

ARCTICFOX™

BY DYNAMIX



MATTOS



ELECTRONIC ARTS™

Where do you
sleep when you
own a 37-ton tank?

Anywhere you
want to.

■ From 0 to 100 mph in seconds!
Just imagine a 37-ton Corvette
in a hurry.

■ Your 150mm cannon cuts
through steel plating like a hot blade
through pudding. Go ahead...lose
your restraint!

■ Two mine-dispensers in back.
A not-so-subtle shock for
enemies on your tail.

■ Devastating line-of-sight guided
missiles. Once launched, they can't
be stopped. Don't get mad.
Get even.

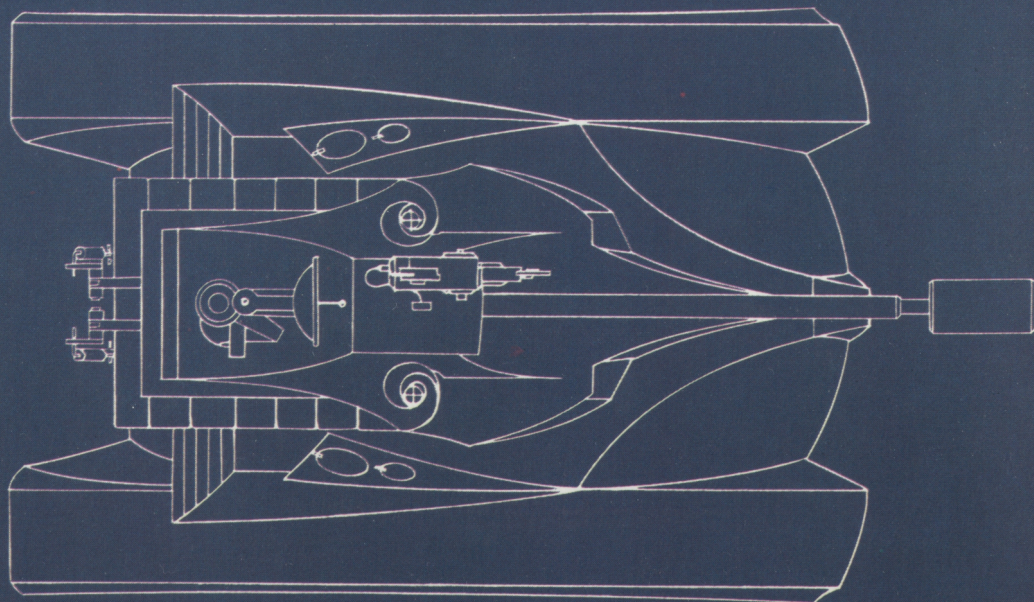
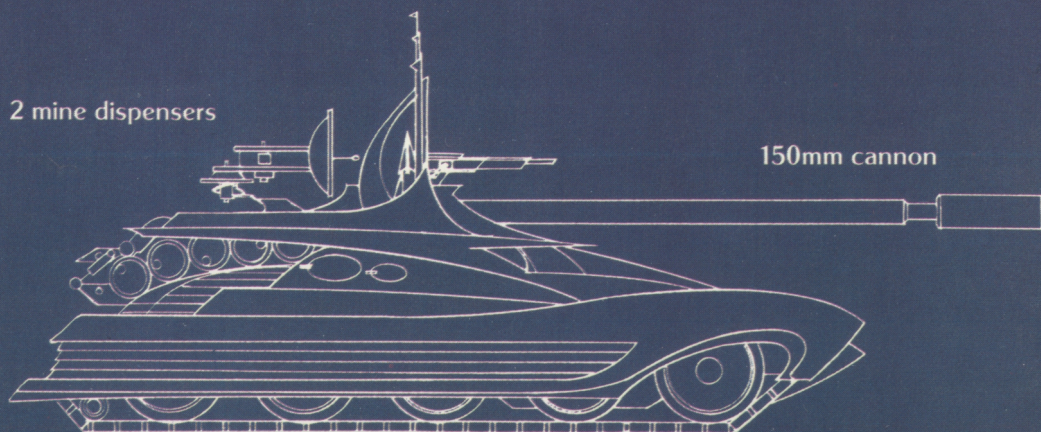
■ Have tank. Will travel.
They say Antarctica is nice
this time of year.

The Arcticfox (U.S.A.) Prototype

Weight: 37 tons
Length: 9.3 m
Width: 3.0 m
Height: 2.0 m
Engine: Slye-Hicks MX-100
Reciprocating
multi-fuel
turbine: 100-600 h.p.
Cryogenic cooling.
Speed: 100 m.p.h.
Crew: 1
Number: 1
Armament: 150mm cannon
2 mine dispensers
Tunnel series
missile-launcher.
Line-of-sight missiles.
Suspension: 2 forty-ton
hydraulic lifts.
Independent
computer
controlled.

ARCTICFOX

Tunnel series missile-launcher



Slye-Hicks MX-100

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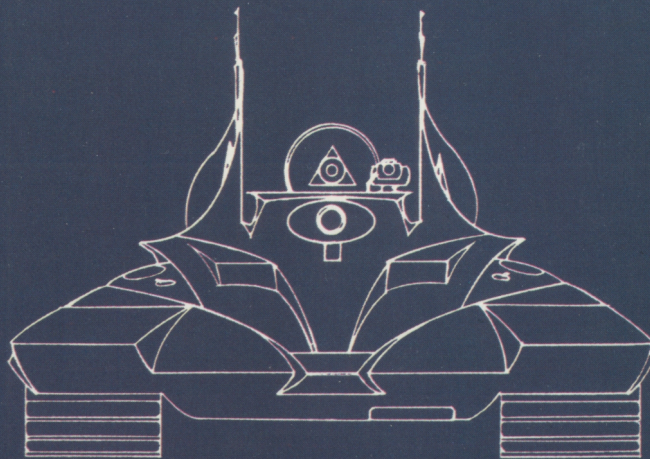
Apple II+, IIe, IIc, 64K
Apple DOS-DOS 3.3/3.3P
©1980-1981, Apple Computer, Inc.



"We build Worlds," is the motto of Dynamix, the designers of Arcticfox. Taking a break from world-building are (left to right) Kevin Ryan, Jeff Tunnell, Damon Slye and Richard Hicks.

They created the three-dimensional world of Arcticfox with a proprietary graphics package called 3-Space. It's responsible for the stunning projections and rotations in this program.

There is a Frisbee Golf course next to their office in Eugene, Oregon. It's responsible for keeping them sane during the fast-paced development of this program. "May the course be with you."



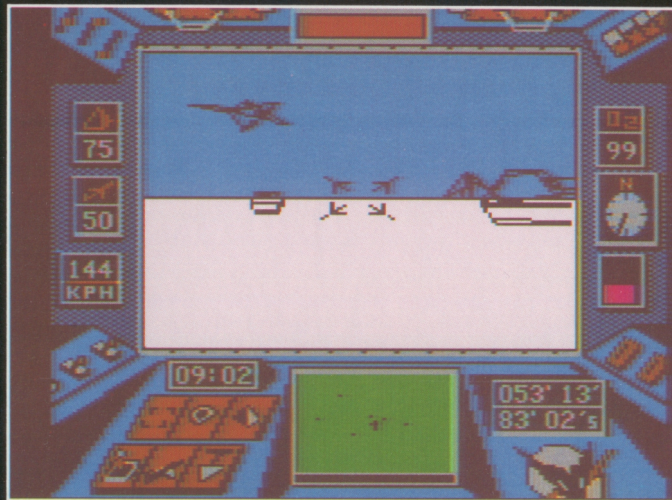
2 forty-ton hydraulic lifts

0 to 100 MPH In 4 Seconds

(Not Bad for a 37-Ton Tank)

CODENAME: ARCTICFOX

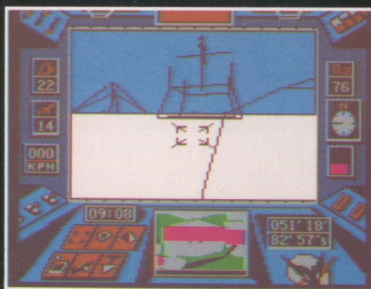
It's up to you. Alien invaders have landed in Antarctica and are plotting the extinction of the human race. You alone must infiltrate the frigid enemy territory and rid the world of this awesome nemesis. Your machine? The most advanced terrain vehicle of its kind, specially designed for polar combat. A tank so powerful that even heavily armored aliens look like dead meat in her gunsights.



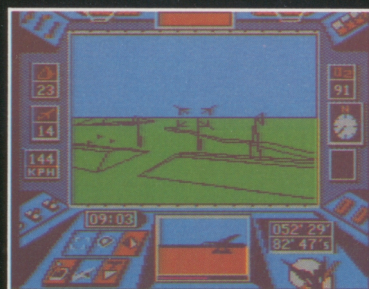
THE REALITY CHECK

You get it all. A realistic 3-D model of the frozen Antarctic wasteland, including mountains, ridges, crevices, even mind-numbing blizzards. An accurate simulation of tank movement and combat strategy. Intelligent alien forces complete with scout patrols, fighters and well-defended fortresses. They'll stop at nothing in their attempt to put you in the deep freeze ... unless you frost them first.

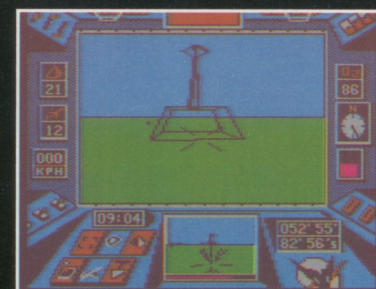
You command the Arcticfox and control all her weaponry — including cannon, guided missiles, mines, forward and aft view, and radar.



The Communications Fortress. Knock it out and you've got a fighting chance.



The guided missile's on-board camera. Perfect for reconnaissance ... if you've got the time for sightseeing.



The Main Fortress. If you're good enough to find it, are you bad enough to destroy it?



ELECTRONIC ARTS™

Screen shots represent Apple II version. Others may vary. Apple II is a registered trademark of Apple Computer, Inc.

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 a product brochure, send 50¢ and a self-addressed, stamped #10 envelope to: Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404.

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.

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Apple DOS-DOS 3.3/3.3P

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