

3 DIMENSION



Star Fleet Command has put you at the controls of a pulse-pounding photon cannon. Your orders are to stop the invasion of aliens war machines. It takes a cool head and a steady hand. Only you stand in their way. Can Earth be saved or will the aliens destroy your cannon and invade Earth?

Normally, a picture this detailed in 3-dimension would require more memory than is available in the Arcade program section. We have utilized a special Arcade feature called mass screen memory. There is almost 4K of memory available in this way. The game operation is contained in the 1.8K program memory section. By using both in a unique way this game, with expanded graphics, is possible. It is equivalent to about 5K of memory.

This is probably the best use of the Arcade graphics to date and the largest most detailed play field yet developed for Basic.

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Cassette# 14 Alien Invasion & Claim Jumpers \$15.95 New Basic Only

Claim Jumpers - Stake your claims, on 4 sides, and mark them with your symbol. Claim jumping happens when one player puts the last side on the other player's claim. This game uses one of L & M's exclusive features, the computer can play, too, as an option. Fun for 1 to 4 people.

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