionally brutal and intensely strategic sport.

FLY WITHOUT WINGS

Over the last half decade, Microsoft and Sublogic have sold hundreds of thousands of flight simulators. At this moment, a whole squadron of PC pilots are flying across the nation carefully evading spreadsheets and databases. Popular software products simulate the Piper Club (a small single engine plane), the Pitts Special (biplane), and even the F-16 fighter (jetplane). It seems that all these companies think you have to be born (or borne) with wings to fly.

Now there's a better form of flight to simulate. It makes no restrictions on takeoffs and few restrictions on landings. You can fly sideways, straight up, or even come to a complete stop in mid-air.

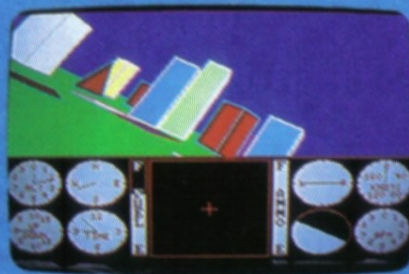
Sierra's **3-D Helicopter Simulator** is based on the power and performance of McDonnell/Douglas's powerful "Apache" helicopter. The software comes with a complete set of manuals which will instruct you on how to fly the craft, what its limits and restraints are and how to handle emergency situations as they arise.

You'll takeoff and land at Los Angeles International Airport. Learn navigation in the skies above Paris. Even experience a firefight in a battle to the death with another helicopter above Manhattan.

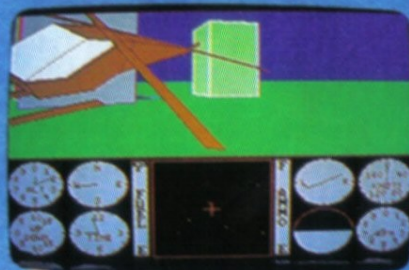
The **3-D Helicopter Simulator** opens up a whole new age of flight simulation.

SPECIAL FEATURES

Compete against other players on other computers through a modem hook-up. 1200 baud modem or better required. Call Sierra Sales Department for more details. Joysticks optional.



Fly over major cities.



Go head-to-head with an enemy gunship in a mission over Manhattan.



Suggested retail price \$39.95

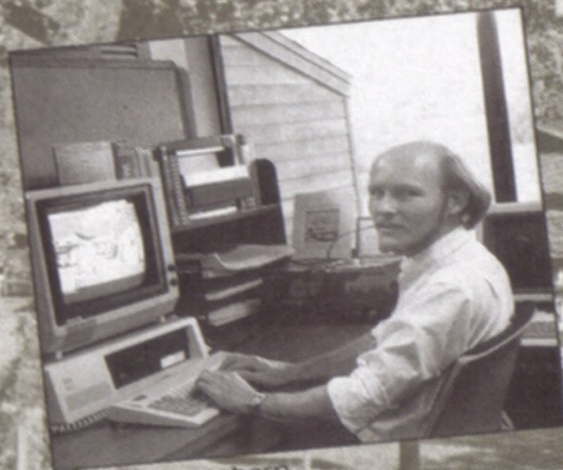
Welcome to Coarsegold



Sierra On-Line Building



Ken and Roberta Williams



Larry Weissenborn

High in the Sierra Nevada mountains, just minutes from Yosemite National Park and the famed Half Dome, lies the small community known as Coarsegold, California.

About a century ago, Coarsegold was a boom town of more than 16,000; an entertainment capitol and supply stop for the first loggers to harvest the mammoth redwoods, and the last miners searching for the mother lode.

Today, Coarsegold is a lazy little town of less than 1,600. There are no traffic jams, no long lines at the supermarkets, and salesmen don't come to call. It's 40 miles to the nearest traffic light. It's the kind of place that attracts artists and craftsmen...the mountain home of Sierra On-Line.

Coarsegold is an odd place to find a software company, especially an industry leader. It is over 300 miles and 3,000 feet in elevation from the software mecca known as Silicon Valley. How is it that a high-tech company can prosper in a backwoods, no-tech mountain community?

Different people have tried to analyze Sierra and the Sierra way of life. In his book, *Software People*, Broderbund President Doug Carlston calls Sierra On-Line "a software empire." In *Hackers*, Steven Levy refers to us as "Sierra Summer Camp." Somewhere between the business mentality the word "empire" denotes and the programmers' commune image that "summer camp" brings to mind, lies reality: the working conditions and company philosophy that has made Sierra one of the largest and possibly the oldest of all independent micro-software publishers.

Sierra is designed around the philosophy of founders Ken and Roberta Williams. A philosophy that states that college degrees and neckties are nice, but hard work and good ideas make for quality software. The staff arrives at work early and stays late. People talk about how to make things better, faster, prettier and easier to understand. Some don't wear shoes; tee-shirts and shorts are the clothing of choice. But they are all dedicated to designing, programming, debugging, packaging and supporting the very best software they know how to make.

gold, California

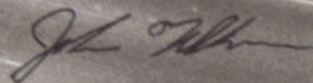
Take, for instance, Larry Weissenborn. Larry started with Sierra five years ago as a production employee and is now head of our Quality Assurance (debugging) Department. Larry is what some people call "detail oriented." Our programmers call him a nit-picker (but only when they don't get enough sleep). Regardless of what you call him, Larry has shown a unique talent for finding bugs in software products. He established his art early in 1983, when he was able to get Sir Graham to walk through trees in the original King's Quest. Since that time, he has helped exorcise "bombs," "blow-ups" and just plain "bugs" from over 50 products.

Barbara Donnelly of Sierra's Product Support Department is one of Sierra's front-line soldiers in the war against customer unhappiness. In the last five years, Barbara has braved her way through 10 new and revised word processing products, and given helpful hints on eight of the most popular adventure games ever released. Barbara has talked novice computerists through the traumatic process of installing software on a hard disk. She can tell you how to get underlining and boldface on your new parallel printer card. She can also tell you how to find the mermaid in King's Quest II. It takes a special kind of dedication to come to work every day knowing that you'll be on the firing line for eight hours. Barbara has that kind of dedication.

Jeff Stephenson is unarguably the best programmer in the Sierra Nevada mountain range. Jeff started his micro-software career by converting the Visicalc spreadsheet to the then prototype IBM PC. He has designed word processors an eight-year-old could learn in no time and is one of the elite talents that helped create the 3-D development system (the technology that is the secret to our very popular 3-D animated adventure games).

Mary Kay Gerth is a sales representative at Sierra. Mary Kay works on the incoming order lines, placing orders and riding herd over the paperwork. She can tell you the status of any order from the time she takes it until it leaves the shipping dock. If there's a problem with an order she fixes it, and if there's a delay for some reason she makes it as short as possible. She knows that getting customers what they want quickly is the first priority.

Here at Sierra we work hard at what we do so that we can give you the best software and service available. If you have suggestions that could help us better serve you, please drop us a line. Our job isn't just to make good software, it's also to build a lasting relationship with you, our customers, and we're always looking for new ways to achieve that goal. Thanks.



John Williams
Employee #001



Barbara Donnelly

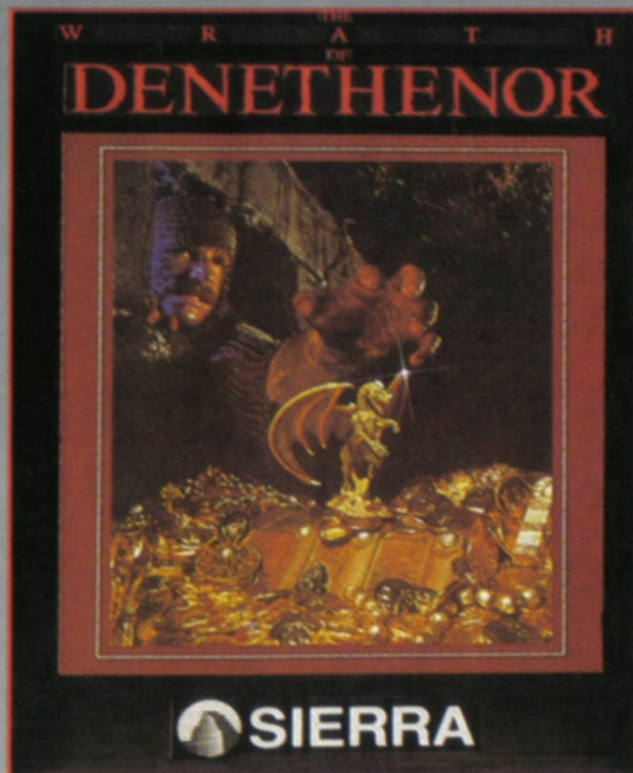


Jeff Stephenson



Mary Kay Gerth

FANTASY ROLE-PLAYING AT ITS BEST!



It's all the rage in college dormitories and hobby store backrooms! Groups of people playing a game made up of lots of little lead sculptures (usually elaborately painted), an assortment of dice with anywhere from 6 to 128 sides (yes, 128 sides!) and a playing board covered with little octagons, lines and drawings. At one end of the table, a person sits rolling the die and saying things like, "four damage...Sir Godfried."

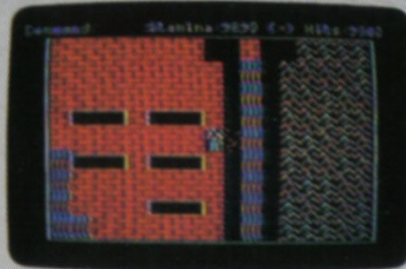
This is fantasy role-playing. Each player is given an alternate personality or "role" to play in a fictitious situation. The situation may be the saving of an imprisoned king or the pillaging of an ancient tomb. The whole game is presided over by the "Dungeon Master" who invents situations and calculates the success of the players through a system of player's manuals. Probabilities are decided by the roll of the dice.

In **Wrath of Denethenor**, the program takes on the role of the Dungeon Master and the computer calculates your probability to succeed as you play.

As the player, you become a thief and scoundrel in a fantasy world. There are many great adventures to be experienced and an ultimate goal to achieve. During the course of the game, you may rob banks, pillage treasures of kings, initiate bar brawls and engage in sea battles. As you play, your "character" grows in skill and knowledge and you'll learn magic spells to move through locked doors, turn invisible or stop time. **Wrath of Denethenor** offers a universe in your computer where almost anything is possible!



Magic scrolls show you the countryside.

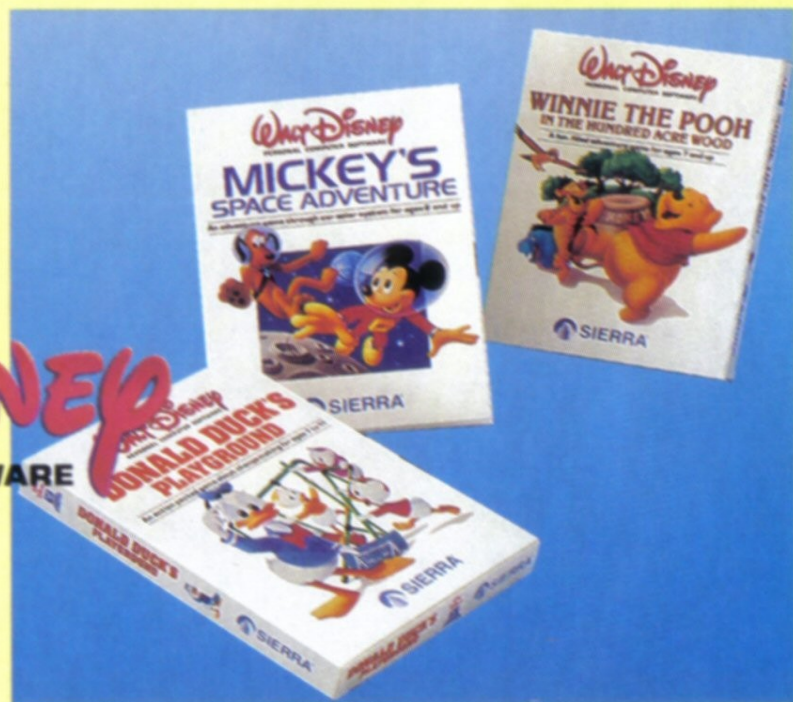


Travel through Deledain by day or by night.

Suggested retail price
Apple \$24.95
Commodore \$19.95

WALT DISNEY

PERSONAL COMPUTER SOFTWARE



THE SIGNATURE THAT STANDS FOR QUALITY

When it comes to quality family entertainment, no name stands more proudly than that of Walt Disney. The man and his successors have over 50 years of experience in entertainment and over 30 years of making children's education into something fun.

One of the more forward thinking projects Disney has become involved in is personal computer software. Teaming up with Sierra, Disney has used expertise gained from over 30 years in the school courseware market to produce a line of educational software products for the home market.

By putting the emphasis on fun, Walt Disney and Sierra have developed a series of games that both entertain and teach valuable skills, featuring popular characters kids have known and loved for decades. Children learn planetary science as they tour the solar system with Mickey Mouse and Pluto in **Mickey's Space Adventure**. They work with Donald to provide funding and materials for a new playground for Huey, Dewey and Louie in **Donald Duck's Playground**. They learn to read maps and reinforce new reading skills with Winnie the Pooh and friends in **Winnie the Pooh in the Hundred Acre Wood**.

Next time you're looking to give your children software they will both enjoy *and* learn from, look to Disney, the name that has meant quality family entertainment for over 50 years.

Joystick required on Commodore and Apple versions of Donald Duck's Playground.



Learn about the planets as you explore the solar system with Mickey Mouse.



Learn to make change for a duck as you help Donald build a playground.

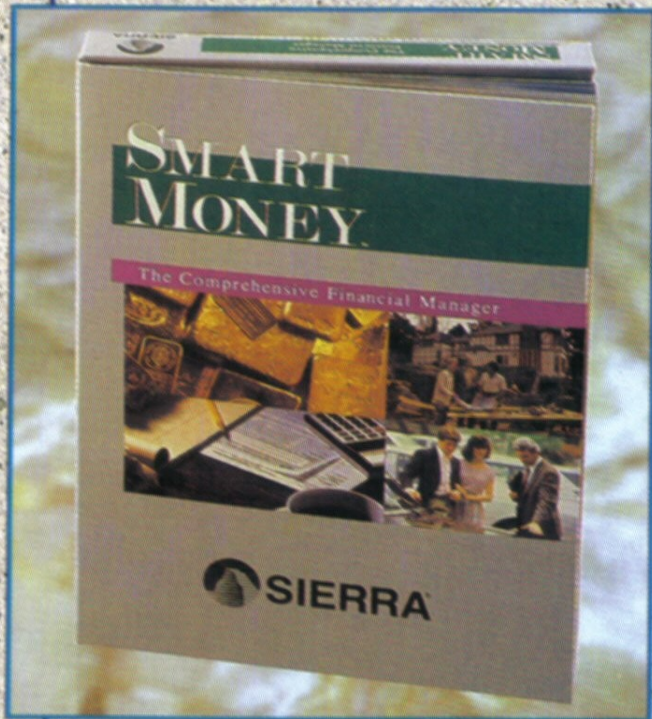


Young readers will love being Winnie the Pooh's hero.

Suggested retail from \$24.95

© The Walt Disney Company

The Comprehensive Financial Manager



Suggested retail price
\$79.95

Month	Actuals	Budget
January	308.04	280.00
February	263.72	275.00
March	271.32	275.00
April	278.50	280.00
May	285.11	280.00
June	292.38	285.00
July	298.80	290.00
August	248.72	240.00
September		240.00
October		238.00
November		232.00
December		225.00

Press **6** or **7** to see choices.
Press the **CURSOR** keys to move.
Press **F1** to show account data.
Press **F8** to cancel.
Press **F10** to help.

You can set up budgets then measure against actuals as they occur.

Payment #	Principal	Interest	Balance
1	77.76	1,136.25	148,922.24
2	78.36	1,135.65	148,843.88
3	78.96	1,135.05	148,764.92
4	79.56	1,134.42	148,685.36
5	80.15	1,133.80	148,605.19
6	80.81	1,133.20	148,524.38
7	81.42	1,132.59	148,442.93
8	82.08	1,131.92	148,360.87
9	82.69	1,131.30	148,278.18
10	83.32	1,130.66	148,194.86
11	83.97	1,130.04	148,110.89
12	84.61	1,129.42	148,026.28
13	85.27	1,128.74	147,941.01
14	85.92	1,128.09	147,855.09
15	86.58	1,127.42	147,768.50

Generate schedules that help you meet financial goals (equity accumulation, annuity cash flow, savings accrual).

Do you spend more time comparison shopping for a refrigerator than for a home loan? Do you know how to weigh all the options available? Have you forgotten to pay an important bill?

Successful cash managers will tell you financial success isn't just a matter of salary -- it's what you do with your money that counts. You can live a hand-to-mouth existence on \$20,000 a year or \$70,000 a year. It's all too easy to let your paycheck slip through your fingers and not even know where it's gone.

The key to building a solid financial position is getting a handle on your spending.

Smart Money helps you gain control of your day-to-day and long term finances. You can set up a budget and receive feedback on whether you are living within it. The program tracks your bills and reminds you a few days before each mortgage payment, phone bill, insurance payment, etc. is due. **Smart Money** will even help you reconcile your credit card and checking account statements at the end of each month.

As **Smart Money** handles transactions, it automatically records them into the proper accounts so that you'll have accurate tax information at the end of the year. **Smart Money** will give you both a micro and macro view of where your money is going, so you can make better financial decisions.

Smart Money will help you make wise investments in stocks and in IRA's. It will help you save for major expenditures and help make decisions on when and how much to borrow. **Smart Money** even prints out reports like profit and loss statements and investment analyses to give you all the information you need to manage your finances.

At only \$79.95, **Smart Money** pays for itself quickly. It's the tool you need to make your home or small business finances work for you.

Smart Money demo disks are also available. See order form.

THE WORD PROCESSOR FOR ALL REASONS

Over
100,000 units
sold to date!

Designed for managers, secretaries, students, **HomeWord Plus** contains the features demanded by professional users, yet is easy enough to be used by beginners.

FOR THE BEGINNING USER

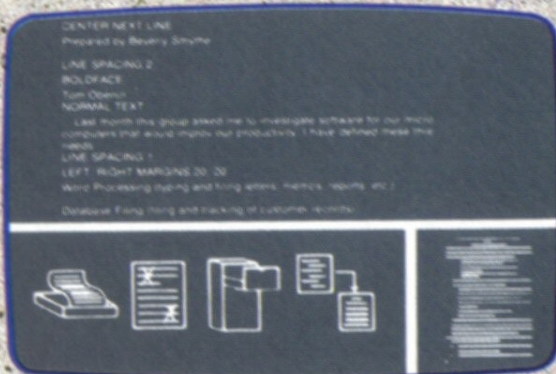
- an introductory tutorial takes you through the basics
- on-screen menus, so you don't have to memorize any commands
- Sierra's friendly, helpful Customer Support staff

FOR THE PROFESSIONAL USER

- an integrated spelling checker you can customize
- 80-column and 24-line screen display options
- an on-screen overview of the current page to help you create extra-fancy layouts
- line spacing, margins, justification adjustable anywhere within the document, moveable tab settings
- automatic outlining using decimals, numbers (Arabic and Roman), letters, bullets
- underline and boldface type styles
- global search and replace
- file linking and file merging
- not copy protected, to allow convenient backup of the program disks
- installable on hard disk
- and much more!

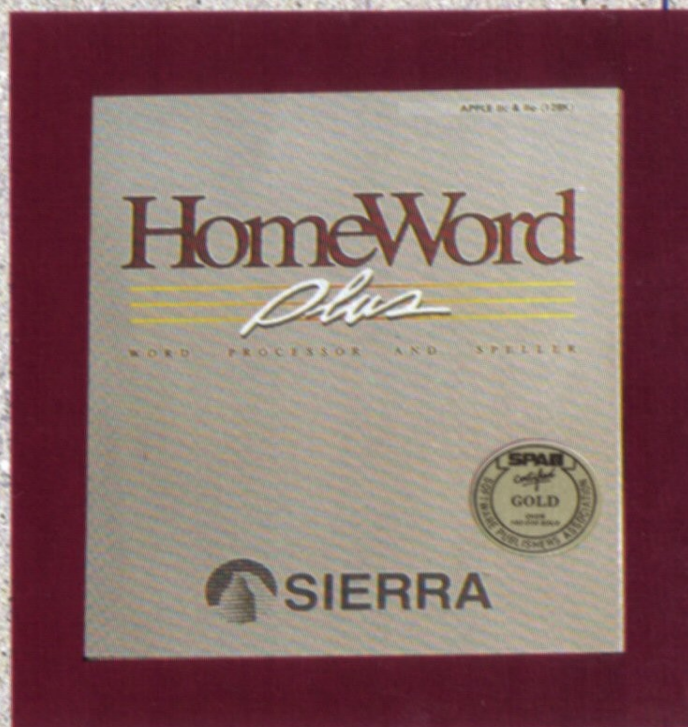
The **HomeWord Plus** word processor and speller: everything you'll ever need in a full-featured word processor!

Suggested retail price
IBM/Apple \$69.95 Commodore \$49.95



Completely menu driven, for those whose time is too valuable to memorize a lot of commands.

Outstanding Software Award
(Creative Computing)
Gold Medal for Best Word Processor for the Home
(Software Buyer's Guide)
1986 Nomination for Best User Interface
(Software Publishers Association)
1986 Nomination for Best Productivity
(Software Publishers Association)



Also available: **HomeWord Filer**, the database filer, form letter and mail merge system, all in one!



OneWrite Series

THE QUICK AND EASY WAY TO GET ACCOUNTING PAPERWORK DONE

The **OneWrite Accounting Series** was designed to emulate the most effective paper accounting system available, the "pegboard" or "onewrite." Computerized OneWrite is a surefire weapon against bookkeeping backlog. It cuts time spent posting and processing paperwork. **OneWrite** eliminates errors, and provides you with up-to-the-minute accounting reports that monitor the heartbeat of your business.

According to the time study at right, it takes a good accounting department about 32 hours and 20 minutes to perform basic monthly bookkeeping procedures. **OneWrite** takes half a working day. **OneWrite** will also save you time (and therefore money) when performing any of these procedures:

- Credit memos
- Mailing lists
- Mailing labels
- Trial balance
- Cash receipts journals
- Chart of accounts
- Disbursements journals (by account)
- Debit memos
- Vendor lists
- Customer Ledgers
- Check registers
- Vendor files
- Disbursements journal by check
- and more!

The **OneWrite Series** is available in individual modules (Cash Disbursements, Accounts Receivable, General Ledger) or as a complete Bundle.

The **OneWrite** system will save you time and money you used to spend doing simple paperwork like checks and invoices. Consider the following time study:

MINUTES SPENT WRITING AND POSTING A CHECK

- Posting to a vendor account (if such accounts are kept)
- Adjusting bank balance and posting transaction
- Posting expense (or purchase) to all affected accounts
- Posting to a vendor account (if such accounts are kept)
- Reconciling the check against statement

Manual	OneWrite
1.5	.75
0.5	Automatic
1.5	Automatic
0.5	Automatic
0.5	.10
4.5 minutes	.95 minutes

With **OneWrite**, the same process takes less than one minute -- and there will be no errors in posting.

MINUTES SPENT WRITING AND POSTING A CREDIT SALE

- Typing original invoice (including computing total and taxes)
- Posting the transaction to appropriate accounts
- Posting to the credit account of the customer
- Generating a monthly billing statement (including interest rates)
- Typing the mailing label

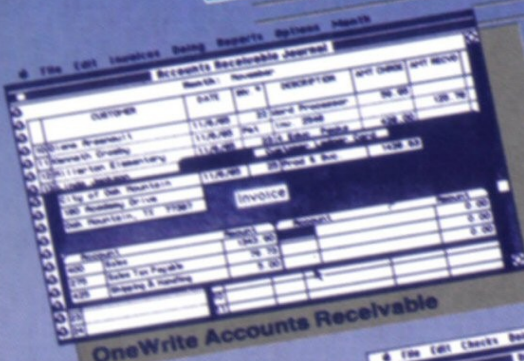
Manual	OneWrite
3.0	1.75
1.5	Automatic
0.5	Automatic
2.5	Automatic
0.5	Automatic
8.0 minutes	1.75 minutes

OneWrite will do the same work in less than two minutes -- and without errors that might upset your customer or cost you money. **OneWrite** cuts time spent on this kind of paperwork by 75%. But that's just the beginning. Consider this time study on creating a report for a company that writes about 100 checks and 100 invoices a month.

MINUTES SPENT PERFORMING BASIC BOOKKEEPING PROCEDURES

- Writing 100 checks
- Posting 100 credit sales (100 x 8.0 minutes)
- Creating credit report (1 per month)
- Totaling accounts
- Generating balance sheet
- Generating income statement
- Generating vendor year-to-date purchasing report
- Generating year-to-date sales report
- General journal entries (closing)

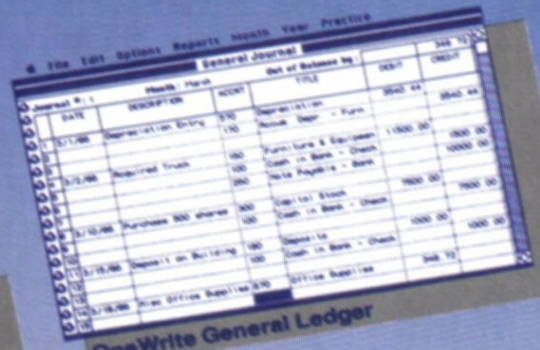
Manual	OneWrite
450	95
800	175
90	Automatic
60	Automatic
120	Automatic
120	Automatic
90	Automatic
90	Automatic
120	Automatic
1,940 minutes	270 minutes



OneWrite Accounts Receivable



OneWrite Cash Disbursements



OneWrite General Ledger

Suggested retail price
\$59.95 individual
\$89.95 all three



SIERRA®

SIERRA ON-LINE, INC. • P.O. BOX 485 • COARSEGOLD, CA 93614

- NEW PRODUCTS!
- SPECIAL OFFERS INSIDE!
- OVER SEVEN YEARS OF DEDICATED SOFTWARE EXPERTISE!

BULK RATE
U.S. POSTAGE

PAID

Coarsegold, CA
Permit No. 16

SIERRA CATALOG ORDERING INFORMATION

If you can't find the Sierra software product you want at your local software store, you can order it directly by mail or by phone.

TO ORDER BY MAIL:

Please fill out all information on the order form completely, then use the attached business reply envelope to mail your order. Include your check or money order, or credit card information. Please do not send cash. C.O.D. orders accepted for amounts over \$35.00.

If California sales tax or special shipping charges apply to your order, be sure to include calculation of these charges.

TO ORDER BY PHONE:

Please call **800-344-7448** (United States) or **209-683-6858** (outside U.S.) between 8:00 a.m. and 5:00 p.m. Pacific Standard Time to order by phone. Have your credit card (Visa, MasterCard or American Express) and order information ready. We cannot accept any other payment method for phone orders.

NOTE: The above 800 number is for placing orders only; for Technical Support, please call 209-683-6858. Technical support hours are from 8:00 a.m. to 5:00 p.m. Monday through Friday, Pacific Standard Time.

SPECIAL SHIPPING AND HANDLING

Regular shipping and handling is FREE within the U.S. Please allow up to three weeks for delivery. For faster U.S. delivery (within 72 hours of our receipt of order if product is in stock), add \$4.00 per unit ordered in the box on the order form marked *Special Shipping and Handling*.

Foreign shipments or C.O.D. orders must add \$4.00 per unit ordered. Please allow up to four weeks for delivery.

COUPONS: HOW TO EARN, HOW TO REDEEM

For each \$100 of *Total Merchandise* ordered from this catalog, you can earn a \$20 Sierra coupon which may be redeemed direct through Sierra on any future order. Be sure that you enter the number of coupons earned in the appropriate box on the order form. [Calculate the number of coupons earned by dividing *Total Merchandise* (minus any demo disks ordered, which come with their own \$5 coupon) by 100.]

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