ACTIVISION

ACTIVISION
HOME COMPUTER SOFTWARE™

C A T A L O G

HACKER™

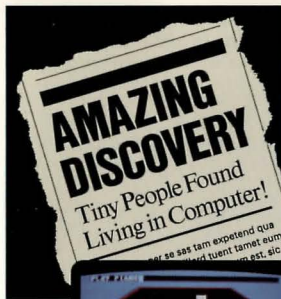"Plunge into every hacker's dream."—Ric Manning, Louisville Times

"...the most mysterious game ever." —Rawson Stovall, The Vid Kid

"Just like in real life, there are no rules, no clues, no instructions." —David Greising, Technology Memo

The only thing we can add is that it was designed by legendary designer Steve Cartwright.

Available for: Commodore 64™/128™, Apple® II series, Atari® 800/XE/XL and compatible systems.

NEW

FAST TRACKS™: The Computer Slot Car Construction Kit™

"Fast Tracks is the creation of a slot car fanatic who ran out of money (or space) to keep building the ultimate race track."—Ric Manning, Louisville Times

Now you can construct the most outrageous slot car course you can imagine, but that's just half the challenge... next, you have to race it. Save your creations and see if others can meet the challenge you design, or send copies of your creations to your friends. Designed by Mark Turmell.
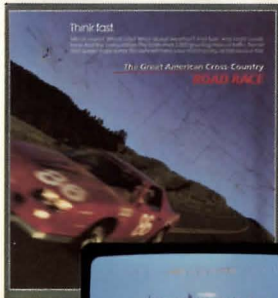
Available for: Commodore 64/128.

THE LITTLE COMPUTER PEOPLE RESEARCH PROJECT

Research into the lifestyles, abilities and culture of the small human-like beings discovered living inside computers continues at a rapid pace. The Activision team recently achieved actual contact with these little people by constructing a three-story home to lure them into view. Actual sightings found them playing the piano, eating, sleeping and playing games. This and other positive developments encouraged research team leader David Crane to express hope that a home version of the laboratory-designed house would soon be available. Since initial research has been conducted on Commodore 64/128 and Apple II series computers, these versions are expected to be the first to reach the general public.

"We believe there is an entire civilization waiting to make contact," Crane stated. "There seems to be at least one in every computer and they're all different!" The research community eagerly awaits further progress reports on efforts to learn about these intriguing little people.

Research in progress on: Commodore 64/128 and Apple II series computers.
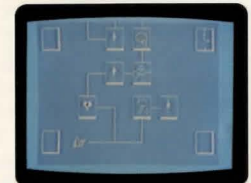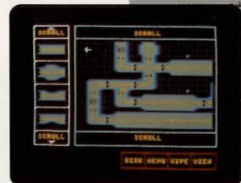
NEW

ALTER EGO™

"...a clear winner..."—Home Software Newsletter

"...the first simulation I've seen that simulates life!"—Rawson Stovall, The Vid Kid

"...is as attentive and sympathetic as an analyst, but you don't need an appointment..."—USA Today

Have you ever wanted to live a different life? To construct a new life or tinker with other personalities? Now you can live any life, try any personality from birth to old age. What if you........? Designed by Dr. Peter Favaro.

Available for: Commodore 64/128, Apple II series, IBM® PC/PC jr. and Tandy® 1000 computers.

NEW

THE GREAT AMERICAN CROSS-COUNTRY ROAD RACE™

"... now the best racing game on the market."—Edward Semrad, Milwaukee Journal

"... the most entertaining racing game ever done for a home computer."—Robert Lindstrom, The Oregonian

Think fast! Which route? Which city? What about weather? And fuel. And road conditions. And the competition. The finish line is 3000 grueling miles of traffic, terrain and speed traps away. The rally will have your mind racing as fast as your car. Designed by Alex DeMeo.

Available for: Commodore 64/128, Apple II series, Atari 800/XE/XL and compatible systems.

ALCAZAR
The Forgotten Fortress™

"If you like your adventures loaded with action, you'll find this game to your liking."—Computer Entertainer Newsletter

"... no limit to the complexity..."—Marc Randolph, USA Today

At every corner. With every step. You strain your eyes and your ears. Through endless chambers. Where is the jeweled throne? You search. But only find what you least expect. Designed by Tom Loughry.

**Available for: Commodore 64/128 and Apple II series computers.**
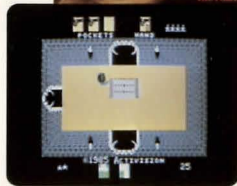
COUNTDOWN TO SHUTDOWN™

"The unknown surprises lurking behind closed doors keep you playing... on and on..."—Computer Entertainer Newsletter

Blackout. It was an underground energy plant the size of a small city powering an entire country. Until it malfunctioned. Triggering its massive reactors to overheat. And daring you and your remarkable team of androids to reach its core before North America is plunged into a very long, cold night. Designed by Creative Sparks.

Available for: Commodore 64/128 and Apple II series computers.
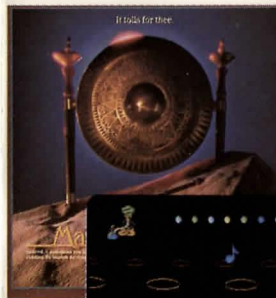
MASTER OF THE LAMPS™

"A spectacular combination of sight and sound... you'll love this game."—Charles Ardai, Computer Entertainment

"The three-dimensional effects... will have you tilting in your seat as you pilot your player through space and time to take on the awaiting genies."—Kirk H. Lesser, Micro Today Magazine

The king is dead, and you must help the young prince prove his mental and physical worth. Rediscover the magic lamps and return the mischievous genies to their rightful place and the prince to the throne! Designed by Russell Lieblich and Peter Kaminski.

Available for: Commodore 64/128, Apple II series, Atari 800/XE/XL and compatible systems.

WEB DIMENSION™

"Web Dimension is more than a mere game, it's an experience."— Computer Entertainer Newsletter

"The graphics and the music are awesome." — Kirk H. Lesser, Micro Today Magazine

A musical fantasy of light, color and sound. The journey begins as an evolutionary web forms before your eyes. Atoms, amoebas and other marvelous creatures emerge in turn along the webbed strands as you weave your way through time and space. Designed by Russell Lieblich.

Available for: Commodore 64/128.

MINDSHADOW™

"Mindshadow is... frightening, frustrating and completely absorbing. Brilliant."—Phil Wiswell, San Francisco Chronicle

You're one in 4,762,300,000. The question is: Which one? You're the victim of amnesia. Complete and total and very, very dangerous. A living computer novel designed by Interplay Productions.

Available for: Commodore 64/128, Apple II series, IBM PC (with color card)/PC jr., Atari 800/XE/XL and compatible systems.

THE TRACER SANCTION™

Another time. Another place. Another living computer novel that's a real "page turner." Designed by Interplay Productions.

Available for: Commodore 64/128, Apple II series and IBM PC (with color card)/PC jr. computers.

GARRY KITCHEN'S GAMEMAKER
The Computer Game Design Kit™

"We predict that, without question, this will be one of the biggest software programs released from any company this year!"—Computer Entertainer

Have you ever strolled through the game section of your software store and felt that your game ideas would be better than the ones on the shelf—if only you knew how to program them? Well, here's your chance to give it a try. All you need is this easy-to-use programming tool that unlocks the secrets of a world-famous game designer and puts them at your fingertips. Designed by Garry Kitchen.

Available for: Commodore 64/128, Apple II series, Atari 800/XE/XL and compatible systems.
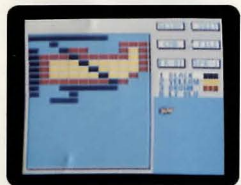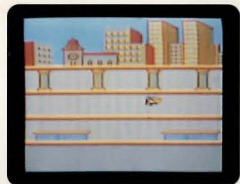
THE COMPLETE COMPUTER FIREWORKS CELEBRATION KIT™

"....the graphics are spectacular..."—Rawson Stovall, The Vid Kid

Now you can create spectacular fireworks displays quickly and easily. Add music (a full library of songs is included), and you've got a really unique greeting card. There's even a free blank disk and disk mailer included so you can share your creations. Create some great surprise screens to add to your next home video tape. Designed by John Van Ryzin.

Available for: Commodore 64/128.

THE MUSIC STUDIO™

"The Music Studio is a powerful, yet uncomplicated program. Best of all, you don't have to be a serious musician to enjoy the Music Studio. I recommend it to anyone looking for an easy way to unlock (your computer's) hidden capabilities."—Ted Salamone, Commodore Power Play

"The best of the bunch..."—Computer Entertainment

Not just another music construction set!! The Music Studio gives you complete command of the music and sound capabilities of your computer. An orchestra of instruments is at your call as you compose, edit and arrange with just a joystick or touchpad! Designed by Audio Light.

Available for: Commodore 64/128, IBM PC jr., Tandy 1000, Atari 800/XE/XL and compatible systems.

THE DESIGNER'S PENCIL™

"Not just another graphics package, Designer's Pencil is...a truly innovative piece of software."—Randi Hacker, Games Magazine

Thousands of creations are possible with just the simple touch of a joystick or keyboard. Express yourself with pictures and music. Draw, compose and color. You always knew you had it in you. Designed by Garry Kitchen.

Available for: Commodore 64/128, Apple II series, IBM PC (with color card)/ PC jr., Tandy 1000, Atari 800/XE/XL and compatible systems.

GHOSTBUSTERS™

"...I have never so thoroughly enjoyed playing or even watching a game as entertaining as Ghostbusters... from the music to the graphics to the actual gameplay."—Michael Schneider, President/Publisher, Ahoy!

At last, a computer game that actually captures all the electricity and excitement of the blockbuster movie. A smash hit! Over 400,000 sold worldwide! Designed by David Crane.

Available for: Commodore 64/128, Apple II series, IBM PC jr., Tandy 1000, Atari 800/XE/XL and compatible systems.

SPACE SHUTTLE: A Journey Into Space™

"Space Shuttle is...tremendous...a real achievement in simulations. I strongly prefer it to the equally complicated Flight Simulator II."
— Robert Bowden, St. Petersburg Times

Up. Straight up. Soaring. Goodbye earth. Blast away boosters. Open cargo bay doors. And rest, just for a second. Time to tackle orbital mechanics. Try to rendezvous with an elusive satellite. Finally: Contact. Then down. Deorbit. Down through the atmosphere to land. Home. Designed by Steve Kitchen.

Available for: Commodore 64/128, Apple II series, Atari 800/XE/XL and compatible systems.