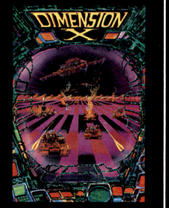
SYNAPSE SOFTWARE



Your alarms shriek. The Rigillian fleet is invading! While your shields activate, you punch up the sector map and activate the Dimension X jump. A glance shows the enemy's position.

As you activate your weapons you ask yourself: "Will I survive?"

Dimension X™—the first and only game featuring Altered Perspective Scrolling.

Requires Atari® 400/800 or XL series with 32K (disk or cassette) and joystick.

You're a World War I flying ace and the Axis offers the Blue Max—the highest flying medal—to the pilot who shoots you down.

Your mission: pulverize Axis airfields and bridges and eliminate as many enemy fighters as possible.

The Blue Max™ features 3-D diagonal scrolling action.

Requires Atari® 400/800 or XL series with 32K (disk or cassette) and joystick.

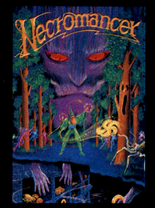
Waiting, you sit molecularly intertwined with your ship.

A vague uneasiness stirs your instrumentation. From Sector A you feel life forms approach. As you tune your analyzers the ship shudders in horror. You've felt this frequency before. The Gorganitor approaches!

Are you ready for this meeting?

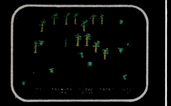
Requires Commodore 64® (disk and cassette) and joysticks.

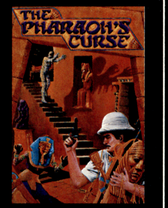
SYNAPSE SOFTWARE



The evil wizard rules supreme and the power to liberate humanity rests in your ability to rally the forces of nature. You must create an army of trees, crush the wizard's arachnid allies and confront him on his home ground. May the forces of light bring you victory!

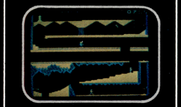
Requires Atari® 400/800 or XL series with 32K (disk or cassette) and joystick.





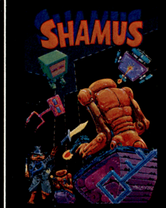
A fortune—yours for the taking.

But can you avoid the evil mummy and the ghost of Rama?



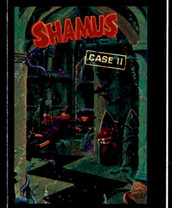
Are you nimble enough to leap the chasms and avoid the booby traps standing between you and freedom?

Requires Atari® 400/800 or XL series with 32K (disk or cassette) or 16K (cartridge) and joystick. Also available for the Commodore 64.®



The odor tells you the Shadow's there—in one of four levels of 32 rooms, each bristling with danger. You know it won't be a high school prom, but there's no turning back. Shamus—the sleuth adventure classic.

Requires Atari® 400/800 or XL series with 32K (disk) or 16K (cassette) and joystick. Also available for the Commodore 64,® Apple® and TRS-80® home computers.



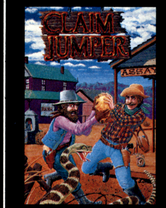
The continued adventures of the most popular private eye in the land of computer fantasy.

New obstacles, new pitfalls, 38 rooms to search, and an enemy you know too well.... The Shadow is back!

Requires Atari® 400/800 or XL series with 32K (disk or cassette) and joystick.

George is having a picnic, but his feast has attracted ants and a host of other pests. Can George be fast enough with his swatter to keep them from walking off with his fine meal?

Requires Atari® 400/800 or XL series with 16K (disk, cassette or cartridge) and joystick. Also available for the TRS-80,® Commodore 64® and Apple® home computers.



Cautiously you make your way toward the finest specimen of gold ore this side of the Pecos.

But wait! Your arch rival has just grabbed the gold. Can you stop him from reaching the assay office?

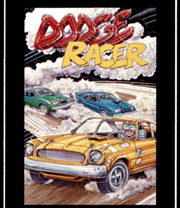
Requires Atari® 400/800 or XL series with 16K (disk or cassette) and joysticks. A two-player game.

SYNAPSE SOFTWARE

A pesky old fox has found Ma Hen's eggs, and she's trying to save them from his deadly clutches.

As the action gets faster, bedlam breaks loose in an arcade game to challenge and entertain even the most experienced arcade player.

Requires Atari® 400/800 or XL series 16K (disk or cassette) and joystick or paddles.



Lightning reflexes and skill are the only way to survive!

As you speed around the track picking up points, will you be able to avoid the computer-controlled jam cars trying to crash, head on, into your racer?

Sixteen game options for up to four players provide hours of excitement!

Requires Atari® 400/800 or XL series with 16K (cassette) or 24K (disk) and one to four joysticks.

ALSO AVAILABLE FOR THE ATARI®:

QUASIMODO

ZEPPELIN

RAINBOW

WALKER

ALLEYCAT

ENCOUNTER

FOR THE COMMODORE 64®:

MORGOL

SHOWCASE SOFTWARE

In space there are no guarantees....

All your training and superb equipment—will it be enough to save you from the alien hordes?

Requires VIC-20® and joysticks. No memory expansion necessary.

It's hot and the fields are dry. You gonna hafta dig a heap o' ditches!

But you better be nimble 'cause the bulls don't like seein' human folks, and they'll chase you down.

You'll have a side splittin' time tryin' to evade these critters. So pick up your shovel and start diggin' your way to fun and fast action.

Requires VIC-20® and joysticks. No memory expansion necessary.

ALSO AVAILABLE FOR THE VIC-20®:

DOUGHBOY

PUSSYFOOTIN'

GLUB-GLUB

SALMON RUN

SQUEEZE

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REPTILIAN

Throughout eternity the Reptilian horror has endured and repulsed attempts to destroy it.

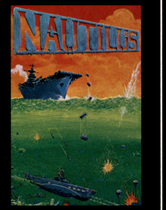
A segmented, multi-dimensional beast, the Reptilian's power is not mainfest until a number of its segments have joined.

The challenge: destroy each segment before it links up. Fight bravely or be crushed!

Requires Atari® 400/800 or XL series and joysticks.

Available soon!

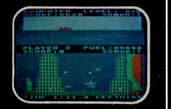
NAUTILUS



You are commander of the Nautilus and the security of a continent rests in your hands. Can you evade the destroyers, the floater mines and the frogman limpet teams sent to thwart you?

Dual independent screen display makes Nautilus™ the fastest, most unique game around!

Requires Atari® 400/800/1200 with 32K (disk or cassette) and joysticks.



SLIME

The diabolical alien plan is to raise the level of the Earth's oceans to drown out all life so the slime-breathing Invincibles can colonize.

Can your Electro Wedge Deflector warships and Gamma-Tube Absorbers prevail against both the slime and the Invincibles?

Requires Atari® 400/800/1200 with 24K (disk or cassette) and joystick.

ENCOUNTER FORT APOCALYPSE

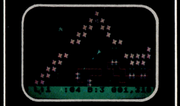
Your mission: fly your helicopters to capture fuel and weapons from the Kraalthan lords of inner Earth, free the enslaved masses and destroy the fortress itself.

Will you triumph or be crushed by its fiendish defenses? Encounter Fort Apocalypse™!

Requires Atari® 400/800 or XL series with 16K (cartridge) or 32K (disk or cassette) and joystick. Also available for the Commodore 64.®

SURVIVOR

The first multi-player cooperative space adventure.



Alone or with your hand picked crew (1–4 players) you must out-maneuver the Xenogryph fleet and destroy their space fortresses.

Can you train yourself and/or your crew to survive?

Requires Atari® 400/800 or XL series with 24K (disk) or 16K (cassette) and joysticks. Also available for the Commodore 64.®

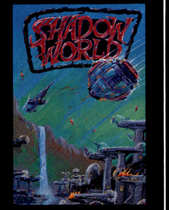
PROTECTOR II

You are the last hope! The Fraxullan Slime-hordes are attacking your cities and carrying off their citizens.

Can you get your people to safety as volcanoes erupt and enemy forces conspire to thwart your every effort?

Requires Atari® 400/800/1200 with 32K (disk or cassette) and joystick. Also available for the Commodore 64® and TRS-80® home computers.

SHADOW WORLD



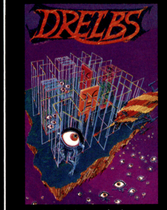
The fiendish Rigillians have attacked your mining outposts. And your strike force is the only defense!

Will your superb Academy training and fast reflexes be equal to the task? Can you out-maneuver the treacherous mutoid life that thrives in the planet's atmosphere?

Shadow World™ is a one/two player game with dual independent screen display.

Requires Atari® 400/800 or XL series with 32K (disk or cassette) and joysticks.

DRELBS



In the tiniest of places lived peaceful creatures called drelbs.

One day their land was invaded by evil gnomes called trollaboars who sought to destroy the drelbs. But the drelbs tricked the trollaboars into following them to the atomic flip grid.

Your task: defeat the trollaboars on the flip grid and save the drelbs.

Requires Atari® 400/800 or XL series with 16K (cassette) or 32K (disk) and joystick. Also available for the Commodore 64® and Apple® home computers.

SLAM BALL

So you've played pinball and thought you had it down. Experience SLAM BALL.™ The arcade game where you *are* the pinball!

No room for mistakes, no time for thought. Just awesome action as you frantically hold on to survive!

Requires Atari® 400/800 or XL series and joysticks. Also available for the Commodore 64.®

Available soon!

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