

SUMMER 1982

*Bally / Astro*

PROFESSIONAL

**ARCADE**

SOFTWARE and HARDWARE

SOURCEBOOK

NEW OWNER INFORMATION

SYSTEM SUMMARIES

INDEX TO ALL SOURCES

ARCADIAN NEWSLETTER PROGRAM DESCRIPTIONS

ASTROVISION Inc. PRODUCTS

SOFTWARE and HARDWARE SOURCES

MAIL ORDER DEALERS

REPAIRS and SERVICE

QUESTIONNAIRE

USER GROUPS

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

BALLY and BALLY Professional ARCADE are BALLY Trademarks

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## SOURCEBOOK INTRODUCTION

This SOURCEBOOK of software programs and hardware items is a compilation of information gathered from the ARCADIAN, software authors and hardware builders, and various other sources. I wish to thank C. J. Anderson for the SOURCEBOOK idea, and Bob Fabris, editor of the ARCADIAN, for printing ads in his publication and for his continuing support of the ARCADE. I would also like to thank ASTROVISION Inc. for enclosing the RMH Enterprise flyer in each new ARCADE Unit.

### HOW TO USE THIS SOFTWARE AND HARDWARE SOURCEBOOK

First, glance through the INTRODUCTION, read the System Summaries and then use the Index to find the Software or Hardware that interests you, turn to the appropriate page and start reading.

### HOW TO INTERPRET THE CODES USED IN THIS SOURCEBOOK

These Equipment Required Codes are common to all Index Listings.

BB	BALLY Professional ARCADE with BALLY BASIC and external Audio Cassette Interface.	BR	Blue Ram Add-on
AB	BALLY Professional ARCADE Plus BALLY BASIC Videocade 6004 with built-in Cassette Interface.	VS	Viper System Add-on
MLM	Machine Language Manager Videocade	?H	BALLY/ASTRO Handles
		XB	Extended BASIC
		KP	Keypad
		HR	Hi-Resolution Mod.

### HOW TO ORDER FROM THIS SOURCEBOOK

Copy the Order Form on the back cover, 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 BASIC you have as this is the only way a supplier will know in what format to send your order.

### 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 the SOURCES in this book, 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. Prices are those in effect at the time of publication and are expected to be in effect until the next edition is printed, however, these prices are not guaranteed by the publisher of the SOURCEBOOK.

### HOW TO PURCHASE A SOURCEBOOK

If you want to purchase a SOURCEBOOK, please send a check for \$ 7.00 in US Funds to:

RMH Enterprises	SOURCEBOOK Cost	\$ 5.00
635 Los Alamos Ave.	1st Class Postage	\$ 1.80
Livermore, CA 94550	Handling	\$ .20
	Total	\$ 7.00

Quantity discounts are available to User Groups or Dealers.

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To new owners of the BALLY Professional ARCADE.

When you bought your BALLY Professional ARCADE with the BALLY BASIC Videcade 6004, you purchased a personal home computer you can program yourself. Read the BALLY BASIC 6004 instruction book and follow the illustrated self-teaching BASIC language training course. Pay particular attention to the Audio Cassette Interface section, because this is what allows you to save your programs on your tape recorder. You must have a cable with a miniature phone jack at both ends to connect your ARCADE to your tape recorder. A cable of this sort may be purchased from Radio Shack(part # 42-2420) or other audio equipment store. This hookup allows you to use the programs advertised in this SOURCEBOOK for endless hours of enjoyment.

Program and Hardware Expectations

Do not expect that most of these programs will operate as fast as the Videcade games. The Videcades are written in machine language, while most of the cassette tape programs are written in BALLY BASIC. The cassette programs are usually one third the price of the Videcades.

XX

The manufacturer of the BALLY Professional ARCADE is:

ASTROVISION Inc.  
6460 Busch Blvd. Suite 215  
Columbus, OH 43229

All written inquiries should be made to the above address.

ASTROVISION's toll free number is (800) 848-6989

THE BALLY/ASTROVISION SYSTEMSThe BALLY Professional ARCADE (by BALLY and ASTROVISION Inc.)

The ARCADE units were also called the BALLY Home Computer. These units were sold starting in late 1977. These units were produced by the Bally Consumer Products Division of Bally Manufacturing Corporation. This ARCADE unit came with four handles and sold for about \$300. The BALLY BASIC and Audio Cassette Interface Module were sold separately at a cost of \$55 each. At first the ARCADE was plagued by heat related failures (75 to 90% of the units were returned under warranty), but these problems have been almost completely eliminated by a good quality control system. The original BALLY BASIC cartridge requires the use of an external Audio Cassette Interface to load the programs to tape at 300 baud. In late 1980, ASTROVISION Inc. bought the rights to manufacture the ARCADE, and have been producing the ARCADE units at two locations--Garner, Iowa and Rancho Cordova, California.

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 the Index Section.

The BALLY Professional ARCADE Plus (by ASTROVISION Inc.)

Starting in late 1981 the unit was sold as the BALLY Professional ARCADE Plus, this was essentially the same unit, but included the BALLY BASIC 6004 Videocade with built in Audio Cassette Interface and two handles for \$300. The ARCADE unit was sold through Montgomery Wards without the BALLY BASIC Videocade for \$250. This BALLY BASIC Videocade is referred to as the ASTROVISION BASIC Cartridge in the SOURCEBOOK since it was introduced by ASTROVISION Inc. The new ASTROVISION BASIC loads tapes at 2000 baud (about 14 times faster than the 300 baud). The new ASTROVISION BASIC requires some modifications to the old BALLY BASIC Programs as written in the old editions of the ARCADIAN Newsletter, but these modifications are fairly easy to make. On page C 21 of this SOURCEBOOK you will find information describing the differences between old BALLY BASIC and new ASTROVISION BASIC and the changes that must be made to update the old BALLY BASIC to the new ASTROVISION BASIC. A program is included in the BALLY BASIC 6004 instruction book for loading 300 baud programs thru the new 2000 baud videocade. The new ASTROVISION Cartridge has two major added features (EDIT and TRACE Commands). When ordering programs make sure you indicate which BASIC you have. Remember that the new BALLY BASIC (ASTROVISION BASIC) has the red LED on top and the IN/OUT jack in the lower right hand corner.

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 the Index Section of the SOURCEBOOK.

ASTROVISION Inc. purchased the rights to call the ARCADE unit the BALLY Professional ARCADE until the end of 1981, with an extension lasting until all the preprinted materials had been used. When these preprinted items have been depleted, the unit is to be called the ASTROCADE.

ADD-ON SYSTEMSBlue Ram SYSTEM (by Perkins Engineering)

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

- Blue Ram
- Blue Ram Keyboard
- Blue Ram Super Extended BASIC
- Blue Ram Operating System
- Modem/Printer Interface
- Blue Ram BSR Controller

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

VIPER SYSTEM (by Alternative Engineering)

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

- VIPER System
- USR16K+ Memory Board
- URS232 Interface Board
- VIPER System Keyboard
- VRP8K EPROM Programmer

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

EXTENDED BASIC LANGUAGE (by Jay Fenton)

This language is available in two versions: on tape and on a ROM cartridge. This is for use with either of the two presently available ADD-ON systems. Here is a list of some of the new commands available in the new extended BASIC.

- NEW: erases all existing memory, same as a reset.
- ZERO: Sets all single letter variables to zero.
- DEFAULT: Sets all device variables to default conditions.
- DATA: Allows easier entry of lots of variables.
- CIRCLE: Puts a circle on the screen just like the BOX command.
- SNAP: Allows you to take a picture of a portion of the screen and save it in memory. Used later with the SHOW command.
- SHOW: With this command you can SHOW the picture you took with the SNAP any place on the screen. You can also take various SNAP's and put them together to form larger pictures.
- SCROLL: Rolls the text up or down a specified number of lines.
- POINT: Puts a point, a 1x1 box anywhere on the screen.
- NEW MODE and SHOWMODE: These commands used in conjunction with the SHOW, BOX, CIRCLE, and POINT commands allow four colors at once to be used on the screen as well as mixing and overlays.

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

MACHINE LANGUAGE MANAGER (by The Bit Fiddlers)

The Machine Language Manager is a cartridge designed to take advantage of the Z-80 Microprocessor inside the BALLY ARCADE by allowing you to program the Z-80 in machine language code. This cartridge is designed for use by persons with a working knowledge of Z-80 machine language or a strong desire to learn machine code programming.

Programs or Hardware that require use of the Machine Language Manager will be coded with a MLM in the "Equipment Required" column in the Index Section of the SOURCEBOOK.

More information on these items can be obtained by looking in the Catalog Section of this SOURCEBOOK.

THE FUTUREZGRASS-32 computer keyboard (by ASTROVISION Inc.)

The long awaited ZGRASS-32 computer Keyboard addition is expected to be available in late 1982. The keyboard will fit under the BALLY Professional ARCADE and give the user the following features (as of April 1st):

- ZGRASS Language
- 64K Ram Memory
- 32K Rom Memory internal
- RS232 Input/Output Interface
- Dual Audio Cassette Jacks with motor control
- Broadcast Quality Video
- Options:
  - Floppy Disc
  - Votrax Speech Chip
  - CP/M Operating System

Videocades (by ASTROVISION Inc.)

The following Videocades are expected to be released by late 1982.

- 2016 Munchie (Like Pac Man)
- 2017 The Wizard (like Wizard of Wor)
- 2018 Solar Conqueror (Like Asteroids)
- 2019 Cosmic Raiders (Like Defenders)
- 4003 Music Maker I
- 4006 Coloring Book
- 5004 Quest for the Orb
- ~~5005~~ Artillery Duel

Title	YR	Type	Number of Players	Equipment Required	Source	Page
AB-BB Differences	82	Tutorial		BB,AB	ARC	E 18
AB Circuit Layout	82	Misc.		AB	ARC	E 17
Air Raid	81	Game, War	1P	BBorAB, 1H	LMS	G 18
Alien	82	Game, Space	1P	BB, 1H	ARC	E 18
Alien Invasion	82	Game, Skill	1P	AB, 1H	LMS	G 39
Alchemisymmetrical	81	Graphics		BB	ARC	E 12
Amazed in Space	79	Game, Maze	1P	BB, 1H	ARC	E 4
Analog NonDigital Clock	81	Time, Clock		BBorAB	GMC	G 15
Analog(Nondigital)Clock	81	Time		BB	ARC	E 15
Arcade Dice	79	Game, Casino	1-4P	BB, 1-4H	ARC	E 6
ARCADIAN Sampler	80	Graphics		BB	ARC	E 8
Artillery Duel	80	Game, War	2P	BB, 2H	ARC	E 9
Astro-Zap!!!	81	Game, Skill	1-4P	BBorAB, 1-4H	GMC	G 15
Astro'Terror	82	Game, Skill	1P	AB, 1H	TtA	G 34
ASTROVISION Editor	81	Tutorial		AB	ARC	E 16
Attack	79	Game, Chase	1P	BB, 1H	ARC	E 6
Atom Smasher	81	Game, Strategy	2P	BBorAB, 2H	LMS	G 20
Avalanche!	82	Game, Strategy	1-4P	AB	GV	G 13
Ayatollah Dart Board	80	Game, Skill	1P	BBorAB, 1H	LMS	G 19
Bach's 15 2pt Invent.	80	Music, 3-voice		BBorAB	GMC	G 14
Backgammon	81	Game, Board	1P	BBorAB	WM	G 37
Background/Foreground	80	Tutorial		BB	ARC	E 10
Bagels	79	Game, Logic	1P	BB	ARC	E 6
BALLY's Alley	82	Game, Adventure	1P	BBorAB	CCC	G 6
BALLY ARCADE Ragtime	80	Music, 3-voice		BBorAB	GMC	G 14
BALLY BASIC Text Area	79	Tutorial		BB	ARC	E 5
BALLY BASIC Translations	79	Tutorial		BB	ARC	E 5
BALLY Black Box	81	Game, Logic	1-4P	BB, 1-4H	ARC	E 15
BALLY Slot	81	Game, Casino	1P	BBorAB	SS	G 31
BALLY 500	81	Game, Skill	2-3P	BB, 1-2H	ARC	E 13
Bangman	79	Game, Word	2P	BB, 1H	ARC	E 3
Barracade	81	Game, Skill	1P	BBorAB	SS	G 30
Base Conversion	80	Utility		BB	ARC	E 10
Beatle Quiz	81	Educational	1P	BBorAB	SS	G 31
Beginning Programming	79	Tutorial		BB	ARC	E 4
BIBLE Quiz	80	Educational	2P	BB	ARC	E 8
Big City Slick	82	Game, Educational	1-4P	BBorAB	EL	G 11
Bingo	80	Game, Board	1P	BB, 1H	ARC	E 7
Biorhythm	80	Personal	1P	BBorAB, KP	MSK	G 22
Biorhythm I	79	Personal		BB	ARC	E 6
Biorhythm II	80	Personal		BB	ARC	E 8
Biorhythms	82	Game, Educational	1P	AB	CCC	G 6
Blackbox	79	Game, Logic	1P	BB	ARC	E 5
Blackjack II	80	Game, Casino	1P	BBorAB, 1H	MSK	G 22
Black Hole	80	Game, Space	1P	BB	ARC	E 8
Black Lagoon	81	Game, Maze	1P	BBorAB, 1H	LMS	G 17
Blue Ram Programming	80	Tutorial		BB, BR	ARC	E 11
Bombardier	81	Game, War	1P	BBorAB, 1H	LMS	G 17
Bombardment II	80	Game, War	1P	BBorAB, 1H	MSK	G 22
Bomb Squad	82	Game, Strategy	1P	BBorAB	EL	G 10
Boo	81	Graphics		BB	ARC	E 16
BOTS	80	Game, Chase	1P	BB, 1H	ARC	E 10
Bowl	79	Game, Sport	1-2P	BBorAB	ES	G 10
Bowl a Rama	80	Game, Sport	2P	BB, 2H	ARC	E 8
Bowling	80	Game, Skill	1P	BBorAB	CCC	G 6
Bowling Secretary	81	Business		BBorAB	NI	G 23
Budget Worksheet \$100	82	Business		BB	ARC	E 18
Bullseye II	80	Game, Skill	1-?P	BBorAB	MSK	G 22
Cartridge Conversion	82	Tutorial		BB, AB	ARC	E 18



Title	YR	Type	Number of Players	Equipment Required	Source	Page
Cartridge Swapping II	82	Tutorial		BB,AB	ARC	E 19
Castle of Horror	82	Game, Skill	1P	AB	WM	G 38
Caterpillar	82	Game, Skill	1-4P	BBorAB	ARD	G 4
Char. Size & Print Loc.	79	Tutorial		BB	ARC	E 3
Chase III	80	Game, Chase	1P	BBorAB,1H	MSK	G 22
Checkers	82	Game, Skill	1P	BBorAB	CCC	G 6
Checkers I	79	Game, Board	1P	BB	ARC	E 3
Checkers II	79	Game, Board	1P	BB	ARC	E 3
Chess Board	80	Game, Board	2P	BBorAB	CCC	G 6
Chicken	82	Game, Skill	1-2P	BBorABorMLM	TBF	G 33
Chuck-A-Luck	82	Game, Casino	1P	BBorAB,KI'	NI	G 23
Circle Plotter	81	Graphics		BB	ARC	E 12
Circles	81	Graphics		BB	ARC	E 14
Claim Jumper	81	Game, Strategy	1-5P	BBorAB,1-5H	LMS	G 17
Clock	79	Time		BB	ARC	E 2
Clue	80	Game, Logic	1-6P	BBorAB,KP	WM	G 37
Code	80	Educational		BB	ARC	E 9
Code-Decode	81	Game, Logic		BB	ARC	E 17
Color Chart	81	Graphics		BB	ARC	E 12
Color Monitor Circuit	82	Project		BB,AB	ARC	E 19
Columns	82	Game, Logic	1P	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
Cosmic Saucer Battle	81	Game, Space	1-2P	BBorAB,1-2H	LMS	G 17
Cosmic Zap	81	Game, Space	1P	BBorAB	SS	G 30
Count the Dots	80	Game, Skill	1P	BB,1H	ARC	E 10
Coyote-Road Runner	81	Game, Skill	2P	BBorAB,2H	LMS	G 20
Crazyface	82	Game, Graphics	1P	AB	GV	G 13
Crazy Ball(Two in One)	80	Game, Skill	1P	BBorAB,1H	LMS	G 19
Creating Spec. Graphics	81	Tutorial		BB	ARC	E 14
Cruncher	82	Game, Skill	1P	AB	TtA	G 34
Cryptoanalysis	82	Game Aid	1P	BBorAB	ARD	G 5
Crypt-O-Grams	82	Game, Logic	2P	BB	ARC	E 18
Crypt-O-Grams	82	Game, Word	2P	AB	VW	G 35
Daredevil	81	Game, Race	1P	BB,1H	ARC	E 14
Data Storage	79	Tutorial		BB	ARC	E 15
Day of Week & Calendar	80	Time		BB	ARC	E 11
Defense Force	82	Game, Skill	1P	AB	SS	G 32
Defuse	81	Game, Hunt	1P	BB,1H	ARC	E 13
Digital Couch	81	Game, Personal	1P	BB	ARC	E 13
Distance between 2 Pts	79	Math		BB	ARC	E 4
Dog Racing	81	Game, Sport	1-4P	BBorAB	SS	G 31
Dollars and Cents	82	Business, Math		AB	PC	G 25
Dots	81	Game, Strategy	1-2P	BBorAB	ES	G 8
D&D Speedway	82	Game, Skill	1P	BB,1H	ARC	E 18
Elect. Visual. Center	80	Graphics		BB	ARC	E 6
Falling Stars	81	Game, Skill	1P	BBorAB	SS	G 30
Flying Ace	80	Game, War	1-2P	BBorAB	WM	G 37
File Search	80	Tutorial		BB only	ARC	E 11
Football	81	Game, Sport	1-2P	BBorAB	SS	G 29
Frequencies	79	Sound		BB	ARC	E 4
Fudd	82	Game, Skill	1P	BB only	ARC	E 18
Galactic Hitchhiker	81	Game, Space	1-4P	AB	ARD	G 4
Galactic War 2002	80	Game, Space	1P	BBorAB,1H	LMS	G 19
Garbensville	82	Game, Skill	1P	BBorAB	EL	G 10
Gobblers	81	Game, Skill	2P	BB,2H	ARC	E 16
Goldfish Demo	82	Graphics		BBorABorMLM	TBF	G 33
Golf	81	Game, Sport	1-4P	BB,1-4H	ARC	E 12

Title	YR	Type	Number of Equipment		Source	Page
			Players	Required		
Grandfather Clock	81	Time, Graphics		BB	ARC	E 17
Graphic Character Maker	81	Graphics Utility		BB	ARC	E 17
Graphics Assembler	80	Graphics Utility		BB	ARC	E 10
Graphic Pictures	82	Graphics, Art	1P	AB	VW	G 35
Graphic Program	82	Graphics		BB	ARC	E 18
Great American Jigsaw	82	Game, Puzzle	1-2P	BBorAB	EL	G 11
Guess Five	81	Game, Logic	1P	BBorAB,KP	NI	G 23
Gyro	82	Game, Skill	1P	AB	SS	G 32
Halloween Ghost	80	Graphics		BB	ARC	E 11
Hamurabi	80	Game, Economic	1P	BB,KP	ARC	E 7
Hangman	82	Game, Word	1P	BBorAB	CCC	G 6
Hangman I	79	Game, Word	2P	BB,1H	ARC	E 6
Haunted House	81	Game, Adventure	1P	BBorAB,KP	NI	G 24
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
Home Budget Keeper	82	Business		AB only	GMC	G 16
Horserace	80	Game, Sport	1-4P	BB,KP	ARC	E 12
Horse Race	80	Game, Sport	1-4P	BB,1-4H	ARC	E 11
Horse Race	80	Game, Sport	1-4P	BBorAB,KP	WM	G 37
Hustle!	81	Game, Skill	1P	BBorAB	SS	G 30
Hybrid Programs	80	Tutorial		BB,BR	ARC	E 10
If Statements	79	Tutorial		BB	ARC	E 3
If Statements	79	Tutorial		BB	ARC	E 3
IF,AND,OR	79	Tutorial		BB	ARC	E 2
Inspector Clue-So	79	Game, Puzzle	1P	BBorAB	CCC	G 6
Interrupt Routine	80	Utility		BB	ARC	E 17
Invisible War	81	Game, Space	1P	BB,1H	ARC	E 17
I/O Switch	82	Project		AB	ARC	E 17
Jekyll & Hyde	82	Game, Maze	2P	AB,2H	ARC	E 19
Jekyll & Hyde	82	Game, Maze	2P	AB,2H	VW	G 35
Keno II 2.0	81	Game, Casino	1P	BB,1H	ARC	E 16
Lazer Battle	81	Game, Skill	1-2P	BBorAB	SS	G 30
Lazer Brains	82	Game, War	2P	AB,2H	VW	G 35
Life	80	Simulation	1P	BBorAB	MSK	G 22
Light Show Program #2	81	Graphic & Lights		BBorAB,SK80orSK82LMS	G	21
Logo	79	Graphics		BB	ARC	E 6
Lookout for the Bull I	81	Game, Skill	1-4P	BBorAB,1H	WM	G 38
Lookout for the Bull II	81	Game, Skill	1-4P	BBorAB,1H	WM	G 38
Lost in Space	82	Game, Maze	1P	BBorAB	ES	G 8
Machine Language Monitor	82	Review		BB,MLM	ARC	E 17
Machine Language Monitor	82	Review		BB,MLM	ARC	E 18
Magic Register	82	Tutorial, Graphics		BB	ARC	E 17
Mastermind	80	Game, Logic	1P	BB	ARC	E 8
Mastermind	81	Game, Puzzle	1P	BBorAB	ES	G 8
Mastermind II	80	Game, Logic	1P	BB	ARC	E 11
Match	81	Game, Board	1-2P	BB	ARC	E 16
Match	81	Game, Strategy	1-2P	BBorAB	ES	G 8
MAX (Robot from Space)	80	Game, Skill	1P	BBorAB,1H	WM	G 37
Maze-A-Matic	81	Game, Maze	1P	BBorAB	SS	G 31
Maze Race	81	Game, Race	2P	BBorAB	ES	G 8
Maze Race	80	Game, Maze	2P	BBorAB	WM	G 37
Memory Addressing	79	Tutorial		BB	ARC	E 17
Memory Contents-Binary	79	Utility		BB	ARC	E 3
Memory Contents-Hex	79	Utility		BB	ARC	E 3
Memory Display	79	Utility		BB	ARC	E 4
Memory Doodle	81	Graphics		BB	ARC	E 13
Memory Maze	81	Game, Maze	1-4P	AB	GV	G 13
Memory Tutorial I	79	Tutorial		BB	ARC	E 7

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Memory Tutorial II	80	Tutorial		BB	ARC	E 7
Memory Tutorial III	80	Tutorial		BB	ARC	E 8
Memory Tutorial IV	80	Tutorial		BB	ARC	E 9
Meteoroid	82	Game, Skill	1-2P	BBorAB, 1-2H	LMS	G 17
Microtrek	79	Game, Space	1P	BB	ARC	E 5
Micro-Pac	82	Game, Skill	1-4P	Ab	ARD	G 4
Mind Bender	82	Game, Logic	1-4P	BBorAB, 1-4P	LMS	G 18
Mini Golf	82	Game, Skill	1-4P	BBorAB	EL	G 11
Missile Attack	81	Game, Skill	1P	BBorAB	SS	G 31
Missile Defense	82	Game, Skill	1P	BBorAB, 1H	NI	G 23
Mission Impossible	81	Game, Strategy	1P	BBorAB, 1H	LMS	G 20
Monthly Loan Program	80	Business		BB	ARC	E 7
More Blue Ram BASIC	81	Tutorial		BB	ARC	E 12
Morse Code	80	Educational		BB	ARC	E 10
Motherboard Modification	81	Project		BB	ARC	E 13
Mouse in the Hat	80	Game, Logic	1P	BBorAB, 1H	WM	G 37
Multi-Graphics	82	Graphic, Educational		AB	UW	G 35
Multi-processing	80	Tutorial		BB	ARC	E 11
Musical Staff	81	Music		BB	ARC	E 13
Music Synthesizer Pt 1	79	Tutorial, Music		BB	ARC	E 4
Music Synthesizer Pt 2	79	Tutorial, Music		BB	ARC	E 4
Music (3-voice)	80	Music		BB	ARC	E 9
Mystery Maze	81	Game, Skill	1P	BBorAB	SS	G 30
Name and Nicomachus	80	Game, Number	1P	BB	ARC	E 9
New Graphic Char. Maker	81	Graphics Utility		BB, 1H	ARC	E 16
New Music Program	81	Tutorial Music		BB	ARC	E 17
New Subsearch	81	Game, War	1P	BB, 1H	ARC	E 15
Nim	81	Game, Logic	1-2P	BB, 1-2H	ARC	E 14
Note Match	80	Game, Music	1P	BBorAB, 1H	WM	G 37
Nuclear Math	81	Educational, Game		BB	ARC	E 16
Number Match	79	Game, Number	1P	BB	ARC	E 6
Obstacle Course	80	Game, Maze	1P	BBorAB	WM	G 37
Old Bent Nose	81	Game, Board	2P	BB, 2H	ARC	E 15
Omega Valley	82	Game, Skill	1P	AB, 1H	TtA	G 34
Orbit Demo	81	Tutorial, Game	1P	BB, 1H	ARC	E 17
O'Hello	80	Game, Board	1-2P	BBorAB	CCC	G 6
O-Jello	80	Game, Logic	1P	BB, 1H	ARC	E 8
Pack-Rat I	81	Game, Skill	1P	BBorAB	WM	G 38
Pack-Rat II	81	Game, Skill	1P	BBorAB	WM	G 38
Perversion	80	Game, Logic	1-6P	BBorAB, 1h	WM	G 37
Phantom Starfighters	81	Game, Space	1-2P	BBorAB, 1-2H	LMS	G 19
Pool	81	Game, Sport	1P	BB, 1H	ARC	E 14
Popeye the Sailor	79	Music		BB	ARC	E 6
Pre-Tutorial Pixels	81	Tutorial, Graphics		BB	ARC	E 14
Pro Bowl	82	Game, Sport	2P	BB, 1H, KP	ARC	E 18
Programming Tech. I	81	Tutorial		BB	ARC	E 12
Programming Tech. II	81	Tutorial		BB	ARC	E 13
Program Title & Instr.	80	Tutorial		BB	ARC	E 11
PX Function	79	Tutorial		BB	ARC	E 5
Quadron	82	Game, Strategy	1P	BBorAB, 1H	TtA	G 34
Quickdraw	81	Game, Skill	1-2P	BBorAB, 1-2H	NI	G 23
Random Art	79	Graphics		BB	ARC	E 3
Rebound	81	Game, Skill	1P	BB, 1H	ARC	E 16
Rescue Air Drop	81	Game, Skill	1P	BBorAB, 1H	LMS	G 20
Resequencing	79	Utility		BB	ARC	E 5
Reverse	79	Game, Logic	1P	BB, 1H	ARC	E 2
Reverse	81	Game, Educational	1P	BBorAB	SS	G 31
River City Gambler	81	Game, Casino	1-5P	BBorAB, 1-4H	LMS	G 17
Robot Alert!	81	Game, Skill	1P	BBorAB	SS	G 30

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Saucer Attack	82	Game, Space	1P	BBorAB,1H	NI	G 27
Saucer Battle	79	Game, Space	1-2P	BB,1-2H	ARC	E 1
Schedule C	82	Business		AB	PC	G 25
Scramble	81	Game, Puzzle	2P	BBorAB	ES	G 8
Screen Operation	79	Tutorial		BB	ARC	E 2
Screen Ram Word Proces.	82	Word Processor		BB only	GMC	G 15
Search and Destroy	80	Game, Logic	1P	BBorAB,1H	LMS	G 18
Secret Decoder	82	Utility	1-2P	BBorAB	ES	G 8
Serial and Parallel	80	Tutorial		BB	ARC	E 9
Short Program Selection	81	Graphics, Math		BB	ARC	E 13
Sicko-Therapy-Session 1	82	Game, Party	1-?P	BBorAB,KP	NI	G 24
Sicko-Therapy-Session 2	82	Game, Party	1-?P	BBorAB,KP	NI	G 24
Skunk	81	Game, Dice	1-4P	BBorAB,1-4H	NI	G 23
Simon	79	Game, Logic	1P	BB,1H	ARC	E 2
Simon Says	81	Game, Memory	1P	BBorAB	SS	G 30
Sinfona to Cantata	82	Music, 3-voice		AB only	GMC	G 14
Sink the U-Boat	81	Game, War	1P	BBorAB,1H	LMS	G 20
Slot Machine	82	Game, Casino	1P	AB,1H	VW	G 35
Slot Machine	80	Game, Casino	1P	BBorAB	WM	G 37
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 6
Slot Machine III	80	Game, Casino	1P	BB,1h	ARC	E 8
Smack-Up	81	Game, Skill	1P	BBorAB	SS	G 31
Sound Graph	79	Sound		BB	ARC	E 4
Spacewar I	79	Game, Space	2P	BB,2H	ARC	E 5
Spacewar II	80	Game, Space	1P	BB,1H	ARC	E 7
Space Battle	79	Game, Space	1P	BBorAB,1H	MSK	G 27
Space Chase	80	Game, Space	1P	BBorAB,KP	WM	G 37
Space Checkers	81	Game, Strategy	2P	BBorAB,2H	LMS	G 19
Space Dock	82	Game, Simulation	1P	BBorAB	SS	G 32
Space Gauntlet	82	Game, Skill	1P	BBorAB,1H	TtA	G 34
Space Sleuth	81	Game, Adventure	1-4P	BBorAB,1-4H	LMS	G 21
Space Quest 2001	81	Game, Space	1P	BBorAB,1H	LMS	G 18
Speed Math	80	Game, Math	1-2P	BBorAB,1H	WM	G 37
Speed O Math	80	Game, Math	1P	BB,KP	ARC	E 11
Spinning Wheel	81	Game, Casino	?P	BB,?H	ARC	E 14
Spirals I	80	Graphics		BB	ARC	E 11
Spirals II	80	Graphics		BB	ARC	E 10
Square Root	79	Math		BB	ARC	E 4
Starfighter	81	Game, Space	1P	BB,1H	ARC	E 17
Starship BALLY	81	Game, Space	1P	BBorAB	SS	G 29
Starship Command	82	Game, Skill	1P	BBorAB	EL	G 11
Star Base 2000	81	Game, Space	1P	BBorAB,1H	LMS	G 18
Star Siege	82	Game, Skill	1P	BB	ARC	E 19
Star Trek III	80	Game, Space	1P	BBorAB,1H	MSK	G 22
Strategic Air Command	81	Game, War	1P	BB,1H	ARC	E 14
Subroutines	79	Tutorial		BB	ARC	E 5
Subsearch	80	Game, War	1P	BB	ARC	E 10
Sub Hunter	81	Game, War	1P	BB,1H	ARC	E 14
Super Craps	81	Game, Casino	1-4P	BBorAB	SS	G 29
Super Slot	81	Game, Casino	1-4P	BBorAB	SS	G 29
Super Smack-Up	82	Game, Skill	1P	AB	SS	G 37
Surf Sounds and Crickets	81	Sound		BB	ARC	E 12
Symmetrical Art	81	Graphics		BB	ARC	E 15
Tape Duplication Ckt	82	Project		BBorAB	ARC	E 19
Tape Loading Method	81	Tutorial		BB	ARC	E 16
Taping Memory	80	Tutorial		BB	ARC	E 12
Target(Trio of Games)	80	Game, Skill	1P	BBorAB,1H	LMS	G 18
Telling Time	81	Time, Educational	1P	BB,1H	ARC	E 15

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Ten Pins	82	Game, Sport	1-4P	BBorAB	EL	G 10
Text Editor	80	Utility		BB only	MSK	G 22
The CUBE \$100	82	Game, Logic	1P	BB,KP	ARC	E 18
The Exterminator	82	Game, Skill	1P	AB,1H	VW	G 35
The Fox and the Hare	80	Game, Board	2P	BBorAB,2H	LMS	G 21
The Mummy's Treasure	81	Game, Board	1-4P	BBorAB,1-4H	LMS	G 19
The Paper Chase	81	Game, Skill	1P	BBorAB	ARD	G 4
The Pits	81	Game, Maze	1P	BB,1H	ARC	E 15
Tic-Tac-Dough	81	Game, Board	1P	BBorAB	SS	G 31
Tic-Tac-Tollah	80	Game, Board	1P	BBorAB	ARD	G 4
Timecard Calculator	82	Business		BB only	GMC	G 15
Top 5 Today	82	Tutorial		BB,AB	ARC	E 19
Touch Tone Simulate	79	Sound		BB	ARC	E 4
Tournament Obstacle Crs	81	Game, Maze	1-10P	BBorAB,1H	WM	G 37
Tower of Hanoi	81	Game, Puzzle	1P	BB,1H	ARC	E 13
Twixt	81	Game, Board	1P	BB,1H	ARC	E 13
Video Rally	80	Game, Educational	1P	BBorAB	ARD	G 5
Viperian	82	Game, Skill	1P	AB,1H	TtA	G 34
Whiz Quiz (Trivia)	82	Game, Quiz	1P	BBorAB	WM	G 38
Wildcatter	82	Game, Economic	1-4P	BBorAB	EL	G 10
Wumpus	80	Game, Logic	1P	BBorAB	MSK	G 22
Yahtzee	80	Game, Dice	1-4P	BB,1-4H	ARC	E 9
Yahtzee	80	Game, Dice	1-4P	BBorAB,1H	WM	G 37
Zapper	82	Game, Skill	1P	AB	SS	G 32
Zappit	80	Game, Space	1P	BB,1H	ARC	E 7
1K Memory Addition	82	Project		BB	ARC	E 17
3D Tic Tac Toe	81	Game, Board	2P	BBorAB,2H	LMS	G 20
3x5 Character Generator	80	Tutorial		BBorAB	ARD	G 5
3-D Tic Tac Toe	82	Game, Strategy	1-2P	AB	GV	G 13
3-voice Music	80	Tutorial, Music		BB	ARC	E 9
3-voice Music Assembler	82	Music, 3-voice		BBorAB	GMC	G 14
4D2	81	Graphics		BB	ARC	E 16
15 Puzzle	80	Game, Puzzle	1P	BB,1H	ARC	E 9
27 ARCADE Xmas Songs	81	Music, 3-voice		BBorAB	GMC	G 14
1040 Tax Form	82	Business		AB	PC	G 25
2000 AD	80	Game, Space	1P	BB,1H	ARC	E 8

Catalog information that arrived too late  
to be put in proper order is on page G 39.  
Some of the programs are indexed.

Title	YR	Type	Number of Players	Equipment Required	Source	Page
<u>Anderson Research and Design (ARD) Craig Anderson</u>						
Caterpillar	82	Game, Skill	1P	BBorAB	ARD	G 4
Cryptanalysis	82	Game Aid	1P	BBorAB	ARD	G 5
Galactic Hitchhiker	82	Game, Space	1P	AB	ARD	G 4
Micro-Pac	82	Game, Skill	1P	AB	ARD	G 4
The Paper Chase	82	Game, Skill	1P	BBorAB	ARD	G 4
Tic-Tac-Tollah	80	Game, Logic	1P	BBorAB	ARD	G 4
Video Rally	80	Educational, Game	1P	BBorAB	ARD	G 5
3x5 Character Generator	81	Tutorial		BBorAB	ARD	G 5

ARCADIAN NEWSLETTER (ARC)

AB-BB Differences	82	Tutorial		BB,AB	ARC	E 19
AB Circuit Layout	82	Misc.		AB	ARC	E 17
Alien	82	Game, Space	1P	BB,1H	ARC	E 18
Alchemisymmetrical	81	Graphics		BB	ARC	E 12
Analog(Nondigital)Clock	81	Time		BB	ARC	E 15
Amazed in Space	79	Game, Maze	1P	BB,1H	ARC	E 4
Arcade Dice	79	Game, Casino	1-4P	BB,1-4H	ARC	E 6
ARCADIAN Sampler	80	Graphics		BB	ARC	E 8
Artillery Duel	80	Game, War	2P	BB,2H	ARC	E 9
ASTROVISION Editor	81	Tutorial		AB	ARC	E 16
Attack	79	Game, Chase	1P	BB,1H	ARC	E 6
Background/Foreground	80	Tutorial		BB	ARC	E 10
Bagels	79	Game, Logic	1P	BB	ARC	E 6
BALLY 500	81	Game, Skill	2-3P	BB,1-2H	ARC	E 13
BALLY BASIC Text Area	79	Tutorial		BB	ARC	E 5
BALLY BASIC Translations	79	Tutorial		BB	ARC	E 5
BALLY Black Box	81	Game, Logic	1-4P	BB,1-4H	ARC	E 15
Bangman	79	Game, Word	2P	BB,1H	ARC	E 3
Base Conversion	80	Utility		BB	ARC	E 10
Beginning Programming	79	Tutorial		BB	ARC	E 4
BIBLE Quiz	80	Educational	2P	BB	ARC	E 8
Bingo	80	Game, Board	1P	BB,1H	ARC	E 7
Biorhythm I	79	Personal		BB	ARC	E 6
Biorhythm II	80	Personal		BB	ARC	E 8
Blackbox	79	Game, Logic	1P	BB	ARC	E 5
Black Hole	80	Game, Space	1P	BB	ARC	E 8
Blue Ram Programming	80	Tutorial		BB,BR	ARC	E 11
Boo	81	Graphics		BB	ARC	E 16
BOTS	80	Game, Chase	1P	BB,1H	ARC	E 10
Bowl a Rama	80	Game, Sport	2P	BB,2H	ARC	E 8
Budget Worksheet \$100	82	Business		BB	ARC	E 18
Cartridge Conversion	82	Tutorial		BB,AB	ARC	E 18
Cartridge Swapping II	82	Tutorial		BB,BA	ARC	E 19
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, Logic		BB	ARC	E 17
Color Chart	81	Graphics		BB	ARC	E 12
Color Monitor Circuit	82	Project		BBorAB	ARC	E 19
Columns	82	Game, Logic	1P	BB	ARC	E 12

Title	YR	Type	Number of Players	Equipment Required	Source	Page
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 Spec. Graphics	81	Tutorial		BB	ARC	E 14
Crypt-O-Grams	82	Game, Logic	2P	BB	ARC	E 18
Daredevil	81	Game, Race	1P	BB,1H	ARC	E 14
Data Storage	79	Tutorial		BB	ARC	E 15
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 Pts	79	Math		BB	ARC	E 4
D&D Speedway	82	Game, Skill	1P	BB,1H	ARC	E 18
Elect. Visual. Center	80	Graphics		BB	ARC	E 6
File Search	80	Tutorial		BB only	ARC	E 11
Frequencies	79	Sound		BB	ARC	E 4
Fudd	82	Game, Skill	1P	BB only	ARC	E 18
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
Graphic Program	82	Graphics		BB	ARC	E 18
Halloween Ghost	80	Graphics		BB	ARC	E 11
Hamurabi	80	Game, Economic	1P	BB,KP	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,KP	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 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
I/O Switch	82	Project		AB	ARC	E 17
Jekyll & Hyde	82	Game, Maze	2P	AB,2H	ARC	E 19
Keno II 2.0	81	Game, Casino	1P	BB,1H	ARC	E 16
Logo	79	Graphics		BB	ARC	E 6
Machine Language Monitor	82	Review		BB,MLM	ARC	E 17
Machine Language Monitor	82	Review		BB,MLM	ARC	E 18
Magic Register	82	Tutorial, Graphics		BB	ARC	E 17
Mastermind	80	Game, Logic	1P	BB	ARC	E 8
Mastermind II	80	Game, Logic	1P	BB	ARC	E 11
Match	81	Game, Board	1-2P	BB	ARC	E 16
Memory Addressing	79	Tutorial		BB	ARC	E 5
Memory Contents-Binary	79	Utility		BB	ARC	E 3
Memory Contents-Hex	79	Utility		BB	ARC	E 3
Memory Display	79	Utility		BB	ARC	E 4
Memory Doodle	81	Graphics		BB	ARC	E 13
Memory Tutorial I	79	Tutorial		BB	ARC	E 7
Memory Tutorial II	80	Tutorial		BB	ARC	E 7
Memory Tutorial III	80	Tutorial		BB	ARC	E 8
Memory Tutorial IV	80	Tutorial		BB	ARC	E 9
Microtrek	79	Game, Space	1P	BB	ARC	E 5
Monthly Loan Program	80	Business		BB	ARC	E 7
More Blue Ram BASIC	81	Tutorial		BB	ARC	E 12

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Morse Code	80	Educational		BB	ARC	E 10
Motherboard Modification	81	Project		BB	ARC	E 13
Multi-processing	80	Tutorial		BB	ARC	E 11
Musical Staff	81	Music		BB	ARC	E 13
Music Synthesizer Pt 1	79	Tutorial		BB	ARC	E 4
Music Synthesizer Pt 2	79	Tutorial		BB	ARC	E 4
Music (3-voice)	80	Music		BB	ARC	E 9
Name and Nicomachus	80	Game, Number	1P	BB	ARC	E 9
New Graphic Char. Maker	81	Graphics Utility		BB,1H	ARC	E 16
New Music Program	81	Tutorial Music		BB	ARC	E 17
New Subsearch	81	Game, War	1P	BB,1H	ARC	E 15
Nim	81	Game, Logic	1-2P	BB,1-2H	ARC	E 14
Nuclear Math	81	Educational, Game		BB	ARC	E 16
Number Match	79	Game, Number	1P	BB	ARC	E 6
Old Bent Nose	81	Game, Board	2P	BB,2H	ARC	E 15
Orbit Demo	81	Tutorial, Game	1P	BB,1H	ARC	E 17
O-Jello	80	Game, Logic	1P	BB,1H	ARC	E 8
Pool	81	Game, Sport	1P	BB,1H	ARC	E 14
Popeye the Sailor	79	Music		BB	ARC	E 6
Pre-Tutorial Pixels	81	Tutorial		BB	ARC	E 14
Pro Bowl	82	Game, Sport	2P	BB,1H,KP	ARC	E 18
Programming Tech. I	81	Tutorial		BB	ARC	E 12
Programming Tech. II	81	Tutorial		BB	ARC	E 13
Program Title & Instr.	80	Tutorial		BB	ARC	E 11
PX Function	79	Tutorial		BB	ARC	E 5
Random Art	79	Graphics		BB	ARC	E 3
Rebound	81	Game, Skill	1P	BB,1H	ARC	E 16
Resequencing	79	Utility		BB	ARC	E 5
Reverse	79	Game, Logic	1P	BB,1H	ARC	E 2
Saucer Battle	79	Game, Space	1-2P	BB,1-2H	ARC	E 5
Screen Operation	79	Tutorial		BB	ARC	E 2
Serial and Parallel	80	Tutorial		BB	ARC	E 9
Short Program Selection	81	Graphics, Math		BB	ARC	E 13
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 6
Slot Machine III	80	Game, Casino	1P	BB,1h	ARC	E 8
Sound Graph	79	Sound		BB	ARC	E 4
Spacewar I	79	Game, Space	2P	BB,2H	ARC	E 5
Spacewar II	80	Game, Space	1P	BB,1H	ARC	E 7
Speed O Math	80	Game, Math	1P	BB,KP	ARC	E 11
Spinning Wheel	81	Game, Casino	?P	BB,?H	ARC	E 14
Spirals I	80	Graphics		BB	ARC	E 11
Spirals II	80	Graphics		BB	ARC	E 10
Square Root	79	Math		BB	ARC	E 4
Starfighter	81	Game, Space	1P	BB,1H	ARC	E 17
Star Siege	82	Game, Skill	1P	BB	ARC	E 19
Strategic Air Command	81	Game, War	1P	BB,1H	ARC	E 14
Subroutines	79	Tutorial		BB	ARC	E 5
Subsearch	80	Game, War	1P	BB	ARC	E 10
Sub Hunter	81	Game, War	1P	BB,1H	ARC	E 14
Surf Sounds and Crickets	81	Sound		BB	ARC	E 12
Symmetrical Art	81	Graphics		BB	ARC	E 15
Tape Duplication CKt	82	Project		BBorAB	ARC	E 19
Tape Loading Method	81	Tutorial		BB	ARC	E 16
Taping Memory	80	Tutorial		BB	ARC	E 12
Telling Time	81	Time, Educational	1P	BB,1H	ARC	E 15
The CUBE \$100	82	Game, Logic	1P	BB,KP	ARC	E 18
The Pits	81	Game, Maze	1P	BB,1H	ARC	E 15



Title	YR	Type	Number of Players	Equipment Required	Source	Page
Top 5 Today	82	Tutorial		BB	ARC	E 19
Touch Tone Simulate	79	Sound		BB	ARC	E 4
Tower of Hanoi	81	Game, Puzzle	1P	BB, 1H	ARC	E 13
Twixt	81	Game, Board	1P	BB, 1H	ARC	E 13
Yahtzee	80	Game, Dice	1-4P	BB, 1-4H	ARC	E 9
Zappit	80	Game, Space	1P	BB, 1H	ARC	E 7
1K Memory Addition	82	Project		BB	ARC	E 17
3-voice Music	80	Tutorial		BB	ARC	E 9
4D2	81	Graphics		BB	ARC	E 16
15 Puzzle	80	Game, Puzzle	1P	BB, 1H	ARC	E 9
2000 AD	80	Game, Space	1P	BB, 1H	ARC	E 8

Collins Computer Co. (CCC) John Collins

BALLY's Alley	82	Game, Adventure	1P	BBorAB	CCC	G 6
Biorhythms	82	Game, Educational	1P	AB	CCC	G 6
Bowling	80	Game, Skill	1P	BBorAB	CCC	G 6
Checkers	82	Game, Skill	1P	BBorAB	CCC	G 6
Chess Board	80	Game, Board	2P	BBorAB	CCC	G 6
Hangman	82	Game, Word	1P	BBorAB	CCC	G 6
Inspector Clue-So	79	Game, Puzzle	1P	BBorAB	CCC	G 6
O'Hello	80	Game, Board	1-2P	BBorAB	CCC	G 6

Edge Software (ES) Ed Grobe

Bowl	79	Game, Sport	1-2P	BBorAB	ES	G 8
Dots	81	Game, Strategy	1-2P	BBorAB	ES	G 8
Lost in Space	82	Game, Maze	1P	BBorAB	ES	G 8
Mastermind	81	Game, Puzzle	1P	BBorAB	ES	G 8
Match	81	Game, Strategy	1-2P	BBorAB	ES	G 8
Maze Race	81	Game, Race	2P	BBorAB	ES	G 8
Scramble	81	Game, Puzzle	2P	BBorAB	ES	G 8
Secret Decoder	82	Utility	1-2P	BBorAB	ES	G 8

Esoterica Ltd. (EL) Daniel Drescher

Big City Slick	82	Game, Educational	1-4P	BBorAB	EL	G 11
Bomb Squad	82	Game, Strategy	1P	BBorAB	EL	G 11
Garbersville	82	Game, Skill	1P	BBorAB	EL	G 10
Great American Jigsaw	82	Game, Puzzle	1-2P	BBorAB	EL	G 11
Mini Golf	82	Game, Skill	1-4P	BBorAB	EL	G 11
Starship Command	82	Game, Skill	1P	BBorAB	EL	G 11
Ten Pins	82	Game, Sport	1-4P	BBorAB	EL	G 10
Wildcatter	82	Game, Economic	1-4P	BBorAB	EL	G 10

General Video (GV) Steve Walters

Avalanche!	82	Game, Strategy	1-4P	AB	GV	G 13
Crazyface	82	Game, Graphics	1P	AB	GV	G 13
Memory Maze	81	Game, Maze	1-4P	AB	GV	G 13
3-D Tic Tac Toe	82	Game, Strategy	1-2P	AB	GV	G 13

Title	YR	Type	Number of Players	Equipment Required	Source	Page
<u>George Moses Co. (GMC)</u>						
Analog NonDigital Clock	81	Time, Clock		BBorAB	GMC	G 15
Astro-Zap!!!	81	Game, Skill	1-4P	BBorAB,1-4H	GMC	G 15
Bach's 15 2pt Invent.	80	Music, 3-voice		BBorAB	GMC	G 14
BALLY ARCADE Ragtime	80	Music, 3-voice		BBorAB	GMC	G 14
Home Budget Keeper	82	Business		AB only	GMC	G 15
Sinfona to Cantata	82	Music, 3-voice		AB only	GMC	G 14
Screen Ram Word Proces.	82	Word Processor		BB only	GMC	G 15
Timecard Calculator	82	Business		BB only	GMC	G 15
3-voice Music Assembler	82	Music, 3-voice		BBorAB	GMC	G 14
27 ARCADE Xmas Songs	81	Music, 3-voice		BBorAB	GMC	G 14

L & M Software (LMS) Bill Loos

Air Raid	81	Game, War	1P	BBorAB,1H	LMS	G 18
Alien Invasion	82	Game, Skill	1P	AB,1H	LMS	G 39
Atom Smasher	81	Game, Strategy	2P	BBorAB,2H	LMS	G 20
Ayatollah Dart Board	80	Game, Skill	1P	BBorAB,1H	LMS	G 19
Black Lagoon	81	Game, Maze	1P	BBorAB,1H	LMS	G 17
Bombardier	81	Game, War	1P	BBorAB,1H	LMS	G 17
Claim Jumper	81	Game, Strategy	1-5P	BBorAB,1-5H	LMS	G 17
Cosmic Saucer Battle	81	Game, Space	1-2P	BBorAB,1-2H	LMS	G 17
Coyote-Road Runner	81	Game, Skill	2P	BBorAB,2H	LMS	G 20
Crazy Ball(Two in One)	80	Game, Skill	1P	BBorAB,1H	LMS	G 19
Galactic War 2002	80	Game, Space	1P	BBorAB,1H	LMS	G 19
Light Show Program #2	81	Graphic & Lights		BBorAB,SK80orSK82	LMS	G 21
Meteoroid	82	Game, Skill	1-2P	BBorAB,1-2H	LMS	G 17
Mind Bender	82	Game, Logic	1-4P	BBorAB,1-4P	LMS	G 18
Mission Impossible	81	Game, Strategy	1P	BBorAB,1H	LMS	G 20
Phantom Starfighters	81	Game, Space	1-2P	BBorAB,1-2H	LMS	G 19
Rescue Air Drop	81	Game, Skill	1P	BBorAB,1H	LMS	G 20
River City Gambler	81	Game, Casino	1-5P	BBorAB,1-4H	LMS	G 17
Search and Destroy	80	Game, Logic	1P	BBorAB,1H	LMS	G 18
Sink the U-Boat	81	Game, War	1P	BBorAB,1H	LMS	G 20
Space Checkers	81	Game, Strategy	2P	BBorAB,2H	LMS	G 19
Space Sleuth	81	Game, Adventure	1-4P	BBorAB,1-4H	LMS	G 21
Space Quest 2001	81	Game, Space	1P	BBorAB,1H	LMS	G 18
Star Base 2000	81	Game, Space	1P	BBorAB,1H	LMS	G 18
Target(Trio of Games)	80	Game, Skill	1P	BBorAB,1H	LMS	G 18
The Fox and the Hare	80	Game, Board	2P	BBorAB,2H	LMS	G 21
The Mummy's Treasure	81	Game, Board	1-4P	BBorAB,1-4H	LMS	G 19
3D Tic Tac Toe	81	Game, Board	2P	BBorAB,2H	LMS	G 20

Mark S. Keller (MSK)

Biorhythm	80	Personal	1P	BBorAB,KP	MSK	G 22
Blackjack II	80	Game, Casino	1P	BBorAB,1H	MSK	G 22
Bombardment II	80	Game, War	1P	BBorAB,1H	MSK	G 22
Bullseye II	80	Game, Skill	1-?P	BBorAB	MSK	G 22
Chase III	80	Game, Chase	1P	BBorAB,1H	MSK	G 22
Life	80	Simulation	1P	BBorAB	MSK	G 22
Space Battle	79	Game, Space	1P	BBorAB,1H	MSK	G 22
Star Trek III	80	Game, Space	1P	BBorAB,1H	MSK	G 22
Text Editor	80	Utility		BB only	MSK	G 22
Wumpus	80	Game, Logic	1P	BBorAB	MSK	G 22

Title	YR	Type	Number of Players	Equipment Required	Source	Page
<u>New Image (NI) Don Gladden</u>						
Bowling Secretary	81	Business		BBorAB	NI	G 23
Chuck-A-Luck	82	Game, Casino	1P	BBorAB,KP	NI	G 23
Guess Five	81	Game, Logic	1P	BBorAB,KP	NI	G 23
Haunted House	81	Game, Adventure	1P	BBorAB,KP	NI	G 24
Missile Defense	82	Game, Skill	1P	BBorAB,1H	NI	G 23
Quickdraw	81	Game, Skill	1-2P	BBorAB,1-2H	NI	G 23
Saucer Attack	82	Game, Space	1P	BBorAB,1H	NI	G 23
Sicko-Therapy-Session 1	82	Game, Party	1-?P	BBorAB,KP	NI	G 24
Sicko-Therapy-Session 2	82	Game, Party	1-?P	BBorAB,KP	NI	G 24
Skunk	81	Game, Dice	1-4P	BBorAB,1-4H	NI	G 23

Patricia Clark (PC)

Dollars and Cents	82	Business, Math		AB	PC	G 25
Schedule C	82	Business		AB	PC	G 25
1040 Tax Form	82	Business		AB	PC	G 25

Super Software (SS) Rob Rosenhouse

BALLY Slot	81	Game, Casino	1P	BBorAB	SS	G 31
Barracade	81	Game, Skill	1P	BBorAB	SS	G 30
Beatle Quiz	81	Educational	1P	BBorAB	SS	G 31
Cosmic Zap	81	Game, Space	1P	BBorAB	SS	G 30
Defense Force	82	Game, Skill	1P	AB	SS	G 32
Dog Racing	81	Game, Sport	1-4P	BBorAB	SS	G 31
Falling Stars	81	Game, Skill	1P	BBorAB	SS	G 30
Football	81	Game, Sport	1-2P	BBorAB	SS	G 29
Gyro	82	Game, Skill	1P	AB	SS	G 32
Hustle!	81	Game, Skill	1P	BBorAB	SS	G 30
Lazer Battle	81	Game, Skill	1-2P	BBorAB	SS	G 30
Maze-A-Matic	81	Game, Maze	1P	BBorAB	SS	G 31
Missile Attack	81	Game, Skill	1P	BBorAB	SS	G 31
Mystery Maze	81	Game, Skill	1P	BBorAB	SS	G 30
Reverse	81	Game, Educational	1P	BBorAB	SS	G 31
Robot Alert!	81	Game, Skill	1P	BBorAB	SS	G 30
Simon Says	81	Game, Memory	1P	BBorAB	SS	G 30
Smack-Up	81	Game, Skill	1P	BBorAB	SS	G 31
Space Dock	82	Game, Simulation	1P	BBorAB	SS	G 32
Starship BALLY	81	Game, Space	1P	BBorAB	SS	G 29
Super Craps	81	Game, Casino	1-4P	BBorAB	SS	G 29
Super Slot	81	Game, Casino	1-4P	BBorAB	SS	G 29
Super Smack-Up	82	Game, Skill	1P	AB	SS	G 32
Tic-Tac-Dough	81	Game, Board	1P	BBorAB	SS	G 31
Zapper	81	Game, Skill	1P	AB	SS	G 32

The Bit Fiddlers (TBF) Andy Guevara

Goldfish Demo	82	Graphics		BBorABorMLM	TBF	G 33
Chicken	82	Game, Skill	1-2P	BBorABorMLM	TBF	G 33

Title	YR	Type	Number of Players	Equipment Required	Source	Page
<u>The tiny ARCADE (TtA)</u> Tom McConnell						
Astro-Terror	82	Game, Skill	1P	AB, 1H	TtA	G 34
Cruncher	82	Game, Skill	1P	AB	TtA	G 34
Omega Valley	82	Game, Skill	1P	AB, 1H	TtA	G 34
Quadron	82	Game, Strategy	1P	BBorAB, 1H	TtA	G 34
Space Gauntlet	82	Game, Skill	1P	BBorAB, 1H	TtA	G 34
Viperian	82	Game, Skill	1P	AB, 1H	TtA	G 34

Video Wizard (VW) Ken Springsteen

Crypt-O-Grams	82	Game, Word	2P	AB	VW	G 35
Graphic Pictures	82	Graphics, Art	1P	AB	VW	G 35
Lazer Brains	82	Game, War	2P	AB, 2H	VW	G 35
Jekyll & Hyde	82	Game, Maze	2P	AB, 2H	VW	G 35
Multi-Graphics	82	Graphic, Educational		AB	VW	G 35
Slot Machine	82	Game, Casino	1P	AB, 1H	VW	G 35
The Exterminator	82	Game, Skill	1P	AB, 1H	VW	G 35

WaveMakers (WM) Mike Peace

Backgammon	81	Game, Board	1P	BBorAB	WM	G 37
Castle of Horror	82	Game, Skill	1P	AB only, 1H	WM	G 38
Chord Progressions	80	Educational, Music		BBorAB, 1H	WM	G 37
Clue	80	Game, Logic	1-6P	BBorAB, KP	WM	G 37
Flying Ace	80	Game, War	1-2P	BBorAB, 1H	WM	G 37
Guitar Course	80	Educational, Music		BBorAB	WM	G 37
Guitar Course (Tuning)	80	Educational, Music		BBorAB, 1H	WM	G 37
Horse Race	80	Game, Sport	1-4P	BBorAB, KP	WM	G 37
Lookout for the Bull	81	Game, Skill	1-4P	BBorAB, 1H	WM	G 38
Lookout for the Bull II	81	Game, Skill	1-4P	BBorAB, 1H	WM	G 38
MAX (Robot from Space)	80	Game, Skill	1P	BBorAB, 1H	WM	G 37
Maze Race	80	Game, Maze	2P	BBorAB, 2H	WM	G 37
Mouse in the Hat	80	Game, Logic	1P	BBorAB, 1H	WM	G 37
Music Composer	80	Music		BBorAB, 1H	WM	G 37
Note Match	80	Game, Music	1P	BBorAB, 1H	WM	G 37
Obstacle Course	80	Game, Maze	1P	BBorAB, 1H	WM	G 37
Pack-Rat	81	Game, Skill	1P	BBorAB, 1H	WM	G 38
Pack-Rat II	81	Game, Skill	1P	BBorAB, 1H	WM	G 38
Perversion	80	Game, Logic	1-6P	BBorAB, 1H	WM	G 37
Slot Machine	80	Game, Casino	1P	BBorAB, 1H	WM	G 37
Space Chase	80	Game, Space	1P	BBorAB, KP	WM	G 37
Speed Math	80	Game, Math	1-2P	BBorAB, 1H	WM	G 37
Tournament Obstacle Crs	81	Game, Maze	1-10P	BBorAB, 1H	WM	G 37
Whiz Quiz (Trivia)	82	Game, Quiz	1P	BBorAB	WM	G 38
Yahtzee	80	Game, Dice	1-4P	BBorAB, 1H	WM	G 37

Title	YR	Type	Number of Equipment		Source	Page
			Players	Required		
<u>BUSINESS</u>						
Bowling Secretary	81	Business		BBorAB	NI	G 23
Budget Worksheet \$100	82	Business		BB	ARC	E 18
Compound Interest	81	Business		BB only	ARC	E 15
Dollars and Cents	82	Business, Math		AB	PC	G 25
Home Budget Keeper	82	Business		AB only	GMC	G 15
Monthly Loan Program	80	Business		BB	ARC	E 7
Schedule C	82	Business		AB	PC	G 25
Timecard Calculator	82	Business		BB only	GMC	G 15
1040 Tax Form	82	Business		AD	PC	G 25
<u>EDUCATIONAL</u>						
Beatle Quiz	81	Educational	1P	BBorAB	SS	G 31
BIBLE Quiz	80	Educational	2P	BB	ARC	E 8
Big City Slick	82	Game, Educational	1-4P	BBorAB	EL	G 11
Biorhythms	82	Game, Educational	1P	AB	CCC	G 6
Code	80	Educational		BB	ARC	E 9
Morse Code	80	Educational		BB	ARC	E 10
Multi-Graphics	82	Graphics, Educational		BB	VW	G 35
Nuclear Math	81	Educational, Game		BB	ARC	E 16
Reverse	81	Game, Educational	1P	BBorAB	SS	G 31
Telling Time	81	Time, Educational	1P	BB, 1H	ARC	E 15
Video Rally	80	Game, Educational	1P	BBorAB	ARD	G 5
<u>GAMES</u>						
Air Raid	81	Game, War	1P	BBorAB, 1H	LMS	G 18
Alien	82	Game, Space	1P	BB, 1H	ARC	E 18
Alien Invasion	82	Game, Skill	1P	AB, 1H	LMS	G 39
Amazed in Space	79	Game, Maze	1P	BB, 1H	ARC	E 4
Arcade Dice	79	Game, Casino	1-4P	BB, 1-4H	ARC	E 6
Artillery Duel	80	Game, War	2P	BB, 2H	ARC	E 9
Astro-Zap!!!	81	Game, Skill	1-4P	BBorAB, 1-4H	GMC	G 15
Astro/Terror	82	Game, Skill	1P	AB, 1H	TtA	G 34
Attack	79	Game, Chase	1P	BB, 1H	ARC	E 6
Atom Smasher	81	Game, Strategy	2P	BBorAB, 2H	LMS	G 20
Avalanche!	82	Game, Strategy	1-4P	AB	GV	G 13
Ayatollah Dart Board	80	Game, Skill	1P	BBorAB, 1H	LMS	G 19
Backgammon	81	Game, Board	1P	BBorAB	WM	G 37
Bagels	79	Game, Logic	1P	BB	ARC	E 6
BALLY's Alley	82	Game, Adventure	1P	BBorAB	CCC	G 6
BALLY Black Box	81	Game, Logic	1-4P	BB, 1-4H	ARC	E 15
BALLY Slot	81	Game, Casino	1P	BBorAB	SS	G 31
BALLY 500	81	Game, Skill	2-3P	BB, 1-2H	ARC	E 13
Bangman	79	Game, Word	2P	BB, 1H	ARC	E 3
Barracade	81	Game, Skill	1P	BBorAB	SS	G 30
Big City Slick	82	Game, Educational	1-4P	BBorAB	EL	G 11
Bingo	80	Game, Board	1P	BB, 1H	ARC	E 7
Biorhythms	82	Game, Educational	1P	AB	CCC	G 6
Blackbox	79	Game, Logic	1P	BB	ARC	E 5
Blackjack II	80	Game, Casino	1P	BBorAB, 1H	MSK	G 22
Black Hole	80	Game, Space	1P	BB	ARC	E 8
Black Lagoon	81	Game, Maze	1P	BBorAB, 1H	LMS	G 17
Bombardier	81	Game, War	1P	BBorAB, 1H	LMS	G 17
Bombardment II	80	Game, War	1P	BBorAB, 1H	MSK	G 22
Bomb Squad	82	Game, Strategy	1P	BBorAB	EL	G 10
BOTS	80	Game, Chase	1P	BB, 1H	ARC	E 10
Bowl	79	Game, Sport	1-2P	BBorAB	ES	G 8

Title	YR	Type	Number of		Source	Page
			Players	Equipment Required		
Bowl a Rama	80	Game, Sport	2P	BB,2H	ARC	E 8
Bowling	80	Game, Skill	1P	BBorAB	CCC	G 6
Bullseye II	80	Game, Skill	1-?P	BBorAB	MSK	G 22
Castle of Horror	82	Game, Skill	1P	AB	WM	G 38
Caterpillar	82	Game, Skill	1-4P	BBorAB	ARD	G 4
Chase III	80	Game, Chase	1P	BBorAB,1H	MSK	G 22
Checkers	82	Game, Skill	1P	BBorAB	CCC	G 6
Checkers I	79	Game, Board	1P	BB	ARC	E 3
Checkers II	79	Game, Board	1P	BB	ARC	E 6
Chess Board	80	Game, Board	2P	BBorAB	CCC	G 6
Chicken	82	Game, Skill	1-2P	BBorABorMLM	TBF	G 33
Chuck-A-Luck	82	Game, Casino	1P	BBorAB,KP	NI	G 23
Claim Jumper	81	Game, Strategy	1-5P	BBorAB,1-5H	LMS	G 17
Clue	80	Game, Logic	1-6P	BBorAB,KP	WM	G 37
Code-Decode	81	Game, Logic		BB	ARC	E 17
Columns	82	Game, Logic	1P	BB	ARC	E 12
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
Cosmic Saucer Battle	81	Game, Space	1-2P	BBorAB,1-2H	LMS	G 17
Cosmic Zap	81	Game, Space	1P	BBorAB	SS	G 30
Count the Dots	80	Game, Skill	1P	BB,1H	ARC	E 10
Coyote-Road Runner	81	Game, Skill	2P	BBorAB,2H	LMS	G 20
Crazyface	82	Game, Graphics	1P	AB	GV	G 13
Crazy Ball(Two in One)	80	Game, Skill	1P	BBorAB,1H	LMS	G 19
Cruncher	82	Game, Skill	1P	AB	TtA	G 34
Cryptoanalysis	82	Game Aid	1P	BBorAB	ARD	G 5
Crypt-O-Grams	82	Game, Logic	2P	BB	ARC	E 18
Crypt-O-Grams	82	Game, Word	2P	AB	VW	G 35
Daredevil	81	Game, Race	1P	BB,1H	ARC	E 14
Defense Force	82	Game, Skill	1P	AB	SS	G 32
Defuse	81	Game, Hunt	1P	BB,1H	ARC	E 13
Digital Couch	81	Game, Personal	1P	BB	ARC	E 13
Dog Racing	81	Game, Sport	1-4P	BBorAB	SS	G 31
Dots	81	Game, Strategy	1-2P	BBorAB	ES	G 8
D&D Speedway	82	Game, Skill	1P	BB,1H	ARC	E 18
Falling Stars	81	Game, Skill	1P	BBorAB	SS	G 30
Flying Ace	80	Game, War	1-2P	BBorAB,1H	WM	G 37
Football	81	Game, Sport	1-2P	BBorAB	SS	G 29
Fudd	82	Game, Skill	1P	BB only	ARC	E 18
Galactic Hitchhiker	81	Game, Space	1-4P	AB	ARD	G 4
Galactic War 2002	80	Game, Space	1P	BBorAB,1H	LMS	G 19
Garbersville	82	Game, Skill	1P	BBorAB	EL	G 10
Gobblers	81	Game, Skill	2P	BB,2H	ARC	E 16
Golf	81	Game, Sport	1-4P	BB,1-4H	ARC	E 12
Great American Jigsaw	82	Game, Puzzle	1-2P	BBorAB	EL	G 11
Guess Five	81	Game, Logic	1P	BBorAB,KP	NI	G 23
Gyro	82	Game, Skill	1P	AB	SS	G 32
Hamurabi	80	Game, Economic	1P	BB,KP	ARC	E 7
Hangman	82	Game, Word	1P	BBorAB	CCC	G 6
Hangman I	79	Game, Word	2P	BB,1H	ARC	E 6
Haunted House	81	Game, Adventure	1P	BBorAB,KP	NI	G 24
Horserace	80	Game, Sport	1-4P	BB,KP	ARC	E 12
Horse Race	80	Game, Sport	1-4P	BB,1-4H	ARC	E 11
Horse Race	80	Game, Sport	1-4P	BBorAB,KP	WM	G 37
Hustle!	81	Game, Skill	1P	BBorAB	SS	G 30
Inspector Clue-So	79	Game, Puzzle	1P	BBorAB	CCC	G 6
Invisible War	81	Game, Space	1P	BB,1H	ARC	E 15
Jekyll & Hyde	82	Game, Maze	2P	AB,2H	ARC	E 19
Jekyll & Hyde	82	Game, Maze	2P	AB,2H	VW	G 35

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Keno II 2.0	81	Game, Casino	1P	BB, 1H	ARC	E 16
Lazer Battle	81	Game, Skill	1-2P	BBorAB	SS	G 30
Lazer Brains	82	Game, War	2P	AB, 2H	VW	G 35
Lookout for the Bull	81	Game, Skill	1-4P	BBorAB, 1H	WM	G 38
Lookout for the Bull II	81	Game, Skill	1-4P	BBorAB, 1H	WM	G 38
Lost in Space	82	Game, Maze	1P	BBorAB	ES	G 8
Mastermind	80	Game, Logic	1P	BB	ARC	E 8
Mastermind	81	Game, Puzzle	1P	BBorAB	ES	G 8
Mastermind II	80	Game, Logic	1P	BB	ARC	E 11
Match	81	Game, Board	1-2P	BB	ARC	E 16
Match	81	Game, Strategy	1-2P	BBorAB	ES	G 8
MAX (Robot from Space)	80	Game, Skill	1P	BBorAB, 1H	WM	G 37
Maze-A-Matic	81	Game, Maze	1P	BBorAB	SS	G 31
Maze Race	81	Game, Race	2P	BBorAB	ES	G 8
Maze Race	80	Game, Maze	2P	BBorAB	WM	G 37
Memory Maze	81	Game, Maze	1-4P	AB	GV	G 13
Meteoroid	82	Game, Skill	1-2P	BBorAB, 1-2H	LMS	G 17
Microtrek	79	Game, Space	1P	BB	ARC	E 5
Micro-Pac	82	Game, Skill	1-4P	AB	ARD	G 4
Mind Bender	82	Game, Logic	1-4P	BBorAB, 1-4P	LMS	G 18
Mini Golf	82	Game, Skill	1-4P	BBorAB	EL	G 11
Missile Attack	81	Game, Skill	1P	BBorAB	SS	G 31
Missile Defense	82	Game, Skill	1P	BBorAB, 1H	NI	G 23
Mission Impossible	81	Game, Strategy	1P	BBorAB, 1H	LMS	G 20
Mouse in the Hat	80	Game, Logic	1P	BBorAB, 1H	WM	G 37
Mystery Maze	81	Game, Skill	1P	BBorAB	SS	G 30
Name and Nicomachus	80	Game, Number	1P	BB	ARC	E 9
New Subsearch	81	Game, War	1P	BB, 1H	ARC	E 15
Nim	81	Game, Logic	1-2P	BB, 1-2H	ARC	E 14
Note Match	80	Game, Music	1P	BBorAB, 1H	WM	G 37
Nuclear Math	81	Educational, Game		BB	ARC	E 16
Number Match	79	Game, Number	1P	BB	ARC	E 6
Obstacle Course	80	Game, Maze	1P	BBorAB	WM	G 37
Old Bent Nose	81	Game, Board	2P	BB, 2H	ARC	E 15
Omega Valley	82	Game, Skill	1P	AB, 1H	TtA	G 34
Orbit Demo	81	Tutorial, Game	1P	BB, 1H	ARC	E 17
O'Hello	80	Game, Board	1-2P	BBorAB	CCC	G 6
O-Jello	80	Game, Logic	1P	BB, 1H	ARC	E 8
Pack-Rat	81	Game, Skill	1P	BBorAB	WM	G 38
Pack-Rat II	81	Game, Skill	1P	BBorAB	WM	G 38
Perversion	80	Game, Logic	1-6P	BBorAB, 1H	WM	G 37
Phantom Starfighters	81	Game, Space	1-2P	BBorAB, 1-2H	LMS	G 19
Pool	81	Game, Sport	1P	BB, 1H	ARC	E 14
Pro Bowl	82	Game, Sport	2P	BB, 1H, KP	ARC	E 18
Quadron	82	Game, Strategy	1P	BBorAB, 1H	TtA	G 34
Quickdraw	81	Game, Skill	1-2P	BBorAB, 1-2H	NI	G 23
Rebound	81	Game, Skill	1P	BB, 1H	ARC	E 16
Rescue Air Drop	81	Game, Skill	1P	BBorAB, 1H	LMS	G 20
Reverse	79	Game, Logic	1P	BB, 1H	ARC	E 2
Reverse	81	Game, Educational	1P	BBorAB	SS	G 31
River City Gambler	81	Game, Casino	1-5P	BBorAB, 1-4H	LMS	G 17
Robot Alert!	81	Game, Skill	1P	BBorAB	SS	G 30
Saucer Attack	82	Game, Space	1P	BBorAB, 1H	NI	G 23
Saucer Battle	79	Game, Space	1-2P	BB, 1-2H	ARC	E 5
Scramble	81	Game, Puzzle	2P	BBorAB	ES	G 8
Search and Destroy	80	Game, Logic	1P	BBorAB, 1H	LMS	G 18
Sicko-Therapy-Session 1	82	Game, Party	1-?P	BBorAB, KP	NI	G 24
Sicko-Therapy-Session 2	82	Game, Party	1-?P	BBorAB, KP	NI	G 24
Skunk	81	Game, Dice	1-4P	BBorAB, 1-4H	NI	G 23

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Simon	79	Game, Logic	1P	BB, 1H	ARC	E 2
Simon Says	81	Game, Memory	1P	BBorAB	SS	G 30
Sink the U-Boat	81	Game, War	1P	BBorAB, 1H	LMS	G 20
Slot Machine	82	Game, Casino	1P	AB, 1H	UV	G 35
Slot Machine	80	Game, Casino	1P	BBorAB	WM	G 37
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 6
Slot Machine III	80	Game, Casino	1P	BB, 1h	ARC	E 8
Smack-Up	81	Game, Skill	1P	BBorAB	SS	G 31
Spacewar I	79	Game, Space	2P	BB, 2H	ARC	E 5
Spacewar II	80	Game, Space	1P	BB, 1H	ARC	E 7
Space Battle	79	Game, Space	1P	BBorAB, 1H	MSK	G 22
Space Chase	80	Game, Space	1P	BBorAB, KP	WM	G 37
Space Checkers	81	Game, Strategy	2P	BBorAB, 2H	LMS	G 19
Space Dock	82	Game, Simulation	1P	BBorAB	SS	G 32
Space Gauntlet	82	Game, Skill	1P	BBorAB, 1H	TtA	G 34
Space Sleuth	81	Game, Adventure	1-4P	BBorAB, 1-4H	LMS	G 21
Space Quest 2001	81	Game, Space	1P	BBorAB, 1H	LMS	G 18
Speed Math	80	Game, Math	1-2P	BBorAB, 1H	WM	G 37
Speed O Math	80	Game, Math	1P	BB, KP	ARC	E 11
Spinning Wheel	81	Game, Casino	?P	BB, ?H	ARC	E 14
Starfighter	81	Game, Space	1P	BB, 1H	ARC	E 17
Starship BALLY	81	Game, Space	1P	BBorAB	SS	G 29
Starship Command	82	Game, Skill	1P	BBorAB	EL	G 11
Star Base 2000	81	Game, Space	1P	BBorAB, 1H	LMS	G 18
Star Siege	82	Game, Skill	1P	BB	ARC	E 19
Star Trek III	80	Game, Space	1P	BBorAB, 1H	MSK	G 22
Strategic Air Command	81	Game, War	1P	BB, 1H	ARC	E 14
Subsearch	80	Game, War	1P	BB	ARC	E 10
Sub Hunter	81	Game, War	1P	BB, 1H	ARC	E 14
Super Craps	81	Game, Casino	1-4P	BBorAB	SS	G 29
Super Slot	81	Game, Casino	1-4P	BBorAB	SS	G 29
Super Smack-Up	82	Game, Skill	1P	AB	SS	G 32
Target(Trio of Games)	80	Game, Skill	1P	BBorAB, 1H	LMS	G 18
Ten Pins	82	Game, Sport	1-4P	BBorAB	EL	G 10
The CUBE \$100	82	Game, Logic	1P	BB, KP	ARC	E 18
The Exterminator	82	Game, Skill	1P	AB, 1H	UV	G 35
The Fox and the Hare	80	Game, Board	2P	BBorAB, 2H	LMS	G 21
The Mummy's Treasure	81	Game, Board	1-4P	BBorAB, 1-4H	LMS	G 19
The Paper Chase	81	Game, Skill	1P	BBorAB	ARD	G 4
The Pits	81	Game, Maze	1P	BB, 1H	ARC	E 15
Tic-Tac-Dough	81	Game, Board	1P	BBorAB	SS	G 31
Tic-Tac-Tollah	80	Game, Board	1P	BBorAB	ARD	G 4
Tournament Obstacle Crs	81	Game, Maze	1-10P	BBorAB, 1H	WM	G 37
Tower of Hanoi	81	Game, Puzzle	1P	BB, 1H	ARC	E 13
Twixt	81	Game, Board	1P	BB, 1H	ARC	E 13
Video Rally	80	Game, Educational	1P	BBorAB	ARD	G 5
Viperian	82	Game, Skill	1P	AB, 1H	TtA	G 34
Whiz Quiz (Trivia)	82	Game, Quiz	1P	BBorAB	WM	G 38
Wildcatter	82	Game, Economic	1-4P	BBorAB	EL	G 10
Wumpus	80	Game, Logic	1P	BBorAB	MSK	G 22
Yahtzee	80	Game, Dice	1-4P	BB, 1-4H	ARC	E 9
Yahtzee	80	Game, Dice	1-4P	BBorAB, 1H	WM	G 37
Zapper	82	Game, Skill	1P	AB	SS	G 32
Zappit	80	Game, Space	1P	BB, 1H	ARC	E 7
3D Tic Tac Toe	81	Game, Board	2P	BBorAB, 2H	LMS	G 20
3-D Tic Tac Toe	82	Game, Strategy	1-2P	AB	GV	G 13
15 Puzzle	80	Game, Puzzle	1P	BB, 1H	ARC	E 9
2000 AD	80	Game, Space	1P	BB, 1H	ARC	E 8



Title	YR	Type	Number of Players	Equipment Required	Source	Page
<u>GRAPHICS</u>						
Alchemisymmetrical	81	Graphics		BB	ARC	E 12
ARCADIAN Sampler	80	Graphics		BB	ARC	E 8
Boo	81	Graphics		BB	ARC	E 16
Circle Plotter	81	Graphics		BB	ARC	E 12
Circles	81	Graphics		BB	ARC	E 14
Color Chart	81	Graphics		BB	ARC	E 12
Compound Interest	81	Business		BB only	ARC	E 15
Crazyface	82	Game, Graphics	1P	AB	GV	G 13
Creating Spec. Graphics	81	Tutorial, Graphics		BB	ARC	E 14
Elect. Visual. Center	80	Graphics		BB	ARC	E 6
Goldfish Demo	82	Graphics		BBorABorMLM	TBF	G 33
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
Graphic Pictures	82	Graphics, Art	1P	AB	VW	G 35
Graphic Program	82	Graphics		BB	ARC	E 18
Halloween Ghost	80	Graphics		BB	ARC	E 11
Light Show Program #2	81	Graphic & Lights		BBorAB,SK80orSK82LMS	G	21
Logo	79	Graphics		BB	ARC	E 6
Magic Register	82	Tutorial, Graphics		BB	ARC	E 17
Memory Doodle	81	Graphics		BB	ARC	E 13
Multi-Graphics	82	Graphic, Educational		AB	VW	G 35
New Graphic Char. Maker	81	Graphics, Utility		BB,1H	ARC	E 16
Pre-Tutorial Pixels	81	Tutorial, Graphics		BB	ARC	E 14
Random Art	79	Graphics		BB	ARC	E 3
Short Program Selection	81	Graphics, Math		BB	ARC	E 13
Spirals I	80	Graphics		BB	ARC	E 11
Spirals II	80	Graphics		BB	ARC	E 10
Symmetrical Art	81	Graphics		BB	ARC	E 15
4D2	81	Graphics		BB	ARC	E 16
<u>MATH</u>						
Distance between 2 Pts	79	Math		BB	ARC	E 4
Dollars and Cents	82	Business, Math		AB	PC	G 25
Short Program Selection	81	Graphics, Math		BB	ARC	E 13
Speed Math	80	Game, Math	1-2P	BBorAB,1H	WM	G 37
Speed 0 Math	80	Game, Math	1P	BB,KP	ARC	E 11
Square Root	79	Math		BB	ARC	E 4
<u>MISCELLANEOUS</u>						
Light Show Program #2	81	Graphic & Lights		BBorAB,SK80orSK82LMS	G	21
AB Circuit Layout	82	Misc.		AB	ARC	E 17
Color Monitor Circuit	82	Project		BBorAB	ARC	E 19
I/O Switch	82	Project		AB	ARC	E 17
Motherboard Modification	81	Project		BB	ARC	E 13
Tape Duplication Ckt	82	Project		BBorAB	ARC	E 19
1K Memory Addition	82	Project		BB	ARC	E 17
Machine Language Monitor	82	Review		BB,MLM	ARC	E 17
Machine Language Monitor	82	Review		BB,MLM	ARC	E 18
Life	80	Simulation	1P	BBorAB	MSK	G 22
Screen Ram Word Proces.	82	Word Processor		BB only	GMC	G 15

Title	YR	Type	Number of Players	Equipment Required	Source	Page
<u>MUSIC</u>						
Bach's 15 2pt Invent.	80	Music, 3-voice		BBorAB	GMC	G 14
BALLY ARCADE Ragtime	80	Music, 3-voice		BBorAB	GMC	G 14
Hello Dolly	79	Music		BB	ARC	E 6
Musical Staff	81	Music		BB	ARC	E 13
Music Synthesizer Pt 1	79	Tutorial, Sound		BB	ARC	E 4
Music Synthesizer Pt 2	79	Tutorial, Music		BB	ARC	E 4
Music (3-voice)	80	Music		BB	ARC	E 9
Popeye the Sailor	79	Music		BB	ARC	E 6
Sinfona to Cantata	82	Music, 3-voice		AB only	GMC	G 14
3-voice Music	80	Tutorial, Music		BB	ARC	E 9
3-voice Music Assembler	82	Music, 3-voice		BBorAB	GMC	G 14
27 ARCADE Xmas Songs	81	Music, 3-voice		BBorAB	GMC	G 14

PERSONAL

Biorhythm	80	Personal	1P	BBorAB,KP	MSK	G 22
Biorhythm I	79	Personal		BB	ARC	E 6
Biorhythm II	80	Personal		BB	ARC	E 8
Digital Couch	81	Game, Personal	1P	BB	ARC	E 13

SOUND

Frequencies	79	Sound		BB	ARC	E 4
Sound Graph	79	Sound		BB	ARC	E 4
Surf Sounds and Crickets	81	Sound		BB	ARC	E 12
Touch Tone Simulate	79	Sound		BB	ARC	E 4

TIME

Analog NonDigital Clock	81	Time, Clock		BBorAB	GMC	G 15
Analog(Nondigital)Clock	81	Time		BB	ARC	E 15
Clock	79	Time		BB	ARC	E 2
Day of Week & Calendar	80	Time		BB	ARC	E 11
Grandfather Clock	81	Time, Graphics		BB	ARC	E 12
Telling Time	81	Time, Educational	1P	BB,1H	ARC	E 15

TUTORIAL

AB-BB Differences	82	Tutorial		BB,AB	ARC	E 18
ASTROVISION Editor	81	Tutorial		AB	ARC	E 16
Background/Foreground	80	Tutorial		BB	ARC	E 10
BALLY BASIC Text Area	79	Tutorial		BB	ARC	E 5
BALLY BASIC Translations	79	Tutorial		BB	ARC	E 5
Beginning Programming	79	Tutorial		BB	ARC	E 4
Blue Ram Programming	80	Tutorial		BB,BR	ARC	E 11
Cartridge Conversion	82	Tutorial		BB,AB	ARC	E 18
Cartridge Swapping II	82	Tutorial		BB,AB	ARC	E 19
Char. Size & Print Loc.	79	Tutorial, Graphics		BB	ARC	E 3
Creating Spec. Graphics	81	Tutorial		BB	ARC	E 14
Data Storage	79	Tutorial		BB	ARC	E 15
File Search	80	Tutorial		BB only	ARC	E 11
Hybrid Programs	80	Tutorial		BB,BR	ARC	E 10

Title	YR	Type	Number of Players	Equipment Required	Source	Page
If Statements	79	Tutorial		BB	ARC	E 3
If Statements	79	Tutorial		BB	ARC	E 3
IF,AND,OR	79	Tutorial		BB	ARC	E 2
Magic Register	82	Tutorial, Graphics		BB	ARC	E 17
Memory Addressing	79	Tutorial		BB	ARC	E 5
Memory Tutorial I	79	Tutorial		BB	ARC	E 7
Memory Tutorial II	80	Tutorial		BB	ARC	E 7
Memory Tutorial III	80	Tutorial		BB	ARC	E 8
Memory Tutorial IV	80	Tutorial		BB	ARC	E 9
More Blue Ram BASIC	81	Tutorial		BB	ARC	E 12
Multi-processing	80	Tutorial		BB	ARC	E 11
Music Synthesizer Pt 1	79	Tutorial, Music		BB	ARC	E 4
Music Synthesizer Pt 2	79	Tutorial, Music		BB	ARC	E 4
New Music Program	81	Tutorial, Music		BB	ARC	E 17
Orbit Demo	81	Tutorial, Game	1P	BB,1H	ARC	E 17
Pre-Tutorial Pixels	81	Tutorial, Graphics		BB	ARC	E 14
Programming Tech. I	81	Tutorial		BB	ARC	E 12
Programming Tech. II	81	Tutorial		BB	ARC	E 13
Program Title & Instr.	80	Tutorial		BB	ARC	E 11
PX Function	79	Tutorial		BB	ARC	E 5
Screen Operation	79	Tutorial		BB	ARC	E 2
Serial and Parallel	80	Tutorial		BB	ARC	E 9
Subroutines	79	Tutorial		BB	ARC	E 5
Tape Loading Method	81	Tutorial		BB	ARC	E 16
Taping Memory	80	Tutorial		BB	ARC	E 12
Top 5 Today	82	Tutorial		BB,AB	ARC	E 19
3x5 Character Generator	81	Tutorial		BBorAB	ARD	G 5
3-voice Music	80	Tutorial, Music		BB	ARC	E 9

UTILITY

Base Conversion	80	Utility		BB	ARC	E 10
Graphic Character Maker	81	Graphics Utility		BB	ARC	E 14
Graphics Assembler	80	Graphics Utility		BB	ARC	E 10
Hex Poker	81	Utility		BB	ARC	E 14
Hex to Decimal	79	Utility		BB	ARC	E 2
Interrupt Routine	80	Utility		BB	ARC	E 11
Memory Contents-Binary	79	Utility		BB	ARC	E 3
Memory Contents-Hex	79	Utility		BB	ARC	E 3
Memory Display	79	Utility		BB	ARC	E 4
New Graphic Char. Maker	81	Graphics Utility		BB,1H	ARC	E 16
Resequencing	79	Utility		BB	ARC	E 5
Secret Decoder	82	Utility	1-2P	BBorAB	ES	G 8
Text Editor	80	Utility		BB only	MSK	G 22

The following dissertation is presented courtesy of Bob Fabris publisher of the ARCADIAN Newsletter. (DIFFERENCES ARC 4-55) Some changes have been added by me.

DIFFERENCES between the old and new Basic Videocades: We are somewhat at a disadvantage by being outside the company because what we know of the Basic, beside that which is written in the small manuals, is primarily discovered material. That is, no one tells us all about the secrets, or tricks, or capabilities, and one or another of us has to find these out through research or luck. We were fortunate in receiving an unofficial set of brief notes that discusses these differences, much as the Bally Basic Hacker's Guide.

The old Basic has a \$ command which accesses the calculator routine resident in the on-board ROM. With this command, one could perform arithmetical calculations with 6 places either side of the decimal point. Not a very popular command, it was removed to make way for some of the useful features of the new system. Programs written using the \$ command are not convertible for use with the new Basic. Unfortunately, this leaves out a couple of clever programs.

:RETURN will not be understood by the new system, but it can usually just be removed from a program. It's purpose was to close off the tape input port.

&(16) through &(23) commands controlled the variables of the noise system (music synthesizer). These have been replaced as follows:

&(16)	MO	&(17)	TA	&(18)	TB
&(19)	TC	&(20)	VC	&(21)	VR,VF
&(22)	VA,VB	&(23)	NM,NV		

If the old Basic program contains the &( ) notation, set the NT=-1 and the new Basic will disregard them. The music processor can be disabled by using the single character "down arrow" but only if the NT<0.

SM series (scroll mode) are commands only in AstroBasic, having to do with where/how screen printing appears. The old Basic has the equivalent of SM=0. SM is used for effect, and its elimination would not ruin a program (usually).

Machine code problems which is the case of FUDD (Program in the ARCADIAN Newsletter 4-51 using machine code.) Machine code is inserted into memory spaces (poke'd) using the % ( ) command. The location of this memory space is the Line Input Buffer, which now occupies a different location in the memory map, from 20180-20283 in the old Basic, to 20154-20257 in the new Basic. By changing the memory location these programs could be made to run.

% ( ) is a new string system that is only available in the AstroBasic. A program with both string systems is not easily convertible to Bally Basic.

If you know of any other differences that need to be discussed let me know.

Title	YR	Type	Equipment Required	Source	Page
ARCADIAN T-Shirts	82	T-Shirts		NI	G 24
ASTRO-NUT T-Shirts	82	T-Shirts		NI	G 24
Ballycheck	82	Checkout Unit	BBorAB	DB	G 7
Blue Ram	81	Add-On +Memory	BBorABorXB	PE	G 26
Blue Ram Keyboard	81	Keyboard	BR	PE	G 27
Blue Ram BSR Controller	81	Interface	BR,BSR	PE	G 27
BR Operating System	81	Operating System	BR	PE	G 27
BR Super Extended BASIC	81	Videocade Language	BRorVS	PE	G 27
C-2 Cassettes	82	Accessory		NI	G 24
C-10 Cassettes	82	Accessory		NI	G 24
Dust Cover I	82	Accessory, Cover	BBorAB	EH	G 9
Dust Cover II	82	Accessory, Cover	BBorAB,OBK	EH	G 9
EDGETAGS	81	Accessory	ARCADE	RS	G 28
Graph Sheet	82	Accessory, Graphics	BB only	IK	G 16
Machine Language Manager	82	Videocade	ARCADE	TBF	G 33
Modem/Printer Interface	81	Interface	BR	PE	G 27
Oak Base Keyboard Enc.	82	Accessory, Enclosure	BBorAB,BR	EH	G 9
Stereo Kaleidoscope	80	Interface SK80	BBorAB	LMS	G 21
Stereo Kaleidoscope	82	Interface SK82	BBorAB	LMS	G 21
The Computer Eye	82	Light Pen	BBorAB,LP	ARD	G 5
VIPER System	81	Add-on Subsystem	BBorAB&XB	AE	G 1
VIPER System Keyboard	82	Keyboard	VS,XB	AE	G 2
VRP8K EPROM Programmer	82	EPROM Programmer Card	VS,XB	AE	G 2
URS232 Interface Board	82	Interface	VS,XB	AE	G 2
USR16K+ Memory Board	82	Memory Card	VS,XB	AE	G 2

Title	YR	Type	Equipment Required	Source	Page
<u>Alternative Engineering (AE) Earl Harrington</u>					
VIPER System	81	Add-on Subsystem	BBorAB&XB	AE	G 1
VIPER System Keyboard	82	Keyboard	VS,XB	AE	G 2
URP8K EPROM Programmer	82	EPROM Programmer Card	VS,XB	AE	G 2
URS232 Interface Board	82	Interface	VS,XB	AE	G 2
USR16K+ Memory Board	82	Memory Card	VS,XB	AE	G 2
<u>Anderson Research and Design (ARD) Craig Anderson</u>					
The Computer Eye	82	Light Pen	BBorAB,LP	ARD	G 5
<u>Dick Belton (DB)</u>					
Ballycheck	82	Checkout Unit	BBorAB	DB	G 7
<u>Ed Horger (EH)</u>					
Oak Base Keyboard Enc.	82	Accessory, Enclosure	BBorAB,BR	EH	G 9
Dust Cover I	82	Accessory, Cover	BBorAB	EH	G 9
Dust Cover II	82	Accessory, Cover	BBorAB,OBK	EH	G 9
<u>Inv Kalen (IK)</u>					
Graph Sheet	82	Accessory, Graphics	BB only	IK	G 16
<u>L &amp; M Software (LMS) Bill Loos</u>					
Stereo Kaleidoscope	80	Interface SK80	BBorAB	LMS	G 21
Stereo Kaleidoscope	82	Interface SK82	BBorAB	LMS	G 21
<u>New Image (NI) Don Gladden</u>					
ARCADIAN T-Shirts	82	T-Shirts		NI	G 24
ASTRO-NUT T-Shirts	82	T-Shirts		NI	G 24
C-2 Cassettes	82	Accessory		NI	G 24
C-10 Cassettes	82	Accessory		NI	G 24
<u>Perkins Engineering (PE) John and Clyde Perkins</u>					
Blue Ram	81	Add-On +Memory	BBorABorXB	PE	G 26
Blue Ram Keyboard	81	Keyboard	BR	PE	G 27
Blue Ram BSR Controller	81	Interface	BR,BSR	PE	G 27
BR Operating System	81	Operating System	BR	PE	G 27
BR Super Extended BASIC	81	Videocade Language	BRorVS	PE	G 27
Modem/Printer Interface	81	Interface	BR	PE	G 27
<u>Roger Saunders (RS)</u>					
EDGETAGS	81	Accessory	ARCADE	RS	G 28
<u>The Bit Fiddler (TBF) Andy Guevera</u>					
Machine Language Manager	82	Videocade	ARCADE	TBF	G 33

Title	YR	Type	Equipment Required	Source	Page
<u>Accessories</u>					
C-2 Cassettes	82	Accessory		NI	G 24
C-10 Cassettes	82	Accessory		NI	G 24
Dust Cover I	82	Accessory, Cover	BBorAB	EH	G 9
Dust Cover II	82	Accessory, Cover	BBorAB,OBK	EH	G 9
EDGETAGS	81	Accessory	ARCADE	RS	G 28
Graph Sheet	82	Accessory, Graphics	BB only	IK	G 16
Oak Base Keyboard Enc.	82	Accessory, Enclosure	BBorAB,BR	EH	G 9
<u>ADD-On</u>					
Blue Ram	81	Add-On +Memory	BBorABorXB	PE	G 26
VIPER System	81	Add-on Subsystem	BBorAB&XB	AE	G 1
<u>Interface</u>					
Blue Ram BSR Controller	81	Interface	BR,BSR	PE	G 27
Modem/Printer Interface	81	Interface	BR	PE	G 27
Stereo Kaleidoscope	80	Interface SK80	BBorAB	LMS	G 21
Stereo Kaleidoscope	82	Interface SK82	BBorAB	LMS	G 21
VRS232 Interface Board	82	Interface	VS,XB	AE	G 2
<u>Keyboard</u>					
Blue Ram Keyboard	81	Keyboard	BR	PE	G 27
VIPER System Keyboard	82	Keyboard	VS,XB	AE	G 2
<u>Light Pen</u>					
The Computer Eye	82	Light Pen	BBorAB,LP	ARD	G 5
<u>Miscellaneous</u>					
Ballycheck	82	Checkout Unit	BBorAB	DB	G 7
VRP8K EPROM Programmer	82	EPROM Programmer Card	VS,XB	AE	G 2
VSR16K+ Memory Board	82	Memory Card	VS,XB	AE	G 2
BR Operating System	81	Operating System	BR	PE	G 27
BR Super Extended BASIC	81	Videocode Language	BRorVS	PE	G 27
Machine Language Manager	82	Videocode	ARCADE	TBF	G 33
<u>T-Shirts</u>					
ARCADIAN T-Shirts	82	T-Shirts		NI	G 24
ASTRO-NUT T-Shirts	82	T-Shirts		NI	G 24

# WELCOME TO THE WORLD OF ARCADE PROGRAMMING!

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

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

### WE PROVIDE:

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

**HARDWARE** - Subscribers have devised methods of adding printers or keyboards which we document. We provide you with early news of factory releases.

**EXPANSIONS** - We are directly involved in working with companies that are now producing memory additions at the 4K and 16K level. These additions include extra features to enhance their use.

**PROGRAMS** - We have published over 120 major programs in the first 36 issues: GAMES such as Bots, Othello, Bowling, Golf, Checkers; TECHNICAL such as Memory Dumps, Hex/Binary/Decimal Conversions, Decimal Math, Machine Code; FUN such as Color Chart, 3 Tone Music, Graphics Assembler. Plenty more.

**SUBSCRIPTION** is \$12.50 for the current volume of the ARCADIAN, which starts each November. The sheet folds into a convenient self-mailer. Include your Check or Money Order and pertinent data. All issues are mailed First Class. Published 11 times a year, each issue contains at least three programs of various types.

**BACK ISSUES** also available. (Valuable for their educational material):

- Vol. 1 (Nov. '78 to Oct. '79) \$10.00
- Vol. 2 (Nov. '79 to Oct. '80) \$10.00
- Vol. 3 (Nov. '80 to Oct. '81) \$12.50
- Current Volume \$12.50

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We have received a goodly number of appreciative notes, but this one really makes the job worthwhile:

Before I close, please accept my congratulations--and my son's appreciation--for your wonderful publication. It has opened a whole new world for \_\_\_\_\_, who has never had a hobby before now



All ARCADIAN programs are available as source listings in back issues of the ARCADIAN Newsletter.

Vol. I (92 pages)	\$ 10.00	Subscriptions run from
Vol. II (106 pages)	\$ 10.00	November to October.
Vol. III (130 pages)	\$ 12.50	
Vol. IV Subscription	\$ 12.50	

Some of the ARCADIAN programs are available on cassette tape. These tapes are available in the new 2000 baud ASTRO BASIC only.

The BEST OF ARCADIAN PROGRAMS 1979	Available during 1982
The BEST OF ARCADIAN PROGRAMS 1980	\$ 20.00 Available now.
The BEST OF ARCADIAN PROGRAMS 1981	Available during 1982
The BEST OF ARCADIAN PROGRAMS 1982	Available in 1983

The release dates will be announced in the ARCADIAN Newsletter.

All the programs in the ARCADIAN prior to January 1982 are in the old BALLY BASIC, since February 1982 programs can be in the old BALLY BASIC or the new ASTROVISION BASIC. It will be noted in which BASIC the program is written. The changes required to change from old BALLY BASIC to new ASTROVISION BASIC are minimal and are covered in the ARCADIAN 4-55.

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Simon	79 Game, Logic	1P BB,1H
by:B. Bilbrey J. Borrello ARC 1-35,45,77	The computer shows you a random sequence of colors which you have to repeat using the handles. 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.	

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Clock	79 Time	BB
by:J. Cousins ARC 1-36	This program produces a digital clock on the screen.	

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Hex to Decimal	79 Utility	BB
by:E. Sams ARC 1-36	This program converts hex numbers to decimal numbers.	

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Reverse	79 Game, Logic	1P BB,1H
by:B. Bilbrey M. Toth ARC 1-38,46	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.	

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Screen Operation	79 Tutorial	BB
by: J. Perkins ARC 1-40	Tutorial explaining some of the basic's of screen operation.	

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IF,AND,OR Explanation	79 Tutorial	BB
by:J. Taillefer ARC 1-41	IF, AND, OR statement explained.	

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| Data Storage<br>by: B. Weber<br>ARC 1-41 | 79 Tutorial<br>This tutorial explains how to save a program, registers, and the strings. | BB |
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| Checkers I<br>by: J. Collins<br>ARC 1-42 | 79 Game, Board<br>This program has been replaced by Checkers II in ARCADIAN 2-12. | 1P BB |
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| Memory Contents-Binary<br>by: M. Manowski<br>ARC 1-43 | 79 Utility<br>This program yields the decimal number plus the 16 bit binary output for a selected memory location. | BB |
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| Random Art<br>by: E. Sams<br>ARC 1-44,49 | 79 Graphics<br>This program produces a moving box graphical presentation. | BB |
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| Memory Contents-Hex<br>by: G. Moser<br>ARC 1-44 | 79 Utility<br>This program yields the hexadecimal number for a selected memory location. | BB |
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| Hangman<br>by: E. Sams<br>ARC 1-48,70 | 79 Game, Word<br>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 multi usage of letters. | 2P BB, 1H |
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| Char. Size & Print Loc.<br>by: S. Walters<br>D. Ibach<br>ARC 1-50 | 79 Tutorial<br>Explanation of character size in pixels and also the print location resulting from use of the CX and CY commands. | BB |
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| IF Statements<br>by: S. Walters<br>D. Ibach<br>ARC 1-52 | 79 Tutorial<br>More information on the IF Statement. | BB |
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| IF Statements<br>by: J. Taillefer<br>ARC 1-53 | 79 Tutorial<br>IF Statements using greater than or less than. | BB |
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|---|--|-----------|
| Slot Machine I<br>by: E. Sams<br>ARC 1-59,69,77 | 79 Game, Casino<br>Casino Slot Machine game that keeps track of the bet, number of wins, and the amount of money you have. | 1P BB, 1H |
|---|--|-----------|
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Beginning Programming by;B. Fabris	79 Tutorial	BB
ARC 1-56	Some material for the beginner in programming and computer usage.	
Amazed in Space by:???????	79 Game	1P BB,1H
ARC 1-60	The object of this game is to move 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.	
Music Synthesizer by:C. Thomka	Part I 79 Tutorial	BB
ARC 1-62	In depth look at the music synthesizer.	
Sound Graph by:C. Thomka	79 Sound	BB,1H
ARC 1-65	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 here what the result sounds like.	
Touch Tone Simulate by:C. Thomka	79 Sound	BB
ARC 1-65	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.	
Memory Display by:C. Thomka	79 Utility	BB
ARC 1-67	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.	
Square Root by:D. Stocker	79 Math	BB
ARC 1-67	Calculates the square root of numbers up to 32,767 to the nearest whole number.	
Distance Between 2 Points by:D. Stocker	79 Math	BB
ARC 1-67	This program calculates the distance (nearest whole number) between two points when given the 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 continued.	

Subroutines by:B. Fabris	79 Tutorial Subroutines explained.	BB
ARC 1-72		
Blackbox by:B. Reany	79, Game logic A Blackbox 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.	1P BB
ARC 1-74,77		
BALLY BASIC Text Area by:D. Ibach	79 Tutorial Explains how to store data in the text area, write self modifying code and store machine code in the text.	BB
ARC 1-78		
Spacewar I by:D. Ibach	79 Game, Space Two player game in which you try to shoot the other player, however only when each of you fire can you be seen.	2P BB,2H
ARC 1-79,2-4		
PX Function by:S. Walters	79 Tutorial Using the PX Function.	BB
ARC 1-81		
BALLY BASIC Translations by:S. Walpole	79 Tutorial Translating other BASIC's to BALLY BASIC.	BB
ARC 1-82		
Memory Addressing by:????	79 Tutorial Use of the 4K of RAM by the BALLY Software.	BB
ARC 1-87		
Microtrek by:B. Andrus	79 Game, Space 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 status reports. Quite challenging for the BALLY.	1P BB
ARC 1-89,2-4		
Resequencing by:R. Schweitzer	79 Utility This is a utility program which will renumber you BALLY BASIC and record the renumbered program on tape. This is a great program to use in making your programs appear professional looking. It can result in saved memory space.	BB only
ARC 1-91,2-11		
Saucer Battle by:J. Hurst	79 Game, Space 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,	1-2P BB,1-2H
ARC 2-1,39		

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 special bets, but keeps track of come line bets.
ARC 2-6			
Checkers II by:J. Collins	79 Game, Board	1P BB	Computer plays checkers with you on screen board. You should be able to beat the computer at end play but watch out if you make a mistake. 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 routines.
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. Sandlin	80 Graphics	BB	Graphically produced large letters of two text lines.
ARC 2-20			

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- Slot Machine II                           79 Game,Casino                   1-2P BB,2H  
by:Mueller                           Slot machine game having an interesting reel rotation  
routine.
- ARC 2-21
- 
- Monthly Loan Program                   80 Business                           BB  
by:G. Hallquist                   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                                   80 Game,Space                       1P BB,1H  
by:R. Swearingen                   Lock on the target using the handle, then use the trigger to  
fire your laser.
- ARC 2-23
- 
- Bagels                                   79 Game,Logic                       1P BB  
by:C. Morimoto                   This Bagels game gives you a random 3 digit non-duplicating  
number. You must use logic and the clues given after each  
guess to find the number. A running average is computed from  
the number of guesses divided by the number of games won.
- ARC 2-25
- 
- Memory Tutorial I                       79 Tutorial                           BB  
by:B. Fabris                       Tutorial on computer memory.
- ARC 2-29
- 
- Spacewar II                             80 Game,Space                       1P BB  
by:D. Clark                       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                               80 Game,Economic                   1P BB  
by:R. Houser                       Economic game in which you are the King. You must make  
decisions on running your kingdom economically for ten  
years. You must feed your people, buy and sell land, plant  
crops and after 10 years you will be scored on your rule.
- ARC 2-32
- 
- Bingo                                   80 Game,Board                       1P BB,1H  
by:E. Sams                       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 trigger to register your choice. If you get  
five in a row before the computer does, you win.
- ARC 2-33
- 
- Connect Four I                         80 Game,Logic                       2P BB,2H  
by:L. Camnitz                   Try to get four of your pieces in a line vertically,  
horizontally, or diagonally before your opponent.
- ARC 2-35
- 
- Memory Tutorial II                     80 Tutorial                           BB  
by:B. Fabris                       Part 2 of tutorial on computer memory.
- ARC 2-38
-

ARCADIAN Sampler by:C. Anderson	80 Graphics Letter Routine that gives you lower case letters in two versions.	BB
ARC 2-39		
0-Jello by:C. Perkins	80 Game,Logic This is a Tiny Basic version of "Othello" (Reversi) in which you play against the computer. Have fun trying to beat the computer.	1P BB,1H
ARC 2-41		
2000 AD by:E. Larkin	80 Game,Space 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.	1P BB,1H
ARC 2-42		
Biorhythm II by:D. Walter	80 Personal 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 your physical index, intellectual index, and emotional index, and a graph will show the next 25 days.	BB
ARC 2-44,53		
BIBLE Quiz by:B. Hensel	80 Educational A teching program for multiple choice questions, in this case a BIBLE Quiz.	2P BB
ARC 2-48		
Black Hole by:R. Picardi	80 Game,Space 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.	1P BB,1H
ARC 2-50,65		
Slot Machine III by:???????	80 Game 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.	2P BB,2H
ARC 2-52,65		
Mastermind by:C. Burkemper	80 Game,Logic Tiny BASIC version of the popular logic game.	1P BB
ARC 2-53		
Memory Tutorial III by:B. Fabris	80 Tutorial Part 3 of the tutorial on computer memory.	BB
ARC 2-54		

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Subsearch by:R. Picardi 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 to long the submarine will sink you. Ron wrote New Subsearch in ARC 3-102.	1P BB
Morse Code by:R. Picardi & B. Weber ARC 2-88,81	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 number systems into the other three systems. Decimal, Hexidecimal, Octal, and Binary.	BB
BOTS by:R. McCoy ARC 2-91	80 Game, Chase 9x19 grid is presented on the CRT, then 15 walls are placed randomly. then 15 BOTS and then you. After you make a move with the handle, the BOTS advance 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 on 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 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. Fidler 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	80 Graphics	BB	Gives you a talking skull to use at Halloween. It makes random snide remarks to kids trick or treating.
ARC 2-104			
Multi-processing by:R. Tietjens	80 Tutorial	BB	Definition of a multi-processing system using two processors. In this case the BALLY and a TRS-80.
ARC 3-4			
File Search by:B. Fabris	80 Tutorial	BB	Tutorial on using a File Search Routine for file management.
ARC 3-6			
Speed O 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	1-4P BB,1-4H	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. Bilbrey	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 on 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 & Calendar by:K. Gregg	80 Time	BB	Input the date, and the program will tell you what the day of the week it was and print a calendar.
ARC 3-22			

Taping Memory by:D. Ibach ARC 3-24	80 Tutorial Tutorial on loading your program on tape to accomplish three things: Program doesn't list on screen during loading, contents of string variables can be included, and you can save memory space.	BB
Horserace by:P. Slezak ARC 3-26	80 Game, Sport Bet on your favorite horse and see if you can win a bundle at the track.	1-4P BB,1-4H
Surf Sounds and Crickets by:B. Ellerson ARC 3-33	81 Sound Surf and Cricket sounds are produced by this program.	BB
Circle Plotter by:B. Ellerson ARC 3-33	81 Graphics Input X and Y position plus the radius and program draws a circle.	BB
Grandfather Clock by:B. Ellerson ARC 3-34,51	81 Time, Graphics Graphically displays a Grandfather Clock which keeps time and sounds out the hours.	BB
Color Chart by:J. Winn ARC 3-35	81 Graphics Using this utility program you can select colors to use in your program and read the BC and FC numbers which produce the colors.	BB
More BLUE RAM BASIC by:B. Fabris ARC 3-36	81 Tutorial More on use of the BLUE RAM and BASIC.	BB,BR
Alchemisymmetrical by:B. Ellerson ARC 3-39,63	81 Graphics Graphic art display.	BB
Programming Techniques I by:B. Wiseman ARC 3-43	81 Tutorial Tutorial on programming "tricks" How to keep it small. How to make it run faster.	BB
Golf by:B. Hensel ARC 3-46,51	81 Game, Sport 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.	1-4P BB,1-4H

Musical Staff by: B. Wiseman ARC 3-48,51	81 Music Write music on a staff in the Key of C and then listen to it.	BB
Short Program Selection by: D. Heinerman ARC 3-49	81 Graphics, Math Four short programs--3D Corner, Denominator, Electronic Blanked, and Boxes. Three graphic display programs and one math program.	BB
Digital Couch by: B. Weber ARC 3-51	81 Game, Personal Computer becomes psychiatrist giving answers to your responses to an ink blot test.	1P BB
Tower of Hanoi by: B. Wiseman ARC 3-54	81 Game, Puzzle Rebuild the Tower of Hanoi in a new location using the hand control to pick the block you want to move.	1P BB,1H
Programming Techniques II by: B. Wiseman ARC 3-55	81 Tutorial Tutorial on programming tricks of the trade.	BB
BALLY 500 by: B. Hensel ARC 3-57	81 Game, Hunt 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.	1P BB
Defuse by: D. Heinerman ARC 3-58	81 Game, Hunt You must locate the bomb hidden in a huge government experimental building of one million rooms. Using hot-cold clues find the bomb before it blows up in 200 seconds.	1P BB
Memory Doodle by: M. Peace ARC 3-67	81 Graphics Produces graphic doodles on the screen.	BB
Twixt by: J. Pipek ARC 3-67	81 Game, Board Play against the computer and try to generate a line from one side of the playing board to the other before the computer can.	1P BB,1H
Motherboard Modifications by: B. Ellerson ARC 3-72	81 Project 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.	BB

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- Sub Hunter 81 Game, War 1P BB,1H  
 by:B. Wiseman You command a destroyer in an attempt to locate and destroy the enemy submarine fleet before they torpedo and sink you.  
 ARC 3-75
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- Strategic Air Commands 81 Game, War 1P BB,1H  
 by:B. Weber 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.  
 ARC 3-76
- 
- Circles 81 Graphics BB  
 by:R. Picardi Produces pop art on the screen.  
 ARC 3-77
- 
- Hex Poker 81 Utility BB  
 by:A. Rathmell Short hex poker routine that swaps pairs in the hex code, converts them to decimal, and pokes them into memory slots.  
 ARC 3-78
- 
- Pre-Tutorial Pixels 81 Tutorial BB  
 by:B. Fabris Explains pixels, bits, and bytes.  
 ARC 3-82
- 
- Creating Special Graphics 81 Tutorial BB  
 by:R. Tietjens Tutorial on creating special graphic characters using the Graphic Character Maker Program below.  
 ARC 3-84
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- Graphic Character Maker 81 Graphics Utility BB  
 by:R. Tietjens This program in combination with the Tutorial "Creating Special Graphics" will allow you to make your own special characters and then move them around the screen.  
 ARC 3-86
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- Nim 81 Game, Logic 1-2P BB,1-2H  
 by:R. Heilferding Fifteen boxes are displayed. You decide who moves first. The players then alternate in removing one, two, or three boxes. The player having to take the last box is the loser.  
 ARC 3-91
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- Spinning Wheel 81 Game, Casino ?P BB, ?H  
 by:T. Dwczarek Combination program consisting of the old "Wheel of Fortune" gambling game and advertising messages which the author used at fun raising faires.
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- Pool 81 Game, Sport 1P BB,1H  
 by:B. Hensel Computer version of 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.  
 ARC 3-94
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Keno II 2.0 by:M. Keller ARC 3-116	81 Game, Board You pick from one to fifteen numbers on the displayed Keno card. The computer draws 20 random numbers and calculates the winning payoffs.	1-2P BB
Match by:E. Groebe ARC 3-123	81 Game, Board The object of this board game is for either player to pick two matched cards. Based on the card game concentration.	1P BB, 1H
Rebound \$100 by:D. Martin ARC 3-124	81 Game, Skill 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.	1P BB, 1H
Gobblers by:B. Wiseman ARC 3-125	81 Game, Skill Two player game, played on a 10x5 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.	2P BB, 2H
Boo by:S. Walters ARC 3-126, 4-3	81 Graphics Halloween graphics programs that uses the direct mode of loading which is discussed in ARC 4-3.	BB
New Graphic Char. Maker by:B. Weber ARC 3-128	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 the flashing cursor on the grid and pull the trigger when you want to make a dot.	BB, 1H
ASTROVISION Editor by:B. Fabris ARC 4-1	81 Tutorial Tutorial on use of the new ASTROVISION BASIC Editor feature. Sure helps in correcting long statement lines.	AB
Tape Loading Method by:S. Walters ARC 4-3, 3-126	81 Tutorial Tutorial on loading the Boo Program ARC 3-126 or others by using the direct mode. See also 3-126.	BB
Nuclear Math by:D. Gladden ARC 4-4	81 Educational, Game A arithmetic training game that asks the operator to perform math problems. Correct answers will cool the reactor thermometer while incorrect answers will drive the temperature up to a calamity.	1P, BB
402 \$100 by:R. Blommaert ARC 4-5	81 Graphics Graphics art program. If you dig into the program you can figure out how the author does it.	BB





D&D Speedway by:M. DeLaura	82 Game, Skill	1P BB,1H	A speedway race in which you steer the car around race tracks of various difficulties.
ARC 4-30			
Graphic Program by:K. Springsteen	82 Graphics	BB	An interesting graphics program.
ARC 4-31			
Machine Language Monitor by:Tom Wood	82 Review	BB,MLM	A second review of the Machine Language Monitor Cartridge by The Bit Fiddlers.
ARC 4-34			
The CUBE \$100 by:B. Weber	82 Game, Logic	1P BB,KP	This program shows the Rubick CUBE unwrapped, with the front to the left. Key in your intructions and try to solve the CUBE.
ARC 4-36			
Pro Bowl by:M. Delaura	82 Game, Sport	2P BB,1H,KP	This football game includes fumbles, touchdowns, field goals, safeties, etc., and a two minute warning. Offense uses handle defense uses keypad.
ARC 4-38			
Alien by:G. Green	82 Game, Space	1P BB,1H	Shoot the alien when he crosses the screen and see how many points you can score in 100 seconds.
ARC 4-40			
Crypt-0-Grams by:K. Springsteen	82 Game, Logic	2P BB	The first player enters a word or phrase and the computer mixes the word up and its up to the second player to decode it in the fewest moves.
ARC 4-42,55			
Cartridge Conversion by:D Ibach	82 Tutorial	BB,AB	Tutorial on how to load a program into the ARCADE unit using either the AB or BB cartridge, then swapping to the other type. This will allow old BALLY BASIC tapes to be changed to new ASTROVISION BASIC format when possible.
ARC 4-46,59			
Budget Worksheet by:R Lauffer	82 Business	BB,AB?, KP	Provides a way to create, edit, and save budget data from month to month. 29 account items are provided which are grouped into 7 account categories.
ARC 4-48			
Fudd by:B Wiseman	82 Game, Skill	1P BB only,1H	One player uses the hand controller to manipulate cross-hairs over the moving targets, a batch of bunnies. The knob controls speed and the trigger does the deed. But rabbits multiply....
ARC 4-51			

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Jekyl & Hyde by:Springsteen	82 Game, Maze	2P AB,2H
ARC 4-52,55	Two player game using the hand controllers to move two figures around the lab maze. The goal is the secret formula at the maze center. Reach the secret formula first, then catch the other player before he gets the secret formula.	

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AB-BB Differences by:B Fabris	82 Tutorial	BB,AB
ARC 4-55	Explains the differences between the old BALLY BASIC and the new ASTROVISION BASIC. Covers \$, :RETURN, Sound port conversions, new memory locations and new string system.	

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Tape Duplication Circuit by:Perkins Engr.	82 Project	BBorAB
ARC 4-56	Circuit which can be used to duplicate tapes from one tape machine to another.	

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Star Siege by:T McConnell	82 Game, Skill	1P BBorAB,1H
ARC 4-58	A Space Invaders type game, where your lazer cannon is moved by the knob, and the trigger fires the beam. The mother ship has 6 alien craft that drop bombs, plus a few of its own. Shield protect you until they are deplrted.	

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Cartridge Swapping by:D Ibach	82 Tutorial	BB,AB
ARC 4-59	Some additional comments on the cartridge conversion tutorial in ARC 4-46.	

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Top 5 Today by:S Walters	82 Tutorial	BB,AB,USorBR
ARC 4-60	Tutorial and program used to keep track of the top 5 scores made for a day, like used in the ARCADES. This program in most case would require additional memory. Both BALLY BASIC and ASTROVISION BASIC versions supplied.	

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Color Monitor Circuit by:B Fabris	82 Project	BB,AB
ARC 4-62	Project tells how to hook up a Color Monitor to the ARCADE unit to provide better resolution.	

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Unlike most home video games the Bally/Astrovision Professional Arcade is a highly sophisticated graphics-based computer system. With the addition of extra memory and a keyboard you can complete the transformation of your Bally into one of the most powerful and exciting home computers on the market today.

## More than a 16K add on!

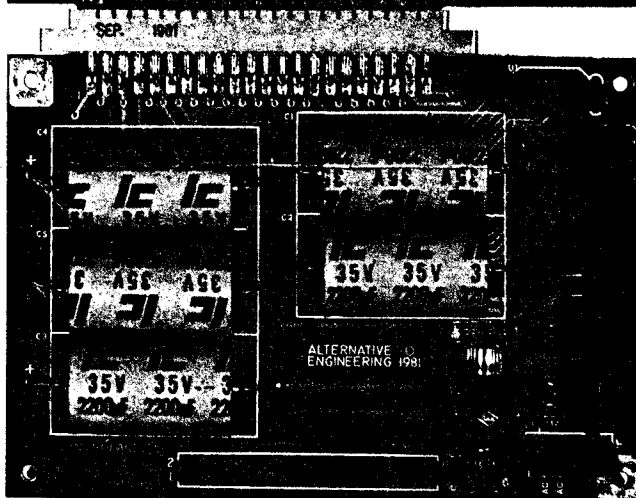
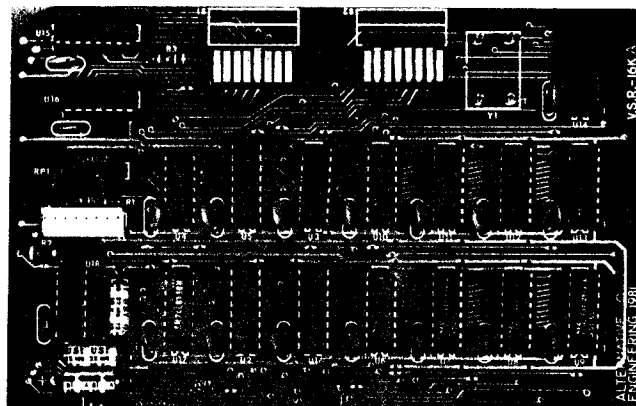
The VIPER 1 is the first in a series of custom manufactured quality products made exclusively for the Bally. This is a 16K\* memory system that includes all these outstanding features and is even expandable:

- 16K\* Dynamic RAM Board (200 ns. access time)
- Remote 8K/24K memory select switch
- Remote Auto Write/Programmable Write Enable switch
- 2-8 position switch paks; No. 1 is used for bank selectable addressing, No. 2 is used for bus controls and selecting either the internal or external clock. (external clock not included)
- VIPER keyboard serial interface
- VIPER to Bally bus interface board with cable
- ±5, ±12 volt, fused power supply
- Front panel D.C. L.E.D. indicator
- Illuminated one/off switch
- One switched A.C. outlet
- Custom manufactured aluminum cabinet with simulated wood grain sides
- Dimensions 15/4¼/10

## Custom Features

The VIPER 1 has 2 dual position switches on the front panel. The first is labeled 8K/24K. This feature allows you to change the starting address of the 16K RAM board without having to take it out of the cabinet. This convenient feature allows you to copy any cartridges in the cassette slot out to the VIPER RAM. Once they are stored in RAM they can be modified or copied to tape. The second dual position switch is for selecting either the Auto Write or Programmable Write modes. In the programmable mode you can Write Enable or Write Protect the entire 16K of memory. When using Write Enable the RAM acts like ROM—it can be read from but not written into.

The Auto Write function is a combination of Write Enable and Write Protect. Auto Write allows you to use 8K as ROM and 8K as RAM. An example of this is using the extended basic from tape. The first 8K stores the language and must be Write Protected, the other 8K is used to write your programs and must be Write Enabled.



The VIPER SYSTEM 1 power interface card and 16K\* RAM board.

The power interface board includes a serial interface for the VIPER keyboard, and also provides the power to the keyboard.

## New 8K Extended Basic

Included on tape with every VIPER1 is the new 8K, high speed, 4-color, extended graphics basic. This 8K basic (written by the wizard himself!) is packed with special graphics routines and much more!

Here is a brief description of some new commands and variables:

- SAVE: copies the screen image to memory
- SHOW: returns the image to the screen
- CIRCLE: draws a circle, any size, anywhere
- EDIT: enables editing of data within a line no.
- TRACE: lists each program line on the screen and then executes it.
- Separate character and graphics windows
- Faster program execution
- 2 character fonts [3 x 5] or [5 x 7]
- VIPER keyboard driver
- Auto memory search. (automatically

sets up extended basic to run with one or more RAM boards)

Extended basic brings new life to your system and showcases many of the extraordinary graphics features that have made the Bally so famous. Included with it is a video instruction program plus user documentation. (To load extended basic from tape you must already have either Bally basic with interface or the new Astrovision basic.)

\*Extended basic is also available in a cartridge with built in 2000 baud cassette interface

\*Optional

## Quality and Performance

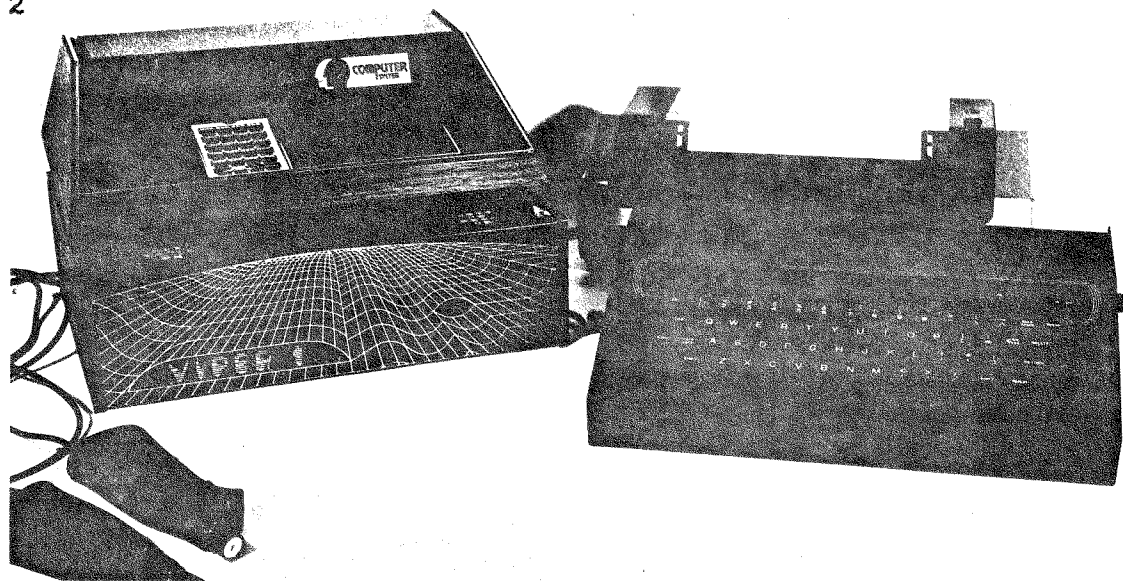
Because quality and performance are No. 1 at Alternative Engineering, every VIPER product is pretested (burnt in) and quality inspected before being shipped. The printed circuit boards are of the highest quality and are all made with these outstanding features:

- Fully socketed
- Gold plated fingers
- Masked on both sides
- Silk screened

**VIPER**

**Video Image Processing Equipment Research**

VIPER is an Alternative Engineering Trademark



## —VIPER SYSTEM KEYBOARD—

The VIPER KEYBOARD is the perfect complement to your VIPER SYSTEM. It features a 62-key, typewriter style, alpha-numeric layout, for fast, efficient data entry. Designed to be software and hardware compatible with all the VIPER SYSTEMS, 1, 5, and 10, it will continue to meet your needs as your system grows.

The keyboard circuitry generates a total of 512 unique codes. These include the full upper and lower case ASCII characters, a 128 code alternate character set, and 256 user defined functions. All 26 ASCII "control" characters, A through Z, are further defined by EXTENDED BASIC as command word tokens. This speeds data entry and saves valuable memory space. Also provided on board, is audio feedback, for positive data entry verification. In addition to the VIPER SERIAL INTERFACE circuitry, a parallel output port is included for further flexibility

The lightweight, yet rugged aluminum housing, is designed to match the other VIPER products, both in styling and long term durability. It features two front panel indicators for READY STATUS and ALTERNATE CHARACTER SET. The keyboard assembly is cushion mounted for a smooth, quiet touch. Transmission of the 9-bit character, to your VIPER SYSTEM, is through a 10 ft., coiled cable, for comfortable, remote operation. An extension cable is also available.

With the VIPER KEYBOARD and your VIPER SYSTEM, you'll have a powerful, full-sized computer at your fingertips. And, it is ready to expand to meet your growing needs.

## —ADDITIONAL EXPANSION—

VIPER OPTIONAL EQUIPMENT allows you to customize your system to best suit your applications. A whole series of hardware and software accessories, include the following:

### —VIPER MULTI-BUS ADAPTOR

The MUTI-BUS ADAPTOR will allow more than one circuit card to be used simultaneously in your SYSTEM 1. It allows expansion to 32K RAM and the addition of more I/O ports for other peripherals!

### —VIPER EPROM PROGRAMMER CARD

The EPROM PROGRAMMER will allow you to put your favorite software into 2K or 4K EPROMS. Power up ready to run!

### —VIPER RS-232 INTERFACE CARD

The RS-232 INTERFACE will allow the use of printers, terminals, modems and other RS-232 compatible equipment.

### —VIPER 16K RAM CARD

Fast 200 ns dynamic ram, switch selectable bank addressing, and programmable write protect: expansion in 16K increments for real flexibility!

### —HEADWARE™ ROM CARTRIDGES

A series of languages, including EXTENDED BASIC 5.0, utilities, such as the VIPER FILE SERVICE, and games in non-volatile, read only memory cartridges.

### —HEADWARE™ SOFTWARE

Cassette tapes with both the original 300 baud and new 2000 baud versions for use under either Bally Basic or Astrovision Basic.

### —VIPER KEYBOARD EXTENSION CABLE

## —SPECIFICATIONS—

### ENVIRONMENTAL:

AMBIENT TEMPERATURE

40°F to 110°F

RELATIVE HUMIDITY

20% to 80%

### ELECTRICAL REQUIREMENTS:

110-117 VAC (25w max.)

3 Prong grounded circuit

### MECHANICAL:

SYSTEM 1 (5 lbs.)

4.25"H x 15"W x 10"D

KEYBOARD (2.5 lbs.)

3"H x 15"W x 9"D

### FUNCTIONAL:

MEMORY CAPACITY (RAM)

16-32K\*

INPUT/OUTPUT

Serial keyboard power interface

Bi-directional RS-232 ports\*

OPERATING SYSTEM CAPACITY (ROM and EPROM)

16-40K\*

ADDITIONAL CAPABILITIES

2K and 4K EPROM programming\*

\*with VIPER OPTIONAL EQUIPMENT

VIPER SYSTEMS
ALTERNATIVE ENGINEERING CORPORATION
P.O. BOX 128 GARDINER, MAINE 04345

PRICE AND AVAILABILITY SCHEDULE
EFFECTIVE 1 JUNE 1982

THANK YOU FOR YOUR INTEREST IN OUR VIPER SYSTEMS. ADDITIONAL INFORMATION CAN BE FOUND IN THE ARCADIAN NEWSLETTER. (RE: BOB FABRIS, 3626 MORRIE DR., SAN JOSE, CA. 95127-9990) INCLUDING REVIEWS, PROGRAMS, TUTORIALS AND NEW PRODUCT ANNOUNCEMENTS. PLEASE REFER TO THIS SCHEDULE FOR CURRENT PRICE AND PRODUCT AVAILABILITY:

Table listing items and prices: 16K VIPER SYSTEM 1 (WITH EXTENDED BASIC ON TAPE) .275.00 5.00 SHPG; VIPER SYSTEM KEYBOARD .175.00 5.00; VIPER OPTIONAL EQUIPMENT: VIPER 16K RAM CARD .150.00 2.00; VIPER KEYBOARD EXTENSION CABLE .10.00 1.00; VIPER 3 SLOT MULTI-BUS ADAPTOR .AVAILABLE SOON; VIPER EPROM PROGRAMMER CARD .AVAILABLE SOON; VIPER RS-232 INTERFACE CARD .AVAILABLE SOON; HEADWARE ROM CARTRIDGES: EXTENDED BASIC 5.0 .AVAILABLE SOON

ON ORDERS RECEIVED BY 1 JUNE 1982:
16K VIPER SYSTEM 1 & VIPER SYSTEM KEYBOARD 425.00 10.00

\*\*\*\*\*

ORDERING INFORMATION

ORDERS PRE-PAID BY MONEY ORDER OR CERTIFIED CHECK WILL BE PROCESSED FIRST. PERSONAL CHECKS MAY DELAY PROCESSING BY UP TO TWO WEEKS. SORRY, NO C.O.D. ORDERS MAY BE ACCEPTED AT THIS TIME. PLEASE ALLOW 4 TO 6 WEEKS FOR DELIVERY.

\*\*\*\*\*
PLEASE USE THIS FORM TO SPEED PROCESSING

- [ ] 16K VIPER SYSTEM 1
[ ] VIPER SYSTEM KEYBOARD
[ ] VIPER 16K RAM CARD
[ ] KEYBOARD EXTENSION CABLE

[ ] ON ORDERS RECEIVED BY 1 JUNE 1982:
16K VIPER SYSTEM 1 & VIPER SYSTEM KEYBOARD

MAINE RESIDENTS PLEASE ADD 5 % SALES TAX
SHIPPING CHARGES
TOTAL INCLUDED

- [ ] I HAVE BALLY BASIC WITH 300 BAUD CASSETTE INTERFACE
[ ] I HAVE NEW BALLY BASIC WITH BUILT IN 2000 BAUD INTERFACE
(ONE OF THE ABOVE IS REQUIRED TO USE EXTENDED BASIC ON TAPE)
[ ] I DO NOT WISH TO ORDER AT THIS TIME, BUT KEEP MY NAME ON YOUR MAILING LIST FOR NEW PRODUCT ANNOUNCEMENTS

# Education

**CRYPTANALYSIS:** An aid to the cracking of substitution ciphers such as those found in the Sunday paper, Games Magazine or your sister's diary. Provides letter frequency, digraph and trigraph counts and guards against duplicate substitutions while displaying both encrypted and deciphered text. Complete with instructions and frequency tables of letters, digraphs, trigraphs and words in 5 languages: English, French, German, Italian and Spanish.

## ITEM E1

Cassette and tables in BALLY BASIC & ASTROBASIC.....\$ 6.00

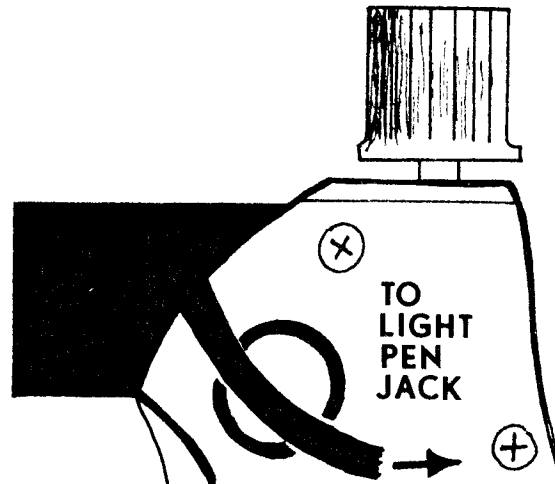
**VIDEO RALLY:** A simulation of a 100 mile TSD (time-speed-distance) road rally based on SCCA (Sports Car Club of America) National Rally Rules and Conventions. Travel the random course applying the Main Road Rule and route-following priorities at each intersection. Screen displays variable determinants with clock, odometer and null readout like an actual rally computer. Scoring and restart at each checkpoint. Complete with 8 page instruction manual.

## ITEM E2

Cassette and manual in BALLY BASIC & ASTROBASIC.....\$ 6.00

# Hardware

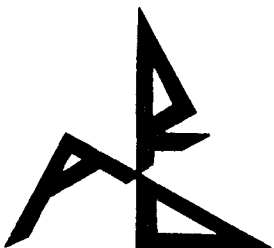
THE  
COMPUTER  
EYE



The A.R.D. "COMPUTER EYE" is a light pen peripheral that mounts on the front slope of the pistol grip hand controller (not included; use your own) turning it into an amazing light gun. The COMPUTER EYE returns its location in screen coordinates (X,Y) through &(15) and &(14) respectively. Move a floating cursor instantly to any screen location for designing quick-action games (target practice, Missile Command, etc.) or select menu items just by aiming and pulling the trigger. Draw fancy graphics quickly and easily (write your name in script!) and store them in memory as vector commands.

## ITEM LP

COMPUTER EYE, demo tape, tutorial and instruction manual.....\$35.00



**anderson  
research  
and design**

2206 West 21st Street  
Minneapolis, MN 55405  
(612) 374-3394

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and design**



# Software '82

For the Bally Computer System \*

## Games

**TIC-TAC-TOLLAH:** The Ayatollah adds a new dimension to tic-tac-toe: cheating! Can you exercise diplomatic restraint as he changes his mind, changes his moves and changes the rules? Animated color graphics.

**THE PAPER CHASE:** TV games should reflect TV reality. Can Mr. Whipple snatch away the rolls of toilet paper before the treacherous woman shopper squeezes him out of business? It makes a better game than it does a commercial.

**MICRO-PAC:** You guessed it...the little yellow guy with the big mouth gobbles dots as the scrubbing bubbles chase him around the maze. Frankly, we don't think this game will ever become very popular.

**CATERPILLAR:** Creepy crawlies, spiders...another video arcade escapee.

**GALACTIC HITCHHIKER:** A space flight to Lyra dodging errant asteroids, black holes and cosmic nasties.

### ITEM G1

All five games on one cassette in ASTROVISION BASIC ONLY.....\$15.00

### ITEM G2

TIC-TAC-TOLLAH, PAPER CHASE and CATERPILLAR in BALLY BASIC ONLY.....\$ 9.00

ITEM G3: G1 and G2 on one cassette...\$18.00

## Utilities

**3 x 5 CHARACTER GENERATOR:** Listing and tutorial only; does not include a cassette tape. A short, simple addition to any program will allow you to display text in both standard 5 x 7 pixel format and the 3 x 5 pixel character set designed by A.R.D. and used in the Z-Grass 32.

The 3 x 5 character set gives you 14 lines of text at 40 characters per line (560 per screen) instead of the standard 11 lines of 26 characters (286 per screen). Mix type styles in games or write game instructions, text and menus on fewer screens. Special text-compacting technique allows you to store and display more than 1800 characters using strange binary magic. Display 560 characters of game instructions in ASTROVISION BASIC using no additional memory whatsoever. A must for game designers.

### ITEM U1

Listing and tutorial only, BALLY BASIC & ASTROBASIC.....\$ 5.00

\*Bally Computer System is a registered trademark of Astrovision Inc.

BALLY ARCADE GAMES

TITLE; TYPE OF PROGRAM; NUMBER OF PLAYERS; DESCRIPTION; SPECIAL FEATURES

CHECKERS: Skill; one player. Has been published in Arcadian; eight levels of decisions; permits double jumps.

INSPECTOR CLUE-50: Puzzle; one player. Someone has been murdered and you are supposed to find out (1) whom the killer is (2) in which room (3) and what time. You can question five suspects, only the killer can lie.

CHESS BOARD: Board; two players. If you move a king two spaces, the computer will check for castling. For en passant, promotion or correction-- enter zero for rank.

BOWLING: Skill; one player. Ten pins are displayed. The ball moves across the screen. When the ball is lined up, you pull the trigger. Requires eye-hand co-ordination.

BALLY'S ALLY: An adventure game; one player. Game can last for days or weeks; can save at any point for restart; can go in nine directions; find the ten treasures and return to house; can only carry four treasures at one time. Each move subtracts a point. A magic word-sound-color will be helpful.

O-HELLO: Board; one player. Similar to Othello. Three ways to play: (1) you vs. opponent (2) you vs. Bally (3) Bally vs. Bally

HANGMAN: Word; one player. You guess the letters of a word; many similar words make the game challenging.

BIORHYTHMS: Educational; one player. In Astrovision basic only, written by Cathy Collins for Science Fair. Leap years are accounted for and plots sine curves for physical, emotional, and intellectual cycle, with day in cycle identified.

The above eight games are available--\$6.00 for one, \$8.00 for two, \$9.00 for three, and \$10.00 for four.

Tape, first-class postage, and instructions are included in the price.

All games are available in Bally Basic or Astrovision Basic (except Biorhythms which is in Astrovision Basic only.) When ordering, please specify whether the tape is to be Bally Basic or Astrovision Basic.

Send check or money-order to:

John A. Collins  
713 Bradford Drive  
Fort Walton Beach, FL 32548

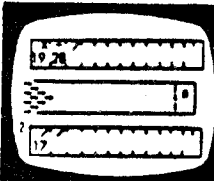
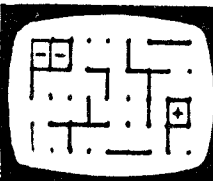
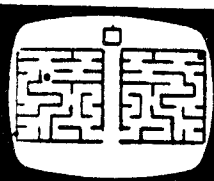

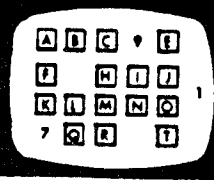
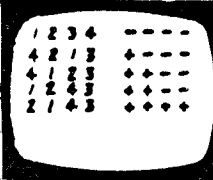
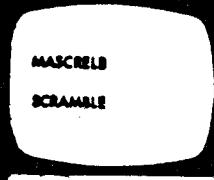
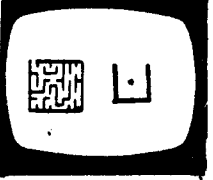
Phone: (904) 862-8195



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**SPECIAL**

ORDER ONE AT FULL PRICE.  
 GET 2nd FOR \$7 (til Sep.1)

TAPE 1	2	<b>EDGE</b>	3	4
<b>BOWL</b>	<b>DOTS</b>		<b>MAZE RACE</b>	<b>SECRET DECODER</b>
		ORDER FROM: <b>EDGE</b> 12046 FLAMBEAU DR. PALOS HTS., IL. 60463		
<b>MATCH</b>	<b>MASTERMIND</b>		<b>SCRAMBLE</b>	<b>LOST IN SPACE</b>
		Quantity discounts.  Send stamped self-addressed envelope.		
<b>SOFTWARE</b>				

PRICE INCL. -2 PROGRAMS PER TAPE (BB & AB)  
 -LISTING  
 \$12.95 -PLASTIC CASE  
 -POSTAGE

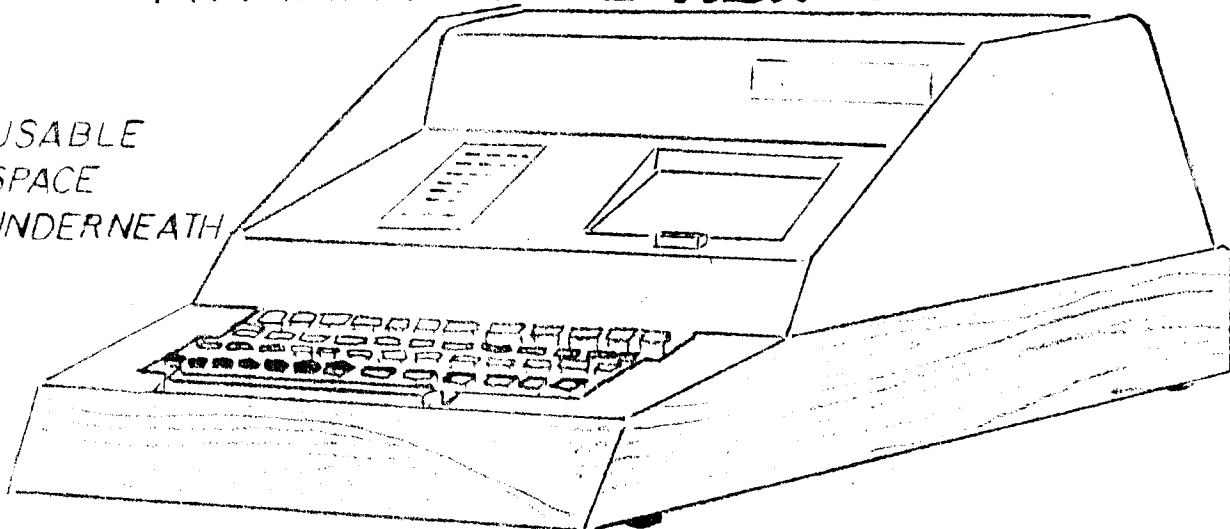
EXCELLENT GAMES+LOTS OF FUN

**EDGE SOFTWARE**

# SUPPORT YOUR Bally ARCADE

AN INNOVATIVE **NEW** DESIGN

USABLE  
SPACE  
UNDERNEATH



**ENHANCE YOUR ARCADE** WITH THE BEAUTY  
OF SOLID OAK.

- OAK BASE WITH CHOICE OF WALNUT STAINED OR WHITE ACRYLIC PAINTED
- KEYBOARD ENCLOSURE FOR BLUE RAM, JAMECO, OR EQUIVALENT
- SUPPORT FOR BLUE RAM ADD ON
- PRICE ONLY \$27.00 PLUS \$3.00 POSTAGE & HANDL.

**KEEP IT CLEAN WITH A FORMFITTED  
DUST COVER**

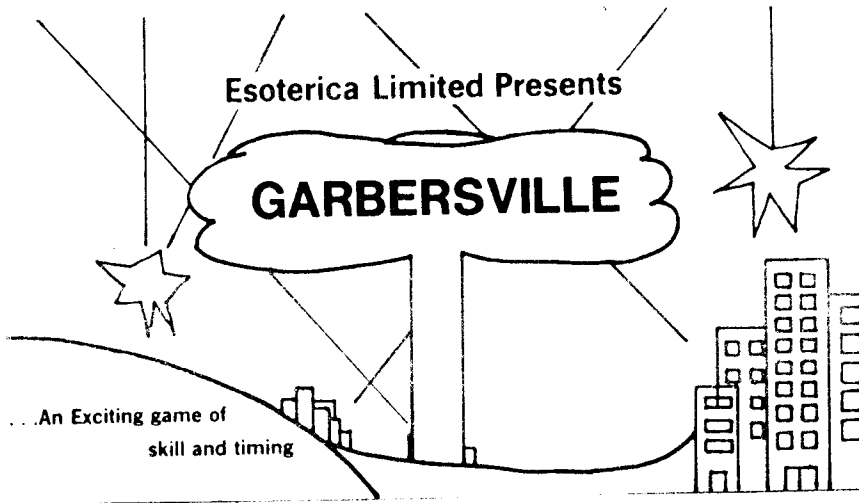
- MADE OF CANVAS-LIKE MATERIAL
- NEUTRAL BEIGE
- DURABLE
- WASHABLE
- FORMFITTED
- ATTRACTIVE

ARCADE COVER \$5.50 PLUS \$0.50 POSTAGE

ARCADE-BASE COVER \$8.50 PLUS \$0.50 POSTAGE

SEND CHECK OR MONEY ORDER TO:

ED HORGER  
1250 DICKENS  
TROY, MICHIGAN 48084



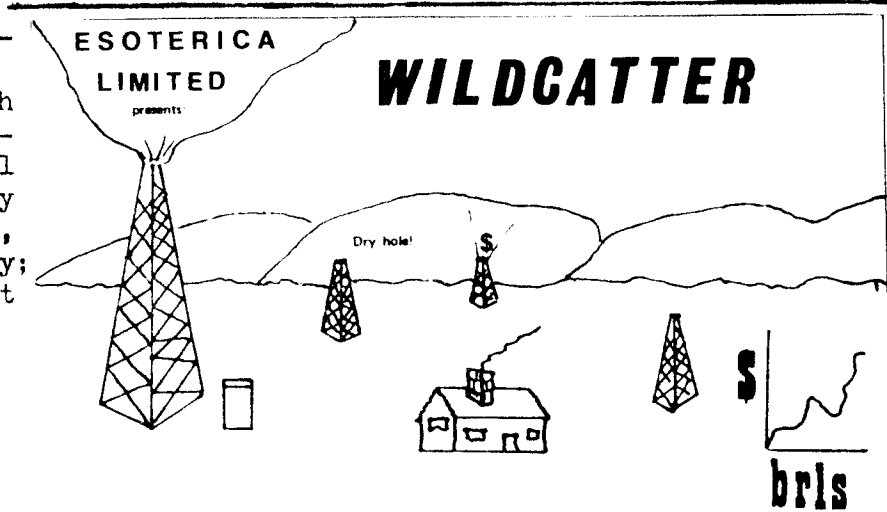
1. GARF is attacking Garbersville! You are the only hope for the defense of its good citizens. Will your missiles intercept his bombs in time to save this strategic outpost?
2. Ten Pins - an exciting game of bowling complete with hook ball, gutter balls, AMF style pinsetter and every spare situation found in real bowling.

The eight program offering listed here represent the finest software yet developed for your Astrovision unit. They are not merely computerizations of existing games, but are original concepts developed over months of work 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 eight. At Esoterica, we are dedicated to quality; quantity may come later-it all depends on your satisfaction.

All Tapes are \$15.95 - - -  
US Funds

.....  
This fine software is designed to be used with your Basic cartridge and tape recorder. From:

**ESOTERICA LTD.**  
Warren, Ohio



1. 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.
2. 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 Kamikaze pilot. Oh yes, you will also need BADCOR (Bomb Analysing Disposable Computerized Robot). Can you diffuse the bomb before it blows you up?

.....  
This fine software is designed to be used with your Basic cartridge and tape recorder. From:

**ESOTERICA LTD.**  
Warren, Ohio

# THE GREAT AMERICAN JIGSAW!

All Esoterica Inc. software available at \$15.95 postage and handling included.



1. 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.

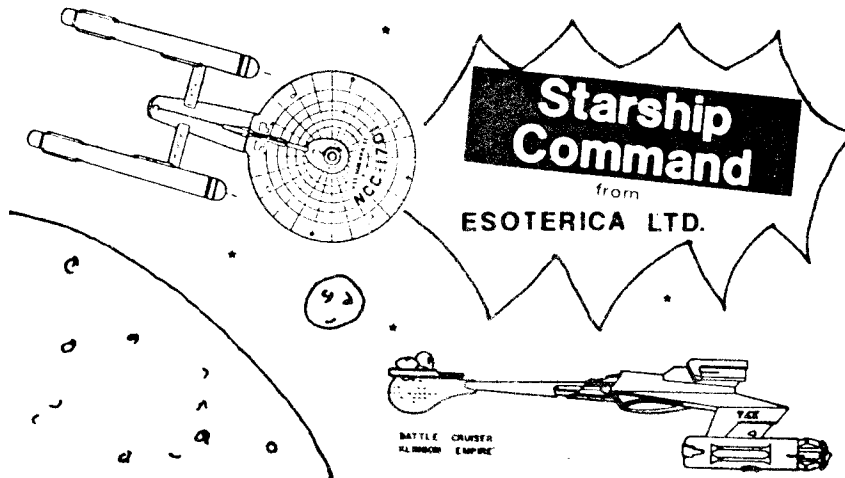
\*\*\*\*\*

our educational games make learning fun

This fine software is designed to be used with your Basic cartridge and tape recorder. From:

Esoterica Limited ©1981

ESOTERICA LTD. Warren, Ohio



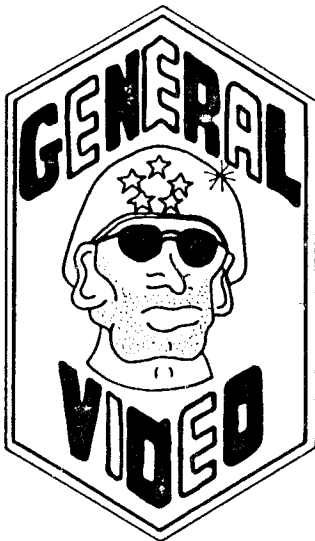
1. You are sitting at the helm of the 400,000 metric ton starship looking through the front viewing screen into deep space. It is a weary ship. You have already destroyed a Klingon outpost and have just done battle with a Class 1 Cruiser. Suddenly a siren sounds "Red Alert". "Klingon Battle Cruiser" flashes across the sensor read out and suddenly the vessel appears on the screen, very small at first, but getting bigger as he approaches. 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 blast fills the screen as its about to hit. You must act quickly! You are not yet in phaser range. What will you do???
2. A game of computer putt-putt for 1 to 4 players. Use the joystick to line up your shot. Hit the ball hard or soft with a "perfect golfers touch". Bank it off the side boards for those tricky shots, but don't hit it too hard or it will end up in the rough. Computer keeps running score for all players including penalty shots. It also prints player up and hole no

\*\*\*\*\*

This fine software is designed to be used with your Basic cartridge and tape recorder. From:

ESOTERICA LTD. Warren, Ohio

Spare Page



FIVE-STAR SOFTWARE FOR THE ASTRO ARCADE

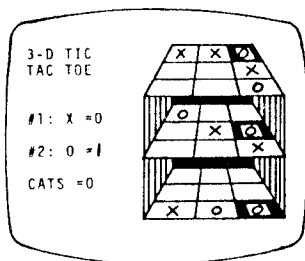
CASSETTE No. 821 includes the 4 programs below with

\*full hand control operation (no keypad entries after program is started)

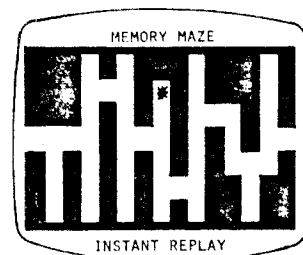
\*full listing, documentation and playing instructions

FOR ASTRO BASIC ONLY. These programs take advantage of the screen image loading and other Astro Basic features to get more action out of the program memory space!

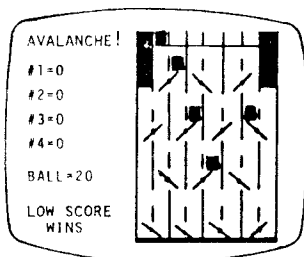
Order for \$10.00 postpaid from General Video  
 c/o Steve Walters  
 556 Langfield  
 Northville, MI 48167



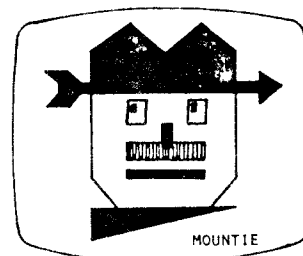
3-D board for greater challenge. Joystick moves on each level, knob changes levels, trigger makes move. Two human players or challenge the computer! Computer checks and displays winning row.



Study the maze, then try to move through it while it is invisible! You can peek but it costs you points. Instant replay shows you where you were trapped, if your points run out before you get through. For 1 to 4 players, with 3 levels of difficulty.



Try to drop a ball in the top without making any balls fall past the levers to the bottom. After a few turns, someone will cause an avalanche! For 1 to 4 players.



Any of five cartoon faces can be displayed, or you can mix their hats, eyes, noses, mouths and necks to make you own crazy faces. Two extra faces supplied, plus instructions on making your own. Young children love to play this.

# Music To Soothe The Savage Arcade

ZOK! POW! PFAAFF! BOOM! Enough already! Give your Arcade a break from its constant violent roving about the galaxy fighting with Cylons, Klingons, Wizards, Dragons and the like! Good grief! Aren't you ashamed of your Arcade's constant warmongering?

Give it some music to soothe it's motherboard. Let it regain some strength before sending it forth to battle again. Your Arcade will exhibit a dimension you never suspected it had. Beautiful, harmonious music will pour out of your TV speaker, sounding at once like an organ, or again like a circus calliope!

## **TAPE 1: BACH'S 15 TWO PART INVENTIONS**

All 15 of them on one tape. One :INPUT;RUN command and they all load and play consecutively when you leave the tape running. Please indicate Bally BASIC or Astro BASIC . \$10.00

## **TAPE 2: 27 ARCADE CHRISTMAS SONGS!**

One :INPUT;RUN command plays through the whole tape. Enjoy 27 of the all time favorite Christmas songs, all in 3 part harmony, some with vibrato. Please indicate Bally BASIC or Astro BASIC ..... \$10.00

## **TAPE 3: BALLY ARCADE RAGTIME — REAL EXCITEMENT!**

Contains 14 of Scott Joplin's favorite ragtime classics. When you hear the rhythm and syncopation you won't believe it's coming from your computer. Indicate Bally or Astro BASIC ..... \$10.00

## **TAPE 4: 3 VOICE SCREEN RAM MUSIC ASSEMBLER!**

Complete with tutorial and documentation on how to program 3 voice music in Bally or Astro BASIC (indicate which). Uses a newly developed technique of storing the notes in screen memory, allowing up to 2400 notes per song! Please indicate Bally BASIC or Astro BASIC ..... \$10.00

## **TAPE 5: SINFONIA TO CANTATA 29 by J.S. BACH**

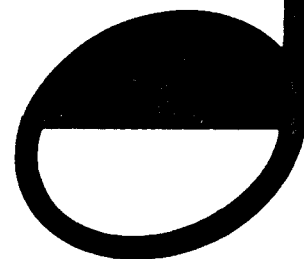
A 4180 byte 3 voice musical performanc that will leave you breathless! Loads 3268 bytes into screen memory and plays for several minutes. Then, a 9 second silence while the last 912 bytes load. Then the Sinfonia finishes in a crescendo. If you have a Blue Ram or Viper tell us. We'll send you the extended memory version which plays continuously to the end. Available in AstroBASIC only ..... \$5.00



**GEORGE MOSES CO.**

P.O. Box 686 • Brighton, MI 48116

ALL SOFTWARE SATISFACTION GUARANTEED





# More Software To Extend Your Arcade's Imagination and Usefulness

- PROGRAM A ANALOG NON-DIGITAL CLOCK**  
A real old fashion clock with a sweep second hand. Keeps accurate time. Indicate Bally Basic or Astro Basic. **FREE** with purchase of program C, D or E
- PROGRAM B ASTRO-ZAP!!!**  
Player-up sirens, fast action graphics, big explosions, bonus bases. Up to 4 players with up to 4 hand controls. Kamikazees! A real blast!!! Indicate Bally Basic or Astro Basic. **FREE** with purchase of program C, D or E
- PROGRAM C TIMECARD CALCULATOR**  
Figures your wages to the penny using the math routines built into the Bally Basic cartridge. Will not work with the new Astro Basic. Just input the times you punched in or out all week and the computer will automatically figure wages and overtime hours at time and a half. Available in Bally Basic only . **\$10.00**  
**BALLY BASIC ONLY**
- PROGRAM D HOME BUDGET KEEPER**  
Keeps track of expenditures on 20 budget categories plus income. Will register a Percentage-of-Income Statement for every expenditure on demand. Very fast graphics with highlighted items and columns. If you retape program after each use it will automatically accumulate all expenses and income and separate them by week, month and year-to-date!!! In Astro Basic only ..... **\$10.00**  
**ASTRO BASIC ONLY**
- PROGRAM E SCREEN RAM WORD PROCESSOR**  
Very efficient! Allows storage of over 2000 characters in screen memory, even though Bally Basic only allows 1800 characters. And this is with a program already in memory containing its own utility to dump data from screen to printer or to tape at the touch of a key! Designed only for Bally BASIC. Sorry, the new Astrovision Basic doesn't have the printer driving logic required. .... **\$10.00**  
**BALLY BASIC ONLY**



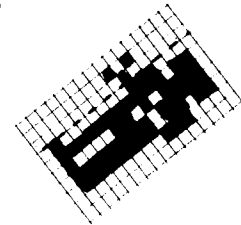
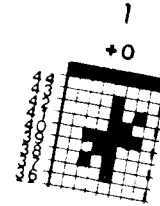
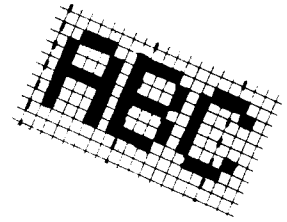
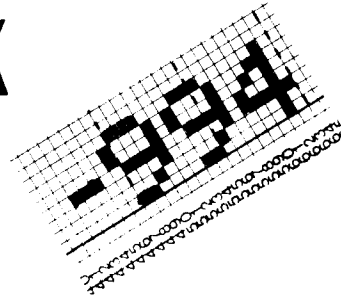
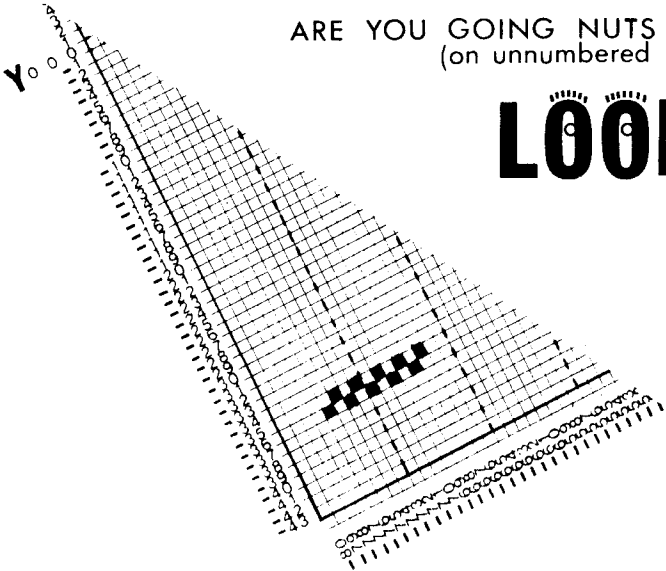
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\*for bally basic only

**\*GRAPHS!**

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- 8) Instructions

These sheets are also available on .005 TRANSPARENT FILM

You can use them for:

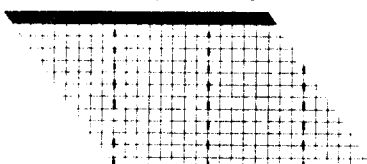
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PRICE: On plain paper 8½x14 20 Sheets \$2.75  
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3	4	
8	2	-

13	14	
+24	+26	+26



# L·M

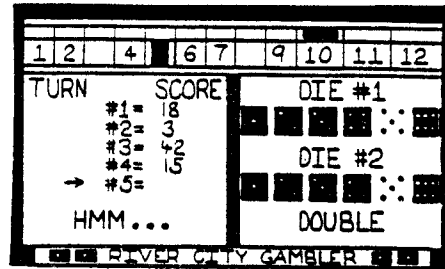
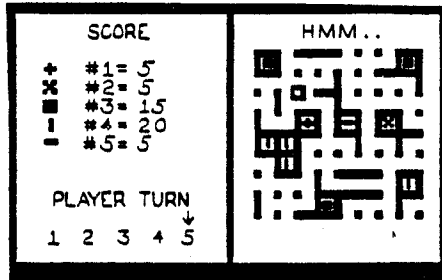
# SOFTWARE

8599 Framewood Dr. Newburgh IN. 47630

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

*Call in your order, CO or Master card and we will deduct \$1.00 from total.  
1-812-853-6895 9AM. to 9PM. est. for, NEXT DAY SHIPMENT.!*

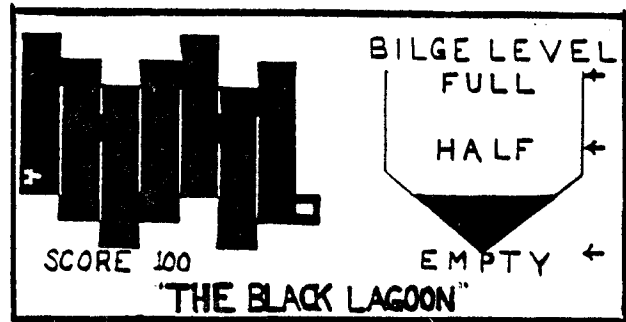
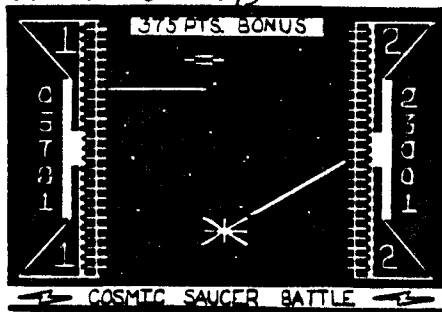
# 1 Cassette \$ 12.95



CLAM JUMPER

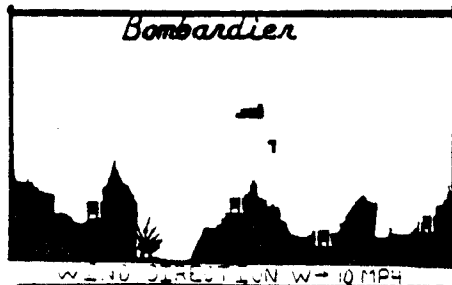
*This pair combines strategy action and colorful graphics. Many hours of fun. 1 to 5 players, a unique feature allows the computer to play too.*

# 2 Cassette \$ 12.95



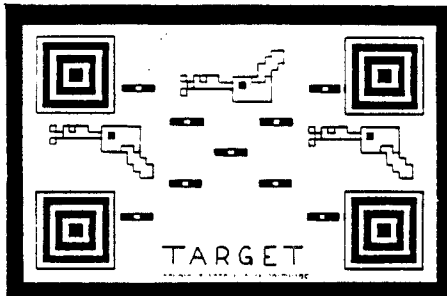
*Cosmic Saucer Battle is the fastest action game yet produced for Basic. For 1 or 2 players. Black Lagoon finds you piloting a leaky boat across a maze of interconnecting lagoons while trying to avoid a monster. 1 player.*

# 3 Cassette \$ 12.95



*Bombardier. Your mission, to destroy Russian missile silos. New graphic field each play. 1plr. Meteoroid: You must use all of your joy stick skill to blast the Meteoroids and Saucers. A JOY STICK DELIGHT!!!*

#4 Cassette \$ 12.95

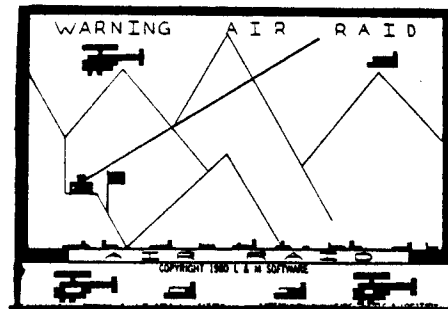


#RIGHT		GIVE??	#WRONG	
↑1↑	↓3↓	↑0↑		
RIGHT #		WRONG	PLACE	
TURN	GUESS	ACTUAL#	DIF.	
→1 =	9 ■ 26	9 6 7 2	2	
2 =	0 1 3 1	■ ■ ■ ■	1	
3 =	2 4 1 3	■ ■ ■ ■	1	
4 =	6 5 7 2	■ ■ ■ ■	2	
		*01123456789		
MIND BENDER				

Target is a series of 3 games, Pop-Up, Deck the Duck and Skeet. The score is displayed. Test your shooting skill & compete against friends for high score. Mind Bender is a fantastic number guessing game. Both are tournament games, 1-4 players with handicapping options. Excellent color graphics, action & sound makes this paid a fine choice for family fun!

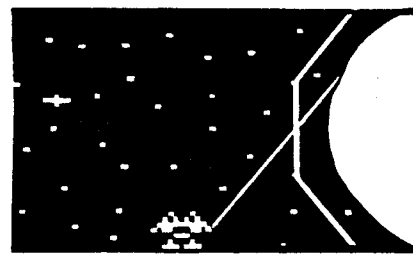
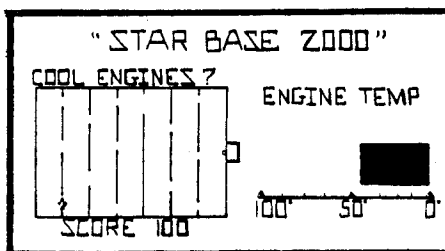
#5 Cassette \$ 12.95

SONAR REPORT SUB IN QUAD 1									
1	2	3	4	5	6	7	8	9	10
11	12	13	14		16	17	18	19	20
21	22	23	24	25	26	27	28		30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51		53	54	55	56	57	58	59	60
SEARCH AND DESTROY									



Search & 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. Air Raid-Be a hero and save the people of a mountain village by manning the gun implacement on the mountaintop and blasting the bomber or helicopter out of the sky. Earn your rating - expert, sharpshooter or marksman. Both games are for 1 player.

#6 Cassette \$ 12.95



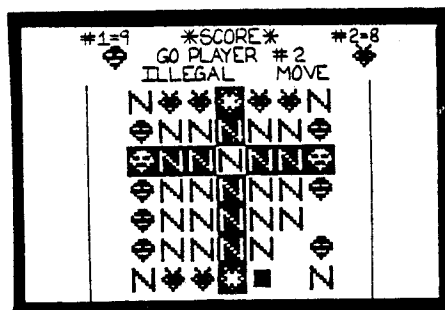
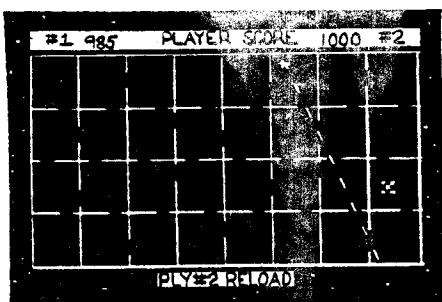
Star Base 2000-This game puts you in command of starship Aquila. You must navigate thru force fields, black holes, and avoid overheating your engines. If the temp. exceeds 100 C the ship will be destroyed. Space Quest 2001-Your interstellar space craft must save a friendly colony, on the planet, from the Star Plunderer. You must break thru the forcefield and destroy the enemy, using lasers and missiles. Excellent graphics & 35 difficulty levels. BOTH GAMES are for 1 player



**SOFTWARE**

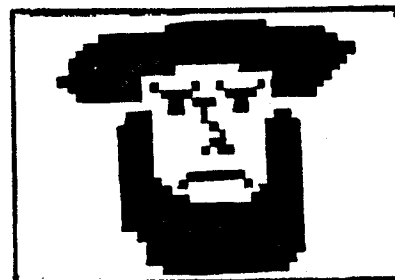
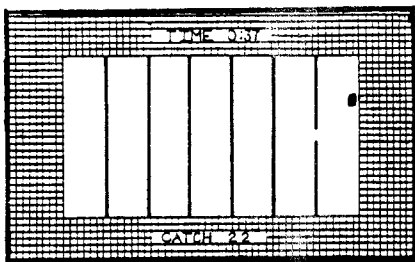
8599 Framwood Dr. Newburgh IN. 47630

#7 Cassette \$ 12.95



Phantom Star Fighters is a maze game. The star fighters are cloaked to render them invisible, except when they bump into a barrier or when re-loading. you have a choice of two weapons, lazer or sub-lazer. Space Checkers, a strategy game where the object is to eliminate as many of your opponents faces from the playing board as possible by making adjacent moves. If only one person plays then the computer plays no. 2 position. Both games feature outstanding graphics. Phantom Star Fighter is for 2 ply, Space Checkers is for 1-2 ply.

#8 Cassette \$ 12.95

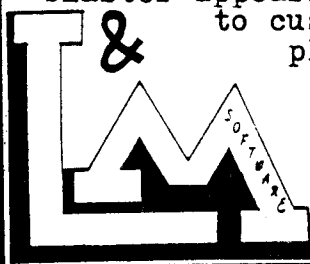


Crazy Ball is two games in one, Catch 22 and Blockade, involve a crazy little ball that is constantly bouncing around. An action skill game that challenges eye to hand co-ordination. Ayatollah Dart Board-Stick a hola in the Ayatollah! Here's your chance to punch Khomeini out. Just watch what happens when you hit Khomeini in the right spot. Both games are for 1 plyr.

#9 Cassette \$ 12.95



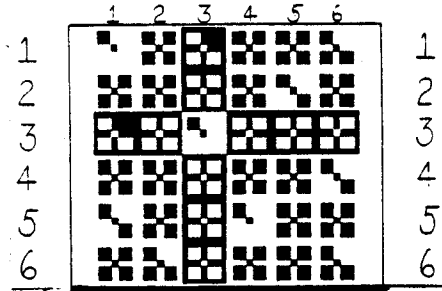
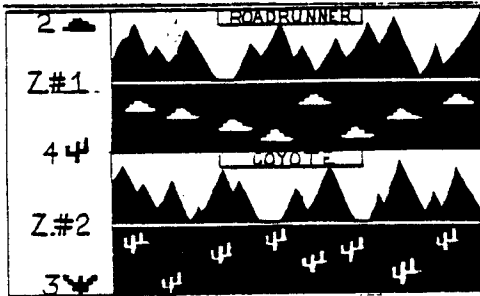
The Mummy's Treasure-Here is a treasure hunt to end them all! There are 3 levels, 180 rooms. Can you find the secret passages which lead to the dungeon, then find the treasure room before the mummy finds you? Each replay is different and exciting! 1-4 plyr. Galactic War 2002-From your starship you must destroy the Klingon space gun implacements as they appear on the planet by firing your missiles. When the megaton blaster appears try to avoid the rapid fire. Many options are offered to custom arrange the difficulty of play. This is a one player game.



**SOFTWARE**

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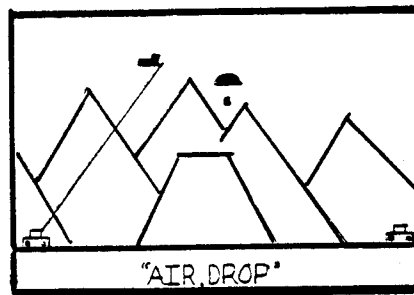
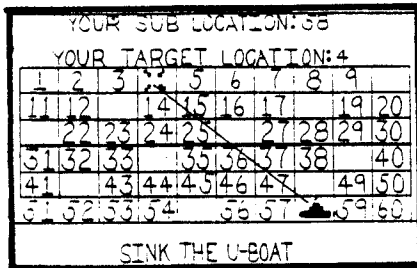
#10 Cassette \$ 12.95



Coyote-Roadrunner Desert Race-This game has all of the excitement and thrill that a race can generate. The race takes place over three screens. All of the hand control functions are used on this one.

Atom Smasher-This 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 spectacular chain reaction. Very fascinating and exciting! Both games are for 2 plyr.

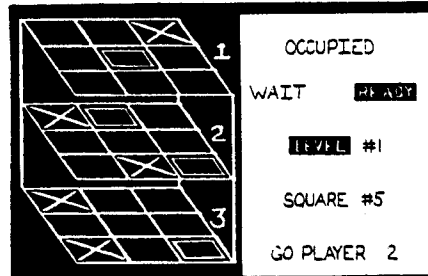
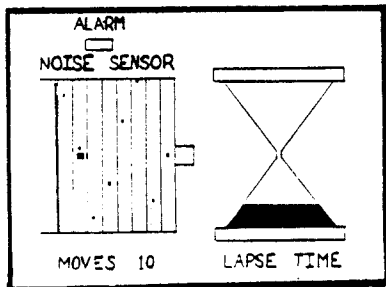
#11 Cassette \$ 12.95



Sink the U-Boat-Here's your chance to do battle with a German U-boat. The conquest takes place on a large grid where a game of elimination is played the computer. Excitement builds as the game progresses.

Rescue Air Drop-You must save a surrounded village on a mountain by dropping supplies by parachute. There is difficulty in allowing for wind speed, direction and enemy fire. Both games are for 1 plyr.

#12 Cassette \$ 12.95



Mission Impossible-You must successfully reach the end of the corridor containing rooms filled with poison gas and deadly robots. Your oxygen supply time is displayed by the hour glass. You may retreat any time and refill your supply. Nine difficulty levels, robot sensor alarms and low oxygen alarms help to make an exciting game. 3D Tic Tac Toe-The first L & M 3 dimension display, with three levels of game boards.

Players can win all 3 dimensions or 1! The computer will keep everyone from cheating and will indicate when there is a winner and will light up the 3 squares that make up the Tic Tac Toe.

Mission Impossible-1 plyr  
3D Tic Tac Toe-2 plyr



**SOFTWARE**

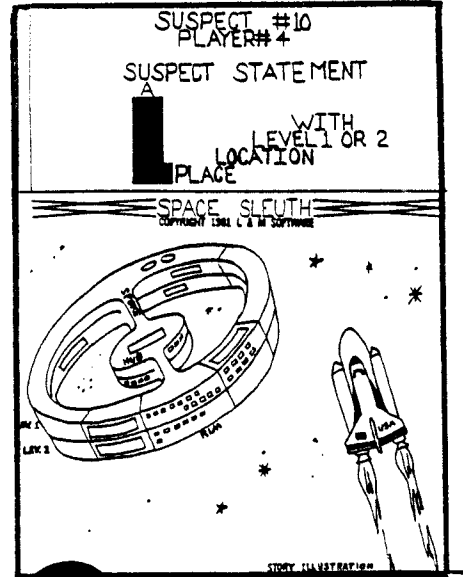
8599 Framewood Dr. Newburgh IN. 47630

#13 Cassette \$ 12.95

FOX		LOCATION	
LEVEL 2	LOCATION?	LEVEL 2	LOCATION?
2ND LEVEL	26	26	26
1	3	4	6 7 8 9 10
11	14	15 16	18
	22 23 24	26	27 28 30
31	32 33	35	37 39 40
41	44 45 46	48	49 50
51	52 53	55 56	57 58 60

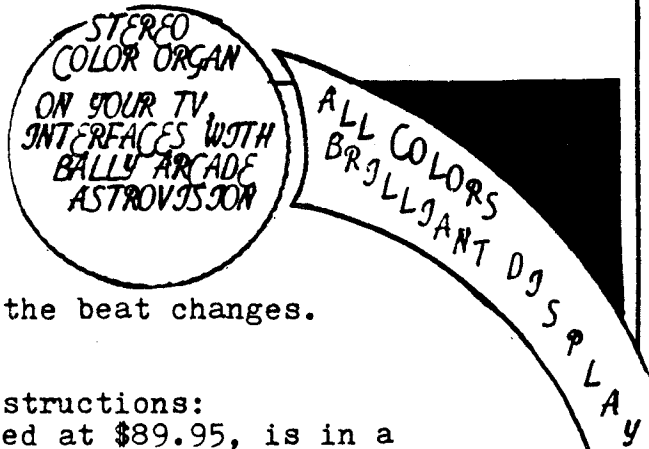
THE FOX AND THE HARE

The Fox & 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. This game is for 2 plyr.



Space Sleuth-This is a Who-Dun-It mystery game. You won't believe the amount of features in this 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. The 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. Must have color TV set. This game is for 1-4 players.

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

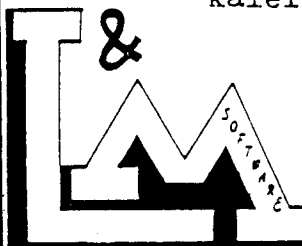


Interface unit with cassette demo. and instructions:  
Model SK80 \$49.95. Model SK82, priced at \$89.95, is in a premium color co-ordinated cabinet with LED stereo indicators and increased sensitivity. LIGHT SHOW PROG. #2 is included with SK82

IMPLEMENT YOUR OWN CREATIVE ABILITY!!!

Tutorial is provided free.

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



**SOFTWARE**

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MARK S. KELLER

Programs 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.

Programs 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. \*
- 3) Biorythm  
Full screen true sine wave display. Will show three standard and four experimental cycles. Shows 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.

\* - Use hand controller number 1.

\*\* - Not included in Astrovision Basic version.

---

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

Tapes are available in 300 baud Bally Basic and 2000 baud Astrovision Basic versions. Please state which version you need.

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## PROGRAMS FOR THE ASTRO<sup>®</sup> ARCADE!!

THESE ARE ALL AVAILABLE IN BOTH OLD OR NEW BASICS. (SPECIFY)

**(B1) - BOWLING SECRETARY** - THIS PROGRAM COMPUTES AND STORES ON TAPE AVERAGES, TEAM & INDIVIDUAL HANDICAPS, TOTAL PINS, AND GAMES BOWLED FOR AN ENTIRE LEAGUE. AS WRITTEN (8 TEAMS - 4 BOWLERS EACH.), OR CUSTOM. (FOR YOUR LEAGUE. SEND BOWLERS NAMES, TEAM NOS. & HANDICAP SYSTEM USED.) WITH INST., LISTINGS & DOCUMENTATION..... \$8.95 AS WRITTEN.... \$19.95 CUSTOM

**(SG1) - HAUNTED HOUSE** - ADVENTURE GAME - USES NINE SEPERATE PROGRAMS TO PLAY! DIFFERENT RESULTS EVERY GAME. TRY TO GET OUT OF THE LOCKED HOUSE BY EXAMINING ITEMS IN THE ROOMS. 1 PLAYER -- KEYPAD <sup>(NOW)</sup> AVAILABLE IN BOTH OLD AND NEW BASICS! (SPECIFY).... \$10.95

THE FOLLOWING GAMES ARE \$5.00 EACH, OR TWO FOR \$8.95 (YOUR CHOICE) AND INCLUDE A FREE BONUS PROGRAM (OUR CHOICE) WITH EACH GAME.

**(G1) - QUICKDRAW** - 1 OR 2 PLAYERS - HAND CONTROLS - ARCADE ACTION GAME BEAT THE COMPUTER TO THE DRAW!! (OR ANOTHER PLAYER) 10 LEVELS OF PLAY, GRAPHIC COWBOYS.

**(G2) - SKUNK** - 1-4 PLAYERS - HAND CONTROLS - DICE GAME DON'T ROLL A ONE, OR YOU LOSE YOUR TURN. ROLL DOUBLE ONES, AND YOU LOSE YOUR TOTAL SCORE!!

**(G3) - GUESS FIVE** - 1 PLAYER - KEYPAD - LOGIC 'MASTERMIND' TYPE GAME WITH SPECIAL EFFECTS. ADDICTIVE!

**(G4) SAUCER ATTACK** - 1 PLAYER - HAND CONTROL - ARCADE SPACE ACTION SAUCERS ARE TRYING TO LAND ALL AROUND YOU & IF FIVE OF THEM DO, YOUR SUNK!! YOU CAN ZAP EM' TWO DIFFERENT WAYS, BUT YOU'VE GOT TO BE FAST! DIFFICULTY INCREASES AS YOU RACK UP POINTS.

**(G5) - CHUCK-A-LUCK** - 1 PLAYER - KEYPAD - LAS VEGAS DICE GAME START WITH \$500.00, AND TRY TO BREAK THE BANK!

**(G6) - MISSILE DEFENSE** -- 1 PLAYER - HAND CONTROL - ARCADE ACTION SAVE YOUR CITY FROM FALLOUT! YOU HAVE THREE CHANCES TO BLOCK EACH MISSILE FROM HITTING THE CITY. INTENSITY INCREASES AS YOU PLAY! ALSO SAVES INITIALS OF THE HIGH SCORER.

# NEW IMAGE 000

SOFTWARE...

## 67 - SICKO-THERAPY - 1-? PLAYERS - PARTY GAME - KEYPAD

CURE(??) YOUR PROBLEMS WITH YOUR COMPUTER! LET OUR SICKO-THERAPIST PROBE YOUR MIND AND SEE IF THERE'S MUCH OF IT LEFT WHEN HE'S DONE!!! LOTS OF FUN TO SEE DIFFERENT RESPONSES!

## 68 - SICKO-THERAPY SESSION II

IF SESSION ONE DIDN'T CURE YOU, TRY THIS ONE!

ALL CASSETTES ARE SENT FIRST CLASS POSTPAID AND INCLUDE INSTRUCTIONS AND LISTINGS.

COMING SOON!-- "ASTEROID ZZAPP" - "FISHERMANS' DREAM" - "CATCH THE BOMB"  
WE'RE ALWAYS LOOKING FOR NEW GAME & PROGRAM IDEAS. SEND US YOURS!!

CASSETTE TAPES - C-2 SIZE - (ONE MINUTE EACH SIDE) \$1.00 EACH P.P.  
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CUSTOM SIZES AVAILABLE BY QUANTITY - CALL OR WRITE!!

WE ALSO SELL CUSTOM MADE T-SHIRTS FOR YOUR USER GROUP OR COMPANY! CALL OR WRITE FOR PRICES

"ARCADIAN" OR "ASTRO-NUT" T-SHIRTS \$10.00 PLUS \$1.00 P.&H. EACH  
SEND SIZES DESIRED HAND AIRBRUSHED IN FULL COLOR!!

SEND FOR FREE LIST (UPDATED ABOUT EVERY MONTH.) OF PROGRAMS.

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48178



PHONE - (313) 437-3984

SOURCE: Patricia Clark  
 Rte 2, Box 200, Lot 28 (All of these programs are in the process of  
 Merritt Island, Fla 32952 BUSINESS PROGRAMS  
 being copywrited)

---

DOLLARS AND CENTS - COST: \$15.00 AB

No arrays, no complicated calculator routines - accumulates totals and prints correct answer with decimal point. Very easy to modify to fit most business routines, income tax computations, home accounting, etc. EX: Will print answer as such: SALES \$25.62. Included with tape are instructions and a sample program. Only equipment needed is Astrovision Basic.

---

SCHEDULE C - COMPUTES SCHEDULE C FOR SMALL BUSINESS AB

COST: \$25.00 (2 Tapes - Approx 1.8K each)

Computes and prints Schedule C for small business. Two tapes - One tape figures Income (Cost of Goods Sold, etc.); the other tape figures Expenses and Net gain or loss. Uses the Dollars and Cents routines on accumulated totals so there are no arrays or no complicated calculator routines. Included with tapes are complete run instructions plus a sample program. Only equipment needed is Astrovision Basic. This program can also be used for monthly accounting since it accumulates totals.

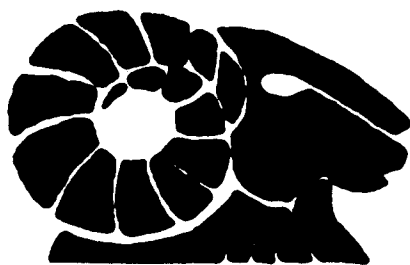
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1040 TAX FORM AND SCHEDULE A COST: \$25.00 (2 Tapes - Approx 1.8K each) AB

Computes 1040 Income Tax form and Schedule A. Included with tapes are run instructions plus a sample program. Can also be modified very easily to figure monthly medical bills, loan payments, etc.

---

Will be coming out shortly with inventories, wholesale and retail sales journal and customer profiles.



# The Blue Ram



## 4224 BYTES OF RAM FOR YOUR ARCADE!

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 writing (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 an 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" x 2" x 4").

### THE BLUE RAM

Includes owner's manual and utility and diagnostic program tape ..... **\$180.00**

### THE BLUE RAM KIT

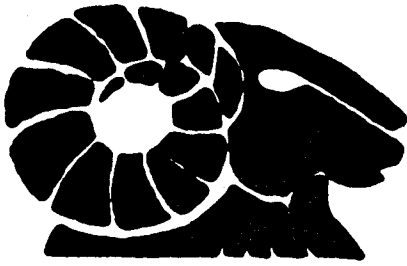
Requires some electronic experience. Build your own Blue Ram ..... **\$140.00**

When ordering specify whether you have  
300 baud Bally Basic or 2000 baud Astrovision Basic

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Coming Soon! A 16K Blue Ram and  
a 16K Blue Ram Conversion Kit!

1004 PLEASANT AVE., BOYNE CITY, MICHIGAN 49172  
(616) 582-9832



# Blue Ram ACCESSORIES

Complete hardware and software peripherals, ready to plug in to your Blue Ram's ZIF socket and use.

## A TRUE 8K EXTENDED BASIC! IN CARTRIDGE FORM

Blue Ram Super Extended BASIC was written by Jay Fenton and John Perkins to take advantage of the Blue Ram's exclusive input output ports, hardware and software switching mechanisms, and the Bally-Astrovision Arcade's outstanding game and graphics design capabilities. Gives 3100 bytes of programming space with special POINT, CIRCLE and SNAP commands, 4 colors, built-in math routines, keyboard and printer driving logic, 300 baud or 2000 baud data output and much more! Will not operate without a Blue Ram or other extended memory.

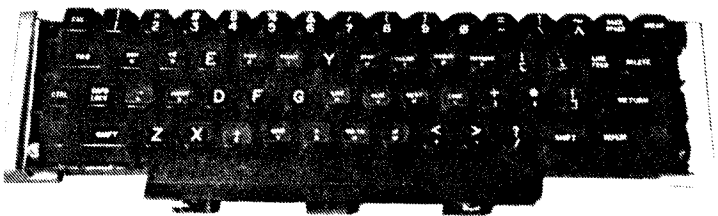


**\$49.95**

## THE BLUE RAM KEYBOARD!

A 62 key typewriter style assembly mounted on wooden end blocks and fitted with a 3 foot cable to plug into the Blue Ram ZIF socket. Bally's command words are added to the keys.

**Wired and tested ..... \$89.95**  
(Also available in kit form)



## THE BLUE RAM MODEM/PRINTER INTERFACE

Connects the Blue Ram to a star modem (not included) and to one of several good printers or both. Now your computer can "talk" to other computers or explore the world of The Source. Use your computer to print letters, mailing lists, budgets, etc.

**Wired and tested ..... \$99.95**

## BLUE RAM OPERATING SYSTEM

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!

**\$9.95**

## BSR CONTROLLER

The BSR Controller is a system that communicates with the BRS 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.

**\$19.95**

When ordering specify whether you have  
300 baud Bally BASIC or 2000 baud Astrovision BASIC

# PERKINS ENGINEERING

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(616) 582-9832

# ORGANIZE YOUR CARTRIDGES ! EDGETAGS

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PORTLAND, OR. 97213 (503) 238-5796

## WE CARRY EDGETAGS FOR ASTROVISION/BALLY ARCADE

### COMPLETE SET

EACH SET OF EDGETAGS INCLUDES  
22 VIDEOCADE CARTRIDGE TITLES  
(19 RELEASED AND 3 TO BE RELEASED )  
PLUS 4 HAND CONTROLLER PLUG TAGS  
ALSO BOTH BASIC CARTRIDGE TAGS

### THE TAGS ARE VERY DURABLE !

THE WORDS ARE ACTUALLY ENCASED  
IN POLYESTER PLASTIC AND INDUSTRIAL  
QUALITY ADHESIVE IS USED.  
THE TAGS WILL NOT PEEL OR WEAR!



- |    |   |      |
|----|---|------|
| 1  | PINBALL                                     | ★★★★ |
| 2  | FOOTBALL                                    | ★★★★ |
| 3  | BASEBALL, HOCKEY, TENNIS & HANDBALL         | ★★★★ |
| 4  | AMAZING MAZE & TIC-TAC-TOE                  | ★★   |
| 5  | SEAWOLF & AIR MISSILE                       | ★★   |
| 6  | ASTRO BATTLE                                | ★    |
| 7  | PANZER ATTACK, RED BARON                    | ★★★★ |
| 8  | 280 ZZZAP & DODGEM RACE                     | ★    |
| 9  | BLACKJACK, POKER, ACEY DEUCEY               | ★★★★ |
| 10 | LETTER MATCH, SPELL'N SCORE & CROSSWORDS... | ★★   |
| 11 | BINGO MATH, SPEED MATH                      | ★★   |
| 12 | STAR BATTLE                                 | ★    |
| 13 | CLOWNS, BRICKYARD                           | ★★   |
| 14 | DEMOLITION DERBY, GRAND PRIX I,II,III       | ★★★★ |
| 15 | DOGPATCH                                    | ★★   |
| 16 | GALACTIC INVASION                           | ★    |
| 17 | BIORHYTHM                                   | ●★★  |
| 18 | SPACE FORTRESS                              | ★★★★ |
| 19 | PIRATE'S CHASE                              | ★★   |
| 20 | MUSIC MAKER I                               | ★    |

COMPLETE SET OF TAGS .....\$3.50

UPDATE PRE-'82 TAGSETS .....\$1.75

TAGS & SUBSCRIPTION .....\$7.00

FOR YOU DEDICATED ARCADIANs ORDER AT THE  
SUBSCRIPTION RATE AND RECEIVE REGULAR UPDATES  
UNTIL APRIL 1985

SHOWN AT 1/2 ACTUAL SIZE.

# Super Software

Box 702

Plainfield, NJ 07061-0702

Your pleasure is our business!

Quality programs for the Bally™  
**Program sets - \$10.00**

All orders are shipped out next day!

## 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.

Each of the fourteen program sets described herein are designed to be both fun and challenging. These two words are what Super Software is all about. Our games offer never-ending fun with the use of 4-color graphics, 3-voice music, and machine language characters. All of our programs feature 'Skill Sence', a process which makes the game more difficult as the player's skill increases. We look forward to serving you in the future. Thank you for your interest in our products.

# Super Software

Box 702 - Plainfield, NJ 07061-0702

## 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.

## 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??



# SUPER SOFTWARE

Box 702 Plainfield, NJ 07061-0702

Your pleasure is our business

**SUPER SOFTWARE**

PRESENTS:

Tape 7

**SMACK-UP  
&  
BEATLE QUIZ**

By Robert Rosenhouse

Thar's GOLD in them thar' hills! Unfortunately, thar's also a 300 pound Hit man chasing after you. His boss wants to make sure that none of the gold leaves his private Treasury Office. It is the culmination of the many gifts he has recieved from years of dedicated service to the country. Do your best to re-appropriate his funds.

In Beatle Quiz, test yourself on the Fab Four.

A Steal at: \$10.00

\*\*\*\*\*  
\*\* Available in both Bally and \*\*  
\*\* Astro BASIC \*\*

**SUPER SOFTWARE**

PRESENTS:

Tape 8

**BARRICADE  
&  
COSMIC ZAP**

By Robert Rosenhouse

You have been imprisoned within the confines of an immense dungeon. Five furious fiends frantically frighten you into frenzied flight. The sole intention of these fiends is to electricute you. How long can you survive against their relentless assault?

In Cosmic Zap, you must protect your space station from meteor showers which strike from the north, south, east and west. Use your laser weapon to destroy the meteors.

Frying Fee: \$10.00

\*\*\*\*\*  
\*\* Available in both Bally and \*\*  
\*\* Astro BASIC \*\*

**SUPER SOFTWARE**

PRESENTS:

Tape 9

**HUSTLE  
&  
MYSTERY MAZE**

By Robert Rosenhouse

You are a snake winding your way through a barren field. As you wander about aimlessly, your stomach begins to growl. Suddenly, gophers pop up from their underground burrows. Eating them will supply you with extra time but will also lengthen your tail. How long can you feast before entangling yourself in a knot?

In Mystery Maze you must navigate through energy barriers while avoiding storms and fuel thieves.

Only \$10.00; Gopher it!

\*\*\*\*\*  
\*\* Available in both Bally and \*\*  
\*\* Astro BASIC \*\*

**SUPER SOFTWARE**

PRESENTS:

Tape 10

**FALLING STARS  
&  
LASER BATTLE**

By Robert Rosenhouse

Radioactive meteorites are descending on a major metropolitan city. The city's only protection is a weak shield and your limited laser weapon (you are supplied with one Galon per round). Once an area of the shield becomes damaged, the city is vulnerable. Do your best to save the city for as long as you can.

In Laser Battle, each of two players tries to destroy the other by piercing through his shield to destroy the other's weapon.

Energy: \$10.00 (per Galon)

\*\*\*\*\*  
\*\* Available in both Bally and \*\*  
\*\* Astro BASIC \*\*

# SUPER SOFTWARE

Box 702 Plainfield, NJ 07061-0702

Your pleasure is our business

**SUPER SOFTWARE  
PRESENTS:**

Tape 11  
**SPACE DOCK**

By Robert Rosenhouse

You are the commander of the experimental landing module of the Space Shuttle. The pilot of this type of vehicle must be trained to execute proper docking maneuvers, avoid collisions with satellites and other space debris and deliver cargo swiftly and safely. This simulation takes you to the Shuttle Pilot Landing and Transportation (SPLAT) Center. Your mission: to survive as many landings as you can.

Docking Fee: \$10.00

*Features machine language graphics*

\*\*\*\*\*  
\*\* Available in both Bally and \*\*  
\*\* Astro BASIC \*\*

**SUPER SOFTWARE  
PRESENTS:**

Tape 12  
**DEFENSE FORCE**

By Robert Rosenhouse

You are the defender of your planet's energy supply. A nonviolent group of aliens in desperate need of energy sources is invading your space sector for your limited supply of fuel. These endless hordes of invaders relentlessly attempt to appropriate your supplies for their own uses. But beware, for as time passes, increasing numbers of invaders appear. Do your best to bely the onslaught of marauders.

Damage: \$10.00

*Features machine language graphics*

\*\*\*\*\*  
\*\* Available only in \*\*  
\*\* Astro BASIC \*\*

**SUPER SOFTWARE  
PRESENTS:**

Tape 13  
**GYRO  
&  
SUPER SMACK-UP**

By Robert Rosenhouse

You have been hired to paint the living quarters of a dangerous Gyrate. You try desperately to paint at least 75% of its lair, but its rapidly changing movements hinder your actions greatly. Can you accomplish this impossible task? If so, you will be rewarded with great wealth and bonus points.

In Super Smack-Up, you attempt to collect all of the gold pieces lying on a mine floor before an enraged prospector gets a hold of you.

Supplies: \$10.00

\*\*\*\*\*  
\*\* Available only in \*\*  
\*\* Astro BASIC \*\*

**SUPER SOFTWARE  
PRESENTS:**

Tape 14  
**ZAPPER**

By Robert Rosenhouse

You won't be able to resist the tempting challenge: advancing alien Stompers appear on the horizon to (appropriately enough) stomp you out of existence. Travelling down distinct pathways, these Stompers will eventually come within stomping distance of you. They become more difficult to zap at this level, for they are able to transport themselves unpredictably.

This program features superior sound effects and three-dimensional graphics, a first in Astro BASIC.

Help stomp out Stompers: \$10.00

\*\*\*\*\*  
\*\* Available only in \*\*  
\*\* Astro BASIC \*\*

# Machine Language Manager

## What it is:

Many of today's personal computers, and in fact many business computers, have inside them the same microprocessor as the Astrovision (Bally) Arcade--the Z-80. This is a powerful microprocessor, capable of much more than simple games and other programs presently written for the Arcade. The Machine Language Manager is a cartridge designed to take advantage of the Z-80's power by allowing the user to program the Z-80 directly in its own native language.

## What it does:

The MLM allows greater control of graphics and input/output functions than Basic does by using Z-80 machine language. Using machine code, greater program sophistication can be achieved. This means programs like word processors, business programs, device controllers, and multi-colored high speed graphics.

## How it works:

The Machine Language Manager works with the Arcade's keypad in much the same way that Basic does, but rather than entering Basic statements, the user now enters his program in Z-80 Hexadecimal code. By using the MLM, the user can create, edit, list, run, or store his machine language program on cassette tape at the push of a button.

## Why machine code:

The primary difference between Basic and machine code lies in the instruction set. Where Basic is a "high level language", Z-80 machine code is the most rudimentary (nitty-gritty) level of programming. This means a far greater number of instructions are available for use, giving the user more flexibility. For example, all the Bally game cartridges, and even Basic itself, are written in Z-80 machine language.

## What you need to work with it:

A working knowledge of Z-80 machine language (or not being afraid to learn it), will suffice. This information can be found in almost any bookstore or computer store. To work with a cassette tape deck, you will need the old Bally Basic 300 baud interface (unfortunately no longer in production).

## What it will work with:

The MLM will work with anyone's memory extension and any and all external hardware you may want to hang on the Arcade.

## What we provide:

The Machine Language Manager comes with its own keypad overlay, and a 96 page manual. The manual is written in tutorial fashion, and once completed should only be needed for occasional reference.

## How much:

The Machine Language Manager retails for \$54.95. We pay the postage. If you're in California, you get to pay the tax.



The  
**Bit Fiddlers** T.M.  
 Computer Products  
 For Work and Play

(714) 565-1610

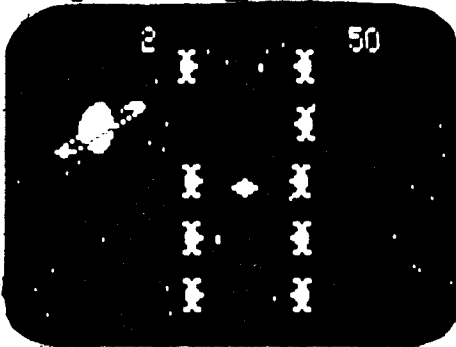
P.O. Box 11023-San Diego-California-92111

Write for  
 details on  
**Goldfish Demo  
 and  
 Chicken**

the **game software** from

# TINY ARCADE

## space gauntlet



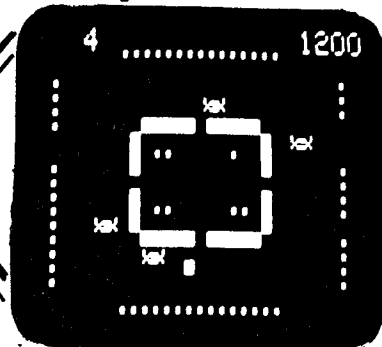
\$ 12.50 ppd.

tape  
100

ASTRO & BALLY  
BASIC

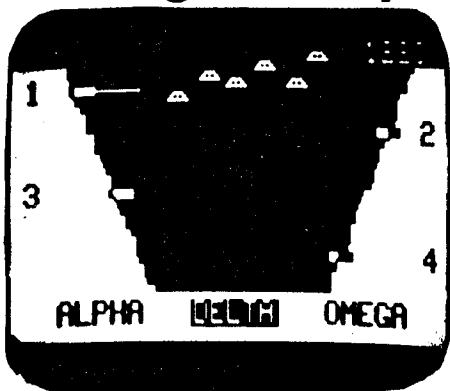
FAR OUT SPACE ACTION-PILOT A STAR CRUISER THROUGH A GAUNTLET OF ANGRY ALIENS. ONE PLAYER.

## quadron



CAN YOU THINK ON YOUR FEET? CHASE MONSTERS AWAY FROM YOUR ENERGY FORTRESS AND EAT ENERGY DOTS FOR EXTRA POINTS. 1 PLAYER.

## omega valley



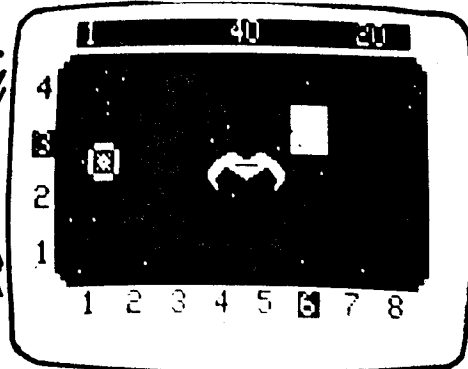
\$ 12.50 ppd.

tape  
101

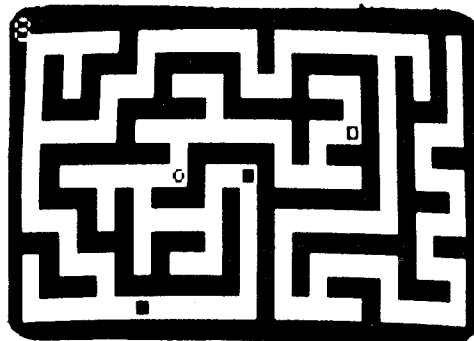
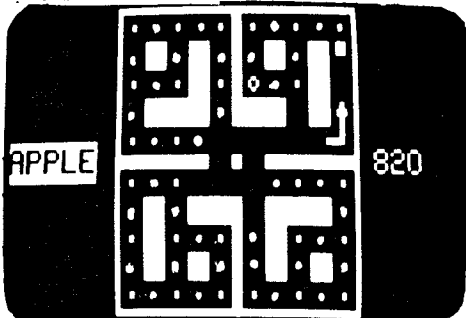
ASTRO  
BASIC ONLY

DIRECT THE DEFENSE OF THE PLANET OMEGA FROM YOUR ARCADE KEYPAD. MONITOR OMEGA'S THREE VALLEYS AND ZAP THE INVADERS. ONE PLAYER

## Astro Terror



THE MERCILESS VULTOR HAVE ATTACKED. DEFLECT THEIR INCOMING BOMBS AND SAVE THE SOLAR SYSTEM. ONE PLAYER.



ALSO  
AVAILABLE  
SOON:  
VORTEX  
CRUNCHER

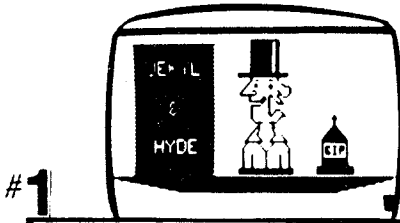
AVAILABLE SOON: VIPFRIAN MAZE CITY

THE TINY ARCADE

BOX 1043 CUYAHOGA FALLS, OHIO 44223

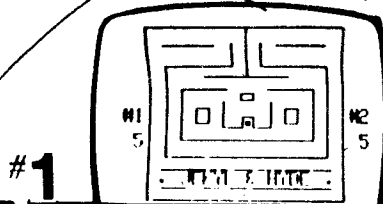
software  
by...

# VIDEO WIZARDS



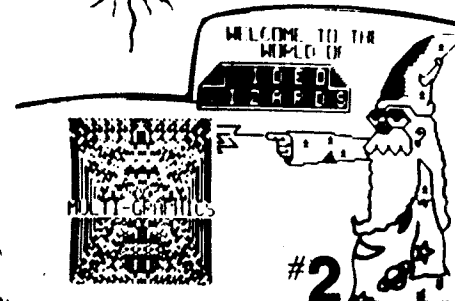
#1

**Jekyl & Hyde**



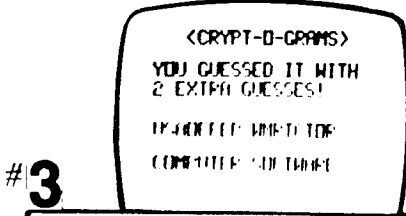
#1

**Jekyl & Hyde**



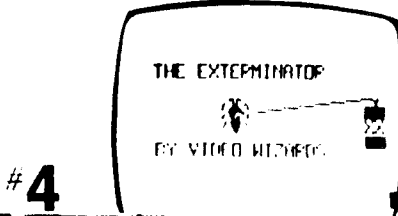
#2

**Multi-Graphics**



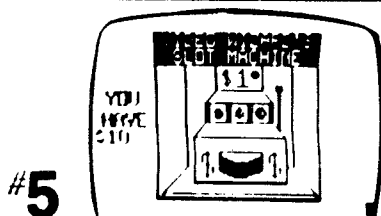
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**Crypt-O-Grams**



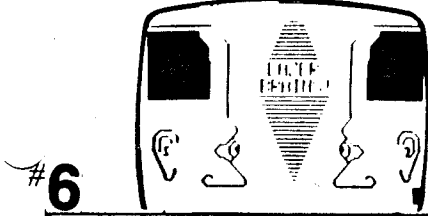
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**The Exterminator**



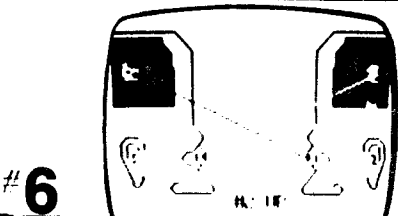
#5

**Slot Machine**



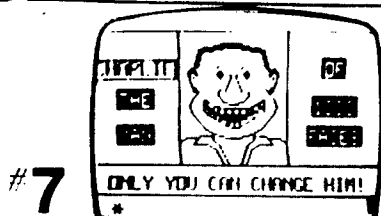
#6

**Lazer Brains**



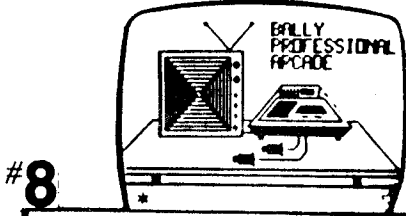
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**Lazer Brains**



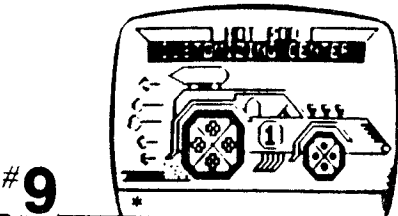
#7

**Charlie**



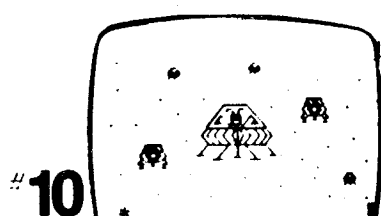
#8

**Arcade**



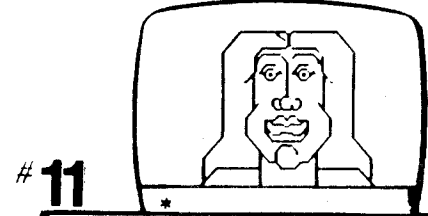
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**Hot Rod Customizing**



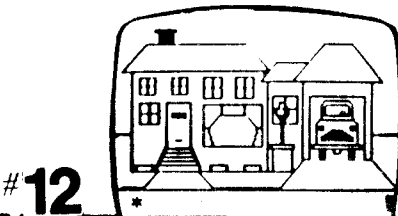
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**Space Creatures**



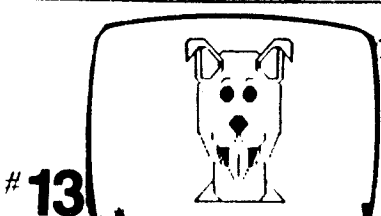
#11

**Susie**



#12

**Home Sweet Home**



#13

**Puppy-Vision**

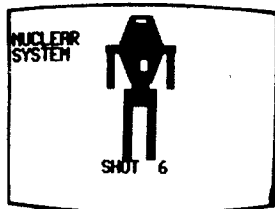
The programs pictured above are now available from VIDEO WIZARDS. All programs (#1-#6) are \$5 each. The G.P.'s (graphic pictures), indicated by an asterisk, are \$1 each. When you "RUN" the G.P. programs the computer will prompt you to input BOX dimensions & modes. By moving the boxes with the joystick & freezing them with the trigger you can customize your own picture in your own creative way! Then you can save your picture on any blank tape! Minimum order per tape is \$10.

Send order to: VIDEO WIZARDS 1935 WINDING HILL Rd. #1008 DAVENPORT, IOWA 52807

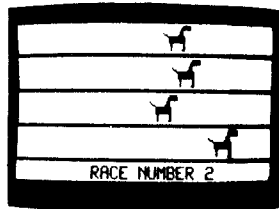
All programs are in Astro-Basic only!



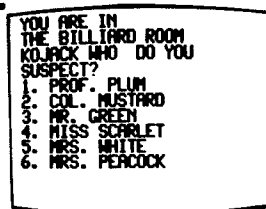
BOX 94801  
SCHAUMBURG, IL 60193



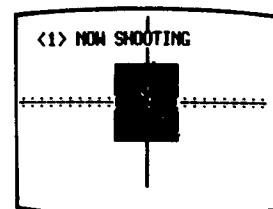
Max



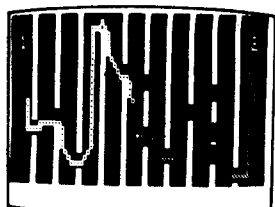
Horse Race



Clue



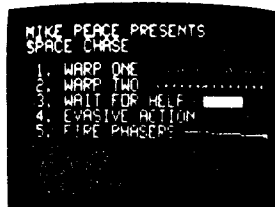
Flying Ace



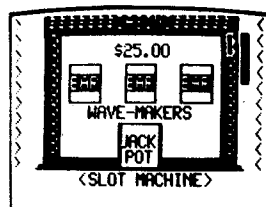
Maze Race



Obstacle Course



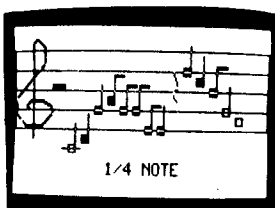
Space Chase



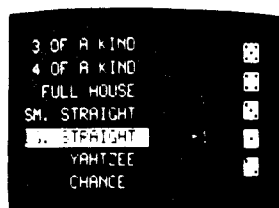
Slot Machine



Perversion

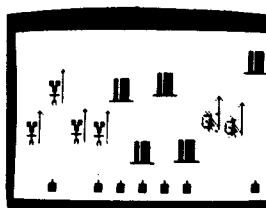


Music Composer

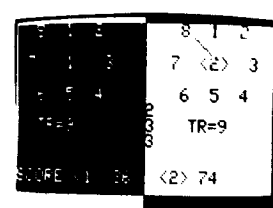


Yahtzee

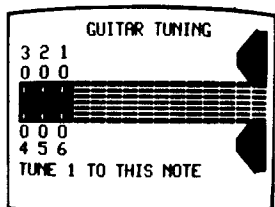
**We make Fun Affordable**



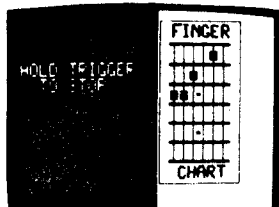
Mouse in the Hat



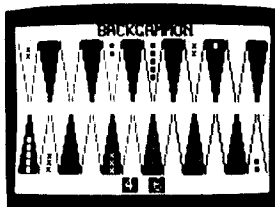
Speed Math



Tuning



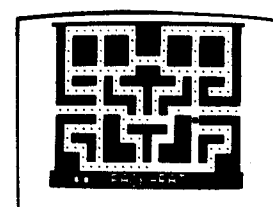
Guitar Course



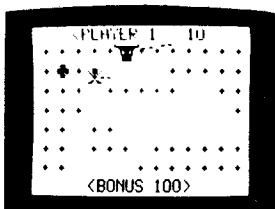
Backgammon



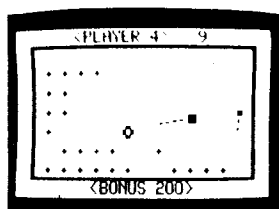
Obstacle Course Tournament



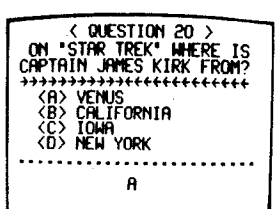
Pack-Rat



Lookout for the Bull 1 & 2

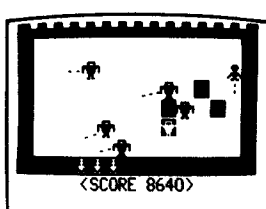


10



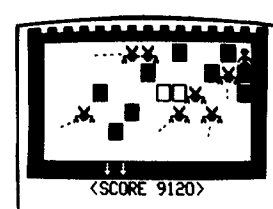
Whiz Quiz

11



Castle of Horror

12



9

- |     |  |         |
|-----|--|---------|
| 001 | MAX (ROBOT FROM SPACE)/HORSE RACE                        | \$10.95 |
| 002 | CLUE/FLYING ACE  | 10.95   |
| 003 | MAZE RACE/OBSTACLE COURSE/SPACE CHASE                    | 10.95   |
| 004 | SLOT MACHINE/PERVERSION                                  | 10.95   |
| 005 | MUSIC COMPOSER/YAHTZEE                                   | 10.95   |
| 006 | MOUSE IN THE HAT/SPEED MATH/NOTEMATCH                    | 10.95   |
| 007 | GUITAR COURSE/TUNING/NOTE MATCH/CHORD PROGRESSIONS       | 19.95   |
| 008 | BACKGAMMON/OBSTACLE COURSE TOURNAMENT                    | 15.95   |
| 009 | PACK-RAT I & II  | 10.95   |
| 010 | LOOKOUT FOR THE BULL I & II                              | 10.95   |
| 011 | WHIZ QUIZ (TRIVIA) BALLY AND ASTRO BASIC                 | 12.95   |
| 012 | CASTLE OF HORROR/FOUR FAMOUS FREEBEES (ASTRO BASIC ONLY) | 10.95   |

ALL TAPES INCLUDE INSTRUCTIONS AND DOCUMENTATION.  
TAPES ARE RECORDED IN BOTH NEW (ASTROVISION) AND OLD (BALLY) BASIC.



BOX 94801  
SCHAUMBURG, IL 60193

## TAPE - 1

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 LOOSER JUMPS ACROSS TO BECOME THE WINNER JUST AT THE LAST SECOND.

## TAPE - 2

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

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.

## TAPE - 4

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.

## TAPE - 5

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

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

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

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 CLOBBERED BY THE COMPUTER AND SENT BACK TO START OVER. NO CHEATING ALLOWED. (THE COMPUTER WON'T LET YOU) USES ALL STANDARD RULES OF BACKGAMMON, RANDOM STARTING, EXCELLENT GRAPHICS, SOUNDS ALL MOVES, STOPS ALL ILLEGAL MOVES, PENALIZES ILLEGAL MOVES ATTEMPTS,THROWS DICE AT END OF EACH TURN AND MORE...

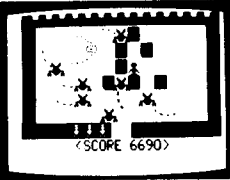
TOURNAMENT OBSTACLE COURSE-WE TOOK OUR MOST POPULAR GAME AND IMPROVED IT TO TOURNAMENT QUALITY. NOW IT HAS HIGHER SCORING CAPABILITY. IT GIVES HIGHER SCORES FOR MORE DIFFICULT MANUVERS. IT STILL PLAYS THE SAME AS IT DID BEFORE BUT NOW YOU WILL BE ABLE TO ENTER YOUR NAME (UP TO SIX LETTERS) IF YOUR SCORE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

**INTRODUCING**  
**Castle of Horror**  
BY MIKE PERCE (C)1982

**WAVEMAKERS**  
**Castle of Horror**  
BY MIKE PERCE (C)1982



**TAPE 12**





(SCORE 6690)

clanky	10 POINTS
claws	20 POINTS
rabbit	30 POINTS
flatop	40 POINTS
bonzo	50 POINTS

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

**WAVEMAKERS**  
BOX 94801  
SCHAUMBURG, IL 60193

**Whiz Quiz**

**TAPE (11)**

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

**WAVEMAKERS**  
BOX 94801  
SCHAUMBURG, IL 60193

**\$10.95 • 50¢**  
POSTAGE

**PACK-RAT**

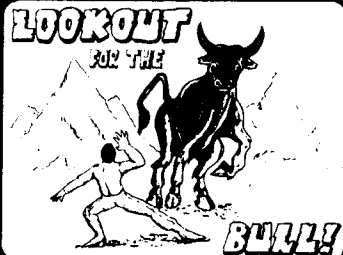
**TAPE 9**

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

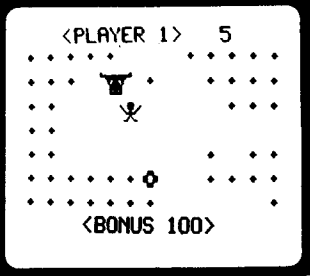
**WAVEMAKERS**  
BOX 94801  
SCHAUMBURG, IL 60193

**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 BETTER YOU DO THE TOUGHER IT GETS. YOU ARE IN A FIELD OF CLOVER PICKING THEM ONE BY ONE AND GAINING POINTS. FROM TIME TO TIME A BONUS CLOVER POPS UP. NOTHING TO IT, RIGHT? WRONG!! WE'VE PUT A NASTY BULL IN THE FIELD WITH YOU AND YOU'RE PICKING HIS CLOVER. YOU CAN IMAGINE HOW MAD HE'LL GET IF YOU CLEAN OUT HIS FIELD. THE MORE YOU PICK THE Madder HE GETS AND THE FASTER HE GOES. HE WILL GET YOU, BUT FEAR NOT YOU CAN HAVE UP TO 10 LIVES. BELIEVE ME YOU'LL NEED EVERY ONE OF THEM. THE GAME CAN BE PLAYED WITH ONE TO FOUR PLAYERS ON INDIVIDUAL CONTROL HANDLES. KEEPS SCORE AND LEVEL OF PLAY FOR EACH PLAYER. CHANGES COLORS AS HIGHER LEVELS ARE REACHED. SIDE ONE OF TAPE HAS MACHINE GRAPHIC BULL AND MAN. SIDE TWO IS FOR THE MORE ADVANCED PLAYER AS IT MOVES FASTER. ALL WAVEMAKERS TAPES ARE RECORDED IN BOTH BALLY AND ASTRO BASIC. THIS IS PROBABLY THE MOST CHALLENGING AND FUN GAME EVER WRITTEN IN BASIC.

WAVEMAKERS - TAPES FOR USE WITH BALLY BASIC/A.I.F.

TAPE NUMBER	SUGGESTED RETAIL
W001	\$10.95
W002	10.95
W003	10.95
W004	10.95
W005	10.95
W006	10.95
W007	19.95
W008	15.95
W009	10.95
W010	10.95
W011	12.95
W012	10.95

ALL TAPES INCLUDE INSTRUCTIONS AND DOCUMENTATION. TAPES ARE RECORDED IN BOTH NEW (ASTROVISION) AND OLD (BALLY) BASIC. THE COMPUTER WILL AUTOMATICALLY SELECT THE PROPER PROGRAM FOR THE BASIC CARTRIDGE BEING USED. WHERE SPACE IS AVAILABLE WE WILL INCLUDE A SHORT FREEBEE GAME ON YOUR TAPE AT NO EXTRA CHARGE. THANK YOU.





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

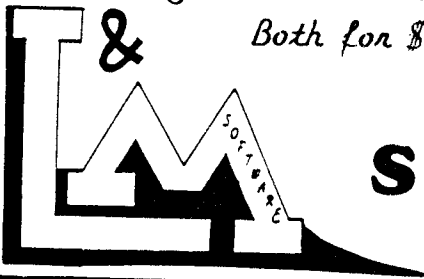
Expanded graphics in 3 dimension. A unique feature of the New Astro Basic allows screen memory to be saved to tape along with program memory. The programming technique to utilize this feature is complex and time consuming. Each picture that is to be turned on must be calculated and placed into screen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

"Pull Trigger for Replay"

Copyright LRM Software 1982.

*Cassette #14 Alien Invasion & Alien Invasion II*

*Both for \$15.95 In New Basic only*



**SOFTWARE**

8599 Framewood Dr.  
Newburgh IN. 47630

The following SOURCES are in the process of changing, updating, revising, etc., their software and/or hardware products. Send them a SSAE (stamped self addressed envelope) and I'm sure they would be happy to supply you with information on their products as they become available. Watch for new offerings in the ARCADIAN Newsletter.

Barry Ellenson-----Software and Hardware  
5017 North River Road  
Schiller Park, IL 60176

Bob Wiseman-----BALLY to Apple Interface  
118 St. Andrews Dr.  
Cincinnati, OH 45245

G. Huston-----Software  
3751A Mt. Vernon Pl.  
Lima, OH 45804

Perrido Key Home Computers-----Software  
Route 1, Box 992D  
Pensacola, FL 32507

Sebree's Computing-----Software  
456 Granite Dept. 3B  
Monrovia, CA 91016

Spectre Systems-----Hardware and Software  
7740 Littlefield Blvd.  
Dearborn, MI 48126

W & W Software-----Software  
355 South Main St.  
Marine City, MI 48039

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HOBBYCRAFT Evansville, IN 47711  
(812) 477-9661  
Su 12-3/M-Tu-Th-F 10-5

Home ARCADE Electronics  
Mark Krivulka (213) 443-4189  
3742 Maxson Rd.  
El Monte, CA 91732

The name that continues to grow with video games

**SFP Video Expansion**, D-H, 1064 N. ALTA AVE, DINUBA, CA 93618 (209) 591-0555



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1556 So. Saratoga/Sunnyvale Rd.  
San Jose, CA 95129

TV ARCADE Sales  
Robert Taylor (305) 453-2631  
1555 Venus St.  
Merritt Island, FL 32952

Your ARCADE unit can be sent to the following places for repairs and/or service.

ASTROVISION REPAIRS (4-6 weeks)

Contact ASTROVISION Inc. at (800) 848-6989 for current prices and time.

If your Arcade is under warranty there is no charge.

If your ARCADE is less than one year old, the charge is \$ 29.95.

If your ARCADE is over one year old, the charge is \$ 59.95.

Your unit is repaired at the ARCADE manufacturing plant. Their address is as follows:

E. F. Johnson  
325 North State St.  
Garner, IA 50438

Dick Belton (3-4 weeks)

Dick will repair your ARCADE for \$ 30.00 plus the cost of parts and \$ 5.50 for postage charges. Contact Dick at (301) 488-2806 for details. Dick's address is as follows:

Dick Belton  
RGB Electronics  
4906 Willshire Ave.  
Baltimore, MD 21206

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

What have you thought about your ARCADE so far?

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Have you had any problems with your ARCADE unit?

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What kind of expansion do you want for your ARCADE?

<input type="checkbox"/> Mainly Graphics	Remarks: _____
<input type="checkbox"/> Mainly Business	_____
<input type="checkbox"/> Other? _____	_____
<input type="checkbox"/> Like Apple or Atari	_____

What have you generally thought of the Videocades produced so far?

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What kind of Videocades would you like to see produced?

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Please fill out the other side.

What do you think about the ARCADIAN Newsletter?

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Other remarks you might have.

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

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OPTIONAL

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State/Prov. \_\_\_\_\_

Country: \_\_\_\_\_ ZIP: \_\_\_\_\_

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

RMH Enterprises

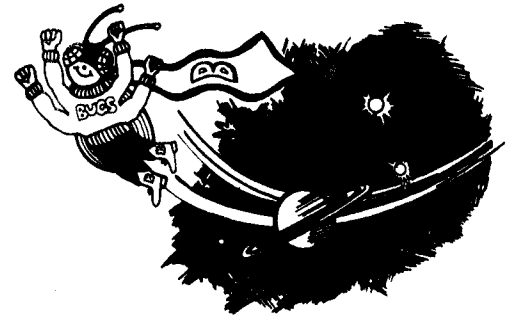
635 Los Alamos Ave.

Livermore, CA 94550

# Bally Arcade Owners!

## Join the ASTROBUGS

(Astrovision-BASIC Users' Group)



# . . . And really make your computer fly!!!

We are an organized group of people who love to inform others of new techniques in programming in Astrovision's new BASIC that comes with your Arcade. We have 4 meetings a year: FEBRUARY, MAY, AUGUST and NOVEMBER. Call Peggy or Don Gladden (313) 437-3984 for dates, times and places. As a member you get . . .

- Reduced prices on club tapes of member-developed programs
- A periodical newsletter about club and Astrovision happenings
- Reduced game tournament entry fees. Win Prizes!
- Discounts on other available hardware & software
- Your chance to learn to program at our tutorial sessions.

**TO JOIN SEND THIS FORM WITH \$5.00 TO:**

Peggy Gladden, Treasurer  
Michigan AstroBUGS  
59400 Nine Mile  
South Lyon, MI 48178

NAME \_\_\_\_\_ STREET \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

TELEPHONE \_\_\_\_\_

OR CALL PEGGY GLADDEN (313) 437-3984 FOR MORE INFORMATION

Contact for further information, meeting times and places.

---

Los Angeles Area, CA  
 Gary Canton  
 Home: (213) 763-0734

Sinking Spring Area, PA  
 Gerard Heere  
 Home: (215) 678-5068

San Francisco Bay Area, CA  
 Richard M. Houser  
 Home: (415) 449-8493

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

Chicago Area, IL  
 Mike Maslowski  
 Home: (312) 654-0937

San Antonio Area, TX  
 W. Fidone  
 8288 Eckert # 5  
 San Antonio, TX 78240

Peoria Area, IL  
 Gerry Thatcher  
 (309) 383-4238  
 Bob Walker  
 (309) 745-8225

Kent Area, WA  
 Steve Bryan  
 Home: (206) 854-8006

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 Ken Springsteen  
 (319) 355-5469

Washington, DC Area  
 Jim Coughlin  
 Home: (202) 678-4972  
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 Far Rockaway, NY

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 Dan Simpson  
 Home: (914) 248-7058

Raleigh Area, NC  
 Larry Kall  
 Home: (919) 851-5039  
 Work: (919) 829-0600

Berea Area, OH  
 Steve Wilson  
 Home: (216) 234-8462

AstroBUGS (see previous page) has volunteered to be a clearing house for usergroups. Contact Peggy Gladden for information on forming, holding, etc. user groups in your area. I will provide names of BALLY/ASTROVISION ARCADE owners in your area.



## MISCELLANEOUS TIDBITS FROM THE EDITOR

Any comments, suggestions, complaints etc., about this SOURCEBOOK will be greatly appreciated as this is the only way I can get feedback on the content.

Please fill out the enclosed questionnaire.

### COMPLAINTS ABOUT SOURCES WHO ADVERTISE IN THIS SOURCEBOOK

While I, as publisher of the SOURCEBOOK, have no liability as to content, performance, etc., of the software programs and hardware items included in this SOURCEBOOK, I will not knowingly allow SOURCES to take advantage of you as a purchaser of the SOURCEBOOK. If you have any complaints about any of the SOURCES in this SOURCEBOOK, please write me a letter and explain in detail the difficulties that you have encountered. I will examine the complaints and take action as deemed necessary.

Thank You    Richard M. Houser

THE BASIC EXPRESS Newsletter, a bimonthly publication, is no longer supported by this SOURCEBOOK because only one issue has been published during the last nine months. Various other unconfirmed reports have been received concerning orders not being filled. If you have complaints about any mail order service from THE BASIC EXPRESS, please write me a letter explaining the circumstances.

### 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 10:00 PM PST for further information on how to get included in the SOURCEBOOK.

I reserve the right to reject any advertisement submitted by returning the payment to the sender. All advertisements 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 an advertisement, and in no event shall I be liable for damage to any person submitting an advertisement in an amount greater than the advertisement fee.

Richard M. Houser--publisher

