

COMPUTER COMPATIBILITY CHART

	Atari	Apple II Series Compatibles	Apple IIGX	Atari 800/130 Series	Atari ST	Commodore	IBM PC/XT compatibles	Mac	Video Cartridge Series*
SPORTS GAMES									
<i>The Games: Winter Edition</i>		•	•			•	•	•	
<i>California Games</i>	•	•	•		•	•	•	•	•
<i>World Games</i>	•	•	•		•	•	•	•	
<i>Winter Games</i>	•	•	•		•	•	•	•	•
<i>Summer Games</i>		•	•	•		•	•	•	•
<i>Summer Games II</i>		•	•	•		•	•	•	•
<i>Street Sports Soccer</i>	•	•	•			•	•	•	
<i>Street Sports Basketball</i>	•	•	•			•	•	•	
<i>Street Sports Baseball</i>	•	•	•			•	•	•	
<i>4 x 4 Off Road Racing</i>	•					•	•	•	
<i>The Sporting News Baseball</i>		•	•			•	•	•	
<i>Super Cycle</i>		•	•			•	•	•	
<i>Championship Wrestling</i>		•	•			•	•	•	
<i>The World's Greatest Football Game</i>		•	•			•	•	•	
<i>The World's Greatest Baseball Game</i>		•	•			•	•	•	
ACTION-STRATEGY									
<i>L.A. Crackdown</i>		•	•			•	•	•	
<i>Omicron Conspiracy</i>		•	•			•	•	•	
<i>Sub Battle Simulator</i>	•	•	•			•	•	•	•
<i>Impossible Mission II</i>	•	•	•			•	•	•	
<i>Destroyer</i>	•	•	•			•	•	•	
<i>G.I. Joe</i>	•	•	•			•	•	•	
<i>Temple of Apsbai Trilogy</i>	•	•	•			•	•	•	•
<i>The Movie Monster Game</i>		•	•			•	•	•	
<i>Death Sword</i>	•	•	•			•	•	•	
<i>Spiderbot</i>		•	•			•	•	•	
<i>Coil Cop</i>		•	•			•	•	•	
<i>Raid Warrior</i>		•	•			•	•	•	
<i>Arctic Antics: Spy vs Spy III</i>		•	•			•	•	•	
<i>Boulder Dash Construction Kit</i>		•	•			•	•	•	
CREATIVITY-GRAPHICS									
<i>Sticker Maker</i>		•	•			•	•	•	
<i>Home Video Producer</i>		•	•			•	•	•	
<i>Print Magic</i>		•	•			•	•	•	
<i>Create A Calendar</i>		•	•			•	•	•	
<i>Graphics Scrapbook I: Sports</i>		•	•			•	•	•	
<i>Graphics Scrapbook II: Off The Wall</i>		•	•			•	•	•	
<i>Graphics Scrapbook III: School</i>		•	•			•	•	•	
ACCESSORIES									
<i>Fast Load Cartridge</i>		•	•			•	•	•	
<i>500XJ Joystick</i>		•	•			•	•	•	

Compatible with Commodore 64/128, and VIC 20, Amiga, all Atari computers including the Atari ST, Atari 2600 and 7800, Sears Tele-Game Video Arcade systems, Apple II, IBM PC and compatibles, Sega and Nintendo.

*Compatible with Atari 2600, 7800 Series and Sears Tele-Game Video Arcade Systems.

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the most gnarly

and

EPYX®

best

outrageous!

Sticker Maker. Apply the  fun.

Join the  '88 U.S. Olympic

Team. Go for the Gold in The Games:

Winter Edition. Get  off-track

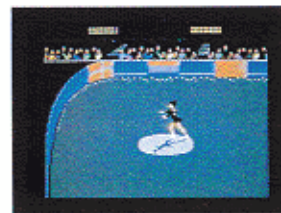


with 4x4. It's one bumpy ride.

New Products!

Check it out! The latest products from Epyx, that are guaranteed to jolt your senses.

SPORTS GAMES



THE GAMES™: WINTER EDITION

The Epyx team has joined forces with the U.S. Olympic Team to bring you *The Games: Winter Edition*. This is the only software game available that's

officially licensed by the 1988 U.S. Olympic Team. This is the hottest athletic challenge ever designed for computer owners.



STREET SPORTS™ SOCCER

This is the third game in the series. And of course it has the usual *Street Sports* flair that you have grown to love: rough and reckless.

4 x 4 OFF ROAD RACING

Dirt's a flyin' and wheels a spinnin' as you experience the ride of your lives. This is a multi-race game filled with gruelling terrains—a true test of mettle.



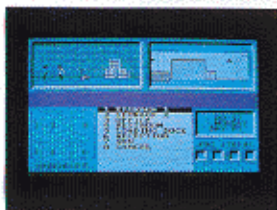
THE SPORTING NEWS® BASEBALL

Play the most exciting baseball simulation game available. We've signed-up *The Sporting News* magazine—the "Bible of Sports"—to help design an unbeatable simulation.



New Products!

ACTION-STRATEGY



L.A. CRACKDOWN™

L.A. Crackdown is an absorbing detective adventure that puts you in the role of senior detective. Use your intuitive skills and experience to bust a major

drug ring in L.A. In *Omnicon Conspiracy* you must uncover the mystery surrounding the disappearance of a space ship lost during a routine mission.

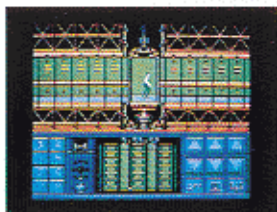
DEATH SWORD™

The newest game in the *Maxx Out! Series*. Be transported back to the dark ages where you'll engage in a deadly sword battle. Cinematic graphics, combined with metal-on-metal sound effects, drive home the point.



IMPOSSIBLE MISSION II™

Set in the 25th century, this sequel to the popular *Impossible Mission*, involves you in a dangerous survival plot in a futuristic office complex.



New Products!

CREATIVITY-GRAPHICS



HOME VIDEO PRODUCER™

Home videos of vacations, holidays and special occasions can now be made more memorable. *Home Video Producer* adds titles, text, colorful graphics and special effects.

PRINT MAGIC™

With a little magic, *Print Magic* that is, you can create cards, flyers, stationery, banners and certificates.



STICKER MAKER™

This is a fun and easy-to-use software program that lets you create every kind of sticker imaginable. Use at home, school and work.

ACCESSORIES

500XJ® JOYSTICK

From the moment you fire up the *Epyx 500XJ* joystick, you'll know this is no ordinary joystick. Available for: Apple/IBM, Nintendo, Sega, Commodore and Atari.



SPORTS GAMES

GAMES SERIES

Compete in international athletic contests. And bring home the gold.



THE GAMES: WINTER EDITION

THE OFFICIAL COMPUTER GAME OF THE 1988 U.S. OLYMPIC TEAM. It's the next best thing to skiing there. Or figure skating. Or even luge. Seven thrilling events designed with the help of former U.S. Olympic Team athletes. You'll be awed by the state-of-the-art graphics and controls that put you right in the middle of the competition, pageantry and rocky mountain scenery. You can even set up your own cameras to cover your performance in the downhill event — just like the networks! And you can compete against the computer or your friends sponsored by the countries of your choice. *The Games Winter Edition* — all the thrill: without the chills.

Authorized Pursuant to 36 USC section 58



WORLD GAMES™

You may be just a hop, skip, and a pole vault away from the World Title. But first: you must prove yourself worthy. To Mexico, then, for the cliff diving contest. On to Canada for the treacheries of log rolling. Then, France, where you'll ski the giant slalom. In Japan, you'll go stomach to stomach with a 400 lb. sumo wrestler. Jump barrels in Germany. Lift weights in Russia. And then it's bull riding in the U.S. 8 events. 8 countries. Are you ready to go the distance?



CALIFORNIA GAMES™

Introducing the gnarliest bunch of games under the sun. Games invented on the coast by sun-baked beach bums with a fondness for ripping, grinding, and shredding. Games that take the tradition of the legendary "Games Series" wax it down, and load it on the roof. Try shredding the face of a totally tubular wave. Join the airforce in a BMX bike race. Screech around on skates and then rocket off the skateboard ramp. But this ain't beach blanket bingo. You'll be playing for a big-name sponsor. And prizes include trophies for a single event, with a top prize in overall competition. So get air. Go crazy. Welcome to the state of California.



One to eight players
Apple II series/compatibles, IIGS,
C64/128, IBM PC/compatibles, MAC



One to eight players
Amiga, Apple II series/compatibles (double
high res.), IIGS, Atari ST, Atari 2600
and 7800, Sears Tele Games Video Arcade
systems, C64/128, IBM PC/compatibles

4



One to eight players
Amiga, Apple II series/compatibles
(double high res.), IIGS, Atari ST, Atari 2600
and 7800, Sears Tele Games Video Arcade
systems, C64/128, IBM PC/compatibles, MAC

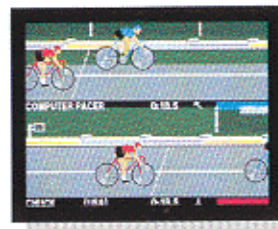
SPORTS GAMES

GAMES SERIES



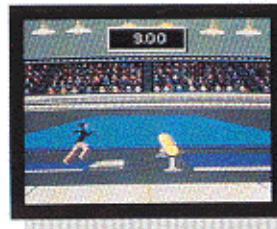
WINTER GAMES®

The games open with official ceremony, complete with national anthems, and accelerate rapidly from there. Down the icy tube of the bobsled run, for example. Or off the lip of the nordic ski jump. You'll fly through the hot dog aerials. Choreograph a complete figure skating routine. Or test your endurance in the biathlon. It's the challenge of seven true-to-life winter events. And with action this chilling, it's no wonder that *Winter Games* continues to be a smash hit.



SUMMER GAMES II®

More fun and games in this enormously popular series. Here, before you can get your hands on the gold, you'll have to get them on a javelin. And throw. Then, throw yourself into the air for the triple jump and the high jump. You'll also have to be world-class at rowing, fencing, cycling, kayaking, and equestrian events. With record-breaking, fully animated graphics. National anthems from 18 countries. And opening ceremonies and awards ceremonies guaranteed to thrill!



SUMMER GAMES®

Okay. Here's a game that will really challenge your track record. To say nothing of your swimming and skeet shooting abilities. Its eight Herculean events in all. Launch yourself over the high-bar. Pull off a half-pike dive. Or vault to new gymnastic heights. It's all in a day's workout for a world-class athlete. Fortunately, the exciting graphics and superb sound effects make the practice bearable. And practice, of course, makes perfect 10s.



One to eight players
Amiga, Apple II series/compatibles
(double high res.), IIGS, Atari ST, Atari 2600
and 7800, Sears Tele Games Video Arcade
systems, C64/128, IBM PC/compatibles, MAC



One to eight players
Apple II series/compatibles, C64/128,
IBM PC/compatibles

5



One to eight players
Apple II series/compatibles, Atari
800/130 series, Atari 2600 and 7800, Sears
Tele Games Video Arcade systems, C64/128

SPORTS GAMES

STREET SPORTS™ SERIES

The wildest bunch of games to ever hit the streets. With all the challenges of real back alley action.

SPORTS GAMES



STREET SPORTS™ SOCCER

The third game in the *Street Sports* series offers unusual challenges and obstacles not found in traditional soccer games. First, you choose a playing field (a grassy — but slippery park or an obstacle-filled city street). Then pick a three player team from a cast of characters each with distinctive skills and personalities. And now the exciting action begins! The winner will be the most adroit at controlling passes, heading the ball, and executing intricate shots with "slices" and "hooks"—all to outmaneuver the opponent and score goals. Play against the clock or a pre-set score. This is rough and reckless with barely any rules.



One or two players.
Amiga, Apple II series/compatibles, DOS, C64/128, IBM PC/compatibles



STREET SPORTS™ BASKETBALL

Shoot hoops in dingy playgrounds. Rebound the ball off a chainlink fence. Dribble on the lawn. *Street Sports Basketball* is not like any basketball game you've ever played on a computer. But just like every basketball game you've ever played for real. Tough. Fast. Unbelievably intense. Your challenge: recruit a 3-man team from some of the baddest players on the block. Set up their hook shots. Their power dunks. It won't be easy. But it's right up your alley.



One or two players.
Amiga, Apple II series/compatibles (double high res.), C64/128, IBM PC/compatibles



STREET SPORTS™ BASEBALL

The diamond is makeshift. The bases may be trashcan lids or old spare tires. (Ever heard of stealing the bases *before* the game begins?) And the team is chosen from 16 of the neighborhood's hot hitters and hacks. Each with his or her own level of skill in hitting, fielding, and throwing. Watch the action from above and up close on a radical split screen. With luck and savvy, it'll be the thrill of victory. Otherwise, it's the agony of the street.

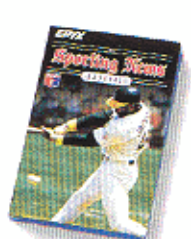


One or two players.
Apple II series/compatibles (double high res.), C64/128, IBM PC/compatibles



THE SPORTING NEWS® BASEBALL

Epyx has joined forces with The Sporting News Magazine — the "Bible of Sports" — to bring you the most exciting simulation game available. You have total batting control. Everything from the hit-and-run and bunt, to stealing bases and pickoff moves. Use real stats to determine your lineup. You can field a team from today's major league stars or mix stars from the past to create your own all-time, all-star dream. Look for future Sporting News games from Epyx.



One to two players.
Apple II series/compatibles, C64/128, IBM PC/compatibles



4 X 4 OFF ROAD RACING

Get ready for a rump-bumping challenge. Fight the torturous terrain of Baja — Rocks, boulders, even spikey cacti. Slip through the sleet and slush of the Michigan winter course. And then there's always the mucky Georgia mudfest and the hot n' dusty Death Valley trek. Start with pre-race strategy. Select and customize your vehicle. Supply it with repair equipment. Emergency gear. Everything you need to get up and over truck-gutting obstacles and to the finish line.

Let the good times roll. . .

Win a KAWASAKI 4-wheel Mojave™ All Terrain Vehicle. Or an official Kawasaki "Team Green" Racing jacket, and more! See specially marked boxes for details.



One or two players.
Amiga, C64/128, IBM PC/compatibles



SUPER CYCLE®

You can barely hold on. At 180 mph, the torque is incredible. The wind is practically pulling your face right off your head. The scream of the other bikes is deafening. No. Terrifying. But you can't stop. Not now. You're hooked on velocity and adrenalin. So you bank into a turn. Bump another cyclist off the road. And swerve to avoid an ugly crash and burn. Why, if this game were any more realistic, you'd need insurance to ride it.



One player.
Atari ST, C64/128

SPORTS GAMES



CHAMPIONSHIP WRESTLING™

Here they are. The nastiest, meanest, most colorful rowdies ever to hit the canvas. Eight human trash compactors in all. Each with his own disgusting personality. Use spin kicks, body slams, a flying drop kick, a suplex, an airplane spin, even the infamous atomic drop to mangle these brutes. You'll have over 25 bonecrushing moves to throw them from the ring. But remember: these guys use every dirty trick known to man—and a few that aren't. So you'll have to use your poor battered head to win the coveted Championship Wrestling Belt.



THE WORLD'S GREATEST FOOTBALL GAME®

Strategy. Action. Three views of the field. You can almost taste the mud. Finally, a football game that not only lets you play on the field, but also coach on the sidelines. Use the "Playbook" or design your own offensive/defensive plays. Then grab the joystick and put your strategy to the test. Run a sweep. Make a tackle. Throw a pass or kick a field goal.



THE WORLD'S GREATEST BASEBALL GAME®

Always a big hit. Now enhanced with all the current stars, improved graphics, and mind-boggling baseball trivia questions. Match the classic players against a recent World Series or All-Star Team, 1984-85 team, or dream team of your own creation. Use actual stats to determine the lineup. Then watch the action unfold against an opponent, or the computer.



One or two players
Apple II series/compatibles (double high res.) Atari ST C64/128



One or two players
Apple II series/compatibles C64/128



One or two players
Apple II series/compatibles C64/128 IBM PC/compatible

ACTION-STRATEGY

A line of adventures and simulations so sophisticated they are recommended for the advanced game player.

THE MASTERS COLLECTION™



L.A. CRACKDOWN™

L.A. Crackdown is the third release in *The Masters Collection*. This has all the intrigue and adventure you are looking for. Play the part of a senior detective. Using your intuitive skills and experience, you'll guide the efforts of a young rookie while together you try to bust a major drug ring in L.A. You must monitor your rookie partner from a surveillance van. Direct his actions through the use of 2 video monitors. Send your rookie forth to question underworld characters, gather evidence and plant bugs. Unfortunately, the rookie sometimes challenges your authority and gets himself in trouble. *L.A. Crackdown* is a sophisticated game that demands the very best from you.



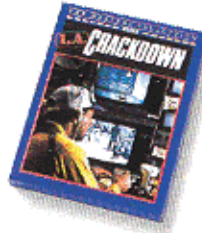
OMNICRON CONSPIRACY™

There is life in the universe so intelligent it can stump you for weeks. For as Captain Ace Powers of the Star Police, you must investigate the phenomenon that transported a renegade starship ten lifetimes away. Instantaneously. It's a search that involves a multitude of interactive characters. A planet-sized computer. High-tech weaponry. And enough strategic intrigue to make your head orbit. So, in the process of investigating the Omnicron mystery, you'll explore another rather awesome area of space. The one between your ears.



SUB BATTLE SIMULATOR™

There've been other sub simulations. But none with the degree of authenticity, gut-wrenching action or historical accuracy of this one. It's got over 200,000 nautical miles to patrol. 60 missions. And any one of six types of American subs or German Kriegsmarine U-Boats to command. You'll be responsible for navigation, radar and a fiery arsenal. You'll engage in missions ranging from "seek and destroy" to "rendezvous" and "patrol" to the most difficult objective of all: to make it through the entire war.



One player
Apple II series/compatibles C64/128 IBM PC/compatible



One player
Apple II series/compatibles (double high res.) C64/128 IBM PC/compatible



One player
Amiga Apple II series/compatibles TGS Atari ST C64/128 IBM PC/compatible, MAC

ACTION-STRATEGY



IMPOSSIBLE MISSION II™

This newly enhanced sequel to the smash hit *Impossible Mission*, puts you in the middle of a dangerous high-tech office complex. Your mission, should you decide to accept? Find Elvin—an evil tyrant bent on world domination—and waste him. Hold it. What's behind that door? Detonated any bombs lately? What's that? Suicide security robot. Hurry, get into the elevator. Wait a minute. Why is that lift operator leering? Get out of the elevator. Careful. The hallways are mined. You can select from a variety of weapons and options as you fight your way up to the top of the building. Elvin awaits you for the final confrontation. It may be an impossible mission.



DESTROYER™

You're the Captain of the deadly Fletcher Class Destroyer. Somewhere in the Pacific. Sometime during World War II. On deck are 9 battle outposts at your command. Man one of them or take control of all. Torpedoes, anti-aircraft guns, and depth charges stand at the ready. As do the destroyer's radar, navigation, and sonar capabilities. So, what will it be this time? A seek and destroy sub hunt? A convoy escort? Or just a nice little round of shelling?



GI JOE®

Your average Joe might not be able to handle missions this daring. So we've created 16 commandos. Each with his specialty. First, you'll check the computerized world hot-spot map for areas of *Cobra* activity. Then, dispatch the commando best suited for the mission. Deploy your man for ground maneuvers or hand-to-hand combat. With the right strategy, he'll complete his mission and become a real American hero.



One player
Amiga, Apple II Series/compatibles, IIGS,
Atari ST, CG4/128, IBM PC/compatibles



One player
Amiga, Apple II series/compatibles (double
high res), IIGS, CG4/128, IBM PC/compatibles



One or two players
Apple II series/compatibles, CG4/128

ACTION-STRATEGY



TEMPLE OF APSHAI TRILOGY™

Welcome to the world of Apschai, the lost culture beneath the Sahara. A culture that makes "Dune" look like a day at the beach. For to get to the bottom of this trilogy you'll have to descend through 12 hellish levels of mazes. And pass through 600 rooms inhabited by skeletal bats, ghouls, and zombies. Solve the *Temple of Apschai*, and it's on to the impossible challenges of the *Upper Reaches of Apschai*. Finally, there's a desert journey into mythical Egypt in *The Curse of Ra*. Includes an 80-page booklet on Apschai lore.



One player
Amiga, Apple II series/compatibles,
Atari 800/130, Atari ST, CG4/128,
IBM PC/compatibles, MAC.



THE MOVIE MONSTER GAME™

Take on the role of *Godzilla* or any of five other unsavory creatures. And then go out and wreak a little havoc. Trample a landmark. Eat a tank. Gobble up Paris, and then polish off the Big Apple. Why, your breath alone could scorch the Golden Gate Bridge. Be warned though: those pesky humans have a few nasty tricks of their own. So expect to fend off helicopters, the Armed Forces, and a nuke or two before you can do Moscow for lunch.



One player
Amiga, Apple II series/compatibles (double high
res), CG4/128, IBM PC/compatibles.



ACTION-STRATEGY

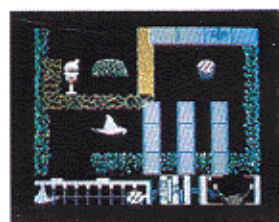
MAXX OUT!™ SERIES

Gentlemen, start your fingers:
The action here is fast and furious.



DEATH SWORD™

The sixth in the *Maxx Out!* Series. Mythic madness runs rampant with heroic warriors. Barbaric guards. Evil sorcerers. And medieval castles. You'll engage in head-to-head sword combat in the darkest of Dark Age settings. You'll wince the first time you hear the clash of the metal-on-metal sound effects. To survive takes every deft move, brute strength and keen instinct you've got. Not to mention some good old 12th Century luck.



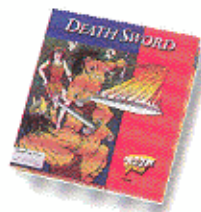
SPIDERBOT™

What with the nearby electro-chemical plant pumping out radioactive repellent, you better get off your web and do something fast. Out there are the parts you need to become *Spiderbot*, a deadly fighting machine. But you'll have to net a few stingers, rock hoppers, and big borers with your dreaded web first.



COIL COP™

Coil Cop. The last remaining plaything to survive a toy factory takeover by a master computer gone haywire. A computer intent on building hideous, deadly toys. To stop these vile mutants, you'll have to bounce your way through a dangerous array of tunnels and rooms until you find the equipment you need to shut down the operation.



One or two players
Amiga, Apple II series/compatibles
Atari ST, C64/128, IBM PC/compatibles



One player
Apple II series/compatibles, C64/128
IBM PC/compatibles



One player
C64/128

ACTION-STRATEGY

MAXX OUT!™ SERIES



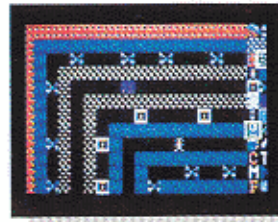
RAD WARRIOR™

You become Tal, warrior of the future, who is having a falling out with radioactive mutants. You'll have to brave the mutated forest, enter the radioactive volcano and find your way into the hidden generator room at the top of the mountain. In order to locate and destroy the alien's stronghold, you must first collect the anti-radiation suit and its death-defying components and blast your way through the many mazes to the final countdown.



ARCTIC ANTICS™: SPY VS. SPY™ III

Two supercool spies straight from the Joke and Dagger Department of *MAD Magazine*. A single-seat escape rocket. And miles of bobbing icebergs in between. It's a slippery, sloshy race for time through the arctic's chilly booby traps. For, in the end, only one spy will come in from the cold. And the other? Well, anyone for Spysicles?



BOULDER DASH™ CONSTRUCTION KIT™

You *Boulder Dash* fanatic you. Thought by now you'd have had enough of these blasted caverns. But then, raw diamonds do have a rather unavoidable appeal. And this time, you'll be able to construct your own den of doom. But be warned: the amoebas are still there. Oh—and do be careful of those blasted boulders. Suffocation is such a nasty way to go.



One player
Apple II series/compatibles (double
high res), C64/128, IBM PC/compatibles



One or two players
Apple II series/compatibles
(double high res), Atari 800/130, Atari ST,
C64/128, IBM PC/compatibles



One player
Apple II series/compatibles
(double high res), Atari 800/130,
Atari ST, C64/128, IBM PC/compatibles

CREATIVITY-GRAPHICS

Imaginative software designed to help your design.

DESIGNER SERIES



HOME VIDEO PRODUCER™

With the *Home Video Producer* you can turn the mundane into the miraculous. Add titles, text and brilliant graphics to videos you've shot with your Camcorder. Magically transform family vacations, holidays and special occasions into full theatrical productions. Take a birthday party, for example. The name of the person, their age and the date can all appear on the screen. In ten different typefaces. And a variety of sizes and colors. Watch a balloon float onto the screen, or a birthday cake appear in a spiral wipe. Use easy, "ready-made" segments. Or choose from over 75 different full-color graphics to create your own masterpieces.



Apple II series/compatibles/11GS,
CG4/128, IBM PC/compatibles



PRINT MAGIC™

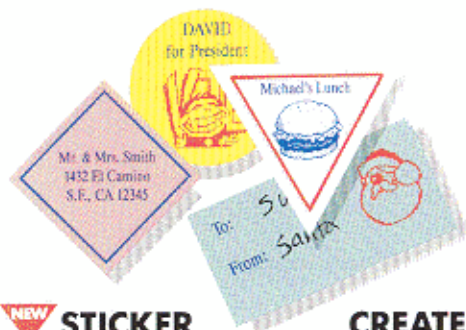
You've been making cards, flyers, banners and certificates by the millions. Now you can do it with art so glorious people won't even believe it came from a home computer. You can add personal touches by putting text and graphics anywhere on the page. Automatically re-size graphics six times or borders to nine times their original size. The full page of work is displayed on the screen, eliminating confusion about what will be printed out. There's even an entire drawing package for that last artistic stroke.



Apple IIe/11GS,
IBM PC/compatibles

CREATIVITY-GRAPHICS

DESIGNER SERIES



NEW STICKER MAKER™

Name tags, campaign buttons, awards, VCR labels, reminders, mailing labels, holiday gift stickers, decals and personal insults can be created with *Sticker Maker* — fun and easy software for creating stickers in a variety of shapes and sizes. With extremely detailed graphics, borders and type styles designed for your sticker-making needs. For use at home, school and work. *Sticker Maker* includes over 100 uniquely shaped stickers to print on. Not enough? Then reorder more or print on labels available at any office supply store.



Apple II series,
IBM PC/compatibles

CREATE A CALENDAR™

A fun and powerful tool for designing daily, weekly, monthly or annual calendars in just moments. With over 100 graphics, borders, and fonts to jazz up just about every occasion. And you can draw from the *Graphics Scrapbook* collection or *Print Shop*™ compatible graphic disks. Add detailed notes and graphics to any date on the calendar. Automatically schedule regular events as they repeat throughout the year. Or call up any year from 1753-9999.



Apple II series/compatibles,
CG4/128, IBM PC/compatibles

THE GRAPHICS SCRAPBOOK™ COLLECTION

- Chapter I: SPORTS has over 100 hard-hitting sports graphics. From football to baseball. Basketball to swimming. Mascots, tennis, track, and aerobics.
- Chapter II: OFF THE WALL lies somewhere just this side of outrageous. High tech. Holidays. Punks and punks. Even your favorite body parts.
- Chapter III: SCHOOL covers every angle from geometry to driver's ed. Study Hall to graduation. Raising funds to raising the roof. Works with *Print Magic*, *Create a Calendar*, *Sticker Maker*, *Home Video Producer*, and *The Print Shop*™.



Apple II series/
compatibles, CG4/128, IBM PC/compatibles

ACCESSORIES

500XJ® JOYSTICK

500XJ® JOYSTICK

From the moment you fire up the *Epyx 500XJ*, you'll know this is no ordinary joystick. This is serious. The *500XJ* scores significantly higher, faster and easier than any stick ever made. Because, quite frankly, it comes with more features than any stick ever made. Like a grip that fits in the palm of your hand. Trigger finger firing. And one of the best warranties in the business. Which makes the simple promise that no matter how many times you use the *Epyx 500XJ joystick*, there's only one thing you're ever going to break: your previous records.



Sega

Apple II,
IBM PC/compatibles

Nintendo

664/128, VIC 20,
Amiga, all Atari
computers
including the
Atari ST, Atari
2600 and 7800,
Sears Arcade
Games.

FAST LOAD™ CARTRIDGE

A Commodore must-have: it loads virtually any piece of commercial software up to 5 times faster than normal. Just plug it into the cartridge port of your Commodore 64 or 128 and the *Fast Load Cartridge* goes to work automatically, loading disks in an instant with just two keystrokes. It can also copy a single file or a whole disk. Send your special commands to the disk drive. List your directories. Why, it even includes a full assembly language monitor.



664/128

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