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FALL 1981

Bally. PROFESSIONAL
ARCADE

SOFTWARE and HARDWARE
SOURCEBOOK

SYSTEM SUMMARIES

ARCADIAN NEWSLETTER PROGRAM INDEX

THE BASIC EXPRESS NEWSLETTER PROGRAM INDEX

SOFTWARE and HARDWARE SOURCES

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A compilation of known sources of Hardware and Software Products for the
BALLY/ASTROVISION ARCADE

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BALLY Professional ARCADE SOFTWARE and HARDWARE SOURCEBOOK

This Sourcebook of software programs and hardware items is a compilation of information gathered from the ARCADIAN, THE BASIC EXPRESS, software authors, hardware builders, and various other sources. I wish to thank C. J. Anderson for pointing out the TRS-80 Sourcebook to me; Bob Fabris, editor of the ARCADIAN and Fred Cornett, editor of THE BASIC EXPRESS for printing the ad in their publications and also for their continuing support of the BALLY.

HOW TO USE THIS SOFTWARE AND HARDWARE SOURCEBOOK

First, glance through the INDEX, read the System Summaries and then use the Listing Index to find the type of Software or Hardware that you are interested in reading about, turn to the appropriate page and start reading.

HOW TO INTERPRET THE CODES USED IN THE INDEX AND NEWSLETTER LISTINGS

The Equipment Required Codes are common to all indexes and newsletters.

BB	BALLY Professional ARCADE with BALLY BASIC and external Audio Cassette Interface.	BR	Blue Ram Add-on
AB	BALLY Professional ARCADE Plus with ASTROVISION BASIC Cartridge with built-in interface.	VS	VIPER System Add-on
		H	BALLY/ASTROVISION Handles
		XB	Extended BASIC
		KP	Keypad

HOW TO ORDER FROM THIS SOURCEBOOK

Copy the Order Form on the back cover, and fill out the required information, enclose payment required and mail to the "SOURCE" as per ad.

It is extremely important to fill out the information on the type of computer you have as this is the only way a supplier will know in what format to send your order. *Prices are those in effect at the time of publication and are expected to be in effect until the next edition.*

*****IMPORTANT*****IMPORTANT*****IMPORTANT*****IMPORTANT*****

Prices of all items are those at the time of publication and may change at any time. Write or call the SOURCES for up to date catalogs and prices.

*****IMPORTANT*****IMPORTANT*****IMPORTANT*****IMPORTANT*****

NOTICE TO ALL USERS OF THIS SOURCEBOOK

Since, I have not examined or tested most of these software programs or the hardware items offered by other persons, firms or companies, I make no guarantees or recommendations, expressed or implied, with respect to these programs or hardware. This includes but is not limited to availability, hardware requirements, accuracy, reliability, performance, or whether such programs are merchantable and fit for the purposes for which they are intended. Any price listed may change without notice.

If you want to purchase a SOURCEBOOK, please send a check for \$ 6.00 to: RMH ENTERPRISES
635 Los Alamos Ave.
Livermore, CA 94550

The next edition of this SOURCEBOOK will be available about May, 1982. Quantity discounts will be available. (10 or more copies to one address.)

SOFTWARE and HARDWARE PRODUCERS

If you are a source of software programs and/or hardware items please contact Richard Houser at (415) 449-8493 between 4:30 and 9:00 PM PST for further information on how to get included in the SOURCEBOOK.

I reserve the right to reject any listing submitted by returning the payment to the sender. Further, all listings are accepted with the express understanding that I shall have no liability for errors which may occur in the printed Sourcebook, including the failure to include a listing, and in no event shall I be liable for damage to any person submitting a Listing in an amount greater than the Listing fee.

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No ~~unauthorized~~ copies should be made without the express written permission of Richard M. Houser.

This SOURCEBOOK is an independently published document and has no official connection with ASTROVISION.

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This SOURCEBOOK belongs to:

My ARCADE'S Model Number is _____

Serial Number is _____

I have BALLY BASIC _____ and/or ASTROVISION BASIC _____.

I have the following cartridge numbers:

Number	Title	Number	Title
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

The manufacturer of the BALLY Professional ARCADE is: **ASTROVISION**
 6460 Busch Blvd., Suite 215
 Columbus, OH 43229

All written inquiries should be made to the above address.

Their toll free phone number is (800) 848-8969
 6989

The BALLY/ASTROVISION SYSTEMS

BALLY Professional ARCADE (by BALLY and ASTROVISION)

MERGE

This was the original unit sold starting in 1979 and sold through late 1981. This unit was sold in many forms, but to be able to write and store programs you had to have the additional BALLY BASIC cartridge and the external audio cassette interface module. The unit originally sold for about \$ 300.00 with four joysticks. The BALLY BASIC cartridge cost an additional \$ 55.00 and the audio cassette interface an additional \$ 55.00. This unit was plagued by many heat related failures and many units were exchanged under warranty.

Programs or Hardware that require use of the original 300 baud BALLY BASIC will be coded with a BB in the "Equipment Required" column of this SOURCEBOOK.

This unit is now in the process of being replaced by the BALLY Professional ARCADE Plus discussed below.

BALLY Professional ARCADE Plus (by ASTROVISION)

This unit is expected to be sold starting in late 1981. This will include the ASTROVISION BASIC cartridge with built-in 2000 baud cassette interface. The price for this unit with the ASTROVISION BASIC cartridge and two joysticks is expected to be about \$ 300. The main circuit board has also been completely redesigned to solve all the overheating problems which plagued the original unit. The new ASTROVISION BASIC cartridge allows programs to be stored and retrieved from a cassette recorder 14 times as fast as the old BALLY BASIC. The new ASTROVISION BASIC will require some changes in programs that were written in the old BALLY BASIC. These are minor changes however, and a program or a tutorial will be available to tell you how to make these changes. When you order programs from this SOURCEBOOK it is important for you to tell the supplier what unit you have. Fill in that information on the enclosed order blanks. Most programs at this time are written for the old BALLY BASIC but as the new ASTROVISION BASIC cartridges become available the suppliers will have the programs available in ASTROVISION BASIC. (AB)

Programs or Hardware that require use of the new 2000 baud ASTROVISION BASIC will be coded with a AB in the "Equipment Required" column of this SOURCEBOOK.

ZGRASS-32 Keyboard (by ASTROVISION)

The ZGRASS-32 Keyboard is expected to be available in ^{late} ~~early~~ 1982. The Keyboard will fit under the BALLY Professional ARCADES and give the user the following features:

- 64K 16K Ram Memory included
- ~~32K Ram expandability internally~~
- 32K Rom capability internally
- Floppy Disc expansion capability (optional)
- RS-232 Input/Output Interface included
- Two languages--ASTROVISION BASIC and ZGRASS
- 160 x 100 pixel screen resolution
- 256 color choices
- Broadcast Quality Video
- Extended Precision Math Package
- Dual Audio Cassette Jacks with motor control
- Voltrax Speech Chip (optional)

Expected in April.

Programs or Hardware that require use of the ZGRASS unit will be coded with a ZG in the "Equipment Required" column of future SOURCEBOOKS.

Other ADD-ON SYSTEMS AVAILABLE

BLUE RAM SYSTEMS (by Perkins Engineering)

The Blue Ram System was introduced in June 1980 and includes the the following items:

- Blue Ram
- Blue Ram Keyboard
- ~~Blue Ram Modem Adaptor~~ *Modem Printer Interface*
- Blue Ram BSR Controller
- Blue Ram Operating System
- GR Super Extended BASIC*

See the Hardware Listings for more information on these items.

Programs or Hardware that require use of the Blue Ram System will be coded with a BR in the "Equipment Required" column of this SOURCEBOOK.

During 1982 the name of the unit will be changed to the ASTRO Professional ARCADE.

VIPER SYSTEMS (by Alternative Engineering)

The VIPER System was introduced in April 1981 and includes the following items:

- VIPER System ~~One~~
- VIPER System Five (5 slot motherboard) VSR 16K+ Memory Board
- VIPER System Ten (10 slot motherboard) VRS 232 Interface Board
- VIPER System Keyboard VRP8K EPROM Programmer
- VIPER Ram Card
- VIPER Interface Card

See the Hardware Listings for more information on these items.

Programs or Hardware that require use of the VIPER System will be coded with a VS in the "Equipment Required" column of this SOURCEBOOK.

Extended BASIC (~~Language~~)

and VIPER SYSTEM

This extended BASIC will be available as a ROM cartridge for use with the Blue Ram System and as a 8K tape for use with the VIPER System. Programs should be generally compatible between systems except for some Input/Output routines.

Programs or Hardware that require use of the the Extended BASIC will be coded with a XB in the "Equipment Required" column of this SOURCEBOOK.

SOURCE: Alternative Engineering	ARCADIAN	Perkins Engineering
PO Box 128	3626 Morrie Drive	1004 Pleasant Ave.
Gardiner, ME 04345	San Jose, CA 95127	Boyer City, MI 49712

Extended BASIC 1.0 Language BR or VS

DESCRIPTION: This new language will be available in two versions: on tape for those of you that have a lot of added memory ie. the VIPER SYSTEM and on a ROM for those of you with a small added memory ie. The Blue Ram. *on the VIPER SYSTEM*

Here is a list of most of the new commands and features that will appear in the Extended BASIC:

- POINT and CIRCLE
- SNAP memorizes what is on the screen and stores it in an array. Later you can recall the scene using SHOW.
- NEW erases the existing program.
- DEFAULT sets all variables to their original values.
- ZERO sets all variables to zero.
- DATA allows easier entry of variables.
- SCROLL rolls the text up or down a specified number of lines.
- Conversion is available between decimal and hex and binary.
- Four colors anywhere.
- Additional character font size of 3x5.
- A window can be set up of any size, anywhere, within which text can be placed and scrolled.

On tape for those

Contact above Sources for availability and pricing info.

SAVE
EDIT
TRACE

Alphabetized Program Listings

Program Name	Type	# Players	Equipment Required	Source	Page
Air Raid	81 Game, War	1P	BBorAB,1H	LMS	G 10
Alarm Clock	80 Time		BB	CUR	F 3
Alchemisymmetrical	81 Graphics		BB	ARC	E 10
All's Poker Bandit	81 Game, Casino	1P	BB,1H	TBE	F 7
Analog(Non-digital) Clock	81 Time		BB	ARC	E 12
Amazed in Space	79 Game, Maze	1P	BB,1H	ARC	E 3
ARCADE Christmas Music	80 Music, 3 voice		BB	GM	G 6
ARCADE Golf	80 Game, Sport	1-4P	BB,1-4H	CUR	F 4
Arcade Dice	79 Games, Casino	1-4P	BB	ARC	E 5
ARCADIAN Sampler	80 Graphics		BB	ARC	E 6
Artillery Duel	80 Game, War	1P	BB,2H	ARC	E 7
ASCII Conversion Chart	80 Chart		BB	CUR	F 4
ASTROVISION Editor	81 Tutorial		AB	ARC	E 13
Atom Smasher	81 Game, Strategy	2P	BBorAB,2H	LMS	G 9
Attack	79 Game, Chase	1P	BB,1H	ARC	E 5
Backgammon	81 Game, Board 1p		BBorAB	WM	G 24
Background/Foreground	80 Tutorial		BB	ARC	E 8
Bagels	79 Game, Logic	1P	BB	ARC	E 6
BALLY 500	81 Game, Skill	2-3P	BB,1	ARC	E 10
BALLY BASIC Text Area	79 Tutorial		BB	ARC	E 4
BALLY BASIC Translations	79 Tutorial		BB	ARC	E 4
BALLY Black Box	81 Game, Logic	1-4P	BB,1-4H	ARC	E 12
Bally Slot	81 Game, Casino	1P	BBorAB	SS	G 20
Bangman	79 Game, Word	1P	BB,1H	ARC	E 3
Barracade	81 Game, Skill	1P	BBorAB	SS	G 21
Base Conversion	80 Utility		BB	ARC	E 8
Beatle Quiz	81 Educational	1P	BBorAB	SS	G 20
BIBLE Quiz	80 Educational	2P	BB	ARC	E 6
Biginning Programming	79 Tutorial		BB	ARC	E 3
Bingo	80 Game, Board	1P	BB,1H	ARC	E 6
Biorhythm	80 Personal		BB	MSK	G 11
Biorhythm Compatability	81 Personal	1-2P	BB	CUR	F 5
Biorhythm I	79 Personal		BB	ARC	E 5
Biorhythm II	80 Personal		BB	ARC	E 6
Bio-rhythm	80 Personal		BB	TBE	G 22
Blackbox	79 Game, Logic	1P	BB	ARC	E 4
Blackjack II	80 Game, Casino	1P	BB,1H	MSK	G 11
Black Hole	80 Game, Space	1P	BB	ARC	E 6
Black Lagoon	81 Game, Maze	1P	BBorAB,1H	LMS	G 10
BLUE RAM Programming	80 Tutorial		BB,BR	ARC	E 9
Bombardier	81 Game, War	1P	BBorAB,1H	LMS	G 10
Bombardment II	80 Game, War	1P	BB,1H	MSK	G 11
Bomb Squad	81 Game, Logic	1P	BB	EL	G 5
Boo	81 Graphics		BB	ARC	E 13
BOTS	80 Game, Chase	1P	BB,1H	ARC	E 8
Bowling Secretary	81 Business		BB	DG	G 4
Bowl a Rama	80 Game, Sport	2P	BB,2H	ARC	E 7
Bubble Sort	80 Math		BB	CUR	F 2
Bullseye II	80 Game, Skill	1-20P	BB	MSK	G 11
Camel	80 Game, Logic	1P	BB	CUR	F 2
Character Size Multiplier	80 Graphics		BB	CUR	F 3
Char. Size & Print Loc.	79 Tutorial		BB	ARC	E 3
Chase III	80 Game, Chase	1P	BB,1H	MSK	G 11
Checkers I	79 Game, Board	1P	BB	ARC	E 2
Checkers II	79 Game, Board	1P	BB	ARC	E 5
Chesette	80 Game, Board	2P	BB	CUR	F 5
Chicago Loop	80 Graphics		BB	CUR	F 3
Chopsticks Music	80 Music, 3 voice		BB	CUR	F 3
Chord Progressions	80 Educational, Music		BBorAB,1H	WM	G 24
Circle Plotter	81 Graphics		BB	ARC	E 9
Circles	81 Graphics		BB	ARC	E 11
Claim Jumper	81 Game, Strategy	1-5P	BBorAB,1-4H	LMS	G 9
Clock	79 Time		BB	ARC	E 2
Clue	80 Game, Logic	1-6P	BBorAB,KP	WM	G 23
Code	80 Educational		BB	ARC	E 8
Coder-Decoder	81 Game		BB	ARC	E 13
Color Chart	81 Graphics		BB	ARC	E 10
Color Format	81 Graphics Utility		BB	BE	G 3
Compound Interest	81 Business		BB	ARC	E 12
Connect Four	80 Game, Logic	1-2P	BB,1-2H	CUR	F 4
Connect Four I	80 Game, Logic	2P	BB,2H	ARC	E 6
Connect Four II	80 Game, Logic	1-2p	BB,1-2H	ARC	E 8
Connect-the-Dots	81 Graphics, Game	1P	BB,1H	TBE	F 7
Cosmic Zap	81 Game, Space	1P	BBorAB	SS	G 21
Count the Dots	80 Game, Skill	1P	BB,1H	ARC	E 8

Alphabetized Program Listings

Program Name	Type	# Players	Equipment Required	Source	Page
Coyote-Roadrunner Race	81 Game, Skill	2P	BBorAB,2H	LMS	G 9
Crazy Ball(Two in One)	80 Game, Skill	1P	BBorAB,1H	LMS	G 9
Creating Special Graphics	81 Tutorial		BB	ARC	E 11
Critter	80 Graphics		BB	CUR	F 5
CURSOR Inventory Program	80 Business		BB	CUR	F 4
Cursor Control Chart	80 Chart		BB	CUR	F 4
Daredevil	81 Game, Race	1P	BB,1H	ARC	E 12
Darts	81 Game, Simulation	1-4P	BB	CUR	F 6
Dart Board	80 Game, Skill	1P	BBorAB,1H	LMS	G 10
Data Storage	79 Tutorial		BB	ARC	E 2
Day of Week & Calendar	80 Time		BB	ARC	E 9
Defuse	81 Game, Hunt	1P	BB,1H	ARC	E 10
Design	80 Graphics		BB	CUR	F 4
Diamond	81 Graphics		BB	TBE	F 6
Digital Couch	81 Game, Personal	1P	BB	ARC	E 10
Direct Video/Audio Ckt.	80 Project		BB	CUR	F 3
Dirty Programming Tricks	81 Tutorial		BB	CUR	F 6
Distance Between 2 Points	79 Math		BB	ARC	E 4
DMA Graphics	80 Graphics Utility		BB	CUR	F 3
Dog Racing	81 Game, Sport	1-4P	BBorAB	SS	G 20
Down the Trench	79 Game, Space	1P	BB,1H	SC	G 17
Dungeons and Dragons	81 Game Aid		BB	RT	G 13
Electric Bill Analysis	80 Business		BB	CUR	F 2
Elect. Visualization Ctr.	80 Graphics		BB	ARC	E 5
Exec. Time Card Calc.	81 Business		BB	CUR	F 5
Falling Stars	81 Game, Skill	1P	BBorAB	SS	G 21
File Search	80 Tutorial		BB	ARC	E 9
Floating Point Math	80 Math		BB	CUR	F 4
Flying Ace	80 Game, War	1-2P	BBorAB,1H	WM	G 23
Football	81 Game, Sport	1-2P	BBorAB	SS	G 19
Fox and Hounds	81 Game, Board	1P	BB,1H	TBE	F 7
Frequencies	79 Sound		BB	ARC	E 3
Full Size ASCII Keyboard	80 Project		BB,KB	CUR	F 2
Galactibattle	80 Game, Space	1P	BB	CUR	F 3
Galactic War 2002	80 Game, Space	1P	BBorAB,1H	LMS	G 9
Gobblers	81 Game, Skill	2P	BB,2H	ARC	E 12
Golf	81 Game, Sport	1-4P	BB,1-4H	ARC	E 10
Grandfather Clock	81 Time, Graphics		BB	ARC	E 9
Graphic Character Maker	81 Graphics Utility		BB	ARC	E 11
Graphics Assembler	80 Graphics Utility		BB	ARC	E 8
Graphics Assembler	81 Graphics Utility		BB	RT	G 13
Graphics Demo	80 Graphics Utility		BB	ARD	G 2
Guess Five	81 Game, Logic	1P	BB	DG	G 4
Guitar Course	80 Educational, Music		BBorAB	WM	G 24
Guitar Course (Tuning)	80 Educational, Music		BBorAB,1H	WM	G 24
Halloween Ghost	80 Graphics		BB	ARC	E 8
Hamurabi	80 Game, Economic	1P	BB	ARC	E 6
Hamurabi	81 Game, Economic	1P	BB	CUR	F 6
Hangman I	79 Game, Word	2P	BB,1H	ARC	E 5
Haunted House	81 Game, Adventure	1P	BB	DG	G 4
Hello Dolly	79 Music		BB	ARC	E 5
Hex Poker	81 Utility		BB	ARC	E 11
Hex to Decimal	79 Utility		BB	ARC	E 2
Hex to Decimal Converter	80 Math		BB	CUR	F 2
Hit the Pedestrian	79 Game, Skill	1P	BB,1H	SC	G 17
Horserace	80 Game, Sport	1-4P	BB	ARC	E 9
Horse Race	80 Game, Sport	1-4P	BB,1-4H	ARC	E 8
Horse Race	80 Game, Sport	1-4P	BBorAB,KP	WM	G 23
Hustlel	81 Game, Skill	1P	BBorAB	SS	G 21
Hybrid Programs	80 Tutorial		BB,BR	ARC	E 8
ICBM Attack	81 Game, War	1-4P	BB,1JS	SPS	G 18
IF Statements	79 Tutorial		BB	ARC	E 3
IF,AND,OR	79 Tutorial		BB	ARC	E 2
Invasion Force	81 Game, Space	1P	BB,1H	TBE	F 7
Interrupt Routine	80 Utility		BB	ARC	E 9
Invisible War	81 Game, Space	1P	BB,1H	ARC	E 12
Keno II 2.0	81 Game, Casino	1P	BB,1H	ARC	E 12
Kill the Vulcan	80 Game, Space	1P	BBorAB,KP	LMS	G 10
Klingon Capture	81 Game, Space	1P	BB	RT	G 13
Laser Battle	81 Game, Skill	1-2P	BBorAB	SS	G 21
Life	80 Simulation		BB	MSK	G 11
Life Synthesis Model	80 Simulation		BB	CUR	F 2
Light Show Program #2	81 Graphics		BBorAB,Light	LMS	G 9

Alphabetized Program Listings

Program Name	Type	# Players	Equipment Required	Source	Page
Line Resequance	81 Utility		BB	CUR	F 6
Lion Country	80 Game, Hunt	1-4P	BB	RT	G 13
Logo	79 Graphics		BB	ARC	E 5
Lookout for the Bull	81 Game, Skill	1-4P	BBorAB,1H	WM	G 25
Lookout for the Bull II	81 Game, Skill	1-4P	BBorAB,1H	WM	G 25
Lunar Lander	81 Game, Simulation	1P	BB	RT	G 13
Machine Language Graphics	80 Tutorial		BB	CUR	F 5
Mastermind	80 Game, Logic	1P	BB	ARC	E 7
Mastermind II	80 Game, Logic	1P	BB	ARC	E 9
Match	81 Game, Board	1-2P	BB	ARC	E 12
Match	81 Game, Board	1-2P	BB	TBE	F 7
Math Routines	79 Math		BB	SC	G 17
Math Quiz	80 Game, Math	1P	BB	CUR	F 4
MAX (Robot from Space)	80 Game, Skill	1P	BBorAB,1H	WM	G 23
Maze Race	80 Game, Maze	2P	BBorAB,2H	WM	G 23
Maze-A-MaticII	81 Game, Maze	1P	BBorAB	SS	G 20
Memory Addressing	79 Tutorial		BB	ARC	E 4
Memory Contents-Binary	79 Utility		BB	ARC	E 2
Memory Contents-Hex	79 Utility		BB	ARC	E 3
Memory Display	79 Utility		BB	ARC	E 3
Memory Doodle	81 Graphics		BB	ARC	E 10
Memory Expansion	80 Tutorial		BB	CUR	F 5
Memory Tutorial I	79 Tutorial		BB	ARC	E 6
Memory Tutorial II	80 Tutorial		BB	ARC	E 6
Memory Tutorial III	80 Tutorial		BB	ARC	E 7
Memory Tutorial IV	80 Tutorial		BB	ARC	E 7
Message from Lost Tribe	81 Game, Puzzle		BB	TBE	F 7
Metric Converter	81 Math		BB	CUR	F 6
Microtrek	79 Game, Space	1P	BB	ARC	E 4
Mini Golf	81 Game, Sport	1-4P	BB,1H	EL	G 5
Missile Attack	81 Game, Skill	1P	BBorAB	SS	G 20
Mission Impossible	81 Game, Strategy	1P	BBorAB,1H	LMS	G 10
Monster Chase	81 Game, Chase	1P	BB,1H	TBE	F 8
Monthly Loan Program	80 Business	1P	BB	ARC	E 5
Moon Landing	80 Game, Simulation		BB	TBE	G 22
More BLUE RAM BASIC	81 Tutorial		BB	ARC	E 10
Morse Code	80 Educational		BB	ARC	E 8
Morse Code Simulator	81 Educational		BB	CUR	F 6
Motherboard Modification	81 Project		BB	ARC	E 11
Mouse in the Hat	80 Game, Logic	1P	BBorAB,1H	WM	G 24
Multicolor Graphics	81 Tutorial		BB	BE	G 3
Multi-processing	80 Tutorial		BB	ARC	E 8
Munch	79 Game, Logic	1P	BB,1H	SC	G 17
Musical Staff	81 Music		BB	ARC	E 10
Music Assembler	81 Music, 3 voice,Utility		BB	RT	G 13
Music Composer	80 Music		BBorAB,1H	WM	G 24
Music Synthesizer Part I	79 Tutorial		BB	ARC	E 3
Music Synthesizer Part II	79 Tutorial		BB	ARC	E 4
Music (3 Voice)	80 Music, 3 voice		BB	ARC	E 7
Mystery Maze	81 Game, Skill	1P	BBor AB	SS	G 21
Name and Nicomachus	80 Game, Number	1P	BB	ARC	E 7
New Graphic Char, Maker	81 Graphics Utility		BB,1H	ARC	E 13
New Music Program Tutorial	81 Tutorial, Music		BB	ARC	E 13
New Subsearch	81 Game, War	1P	BB,1H	ARC	E 12
Nim	81 Game, Logic	1-2P	BB,1-2H	ARC	E 11
Note Match	80 Game, Music	1P	BB	CUR	F 5
Note Match	80 Game, Music	1P	BBorAB,1H	WM	G 24
Note Match II	80 Educational Music	1P	BBorAB,1H	WM	G 24
Nuclear Math	81 Educational, Game	1P	BB	ARC	E 13
Number Match	79 Game, Number	1P	BB	ARC	E 5
Obstacle Course	80 Game, Maze	1P	BBorAB,1H	WM	G 23
Obstacle Course Tourney	81 Game, Maze	1-10P	BBorAB,1H	WM	G 24
Old Bent Nose	81 Game, Board	2P	BB,2H	ARC	E 11
Old Glory	81 Graphics, Music		BB	TBE	F 7
Ones and Fives	81 Game, Dice	1-4P	BB,1-4H	CUR	F 6
Orbital Docking Simulator	81 Game, Simulation	1P	BB	RT	G 13
Organizing Tape Files	80 Tutorial		BB	CUR	F 5
Othello	80 Game, Logic	1P	BB,1H	CUR	F 4
O-Jello	80 Game, Logic	1P	BB,1H	ARC	E 6
Pack-Rat	81 Game, Skill	1P	BBorAB,1H	WM	G 25
Pack-Rat II	81 Game, Skill	1P	BBorAB,1H	WM	G 25
PEEK n' POKE	80 Tutorial		BB	CUR	F 2
PEEK n' POKE	80 Tutorial		BB	CUR	F 5
Perspectives	81 Graphics		BB	CUR	F 6
Perversion	80 Game, Logic	1-6P	BBorAB,1H	WM	G 23

Alphabetized Program Listings

Program Name	Type	# Players	Equipment Required	Source	Page
Phantom Star Fight 2003	81 Game, Space	2P	BBorAB,2H	LMS	G 9
Plastic Puzzle	80 Game, Puzzle	1P	BB	CUR	F 2
Pool	81 Game, Sport	1P	BB,1H	ARC	E 11
Popeye the Sailor	79 Music		BB	ARC	E 5
Pre-Tutorial Pixels	81 Tutorial		BB	ARC	E 11
PRINT Statements	80 Tutorial		BB	CUR	F 3
Printer	80 Project		BB,Printer	CUR	F 2
Programming Techniques I	81 Tutorial		BB	ARC	E 10
Programming Techniques II	81 Tutorial		BB	ARC	E 10
Program Title & Instr.	80 Tutorial		BB	ARC	E 9
PX Function	79 Tutorial		BB	ARC	E 4
Quickdraw	81 Game, Skill	1-2P	BB,1-2H	DG	G 4
Random Art	79 Graphics		BB	ARC	E 2
Rebound	81 Game, Skill	1P	BB,1H	ARC	E 12
Rescue Air Drop	81 Game, Skill	1P	BBorAB,1H	LMS	G 10
Resequencing	79 Utility		BB	ARC	E 4
Reverse	79 Game, Logic	1P	BB,1H	ARC	E 2
Reverse	80 Game, Logic	1P	BB,1H	CUR	F 4
Reverse	81 Game, Educational	1P	BBorAB	SS	G 20
Ring	80 Graphics		BB	CUR	F 3
River City Gambler	81 Game, Casino	1-5P	BBorAB,1-4H	LMS	G 9
Robot Alert!	81 Game, Skill	1P	BBorAB,1H	SS	G 21
Rocket Pilot	81 Game, Simulation	1P	BB	RT	G 13
Rotation	80 Game, Logic	1P	BB	CUR	F 3
RUN Maker	81 Tutorial		BB	TBE	F 7
Saucer Battle	79 Game, Space	1-2P	BB,1-2H	ARC	E 4
Scott Joplin Ragtime	81 Music, 3 voice		BB	GM	G 6
Screen Operation	79 Tutorial		BB	ARC	E 2
Search and Destroy	80 Game, Logic	1P	BBorAB,1H	LMS	G 10
Serial and Parallel	80 Tutorial		BB	ARC	E 7
Shangri-Logic	81 Tutorial		BB	TBE	F 7
Shell-Metzner Sort	80 Math		BB	CUR	F 4
Short Program Selection	81 Graphics, Math		BB	ARC	E 10
Sideswipe	80 Game, Skill	1P	BB,1H	CUR	F 4
Simon	79 Game, Logic	1P	BB,1H	ARC	E 2
Simon Says	81 Game, Memory	1P	BBorAB	SS	G 21
Sink the U-Boat	81 Game, War	1P	BBorAB,1H	LMS	G 10
Skunk	81 Game, Dice	1-4P	BB,1-4H	DG	G 4
Slot Machine	80 Game, Casino	1P	BBorAB,1H	WM	G 23
Slot Machine I	79 Game, Casino	1P	BB,1H	ARC	E 3
Slot Machine II	79 Game, Casino	1-2P	BB,1-2H	ARC	E 5
Slot Machine III	80 Game, Casino	1P	BB,1H	ARC	E 7
Smack-Up	81 Game, Skill	1P	BBorAB	SS	G 20
Sound Effects	81 Tutorial, Sound		BB	TBE	F 8
Sound Graph	79 Sound		BB	ARC	E 3
Sound Port Study	81 Sound		BB	TBE	F 7
Sound Trek	81 Game, Space	1P	BB	RT	G 13
Spacewar I	79 Game, Space	2P	BB,2H	ARC	E 4
Spacewar II	80 Game, Space	1P	BB,1H	ARC	E 6
Space Battle	79 Game, Space	1P	BB,1H	MSK	G 11
Space Chase	80 Game, Space	1P	BBorAB,KP	WM	G 23
Space Checkers	81 Game, Strategy	2P	BBorAB,2H	LMS	G 9
Space Sleuth	81 Game, Adventure	1-4P	BBorAB,1-4H	LMS	G 9
Space Quest 2001	81 Game, War	1P	BBorAB,1H	LMS	G 10
Space War	81 Game, Space	1-2P	BB	RT	G 13
Speed Math	80 Game, Math	1-2P	BBorAB,1H	WM	G 24
Speed O Math	80 Game, Math	1P	BB	ARC	E 9
Spider Web	80 Graphics		BB	CUR	F 4
Spinning Wheel	81 Game, Casino	?H	BB,?H	ARC	E 11
Spirals I	80 Graphics		BB	ARC	E 7
Spirals II	80 Graphics		BB	ARC	E 8
Square Root	79 Math		BB	ARC	E 3
Starfire Assembler	80 Utility		BB	SC	G 17
Starfire!	80 Game, Space	1P	BB,1H	SC	G 17
Starship Bally	81 Game, Space	1P	BBorAB	SS	G 19
Star Base 2000	81 Game, Space	1P	BBorAB,1H	LMS	G 10
Star Trek	81 Game, Space	1P	BB	EL	G 5
Star Trek III	80 Game, Space	1P	BB,1H	MSK	G 11
Star Wars Music	80 Music, 3 voice		BB	CUR	F 3
Strategic Air Command	81 Game, War	1P	BB,1H	ARC	E 11
Submarine Minefield	79 Game, War	1-2P	BB	SC	G 17
Subroutines	79 Tutorial		BB	ARC	E 4
Subsearch	80 Game, War	1P	BB	ARC	E 7

Alphabetized Program Listings

Program Name	Type	# Players	Equipment Required	Source	Page
Sub Hunter	81 Game, War	1P	BB,1H	ARC	E 11
Super Craps	81 Game, Casino	1-4P	BBorAB	SS	G 19
Super Slot	81 Game, Casino	1-4P	BBorAB	SS	G 19
Super Wumpus	79 Game, Hunt	1P	BB	SC	G 17
Surf Sounds and Crickets	81 Sound		BB	ARC	E 9
Symmetrical Art	81 Graphics		BB	ARC	E 12
Taping Memory	80 Tutorial		BB	ARC	E 9
Target (Trio of Games)	80 Games, Skill	1P	BBorAB,1H	LMS	G 10
Telling Time	81 Time, Educational	1P	BB,1H	ARC	E 12
Text Editor	80 Utility		BB	MSK	G 11
The Beauty of the Loop	81 Tutorial		BB	TBE	F 6
The Fox and the Hare	80 Game, Board	2P	BBorAB,2H	LMS	G 9
The Mummy's Treasure	81 Game, Board	1-4P	BBorAB,1-4H	LMS	G 10
The Pits	81 Game, Maze	1P	BB,1H	ARC	E 12
Tic-Tac-Dough	81 Game, Board	1P	BBorAB	SS	G 20
Tic-Tac-Tollah	80 Game, Board	1P	BB	ARD	G 2
Touch Tone Simulate	79 Sound		BB	ARC	E 3
Tower of Hanoi	81 Game, Puzzle	1P	BB,1H	ARC	E 10
Tower of Hanoi	81 Game, Puzzle	1P	BB,1H	CUR	F 5
Traveller's Aid Package	81 Game Aid		BB	RT	G 13
Treasure Island	81 Game, Hunt	2P	BB	CUR	F 6
Twixt	81 Game, Board	1P	BB,1H	ARC	E 11
Tycoon	81 Game, Economic	1P	BB	TBE	F 7
UFO Battle	79 Game, Space	1-2P	BB,1H	SC	G 17
US Geography-Major Cities	81 Educational, Game	1P	BB	EL	G 5
US Geography-States	81 Educational, Game	1P	BB	EL	G 5
Video Rally	80 Educational, Game	1P	BB,1H	ARD	G 2
VIPER 1	81 Tutorial		BB,V1,XB	TBE	F 7
Wavemaker's Mazemaker	80 Game, Maze	1P	BB,1H	CUR	F 4
We Three Kings	80 Music, 3 voice		BB	CUR	F 5
What-Zit	81 Game, Logic	1P	BB	TBE	F 7
Wildcatter	81 Game, Economic	1-4P	BB	EL	G 5
Wumpus	80 Game, Logic	1P	BB	CUR	F 2
Wumpus II	80 Game, Logic	1P	BB	MSK	G 11
XY Tutorial	79 Utility		BB	SC	G 17
Yahtzee	80 Game, Dice	1-4P	BB,1-4H	ARC	E 7
Yahtzee	81 Game, Dice	1-4P	BB,1-4H	TBE	F 6
Yahtzee	80 Game, Dice	1-4P	BBorAB,1H	WM	G 24
Zappit	80 Game, Space	1P	BB,1H	ARC	E 5
Z-GRASS Language	81 Tutorial		ZG	TBE	F 6
Z-80 Minicourse	81 Educational & Utility		BB	BE	G 3
3D Tic Tac Toe	81 Game, Board	2P	BBorAB,2H	LMS	G 9
3 Voice Music	80 Tutorial		BB	ARC	E 7
3 Voice Music Assembler	80 Music, 3 voice		BB	CUR	F 3
3 Voice Music Tutorial	80 Tutorial		BB	CUR	F 3
4D2	81 Graphics		BB	ARC	E 13
15 Bach 2 Part Inventions	80 Music, 3 voice		BB	GM	G 6
15 Puzzle	80 Game, Puzzle	1P	BB	ARC	E 7
256 Colors	81 Graphics		BB	CUR	F 5
2000 AD	80 Game, Space	1P	BB,1H	ARC	E 6

Programs Listed by Source

Program Name	Type	# Players	Equipment Required	Source	Page
				Section G	
Anderson Research and Design					
Graphics Demo	80 Graphics Utility		BB	ARD	G 2
Tic-Tac-Tollah	80 Game, Board	1P	BB	ARD	G 2
Video Rally	80 Educational, Game	1P	BB,1H	ARD	G 2
				Section E	
ARCADIAN Newsletter					
Atchemisymmetrical	81 Graphics		BB	ARC	E 10
Analog(Non-digital) Clock	81 Time		BB	ARC	E 12
Amazed in Space	79 Game, Maze	1P	BB,1H	ARC	E 3
Arcade Dice	79 Games, Casino	1-4P	BB	ARC	E 5
ARCADIAN Sampler	80 Graphics		BB	ARC	E 6
Artillery Duel	80 Game, War	1P	BB,2H	ARC	E 7
ASTROVISION Editor	81 Tutorial		AB	ARC	E 13
Attack	79 Game, Chase	1P	BB,1H	ARC	E 5
Background/Foreground	80 Tutorial		BB	ARC	E 8
Bagels	79 Game, Logic	1P	BB	ARC	E 6
BALLY 500	81 Game, Skill	2-3P	BB,1	ARC	E 10
BALLY BASIC Text Area	79 Tutorial		BB	ARC	E 4
BALLY BASIC Translations	79 Tutorial		BB	ARC	E 4
BALLY Black Box	81 Game, Logic	1-4P	BB,1-4H	ARC	E 12
Bangman	79 Game, Word	1P	BB,1H	ARC	E 3
Base Conversion	80 Utility		BB	ARC	E 8
BIBLE Quiz	80 Educational	2P	BB	ARC	E 6
Beginning Programming	79 Tutorial		BB	ARC	E 3
Bingo	80 Game, Board	1P	BB,1H	ARC	E 7
Biorhythm I	79 Personal		BB	ARC	E 5
Biorhythm II	80 Personal		BB	ARC	E 6
Blackbox	79 Game, Logic	1P	BB	ARC	E 4
Black Hole	80 Game, Space	1P	BB	ARC	E 6
BLUE RAM Programming	80 Tutorial		BB,BR	ARC	E 9
Boo	81 Graphics		BB	ARC	E 13
BOTS	80 Game, Chase	1P	BB,1H	ARC	E 10
Bowl a Rama	80 Game, Sport	2P	BB,2H	ARC	E 8
Char. Size & Print Loc.	79 Tutorial		BB	ARC	E 3
Checkers I	79 Game, Board	1P	BB	ARC	E 3
Checkers II	79 Game, Board	1P	BB	ARC	E 6
Circle Plotter	81 Graphics		BB	ARC	E 12
Circles	81 Graphics		BB	ARC	E 14
Clock	79 Time		BB	ARC	E 2
Code	80 Educational		BB	ARC	E 9
Code-Decode	81 Game		BB	ARC	E 12
Color Chart	81 Graphics		BB	ARC	E 12
Compound Interest	81 Business		BB Only	ARC	E 15
Connect Four I	80 Game, Logic	2P	BB,2H	ARC	E 7
Connect Four II	80 Game, Logic	1-2p	BB,1-2H	ARC	E 10
Count the Dots	80 Game, Skill	1P	BB,1H	ARC	E 10
Creating Special Graphics	81 Tutorial		BB	ARC	E 15
Daredevil	81 Game, Race	1P	BB,1H	ARC	E 15
Data Storage	79 Tutorial		BB	ARC	E 3
Day of Week & Calendar	80 Time		BB	ARC	E 11
Defuse	81 Game, Hunt	1P	BB,1H	ARC	E 13
Digital Couch	81 Game, Personal	1P	BB	ARC	E 13
Distance Between 2 Points	79 Math		BB	ARC	E 4
Elect. Visualization Ctr.	80 Graphics		BB	ARC	E 6
File Search	80 Tutorial		BB	ARC	E 11
Frequencies	79 Sound		BB	ARC	E 4
Gobblers	81 Game, Skill	2P	BB,2H	ARC	E 16
Golf	81 Game, Sport	1-4P	BB,1-4H	ARC	E 12
Grandfather Clock	81 Time, Graphics		BB	ARC	E 12
Graphic Character Maker	81 Graphics Utility		BB	ARC	E 14
Graphics Assembler	80 Graphics Utility		BB	ARC	E 10
Halloween Ghost	80 Graphics		BB	ARC	E 11
Hamurabi	80 Game, Economic	1P	BB	ARC	E 7
Hangman I	79 Game, Word	2P	BB,1H	ARC	E 6
Hello Dolly	79 Music		BB	ARC	E 6
Hex Poker	81 Utility		BB	ARC	E 14
Hex to Decimal	79 Utility		BB	ARC	E 2
Horserace	80 Game, Sport	1-4P	BB	ARC	E 12
Horse Race	80 Game, Sport	1-4P	BB,1-4H	ARC	E 11
Hybrid Programs	80 Tutorial		BB,BR	ARC	E 10
IF Statements	79 Tutorial		BB	ARC	E 3
IF,AND,OR	79 Tutorial		BB	ARC	E 2
Interrupt Routine	80 Utility		BB	ARC	E 11
Invisible War	81 Game, Space	1P	BB,1H	ARC	E 15
Keno II 2.0	81 Game, Casino	1P	BB,1H	ARC	E 16
Logo	79 Graphics		BB	ARC	E 6
Mastermind	80 Game, Logic	1P	BB	ARC	E 8

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Make two IF Statements

IF Statement

Programs Listed by Source

Program Name	Type	# Players	Equipment Required	Source	Page
ARCADIAN Newsletter					Section E
Mastermind II	80 Game, Logic	1P	BB	ARC	E 011
Match	81 Game, Board	1-2P	BB	ARC	E 016
Memory Addressing	79 Tutorial		BB	ARC	E 05
Memory Contents-Binary	79 Utility		BB	ARC	E 03
Memory Contents-Hex	79 Utility		BB	ARC	E 3
Memory Display	79 Utility		BB	ARC	E 04
Memory Doodle	81 Graphics		BB	ARC	E 013
Memory Tutorial I	79 Tutorial		BB	ARC	E 07
Memory Tutorial II	80 Tutorial		BB	ARC	E 07
Memory Tutorial III	80 Tutorial		BB	ARC	E 08
Memory Tutorial IV	80 Tutorial		BB	ARC	E 09
Microtrek	79 Game, Space	1P	BB	ARC	E 05
Monthly Loan Program	80 Business		BB	ARC	E 007
More BLUE RAM BASIC	81 Tutorial		BB	ARC	E 012
Morse Code	80 Educational		BB	ARC	E 010
Motherboard Modification	81 Project		BB	ARC	E 013
Multi-processing	80 Tutorial		BB	ARC	E 011
Musical Staff	81 Music		BB	ARC	E 013
Music Synthesizer Part I	79 Tutorial		BB	ARC	E 04
Music Synthesizer Part II	79 Tutorial		BB	ARC	E 4
Music (3 Voice)	80 Music, 3 voice		BB	ARC	E 09
Name and Nicomachus	80 Game, Number	1P	BB	ARC	E 09
New Graphic Char. Maker	81 Graphics Utility		BB,1H	ARC	E 016
New Music Program	81 Tutorial, Music		BB	ARC	E 017
New Subsearch	81 Game, War	1P	BB,1H	ARC	E 010
Nim	81 Game, Logic	1-2P	BB,1-2H	ARC	E 014
Nuclear Math	81 Educational, Game		BB	ARC	E 016
Number Match	79 Game, Number	1P	BB	ARC	E 06
17- Old Bent Nose	81 Game, Board	2P	BB,2H	ARC	E 015
O-Jello	80 Game, Logic	1P	BB,1H	ARC	E 08
Pool	81 Game, Sport	1P	BB,1H	ARC	E 014
Popeye the Sailor	79 Music		BB	ARC	E 06
Pre-Tutorial Pixels	81 Tutorial		BB	ARC	E 014
18- Programming Techniques I	81 Tutorial		BB	ARC	E 012
Programming Techniques II	81 Tutorial		BB	ARC	E 013
Program Title & Instr.	80 Tutorial		BB	ARC	E 011
PX Function	79 Tutorial		BB	ARC	E 05
Random Art	79 Graphics		BB	ARC	E 03
Rebound	81 Game, Skill	1P	BB,1H	ARC	E 016
Resequencing	79 Utility		BB	ARC	E 05
Reverse	79 Game, Logic	1P	BB,1H	ARC	E 2
Saucer Battle	79 Game, Space	1-2P	BB,1-2H	ARC	E 05
Screen Operation	79 Tutorial		BB	ARC	E 2
Serial and Parallel	80 Tutorial		BB	ARC	E 09
Short Program Selection	81 Graphics, Math		BB	ARC	E 013
Simon	79 Game, Logic	1P	BB,1H	ARC	E 2
Slot Machine I	79 Game, Casino	1P	BB,1H	ARC	E 3
Slot Machine II	79 Game, Casino	1-2P	BB,1-2H	ARC	E 08
Slot Machine III	80 Game, Casino	1P	BB,1H	ARC	E 08
Sound Graph	79 Sound		BB	ARC	E 04
Spacewar I	79 Game, Space	2P	BB,2H	ARC	E 05
Spacewar II	80 Game, Space	1P	BB,1H	ARC	E 07
Speed O Math	80 Game, Math	1P	BB	ARC	E 011
Spinning Wheel	81 Game, Casino	7H	BB,7H	ARC	E 014
Spirals I	80 Graphics		BB	ARC	E 09
Spirals II	80 Graphics		BB	ARC	E 010
17- Square Root	79 Math		BB	ARC	E 04
Strategic Air Command	81 Game, War	1P	BB,1H	ARC	E 014
Subroutines	79 Tutorial		BB	ARC	E 05
Subsearch	80 Game, War	1P	BB	ARC	E 010
Sub Hunter	81 Game, War	1P	BB,1H	ARC	E 014
Surf Sounds and Crickets	81 Sound		BB	ARC	E 012
Symmetrical Art	81 Graphics		BB	ARC	E 015
16- Taping Memory	80 Tutorial		BB	ARC	E 012
19- Telling Time	81 Time, Educational	1P	BB,1H	ARC	E 015
The Pits	81 Game, Maze	1P	BB,1H	ARC	E 015
Touch Tone Simulate	79 Sound		BB	ARC	E 04
Tower of Hanoi	81 Game, Puzzle	1P	BB,1H	ARC	E 013
Twixt	81 Game, Board	1P	BB,1H	ARC	E 013
Yahtzee	80 Game, Dice	1-4P	BB,1-4H	ARC	E 09
Zappit	80 Game, Space	1P	BB,1H	ARC	E 07
17- 3 Voice Music	80 Tutorial		BB	ARC	E 09
4D2	81 Graphics		BB	ARC	E 016
15 Puzzle	80 Game, Puzzle	1P	BB	ARC	E 08
2000 AD	80 Game, Space	1P	BB,1H	ARC	E 08

Programs Listed by Source

Program Name	Type	# Players	Equipment Required	Source	Page
				Section	G 3
Barry Ellerson					
Color Formater	81 Graphics Utility		BB	BE	G 3
Multicolor Graphics	81 Tutorial		BB	BE	G 3
Z-80 Minicourse	81 Educational & Utility		BB	BE	G 3
CURSOR/ THE BASIC EXPRESS Newsletter				Section	F
Alarm Clock	80 Time		BB	CUR	F 3
Al's Poker Bandit	81 Game, Casino	1P	BB,1H	TBE	F 7
ARCADE Golf	80 Game, Sport	1-4P	BB,1-4H	CUR	F 4
ASCII Conversion Chart	80 Chart		BB	CUR	F 4
Biorhythm Compatability	81 Personal	1-2P	BB	CUR	F 5
Bubble Sort	80 Math		BB	CUR	F 2
Camel	80 Game, Logic	1P	BB	CUR	F 2
Character Size Multipler	80 Graphics		BB	CUR	F 3
Chessette	80 Game, Board	2P	BB	CUR	F 5
Chicago Loop	80 Graphics		BB	CUR	F 3
Chopsticks Music	80 Music, 3 voice		BB	CUR	F 3
Connect Four	80 Game, Logic	1-2P	BB,1-2H	CUR	F 4
Connect-the-Dots	81 Graphics, Game	1P	BB,1H	TBE	F 7
Critter	80 Graphics		BB	CUR	F 5
CURSOR Inventory Program	80 Business		BB	CUR	F 4
Cursor Control Chart	80 Chart		BB	CUR	F 4
Darts	81 Game, Simulation	1-4P	BB	CUR	F 6
Design	80 Graphics		BB	CUR	F 4
Diamond	81 Graphics		BB	TBE	F 6
Direct Video/Audio Ckt.	80 Project		BB	CUR	F 3
Dirty Programming Tricks	81 Tutorial		BB	CUR	F 6
DMA Graphics	80 Graphics Utility		BB	CUR	F 3
Electric Bill Analysis	80 Business		BB	CUR	F 2
Exec. Time Card Calc.	81 Business		BB	CUR	F 5
Floating Point Math	80 Math		BB	CUR	F 4
Fox and Hounds	81 Game, Board	1P	BB,1H	TBE	F 7
Full Size ASCII Keyboard	80 Project		BB,KB	CUR	F 2
Galactibattle	80 Game, Space	1P	BB	CUR	F 3
Hamurabi	81 Game, Economic	1P	BB	CUR	F 6
Hex to Decimal Converter	80 Math		BB	CUR	F 2
Invasion Force	81 Game, Space	1P	BB,1H	TBE	F 7
Life Synthesis Model	80 Simulation		BB	CUR	F 2
Line Resequence	81 Utility		BB	CUR	F 6
Machine Language Graphics	80 Tutorial		BB	CUR	F 5
Match	81 Game, Board	1-2P	BB	TBE	F 7
Math Quiz	80 Game, Math	1P	BB	CUR	F 4
Memory Expansion	80 Tutorial		BB	CUR	F 5
Message from Lost Tribe	81 Game, Puzzle		BB	TBE	F 7
Metric Converter	81 Math		BB	CUR	F 6
Monster Chase	81 Game, Chase	1P	BB,1H	TBE	F 8
Morse Code Simulator	81 Educational		BB	CUR	F 6
Note Match	80 Game, Music	1P	BB	CUR	F 5
Old Glory	81 Graphics, Music		BB	TBE	F 7
Ones and Fives	81 Game, Dice	1-4P	BB,1-4H	CUR	F 6
Organizing Tape Files	80 Tutorial		BB	CUR	F 5
Othello	80 Game, Logic	1P	BB,1H	CUR	F 4
PEEK n' POKE	80 Tutorial		BB	CUR	F 2
PEEK n' POKE	80 Tutorial		BB	CUR	F 5
Perspectives	81 Graphics		BB	CUR	F 6
Plastic Puzzle	80 Game, Puzzle	1P	BB	CUR	F 2
PRINT Statements	80 Tutorial		BB	CUR	F 3
Printer	80 Project		BB,Printer	CUR	F 2
Reverse	80 Game, Logic	1P	BB,1H	CUR	F 4
Ring	80 Graphics		BB	CUR	F 3
Rotation	80 Game, Logic	1P	BB	CUR	F 3
RUN Maker	81 Tutorial		BB	TBE	F 7
Shangri-Logic	81 Tutorial		BB	TBE	F 7
Shell-Metzner Sort	80 Math		BB	CUR	F 4
Sideswipe	80 Game, Skill	1P	BB,1H	CUR	F 4
Sound Effects	81 Tutorial, Sound		BB	TBE	F 8
Sound Port Study	81 Sound		BB	TBE	F 7
Spider Web	80 Graphics		BB	CUR	F 4
Star Wars Music	80 Music, 3 voice		BB	CUR	F 3
The Beauty of the Loop	81 Tutorial		BB	TBE	F 6
Tower of Hanoi	81 Game, Puzzle	1P	BB,1H	CUR	F 5
Treasure Island	81 Game, Hunt	2P	BB	CUR	F 6
Tycoon	81 Game, Economic	1P	BB	TBE	F 7
VIPER 1	81 Tutorial		BB,V1,XB	TBE	F 7

Programs Listed by Source

Program Name	Type	# Players	Equipment Required	Source	Page
THE BASIC EXPRESS formerly the CURSOR, cont.					
Wavemaker's Mazemaker	80 Game, Maze	1P	BB,1H	CUR	F 4
We Three Kings	80 Music, 3 voice		BB	CUR	F 5
What-Zit	81 Game, Logic	1P	BB	TBE	F 7
Wumpus	80 Game, Logic	1P	BB	CUR	F 2
Yahtzee	81 Game, Dice	1-4P	BB,1-4H	TBE	F 6
Z-GRASS Language	81 Tutorial		ZG	TBE	F 6
3 Voice Music Assembler	80 Music, 3 voice		BB	CUR	F 3
3 Voice Music Tutorial	80 Tutorial		BB	CUR	F 3
256 Colors	81 Graphics		BB	CUR	F 5
Don Gladden					
				Section	G 4
Bowling Secretary	81 Business		BB	DG	G 4
Guess Five	81 Game, Logic	1P	BB	DG	G 4
Haunted House	81 Game, Adventure	1P	BB	DG	G 4
Quickdraw	81 Game, Skill	1-2P	BB,1-2H	DG	G 4
Skunk	81 Game, Dice	1-4P	BB,1-4H	DG	G 4
ESOTERICA LTD.					
				Section	G 5
Bomb Squad	81 Game, Logic	1P	BB	EL	G 5
Mini Golf	81 Game, Sport	1-4P	BB,1H	EL	G 5
Star Trek	81 Game, Space	1P	BB	EL	G 5
US Geography-Major Cities	81 Educational, Game	1P	BB	EL	G 5
US Geography-States	81 Educational, Game	1P	BB	EL	G 5
Wildcatter	81 Game, Economic	1-4P	BB	EL	G 5
George Moses Co.					
				Section	G 6
ARCADE Christmas Music	80 Music, 3 voice		BB	GM	G 6
Scott Joplin Ragtime	81 Music, 3 voice		BB	GM	G 6
15 Bach 2 Part Inventions	80 Music, 3 voice		BB	GM	G 6
L & M Software					
				Section	G 7-10
Air Raid	81 Game, War	1P	BBorAB,1H	LMS	G 10
Atom Smasher	81 Game, Strategy	2P	BBorAB,2H	LMS	G 9
Black Lagoon	81 Game, Maze	1P	BBorAB,1H	LMS	G 10
Bombardier	81 Game, War	1P	BBorAB,1H	LMS	G 10
Claim Jumper	81 Game, Strategy	1-5P	BBorAB,1-4H	LMS	G 9
Coyote-Roadrunner Race	81 Game, Skill	2P	BBorAB,2H	LMS	G 9
Crazy Ball(Two in One)	80 Game, Skill	1P	BBorAB,1H	LMS	G 9
Dart Board	80 Game, Skill	1P	BBorAB,1H	LMS	G 9
Galactic War 2002	80 Game, Space	1P	BBorAB,1H	LMS	G 9
Kill the Vulcan	80 Game, Space	1P	BBorAB,KP	LMS	G 10
Light Show Program #2	81 Graphics		BBorAB,Light	LMS	G 9
Mission Impossible	81 Game, Strategy	1P	BBorAB,1H	LMS	G 10
Phantom Star Fight 2003	81 Game, Space	2P	BBorAB,2H	LMS	G 9
Rescue Air Drop	81 Game, Skill	1P	BBorAB,1H	LMS	G 10
River City Gambler	81 Game, Casino	1-5P	BBorAB,1-4H	LMS	G 9
Search and Destroy	80 Game, Logic	1P	BBorAB,1H	LMS	G 10
Sink the U-Boat	81 Game, War	1P	BBorAB,1H	LMS	G 10
Space Checkers	81 Game, Strategy	2P	BBorAB,2H	LMS	G 9
Space Sleuth	81 Game, Adventure	1-4P	BBorAB,1-4H	LMS	G 9
Space Quest 2001	81 Game, War	1P	BBorAB,1H	LMS	G 10
Star Base 2000	81 Game, Space	1P	BBorAB,1H	LMS	G 10
Target (Trio of Games)	80 Games, Skill	1P	BBorAB,1H	LMS	G 10
The Fox and the Hare	80 Game, Board	2P	BBorAB,2H	LMS	G 9
The Mummy's Treasure	81 Game, Board	1-4P	BBorAB,1-4H	LMS	G 10
3D Tic Tac Toe	81 Game, Board	2P	BBorAB,2H	LMS	G 9
Mark S. Keller					
				Section	G 11
Biorhythm	80 Personal		BB	MSK	G 11
Blackjack II	80 Game, Casino	1P	BB,1H	MSK	G 11
Bombardment II	80 Game, War	1P	BB,1H	MSK	G 11
Bullseye II	80 Game, Skill	1-20P	BB	MSK	G 11
Chase III	80 Game, Chase	1P	BB,1H	MSK	G 11
Life	80 Simulation		BB	MSK	G 11
Space Battle	79 Game, Space	1P	BB,1H	MSK	G 11
Star Trek III	80 Game, Space	1P	BB,1H	MSK	G 11
Text Editor	80 Utility		BB	MSK	G 11
Wumpus II	80 Game, Logic	1P	BB	MSK	G 11
Rich Tietjens					
				Section	G 13-15
Dungeons and Dragons	81 Game Aid		BB	RT	G 13
Graphics Assembler	81 Graphics Utility		BB	RT	G 13
Klingon Capture	81 Game, Space	1P	BB	RT	G 13
Lion Country	80 Game, Hunt	1-4P	BB	RT	G 13

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Programs Listed by Source

Program Name	Type	# Players	Equipment Required	Source	Page
Rich Tietjens, cont.					
Lunar Lander	81 Game, Simulation	1P	BB	RT	G 13
Music Assembler	81 Music, 3 voice, Utility		BB	RT	G 13
Orbital Docking Simulator	81 Game, Simulation	1P	BB	RT	G 13
Rocket Pilot	81 Game, Simulation	1P	BB	RT	G 13
Sound Trek	81 Game, Space	1P	BB	RT	G 13
Space War	81 Game, Space	1-2P	BB	RT	G 13
Traveller's Aid Package	81 Game Aid		BB	RT	G 13
Sebree's Computing					
					Section G 17
Down the Trench	79 Game, Space	1P	BB,1H	SC	G 17
Hit the Pedestrian	79 Game, Skill	1P	BB,1H	SC	G 17
Math Routines	79 Math		BB	SC	G 17
Munch	79 Game, Logic	1P	BB,1H	SC	G 17
Starfire Assembler	80 Utility		BB	SC	G 17
Starfire!	80 Game, Space	1P	BB,1H	SC	G 17
Submarine Minefield	79 Game, War	1-2P	BB	SC	G 17
Super Wumpus	79 Game, Hunt	1P	BB	SC	G 17
UFO Battle	79 Game, Space	1-2P	BB,1H	SC	G 17
XY Tutorial	79 Utility		BB	SC	G 17
Spectre Systems					
					Section G 18
ICBM Attack	81 Game, War	1-4P	BB,1JS	SPS	G 18
Super Software					
					Section G 19-21
Bally Slot	81 Game, Casino	1P	BBorAB	SS	G 20
Barracade	81 Game, Skill	1P	BBorAB	SS	G 21
Beatle Quiz	81 Educational	1P	BBorAB	SS	G 20
Cosmic Zap	81 Game, Space	1P	BBorAB	SS	G 21
Dog Racing	81 Game, Sport	1-4P	BBorAB	SS	G 20
Falling Stars	81 Game, Skill	1P	BBorAB	SS	G 21
Football	81 Game, Sport	1-2P	BBorAB	SS	G 19
Hustle!	81 Game, Skill	1P	BBorAB	SS	G 21
Laser Battle	81 Game, Skill	1-2P	BBorAB	SS	G 21
Maze-A-MaticII	81 Game, Maze	1P	BBorAB	SS	G 20
Missile Attack	81 Game, Skill	1P	BBorAB	SS	G 20
Mystery Maze	81 Game, Skill	1P	BBorAB	SS	G 21
Reverse	81 Game, Educational	1P	BBorAB	SS	G 20
Robot Alert!	81 Game, Skill	1P	BBorAB,1H	SS	G 21
Simon Says	81 Game, Memory	1P	BBorAB	SS	G 21
Smack-Up	81 Game, Skill	1P	BBorAB	SS	G 20
Starship Bally	81 Game, Space	1P	BBorAB	SS	G 19
Super Craps	81 Game, Casino	1-4P	BBorAB	SS	G 19
Super Slot	81 Game, Casino	1-4P	BBorAB	SS	G 19
Tic-Tac-Dough	81 Game, Board	1P	BBorAB	SS	G 20
THE BASIC EXPRESS Software					
					Section G 22
Bio-rhythm	80 Personal		BB	TBE	G 22
Moon Landing	80 Game, Simulation	1P	BB	TBE	G 22
WaveMakers					
					Section G 23-25
Backgammon	81 Game, Board	1P	BBorAB	WM	G 24 37
Chord Progressions	80 Educational, Music		BBorAB,1H	WM	G 24
Clue	80 Game, Logic	1-6P	BBorAB,KP	WM	G 23
Flying Ace	80 Game, War	1-2P	BBorAB,1H	WM	G 23
Guitar Course	80 Educational, Music		BBorAB	WM	G 24 37
Guitar Course (Tuning)	80 Educational, Music		BBorAB,1H	WM	G 24 37
Horse Race	80 Game, Sport	1-4P	BBorAB,KP	WM	G 23
Lookout for the Bull	81 Game, Skill	1-4P	BBorAB,1H	WM	G 25 > 38
Lookout for the Bull II	81 Game, Skill	1-4P	BBorAB,1H	WM	G 25 > 38
MAX (Robot from Space)	80 Game, Skill	1P	BBorAB,1H	WM	G 23
Maze Race	80 Game, Maze	2P	BBorAB,2H	WM	G 23
Mouse in the Hat	80 Game, Logic	1P	BBorAB,1H	WM	G 24
Music Composer	80 Music		BBorAB,1H	WM	G 24
Note Match	80 Game, Music	1P	BBorAB,1H	WM	G 24
Note Match II	80 Educational, Music	1P	BBorAB,1H	WM	G 24
Obstacle Course	80 Game, Maze	1P	BBorAB,1H	WM	G 23
Obstacle Course Tourney	81 Game, Maze	1-10P	BBorAB,1H	WM	G 24 37
Pack-Rat	81 Game, Skill	1P	BBorAB,1H	WM	G 25 > 38
Pack-Rat II	81 Game, Skill	1P	BBorAB,1H	WM	G 25 > 38
Perversion	80 Game, Logic	1-6P	BBorAB,1H	WM	G 23
Slot Machine	80 Game, Casino	1P	BBorAB,1H	WM	G 23
Space Chase	80 Game, Space	1P	BBorAB,KP	WM	G 23
Speed Math	80 Game, Math	1-2P	BBorAB,1H	WM	G 24
Yahtzee	80 Game, Dice	1-4P	BBorAB,1H	WM	G 24

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Walter Brown

T. J. ...

When Quiz

Programs Listed by Type

Program Name	Year	Type	# Players	Equipment Required	Source	Page
BUSINESS						
Bowling Secretary	81	Business		BB	DG	G 4
Compound Interest	81	Business		BB	ARC	E 12
CURSOR Inventory Program	80	Business		BB	CUR	F 4
Electric Bill Analysis	80	Business		BB	CUR	F 2
Exec. Time Card Calc.	81	Business		BB	CUR	F 5
Monthly Loan Program	80	Business		BB	ARC	E 5
CHART						
ASCII Conversion Chart	80	Chart		BB	CUR	F 4
Cursor Control Chart	80	Chart		BB	CUR	F 4
EDUCATIONAL						
Beatle Quiz	81	Educational	1P	BBorAB	SS	G 20
BIBLE Quiz	80	Educational	2P	BB	ARC	E 6
Chord Progressions	80	Educational, Music		BBorAB,1H	WM	G 24
Code	80	Educational		BB	ARC	E 8
Guitar Course	80	Educational, Music		BBorAB	WM	G 24
Guitar Course (Tuning)	80	Educational, Music		BBorAB,1H	WM	G 24
Morse Code	80	Educational		BB	ARC	E 8
Morse Code Simulator	81	Educational		BB	CUR	F 6
Note Match II	80	Educational Music	1P	BBorAB,1H	WM	G 24
Nuclear Math	81	Educational, Game	1P	BB	ARC	E 13
Reverse	81	Game, Educational	1P	BBorAB	SS	G 20
Telling Time	81	Time, Educational	1P	BB,1H	ARC	E 12
US Geography-Major Cities	81	Educational, Game	1P	BB	EL	G 5
US Geography-States	81	Educational, Game	1P	BB	EL	G 5
Video Rally	80	Educational, Game	1P	BB,1H	ARD	G 2
Z-80 Minicourse	81	Educational & Utility		BB	BE	G 3
GAME						
Air Raid	81	Game, War	1P	BBorAB,1H	LMS	G 10
Al's Poker Bandit	81	Game, Casino	1P	BB,1H	TBE	F 7
Amazed in Space	79	Game, Maze	1P	BB,1H	ARC	E 3
Arcade Dice	79	Games, Casino	1-4P	BB	ARC	E 5
ARCADE Golf	80	Game, Sport	1-4P	BB,1-4H	CUR	F 4
Artillery Duel	80	Game, War	1P	BB,2H	ARC	E 7
Atom Smasher	81	Game, Strategy	2P	BBorAB,2H	LMS	G 9
Attack	79	Game, Chase	1P	BB,1H	ARC	E 5
Backgammon	81	Game, Board 1p		BBorAB	WM	G 24
Bagels	79	Game, Logic	1P	BB	ARC	E 6
BALLY 500	81	Game, Skill	2-3P	BB,1	ARC	E 10
BALLY Black Box	81	Game, Logic	1-4P	BB,1-4H	ARC	E 12
Bally Slot	81	Game, Casino	1P	BBorAB	SS	G 20
Bangman	79	Game, Word	1P	BB,1H	ARC	E 3
Barracade	81	Game, Skill	1P	BBorAB	SS	G 21
Bingo	80	Game, Board	1P	BB,1H	ARC	E 6
Blackbox	79	Game, Logic	1P	BB	ARC	E 4
Blackjack II	80	Game, Casino	1P	BB,1H	MSK	G 11
Black Hole	80	Game, Space	1P	BB	ARC	E 6
Black Lagoon	81	Game, Maze	1P	BBorAB,1H	LMS	G 10
Bombardier	81	Game, War	1P	BBorAB,1H	LMS	G 10
Bombardment II	80	Game, War	1P	BB,1H	MSK	G 11
Bomb Squad	81	Game, Logic	1P	BB	EL	G 5
BOTS	80	Game, Chase	1P	BB,1H	ARC	E 8
Bowl a Rama	80	Game, Sport	2P	BB,2H	ARC	E 7
Bullseye II	80	Game, Skill	1-20P	BB	MSK	G 11
Camel	80	Game, Logic	1P	BB	CUR	F 2
Chase III	80	Game, Chase	1P	BB,1H	MSK	G 11
Checkers I	79	Game, Board	1P	BB	ARC	E 2
Checkers II	79	Game, Board	1P	BB	ARC	E 5
Chessette	80	Game, Board	2P	BB	CUR	F 5
Claim Jumper	81	Game, Strategy	1-5P	BBorAB,1-4H	LMS	G 9
Clue	80	Game, Logic	1-6P	BBorAB,KP	WM	G 23
Coder-Decoder	81	Game		BB	ARC	E 13
Connect-the-Dots	81	Graphics, Game	1P	BB,1H	TBE	F 7
Connect Four	80	Game, Logic	1-2P	BB,1-2H	CUR	F 4
Connect Four I	80	Game, Logic	2P	BB,2H	ARC	E 6
Connect Four II	80	Game, Logic	1-2P	BB,1-2H	ARC	E 8
Cosmic Zap	81	Game, Space	1P	BBorAB	SS	G 21
Count the Dots	80	Game, Skill	1P	BB,1H	ARC	E 8

Programs Listed by Type

Program Name	Year	Type	# Players	Equipment Required	Source	Page
GAMES, cont.						
Coyote-Roadrunner Race	81	Game, Skill	2P	BBorAB, 2H	LMS	G 9
Crazy Ball (Two in One)	80	Game, Skill	1P	BBorAB, 1H	LMS	G 9
Daredevil	81	Game, Race	1P	BB, 1H	ARC	E 12
Darts	81	Game, Simulation	1-4P	BB	CUR	F 6
Dart Board	80	Game, Skill	1P	BBorAB, 1H	LMS	G 10
Defuse	81	Game, Hunt	1P	BB, 1H	ARC	E 10
Digital Couch	81	Game, Personal	1P	BB	ARC	E 10
Dog Racing	81	Game, Sport	1-4P	BBorAB	SS	G 20
Down the Trench	79	Game, Space	1P	BB, 1H	SC	G 17
Dungeons and Dragons	81	Game Aid		BB	RT	G 13
Falling Stars	81	Game, Skill	1P	BBorAB	SS	G 21
Flying Ace	80	Game, War	1-2P	BBorAB, 1H	WM	G 23
Football	81	Game, Sport	1-2P	BBorAB	SS	G 19
Fox and Hounds	81	Game, Board	1P	BB, 1H	TBE	F 7
Galactibattle	80	Game, Space	1P	BB	CUR	F 3
Galactic War 2002	80	Game, Space	1P	BBorAB, 1H	LMS	G 9
Gobblers	81	Game, Skill	2P	BB, 2H	ARC	E 12
Golf	81	Game, Sport	1-4P	BB, 1-4H	ARC	E 10
Guess Five	81	Game, Logic	1P	BB	DG	G 4
Hamurabi	80	Game, Economic	1P	BB	ARC	E 6
Hamurabi	81	Game, Economic	1P	BB	CUR	F 6
Hangman I	79	Game, Word	2P	BB, 1H	ARC	E 5
Haunted House	81	Game, Adventure	1P	BB	DG	G 4
Hit the Pedestrian	79	Game, Skill	1P	BB, 1H	SC	G 17
Horserace	80	Game, Sport	1-4P	BB	ARC	E 9
Horse Race	80	Game, Sport	1-4P	BB, 1-4H	ARC	E 8
Horse Race	80	Game, Sport	1-4P	BBorAB, KP	WM	G 23
Hustle!	81	Game, Skill	1P	BBorAB	SS	G 21
ICBM Attack	81	Game, War	1-4P	BB, 1JS	SPS	G 18
Invasion Force	81	Game, Space	1P	BB, 1H	TBE	F 7
Invisible War	81	Game, Space	1P	BB, 1H	ARC	E 12
Keno II 2.0	81	Game, Casino	1P	BB, 1H	ARC	E 12
Kill the Vulcan	80	Game, Space	1P	BBorAB, KP	LMS	G 10
Klingon Capture	81	Game, Space	1P	BB	RT	G 13
Laser Battle	81	Game, Skill	1-2P	BBorAB	SS	G 21
Lion Country	80	Game, Hunt	1-4P	BB	RT	G 13
Lookout for the Bull	81	Game, Skill	1-4P	BBorAB, 1H	WM	G 25
Lookout for the Bull II	81	Game, Skill	1-4P	BBorAB, 1H	WM	G 25
Lunar Lander	81	Game, Simulation	1P	BB	RT	G 13
Mastermind	80	Game, Logic	1P	BB	ARC	E 7
Mastermind II	80	Game, Logic	1P	BB	ARC	E 9
Match	81	Game, Board	1-2P	BB	ARC	E 12
Match	81	Game, Board	1-2P	BB	TBE	F 7
Math Quiz	80	Game, Math	1P	BB	CUR	F 4
MAX (Robot from Space)	80	Game, Skill	1P	BBorAB, 1H	WM	G 23
Maze Race	80	Game, Maze	2P	BBorAB, 2H	WM	G 23
Maze-A-Matic II	81	Game, Maze	1P	BBorAB	SS	G 20
Message from Lost Tribe	81	Game, Puzzle		BB	TBE	F 7
Microtrek	79	Game, Space	1P	BB	ARC	E 4
Mini Golf	81	Game, Sport	1-4P	BB, 1H	EL	G 5
Missile Attack	81	Game, Skill	1P	BBorAB	SS	G 20
Mission Impossible	81	Game, Strategy	1P	BBorAB, 1H	LMS	G 10
Monster Chase	81	Game, Chase	1P	BB, 1H	TBE	F 8
Moon Landing	80	Game, Simulation	1P	BB	TBE	G 22
Mouse in the Hat	80	Game, Logic	1P	BBorAB, 1H	WM	G 24
Munch	79	Game, Logic	1P	BB, 1H	SC	G 17
Mystery Maze	81	Game, Skill	1P	BBorAB	SS	G 21
Name and Nicomachus	80	Game, Number	1P	BB	ARC	E 7
New Subsearch	81	Game, War	1P	BB, 1H	ARC	E 12
Nim	81	Game, Logic	1-2P	BB, 1-2H	ARC	E 11
Note Match	80	Game, Music	1P	BB	CUR	F 5
Note Match	80	Game, Music	1P	BBorAB, 1H	WM	G 24
Nuclear Math	81	Educational, Game	1P	BB	ARC	E 13
Number Match	79	Game, Number	1P	BB	ARC	E 5
Obstacle Course	80	Game, Maze	1P	BBorAB, 1H	WM	G 23
Obstacle Course Tourney	81	Game, Maze	1-10P	BBorAB, 1H	WM	G 24
Old Bent Nose	81	Game, Board	2P	BB, 2H	ARC	E 11
Ones and Fives	81	Game, Dice	1-4P	BB, 1-4H	CUR	F 6
Orbital Docking Simulator	81	Game, Simulation	1P	BB	RT	G 13
Othello	80	Game, Logic	1P	BB, 1H	CUR	F 4
O-Jello	80	Game, Logic	1P	BB, 1H	ARC	E 6
Pack-Rat	81	Game, Skill	1P	BBorAB, 1H	WM	G 25
Pack-Rat II	81	Game, Skill	1P	BBorAB, 1H	WM	G 25
Perversion	80	Game, Logic	1-6P	BBorAB, 1H	WM	G 23

Programs Listed by Type

Program Name	Year	Type	# Players	Equipment Required	Source	Page
GAME, cont.						
Phantom Star Fight 2003	81	Game, Space	2P	BBorAB, 2H	LMS	G 9
Plastic Puzzle	80	Game, Puzzle	1P	BB	CUR	F 2
Pool	81	Game, Sport	1P	BB, 1H	ARC	E 11
Quickdraw	81	Game, Skill	1-2P	BB, 1-2H	DG	G 4
Rebound	81	Game, Skill	1P	BB, 1H	ARC	E 12
Rescue Air Drop	81	Game, Skill	1P	BBorAB, 1H	LMS	G 10
Reverse	79	Game, Logic	1P	BB, 1H	ARC	E 2
Reverse	80	Game, Logic	1P	BB, 1H	CUR	F 4
Reverse	81	Game, Educational	1P	BBorAB	SS	G 20
River City Gambler	81	Game, Casino	1-5P	BBorAB, 1-4H	LMS	G 9
Robot Alert!	81	Game, Skill	1P	BBorAB, 1H	SS	G 21
Rocket Pilot	81	Game, Simulation	1P	BB	RT	G 13
Rotation	80	Game, Logic	1P	BB	CUR	F 3
Saucer Battle	79	Game, Space	1-2P	BB, 1-2H	ARC	E 4
Search and Destroy	80	Game, Logic	1P	BBorAB, 1H	LMS	G 10
Sideswipe	80	Game, Skill	1P	BB, 1H	CUR	F 4
Simon	79	Game, Logic	1P	BB, 1H	ARC	E 2
Simon Says	81	Game, Memory	1P	BBorAB	SS	G 21
Sink the U-Boat	81	Game, War	1P	BBorAB, 1H	LMS	G 10
Skunk	81	Game, Dice	1-4P	BB, 1-4H	DG	G 4
Slot Machine	80	Game, Casino	1P	BBorAB, 1H	WM	G 23
Slot Machine I	79	Game, Casino	1P	BB, 1H	ARC	E 3
Slot Machine II	79	Game, Casino	1-2P	BB, 1-2H	ARC	E 5
Slot Machine III	80	Game, Casino	1P	BB, 1H	ARC	E 7
Smack-Up	81	Game, Skill	1P	BBorAB	SS	G 20
Sound Trek	81	Game, Space	1P	BB	RT	G 13
Spacewar I	79	Game, Space	2P	BB, 2H	ARC	E 4
Spacewar II	80	Game, Space	1P	BB, 1H	ARC	E 6
Space Battle	79	Game, Space	1P	BB, 1H	MSK	G 11
Space Chase	80	Game, Space	1P	BBorAB, KP	WM	G 23
Space Checkers	81	Game, Strategy	2P	BBorAB, 2H	LMS	G 9
Space Sleuth	81	Game, Adventure	1-4P	BBorAB, 1-4H	LMS	G 9
Space Quest 2001	81	Game, War	1P	BBorAB, 1H	LMS	G 10
Space War	81	Game, Space	1-2P	BB	RT	G 13
Speed Math	80	Game, Math	1-2P	BBorAB, 1H	WM	G 24
Speed O Math	80	Game, Math	1P	BB	ARC	E 9
Spinning Wheel	81	Game, Casino	7H	BB, ?H	ARC	E 11
Starfire!	80	Game, Space	1P	BB, 1H	SC	G 17
Starship Bally	81	Game, Space	1P	BBorAB	SS	G 19
Star Base 2000	81	Game, Space	1P	BBorAB, 1H	LMS	G 10
Star Trek	81	Game, Space	1P	BB	EL	G 5
Star Trek III	80	Game, Space	1P	BB, 1H	MSK	G 11
Strategic Air Command	81	Game, War	1P	BB, 1H	ARC	E 11
Submarine Minefield	79	Game, War	1-2P	BB	SC	G 17
Subsearch	80	Game, War	1P	BB	ARC	E 7
Sub Hunter	81	Game, War	1P	BB, 1H	ARC	E 11
Super Craps	81	Game, Casino	1-4P	BBorAB	SS	G 19
Super Slot	81	Game, Casino	1-4P	BBorAB	SS	G 19
Super Wumpus	79	Game, Hunt	1P	BB	SC	G 17
Target (Trio of Games)	80	Games, Skill	1P	BBorAB, 1H	LMS	G 10
The Fox and the Hare	80	Game, Board	2P	BBorAB, 2H	LMS	G 9
The Mummy's Treasure	81	Game, Board	1-4P	BBorAB, 1-4H	LMS	G 10
The Pits	81	Game, Maze	1P	BB, 1H	ARC	E 12
Tic-Tac-Dough	81	Game, Board	1P	BBorAB	SS	G 20
Tic-Tac-Tollah	80	Game, Board	1P	BB	ARD	G 2
Tower of Hanoi	81	Game, Puzzle	1P	BB, 1H	ARC	E 10
Tower of Hanoi	81	Game, Puzzle	1P	BB, 1H	CUR	F 5
Traveller's Aid Package	81	Game, Aid		BB	RT	G 13
Treasure Island	81	Game, Hunt	2P	BB	CUR	F 6
Twixt	81	Game, Board	1P	BB, 1H	ARC	E 11
Tycoon	81	Game, Economic	1P	BB	TBE	F 7
UFO Battle	79	Game, Space	1-2P	BB, 1H	SC	G 17
US Geography-Major Cities	81	Educational, Game	1P	BB	EL	G 5
US Geography-States	81	Educational, Game	1P	BB	EL	G 5
Video Rally	80	Educational, Game	1P	BB, 1H	ARD	G 2
Wavemaker's Mazemaker	80	Game, Maze	1P	BB, 1H	CUR	F 4
What-Zit	81	Game, Logic	1P	BB	TBE	F 7
Wildcatter	81	Game, Economic	1-4P	BB	EL	G 5
Wumpus	80	Game, Logic	1P	BB	CUR	F 2
Wumpus II	80	Game, Logic	1P	BB	MSK	G 11
Yahtzee	80	Game, Dice	1-4P	BB, 1-4H	ARC	E 7
Yahtzee	81	Game, Dice	1-4P	BB, 1-4H	TBE	F 6
Yahtzee	80	Game, Dice	1-4P	BBorAB, 1H	WM	G 24

Programs Listed by Type

Program Name	Year	Type	# Players	Equipment Required	Source	Page
GAME, cont.						
Zappit	80	Game, Space		1P BB,1H	ARC	E 5
3D Tic Tac Toe	81	Game, Board		2P BBorAB,2H	LMS	G 9
15 Puzzle	80	Game, Puzzle		1P BB	ARC	E 7
2000 AD	80	Game, Space		1P BB,1H	ARC	E 6
GRAPHICS						
Alchemisymmetrical	81	Graphics		BB	ARC	E 10
ARCADIAN Sampler	80	Graphics		BB	ARC	E 6
Boo	81	Graphics		BB	ARC	E 13
Character Size Multiplier	80	Graphics		BB	CUR	F 3
Chicago Loop	80	Graphics		BB	CUR	F 3
Circle Plotter	81	Graphics		BB	ARC	E 9
Circles	81	Graphics		BB	ARC	E 11
Color Chart	81	Graphics		BB	ARC	E 10
Color Formatter	81	Graphics Utility		BB	BE	G 3
Connect-the-Dots	81	Graphics, Game	1P	BB,1H	TBE	F 7
Critter	80	Graphics		BB	CUR	F 5
Design	80	Graphics		BB	CUR	F 4
Diamond	81	Graphics		BB	TBE	F 6
DMA Graphics	80	Graphics Utility		BB	CUR	F 3
Elect. Visualization Ctr.	80	Graphics		BB	ARC	E 5
Grandfather Clock	81	Time, Graphics		BB	ARC	E 9
Graphic Character Maker	81	Graphics Utility		BB	ARC	E 11
Graphics Assembler	80	Graphics Utility		BB	ARC	E 8
Graphics Assembler	81	Graphics Utility		BB	RT	G 13
Graphics Demo	80	Graphics Utility		BB	ARD	G 2
Halloween Ghost	80	Graphics		BB	ARC	E 8
Light Show Program #2	81	Graphics		BBorAB,Light	LMS	G 9
Logo	79	Graphics		BB	ARC	E 5
Memory Doodle	81	Graphics		BB	ARC	E 10
New Graphic Char, Maker	81	Graphics Utility		BB,1H	ARC	E 13
Old Glory	81	Graphics, Music		BB	TBE	F 7
Perspectives	81	Graphics		BB	CUR	F 6
Random Art	79	Graphics		BB	ARC	E 2
Ring	80	Graphics		BB	CUR	F 3
Short Program Selection	81	Graphics, Math		BB	ARC	E 10
Spider Web	80	Graphics		BB	CUR	F 4
Spirals I	80	Graphics		BB	ARC	E 7
Spirals II	80	Graphics		BB	ARC	E 8
Symmetrical Art	81	Graphics		BB	ARC	E 12
4D2	81	Graphics		BB	ARC	E 13
256 Colors	81	Graphics		BB	CUR	F 5
MATH						
Bubble Sort	80	Math		BB	CUR	F 2
Distance Between 2 Points	79	Math		BB	ARC	E 4
Floating Point Math	80	Math		BB	CUR	F 4
Math Routines	79	Math		BB	SC	G 17
Metric Converter	81	Math.		BB	CUR	F 6
Shell-Metzner Sort	80	Math		BB	CUR	F 4
Short Program Selection	81	Graphics, Math		BB	ARC	E 10
Square Root	79	Math		BB	ARC	E 3
MUSIC						
ARCADE Christmas Music	80	Music, 3 voice		BB	GM	G 6
Chord Progressions	80	Educational, Music		BBorAB,1H	WM	G 24
Chopsticks Music	80	Music, 3 voice		BB	CUR	F 3
Guitar Course	80	Educational, Music		BBorAB	WM	G 24
Guitar Course (Tuning)	80	Educational, Music		BBorAB,1H	WM	G 24
Hello Dolly	79	Music		BB	ARC	E 5
Musical Staff	81	Music		BB	ARC	E 10
Music Assembler	81	Music, 3 voice,Utility		BB	RT	G 13
Music Composer	80	Music		BBorAB,1H	WM	G 24
Music (3 Voice)	80	Music, 3 voice		BB	ARC	E 7
New Music Program Tutorial	81	Tutorial, Music		BB	ARC	E 13
Note Match	80	Game, Music	1P	BB	CUR	F 5
Note Match	80	Game, Music	1P	BBorAB,1H	WM	G 24
Note Match II	80	Educational, Music	1P	BBorAB,1H	WM	G 24
Old Glory	81	Graphics, Music		BB	TBE	F 7
Popeye the Sailor	79	Music		BB	ARC	E 5

Programs Listed by Type

Program Name	Year	Type	# Players	Equipment Required	Source	Page
MUSIC, cont.						
Scott Joplin Ragtime	81	Music, 3 voice		BB	GM	G 6
Star Wars Music	80	Music, 3 voice		BB	CUR	F 3
We Three Kings	80	Music, 3 voice		BB	CUR	F 5
3 Voice Music Assembler	80	Music, 3 voice		BB	CUR	F 3
15 Bach 2 Part Inventions	80	Music, 3 voice		BB	GM	G 6
PROJECT						
Direct Video/Audio Ckt.	80	Project		BB	CUR	F 3
Full Size ASCII Keyboard	80	Project		BB,KB	CUR	F 2
Motherboard Modification	81	Project		BB	ARC	E 11
Printer	80	Project		BB,Printer	CUR	F 2
SIMULATION						
Darts	81	Game, Simulation	1-4P	BB	CUR	F 6
Life	80	Simulation		BB	MSK	G 11
Life Synthesis Model	80	Simulation		BB	CUR	F 2
Lunar Lander	81	Game, Simulation	1P	BB	RT	G 13
Moon Landing	80	Game, Simulation		BB	TBE	G 22
Orbital Docking Simulator	81	Game, Simulation	1P	BB	RT	G 13
SOUND						
Frequencies	79	Sound		BB	ARC	E 3
Sound Effects	81	Tutorial, Sound		BB	TBE	F 7
Sound Graph	79	Sound		BB	ARC	E 3
Sound Port Study	81	Sound		BB	TBE	F 7
Surf Sounds and Crickets	81	Sound		BB	ARC	E 9
Touch Tone Simulate	79	Sound		BB	ARC	E 3
TIME						
Alarm Clock	80	Time		BB	CUR	F 3
Analog(Non-digital) Clock	81	Time		BB	ARC	E 12
Clock	79	Time		BB	ARC	E 2
Day of Week & Calendar	80	Time		BB	ARC	E 9
Grandfather Clock	81	Time, Graphics		BB	ARC	E 9
Telling Time	81	Time, Educational	1P	BB,1H	ARC	E 12
TUTORIALS						
ASTROVISION Editor	81	Tutorial		AB	ARC	E 13
Background/Foreground	80	Tutorial		BB	ARC	E 8
BALLY BASIC Text Area	79	Tutorial		BB	ARC	E 4
BALLY BASIC Translations	79	Tutorial		BB	ARC	E 4
Beginning Programming	79	Tutorial		BB	ARC	E 3
BLUE RAM Programming	80	Tutorial		BB, BR	ARC	E 9
Char. Size & Print Loc.	79	Tutorial		BB	ARC	E 3
Creating Special Graphics	81	Tutorial		BB	ARC	E 11
Data Storage	79	Tutorial		BB	ARC	E 2
Dirty Programming Tricks	81	Tutorial		BB	CUR	F 6
File Search	80	Tutorial		BB	ARC	E 9
Hybrid Programs	80	Tutorial		BB, BR	ARC	E 8
IF Statements	79	Tutorial		BB	ARC	E 3
IF,AND,OR	79	Tutorial		BB	ARC	E 2
Machine Language Graphics	80	Tutorial		BB	CUR	F 5
Memory Addressing	79	Tutorial		BB	ARC	E 4
Memory Expansion	80	Tutorial		BB	CUR	F 5
Memory Tutorial I	79	Tutorial		BB	ARC	E 6
Memory Tutorial II	80	Tutorial		BB	ARC	E 6
Memory Tutorial III	80	Tutorial		BB	ARC	E 7
Memory Tutorial IV	80	Tutorial		BB	ARC	E 7
More BLUE RAM BASIC	81	Tutorial		BB	ARC	E 10
Multicolor Graphics	81	Tutorial		BB	BE	G 3
Multi-processing	80	Tutorial		BB	ARC	E 8
Music Synthesizer Part I	79	Tutorial		BB	ARC	E 3
Music Synthesizer Part II	79	Tutorial		BB	ARC	E 4
New Music Program Tutorial	81	Tutorial, Music		BB	ARC	E 13
Organizing Tape Files	80	Tutorial		BB	CUR	F 5
PEEK n' POKE	80	Tutorial		BB	CUR	F 2
PEEK n' POKE	80	Tutorial		BB	CUR	F 5
Pre-Tutorial Pixels	81	Tutorial		BB	ARC	E 11
PRINT Statements	80	Tutorial		BB	CUR	F 3

Programs Listed by Type

Program Name	Year	Type	# Players	Equipment Required	Source	Page
TUTORIAL, cont.						
Programming Techniques I	81	Tutorial		BB	ARC	E 10
Programming Techniques II	81	Tutorial		BB	ARC	E 10
Program Title & Instr.	80	Tutorial		BB	ARC	E 9
PX Function	79	Tutorial		BB	ARC	E 4
RUN Maker	81	Tutorial		BB	TBE	F 7
Screen Operation	79	Tutorial		BB	ARC	E 2
Serial and Parallel	80	Tutorial		BB	ARC	E 7
Shangri-Logic	81	Tutorial		BB	TBE	F 7
Sound Effects	81	Tutorial, Sound		BB	TBE	F 8
Subroutines	79	Tutorial		BB	ARC	E 4
Taping Memory	80	Tutorial		BB	ARC	E 9
The Beauty of the Loop	81	Tutorial		BB	TBE	F 6
VIPER 1	81	Tutorial		BB,V1,XB	TBE	F 7
Z-GRASS Language	81	Tutorial		ZG	TBE	F 6
3 Voice Music	80	Tutorial		BB	ARC	E 7
3 Voice Music Tutorial	80	Tutorial		BB	CUR	F 3
UTILITY						
Base Conversion	80	Utility		BB	ARC	E 8
Color Formater	81	Graphics Utility		BB	BE	G 3
DMA Graphics	80	Graphics Utility		BB	CUR	F 3
Graphic Character Maker	81	Graphics Utility		BB	ARC	E 11
Graphics Assembler	80	Graphics Utility		BB	ARC	E 8
Graphics Assembler	81	Graphics Utility		BB	RT	G 13
Graphics Demo	80	Graphics Utility		BB	ARD	G 2
Hex Poker	81	Utility		BB	ARC	E 11
Hex to Decimal	79	Utility		BB	ARC	E 2
Interrupt Routine	80	Utility		BB	ARC	E 9
Line Resequence	81	Utility		BB	CUR	F 6
Memory Contents-Binary	79	Utility		BB	ARC	E 2
Memory Contents-Hex	79	Utility		BB	ARC	E 3
Memory Display	79	Utility		BB	ARC	E 3
Music Assembler	81	Music, 3 voice, Utility		BB	RT	G 13
New Graphic Char. Maker	81	Graphics Utility		BB,1H	ARC	E 13
Resequencing	79	Utility		BB	ARC	E 4
Starfire Assembler	80	Utility		BB	SC	G 17
Text Editor	80	Utility		BB	MSK	G 11
XY Tutorial	79	Utility		BB	SC	G 17
Z-80 Minicourse	81	Educational & Utility		BB	BE	G 3

Alphabetized Hardware Listings

BALLY BOOSTER T-Shirts	81 T-Shirts		DG	G 4
Blue Ram	81 Memory, I/O	BBorAB,EB+BR	PE	G 12
Blue Ram BSR Controller	80 Interface	BBorAB,BR+BSR	PE	G 12
Blue Ram Keyboard-62	81 Keyboard	BBorAB,EB+BR	PE	G 12
BR Operating System V1.0	80 Operating System	BBorAB,EB+BR	PE	G 12
Cassette Tape Eraser	Accessory		TBE	G 22
Cassette Tape Recorder	Accessory		TBE	G 22
Clock Kludge Mod. Kit	81 Modification	BB	BE	G 3
C-30 Tape	Accessory		TBE	G 22
EDGETAGS	81 Accessory		RS	G 16
Extended BASIC 1.0	81 Language	BR or VS	See	B 2
Hand Control Cables	Accessory		TBE	G 22
Heat Sinks	Accessory		TBE	G 22
HD-1 Head Demagnetizer	Accessory		TBE	G 22
Machine Language Manager	Cartridge		TBE	G 22
MEM-EXTEND	Memory	Available Soon	RT	G 15
Modem Printer Interface	81 Interface	BBorAB,EB+BR	PE	G 12
Parallel/Serial Adaptor	81 Interface	BB	RT	G 15
Spectre Joystick Handle	81 Accessory	BBorAB	SPS	G 18
Telephone Modem	Accessory	Available soon	BE	G 3
VIPER Interface Card	81 Interface	BB,VS	AE	G 1
VIPER Keyboard	81 Keyboard	BB,VS	AE	G 1
VIPER RAM Card	81 Memory	BB,VS	AE	G 1
VIPER System One	81 Add-on System	BB,VS	AE	G 1
VIPER System Five	81 Add-on System	BB,VS	AE	G 1
VIPER System Ten	81 Add-on System	BB,VS	AE	G 1

Hardware Listings By Classification

ACCESSORY				
Cassette Tape Eraser	Accessory		TBE	G 22
Cassette Tape Recorder	Accessory		TBE	G 22
C-30 Tape	Accessory		TBE	G 22
EDGETAGS	81 Accessory		RS	G 16
Hand Control Cables	Accessory		TBE	G 22
Heat Sinks	Accessory		TBE	G 22
HD-1 Head Demagnetizer	Accessory		TBE	G 22
Spectre Joystick Handle	81 Accessory	BBorAB	SPS	G 18
Telephone Modem	Accessory	Available soon	BE	G 3
ADD-ON SYSTEM				
VIPER System One	81 Add-on System	BB,VS	AE	G 1
VIPER System Five	81 Add-on System	BB,VS	AE	G 1
VIPER System Ten	81 Add-on System	BB,VS	AE	G 1
CARTRIDGES				
Machine Language Manager	81 Cartridge		TBE	G 22
INTERFACE				
Blue Ram	81 Memory, I/O	BBorAB,EB+BR	PE	G 12
Blue Ram BSR Controller	80 Interface	BBorAB,BR+BSR	PE	G 12
Color Organ Light Show	80 Interface	BBorAB,Stereo	LMS	G 10
Modem Printer Interface	81 Interface	BBorAB,EB+BR	PE	G 12
Modem Printer Interface	81 Interface	BBorAB,EB+BR	PE	G 12
VIPER Interface Card	81 Interface	BB,VS	AE	G 1
KEYBOARD				
Blue Ram Keyboard-62	81 Keyboard	BBorAB,EB+BR	PE	G 12
VIPER Keyboard	81 Keyboard	BB,VS	AE	G 1
LANGUAGE				
Extended BASIC 1.0	81 Language	BR or VS	See	B 2
MEMORY				
Blue Ram	81 Memory, I/O	BBorAB,EB+BR	PE	G 12
MEM-EXTEND	Memory	Available Soon	RT	G 15
VIPER RAM Card	81 Memory	BB,VS	AE	G 1
MODIFICATION				
Clock Kludge Mod. Kit	81 Modification	BB	BE	G 3
OPERATING SYSTEM				
BR Operating System V1.0	80 Operating System	BBorAB,EB+BR	PE	G 12
T-SHIRTS				
BALLY BOOSTER T-Shirts	81 T-Shirts		DG	G 4

Hardware Listings By Source

Alternative Engineering			Section	G 1
Extended Basic on Tape	81 Language	BB,VS	AE	B 2
VIPER Interface Card	81 Interface	BB,VS	AE	G 1
VIPER Keyboard	81 Keyboard	BB,VS	AE	G 1
VIPER RAM Card	81 Memory	BB,VS	AE	G 1
VIPER System One	81 Add-on System	BB,VS	AE	G 1
VIPER System Five	81 Add-on System	BB,VS	AE	G 1
VIPER System Ten	81 Add-on System	BB,VS	AE	G 1
ARCADIAN			Section	E
Extended Basic	81 Language	BB,VSorBR	ARC	B 2
Barry Ellerson			Section	G 3
Clock Kludge Mod. Kit	81 Modification	BB	BE	G 3
Telephone Modem	Accessory	Available soon	BE	G 3
Don Gladden			Section	G 4
BALLY BOOSTER T-Shirts	81 T-Shirts		DG	G 4
L & M Software			Section	G 10
Color Organ Light Show	80 Interface	BBorAB,Stereo	LMS	G 10
Perkins Engineering			Section	G 12
Blue Ram	81 Memory, I/O	BBorAB,EB+BR	PE	G 12
Blue Ram BSR Controller	80 Interface	BBorAB,BR+BSR	PE	G 12
Blue Ram Keyboard-62	81 Keyboard	BBorAB,EB+BR	PE	G 12
BR Operating System V1.0	80 Operating System	BBorAB,EB+BR	PE	G 12
Extended Basic in ROM	81 Language	BB,BR	PE	B 2
Modem Printer Interface	81 Interface	BBorAB,EB+BR	PE	G 12
Rich Tietjens			Section	G 15
MEM-EXTEND	Memory	Available Soon	RT	G 15
Parallel/Serial Adaptor	81 Interface	BB	RT	G 15
Roger Saunders			Section	G 16
EDGETAGS	81 Accessory		RS	G 16
Spectre Systems			Section	G 18
Spectre Joystick Handle	81 Accessory	BBorAB	SPS	G 18
THE BASIC EXPRESS			Section	G 22
Cassette Tape Eraser	Accessory		TBE	G 22
Cassette Tape Recorder	Accessory		TBE	G 22
C-30 Tape	Accessory		TBE	G 22
Hand Control Cables	Accessory		TBE	G 22
Heat Sinks	Accessory		TBE	G 22
HD-1 Head Demagnetizer	Accessory		TBE	G 22
Machine Language Manager	Cartridge		TBE	G 22

ARCADIAN

This Newsletter is the origin of all data on the Bally/AstroVision ARCADE unit because it first appeared in 1978. The first Volume (\$10) includes basic tutorial material and it documents our discoveries of hidden commands, controls, access provisions, and utilization of the Tiny Basic videocade. Volume Two (\$10) carries on in the same tradition of service to the subscriber with additional tutorials, and the use of machine code language programming, three-part harmony in Basic, and the advent of the first hardware to expand the ARCADE's memory capabilities. Volume Three (\$12.50) continues with more and more programs and knowledge. With the advent of the AstroVision Basic, and our own Extended Basic, Volume Four will include usable and useful programs in all languages, plus material of value from both the software and hardware standpoint. The ARCADIAN will, of course, support the user with suitable material when the Add-Under expansion is available.

Current Volume Four (Nov 81-Oct 82) is \$12.50 postpaid first class.
ARCADIAN 3626 Morrie Dr., San Jose, CA 95127-9990

Unsolicited testimonials:

You have no idea of how your newsletter, The Arcadian, has done for me. It's like a dream come true. I would like to express my appreciation for it. Thank you!!!!

I OWE YOU A DEBT OF GRATITUDE (BUT MAYBE THE \$10 WILL DO) FOR ALL THE EXCITING INFORMATION I REVIEWED IN VOLUME ONE OF THE ARCADIAN. MY ENCLOSED CHECK IS TO INSURE THAT I RECEIVE MORE VALUABLE DATA THROUGHOUT THE YEAR.

out to mention what a fine magazine the "Arcadian" is. I have learned quite a bit from your tutorials, and the enclosed programs are excellent!

...COLOR TINY BASIC FIDDLER. BUT THANKS TO PATIENT PEOPLE LIKE YOU AND YOUR CONTRIBUTORS I'M EXCITED ALL OVER AGAIN. IT'S LIKE GETTING A NEW COMPUTER!

KEEP UP THE EXCELLENT WORK. IT HAS BEEN FAR MORE THAN MY WILDEST DREAMS.

I previously considered it was just another novel retail item until I read your newsletters, which have renewed my enthusiasm for it.

The publication has been of great benefit to me, and I would suggest that any other Bally user who has the Basic cartridge would get his/her moneys worth by subscribing.

ARCADE. I HAVE LEARNED A LOT FROM THE PROGRAMS YOU PRINT AND IT HAS HELPED ME IN BETTER UNDERSTANDING HOW IT FUNCTIONS.

All ARCADIAN programs are available as source listings in back issues of the ARCADIAN from:

ARCADIAN	Vol. I (92 pages)	\$ 10.00	Subscriptions run
Bob Fabris	Vol. II (106 pages)	\$ 10.00	from November
3626 Morrie Drive	Vol. III (130 pages)	\$ 12.50	to October.
San Jose, CA 95127	Vol. IV Subscription	\$ 12.50	

Some of the ARCADIAN programs are available on cassette tape. Contact the ARCADIAN or RMH ENTERPRISES for details.

All of the programs in the ARCADIAN prior to Nov-Dec 1981 are written in the Old BALLY BASIC. To use with the New ASTROVISION BASIC you will have to make some minor changes in the programs. These changes are covered in the ARCADIAN, along with a program used to enter BALLY BASIC programs recorded at 300 Baud into the 2000 Baud ASTROVISION BASIC Cartridge.

Simon	79 Game, Logic	1P BB, 1H
by:B. Bilbrey	The computer shows you a random sequence of colors which you have to repeat using the joystick. Each time you get the sequence correct another color is added to the sequence for you to guess. See how long a sequence you can remember.	
J. Borrello		
ARC 1-35,45,77		

Clock	79 Time	BB
by:J. Cousins	This program produces a digital clock on the screen.	

ARC 1-36

Hex to Decimal	79 Utility	BB
by:E. Sams	This program converts hex numbers to decimal numbers.	

ARC 1-36

Reverse	79 Game, Logic	1P BB,1H
by:B. Bilbrey & M. Toth	The object is to put nine numbers in ascending order that are initially in random order. Use the knob to identify the numbers to be moved, and the trigger to initiate the move.	
ARC 1-38,46		

Screen Operation	79 Tutorial	BB
by:J. Perkins	Tutorial explaining some of the basic's of screen operation.	

ARC 1-40

IF,AND,OR Explanation	79 Tutorial	BB
by:J. Taillefer	IF, AND, OR statements explained.	

ARC 1-41

Data Storage	79 Tutorial	BB
by:B. Weber	This program is used if you want to save the program, the registers, and-and the strings.	

ARC 1-41

Checkers I	79 Game, Board	1P BB
by:J. Collins	This program has been replaced by Checkers II in the ARCADIAN 2-12.	

ARC 1-42

Memory Contents-Binary	79 Utility	BB
by:M. Manowski	This program yields the decimal number plus the 16 bit binary output for a selected memory location.	

ARC 1-43

Random Art	79 Graphics	BB
by:E. Sams	This program produces a moving box graphical presentation.	

ARC 1-44,49

Memory Contents-Hex by:G. Moser	79 Utility This program yields the hexadecimal number for a selected memory location.	BB
ARC 1-44		
Bangman by:E. Sams	79 Game, Word A quite clever twist to the old hangman game. It has a good scheme for entering letters without them appearing on the screen, and a search routine for multiusage of letters.	1P BB,1H
ARC 1-48,70		
Char. Size & Print Loc. by:S. Walters D. Ibach	79 Tutorial Explanation of character size in pixels and also the PRINT location using the CX and CY commands.	BB
ARC 1-50		
IF Statements by:S. Walters D. Ibach	79 Tutorial More information on IF statements.	BB
ARC 1-52		
IF Statements by:J. Taillefer	79 Tutorial IF statements using greater than or less than.	BB
ARC 1-53		
Slot Machine I by:E. Sams	79 Game, Casino Casino slot machine game, that keeps track of the bet, number of wins, and the amount of money you have.	1P BB,1H
ARC 1-59,69,77		
Beginning Programming by:B. Fabris	79 Tutorial Some material for the beginner in programming and computer usage.	BB
ARC 1-56		
Amazed in Space by:???????	79 Game, Maze The object of this game is to maneuver the spaceship thru the maze as quickly as possible without hitting the walls. You select the path size, maze width and height, and the degree of difficulty. Your score is based on the input parameters.	1P BB,1H
ARC 1-60		
Music Synthesizer Part I by:C. Thomka	79 Tutorial In depth look at the music synthesizer circuit.	BB
ARC 1-62		
Sound Graph by:C. Thomka	79 Sound This program allows you to set the Master Counter (&16), A Counter (&17), B Counter (&18), C Counter (&19), Vibrato (&20), Vol A (&21), Vol B and C (&22) and Noise Vol (&23) to different values and hear what the result sounds like.	BB,1H
ARC 1-65		
Touch Tone Simulate by:C. Thomka	79 Sound This program allows you to simulate the Bell Telephone Touch Tone sounds and by holding the telephone mouthpiece at the TV speaker you can dial a telephone number.	BB
ARC 1-65		
Memory Display by:C. Thomka	79 Utility This is a nice memory dump program that displays the decimal and hexadecimal location numbers (Address) and the Data. It will do whole blocks by giving the starting and ending address.	BB
ARC 1-67		
Square Root by:D. Stocker	79 Math Calculates the square root of numbers up to 32,767 to the nearest whole number.	BB
ARC 1-67		

Distance Between by:D. Stocker	2 Points 79 Math	BB
ARC 1-67	This program calculates the distance (nearest whole number) between two points when given their corresponding X and Y locations. Also plots a graph and draws a line between the two points. This is for small values of X and Y.	
Frequencies by:B. Hood	79 Sound	BB
ARC 1-70	Converts frequencies to register values and vice-versa.	
Music Synthesizer by:C. Thomka	Part II 79 Tutorial	BB
ARC 1-71	In depth look at the music synthesizer circuit.	
Subroutines by:B. Fabris	79 Tutorial	BB
ARC 1-72	Subroutines explained.	
Blackbox by:B. Reany	79 Game, logic	1P BB
ARC 1-74,77	A Black Box consisting of an 8x8 grid, has a preselected number of hidden atoms. You select a X-ray input point and by a set of X-ray penetration rules and results must try to figure out where the atoms are located.	
BALLY BASIC Text by:D. Ibach	Area 79 Tutorial	BB
ARC 1-78	Explains how to store data in the text, write self modifying code and storing machine code in the text.	
Spacewar I by:D. Ibach	79 Game, Space	2P BB,2H
ARC 1-79,2-4	Two player game in which you try to shoot the other player, however only when you fire can you be seen.	
PX Function by:S. Walters	79 Tutorial	BB
ARC 1-81	Using the PX Function.	
BALLY BASIC Translations by:S. Walpole	79 Tutorial	BB
ARC 1-82	Translating other BASIC's to BALLY BASIC.	
Memory Addressing by:?????	79 Tutorial	BB
ARC 1-87	Use of the 4K of RAM by the BALLY Software.	
Microtrek by:B. Andrus	79 Game, Space	1P BB
ARC 1-89,2-4	Small but interesting version of the STAR-TREK game found on almost all big computers. You can move in the sector, move to a new quadrant, fire phasors, get sensor reports and get status reports. Quite challenging for the BALLY.	
Resequencing by:R. Schweitzer	79 Utility	BB
ARC 1-91,2-11	This is a utility program which will renumber your BALLY BASIC program and record the renumbered program on tape. This is a great program to use in making your programs appear professional looking. It also can save you memory space.	
Saucer Battle by:J. Hurst	79 Game, Space	1-2P BB,1-2H
ARC 2-1,39	One or two player game in which you shoot at each other's spaceship. Interesting firing and hit routines. Difficulty, number of laser blasts, and maximum score can be preselected. Unique blowup graphics.	

Logo by:G. McLimore	79 Graphics	BB	This program produces the logo used in the ARCADIAN.
ARC 2-3			
Arcade Dice by:K. Grismayer	79 Game, Casino	1-4P BB,1-4H	Provides electronic dice for up to four players to use in board games. Second game on menu plays CRAPS without odds and and special bets, but keeps track of come bets.
ARC 2-6			
Checkers II by:J. Collins	79 Game, Board	1P BB	Computer plays checkers with you, you should be able to beat the computer but if you make a mistake watch out. Good graphics and board layout.
ARC 2-12			
Attack by:C. Morimoto	79 Game, Chase	1P BB,1H	Game of chase. The object is to maneuver yourself into a position where all five attackers have destroyed themselves by smashing into walls in the process of chasing you.
ARC 2-13			
Hangman I by:C. Morimoto	79 Game, Word	2P BB,1H	First player inputs word,second player tries to guess word before trapdoor is sprung. Good graphics routine.
ARC 2-14			
Biorhythm I by:M. Angliss	79 Personal	1P BB	This program has been replaced by BIORHYTHM II in ARCADIAN 2-44.
ARC 2-15			
Number Match by:S. Walpole	79 Game, Number	1P BB	The object of this game is to match the numbers one at a time as quickly as possible for the highest score. Continue until the program stops.
ARC 2-17			
Hello Dolly by:S. Walpole	79 Music	BB	One voice "Hello Dolly" music.
ARC 2-17			
Popeye the Sailor by:S. Walpole	79 Music	BB	One voice "Popeye the Sailor" music.
ARC 2-17			
Elect. Visualization Ctr. by:D. Sandin	80 Graphics	BB	Graphically produced large letters of two text lines.
ARC 2-20			
Slot Machine II by:Mueller	79 Game, Casino	1-2P BB,2H	Slot Machine game having an interesting reel rotation routine.
ARC 2-21			
Monthly Loan Program by:G. Hallquist	80 Business	BB	This program calculates the monthly payments and total payment amount when you input the loan amount, the interest rate, and the months the loan will run.
ARC 2-22			
Zappit by:R. Swearingen	80 Game, Space	1P BB,1H	Lock on the target using the handle, then use the trigger to fire your laser.
ARC 2-23			

Bagels by:C. Morimoto	79 Game, Logic	1P BB	This Bagels game gives you a random 3 digit non duplicating digit number. You must use logic and the clues given after each guess to find the number. A running average is computed as the number of guesses divided by the number of games won.
ARC 2-25			
Memory Tutorial I by:B. Fabris	79 Tutorial	BB	Tutorial on computer memory.
ARC 2-29			
Spacewar II by:D. Clark	80 Game, Space	1P BB	STAR-TREK type game in which you must try to destroy all the Klingons and the Death Star. You can raise/lower deflection shields, fire phasors, fire photon torpedoes, move to a new quadrant or self-destruct.
ARC 2-31,47			
Hamurabi by:R. Houser	80 Game, Economic	1P BB	Economic game in which you are the king. You must make decisions on running your kingdom economically for a period of 10 years. You must feed your people, buy and sell land, plant crops and if you last 10 years you will be scored on your rule.
ARC 2-32			
Bingo by:E. Sams	80 Game, Board	1P BB,1H	BINGO game in which you must decide whether the number given is on your card before time runs out. Use knob to indicate yes or no and the trigger to register. If you get 5 in a row before the computer does,you win.
ARC 2-33			
Connect Four I by:L. Camnitz	80 Game, Logic	2P BB,2H	Try to get four of your pieces in a line vertically, horizontally or diagonally before your opponent.
ARC 2-35			
Memory Tutorial II by:B. Fabris	80 Tutorial	BB	Tutorial on computer memory.
ARC 2-38			
ARCADIAN Sampler by:C. Anderson	80 Graphics	BB	Letter routine that gives you lower case letters in two versions.
ARC 2-39			
O-Jello by:C. Perkins	80 Game, Logic	1P BB,1H	This is a Tiny Basic version of "Othello" (Reversi) in which you play against the computer. Have fun trying to beat the computer.
ARC 2-41			
2000 AD by:E. Larkin	80 Game, Space	1P BB,1H	A shoot-em-up between an alien invader and a ground station. Use the knob to aim, the trigger to fire, and the handle to move about.
ARC 2-42			
Biorhythm II by:D. Walter	80 Personal	BB	You input the month-day-year of your birth and today's date. The total number of days you have lived will be calculated along with physical index, emotional index, and intellectual index, and a graph showing these for the next 25 days.
ARC 2-44,53			
BIBLE Quiz by:B. Henzel	80 Educational	2P BB	A teaching program for multiple choice questions, in this case a BIBLE QUIZ.
ARC 2-48			
Black Hole by:R. Picardi	80 Game, Space	1P BB,1H	Try to achieve orbit with the mystery ship with the X and Y handle control. You should be at the same speed and distance from the Black Hole as the mystery ship.
ARC 2-50,65			

Slot Machine III by:?????	80 Game, Casino Casino slot machine game.	1P BB,1H
ARC 2-51		
Bowl a Rama by:B. Hensel	80 Game, Sport Bowling game in which the computer displays the pins and keeps score. The ball is initially invisible at the bottom of the screen. When you pull the trigger, the ball appears and you can control the ball by moving the handle left or right.	2P BB,2H
ARC 2-52,65		
Mastermind by:C. Burkemper	80 Game, Logic Tiny BASIC version of popular logic game	1P BB
ARC 2-53		
Memory Tutorial III by:B. Fabris	80 Tutorial Tutorial on computer memory.	BB
ARC 2-54		
Artillery Duel by:J. Perkins	80 Game, War Each player in turn tries to load and aim his gun such that he will hit the other players gun emplacement and cause it to be destroyed. There are gravity and random wind effects. The handle is used for firing, aiming, and loading the gun.	2P BB,2H
ARC 2-59		
Memory Tutorial IV by:B. Fabris	80 Tutorial Tutorial on computer memory.	BB
ARC 2-60		
3-Voice Music by:G. Moses	80 Tutorial Tutorial on three voice music. How to read the music then enter the note values in a three tone program which allows you to then play the three voice music.	BB
ARC 2-62		
Music (3 Voice) by:B. Bilbrey & B. Weber	80 Music, 3 voice This program allows you to input three tone music into the BALLY. Voice A, Voice B, Voice C plus the chord duration are input using the keyboard. The music produced is quite good.	BB
ARC 2-62,82		
15 Puzzle by:B. Wiseman	80 Game, Puzzle TV screen version of the popular 15 puzzle, which uses the handle to move 24 letters around the screen.	1P BB,1H
ARC 2-64		
Spirals I by:M. Giwer	80 Graphics Graphics program produces spirals on the screen.	BB
ARC 2-69		
Serial and Parallel by:B. Fabris R. Tietjens	80 Tutorial Comments on serial and parallel data movement. Schematic by Rich Tietjens of serial to parallel converter and a subroutine to use with the converter.	BB
ARC 2-70		
Name and Nicomachus by:D. Ahl H. Chiuppi	80 Game, Number Routine to enable you to input a player's name into a program Also a number game in which you pick a number and then answer three questions about that number which the computer asks. The The computer then tells you what number you picked.	1P BB
ARC 2-72		
Yahtzee by:B. Wiseman	80 Game, Dice Yahtzee on the TV screen for 1-4 players. Dice are portrayed on the screen, you select the dice to keep and reroll. When 3 rolls are completed, you select the category in which your score is to be recorded.	1-4P BB,1-4H
ARC 2-74,82,88		

Code by:R. Picard† ARC 2-81,88	80 Educational This program has been revised and updated using the MORSE CODE program additions, deletions, and corrections in ARCADIAN 2-88.	BB
Subsearch by:R. Picard† ARC 2-83	80 Game, War Find the submarine hidden in the 10x10 grid. When you acquire sonar contact fire a missile and sink the submarine. If you take too long the submarine will sink you. Ron wrote a new Subsearch in ARC 3-102	1P BB
Morse Code by:R. Picard† B. Weber ARC 2-88,82	80 Educational Combined with CODE (ARC 2-81) gives morse code program. Input speed and then your message, when you have finished your message type WORDS RUN for the message to be output in code. You can repeat, erase, and add to the message.	BB
Base Conversion by:R. McCoy ARC 2-89	80 Utility Converts from any of four numerical systems into the other three systems. Decimal to hexadecimal to octal to binary.	BB
BOTS by:R. McCoy ARC 2-91	80 Game, Chase A 9x19 grid is presented on the screen, then 15 walls are randomly placed, then 15 BOTS, then you. After you make a move with the handle, the BOTS advance on you one square at a time. To win you must maneuver so the BOTS will crash into the walls.	1P BB,1H
Count the Dots by:L. & M. Porter ARC 2-92	80 Game, Skill Program puts a random amount of dots (max. 17) on the screen for a short period of time. After you have counted them pull the trigger and enter the amount in the keypad. The computer will keep track of your score.	1P BB,1H
Connect Four II by:B. Wiseman ARC 2-94	80 Game, Logic Moving alternately you try to get four of your pieces in a row either horizontally, vertically or diagonally before the the computer does.	1-2P BB,1-2H
Spirals II by:M. Giwer ARC 2-94	80 Graphics Graphics program produces spirals on the screen.	BB
Graphics Assembler by:H. Fitler ARC 2-96	80 Graphics, Utility Programming aid for those who want to make graphic figures using the box command. Allows you to record on tape the finished figure, assign starting line numbers and line spacing for use in another program.	BB
Hybrid Programs by:B. Fabris ARC 2-98	80 Tutorial Tutorial on programs that contain both machine-code segments and BASIC segments. Also covers dumping and loading the programs, and hybrid program data transfer.	BB,BR
Background/Foreground by:B. Fabris ARC 2-100	80 Tutorial Tutorial on doing two operations at once on the computer.	BB
Halloween Ghost by:J. Wilkerson ARC 2-104	80 Graphics Gives you a talking skull to use at halloween. It makes random snide remarks to people going by.	BB
Multi-processing by:R. Tietjens ARC 3-4	80 Tutorial Definition of a multi-processing system using two processors, in this case the BALLY and a TRS-80.	BB

File Search by:B. Fabris	80 Tutorial	BB	Tutorial on using a File Search Routine for file management.
ARC 3-4			
Speed 0 Math by:B. Wiseman	80 Game, Math	1P BB	Player selects addition, subtraction, multiplication or division problems. Computer gives you 10 problems and at the end tells you how many you got correct.
ARC 3-6			
Horse Race by:H. Brecheisen	80 Game, Sport	1-4P BB,4H	You decide on which horse you want to bet on and how much you want to bet using the handles.
ARC 3-7			
Interrupt Routine by:B. Bilbray	80 Utility	BB	This is a BASIC-user interrupt routine for foreground/background processing. By inputting this program, you will be able to use the BASIC while at the same time the object will move about the screen at a speed determined by KN 1
ARC 3-13			
BLUE RAM Programming by:B. Fabris	80 Tutorial	BB,BR	Tutorial on programming the Blue Ram.
ARC 3-14			
Mastermind II by:B. Wiseman	80 Game, Logic	1P BB	In this version of Mastermind, the computer holds a four-color code which you must try to guess. Enter your guesses via the keypad.
ARC 3-19			
Program Title & Instr. by:S. Walters	80 Tutorial	BB	Describes procedure which allows you to display a title at the beginning of the tape load, and up to nine lines of title/instructions at the end of the tape load without using any memory space.
ARC 3-20			
Day of Week and Calendar by:K. Gregg	80 Time	BB	Input the date and program will tell you what the day of week was for that date and print a calendar.
ARC 3-22			
Taping Memory by:D. Ibach	80 Tutorial	BB	Tutorial on loading your program on tape to accomplish three things: Program doesn't list on screen during loading, contents of strings variables can be included, and you can save memory space.
ARC 3-24			
Horserace by:P. Slezak	80 Game, Sport	1-4P BB,1-4H	Bet on your favorite horse and see if you can win a bundle at the track.
ARC 3-26			
Surf Sounds and Crickets by:B. Ellerson	81 Sound	BB	Surf and Cricket sounds are produced by this program.
ARC 3-33			
Circle Plotter by:B. Ellerson	81 Graphics	BB	Input X and Y position plus the radius and program draws a circle.
ARC 3-33			
Grandfather Clock by:B. Ellerson	81 Time, graphics	BB	Graphically displays a Grandfather Clock which keeps time and sounds out the hours.
ARC 3-34,51			

Color Chart by:J. Winn	81 Graphics	BB
ARC 3-35	Using this utility program you can select colors to use in your program and read the BC and FC numbers which produce them.	
More Blue Ram BASIC by:B. Fabris	81 Tutorial	BB
ARC 3-36	More on use of the Blue Ram and BASIC.	
Alchemisymmetrical by:B. Ellerson	81 Graphics	BB
ARC 3-39,63	Graphic art display.	
Programming Techniques I by:B. Wiseman	81 Tutorial	BB
ARC 3-43	Tutorial on programming "tricks". How to keep it small. How to make it run faster.	
Golf by:B. Hensel	81 Game, Sport	1-4P BB,1-4H
ARC 3-46,51	Golf game for up to four players. Computer randomly develops a nine hole golf course including different hole layouts, green layouts and hazards. Each player selects club and direction to hit. See if you can get the lowest score.	
Musical Staff by:B. Wiseman	81 Music	BB
ARC 3-48,51	Write music on a staff in the Key of C and then listen.	
Short Program Selection by:D. Heinerman	81 Graphics, Math	BB
ARC 3-49	Four short programs--3D Corner, Denominator, Electronic Blanked, and Boxes. Three graphic display programs and one math program.	
Digital Couch by:B. Weber	81 Game, Personal	1P BB
ARC 3-51	Computer becomes psychiatrist giving answers to your responses to an ink blot test.	
Tower of Hanoi by:B. Wiseman	81 Game, Puzzle	1P BB,1H
ARC 3-54	Rebuild the Tower of Hanoi in a new location using the hand control to pick the block you want to move.	
Programming Techniques II by:B. Wiseman	81 Tutorial	BB
ARC 3-55	Tutorial on programming "tricks". Tricks of the Trade.	
BALLY 500 by:B. Hensel	81 Game, Skill	2-3P BB,3H
ARC 3-57	One player controls turns in road while one or two other players drive down the road trying to miss the randomly placed road hazards. See how long you can drive safely.	
Defuse by:D. Heinerman	81 Game, Hunt	1P BB
ARC 3-58	You must locate the bomb hidden in a huge government experimental building of 1 million rooms. Using hot-cold clues find the bomb in 200 seconds.	
Memory Doodle by:M. Peace	81 Graphics	BB
ARC 3-67	Produces graphic doodles on the screen.	

Twixt by:J. Pipek	81 Game, Board	1P BB,1H
ARC 3-67	Play the computer and try to generate a line from one side of the playing board to the other before the computer can.	
Motherboard Modifications by:B. Ellerson	81 Project	BB
ARC 3-72	Modification that can be made to the motherboards of the older ARCADES to correct Screen Tearing, Loss of Horizontal Sync. on warm up, Unit goes dead or keeps resetting after warm up.	
Sub Hunter by:B. Wiseman	81 Game, War	1P BB,1H
ARC 3-75	You command a destroyer in an attempt to locate and destroy the enemy submarine fleet before they torpedo and sink you.	
Strategic Air Command by:B. Weber	81 Game, War	1P BB,1H
ARC 3-76	You must protect your population from an enemy missile attack on your cities. If loss of life exceeds 1,000,000 people you lose the game.	
Circles by:R. Picardi	81 Graphics	BB
ARC 3-77	Produces pop art on the screen.	
Hex Poker by:A. Rathmell	81 Utility	BB
ARC 3-78	Short hex poker routine that swaps pairs in the hex code, converts them to decimal, and pokes them into memory slots.	
Pre-Tutorial Pixels by:B. Fabris	81 Tutorial	BB
ARC 3-82	Explains pixels, bits, and bytes.	
Creating Special Graphics by:R. Tietjens	81 Tutorial	BB
ARC 3-83	Tutorial on creating special graphics characters using the programs below.	
Graphic Character Maker by:R. Tietjens	81 Graphics Utility	BB
ARC 3-84	This programs in combination with the Tutorial "Creating Special Graphics" by Rich Tietjens will allow you to make your own special characters and then move them around the screen.	
Nim by:R. Hilferding	81 Game, Logic	1-2P BB,1-2H
ARC 3-86	15 Boxes are displayed. You decide who moves first. The players then alternate in removing 1, 2, or 3 boxes. The player having to take the last box is the loser.	
Spinning Wheel by:T. Owczarek	81 Game, Casino	?P BB,?H
ARC 3-91	Combination program consisting of the old "Wheel of Fortune" gambling game and advertising messages which the author used at fund raising faires.	
Pool by:B. Hensel	81 Game, Sport	1P BB,1H
ARC 3-94	Computer version of the 8 Ball. The computer racks the balls and breaks. You then select the direction and strength of the shot then pull the trigger to shoot. By controlling KN(1) you can then control the direction of the hit balls.	
Old Bent Nose by:B. Wiseman	81 Game, Board	2P BB,2H
ARC 3-97,111	This is a combination concentration and 3 in a row game with a few unique additions. First you match two squares on the 5x5 grid and try to end up with three matches in a row. You lose your turn if you don't match or pick "Old Bent Nose".	

Compound Interest by:J. Shadle	81 Business	BB	Program using the on-board calculator routines in the least complex method yet devised.
ARC 3-98			
New Sub Search by:R. Picard1	81 Game, War	1P BB,1H	Find the submarine hidden in the 10x10 grid using the joystick. When you acquire sonar contact, drop a depth charge and sink the submarine. If you take to long the submarine will sink you. You will slowly sink by the stern if torpedoed.
ARC 3-102			
BALLY Black Box by:S. Walters	81 Game, logic	1-4P BB,1-4H	Determine the location of the 5 randomly placed balls in the 8x8 black box. Send probes into the black box and by observing the probes behavior deduce the location of the 5 balls.
ARC 3-103,118			
Analog(Non-digital)Clock by:G. Moses	81 Time	BB	Graphiccally displays and old fashioned analog clock. You input the hours, minutes and seconds and watch the clock keep time.
ARC 3-105			
Daredevil by:D. Martin	81 Game, Race	1P BB,1H	You see the windshield and instruments. Follow the instructions that appear at the bottom of the screen, using TR(1).
ARC 3-106,111			
The Pits by:T. Goulding	81 Game, Maze	1P BB,1H	Move the small dot in the upper left hand corner to the medium sized box in the lower left corner without hitting the "pits" and getting zapped. A trip in less than 16 moves is doing well.
ARC 3-108			
Invisible War by:J. Winn	81 Game, Space	1P BB,1H	Space Game
ARC 3-112			
Symmetrical Art by:R. Rosenhouse	81 Graphics	BB	Graphic art program.
ARC 3-113			
Telling Time by:B. Hensel	81 Time, Educational	1P BB,1H	Educational game to help children learn to tell time. Uses the Graphic Character Maker Program by Rich Tietjens (ARC 3-84).
ARC 3-114			
Keno II 2.0 by:M. Keller	81 Game, Casino	1P BB,1H	You pick 1 to 15 numbers on displayed Keno card. The computer picks and displays 20 numbers and calculates payoffs.
ARC 3-116			
Match by:E. Groebe	81 Game, Board	1-2P BB	The object of this board game is for either one or two players to select pairs of cards. Based on card game Concentration.
ARC 3-123			
Rebound by:D. Martin	81 Game, Skill	1P BB,1H	Game of skill for one player. Select ball speed, then try to clear as many diamonds as possible off the board using the handle to control the angle of the rebound off the walls.
ARC 3-124			
Gobblers by:B. Wiseman	81 Game, Skill	2P BB,2H	Two player game, played on a 10 by 5 field. The object is to have your gobbler gobble up more squares than your opponent. Use the handles to direct your gobblers around the board.
ARC 3-125			

Doc by:S. Walters	81 Graphics Halloween Graphics program.	BB
ARC 3-126		
New Graphic Char. Maker by:B. Weber	81 Graphic, Utility Improvement on Rich Tietjens' Graphic Character Maker which uses the computer to calculate the graphic values. Just use the handle to position the flashing cursor on the grid and pull the trigger.	BB,1H
ARC 3-128		
ASTROVISION Editor by:B. Fabris	81 Tutorial Tutorial on use of the new ASTROVISION BASIC Editor feature. Sure helps in correcting long statement lines.	AB
ARC 4-1		
Nuclear Math by:D. Gladden	81 Educational, Game 1P Arithmetic problems are given, if your answers are correct the temperature of the reactor remains cool, however, if you miss too many problems the reactor will overheat and blow-up.	BB
ARC 4-4		
4D2 by:R. Blommaert	81 Graphics Graphics arts program. If you dig into the program you can figure out how the author does it.	BB
ARC 4-5		
Code-Decode by:E. Groebe	81 Game Program show how to encode and then decode a message.	BB
ARC 4-6		
New Music Program Tutorial by:G. Moses	81 Tutorial, Music Tutorial on putting 3-voice music into a music program without having to use .REMARK statements. This is George Moses latest program for writing music tapes for the BALLY.	BB
ARC 4-10		

THE BASIC EXPRESS formerly the CURSOR Newsletter

THE BASIC EXPRESS is a professional quality bimonthly newsletter containing programs and information on the BALLY. An average of 2-3 programs per month are described with instructions and program listings. An average of one tutorial per month is provided on different facets of the BALLY. This is a reader participation newsletter in that programs, articles, tutorials, etc. are needed to provide a quality and useful newsletter.

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Electric Bill Analysis by:K. Wolfe CUR 1-1	80 Business This program estimates the cost of using an appliance based on your last months billing rate. You input beginning and ending meter reading, electric bill for that period, appliance wattage rating, hours used and computer will calculate cost.	BB
Plastic Puzzle by:F. Cornett CUR 1-3	80 Game, Puzzle Rearrange the letters into alphabetical order using the handle.	1P BB,1H
Full Size ASCII Keyboard by:E.Mulholland CUR 1-4	80 Project Construction project on how to interface a ASCII keyboard thru the Audio Cassette Interface.	BB
Life Synthesis Model by:F. Cornett CUR 1-6	80 Simulation This is a simulation called LIFE. You input a colony of the desired shape and a cell will survive with 2-3 neighbors, die with 0-1 or more than 4 neighbors, and give birth if a cell is adjacent to 3 cells when it moves to the next generation.	BB
PEEK n' POKE by:F. Cornett CUR 1-10	80 Tutorial Short tutorial on PEEK and POKE commands.	BB
Hex to Decimal Converter by:F. Cornett CUR 1-11	80 Math This program converts hexadecimal numbers to decimal numbers.	BB
Printer by:F. Cornett CUR 1-11	80 Project How to add a phone jack to the Audio Cassette Interface which will provide a TTL Voltage Level RS232 Standard ASCII Code for use with a printer.	BB
Bubble Sort by:T. Hays CUR 1-12	80 Math Number sorting program.	BB
Camel by:Creative Computing CUR 1-12	80 Game, Logic The object is to travel 200 miles across the desert. You're being chased by wild pygmies. You have one canteen, which will last 6 drinks, it can be refilled by finding an oasis. During your journey, you will encounter various hazards. Good Luck.	1P BB
Wumpus by:C. Pruitt R. Leake CUR 1-14	80 Game, Logic The Wumpus lives in a cavern of 20 rooms. Each room is connected to 3 other rooms. Your mission is to deduce in which room the Wumpus is sleeping in, and shoot him with an arrow. You have 5 arrows to use. Watch out for Bats, pits and Wumpus.	1P BB

3 Voice Music Tutorial by: B. Bilbrey	80 Tutorial This tutorial tells how to use the 3 Voice Music Assembler.	BB
CUR 1-17		
3 Voice Music Assembler by: B. Bilbrey	80 Music, 3 voice This program allows you to write you own music or by using sheet music input the notes and then sit back and listen to three voice music and you'll be quite surprised.	BB
CUR 1-18		
Star Wars Music by: M. Nelepa	80 Music, 3 voice Star Wars Music in 3 voices.	BB
CUR 1-19		
Chopsticks by: F. Cornett	80 Music, 3 voice Chopsticks in 3 voices.	BB
CUR 1-19		
Chicago Loop CUR 1-21	80 Graphics Simple but very innovative program which incorporates the use of three loops to provide a unique display of graphics looking very much like a city on a lake, complete with reflections, traffic, and sound effects.	BB
Character Size Multiplier by: F. Cornett	80 Graphics This program uses POKE and CALL to generate different sized character sets with factors of 2X, 4X, or 8X. Don't use more characters than can fill the screen or the program will bomb.	BB
CUR 1-22		
Rotation by: R. Leake	80 Game, Logic With an initial group of 16 letters in a 4x4 grid, you are to rotate each corner group to try to end up with the 4x4 grid in alphabetical order. A special move allows you to interchange a pair of horizontal adjacent letters.	1P BB
CUR 1-22		
Ring by: A. Paul	80 Graphics Graphics routine to make a ring of various sizes and thicknesses.	BB
CUR 1-31		
DMA Graphics by: C. Anderson	80 Graphics, Utility Tutorial covering graphic displays. Allows user to address individual pixels to provide super graphics. Includes table of graphic values to use.	BB
CUR 1-25		
Alarm Clock by: M. Peace	80 Time Set up a digital alarm clock on the screen.	BB
CUR 1-31		
Direct Video/Audio Ckt. by: P. Morton T. Meeks	80 Project This add-on circuit gives the computer user a line level audio signal output and a composite video signal output. This is for use with a video monitor.	BB
CUR 1-33		
Galactibattle by: B. Lathrope	80 Game, Space You are a Galactic Warrior piloting a fighter on a critical search and destroy mission. You are the last hope of your civilization and must destroy all the Cylon ships located in your quadrant of the galaxy. 7 commands using the keypad.	1P BB
CUR 1-35		
PRINT Statements by: F. Cornett	80 Tutorials Tutorial on PRINT statements. Covers "PRINT", "TV=A", inputing names into programs, and final quote requirements.	BB
CUR 1-37		

Othello by: B. Bilbrey	80 Game, Logic	1P BB, 1H
CUR 1-38	Version of Reversi in which you play against the computer. The computer keeps track of the score and is fairly hard to beat.	
ASCII Conversion Chart	80 Chart	BB
CUR 1-39	Conversion of the ASCII Code to the BALLY character set.	
Cursor Control Chart by: F. Cornett	80 Chart	BB
CUR 1-39	Chart showing CX and CY values needed to position characters on the screen. This chart has a error in the CX values. Instead of 0,6,12,18,24,30,36,44,50,56,62,68,74 it should be as follows 1,7,13,19,25,31,37,43,49,55,61,67,73.	
ARCADE Golf by: M. Maslowski	80 Game, Sport	1-4P BB, 1H
CUR 1-42	One of the most innovative games that we have seen for the BALLY'S 2K. This game utilizes graphics, allows you to select from 14 clubs, has doglegs, water hazards, sand traps, roughs, wind affects, and penalties. Keeps track of scores.	
Shell-Metzner Sort by: M. Giwer	80 Math	BB
CUR 1-46	The program put numbers in ascending order. This is faster than the Bubble Sort.	
Wavemaker's Mazemaker by: M. Peace	80 Game, Maze	1P BB, 1H
CUR 1-46	Move thru the random maze using the handle in the fewest number of turns. Good sound effects.	
Floating Point Math by: B. Templeton	80 Math	BB
CUR 1-46	This program allows you to add, subtract, multiply, and divide decimal numbers.	
CURSOR Inventory Program by: F. Cornett	80 Business	BB
CUR 2-50	Used every day, input purchase order information, figures cost, updates inventory, lists unfinished orders. The first really useful application that is used daily.	
Connect Four by: R. Leake	80 Game, Logic	1-2P BB, 2H
CUR 2-51	Based on popular Connect Four Game. The graphics, color, and sound are excellent. You must play very well to beat the computer. Uses hand controls to select move.	
Spider Web by: A. Paul	80 Graphics	BB
CUR 2-58	Graphic art program.	
Reverse by:	80 Game, Logic	1P BB, 1H
CUR 2-59	The computer will show a list of nine numbers. You must select how many numbers you want to reverse. The computer will then rearrange the list and ask again. This is done until you get the list in ascending order. Keeps track of the # of moves.	
Design by: M. Ream	80 Graphics	BB
CUR 2-60	Graphic design program.	
Math Quiz by:	80 Game, Math	1P BB
CUR 2-61	Math Quiz allows you to select addition, subtraction, or both. It also lets you select the size of the numbers and also the number of problems. Keeps score and gives you random problems for bonus points. Sound effects and color.	

Note Match by:	80 Game, Music	1P BB	The computer will play a note and your are to recreate that note using the handle.
CUR 2-63			
Organizing Tape Files by:F. Cornett	80 Tutorial	BB	Method to index programs on tape.
CUR 2-63			
PEEK n' POKE by:F. Cornett	80 Tutorial	BB	Tutorial on PEEKing and POKEing values for use in graphics.
CUR 2-66			
Critter by:B. Bilbrey	80 Graphics	BB	Using Peek and Poke commands to produce invader type critters which move rapidly about the screen. Lots of potential here for use in fast moving games.
CUR 2-66			
Memory Expansion by:C. Anderson	80 Tutorial	BB	Discussion on using an endless tape loop as a memory expansion device. This method will not work with the new ASTROVISION BASIC.
CUR 2-66			
Sidewipe by:M. Peace	80 Game, Skill	1P BB,1H	Drive your car through and around the other vehicles on the road without hitting them or the sides of the road. Try to get the highest score.
CUR 2-69			
We Three Kings by:G. Moses	80 Music, 3 voice	BB	Using the basic music program from CURSOR Vol. 1-17 you can set up "We Three Kings of Orient Are" to play back in three voices.
CUR 2-69,1-17 2-61			
Machine Language by:B. Bilbrey	Graphics 80 Tutorial	BB	Tutorial on using machine language graphic routines.
CUR 2-70			
Chesette by:C. Anderson	80 Game, Board	2P BB	Use the BALLY screen as a chess board to play chess. Castling, En Passant, and Pawn promotions are available. You can also set up chess problems using this program.
CUR 2-83			
Biorhythm Compatability by:A. Morales	81 Personal	1-2P BB	This program computes and displays the biorhythm pattern of two individuals and displays a bar graph showing percentages of compatability.
CUR 2-83, 92			
Tower of Hanoi by:B. De Vries	81 Game, Puzzle	1P BB,1H	You must move all the blocks one at a time from the first rod to either the second or third rod. You cannot put a bigger block on top of a smaller block.
CUR 2-84			
256 Colors by:J. Burianyk	81 Graphics	BB	This program uses the PEEK command to store a machine language program and will produce 256 colors on your TV.
CUR 2-86			
Exec. Time Card Calc. by:G. Moses	81 Business	BB	You can figure your business payroll using this program. Input Wage, Time In, Time Out and the program will calculate regular pay, overtime pay and total pay.
CUR 2-86			

Ones and Fives by: B. Mead	81 Game, Dice	1-4P BB, 1-4H
CUR 2-87	Using five dice try to accumulate a selected amount of points by throwing the dice and getting points for various dice combinations.	
Line Resequencer by: M. Peace	81 Utility	BB
CUR 2-89	Utility program used to renumber a BASIC program.	
Perspectives by: ???	81 Graphics	BB
CUR 2-89	Graphic arts program.	
Metric Converter by: B. Templeton	81 Math	BB
CUR 2-92	This program converts American measurement units to metric units. A menu is used to pick the units you want converted.	
Dirty Programming Tricks by: F. Cornett	81 Tutorial	BB
CUR 2-93	Tutorial on PRINT statements and IF statements.	
Morse Code Simulator by: A. Morales	81 Educational	BB
CUR 2-93	Program will show you Morse Code for each letter of the alphabet. You can enter a phrase which it will display along with it's Morse Code equivalent. You can play phrases back later to see how well another person can read the Morse Code.	
Hamurabi by: B. De Vries	81 Game, Economic	1P BB
CUR 2-95	Economic game in which you govern a kingdom and make decisions on buying and selling land, planting crops and feeding the population. If you make a mistake you can be overthrown. Try to rule for twenty years.	
Treasure Island by: D. Dreacher	81 Game, Hunt	2P BB
CUR 2-96	The computer hides a treasure in a box of a matrix of sixty boxes. Behind the other boxes are clues, cute little symbols, or nothing at all. The object of the game is to find the treasure before your opponent.	
The Beauty of the Loop by: D. Dreacher	81 Tutorial	BB
TBE 3-2	Tutorial on loop routines.	
Darts by: B. Mead	81 Game, Simulation	1-4P BB
TBE 3-3	A one to four player simulation of a Dart game. Three different throws are available--Hard Throw, Moderate Throw and Very Hard Throw have been devised in an attempt to simulate realism. The first player to 500 points wins the game.	
Z-GRASS Language by: T. Meeks	81 Tutorial	ZG
TBE 3-5	Tutorial on the forthcoming Z-GRASS language which will be used in the add-under unit.	
Diamond by: R. Sonnenblick	81 Graphics	BB
TBE 3-7	Graphics art program.	
Yahtzee by: B. De Vries	81 Game	1-4P BB, 1-4H
TBE 3-7	A dice game for 1-4 players who each have three throws of the dice to roll scoring combinations. After the first roll you may keep some, all or none of the dice and roll the others again to try and improve your scoring combination.	

Match by:E. Groebe	81 Game, Board	1-2P BB
TBE 3-9	Try to match cards with numbers and letters in this concentration type game. The player who gets the most matches wins the game.	
Sound Port Study by:M. Peace	81 Sound	BB
TBE 3-10	Tutorial on use of the sound ports.	
Message from Lost Tribe by:G. Cattnach	81 Game, Puzzle	BB
TBE 3-15	What does the message say?	
RUN Maker by:A. Guevara	81 Tutorial	BB
TBE 3-15	Tutorial on the :RUN statement.	
Fox and Hounds by:D. Dreacher	81 Game, Board	1P BB,1H
	Fox and Hounds is based on the old Checker Board game. You start with four pieces at bottom of board. You must box the c can only move forwards, while the Fox can also move backwards.	
Connect-the-Dots by:G. Cattnach	81 Graphics, Game	1P BB,1H
TBE 3-18	Select a number of points between 30 and 120 and use the joystick to place them as an outline of a desired object. When the points have all been used, the program will connect the dots with a line.	
Old Glory by:E. Groebe	81 Graphics, Music	BB
TBE 3-20	Draws a color picture of the American flag and plays Stars and Stripes Forever. Explains how to determine the graphic values used in the flag display. A good tutorial on doing this.	
What-Zit by:L&M Software	81 Game, Logic	1P BB
TBE 3-22	Mastermind type game using a four or a five digit number selected by the computer. Try to determine the number from the clues given and by logic, reason and deduction.	
VIPER 1 by:F. Cornett	81 Tutorial	BB,V1,XB
TBE 3-26	Examines the VIPER 1 System and the Extended BASIC Language. Tells how to load Extended BASIC into the VIPER 1, then what some of the new COMMANDS (NEW; ZERO; DEFAULT; DATA; CIRCLE; SCROLL; SHOW) will do.	
Invasion Force by:M. Peace	81 Game, Space	1P BB
TBE 3-29	Space game something like Space Invaders in that characters march across screen, when they hit the sides they move down a row. If they get down to the gun emplacements, you lose!	
All's Poker Bandit by:A. Roginsky	81 Game, Casino	BB,1H
TBE 3-30	A simulation of the Poker slot machines that you find in Las Vegas and Atlantic City, with the exact same payoff ratio. Select your bet, then pull the trigger. Good Luck.	
Tycoon by:A. Morales	81 Game, Economic	1P BB
TBE 3-32	Economic game in which you manage a company which produces products from raw materials. The selling price of the products, the cost of materials and the manufacturing costs vary. You try to manage the company to produce maximum profits.	
Shangri-Logic by:P. D'Angelo	81 Tutorial	BB
TBE 3-33	Tutorial on Video interconnections.	

Monster Chase
by:A. Morales

81 Game, Chase 1P BB,1H
Keep away from the monster for 10 moves to win. Three levels of
difficulty.

TBE 3-34

Sound Effects
by:M. Peace

81 Tutorial BB
A tutorial on making sound effects. Various effects are
demonstrated.

TBE 3-35

G 1 SOFTWARE and HARDWARE SOURCES

SOURCE: Alternative Engineering
PO Box 128
Gardiner, ME 04345

The prices and specifications of these products have not been determined as of November 1'st, contact Alternative Engineering for the latest specifications and prices.

VIPER Interface Card Interface BB VS
DESCRIPTION: This card contains the following: 8 I/O ports to control system operations, a 1K ROM monitor that is socketed to allow easy upgrading to 4K ROM, a 12 to 2400 baud audio interface with programmable speed selection, one keyboard input port for the VIPER Keyboard, one memory management system to allow up to 128K bytes of RAM expansion, one five watt audio amplifier plus several other features. This is included in the VIPER Five and Ten Systems.

VIPER RAM Card Memory BB-VS
DESCRIPTION: This card is a 16K addressable RAM board in 4K, 8K, 16K blocks. It is designed with the interface card for extended memory addressing up to 128K bytes(use up to 8 RAM cards), multifunction 9 position switch pack for enabling and disabling BALLY memory areas, and on board clock select.

VIPER Keyboard Keyboard BB-VS
DESCRIPTION: This is a 62-Key unit that is ASCII coded, has upper and lower case letters, plus alternate 128 user defined character codes, one aluminum cabinet, one coiled cable with DIN connector, and one status indicator. A Parallel to serial interface card is available as a separate product to interface other keyboards to the VIPER System.

VIPER System One Add-on System BB VS
DESCRIPTION: VIPER System One contains one 16K Ram card, one buss interface card, one VIPER One cabinet, power supply, VIPER to ARCADE 50 pin bus cable, one switched AC Outlet and one on/off indicator switch and a Keyboard input port. Extended BASIC 1.0 is included @ 300 Baud to be loaded under existing BALLY BASIC.

VIPER System Five Add-on System BB VS
DESCRIPTION: VIPER System Five contains the VIPER Interface card, one VIPER Five Power Supply, three status indicator tri-color LED's, one VIPER Keyboard Input, a VIPER Five Cabinet and one 5-slot card rack with guides and fan mount(fan is optional).
Extended BASIC 1.0 is included @ 1200 and 2400 Baud to be loaded under the VOS/VIPER Operating System(1K ROM).

VIPER System Ten Add-on System BB-VS
DESCRIPTION: VIPER System Ten is a 5 slot expansion cabinet to expand the System 5 to 10 slot capacity.

Preliminary Phone #

(207) 622-5205

(207) 582-6327

SOFTWARE and HARDWARE SOURCES

SOURCE: Anderson Research and Design
1611 Lacota Lane (612) 894-2633 612 374 - 3394
Burnsville, MN 55337

Tic-Tac-Tollah Game, Board 1p BB
DESCRIPTION: The Ayatollah adds a new dimension to tic-tac-toe: cheating!!
Can you exercise diplomatic restraint and beat him as he
changes his mind, changes his moves and changes the rules.

Video Rally Educational, Game 1p BB
DESCRIPTION: This training aid and game simulates a 100 mile TSD (time-
speed-distance) rally using Sport Car Club of America rules
and conventions. Includes 8 pages of illustrated instructions

Graphics Demo Graphics Utility BB
DESCRIPTION: Allows you to do complex graphics, 8 pixels at a time,
without using BOX or LINE commands. Includes lower case
letters and cartoon animation demos in BASIC.

Contact Anderson Research and Design for latest catalog and prices.

(312) 635-0859

MULTICOLOR GRAPHICS

COLOR FORMATTER

Z-80 MINICOURSE

You need not know machine programming to *fully* use and enjoy these programs. But if you're looking for knowledge on how to use it with your Bally, the documentation provided, alone is worth the price of this package. { Bound manual included }

You'll see over 100 colors on the screen *at the same time*, with moving graphic art. You'll find Utilities, Z-80 opcode discussion, explanations and applications. You'll be able to *easily* use the formatter to add dozens of colors to your existing programs, and more. You'll find full machine code documentation on the programs, charts, diagrams and experiments you can do on the Bally. DRAW AND RECORD FULL COLOR SCENES! Experiments and tutorials will teach you how to program the Bally in machine language, and how to do your own Screen Interrupt routines. Includes many time saving useful techniques for Machine Programming. Listings of short utilities included. And..... All you need is Bally Basic!

PROGRAMS ON TAPE INCLUDE:
On C-20 TDK \$7.00 ppd.

Send to: Barry Ellerson
5017 N. River Rd.
Schiller Pk., Ill.
60176

The first of its kind any-where!
Guaranteed interesting and useful!
COLOR TUNNEL and ART w/variation
additions for down to 4 scan lines
per interrupt.
FORMATTING UTILITY w/variation
addition for drawing and recording
full color pictures.
AMERICAN FLAG
LOGO... and more

----- 300 Baud Cassette for Bally Basic. Shipped First Class -----

CLOCK KLUDGE MODIFICATION KIT

If you have screen tearing, floss of horiz. sync.), this kit will cure your problems. If it went dead following these symptoms, it will probably fix it. *** NOTE *** This kit is for the old style boards. Newer boards have this modification already. Look inside the clock shield for a small board with 2 transistors on it. Extra parts needed included w/ both kit and assemb. version. Documentation; Instructions--Problems & Solutions. Double sided *Quality* P.C.B.

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KIT---\$9.00 ppd.
ASS---\$11.00 ppd.
-----Shipped first class-----

AVAILABLE SOON
-TELEPHONE MODEM-

Finally...an inexpensive, yet versatile, and easy to use telephone modem for 300 Baud Bally Basic. Your Interface and tape recorder simply plug in, and the telephone jack is plugged in to your telephone outlet. A set of switches selects mode for Xmit or Rcv. , both to and from computer And/Or tape, while you monitor your screen. Optional will be a Ring Detector and mode switching {Single duplex only} to allow you to receive messages or a program, or do remote control via telephone-computer link.

PRICES: \$35.00 kit - \$45.00 assembled

Please write to: Barry Ellerson- see above add ** NOTE **
We must receive at least 100 prospectives before we commit to the ordering of the thousands of parts, so if interested please write Today..and you will be notified as soon as it becomes available.

☆☆☆ PROGRAMS 000 ☆☆☆

AVAILABLE NOW!!!

INSTRUCTIONS & LISTINGS INCLUDED WITH EACH TAPE

TAPE S1... BOWLING SECRETARY

THIS PROGRAM FIGURES AVERAGES, HANDICAPS (INDIVIDUAL & TEAM), TOTAL PINS AND GAMES BOWLED FOR AN ENTIRE BOWLING LEAGUE & STORES ALL DATA ON TAPE. CAN BE UPDATED AT ANY TIME. AVAILABLE TWO WAYS... AS WRITTEN (8 TEAMS - 4 BOWLERS EACH), OR CUSTOM. (SEND INFO. WITH ORDER -- BOWLERS NAMES, TEAM NOS. & HANDICAP SYSTEM USED.)

WITH INSTRUCTIONS, LISTING & DOCUMENTATION..... \$6.95 AS WRITTEN.. \$12.95 CUSTOM.
LISTING ONLY.... \$3.95 (POSTPAID)

TAPE G1... QUICKDRAW & SKUNK

QUICKDRAW - TRY TO BEAT ANOTHER PLAYER OR COMPUTER TO THE DRAW! POINTS ARE AWARDED ACCORDING TO HOW FAST YOU ARE. USES SOME MACHINE LANGUAGE FOR FAST ACTION. 1 OR 2 PLAYERS.

SKUNK - BASED ON THE POPULAR DICE GAME. TRY TO ACCUMULATE POINTS WITHOUT GETTING SKUNKED AND LOSING YOUR TURN, OR WORSE, DOUBLE SKUNKED AND LOSING YOUR TOTAL SCORE!
(1-4 PLAYERS) PRICE..... \$8.95 POSTPAID

TAPE G2... HAUNTED HOUSE & GUESS FIVE

HAUNTED HOUSE - ADVENTURE GAME - TRY TO MAKE IT THROUGH THE HOUSE ALIVE! IT'S NOT EASY! DIFFERENT RESULTS EVERY GAME. 1 PLAYER.

GUESS FIVE - A 'MASTERMIND' TYPE GAME WITH MANY SPECIAL EFFECTS. VERY ADDICTING! INSTRUCTIONS INCLUDED. 1 PLAYER. \$8.95 POSTPAID

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MANY MORE PROGRAMS TO COME!! SEND FOR FREE LIST (UPDATED MONTHLY.) ALSO... SEND US YOUR IDEAS. WHAT WOULD YOU LIKE TO SEE? WE WANT TO KNOW!!

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BB BOOSTER T-Shirts - \$8.00 EACH + \$1. POST. & HAND. SEND SIZES DESIRED

PUT YOUR IDEA ON OUR SHIRT!

NOTE... ALL PRICES SUBJECT TO CHANGE.

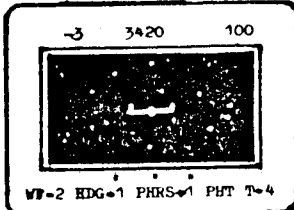
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48178
313-437-3984

ESOTERICA LIMITED

Original Software

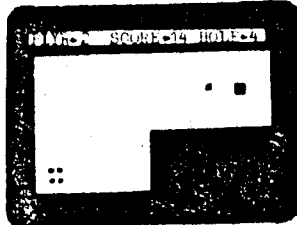
	TAPE # 1	3328 Red Fox Run Warren, Oh. 44485
	\$ 15.95	

(216) 898-7165



STAR TRIX

You are at the helm of the 400,000 metric ton star ship looking through the front view-screen into deep space. It is a weary ship. You have already done battle with a class 1 cruiser and destroyed a Klingon outpost. Suddenly, a siren sounds "Red Alert!" "Klingon Battle Cruiser" flashes across the sensor readout as the vessel appears on screen, very small at first, but getting larger. He's attacking at warp factor 6! Before you react the enemy fires! An alarm sounds! Engineering reports the hit damaged the photon torpedoes & the forward shield is still weakened from the last battle. Another enemy blast fills the screen as it's about to hit. You must act quickly! You are not yet in phaser range. What will you do? **STAR TRIX**, the aggressive game from Esoterica Ltd.



MINI GOLF


A game of computer putt-putt for one to four players. Use the joystick to line up your shot. Hit the ball hard or soft or with the perfect "Golfer's Touch." Bank it off the side boards for those "tricky" shots but don't hit it too hard or you'll end up in the rough. Computer keeps running; score for one to four players, including penalty strokes. It also prints player up and hole no.

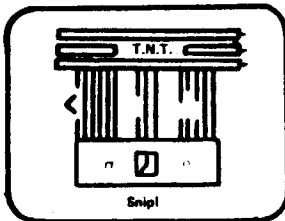
Both programs make full use of color graphic and sound effects, and perform more functions that can be listed here. Send check or money order to:

Esoterica Ltd.
3328 Red Fox Run
Warren, Ohio 44485

The six program offering listed here represent the finest software yet developed in BALLY BASIC. They are not merely computerizations of existing games, but are original game concepts developed over months and designed to provide challenging computer entertainment that will endure the test of time. Although we have developed many programs and are testing still more, we have released only these six. At Esoterica, we are dedicated to quality; quantity may come later-It all depends on your satisfaction.

All tapes are \$ 15.95 US funds

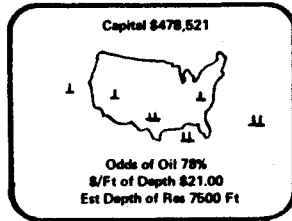
	TAPE # 2	3328 Red Fox Run Warren, Ohio 44485
	\$ 15.95	



BOMB SQUAD

A Bomb has been discovered at police headquarters. In order to disarm it you will need: the eye of an eagle, the steady hand of a brain surgeon, the deductive powers of Sherlock Holmes, and the heart of a Kama Kazi pilot. Oh yes, you will also need BADCOR (Bomb Analysing disposable computerized robot). Can you diffuse the bomb before it blows you up? Try **BOMB SQUAD** from:


ESOTERICA LTD.
3328 Red Fox Run
Warren, Ohio 44485



WILDCATTER

All the excitement of the old time oil wildcatters! Take charge of your small company as you explore for oil. Study the geological data, calculate the risks, and make the smart investment. You could become a wildcat millionaire! Computer gives all necessary data for one to four players; Holds production and income information for up to ten wells per player; Keeps running account of income and expenses right down to the dollar. Full graphics and sound.

ESOTERICA LTD.
3328 Red Fox Run
Warren, Ohio 44485

	TAPE # 3	3328 Red Fox Run Warren, Ohio 44485
	\$15.95	

CA.	25	35
AZ.		
SC.		
MI.		
MN.		
RI.		
PA.		

THE GREAT AMERICAN JIGSAW

Everybody knows where California, Texas and Florida are located, but can you identify the state which the computer has selected at random and drawn in the lower left hand corner of the map? It is surely easy with seven choices from which to pick, but if you really need help the computer will assist you by showing its exact location. 10 pts. for the geographer and 5 pts. for the duffer. We give you the three easy states and the other 45 go together like a jigsaw puzzle. Side 2 gives you topographic features and asks for major cities. Red, White and Blue graphics for a patriotic effect. This is the finest in educational software from:

ESOTERICA LTD.
3328 Red Fox Dr.
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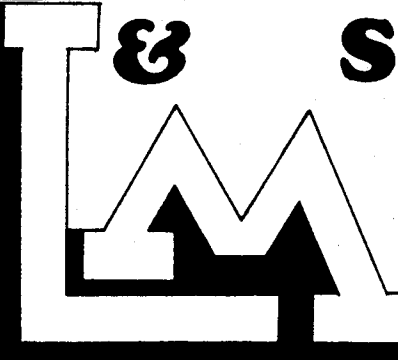
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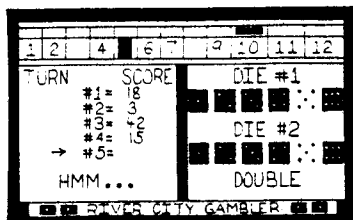


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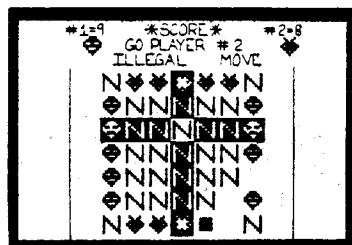
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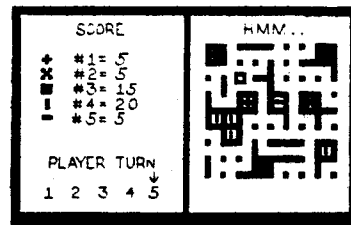
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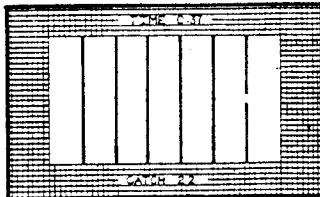
River City Gambler



Space Checkers



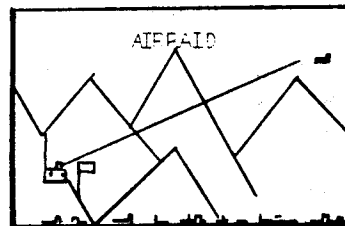
Claim Jumper



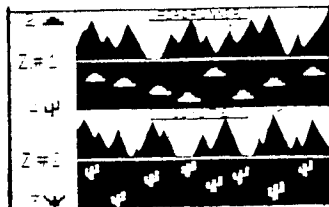
Crazy Ball



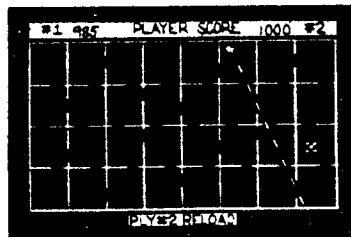
The Mummy's Treasure



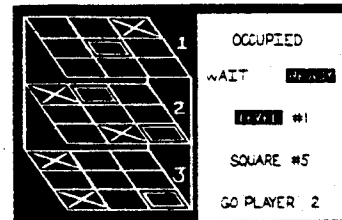
Air Raid



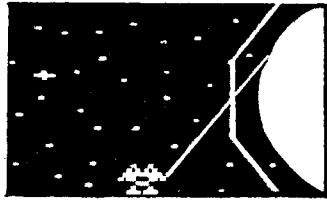
Coyote Roadrunner Race



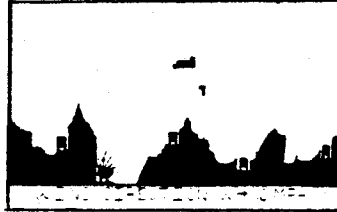
Phantom Star Fighters



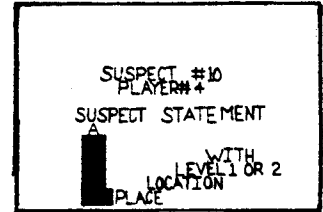
3-D Tic Tac Toe



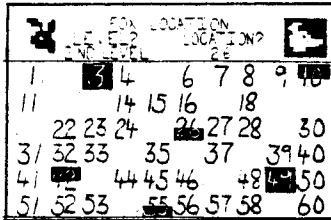
Space Quest 2001



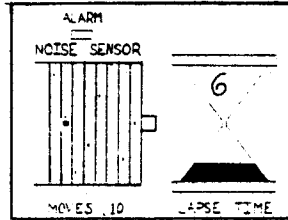
Bombardier



Space Sleuth



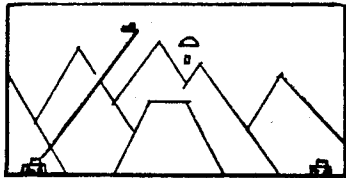
The Fox & The Hare



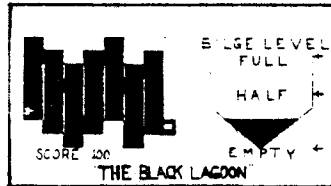
Mission Impossible



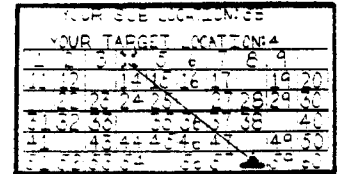
Galactic War 2002



Rescue Air Drop



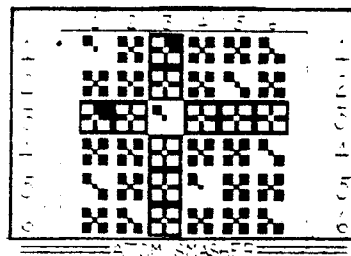
The Black Lagoon



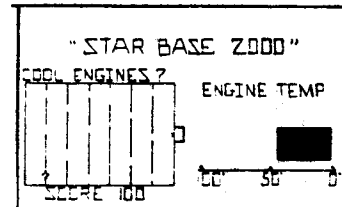
Sink The U-Boat



Ayatollah Dart Board



Atom Smasher



Star Base 2000

L&M Accepts Visa & Master Chg....Send Account # and Exp.Date and Signature.
OR Write for Free Catalog and order forms.

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. You decide the number of attempts the fox will get. Also, the hare has the option to move or stay where he is after each guess the fox makes. 2 PLY 1 HC KEY PAD

GALACTIC WAR 2002: From your starship you must destroy two types of Klingon space gun emplacements 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 PLY 1 HC

ATOM SMASHER: This is a two player strategy game, 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! 2 PLY 2 HC

SPACE SLEUTH: Is a Who-Dun-It mystery game for 1 to 4 players. You won't believe the amount of features in this 1.8K game of strategy. There are over 75,000 combinations of suspect, clues, alibies and locations. A unique "Sherlock Eye Piece" is employed to decode secret information displayed to each player, in turn. Game comes with one Sherlock Eye Piece, one private question list and eight fact sheets to aid all players in solving the mystery. Unusual game of wit and logic. 1-4 PLY 1-4 HC Must have color TV set.

CRAZY BALL: Two games in one program! "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 co-ordination. Score is displayed in game time, during or after the game, at your preference. 1 PLY 1 HC

QUOTE-RAMPARTER DESERT RACE: This is a two player game with all of the excitement and thrill that a race can generate. The race takes place over three screens or zones. All of the hand control functions are used on this one. 2 PLY 2 HC

PHANTOM STAR FIGHTERS: Is a two player maze game. 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 laser weapons. 2 PLY 2 HC

3D TIC TAC TOE: The first L & M three dimension display, with three levels of game boards. Players can win in all three dimensions on 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, who the winner is, and will light up the three squares that make up the Tic Tac Toe. 2 PLY 2 HC

LIAM JUMPER: allows the players to construct 4 sided claims on the playing board. The object is to be the one to pun 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, on this one, making it a possible 5 player game. 1-5 PLY 1-4 HC

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 turn is displayed. On this one the computer can play, too, making it a 1 to 5 player game. 1-5 PLY 1-4 HC

SPACE CHECKERS: Is 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. If only one person plays then the computer plays no. 2 position. 2 PLY 1-2 HC

LIGHT SHOW PAX/PAM #2: Many colorful displays designed to expand the visual/musical presentation in to the graphic art form. This is for use with the L & M Colon Organ/Light Show Interface.

THE MUMMY'S TREASURE: Do you like treasure hunts? There are three levels, 180 rooms total. Can you find the secret passages which lead to the dungeon, then find the treasure room before the mummy finds you? Or will you be carried to a different level by a mysterious force? Each replay is different and exciting! 1-4 PLY 1-4 HC

ART RAID: In this game you can be a hero and save the people of a mountain village by manning the gun emplacement on the mountain top and blasting the bomber out of the sky as quickly as possible. What will your rating be at games end: Expert, Sharpshooter, Marksman, or Lower? 1 PLY 1 HC

DART BOARD: Electronically stick a hola 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! 1 PLY 1 HC

RESCUE AIR DROP: This is your chance to save a surrounded village located high on a mountain plateau. You must drop a load of supplies by parachute and hit the tiny plateau. There is difficulty in allowing for wind speed and direction. Also, being fired upon by the enemy, knowing that if your plane is hit it will explode and crash in the mountains. This is an exciting game of skill. 1 PLY 1 HC

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

KILL THE VULCAN: In this game you do battle with the deadly "Vulcans" on a lonely outpost in space. Using gun elevation, in degrees, you must fire at an approaching enemy and destroy him before he homes in on you. Over and under shot distance is displayed each time you fire your weapon to aid you in your next shot if you have one. 1 PLY 1 HC

SINK the U-BOAT: Did you get the opportunity to sink any U-Boats during World War II? Probably not, so here's your chance to 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 PLY KEY PAD

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 PLY KEY PAD

STAR BASE 2000: This game puts you in command of starship "Niquila". You must reach the "Star Base" by navigating thru 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 temp. exceeds 100°C the ship will be destroyed. 1 PLY 1 HC

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 passageway only as needed. When pumping down a monster surfaces toward you, limiting the amount of water you can pump from the boat bilge. Each new game finds a different shaped lagoon and waterway locations. 1 PLY 1 HC

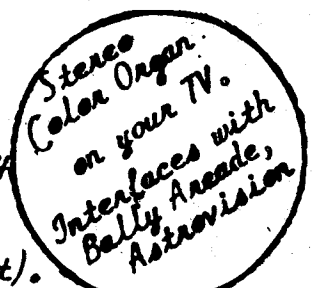
TOSS AWAY TOSSABLE: You must successfully reach the end of the corridor containing rooms filled with poison gas and deadly robots. Your oxygen supply time is displayed by the hour glass. You may retreat any time and refill your supply. Nine difficulty levels, robot sensor alarms and low oxygen alarms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

BOMB RAIDER: 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 location of the missile silos will change. 1 PLY 1 HC

SMC QUEST 2001: Your interstellar space craft must save a friendly colony, on the planet, from the "Star Plunderer". You must break thru the forcefield and destroy the enemy, using lasers and missiles. The excellent graphics and the 35 difficulty levels, all in 1.0K, make this game one of you best. 1 PLY 1 HC

COLOR ORGAN/LIGHT SHOW: Interfaces Bally to your Stereo Amp. Does not effect Stereo Quality. TV displays Color & Light in step with music

Complete interface w/it with Cassette Demo. & Tutorial. \$29.95 (Add your own graphics/Art).



MARK S. KELLER

Program Tape Number 1 (\$10.00)

- 1) Star Trek III
Battle Klingons in up to 81 8x8 quadrants, using phasers and photon torpedoes to destroy them and Star Bases for re-supply. Features continuous situation display and moving Klingons. *
- 2) Chase III
Chase game with selectable number of robots and walls. *
- 3) Space Battle
Shoot down as many UFO's as possible in 50 time units. *
- 4) Bombardment II
A number guessing game, you verses the computer. *
- 5) Bullseye II
A non-graphic Dart game for up to 20 players.

* use Hand Controller number 1.

Program Tape Number 2 (\$10.00)

- 1) Wumpus II
Hunt the Wumpus in one of six standard caves, a random cave, or a custom cave you create. Reads cave data from tape and programs are supplied for creating and copying data files.
- 2) Blackjack II
Play Blackjack against a computer dealer using Casino rules. Does not graphically display the cards. Uses Hand Controller number 1.
- 3) Biorythm
Full screen true sine wave display. Will show three standard and four experimental cycles. Displays 26 days at a time.
- 4) Life
The biological population simulation described in Scientific American and BYTE magazines. Flexible and easy to use.
- 5) Text Editor
Program to help in basic program development. You can edit any line without re-typing. The program is approximately 300 bytes long and features REPLACE, INSERT, and DELETE functions. Includes three machine language subroutines.

For further information, see the reviews in the ARCADIAN Newsletter Volume 3 pages 28,29, and 38.

Tapes are 300 Baud BALLY BASIC and include listings and instructions. 2000 Baud ASTROVISION BASIC tapes will be available in early 1982.

Shipments are made via FIRST CLASS MAIL.

To Order: use the SOURCEBOOK Order Form and send check or money order in US funds to:

Mark S. Keller
9536 Shumway Drive
Orangevale, CA 95662

PERKINS ENGINEERING

1004 Pleasant Ave., Boyne City, Michigan 49712

(616) 582-9832

Thank you for your interest in our products. They are designed to overcome some of the shortcomings of one of the best color graphics systems - the Bally Arcade. The only catalog that lists our products is the Sourcebook by Dick Houser, 635 Los Alamos Ave., Livermore, CA 94550 \$5.00. Our ads have appeared in the ARCADEIAN and many editorials and tutorials can be found in Vol II and Vol III of that newsletter.

The Blue Ram is a small blue box with an edge connector that plugs onto the 50 pin expansion outlet on the back of the Bally. It contains 4096 bytes of static read-write memory (RAM) that can be protected from accidental writings (ROM mode) either by a switch or with software. An additional 128 bytes are not write protectable. A 24-pin Zero Insertion Force (ZIF) socket affords two 8-bit parallel input/output ports for controlling external devices. Under control of your program, any of these 16 bit lines may be read (input) or written to (output). The remaining 8 pins provide power and certain other connections for access to the Z80 microprocessor timing signals and the sound system.

The Blue Ram comes with two programs on tape, a regulated power supply and an instruction manual. Included in the programs are a Diagnostic for the Blue Ram and a Utility program to assist in machine language programming. The Utility also includes support program routines for generating multicolors with BASIC and hexadecimal write to tape. An arcade game can be transferred to the Blue Ram, modified and dumped to tape for later loading and running in the Blue Ram. Price is \$180.00. Also available in kit form at \$140.00 for EXPERIENCED wire-wrap kit builders (there are 14 IC's from 14 to 40 pins each, all in wire-wrap sockets, plus 13 discrete components in a box just over 1"x2"x4").

Our keyboard is a "standard" 62-key typewriter style assembly mounted on wooden end blocks and fitted with a 3-foot ribbon cable to plug into the ZIF socket on the Blue Ram. All 62 keys are active and will be used with the MODEM, etc., even though the Bally doesn't understand some of them (ESC, BREAK, lower case characters, etc.) Bally's words are added to the keyboard with attractive stickers. With documentation and tape, it is supplied wired and tested for \$89.95. If you prefer a kit, this one is a little easier to wire and will save you about \$30.00. The kit is \$24.95 (excluding the keyboard itself - Model K62 which can be ordered from JAMECO, 1355 Shoreway Road, Belmont, CA 94002).

The BLUE RAM Operating System (1.0) is a machine code program on tape which facilitates writing Bally Basic programs of 5200 to 5600 bytes! 1776 bytes go in Bally memory and 3400 to 3800 in the Blue Ram. With the editor (included in this program) you can change, delete or add any number of characters within a line without rewriting the whole line. You can also restructure your programs by moving entire lines up or down! Price is \$9.95.

The BSR Controller is a system that communicates with the BSR X-10 ULTRASONIC Remote Control System. At \$19.95, this controller comes ready to plug into the Blue Ram and be aimed at the BSR control console. The included taped program allows you to program up to 16 lights or appliances for up to 24 hours, in 10 minute increments. This is a form of break-in protection when you are away from home.

The Blue Ram MODEM/Printer Interface connects the Blue Ram to a STAR MODEM by Livermore Data or to a BASE 2 model 800B Printer or both. Now your Arcade can "talk" to other computers by phone or explore the world of the SOURCE! The Blue Ram now acts as a 3071 byte buffer to store incoming traffic. The printer will automatically make hard copy. It also becomes a typewriter and will repeat a page or two with a single keystroke! Wired and tested---\$99.95 (\$89.95 without printer option). The kit saves you \$20.00.

All of these products come with taped programs and operating manuals.

SOFTWARE FOR 1981 FROM RICH TIETJENS

NEW better Graphics!

Better sound effects!

Faster responses!

DUNGEONS & DRAGONS Game Aid Package ----- \$10.00
 Now includes programs to generate player characters as well as non-player Clerics, Druids, Fighters, Paladins, Rangers, Magic-Users, Illusionists, Thieves, Assassins, and Monks. Provides Racial Characteristics for Dwarves, Halflings, Elves, Half-Elves, and Half-Orcs, generates basic personality traits, a random dungeon, and furnishings for it. Dice program rolls %tile, 20-sided, or input your own requirements for dice up to 30 dice of 30 sides each. This package is recommended for DungeonMasters only. Bally BASIC.

TRAVELLER'S AID PACKAGE (game aid) ----- 8.00
 A Library Computer program and Data generator for the Traveller StarMaster. Produces complete data per the Game Designer's Workshop for a full sub-sector, with room for special information at the StarMaster's discretion. Requires Bally BASIC and Blue RAM or equivalent extra memory.

GAMES:

SpaceFlight Package #1 ----- 8.00
 Lunar Lander and Rocket Pilot. 1P; BB

SpaceFlight Package #2 ----- 8.00
 Space War and Orbital Docking Simulator. This is the classic version of Space War, with orbital dynamics and gravity. 1/2P; BB

SpaceFlight Package #3 ----- 8.00
 Klingon Capture and Sound Trek. Sound Trek uses all available memory in the Arcade, including the keyboard and cassette buffers. 1P; BB

Lion Country (simplified Adventure) ----- 5.00
 Find the Treasure but don't get eaten by the Man-Eating Lion! 1-4P, 4H, BB

All SpaceFlight packages use special User-defined Graphic characters.

UTILITIES:

Graphic Assembler ----- 5.00
 Uses the #1 handle to let you develop your own User-defined Graphic characters for more professional-looking displays, faster, more detailed games.

Music Assembler ----- 5.00
 Allows graphic input of 3-tone music and produces a data tape for playback with the included program.

R & D ENTERPRISES INTERNATIONAL

presents

The Universal SERIAL/PARALLEL Interface Adapter

With a few connections to your Bally Audio Interface, the US/PIA allows you to connect a parallel ASCII Keyboard or printer; connect a serial terminal or printer at other than 300 baud (110 to 1200 baud); and use a simple switch to select the AIF or Handle #3 - no more changing plugs for 3 or 4 player games in BASIC!

The US/PIA is based on the Gemini Industries 1014 UART and draws power from either the Arcade (thru the AIF) or from your external 5-volt supply, at less than 100ma.

Complete specifications free with a self-addressed stamped envelope; full schematic with do-it-yourself instructions for \$2.00. Design by Rich Tietjens. Order from Rich Tietjens, PSC Box 542, APO Miami 34004

COMING SOON!

```

M  M EEEEE M  M      X  X TTTT EEEEE N  N DDD
MM MM E      MM MM    X X  T  E      N  ND  D
M M M E      M M M    X X  T  E      NN ND  D
M  M EEE    M  M    ==  X   T  EEE   N N ND  D
M  M E      M  M    X X  T  E      N  NN D  D
M  M E      M  M    X X  T  E      N  ND  D
M  M EEEEE M  M      X  X  T  EEEEE N  N DDD

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.(MEM-XTEND)

MEM-XTEND is a 32K memory board which allows you to intermix RAM and EPROM in 4K blocks. Occupying the undefined area of the Arcade's memory space, it will accept Blue RAM software, and give you the ability to put most-often used utility routines into non-volatile Read-Only Memory. Target price is in the vicinity of \$350 assembled and tested, with power supply and cabinet. As a bonus, the MEM-XTEND power supply will also be able to supply power to the Arcade, allowing you to dispose of the wall transformer, or use it for other projects. Watch for the MEM-XTEND announcement in the Arcadian!

SOFTWARE FOR 1981 FROM RICH TIETJENS

Warranty Service: All software tapes sold by Rich Tietjens or by R & D Enterprises, International, are warranted to be free of defects in software and hardware. If at any time the tape fails to load and/or run properly on any unmodified Bally ARCADE with Bally BASIC and Audio Interface, the tape will be replaced at no charge upon return of the defective cassette.

We welcome suggestions for improvement of current software or for programs or applications to be developed.

See our hardware ad in the appropriate section of the Sourcebook.

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R & D Enterprises International
 % Rich Tietjens
 PSC Box 542
 APO Miami 34004

SOFTWARE:	Item	Price	Qty	Total
	DUNGEONS & DRAGONS Game Aid Package -----	@\$10.00	x _____	= _____
	TRAVELLER'S AID PACKAGE -----	8.00	x _____	= _____
	SPACEFLIGHT PACKAGES:			
	#1 -----	8.00	x _____	= _____
	#2 -----	8.00	x _____	= _____
	#3 -----	8.00	x _____	= _____
	LION COUNTRY -----	5.00	x _____	= _____
	Graphic Assembler -----	5.00	x _____	= _____
	Music Assembler -----	5.00	x _____	= _____
HARDWARE:				
	Serial-Parallel interface adaptor -----	50.00	x _____	= _____
	TOTAL:			\$ _____

All prices include shipping & handling. Make check or money order payable to Richard C. Tietjens. PLEASE DO NOT SEND CASH THROUGH THE MAIL!

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NEW SOFTWARE SOURCES NOT INDEXED

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12046 Flambeau
Palos Hts., IL 60463

Write for program descriptions

Tape # 1 Bowl and Match
Tape # 2 Dots and Mastermind

NEW Z-80 Machine Language Programming Cartridge

The Bit Fiddlers
P. O. Box 11023
San Diego, CA 92111-0010

Send for complete details.

SOURCE: Sebree's Computing H (213) 357-8092
 456 Granite, Dept 3B
 Monrovia, CA 91016 Sch... (213) 704-8383

Contact Sebree's Computing for latest catalog and prices.

Down the Trench	79 Game, Space	1P BB,1H
DESCRIPTION:	Based on the StarWars destruction of the Deathstar. Try to fly down the trench, engage your onboard computer and destroy the Deathstar. 6 levels of difficulty. Spectacular explosions and graphics. If you win you've accomplished something.	
Hit the Pedestrian	79 Game, Skill	1P BB,1H
DESCRIPTION:	On screen instructions. Drive down a road and try to hit pedestrians for points, avoid trees however. Good moving graphics, sound effects and excellent control.	
Math Routines	79 Math	BB
DESCRIPTION:	Has the following math routines: sine, cosine, arctangent, and square root. Accurate to .01 degrees or better.	
Munch	79 Game, Logic	1P BB,1H
DESCRIPTION:	On screen instructions. You are eating a cookie and gaining points with every bite, but there is a poison raisin hidden in it. Good sound effects and color along with suspense.	
Starfire!	80 Game, Space	1P BB,1H
DESCRIPTION:	The game consists of 3 Machine Language Generated targets which you are to shoot down when they appear randomly. The targets get larger as they get closer to you. The sooner you shoot them down the more points you get. Graphics are spectacular. Full documentation is included.	
Starfire Assembler	80 Utility	BB
DESCRIPTION:	The program that wrote the machine language programs for the Starfire! graphics routines.	
Submarine Minefield	79 Game, War	1-2P BB
DESCRIPTION:	On screen instructions. Carefully navigate your Sub thru a very dense minefield while watching out for the 3 homing depth charges. It takes patience to get all the way through it, so concentration is required. Sound effects and graphics.	
Super Wumpus	79 Game, Hunt	1P BB
DESCRIPTION:	Hunt the Wumpus who is hiding in a maze of caves, full of disasters waiting for you to encounter. Good graphics, color and sound effects.	
UFO Battle	79 Game, Space	1-2P BB,1H
DESCRIPTION:	On screen instructions. Try to shoot down UFO's. Has great graphics routines, color and sound. Try to amass as many points as possible before being shot down by the UFO.	
XY Tutorial	79 Utility	BB
DESCRIPTION:	This tutorial explains what the XY command does and then how to use it. Contains 6 programs and 12 pages of material. Package contains: Cartesian to XY conversions, video art, charts, listings of all programs, 3-D Simulations, and more!!	

These programs will only run ^{using} the old 6004 cartridge (300 baud) with external Audio Interfaces

Will not run using the new WILLY B. D. Cartridge 6004.

SPECTRE SYSTEMS

!!!!Introduces a new addition for the Bally Arcade!!!!

A game handle that provides:

- (1) True X-Y joystick operation!
- (2) A numeric keypad!
- (3) Arcade pinball buttons!

Our new handle provides your Bally with more flexibility. It operates with Bally BASIC, Astro BASIC, Viper System, Blue Ram, or just the Arcade.

Play PINBALL using real pinball buttons, and write games using controls just like in the commercial arcades!

Includes complete instructions for using with your own games. Our handle is supported with our quality software and backed with a 90 day warranty!

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And, until March 15, 1982, order the handle and get FREE our newest software release...



ICBM ATTACK was written by Brett Bilbrey!

This is a machine language cassette program, (just like the cartridges), and goes beyond all previous Bally programs. (We're modest.) Fire missiles from three bases to intercept enemy attacks and save your cities. But watch out for cruise missiles and normals.

THIS IS AN ARCADE QUALITY GAME!

ICBM ATTACK allows one to four players. Four colors, sound, and non-blinking graphics make it the best Bally game to date!

ICBM ATTACK will sell separately for an additional \$19.95 after March 15, 1982.

Note: The handle is required to run ICBM ATTACK.

Custom design and dealer discounts available. Please inquire.

SEND TO: SPECTRE SYSTEMS ★ 7740 Littlefield Blvd. ★ Dearborn, Michigan ★ 48126

INCLUDE: \$49.95 (Check or Money order) for handle and ICBM ATTACK (until March 15, 1982)

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Quality programs for the Bally™

Program sets-\$10.00

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Starship Bally Super Slot

Starship Bally- Find the enemy and guide your ship so that he is in your sights, and blast him with a photon torpedo.

Super Slot- The Bally Casino wants you to play its latest slot machine. Up to four players can participate. Great Fun!!

Football Super Craps

Football- Now you can play the hand-held version of football on your Bally. Includes more features than its electronic counterpart. Two players.

Super Craps- Try your hand at rolling the dice. Graphic dice are displayed as up to four people bet on the outcome.

We also carry all of the Videocade Cartridges for the Bally Arcade. These include Galactic Invasion, Grand Prix, and the new BASIC Cartridge. Please write to the above address for a free fact-filled catalog explaining all of our products.

Thank you,

Robert Rosenhouse

Super Software

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Robot Alert! Simon Says

Robot Alert!- Yet another fun-filled arcade-type game is adapted to the Bally. You are in a maze-like room and must kill all of the robots before they get you. But, you can never beat this game.

Simon Says- The electronic game of a similar name can now be played on your Bally. Notes will be added to a series which you must repeat.

Cosmic Zap Barracade

Cosmic Zap- Your planet is tossed into a meteor field and meteors are coming from every direction. It is up to you to use your laser and destroy all of the oncoming rocks before your planet is destroyed.

Barracade- It's you against the 'Space Guards'. Run for your life as these aliens come at you in increasing numbers. Watch out for the particle beam.

Mystery Maze Hustle!

Mystery Maze- A maze is shown on the screen and you must navigate your starship through it while watching your fuel and avoiding electrical storms. Fuel thieves may come to steal some fuel, so be wary!!

Hustle!- You're pitted against time as boxes light on the playing field for you to collect from. You must move as the name implies, so Hustle!!

Falling Stars Laser Battle

Falling Stars- Your city is in danger of being destroyed by the radioactive stars. The city is covered by a shield, but that is not enough. You must move your cannon and destroy as many stars before your city turns into a ghost town.

Laser Battle- A new version of tank battle. Each player is guarded by a shield which must first be destroyed. 2 players.

Super Software

Box 702 - Plainfield, NJ 07061-0702

Smack-Up Beatle Quiz

Smack-Up- Guide your droid thru the maze-like passages and scoop up all of the gold in your path. Beware of the guard that is constantly pursuing you. Similar to 'Pac-Man' (by Midway).

Beatle Quiz- This program is designed to test your knowledge on the 'Fab-Four'. See if you can answer all of the questions asked. Questions deal with all aspects of their careers.

Tic-Tac-Dough Maze-A-Matic!!

Tic-Tac-Dough- Based on the game show of the same name. Pick one of nine squares and uncover a money amount, a bonus word, or the Dragon. If you pass \$1,000 you win!! Find the dragon and you lose.

Maze-A-Matic- Your Bally Arcade will draw a simple maze that you must survive; but it is not that easy! Walls will constantly be added to hinder your path.

Bally Slot Dog Racing

Bally Slot- A real slot machine is displayed on your television. See how lucky you are by spinning the reels graphicly and see the results. This game is very realistic, as the I.R.S. man comes to claim you winnings.

Dog Racing- It's off to the Bally track for a night of Dog Racing. Four people place their bets and the dogs fly across the track. All bets are displayed.

Missile Attack Reverse

Missile Attack- Now one of the most popular arcade games is now available for your computer. Defend your cities from death by intercepting the computer's missiles with your's. Great fun and graphics.

Reverse- Reverse is a challenging puzzle which will probably take you many, many hours to master. We know the secret, but will you??

SOURCE: THE BASIC EXPRESS formerly the The CURSOR GROUP
 P.O. Box 1763 ~~(714) 868-3826~~
 Big Bear Lake, CA 92315

Contact THE BASIC EXPRESS for current offerings and prices.

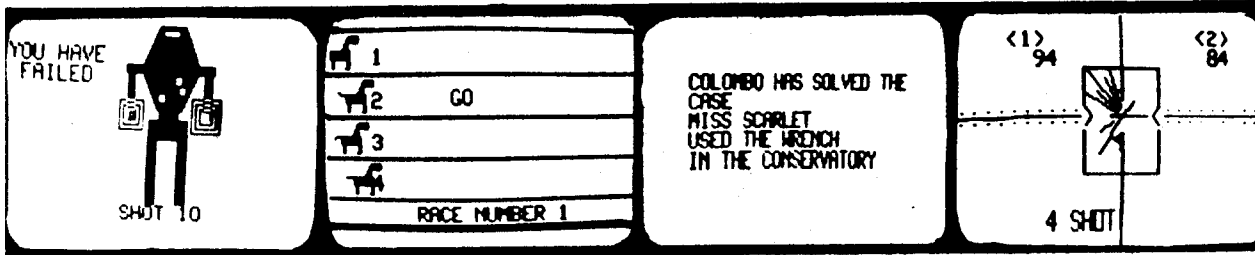
Cassette Tape Eraser	Accessory	
DESCRIPTION:	Bulk magnetic tape eraser. Will erase tape without having to run thru tape machine.	
		PRICE: \$ 21.95
Cassette Tape Recorder	Accessory	
DESCRIPTION:	AC/DC Portable Tape Recorder, featuring Ultra Slim Design, Built-in AC Adaptor, Cue and Review Functions Fast Wind the Sound, Built-in Microphone, Auto-stop at end of Tape, and Automatic Record Level Control.	
		PRICE: \$ 44.95
C-30 Tape	Accessory	
DESCRIPTION:	High quality computer digital tape cassettes. 10 tape case with individual poly boxes.	
		PRICE: \$ 15.99
Hand Control Cables	Accessory	
DESCRIPTION:	Replacement cables for your hand controllers, just remove old old cable and solder in new cable. Make sure you get the colored wires connected to the proper connections.	
		PRICE: \$ 6.99 for set of 2 PRICE: \$ 10.49 for set of 4
Heat Sinks	Accessory	
DESCRIPTION:	Set of three heat sinks to put on the custom IC's of the older BALLY ARCADE Units to stop heat related problems.	
		PRICE: \$ 3.95 for set of 3
HD-1 Head Demagnetizer	Accessory	
DESCRIPTION:	First quality head demagnetizer to keep your tape machine in first class condition.	
		PRICE: \$ 27.95
Machine Language Manager	Cartridge	
DESCRIPTION:	This cartridge along with the 42 page manual allows you to program the BALLY in machine language. It allows you to make use of the BALLY's on board subroutines and write arcade type games in four colors. Provides a rather complete programming course. Games will be available shortly which in conjunction with this cartridge will produce arcade type quality games.	
		PRICE: \$ 54.95 Without case, use game case. PRICE: \$ 49.95
Tape # 1	Cassette	
Moon Landing	Game, Simulation 1p	BB
Bio-rhythm	Personal	BB
DESCRIPTION:	Moon Landing: You are awaiting instructions to break away from the mother ship. Once you do, you have to quickly scout for a safe landing spot. After landing you take off and head back to the mother ship if you have enough fuel. Graphics. Bio-rhythm: Program to predict your physical, emotional, and intellectual behavior at peak and critical times. Gives graphic plots showing peaks and critical days.	
		PRICE: \$ 8.95

California residents add 6% sales tax.

Prices will probably go up when postage rates go up on November 20th.

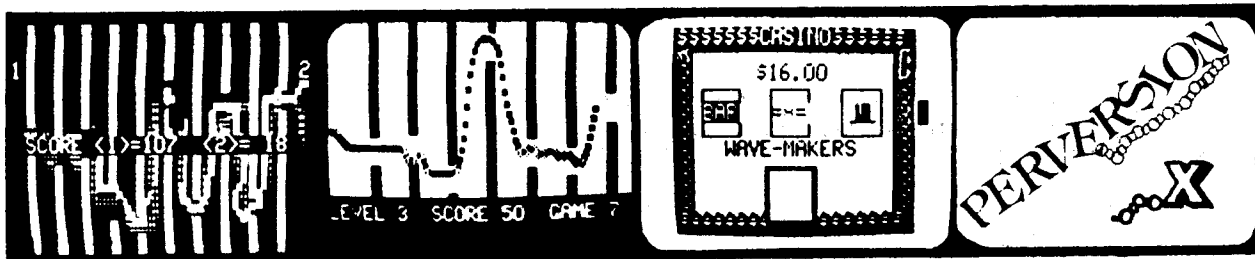


ALL WAVEMAKER TAPES ARE RECORDED IN BOTH BALLY AND ASTRO BASIC. THE COMPUTER WILL AUTOMATICALLY SELECT THE CORRECT PROGRAMMING FOR EITHER CARTRIDGE BEING USED.



TAPE 1
Max (Robot from Space) - Horse Race

TAPE 2
Clue - Flying Ace



TAPE 3
Maze Race - Obstacle Course
Space Chase

TAPE 4
Slot Machine - Perversion

TAPE - 1 \$10.95 + .50 Postage and handling

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 BELT!) 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.

TAPE - 2 \$10.95 + .50 Postage and handling

CLUE-BASED ON THE MILTON BRADLY GAME. YOU MUST USE DEDUCTIVE REASONING TO COME UP WITH THE RIGHT COMBINATION AND SOLVE THE CRIME. 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.

TAPE - 3 \$10.95 + .50 Postage and handling

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 BLOW 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. YOUR AT THE CONTROLS. WARP 1, WARP 2, WAIT FOR HELP, FIRE PHAZER OR EVASIVE ACTIONS. ITS A LONG WAY TO GO BUT A GOOD CAPTAIN CAN MAKE IT WITH A LITTLE HELP FROM FRIENDLY ALIEN.

TAPE - 4 \$10.95 + .50 Postage and handling

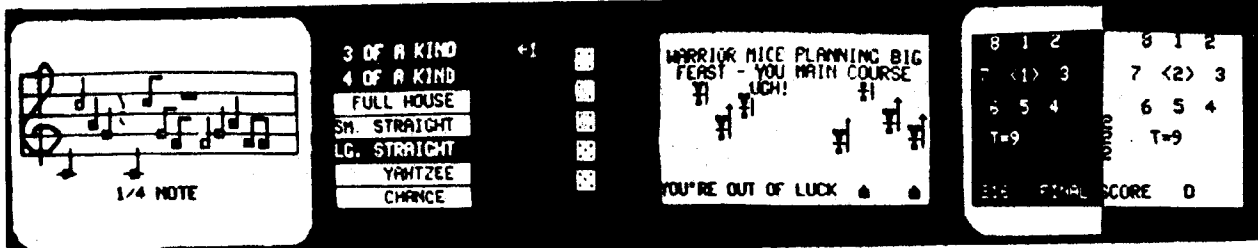
SLOT MACHINE-THERE ARE A LOT OF SLOT MACHINE GAMES AVAILABLE ON TAPE. THIS ONE IS SAID TO HAVE SOME OF THE BEST GRAPHICS AND REALISTIC ODDS. THE HIGHEST JACKPOT IS \$1000.00 BUT IT IS RARELY HIT. YOU CAN PLAY \$25.00 AND IT SHOULD LAST ABOUT 15 MINUTES BEFORE THIS BANDIT CLEANS YOU OUT. LIKE IN VEGAS 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.



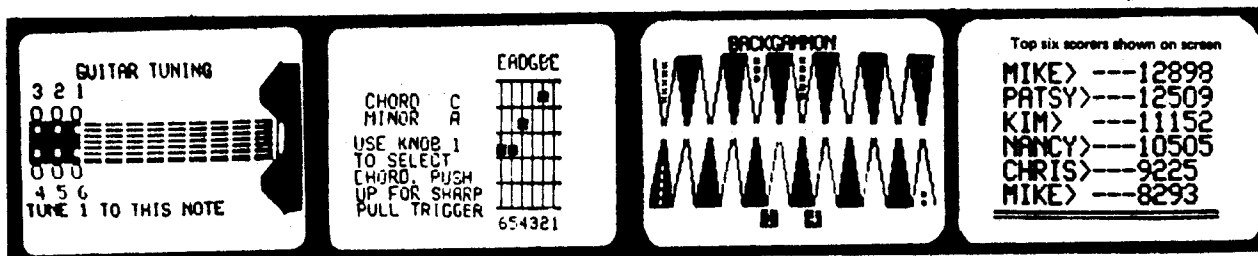
BOX 94801
SCHAUMBURG, IL 60193

ALL TAPES ARE RECORDED IN BOTH BALLY AND ASTRO BASIC ON THE SAME SIDE. THE COMPUTER WILL SELECT AUTOMATICALLY THE CORRECT PROGRAMMING FOR EITHER CARTRIDGE BEING USED.



TAPE 5
Music Composer - Yahtzee

TAPE 6
Mouse in the Hat - Speed Math
Note Match



TAPE 7
Guitar Course - Tuning - Course-
Note Match & Chord Progressions

TAPE 8
Backgammon - Obstacle Course Tournament

TAPE - 5 \$10.95 + .50 Postage and handling

MUSIC COMPOSER-AWAKEN THE MUSICIAN IN YOU. YOU GRAPHICALLY PLACE NOTES ON A MUSIC STAFF AND ONCE YOU HAVE FINISHED YOUR MASTER-PIECE, 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.

YAHTZEE-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.

TAPE - 6 \$10.95 + .50 Postage and handling

MOUSE IN THE HAT-COMBINES STRATEGY, MEMORY AND LUCK AS YOU TRY TO SHOOT THREE MICE, HIDDEN BEHIND ELEVEN TOP HATS. CUTE GRAPHICS AIMED AT PLEASING A YOUNGER CROWD BUT IT'S A TOUGH 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.

TAPE - 7 \$19.95 + .50 Postage and handling

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**

TAPE - 8 \$15.95 + .50 Postage and handling

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 WAVEMAKERS 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 CLOBBED 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 MANUVERS. 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.




WAVE MAKERS
BOX 94801
SCHAUMBURG, IL 60193

Pack-Rat TAPE 9

\$10.95 + 50¢
POSTAGE

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.



WAVE MAKERS
BOX 94801
SCHAUMBURG, IL 60193

Lookout for the Bull! TAPE 10

\$10.95 + 50¢
POSTAGE

LOOKOUT FOR THE BULL!

<PLAYER 1> 5

<BONUS 100>

THE CHALLENGE NEVER ENDS. BECAUSE THE LEVEL OF PLAY IS BASED ON YOUR SCORE. THE DUTTER 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 WASTY 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 WAVE MAKERS TAPES ARE RECORDED IN BOTH BALLY AND ASTRO BASIC. THIS IS PROBABLY THE MOST CHALLENGING AND FUN GAME EVER WRITTEN IN BASIC.

"WHAT'S MORE IMPORTANT, BUSINESS OR PLAYING GAMES?"

HERE AT WAVE MAKERS PLAYING GAMES IS OUR BUSINESS. WE CREATE A GAME AND THEN WE PLAY IT. WE PLAY FOR HOURS AND HOURS JUST TO MAKE SURE IT'S FUN FOR YOU OUR CUSTOMER. WHATEVER WE'RE DOING, IT MUST BE WORKING BECAUSE OVER 60% OF OUR BUSINESS IS ORDERS FROM PREVIOUS CUSTOMERS. MAYBE IT'S BECAUSE WE'VE GOT SOME OF THE MOST FUN GAMES IN THE BUSINESS. GAMES LIKE PACK-RAT, LOOK-OUT FOR THE BULL, AND OBSTACLE COURSE TOURNAMENT, JUST TO NAME A FEW. WE ARE NOT ONLY CONCERN WITH HAVING FUN BUT WE ALSO WANT TO MAKE IT EASY. ALL OF OUR GAMES USE A LOADING TECHNIQUE THAT ALLOWS THE PROGRAMS TO LOAD IN ABOUT HALF THE TIME STANDARD LOADING PROCEDURES TAKE, AND USE THE CONTROL HANDLE FOR ALMOST EVERY FUNCTION OF THE GAME. ALL HAVE AUTOMATIC RUN FEATURES SO AFTER YOU START YOUR RECORDER THE ONLY THING YOU'LL HAVE TO TOUCH IS THE CONTROL HANDLE. ALL OUR TAPES ARE RECORDED IN BOTH BALLY AND ASTRO BASIC BOTH ON THE SAME SIDE. YOU DON'T EVEN HAVE TO WORRY ABOUT THAT, JUST START THE TAPE FROM THE BEGINNING AND THE CORRECT PROGRAMMING WILL LOAD AUTOMATICLY. WE KNOW ALSO THAT ONE PROGRAM USUALLY DOESN'T FILL A TAPE. SO WE GIVE YOU A SUPRISE FREEBEE AT NO EXTRA COST ON ALMOST ALL OF OUR TAPES. GAMES LIKE: MAZEMAKER, SIDESWIPE AND INVASION FORCE. WE WANT TO MAKE SURE YOU KEEP COMING BACK FOR MORE, SO, "WHAT'S MORE IMPORTANT, BUSINESS OR PLAYING GAMES?" IT BETTER BE PLAYING GAMES OR WE'RE OUT-A-BUSINESS. OH YEAH, WE DO TAKE CARE OF BUSINESS TOO, WE'LL GET YOUR ORDER OUT THE SAME DAY WE RECIEVE IT, AND THAT'S A PROMISE.

YOURS TRULY,

Mike Peace

BALLY DEALERS

H 1

DEALER: ABC Hobbycraft (812) 477-9661
2155 E. Morgan Ave.
Evansville, IN 47711
(812) 477-9661

ABC Hobbycraft has the most complete line of BALLY/ASTROVISION Computer Equipment in the Midwest. We stock the ARCADE Units, all available Videocades, and accessories that are available. Contact Guy or Dave at (812) 477-9661

Software and Hardware from the following SOURCES is stocked.

George Moses Co.
L & M Software

DEALER: Randy's TV
P.O. Box 1109
El Centro, CA 92244

DEALER: Schwenk Enterprises (916) 944-2001
6988 Lincoln Creek Circle
Carmichael, CA 95608

DEALER: SFP
1064 N. Alta Ave.
Dinuba, CA 93618

DEALER: Super Software
P.O. Box 702
Plainfield, NJ 07061

DEALER: THE BASIC EXPRESS (714) 800-5026
P.O. Box 266
Big Bear Lake, CA 92315

THE BASIC EXPRESS has the following items available:

- BALLY ARCADE Units
- Videocades
- Accessories
- Tape Cassettes
- Cassette Tape recorders
- Manuals
- Tutorials
- Back issues of CURSOR and THE BASIC EXPRESS
- Tape Head Demagnetizer
- Software

THE BASIC EXPRESS also services and repairs all BALLY/ASTROVISION equipment

John Smith. TV (804) 794-1603
217 North Washington Highway
Ashland, VA 23005

BALLY SERVICE

CONFIRM CURRENT PRICES AND ADDRESSES BEFORE HAVING SERVICE!!!!!!!

SERVICE: David Stocker (812) 838-3192
333 Coronado Dr.
Mt. Vernon, IN 47620

Hand Controllers: Cleaned (Fixes "shakey" knob) \$ 2.50 each
And hole drilled in bottom See postage rates below
for cleaning fluid.

Broken Cable: Replaced (If some movements of \$ 4.00 each
controller do not register). See postage rates below

Postage Rates: \$ 1.50 for first controller + \$.50 for each additional unit.

SERVICE: THE BASIC EXPRESS (714) 866-5926
The Old Ice House
711 Pineknot
Big Bear Lake, CA 92315

Hand Controllers repaired: \$ 8.50 per pair plus \$ 2.75 shipping.

Replacement cables for your Hand Controllers: 2 Cables \$ 6.99
4 Cables \$ 10.49

BALLY Arcade Units Repaired and Tuned Up: For \$ 34.95 (plus \$5 return postage)
we will Tune-Up your unit to include: bonding custom heat sinks on the three
major chips; modify your RF shielding to reduce heat build-up; remove the on-off
Switch from the circuit (this causes untold problems); tune the RF modulator to
improve your TV picture; and make general repairs as necessary. This does not
include major parts such as a new Custom Data Chip, etc. If your unit requires
extensive repairs not covered by the above fee, we will ask your permission
to complete the work.

Please do not include unnecessary items with your unit such as dust cover,
cartridges, handles (unless your are having them repaired), etc.

PLEASE NOTE!!!! Ship to the following addresses:

By Mail
THE BASIC EXPRESS
P.O. Box 1763
Big Bear Lake, CA 92315

By UPS
THE BASIC EXPRESS
c/o The Old Ice House
711 Pine Knot
Big Bear Lake, CA 92315

CA Residents add 6% tax.

This is for my information, but I will probably summerize and send the results to the ARCADIAN, THE BASIC EXPRESS, and ASTROVISION. If you have just purchased your ARCADE please wait six months before answering this questionnaire.

What have you thought about your BALLY so far? _____

What problems have you had or are still having? _____

What kind of expansion do you want?

- Mainly Graphics Remarks _____
- Mainly Business _____
- Other _____
- Like APPLE II or ATARI 800 _____

What have you generally thought of the BALLY produced ROM cartridges? _____

Are you hoping more will be produced? _____ If so, what types?

- Chess/Checkers Languages (Pascal, etc.)
- Extended BASIC Other _____
- Music Composer Word Processing

What have you thought about the ARCADIAN and THE BASIC EXPRESS Newsletters?

Other remarks you might have? _____

What do you think about the BALLY SOFTWARE AND HARDWARE SOURCEBOOK?
Content, layout, price, any other ideas.

OPTIONAL

Name: _____

Address: _____

City _____ State _____ ZIP _____

Phone # (____) _____-_____

Please fold, put in envelope, add a stamp and send to:

RMH Enterprises
635 Los Alamos Ave.
Livermore, CA 94550

USER GROUPS

K 1

Contact for further information, meeting times and places.

Los Angeles Area; California Gary Caton or THE BASIC EXPRESS Fred Cornett	Home: (213) 763-0734 Work: (714) 866-5826
San Francisco Bay Area; California Richard Houser 635 Los Alamos Ave. Livermore, CA 94550	Work: (415) 422-2009 Home: (415) 447-8493
Chicago, Illinois Area Mike Maslowski	Meetings: 3rd Sunday every month at DeVry Technical Institute 3300 N. Campbell Work: (312) 930-3750 Home: (312) 654-8937
Brighton, Michigan Area George Moses 110 East North St. Brighton, MI 48116	Work: (313) 227-1575
Detroit, Michigan Area Ron Pallack	Home: (313) 629-5767
Central and Upper Midwest BALLY/ASTROVISION Club (CUMBAC) C. J. Anderson Coordinator P. O. Box 21151 Saint Paul, MN 55121	
Central New Jersey Area Rob Rosenhouse 44 Forestbrook Dr. N. Plainfield, NJ 07060	Home: (201) 755-2289
Long Island, New York Area Bill Rueger 336 Beach 38th St. Far Rockaway, NY	
Westchester Co. Area NY Dan Simpson Box 229 Somers, NY 10589	Home: (914) 248-7058
Raleigh, North Carolina Area Larry Kall 3200 Octavia St. Raleigh, NC 27606	Work: (919) 829-0600 Home: (919) 851-5039
Berea, Ohio Area Steve Wilson 346 Edgewood Berea, OH	Home: (216) 234-8462
Sinking Spring PA Area Gerard A. Heere 2802 Avon Ave. Cornwall Terrace Sinking Springs, PA 19608	Home: (215) 678-5068

USER GROUPS

Contact for further information, meeting times and places.

Dallas, Texas Area	
Dennis Galvan	Work: (214) 767-4946
	Home: (214) 596-9147

Kent, Washington Area	
Steve Bryan	Work: (206) 433-1253
11501 S. E. 230th Pl.	Home: (206) 854-8006
Kent, WA 98031	

Washington DC Area	
Jim Coughlin	Work: (800) 638-8030
	Home: (202) 678-4972

Milwaukee, Wisconsin Area	
Doug Alexander	Home: (414) 886-5973
2911 Parkshire Dr.	
Racine, Wis.	

Please send in information on user groups.

MANUALS

L 1

SOURCE: ARCADIAN
 3626 Morrie Drive
 San Jose, CA 95127

Check on prices.

Manual Title	Price (includes 3rd Class Postage)
BALLY Service Manual	\$ 1.00
Executive Software (27pp)	\$ 2.50
Hacker's Manual (21pp)	\$ 2.00
Manual of Hardware and Software (>300pp)	\$30.00
BALCHEK (60+pp)	\$ 6.50
BALLY BASIC (63pp)	\$ 6.50

SOURCE: THE BASIC EXPRESS
 P.O. Box 1763
 Big Bear Lake, CA 92315

(714) 866-5826

Check on current prices.

Manual Title	Price
BALLY On-Board Subroutines	\$ 4.49
Hacker's Manual	\$ 3.99
Disassembled TINY BASIC	\$ 8.49
Disassembled Brickyards and Clowns	\$ 9.99
Disassembled Demo Cassette	\$ 8.49
Disassembled System Software	\$13.49
Disassembled On-Board Games	\$15.99
BALLY System Description Book	\$ 8.99
BALLY Service Manual	\$ 3.50
PEEK n' POKE Manual	\$ 8.25

All manuals include FIRST CLASS POSTAGE.

Price will go up when postage rates increase on November 20th.

SOFTWARE and HARDWARE ORDER FORM

I would like to order the following items as you advertized in the SOURCEBOOK.

Page	Description	Price

Order each Software or Hardware item from the appropriate SOURCE as given in the listings.

SUBTOTAL | _____ |

STATE SALES TAX | _____ |

TOTAL | _____ |

Enclose check, cash or money order in US Funds please.

IMPORTANT: Fill in the following information. This information is needed to properly fill your order.

My Unit is a:

_____ BALLY Professional ARCADE with BALLY BASIC and the external Audio Cassette Interface.

_____ BALLY Professional ARCADE Plus with ASTROVISION BASIC Cartridge.

If you have the 2000 baud ASTROVISION BASIC Cartridge (this cartridge has a mini phone jack on top) Please check this box.

Send to:

Name

Address

City, State

ZIP CODE

Thank you for ordering thru the SOURCEBOOK.

Copy this form as needed.

Enclose this order form with payment, in an envelope and mail to the appropriate SOURCE, not to RMH Enterprises.