

**EPYX  
COMPLETE  
CATALOG  
OF GAMES**



# EPYX- COMPUTER GAMES THINKERS PLAY.

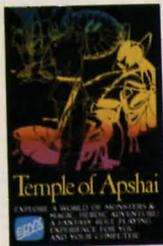
Enter a world where fantasy is at your fingertips — the world of computer games. At Automated Simulations, we believe that games should be fun, challenging and intellectually stimulating. This doesn't change when a game happens to use a computer. In fact, with the EPYX games, it becomes even more intense.

Of course, to be worth your time and money, the games you buy must be superior and uniquely rewarding. That's why we design the game before we design the program. That's also why each of the games in this catalog has been playtested for hundreds of hours.

The EPYX games are more challenging than most other computer games available to you. Why? You take command! You determine the course of history! You plan your playing strategy! That's why we've minimized the complexity of the mechanics of play and of the rules. You have the freedom to turn on your computer and escape to a world that's completely in your power.

# TEMPLE OF APSHAI.

The ultimate alter-ego challenge.



Battle the Giant Ant Man to win a priceless bounty.



A pharaoh's treasure appears just paces away.

Now, you can enter a universe in which quick wit, the strength of your swordarm and a talisman around your neck might be what separates you from a pharaoh's priceless treasure — or the death-grip mandibles of a giant mantis.

Enter the "Temple of Apshai," the first in our Dunjonquest series, the computer game that offers you the chance to undertake heroic acts in a labyrinth filled with treasures, traps and monsters.

"Temple..." is a role-playing game (RPG) that catapults you into a world of magic and monsters — doomed cities and damsels in distress. More than a game, it's an alter-ego experience. In an RPG, complex factors that make up a human being are abstracted into a few basic characteristics: strength, constitution, dexterity, intelligence and ego. Via your role-playing character, you'll venture into an essentially unknown world, and be at home with the likes of skeletons, zombies, spiders and ghouls.

When you play the "Temple of Apshai," you'll bargain with a tight-fisted innkeeper for

weapons and armor you'll need in the dunjon. And in this labyrinth, the choice is always yours ... fight or flee, parry or thrust, slay the monsters or see if they'll listen to reason.

Most of your time in the dunjon will be spent exploring the 200 rooms on four different levels... trying to find 80 different treasures of priceless worth. But wait — the treasures are surrounded by traps — needles, daggers, flames and bottomless pits — and closely guarded by monsters vile and noxious. Do you dare to thrust your broadsword at the giant leech, the skeletal bat, the zombies or the ghouls with razor fangs?

We invite you to project yourself into the labyrinth. See and touch the treasures, hear and smell the creatures that inhabit the place. Discover for yourself the fantasy world of Apshai!



Two treasures! Will monsters appear before you claim them?



Get out your sword... the Swamp Rat is on your tail.

# HELLFIRE WARRIOR.

A great alter-ego adventure.



Can you reach the exit in time to escape the Red Ant?



You're on Level 5, surrounded by locusts. Better think fast!

The exciting sequel to our best-selling Temple of Apshai, "Hellfire Warrior" gives you the challenge of more command options and more detail than you've ever imagined.

Four new levels with sixty rooms each will test the character of the most experienced, the most intuitive, the most intelligent adventurer. On Level 5, you'll have to outwit giant insects to stay alive. On Level 6, you'll discover that it's as much a puzzle to solve as a dunjon to explore—because the only exit is hidden somewhere within the complicated labyrinth. On Level 7, you're constantly trying to escape from skeletons, ghouls, mummies, and even invisible ghosts. But the culmination of your adventure as a hellfire warrior is on Level 8, an underworld haunted by lost souls, guarded by dragons, riddled with bottomless pits and blasts of hellfire.

The object of your journey is to rescue the warrior maid Brynhild, to bring her back to sun and air, to break the spell that binds her.

Is your alter-ego strong enough to overcome the legions of the lost? To slay the nine-headed

pyrohydra? To kill the great bat-winged demon? To cross the bridges of flame, endure soul-numbing cold — to face death and live? Only you can answer those questions, because only you can know!

But all is not lost, because "Hellfire Warrior" includes an Armory where you'll bargain for 5 kinds of swords, 5 types of armor, shields in 2 sizes, for bows and arrows. You can visit the Apothecary and buy healing salves, 13 potions available by the vial or draught. You can enter the Magic Shoppe and transform weapons and armor from the ordinary into the enchanted.

Remember, the bargaining is up to you. You must determine what you need to destroy the monsters, you must discern what potions you need to spur you on toward the end of your quest.

To say that the challenges are great in "Hellfire Warrior" is the ultimate in understatement.!



Outwit the Giant Spider and you won't wind up in his web.



Beware the deadly sting of the ruthless Giant Mosquito.

# STAR WARRIOR.

Soldiers of justice on impossible missions.



Ready to face storm troopers of the Stellar Union — alone?



As a warrior, you have the power to fly over forests.

In this game, another of our Starquest series, you are a Star-faring knight, bound tightly by a code of ethics, a mercenary with a cause. You must take on an entire planetary occupation force — alone. You are outnumbered by storm troopers of the Stellar Union, but you are far from helpless.

Unique to other games in the Starquest or Dunjonquest series from Automated Simulations, you have no walls, no doors, no rooms, no different levels to contend with. Play "Star Warrior" — you can walk, jump — even fly over swamps, forests and mountains. It's an easy game to learn but it's by no means unchallenging.

The emphasis is on fast action! Choose from 19 commands, up to 4 suits of powered armor, 2 scenarios and 5 levels of skill. In Scenario One, you must divert your enemy from the main attack. Your aim is the destruction of military installations and vehicles. In Scenario Two, you must use sensors to track down and destroy the tyrannical military governor and his staff.

Like your mythical namesake, you are the Fury and the agent of retribution — a soldier of daring, courage and extreme technological sophistication.

# RESCUE AT RIGEL.

Your chance to free the prisoners.



Are you hero enough to dare challenge the High Tollah?



Squash the Cerberanth, Smitty, or else it'll squash you!

The trouble started when a renegade High Tollah sought sanctuary in the Stellar Union. To get back at the renegade, this uncaring adversary ordered 10 men and women from the Orion colony of Ultima Thule taken prisoner.

Will the prisoners be transformed into these aliens, or will they be saved miraculously by your role-playing alter ego — Sudden Smith?

With "Rescue at Rigel" you must find your way through a maze of corridors, chambers, graveshafts and teleports to release the 10 humans held somewhere within. Armed with powergun and blaster, you must battle the aliens that lurk there, and then get yourself out alive.

Your powergun and shield draw energy from your powerpack. Your blaster has only a handful of charges, and your rescue ship is under orders to leave — with or without you — in 60 minutes!

Can you rescue the ten prisoners before your powerpack is depleted? Can you get back to your rendezvous point in time? Can you escape the dreaded clutches of the unmerciful High Tollah? Try it, Smitty. You're their only hope. Whichever way you choose, there will be no turning back once you walk through the door!

# MORLOC'S TOWER.

Find and slay the mad wizard.



Confronting a Giant Salamander takes deftness and daring.



The bloodsucking Vampire Bat guards the wicked Morloc.

This is another in our Dunjonquest series, a challenge of wit and the powers of deduction where you should always expect the unexpected.

While the general aim is always to do away with the demented Morloc, you can approach this game in a multitude of ways. Spend a diverting hour or so wandering about a 6-floor "dunjon," acquiring any number of mysterious magical treasures and battling many monstrous opponents.

If you enjoy solving a puzzle, you can map the dunjon, find the treasures, deduce their function from the hints in the story and elsewhere while learning to use them properly in your quest.

Finding and killing the dreaded Morloc ends the game, but his demise results only from your wits, daring and determination. Morloc will never be an easy foe to vanquish, no matter how many times you play. Completing your quest faster and more efficiently than ever before will always be a supreme test of your imagination and inventiveness. Again, as Brian Hammerhand, you must brilliantly slay this archvillain!

# THE DATESTONES OF RYN.

Lets you retrieve stolen treasure.



Prepared for hand-to-hand combat with a killer thief?



We wish you well, Brian, in rescuing the Datestones!

The infamous robber baron, Rex the Reaver, has led 24 thieves and cutthroats to a tower deep in the duchy of Ryn. They foiled the locks and bars of the tower, and made off with the duchy's most revered possession: the foundation of the ducal calendar, the datestones of Ryn.

Seeking a foolproof escape route, this unsavory band of outrageous outlaws fled to their cave complex in the foothills of the Haunted Mountains. They plotted to skip out a secret exit under cover of darkness, treasure and all.

Who is able enough to beat these brigands at their own game... who has the fortitude to fight stealth and cunning with stealth and cunning?

You do, Brian Hammerhand. You're a mercenary at large, with the singular honor of undertaking a most hazardous mission. Will you emerge the victor, carrying the stones and the head of Rex the Reaver... or will you meet defeat — pierced through by a cold steel blade from the shadows?

In this introductory game of our Dunjonquest series, you must finish your quest before the sun sets... explore the cave complex where the robbers hide... and snatch every last Datestone from the robber's grasp. Good luck, Brave Brian!

# INVASION ORION.

## Fend off the Klaatu hordes.



Prepare for heavy combat when you challenge the computer.



The Klaatu nation is on your trail. Are the weapons ready?

After Automated Simulations developed Starfleet Orion, we heard from computer gamespeople like you that they wanted to challenge the computer, one-on-one. That's exactly why we created Invasion Orion. Just turn on your computer and you have an instant opponent, ready to challenge you in this complete tactical science fiction game.

Invasion Orion provides you with scenarios that allow players of varying skill levels to simulate the kinds of conflicts that might arise somewhere in galaxies far, far away.

The computer takes care of the details, making the game easy to play. It prompts you for your entries. And the simultaneous combat is resolved quickly, so that you can proceed with your starfleet decisions. You play the game with 10 fictional scenarios, 30 ship types, 3 different weapons systems, and tractor-pressor beams.

Are you ready to challenge the Klaatu nation in the comfort of your own home?

# STARFLEET ORION.

## Wage war in the cosmos.



The galaxy is your frontier — the starship is your home.



Formulate your battle plan, Captain, the attack has begun.

Finally, you can fight space battles right here on earth when you play Starfleet Orion — a simulation of the various conflicts that might arise between starships of opposing powers.

Your computer screen represents the playing surface, and it's actually an invisible matrix 20 spaces high and 40 spaces wide. Based on this "grid," you can calculate distance for movement of spaceships, firing of missiles, beam effectiveness and all manner of interstellar strategies. One program is the game, while another program allows you to create other scenarios — that's what gives Starfleet Orion its infinitely expandable appeal.

In this game, you get 12 playtested scenarios in the Battle Manual, or you can invent more of your own. In the vast reaches of this star-studded frontier, your only limit is your own imagination!

# TUESDAY MORNING QUARTERBACK.

You control the offense and defense.



If you think the Super Bowl is exciting, just turn on your computer and tackle Tuesday Morning Quarterback. In the newest EPYX game from Automated Simulations, you can play with 96 possible offense/defense combinations. Unique factors that affect the outcome of the game are: yardage gained or lost — chance of fumble, interception or sack — chance of penalty, and others.

When you take on the challenge of Tuesday Morning Quarterback, you're the Captain of the team, the leader of the line-up, the pigskin guru. It's your job as captain to call plays and defenses that match up favorably against your computer's call. For example, you can call the kind of plays that get you a healthy gain against a blitz, but are real losers against a goal line defense. As with all the games from Automated Simulations, tactics, logic and brains all count if you want to win.

So if you've ever wanted to be a Super Bowl star, here's your chance. Ready for the kickoff?



A successful field goal gives you those 3 crucial points.



After some tough offense and defense, relax at halftime.

# LAND OF ATLANTIS.

The most elaborate game ever.

Prepare yourself. Not only must you slay monsters, take treasures and gain experience with every well-guarded step you take — you must also keep driving toward the ultimate quest. Because in each of the 4 corner spires of the dread Dark Tower is a different fantastic treasure.

"Land of Atlantis" will be a combined indoor/outdoor adventure, something never attempted before. You can wander over varied outdoor terrain, encountering ruins, castles, demons, dungeons and so forth. Enter a dungeon to fight monsters, grab treasures. Or stop to store your treasures at the towns or inns en route.

You'll have more potions and magic items than ever before. You'll have more realistic effects and results when you fire with bow and arrow, since magic, character attributes, aim, plus size and elusiveness of the target will be taken into account.

Get ready to explore up to 300 rooms, chambers and passages in "Land of Atlantis."

(Available in the Spring, 1981)

## Computer System Requirements

Title	Apple (AR)		TRS-80		Pet
	Cassette	Disk (48K)	Cassette (Level II, 16K)	Disk (TRSDOS 32K)	Cassette
Temple of Apshai	NA	✓	✓	✓	32K
Hellfire Warrior	NA	✓	✓	✓	32K
Star Warrior	NA	✓	✓	✓	NA
Rescue at Rigel	32K	✓	✓	✓	16K
Morloc's Tower	32K	✓	✓	✓	24K
Datestones of Ryn	32K	✓	✓	✓	16K
Invasion Orion	32K	✓	✓	✓	16K
Starfleet Orion	16K*	*	✓	✓	8K
Tuesday Morning Quarterback	NA	✓	NA	48K	NA

AR — Requires Applesoft in ROM, unless indicated otherwise.

\*Requires Integer Basic in ROM.

NA — not available.