

IMAGIC

# NUMB THUMB

n e w s

VOL. 1/1982



# IMAGIC LAUNCHES MATTEL LINE!

It's true! Imagic is now making the roughest, the toughest, the most exciting games for both the Atari® and the Intellivision™ System! So check 'em out - the Mattel Intellivision™ never had it so good!



## DEMON ATTACK™

An awesome array of demons attacks a scientific colony on the Moon. You maneuver your laser cannon, destroying an entire army of cunning demons. Now you have but one choice... seek out the demon's home base and end their treachery forever! But as you approach their monstrous lair, your blood chills at an unspeakable horror; perhaps the last sight you'll ever see!



## ATLANTIS

Alien spacecraft bombard the underwater city of Atlantis. Centuries of progress seem doomed. You man the defense installations. Night falls. Blinded by rage, you scramble into Atlantis' last defensive spaceship and fly into enemy-filled skies. How long can one ship survive against so many?



## MICROSURGEON™

The patient is critically ill! You navigate the Robot Probe through the patient's blood stream, outmaneuvering white blood cells that attempt to slow you down. Remove a tumor from the brain, a blood clot from near the heart and much more! But hurry! To save the patient's life, you must act quickly!



## BEAUTY & THE BEAST

That big bully's got the girl. It's you to the rescue. Climb the building, floor by floor. But watch out! Our fearsome foe is angrily tossing boulders. Dodge them. Or squash them to score points. The higher you go, the harder the going gets. Best time to the top wins the game.



## SWORDS & SERPENTS™

You are the White Knight, exploring a maze-like dungeon... discovering silver, diamonds and gold! But will you live to enjoy them? Black Knights attack, swords rend armor... you stagger on alone. A friendly wizard joins you. Can you protect him until he learns the spells that may save you both?

Coming Soon!



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n e w s <sup>TM</sup>

Volume 2, 1983



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VOL. 1, 1982

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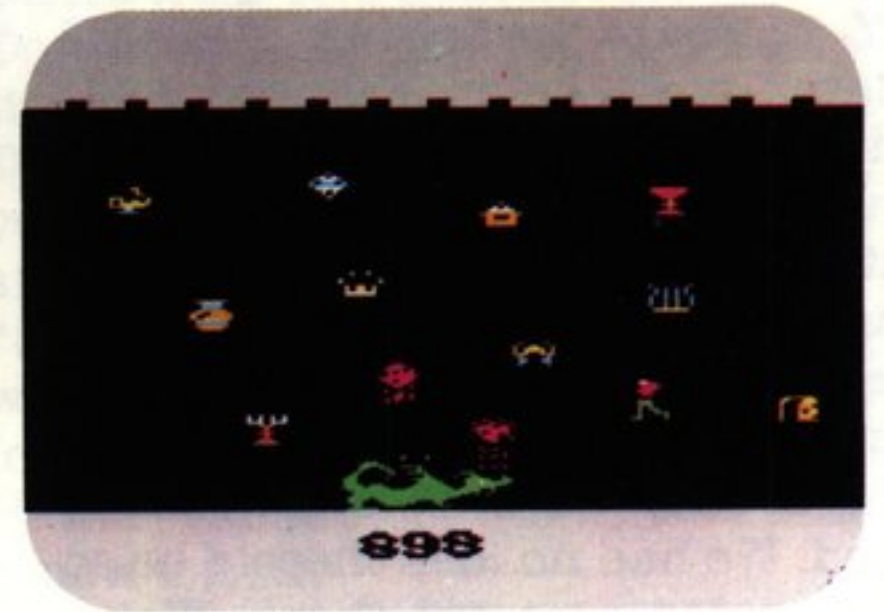
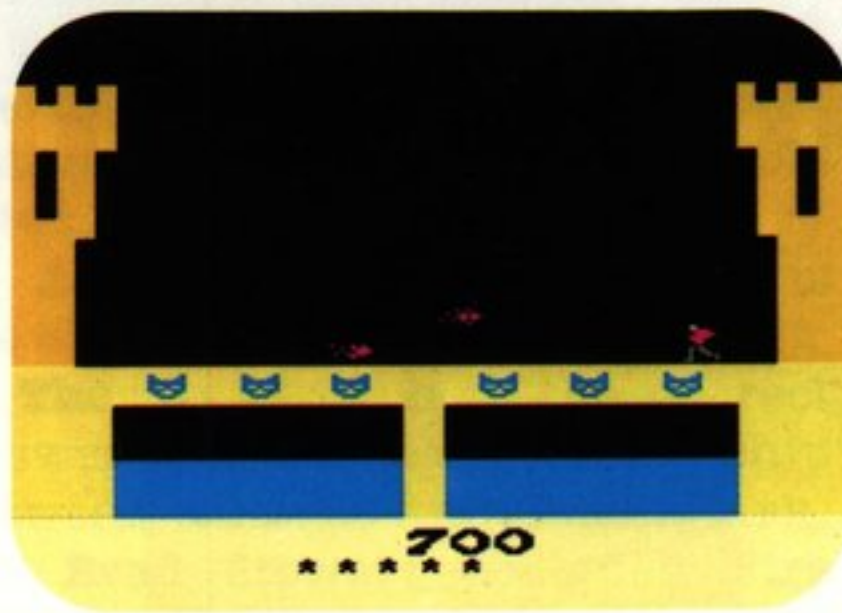
IMAGIC  
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# NEW RELEASES! FOR THE ATARI® 2600 AND FOR THE MATTEL INTELLIVISION®

## **DRAGONFIRE™** (ATARI #IA3611; MATTEL #IM7603)

Dreadful dragons control the King's castle! You, the young Prince, want them banished--but first you must reclaim the royal treasures. You have to cross castle bridges, dodging dragonfire as you go. Leap, duck and sprint to reach the other side!

Once across, enter a splendid storeroom. Pocket every treasure you touch. But beware of deadly dragonfire! Each dragon is smarter than the last, and some are almost invisible! How many bridges can you cross? How many storerooms can you empty?



**DRAGONFIRE™**

## **NO ESCAPE!** (ATARI #IA3312)

Jason battles fierce Furies. He defends himself, placing his shots carefully. A direct hit only makes a Fury multiply, so Jason banks his shots off temple walls, and the roof. Shadowy creatures come at him from all sides! Just as Jason thinks he's triumphed, other temples filled with even more devious Furies await him. Winged Pegasus carries Jason from one challenge to the next. How long can he endure these assaults? Order before Dec. 15, 1983 and get a FREE ZIRCON JOYSTICK!



**NO ESCAPE!**

## **SHOOTIN' GALLERY** (ATARI #IA3410)

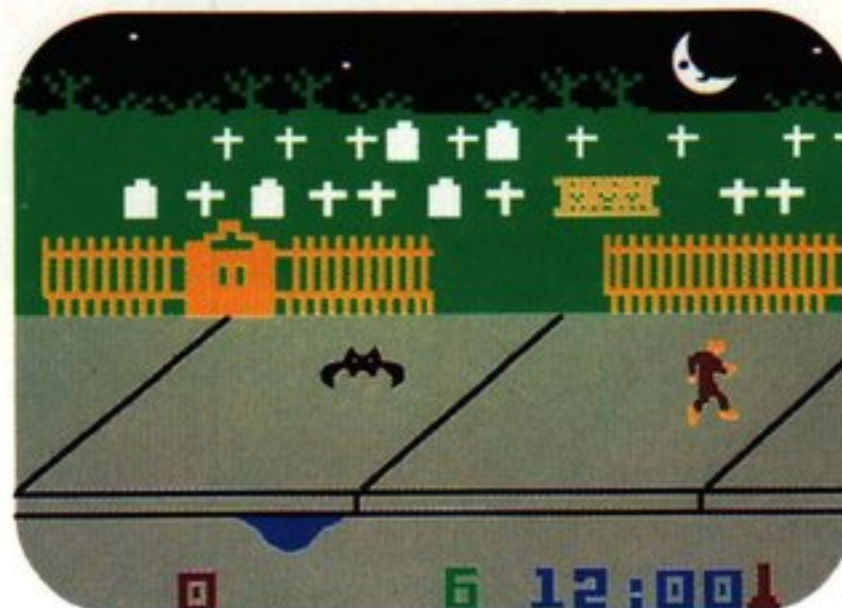
Step right up and take your best shot! Aim your popgun at the toy animals as they waddle and wiggle past. Monkeys, rabbits, kangaroos and seals make for fun targets--and a toy train rattles by for a special challenge. Keep the clock from running down. If not, that clever cuckoo will eat some of your ammunition! A delightful pleaser for ages 3 to 9.



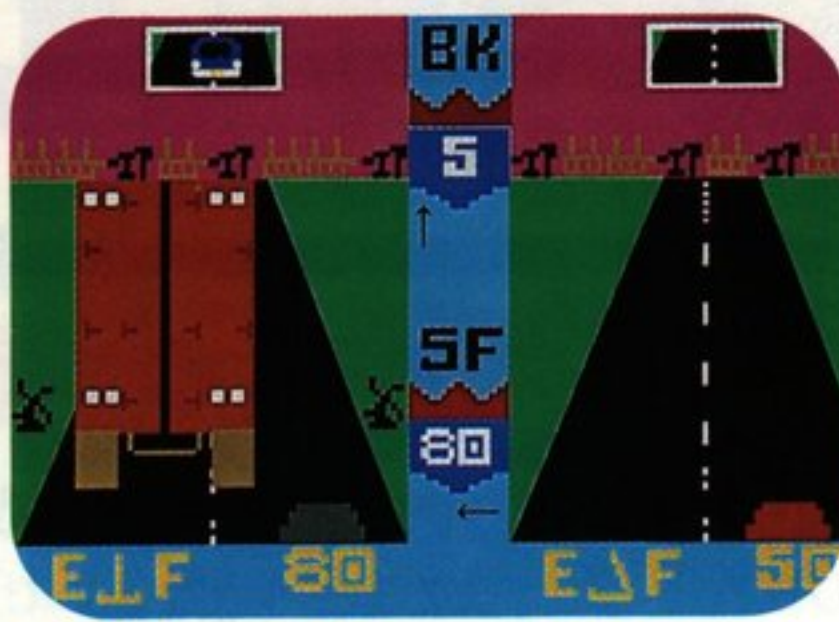
**SHOOTIN' GALLERY**

## **DRACULA** (MATTEL #IM7606)

You are Count Dracula. Rise from your resting place in the graveyard and fly into the night! Travel in two forms--as a man or a bat. Wolves hound you when you are in human form, and vultures snatch at the bat you can become. You've got to sink your teeth into a victim soon. You're growing paler and slowing down. Constables throw stakes that'll stop you cold! Bite all the victims you can find, then return to your resting place before sunrise, or you'll never hunt again!



**DRACULA**



**TRUCKIN'**

**TRUCKIN'** (MATTEL #IM7607)

Ride your rig to the four corners of the USA! Deliver the goods on a tight schedule. Make strategic decisions about what cargoes to carry and which routes to take. Radio ahead. Find out what loads are needed, and where. Then power down that ribbon of highway.

Keep an eye peeled for turnouts--and for other truckers! You've got to get where you're goin'--and get there first! You'll earn big bucks as you cover the map from sea to shining sea! One or two players compete against time--and each other. Go for it!



**NOVA BLAST™**

**NOVA BLAST™** (MATTEL #IM7609)

Pilot Nova 1 above the Capsuled Cities. Defend 4 cities in your quadrant. Use your radar to detect enemy activity. Race to protect these civilized outposts before their capsules are destroyed! Engage the enemy in galactic dogfights. Locate anti-aircraft guns and destroy them. Beam up fuel as you run low.

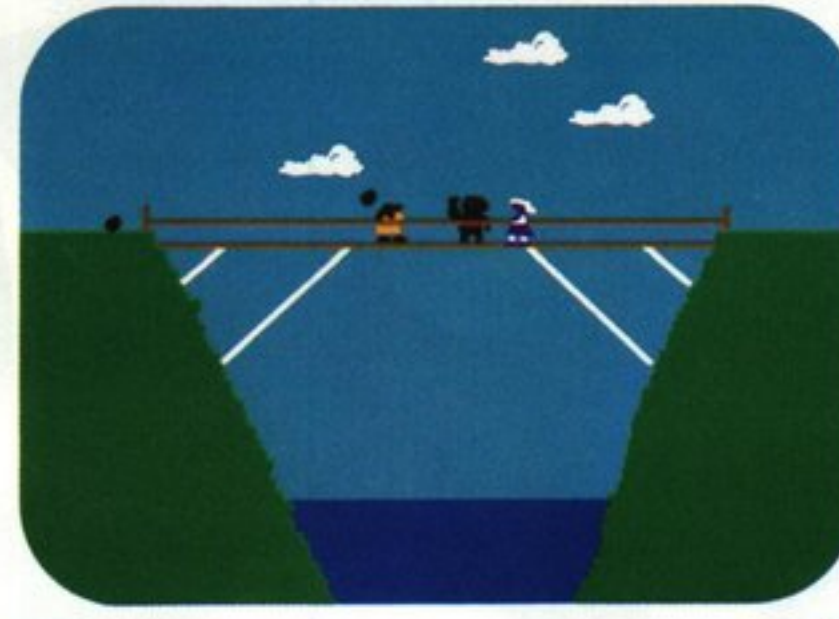
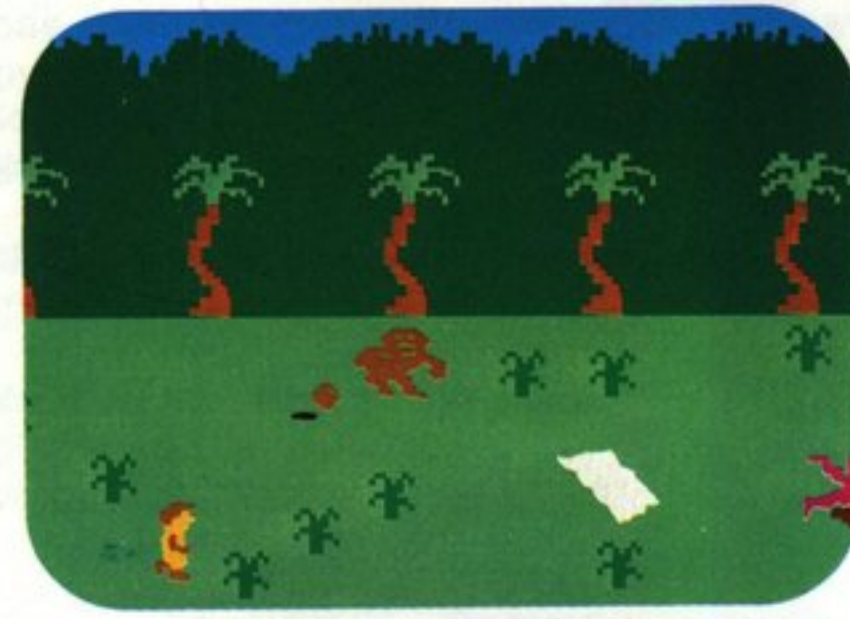


**ICE TREK™**

**ICE TREK™** (MATTEL #IM7604)

The legendary Nordic hero travels toward the isolated, sinister Ice Palace. He must cross miles of frozen tundra. Massive herds of caribou thunder by him. He tries to ski around them. If he must kill a caribou, the great and unforgiving Wildlife Goddess rises to avenge the loss! He must bridge a frigid lake, using a huge hook to catch and link floating icebergs. He must destroy other icebergs that can crash into his bridge!

When he reaches the Ice Palace, he assaults that loathsome landmark with enchanted fireballs! He must evade spikes hurled at him and melt the Ice Palace!

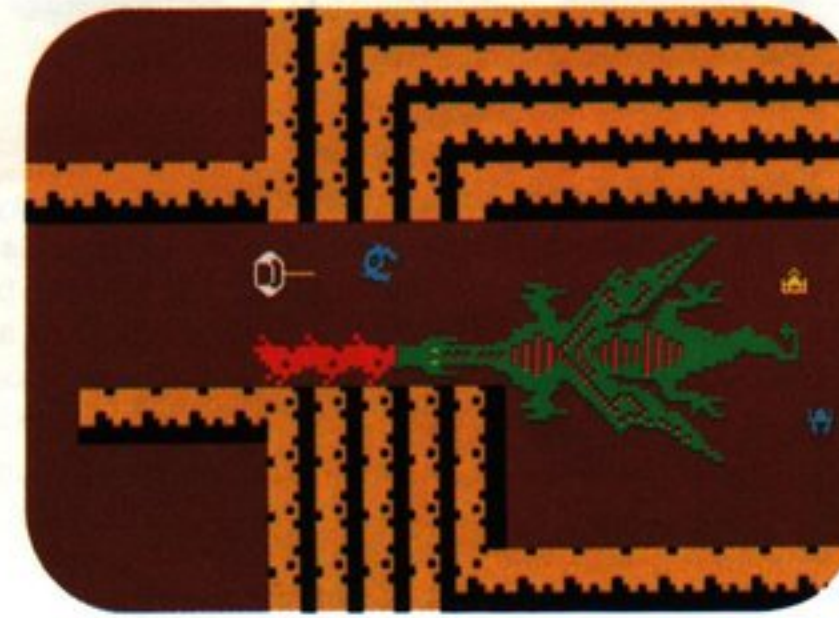
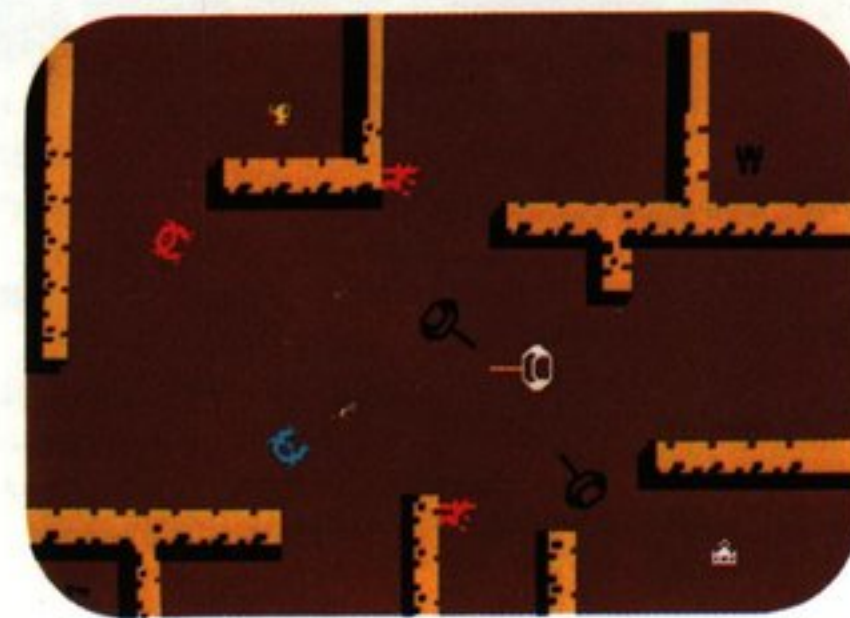


**TROPICAL TROUBLE™**

**TROPICAL TROUBLE™** (MATTEL #IM7605)

Clarence and Doris have been shipwrecked on a lonely South Sea island. All alone, completely isolated. A huge Beach Bruiser appears suddenly and whisks darlin' Doris away. Clarence must get her back!

Bounding boulders, flying coconuts, man-eating clams, vicious ferns and bubbling fields of lava block his way. Doris leaves a trail of white hankies to give Clarence strength. Help Clarence rescue her while there's still time!



**SWORDS & SERPENTS™**

**SWORDS & SERPENTS™** (MATTEL #IM7602)

You're the Warrior Prince, exploring the Fortress of the Sinister Serpent. You discover rare and magical treasures. Phantom Knights attack! Swords rend armor... you stagger on. More treasures await, but so does danger! Nilrem the Wizard accompanies you on your quest. Together you penetrate the hidden regions of the Fortress. Can you protect the Wizard until he learns the spells that may save you both? Will you uncover the ultimate secret of the Sinister Serpent's Fortress?