



CATALOG OF GAMES

FROM AUTOMATED SIMULATIONS

At Automated Simulations, we believe that games should be fun, challenging and intellectually stimulating. To be worth your money, and, more important, your time, a computer game must first be a good **game**. That's why we design the game **before** we design the program. That's also why each of our games is play-tested for hundreds of hours before the game system is final. We want you to know that you're getting a game that's worth your time.

Because we feel that a good game has to provide the player with many alternatives and ways to affect the outcome, our games are more complex, with more options, than most computer games available. But insofar as possible, we've reduced the complexity of the **mechanics** of play, and the rules, to a minimum, leaving you free to concentrate on your playing strategy.

We must be going in the right direction, since the best recommendations for our products come from satisfied customers. Here are a few quotes from our files:

"I just purchased 'Rescue at Rigel' and this has made me a follower of Automated Simulations."

"I would like you to know that my son has 'Rescue at Rigel' & 'Temple of Apshai.' He absolutely loves them and spends hours with them. He has about 40 assorted cassettes from different companies, but according to him, none compare with yours... I thank you for the many hours of pleasure you have given my son."

"In addition to having the most consistently excellent products... you have the best service department I have dealt with in the industry."

"I just finished 'Hellfire Warrior.' I didn't know a program could be this much fun."

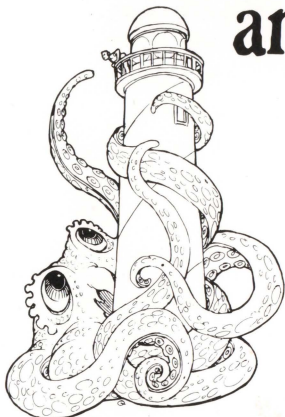
"... the only games I buy are your DUNJONQUEST and STARQUEST games. 'Star Warrior' was fabulous."

"Just want to say thanks for another great software product. Of course, I'm talking about 'Dragon's Eye'..."

"... your games are the best entertainment programs I have seen for my computer."

"Thank you very much for 'Rescue at Rigel.' Like 'The Temple,' it is providing me and my friends with endless enjoyment. 'The Temple' has given me the greatest pleasure since I bought my computer."

Crush, Crumble and Chomp!



Breathe fire, terrorize cities, snack on a horrified populace, and further develop your villainous personality. CRUSH, CRUMBLE, and CHOMP!

Is there a particular city against which you crave to wreak revenge? Do you have a grudge against the Golden Gate Bridge? Lunch on San Francisco, then. Can't control your burning desire to consume the Pentagon? Dine on Washington, D.C. Fed up with cheap imports? Tokyo, perhaps. Do you hunger for the Big Apple? Munch on New York.

Be the deadly amphibian who longs to leave trails of poisonous nuclear pollution; simultaneously smash street cars with a single blow of your scaly tail, lunch on helpless humans, and radiate a ray of death from your malevolent eye.

Or would you like to be, perhaps, not even of the fallible flesh but, rather, of horrendously heartless steel? A lifeless, but life-like, mechanical gizmo preprogrammed by zero-population-growth professionals for the destruction of all things earthly.

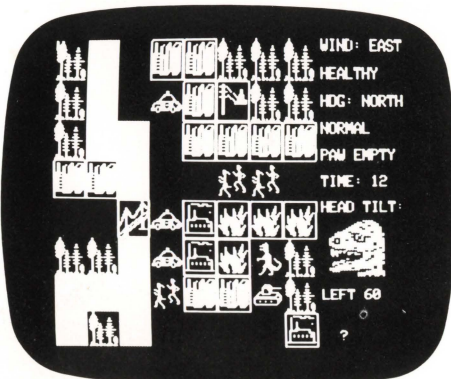
If you were a giant winged creature, think of the aerial attacks you could make on the terrified but tasty tidbits beneath you.

Take on the persona of any of six demonic beasts (even more for those who have a disk). Select from four mouth-watering metropoli and five different objectives—over 100 possible scenarios, complete with graphic mayhem and the resounding thunder of your monsterly presence, await your beastly appetite.

But wait! The National Guard is out to get you. The local police are sworn to your destruction. Even as you read this, a secret weapon is being readied against you by mad and skillful scientists. Are you truly prepared to face helicopters, tanks, artillery, and more, driven by those who are literally dying to get at you?

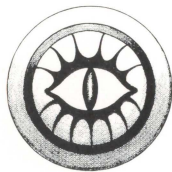
Sooner or later, humanity will triumph . . . maybe. Or maybe vengeance will be yours.

- **Graphics. Computer-generated metropolis. (Apple and Atari use high-resolution color)**
- **Sound**
- **Real time**
- **You are the villain**
- **Six monsters, four cities, five game objectives—over 100 possible scenarios**
- **For ages 10 through adult**
- **Complexity: Intermediate**
- **Playing time: 10 minutes to 1 hour**
- **For one monster**





Dragon's Eye



PROCLAMATION

IN THE NAME OF PHANTASMAL
POWERS THAT GUARD THE GATES
OF TIME, I, THE GOOD MAGICIAN
AND MAGE OF THE SEVEN PROVIN-
CES, DO HEREBY MAKE KNOWN AND
PUBLICLY PROCLAIM THE NEED FOR
A CHAMPION.

All ye who are skilled in battle and
horrible of mein and great of cunning,
ye who are familiars of the supernatural
and initiates to the ways of spell-casting—
come ye forth and declare yourself.

Great are the rewards to him who
rescues the Seven Provinces from the
curse of the Dragon's Eye. But great also
are the perils. Treasures of true potency
will be found by those who seek out the
Eye—treasures that are guarded by foul
dragons, golems, ghosts, and a variety of
beasties and beings that go bump in the
night.

He who accepts the challenge will
behold the full graphic splendors of spell-
casting and serpent slashing. His magic
glass will reveal to him, as never before
it could, in chillingly animated detail, the
gory destiny that awaits his readied blade.
Hidden treasures will be found that
bedazzle the eye. Magic effects will
confound the senses.

To him who finds the Dragon's Eye,
know ye that your great prowess will
have banished forever the curse of the
Evil Necromancer. Your name will be
garbed in glory, and you will receive the
worthiest of rankings.

Worthy within.

The Good Magician

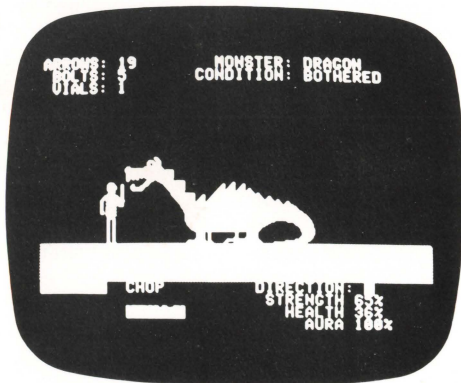
Dragon's Eye, an overland adventure, invites the player into a completely detailed world of fantasy involvement. Though the game is relatively easy to learn, the subtle interplay among magic effects, monsters, weapons, and treasures retrieved makes this a challenge.

Dragon's Eye is an outstanding introduction to fantasy role-playing adventures. Combining simplicity with variety and real time battle graphics, Dragon's Eye will captivate and entertain the younger player for hours.

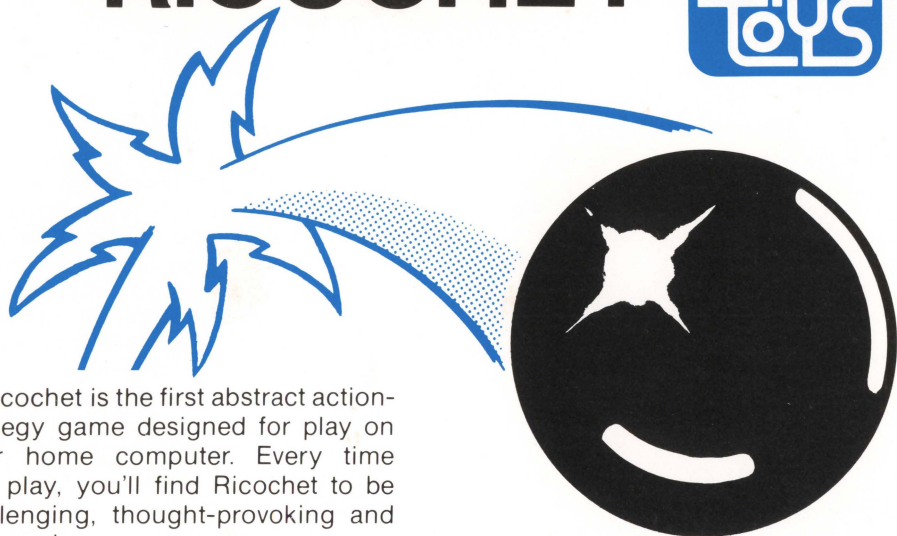
For one player, ages 8 and up.

GAME CONTENTS:

- **Book of Lore**
 - **Command Summary Card**
 - **Game program & data files
for your computer**
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RICOCHET



Ricochet is the first abstract action-strategy game designed for play on your home computer. Every time you play, you'll find Ricochet to be challenging, thought-provoking and fast moving.

GET A MILLION POINTS!

You've got two launchers you fire at your opponent's goals. There are obstacles in your path—but you get points for banking your shots off of them before they reach the goal. The longer the shot, the more points you get.

In the long run, you're trying to rack up points for your personal Ricochet Rating. You are assigned a rating (by your computer), based on how well you play against your computer opponent or against another human. Your rating improves when you win the match. Can you top a million?

Match victory is yours when you win two out of three games (or three out of five, depending on the variant). The match is self-handicapping, so you get an edge-of-your-seat battle every time.

OUTWIT YOUR OPPONENT!

Six pieces are your Chessmen. You maneuver them to block your goals from attack, while setting up the best possible shot for yourself.

But the game is over as soon as one player has launched all of his shots, so don't wait for that perfect angle, or you'll lose without even firing a shot.

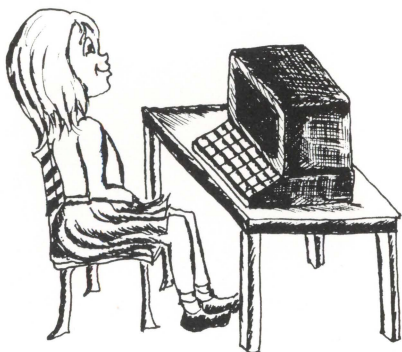
As in tournament Chess, you're under time pressure, but Ricochet has a "smart clock" that allows you to put more pressure on your opponent by playing super fast.

On one level, you'll enjoy Ricochet's fast action, color and sound. But on another level, the strategic subtleties will keep challenging you for years to come.

- **Color graphics for the APPLE* and ATARI***
- **Five game variants**
- **Four levels of skill**
- **Player rating system**
- **For ages 8 to adult**
- **Complexity: Introductory**
- **Playing time: 10 minutes to hours of fun**
- **For one or two players (or even three)**



JABBERTALKY



JABBERTALKY, the programmable word game, thrusts you into a world of language games. Two games—**Alphagrammar** and **Cryptogrammar**—are already programmed into **JABBERTALKY**. Each is based on the program's ability to generate an infinite variety of random sentences that are grammatically correct and whose meanings range from the poetically profound to the lusciously ludicrous. (*Always embrace the rubber duck. Regina's fightworthy tollbooth divorces frequently the posthumous and tight tummy.*)

Alphagrammar uses the computer-created sentences to make the next generation of anagram games. This is not merely your ordinary game of word unscrambling; it's your extraordinary game of unscrambling an entire sentence.

Cryptogrammar serves you sentences, in which each letter of the alphabet is substituted for another letter. This cornucopia of cunningly contrived cryptograms produces a myriad of mind-bending, code-breaking challenges.

One to four players (more, if you have the memory) take turns on each game before time runs out. Eight levels of difficulty make the games challenging and fun for both seven-year-olds and expert linguists alike.

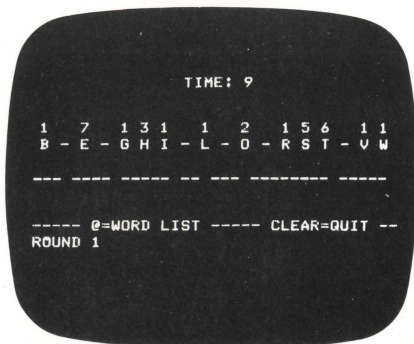
If that is not enough, **Jabbergrammar** gives you the tools to create even more sentences of varying complexity, absurdity, or silliness. **Jabbergrammar** can be

described as an editor, utility, builder program—but it is more. It is a language language. It lets you add, change, or delete words in the data files, creating entirely new and extraordinary vocabulary lists; it lets you put the vocabulary into whatever sentence pattern or syntax you wish. You can create sense or nonsense; you can use your newly-created sentences to play **Alphagrammar** or **Cryptogrammar**; you can generate entirely new words (*preantiwordishness? unrutabagalihood?*).

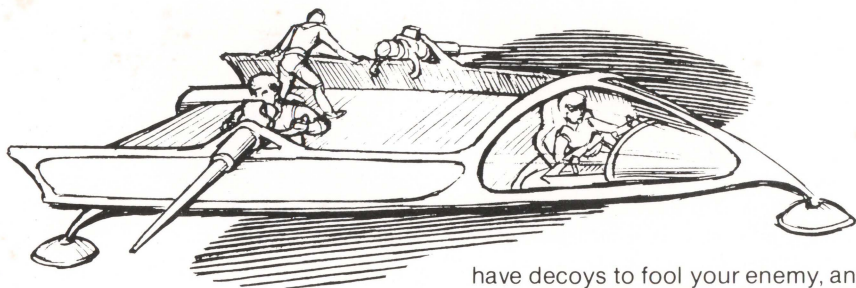
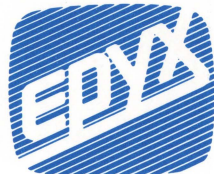
Free Verse lets you see your creations, gives hints about the kinds of sentences generated for each skill level, manufactures party games by telling players what to do, and so on forever (almost).

When you play **JABBERTALKY**, you can always have the last word.

- Two different word games
- Create your own vocabulary and syntax
- For ages 7 through adult
- Complexity: simple to extremely difficult
- Playing time: 30 minutes to hours of fun
- For one to four players (more on a disk)



STARQUEST STAR WARRIOR



In this STARQUEST, you are a star-faring knight bound tightly by your code, a mercenary with a cause. You are a Fury, an interplanetary avenger on a mission of justice and danger, called on by the people of the planet Fornax to free them from the rule of an oppressive military governor. You must take on an entire planetary occupation force—alone! Outnumbered by storm troopers of the Stellar Union, you'll always be on the lookout for hover craft, robot tanks, artillery—even the deadly, rapid firing “Mauler”—nine types of enemy vehicles in all. But you're far from helpless.

When you play “Star Warrior,” you'll walk, jump—even fly—over swamps, forests and mountains. Six different sounds and even better graphics than our DUNJONQUEST series make “Star Warrior” more fun, and, the emphasis is on fast action and challenge.

Choose from 19 command options, several suits of powered armor, 5 levels of skill and 2 scenarios. In Scenario One, you must divert your enemy from the main attack. Your aim is to destroy as many military installations and vehicles as you can before you are recalled. You can even set your own time limit, so you can play for as little or as long as you like! In Scenario Two, you must track down and destroy the tyrannical military governor and his staff. You'll use sophisticated electronic direction finding equipment to home in on your targets. You

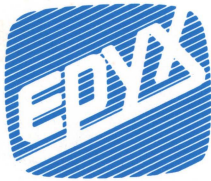
have decoys to fool your enemy, and you are equipped with nuclear missiles, blaster and power gun. The governor is always on the move, so you never know where you'll find him next!

But like your mythical namesake, you are a Fury—a soldier of daring and courage, and the people of Fornax are depending on you!

- **Sound!**
- **Real time!**
- **Two different scenarios!**
- **For one player**

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- ***Player's Handbook***
 - ***Command Summary Card***
 - ***Map Card***
 - ***Game program & data files for your computer***





DUNJONQUEST

Temple of Apshai

Now, you can enter a universe in which quick wit, the strength of your sword arm 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.

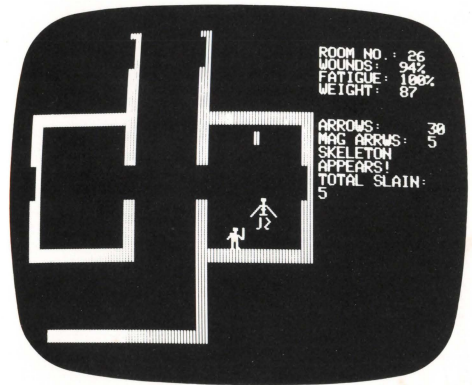
Enter the "Temple of Apshai," the first in our DUNJONQUEST series, the computer game that offers you the chance to undertake heroic acts in a labyrinth filled with treasures, traps and monsters.

"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 wraiths.

When you play the "Temple of Apshai," you'll be both a character within and a reader of the epic you're actually helping to create. 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.



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!



Upper Reaches of Apshai

For the true Temple of Apshai aficionado, The Upper Reaches of Apshai is the first in a series of expansion dungeons for the award-winning "Temple."

The Upper Reaches of Apshai has four fun levels and over 150 rooms, gardens, berry patches and caverns. Horrible monsters, from giant tomatoes to killer chickens, lurk in the Innkeeper's backyard.

Discover the secrets of Benedic's Monastery and the cottage of Merlis the Mage. What of all those donations adventurers have made to Benedic over the years?

Perhaps a sizable horde, maybe a healing potion—or something even more intriguing—remain within the cleric's realm.

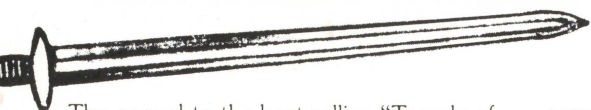
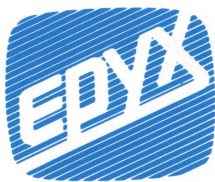
In The Upper Reaches of Apshai, you'll be walking on eggs in search of... Who knows? In Olias' cellar may lie the sword and shield he took from you, oh, so many moons ago.

Take your favorite character along, or have the Innkeeper generate a new one to a combined indoor and outdoor adventure.

Be warned, though, The Upper Reaches of Apshai is **not** a complete game. You must have Temple of Apshai to play.

DUNJONQUEST

Hellfire Warrior



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

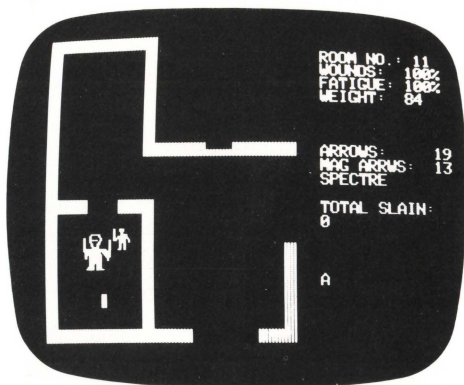
Four new levels with sixty rooms each will test the character of the most experienced, the most intuitive, the most intelligent adventurer. On Level 5, you'll have to outwit giant insects to stay alive. On Level 6, you'll discover that it's as much a puzzle to solve as a dungeon to explore—because the 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 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.

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 turn ordinary weapons into enchanted ones.

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



The Keys of Acheron

The mage spoke in low tones: "Your first quest will take you to a world not far separated from our own. Once there, you must find the secret passage to the cave where The Dragon has secreted the key..."

So begins your next adventure as a Hellfire Warrior. Four magical jewels, the keys, each in a different dimension, must be recovered from the rule of Kronus the Demon. One is guarded by The Dragon. Another by an evil cleric. Still another lies deep within a fiery volcano. The fourth is protected by Kronus himself.

On your journey, you'll meet a friendly unicorn with a magical necklace to help you in your search. But to reach him, you must cross the dark and fearsome mandrake forest. Other monsters inhabit the dim and frightful places through which you must pass to reach the four keys. But time is short and fame and fortune drive you onward to the end of your quest.

The Keys of Acheron is an expansion dungeon for Hellfire Warrior. You **must** have Hellfire Warrior to play.



STARQUEST RESCUE AT RIGEL



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. There, inside a secret base on a moonlet circling Rigel, Tollah scientists used these victims to find a means of reducing the human race to the status of Common Tollah. In the Tollah scheme of things, there was room in the cosmos for only one set of decision-makers: the High Tollah.

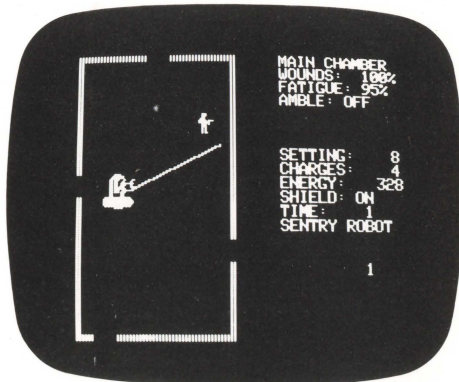
Although the Tollah race walks erect, their faceted eyes, mandibular jaws and long abdomens are clearly insectoid. Will the 10 prisoners be transformed into these aliens, or will they be saved miraculously by your role-playing alter-ego: Sudden Smith?

With "Rescue at Rigel," you can have the excitement of our fantasy role-playing system in the science-fiction universe of "Starfleet Orion" and "Invasion Orion." You take the part of the brave Smitty, and it's all up to you. You must find your way through a maze of corridors, chambers, gravshafts and teleportals...trying to save the 10 humans held somewhere within. Their insectoid captors move them from room to room inside the complex, so each time you play, you must search again!

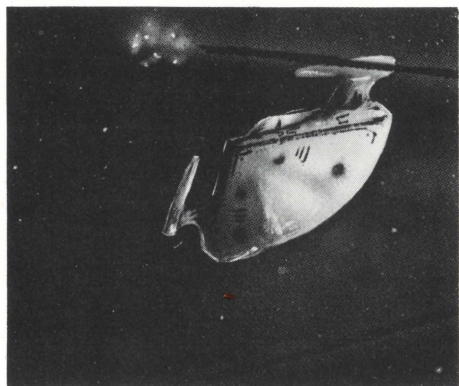
Armed with powergun and blaster, you must battle the aliens that lurk there, and then, somehow get *yourself* out of the moonbase alive! Your powergun and shield draw energy from your powerpack. Your blaster has only a handful of charges, and your rescue ship is under orders to leave—with or without you—in 60 minutes!

Can you rescue the 10 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.

- **Graphics! Computer-generated map! (Apple uses high-resolution color & sound!)**
- **Real time!**
- **Different every time you play!**
- **For ages 10 through adult**
- **Complexity: Intermediate**
- **Playing time: 20 to 60 minutes**
- **For one player**



INVASION ORION



You are Fleet Admiral, and as commander-in-chief, you alone can stop the alien forces! The robotic Klaatu have just invaded Stellar Union space!

You'll need all your wits about you to command up to nine starships—battle-cruisers, dreadnoughts, scouts—30 different types—even planetary defenses—against the alien hordes!

Your ships are armed with destructor beams, tractor beams, missiles and torpedos. Each has only a limited amount of energy to power its drive, energy screen and beams. However, you must decide how to allocate the energy to your best advantage. Will your ship's armor be enough to stop a torpedo? Or should you divert energy from your beam to your shield? Should you move in for the kill on your weakened opponent and risk a beam attack? Or try to outrun the enemy? The choice is up to you!

Choose from three levels of skill. Whether you are a beginner or an expert, Invasion Orion™ is challenging and exciting!

Invasion Orion comes with 10 fully-tested scenarios—from one-on-one starship combat to full-scale armageddon! And a special supplemental program lets you create more scenarios of your own.

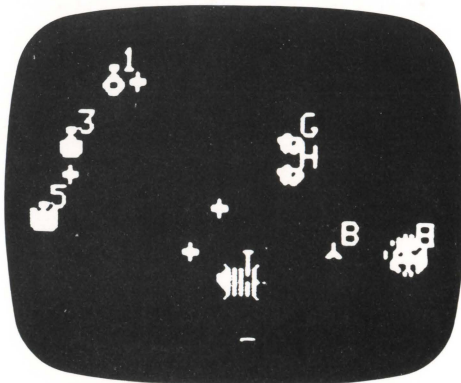
You can even design your own ships! Invasion Orion is infinitely expandable!

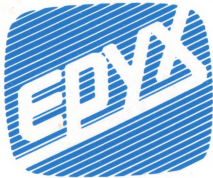
It's easy to learn, too, because the computer takes care of the details, so there are no complex rules to remember—and your computer prompts you for your orders. And the simultaneous combat is resolved quickly. With Invasion Orion you're always free to concentrate on your strategies for victory!

GAME CONTENTS:

- *Illustrated Battle Manual*
 - *Game program, scenario creation program & data files for your computer*
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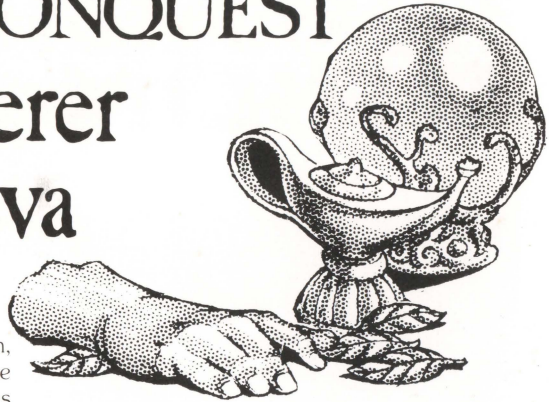
- 10 different scenarios
- Create your own star fleet battles
- Design your own ships
- For ages 12 through adult
- Complexity: Intermediate
- Playing time: 20 minutes to 2 hours
- For one or two players





DUNJONQUEST

Sorcerer of Siva



Amulets, rings, necklaces, scepters, — oh, yes, and a pair of old boots — await you in the magical mines of Siva. Magic and riches abound. But wealth is not all you seek.

The only entrance seals behind you as you enter the dark stillness of the mine. Armed with only a dagger and your magical abilities, you have but a few short hours to seek out the secret exit (hidden somewhere on the fifth level) before you are sealed in for all time. But beware the wandering soulless creatures that dwell in the more than 300 chambers of the magical mine, guarding every treasure and lurking beneath every trap door.

A wizard you are, yes, who can hurl a fireball or lightning bolt to slay the blood-thirsty banshee; put an end to the deadly demon, or goad the goblin waiting to waylay you.

Your spells can create openings in solid walls and sealed entrances, heal your wounds, restore your strength, or give you the gift of weightlessness which lets you move effortlessly from room to room. Your own bravery will decide how many spells you shall bring into the mines. But beware the evil Sorcerer, who is waiting to cast his favorite spell — forgetfulness — to deprive you of your most valuable magic.

But all is not lost... You may regain a spell or two or, perhaps, even find one you had not before, if you can discover the wondrous touchstones no archaeologist has yet found — stones with powers to increase your magical abilities. Though, expect not that these, or others, always lie still, for the Sorcerer and his minions are afoot.

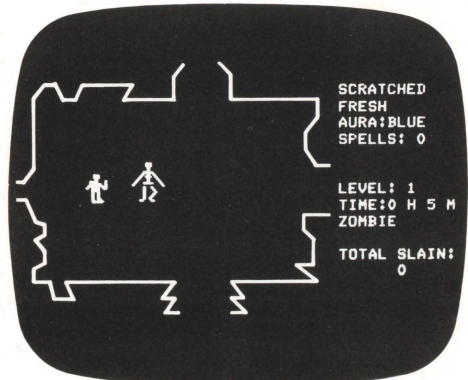
Be warned, too, that not all treasures you might find are true. Mysterious items might drain your life's blood and leave you in blackness. Will a ring bring you only wealth? Can a pair of old boots do more than protect your soleset feet? In experience lies wisdom.

Good luck! And happy mining...

- **Graphics!** Computer-generated map. (Apple* and Atari* use color and sound.)
- **Real time.**
- **You play the role of a spell-wielding wizard in magical combat.**
- **For ages 10 through adult.**
- **Complexity: Intermediate.**
- **Playing time: 30 minutes to hours of fun.**
- **For one player.**

GAME CONTENTS:

- *Book of Lore*
 - *Playing Summary Card*
 - *Game program & data files for your computer*
-



Tuesday Morning Quarterback



Now you can coach your own pro football team when you play Tuesday Morning Quarterback, the first of our EPYX Sports series.

Once you've finished watching the big game on tv, you can take an active part in a game that has all the excitement—and frustration—of the real thing. You're the coach and captain, and the outcome of the game depends on whether you can outguess your computer opponent and call the best plays. Choose from 16 different offensive plays—7 running plays, 8 pass patterns—plus an option play. And there are 6 defensive options—96 possible combinations. But you've only got a few seconds in the huddle to make your decision!

Tuesday Morning Quarterback is a game of both skill and strategy. But you don't need to be a football expert to play. A glossary of football terms and tips on strategy help the novice make decisions. You can even practice your kicking skills before the game starts.

But after kick off, you'll fight for every yard—gaining momentum as you march forward—or losing confidence as you're pushed back.

You'll see the progress of your half back as he dashes toward the goal line, watch as your quarterback completes a pass to your tight end, and cheer when your team scores a touchdown, a field goal, or intercepts a pass! But watch out for fumbles and penalties.

Pit your favorite teams against each other. A special program lets you keep your team rosters up to date. Transfer players to other teams, make substitutions, or even create your own all-star team. You can even set your own time limit, so you can play for as little or as long as you like.

With Tuesday Morning Quarterback, you call the shots—you make the decisions—and you make the difference in the race for the Super Bowl!

- **Real time!**
- **Nearly 100 offense/defense combinations!**
- **For ages 10 to adult**
- **Complexity: Intermediate**
- **Playing time: 20 minutes to 2 hours**
- **For one or two players**



The Datestones of Ryn

A dastardly robber band led by the notorious rogue, Rex the Reaver, has stolen the precious Datestones from the ducal calendar of Ryn.

You're working against the clock to retrieve the stolen treasures. You must finish your quest before the sun sets! In *The Datestones of Ryn™* the real-time action keeps you on the edge of your seat!

You play the hero, Brian Hammerhand—a mercenary at large—as you explore the cave complex where the robbers have taken refuge. But watch out for the other inhabitants! Especially the deadly slime!

The Datestones of Ryn is a fantasy role-playing adventure with more than a dozen real-time play options—and they're all easy-to-use single-key commands. Fight or flee, parry or thrust, heal your wounds or speak with monsters. The choice is always yours!

The Datestones of Ryn has a built-in competitive scoring system that lets you measure how well you do in successive playings and allows you to test your prowess against that of your friends. Can you snatch every last Datestone from the robbers' grasp? Remember, you've only got 20 minutes!

GAME CONTENTS:

- **Colorful 16-page Book of Lore**
 - **Game program & data file for your computer**
-

Morloc's Tower

Morloc, the malevolent magic user, has sworn to level the city of Hagedorn by tonight, upon the rise of the new moon. Unless you—Brian Hammerhand—can fulfill your quest, none of the inhabitants of the town, pursued by the awesome and evil power of the wizard, will live to see the next sunrise.

Morloc commands the fire that burns the soul and a host of evil and inhuman servitors, from a pack of ravenous hounds to a fiery salamander (a species of corporeal fire elemental) ...and worse. The foul warlock rests secure in his tower, but the seeds of his destruction are sown therein.

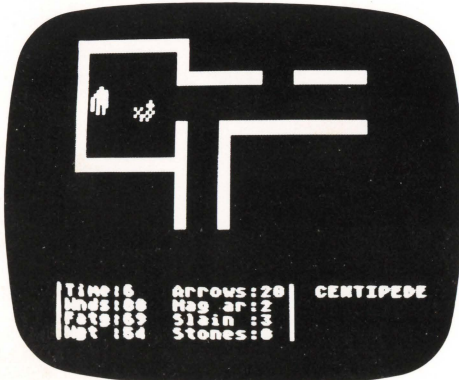
Can you, as Brian Hammerhand, puzzle out the workings of Morloc's possessions and so use them against their master? Will you slay the archvillain and save the fair maid Imelda for better than roasting in a fireball?

In *Morloc's Tower*, you'll find three kinds of rings, a magic sword, two amulets, a half a dozen other treasures, 30 rooms, 18 real-time command options, and a dozen types of monsters, including crafty old Morloc himself.

Morloc's Tower is a fascinating game that's easy to learn but a real challenge to master—a challenge of wit and the powers of deduction, where you should always expect the unexpected. Even after you've figured out all of the puzzles (or think you have), you'll play again and again to improve your score. But if the puzzle should prove too tough, the *Book of Lore* offers hints to help you find the solution.

Be warned: the optimal solution will prove to be even more elusive than the mad wizard!

- **Superb graphics. Computer-generated map.**
- **Real time**
- **A race against time!**
- **Competitive scoring system**
- **For ages 10 through adult**
- **Complexity: Intermediate**
- **Playing time: 10 to 30 minutes**
- **For one player**



Computer System Requirements

	APPLE* (With Applesoft in ROM)		TRS-80*		ATARI* 400/800** (With BASIC cartridge)		PET*
Title	Cassette (32K)	Disk (48K)	Cassette (Level II, 16K)	Disk (TRSDOS 32K)	Cassette	Disk (32K)	Cassette
Crush, Crumble & Chomp!	N/A	✓	✓	✓	32K	✓	N/A
Dragon's Eye	N/A	✓	N/A	N/A	32K	✓	32K
Ricochet	N/A	✓	✓	✓	16K	✓	N/A
Jabbertalky	N/A	✓	✓	✓	N/A	N/A	N/A
Star Warrior	N/A	✓	✓	✓	32K	✓	N/A
Temple of Apshai	N/A	✓	✓	✓	32K	✓	32K
Upper Reaches of Apshai	N/A	✓	✓	✓	32K	✓	N/A
Hellfire Warrior	N/A	✓	✓	✓	N/A	N/A	32K
The Keys of Acheron	N/A	✓	✓	✓	N/A	N/A	N/A
Rescue at Rigel	✓	✓	✓	✓	32K	✓	16K
Invasion Orion	✓	✓	✓	✓	24K	✓	16K
Sorcerer of Siva	N/A	✓	✓	✓	N/A	N/A	N/A
Tuesday Morning Quarterback	N/A	✓	N/A	48K	N/A	N/A	N/A
Datestones of Ryn	✓	✓	✓	✓	32K	✓	16K
Morloc's Tower	✓	✓	✓	✓	N/A	N/A	24K

N/A — Not Available

*APPLE, TRS-80, ATARI 400, ATARI 800 and PET are trademarks of Apple Computer, Inc., Tandy Corp., Atari, Inc. and Commodore, Business Machines, Inc., respectively.

**Compatible with either the ATARI 400 or the ATARI 800 Computer.

