

**What is the hardest
thing in the world?**



**Tearing yourself
away from
an EPYX game.**

EPYX
Catalog

New! Brand New...Brand Spanking New from EPYX!

Armor Assault: NATO forces clash with the Soviets in a tactical-level World War III scenario for one or two players. (See Page 11)

PlatterMania: Test your skill as you perform amazing plate-balancing feats to rack up points! (See Page 1)

New World: Lead an expedition to the new world in a game of conquest and colonization. (See Page 10)

Monster Maze: A wild chase through a 3-D maze—earn points as you grab gold bars, gobble up vitamins and mow down monsters. (See Page 1)

Oil Barons: Gamble for the highest stakes as you try to become an Oil Baron. A game for one to eight players. (See Page 11)

Sword of Fargoal: Somewhere deep within the bottomless dungeon lies the Sword of Fargoal—but every time you play you'll have a new maze to explore. (See Page 6)

Alien Garden: You are a cosmic critter in an alien world brimming with curious crystals. Find the edible ones—and eat all you can. (See Page 1)

At Automated Simulations, we produce our games under the name of EPYX. You'll be seeing more and more of that EPYX name, and when you do, you'll know you're getting the high quality you've come to expect (and deserve) from us. As is our tradition, we will continue to bring you that same high quality in all of the new titles in this catalog.

We believe that games should be fun, challenging and intellectually stimulating. To be worth your money, and, more important, your time, a computer game must first be a *good game*. That's why we design the game *before* we design the program. That's also why each of our games is play-tested for hundreds of hours before the game system is final. We want you to know that you're getting a game that's worth your time.

Because we feel that a good game has to provide the player with many alternatives and ways to affect the outcome, our games are more complex, with more options, than most computer games available. But insofar as possible, we keep the complexity of the *mechanics* of play, and the rules, to a minimum, leaving you free to concentrate on your playing strategy.

We must be going in the right direction, since the best recommendations for our products come from satisfied customers. Here are a few quotes from our files:

"I would like you to know that my son has 'Rescue at Rigel' and 'Temple of Apschai.' He absolutely loves them and spends hours with them. He has about 40 assorted cassettes from different companies, but according to him, none compare with yours... I thank you for the many hours of pleasure you have given my son."

"In addition to having the most consistently excellent products... you have the best service department I have dealt with in the industry."

"I just finished 'Hellfire Warrior.' I didn't know a program could be this much fun."

"... the only games I buy are your DUNJONQUEST and STARQUEST games. 'Star Warrior' was fabulous."

"Just want to say thanks for another great software product. Of course, I'm talking about 'Dragon's Eye'..."

"... your games are the best entertainment programs I have seen for my computer."

"Thank you very much for 'Rescue at Rigel.' Like 'The Temple,' it is providing me and my friends with endless enjoyment. 'The Temple' has given me the greatest pleasure since I bought my computer."

"I just purchased 'Rescue at Rigel' and this has made me a follower of Automated Simulations."

Alien Garden

You are a cosmic critter in an Alien world brimming with curious crystals.

Some grow, some explode—killing your critter. Others shrink—right before your eyes. Some are edible, others poisonous. Your challenge is to find the edible ones. And eat all you can.

Dart your cosmic critter in and out between crystals. Sting them, bump them or eat them to find out what each of the 20 unique varieties does. Make the right move to gain the most points!

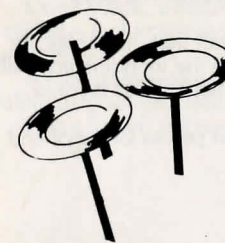
You'll hear the shattering and tinkling of crystals as they grow, shrink and explode—all in color.

Rack up as many points as possible as you eat, bump and sting your way through the garden. It's up to you to remember which crystals do what.

And the garden is different every time you play.



PlatterMania



Take your place among the all-time-great circus performers. Test your skill as you perform amazing plate-balancing feats to rack up points!

Beginning with four spinning plates on top of four rods, speed and accuracy are crucial as you move from one rod to the next, spinning the plates.

As you move your joystick, your computer displays, in fully animated color graphics, the busy circus performer and a table full of rods with spinning plates on top.

Be careful not to spin a plate too hard, or not enough—you'll be sorry when plates come crashing and clattering to the floor or fly off into the rafters!

Be alert and remember the order in which you first spun the plates; that's the order in which they'll fall!

As your skill improves, you can give an astounding performance, by increasing the number of rods and balancing up to 12 at any given time. The more plates you spin, the greater your score!

Keep your eyes open and be on your toes, as you dash from rod to rod picking up points—hope you reach them in time!

Monster Maze

Designed by Bob Schilling

They're after you! Your only hope is to get them before they get you. Trapped in a 3-dimensional chamber of horrors, over 40 mutant monstrosities are chasing you down corridor after corridor through many unique mazes that are different every time you play.

As you scurry down blind alleys and seemingly endless halls, you find gold bars just waiting for you to grab them up. Here and there you find a vitamin—but around the next corner a new terror awaits! If you can reach the vitamin before the monster reaches you...

Only the vitamins can give you the strength you need to kill the critters and enable you to escape the labyrinth.

Can you rid the maze of these rude rascals and collect all the gold? You only have nine lives!

Your map is an overhead view of this chamber of horrors. But don't look at it too long, lest you find yourself in the midst of those menacing monsters.

As you maneuver through the maze you see it unveiled as though through your own eyes—in colorful first-person graphics.

You'll be startled to find nine progressively more difficult levels of play increase the challenge as the game proceeds. And once you've cleared all the floors of the maze, you'll find an all new labyrinth to scare you to death!





King Arthur's Heir

Designed by Marc Russell Benioff

You have accomplished many great feats to earn the seat at the King's right hand. And now Arthur, King of Britons, has named you his heir over the hated Mordred.

But forthwith, you must prove yourself worthy to hold the crown of Camelot. Arthur commands that you shall go in quest of the treasured Scroll of Truth, hidden by the great wizard, Merlin.

By moving your joystick, your computer will display, in full color graphics, the magical world of Camelot and its mystical surroundings.

Being faithful to the Crown, you accept the royal command to retrieve the scroll. But Merlin forewarns you of mysterious places, gruesome creatures, evil forces and magical objects that will enter your quest at every turn.

Defying all perils, you will journey through an ominous forest, a supernatural castle, treacherous caves and magical cities—a few of the seven types of realms that will entice you. Some will hold necessary supplies and even treasures, but in others you will be surrounded by immeasurable evil.

Do all in your power to ward off dragons, bargain with wizards and subdue the devil himself, as more than these will try to waylay you in your quest.

But have faith, brave knight, amazing treasures will spur you on. A staff that emanates the most powerful of magic and a ring with supernatural powers, are among the wonders you will behold. Be warned of one other treasure, a magnificent ark, which will act in your favor, if, and only if, you have certain magic in your possession.

Use your powers wisely, as they will hasten your quest and safely return you to Camelot and the Crown.

Escape from Vulcan's Isle

Designed by Marc Russell Benioff

As navigator and explorer, you will voyage over a great sea en route to the destiny fate has prescribed for you.

Swept up in a tropical storm, and then shipwrecked, you awake to find yourself of the beach of an uncharted desert island.

As you move your joystick, you'll see the strange sites of Vulcan's Isle in full color graphics that scroll across your computer screen.

As your fantasy unfolds, you begin to explore a nearby cave, only to discover the diary of Alcemnon, the now-dead mariner who had lived on the isle years before. These few pages speak of mysterious places, magical artifacts and frightening creatures that are all a part of the island. All the information therein will serve you in your search for Alcemnon's home, or something else, ultimately enabling you to leave the island.

Hidden tombs, a volcano that only magic can penetrate, and caverns are among the seven types of realms on the island. Some of these will offer you shelter, but be on your guard for what lurks and lives in the dark.

Beware of flesh-eating Harrises, limb-wrenching Satyrs and Winged Demons who kill with just a touch. More than these will try to end your search.

But all is not lost. Magical treasures, once in your possession, will lend you amazing powers. Penetrate the most secret of place using only a flute. Render yourself invisible with a fabulous cloak and make use of astounding magic formulas.

If you use them wisely, these treasures will empower you to battle monsters, complete your search and victoriously leave Vulcan's Isle.



Crypt of the Undead

Designed by Marc Russell Benioff

You awake to find yourself in a cemetery. How you got there is of no importance—how you will escape is another matter. The gates are locked, the walls are high and you are in your final resting place.

The night air is cold and damp and the sun has just gone down. You have 12 hours—until sunrise—in which to set yourself free and return to the land of the living. Should you fail, at dawn you will fall back asleep in your grave.

As you move your joystick, the eerie contents of the graveyard unfold before your eyes in full color graphics.

Between the tombstones and freshly dug graves, treasures abound to increase your wealth—if you escape—and open to you that which would prefer to remain sealed. Edible treasures are your only form of sustenance—eat all that you find.

Only the strong will survive in the clutches of blood-thirsty vampires, flesh-seeking zombies and other undead wanderers who materialize in the night air and try to claim you as their own.

Enter, if you dare, stone-cold tombs, musty crypts, mausoleums, riddled with mazes to confuse unwanted visitors, and corpse-ridden catacombs that meander through the earth.

Once inside, treasures and a clue or two will make your venture worthwhile. But don't be misled—a clue is exactly what it claims to be. You'll need a sharp mind to use it to your best advantage.

All the possessions you accumulate, if you remember you have them, will serve, perhaps, to ultimately set you free.

Don't forget, eat well!



The Nightmare

Designed by Marc Russell Benioff

You're not sure if your mysterious surroundings are real, or merely an apparition, but you're trapped within a dark castle—the abode at the depths of your subconscious.

The heavy iron door behind you is sealed and there is only one means of escape. You must retrieve your mind's eye, located within the tunnel of death, and return with it to the iron door. Then, and only then, may you return to reality.

As you move your joystick, your computer displays, in full color graphics, the frightening and bizarre contents of the castle. You'll hear piercing screams from within the castle walls and the sound of footsteps—not always your own.

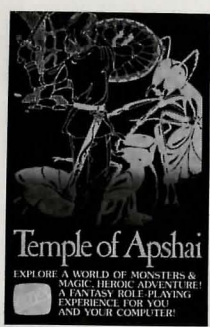
The Nightmare takes you from the depths of the dungeon, up flights of stone-cold steps, into three other vast castle floors, all riddled with mysterious chambers, fearsome creatures and amazing treasures.

A psychopathic killer is on the loose, and a mangy rat pack, in search of food, is eager to end your search. Beware, too, of other gruesome creatures standing guard to your mind's eye. A grotesque gargoyle and a headless man, beheaded and confined in the castle by former occupants, are but two of them.

However, wonderful magic, once in your possession, will see you beyond these frightening obstacles. A glistening silver cross, a book that warns of things to come, a quarter-staff that destroys stone and a magical ring that penetrates otherwise impassable barriers, are just a few you may find. Take everything you find—you never know when it may aid you in the search for your mind's eye.

Remember, reality awaits your return!





DUNJONQUEST Temple of Apshai

Now you can enter a universe in which quick wit, the strength of your sword arm and a talisman around your neck might be what separates you from a pharaoh's priceless treasure—or the death-grip mandibles of a giant mantis.

Enter the "Temple of Apshai," the first in our DUNJONQUEST series, the computer game that offers you the chance to perform heroic deeds in a labyrinth filled with treasures, traps and monsters.

Animated color graphics portray the "Temple" and all its contents—magic, monsters, doomed cities and damsels in distress. Do battle in real time, with over 20 types of monsters, each represented by a

unique graphic shape. Special sound effects intensify your quest, with arrows flying, wings beating and footsteps approaching in the dark.

"Temple of Apshai" is a role-playing game, and more. It's an alter-ego experience. Complex factors that make up a human being are abstracted into a few basic characteristics: strength, constitution, dexterity, intelligence and ego. Via your role-playing character, you'll venture into an unknown world, and be at home with the likes of skeletons, zombies, spiders and wraiths.

When you play the "Temple of Apshai," you'll be both a character within and a reader of the epic you're actually helping to create. In this labyrinth, the choice is always yours... fight or flee, parry or thrust, slay the monsters or see if they'll listen to reason.

We invite you to project yourself into the labyrinth. See and touch the treasures, hear and smell the creatures that inhabit the place. Discover for yourself the fantasy world of Apshai!

DUNJONQUEST Upper Reaches of Apshai

For the true Temple of Apshai aficionado, The Upper Reaches of Apshai is the first in a series of expansion dungeons for the award-winning "Temple"

The Upper Reaches of Apshai has four fun levels and over 150 rooms, gardens, berry patches and caverns. Horrible monsters, from giant tomatoes to killer chickens, lurk in the Innkeeper's backyard.

In the Upper Reaches of Apshai, you'll be walking on eggs in search of... Who knows? In Olias' cellar may lie the sword and shield he took from you, oh, so many moons ago.

Take your favorite character along, or have the Innkeeper generate a new one for a combined indoor and outdoor adventure.

Be warned, though, The Upper Reaches of Apshai is **not** a complete game. You must have Temple of Apshai to play.



DUNJONQUEST Curse of Ra

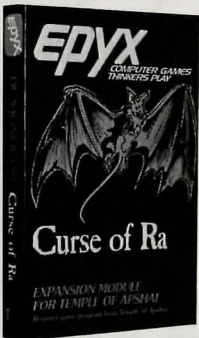
Second in a series of expansion modules for Temple of Apshai, "the computer game of the year" award winner, Curse of Ra takes you on a journey into the deserts of ancient Egypt.

Four great constructs rising up from the Great Desert preserve the wealth of generations dedicated to the sun god, Ra, lord of the ancient Egyptian gods. But legend holds, he who violates the treasures shall carry the Curse of Ra into infinity.

Fortunes within are guarded by the demons of Ra. The cobra, the jackel, the mummy and more all roam freely about more than 100 chambers. Each with but one purpose.

Take your heartiest Temple of Apshai veteran, or a new adventurer, in search of the solution to the Curse of Ra.

Curse of Ra is an expansion module for Temple of Apshai. You **must** have Temple of Apshai to play.



DUNJONQUEST Hellfire Warrior

The sequel to the best-selling "Temple of Apshai," "Hellfire Warrior" gives you the challenge of more command options and more detail than you've ever imagined!

Four new levels with sixty rooms each will test the character of the most experienced, the most intuitive, the most intelligent adventurer. On Level 5, you'll have to outwit giant insects to stay alive. On Level 6, you'll discover that it's as much a puzzle to solve as a dunjon to explore—because the only exit is hidden somewhere within the complicated labyrinth. On Level 7, you're constantly trying to escape from skeletons, ghouls, mummies, and even invisible ghosts. But the culmination of your adventure is on Level 8, an underworld haunted by lost souls, guarded by dragons, riddled with bottomless pits and blasts of hellfire.

The object of your journey is to rescue the warrior maid Brynhild, to bring her back to sun and air, to break the spell that binds her.



DUNJONQUEST Danger in Drindisti

You have been called to the court of Yoturni, Wizard King of Drindisti.

In this expansion module for Hellfire Warrior, your king is beset by four powerful enemies and he has called upon you to vanquish them.

Each villain has unique and dangerous powers—and two hold magical treasures you must recover and return to your king.

The Glass Wizard lives deep within a dungeon-like cavern. To find him you must discover the patterns of his infamous glass maze. The Illusionist, master of trickery, delights in confusing his pursuers.

He holds a magical staff your king requires as proof of your success. The Demonmaster is guarded by an evil high priest. In the Realm of Mist a sage may help you find your prey—a demigod and his minions.

In this adventure as a Hellfire Warrior, you'll encounter dozens of new monsters in over 100 caverns, chambers and catacombs. Take your favorite Hellfire Warrior or have the Innkeeper create a new persona especially for this quest.

Danger in Drindisti is the most danger-packed expansion module yet for Hellfire Warrior. You **must** have Hellfire Warrior to play.

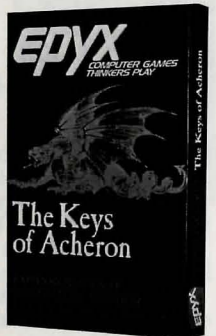
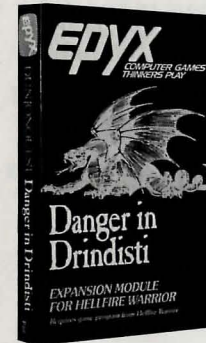
DUNJONQUEST The Keys of Acheron

The mage spoke in low tones: "Your first quest will take you to a world not far separated from our own. Once there, you must find the secret passage to the cave where The Dragon has secreted the key..."

So begins your next adventure as a Hellfire Warrior. Four magical jewels, the keys, each in a different dimension, must be recovered from the rule of Kronus the Demon. One is guarded by The Dragon. Another by an evil cleric. Still another lies deep within a fiery volcano. The fourth is protected by Kronus himself.

On your journey, you'll meet a friendly unicorn with a magical necklace to help you in your search. But to reach him, you must cross the dark and fearsome mandrake forest. Other monsters inhabit the dim and frightful places through which you must pass to reach the four keys. But time is short and fame and fortune drive you onward to the end of your quest.

The Keys of Acheron is an expansion dunjon for Hellfire Warrior. You **must** have Hellfire Warrior to play.





Dragon's Eye

PROCLAMATION: In the name of phantasmal powers that guard the gates of time, I, the good magician and mage of the seven provinces, do hereby make known and publicly proclaim the need for a champion.

All ye who are skilled in battle and horrible of mein and great of cunning, ye who are familiars of the supernatural and initiates to the ways of spell-casting—come ye forth and declare yourself.

Great are the rewards to him who rescues the Seven Provinces from the curse of the Dragon's Eye. But great also are the perils. Treasures of true potency will be found by those who seek out the Eye—treasures that are guarded by foul dragons, golems, ghosts, and a variety of beasties and beings that go bump in the night.

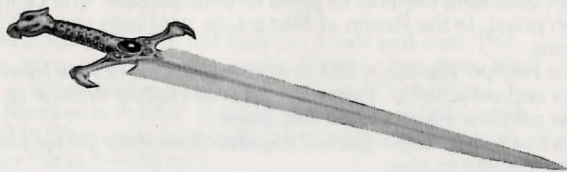
He who accepts the challenge will behold the full graphic splendors of spell-casting and serpent slashing. His magic glass will reveal to him, as never before it could, in chillingly animated detail, the gory destiny that awaits his readied blade. Hidden treasures will be found that bedazzle the eye. Magic effects will confound the senses.

To him who finds the Dragon's Eye, know ye that your great prowess will have banished forever the curse of the Evil Necromancer. Your name will be garbed in glory, and you will receive the worthiest of rankings.

Apply within.

Dragon's Eye, an overland adventure invites the player into a completely detailed world of fantasy involvement. Though the game is relatively easy to learn, the subtle interplay among magic effects, monsters, weapons, and treasures retrieved makes this a challenge.

Dragon's Eye is an outstanding introduction to fantasy role-playing adventures. Combining simplicity with variety and real time battle graphics, Dragon's Eye will captivate and entertain the younger player for hours.



Sword of Fargoal

Designed by Jeff McCord

By the light of your torch, enter an ever-changing dungeon of darkness in search of the Sword of Fargoal.

Somewhere within the bottomless dungeon lies the sword—and it's yours, if you can find it.

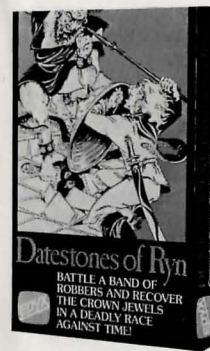
But each time you play, a new dungeon is created and you must begin your search anew.

And only as you explore will you be able to discover the rooms and corridors of each level. Step by step the baffling maze is revealed. Monsters and treasures abound in the darkness—waiting.

Your character grows more and more powerful as you progress from one level to the next. But first you must find the way down.

Along the way you may find magic items to help you—or traps to stop you. And of course, monsters to kill—or kill you.

Always your goal is to find the Sword of Fargoal—and live to tell about it! It will take all your cunning and strength to survive!



DUNJONQUEST The Datestones of Ryn

A dastardly robber band led by the notorious rogue, Rex the Reaver, has stolen the precious Datestones from the ducal calendar of Ryn. Your mission is to recover the Datestones before Rex and his cut-throats slip away in the darkness.

You're working against the clock to retrieve the stolen treasures. You must finish your quest before the sun sets! In The Datestones of Ryn the real-time action keeps you on the edge of your seat!

You play the hero, Brian Hammerhand—a mercenary at large—as you explore the cave complex where the robbers have taken refuge. But watch out for the other inhabitants! Especially the deadly slime!

The Datestones of Ryn is a fantasy role-playing adventure with more than a dozen real-time play options—and they're all easy-to-use single-key commands. Fight or flee, parry or thrust, heal your wounds or speak with monsters. The choice is always yours!

The Datestones of Ryn has a built-in competitive scoring system that lets you measure how well you do in successive playings and allows you to test your prowess against that of your friends. Can you snatch every last Datestone from the robbers' grasp? Remember, you've only got 20 minutes!

Your computer draws a map of the Dunjon, keeps track of the number of Datestones and other treasures you find, and handles all the rules, so The Datestones of Ryn is easy to learn and fun to play!

Will you emerge the victor, carrying the Datestones and the head of Rex the Reaver? Or will you meet defeat—pierced through by a cold steel blade from the shadows?

DUNJONQUEST Morloc's Tower

Morloc, the malevolent magic user, has sworn to level the city of Hagedorn by tonight, upon the rise of the new moon. Unless you—Brian Hammerhand—can fulfill your quest, none of the inhabitants of the town, pursued by the awesome and evil power of the wizard, will live to see the next sunrise.

Morloc commands the fire that burns the soul and a host of evil and inhuman servitors, from a pack of ravenous hounds to a fiery salamander (a species of corporeal fire elemental) ...and worse. The foul warlock rests secure in his tower, but the seeds of his destruction are sown therein.

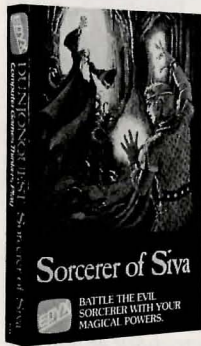
Can you, as Brian Hammerhand, puzzle out the workings of Morloc's possessions and so use them against their master? Will you slay the archvillain and save the fair maid Imelda for better than roasting in a fireball?

In Morloc's Tower, you'll find three kinds of rings, a magic sword, two amulets, a half a dozen other treasures, 30 rooms, 18 real-time command options, and a dozen types of monsters, including crafty old Morloc himself.

Morloc's Tower is a fascinating game that's easy to learn but a real challenge to master—a challenge of wit and the powers of deduction, where you should always expect the unexpected. Even after you've figured out all of the puzzles (or think you have), you'll play again and again to improve your score. But if the puzzle should prove too tough, the Book of Lore offers hints to help you find the solution.

Be warned: the optimal solution will prove to be even more elusive than the mad wizard!





DUNJONQUEST Sorcerer of Siva

Amulets, rings, necklaces, scepters,—oh, yes, and a pair of old boots—await you in the magical mines of Siva. Magic and riches abound. But wealth is not all you seek.

The only entrance seals behind you as you enter the dark stillness of the mine. Armed with only a dagger and your magical abilities, you have but a few short hours to seek out the secret exit (hidden somewhere on the fifth level) before you are sealed in for all time. But beware the wandering soulless creatures that dwell in the more than 300 chambers of the magical mine, guarding every treasure and lurking beneath every trap door.

A wizard you are, yes, who can hurl a fireball or lightning bolt to slay the blood-thirsty banshee; put an end to the deadly demon, or goad the goblin waiting to waylay you.

Your spells can create openings in solid walls and sealed entrances, heal your wounds, restore your strength, or give you the gift of weightlessness which lets you move effortlessly from room to room. Your own bravery will decide how many spells you shall bring into the mines. But beware the evil Sorcerer, who is waiting to cast his favorite spell—forgetfulness—to deprive you of your most valuable magic.

But all is not lost... You may regain a spell or two or, perhaps, if you can discover the wondrous touchstones no archaeologist has yet found—stones with powers to increase your magical abilities. Though, expect not that these, or others, always lie still, for the Sorcerer and his minions are afoot.

Be warned, too, that not all treasures you might find are true. Mysterious items might drain your life's blood and leave you in blackness. Will a ring bring you only wealth? Can a pair of old boots do more than protect your soles feet? In experience lies wisdom.

Good luck! And happy mining...

Crush, Crumble and Chomp!

Breathe fire, terrorize cities, snack on a horrified populace, and further develop your villainous personality. CRUSH, CRUMBLE, and CHOMP!

Is there a particular city against which you crave to wreak revenge? Do you have a grudge against the Golden Gate Bridge? Lunch on San Francisco, then. Can't control your burning desire to consume the Pentagon? Dine on Washington, D.C. Fed up with cheap imports? Tokyo, perhaps. Do you hunger for the Big Apple? Munch on New York.

Be the deadly amphibian who longs to leave trails of poisonous nuclear pollution; simultaneously smash street cars with a single blow of your scaly tail, lunch on helpless humans, and radiate a ray of death from your malevolent eye.

Or would you like to be, perhaps, not even of the fallible flesh but, rather, of horrendously heartless steel? A lifeless, but life-like, mechanical gizmo preprogrammed by zero-population-growth professionals for the destruction of all things earthly.

If you were a giant winged creature, think of the aerial attacks you could make on the terrified but tasty tidbits beneath you.

Take on the persona of any of six demonic beasts (even more for those who have a disk). Select from four mouth-watering metropoli and five different objectives. Over 100 possible scenarios, complete with graphic mayhem and the resounding thunder of your monsterly presence, await your beastly appetite.

But wait! The National Guard is out to get you. The local police are sworn to your destruction. Even as you read this, a secret weapon is being readied against you by mad and skillful scientists. Are you truly prepared to face helicopters, tanks, artillery, and more, driven by those who are literally dying to get at you?

Sooner or later, humanity will triumph... maybe. Or maybe vengeance will be yours.



STARQUEST Star Warrior

In this STARQUEST, you are a star-faring knight bound tightly by your code, a mercenary with a cause. You are a Fury, an interplanetary avenger on a mission of justice and danger, called on by the people of the planet Fornax to free them from the rule of an oppressive military governor. You must take on an entire planetary occupation force—alone! Outnumbered by storm troopers of the Stellar Union, you'll always be on the lookout for hover craft, robot tanks, artillery—even the deadly, rapid firing “Mauler”—nine types of enemy vehicles in all. But you're far from helpless.

When you play “Star Warrior,” you'll walk, jump—even fly—over swamps, forests and mountains. Six different sounds and even better graphics than our DUNJONQUEST series make “Star Warrior” more fun, and, the emphasis is on fast action and challenge.

Choose from 19 command options, several suits of powered armor, 5 levels of skill and 2 scenarios. In Scenario One, you must divert your enemy from the main attack. Your aim is to destroy as many military installations and vehicles as you can before you are recalled. You can even set your own time limit, so you can play for as little or as long as you like! In Scenario Two, you must track down and destroy the tyrannical military governor and his staff. You'll use sophisticated electronic direction finding equipment to home in on your targets. You have decoys to fool your enemy, and you are equipped with nuclear missiles, blaster and power gun. The governor is always on the move, so you never know where you'll find him next!

But like your mythical namesake, you are a Fury—a soldier of daring and courage, and the people of Fornax are depending on you!



STARQUEST Rescue at Rigel

The trouble started when a renegade High Tollah sought sanctuary in the Stellar Union. To get back at the renegade, this uncaring adversary ordered 10 men and women from the Orion colony of Ultima Thule taken prisoner. There, inside a secret base on a moonlet circling Rigel, Tollah scientists used these victims to find a means of reducing the human race to the status of Common Tollah. In the Tollah scheme of things, there was room in the cosmos for only one set of decision-makers: the High Tollah.

Although the Tollah race walks erect, their faceted eyes, mandibular jaws and long abdomens are clearly insectoid. Will the 10 prisoners be transformed into these aliens, or will they be saved miraculously by your role-playing alter-ego: Sudden Smitty?

With “Rescue at Rigel,” you can have the excitement of our fantasy role-playing system in the science-fiction universe of “Starfleet Orion” and “Invasion Orion.” You take the part of the brave Smitty, and it's all up to you. You must find your way through a maze of corridors, chambers, graveshfts and teleportals... trying to save the 10 humans held somewhere within. Their insectoid captors move them from room to room inside the complex, so each time you play, you must search again!

Armed with powergun and blaster, you must battle the aliens that lurk there, and then, somehow get *yourself* out of the moonbase alive! Your powergun and shield draw energy from your powerpack. Your blaster has only a handful of charges, and your rescue ship is under orders to leave—with or without you—in 60 minutes!

Can you rescue the 10 prisoners before your powerpack is depleted? Can you get back to your rendezvous point in time? Can you escape the dreaded clutches of the unmerciful High Tollah? Try it, Smitty. You're their only hope.



Ricochet

Ricochet is the first abstract action-strategy game designed for play on your home computer.

You've got two launchers you fire at your opponent's goal. There are obstacles in your path—but you get points for banking your shots off them before they reach the goal. The longer the shot, the more points you get.

You're trying to rack up points for your personal Ricochet Rating. You are assigned a rating (by your computer), based on how well you play against your computer opponent or against another human. Your rating improves when you win the match.

Match victory is yours when you win two out of three games (or three out of five, depending on the variant). The match is self-

handicapping, so you get an edge-of-your-seat battle every time.

Six pieces are your Chessmen. You maneuver them to block your goals from attack, while setting up the best possible shot for yourself. But the game is over as soon as one player has launched all of his shots, so don't wait for that perfect angle, or you'll lose without even firing.

As in tournament Chess, you're under time pressure, but Ricochet has a "smart clock" that allows you to put more pressure on your opponent by playing super fast.

On one level, you'll enjoy Ricochet's fast action, color and sound. But on another level, the strategic subtleties will keep challenging you for years to come.

New World

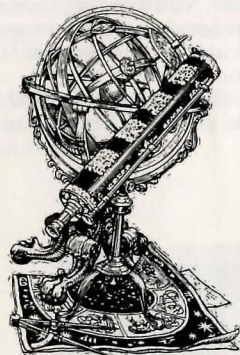
Designed by D.A. Decker, Jr.

Lead an expedition to the new world in a game of conquest and colonization in the year 1495.

Representing one of three countries, you try to achieve supremacy over your opponents by building colonies in North and South America.

As England, France or Spain, you recruit colonists and purchase supplies and soldiers, then transport them across the Atlantic. Storms, pirates and other hazards hamper your journey. Once there, disease, bankruptcy and warfare threaten your colonies' success. And you must mine gold to finance your expansion and pay taxes.

A successful strategy can win you control of the entire Western hemisphere.



Jabbertalky

Designed by Norm Lane

Jabbertalky, the programmable word game, thrusts you into a world of language games. Two games—Alphagrammar and Cryptogrammer—are already programmed into Jabbertalky. Each is based on the program's ability to generate an infinite variety of random sentences that are grammatically correct and whose meanings range from the poetically profound to the lusciously ludicrous.

Alphagrammar is not merely your ordinary game of word unscrambling; it's your extraordinary game of unscrambling an entire sentence.

Cryptogrammer serves you sentences, in which each letter of the alphabet is substituted for another letter. This cornucopia of

cunningly contrived cryptograms produces a myriad of mind-bending, code-breaking challenges.

One to four players (more, if you have the memory) take turns on each game before time runs out. Eight levels of difficulty make the games challenging and fun for both seven-year-olds and expert linguists alike.

Jabbergrammar gives you the tools to create even more sentences. Jabbergrammar can be described as an editor—but it is more. It is a language language. It lets you add, change, or delete words, creating entirely new and extraordinary vocabulary lists.

When you play Jabbertalky, you can always have the last word.

Oil Barons

Designed by Tom Glass

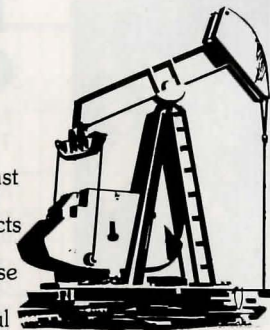
Gamble for the highest stakes as you try to become an Oil Baron. Oil Barons is a strategy game for the whole family—or even a solitaire game.

Starting with four parcels of land and over 1 million dollars, you're searching for black gold. Your company is competing against eight others to develop the most oil-rich land. As you explore and drill for oil, you face government regulations, windfall taxes and acts of nature from well fires to hurricanes.

You can buy and sell property at public auctions to try to increase your holdings or unload bad parcels on unsuspecting buyers.

Choose from nine levels of skill from novice to expert. A colorful map board is included, showing the dozen or so types of terrain you'll explore: mountains, desert—even offshore sites. And you get playing pieces to stake out your territory, as well as an illustrated instruction booklet.

Oil Barons challenges you to top the best moves of the OPEC cartel and dominate the world oil market in this challenging simulation of the oil exploration business.



Invasion Orion

You are Fleet Admiral, and as commander-in-chief, you alone can stop the alien forces. You'll need all your wits about you to command up to nine starships—battle-cruisers, dreadnoughts, scouts—30 different types—even planetary defenses—against the alien hordes!

Your ships are armed with destructor beams, tractor beams, missiles and torpedos. Each has only a limited amount of energy to power its drive, energy screen and beams. However, you must decide how to allocate the energy to your best advantage. Will your ship's armor be enough to stop a torpedo? Or should you divert energy from your beam to your shield—the choice is up to you!

Choose from three levels of skill and 10 fully-tested scenarios—from one-on-one starship combat to full-scale Armageddon! And a

special supplemental program lets you create more scenarios of your own. You can even design your own ships! Invasion Orion is infinitely expandable!



Armor Assault

Designed by John Weber

Fight a battle not yet fought: Soviet armored columns are rolling across the north German plain. NATO armored forces are yours to command in this tactical-level wargame—lead them to victory over the Soviet Union and shape the post World War III world!

Armor Assault, highlighted by simultaneous movement, is a tactical simulation of tank warfare in World War III between NATO and the Soviet Union, in a variety of scenarios from the Rhine to Afghanistan.

Each player controls six tanks, armed with guided missiles and mines. You can assemble your units from six types of tanks.

You and your human or computer opponent can select from 12 scenarios and a variety of terrain. Eleven playing maps are provided with the game and you can create your own.

Each turn, you maneuver your tanks, mines and guided missiles, destroying your foe's forces with opportunity and direct fire. Movement is affected by terrain and type of fire implemented. Damage statistics keep you updated on your condition. Full color simultaneous movement and combat resolution take place on your screen.

You determine your strategy and tactics. A unique system for entering orders allows you to plot your maneuvers without your opponent's knowledge.

Intense and unpredictable World War III warfare is about to break out between NATO and Russia. Your troops await your command!



Tuesday Morning Quarterback

Now you can coach your own pro football team when you play Tuesday Morning Quarterback, the first of our EPYX Sports series.

Once you've finished watching the big game on TV, you can take an active part in a game that has all the excitement—and frustration—of the real thing. You're the coach and captain, and the outcome of the game depends on whether you can outguess your computer opponent and call the best plays. Choose from 16 different offensive plays—7 running plays, 8 pass patterns—plus an option play. And there are 6 defensive options—96 possible combinations. But you've only got a few seconds in the huddle to make your decision!

Tuesday Morning Quarterback is a game of both skill and strategy. But you don't need to be a football expert to play. A glossary of football terms and tips on strategy help the novice make decisions. You can even practice your kicking skills before the game starts.

But after kick off, you'll fight for every yard—gaining momentum as you march forward—or losing confidence as you're pushed back.

You'll see the progress of your half back as he dashes toward the goal line, watch as your quarterback completes a pass to your tight end, and cheer when your team scores a touchdown, a field goal, or intercepts a pass! But watch out for fumbles and penalties.

Pit your favorite teams against each other. A special program lets you keep your team rosters up to date. Transfer players to other teams, make substitutions, or even create your own all-star team. You can even set your own time limit, so you can play for as little or as long as you like.

With Tuesday Morning Quarterback, you call the shots—you make the decisions—and you make the difference in the race for the Super Bowl!

Fore!

Now you can play golf like the pros without joining a country club.

Whether you're a novice or an expert, FORE! lets you play your ball the way you want to play it—everytime. But your game is affected by a variety of factors that keep the game challenging.

Tee off from your choice of two courses. Play on the public course or the more difficult pro circuit. If you want to warm up before you start your game, there's a driving range.

You see your ball as it flies. FORE! has a colorful graphics display with eight types of terrain. (Watch out for sand traps, lakes and trees on your way to the green.) There's a status display, too, with the distance to the hole, wind direction, the par value for the hole and more. Play solitaire or against as many as three other human players.

Three choices are all you have to make: where to aim your shot, which club you'll use, and how hard you'll swing. But each of these affects the outcome of the game, as well as wind direction and terrain obstacles.

You've got a bag of 15 clubs to choose from—irons, woods, a putter and a wedge. You can direct your shot to compensate for wind and terrain, and you can choose a full, normal or easy swing to control its distance.

FORE! is a realistic simulation of golf with all the variety and challenge of the real thing.



Computer System Requirements

Title	APPLE ¹ (With Applesoft in ROM)		TRS-80 ¹		ATARI 400/800 ^{1,2} (With BASIC cartridge)		IBM (With advanced BASIC and color board)		COMMODORE		
	Disk (48K)	Cassette (Level II, 16K)	Disk (TRS-DOS 32K)	Cassette (32K)	Disk (32K)	Disk (64K)	Cassette	ROM Cartridge	PET Cassette (32K)	ROM Cartridge	VIC 20
Alien Garden	N/A	N/A	N/A	N/A	ROM Cartridge/J	N/A	N/A	N/A	N/A	N/A	N/A
PlattenMania	N/A	N/A	N/A	N/A	ROM Cartridge/J3	N/A	N/A	N/A	N/A	N/A	N/A
Monster Maze	✓	✓	✓	✓	ROM Cartridge/J	N/A	N/A	N/A	✓/J3	N/A	N/A
King Arthur's Heir	N/A	N/A	N/A	N/A	40K/J	N/A	N/A	N/A	N/A	N/A	N/A
Escape from Vulcan's Isle	N/A	N/A	N/A	N/A	40K/J	N/A	N/A	N/A	N/A	N/A	N/A
Crypt of The Undead	N/A	N/A	N/A	N/A	40K/J	N/A	N/A	N/A	N/A	N/A	N/A
The Nightmare	N/A	N/A	N/A	N/A	40K/J	N/A	N/A	N/A	N/A	N/A	N/A
Temple of Apshai	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Upper Reaches of Apshai	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Curse of Ra	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Hellfire Warrior	✓	✓	✓	✓	✓3	✓	✓	✓	✓	✓	✓
Danger in Drindisti	✓	✓	✓	✓	✓4	✓	✓	✓	✓	✓	✓
The Keys of Acheron	✓	✓	✓	✓	✓4	✓	✓	✓	✓	✓	✓
Dragon's Eye	✓	✓	N/A	N/A	40K	N/A	N/A	N/A	✓	✓	✓
Sword of Fargoal	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	✓*3	✓	✓
The Datasources of Ryn	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Montec's Tower	✓	✓	✓	✓	✓3	✓	✓	✓	✓	✓	✓
Sorcerer of Siva	✓	✓	✓	✓	N/A	N/A	N/A	N/A	✓	✓	✓
Crush, Crumble & Chomp!	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Siar Warrior	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Rescue at Rigel	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Ricochet	✓	✓	✓	✓	16K	✓	✓	✓	✓	✓	✓
New World	✓	✓4	✓	✓	N/A	✓	✓	✓	✓	✓	✓
JabberTalky	✓	N/A	✓	✓	N/A	✓	✓	✓	✓	✓	✓
Oil Barons	✓	N/A	✓	✓	N/A	✓	✓	✓	✓	✓	✓
Invasion Orion	✓	24K	✓	✓	24K	✓	✓	✓	✓	✓	✓
Armor Assault	N/A	N/A	N/A	N/A	40K/J	✓	✓	✓	✓	✓	✓
Tuesday Morning Quarterback	✓	N/A	48K	N/A	N/A	✓	✓	✓	✓	✓	✓
FORE!	✓	N/A	N/A	N/A	N/A	✓	✓	✓	✓	✓	✓

* 16K expander required.
 ** 8K expander required.
 N/A Not Available.
 J Joystick required

1. Apple, TRS-80, ATARI 400, ATARI 800, IBM, VIC-20, and PET are trademarks of Apple Computer, Inc., Tandy Corp., Atari, Inc., International Business Machines and Commodore International, respectively.
 2. Compatible with either the ATARI 400 or the ATARI 800 computer.
 3. Available November.
 4. Available December.

EPYX

