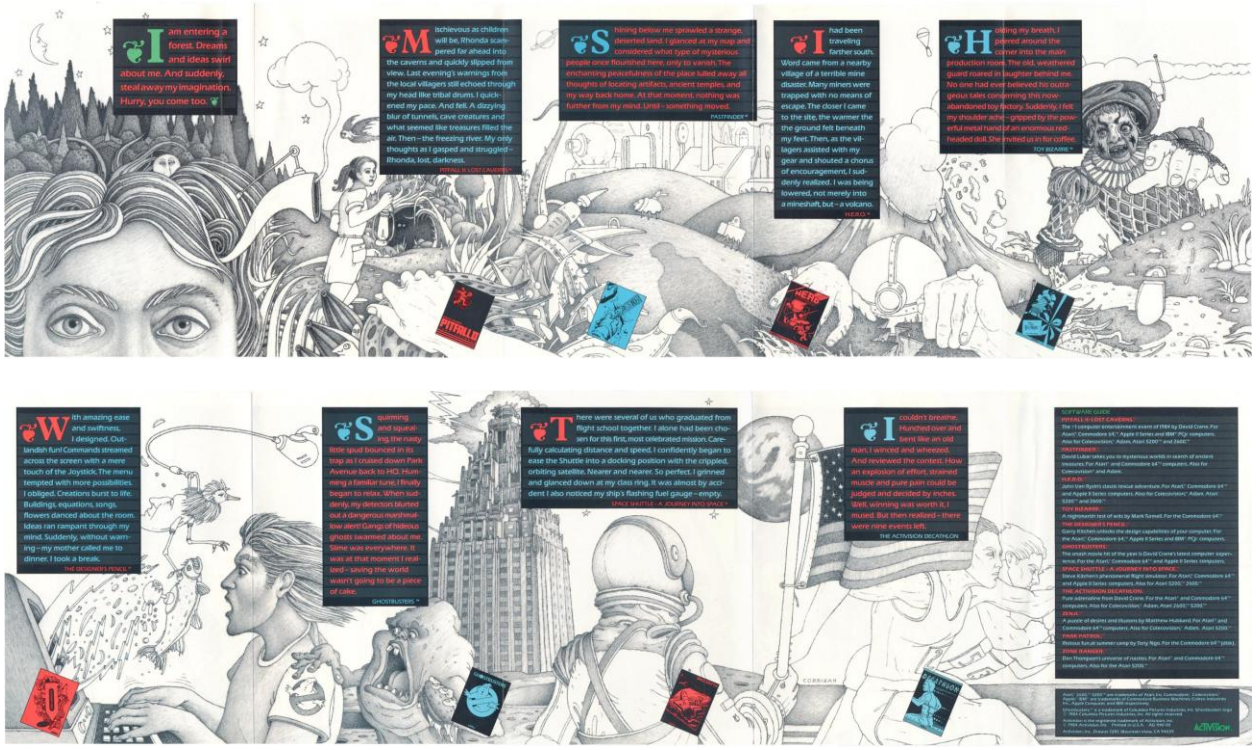
I am entering a forest. Dreams and ideas swirl about me. And suddenly, steal away my imagination. Hurry, you come too.
Mischievous as children will be, Rhonda scampered far ahead into the caverns and quickly slipped from view. Last evening's warnings from the local villagers still echoed through my head like tribal drums. I quickened my pace. And felt. A dizzying blur of tunnels, cave creatures and what seemed like treasures filled the air. Then – the freezing river. My only thoughts as I gasped and struggled – Rhonda, lost, darkness.
PITFALL II: LOST CAVERNS
Shining below me sprawled a strange, deserted land. I glanced at my map and considered what type of mysterious people once flourished here, only to vanish. The enchanting peacefulness of the place lulled away all thoughts of locating artifacts, ancient temples, and my way back home. At that moment, nothing was further from my mind. Until – something moved.
PASTFINDER
I had been traveling farther south. Word came from a nearby village of a terrible mine disaster. Many miners were trapped with no means of escape. The closer I came to the site, the warmer the the ground felt beneath my feet. Then, as the villagers assisted with my gear and shouted a chorus of encouragement, I suddenly realized. I was being lowered, not merely into a mineshaft, but – a volcano.
HERO
Holding my breath, I peered around the corner into the main production room. The old, weathered guard roared in laughter behind me. No one had ever believed his outrageous tales concerning this now-abandoned toy factory. Suddenly, I felt my shoulder ache – gripped by the powerful metal hand of an enormous red-headed doll. She invited us in for coffee.
TOY BEARRE
With amazing ease and swiftness, I designed. Outlandish fun! Commands streamed across the screen with a mere touch of the Joystick. The menu tempted with more possibilities. I obliged. Creations burst to life. Buildings, equations, songs, flowers danced about the room. Ideas ran rampant through my mind. Suddenly, without warning – my mother called me to dinner. I took a break.
THE DESIGNER'S PENCIL
Squirming and squealing, the nasty little spud bounced in its trap as I crused down Park Avenue back to HQ. Humming a familiar tune, I finally began to relax. When suddenly, my detectors blurted out a dangerous marshmallow alert! Gangs of hideous ghosts swarmed about me. Slime was everywhere. It was at that moment I realized – saving the world wasn't going to be a piece of cake.
GHOSTBUSTERS
There were several of us who graduated from flight school together. I alone had been chosen for this first, most celebrated mission. Carefully calculating distance and speed, I confidently began to ease the Shuttle into a docking position with the crippled, orbiting satellite. Nearer and nearer. So perfect, I grinned and glanced down at my class ring. It was almost by accident I also noticed my ship's flashing fuel gauge – empty.
SPACE SHUTTLE: A JOURNEY INTO SPACE
I couldn't breathe. Hunched over and bent like an old man, I winced and wheezed. And reviewed the contest. How an explosion of effort, strained muscle and pure pain could be judged and decided by inches. Well, winning was worth it, I mused. But then realized – there were nine events left.
THE ACTIVISION DECATHLON
CORRIGAN
SOFTWARE GUIDE
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The 1 I computer entertainment event of 1984 by David Crane. For Atari® Commodore 64™ Apple II Series and IBM® PCjr computers. Also for Colecovision® Adam, Atari 5200™ and 2600™
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