

Deluxe Edition of The Classic Game Zombies

MIKE EDWARDS'

REALM OF IMPOSSIBILITY™



Featuring
a Unique
Two Player
Cooperative
Mode

WORKS ON BOTH

COMMODORE 64 1541 Disk Drive

ATARI HOME COMPUTERS Disk, 48K

1 or 2 Players; 1 or 2 Joysticks

REALM OF IMPOSSIBILITY

1075



ELECTRONIC ARTS



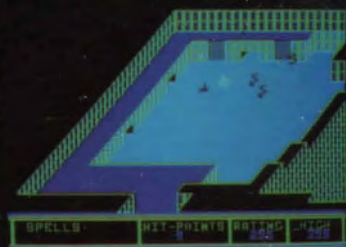
The Abyss. As in abysmal, a good description of your chances of getting the Freeze Spell scroll down those stairs in the center. The assorted vermin on top sure hope you'll try.



Spiders seem to like Abaddon. Question is, how do you feel about spiders? Ugly, mean spiders who can't wait to dance around your crumpled little body. Nice guys, spiders.



Cornered in the Crown Room in the Stygian Crypts. Now if you only had a Freeze Spell, or maybe a Protect Spell, or even a Confuse Spell . . . *anything* to get out of here alive.



About midway through Tartarus. The scroll on the left can keep you alive longer. The snakes on the right don't think that's such a hot idea. They'd rather see you dead.





Mike Edwards didn't start off to create Zombies. He just wanted a game he and his son could play together instead of against each other. And no taking turns. Everybody should get to play all the time.

He thought running from monsters, stopping them with crosses sounded neat – like watching a really good bad Friday night movie.

Mike's been having sort of funny dreams lately. And he's started insisting that someone's following him. Too bad. Seemed like a nice guy.

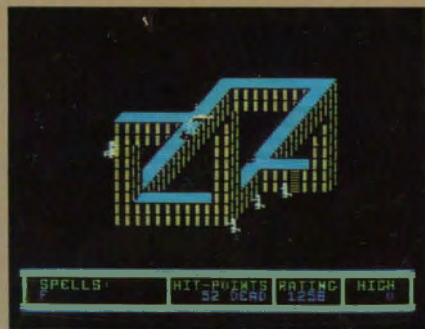
Programming and graphics: MIKE EDWARDS.
Original music: DAVE WARHOL. Producer: DON DAGLOW.
Package design: WILLIAM GIN. Package illustrations: ERIC JOYNER.

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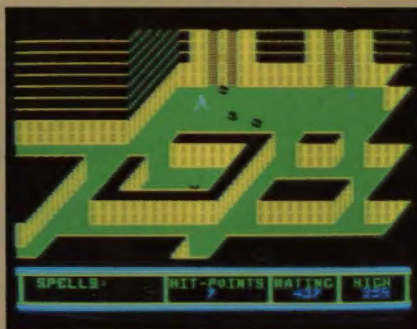
At First Things Were Just Creepy. Then They Got Totally Weird.

Running from zombies, snakes, giant spiders and packs of ugly, vicious little round things is tough enough when the dungeons are just mean. But some of these dungeons go way past mean, into the realm of the totally outrageous.

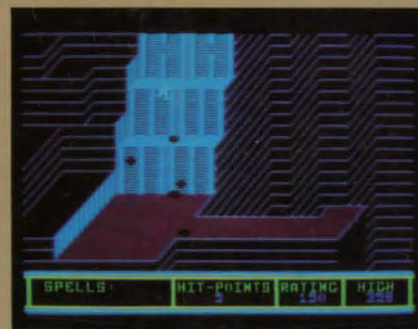
A friend can help, and chances are you'll need all the help you can get to make it all the way to the deepest part of the dankest dungeon.



Friend revives friend
on the Ethereal Plane



Orbs in hot pursuit
in the Mines of Minos



Trapped in the
Pits of Gehenna

13 Dungeons

129 Different Rooms

Dramatic Graphics and Fast Action

4 Levels of Difficulty. Easy to Severe.

Challenging Single Player Mode

A Unique Two Player Cooperative Mode That's Downright Funny as Well as Fun.



ELECTRONIC ARTS™

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 game, are evidence of our intent. If you'd like to get involved, please write us at: Electronic Arts, 2755 Campus Drive, San Mateo, CA 94403.

Electronic Arts provides a limited ninety day warranty on the recording media. See limited warranty statement enclosed. The warranty does not apply to the software programs themselves, which are provided AS IS.