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UMI GAMES

for the fun of VIC®

VIC & VIC 20 are registered trademarks of Commodore Business Machines, Inc.



United Microware Industries, Inc. provides VIC® users with a variety of top-notch, arcade-quality games. These games are designed to play better, be action-packed, and offer more stimulating challenges than most others. UMI games come on either cassettes or UMI's own durable cartridges, depending on which game you select. So, take a look at the many choices from UMI today . . . after all, it's just for the fun of VIC®!!



Spiders of Mars

You are the powerful Martian Space Fly, using laser death darts to protect your homeland from the Evil Alliance. Web-throwing Martian spiders and Saturnian bats, smart-bombing Plutonian dragonflies, and dart-shooting Jovian hornets have all formed an army to destroy you. Quick thinking and lightning-fast reactions are not always enough to save you . . . so hope for luck as you battle the evil forces of interplanetary space. Even the most seasoned space jockey will sweat blood! (256 skill levels)

SPIDERS OF MARS — 1604

Requires: Commodore VIC 20®.



Outworld

You and the citizens of OUTWORLD, a mining center in the 12th region of Omega Sector, are protected from meteorites and the attack of Alien bombers by a high-energy force field. The periodic supply freighter must land safely to replenish the protective field's atomic power source. You must insure safe passage for the important supply mission. Fuel, food, and the arrival of news from home depend on your defense of OUTWORLD. Be swift and be accurate, for the Alien photon bombs are fatal! The citizens of OUTWORLD depend on you to protect them!

OUTWORLD — 1635

Requires: Commodore VIC 20®.



Meteor Run

Your mission? . . . conquer Aldebaran, a red star in a remote corner of the galaxy of utmost strategic importance to your government. You command the flagship of the Solar Allied Fleet. Light years of meteor-infested space await you. Hundreds of alien attack fighters are lurking in this quadrant of deep space, ready to vaporize your fleet with powerful photon cannon! As you near Aldebaran, your advance-warning radar locks in on increasingly dense meteor fields and the attackers become even more ruthless!

METEOR RUN — 1613 Requires: VIC 20®.

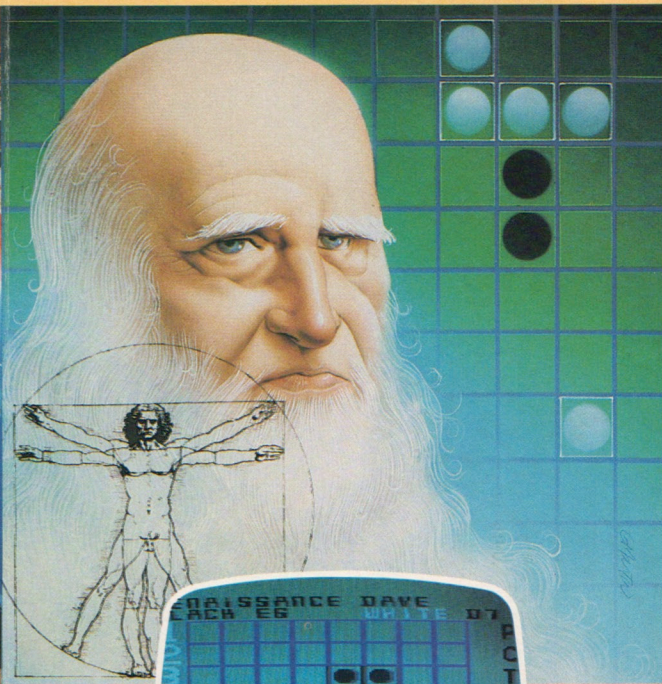


Renaissance

Turn the clock back 1000 years and play the game of the classical masters. The powers of your intellect will be tested against those of your opponent — the computer, as captured squares change to your color. The strategy is the same as Othello™ & Reversi, but the similarity ends there. Features allow you to take back any number of moves, and to change level or side any time during play. Renaissance with its eight skill levels is an adventure to keep you absorbed for hours.

RENAISSANCE — 1600 Requires: VIC 20®.

Othello is a trademark of Gabriel Ind. Inc.

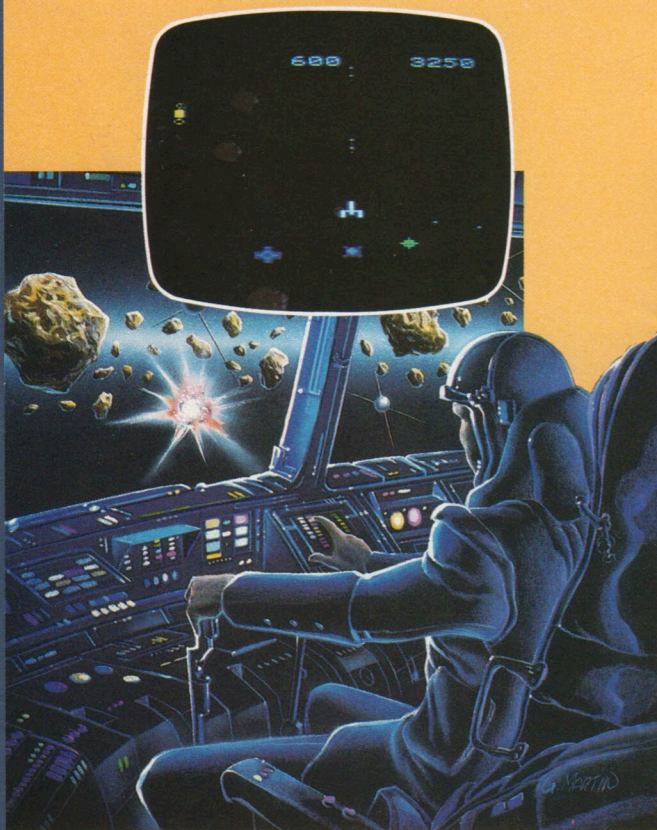


Satellites and Meteorites

Your career as a space fighter will never meet a greater challenge. Survival depends on quick reactions and accurate aim to blast meteorites and intelligent satellites from your territory. The satellites fire with deadly precision. Don't let your attention be diverted from the biggest threat of all — the black hole . . . its forces are ready to bring your fighting career to an abrupt and final close!

SATELLITES AND METEORITES — 1650

Requires: Commodore VIC 20®.

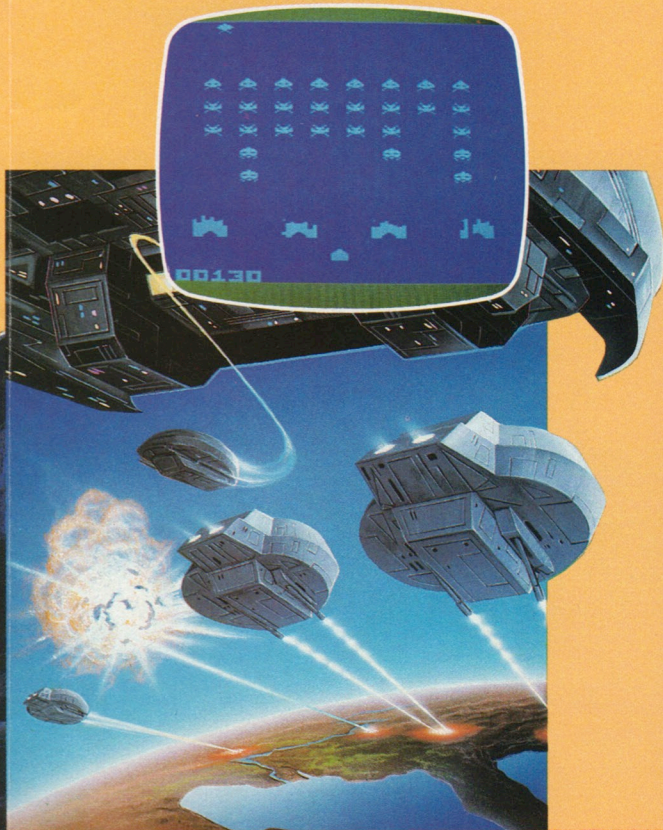


Alien Blitz

Your mind must be clear, your nerves steel, and your eyes sharp to prevent the intruders from demolishing the three missile bases under your command. To survive the bomb-dropping enemy, you must depend on your instincts. There's no time to think as you dodge, duck, hide, and blast your way to victory . . . or oblivion! Only the fittest can survive the onslaught of ten skill levels and escape with missile bases intact.

ALIEN BLITZ — 1619 or 6619

Requires: Commodore VIC 20® (6619 requires tape player).



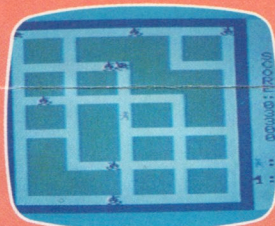


Skymath

No more quaking knees and dusty chalkboards with Skymath! Primary schoolchildren love to learn decimal addition and subtraction when the correct answer is greeted with joyful sounds and a flashing screen. One-inch tall, five-digit, three-decimal-place problems are beamed into the sky over a planetary landscape. An incorrect answer is shot down and exploded by colorful graphics with sound effects, and the problem is posed again.

SKYMATH — 6803

Requires: Commodore VIC 20®, tape player, UMI 3K RAM cartridge.

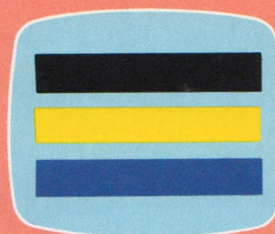


The Alien

Guards zip through the entry portals of Maze City; ready to annihilate strangers. You, the alien, must eliminate the patrolling sentries inside traps you inflate, then deflate swiftly before they eat you.

THE ALIEN — 6621

Requires: Commodore VIC 20®, tape player, UMI 3K RAM cartridge.



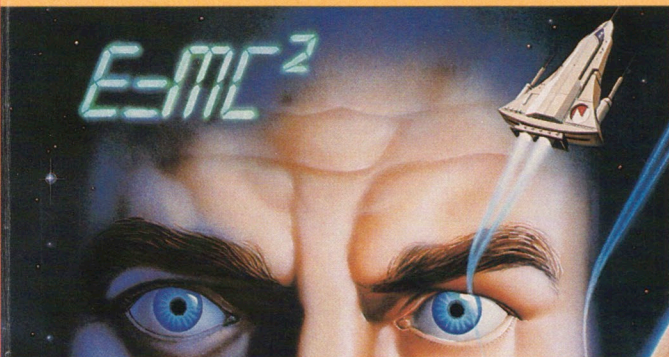
Simon

Simon will keep you on your toes! A tone plays as a color bar flashes on the screen. Press the

matching key and Simon will add another tone and color that's different every time!

SIMON — 6602

Requires: Commodore VIC 20®, tape player.

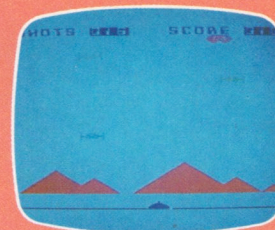


Spacediv

... 5 ... 4 ... 3 ... 2 ...
1 ... LIFTOFF! The most reluctant student of division will find it

appealing in the fascinating game of SPACEDIV. Punch in the correct answer, and the countdown begins for a USA rocket blastoff with Mission Control sound effects. Twenty single-digit whole number problems are posed, with 81 as the highest number divided. Will the rocket reach its zenith? The highest score will send it to the stars. Response to an incorrect answer is a multiplication problem displayed on the screen to help the student see how the correct answer is achieved.

SPACEDIV — 6804 Requires: Commodore VIC 20®, tape player, UMI 3K RAM cartridge.



Kozmic Kamikaze

You have taken the ancient oath of death

to protect the homeland in the honored tradition of the Kamikaze. You face death without fear. You are defending earth against a hoard of alien attackers. Your trigger finger tightens on the stick and your body is bathed in sweat, and taut for action. Watch out for the deadly mother ship!

KOSMIC KAMIKAZE — 6634

Requires: Commodore VIC 20®, tape player, UMI 3K or 8K RAM cartridge.

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Sub Chase

Your mission . . . protect the sea lanes from enemy submarines. As captain of the nuclear

subchaser, you bombard your enemies with on-target depth charges. But beware! The more accurately you attack and the more subs you wipe out, the heavier the enemy fleet gets! So, stay alert . . . dangerous enemy subs will be attacking you from every direction!

SUBCHASE — 6610

Requires: Commodore VIC 20®, tape player
UMI 8K RAM cartridge.

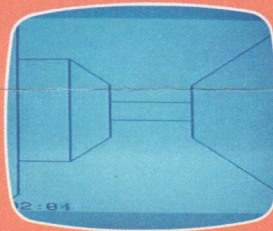
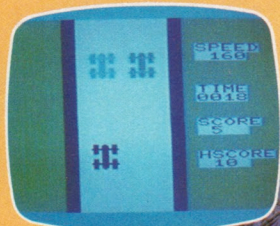
Raceway

Time, speed, and driving skills are your measure in Raceway . . . if you're

one of the rare breed with both a heavy foot and quick reactions, you'll score big on the Raceway. Gentlemen . . . start your engines!

RACEWAY — 6627

Requires: Commodore VIC 20®, tape player.



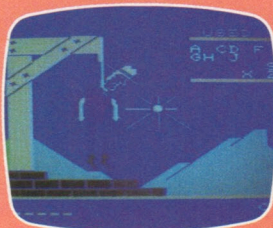
3-D Maze

Lost in the halls of 3-D Maze, you search for an escape. Your sharp eyes and mind must devise

a strategy to escape the computerized prison. CAUTION — 3-D Maze will challenge your patience and unfailing sense of direction. It's different every time.

3-D Maze — 6624

Requires: Commodore VIC 20®, tape player.



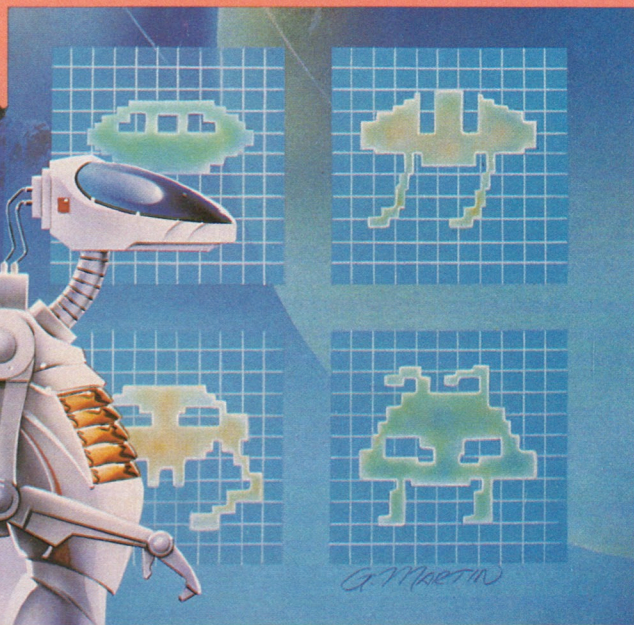
Super Hangman

Free the condemned man from the hangman's

noose. Only good spelling and logic can guarantee his freedom. When rescued by the correctly spelled word, the man smiles in relief and a volcano erupts in a kaleidoscope of color. BUT, misspell the word and the doomed fellow will dance on the gallows while lightning flashes against a darkened sky.

SUPER HANGMAN — 6806

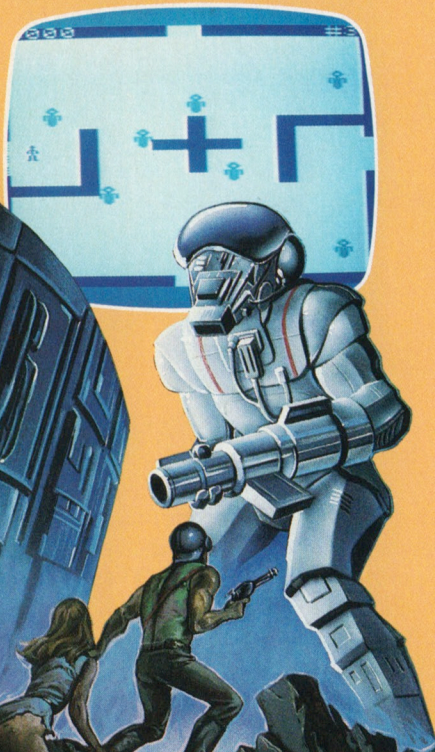
Requires: Commodore VIC 20®, tape player,
UMI 3K RAM cartridge.



Amok

You are captive in the treacherous passages of AMOK, a derelict space station populated by hoards of deadly robots. Long deserted in space by the human crew, AMOK robots are out for vengeance. So watch out, fellow humans, your life is in your own hands. If your reflexes are razor sharp and your aim is pin-point, you might survive the electronic challenge of your life. A word of caution — never trust an AMOK robot! Nine skill levels will keep the thrills coming.

AMOK — 1611 or 6611 Requires: Commodore VIC 20® (6611 requires tape player).



Cloudburst

Polluted Earth is fighting for life against mutant cloudhoppers and violent storms of acid rain. Safe inside your neutron land-cruising tank, your neutron gun can blast the acid rain-clouds and cloudhoppers from the poisonous sky . . . but stay alert! Avoid contact with the hoppers and rain . . . either will instantly destroy your tank. Two hundred levels of difficulty will keep you on the stick.

CLOUDBURST — 1636

Requires: Commodore VIC 20®.

