

Bullseye

Bullseye Software
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GAZETTE

Completely new program

Incredible New Color Ferrari

Features include: 8 total cars, multiple viewing angles, replay, new steering technology, head to head racing with two Macs, more

The only similarity between the original "Ferrari Grand Prix" of 1986 and our color rewrite being released this month is the name. Although it's been only six years, it seems like ages, since that summer day in 1986 when Donald A. Hill Jr. received word from Ferrari, Italy, that Bullseye could use Ferrari's trademark name on their software.

"It's definitely time for a rewrite", Donald A. Hill Jr. (author of Ferrari Grand Prix) declared. "Rewrite may not be quite the correct word. I started from scratch to create a completely new program. With faster Macs we've been able to

*Completely new program written from scratch.
New features, better performance,
COLOR.*

add new features and still obtain better performance... bringing more realism to the program, improved handling, more cars to race against (seven), Bullseye's replay feature (of P51 Mustang fame), car racing setups, and even the 'connect two Macs' feature so that two Macs can be connected via cable for head to head racing... and of course, the most obvious item, COLOR."

With our new steering routines, you'll find this new Ferrari Grand Prix a pleasure to drive. Things still get hot and hairy, you'll still get tense, but it will be because of the action, not because the program is not responding to your inputs.

Color adds a lot to the simulation. (That is a bit of an understatement.) The seven cars you'll be racing against use color schemes reminiscent of actual



F1 teams. You'll see sparks flying off the titanium pads as cars are speeding ahead of you. You'll be cornering right next to the red and white checkered curbs. (Remember to stay off the grass.)

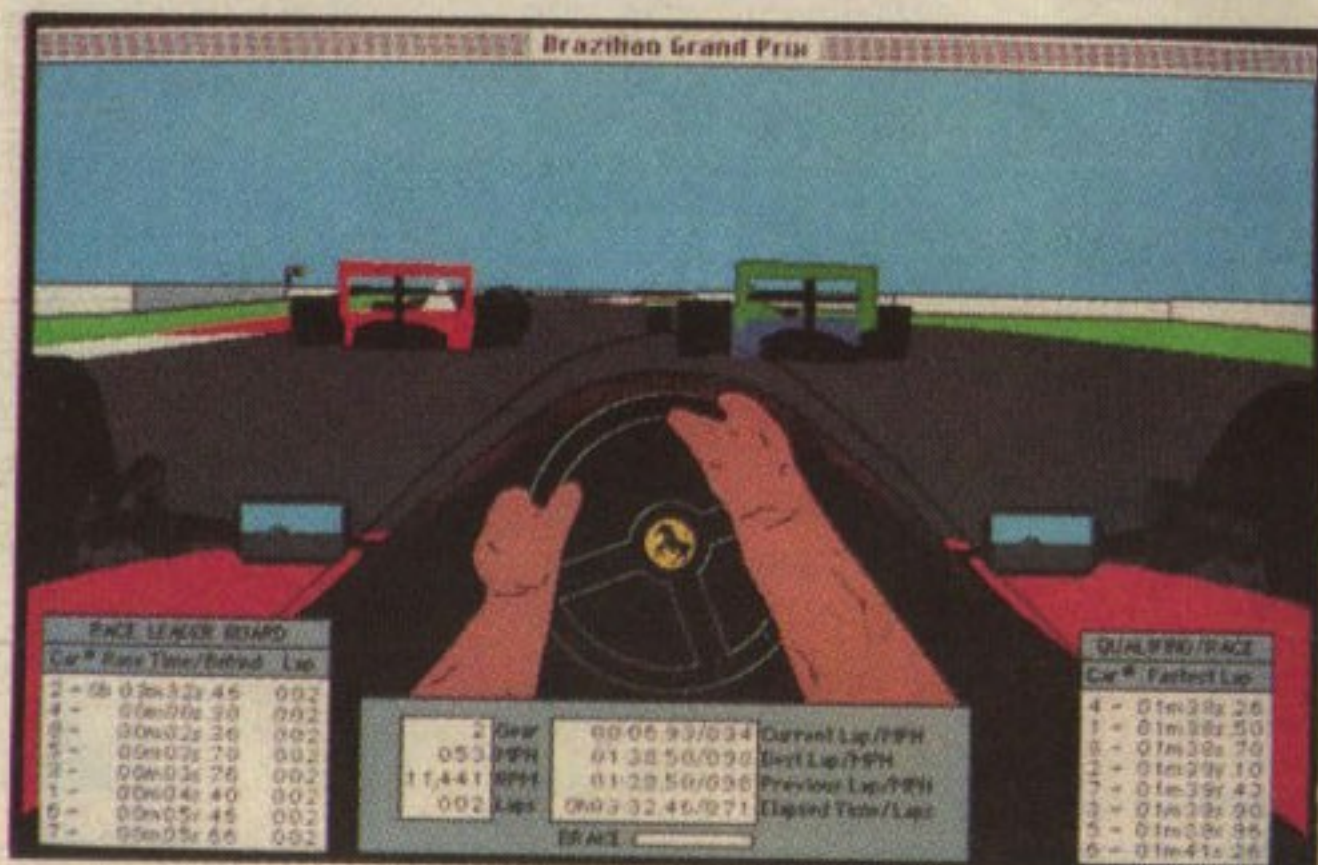
Ferrari Grand Prix Version 2 provides a couple control options, the user has their choice of driving with "Realistic Shifting", where they control shifting and braking, or "Automatic Shifting and Braking" where the computer controls the gears and braking for you... all you do is steer. It can be a bit mesmerizing. As you speed around the track, the curves "straighten" out before you. You'll feel yourself smooth out and hit the "groove". We find ourselves saying, "just one more lap". It can be hard to stop sometimes.

If you have a collision with another car (collision detection can be switched off) and end up sliding down the track sideways or slamming into a wall, you may want to see exactly what happened. You'll want to find out who ran into to whom, who ruined your race, who's at fault. You can use the replay feature to view the last couple of minutes of play, and better yet, view it from your choice of several different viewing positions. Analyze the crash and learn from it.

Realistic digitized sounds add to the realism of the experience. Sounds are from actual F1 races.

You control your car's setup. Change the down force and gear ratios, fine tune for different tracks. Your competition is also adjusting their wings and gear ratios during Qualifying. So, as you get better, so do the other guys. You may get the pole position, only to be bumped by the next guy. You'll need to change your down force and try to reset fastest lap.

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Ferrari Grand Prix version 2 ships, people talk

Ferrari Grand Prix is shipping all over the world and people are talking about it. Here is what they are saying:

- Keep up the good work, CO
- I am impressed - very fine, PA
- Keep up the excellent simulations!, England
- Excellent new version of a classic, MD
- Well done, KS
- Fun software, WA
- It's very good, with enough variables to keep you interested, and enough reality to make it a simulator instead of a game. I really think Ferrari is the best simulator I've seen by a considerable margin, and I want to encourage you to continue., OH
- Ferrari Grand Prix is fantastic and up to date, Canada.
- Addictive programme, Netherlands

Ferrari Grand Prix is addictive. It is easy to say to yourself, "just one more lap". Unfortunately, you can repeat this line every time you complete a lap.

Also, Ferrari is fun because there is no need to remember a ton of keypresses or details. Each time you play Ferrari Grand Prix you'll be getting better, rather than replaying your last session trying to remember where you left off. (As with some games.)

You can fire up this program and enjoy it for just a few minutes, or spend an afternoon refining your skills. And yet, the simulation is subtle. You'll find yourself becoming smoother, finding better "lines" through curves. You'll be producing ever quicker laps.

When driving with the Automatic Shifting/Braking feature turned on, Ferrari Grand Prix can be almost hypnotic. Your mind will become focused on a single goal, to blend perfectly mind and machine to produce the perfect lap.

Ferrari Grand Prix is open ended. By that, we mean you can add to the program and create new challenges. For instance, Ferrari Grand Prix allows you to design race tracks. Many are included, but if you don't find your favorite, then create it.

You may also want to challenge a friend to see who's fastest. Ferrari Grand Prix allows you to do this via direct cable between two Macs. It's a lot of fun, but don't blame us if things get heated between drivers.

Get Ferrari Grand Prix today and find out for yourself why people are talking.

Ferrari

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Other driver skill levels can be increased. No setting on your laurels with this program. If you start beating the other drivers then make them better.

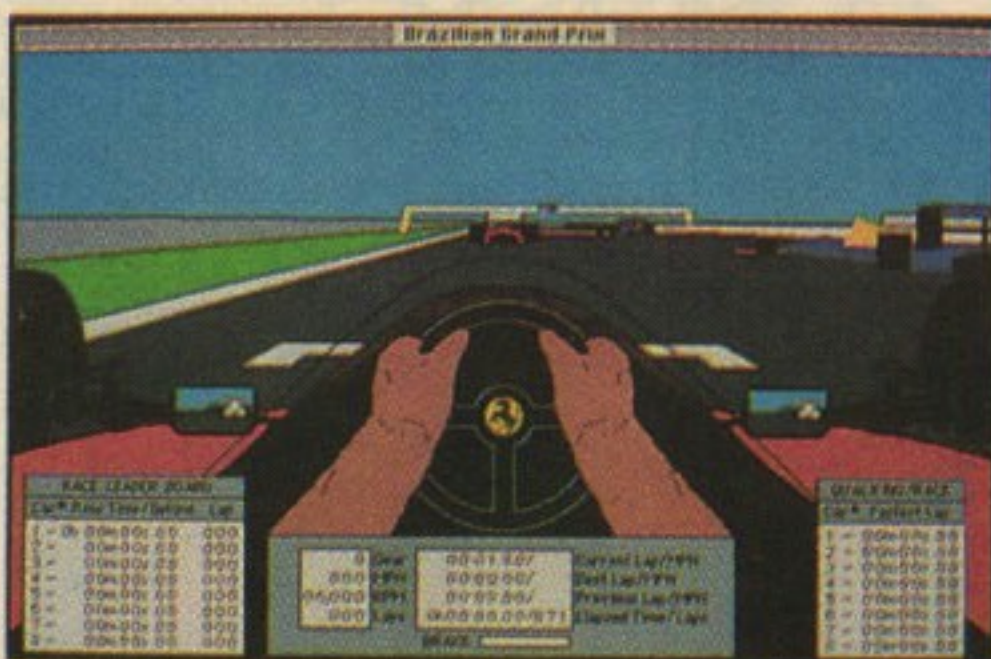
The complete 1991 Grand Prix season is included. All 16 stops are here, Monaco, Phoenix, Suzuka, Hungaroring, to name a few. Each track is different, challenging, exciting. And, you can design your own track with Ferrari Grand Prix's graphical track designing option.

The new FERRARI GRAND PRIX VERSION TWO runs in 16 colors ONLY. (The well-received and still popular original 1986 version will remain available for Mac Plus, Classics, and SEs.)

Ferrari Grand Prix Version Two runs on 2 meg machines with System 6, or with System 7 runs best with 1,320k RAM, but will run with 1,000k RAM without sound and replay. Runs in 16 colors on color Macs only. Suggested retail is \$69.95.

FERRARI GP VERSION 2.00:

THE DREAM MACHINE



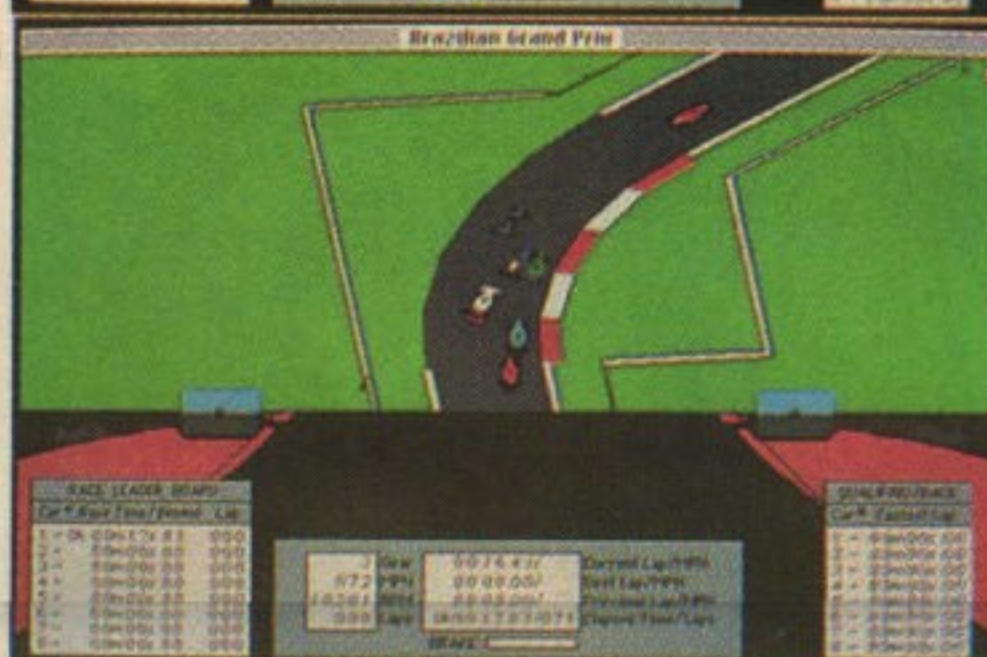
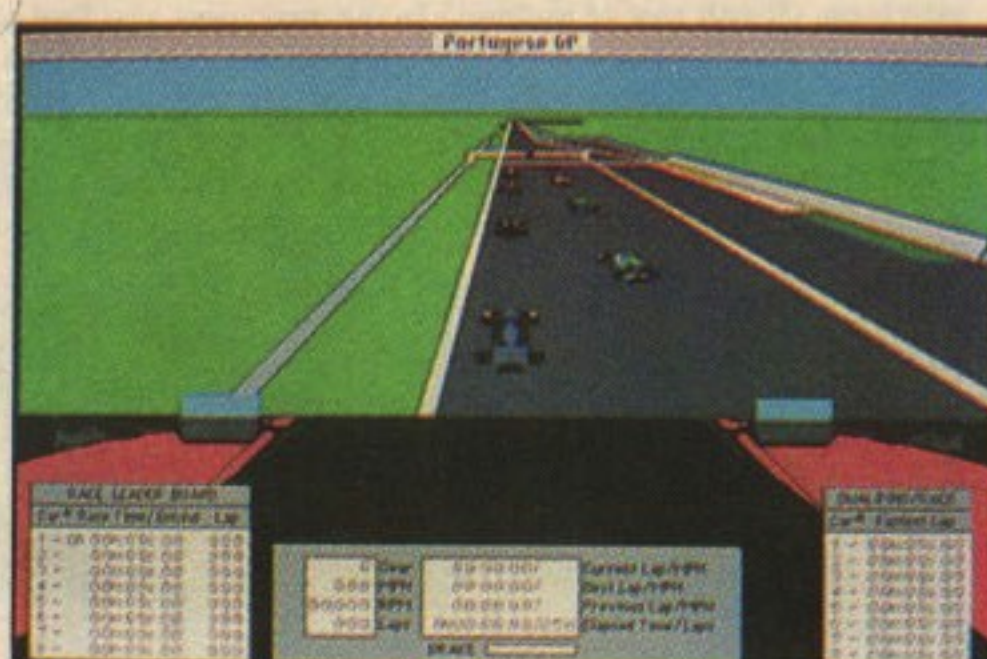
Who hasn't placed themselves in the seat of a race car while traveling the highways of the world, especially those who have a little power under the hood, or those driving a sparsely traveled mountain road or autobahn with the freedom of maneuverability. Who hasn't "dreamed" of winning a Formula One or CART race ... standing on the podium listening to the cheers.

Dream a little ... put yourself in a Ferrari ... Ferrari Grand Prix Version 2.00 is as close as many of us will ever get to sitting in the drivers seat of a Formula One race car.

Dream a little ... imagine yourself with your gloved hands on the steering wheel waiting for the red light to change to green and "away you go."

Ferrari Grand Prix Version 2.00 is the program which will visually take you to the Formula One race tracks around the world competing with the best of them.

You can take control ... Bullseye believes that if you "love" to drive, you'll "love" driving Ferrari Grand Prix Version 2.00 ... entertainment at it's best.



Something for Everyone: Personal Combat, Auto Racing, and Two Flight Simulators



SPLAT'ERS

SPLAT'ERS is both an action game and a strategy game. Your goal is to search an underground structure for flags and return them to the top. It pits you against life-like opponents who are pursuing the same mission. Quick reflexes is one important strategy, but you'll also need stealth and planning to be successful. Action is experienced "first person" as you explore each floor in 3D. You are armed with a semi-automatic, compressed air pistol that shoots balls of paint. Your opponents are armed likewise. **SPLAT'ERS** can be customized to suit a particular playing style. **SPLAT'ERS** is like no other. Runs in 16 colors on color Macs only. System 7 okay. **\$69.95**

Ferrari Grand Prix Version One

VERSION ONE runs in black and white on Mac **PLUS**, **CLASSIC**s and **SE**s. Version One captures the intensity of racing. First, select a course from many included, or design your own race course using Grand Prix's toolkit. Next, you'll learn the course; testing your car, perfecting brake points, adjusting gear ratios, memorizing curves. Check your progress against the "Best Lap" clock. Once you've mastered the course, you're ready for the final test: a Formula One style race against two capable opponents. You decide the number of laps and pit stop frequency. You can handicap your opponents to create a competitive race at any skill level. Warning: this simulator is not relaxing. Compatible with system 7. **\$59.95**

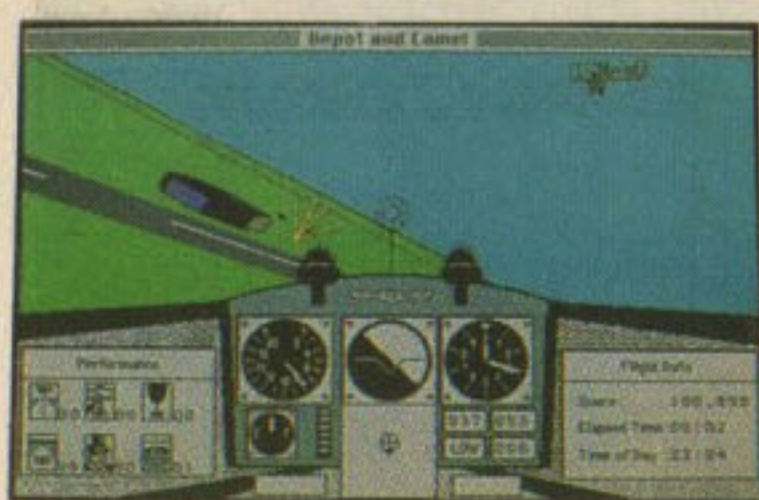
P51 Mustang F.S.

P51 Mustang Flight Simulator is set in the European Theatre of WWII, during the summer of 1944. You'll be piloting the most successful fighter of that era, the P51 "Mustang". This simulation has very realistic flight characteristics and an unparalleled "feeling" of flight. Shoot Touch 'n Goes with another Mustang, strafe ground targets, buzz the Eiffel Tower, and dogfight with Germany's formidable Me109. Complete replay feature allows previous few minutes of action to be viewed from any of 13 camera angles. You can also connect two Mac's via direct cable and battle a friend. Runs in B&W or 16 colors on current Macs. System 7 compatible. **\$69.95**



Fokker Triplane F.S.

Fokker Triplane Flight Simulator is the simulation with fun in mind that you'll be able to fly and land. No need to spend hours studying complicated instructions, just get into this crate and go. You'll learn to takeoff and land, do loops and rolls, bust balloons, blow up enemy fuel depots, even try your hand at bombing. Fly among 6 different air bases and battle Sopwith Camels. **Fokker Triplane** captures the feeling of open cockpit flying. You control how the enemy aircraft will fly. Make them fly in front of you for target practice, then move up to an enemy that will keep you busy. Runs in B&W or 16 colors on current Macs. System 7 okay. **\$49.95**



SPLAT'ERS: Action, Excitement, Sheer Terror

Put yourself where the action is ... to begin SPLAT'ERS, "calmly" walk to one of the four elevators (first row of pictures), descend to the floor of your choice, in this case with one of your teammates (red shirt). Looking around (second row of pictures) you see the enemy (yellow shirt). You decide to hide behind a wall so that the enemy will see your teammate and take out after him. This time it works out as you planned and you nail the enemy in the back. (Come on, it's only paint you're shooting). No flags in this room so you exit through a tunnel (third row of pictures). In the next room you see a yellow shirt. You duck down so as not to be seen and continue on. A flag found, you pick it up and search on. (fourth row of pictures) In the next room you find a yellow shirt who has just picked up a flag. Shooting fast, and accurate, you get 'em and grab his flag. Peeking around the partition you see the coast is clear and proceed down the hall. You see an elevator with (fifth row of pictures) three yellow shirts emerging. You now have a problem. Three against one... being ever so swift, you get the draw on all three... one, two, three, blamo, you get them. (Remember to breathe.) You descend to the next floor and as the elevator door opens, you see a yellow shirt down the hall. Yikes! You hurriedly close the elevator door and wait a little bit. This time when the door opens, he's point blank (last row of pictures). It's a shoot out but finally you "paint" him. You're able to get all the flags and return to the top. You WIN! All competitors return to the top for congratulations and gloating. And then, they dance in respect to the victor.

