

# WASTELAND™

COMMODORE C64 & 128\*

1541 or 1571 Disk Drive

64K; \*in C64 emulation mode

4 blank disks required

WASTELAND

1394



ELECTRONIC ARTS®

Interplay  
Productions







**DESIGN:**

Ken St. Andre  
Brian Fargo  
Alan Pavlish  
Michael A. Stackpole

**SCENARIO DESIGN:**

Ken St. Andre  
Bruce Balfour  
Daniel Carver  
Chris Christensen  
Elizabeth T. Danforth  
Bill Dugan  
Nishan Hossepian  
Stance Nixon  
Alan Pavlish  
Michael A. Stackpole

**GRAPHICS:**

Todd J. Camasta

**TESTING:**

Bruce Schlickbernd

**PRODUCER:**

Dave Alberl

**ASSISTANT PRODUCERS:**

James Bailey  
Chris Wilson

**ART DIRECTOR:**

Nancy Fong

**FRONT COVER ART:**

Barry Jackson

**PACKAGE DESIGN:**

James C. Blair

**B**elieved dead until this recent photographic evidence came to light, this motley gang of Desert Rangers was last spotted leaving the remains of a burning computer installation. Sources report their two year absence had something to do with the development of a computer project code named "Wasteland."

Seen here from left to right: Ken St. Andre, Michael A. Stackpole, Bill Dugan, Nishan Hossepian, Chris Christensen, Alan Pavlish and Bruce Schlickbernd.



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 program, are evidence of our intent. If you'd like a product brochure, please send \$1.00 and a business card addressed elsewhere 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©1987, 1988. Package design©1988 Electronic Arts.



# CIVILIZATION'S LAST STAND

**M**utants. Again. Even more than there were last time: they seem to materialize out of the very grains of the radioactive desert sand. Venomous yellow eyes. The black gunmetal glint of Uzis as they close in for the kill. There's nowhere to run, and nothing to rely on but your MAC 17 machine gun.

What a way to save the human race.



An oasis? A mirage? Or a whole new world of trouble?

## MORE REAL THAN YOUR WORST NIGHTMARE

- Roam the deserts of the American Southwest. Neon lights alone never made Las Vegas glow like this.
- All your actions are permanent. If you blow up the library, don't expect to check out books later.
- No swords. No spells. Pistols, rockets, submachine guns, laser weapons, and cunning are all the magic you need.

## STRATEGY IS EVERYTHING

- A whole new dimension in tactical combat.
- Plan your attack. Split up your party any time and put your specialists to work.
- Burn the whole clip. Fire a short burst. Or do the job with just one shot. How lucky do you feel?

## EXPLOSIVE STORYLINE

- Your characters gain real knowledge. Pick locks. Fire rockets. Disarm bombs. Decode messages. Learn survival skills that weren't in the Boy Scout manual.
- A cast of hundreds. Everyone wants to meet you—most of them in the worst possible way.
- Plenty of subplots, intricate puzzles, and graphic surprises await in the vast nightmare of a post-nuclear world.

## LOTS OF EXTRAS

- Top-down views, like *Deathlord*.™ Close-up characters, like *The Bard's Tale*.™
- Extra booklet details encounters with strange desert inhabitants.
- From the creators of *The Bard's Tale*™ series.



Why wait until you smell its breath? With your LAW rocket, you can mow down leather thugs at 50 feet.



In the old days, you wouldn't have been caught dead in a sewer. Today, you just might be.



Rank has its privileges.



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