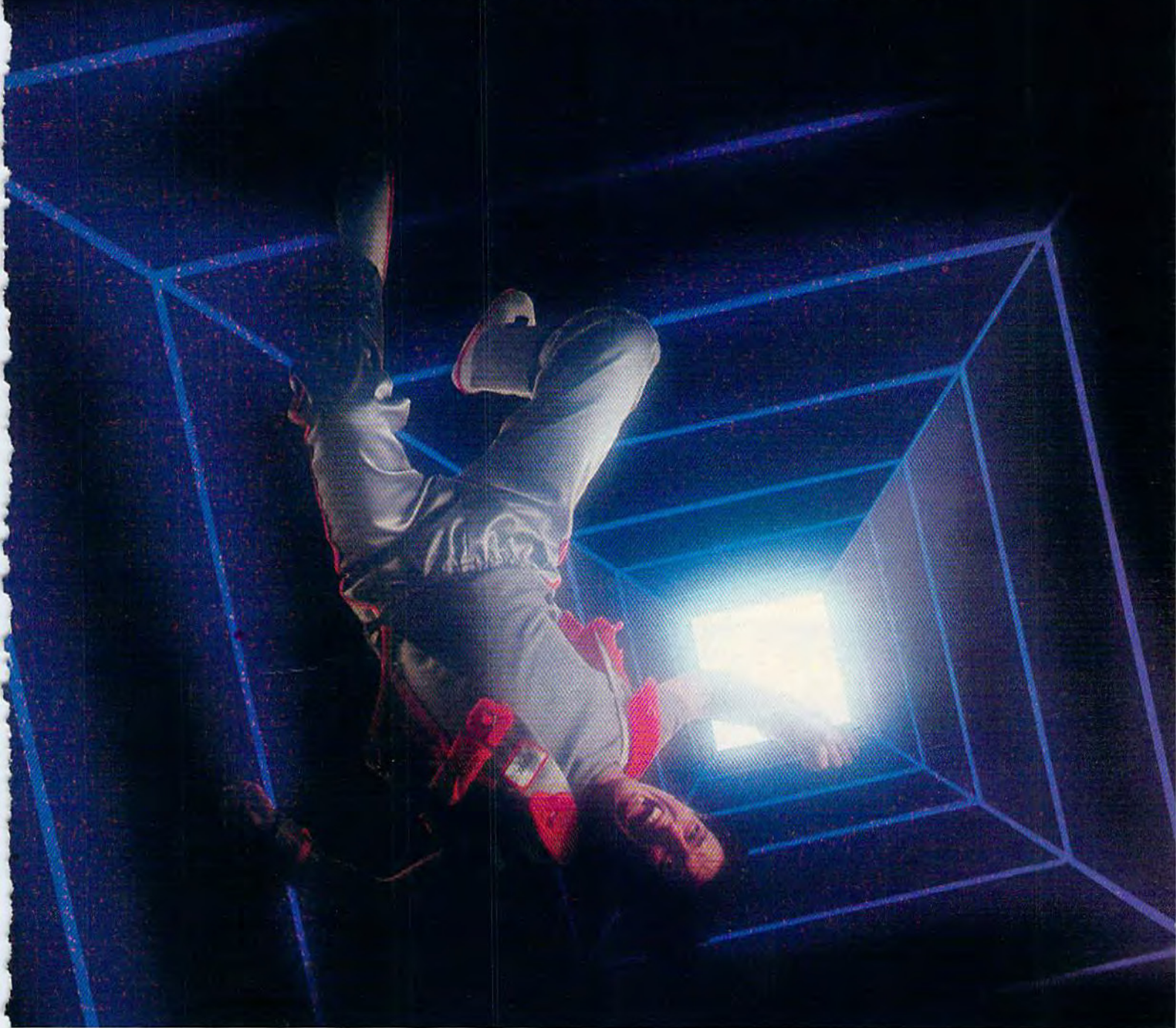


JUMPMAN'S A GREAT GAME. BUT YOU'VE GOT TO WATCH YOUR STEP.



Meet the Alienators. A fiendish bunch who've planted bombs throughout your Jupiter Command Headquarters.

Your job? Use your lightning speed to scale ladders, scurry across girders, climb ropes and race

through 30 levels to defuse the bombs before they go off.

That's the kind of hot, non-stop action we've packed into the award-winning*, best-selling Jumpman™, and into Jumpman Jr., our new cartridge version with 12 all-new, different and exciting screens.

Both games force you to make tough choices.

Should you avoid that Alienator, climb to the top

and try to work your way down, or try to hurdle him and defuse the bombs closest to you before they go off?

If you move fast you'll earn extra lives. But if you're not careful, it's a long way down.

So jump to it. And find out why Jumpman and Jumpman Jr. are on a level all their own.

One to four players; 8 speeds; joystick control. Jumpman has 30 screens. Jumpman Jr. has 12 screens.



EPYX
COMPUTER SOFTWARE

STRATEGY GAMES FOR THE ACTION-GAME PLAYER.



*1983 C.E.S. award winner.