ACTIVISION
ENTERTAINMENT SOFTWARE

GAMESTAR★

Electric
Dreams.

ACTIVISION
CREATIVITY SOFTWARE

*A World
of Difference*

Entertainment

Activision's Entertainment Software is recognized as the "...best entertainment line in the business." This year is no exception. As a follow-up to the ever popular Hacker, we've released Hacker II™: The Doomsday Papers. And the exciting Aliens™ is coming. Both programs feature the same innovation that has made Activision Entertainment Software the all-time favorite of fans. And, with more titles in the works, we're going to keep it that way.

ACTIVISION
ENTERTAINMENT SOFTWARE ®

COMING SOON

PORTAL™
Written by Rob Swigart

The first true computer novel.
It is the year 2106. You have just returned from a failed 100-year star voyage to find an empty world. You are totally alone until you discover a biological computer code-named Homer—the final link to the past and your only conduit to the future. Can you unravel the mystery of the vanished civilization or will the doorway to humanity close forever?
For Commodore 64, 128 and Amiga. Coming soon for Atari ST, Apple II series, Macintosh, IBM PC, PCjr and Tandy 1000.
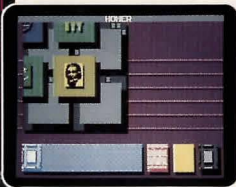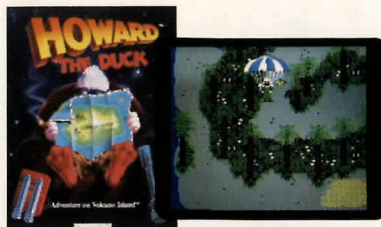
COMING SOON

ALIENS™
By Steve Cartwright, Glyn Anderson, Peter Kaminski, Gene Smith and Russell Lieblich.

Relive the edge-of-your-seat blockbuster movie, Aliens.
Hideous needle-toothed creatures that use humans as hosts...The motion detectors have located them all over the dark halls...
An adventure you won't soon forget!
For Commodore 64 and 128.

NEW

HOWARD THE DUCK™
Adventure on Volcano Island™
Created by Troy Lyndon, Scott Orr, Harold Seeley and John Cutter.

Quack-fu to the rescue.
What if your two best friends suddenly disappeared? What if they were being held prisoner in an active volcano by a dark overlord? What if to save them you had to fight off an army of mutants? Brave high winds in an ultralite aircraft. Parachute into the mouth of a volcano and somehow stop it from erupting. Got it figured out? Now what if you were a duck...?
For Commodore 64 and 128 and Apple II series.
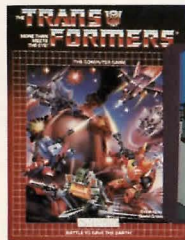
NEW

THE TRANSFORMERS®:
Battle to Save the Earth™
Designed by David Crane

An action-packed battle featuring the Transformers!
The future of the earth is in your hands. The evil Decepticons are building a giant megabot which threatens to destroy the earth. Your only hope lies with the Autobots. Use them wisely and well. May the best machine win...the future of the earth is in your hands!
For Commodore 64 and 128.

NEW

LABYRINTH™:
The Computer Game
Created by the Lucasfilm Games Division and Activision. Based on the Jim Henson film.

A fascinating adventure of magic and mystery.
You are captive in another world— a twisting, turning place of seemingly endless mazes and corridors. You have exactly 13 hours to unlock the secrets of the Labyrinth or be enslaved forever.
For Commodore 64 and 128 and Apple II series.

TASS TIMES IN TONETOWN™

Designed by Interplay Productions and Brainwave Creations.

Are you ultratone or a total tourist?
Gramps, your favorite old guy, has disappeared into a place where the top tune is Tass by the Daglets and the local newspaper's top reporter is a dog. It's up to you to rescue Gramps, but in Tonetown you'll quickly learn that the only way out is to go all the way in. An outrageous adventure!
For Commodore 64, 128 and Amiga, Atari ST, Apple II and IIGS, Macintosh, IBM PC, PCjr and Tandy 1000.

SHANGHAI™

Designed by Brodie Lockard

A capitvating strategy challenge devised from the ancient Chinese game of Mah Jongg.
The 3000-year-old obsession of sailors, warriors, scoundrels, courtiers and kings was brought to America in the 1920's as Mah Jongg. And now, Activision brings the best of this addicting phenomenon to you in a brand new form—as Shanghai.
Available for Macintosh, Apple II series, IBM PC and PCjr and Tandy 1000, Commodore 64, 128, Amiga and Atari ST.
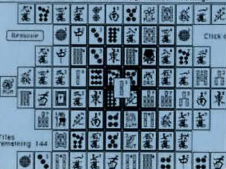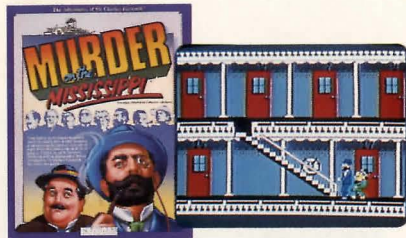
HACKER II™ : The Doomsday Papers™ *Designed by Steve Cartwright*

The blockbuster sequel to the megahit of 1985.
The experience continues! Only you can crack Russian security and save the United States. Steve Cartwright does it again, creating the hacker's ultimate fantasy…and the ultimate challenge.
Available for Commodore 64, 128 and Amiga, Atari ST, Apple II Series, Macintosh, IBM PC and PCjr and Tandy 1100.

MURDER ON THE MISSISSIPPI™
The Adventures of Sir Charles Foxworth™

Designed by Adam Bellin.

A murderously entertaining new mystery.
Join the famous sleuth, Sir Charles Foxworth and his faithful servant, Regis, on a madcap riverboat adventure. Interview eight fascinating suspects, explore 24 rooms and uncover numerous clues to the *Murder on the Mississippi.* The most talked about who-done-it of the year.
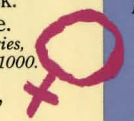*For Commodore 64 and 128 and Apple II.*

ALTER EGO™

Designed by Peter J. Favaro, Ph.D.

Get your second chance at life!
Experiment with "What if…" Just for the fun of it. Become a high-powered executive. An artist. An entrepreneur. A chance to live life over again. Groundbreaking entertainment packed into 3 disks. Have all the fun of living another life. Without any of the risk. Male and female versions available.
For Commodore 64 and 128, Apple II Series, Macintosh, IBM PC and PCjr and Tandy 1000.

"…we played for nearly 24 hours, non-stop!" *Computer Entertainer*

THE ACTIVISION LITTLE COMPUTER PEOPLE DISCOVERY KIT™

By Rich Gold, David Crane and Sam Nelson

There really are little people living inside your computer. And one of them is waiting for you to give him a home…and be his friend.
This Discovery Kit contains a house for one Little Computer Person. Try it. See who moves in. You will discover a whole new world of computer fun and friendship.
For Commodore 64, 128 and Amiga, Apple II Series, and Atari ST.

"…the best, most unique, most entertaining software to date…anyone and everyone can enjoy this."
David Sawyer, Playnet

BORROWED TIME™
Designed by Interplay Productions

Someone's holding target practice... and you're the target!
The word's out that someone wants to put you out of commission. Permanently. You've got less than a day to find your would-be assassin. Talk to your sources. Search for clues. But remember that the longer you look, the more of a target you become. Somebody may get away with murder. Yours.

For Commodore 64, 128 and Amiga, Atari ST, Apple II Series, Macintosh, IBM PC and PCjr and Tandy 1000.

"One of the best from Activision... thoroughly enjoyable." *Terry Clayton, The Electronic Gamer*

TEMPTATION.
To stumble into somebody else's computer system. To be someplace you're really not supposed to be. And to get the

get to start with. That's it. From there, it's up to you.

disco

HACKER™ *Designed by Steve Cartwright*

The smash hit of the year!
It's every hacker's dream. Tapping into a vast corporate computer system that reveals a world of secrets and international intrigue.
For Commodore 64, 128 and Amiga, Atari 800, XE, XL and ST, Apple II Series, Macintosh, IBM PC and PCjr and Tandy 1000.

"The most fabulous game I've ever run across." *Dave Plotkin, Antic Magazine*

## THE GREAT AMERICAN CROSS-COUNTRY ROAD RACE™
Designed by Alex DeMeo

Competitive road racing at its finest.
Think fast! Which route? Which city? What about weather? And fuel. And road conditions. And the competition. The finish line is 3000 grueling miles of traffic, terrain and speed traps away. The rally will have your mind racing as fast as your car.
For Commodore 64 and 128, Atari 800, XE and XL, and Apple II Series.

"...now the best racing game on the market." *Edward Semrad, Milwaukee Journal*
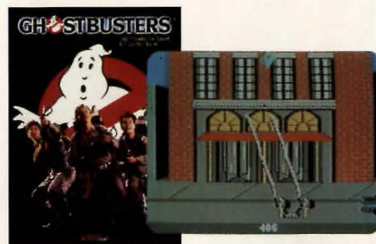
GHOSTBUSTERS™
Designed by David Crane

An all-time computer classic!
The computer game that actually captures all the electricity and excitement of the blockbuster movie. A smash hit! Over 500,000 already sold worldwide.
For Commodore 64 and 128, Atari 800, XE and XL, Apple II Series, IBM PCjr and Tandy 1000.

"The best game I ever played." *Geoff Strauss, Video Insider*

SPACE SHUTTLE: A Journey Into Space™
*Designed by Steve Kitchen*

The ultimate space flight simulation.
Up. Straight up. Soaring. Goodbye earth. Blast away boosters. Open cargo bay doors. Time to tackle orbital mechanics. Try to rendezvous with an elusive satellite. Finally: Contact. Then down. Deorbit. Down through the atmosphere to land. Home.
For Commodore 64 and 128, Atari 800, XE and XL and Apple II Series.

"I strongly prefer it to the equally complicated Flight Simulator II." *Robert Bowden, syndicated columnist.*
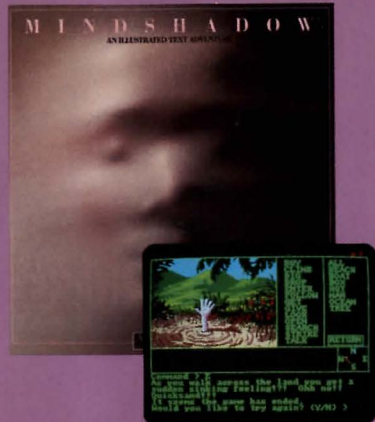
MINDSHADOW™
Designed by Interplay Productions

Who are you?
You awaken on a deserted beach with no memory and an uncertain future. Why are you there? Who is responsible? Travel from the beach to the capitals of Europe to find the answers.
For Commodore 64, 128 and Amiga, Atari 800, XE, XL and ST, Apple II Series, Macintosh, IBM PC and PCjr and Tandy 1000.

"...frightening, frustrating and completely absorbing. Brilliant."
Phil Wiswell, San Francisco Chronicle

SPORTS

For the ultimate in sports action, you can suit up or turn to Gamestar. That's because Gamestar is the only software label devoted exclusively to realistic and challenging sports simulations. With GFL Championship Football, you'll experience *real* football, from inside the helmet. In fact, whichever program you choose, with Gamestar software one thing's for sure. You're playing in the major leagues.

GAMESTAR ★
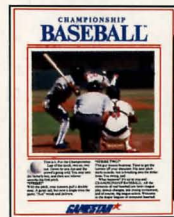
NEW

CHAMPIONSHIP BASEBALL™
Created by Darrin Massena, Scott Orr and Mark Madland.

The national pastime has never looked better.
Here's the most complete baseball simulation available. You control all the action—pitching, hitting, catching, base running, even sliding under tags. Unique split-screen view gives simultaneous at-the-plate and total field views. So grab your bat and glove, pick your team and take on the challenge of the 4-division, 24-team race for the pennant!
*For Commodore 64 and 128. Coming soon for Amiga, Atari ST, Apple II series, IBM PC, PCjr and Tandy 1000.*
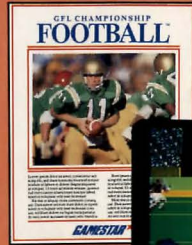
NEW

GFL CHAMPIONSHIP FOOTBALL™
Created by Dennis Kirsch, Mark Madland and Scott Orr.

There's a lot more to football than X's and O's.
You haven't *really* experienced football until you've been down on the field, with an outside linebacker headed straight for you and nobody blocking him. GFL Championship Football gives you that experience, with an in-the-helmet perspective no one else has. You'll get 60 minutes of hard hitting action. On the field. Where *real* football is played.
For Commodore 64 and 128. Coming soon for Amiga, Atari ST, Apple II series, Macintosh, IBM PC, PCjr and Tandy 1000.
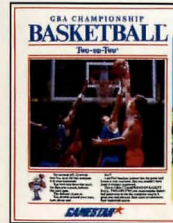
GBA CHAMPIONSHIP BASKETBALL™ Two-on-Two™
Created by Troy Lyndon, Scott Orr and John Cutter

The computer basketball challenge that picks up where the best of the others leave off.
Here's the first and only computerized basketball game with two-on-two *team* action. A four-division, 23-team league gives you the chance to reach the playoffs and go for the GBA Championship. It gives you real choices. Really lets you show your stuff. Game after game. Season after season.
For Commodore 64, 128 and Amiga and Atari ST. Coming soon for Apple II series, IBM PC and PCjr and Tandy 1000.
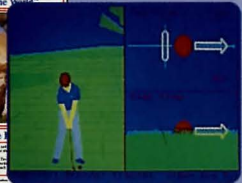
## CHAMPIONSHIP GOLF The Great Courses of The World™ Volume One: Pebble Beach
Created by Jerry Shurman and Henry Perkins with Interplay Productions

You are there. Pebble Beach.
Here's a simulation so real you'll feel the crack of the ball as it sails off your driver…and the sand in your shoes as you blast out of a deep bunker. So go ahead. Tee it up on Number 1. It's only 6600 yards to the 18th green. And Pebble Beach will make you work for every inch.
For IBM PC, PCjr, XT and AT and Tandy 1000.

"…best yet in a line of excellent sports simulations designed by Gamestar… superb gaming value and incredibly realistic graphics." *Computer Entertainer*
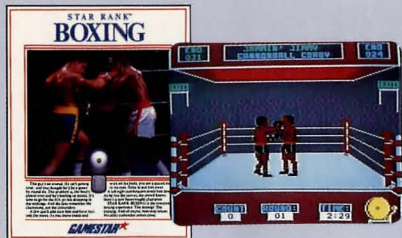
STAR RANK™ BOXING
Created by Troy Lyndon and Doug Barnett

There's a new super champ in the ring—you!
This is your ultimate boxing fantasy come true—a chance to fight your way up through the ranks for a shot at the heavy weight championship. Choose your style and then punch, hook and jab your way to the top. Amazing depth of play. State of the art graphics. Experience championship boxing, from training camp to final bell.
For Commodore 64 and 128.

"...definitely the sports game of the year... the effect is so real you can almost feel it."
Scott A. May, Columbia Daily Tribune

ON-COURT™ TENNIS
Created by Scott Orr, Dan Ugrin and Ed Ringler

If you're ready for a world-class challenge, you're wanted ON-COURT.
Play head-to-head against the pros or head-to-head with a friend. Your every swing, lob and bounce is true-to-life, with Gamestar's Player Perspective Graphics.™ Choose your favorite playing surface. Polish your style. Because you're invited to play in a computerized world-class match.
For Commodore 64 and 128.

Electric Dreams ®

Electric Dreams is a new software group dedicated to finding the best in entertainment software from around the world and bringing it to America.

Now you can enjoy proven imported titles like Spindizzy, which shot to #1 on the English charts just weeks after its release. Or you can "do the time warp again" with The Rocky Horror Show.

Electric Dreams hits from around the world are likely to be sure favorites in your entertainment software collection.

SPINDIZZY™
Designed and written by Paul Shirley.

An inter-dimensional adventure in a strange artificial world.
Guide GERALD (your Geographic Environmental Reconnaissance Land Mapping Device) across a three-dimensional illusion. Don't fall off—it takes too much energy. Don't slow down—it takes too much time.

Explore 386 brightly-colored, multi-level screens. All hanging weightlessly in the vacuum of space.
For Commodore 64 and 128 and Apple II series.

THE ROCKY HORROR SHOW™
First marketed in the United Kingdom by CRL Group

Enter at your own risk!
There is one of the great all time parties going on. Magenta, Eddie, Columbia and Riff-Roff are all there, just waiting to steal your clothes, run over you with a motorcycle or zap you with a laser. And Dr. Frank N. Furter is itching to turn your beloved companion to stone.

So move fast. If you don't, this party crew will take you back home with them—to Transylvania. And don't bother kicking the tire. It's flat.
For Commodore 64 and 128 and Apple II series.

ZOIDS™

Originally published in the United Kingdom by Martech.

Earthman, the fate of the universe is in your mind.

You have just crashed on the most desolate, hostile planet in the universe. Zoidstar. Home of the most terrifying war machines ever created. Zoids. The androids have chosen you to lead the battle for Zoidstar supremacy. You must train in the art of Zoidthought, merge minds with the Blue Zoid fighting machine and defeat the Zoids.

For Commodore 64 and 128. Coming soon for Apple II series.

TITANIC: The Recovery Mission™

Designed by Ken Meadley and David Pringle

Your chance to prove that you can do what no one else could...raise the Titanic.

2:20 A.M.

15th April, 1912

The greatest ocean liner in history just sank into the Atlantic. You've been selected to head the Titanic Recovery mission. You've done the impossible before—why not try again?

For Commodore 64 and 128. Coming soon for Apple II series.

Creativity

If you can imagine it, you can create it. Activision's pioneering the category of creativity software around this powerful idea. And, now, you too can be part of the revolution. You can select from an ever increasing range of programs like The Music Studio, a music program that turns your home computer into a home recording studio. Or Garry Kitchen's GameMaker: The Computer Game Design Kit. Or Paintworks. The possibilities are as endless as the imagination.

ACTIVISION
CREATIVITY SOFTWARE®

GREETING CARD MAKER™

Designed and developed by Dan Kitchen, Imagineering, Inc.

Create personalized greeting cards, note cards, announcements and invitations with Greeting Card Maker and your computer.

Design your own cards or select from dozens of pre-designed cards. Compose your own verses or select from over 50 that we've included. Customize as little or as much as you like. Create standard folding cards, 3-panel cards, 3-D pop-up cards and more. Includes an envelope maker, a card rack and an address book.

For Commodore 64 and 128 and Apple II series.

THE MUSIC STUDIO™

Designed by Audio Light

We're playing your song.

The Music Studio is *the* premiere music composition tool. It's broad and powerful. And very easy to use.

You can compose symphonies, rock, jazz, even polkas—then print your work in standard music form. Or, by designing your own instruments and sound effects, you can use the power of The Music Studio to work with electronic keyboards.

Compose, edit and listen to 15 instruments in a single song with up to 4 computer voices playing—simultaneously. There's a complete library of instruments, sound effects and music so you can see, hear and modify the work of professional musicians.

Amadeus never had it so good!

For Commodore 64, 128 and Amiga, Atari 800, XE, XL and ST, IBM PCjr and Tandy 1000.

"The best all-around award has to go to ...The Music Studio from Activision... I highly recommend it."
John Amaral, Musician Magazine
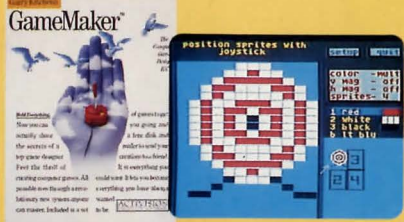
GARRY KITCHEN'S GAMEMAKER™: The Computer Game Design Kit™

Designing your own computer games just became easy.

Have a great idea for a game? Your magic wand has just arrived. Here are 5 professional-quality design tools in one easy-to-use program.

SceneMaker creates the backdrop. SpriteMaker, the characters and objects. SoundMaker, the sound effects. MusicMaker sets the mood. And the Editor brings it all together, beautifully.

Unleash the power of your computer—and your imagination.

For Commodore 64 and 128 and Apple II series.

"...The first perfect 10 we've ever given to any software program."
David Hopkins, Gaming Journal

PAPER MODELS™: The Christmas Kit™

Designed by Carol Manley, Manley and Associates.

Create three-dimensional holiday decorations with your computer.

Celebrate the holidays the old-fashioned way. Design your own ornaments, gift boxes, Christmas villages, toys and more at the touch of a key. Use the clip-art library to

decorate or create your own designs using the built-in paint program.

For Commodore 64 and 128, Apple II and IIGS, Macintosh, IBM PC, PCjr and Tandy 1000.
Macintosh version requires MacPaint or FullPaint. Apple IIGS requires Paintworks Plus.

GAMEMAKER DESIGNER'S LIBRARY™: Sports

GAMEMAKER DESIGNER'S LIBRARY™: Science Fiction

Get ready, get set, play.

Get a head start at designing your game with predesigned images and effects.

The Sports Library lets you create your favorite sports games—from football to baseball to skiing to auto racing.
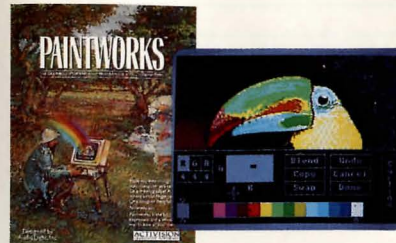
With the Science Fiction Library you can create a whole new world. Includes spaceships, planets, galaxies, aliens and a complete assortment of bleeps and blips.

For use with Garry Kitchen's GameMaker™.

For Commodore 64 and 128 and Apple II series.

PAINTWORKS™

Designed by Audio Light

The best graphics and paint program available for the Atari ST.

Picture this. An art program so simple a child can enjoy it. Yet it has the capabilities to challenge the professional artist. 16 colors, clip art, cut-and-paste, font selection, animation, and printing capabilities. Paintworks is the art of self-expression and a whole new way to look at your computer.
For the Atari ST.

PAINTWORKS PLUS™

Designed by Version Soft

The graphics, paint and animation program that gives you complete designing and editing power.

Imagine the possibilities of painting with more than 4000 colors. Or combining text with multi-colored graphics in a report. Or using animation to bring your color images to life. Paintworks Plus makes it all possible. It's an advanced paint program that is so easy to use, it's a whole new way to look at your computer.
For Apple IIGS.

ACTIVISION ENTERTAINMENT SOFTWARE	Commodore		Atari		Apple			IBM PC
	C64/128	Amiga	800 XE/XL	ST	II	IIGS	MAC	PCjr & Tandy 1000
Portal	■	■						
Aliens™: The Computer Game	■							
Howard the Duck™: Adventure on Volcano Island	■				■			
Transformers ®: Battle to Save the Earth	■							
Labyrinth™: The Computer Game	■				■			
Tass Times in Tonetown	■	■		■	■	■	■	■
Shanghai	■	■		■	■		■	■
Hacker II: The Doomsday Papers	■	■		■	■		■	■
Murder on the Mississippi	■				■			
Little Computer People	■	■		■	■			
Alter Ego—Male and Female	■				■		■	■
Borrowed Time	■	■		■	■		■	■
Hacker	■	■	■	■	■		■	■
Great American Cross Country Road Race	■			■	■			
Ghostbusters	■			■	■			■
Space Shuttle: A Journey Into Space	■			■	■			
Mindshadow	■	■	■	■	■		■	■
GAMESTAR								
GFL Championship Football	■							
Championship Baseball	■							
GBA Championship Basketball	■	■		■				
Championship Golf								■
Star Rank Boxing	■							
On-Court Tennis	■							
ELECTRIC DREAMS								
Spindizzy	■				■			
The Rocky Horror Show	■				■			
Zoids	■							
Titanic: The Recovery Mission	■							
ACTIVISION CREATIVITY SOFTWARE								
Greeting Card Maker	■				■			
The Music Studio	■	■	■	■				■
Garry Kitchen's GameMaker	■				■			
GameMaker Designer's Library: Sports	■				■			
GameMaker Designer's Library: Sci Fi	■				■			
Paper Models: The Christmas Kit	■				■	■	■	■
Paintworks				■				
Paintworks Plus						■		

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