

Strategy Games for the Action-Game Player®



CONSUMER SOFTWARE CATALOG
WINTER 1985

## STRATEG



### TEMPLE OF APSHAI TRILOGY™

The all-time classic is now a trilogy—new graphics, faster action and three classic adventures.

Begin by exploring The *Temple of Apshai*, seeking treasure and slaying the monsters lurking within. Then, the *Upper Reaches of Apshai* await you. Here lurks new danger, mazes and hordes of evermore evil monsters. If you survive, you face the *Curse of Ra*, a journey into the deserts of mythical Egypt. Will you have the strength and power to prevail? *One Player* 

Disk: Apple, Atari, Commodore 68 64/128, IBM, Macintosh



### **TEMPLE OF APSHAI®**

The chance to perform heroic deeds awaits you in the award winning Temple of Apshai. Unlike other adventure games, your character grows stronger, more intelligent and better equipped to contend with four different levels, over 200 chambers, priceless treasures, and 20 monsters all looking for their next meal. Slay them all, and escape with great wealth to live and fight another day. One Player

Disk: Apple, Atari, Commodore 64/128, IBM

Cassette: Atari

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#### **ROGUE**<sup>IM</sup>

Your task is to make your way through a maze of seemingly neverending dungeons and return with the "Amulet of Yendor". Beware, your path is strewn with trap doors, deadly darts, sleeping gas and the usual assortment of not-too-friendly monsters. Along the way you will find weapons, treasures and some magic scrolls to help you in your endeavor. The most popular game on college main-frame computers is finally available for your enjoyment at home.

One Player

Disk: IBM, Macintosh





### DRAGONRIDERS OF PERN™

Based on the best selling book series by widely acclaimed science fiction author Anne McCaffrey.

As Weyr Leader, you are faced with two tasks: first you must forge your alliances with the Lord Holders, then, mount your dragon and battle the dreaded Thread. Success in battle will give you power in your negotiations. Your goal; to become the strongest Weyr Leader on Pern. Joystick and Keyboard Controlled

Joystick and Keyboard Controlled
One to Four Players

Disk: Atari, Commodore 64/128 Cassette: Atari

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# Y GAMES



### ROBOTS OF DAWN™

Based on the novel by Isaac Asimov.

Now you can become Elijah Baley, Earth's most famous detective in this exciting text-adventure. Question the inhabitants of far flung cultures—who's lying, who's telling the truth, and who committed the murder? Jump into the action in this fascinating epic murder mystery. Can you piece together the hidden clues to solve the eternal question, "who done it?"

One Player

Disk: Apple, Commodore 64/128





### CRUSH, CRUMBLE, AND CHOMP®

Star in your own monster movie! Choose one of six monsters, or create your own, and use him to destroy one of four unsuspecting cities. The cities aren't totally defenseless, however; they call on their police, national guard, and even a mad scientist complete with a helicopter to save humanity from the monster's relentless threat. One Player

Disk: Apple, Atari, Commodore 64/128, IBM

Cassette: Atari

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### **WINTER GAMES™**

In the Bobsled, you're right in the tube careening along the walls. At the Ski Jump, you control your form in take-off, flight and landing. In Figure Skating, timing counts for the jumps and landings. Choreograph your own routine in Free Style Skating. Hot Dog Aerials push your agility to new heights. The Biatholon challenges your endurance in crosscountry skiing. Even an opening ceremony and national anthems.

Joystick Controlled One to Eight Players

Disk: Apple, Commodore 64/128, Macintosh





### JET COMBAT SIMULATOR™

Recreate the hi-speed aerodynamic performance of the real thing—a McDonnell Douglas F-15 Eagle. Try night landings in 50-mph crosswinds. Intercept enemy aircraft at 30,000 feet. No problem. You've got the latest in on-board avionics and a computer for a co-pilot. When you're ready, you can take-on the enemy's Ace pilots, one-on-one in deadly stratospheric dogfights. You'll make it. You've got the right stuff. Joystick Controlled

Joystick Controlle One Player

Disk: Commodore 64/128

## **LUCASFILM GAMES**\*\*



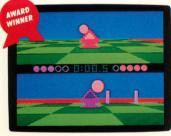
### THE EIDOLON™

© 1985 LFL

Discover the secrets of a mysterious 19th Century machine with the power to manipulate the forces of magic. If you can control the energies of this ancient apparatus, an unseen world is yours to explore. The Eidolon lets you teleport and transform the creatures of this uncharted realm, create and capture magic fireballs... perhaps even alter the flow of time itself! The Eidolon—scientific curiosity or passport to another dimension? Joystick Controlled One Player

Disk: Apple, Atari, Commodore
64/128





### **BALLBLAZER**<sup>IM</sup>

© 1985 LFL

Unique split-screen, 3-D graphics give you and your opponent a first person view of the field of play. You race across the playfield in your *Rotofoil* trying to capture the ball and fire it through the goal before your opponent. The winner is the player with the most points at the end of the timed competition. Hold onto your joystick, keep that finger on the fire button, this is the type of two player head-to-head action you've been waiting for. *Joystick Controlled* 

Disk: Apple, Atari, Commodore 64/128



One or Two Players



### KORONIS RIFT<sup>IM © 1985 LFL</sup>

Explore the fabled *Koronis Rift*. On a remote planet enveloped in deadly radiation, take part in this daring raid to claim the *Ancients'* exotic technologies. Contend against hostile alien guards and vanquish them by destroying their base. To survive you must seize weapons and shields from abandoned hulks and the ruins. The secrets of the *Ancients* are yours... if you dare.

Joystick Controlled

One Player

Disk: Apple, Atari, Commodore 64/128

ALL



### RESCUE ON FRACTALUS™

© 1985 LFL

Fly your Valkyrie Fighter through the Jaggi defenses to rescue the downed Ethercorps pilots. Sounds easy, but don't let it fool you. It's tough enough just to navigate the mountains and canyons of Fractalus, try doing it while destroying enemy gun emplacements or dodging suicide saucers. We supply the Dirac Mirror Shield and Anti Matter Bubble Torpedoes... YOU supply the skill and guts!

Joystick Controlled
One Player

Disk: Apple, Atari, Commodore



# **ACTION-STR**



### SUMMER GAMES IIM

Summer Games II Eight new Olympic events. Compete against up to seven opponents or the computer in Rowing, Triple Jump, Javelin, High Jump, Fencing, Cycling, Kayaking and even Equestrian. Great graphics and realistic animation really gets the adrenalin flowing! Add roaring crowds and unique joystick action and you'll be more than ready for the 1988 games. The opening ceremony, medals and your choice of countries are all part of the experience.

Joystick Controlled One to Eight Players

Disk: Apple, Commodore 64/128



### **SUMMER GAMES™**

You're an Olympic athlete competing in eight key events at the Summer Games. How well can you score in track, swimming, diving, skeet shooting, pole vaulting, gymnastics and more. So realistic, there's even an opening ceremony, world records and awards presentations. Change into your running shoes and "Go for the Gold!"

Joystick Controlled One to Eight Players

Disk: Apple, Atari, Commodore 64/128





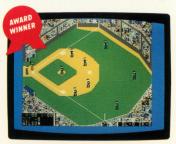
### WORLD'S GREATEST FOOTBALL GAME™

Finally, a football game that not only puts you on the field, but also on the sidelines in the coach's shoes. Use the 'Playbook' or design your own offensive and defensive plays. Then, grab the joystick and put your strategy to the test. Control key players to run a sweep, make a tackle, throw a pass and even kick a fieldgoal. All the action and all the strategy make this your favorite football game.

Joystick Controlled One or Two Players

Disk: Apple, Commodore 64/128





### WORLD'S GREATEST BASEBALL GAME™

Pick your major league lineup using actual major league baseball players and team statistics. Then, watch the action unfold against an opponent or the computer. Two modes let you choose between managing and controlling your team, or just managing. *The World's Greatest Baseball Game* is everything you could ever want. Hot dogs and peanuts are not included!

Joystick Controlled One or Two Players

Disk: Apple, Commodore 64/128, IBM



# ATEGY GAMES"



### **PITSTOP II®**

The first auto race game that gives you a chance to go head-to-head against your competitor. Now, more than ever, your racing strategy and your pit crew's speed and performance, combined with your skill on the track, will determine the winner. Step up to *Pitstop II*, because auto racing is not a solo sport.

Joystick Controlled One or Two Players

Disk: Apple, Atari, Commodore

64/128, IBM





### **BREAKDANCE®**

Now anyone can Breakdance. Just grab your joystick to control your dancer in Poppin', Moonwalking, Headspinning, Up Rocking and more. Breakdance is four games in one, each offering a unique and different challenge. You can play it alone or against a friend, either way... Breakin' is now made easy with Breakdance!

Joystick Controlled

One Player Disk: Commodore 64/128



### IMPOSSIBLE MISSION®

As a member of the Anti-Computer Terrorist (ATC) Squad, your mission is to reach the infamous Elvin, who is holding the world hostage with the threat of nuclear annihilation. Elvin is hidden in his data base installation protected by robot defenders. Can you penetrate his complex, piece together the hidden puzzles, decode his computer system, and abort his plans? The survival of the world is in your hands!

Joystick Controlled

One Player

Disk: Apple, Commodore 64/128





### **JUMPMAN®**

Only Jumpman's quick reflexes and unparalleled speed can save the Jupiter Command Center from the fiendish Alienators. Leap girders, climb ropes and scale ladders to diffuse the planted bombs on all 30 screens. Watch out! Enemy bullets, robots and birdmen are bent on your destruction! How long can you hold out?

Joystick Controlled One to Four Players

Disk: Apple, Atari, Commodore 64/128

Cassette: Atari



## **LEARNING FUN**<sup>®</sup>



#### **CHIPWITS**

Acquire programming capabilities by constructing your own robot and guiding him through a myriad of preprogrammed sequences, and varied activities. Now, with your joystick and keyboard you will command your Chipwit and then watch him follow through into action-filled adventures and monstrous mazes. You'll quickly become familiar with the high-tech talents of your computer and have loads of fun at the same time!

Joystick Controlled

One Player

Disk: Commodore 64/128





### 9 TO 5 TYPING™

9 to 5 Typing lets students and adults learn to type using an effective new method developed by college professors and combined with the fun of actual sequences from the movie "9 TO 5". Learn key locations and increase your speed while taking pot shots at Hart in a series of situations. All the fun of the movie combined with an innovative new approach to learning touch typing. One Player

Disk: Commodore 64/128





#### **SCRABBLE®**

Now, you can play <code>Scrabble®</code> even when you don't have a human opponent handy. <code>Scrabble®</code>, the computer version, pits you (and up to two other people) against the computer in the most popular word game of all time. The program displays the board status, tracks the score and deals out the letters. There's even a hint option when you're having trouble.

One to Three Players

Disk: Apple, Commodore 64/128



### **FAX**<sup>IM</sup>

Play against the computer or against an opponent in this fast paced Trivia Game. There are over 3700 questions on Sports, Television and Movies, History, Art, Music, and a variety of other subjects. Three levels are included: "Novice," Expert," and "Genius" to help add to the challenge. How fast can you be with "FAX"?

One or Two Players

Disk: Apple, Commodore 64/128, IBM



## ACTIVITY TOYS



### **BARBIE**<sup>M</sup>

Browse through Barbie's closet full of beautiful clothing and dress her for a party. You can cut her hair or make it longer, color it or change the style. Buy new clothing at the Boutique, or any of the four other specialty shops, or even go to the dress shop and create Barbie's own designer clothes. With the help of the computer, the combinations are endless, and so is the fun!

**Iovstick** Controlled

One Player

Disk: Apple, Commodore 64/128





### G.I. JOE®

Start your mission by checking the computerized World Hot-Spot Map for areas of COBRA activity. Pick the area that needs your help, and then select any one of the 16 G.I.Joes who is best suited for the mission. Play alone or with a friend; if you plan the right strategy you'll complete the mission. If not... you'll have to try again.

Joystick Controlled One or Two Players

Disk: Apple, Commodore 64/128





### **HOT WHEELS**<sup>IM</sup>

You'll get all the action and fun, plus the imaginary world of toy cars playing Hot Wheels on your home computer. Hot Wheels lets you choose your car from a "Showroom" or you can custom build it. You can travel on the "Expressway" to different "neighborhoods," wash your car, fill it with gas-even visit the auto factory and build new models. You may get banged up at the "Demolition Derby," but a trip to the "Show-room" for a trade-in will have you cruising the streets in no time. Joystick Controlled

One Player

Disk: Commodore 64/128



### **COMPUTER ACCESSORY**



### FAST LOAD CARTRIDGE™

Fast Load Cartridge can load and copy disks five times faster than normal. It plugs into the cartridge port of the Commodore 64 and goes to work automatically, loading disks with ease. And that's only the beginning. It can copy a single file, copy the whole disk, send disk commands, list directories without erasing programs stored in memory, and includes a full assembly language monitor.

And unlike other products, the *Fast Load Cartridge* works with most programs, even copy protected ones, including the most popular computer games.

- Loads Disks 5 Times Faster
- Works With Most Popular Programs
- Easy to Use
- Includes Full Assembly Language Monitor

Cartridge: Commodore 64/128

#### EPYX CODING:

To help you choose the game that's right for you, Epyx games are coded to indicate the degree of emphasis on "Action" versus "Strategy" versus "Learning." The coding key is explained here:



Strategy emphasis



**Action emphasis** 



Learning emphasis



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