

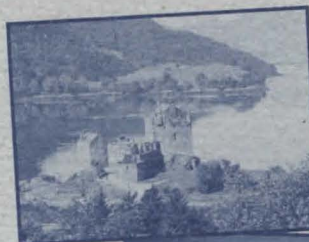


WIN

- A TRIP TO THE CASTLES OF ENGLAND
- A TANDY 1000TX COMPUTER
- OR ONE OF 2000 OTHER GREAT PRIZES IN THE GREAT MASTER ADVENTURER CONTEST!

Sierra is proud to announce a special contest for master adventurers only!

**SIERRA
MASTER ADVENTURER CONTEST
P.O. BOX 485
COARSEGOLD, CA 93644**



GRAND PRIZE

*All expenses paid
Trip for two to
England with a
special tour of
historical sites (or
\$4,000 in cash).*



FIRST PRIZE

*Tandy 1000TX
Computer with Color
monitor and 3.5"
disk drive (a \$1400
value). Three will be
awarded.*



SECOND PRIZE

*Free Sierra software
product (a \$50
value). 500 to be
given away.*

**MASTER
ADVENTURER**

THIRD PRIZE

*King's Quest IV
"Master
Adventurer"
teeshirt. 1500
to be awarded.*

PLACE
APPROPRIATE
POSTAGE
HERE

HOW TO ENTER

- Complete King's Quest IV with a perfect score.
- Write the special code that appears at the end of the game on the card to the right.
- Fill out the rest of the card, place the appropriate postage on the backside and drop it in the mail. It's that easy to enter!

OFFICIAL ENTRY RULES

1. All entries must be on this original entry form (no xeroxes or other reproductions will be admitted). Winners code number must be clear and correct on form to win. The odds of winning a prize are based on number of cards received.
2. The 2,004 Grand Adventurer prize winners will be determined by Sierra On-Line, Inc. All decisions are final. All entries must be postmarked March 31, 1989 or earlier. No responsibility is assumed for lost or misdirected mail.
3. This sweepstakes is open to the residents of the U.S. and Canada. Employees of Sierra On-Line, Inc. and their families are not eligible. Void where prohibited by law. Taxes on prizes are the sole responsibility of the prize winner. All federal, state and local laws and regulations apply.
4. If winner is under 18, parent or legal guardian must receive grand or first prize. All winners (or their legal guardians) must be obliged to sign and return an Affidavit of Eligibility within 21 days of notification. By acceptance of prizes, winners consent to the use of their name and likeness in advertising, trade and promotion on behalf of Sierra without further compensation.
5. Winners will be announced in the Spring/Summer '89 Sierra Newsletter. For a list of major prize winners, after July 1, 1989, send a separate, self-addressed, stamped envelope to "Sierra Grand Master Adventurers Winners List," P.O. Box 485, Coarsegold, CA 93614.
6. In the event of non-compliance of winners for any reason, an alternative winner will be selected. Any prize returned to Sierra as undeliverable will be awarded to an alternate winner.

KING'S QUEST IV OFFICIAL ENTRY FORM

MY WINNER'S CODE IS _____

Note: This code is to be revealed when player finishes King's Quest IV with a perfect score of 230.

Last Name	<div> <div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div> </div>															First Name	<div> <div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div> </div>														
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Computer owned _____

Number of hours to complete King's Quest IV _____

I completed the game ☐ alone ☐ with help from _____

Please note: These questions WILL NOT affect prize eligibility.