

Catalog

ACTIVISION  
HOME COMPUTER SOFTWARE





At last, a computer game that actually captures all the electricity and excitement of a blockbuster movie.

**Ghostbusters™**, the phenomenal best-seller, opens by offering you a Ghostbuster's franchise. Then, you're shown a complete "catalog" of ghostbusting equipment. Once you've made your purchases, the exciting hunt is ready to begin.

A detailed street map displays the city, the Temple of Zuul and advancing ghosts. Quickly, you plan your strategy and then race down the avenues to intercept and trap mischievous ghosts—or else get "slimed."

Over ten tremendous scenes, the enormous Marshmallow Man, a full sing-along sound track and a dramatic showdown at the skybreaking Temple of Zuul make **Ghostbusters** the computer world's entertainment hit of the year!

Now available for Commodore 64™ Atari® and Apple II series computers. Coming soon for IBM PCjr



When two of America's top software designers spend two years perfecting a single computer game, you know it's going to be incredible.

**Master of the Lamps™** establishes a new standard for sophisticated computer game design. As a player, you assume the role of a young, untested prince who must prove both his mental and physical worth in order to claim a powerful throne.

Ultimately, you must banish a band of marauding genies back into their prison-like lamps. To do that, you'll first embark on amazing three-dimensional magic carpet rides. Then, penetrate the genies' dens and solve their mystical riddles of music, memory and color.

With seven outstanding original musical compositions any many levels of intense challenge, *Master of the Lamps* represents a remarkable achievement in entertainment software.

Available this Spring for the Commodore 64.™  
Coming soon for Atari.® home computers.



is a computer actually capable of eliciting strong emotions — like anticipation, surprise and achievement? Well, here is a program that will provide hours of just that kind of entertainment.

**Alcazar: The Forgotten Fortress.**™ Alone, high on a hill, overlooking a mysterious land, stands the forgotten Moorish castle, Alcazar. It offers a wealth of treasure for those who dare cross its drawbridge.

But first, even to reach its entrance, you must venture through a broad countryside of ancient castles. And, each one is filled with fantasy, magic and danger.

Fire-breathing griffins, saber-swinging guards and bottomless pits are only a sample of what's waiting for you.

An innovative use of both audio and visual clues heightens the strategic challenge by forcing you to use your ears, as well as your eyes.

Twenty-three castles, over 750 rooms and a fascinating "top-down" perspective make this adventure truly one-of-a-kind.

Available for Commodore 64™ and Apple II series computers.

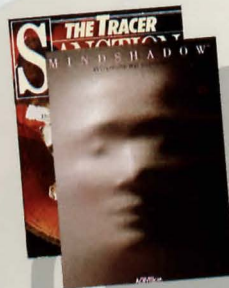
How would you like to be in the driver's seat in a race across the U.S.A.? An incredible coast-to-coast rally where you could select your own routes. Well, buckle your seat belts, because here's the race you've been waiting for.

**The Great American Cross-Country Road Race.**™ The finish line is 3,000 grueling miles of weather, traffic and terrain away. Before it's over, you'll race through as many as 25 U.S. cities and call upon all your mental and physical skills.

The race opens with a map of America and an on-screen electronic bulletin board indicating traffic and road conditions. You select your route and hit the road.

You'll need to monitor traffic, speed, fuel, RPMs, destination times and even your radar detector. True-to-life driving conditions that require gear shifting, fuel stops, engine maintenance and more make this the absolute "ultimate" in computer racing.

Available for Commodore 64™ Atari® Home Computers. Coming soon for Apple II series.



Imagine an illustrated adventure story. With you as the main character. And, waiting for you is a tapestry of twists, turns and mysteries. It's a whole new chapter in computer entertainment.

**The Tracer Sanction™** and **Mindshadow™** both offer over 80 screens of high-resolution graphics with special animation. And there's a greatly expanded vocabulary which allows you to talk to the computer in plain English.

In **Mindshadow**, you awaken on a deserted beach with no memory and an uncertain future. You travel in a world filled with danger and intrigue to recover your lost identity.

Your mission in **The Tracer Sanction** is to track down an infamous interplanetary criminal known as "The Wing." But, between you and your prey lies an entire galaxy of mystery.

Both computer novels offer a friendly help character and unique tutorial modes to make each experience rewarding to all adventurers.

Available for Commodore™, Apple II series and IBM PC/PCjr home computers.

Imagine being the sole person who has enough skill and courage to explore and repair a complex power plant before it shuts down and throws millions into darkness.

**Countdown to Shutdown™** is a strategy-filled adventure where you control the Android Crisis Team (ACT), a crack group of specially skilled robot commandos. Your mission is to investigate a huge 2000-chamber underground power plant. Time is running out, and the plant's automated defense system, designed to repulse all intruders, seems impenetrable.

With countless rooms to explore and many levels of defenses to battle, you must match the different personalities and capabilities of your androids to the many situations you encounter.

This compelling adventure offers a winning combination of strategy and action that will offer months of challenge and entertainment for even the most expert computer adventurers.

Available for Commodore 64™



If you're one of those people who has been searching for a simple yet powerful program to unleash the graphic and sound potential of your computer, then your search has just come to a happy end.

**The Designer's Pencil™** is one of the most rewarding and versatile tools ever created for home computers. You'll start with the easy-to-read menu screen. Select from dozens of clear, concise commands. Then, translate your idea into a masterpiece with just a touch of the joystick. It's amazing! A unique new programming technique called Prog™ has been specially designed to open up this incredible world of art and music for you and your family.

Best of all, you'll be making your computer do something really special without having to spend days learning complex programming. We've even included sample programs in the software to get you started!

Available for Commodore 64™, Apple II Series, Atari® and IBM PC/PCjr home computers.



There are several "music construction sets" on the market, but if you really want complete control over the sound capabilities of your computer, you should choose the one music program that lets you do it all.

**The Music Studio™** is a powerful program that lets you compose, edit, arrange and even add lyrics with just a joystick or touchpad. You'll also be able to create special sound effects and explore an exciting musical world previously reserved for sound engineers. It's easy!

Begin by doodling in the unique "Paintbox" mode designed especially for easy composition. Notes of different sizes can be "painted" up and down the staff, then played back instantly. Then, in the "Music Editor" mode, all the elements you need to create the most ambitious musical score are at your fingertips. To help you get started, we have even included a full library of songs on the disk.

Finally, experiment on The Music Studio's "sound board"—offering all the dynamics of a real sound synthesizer. And the best part? You don't need to know computer programming. Or even music!

Available for Commodore 64™



What if a master software designer was also a great musician? And what if he took a whole new look at something like Darwin's theory of evolution—and turned it into a fabulous musical fantasy?

**Web Dimension.** The designer is Russell Lieblich. The inspiration is Charles Darwin. The result is a musical fantasy you'll never forget.

The fantasy begins as an evolutionary web forms before your eyes. Atoms, amoebas and other marvelous creatures slide smoothly out along the strands of the web as you weave your way through time and space.

A stunning array of musical rewards greets your completion of each "level" of evolution. It's an exciting experience which some might just call—the future of home computer entertainment.

Available for the Commodore 64™



If you're a computer owner who likes to solve puzzles, loves great music and considers a confused mess of mind-boggling blueprints, bolts and beams fun and entertaining—this is for you.

**Rock N' Bolt™** offers the high challenge of an amazing 100-story puzzle. You and you alone will have to spin, leap and dance from beam to beam locking thousands of bolts into place according to a precise blueprint.

You'll actually be able to hire extra workers and earn bonus wages. But make sure you finish your job before the shift is up or you may face an early retirement.

It's a high-steppin' hot musical treat offering 100 different floors, three separate skill levels, popular two-player option and hours and hours of fun.

Available for Commodore 64™



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