

WHAT WOULD YOU DO IF YOU



You're headed deep into the jungle. The treasure's there. You know it. But between you and a king's ransom in gold lie tar pits and quicksand and creatures that do not like visitors. Stumbling, running, dodging, you must push on. Past scorpions, logs and crocodiles. Toward your goal. And the only way to get there is through a vast...unknown. The gold is appealing...but the chance for adventure, that's the real reason to go. Designed by David Crane.

Available for your:

- Commodore 64
- ColecoVision, Adam
- Atari home computers
- Atari 5200
- Atari 2600



As you suit up you see the webbed forcefield surrounding your planet. Holding it. Trapped with no escape. No hope. Except you: The Beamrider. The freedom of millions depends on you. Alone you speed along the grid of beams that strangle your planet. Alone you must destroy it sector by sector. Your skill and your reflexes alone will determine the future of your people. Take their future in your hands. Designed by Dave Rolfe.

Available for your:

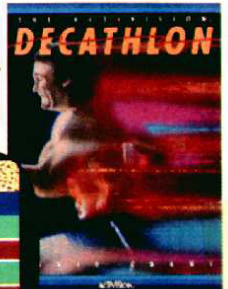
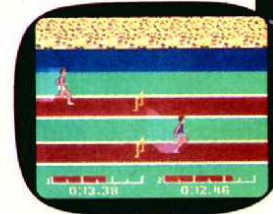
- Commodore 64
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- Atari 2600



You made it. The Olympics. You hear languages you've never heard. And the universal roar of the crowd. You will run. Hurl. Vault. Jump. Ten grueling events. One chance. You will push yourself this time. Further than ever. Harder than ever. But then...so will everyone. The starting gun sounds. A blur of adrenaline. The competition increases, now two can compete on screen at the same time. Let the games begin. Designed by David Crane.

Available for your:

- Commodore 64
- ColecoVision, Adam
- Atari home computers
- Atari 5200
- Atari 2600 (1-4 players alternate)



WERE IN THEIR SHOES?



You've put on your badge, grabbed your nightstick and headed out. But what's going on in that department store? A good old-fashioned chase that's what. You've got to catch the greedy little burglar who keeps throwing beachballs, toy airplanes and shopping carts in your path. Up the escalators. Down the elevators. From floor to floor. There's something funny going on here. Take charge of the investigation, lieutenant. Designed by Garry Kitchen.

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 - Atari 5200
 - Atari 2600



You have heard the elder speak of one central source and a maze of unconnected grey paths. As you connect each path to the central source, what was grey becomes the green of life. When all are connected, then you have achieved "Zenji." But beware the flames and sparks of distraction that move along the paths. You must go beyond strategy, speed, logic. Trust your intuition. Meet the ancient challenge. Designed by Matthew Hubbard.

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 - ColecoVision, Adam
 - Atari home computers
 - Atari 5200



You prepare for what may be your last take-off. Negotiations have failed. The Dreadnaught moves in. You must attack. No single hit will stop it, you must destroy individual energy vents, individual engines. Approach. Attack. Swerve away. Again and again. An evil enemy inhabits the massive Dreadnaught. And you alone, a small speck in the vastness of space, fly out to meet it. Get on board, your ship is ready to leave, sir. Designed by Tom Loughry.

- Available for your:
- Atari home computers
 - Atari 5200



ACTIVISION

We put you in the game.