EPYX™
COMPUTER SOFTWARE

STRATEGY GAMES FOR THE ACTION-GAME PLAYER

COMPUTER SOFTWARE CATALOG

HOW TO:

CRUSH
CRUMBLE
HURDLE
DRAW
DESTROY
ACCELERATE
TORPEDO
COMPOSE
OUTWIT
OUTRUN...

Hold on to your joystick, the new EPYX is here. With a whole spectrum of computer games unlike any you've experienced before.

We call them "Strategy games for the action-game player," because they combine the best of both action and strategy. They challenge your mind as well as your reflexes.

For example, you'll want to consider the consequences before acting in games like JUMPMAN™ because if you scale the wrong ladders aliens will destroy your Jupiter Command. And while you'll make many decisions in GATEWAY TO APSHAI,™ none is more important than figuring how to get out alive. And then there's PITSTOP,™ the only road race game where you'd better know when to refuel and change tires or you can kiss the winner's circle goodbye.

AWARD WINNER

EPYX continues to offer the strategy game standards we've won awards for. Like the TEMPLE OF APSHAI,™ CRUSH, CRUMBLE AND CHOMP,™ and STAR WARRIOR.™ And if it's arcade games you're after, fire away to your heart's content at the outlaws, aliens and submarines in our Arcade Classics series. There's also a line of educational games appropriately titled "Learning Fun."
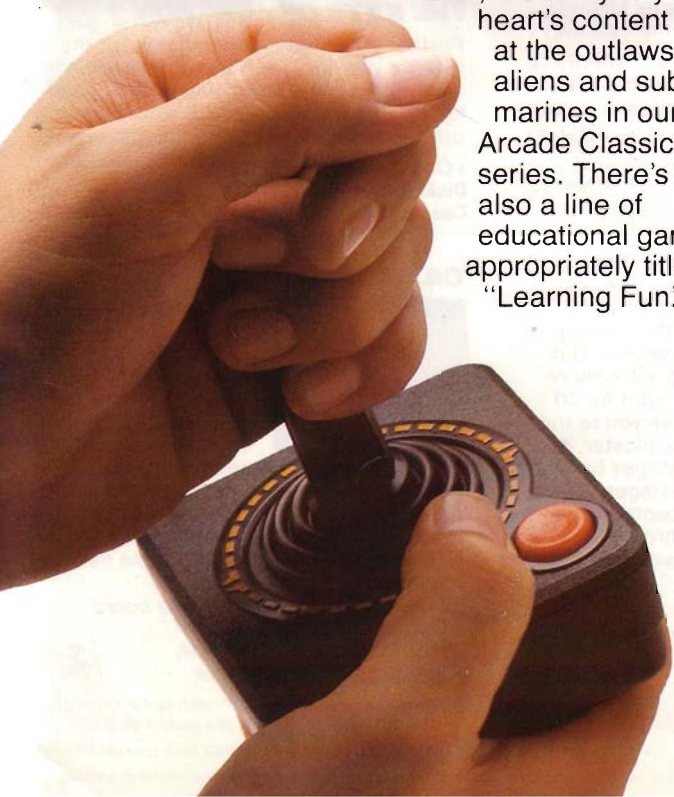
When you have fun and learn at the same time, you're more likely to remember more of what you've learned. What's more, when you associate the two together–learning becomes an enjoyable process.

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.

Thinker	Joystick	Mortarboard

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.

STRATEGY

TEMPLE OF APSHAI ™

The chance to perform heroic deeds awaits you in the award-winning Temple of Apshai. Unlike other adventure games your character in the game grows stronger, more intelligent, and better equipped as you gain more experience. This makes you better able to contend with the four different levels, over 200 chambers, priceless treasures, and 20 different monsters all looking for their next meal. Slay the monsters and escape with great wealth to live and fight another day.

• One player
Disk: Apple, Atari, Commodore 64, IBM PC and PC Junior
Cassette: Atari, Commodore 64, Vic-20

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 giant tomatoes and killer chickens.

• One player
Disk: Apple, Atari, Commodore 64, IBM PC and PC Junior
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, 100 additional chambers. Plus 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 Junior
Cassette: Atari, 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 is surprise, and not all of them are pleasant ones. Animated graphics, four levels, and dozens of monsters, chambers and treasures.

• One player
Disk: Commodore 64
Cassette: Commodore 64, Vic-20

CRUSH, CRUMBLE

Ch... me... you... you... str... un... Th... tally defenseless, however... their police, national gu... mad scientist, complete... to save humanity from... threat.

• One player
Disk: Apple, Atari, Commodore 64, I...
Cassette: Atari, Commo... Vic-20

STAR WARRIOR ™

In... you... the... ex... fre... pla... po... of weapons and even t... of which you use to dis... troopers, robots and th... Choose from 19 differe... and five levels of skill.

• One player
Disk: Apple, Atari, IBM... PC Junior
Cassette: Atari

RESCUE AT RIGE...
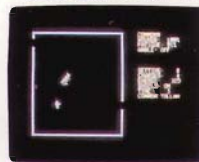
Te... tag... cu... ab... es... th... ma... minutes — or less, if yo... good. Armed with pow... lasers, you must free a... your allotted time is up... continually moved by t... attempt to make your w... maze of corridors, cha... portals leading to them...

• One player
Disk: Apple, Atari, IBM... PC Junior
Cassette: Atari, Vic-20

ACTION-STRA

PITSTOP ™

At breakneck speeds you steer your race car around the track. But that's only half the challenge. You must also plan your race strategy carefully, because the faster you go, the more fuel and tires you'll burn up. And the more pitstops you make, the more time you will lose. Should you stay on the track or head for the pits? Once in the pits, it's also a race against the clock — to gas up, change tires and get back in the race fast. It's the first auto race game where winning is "the pits."

• Joystick controlled
  (driving module optional
  for ColecoVision).
• One to four players

Cartridge: Atari, Commodore 64,
          ColecoVision,
          Adam

JUMPMAN JUNIOR ™

The devilish ALIEN-ATORS are back! And they have over-run the Jupiter Command Substation. In this cartridge format sequel to the best-selling Jumpman, players must leap through 12 all-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,
          Adam

SILICON WARRIOR ™
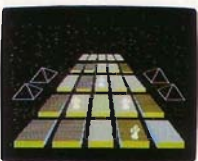
The setting is a 3-D power grid laid out in outer space. You are one of four Warriors bent on the destruction of your enemies and on your own survival. To triumph you must dodge, disappear, and reappear at a different grid position and return fire with stunning accuracy. Your battle plan and strategy will dictate whether you win or lose.

• Joystick controlled
• One to four players

Cartridge: Atari

JUMPMAN ™

ALIENATORS who ha[...]
center and planted b[...]
its 30 levels. The mi[...]
the bombs and save [...]
ter. You must leap g[...]
and scale ladders to[...]
Watch out! Enemy b[...]
birdmen are bent on [...]
Can you master all 3[...]

• Joystick controlled
• One to four players

Disk: Atari, Commodo[...]
     Apple

Cassette: Atari, Comm[...]

LUNAR OUTPO[...]

and ultimate defeat. [...]
where to set up your [...]
attackers will be you[...]
wrong strategy could[...]
and could lead to the[...]
planet Earth. Using [...]
must determine whic[...]
first and how much a[...]
need to be successf[...]
graphics you're right[...]

• Joystick controlled
• One player

Disk: Commodore 64[...]

Cassette: Commodor[...]

Only Jumpman's
quick reflexes, un-
paralleled speed
and seven lives can
save the Jupiter
Command Center
from the fiendish
ve infiltrated the
ombs throughout
sion is to diffuse
he Command Cen-
ders, climb ropes
each the bombs.
ullets, robots and
your destruction!
different screens?

re 64,

odore 64

ST ™

Alien invaders are
preparing a full-
scale invasion of
Earth, and your
moon bases are all
hat stand between
he invasion force
You must decide
defenses and which
first targets. The
be your downfall
destruction of the
he radar scan, you
h outposts to man
mmunition you will
. With exciting 3-D
in the action.

64

GATEWAY TO APSHAI ™

It's easy for players
to lose their way —
and their sense of
time — in the dark
labyrinth of rooms
and twisted caverns
which lead to the
fabled Temple of Apshai. Glorious trea-
sures abound, scattered throughout the
Gateway's many levels. Unfortunately,
some very nasty monsters also live there.
Is your strategy to survive by avoiding the
monsters or will you move through the
maze seeking out treasures and killing
monsters to build your score? Luck,
strength and dexterity are your assigned
characteristics.

• Joystick controlled
• One player
Cartridge: Atari, Commodore 64,
ColecoVision,
Adam

DRAGONRIDERS OF PERN ™

This exciting adven-
ture game is based
on the series of nov-
els by Anne McCaf-
frey. As Weyr Lead-
er, you are faced
with two tasks.
First, forge alliances with the Lord Hold-
ers and craftsmen, then mount your drag-
on and battle the dreaded Thread threat-
ening the planet Pern.

Success in battle allows you to return
home to regroup for the next attack. Fail-
ure produces an outdoor barbeque with
you as the entree.

• Joystick and Keyboard
controlled
• One to four players
Disk: Atari, Commodore 64
Cassette: Commodore 64

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." These symbols will
appear on the front of all EPYX packages:

Action	Strategy	Learning

ARCADE CLASSICS

SEAWOLF II ™

All the excitement of the arcade game brought home. You sink everything from enemy PT boats to battleships to aircraft carriers.

Each ship moves at a different speed and has a different point value, so you must decide which ships you want to go after. All the fun of the arcade classic but without all the quarters.

- Joystick controlled
- One or two players

GUN FIGHT ™

It's shoot-out time and you're going to have to be faster than your opponent, or the computer. You can move, dodge, hide behind

a covered wagon or cactus, but whatever you do, don't waste time. Because your opponent is constantly shooting at you. So take your position, aim, and fire to get him before he gets you.

- Joystick controlled
- One or two players

SEAWOLF II™ **and GUN FIGHT**™ **are available together on one disk or cassette.**
Disk: Atari
Cassette: Atari

STARFIRE ™

A[...] r[...] t[...] r[...] D[...] t[...] a[...]

craft into position. L[...] cannon blast and des[...] space ships before th[...] your base. Keep an e[...] panel for a constant u[...] time remaining.

- Joystick controlled
- One player

FIRE ONE ™

D[...] f[...] e[...] L[...] s[...] s[...] t[...]

it's up periscope and [...] Don't waste time, the[...] away, determined to s[...] Davy Jones' locker.

- Joystick controlled
- One player

STARFIRE™ **and FIRE[...]**
are available together [...]
disk or cassette.
Disk: Atari,
    Commodore 64
Cassette: Atari,
    Commodore[...]

s a Starfire com-
mander you control
he speed and di-
ection of your ship.
Determine the posi-
ion of the enemy
nd maneuver your
et loose with a laser
troy the enemy
ey destroy you and
ye on your control
pdate of fuel and

Destroy the enemy
leet before it reach-
s your home port.
Locate the enemy
ships on your sonar
creen, determine
heir range, then
torpedoes away.
enemy sub is firing
send your fleet to

ONE™
n one

64

FUN WITH MUSIC ™

A unique new way to learn and play music on your video screen. One mode allows you to compose songs and then play them back — with the additional capability to add or remove notes and change tempo or key. The second mode is a musical action game in which you control a drum major who has to touch and play the displayed notes of your song before a small but ferocious mongrel catches up with him. It's creative, challenging and makes learning music fun.

• *One player*
Cartridge: *Vic-20*

FUN WITH ART ™

This learning "game" transfers the palette and brush to the video screen with amazing results. You 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 the artist of any age.

• *Joystick controlled*
• *One player*
Cartridge: *Atari*

FAX ™

Now EPYX brings this popular question and answer arcade quiz game to your home computer. Play against the computer or against an opponent in a race to get the correct answer first. 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*

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