



Video EXPANSION
1064 N. ALTA AVENUE DINUBA, CA 93618
(209) 591 0555

Stock
Number Description

Retail
Price

2001 280 ZZZAP/Dodgem

24.95

280 Zzzap challenges you to hold a road filled with hairpin turns! Dodgem puts you up against cars driven by the computer. 1 player. Two complete games.

2002 Seawolf/Missile

24.95

Seawolf! Your sub fires torpedoes at Tankers, Battleships and other targets, deep beneath the sea. Missile! You launch guided missiles against Cargo Planes, Bombers and Fighters. Two complete games. 1 to 2 players.

2003 Panzer Attack/Red Baron

29.95

You duel with the world war 1 Red Baron himself high in the skies. 2 players
Panzer Attack! Command your tank through a rumbling battlefield. 1 to 4 players. Two complete games.

2004 Brickyard/Clowns

29.95

Brickyard! Score points by breaking through the wall of bricks. Eliminate the last brick for a big bonus.
Clowns! Catapult your clown off the teeter totter to break through the balloons. Two exciting and challenging games. Up to 4 players

2005 Star Battle

24.95

An exciting race through space in a running battle with enemy star ships. Fire your missile and take evasive action to avoid enemy lasers! 1 to 2 players.

2009 Astro Battle

29.95

Exciting home version of the most challenging and popular arcade game. Invaders from space are attacking your missile bases and protective bunkers. Varying skill levels. 1 player.

2010 Dogpatch

29.95

A real down-home skeet shoot! Raise your 12-gauge shotgun and fire. Good shooting keeps the target bouncing between the two players. Blast the target past your opponent to score points.

2011 Galactic Invasion

29.95

Alien Ships come at your missile launcher from every direction. They peel off from their formation singly or in groups of twos or threes. Realistic sounds add to the intensity! Up to 4 players.

2012 Space Fortress

29.95

You command a lonely outpost far away in the galaxy. The alert sounds. You're being attacked by alien ships from all directions. You destroy some, but they keep coming faster and faster. You'll find Space Fortress positively addicting. Up to 4 players.

2014 Grand Prix/Demolition Derby

29.95

Four challenging courses in car driving excitement. Varying skill levels upgrade the challenge and fun. Formula-style competition racing gets hotter as players improve their skills. Two complete games. 1 to 4 players.

2015 Pirate's Chase

29.95

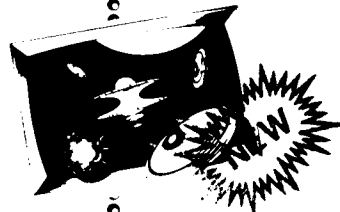
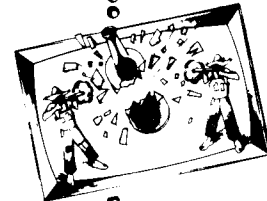
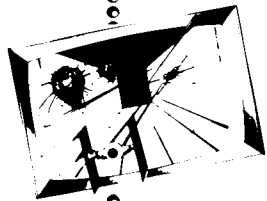
Yo ho ho and a bottle of rum! Race to scoop up and score points for as many gold doubloons and treasure chests you can carry, but watch out! The curse of Long John Silver is out to destroy you. A frantic fast-paced action game. 1 to 2 players.

2017 The Incredible Wizard (Like Wizard of Wor)

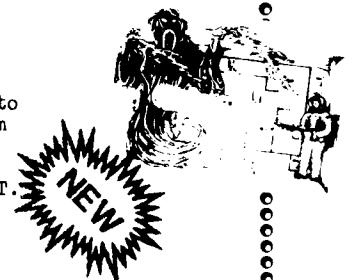
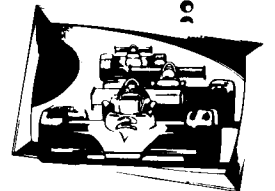
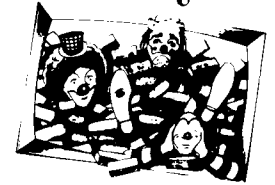
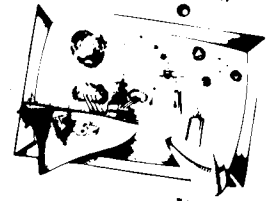
34.95

Challenge the Incredible Wizard and his creatures in their own environment: Treacherous dungeons! Slip through the magic door to the other end of the dungeon, but prevent the super monster from escaping through it. Shoot the Incredible Wizard and experience the tremor of the entire dungeon as his magic wavers. Become a Worlord and play Worlord Dungeons-even go all the way to the PIT. Fantastic sounds and bonus players make Incredible Wizard just like coin-op games!

Pastrocade
Inc.



Pastrocade
Inc.





Video EXPANSION
1064 N. ALTA AVENUE DINUBA, CA 93618
(209) 591-0555

Stock Number Description

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2018 **Solar Conqueror** (Like Asteroids) **34.95**
Conquer solar systems while avoiding wandering asteroids and enemy spaceships that try to foil your efforts. Speeding comets challenge your flying and shooting skills. Space-warp shuttles you to new challenges in other solar systems. This is your opportunity to dominate the galaxy!

2019 **Cosmic Raiders** (Like Defenders) **34.95**
In deep space lies the alien sector Larkin. You are there on a mission to obtain energy sources that have been seized by the evil Larkins. Radar and a superior guidance system help you avoid attacking fighters and Kamikaze ships. The energy stars are near the Larkin command ship. You must retrieve them before you can leave the enemy sector.

2020 **Missile Attack** **34.95**
 3001 **Baseball/Tennis/Hockey/Handball** **29.95**
Four major sports games in one cartridge give you a super value! Extraordinary computer simulations of all the action. Up to 4 players. Baseball 2 players.

3002 **Football** **29.95**
Complete a pass up the middle for a first down. Eight offensive play options including the end run, screen pass, long bomb, short or long passes up the middle and some elegant razzle dazzle. Offensive players have direct control of the cornerbacks. The computer controls the rest! Up to 4 players.

3005 **Astrocade Pinball** **29.95**
It has everything except a slot to collect your quarters! Thumper bumpers! Kicker targets! Drop targets! Realistic flipper action! They'll even catch the ball and roll it back and forth to give you the direction you want! Two different playing fields. Up to 4 players.

3006 **Bowling** **29.95**
It's like actually being at the alley. The game has all of the action and sounds of the real thing. Direct your ball with as much hook as you want. Make strikes, spares-but watch out for splits and gutterballs! Keeps score according to official rules. Try your hand at a perfect game! Can play one or up to 4 players.

3007 **Soccer** **29.95**
America's fastest growing sport plays on your video screen. Dribble up field, pass to your teammate, shoot for the goal. Watch out for interceptions and blocking by the opposition.

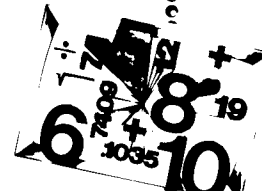
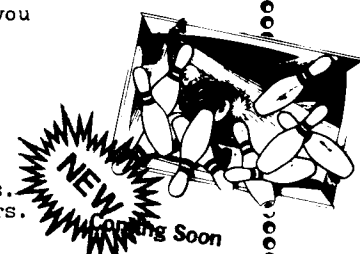
4001 **Bingo Math/Speed Math** **19.95**
Two fun-packed, fast-paced games sharpen basic math skills. Subtraction, Multiplication and division are the key ingredients. The faster you answer, the more points you get. The computer automatically adjusts the skill levels to challenge players equally. A great teaching tool! 1 to 2 players.

4002 **Letter Match/Spell 'N Score' Crosswords** **29.95**
Letter Match! Pair letters randomly selected by the computer. Spell 'N Score! Create as many words as you can from letters generated at random by the computer. Crosswords! The computer gives you letters. You turn them into words. Will improve your vocabulary, and reinforce spelling skills. 1 to 4 players

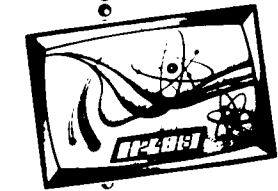
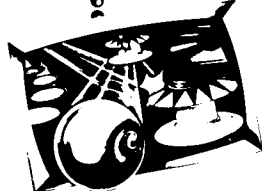
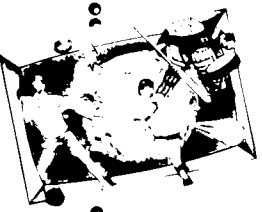
4003 **Music Maker** **59.95**
Play your favorite songs and compose your own electronic music. Three octave range! Three note chords! Automatic tempo setting. Sounds like a real organ and plays right through your own television speaker. One hand control enters the music and the computer automatically plays it back! The musical notes are displayed on your TV screen.

4004 **Biorhythm** **29.95**
Enter your birthdate and watch as the computer calculates your physical, emotional and intellectual cycles. The screen displays your highs, lows and critical days. Great fun at parties! Biorhythm can help you develop a new awareness of your moods and personal interaction with the world. 1 to 2 players.

Pastrocade
Inc.



Pastrocade
Inc.



Stock Number	Description	Retail Price
<input type="checkbox"/> 4005	Creative Crayon	34.95
<input type="checkbox"/> 4005P	Creative Crayon with Light Pen	59.95

Tickle your creative fancy with all the tools of a professional graphics machine. People of all ages can enjoy the thrill of creating beautiful art. Use the optional Light Pen or Joystick control to draw boxes and circles, fill enclosed areas, draw free-hand, create your own brush, or draw a line between any two points. Record your pictures on cassette tape, overlay more than one picture on a screen. Choose from 256 colors, 4 at one time.

<input type="checkbox"/> 5001	Amazing Maze/Tic-Tac-Toe	24.95
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Select one of three skill levels and race through a maze between you and the computer or another player. The maze is truly amazing because it changes every time you play.

Play Tic-Tac-Toe with a diabolical twist. You get to play against the computer or another player. 1 to 2 players.

<input type="checkbox"/> 5002	Blackjack/Poker/Acey-Ducey	29.95
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Three all-time card game favorites! The computer stakes you to a thousand dollars and then it's either "get rich quick" or "down the tubes." Authentic 52 card action! The computer does the dealing and keeps track of the cards. Up to 4 players.

<input type="checkbox"/> 5004	Conan the Barbarian	34.95
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Fearsome monsters give chase through a series of mazes as Conan, armed with his sword, battles them. Various levels allow you to play this adventure game with skills ranging from novice to professional. See how many monsters you can get.

<input type="checkbox"/> 5005	Artillery Duel	29.95
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Take your military positions, set your cannon and fire at the opposition. You must allow for elevation and wind to properly aim your piece. Sound effects and video take on a comic strip kind of realism. Up to 4 players.

<input type="checkbox"/> 6004	Astrocade BASIC System	59.95
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Includes: Astrocade BASIC programming cartridge, self-teaching Astrocade BASIC manual, built-in audio cassette jack.

The most fun of all is learning to create your own computer programs. Now there's no easier way to learn about computers than with the new Astrocade BASIC system. This plug-in cartridge with built-in audio tape interface converts the Astrocade into a personal computer you can program yourself. The Astrocade BASIC manual makes programming easy.

<input type="checkbox"/> ACI-0200	Hand Controls (Set of 2)	54.95
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<input type="checkbox"/> ABA1000	Astrocade, the Professional Arcade	299.95
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Astrocade BASIC Cartridge & Audio interface are included at no extra charge



Astrocade BASIC
 MAKES YOUR VIDEO GAME A
 PERSONAL HOME COMPUTER

THE PROFESSIONAL ARCADE
 with 3 Built-in Games & A Calculator...

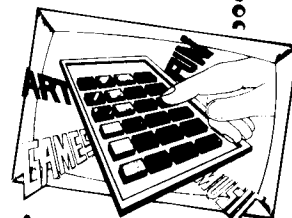
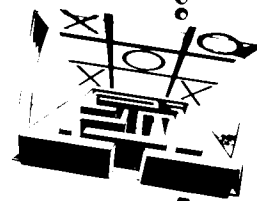


<input type="checkbox"/> G700	Z Grass 100 Computer Keyboard
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New Features and Hardware Specifications
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Astrocade
 Inc.



Astrocade BASIC



ZGRASS-100 COMPUTER EXPANSION

THE ZGRASS-100 EXPANSION PLUGS INTO THE ARCADE TO GIVE YOU A FULL TYPEWRITER KEYBOARD WITH EXPANDED MEMORY. THE MEMORY CAPACITY OF THE ASTROCADE PROFESSIONAL ARCADE WITH THE ZGRASS-100 EXPANSION IS 32K ROM, 4K SCREEN RAM AND 64K USER RAM BRINGING THE TOTAL MEMORY TO 100K. THE 32K ROM CONTAINS THE POWERFUL ZGRASS SYSTEM SOFTWARE THAT MAKES THIS THE EASIEST COMPUTER TO LEARN AND USE. THE 4K SCREEN RAM PROVIDES DYNAMIC STORAGE OF THE SCREEN IMAGE. AND, THE 64K RAM GIVES YOU MORE SPACE FOR CREATING AND STORING PROGRAMS AND PICTURES.

THE ZGRASS OPERATING SYSTEM HAS BEEN DESIGNED TO TAKE FULL ADVANTAGE OF ALL THE HARDWARE POWER OF YOUR ARCADE'S UNIQUE THREE-PROCESSOR SYSTEM. WITH THE ZGRASS-100 EXPANSION, YOUR ARCADE BECOMES THE IDEAL PERSONAL COMPUTER AND THE MOST POWERFUL SYSTEM AVAILABLE FOR CREATING FAST-ACTION GAMES, VERSATILE EDUCATIONAL AIDS AND COLORFUL ANIMATED GRAPHICS.

EASIER TO USE:

ZGRASS IS A LEAP BEYOND BASIC, FORESHADOWING A NEW GENERATION OF EASIER TO LEARN COMPUTER LANGUAGES. PROGRAMS ARE BUILT IN COMPACT MODULES USING FAMILIAR SOUNDING COMMANDS SUCH AS BOX, LINE, CIRCLE AND ELLIPSE. THESE AND THE OTHER 'COMMON SENSE' ZGRASS COMMANDS ARE DESIGNED TO MAKE THIS COMPUTER AN EASY TO USE TOOL FOR ARTISTS, TEACHERS, BUSINESSMEN AND HOBBYISTS WITH LITTLE OR NO PROGRAMMING EXPERIENCE.

EXPANDABLE LANGUAGE:

THE VERSATILITY OF ZGRASS IS UNRIVALED BECAUSE THE LANGUAGE LITERALLY HAS NO BOUNDS. WHILE THE MOST COMMONLY USED ZGRASS COMMANDS ARE CONTAINED IN THE 32K SYSTEM ROM, OTHER SPECIALIZED OR LESS COMMONLY USED COMMANDS CAN BE ADDED TO THE OPERATING SYSTEM AT ANY TIME FROM TAPE OR DISK. THIS MEANS THAT NEW COMMANDS WILL BE CREATED AS THE NEED FOR THEM DEVELOPS. ASSEMBLY LANGUAGE PROGRAMMERS CAN EVEN CREATE THEIR OWN PERSONAL COMMANDS.

SCIENTIFIC MATH ACCURACY:

THE MATH FUNCTIONS INCLUDED IN THE ZGRASS-100 MAKE THIS COMPUTER IDEAL FOR SCIENTIFIC APPLICATIONS. UNLIKE MANY OTHER PERSONAL COMPUTERS, THIS SYSTEM CONTAINS THE COMPUTATIONAL POWER AND ACCURACY REQUIRED FOR SERIOUS CALCULATIONS. AT LEAST 10 TIMES FASTER THAN PROGRAMMABLE SCIENTIFIC CALCULATORS, THIS SYSTEM MAINTAINS 13 DIGIT ACCURACY.

THE FULL MATH PACKAGE INCLUDES: SINE, COSINE, TANGENT, ARCTAN, POWER, SQUARE ROOT AND THE ABILITY TO DEFINE ANGLES IN DEGREES OR RADIANS.

FULL SCREEN EDITING:

ONE OF THE MOST USEFUL FUNCTIONS ANY COMPUTER CAN BE ASKED TO DO IS THE PREPARATION OF MEMOS, LETTERS AND MANUSCRIPTS. THE FULL-SCREEN EDITOR INCLUDED WITH THE ZGRASS OPERATING SYSTEM WAS DESIGNED PRIMARILY TO SAVE TIME AND ENERGY ENTERING AND CORRECTING PROGRAMS. BUT, IT COMPARES VERY WELL WITH SOME OF THE EDITORS FOUND IN EXPENSIVE OFFICE WORD PROCESSORS. LINES AND INDIVIDUAL CHARACTERS CAN BE TYPED, CHANGED, INSERTED, DELETED, MOVED AND COPIED QUICKLY AND EASILY. COMMONLY USED PARAGRAPHS CAN BE INDIVIDUALLY SAVED AND JOINED WITH NEW MATERIALS TO SPEED UP THE PROCESS OF WRITING REPLY LETTERS. IT IS EVEN POSSIBLE TO AUTOMATICALLY SEARCH FOR SPECIFIC WORDS OR PHRASES AND REPLACE THEM IF NECESSARY. GOING FROM ROUGH TO FINAL DRAFT ON HOMEWORK AND TERM PAPERS WILL BE A LOT EASIER WITH ZGRASS.

MULTI-PROGRAM EXECUTION:

MOST COMPUTERS CAN RUN ONLY ONE PROGRAM AT A TIME. THE ZGRASS-100 HAS FOREGROUND AND BACKGROUND PROCESSING CAPABILITIES. THIS MEANS THAT SEVERAL PROGRAMS CAN BE RUNNING AT ANY ONE TIME. FOR INSTANCE, A PROGRAM THAT CHECKS A DOOR ALARM COULD BE RUNNING AT THE SAME TIME A GAME PROGRAM IS BEING PLAYED.

NOTE TO PARENTS: THIS FEATURE CAN BE USED TO KEEP TRACK OF TIME AND AUTOMATICALLY END A GAME AT BEDTIME!

NETWORK COMMUNICATIONS:

FROM STOCK REPORTS AND BANK BALANCES TO NEWS AND WEATHER, THE ZGRASS-100, WITH THE OPTIONAL MODEM, CAN HELP KEEP YOU UP-TO-DATE BY BEING YOUR WINDOW TO THE LARGE DATABASES AVAILABLE TO PERSONAL COMPUTER OWNERS. TWO RS232 PORTS ARE STANDARD EQUIPMENT FOR THE ZGRASS-100. THIS MEANS THAT A PRINTER CAN BE ATTACHED TO THE COMPUTER WHILE A MODEM IS BEING USED. VALUABLE INFORMATION CAN BE RETRIEVED AND PRINTED OUT FOR YOU TO STUDY AT YOUR LEISURE.

CP/M COMPATABILITY:

THE ZGRASS-100 IS COMPATABLE WITH THE CP/M DISK OPERATING SYSTEM POPULAR WITH BUSINESSMEN AND BUSINESS SOFTWARE PRODUCERS. THIS OPTION ALLOWS YOU ACCESS TO HUNDREDS OF PROGRAMS FROM A VARIETY OF VENDERS. MOST OF THE BEST BUSINESS ACCOUNTING AND SOFTWARE PACKAGES ARE WRITTEN IN CP/M. CP/M ALSO WILL ALLOW YOU TO USE DIFFERENT LANGUAGES SUCH AS FORTRAN AND EXTENDED BASIC.

OTHER ZGRASS LANGUAGE FEATURES:

- *FULL STRING MANIPULATIONS INCLUDING MATCH, CONCATENATION, REPLACE, ETC.
- *MULTI-DIMENSIONAL ARRAYS.
- *BOTH INTERPRETED AND COMPILED (FASTER) MODES.
- *FULLY AUTOMATIC STORAGE ALLOCATION AND RECLAMATION.
- *AUTOMATIC TYPE CONVERSION BETWEEN INTEGER, FLOATING AND STRINGS. NO NEED TO DECLARE VARIABLE TYPES.
- *WELL DOCUMENTED ERROR MESSAGES.

HIGHLIGHTS OF ZGRASS COMMANDS:

GRAPHICS COMMANDS (PRIMITIVES):

- BOX 0,0,30,40,1
PUTS A BOX 30 PIXELS (DOTS) WIDE AND 40 PIXELS HIGH IN THE CENTER OF THE SCREEN USING COLOR 1.
- CIRCLE 0,0,30,1,2
PUTS A SOLID (1) CIRCLE IN THE CENTER OF THE SCREEN WITH A DIAMETER OF 30 PIXELS USING COLOR 2.
- ELLIPSE 45,0,0,140,30,1,3
PUTS A SOLID (1) ELLIPSE 140 PIXELS WIDE AND 30 PIXELS TALL IN THE CENTER OF THE SCREEN AND ANGLES THE ELLIPSE 45 DEGREES USING COLOR 3.
- LINE 45,45,1
DRAWS A LINE TO THE UPPER RIGHT HAND AREA OF THE SCREEN.

GRAPHICS COMMANDS (MANIPULATION):

- SNAP BALLOON,0,0,50,50
SAVES A PICTURE, CALLED BALLOON, OFF THE SCREEN. THE AREA SAVED IS IN THE CENTER OF THE SCREEN AND IS 50 PIXELS WIDE AND 50 PIXELS HIGH.
- DISPLAY BALLOON,40,0,0,2
DISPLAYS THE "SNAPPED" PICTURE CALLED BALLOON AND PUTS THE CENTER OF THE SNAP 40 PIXELS TO THE RIGHT OF CENTER SCREEN. THE LAST NUMBER (2) INDICATES THAT THE PICTURE IS TO BE ROTATED 180 DEGREES.
- SCALE .5,2,BALLOON,0,0,0
CHANGES THE SIZE OF THE SNAP BALLOON SO THAT IT IS ONE-HALF THE WIDTH AND TWICE THE HEIGHT OF THE ORIGINAL "SNAP" AND THEN DISPLAYS IT IN THE MIDDLE OF THE SCREEN. SCALED SNAPS CAN BE ROTATED TOO.
- SHRINK .5,.5,LITTLE BALLOON,0,0,50,50
SHRINKS THE IMAGE BEFORE MAKING THE SNAP NAMED LITTLEBALLOON. THE ORIGINAL IMAGE WAS 50x50 PIXELS AND THE NEW SNAP IS 25x25.

GRAPHICS COMMANDS (SCREEN):

- WINDOW.BOX 0,0,40,40
ONLY ALLOWS THINGS TO BE DRAWN WITHIN AN AREA 40 PIXELS WIDE AND 40 PIXELS HIGH LOCATED IN THE CENTER OF THE SCREEN.
- SCROLL 0,0,40,40,2,2,0,1
MAKE AN AREA 40x40 AND LOCATED IN THE CENTER OF THE SCREEN SCROLL 2 PIXELS OVER AND 2 PIXELS UP EACH TIME THIS COMMAND IS ISSUED (USUALLY IN A LOOP) AND FILL THE VACATED AREA WITH COLOR 1.
- WRAP 0,0,40,40,2,0
MAKE AN AREA 40x40 AND LOCATED IN THE CENTER OF THE SCREEN MOVE 2 PIXELS OVER AND 2 PIXELS UP EACH TIME THIS COMMAND IS ISSUED (USUALLY IN A LOOP) AND BRING THE PART OF THE IMAGE THAT MOVES OFF THE RIGHT SIDE OF THE AREA BACK ONTO THE LEFT SIDE (OR "WRAP" THE AREA.)
- FILL 0,0,2
FILL IN A BORDERED AREA WITH COLOR 2.
- PATTERN 0,0,2,2,BALLOON
FILL IN A BORDERED AREA WITH A PATTERN CREATED BY REPEATING THE SNAP NAMED BALLOON. OFFSET THE PATTERN 2 PIXELS TO THE RIGHT AND TWO PIXELS UP.

ZGRASS-100

HARDWARE SPECIFICATIONS:

NOTE: THE FOLLOWING SPECIFICATIONS ARE IN ADDITION TO THOSE FEATURES LISTED AS PART OF THE ARCADE SPECIFICATIONS (THREE-VOICE MUSIC, ETC.) WHICH CARRY OVER TO THE FULL ZGRASS COMPUTER.

1. 32K ROM ZGRASS OPERATING SYSTEM
2. CP/M* COMPATIBLE
3. MEMORY SIZE 100K BYTES
SYSTEM ROM 32K
SCREEN RAM 4K
USER RAM 64K
4. TWO (2) RS232 SERIAL PORTS TO INTERFACE A VARIETY OF PERIPHERALS, SUCH AS PRINTERS, MODEMS, PLOTTERS, GRAPHICS TABLETS AND TERMINALS.
5. SERIAL PORT BAUD RATE 50 to 19,200
6. 2000 BAUD DUAL CASSETTE TAPE INTERFACE WITH 2 DC MOTOR CONTROLLERS FOR STARTING AND STOPPING RECORDERS UNDER PROGRAM CONTROL.
7. SCREEN RESOLUTION 160x100
16,000 INDIVIDUALLY ADDRESSABLE PICTURE POINTS (PIXELS)
8. 256 COLOR BIT-MAPPED DISPLAY (FOUR COLORS AT ANY ONE POINT ON THE SCREEN FROM A PALETTE OF 256.)
9. OPTIMIZED COLOR-CODED KEYBOARD WITH FULL CURSOR CONTROL.
10. STANDARD INTERLACED TV SIGNAL FOR COLOR VIDEO RECORDING.
11. OPTIONAL DISK DRIVE INTERFACE AVAILABLE.

CP/M IS A REGISTERED TRADEMARK OF DIGITAL RESEARCH, INC.

The ASTROCADE ARCADE, ASTROCADE cartridge, Zgrass-100 computer and complete software support are marketed by ASTROCADE.



STP Video EXPANSION
 1064 N. ALTA AVE. SUITE
 DUNHORN, CA 93878
 (209) 391-0555

Astrocade

TM INC

IntelliVISION

Intelligent Television

Stock Number	Description	Retail Price	YOUR PRICE	Postage Code
ACTION/SKILLS SERIES				
2001	280 ZZZAP/Dodgem	24.95	\$22.95	"A"
2002	Seawolf/Missile	24.95	22.95	"A"
2003	Panzer Attack/Red Baron	29.95	27.49	"A"
2004	Brickyard/CLOWNS	29.95	27.49	"A"
2005	Star Battle	24.95	22.95	"A"
2009	Astro Battle	29.95	27.49	"A"
2010	Dogpatch	29.95	27.49	"A"
2011	Galactic Invasion	29.95	27.49	"A"
2012	Space Fortress	29.95	27.49	"A"
2014	Grand Prix/Demolition Derby	29.95	27.49	"A"
2015	Pirate's Chase	34.95	31.95	"A"
2017	The Incredible Wizard (Like Wizard of Wor)	34.95	31.95	"A"
2018	Solar Conqueror (Like Asteroids)	34.95	31.95	"A"
2019	Cosmic Raiders (Like Defenders)	34.95	31.95	"A"
2020	Missile Attack	34.95	31.95	"A"
SPORTS SERIES				
3001	Baseball/Tennis/Hockey/Handball	29.95	27.49	"A"
3002	Football	29.95	27.49	"A"
3005	Astrocade Pinball	29.95	27.49	"A"
3006	Bowling	29.95	27.49	"A"
3007	Soccer	29.95	27.49	"A"
EDUCATIONAL SERIES				
4001	Bingo Math/Speed Math	19.95	15.95	"A"
4002	Letter Match/Spell 'N Score/Crosswords	29.95	27.49	"A"
4003	Music Maker	59.95	54.95	"B"
4004	Biorhythm	29.95	27.49	"A"
4005	Creative Crayon	34.95	31.95	"A"
4005P	Creative Crayon with Light Pen	59.95	54.95	"B"
STRATEGY SERIES				
5001	Amazing Maze/Tic-Tac-Toe	24.95	22.95	"A"
5002	Blackjack/Poker/Acey-Ducey	29.95	27.49	"A"
5004	Conan the Barbarian	34.95	31.95	"A"
5005	Artillery Duel	29.95	27.49	"A"
6004	Astrocade BASIC System	59.95	54.95	"B"
ACL-0200	Hand Controls (Set of 2)	54.95	49.95	"C"
ABA1000	Astrocade BASIC Cartridge & Audio Interface <small>(also included at no extra charge)</small>	299.95	289.95	Postpaid
G700	Z Grass 100 Computer Keyboard	599.95	549.95	Postpaid
Purchase as a <u>set</u> and <u>SAVE</u>				
ABA 1000 Astrocade		\$259.95		
G700 Z Grass 100 Computer		499.95		
		<u>759.90</u>		"D"
YOUR PRICE ONLY				

STOCK NO	DESCRIPTION	YOUR PRICE	Postage Code
HARDWARE			
2609	INTELLIVISION - Intelligent Television w/Las Vegas Poker & Blackjack Cartridge	\$279.95	"D"
SOFTWARE			
1118	Las Vegas Roulette	15.95	"B"
1120	Checkers	15.95	"B"
1122	The Electric Company Word Fun	15.95	"B"
2611	Las Vegas Poker & Blackjack	15.95	"B"
2613	The Electric Company Math Fun	15.95	"B"
1119	ABPA Backgammon	19.95	"B"
5301	Frog Bog	19.95	"B"
5303	Card Fun	19.95	"B"
5304	Reversi	19.95	"B"
1114	NHL Hockey	24.95	"B"
1123	Horse Racing	24.95	"B"
1683	NASL SOCCER	24.95	"B"
1814	Tennis	24.95	"B"
1816	PGA Golf	24.95	"B"
3760	Triple Action	24.95	"B"
5356	Pin Ball	24.95	"B"
1113	Auto Racing	29.95	"B"
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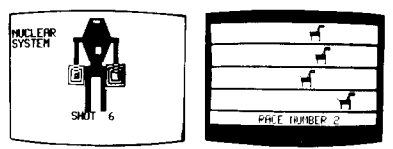
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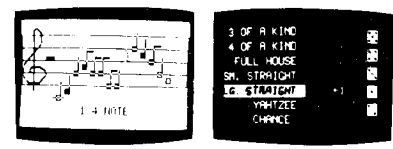


Max Horse Race

TAPE - 1 Max (Robot from Space) - Horse Race \$10.95

MAX ROBOT FROM SPACE-YOUR MISSION: TO DESTROY HIM. WE KNOW THERE ARE SOME FLAWS IN HIS CONSTRUCTION, BUT WE DON'T KNOW WHERE THEY ARE. (SOMEWHERE ABOVE THE BELLY) TO DESTROY HIM THREE SYSTEMS MUST BE TERMINATED, YOU CAN USE THE HIGH POWER BLASTER WITH 10 SHOTS, THE MEDIUM HAS 20 SHOTS AND THE LOW HAS 30 SHOTS. IF YOU FAIL MAX WILL WAKE UP AND TERMINATE YOU!! IF YOU CAN DESTROY HIM BEFORE YOU RUN OUT OF SHOTS, MAX GOES OUT IN FLASHES, ELECTRONIC AND MECHANICAL NOISE. GOOD LUCK!!!!

HORSE RACE-4 HORSES RUN 5 RACES, 1 TO 4 PLAYERS CAN BET ON THE HORSES FOR ALL RACES, THE WINNING OR LOSING STATUS OF EACH OF THE PLAYERS IS SHOWN AFTER EACH RACE. GET RICH QUICK OR LOOSE IT ALL! YOU NEVER KNOW UNTIL THE FINISH LINE AND THEN THE LOSER JUMPS ACROSS TO BECOME THE WINNER JUST AT THE LAST SECOND.

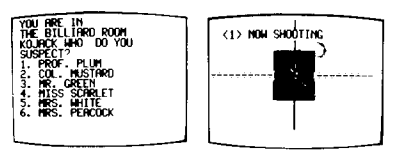


Music Composer Yahtzee

TAPE - 5 Music Composer - Yahtzee \$10.95

MUSIC COMPOSER-AWAKEN THE MUSICIAN IN YOU. YOU GRAPHICALLY PLACE NOTES ON A MUSIC STAFF AND ONCE YOU HAVE FINISHED YOUR MASTERPIECE, YOU CAN PLAY IT BACK IN ALL IT'S GLORY WITH EACH NOTE PRINTING ON THE STAFF. AS IT PLAYS, YOU CAN ALSO SAVE EACH COMPOSITION ON TAPE TO BE PLAYED BACK LATER WITH JUST A FLICK OF THE HANDLE AND A PULL OF THE TRIGGER, ONE PLAYER ONLY.

YAHITZEE-BASED ON THE MILTON BRADLEY GAME, FIVE GRAPHIC DICE FOR EACH PLAY AND TWO PLAYING FIELDS. YOU TRY TO GET THE HIGHEST SCORE DETERMINED BY VARIOUS COMBINATIONS OF THE DICE. ONE TO FOUR PLAYERS, USE SEPARATE HAND CONTROLS.

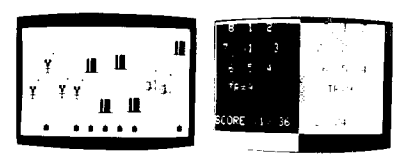


Clue Flying Ace

TAPE - 2 Clue - Flying Ace \$10.95

CLUE-BASED ON THE MILTON BRADLY GAME, YOU MUST USE DEDUCTIVE REASONING TO COME UP WITH THE RIGHT COMBINATION AND SOLVE THE CASE. THERE ARE NO GRAPHICS BUT THIS ADDS UP TO HOURS OF FUN. CAN BE PLAYED BY ANY NUMBER OF PLAYERS.

FLYING ACE-(1) OR (2) PLAYERS, THIS GAME PUTS YOU IN THE COCKPIT OF A FIGHTER PLANE CHASING AND SHOOTING AT THE ENEMY. YOU MUST SHOOT THE ENEMY QUICKLY TO GET THE HIGHEST SCORE. CHALLENGING GAME WHEN PLAYED WITH A GOOD OPPONENT.



Mouse in the Hat Speed Math

TAPE - 6 Mouse in the Hat - Speed Math Note Match \$10.95

MOUSE IN THE HAT-COMBINES STRATEGY, MEMORY AND LUCK AS YOU TRY TO SHOOT THREE MICE, HIDDEN BEHIND ELVEN TOP HATS. DUTY GRAPHICS AIMED AT PLEASING A YOUNGER CROWD BUT IT'S A TIGHT CHALLENGE FOR EVEN THE OLDER FOLKS. ONE PLAYER ONLY.

SPEED MATH/NOTE MATCH-FAST THINKING IS REQUIRED TO BEAT AN OPPONENT OR THE COMPUTERS TIMER. THE TIMER CAN BE SET FAST OR SLOW, DEPENDING ON YOUR SKILL. NOTE MATCH-ALSO IN THIS PROGRAM, TEST YOUR MUSICAL EAR BY TRYING TO MATCH YOUR NOTE AGAINST THE COMPUTERS.

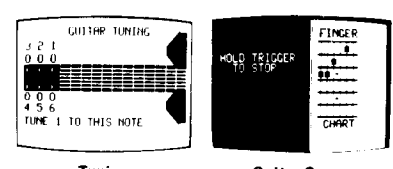


Maze Race Obstacle Course Space Chase

TAPE - 3 Maze Race - Obstacle Course Space Chase \$10.95

MAZE RACE & OBSTACLE COURSE-TWO GAMES IN ONE. RACE THROUGH A MAZE WITHOUT TOUCHING A WALL. IF YOU TOUCH A WALL YOU LOOSE POINTS PLUS SLOW A HOLE IN IT WHICH YOUR OPPONENT CAN USE TO HIS ADVANTAGE. OBSTACLE COURSE-IS PROBABLY OUR MOST POPULAR GAME SO FAR. IT REQUIRES A GREAT DEAL OF PRACTICE. THERE ARE SEVEN SKILL LEVELS PER GAME. STARTING AT LEVEL ONE AND INCREASING EACH GAME. SO FAR NOBODY HAS MADE IT THROUGH ALL SEVEN LEVELS. BUT IF YOU CAN, YOU CAN TRY THE INTERMEDIATE LEVELS.

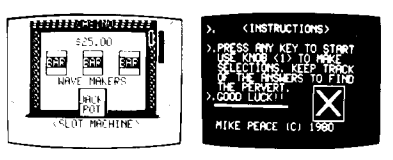
SPACE CHASE - USES FEW GRAPHICS, BUT GOOD SOUND EFFECTS AS YOU TRY TO GUIDE YOUR SHIP THROUGH 200 LIGHT YEARS TO YOUR DESTINATION. YOU MAY BE ATTACKED BY ENEMY SHIPS, RUN OUT OF FUEL, COLLIDE WITH METEORS, ETC. VIGIL AT THE CONTROLS. WARP 1, WARP 2, WAIT FOR HELP, FIRE PHAZER OR PUSATIVE ACTIONS. IT'S A LONG WAY TO GO BUT A GOOD CAPTAIN CAN MAKE IT WITH A LITTLE HELP FROM FRIENDLY ALIENS.



Tuning Guitar Course

TAPE - 7 Guitar Course - Tuning - Course- Note Match & Chord Progressions \$19.95

GUITAR COURSE-WHY SPEND \$15.00 OR MORE PER WEEK ON GUITAR LESSONS? WHY GO SOMEPLACE ELSE TO DO IT?? NOW WITH THE HELP OF YOUR COMPUTER & T.V. WE'LL TEACH YOU ALL THE MAJOR CHORDS, MINORS AND TUNING. WE EVEN PLAY A FEW CHORD PROGRESSIONS TO PLAY ALONG WITH. ALL AT YOUR OWN PACE IN YOUR OWN HOME. YOU'LL SEE WHERE TO PLACE YOUR FINGERS FOR ANY CHORD YOU SELECT. YOU'LL HEAR ALL SIX STRINGS PLAY (THE STRINGS EVEN VIBRATE). ALSO INCLUDED IS NOTE MATCH AND CHORD PROGRESSIONS.



Slot Machine Perversion

TAPE - 4 Slot Machine - Perversion \$10.95

SLOT MACHINE-THERE ARE A LOT OF SLOT MACHINE GAMES AVAILABLE ON TAPE. THIS ONE IS SAID TO HAVE SOME OF THE BEST GRAPHICS AND REALISTIC SOUNDS. THE HIGHEST JACKPOT IS \$5000.00 BUT IT IS RARELY HIT. YOU CAN PLAY \$25.00 AND IT SHOULD LAST ABOUT 15 MINUTES BEFORE THIS BANDIT CLEANS YOU OUT. LIKE IN VEGAS IT PAYS JUST ENOUGH TO KEEP YOU INTERESTED. YOU MIGHT GET LUCKY. GIVE IT A TRY...

PERVERSION-THE GAME WHICH HAS DRIVEN SAMMY SWEETCAKE MAD. YOU MUST DISCOVER WHO DID IT WITH WHAT AND WHERE. THE POSSIBILITIES ARE ENDLESS AND THE ANSWERS ARE A RIOT. JUST FOR FUN.



Backgammon Obstacle Course Tournament

TAPE - 8 Backgammon - Obstacle Course Tournament \$15.95

BACKGAMMON-IT IS AMAZING THAT WITH THE SMALL AMOUNT OF MEMORY THAT IS AVAILABLE THAT THIS PROGRAM EVEN EXISTS. BUT AFTER MUCH TIME AND DEMAND WAVE MAKERS IS PROUD TO BRING YOU BACKGAMMON THIS IS NOT A GAME PLAYED WITH AN OPPONENT, BUT AGAINST THE COMPUTER MATCH SKILL AND LUCK AS YOU MOVE YOUR PIECES AROUND THE BOARD. WATCH AS YOU GET CLOBBERED BY THE COMPUTER AND SENT BACK TO START OVER. NO CHEATING ALLOWED. (THE COMPUTER WON'T LET YOU) USES ALL STANDARD RULES OF BACKGAMMON. RANDOM STARTING, EXCELLENT GRAPHICS. SOUNDS ALL MOVES, STOPS ALL ILLEGAL MOVES, PENALIZES ILLEGAL MOVES ATTEMPTS, THROWS DICE AT END OF EACH TURN AND MORE...

TOURNAMENT OBSTACLE COURSE-WE TOOK OUR MOST POPULAR GAME AND IMPROVED IT TO TOURNAMENT QUALITY. NOW IT HAS HIGHER SCORING CAPABILITY. IT GIVES HIGHER SCORES FOR MORE DIFFICULT MANEVERS. IT STILL PLAYS THE SAME AS IT DID BEFORE BUT NOW YOU WILL BE ABLE TO ENTER YOUR NAME (UP TO SIX LETTERS) IF YOUR SCORE IS ONE OF THE TOP SIX SCORES. IT KEEPS IN MEMORY THE TOP SCORES.

All Tapes are complete with instructions and documentation.

You must have a cassette tape recorder with good tone control and the New Astro Basic cartridge or the Bally Basic cartridge and cassette tape Audio Interface to play these games.

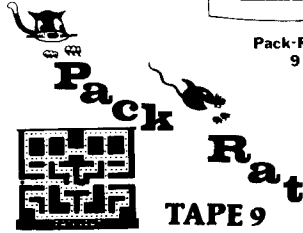


SFP Video Expansion

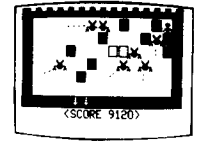
We make Fun Affordable



Pack-Rat 9



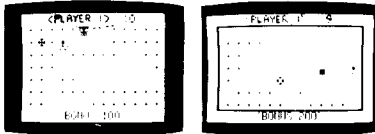
INSPIRED BY THE EXCITING MIDWAY ARCADE GAME PAC-MAN, MIKE PEACE HAS CREATED THIS VERSION OF THAT GAME FOR THE HOME COMPUTER. THIS GAME HAS THE EXCITEMENT OF PAC-MAN WITH A FEW CHANGES. YOU MUST EAT UP ALL THE DOTS WHILE AVOIDING THE CAT WHO IS IN HOT PURSUIT OR WAITING TO JUMP ON YOU. FROM TIME TO TIME YOU MUST STOP EATING THE DOTS AND RUN TO GET THE CHEESE (BONUS) FOR A MAXIMUM SCORE. THE HIGH SCORE IS KEPT AS A CONSTANT CHALLENGE TO TRY TO BEAT. GREAT FUN. HAS BEEN SAID TO BE BETTER THAN A LOT OF BALLY'S OWN CARTRIDGES. USES HAND CONTROL. EXCELLENT SOUND EFFECTS IS IN BOTH NEW AND OLD BASIC. LOADS QUICKLY. \$10.95



Castle of Horror 12

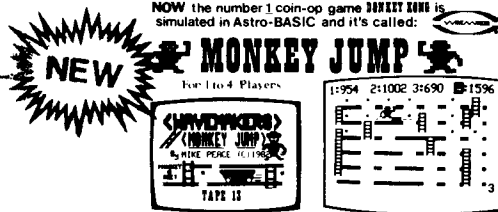


YOU WILL FIND YOURSELF IN A CASTLE, SURROUNDED BY MONSTERS WHOSE ONLY MISSION IS TO KILL AND DESTROY. YOU ARE THE TARGET. YOUR ONLY DEFENSE IS TO BUILD A BARRICADE AROUND YOURSELF BEFORE THE MONSTERS CAN GET TO YOU. THE MONSTERS WILL DIE IF THEY HIT YOUR WALL, HOWEVER SOME MONSTERS HAVE MORE POWER THAN OTHERS AND CAN DESTROY YOUR BARRICADE, ALLOWING REMAINING MONSTERS TO PASS THROUGH. YOU MUST DESTROY ALL MONSTERS IN THE ROOM TO GO ON TO YOUR NEXT CHALLENGE. AS GAME PROGRESSES MORE MONSTERS ENTER THE BATTLE. -----THIS GAME HAS ALL THE QUALITY OF A CARTRIDGE AND THE CHALLENGE OF AN ARCADE. USES ONE JOYSTICK, MACHINE GRAPHICS, EXCELLENT SOUND. SIDE TWO CONTAINS FOUR FAMOUS FREEBIES. THIS CASSETTE IS IN ASTRO-BASIC ONLY.



Lookout for the Bull 1 & 2 10

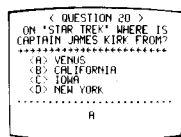
THE CHALLENGE NEVER ENDS, BECAUSE THE LEVEL OF PLAY IS BASED ON YOUR SCORE. THE BETTER YOU DO THE TOUGHER IT GETS. YOU ARE IN A FIELD OF CLOVER PICKING THEM ONE BY ONE AND GAINING POINTS. FROM TIME TO TIME A BONUS CLOVER POPS UP. NOTHING TO IT, RIGHT? WRONG!! WE'VE PUT A NASTY BULL IN THE FIELD WITH YOU AND YOU'RE PICKING HIS CLOVER. YOU CAN IMAGINE HOW MAD HE'LL GET IF YOU CLEAN OUT HIS FIELD. THE MORE YOU PICK THE Madder HE GETS AND THE FASTER HE GOES. HE WILL GET YOU. BUT FEAR NOT YOU CAN HAVE UP TO 10 LIVES. BELIEVE ME YOU'LL NEED EVERY ONE OF THEM. THE GAME CAN BE PLAYED WITH ONE TO FOUR PLAYERS ON INDIVIDUAL CONTROL HANDLES. KEEPS SCORE AND LEVEL OF PLAY FOR EACH PLAYER. CHANGES COLORS AS HIGHER LEVELS ARE REACHED. SIDE ONE OF TAPE HAS MACHINE GRAPHIC BULL AND MAN. SIDE TWO IS FOR THE MORE ADVANCED PLAYER AS IT MOVES FASTER. ALL WAVEMAKERS TAPES ARE RECORDED IN BOTH BALLY AND ASTRO BASIC. THIS IS PROBABLY THE MOST CHALLENGING AND FUN GAME EVER WRITTEN IN BASIC.



MONKEY JUMP is the exciting game of skill for 1 to 4 players. Currently the only MONKEY KONG type game that exists for the home video gamer. It requires skill and timing to jump over holes and moving obstacles as you climb ladders to collect banana chips for points. As the level increases so does the size of the holes you must jump. Ladders vary in size and quantity to make for a different game every time. Each player remains on their own level with their own banana chips to gather. SIDE 1 EACH PLAYER USES THEIR OWN HANDLE. SIDE 2 EACH PLAYER USES HANDLE # 1



WHIZ QUIZ--TRIVIA. THIS IS THE FIRST PROGRAM OF IT'S KIND. IT'S NOT LIMITED BY THE AMOUNT OF MEMORY IN THE BALLY, SINCE ALL THE QUESTIONS ARE FED FROM THE TAPE TO THE COMPUTER. (OVER 250 TOTAL QUESTIONS) THESE ARE ALL MULTIPLE CHOICE QUESTIONS AND THE ANSWERS ARE SELECTED WITH THE HAND CONTROL. THE COMPUTER KEEPS TRACK OF RIGHT AND WRONG ANSWERS. WE'VE GIVEN YOU A BIG VARIETY OF QUESTIONS RANGING FROM ASTROROLOGY TO TV TRIVIA. THEY MAY NOT SEPARATE THE DUMMYS FROM THE EINSTEINS BUT THEY SHOULD GIVE YOU A GOOD IDEA WHO KNOWS, WHAT'S WHAT, WHO'S WHO, HOW MANY, WHEN WAS, AND WHO CARES ANYWAY!!! FOR ALL THOSE WHO LOVE TRIVIA, DON'T MISS WAVEMAKERS TAPE 11 WHIZ QUIZ.



Whiz Quiz 11

You must have a cassette tape recorder with good tone control and the New Astro Basic cartridge or the Bally Basic cartridge and cassette tape Audio Interface to play these games.

ALL TAPES INCLUDE INSTRUCTIONS AND DOCUMENTATION. *TAPES 1 THROUGH 11 ARE RECORDED IN BOTH BALLY AND ASTRO BASIC, 12 AND 13 ARE IN ASTRO BASIC ONLY

L&M SOFTWARE

*Creative Original Games for Bally Arcade Computer System on tape cassette.
The following Graphic Pictures are true representations of the games.*

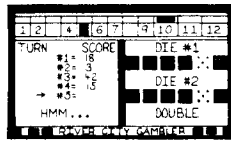
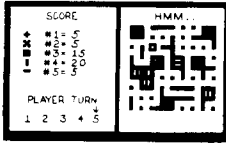
SFP

Video Expansion

All Tape are complete with instructions and documentation.

You must have a cassette tape recorder with good tone control and the New Astro Basic cartridge or the Bally Basic cartridge and cassette tape Audio Interface to play these games.

L&M #1
Cassette
\$12.95



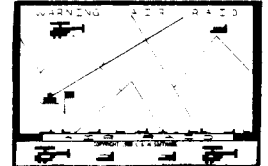
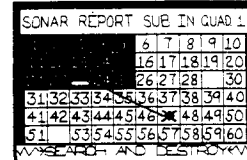
CLAIM JUMPER:

You are allowed to construct 4 sided claims on the playing board. The object is to be the one to put the 4th side on a claim, establishing ownership of the claim and 5 points to your score. You choose board sizes 4-9. Bally can play, too. 1 to 5 players.

RIVER CITY GAMBLER:

A fascinating dice game of chance. Each player, in turn, must eliminate as many numbers at the top of the screen by choosing numbers which equal the sum of the dice. The score and player's turn is displayed. On this one the computer can play, too. Making it a possible 5 player game.

L&M #5
Cassette
\$12.95



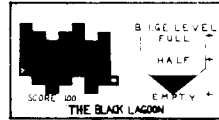
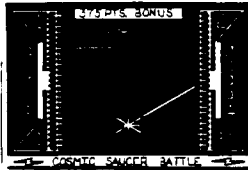
AIR PAID:

Save the people of a mountain village! You are manning a gun base on the mountain top, blasting the bombers out of the sky. You have to be as quick as possible to get a good rating at games end. 1 player.

SEARCH AND DESTROY:

The mad Dr. Oppenheimer has stolen a nuclear sub and threatens to destroy the world. Your job is to save the world by destroying the sub and avoiding the mines randomly located in the sector. 1 player.

L&M #2
Cassette
\$12.95



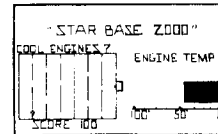
COSMIC SAUCER BATTLE:

Flying saucer invaders are bent on conquering the Earth. Star Fleet Command has given you and your co-pilot the task of halting their advances. Can you stop the saucers and their missiles in time? You choose the number of "Enemy Missiles," this determines game length.

BLACK LAGOON:

You are the pilot of a leaky boat which must reach the dock on the other side. Watching the bilge level and using the pump station located at each passage way only as needed. When pumping down a monster surf-aces moving toward you, limiting the amount of water you can pump from the boat bilge. Each new game finds a different shaped lagoon and waterway.

L&M #6
Cassette
\$12.95



SPACE QUEST 2001:

Your interstellar space craft must save a friendly colony on the planet from the "Star Plunderer". You must break through the forcefield and destroy the enemy, using lasers and missiles. The excellent graphics and the 35 difficulty levels, all in 1.8K.

STAR BASE 2000:

You command the starship "Aquila". You must reach the "Star Base" by navigating through force fields, black holes and avoid overheating the engines in your starship. Points are deducted each time you use the cool down feature, but the cool down feature can only be used when passing through force fields. If your starship engine temperature exceeds 100°C the ship will be destroyed. 1 player.

L&M #3
Cassette
\$12.95



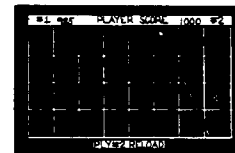
BOMBARDIER:

You're flying over mountains in a bomber. The area below contains Russian missile silos which you must bomb. You must allow for wind speed and direction. You're also being fired upon by the silos. If your plane is hit it will crash and explode in the mountains. With each new game the mountains and silos change in their location.

METEOROID:

We have put Bally's excellent graphic commands to use and went one better. Instead of one location to shoot from, you have a second one. Fire to destroy Meteoroids or flying saucers from your space outpost. For each 1000 pts. you score, one base will be added to the no. of bases you have left. This, coupled with the special sound effects and colors makes this a fast action game, one you won't want to stop playing.

L&M #7
Cassette
\$12.95



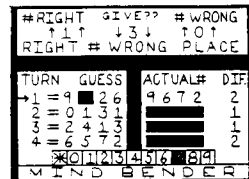
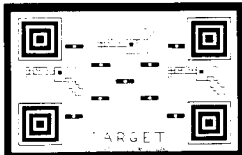
PHANTOM STAR FIGHTER 2003:

The star fighters are cloaked to render them invisible, except when they bump into a barrier or when reloading. You have a choice of two types of lazer weapons in this maze game. 2 players.

SPACE CHECKERS:

A strategy game where the object is to eliminate as many of your opponents "FACES" from the playing board as possible by making adjacent moves. For one or two people.

L&M #4
Cassette
\$12.95



TARGET:

This is a series of three games, Pop-Up, Deck the Duck and Skeet. The score is displayed in each section and totalled at the end of the 3rd game. Here is a chance to test your shooting skill and compete against friends for high score. 1-4 players.

MIND BENDER:

"Mind Bender" has many features: 1-4 players, handicapping, excellent graphics, sound, individual control for each player, clues to help each player guess his or her number, and many more. Follow these rules and you will soon find yourself once again being entertained by your Bally Arcade. Each player must guess a different four digit number the computer picks, using clues from the screen.

L&M #8
Cassette
\$12.95



CRAZY BALL:

Two games in this one! "Catch 22" and "Blockade" involve a crazy little ball that is constantly bouncing around and off walls. An action skill game that challenges eye to hand coordination.

DART BOARD:

Electronically stick a hole in the Ayatollah! Well here's your chance to punch Khomeini out. This 3D dart board with a picture of the Ayatollah on it is an excellent graphic game and conversation piece. Just watch what happens when you hit Khomeini in the right spot!

L·M SOFTWARE

*Creative Original Games for Bally Arcade Computer System on tape cassette.
The following Graphic Pictures are true representations of the games.*

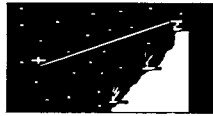
SFP 

Video Expansion

All Tape are complete with instructions and documentation.

You must have a cassette tape recorder with good tone control and the New Astro Basic cartridge or the Bally Basic cartridge and cassette tape Audio Interface to play these games.

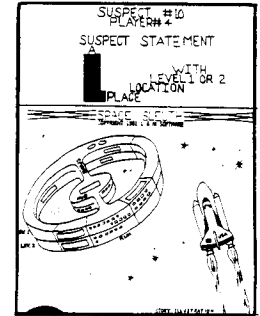
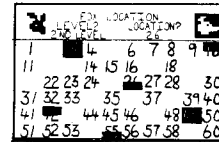
L&M #9
Cassette
\$12.95



The MUMMY'S TREASURE:
Can you find the secret passages which lead to the Treasure Room before the Mummy find you? Or will you be carried to a different level by a mysterious force? There are three levels, 180 rooms total. Each replay is different and exciting! 1-4 players, 1-4 hand controls.

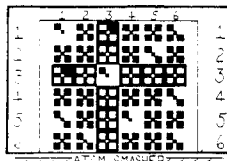
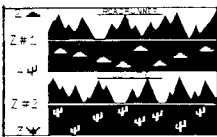
GALACTIC WAR 2002:
From your starship you must destroy two types of Klingon space gun implacements as they appear on the planet by firing your missiles. When it is a megaton blaster you must try and avoid his rapidly firing gun. Many options are offered, enabling you to custom arrange the difficulty of play. 1 player.

L&M #13
Cassette
\$12.95



The FOX and the HARE:
The Fox is trying to find the Hare by searching a field, containing rabbit holes that are two levels deep. The Fox must guess in which hole and at what level the Hare is hiding. After each attempt the location the Fox guessed is eliminated from play, narrowing the places for the Hare to hide. The Hare has the option to move or stay where he is after each guess the Fox makes. 2 players.

L&M #10
Cassette
\$12.95

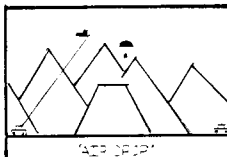
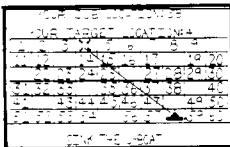


COYOTE-ROADRUNNER DESERT RACE:
In this two player game, you have all the excitement and thrill that a race can generate. The race takes place over three screens or zones.

ATOM SMASHER:
This is a two player strategy games, where each player selectively removes radioactive particles from atoms. The atoms reach critical mass and explode shooting energy to adjacent atoms, causing a chain reaction. The score is displayed. Very fascinating and exciting!

SPACE SLEUTH:
It's a Who-Dun-It mystery game for 1 to 4 players. There are 75,000 combinations of suspect, clues, alibis and locations in this 1.8K game of strategy. A unique "Sherlock Eye Piece" is employed to decode secret information displayed to each player in turn. This unusual game of wit and logic comes with: 1 Sherlock Eye Piece, 1 private question list and 8 fact sheets to aid in solving the mystery.

L&M #11
Cassette
\$12.95



SINK THE U-BOAT:
Do battle with a German U-Boat. Battle is done on a large grid where a game of elimination is played with the computer. Excitement builds the longer the game lasts. 1 player.

RESCUE AIR DROP:
You must drop a load of supplies by parachute and hit the tiny village on the mountain plateau. There is difficulty! Allowing for wind speed and direction, and being fired upon by the enemy. Knowing that if your plane is hit, it will explode and crash in the mountains. An exciting game of skill. 1 player, 1 hand control.

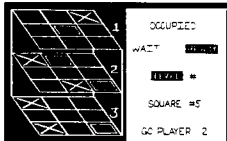
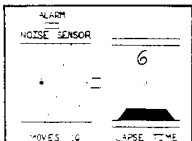
L&M #14
Cassette
\$15.95



ALIEN INVASION 1 & ALIEN INVASION 2 *For Astro Basic cartridge*
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?

EXPANDED GRAPHICS IN 3 DIMENSION
A unique feature of the New Astro Basic allows screen memory to be saved to tape along with program memory. The programming technique to utilize this is complex and time consuming. Each picture that is to be turned on must be calculated and placed into screen memory. The end result is a detailed screen picture which otherwise would be impossible.

L&M #12
Cassette
\$12.95



MISSION IMPOSSIBLE:
You must successfully reach the end of the corridor containing rooms filled with poison gas and deadly robots. Your oxygen supply time is displayed by the hour glass. You may retreat any time and refill your supply. Nine difficulty levels. Robot sensor alarms and low oxygen all help to make this an exciting game. 1 player.

3D TIC TAC TOE:
The first L & M three dimension display, with three levels of game boards. Players can win in all three dimensions or one! This game will amaze you and is for two players. The computer will keep everyone from cheating and will indicate when there is a winner, will light up the three squares that make up Tic Tac Toe. 2 players

Stereo Kaleidoscope interfaces Bally Astrovision Arcade to any stereo speaker. Create exciting new visual/musical art forms. It is especially attractive while playing current pop or rock & roll music. Color and graphic patterns follow the beat changes.

Interface unit with cassette demo. and instructions:
Model SK80 \$49.95. Model SK82, priced at \$89.95, is in a premium color co-ordinated cabinet with LED stereo indicators and increased sensitivity. LIGHT SHOW PROG.#2 is included with SK82

IMPLEMENT YOUR OWN CREATIVE ABILITY!!!

Tutorial is provided free.

LIGHT SHOW PROG. #2 - This program for use with SK80 brings out the kaleidoscope nature in brilliant color.
A truly fantastic presentation . . . \$9.95



Video EXPANSION

Brings You Palm Size Video Games by Nintendo



Grab a new margin adventure in the palm of your hand.

FIRE ATTACK

Adventurer faces Indians' blazing torches!



The fort is under attack by warriors armed with fiery torches. A lone soldier defends the fort and his life with a hammer-like weapon.



- Feathered Indians attack.
- Flaming torches are everywhere.
- The brave adventurer defends the fort.
- A flaming torch lands points, scores a miss.
- Successful defense scores points for the adventurer. It's up to his skill and bravery.

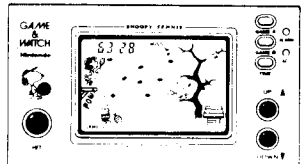
FROM PALMTEX—BY NINTENDO

Snoopy Tennis

The mischief of Peanuts!



There's quite a "racket" when Snoopy meets Charlie Brown on the tennis court.



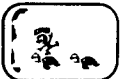
- OOPS and there's loveable Lucy interfering in the game.
- Snoopy may miss the ball and score a miss.
- A mysterious CRACK of smashing glass sends innocent Snoopy into sleep.
- Charlie or Snoopy wins his set, just for the ground.
- A visit with Charlie Brown, Lucy and Snoopy is fun for everyone—and the game's exciting too!

FRANK'S FRUITS (800) 351-3130
© 1987 by Nintendo

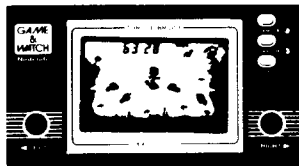
FROM PALMTEX—BY NINTENDO

TURTLE BRIDGE

Here's your chance to walk on water!



With turtles as stepping stones, agile tourists attempt to carry their luggage from shore to shore on lake waters. Fish below tempt the turtles to dive hurling tourists into the water.



- Incredible, faster turtles, faster the way to walk on water.
- Luggage in hand, the tourist jumps from stone to stone.
- Heed the fish below, for they're hungry for their choice.
- As the adventure can happen in the lake, the lake is a maze.
- When the tourist jumps from stone to stone, he will score points. It's up to the skill of the adventurous tourist.

FROM PALMTEX—BY NINTENDO

Popeye

The adventurer becomes the Legendary Popeye!



Fearing the loss of his vital spinach, Popeye struggles with mighty Brutus. Olive tosses spinach and supplies toward Popeye in the boat. Will they ever take their trip? It's up to the adventurer.



- Popeye's adventures are a real challenge. It's up to his skill.
- The spinach in the boat is vital. It's up to the adventurer to get it.
- The spinach in the boat is vital. It's up to the adventurer to get it.
- The spinach in the boat is vital. It's up to the adventurer to get it.

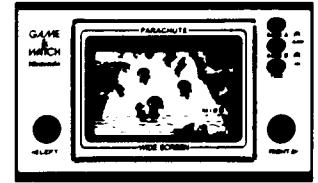
FROM PALMTEX—BY NINTENDO

Parachute

Great White Sharks await adventurous skydivers!



Shark-infested waters below are anxious to greet parachuting divers as they try to reach the safety of lifeboats.



- Skydivers leap from the helicopter.
- Skydivers survive from left to right.
- Will they be spotted and attacked by the Great White sharks?
- Will they land safely in the lifeboats?
- Or will 3 happy sharks appear to end the game. It's up to the skill of the adventurous skydiver.

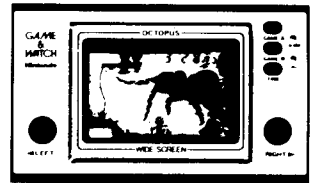
FROM PALMTEX—BY NINTENDO

Octopus

Adventurous treasure seekers face the Octopus!



Sunken treasure awaits divers and so does the giant octopus that lurks in deep waters surrounding the treasure ship.

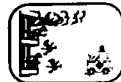


- Deep sea divers brave cold waters in search of sunken treasure.
- Tentacles of the giant octopus lurk nearby.
- The skilled adventurer operates the controls at right to place valued gems into the diver's bag.
- The winning diver surfaces—or losing diver is strangled by the octopus.
- Or 3 divers are killed and the game ends. It's up to the skill of the adventuring skydiver.

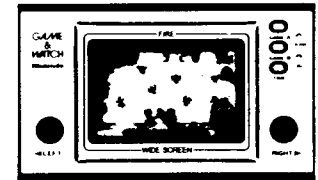
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FIRE!

Adventure into the life of a firefighter!



The blaze of flames sends fire victims leaping from balconies to waiting rescue nets. Fast acting rescuers attempt to catch falling bodies for transport to awaiting ambulance.



- The rescuer moves accurately and quickly positioning safety nets.
- Panic surrounds the victims as they flee the burning building.
- Even when caught, bodies bounce from the net.
- A skilled adventurer brings his evacuee safely to the ambulance.
- Or a miss is scored—the evacuee is now an angel. It's up to the skill of the adventuring firefighter.

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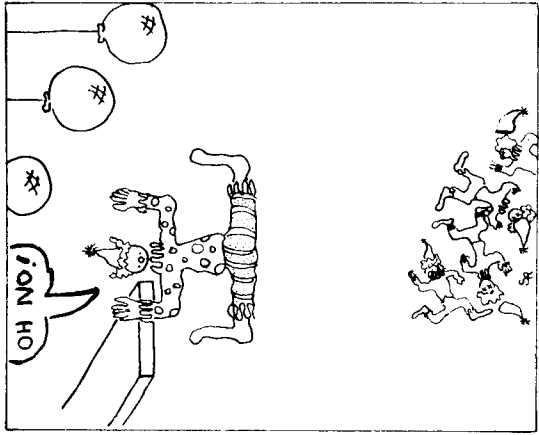
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Revolving Cassette Rack

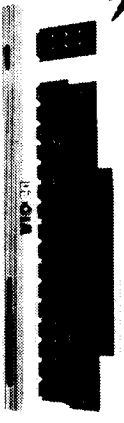
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Built-in features are unique to any computer in this price range. The VIC-20 offers a full size typewriter keyboard with upper/lower case letters and 65 graphic characters, a powerful built-in BASIC language which prompts you if you make mistakes, 16 colors easily changed from the keyboard, 4 sound amplifiers for music and sound effects, 4 programmable function keys, plug-in program cartridges, joysticks and a complete range of low-priced modular accessories.

The VIC also accepts plug-in memory expander cartridges (up from 5K to 32K bytes), a cassette memory storage system which uses ordinary audio tapes, a low priced disk drive, modem, dot matrix printer, game controls and more.

Plug-in program cartridges lets you play numerous computer games and practical application programs like home budgeting.

With your VIC-20, you enter the computer age. You can even talk to other computers and share their information, right in your home!

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EXPANSIONS—We are directly involved working with companies that are now producing memory additions at the 4K, 8K, and 16K level. These additions include graphics, music, and more.

AD SPACE—For those who wish to sell the products of their efforts, both hardware and software.

This Newsletter provides a forum for those who wish to share their knowledge of the features and techniques of the ARCADE, enabling all of us to benefit.

The ARCADIAN has been publishing NEWS and DATA since November 1978, thereby providing the root source of all user programming for the ARCADE.

TUTORIALS—Explanations, both general and specific, how and why the ARCADE works the way it does. We tell you how to "translate" from other versions of BASIC language.

INTERFACES—To other computer systems are being developed. The APPLE II interface is now available, while TRS-80 and S-100 systems are in work.

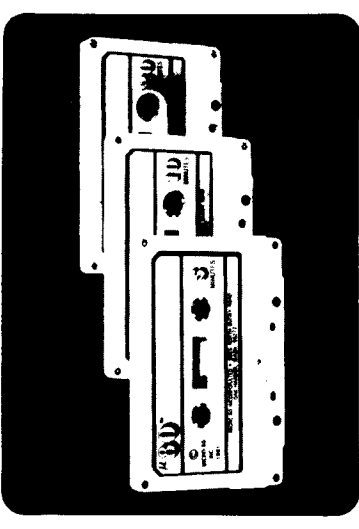
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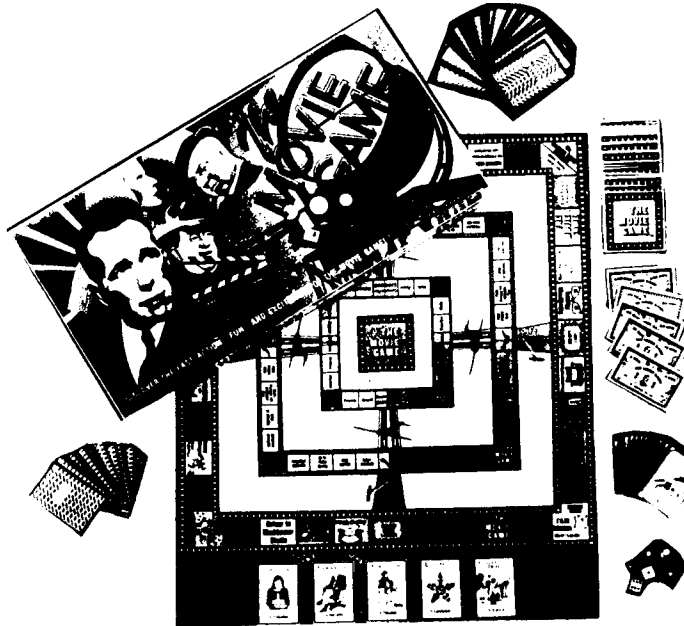
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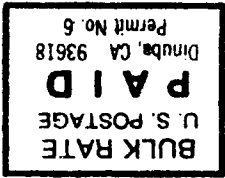
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