

# **EPYX**®

COMPUTER SOFTWARE

*Strategy Games for the Action-Game Player*®

**SPRING 1986**



**CONSUMER SOFTWARE  
CATALOG**

# ACTION-STRATEGY GAMES®



## THE MOVIE MONSTER GAME™

Now you can become a part of the famous old time Japanese monster movies and play the role of the monster! Defeat the combined forces of the Army, Navy, Air Force, and even a mad scientist or two. For the first time, you control the monster's destiny, because you control the monster. Pick your favorite monster, then pick the unlucky city and let the fun begin. Get *The Movie Monster Game* and kiss New York Good-Bye!

One or Two Players

Amiga • Apple II • Atari • Atari ST • C64/128 • IBM PC • MAC



## WINTER GAMES™

Experience the challenge of seven different sporting events. 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, while timing counts in Figure Skating. Choreograph your own routine in Free Style Skating or go head-to-head with your competition in Speed Skating. Hot Dog Aerials test your agility, while the Biathlon tests your endurance. There's even an opening ceremony, complete with national anthems.

One to Eight Players

Amiga • Apple II • Atari • Atari ST • C64/128 • IBM PC • MAC

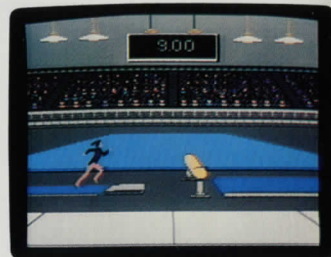


## SUMMER GAMES II™

*Summer Games II* challenges you to eight different Olympic-style events. Compete against the computer or up to seven opponents in Rowing, Triple Jump, Javelin, High Jump, Fencing, Cycling, Kayaking and Equestrian. Filled with graphics and realistic animation, add roaring crowds and unique joystick action, and you'll be ready for the 1988 games! Opening Ceremonies, medals and your choice of countries are all part of the *Summer Games II* experience. Here's eight more chances to Go for the Gold!

One to Eight Players

Amiga • Apple II • Atari • Atari ST • C64/128 • IBM PC • MAC

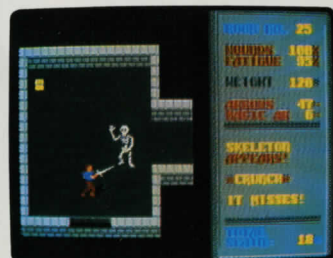


## SUMMER GAMES®

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? *Summer Games* has superb state-of-the-art graphics and sound effects. In each event you must plan and execute your game strategy in order to maximize your score. So realistic, there's even an opening ceremony and awards presentation after each event. Change into your running shoes and Go for the Gold!

One to Eight Players

Amiga • Apple II • Atari • Atari ST • C64/128 • IBM PC • MAC



## TEMPLE OF APSHAI TRILOGY™

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 must now face the *Curse of Ra*, a journey into the deserts of mythical Egypt. Will you have the strength and power to prevail? Will you ever know...the secret of the Temple of Apshai?

One Player

Amiga • Apple II • Atari • Atari ST • C64/128 • IBM PC • MAC

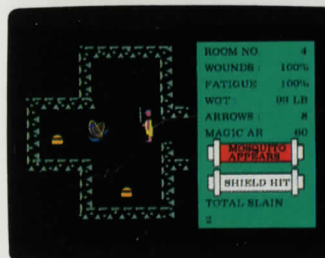


## PITSTOP II®

The first auto race game that gives you a chance to go head-to-head against your opponent in different race tracks all over the world. With *Pitstop II*, you can experience the thrill of speed and competition as you battle your opponent in a race against the clock. 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. *Pitstop II* — because auto racing is not a solo sport.

One or Two Players

Amiga • Apple II • Atari • Atari ST • C64/128 • IBM PC • MAC

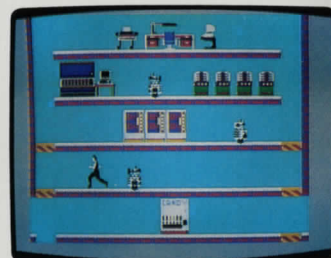


## TEMPLE OF APSHAI®

The chance to perform heroic deeds awaits you in the *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 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

Amiga • Apple II • Atari • Atari ST • C64/128 • IBM PC • MAC



## 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, break into his computer system, piece together the puzzle and abort his plans? The survival of the world is in your hands!

One Player


Amiga • Apple II • Atari • Atari ST • C64/128 • IBM PC • MAC





## THE 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. You control key players to run a sweep, make a tackle, throw a pass or kick a field goal. This one is sure to become your favorite football game.


One or Two Players 

Amiga • Apple II • Atari • Atari ST • C64/128 • IBM PC • MAC



## THE WORLD'S GREATEST BASEBALL GAME®

Match the Classics against a recent World Series or All-Star team, or trade players and create your own team. Use actual statistics to determine your lineup, then watch the action unfold against an opponent, or the computer. Choose between managing and controlling your team, or just managing. Two disks with over 75 teams, trading functions, improved graphics, and even trivia questions!


One or Two Players 

Amiga • Apple II • Atari • Atari ST • C64/128 • IBM PC • MAC



## ROGUE™

Your task is to make your way through a maze of seemingly never-ending dungeons and return with the "Amulet of Yendor". Beware, your path is strewn with trap doors, deadly darts, sleeping gas and of course the usual assortment of not-too-friendly monsters. But keep the faith, along the way you will find weapons, treasures and magic scrolls to aid you in your quest. You could spend hundreds of hours playing Rogue...and still not uncover all its secrets.


One Player 

Amiga • Apple II • Atari • Atari ST • C64/128 • IBM PC • MAC



## JET COMBAT SIMULATOR®

*Jet Combat Simulator* recreates 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. You've got the latest in on-board avionics and a computer co-pilot. Take on the enemy's Ace pilots, in one-on-one stratospheric dogfights. You can make it. You've got the right stuff — your wits and the F-15 Eagle!

One Player 


Amiga • Apple II • Atari • Atari ST • C64/128 • IBM PC • MAC

# LUCASFILM GAMES™



## THE EIDOLON™

Discover the secrets of *The Eidolon*, a mysterious 19th Century machine with the powers 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?


One Player 

Amiga • Apple II • Atari • Atari ST • C64/128 • IBM PC • MAC

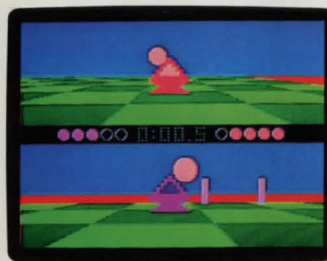


## KORONIS RIFT™

Explore the fabled *Koronis Rift*. On a remote backwater 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 of interplanetary civilizations. The secrets of the *Ancients* are yours...if you dare.


One Player 

Amiga • Apple II • Atari • Atari ST • C64/128 • IBM PC • MAC



## BALLBLAZER™

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

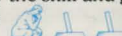
One or Two Players 

Amiga • Apple II • Atari • Atari ST • C64/128 • IBM PC • MAC



## RESCUE ON FRACTALUS!™

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

One Player 

Amiga • Apple II • Atari • Atari ST • C64/128 • IBM PC • MAC

# ACTIVITY TOYS™

## BARBIE™

What could be more fun than dressing a Barbie Doll? 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* designer clothes yourself. With the help of the computer, the combinations are endless, and so are the hours of fun you will have!



One Player



Amiga • Apple II • Atari • Atari ST • C64/128 • IBM PC • MAC



One or Two Players



Amiga • Apple II • Atari • Atari ST • C64/128 • IBM PC • MAC

## 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. Deploy *G.I. Joe* in ground maneuvers or in hand-to-hand combat. If you plan the right strategy you'll complete the mission. If not...you'll have to try again. This is your chance to become a Real American Hero, right on your own computer screen.

## HOT WHEELS™

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. 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 "Showroom" for a trade in will have your cruising the streets in no time.



One Player



Amiga • Apple II • Atari • Atari ST • C64/128 • IBM PC • MAC





## VORPAL™ UTILITY KIT

The Vorpal Utility Kit will make your Commodore 64 and 128 even more powerful and easy-to-use. It includes a head alignment program to get your 1541 disk drive back on track. You can use its file recovery program to find and recover files you may have erased from disks by mistake. Its super-fast disk formatting and backup utilities let you format or backup a disk in seconds instead of minutes. Plus, it lets you incorporate EPYX's famous VORPAL Fast Loading technology into your own programs. VORPAL is a technology developed exclusively by EPYX that allows programs saved in VORPAL format to load up to 25 times faster than normal. Now for the first time it's available to you to use in your own programs. Once you've used the Vorpal Utility Kit, you'll wonder how you ever managed without it.



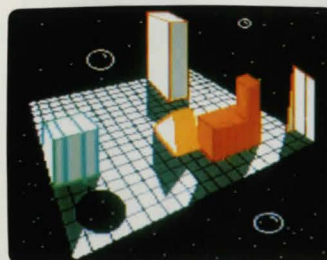
## FAST LOAD™ CARTRIDGE

Fast Load Cartridge can load and copy disks five times faster than normal. It plugs into the cartridge port of the Commodore 64 and 128 and goes to work automatically, loading disks with ease. It can copy a single file, copy the whole disk, send disk commands, list directories without erasing programs stored in memory and has a full assembly language monitor. Fast Load Cartridge works with most programs, including those with copy protection.



## PROGRAMMERS' BASIC TOOLKIT™

With the Epyx Programmers' BASIC Toolkit you get assembly language power with BASIC convenience. This fully-featured Toolkit adds over a hundred new BASIC commands to the Commodore built-in BASIC or the new BASIC 7.0. Programmers' BASIC Toolkit includes features for sprite animation, text windows, and background scrolling. Powerful graphics editors let you move, copy, paste, and paint fonts and sprites. Other drawing tools include circle, box, line, fill and more. Convenient operating system enhancements provide directory listings and fast Load/Save routines for sprites and fonts. Each new command is fully documented in the complete Toolkit manual. You get speed, power and convenience — everything in a toolkit and more.



A Super Game Design Tool:

*With the interactive sprite and font editors you can design and edit sprites, and control the background by just cutting, copying, pasting, and painting.*

# PRODUCTIVITY



## MICROSOFT® MULTIPLAN®

The same powerful professional spreadsheet used by over a million Apple and IBM owners is now available for the Commodore 64 and 128. This new enhanced version of Multiplan is especially designed to take advantage of the 128's expanded memory and 80 column screen. Use Multiplan to create spreadsheets for budgeting, taxes, financial planning or cost estimates. Get fast answers to "what if" questions from personal finance to complex depreciation allowance tables and much more. Its "Quick Start" manual will get you up and running in minutes. Plus, Multiplan's easy-to-use templates with built-in formulas and functions let you start working right away. And, a built-in Vortal Fast Loader, make it the fastest loading spreadsheet for the Commodore 64 and 128. Microsoft's Multiplan — the professional spreadsheet for the Commodore 64 and 128.

	July	Aug
INCOME		
Last Month's Rent	0	250
Security	0	175
Rental Key	0	25
Washer/Dryer	6650	7000
	36	110
Operating Income	6746	7646
Vacancies	850	500

COMMAND: [Blank] Blank Copy Del Edit Fd  
Go Help Ins Lock Move Name Opt Print  
Quit Sort Transfer Value Window Xts  
Select option or type command letter  
R1C1 98% TEMP

*Set up professional spreadsheets for business applications like sales projections, cost estimates, and budgets.*

## 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

**EPYX®**  
COMPUTER SOFTWARE

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