

# EPYX™

COMPUTER SOFTWARE

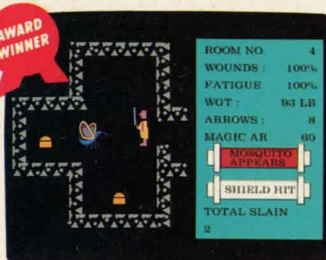
*Strategy Games for the Action-Game Player™*



**COMPUTER SOFTWARE CATALOG  
FALL 1984**



# STRATEGY GAMES



## 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 as you gain experience. Be prepared to contend with 4 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 fight another day.

One player

Disk: Apple, Atari, Commodore 64, IBM PC and PC jr

Cassette: Atari, Commodore 64, VIC-20, Adam



## UPPER REACHES OF APSHAI™

First in a series of expansion dungeons for the *TEMPLE OF APSHAI*. Complete with animated graphics, four levels, and more than 150 chambers. Not to mention hordes of new, evil monsters to contend with.

One Player

Disk: Apple, Atari, Commodore 64, IBM PC and PC jr

Cassette: Atari, Commodore 64



## CURSE OF RA™

Add to the challenge of *UPPER REACHES* and *TEMPLE OF APSHAI* with a journey to the deserts of ancient Egypt. Four new levels and 100 additional chambers. Nasty creatures like the cobra, the jackal and the mummy make your journey all the more treacherous.

One Player

Disk: Apple, Atari, Commodore 64, IBM PC and PC jr

Cassette: Atari, Commodore 64

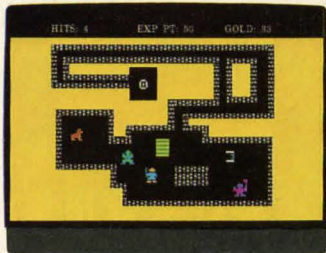


## ROBOTS OF DAWN™

Elijah Baley is here from the best selling, science fiction series by world renowned author *Isaac Asimov*. Now you can become 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 is trying to murder you? Jump into the action in this fascinating epic murder mystery. Can you piece together the elusive clues to solve the eternal question "who done it?"

One Player

Disk: Commodore 64



## SWORD OF FARGOAL™

Level by level, you'll find your search for the wondrous *Sword* more difficult and treacherous. The only thing you can be sure of are surprises, not all of them pleasant. Dwarf guards, hobgoblins, treasures, and enchanted weapons fill the 4 exciting levels in your search for the elusive *Sword*.

One Player

Disk: Commodore 64

Cassette: Commodore 64, VIC-20



## DRAGONRIDERS OF PERN™

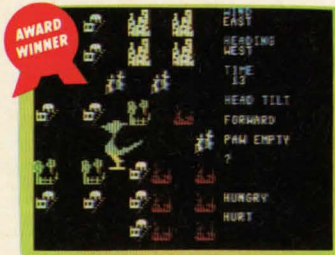
Based on the best selling book series by widely acclaimed science fiction author *Anne McCaffrey*.

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  
One to Four Players

Disk: Atari, Commodore 64

Cassette: Commodore 64



## CRUSH, CRUMBLE & CHOMP™

Star in your own monster movie! Choose one of six monsters, or build 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, IBM PC and PC jr

Cassette: Atari, Commodore 64, VIC-20



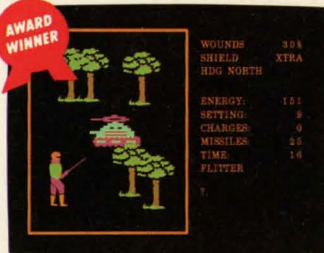
## OIL BARONS™

Starting with 4 parcels of land and over \$1 million, you search for that ever elusive gusher. Obstacles like government regulations, well fires, and hurricanes complicate matters, but the challenge of increased land holdings, striking it rich, and even unloading worthless parcels makes it all worthwhile.

Complete with 4-color gameboard and playing pieces.

One to Eight Players

Disk: Apple, Commodore 64, IBM PC and PC jr



## STAR WARRIOR™

In *STAR WARRIOR*, you're faced with the unenviable but exciting task of freeing an entire planet. At your disposal are a variety of weapons and even the ability to fly. You will need them all to dispose of storm troopers, robots and the deadly Mauler. Choose from 19 different game options and five levels of skill.

One Player

Disk: Apple, Atari

IBM PC and PC jr

Cassette: Atari





# ACTION-STRATEGY GA

NEW!



## SUMMER GAMES™

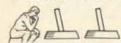
You're an Olympic athlete competing in eight key events at the Summer Games. How well can you score in track, swimming, diving, skeet shooting, pole vaulting, gymnastics and more. So realistic, there's even an awards presentation after each event. Change into your running shoes and *Go for the Gold!*

*Joystick Controlled*

*One or More Players*

**Disk:** Apple, Atari, Commodore 64, IBM PC and PC jr

**Cassette:** Adam



NEW!



## THE 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*, everything you could ever want, except the hot dogs and peanuts.

*Joystick Controlled*

*One or Two Players*

**Disk:** Commodore 64



NEW!



## IMPOSSIBLE MISSION™

As a member of the Anti-Computer Terrorist (ACT) 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, break into his computer system, and abort his plans? The survival of the world is in your hands!

*Joystick Controlled*

*One Player*

**Disk:** Commodore 64



NEW!



## PUZZLEPANIC™

From Ken Uston, world famous blackjack and computer game expert comes this ultimate challenge. Eleven series of puzzles will test your reasoning ability, logic, coordination, powers of observation, and memory. There are puzzles based on music, arithmetic sequences, colors, patterns, shapes and much more! So put on your thinking cap, grab your joystick and try to beat the master.

*Joystick Controlled*

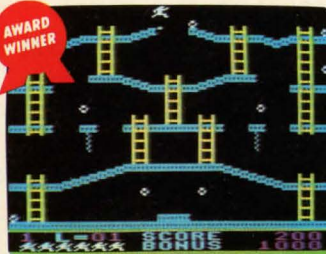
*One Player*

**Disk:** Atari, Commodore 64

**Cassette:** Atari, Commodore 64



AWARD WINNER



## JUMPMAN™

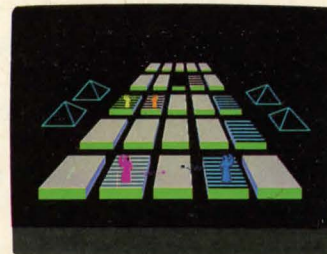
Only Jumpman's quick reflexes and unparalleled speed can save the Jupiter Command Center from the fiendish Alienators. Leap girders, climb ropes and scale ladders to diffuse the planted bombs on all 30 screens. Watch out! Enemy bullets, robots and birdmen are bent on your destruction! How long can you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

*Joystick Controlled*

*One to Four Players*

**Disk:** Apple, Atari, Commodore 64

**Cassette:** Atari, Commodore 64



## SILICON WARRIOR™

The setting is a 3-D power grid laid out in outer space. Warriors from the House of Apple, House of Adam, House of Peanut and House of Pong are fighting to the death. To triumph you must dodge, disappear, and reappear while returning enemy laser fire with stunning accuracy as you program chips in the battle grid to your color. Be prepared, your battle plan and strategy are just as important as your quickness and straight shooting.

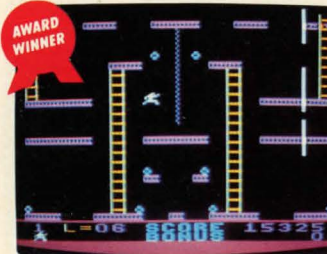
*Joystick Controlled*

*One or More Players*

**Cartridge:** Atari, Commodore 64



AWARD WINNER



## JUMPMAN JUNIOR™

The devilish Alienators are back, and have overrun the Jupiter Command Substation. In this sequel to the best selling *JUMPMAN*, players must leap through 12 new screens, featuring electrocution traps, moving walls, hellstones, and dangers much too bizarre to be believed. How many screens can you master?

*Joystick Controlled*

*One to Four Players*

**Cartridge:** Atari, Commodore 64

ColecoVision and Adam



## LUNAR OUTPOST™

Alien invaders are preparing a full scale invasion of Earth. Your Lunar Outposts are all that stand between the invasion force and ultimate defeat. Use your enemy scanner to determine which outposts to man first and how much ammunition you will need. The wrong strategy could lead to the destruction of the planet Earth. With exciting 3-D graphics, you're right in the action.

*Joystick Controlled*

*One Player*

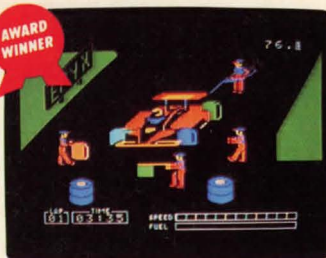
**Disk:** Commodore 64

**Cassette:** Commodore 64





AWARD  
WINNER



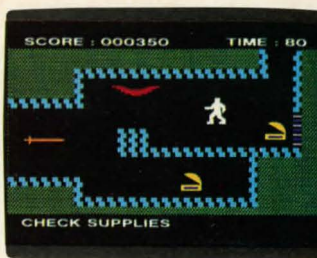
## PITSTOP<sup>TM</sup>

At break neck speeds, steer your race car around the track. But plan your race strategy carefully; the faster you go, the more fuel and tires you'll burn up. Once in the pits, it's a race against the clock to gas up, change tires and get back into the race. It's the first auto race game where winning is "the pits".

*Joystick Controlled*

*One to Four Players*

**Cartridge:** Atari, Commodore 64  
ColecoVision and Adam



## GATEWAY TO APSHAI<sup>TM</sup>

It's easy to lose your way in the dark twisted caverns leading to the famed Temple. Glorious treasures are scattered throughout the many levels, and monsters lurk in every corridor. Luck, strength and dexterity are your characteristics. Will you survive by avoiding the monsters, or will you try to kill them to add to your score?

*Joystick Controlled*

*One Player*

**Cartridge:** Atari, Commodore 64  
ColecoVision and Adam



## 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", "Strategy", or "Learning".



STRATEGY



ACTION



LEARNING

DRAGONRIDERS OF PERN is a Trademark of Anne McCaffrey, ROBOTS OF DAWN is a Trademark of Isaac Asimov, SEAWOLF II and GUN FIGHT are Trademarks of Bally Midway Mfg. Co., STARFIRE, FIRE ONE and FAX are Trademarks of Exidy, Inc., and 9 TO 5 is a Trademark of Twentieth Century-Fox Film Corporation.

# ARCADE CLASSICS™



## SEAWOLF II™

from Bally Midway™

Sink everything from enemy PT boats to aircraft carriers. Each ship moves at a different speed and has a different point value, so you must decide which ships to sink. All the fun of the arcade classic, but without all the quarters.

*Joystick Controlled*  
*One or Two Players*



**Disk:** Atari  
**Cassette:** Atari

SEAWOLF II and GUN FIGHT are available together on one disk or cassette.



## STARFIRE™

from Exidy™

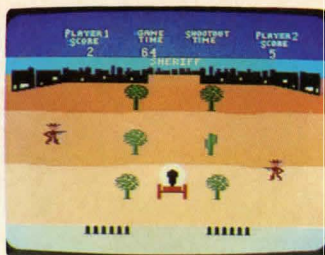
As Starfire commander you control the speed and direction of your ship. Determine the position of the enemy and let loose with a laser blast. Don't forget to keep an eye on your control panel for a constant update of fuel and time remaining.

*Joystick Controlled*  
*One Player*



**Disk:** Atari, Commodore 64  
**Cassette:** Atari, Commodore 64

STARFIRE and FIRE ONE are available together on one disk or cassette.



## GUNFIGHT™

from Bally Midway™

It's shoot-out time and you've got to be faster than your opponent, or the computer. Move, dodge, or hide behind a covered wagon or cactus, but whatever you do, don't waste time, because your opponent is shooting back. Take your position, aim, and fire before he gets you!

*Joystick Controlled*  
*One or Two Players*



## FIRE ONE™

from Exidy™

Destroy the enemy fleet before it reaches your home port. Locate the enemy ships on your sonar screen, and determine their range. Then it's up periscope and torpedoes away. Don't waste time, the enemy sub is firing away, determined to send your fleet to Davy Jones' locker.

*Joystick Controlled*  
*One Player*



# LEARNING FUN™

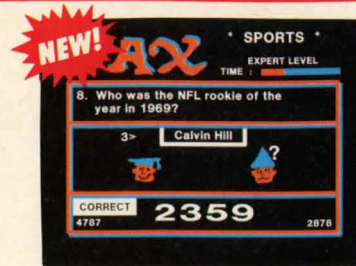


## 9 TO 5 TYPING™

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

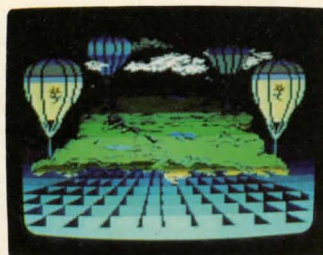


## FAX™

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: "Novice", "Expert", and "Genius" help add to the challenge. How fast can you be with FAX?

*One or Two Players*

**Disk:** Apple, Commodore 64  
IBM PC and PC jr



## FUN WITH ART™

This learning "game" transfers the palette and brush to the video screen with amazing results. You can choose from numerous brush strokes, colors and shapes, plus special fill-in and magnifying options to create works of art. Great fun and creativity for an artist of any age.

*Joystick Controlled*  
*One Player*

**Cartridge:** Atari



## FUN WITH MUSIC™

One mode allows you to compose songs and play them back—with the ability to add or remove notes and change the tempo or key. The second mode is a musical action game where you control a drum major who has to touch the displayed notes of your song before a ferocious dog catches up with him. It's creative, challenging and makes learning music fun.

*One Player*

**Cartridge:** VIC-20





EPYX has a unique line of computer software that offers a full spectrum of exciting games. We call them "*Strategy games for the action-game player*," because they are designed to challenge your mind as well as your reflexes. Whatever your preference in computer games, EPYX has it. Experience new dimensions in adventure, action, and learning with...

**ACTION-STRATEGY GAMES** where flawless strategy and fast reflexes are the winning combination. Be ready to accept the consequences for each split-second decision as you dodge the ever changing obstacles in *JUMPMAN* or *JUMPMAN JUNIOR*. Plan your strategy, then execute it skillfully in *SUMMER GAMES* and *THE WORLD'S GREATEST BASEBALL GAME*.

**STRATEGY GAMES** where reasoning and observation are your most effective weapons against cunning human or computer opponents. Prepare yourself for the unexpected in the Award Winning *TEMPLE OF APSHAI* Series, or become a detective or Weyr Leader in *ROBOTS OF DAWN* and *DRAGONRIDERS OF PERN*.

**ARCADE CLASSICS** that bring the excitement of famous arcade hits right into your living room. These Bally Midway and Exidy classics have all the action and excitement of the originals with even better graphics.

**LEARNING FUN**, the creative line of educational games that teach as well as entertain. Put your brain to the test playing the fast paced competitive Trivia game, *FAX*. Enjoy all the fun of the movie while perfecting your typing skills in *9 to 5 TYPING*. Have fun and learn at the same time, that's why we call them **LEARNING FUN GAMES**.

All EPYX games carry coding symbols to let you know whether the game emphasizes strategy, action or learning. Just count the number of Thinkers, Joysticks and Mortarboards in the game code.



Action-Strategy, Strategy, Arcade Classics, and Learning Fun. There's something for everyone in the complete lineup of EPYX games—with more on the way.

So hold on to your joystick, and let EPYX take you farther than you've ever been before!