



EPYXTM
COMPUTER SOFTWARE

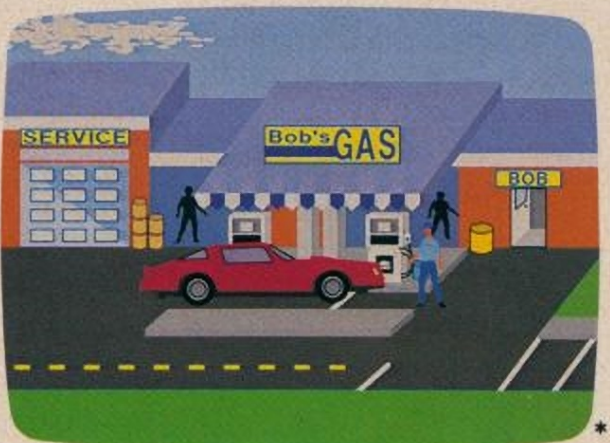
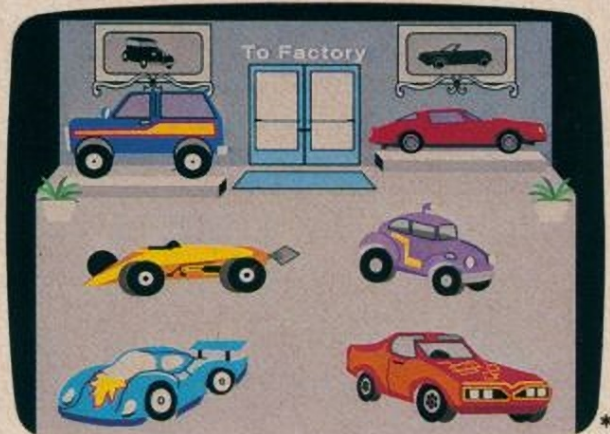
*Computer Activity Toys*TM

Hot WheelsTM



COMMODORE
64/128
Disk





- Choose Your Vehicle From Existing Selections or Design Your Own.
- Drive Your HOT WHEELS Vehicle Through the City and Complete Real-Life Activities.
- Use Your Vehicle For Eight Different and Challenging Activities.
- You Control Your Vehicle and Accessories.
- Joystick Controlled.
- One Player.

RATING:



What could be more fun than playing with HOT WHEELS™ vehicles in a true-to-life city? How about fixing them at the garage or crashing 'em up in a demolition derby? Now, through the magic of the computer, you can even play with HOT WHEELS vehicles that you design and build yourself. With the HOT WHEELS Computer Activity Toy, the action comes to life right on your computer screen, in animated cartoons that you control.

Everything you need is included, from a selection of your favorite HOT WHEELS to a set of colorful play scenes and a HOT WHEELS assembly line. You can customize your vehicle at the assembly line, choosing the parts yourself! Pick out a body, add a few extras—and paint it from a selection of colors. When you're finished, take it out for a spin.

You can also choose a ready-made vehicle: a fire engine, a classic coupe or a hot sports car. Step on the gas and listen to your engine roar, then race through the city in search of adventure. There's a gas station on the left, a car wash down the street, a demolition derby and more. Pull into a play scene and control the action as it unfolds right before your eyes!

The HOT WHEELS Computer Activity Toy gives you new ways to play with animated HOT WHEELS. Choices you've never had before.

EPYX CODING

To help you choose the game that's right for you, Epyx games are coded to indicate the degree of emphasis on "Action," "Strategy" or "Learning." These symbols will appear on the front of all Epyx packages:

Action



Strategy



Learning



*Graphics simulate the Commodore 64 version of game.

EPYX
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Computer Activity Toys...

Because building your child's imagination is not a game.

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