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A WORLD OF EXCITEMENT IS WAITING FOR YOU.

SUB BATTLE SIMULATOR™

This is your chance to embark on what is unquestionably the most detailed, realistic, all-encompassing war simulation ever created. As Commanding Officer, you'll direct one of six U.S. Navy subs or German Kreigsmarine U-Boats, during any year from 1939 to 1945. You'll perform one of over 60 different missions, each one based on actual historical scenarios. Or you'll engage in the most difficult task of all: To make it through THE ENTIRE WAR.

Each vessel is completely unique and painstakingly authentic, so you'll have a lot to learn: navigation, weather, radar, and the contents of a vital target book, among other things. Your arsenal will include deck and anti-aircraft guns, torpedoes, and mines.

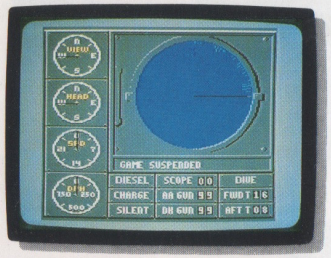
But even all that may not be enough. Because besides the risk of bumping a depth charge or facing a killer Destroyer, you'll still have to contend with the gunfire of enemy aircraft.

The first release of our new *Masters Collection*. And a challenge of unbelievable depth.

One player.

14803D—Apple II and compatibles
14805D—IBM PC and compatibles
14807D—Commodore 64/128
14808D—Macintosh
14810D—Atari ST
14813D—Apple IIGS

TEST DIVE ONE FOR YOURSELF.



TAKE OUR PREVIEW DISK FOR A SPIN.
Not sure you can take the stress of total immersion? Take a sample dive with our Preview Disk; we'll gladly send you to the South Pacific for an encounter with an enemy fleet.

97103D—Apple II and compatibles $1.50
97105D—IBM PC and compatibles $1.50
97107D—Commodore 64/128 . . . . . $1.50
97108D—Macintosh $2.75
97110D—Atari ST $2.75
97113D—Apple IIGS $2.75

Our Coding System: To help you choose the software that's just right for you, Epyx games are coded to indicate the degree of emphasis on "Action" versus "Strategy" versus "Learning". It's really very simple, and works like this:

Strategy emphasis	Action emphasis	Learning emphasis

DESTROYER™

In this action simulation, you command a U.S. Naval Destroyer. You can opt to manage the entire ship, or man a single station on deck. Run an interference pattern for a convoy, navigate, hunt for subs or rescue a downed pilot. When the battle gets really fierce, man the battle stations: use torpedos, depth charges, radar and sonar contacts, and nine other outposts on deck. It's high-action warfare on the high seas.

One player.

14703D—Apple II and compatibles
14705D—IBM PC and compatibles
14707D—Commodore 64

JET COMBAT SIMULATOR®

Realistic jet flight simulation plus aerial combat put you in the clouds. JET COMBAT SIMULATOR recreates the high-speed aerodynamic performance of the real thing: a McDonnell/Douglas F-15 Eagle. Try night landings in 50 mph crosswinds. Intercept enemy aircraft at 30,000 feet. You've got the latest on-board avionics and a computer co-pilot. Take on the enemy ace pilots in one-on-one stratospheric dogfights. Prove once and for all that you've got the right stuff.

One player.

09307D—Commodore 64

SUMMER GAMES

You're an Olympic athlete competing in eight key events. How well will you score in Track, Swimming, Diving, Skeet Shooting, Pole Vaulting, Gymnastics, and the rest? It's not that easy, but practice has never been more involving. Remember, the 1988 games are right around the corner.

One to eight players.

08503D—Apple II and compatibles
08504D—Atari
08507D—Commodore 64/128

SUMMER GAMES II

This second game in our "Games" Series challenges you to compete against the computer or up to seven opponents in Rowing, the Triple Jump, Javelin, High Jump, Fencing, Cycling, Kayaking, and Equestrian events. Realistic animation, exciting graphics and precise control make this the next best thing to actually competing. It even includes Opening Ceremonies, medals, and national anthems.

One to eight players.

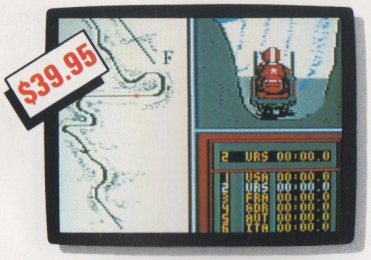
08603D—Apple II and compatibles
08605D—IBM PC and compatibles
08607D—Commodore 64/128

WORLD KARATE CHAMPIONSHIP

Here's animation so real, so true-to-life, you may want to have some bandages handy when you play it. Fight your way from white to black belt in eight international settings. Use any of 14 moves to devastate your opponent. Throw him a combination front punch and kick, spin into a reverse kick, do a forward flip and strike again. Lights out. That is, if your timing's precise and your skill is finely honed.

One or two players.

19210D—Atari ST



WINTER GAMES

Experience the challenge of seven true-to-life sporting events. From careening along the tube in your Bobsled, to the sheer grace of flying in the Ski Jump. You can choreograph a real Figure Skating routine. Throw caution (and your body) to the wind doing Hot Dog Aerials. Or test your endurance in the Biathlon. There's even an Opening Ceremony, complete with national anthems.

One to eight players.

08903D—Apple II and compatibles
08905D—IBM PC and compatibles
08907D—Commodore 64/128
08908D—Macintosh
08909D—Amiga
08910D—Atari ST

WORLD GAMES™

This sequel to our incredibly popular "Games" series, *World Games*, is a challenge of global proportions. You play the part of an international athlete competing in eight events around the world. First, you're off to Mexico for death-defying Cliff Diving. Then it's Japan, where your stamina will be tried in the ancient art of Sumo Wrestling. Or wing to Russia and pump heavy iron as a weightlifter. You'll have to log a lot of miles before you become World Champion.

One to eight players.

19003D—Apple II and compatibles
19005D—IBM PC and compatibles
19007D—Commodore 64/128
19009D—Amiga
19010D—Atari ST

CHAMPIONSHIP WRESTLING

Here they are. The nastiest, meanest, most colorful rowdies of the ring. These guys use every dirty trick known to man—and a few that aren't. You'll go bonkers when you get thrown from the ring, or experience the joy of a bone-crushing slam to the mat. And that's not the end of it—wait 'til you get a load of the crowd. Now you can slam bodies, crush heads, break kneecaps and smash noses—all in the privacy of your own home.

One or two players.

18203D—Apple II and compatibles
18207D—Commodore 64/128
18210D—Atari ST

GI JOE

The mission starts by checking the computerized world hot-spot map for areas of *COBRA*® activity. Find an area that needs help and select any one of the 16 G.I. Joe characters who's 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. With the wrong strategy, well, there's always a new Joe.

One or two players.

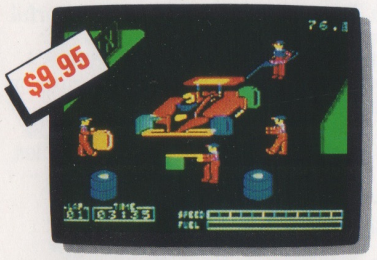
01803D—Apple II and compatibles
01807D—Commodore 64

JUMPMAN JUNIOR®

The devilish Alienators are back, and have overrun the Jupiter Command Substation. In this sequel to the best selling *JUMPMAN*® players must leap through 12 new screens, featuring electrocution traps, moving walls, hellstones, and dangers much too bizarre to be believed. How many screens can you master?

One to four players.

25900D—Commodore 64/Atari



PITSTOP®

At breakneck speeds, steer your race car around the track. But plan your race strategy carefully; the faster you go, the more fuel and tires you'll burn up. Once in the pits, it's a race against the clock to gas up, change tires, and get back in the race. It's the first auto race game where winning is "the pits."

One to four players.

25000D—Commodore 64/Atari

GATEWAY TO APSHAI®

It's easy to lose your way in the dark caverns leading to the famed Temple. Glorious treasures are scattered throughout the many levels, and monsters lurk in every corridor. Luck, strength and dexterity are your characteristics. Will you survive by avoiding the monsters, or will you try to kill them to add to your score?

One player.

26100D—Commodore 64/Atari

LUNAR OUTPOST®

Alien invaders are preparing a full scale invasion on Earth. Your Lunar Outposts are all that stand between the invasion force and ultimate defeat. Use your enemy scanner to determine which outposts to man first and how much ammunition you will need. The wrong strategy could lead to the destruction of the planet Earth.

One player.

26207D—Commodore 64

IMPOSSIBLE MISSION®

As a member of the Anti-Computer Terrorist (ACT) Squad, your mission is to reach the infamous Elvin, who is holding the world hostage with the threat of nuclear annihilation. Can you penetrate Elvin's headquarters, break into his computer system, and abort his plans? The survival of the world is in your hands!

One player.

29107D Commodore 64

WE ARE SOFTMAIL

Epyx and SoftMail have joined forces to bring you the latest product news in the exciting world of Epyx game software for your home computer.

We'll deliver a level of detailed animation and creative graphics you've never seen before. Square off as a submarine commander against the dreaded German U-boats, with our new Masters Collection game, SUB BATTLE. (pg. 2)

Jazz up your home videos with titles, banners, and graphics using our new VCR WORKSHOP for Apple II.
(pg. 15) Speed up your Commodore with our FAST LOAD CARTRIDGE for disk operations. (pg. 14)

All of the titles in this catalog can be found at most software stores in your area. But if you can't find a program that you want, just use the enclosed order form, or you may place your credit card order by phone: (408) 848-3042, 4 am to 6 pm Pacific Time.

If the order form is missing from this catalog, please write on a piece of paper the names, item numbers, and quantity of the items you want, the format or size as appropriate, and the total price of the programs you want. Please add $2.95 for postage and handling. California residents add 6½% sales tax. Make your Check payable to SOFTMAIL, and mail it along with your order to: SoftMail, 2995 Woodside Rd., Suite #400-383, Woodside, CA 94062. Allow 4-6 weeks for delivery.

Sorry, no international orders.

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EPYX BLANK DISKS

Save your valuable data on highest-quality Epyx blank disks. Choose either 5.25″ disks in double-sided double density format, or 3.5″ disks in either single or double sided format.

75099D-5.25″ blank DSDD Disks (10-pack) . . . . . $ 9.95
75199D-3.5″ blank Single Sided (10-pack) $24.95
75299D-3.5″ blank Double Sided (10-pack) $29.95

THE COMPANY STORE

Short-sleeved T-shirts air your interest in two of our hottest-selling programs: TEMPLE OF APSHAI TRILOGY and SUMMER GAMES. Long-sleeved navy turtleneck shirt keeps you cozier for WINTER GAMES. All shirts 50% polyester, 50% cotton, machine washable.

Baseball-style black satin jacket has Epyx logo embroidered in silver. All-nylon with quilted lining to keep you warm on the sidelines between events!

Shield your eyes from the glare of the sun or the monitor with one these elegantly embroidered visor caps. "Scrambled eggs" on visor will get you lots of respect whether you're running SUB or DESTROYER. One size fits all.

M000199-T-Shirt/Temple Trilogy (S, M, L, XL) . . . . . $ 9.95
M000299-T-Shirt/Summer Games (S, M, L, XL) . . . . . $ 9.95
M000499-Turtleneck/Winter Games (S, M, L, XL) $13.95
M000599-Jacket (S, M, L, XL) $59.95
M000699-Cap/Sub Battle $14.95
M000799-Cap/Destroyer $14.95

Take a break from the screen and loosen up with our colorfully printed STREETSPORTS flying saucer, or our conveniently collapsible WORLD KARATE CHAMPIONSHIP Flippy Flyer.™

Our heavy-duty CHAMPIONSHIP WRESTLING Towels are 100% cotton with dramatic graphic imprinted in flesh, black, and blue. Stash your towel in a handsome WORLD GAMES tote bag. Made of 100% heavyweight cotton canvas in gray with navy trim, our bag measures up at 19″ x 11″ x 9″ plus side pocket, end pockets, and includes an adjustable, removable shoulder strap.

Make it easy to locate your keys with our elegant solid brass embossed key tag. Spark her interest in STREETSPORTS BASEBALL, spark it with our beautiful red-white-and blue cloisonne and gold pin.

Flaunt your interest top to toe with these fun-filled STREETSPORTS laces. 100% polyester, 27″ long.

M000999-Flying Saucer . . . . . $ 1.95
M001099-Flippy Flyer . . . . . $ 4.95
M001199-WRESTLING towel $12.95
M001299-Tote Bag $24.95
M001399-Key Tag . . . . . $ 3.95
M001499-SS BASEBALL Pin . . . . . $ 2.95
M000899-Shoelaces . . . . . $ 3.95

THE MOVIE MONSTER GAME

Now, instead of running from monsters, you are the monster. It's just like in the movies. You play the role of *Godzilla*® or any of five other unsavory creatures. Then pick the unlucky city, from Tokyo to London to New York, and go to town. Wreak havoc. Trample a landmark. Conduct a daring rescue. Or just scorch the Golden Gate Bridge with your breath. But, you'll have to atomize helicopters, dodge pedestrians, and defeat the Army, Navy, and Air Force to do it. Get *The Movie Monster Game*—and do Moscow for lunch.

One player.

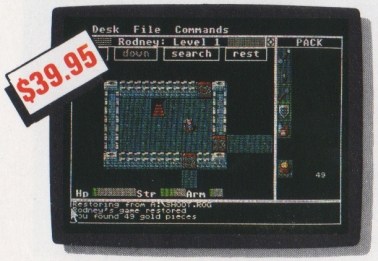
12203D—Apple II
12205D—IBM PC and compatibles
12207D—Commodore 64

TEMPLE OF APSHAI TRILOGY™

The all-time classic is now a Trilogy with enhanced graphics, faster action, and three great adventures on one sure-hit disk. The adventure begins in the *Temple of Apshai,*® where your character will develop the experience and strength to face even greater challenges. Like the *Upper Reaches of Apshai,*® where new mazes, monsters and magic await. If you survive, you must face The *Curse of Ra,*® a journey into the desert of mythical Egypt. In all, nearly 600 dungeons and dark places to explore.

One player.

02000D—Commodore 64/Atari
02003D—Apple II and compatibles
02005D—IBM PC and compatibles
02008D—Macintosh
02009D—Amiga
02010D—Atari ST



ROGUE

For years it's been one of the most popular games on college mainframes. Now you can play it at home. The goal is to wind through a maze of ever-changing dungeons and magical places, recover the Amulet of Yendor, and return to level 1. Unfortunately, your path will be strewn with trap doors, deadly darts, and sleeping gas. Wait until you see your first monster! You could spend hundreds of hours in Rogue's underground world, and still not uncover all its secrets.

One player.

02805D—IBM PC and compatibles
02808D—Macintosh
02809D—Amiga
02810D—Atari ST

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. You control key players to run a sweep, make a tackle, throw a pass or kick a field goal. So adjust your shoulder pads and get into the game!

One or two players.

08803D—Apple II and compatibles
08807D—Commodore 64

THE WORLD'S GREATEST BASEBALL GAME™

This is our classic, now enhanced with all the current stars plus fascinating baseball trivia questions. Match the classic players against a recent World Series or All-Star Team, or 1984-85 team, or trade players to create your own dream team. Use actual stats to determine your lineup, then watch the action unfold against an opponent or the computer. Choose between managing and controlling your team, or just managing. Includes over 75 teams, trading functions, and improved graphics.

One or two players.

18703D—Apple II and compatibles
18705D—IBM PC and compatibles
18707D—Commodore 64

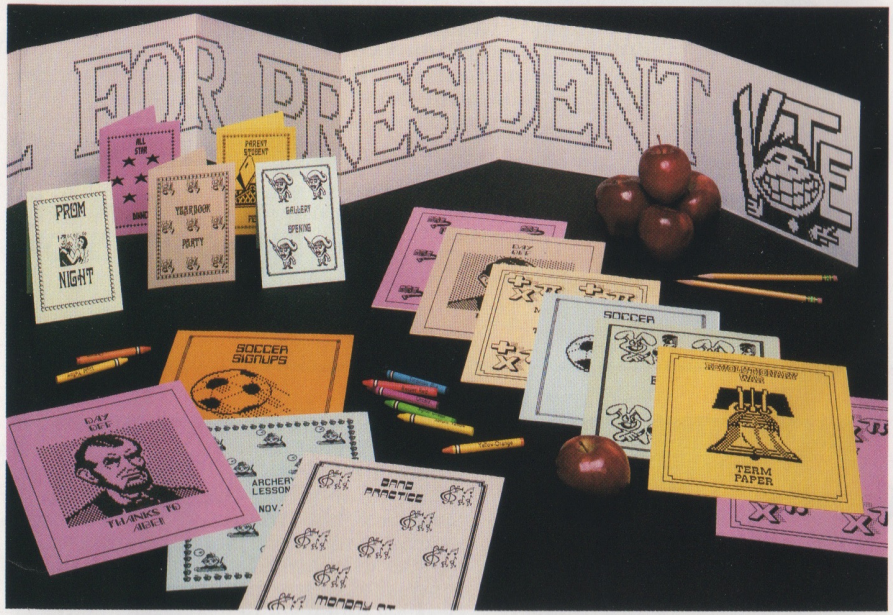
SUPER CYCLE™

If it were any more realistic, you'd need insurance to ride it. You must be going at least 180 mph. The wind is practically pulling your face right off your head. The torque is incredible. The scream of the other bikes is deafening. No. Terrifying. But you can't stop. You're hooked. You bank into a turn. Bump another rider off the road. And swerve to avoid an ugly crash and burn. And so goes another quiet evening with our smash hit Super Cycle.

One player.

18107D—Commodore 64
18110D—Atari ST

GRAPHICS



GRAPHICS SCRAPBOOK is an entire series—buy all three chapters for your specialized needs.

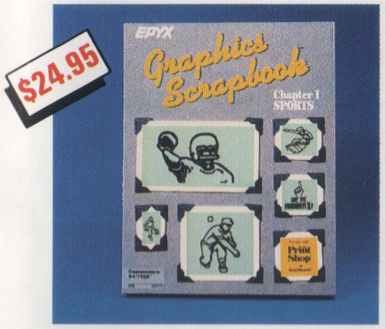
Graphics Scrapbook offers:

- Exciting themes that bring new life to The Print Shop and PrintMaster.
- Over 300 graphics, fonts, borders and full panel displays.
- Only the most finely crafted graphics. Not the typical cartoons, sketches, or simple doodles that characterize computer generated art these days, but highly detailed art that ranges in style from the formal to the outrageous.
- Compatible with Create a Calendar.

CREATE A CALENDAR

CREATE A CALENDAR offers you a fun way to use software which combines text with graphics to create daily, weekly, monthly, and annual calendars in minutes! Perfect for anyone who wants to design their own calendars. Ideal for young and old, student and teacher, brother and sister, mom and dad. CREATE A CALENDAR accepts graphics from GRAPHICS SCRAPBOOK™ and other graphics disks that work with The Print Shop.™

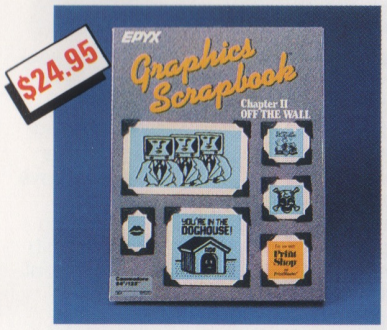
62603D—Apple II and compatibles
62605D—IBM PC and compatibles
62607D—Commodore 64



GRAPHICS SCRAPBOOK CHAPTER I: SPORTS

This is the first in a collection of graphics disks that allows you to print hundreds of unique graphics on all your favorite topics. This one's for sports fans. The SPORTS disk has over a hundred hard-hitting sports graphics. From football to baseball. Basketball to swimming. Hockey, bowling, gymnastics, and aerobics. Also includes trophies, mascots, the whole shooting match. The Graphics Scrapbook disks can be used with CREATE A CALENDAR, THE PRINT SHOP,™ or PRINTMASTER.™

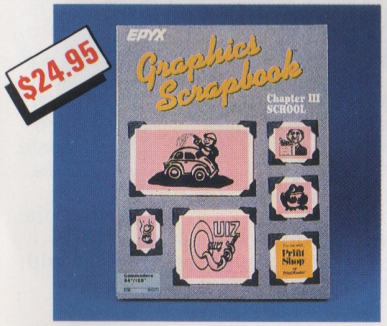
91403D—Apple II and compatibles
91405D—IBM PC and compatibles
91407D—Commodore 64



GRAPHICS SCRAPBOOK CHAPTER II: OFF THE WALL

You'd have to be crazy to like these pictures…or at least a little strange. Because OFF THE WALL graphics lies somewhere just this side of outrageous, and occasionally, rolls right over into it. High tech. Holidays. Punkers and punks. Jesters and party animals. Even your very favorite body parts. If you've dreamed it, laughed it, feared it…dare we go so far as to say, yes…loved it…you'll find it in here. With over 100 wacky, zany, bonkers images to draw from.

91503D—Apple II and compatibles
91505D—IBM PC and compatibles
91507D—Commodore 64



GRAPHICS SCRAPBOOK CHAPTER III: SCHOOL

The newest addition to the collection, the SCHOOL disk puts artwork in a class by itself. Here are over 100 graphics, fonts, borders, and full-panel displays covering every angle from geometry to driver's ed. Whether you are a teacher or a student, you'll have ready-made artwork on cheerleading, finals, graduation, proms, school plays and a dozen other subjects. Just press a few keys and banners, flyers, and cards will instantly graduate to an advanced class.

91603D—Apple II and compatibles
91605D—IBM PC and compatibles
91607D—Commodore 64

FAST LOAD CARTRIDGE™

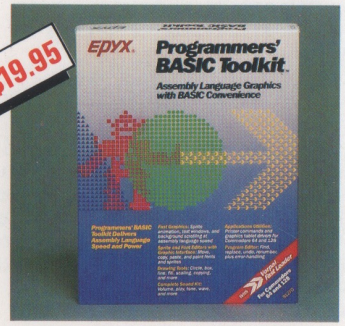
The *Fast Load Cartridge* is the one utility no Commodore owner should be without. It can load virtually any piece of software up to 5 times faster than normal. It simply plugs into the cartridge port of the Commodore 64 and 128 and goes to work automatically, loading disks with just two fast keystrokes. Copy a single file, copy the whole disk, send commands to the disk drive, or list directories. It even includes a full assembly language monitor. *Fast Load Cartridge* works with the most popular software programs, protected or not.

A1007R—Commodore 64/128

VORPAL® UTILITY KIT

Once Commodore owners get a look at this hot new utility, they'll wonder how they ever got along without it. It includes a head alignment program to get a 1541 drive back on track. It formats a disk in 20 seconds, instead of minutes. It can recover files you've lost or erased by mistake. And it allows you to incorporate Epyx's famous *Vorpal* technology into your own unprotected programs. So they'll load up to 25 times faster than normal. No Commodore owner is going to want to be without this kind of power and versatility.

91107D—Commodore 64/128



PROGRAMMERS' BASIC TOOLKIT®

With this one utility, even a novice can create and edit computer games, animations and full-blown business graphics with a simple draw, cut and paste. It includes drawing tools like circles, boxes, lines, fill, and more. In short, the Toolkit offers all the power of assembly language programming with the simplicity of BASIC. Contains over a hundred new BASIC commands that are not included with Commodore's resident BASIC or even the new BASIC 7.0.

91207D—Commodore 64/128

EPYX 500XJ™ JOYSTICK

INTRODUCING THE WORLD'S FIRST HIGH PERFORMANCE JOYSTICK.

Now also available for the Apple II, IBM PC and compatibles, and Nintendo.

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:

- The only joystick that's actually designed to fit right in the palm of your hand.
- Trigger finger firing for faster, more accurate shooting.
- Tactile response switches on top for faster, more precise control.

70011H—Nintendo $19.95
70014H—Sega $19.95
70030H—Commodore 64 . . . . . $19.95
70031H—Apple II/IBM PC and compatibles $39.95

VCR WORKSHOP

Love to shoot videos of your family and friends with your videocamera or camcorder? Love to play them back through your VCR? But, well, sometimes they're a bit dull?

Dull no more! VCR Workshop adds titles, text, brilliant graphics and special effects as extra segments for your video tapes. Use an Apple II series computer and record directly from the computer onto the VCR. For a birthday, the name of the person, the date, and the place can all appear on the screen (in any of ten typefaces, in different sizes, in different colors.) You just type it in. Using different special effects, the words can scroll or wipe on from any direction. Then balloons float onto the screen, or a birthday cake magically appears in a spiral wipe. Over 50 graphics. Use either "ready-made" segments or create your own. You are the director, special effects and camera person all in one! Your videos of vacations, holidays, sports events, and anniversaries were never so fun. Or so easy.

61103D—Apple II and compatibles (5.25" format)