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."
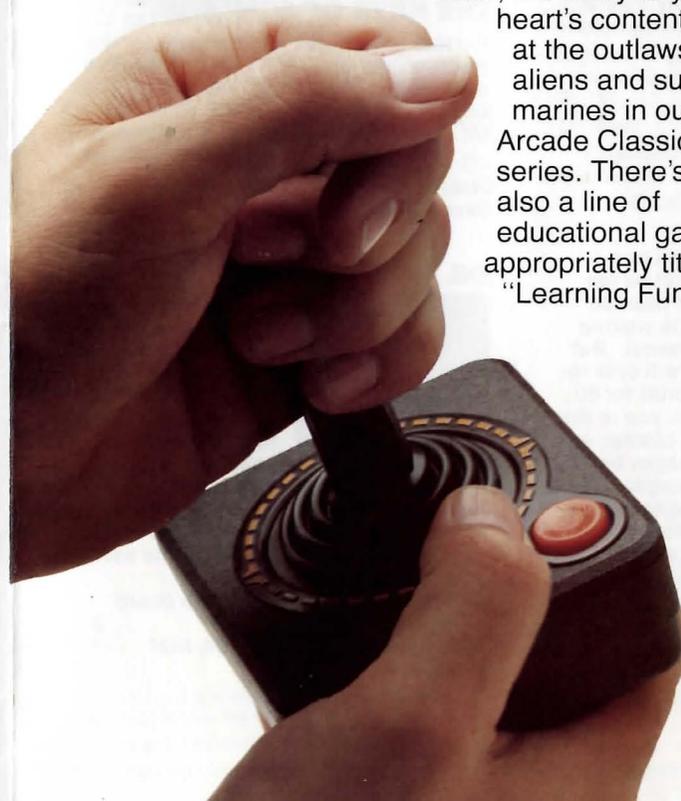
When you have fun and learn at the same time, you're more likely to remember more of what you've learned. What's more, when you associate the two together–learning becomes an enjoyable process.

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.
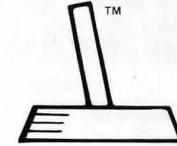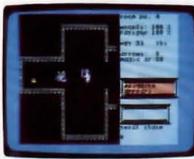
Thinker **Joystick** **Mortarboard**

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 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 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*
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*
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*
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 & CHOMP ™

Choose one of six monsters, or build your own, and use your monster 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 helicopter, to save humanity from the relentless threat.
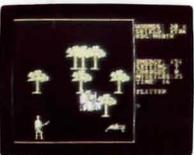
• One player
Disk: *Apple, Atari, Commodore 64, IBM*
Cassette: *Atari, Commodore 64, Vic-20*

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. All of which you use to dispose of storm troopers, robots and the deadly Mauler. Choose from 19 different game options and five levels of skill.
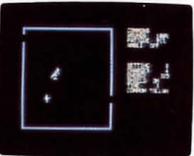
• One player
Disk: *Apple, Atari, IBM*
Cassette: *Atari*

RESCUE AT RIGEL ™

Ten human hostages must be rescued and beamed aboard the waiting escape vessel. But the ship will only remain in orbit for 60 minutes — or less, if you think you're that good. Armed with powergun, blaster, and lasers, you must free all hostages before your allotted time is up. Hostages will be continually moved by their captors as you attempt to make your way through the maze of corridors, chambers and teleportals leading to them.
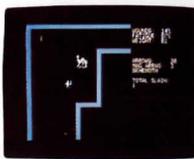
• One player
Disk: *Apple, Atari, IBM*
Cassette: *Atari, Vic-20*

HELLFIRE WARRIOR ™

This sequel to the Temple of Apshai offers more command options, more traps, more monsters, and other more difficult obstacles to overcome. You must rescue the warrior maiden and break the spell that binds her, while fighting your way through four levels of difficulty, 9 speeds and more than 240 chambers.

• One player
Disk: *Apple, Atari*
Cassette: *Atari*

DANGER IN DRINDISTI ™

First expansion module for Hellfire Warrior. The object of this game is to overcome four powerful enemies, recover magical treasures, and slay the dozens of monsters in the more than 100 caverns, chambers and catacombs.

• One player
Disk: *Apple, Atari*
Cassette: *Atari*

THE KEYS OF ACHERON ™

Further adventures and dangers for the Hellfire Warrior. In this second expansion module, you must find four magical keys and a friendly unicorn, while fending off the demon Kronus and his minions.

• One player
Disk: *Apple, Atari*
Cassette: *Atari*

OIL BARONS ™

Starting with 4 parcels of land and over $1 million, you search for the ever elusive gusher. Obstacles like government regulations, well fires, and hurricanes complicate matters, but the fun of increased land holdings, striking it rich, and even unloading worthless parcels on the uninitiated, more than make up for the setbacks.

• Complete with 4-color game board
• One to eight players
Disk: *Apple, Commodore 64, IBM*

ACTION-STRATEGY GAMES

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, Coleco*

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 Coleco*

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 ™
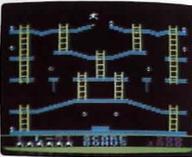
Only Jumpman's quick reflexes, un-paralleled speed and seven lives can save the Jupiter Command Center from the fiendish ALIENATORS who have infiltrated the center and planted bombs throughout its 30 levels. The mission is to diffuse the bombs and save the Command Center. You must leap girders, climb ropes and scale ladders to reach the bombs. Watch out! Enemy bullets, robots and birdmen are bent on your destruction! Can you master all 30 different screens?

- *Joystick controlled*
- *One to four players*
Disk: *Atari, Commodore 64, Apple*
**Cassette:** *Atari, Commodore 64*

LUNAR OUTPOST ™

Alien invaders are preparing a full-scale invasion of Earth, and your moon bases are all that stand between the invasion force and ultimate defeat. You must decide where to set up your defenses and which attackers will be your first targets. The wrong strategy could be your downfall and could lead to the destruction of the planet Earth. Using the radar scan, you must determine which outposts to man first and how much ammunition you will need to be successful. With exciting 3-D graphics you're right in the action.

- *Joystick controlled*
- *One player*
Disk: *Commodore 64*

GATEWAY TO APSHAI ™
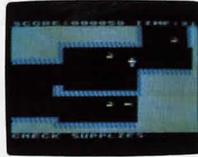
It's easy for players to lose their way — and their sense of time — in the dark labyrinth of rooms and twisted caverns which lead to the fabled Temple of Apshai. Glorious treasures abound, scattered throughout the Gateway's many levels. Unfortunately, some very nasty monsters also live there. Is your 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, Coleco*

DRAGONRIDERS OF PERN ™

This exciting adventure game is based on the series of novels by Anne McCaffrey. As Weyr Leader, you are faced with two tasks. First, forge alliances with the Lord Holders and craftsmen, then mount your dragon and battle the dreaded Thread threatening the planet Pern.

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

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

DRAGONRIDERS OF PERN is a trademark of Anne McCaffrey.

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 ™

As a Starfire commander you control the speed and direction of your ship. Determine the position of the enemy and maneuver your craft into position. Let loose with a laser cannon blast and destroy the enemy space ships before they destroy you and your base. Keep an eye on your control panel for a constant update of fuel and time remaining.

- *Joystick controlled*
- *One player*

FIRE ONE ™

Destroy the enemy fleet before it reaches your home port. Locate the enemy ships on your sonar screen, 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*

STARFIRE™ **and FIRE ONE**™ **are available together on one disk.**
Disk: *Atari,*
   Commodore 64
Cassette: *Atari,*
   Commodore 64

LEARNING FUN ™

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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