THE MONUMENTS OF MARS!

Volume I — First Contact

Published by Apogee Software Productions
Created by Todd Replogle and Scott Miller

In *The Monuments of Mars!* you'll explore the famous Martian structures that many NASA scientists believe were built by an ancient Martian civilization. Several best-selling national books were used as sources in the creation of this game, including The Monuments of Mars, by Richard C. Hoagland. The many monuments include the "City", the "Fortress", the "Pyramid" and the most famous monument, the "Face", which is a one mile long structure that looks exactly like a human face!

In the game, NASA has sent several manned missions to explore the mysterious monuments...but every mission has ended in disaster. Soon after the astronauts landed on Mars NASA lost contact with them—and no one knows why.

You're the final hope. You have been chosen for a special mission to rescue the missing astronauts and to discover the secrets of the Martian monuments. The game begins just after your ship lands on Mars near the site of the "Cliff", one of the many monuments. Will you suddenly vanish like the astronaut explorers before you? Can you find the entrance to each monument and discover what secrets are hidden inside?

★　★　★　★　★　★　★　★

The Monuments of Mars! is an arcade/adventure game set in the near future as you explore a secret underground city on Mars. In the first volume ("First Contact") you will need to survive 20 unique and challenging levels (screens) filled with puzzles, traps, creatures and useful artifacts.

This game features great graphics and sound effects, plus a compelling and fascinating story. Features include save/restore, high score chart, sound on/off and keyboard configuration. Plus, this is the first game to give you unlimited lives! You will never see a "Game Over" message in *The Monuments of Mars!*, since you simply restart the level whenever you die. This will let you concentrate on solving each level without the hassles of constantly saving and restoring your game. This is a revolutionary feature that will be used in many future games by Apogee Software.

SPECIAL NOTICE: Due to the immense animation requirements of this game, it will not function on the original style IBM PCs that use the 8088 microprocessor (CPU). If your computer is equipped with an 8086, 80286 (AT), 80386, or 80486 then this game will run properly on your computer. A CGA, EGA or VGA graphics card is also required, along with at least 350k RAM.

This is the first of four volumes of *The Monuments of Mars!*, subtitled "First Contact". The other three volumes are: "The Pyramid", "The Fortress", and "The Face". The volumes should be played in sequence, since they continue the story to a climatic and shocking ending. Each volume is $10, or order all four for just $25. All orders must include an extra $2 shipping, etc. For registering you will get the newest versions, a hint sheet, and the special cheat codes.