

XONOX™



CATALOG

featuring the

DOUBLE • ENDER™

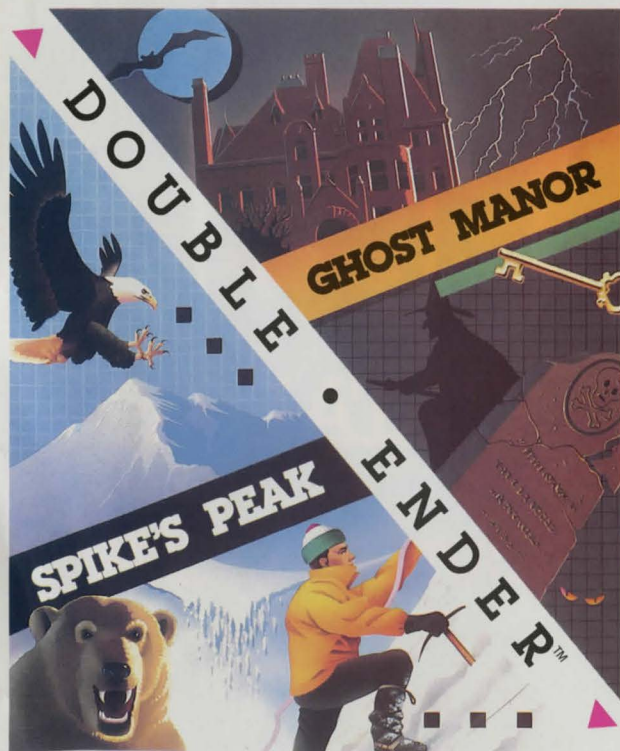
Twice the Fun for the Price of One!

Spike's Peak™

You are Spike, climbing against time. Rather than following the safer way of the path, you may decide to climb the cliff instead ... but such a decision will change your speed and your technique. Completing 5 *different* screens will take you to the top of the mountain, but beware of diving eagles, and hungry bears that hide in darkened caves. You must also watch for rock slides and slippery ice patches ... they may send you sliding, perhaps into poisonous mountain cactus. The higher you climb, the colder you'll get. So hurry ... before you freeze!

Ghost Manor™

You (either a girl or boy, your choice) stand in a lonely graveyard outside Ghost Manor. A friend is trapped inside. You must find a way to enter the Manor and rescue the prisoner through 5 game screens. But beware! Ghosts lurk near tombstones; witches and goblins haunt the entryway; and the chopping mummy will do his best to keep you out of Ghost Manor. If you succeed in gaining entrance to the first floor you must seek out the special coffin which holds the cross. But watch out for the deadly moving wall. Get the cross and run up the stairs to still more coffins and crosses. Go to the roof, defeat Dracula and save your friend. Ghoul luck!



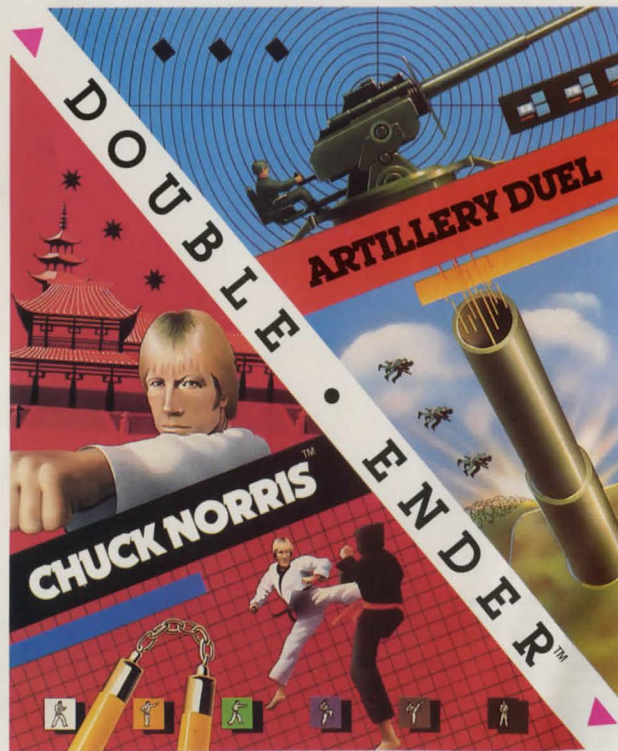
For Atari® 2600 VCS™ and VIC 20™

Chuck Norris—Superkicks™

You are Chuck Norris, the world's greatest living karate expert armed with a variety of kicks and punches, and in search of an ancient monastery. You must choose which path to follow. At each branch, you find obstacles and warriors you must conquer. Win the fight and earn a higher degree belt, plus bonus time. Lose and you lose ground and time because you've been stunned. Become a black belt and you enter the monastery, only to encounter the mystical Ninja, masters of camouflage. How far can you get on the path to ultimate victory?

Artillery Duel™

You're the officer in command of a mighty military battle. Your heavy artillery is in place. You sight the enemy. Set your trajectory and firepower, compensating for the wind. And fire! A near miss? Remember your wind speed and where the shot landed, so you can correct for the next one. But your opponent gets off a round first. Did you survive? Will your next shot be on the mark? If so, you win the battle, but not the war. The landscape and the placement of your gun changes, and the battle begins again.



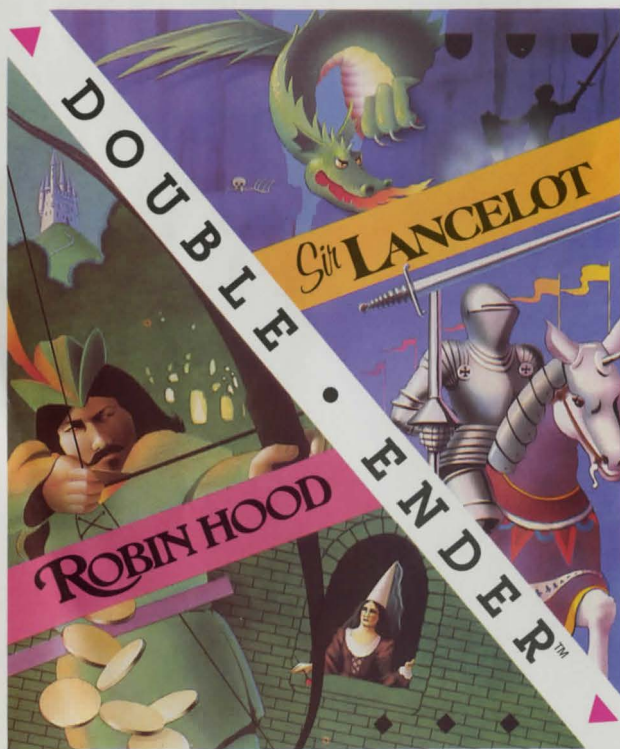
For Atari® 2600 VCS™, ColecoVision™ and VIC 20™

Robin Hood™

As Robin Hood, you must try to rescue beautiful Maid Marian, imprisoned by the nasty Sheriff of Nottingham in his castle tower. First, battle your way out of Sherwood Forest, which is swarming with the Sheriff's spear-hurling henchmen. Now for Maid Marian. But alas! The guards see you approach the castle. Can you dodge their arrows long enough to down the gatekeeper and enter the castle? Careful. More murderous minions abound within. But bonus points for rescuing the maiden reward your success. Ready for the next level?

Sir Lancelot™

You are Sir Lancelot. Astride your winged horse Pegasus, you set out on a quest to save a poor maiden held prisoner in a castle guarded by a monstrous fire-breathing dragon. Along the way, you encounter evil flying creatures. You must destroy them with your lance in order to reach the castle. Now, at the castle entrance, beware of the dragon. Deflect his bolts of fire with your shield. But don't delay. The lava pool is rising and will swallow you if you're not quick enough. Kill the dragon, and get ready for a new adventure against new creatures with even greater powers on your continuing quest.



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DOUBLE • ENDER™

XONOX Double-ENDER plugs in at both ends and contains two completely different games, each with 8K of memory. So with Double-ENDER, it's a whole new game! Hi-res graphics. Multiple game screens. Challenging play action. Time clock tension. New surprises in each game. And a new game in each end! XONOX Double-ENDER ... twice the fun for the price of one!

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