

The image features a black background with several parallel diagonal lines. These lines are colored in a gradient from blue at the top to red at the bottom, with intermediate colors of green, yellow, and orange. The word "SYNAPSE" is written in a white, bold, sans-serif font, rotated 45 degrees counter-clockwise, and positioned in the lower right quadrant. The text is partially overlaid by a dashed green line that follows the same diagonal path as the other lines.

**SYNAPSE**



Your alarms shriek. The Rigillian fleet is invading! While your shields activate, you punch up the sector map and activate the Dimension X jump. A glance shows the enemy's position.

As you activate your weapons you ask yourself: "Will I survive?"

Dimension X™ — the first and only game featuring Altered Perspective Scrolling.

Requires Atari 400/800/1200 with 32K (disk or cassette) or 16K (cartridge) and joysticks.



You're a World War I flying ace and the Axis offers the Blue Max — the highest flying medal — to the pilot who shoots you down.



Your mission: pulverize Axis airfields and bridges and eliminate as many enemy fighters as possible.

The Blue Max™ features 3-D diagonal scrolling action.

Requires Atari 400/800/1200 with 32K (disk or cassette) or 16K (cartridge) and joysticks.

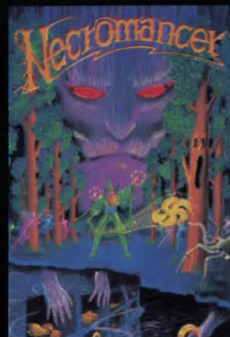


Waiting, you sit molecularly intertwined with your ship.

A vague uneasiness stirs your instrumentation. From Sector A you feel life forms approach. As you tune your analyzers the ship shudders in horror. You've felt this frequency before. The Gorganitor approaches!

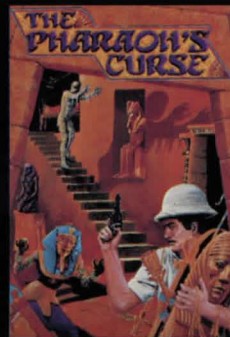
Are you ready for this meeting?

Requires Commodore 64 (disk and cassette) and joysticks.



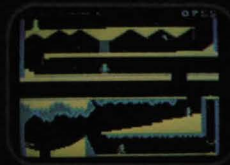
The evil wizard rules supreme and the power to liberate humanity rests in your ability to rally the forces of nature. You must create an army of trees, crush the wizard's arachnid allies and confront him on his home ground. May the forces of light bring you victory!

Requires Atari 400/800/1200 with 16K (disk, cassette or cartridge) and joysticks.



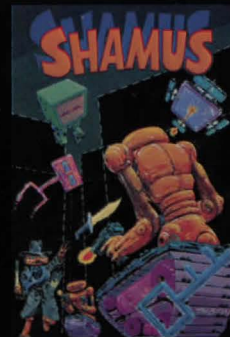
A fortune — yours for the taking.

But can you avoid the evil mummy and the ghost of Rama?



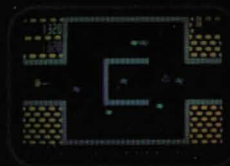
Are you nimble enough to leap the chasms and avoid the booby traps standing between you and freedom?

Requires Atari 400/800/1200 with 32K (disk or cassette) or 16K (cartridge) and joysticks. Also available for the Commodore 64 and Apple home computers.



The odor tells you the Shadow's there — in one of four levels of 32 rooms, each bristling with danger. You know it won't be a high school prom, but there's no turning back. Shamus — the sleuth adventure classic.

Requires Atari 400/800/1200 with 16K (disk, cassette or cartridge) and joysticks. Also available for the Commodore 64, Apple, TI 99/4A and TRS-80 home computers.





# SYNAPSE SOFTWARE



The continued adventures of the most popular private eye in the land of computer fantasy.



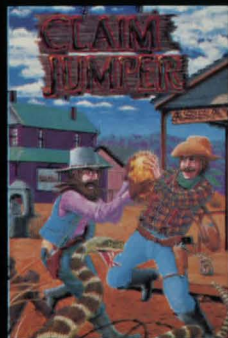
New obstacles, new pitfalls, 38 rooms to search, and an enemy you know too well... The Shadow is back!

Requires Atari 400/800/1200 with 32K (disk or cassette) or 16K (cartridge) and joysticks.



George is having a picnic, but his feast has attracted ants and a host of other pests. Can George be fast enough with his swatter to keep them from walking off with his fine meal?

Requires Atari 400/800/1200 with 16K (disk, cassette or cartridge) and joysticks. Also available for the TRS-80, Commodore 64, Apple and TI 99/4A home computers.



Cautiously you make your way toward the finest specimen of gold ore this side of the Pecos.



But wait! Your arch rival has just grabbed the gold. Can you stop him from reaching the assay office?

Requires Atari 400/800/1200 with 16K (disk, cassette or cartridge) and joysticks.

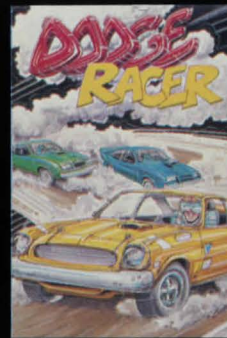
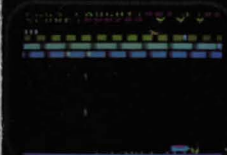
# SYNAPSE SOFTWARE



A pesky old fox has found Ma Hen's eggs and she's trying to save them from his deadly clutches.

As the action gets faster all bedlam breaks loose in an arcade game to challenge and entertain even the most experienced arcade player.

Requires Atari 400/800/1200 with 16K (disk, cassette or cartridge) and joysticks or paddles.



Lightning reflexes and skill are the only way to survive!



As you speed around the track picking up points, will you be able to avoid the computer-controlled jam cars trying to crash, head on, into your racer?

Sixteen game options for up to four players provide hours of excitement!

Requires Atari 400/800/1200 with 16K (cassette) or 24K (disk) and one to four joysticks.

**COMING SOON!**

**FOR THE ATARI:**

ZEPPELIN  
QUASIMODO  
NEW YORK CITY  
AIR SUPPORT  
RAINBOW WALKER  
ALLEY CAT

**FOR THE COMMODORE 64:**

MORGUL

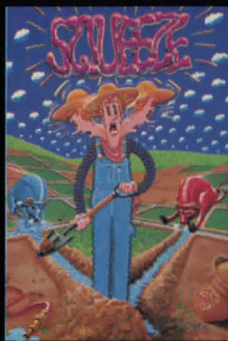
# SHOWCASE SOFTWARE



In space there are no guarantees...

All your training and superb equipment—will it be enough to save you from the alien hordes?

Requires VIC-20 and joysticks. No memory expansion necessary.



It's hot and the fields are dry. You gonna hafta dig a heap o' ditches!

But you better be nimble 'cause the bulls don't like seein' human folks, and they'll chase you down.

You'll have a side splittin' time tryin' to evade these critters. So pick up your shovel and start diggin' your way to fun and fast action.

Requires Vic-20 and joysticks. No memory expansion necessary.

**COMING  
SOON  
FOR VIC-20:**

**SALMON RUN**

TRS-80 is a trademark of Tandy Corporation.

Vic-20 and Commodore-64 are trademarks of Commodore, Inc.

TI-99/4A is a trademark of Texas Instruments, Inc.

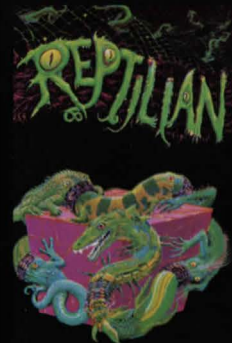
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Apple is a trademark of Apple Computers, Inc.

All game titles are trademarks of Synapse Software.

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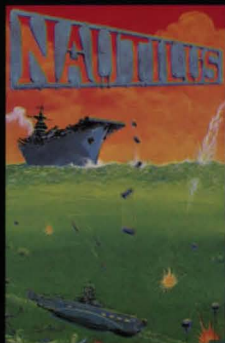


Throughout eternity the Reptilian horror has endured and repulsed attempts to destroy it.

A segmented, multi-dimensional beast, the Reptilian's power is not manifest until a number of its segments have joined.

The challenge: destroy each segment before it links up. Fight bravely or be crushed!

Requires Atari 400/800/1200 with 16K (disk, cassette or cartridge) and joysticks.



You are commander of the Nautilus and the security of a continent rests in your hands. Can you evade the destroyers, the floater mines and the frogman limpet teams sent to thwart you?

Dual independent screen display makes Nautilus™ the fastest, most unique game around!

Requires Atari 400/800/1200 with 32K (disk, cassette) and joysticks.

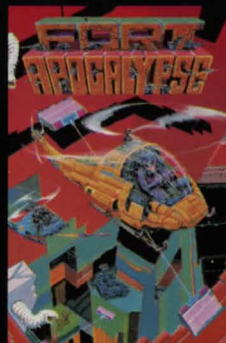


The diabolical alien plan is to raise the level of the Earth's oceans to drown out all life so the slime breathing Invincibles can colonize.



Can your Electro Wedge Deflector warships and Gamma-Tube Absorbers prevail against both the slime and the Invincibles?

Requires Atari 400/800/1200 with 24K (disk or cassette) or 16K (cartridge) and joysticks. Also available for the Apple and TI 99/4A home computers.



Your mission: fly your helicopters to capture fuel and weapons from the Kraalthan lords of inner Earth, free the enslaved masses and destroy the fortress itself.

Will you triumph or be crushed by its fiendish defenses? Encounter Fort Apocalypse™!

Requires Atari 400/800/1200 with 24K (disk or cassette) or 16K (cartridge) and joysticks. Also available for the Commodore 64 and the TRS-80.



The first multi-player cooperative space adventure.



Alone or with your hand picked crew (1-4 players) you must out-manuever the Xenogryph fleet and destroy their space fortresses.

Can you train yourself and/or your crew to survive?

Requires Atari 400/800/1200 with 24K (disk or cassette) or 16K (cartridge) and joysticks. Also available for the Commodore 64.

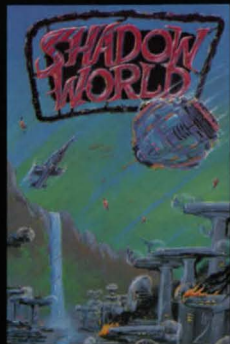


You are the last hope! The Fraxullan Slimehordes are attacking your cities and carrying off their citizens.

Can you get your people to safety as volcanoes erupt and enemy forces conspire to thwart your every effort?

Requires Atari 400/800/1200 with 32K (disk or cassette) or 16K (cartridge) and joysticks. Also available for the Commodore 64, TI 99/4A and TRS-80 home computers.





The fiendish Rigillians have attacked your mining outposts. And your stike force is the only defense!



Will your superb Academy training and fast reflexes be equal to the task? Can you out-maneuver the treacherous mutoid life that thrives in the planet's atmosphere?

Shadow World™ is a one two player game with dual independent screen display.

Requires Atari 400/800/1200 with 16K (disk, cassette or cartridge) and joysticks.

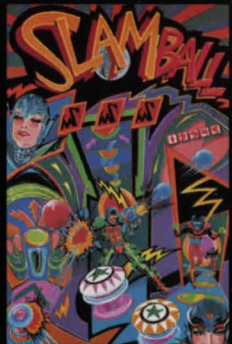


In the tiniest of places lived peaceful creatures called Drelbs.

One day their land was invaded by evil gnomes called trollaboars who sought to destroy the drelbs. But the drelbs tricked the trollaboars into following them to the atomic flip grid.

Your task: defeat the trollaboars on the flip grid and save the drelbs.

Requires Atari 400/800/1200 with 16K (disk, cassette or cartridge) and joysticks. Also available for the Commodore 64, Apple and TRS-80 home computers.



So you've played pinball and thought you had it down. Experience SLAM BALL™. The arcade game where you *are* the pinball!



No room for mistakes, no time for thought. Just awesome action as you frantically hold on to survive!

Requires Atari 400/800/1200 with 16K (disk, cassette or cartridge) and joysticks. Also available for the Commodore 64.

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