

DESIGNED BY PENINSULA GAMEWORKS™



PUBLISHED BY
VELOCITY™

S P E C T R U M

Finally, the hottest 3D technology ever has arrived for your Macintosh computer. Spectre delivers advanced simulation technology featuring dazzling full color graphics, breathtaking scenery with fluid 3D animation, exciting multiparticipant network play over standard AppleTalk and EtherTalk networks, and the most intense and addictive computer game action you'll ever experience!

UNSURPASSED RANGE OF FEATURES

- The fastest, smoothest Macintosh 3D technology ever

- Optimized graphics for 256 color, gray scale and monochrome displays

- Vector or filled polygon graphics option

- Hazy skies and light source shading

- Ominous night combat

- Outstanding exterior views, with full inertial mapping

- Real time artificial intelligence generates challenging enemy tactical behavior

- Absolutely Breathtaking Action

- Extremely addictive gameplay

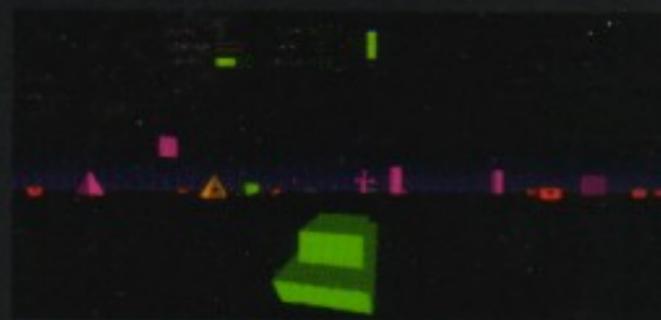
- This is the network game you've been waiting for! You won't believe how much fun it is to play over a network!

- Customizable battle craft design

- High quality digitized sounds

- Comprehensive user manual and quick reference card

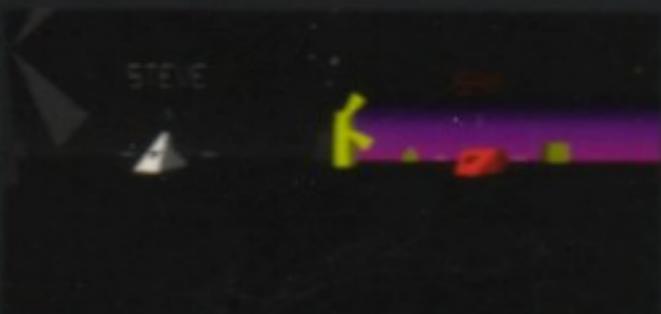
VELOCITY™



Experience virtual reality with dazzling full color graphics!



Shoot your enemies, collect flags and race against the clock!



This game is 100% pure adrenaline! Highly addictive!

S P E C T R

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VELOCITY

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FOR
MACINTOSH
Macintosh Classic,
SE & Macintosh II
family

System 6.0.3
or greater

1 Mb RAM required

Fully compatible
with System 7.0

NOT COPY
PROTECTED!

Multiplayer Network
Mode included

PUBLISHED BY VELOCITY™

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ABOUT VELOCITY

At Velocity, it's our goal to create only the very best of computer games. But it isn't easy. We've learned that the recipe for a great computer game isn't simply a matter of programming. A lot of it has to do with intangible qualities—things like understanding the intrinsic nature of fun, constantly pushing the envelope of your creativity, maintaining a design integrity from the product to the packaging, and most of all, learning how to stay young at heart. We hope our approach works, and that we've delivered some solid entertainment value to you! Have fun with Spectre™!

By the way, if you believe you have the vision, clarity and tenacity to write a best-selling computer game or educational software program, ask for our free product submission package. We're always looking for fun and smart people to work with. Write to us at Velocity Development, Box 875, Palatine, IL 60078-0875.

ABOUT PENINSULA GAMEWORKS

Steve Newman, Sam Schillace and Craig Fryar started Peninsula Gameworks™ during the Fall of 1990, after they had no luck in trying to find a really cool network game to play on their Macs. They couldn't find one, so they created their own. Nine months later, after many hours of labor and sweat, Spectre was born.

Steve and Sam have been on the development teams of successful Mac word processing and graphics software, and this is their first foray into the gaming world. Craig was the "software mid-wife", holding the marketing dweebs at bay until the software was ready to demo. His goal was to coordinate the development of a game that would cut the nation's productivity by 30%. Hey, what a guy!

Velocity congratulates Peninsula Gameworks on the delivery of a wonderful, healthy, 683K computer game.

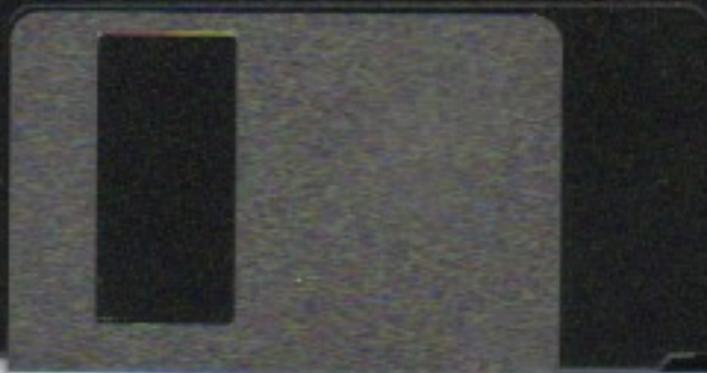
S P E C T R E

P U B L I S H E D

FOR MACINTOSH



V E L O C I T Y



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Peninsula Gameworks

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JETFIGHTER II: ADVANCED TACTICAL FIGHTER

"The best flight simulator on a desktop computer, period."

- PC Magazine

Over 100 diverse and accurate combat missions. Now you can get in a dogfight with multiple MiG-29 Fulcrums! This adventure offers an incredible arsenal of weapons, 256 color VGA graphics, Adlib/SoundBlaster sounds, accurately detailed, real world scenery and choice of aircraft, including the new F-23 Advanced Tactical Fighter!

For your IBM PC or compatible. RAM Reqs: 640K Price \$69.95

JETFIGHTER II: ADVANCED MISSION DISK OPERATION LIGHTNING STORM

Add 125 brand new advanced missions to your JetFighter II: Advanced Tactical Fighter. Defend California against SCUD missiles and Soviet made HIND gunships with your own intelligent wingman. Wait 'til you see the AWACS! Introducing the new F-22 Lightning ATF!

For your IBM PC or compatible. RAM Reqs: 640K Price \$29.95

JETFIGHTER II: ADVANCED HINT BOOK

Sixty-four information packed pages offering hints, tips, and strategies for better scores to supercharge your fun!

Price \$4.95

JETFIGHTER II T-SHIRT

A cool 50/50 short-sleeve T with the "V" box shot on the back. S, M, L, XL

Price \$14.95

JETFIGHTER II: THE OFFICIAL STRATEGY GUIDE

212 pages of JetFighter tactics written by Pete Bonanni, an actual F-16 fighter pilot. A must for the true Jetfighter enthusiast!

Price \$18.95

SPECTRE (For both Macintosh and IBM)

Shoot your enemies, collect flags, recharge your shields and race against the clock as you battle your way through infinite levels of astounding gameplay. Fully networkable over local area networks. IBM version has hot texture mapped arenas and up to eight player network capabilities over NOVELL IPX, NETBIOS, direct serial connect and even modem. Once you start playing, you'll be hooked on the game that MacUser Magazine called "the best arcade game we've seen in years." One network compatible single player node.

RAM Reqs: Mac- 2MB or (1350K free), IBM- 640K/VGA.
For your Macintosh or IBM Price \$59.95

SPECTRE ADDITIONAL NETWORK NODE

(For both Macintosh and IBM)
Adds one player to your network party!
For your Macintosh or IBM. Price \$25.00

SPECTRE SUPREME (Macintosh)

The sequel to the best selling cyberspace combat/action game is here. In SUPREME, you'll have to contend with a host of new enemies with your new arsenal of weapons. You now can increase or decrease the difficulty of play and drop through a trap door to explore negative cyberspace! Over a dozen network scenerios with 8 player capabilities over multiple zones. One network compatible single player node.

RAM Reqs: 2MB system 6, 4MB system 7.
For your Macintosh Price \$69.95

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CITY: _____ STATE: _____ ZIP: _____

COUNTRY: _____ PHONE: _____

PRODUCT NAME: _____ SYSTEM: _____ DISK: _____ PRICE: _____
(BE SPECIFIC) (CIRCLE YOUR CHOICE)

_____ PC / MAC 3.5 / 5.25 _____

Shipping (\$5 domestic, \$12 International) _____

TOTAL: \$ _____

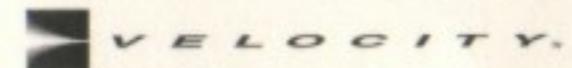
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(Please allow 3-6 weeks for domestic delivery)



CUSTOMER SERVICE INFORMATION

If you need technical support, customer service, or have a question, here are several sources for help.

YOUR DEALER

Your dealer can help with most problems. If a disk or manual is damaged or missing, your dealer can replace the product immediately.

COMPUSERVE (address 76670,2202)

Send us Email or visit FSFORUM and GAMPUB. These are two of the best places on Earth to get answers to your questions. Users routinely share their hints and tips.

PRODIGY (address VFSS19A)

Send us mail or try visiting the Game Club bulletin board.

VELOCITY BBS (708-991-0597)

Velocity maintains a BBS system. If you have a modem, you can dial in for answers to your questions and the latest Velocity news. Updates may even be available for download.

U.S. MAIL (P.O. Box 875 Palatine, IL 60078)

If you have a question or suggestion, put it in writing! We love to hear from our customers.

TELEPHONE (708-991-0594)

If at all possible, be in front of your computer when you call. As 90% of all problems are due to software conflict, we may need to ask about your configuration. Please have a listing of your CONFIG.SYS and AUTOEXEC.BAT handy.

REMEMBER! You cannot receive technical support unless you register as a user! And all you have to do is mail in this form! For more information about our customer services, consult the manual.

Velocity Development Corp. Customer Services • Box 875, Palatine, IL 60078-0875
Part Number 333-1020

VELOCITY DEVELOPMENT CORP.
P.O. BOX 875
PALATINE, IL 60078-0875

FIRST CLASS
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CUSTOMER REGISTRATION AND PRODUCT CATALOG

 VELOCITY

PLEASE? PLEASE? PLEASE?

We only ask one favor of you as our customer. PLEASE don't make illegal copies for your friends! Have you ever wondered why there aren't more great games for Mac? Because the piracy problem is so widespread on the Mac that software developers shy away from this platform.

We are taking a chance. As a sign of our trust and faith in you, and our willingness to make this product as convenient as possible for you to use, we removed ALL copy protection from it. We know, we've heard you. Copy protection is burdensome, troublesome and then some. So we decided to do you a favor. We're putting our money where our mouth is. We're taking a major risk, and trying to be your friend. Please show us that we put our faith in the right place. And all we're asking you to do is this one little favor in return. Promise us, right now, right where you're standing or sitting, promise us that you won't pirate this software. That's all we ask!

So if someone asks you to make an illegal copy for them, PLEASE PLEASE PLEASE tell them that you promised that you wouldn't do it. In return, we promise we'll keep making great games for the Mac.

Piracy?

Do the right thing.

Just say no.



VELOCITY.