WINTER 1982

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Attaches
to your
TV set

USA

THE PROFESSIONAL ARCADE
SOFTWARE and HARDWARE
SOURCEBOOK

NEW OWNER INFORMATION

SYSTEM SUMMARIES

INDEX TO ALL SOURCES

ARCADIAN NEWSLETTER PROGRAM DESCRIPTIONS

ASTROCADE Inc. PRODUCTS

SOFTWARE and HARDWARE SOURCES

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

BALLY and BALLY Professional ARCADE are BALLY Trademarks

ASTRO and ASTRO Professional ARCADE are ASTROCADE Trademarks

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 ASTROCADE Inc. and Nitron for enclosing the RMH Enterprises 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
		VS	Viper System Add-on
		?H	Number of Handles needed
AB	BALLY/ASTROVISION/ASTROCADE with ASTROCADE/BALLY BASIC Videocade 6004 with built-in Cassette Interface.	XB	Extended BASIC
		KP	Keypad
		RL	R & L 64K Add-on
		MLM	Machine Language Manager Videocade

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. If not specified, Astrocade Basic will normally be sent.

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 $ 8.00 in US Funds to: RMH Enterprises, 635 Los Alamos Ave., Livermore, CA 94550

Quantity discounts are available to User Groups or Dealers.

SOURCEBOOK CONTENTS

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

This SOURCEBOOK belongs to:_____

My ARCADE's Model Number is:_____ Serial Number is:_____

I have Old BALLY BASIC____; and/or New BALLY/ASTROCADE BASIC 6004 _____

I have the following Videocades.

Number	Title	Number	Title	Number	Title
_____,	_____	_____,	_____	_____,	_____
_____,	_____	_____,	_____	_____,	_____
_____,	_____	_____,	_____	_____,	_____
_____,	_____	_____,	_____	_____,	_____
_____,	_____	_____,	_____	_____,	_____
_____,	_____	_____,	_____	_____,	_____
_____,	_____	_____,	_____	_____,	_____
_____,	_____	_____,	_____	_____,	_____

To new owners of the ASTROCADE Professional ARCADE Computer.

When you bought your ASTROCADE Professional ARCADE Computer with the
ASTROCADE BASIC Videocade 6004, you also purchased a personal home
computer you can program yourself. Read the ASTROCADE 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.

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

The software programs and hardware items in this SOURCEBOOK are for use
with your new ARCADE unit. All of the programs in this SOURCEBOOK are
available on cassette tape, which can then be loaded into your ARCADE
using the patch cable above and your own cassette tape recorder using
the instructions given in the ASTROCADE BASIC INSTRUCTION BOOK.

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

The manufacturer of the ASTROCADE Professional ARCADE Computer is:

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

All written inquiries should be made to the above address.

ASTROCADE Inc. toll free number is (800) 848-6989

THE BALLY/ASTROVISION/ASTROCADE SYSTEMS

The 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 seperately 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 were 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.)
ASTROCADE The PROFESSIONAL ARCADE (by ASTROCADE 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 various amounts throughout the year. 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. 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.

As of April 1st, 1982 the ARCADE units will be referred to as the "ASTROCADE the Professional Arcade" and ASTROVISION Inc. has changed its name to ASTROCADE Inc. The BALLY BASIC Videocade 6004 is now called the ASTROCADE BASIC Videocade 6004.

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

ADD-ON SYSTEMS

Blue Ram SYSTEM (by Perkins Engineering) See pages G 22 to G 23

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

16K or 32K Blue Ram   Modem/Printer Interface
Blue Ram Keyboard   BSR Controller Interface
Printer Interface   Dual Tape Motor Control
Blue Ram Extended BASIC (v1.1) (see page B 3)

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) See pages G 36 to G 40.

The VIPER System was introduced in April 1981 and now includes the
following items:
VIPER System 1 (16K)   System One Cable Kit
VIPER System 5 (16K or 32K)   System One Conversion Kit
VIPER System Keyboard   Keyboard Board Kit
VSR16K+ 16K Memory Card   VIPER System Cabinet
VRS232 4 Channel Serial Interface   VIPER Keyboard Cabinet
VIPERSOFT BASIC (see B 3)   Keyboard Extension Cable (10ft)

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.

64K RAM BOARD (by R & L Enterprises) See pages G 25

The R & L Enterprises feature the 64K Ram Board for the ASTROCADE.

Programs or Hardware that require use of the R & L 64K Ram Board will
be coded with a   RL   in the "Equipment Required" column
in the Index Section of the SOURCEBOOK.

OTHER LANGUAGES

EXTENDED BASIC LANGUAGE (by Jay Fenton)

This language is available in two versions: on tape (VIPERSOFT BASIC) and on a ROM cartridge (Blue Ram BASIC). 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.
POINT: Puts a point on the screen.
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 togather 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.

The ARCADE must have extended memory to use the extended BASIC.

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 ASTROCADE 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 FUTURE

ZGRASS-100 computer keyboard (by ASTROCADE Inc.)

The long awaited ZGRASS-100 computer keyboard addition is expected to be available in late 1982 or early 1983. The keyboard will fit under the ASTROCADE ARCADE and give the user the following features (as of Oct. 10th):
ZGRASS Language
64K Ram Memory
32K Rom Memory internal
Full Keyboard (56 keys)
2 ea. RS232 Input/Output Interface with programmable baud rate
Dual Audio Cassette Jacks (2000 baud) with motor control
General purpose 8 bit parallel I/O port
Future 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 or early 1983.

2018 Solar Conqueror (Somewhat like Asteroids)
2019 Cosmic Raiders (Somewhat like Defenders)
3006 Bowling
3007 Soccer
4003 Music Maker
4005 Creative Crayon
5004 Conan the Barbarian

In the works, but no release times as yet.
Chess, Kong, Haunted Mansion, Star Trek (Names may change).

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 12
Alchemisymmetrical	81	Graphics		BB	ARC	E 12
Alien	82	Game, Space	1P	BB,1H	ARC	E 18
Alien Invasion	82	Game, Skill	1P	AB,1H	LMS	G 14
Amazed in Space	79	Game, Maze	1P	BB,1H	ARC	E 4
Analog NonDigital Clock	81	Time, Clock		BBorAB	GMC	G 9
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
Art Show	82	Graphics		AB	TtA	G 33
ASTROVISION Editor	81	Tutorial		AB	ARC	E 16
Astro Slot	81	Game, Casino	1P	AB	SS	G 26
ASTRO ZAP $100	82	Game, Skill	1-4P	BBorAB,1-4H	ARC	E 21
Astro-Zap!!!	81	Game, Skill	1-4P	BBorAB,1-4H	GMC	G 16
Astro'Terror	82	Game, Skill	1P	AB,1H	TtA	G 32
Attack	79	Game, Chase	1P	BB,1H	ARC	E 6
Atom Smasher	81	Game, Strategy	2P	BBorAB,2H	LMS	G 13
Ayatollah Dart Board	80	Game, Skill	1P	BBorAB,1H	LMS	G 13
Bach's 15 2pt Invent.	80	Music, 3-voice		BBorAB	GMC	G 8
Backgammon	81	Game, Board	1P	BBorAB	WM	G 35
Background/Foreground	80	Tutorial		BB	ARC	E 10
Bagels	79	Game, Logic	1P	BB	ARC	E 6
BALLY ARCADE Ragtime	80	Music, 3-voice		BBorAB	GMC	G 8
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 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	AB	SS	G 27
Baseball	82	Game, Sport	2P	BBorAB,2H	ARC	E 22
Base Conversion	80	Utility		BB	ARC	E 10
Battleship	82	Game, War	2P	BBorAB,2H	ARC	E 21
Beatle Quiz	81	Educational	1P	AB	SS	G 27
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 5
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
Black Lagoon	81	Game, Maze	1P	BBorAB,1H	LMS	G 12
Blue Ram Programming	80	Tutorial		BB,BR	ARC	E 11
Bombardier	81	Game, War	1P	BBorAB,1H	LMS	G 12
Bomb Squad	82	Game, Strategy	1P	BBorAB	EL	G 6
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
Bowling Secretary	81	Business		AB	NI	G 19
Brick N' the Wall	82	Game, Skill	1P	BBorAB,1H	ARC	E 20
Budget Worksheet $100	82	Business		BB	ARC	E 18
Cartridge Conversion	82	Tutorial		BB,AB	ARC	E 18
Cartridge Swapping II	82	Tutorial		BB,AB	ARC	E 19
Cartridge Swapping III	82	Tutorial		BB,AB	ARC	E 20
Castle of Horror	82	Game, Skill	1P	AB,1H	WM	G 35
Catchem	82	Game, Skill	2P	BBorAB,2H	ARC	E 21

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Catch the Bomb	82	Game, Skill	1-4P	AB,1-4H	NI	G 19
Caterpillar	82	Game, Skill	1-4P	BBorAB	HS	G 10
Character Analysis	82	Game, Skill	1P	AB,1H	WM	G 35
Char. Size & Print Loc.	79	Tutorial, Graphics		BB	ARC	E 3
Checkers I	79	Game, Board	1P	BB	ARC	E 3
Checkers II	79	Game, Board	1P	BB	ARC	E 6
Chicken	82	Game, Skill	1-2P	BBorABorMLM	BF	G 2
Chord Progressions	82	Educational, Music		BBorAB,1H	WM	G 35
Chuck-A-Luck	82	Game, Casino	1P	AB,KP	NI	G 19
Circle Plotter	81	Graphics		BB	ARC	E 12
Circles	81	Graphics		BB	ARC	E 14
Citadel	82	Game, Skill	1-2P	BBorAB,1-2H	ARC	E 22
Claim Jumper	81	Game, Strategy	1-5P	BBorAB,1-5H	LMS	G 12
Claustrophobia	82	Game, Maze	1-4P	AB,1-4H	NI	G 19
Clock	79	Time		BB	ARC	E 2
Clue	80	Game, Logic	1-6P	BBorAB,KP	WM	G 35
Code	80	Educational		BB	ARC	E 9
Code-Decode	81	Game, Logic		BB	ARC	E 17
Collision Course	82	Game, Skill	1-4P	AB,1-4H	WM	G 35
Color Chart	81	Graphics		BB	ARC	E 12
Color Monitor Circuit	82	Project		BB,AB	ARC	E 19
Color Selector	82	Graphics, Utility		BBorAB,1H	ARC	E 23
Columns	82	Game, Logic	1P	BB	ARC	E 12
Compound Interest	81	Business		BB only	ARC	E 15
Computer Crochet	82	Graphics, Art		BBorAB	ARC	E 21
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 12
Cosmic Zap	81	Game, Space	1P	AB	SS	G 27
Count the Dots	80	Game, Skill	1P	BB,1H	ARC	E 10
Coyote-Road Runner	81	Game, Skill	2P	BBorAB,2H	LMS	G 13
Crazy Ball(Two in One)	80	Game, Skill	1P	BBorAB,1H	LMS	G 13
Creating Spec. Graphics	81	Tutorial		BB	ARC	E 14
Crossfire	82	Game, Skill	1P	AB,1H	SS	G 30
Cruncher	82	Game, Skill	1P	AB	TtA	G 32
Crypt-O-Grams	82	Game, Logic	2P	BB	ARC	E 18
Daredevil	81	Game, Race	1P	BB,1H	ARC	E 14
Darts	82	Game, Skill	1-2P	BBorAB,1-2H	ARC	E 22
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 28
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	AB	SS	G 26
Dungeons of Dracula	82	Game, Adventure	1-4P	AB 1-4H	WM	G 35
D&D Speedway	82	Game, Skill	1P	BB,1H	ARC	E 18
Elect. Visual. Center	80	Graphics		BB	ARC	E 6
Escape From Rantanam IV	82	Game, D&D	1P	AB	TJ	G 31
Exitors Revenge	82	Game, Space	1P	AB,1H	LMS	G 16
Exterminator	82	Game, Skill	1P	AB,1H	ARC	E 22
Falling Stars	81	Game, Skill	1P	AB	SS	G 28
File Search	80	Tutorial		BB only	ARC	E 11
Fireworks	82	Graphics		AB	TtA	G 32
Fisherman's Dream	82	Game, Sport	1-4P	AB,1-4H	NI	G 20
Flying Ace	80	Game, War	1-2P	BBorAB	WM	G 35
Football	81	Game, Sport	1-2P	AB	SS	G 26
Force Field	82	Game, Skill	1P	AB,1H	SS	G 29
Frequencies	79	Sound		BB	ARC	E 4

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Frog	82	Game, Skill	1P	BBorAB,1H	ARC	E 19
Frogway	82	Game, Skill	1-4P	AB,1-4H	NI	G 20
Fudd	82	Game, Skill	1P	BB only	ARC	E 17
Galactic Hitchhiker	81	Game, Space	1-4P	AB	HS	G 10
Galactic War 2002	80	Game, Space	1P	BBorAB,1H	LMS	G 13
Gambit	82	Graphics, Utility		BBorAB,BR,XB	PE	G 23
Gamma Wars	82	Game, Skill	1-2P	AB	TtA	G 33
Garbersville	82	Game, Skill	1P	BBorAB	EL	G 6
Gobblers	81	Game, Skill	2P	BB,2H	ARC	E 16
Goldfish Demo	82	Graphics		BBorABorMLM	BF	G 2
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
Graphix Tablet Simulator	82	Graphics		BR,VS,XB,1H	ARC	E 21
Great American Jigsaw	82	Game, Educational	1-2P	BBorAB	EL	G 5
Guess Five	81	Game, Logic	1P	BBorAB,KP	NI	G 19
Guitar Course	80	Educational, Music		BBorAB	WM	G 35
Guitar Course (Tuning)	80	Educational, Music		BBorAB	WM	G 35
Gyro	82	Game, Skill	1P	AB	SS	G 29
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
Haunted House	81	Game, Adventure	1P	BBorAB,KP	NI	G 19
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
High-Q	82	Game, Logic	1P	AB,1H	NI	G 21
Home Budget Keeper	82	Business		AB only	GMC	G 9
Horizontal Scrolling	82	Tutorial		AB	ARC	E 21
Horizontal Scrolling II	82	Tutorial		AB	ARC	E 22
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 35
Hustle!	81	Game, Skill	1P	AB	SS	G 28
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
Interupt 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
Jekyl & Hyde	82	Game, Maze	2P	AB,2H	ARC	E 18
Keno II 2.0	81	Game, Casino	1P	BB,1H	ARC	E 16
KnocKout	81	Game, Skill	1P	AB,1H	SS	G 30
Laser Evader	82	Game, Space	1P	BBorAB,1H	ARC	E 20
Lazer Battle	81	Game, Skill	1-2P	AB	SS	G 28
Life	82	Graphics, Simulation		BBorAB	GMC	G 9
LINE Numbers	82	Tutorial		AB	ARC	E 21
LINE Numbers II	82	Tutorial		AB	ARC	E 22
Logo	79	Graphics		BB	ARC	E 6
Lookout for the Bull I	81	Game, Skill	1-4P	BBorAB,1H	WM	G 35
Lookout for the Bull II	81	Game, Skill	1-4P	BBorAB,1H	WM	G 35
L-I Reverse Box Set	82	Graphics, Art		BBorAB	ARC	E 20
Machine Code Programming	82	Review		BBorAB,MLM	ARC	E 20
Machine Language Monitor	82	Review		BBorAB,MLM	ARC	E 17
Machine Language Monitor	82	Review		BBorAB,MLM	ARC	E 18
Magic Register	82	Tutorial, Graphics		BB	ARC	E 17

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Mastermind I	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
MAX (Robot from Space)	82	Game, Space	1P	BBorAB,1H	WM	G 35
Maze Race	80	Game, Maze	2P	BBorAB,2H	WM	G 35
Maze-A-Matic	81	Game, Maze	1P	AB	SS	G 26
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
Meteoroid	82	Game, Skill	1-2P	BBorAB,1-2H	LMS	G 12
Microtrek	79	Game, Space	1P	BB	ARC	E 5
Micro-Pac	82	Game, Skill	1-4P	Ab	HS	G 10
Mind Bender	82	Game, Logic	1-4P	BBorAB,1-4P	LMS	G 12
Mini Golf	82	Game, Skill	1-4P	BBorAB	EL	G 5
Missile Attack	81	Game, Skill	1P	AB	SS	G 27
Missile Defense	82	Game, Skill	1P	BBorAB,1H	NI	G 19
Mission Impossible	81	Game, Strategy	1P	BBorAB,1H	LMS	G 13
Monkey Jump	82	Game, Skill	1-4P	AB,1-4H	WM	G 35
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 35
Multi-processing	80	Tutorial		BB	ARC	E 11
Musical Staff	81	Music		BB	ARC	E 13
Music Composer	80	Music		BBorAB,1H	WM	G 35
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	AB	SS	G 28
Name and Nicomachus	80	Game, Number	1P	BB	ARC	E 9
Nautilus	82	Game, Space	1P	AB,1H	LMS	G 17
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
Night Raid	82	Game, War	1P	BBorAB,1H	ARC	E 20
Nim	81	Game, Logic	1-2P	BB,1-2H	ARC	E 14
Note Match	80	Game, Music	1P	BBorAB,1H	WM	G 35
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,1H	WM	G 35
Old Bent Nose	81	Game, Board	2P	BB,2H	ARC	E 15
Old Glory 1982	82	Graphics		BBorAB	ARC	E 20
Omega Valley	82	Game, Skill	1P	AB,1H	TtA	G 32
One Man Bowling	82	Game, Sport	1P	BBorAB,1H	ARC	E 22
Orbit Demo	81	Tutorial, Game	1P	BB,1H	ARC	E 17
Overcoming Loading Prob.	82	Tutorial		AB	ARC	E 22
O-Jello	80	Game, Logic	1P	BB,1H	ARC	E 8
Pack-Rat I	81	Game, Skill	1P	BBorAB,1H	WM	G 35
Pack-Rat II	81	Game, Skill	1P	BBorAB,1H	WM	G 35
Perversion	80	Game, Logic	1-6P	BBorAB,1H	WM	G 35
Phantom Starfighters	81	Game, Space	1-2P	BBorAB,1-2H	LMS	G 12
Pick-Six Keno	82	Game, Casino	1P	AB,1H	SS	G 30

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Polo	82	Game, Dice	2P	BBorAB,2H	ARC	E 21
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	ARC	E 19
Quadron	82	Game, Strategy	1P	BBorAB,1H	TtA	G 32
Quadron Instructions	82	Game, Instruction	1P	BBorAB,1H	ARC	E 19
Quickdraw	81	Game, Skill	1-2P	BBorAB,1-2H	NI	G 19
Random Art	79	Graphics		BB	ARC	E 3
Reactor	82	Game, Skill	2P	AB,2H	SS	G 30
Rebound	81	Game, Skill	1P	BB,1H	ARC	E 16
Rescue Air Drop	81	Game, Skill	1P	BBorAB,1H	LMS	G 13
Rescue of Catherine	82	Game, D&D	1P	AB	TJ	G 31
Resequencing	79	Utility		BB	ARC	E 5
Reverse	79	Game, Logic	1P	BB,1H	ARC	E 2
Reverse	81	Game, Educational	1P	AB	SS	G 27
River City Gambler	81	Game, Casino	1-5P	BBorAB,1-4H	LMS	G 12
Road Toad	82	Game, Skill	1P	AB	EL	G 7
Robot Alert!	81	Game, Skill	1P	AB	SS	G 27
Robothon	82	Game, Skill	1P	AB,1H	SS	G 30
Runaround	82	Game, Skill	1P	AB,1H	SS	G 30
Saucer Attack	82	Game, Space	1P	BBorAB,1H	NI	G 19
Saucer Battle	79	Game, Space	1-2P	BB,1-2H	ARC	E 5
Screen Operation	79	Tutorial		BB	ARC	E 2
Screen Printer	82	Interface		BB,TRS LP VII	ARC	E 20
Screen Ram Word Proc.	82	Word Processor		BB	GMC	G 9
Search and Destroy	80	Game, Logic	1P	BBorAB,1H	LMS	G 12
Secret of Pelluctiar	82	Game, Maze	1-2P	AB,1-2H	LMS	G 15
Serial and Parallel	80	Tutorial		BB	ARC	E 9
Short Program Selection	81	Graphics, Math		BB	ARC	E 13
Sicko-Therapy I	82	Game, Party	1-?P	BBorAB,KP	NI	G 19
Sicko-Therapy II	82	Game, Party	1-?P	BBorAB,KP	NI	G 19
Simon	79	Game, Logic	1P	BB,1H	ARC	E 2
Simon Says	81	Game, Memory	1P	AB	SS	G 27
Sinfona to Cantata	82	Music, 3-voice		AB only	GMC	G 8
Sink the U-Boat	81	Game, War	1P	BBorAB,1H	LMS	G 13
Ski Slope	82	Game, Sport	1P	AB	EL	G 7
Skunk	81	Game, Dice	1-4P	BBorAB,1-4H	NI	G 20
Sloshed	82	Game, Skill	1-4P	AB,1-4H	NI	G 20
Slot Machine	80	Game, Casino	1P	BBorAB,1H	WM	G 35
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
Slot Machine IV	80	Game, Casino	1P	BBorAB	ARC	E 20
Smack-Up	81	Game, Skill	1P	AB	SS	G 27
Snake	82	Game, Skill	1P	AB,1H	SS	G 30
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 Chase	80	Game, Space	1P	BBorAB,KP	WM	G 35
Space Checkers	81	Game, Strategy	2P	BBorAB,2H	LMS	G 13
Space Dock	82	Game, Simulation	1P	AB	SS	G 28
Space Gauntlet	82	Game, Skill	1P	BBorAB,1H	TtA	G 32
Space Sleuth	81	Game, Adventure	1-4P	BBorAB,1-4H	LMS	G 13

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Space Quest 2001	81	Game, Space	1P	BBorAB,1H	LMS	G 12
Speed Math	80	Game, Math	1-2P	BBorAB,1H	WM	G 35
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 ASTRO	81	Game, Space	1P	AB	SS	G 26
Starship Command	82	Game, Skill	1P	BBorAB	EL	G 5
Star Base 2000	81	Game, Space	1P	BBorAB,1H	LMS	G 12
Star Cruiser	82	Game, Space	1P	AB,1H	SS	G 30
Star Siege	82	Game, Skill	1P	AB,1H	ARC	E 22
Stranded on Rigel 5	82	Game, Space	1P	BB	ARC	E 20
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	AB	SS	G 26
Super Missile Attack	82	Game, War	1P	AB,1H	SS	G 29
Super Slot	81	Game, Casino	1-4P	AB	SS	G 26
Super Smack-Up	82	Game, Skill	1P	AB	SS	G 29
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	81	Tutorial		AB	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 12
Telling Time	81	Time, Educational	1P	BB,1H	ARC	E 15
Ten Pins	82	Game, Sport	1-4P	BBorAB	EL	G 6
The CUBE $100	82	Game, Logic	1P	BB,KP	ARC	E 18
The Fox and the Hare	80	Game, Board	2P	BBorAB,2H	LMS	G 13
The Mummy's Treasure	81	Game, Board	1-4P	BBorAB,1-4H	LMS	G 13
The Paper Chase	81	Game, Skill	1P	BBorAB	HS	G 10
The Pits	81	Game, Maze	1P	BB,1H	ARC	E 15
Tic-Tac-Dough	81	Game, Board	1P	AB	SS	G 26
Tic-Tac-Tollah	80	Game, Board	1P	BBorAB	HS	G 10
Timecard Calculator	82	Business		BB only	GMC	G 9
Top 5 Today	82	Tutorial		BB,AB	ARC	E 19
Touch Tone Simulate	79	Sound		BB	ARC	E 4
Tounament Obstacle Crs	81	Game, Maze	1-10P	BBorAB,1H	WM	G 35
Tower of Hanoi	81	Game, Puzzle	1P	BB,1H	ARC	E 13
Tower of Machor	82	Game, D&D	1P	AB	TJ	G 31
Twixt	81	Game, Board	1P	BB,1H	ARC	E 13
Two Bytes Worth	82	Tutorial		BBorAB	ARC	E 22
Using ASTROBASIC Editor	82	Tutorial		AB	ARC	E 21
Video Rally	80	Game, Educational	1P	BBorAB	HS	G 10
Vindicator	82	Game, Strategy	1P	AB	TtA	G 33
Viperian	82	Game, Skill	1P	AB.1H	TtA	G 32
Whiz Quiz (Trivia)	82	Game, Quiz	1P	BBorAB	WM	G 35
Wildcatter	82	Game, Economic	1-4P	BBorAB	EL	G 6
Word Hunt $100	82	Game, Word	1-4P	BBorAB,1H	ARC	E 22
Yahtzee	80	Game, Dice	1-4P	BB,1-4H	ARC	E 9
Yahtzee	80	Game, Dice	1-4P	BBorAB,1H	WM	G 35
Zapper	82	Game, Skill	1P	AB	SS	G 29
Zappit	80	Game, Space	1P	BB,1H ·	ARC	E 7
1K Memory Addition	82	Project		BB	ARC	E 17
2 Letter Music Maker	82	Music		AB,1H	ARC	E 21

| | | | Number of | Equipment | | |
Title	YR	Type	Players	Required	Source	Page
3D Tic Tac Toe	81	Game, Board	2P	BBorAB,2H	LMS	G 13
3-voice Music	80	Tutorial, Music		BB	ARC	E 9
3-voice Music Assembler	82	Music, 3-voice		BBorAB	GMC	G 8
3x5 Character Generator	80	Tutorial, Utility		BBorAB	HS	G 11
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 15
2000 AD	80	Game, Space	1P	BB,1H	ARC	E 8

| | | | Number of | Equipment | | |
Title	YR	Type	Players	Required	Source	Page
3D Tic Tac Toe	81	Game, Board	2P	BBorAB,2H	LMS	G 13
3-voice Music	80	Tutorial, Music		BB	ARC	E 9
3-voice Music Assembler	82	Music, 3-voice		BBorAB	GMC	G 8

Title	YR	Type	Number of Players	Equipment Required	Source	Page

ARCADIAN NEWSLETTER (ARC) Bob Fabris, Publisher

Title	YR	Type	Number of Players	Equipment Required	Source	Page
AB-BB Differences	82	Tutorial		BB,AB	ARC	E 19
AB Circuit Layout	82	Misc.		AB	ARC	E 17
Alchemisymmetrical	81	Graphics		BB	ARC	E 12
Alien	82	Game, Space	1P	BB,1H	ARC	E 18
Amazed in Space	79	Game, Maze	1P	BB,1H	ARC	E 4
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
ASTROVISION Editor	81	Tutorial		AB	ARC	E 16
ASTRO ZAP $100	82	Game, Skill	1-4P	BBorAB,1-4H	ARC	E 21
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 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 500	81	Game, Skill	2-3P	BB,1-2H	ARC	E 13
Bangman	79	Game, Word	2P	BB,1H	ARC	E 3
Baseball	82	Game, Sport	2P	BBorAB,2H	ARC	E 22
Base Conversion	80	Utility		BB	ARC	E 10
Battleship	82	Game, War	2P	BBorAB,2H	ARC	E 21
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
Brick N' the Wall	82	Game, Skill	1P	BBorAB,1H	ARC	E 20
Budget Worksheet $100	82	Business		BB	ARC	E 18
Cartridge Conversion	82	Tutorial		BB,AB	ARC	E 18
Cartridge Swapping II	82	Tutorial		BB,AB	ARC	E 19
Cartridge Swapping III	82	Tutorial		BB,AB	ARC	E 20
Catchem	82	Game, Skill	2P	BBorAB,2H	ARC	E 21
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
Citadel	82	Game, Skill	1-2P	BBorAB,1-2H	ARC	E 22
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
Color Selector	82	Graphics, Utility		BBorAB,1H	ARC	E 23
Columns	82	Game, Logic	1P	BB	ARC	E 12
Compound Interest	81	Business		BB only	ARC	E 15
Computer Crochet	82	Graphics, Art		BBorAB	ARC	E 21
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

Title	YR	Type	Number of Players	Equipment Required	Source	Page
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
Darts	82	Game, Skill	1-2P	BBorAB,1-2H	ARC	E 22
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
Exterminator	82	Game, Skill	1P	AB,1H	ARC	E 22
File Search	80	Tutorial		BB only	ARC	E 11
Frequencies	79	Sound		BB	ARC	E 4
Frog	82	Game, Skill	1P	BBorAB,1H	ARC	E 19
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
Graphix Tablet Simulator	82	Graphics		BR,VS,XB,1H	ARC	E 21
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
Horizontal Scrolling	82	Tutorial		AB	ARC	E 21
Horizontal Scrolling II	82	Tutorial		AB	ARC	E 22
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
Interupt 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
Jekyl & Hyde	82	Game, Maze	2P	AB,2H	ARC	E 19
Keno II 2.0	81	Game, Casino	1P	BB,1H	ARC	E 16
Laser Evader	82	Game, Space	1P	BBorAB,1H	ARC	E 20
LINE Numbers	82	Tutorial		AB	ARC	E 21
LINE Numbers II	82	Tutorial		AB	ARC	E 21
Logo	79	Graphics		BB	ARC	E 6
L-I Reverse Box Set	82	Graphics, Art		BBorAB	ARC	E 20
Machine Code Programming	82	Review		MLM	ARC	E 20
Machine Language Monitor	82	Review		MLM	ARC	E 17
Machine Language Monitor	82	Review		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

Title	YR	Type	Number of Players	Equipment Required	Source	Page
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
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
Night Raid	82	Game, War	1P	BBorAB,1H	ARC	E 20
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
Old Glory 1982	82	Graphics		BBorAB	ARC	E 20
One Man Bowling	82	Game, Sport	1P	BBorAB,1H	ARC	E 22
Orbit Demo	81	Tutorial, Game	1P	BB,1H	ARC	E 17
Overcoming Loading Prob.	82	Tutorial		AB	ARC	E 22
O-Jello	80	Game, Logic	1P	BB,1H	ARC	E 8
Polo	82	Game, Dice	2P	BBorAB,2H	ARC	E 21
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
Quadron	82	Game, Strategy	1P	BBorAB,1H	ARC	E 19
Quadron Instructions	82	Game, Skill	1P	BB,1H	ARC	E 19
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
Screen Printer	82	Interface		BB,TRS LP VII	ARC	E 20
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
Slot Machine IV	82	Game, Casino	1P	BBorAB	ARC	E 20
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

Title	YR	Type	Number of Players	Equipment Required	Source	Page
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	AB,1H	ARC	E 22
Stranded on Rigel 5	82	Game, Space	1P	BB	ARC	E 20
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	82	Tutorial		AB	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
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
Two Bytes Worth	82	Tutorial		BBorAB	ARC	E 22
Using ASTROBASIC Editor	82	Tutorial		AB	ARC	E 21
Word Hunt $100	82	Game, Word	1-4P	BBorAB,1H	ARC	E 22
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
2 Letter Music Maker	82	Music		AB,1H	ARC	E 21
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

The Bit Fiddlers (BF) Andy Guevara

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Chicken	82	Game, Skill	1-2P	BBorABorMLM	BF	G 2
Goldfish Demo	82	Graphics		BBorABorMLM	BF	G 2

Esoterica Ltd. (EL) Daniel Drescher

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Big City Slick	82	Game, Educational	1-4P	BBorAB	EL	G 5
Bomb Squad	82	Game, Strategy	1P	BBorAB	EL	G 6
Garbersville	82	Game, Skill	1P	BBorAB	EL	G 6
Great American Jigsaw	82	Game, Puzzle	1-2P	BBorAB	EL	G 5
Mini Golf	82	Game, Skill	1-4P	BBorAB	EL	G 5
Road Toad	82	Game, Skill	1P	AB	EL	G 7
Ski Slope	82	Game, Skill	1P	AB	EL	G 7
Starship Command	82	Game, Skill	1P	BBorAB	EL	G 5
Ten Pins	82	Game, Sport	1-4P	BBorAB	EL	G 6
Wildcatter	82	Game, Economic	1-4P	BBorAB	EL	G 6

Title	YR	Type	Number of Players	Equipment Required	Source	Page

George Moses Co. (GMC)

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Analog NonDigital Clock	81	Time, Clock		BBorAB	GMC	G 9
Astro-Zap!!!	81	Game, Skill	1-4P	BBorAB,1-4H	GMC	G 9
Bach's 15 2pt Invent.	80	Music, 3-voice		BBorAB	GMC	G 8
BALLY ARCADE Ragtime	80	Music, 3-voice		BBorAB	GMC	G 8
Home Budget Keeper	82	Business		AB only	GMC	G 9
Life	82	Graphics, Simulation		BBorAB	GMC	G 9
Screen Ram Word Proces.	82	Word Processor		BB only	GMC	G 9
Sinfona to Cantata	82	Music, 3-voice		AB only	GMC	G 8
Timecard Calculator	82	Business		BB only	GMC	G 9
3-voice Music Assembler	82	Music, 3-voice		BBorAB	GMC	G 8
27 ARCADE Xmas Songs	81	Music, 3-voice		BBorAB	GMC	G 8

H.A.R.D. Software (HS) Hoover/Anderson

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Caterpillar	82	Game, Skill	1P	AB	HS	G 10
Galactic Hitchhiker	82	Game, Space	1P	AB	HS	G 10
Micro-Pac	82	Game, Skill	1P	AB	HS	G 10
The Paper Chase	81	Game, Skill	1P	BBorAB	HS	G 10
Tic-Tac-Tollah	80	Game, Strategy	1P	BBorAB	HS	G 10
Video Rally	81	Game, Sport		BBorAB	HS	G 10
3x5 Character Generator	81	Tutorial, Utility		BBorAB	HS	G 11

L & M Software (LMS) Bill Loos

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Air Raid	81	Game, War	1P	BBorAB,1H	LMS	G 12
Alien Invasion	82	Game, Skill	1P	AB,1H	LMS	G 14
Atom Smasher	81	Game, Strategy	2P	BBorAB,2H	LMS	G 13
Ayatollah Dart Board	80	Game, Skill	1P	BBorAB,1H	LMS	G 13
Black Lagoon	81	Game, Maze	1P	BBorAB,1H	LMS	G 12
Bombardier	81	Game, War	1P	BBorAB,1H	LMS	G 12
Claim Jumper	81	Game, Strategy	1-5P	BBorAB,1-5H	LMS	G 12
Cosmic Saucer Battle	81	Game, Space	1-2P	BBorAB,1-2H	LMS	G 12
Coyote-Road Runner	81	Game, Skill	2P	BBorAB,2H	LMS	G 13
Crazy Ball(Two in One)	80	Game, Skill	1P	BBorAB,1H	LMS	G 13
Exitors Revenge	82	Game, Space	1P	AB,1H	LMS	G 16
Galactic War 2002	80	Game, Space	1P	BBorAB,1H	LMS	G 13
Meteoroid	82	Game, Skill	1-2P	BBorAB,1-2H	LMS	G 12
Mind Bender	82	Game, Logic	1-4P	BBorAB,1-4P	LMS	G 12
Mission Impossible	81	Game, Strategy	1P	BBorAB,1H	LMS	G 13
Nautilus	82	Game, Space	1P	AB,1H	LMS	G 17
Phantom Starfighters	81	Game, Space	1-2P	BBorAB,1-2H	LMS	G 12
Rescue Air Drop	81	Game, Skill	1P	BBorAB,1H	LMS	G 13
River City Gambler	81	Game, Casino	1-5P	BBorAB,1-4H	LMS	G 12
Search and Destroy	80	Game, Logic	1P	BBorAB,1H	LMS	G 12
Secret of Pelluctiar	82	Game, Maze	1-2P	AB,1-2H	LMS	G 15
Sink the U-Boat	81	Game, War	1P	BBorAB,1H	LMS	G 13
Space Checkers	81	Game, Strategy	2P	BBorAB,2H	LMS	G 13
Space Sleuth	81	Game, Adventure	1-4P	BBorAB,1-4H	LMS	G 13
Space Quest 2001	81	Game, Space	1P	BBorAB,1H	LMS	G 12
Star Base 2000	81	Game, Space	1P	BBorAB,1H	LMS	G 12
Target(Trio of Games)	80	Game, Skill	1P	BBorAB,1H	LMS	G 12
The Fox and the Hare	80	Game, Board	2P	BBorAB,2H	LMS	G 13
The Mummy's Treasure	81	Game, Board	1-4P	BBorAB,1-4H	LMS	G 13
3D Tic Tac Toe	81	Game, Board	2P	BBorAB,2H	LMS	G 13

Title	YR	Type	Number of Players	Equipment Required	Source	Page

New Image (NI) Don Gladden

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Bowling Secretary	81	Business		AB	NI	G 19
Catch the Bomb	82	Game, Skill	1-4P	AB,1-4H	NI	G 19
Chuck-A-Luck	82	Game, Casino	1P	AB,KP	NI	G 19
Claustrophobia	82	Game, Maze	1-4P	AB,1-4H	NI	G 19
Fisherman's Dream	82	Game, Sport	1-4P	AB,1-4H	NI	G 20
Frogway	82	Game, Skill	1-4P	AB,1-4H	NI	G 20
Guess Five	81	Game, Logic	1P	AB,KP	NI	G 19
Haunted House	81	Game, Adventure	1P	AB,KP	NI	G 19
High-Q	82	Game, Logic	1P	AB,1H	NI	G 21
Missile Defense	82	Game, Skill	1P	AB,1H	NI	G 19
Quickdraw	81	Game, Skill	1-2P	AB,1-2H	NI	G 19
Saucer Attack	82	Game, Space	1P	AB,1H	NI	G 19
Sicko-Therapy-I	82	Game, Party	1-?P	AB,KP	NI	G 19
Sicko-Therapy-II	82	Game, Party	1-?P	AB,KP	NI	G 19
Skunk	81	Game, Dice	1-4P	AB,1-4H	NI	G 20
Sloshed	82	Game, Skill	1-4P	AB,1-4H	NI	G 20

Perkins Engineering (PE) Clyde Perkins and John Perkins

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Gambit	82	Graphics, Utility		BBorAB,BR,XB	PE	G

Super Software (SS) Rob Rosenhouse

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Astro Slot	81	Game, Casino	1P	AB	SS	G 26
Barracade	81	Game, Skill	1P	AB	SS	G 27
Beatle Quiz	81	Educational	1P	AB	SS	G 27
Cosmic Zap	81	Game, Space	1P	AB	SS	G 27
Crossfire	82	Game, Skill	1P	AB,1H	SS	G 30
Defense Force	82	Game, Skill	1P	AB	SS	G 28
Dog Racing	81	Game, Sport	1-4P	AB	SS	G 26
Falling Stars	81	Game, Skill	1P	AB	SS	G 28
Football	81	Game, Sport	1-2P	AB	SS	G 26
Force Field	82	Game, Skill	1P	AB,1H	SS	G 29
Gyro	82	Game, Skill	1P	AB	SS	G 29
Hustle!	81	Game, Skill	1P	AB	SS	G 28
Knockout	82	Game, Skill	1P	AB,1H	SS	G 30
Lazer Battle	81	Game, Skill	1-2P	AB	SS	G 28
Maze-A-Matic	81	Game, Maze	1P	AB	SS	G 26
Missile Attack	81	Game, Skill	1P	AB	SS	G 27
Mystery Maze	81	Game, Skill	1P	AB	SS	G 28
Pick-Six Keno	82	Game, Casino	1P	AB,1H	SS	G 30
Reactor	82	Game, Skill	2P	AB,2H	SS	G 30
Reverse	81	Game, Educational	1P	AB	SS	G 27
Robot Alert!	81	Game, Skill	1P	AB	SS	G 27
Robothon	82	Game, Skill	1P	AB,1H	SS	G 30
Runaround	82	Game, Skill	1P	AB,1H	SS	G 30
Simon Says	81	Game, Memory	1P	AB	SS	G 27
Smack-Up	81	Game, Skill	1P	AB	SS	G 27
Snake	82	Game, Skill	1P	AB,1H	SS	G 30
Space Dock	82	Game, Simulation	1P	AB	SS	G 28
Star Cruiser	82	Game, Space	1P	AB,1H	SS	G 30
Starship Astro	81	Game, Space	1P	AB	SS	G 26
Super Craps	81	Game, Casino	1-4P	AB	SS	G 26
Super Missile Attack	82	Game, War	1P	AB,1H	SS	G 29
Super Slot	81	Game, Casino	1-4P	AB	SS	G 26

Software Index by Source

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Super Smack-Up	82	Game, Skill	1P	AB	SS	G 29
Tic-Tac-Dough	81	Game, Board	1P	AB	SS	G 26
Zapper	81	Game, Skill	1P	AB	SS	G 29

The tiny ARCADE (TtA) Tom McConnell

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Art Show	82	Graphics		AB	TtA	G 33
Astro'Terror	82	Game, Skill	1P	AB,1H	TtA	G 32
Cruncher	82	Game, Skill	1P	AB	TtA	G 32
Fireworks	82	Graphics		AB	TtA	G 32
Gamma Wars	82	Game, Skill	1-2P	AB	TtA	G 33
Omega Valley	82	Game, Skill	1P	AB,1H	TtA	G 32
Quadron	82	Game, Strategy	1P	BBorAB,1H	TtA	G 32
Space Gauntlet	82	Game, Skill	1P	BBorAB,1H	TtA	G 32
Vindicator	82	Game, Strategy	1P	AB	TtA	G 33
Viperian	82	Game, Skill	1P	AB.1H	TtA	G 32

Todd Johnson (TJ)

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Escape From Rantanam IV	82	Game, D&D	1P	AB	TJ	G 31
Rescue of Catherine	82	Game, D&D	1P	AB	TJ	G 31
Tower of Machor	82	Game, D&D	1P	AB	TJ	G 31

WaveMakers (WM) Mike Peace

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Backgammon	81	Game, Board	1P	BBorAB	WM	G 35
Castle of Horror	82	Game, Skill	1P	AB only,1H	WM	G 35
Character Analysis	82	Game, Skill	1P	AB,KP	WM	G 35
Chord Progressions	80	Educational, Music		BBorAB,1H	WM	G 35
Clue	80	Game, Logic	1-6P	BBorAB,KP	WM	G 35
Collision Course	82	Game, Skill	1-4P	AB,1-4H	WM	G 35
Dungeons of Dracula	82	Game, Adventure	1-4P	AB,1-4H	WM	G 35
Flying Ace	80	Game, War	1-2P	BBorAB,1H	WM	G 35
Guitar Course	80	Educational, Music		BBorAB	WM	G 35
Guitar Course (Tuning)	80	Educational, Music		BBorAB,1H	WM	G 35
Horse Race	80	Game, Sport	1-4P	BBorAB,KP	WM	G 35
Lookout for the Bull	81	Game, Skill	1-4P	BBorAB,1H	WM	G 35
Lookout for the Bull II	81	Game, Skill	1-4P	BBorAB,1H	WM	G 35
MAX (Robot from Space)	80	Game, Skill	1P	BBorAB,1H	WM	G 35
Maze Race	80	Game, Maze	2P	BBorAB,2H	WM	G 35
Monkey Jump	82	Game, Skill	1-4P	AB,1-4H	WM	G 35
Mouse in the Hat	80	Game, Logic	1P	BBorAB,1H	WM	G 35
Music Composer	80	Music		BBorAB,1H	WM	G 35
Note Match	80	Game, Music	1P	BBorAB,1H	WM	G 35
Obstacle Course	80	Game, Maze	1P	BBorAB,1H	WM	G 35
Pack-Rat	81	Game, Skill	1P	BBorAB,1H	WM	G 35
Pack-Rat II	81	Game, Skill	1P	BBorAB,1H	WM	G 35
Perversion	80	Game, Logic	1-6P	BBorAB,1H	WM	G 35
Slot Machine	80	Game, Casino	1P	BBorAB,1H	WM	G 35
Space Chase	80	Game, Space	1P	BBorAB,KP	WM	G 35
Speed Math	80	Game, Math	1-2P	BBorAB,1H	WM	G 35
Tourament Obstacle Crs	81	Game, Maze	1-10P	BBorAB,1H	WM	G 35
Whiz Quiz (Trivia)	82	Game, Quiz	1P	BBorAB	WM	G 35
Yahtzee	80	Game, Dice	1-4P	BBorAB,1H	WM	G 35

Title	YR	Type	Number of Players	Equipment Required	Source	Page

BUSINESS

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Bowling Secretary	81	Business		AB	NI	G 19
Budget Worksheet $100	82	Business		BB	ARC	E 18
Compound Interest	81	Business		BB only	ARC	E 15
Home Budget Keeper	82	Business		AB only	GMC	G 9
Monthly Loan Program	80	Business		BB	ARC	E 7
Timecard Calculator	82	Business		BB only	GMC	G 9

EDUCATIONAL

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Beatle Quiz	81	Educational	1P	AB	SS	G 27
BIBLE Quiz	80	Educational	2P	BB	ARC	E 8
Big City Slick	82	Game, Educational	1-4P	BBorAB	EL	G 5
Chord Progressions	80	Educational, Music		BBorAB,1H	WM	G 35
Code	80	Educational		BB	ARC	E 9
Great America Jigsaw	82	Game, Educational	1-2P	BBorAB	EL	G 5
Guitar Course	80	Educational, Music		BBorAB	WM	G 35
Guitar Course(Tuning)	80	Educational, Music		BBorAB	WM	G 35
Morse Code	80	Educational		BB	ARC	E 10
Nuclear Math	81	Educational, Game		BB	ARC	E 16
Reverse	81	Game, Educational	1P	BBorAB	SS	G 27
Telling Time	81	Time, Educational	1P	BB,1H	ARC	E 15
Video Rally	82	Game, Educational	1P	BBorAB	HS	G 10

GAMES

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Air Raid	81	Game, War	1P	BBorAB,1H	LMS	G 12
Alien	82	Game, Space	1P	BB,1H	ARC	E 18
Alien Invasion	82	Game, Skill	1P	AB,1H	LMS	G 14
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 Slot	81	Game, Casino	1P	AB	SS	G 26
ASTRO ZAP $100	82	Game, Skill	1-4P	BBorAB,1-4H	ARC	E 21
Astro-Zap!!!	81	Game, Skill	1-4P	BBorAB,1-4H	GMC	G 16
Astro'Terror	82	Game, Skill	1P	AB,1H	TtA	G 32
Attack	79	Game, Chase	1P	BB,1H	ARC	E 6
Atom Smasher	81	Game, Strategy	2P	BBorAB,2H	LMS	G 13
Ayatollah Dart Board	80	Game, Skill	1P	BBorAB,1H	LMS	G 13
Backgammon	81	Game, Board	1P	BBorAB	WM	G 35
Bagels	79	Game, Logic	1P	BB	ARC	E 6
BALLY Black Box	81	Game, Logic	1-4P	BB,1-4H	ARC	E 15
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	AB	SS	G 27
Baseball	82	Game, Sport	2P	BBorAB,2H	ARC	E 22
Battleship	82	Game, War	2P	BBorAB,2H	ARC	E 21
Big City Slick	82	Game, Educational	1-4P	BBorAB	EL	G 5
Bingo	80	Game, Board	1P	BB,1H	ARC	E 7
Blackbox	79	Game, Logic	1P	BB	ARC	E 5
Black Hole	80	Game, Space	1P	BB	ARC	E 8
Black Lagoon	81	Game, Maze	1P	BBorAB,1H	LMS	G 12
Bombardier	81	Game, War	1P	BBorAB,1H	LMS	G 12
Bomb Squad	82	Game, Strategy	1P	BBorAB	EL	G 6
BOTS	80	Game, Chase	1P	BB,1H	ARC	E 10

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Bowl a Rama	80	Game, Sport	2P	BB,2H	ARC	E 8
Brick N' the Wall	82	Game, Skill	1P	BBorAB,1H	ARC	E 20
Castle of Horror	82	Game, Skill	1P	AB,1H	WM	G 35
Catchem	82	Game, Skill	2P	BBorAB,2H	ARC	E 21
Catch the Bomb	82	Game, Skill	1-4P	AB,1-4H	NI	G 19
Caterpillar	82	Game, Skill	1-4P	BBorAB	HS	G 10
Character Analysis	82	Game, Skill	1P	AB,KP	WM	G 35
Checkers I	79	Game, Board	1P	BB	ARC	E 3
Checkers II	79	Game, Board	1P	BB	ARC	E 6
Chicken	82	Game, Skill	1-2P	BBorABorMLM	BF	G 2
Chuck-A-Luck	82	Game, Casino	1P	BBorAB,KP	NI	G 19
Citadel	82	Game, Skill	1-2P	BBorAB,1-2H	ARC	E 22
Claim Jumper	81	Game, Strategy	1-5P	BBorAB,1-5H	LMS	G 12
Claustrophobia	82	Game, Maze	1-4P	AB,1-4H	NI	G 19
Clue	80	Game, Logic	1-6P	BBorAB,KP	WM	G 35
Code-Decode	81	Game, Logic		BB	ARC	E 17
Collision Course	82	Game, Skill	1-4P	AB,1-4H	WM	G 35
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 12
Cosmic Zap	81	Game, Space	1P	BBorAB	SS	G 27
Count the Dots	80	Game, Skill	1P	BB,1H	ARC	E 10
Coyote-Road Runner	81	Game, Skill	2P	BBorAB,2H	LMS	G 13
Crazy Ball(Two in One)	80	Game, Skill	1P	BBorAB,1H	LMS	G 13
Crossfire	82	Game, Skill	1P	AB,1H	SS	G 30
Cruncher	82	Game, Skill	1P	AB	TtA	G 32
Crypt-O-Grams	82	Game, Logic	2P	BB	ARC	E 18
Daredevil	81	Game, Race	1P	BB,1H	ARC	E 14
Darts	82	Game, Skill	1-2P	BBorAB,1-2H	ARC	E 22
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	AB	SS	G 26
Dungeons of Dracula	82	Game, Adventure	1-4P	AB,1-4H	WM	E 35
D&D Speedway	82	Game, Skill	1P	BB,1H	ARC	E 18
Escape From Rantanam IV	82	Game, D&D	1P	AB	TJ	G 31
Exitors Revenge	82	Game, Space	1P	AB,1H	LMS	G 16
Exterminator	82	Game, Skill	1P	AB,1H	ARC	E 22
Falling Stars	81	Game, Skill	1P	AB	SS	G 28
Fisherman's Dream	82	Game, Sport	1-4P	AB,1-4H	NI	G 20
Flying Ace	80	Game, War	1-2P	BBorAB,1H	WM	G 35
Football	81	Game, Sport	1-2P	AB	SS	G 26
Force Field	82	Game, Skill	1P	AB,1H	SS	G 29
Frog	82	Game, Skill	1P	BBorAB,1H	ARC	E 19
Frogway	82	Game, Skill	1-4P	AB,1-4H	NI	G 20
Fudd	82	Game, Skill	1P	BB only	ARC	E 18
Galactic Hitchhiker	81	Game, Space	1-4P	AB	HS	G 10
Galactic War 2002	80	Game, Space	1P	BBorAB,1H	LMS	G 13
Gamma Wars	82	Game, Skill	1-2P	AB	TtA	G 33
Garbersville	82	Game, Skill	1P	BBorAB	EL	G 6
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, Educational	1-2P	BBorAB	EL	G 5
Guess Five	81	Game, Logic	1P	BBorAB,KP	NI	G 19
Gyro	82	Game, Skill	1P	AB	SS	G 29
Hamurabi	80	Game, Economic	1P	BB,KP	ARC	E 7
Hangman I	79	Game, Word	2P	BB,1H	ARC	E 6
Haunted House	81	Game, Adventure	1P	BBorAB,KP	NI	G 19

Title	YR	Type	Number of Players	Equipment Required	Source	Page
High-Q	82	Game, Logic	1P	AB,1H	NI	G 21
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 35
Hustle!	81	Game, Skill	1P	AB	SS	G 28
Invisible War	81	Game, Space	1P	BB,1H	ARC	E 15
Jekyl & Hyde	82	Game, Maze	2P	AB,2H	ARC	E 19
Keno II 2.0	81	Game, Casino	1P	BB,1H	ARC	E 16
Knockout	82	Game, Skill	1P	AB,1H	SS	G 30
Laser Evader	82	Game, Space	1P	BB,1H	ARC	E 20
Lazer Battle	81	Game, Skill	1-2P	AB	SS	G 28
Lookout for the Bull	81	Game, Skill	1-4P	BBorAB,1H	WM	G 35
Lookout for the Bull II	81	Game, Skill	1-4P	BBorAB,1H	WM	G 35
Mastermind I	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
MAX (Robot from Space)	80	Game, Skill	1P	BBorAB,1H	WM	G 35
Maze Race	80	Game, Maze	2P	BBorAB,2H	WM	G 35
Maze-A-Matic	81	Game, Maze	1P	AB	SS	G 26
Meteoroid	82	Game, Skill	1-2P	BBorAB,1-2H	LMS	G 12
Microtrek	79	Game, Space	1P	BB	ARC	E 5
Micro-Pac	82	Game, Skill	1-4P	AB	HS	G 10
Mind Bender	82	Game, Logic	1-4P	BBorAB,1-4P	LMS	G 12
Mini Golf	82	Game, Skill	1-4P	BBorAB	EL	G 5
Missile Attack	81	Game, Skill	1P	AB	SS	G 27
Missile Defense	82	Game, Skill	1P	BBorAB,1H	NI	G 19
Mission Impossible	81	Game, Strategy	1P	BBorAB,1H	LMS	G 13
Monkey Jump	82	Game, Skill	1-4P	AB,1-4H	WM	G 35
Mouse in the Hat	80	Game, Logic	1P	BBorAB,1H	WM	G 35
Mystery Maze	81	Game, Skill	1P	AB	SS	G 35
Name and Nicomachus	80	Game, Number	1P	BB	ARC	E 9
Nautilus	82	Game, Space	1P	AB,1H	LMS	G 17
New Subsearch	81	Game, War	1P	BB,1H	ARC	E 15
Night Raid	82	Game, War	1P	BBorAB,1H	ARC	E 20
Nim	81	Game, Logic	1-2P	BB,1-2H	ARC	E 14
Note Match	80	Game, Music	1P	BBorAB,1H	WM	G 35
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 35
Old Bent Nose	81	Game, Board	2P	BB,2H	ARC	E 15
Omega Valley	82	Game, Skill	1P	AB,1H	TtA	G 32
One Man Bowling	82	Game, Sport	1P	BBorAB,1H	ARC	E 22
Orbit Demo	81	Tutorial, Game	1P	BB,1H	ARC	E 17
O-Jello	80	Game, Logic	1P	BB,1H	ARC	E 8
Pack-Rat I	81	Game, Skill	1P	BBorAB	WM	G 35
Pack-Rat II	81	Game, Skill	1P	BBorAB	WM	G 35
Perversion	80	Game, Logic	1-6P	BBorAB,1H	WM	G 35
Phantom Starfighters	81	Game, Space	1-2P	BBorAB,1-2H	LMS	G 12
Pick-Six Keno	82	Game, Casino	1P	AB,1H	SS	G 30
Polo	82	Game, Dice	2P	BBorAB,2H	ARC	E 21
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	AB,1H	ARC	E 19
Quadron	82	Game, Strategy	1P	BBorAB,1H	TtA	G 32
Quadron Instructions	82	Game, Skill	1P	AB,1H	ARC	E 19
Quickdraw	81	Game, Skill	1-2P	BBorAB,1-2H	NI	G 19
Reactor	82	Game, Skill	2P	AB,2H	SS	G 30
Rebound	81	Game, Skill	1P	BB,1H	ARC	E 16
Rescue Air Drop	81	Game, Skill	1P	BBorAB,1H	LMS	G 13

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Rescue of Catherine	82	Game, D&D	1P	AB	TJ	G 31
Reverse	79	Game, Logic	1P	BB,1H	ARC	E 2
Reverse	81	Game, Educational	1P	AB	SS	G 27
River City Gambler	81	Game, Casino	1-5P	BBorAB,1-4H	LMS	G 12
Road Toad	82	Game, Skill	1P	AB	EL	G 7
Robot Alert!	81	Game, Skill	1P	AB	SS	G 27
Robothon	82	Game, Skill	1P	AB,1H	SS	G 30
Runaround	82	Game, Skill	1P	AB,1H	SS	G 30
Saucer Attack	82	Game, Space	1P	BBorAB,1H	NI	G 19
Saucer Battle	79	Game, Space	1-2P	BB,1-2H	ARC	E 5
Search and Destroy	80	Game, Logic	1P	BBorAB,1H	LMS	G 12
Secret of Pelluctiar	82	Game, Maze	1-2P	AB,1-2H	LMS	G 15
Sicko-Therapy I	82	Game, Party	1-?P	BBorAB,KP	NI	G 19
Sicko-Therapy II	82	Game, Party	1-?P	BBorAB,KP	NI	G 19
Simon	79	Game, Logic	1P	BB,1H	ARC	E 2
Simon Says	81	Game, Memory	1P	AB	SS	G 27
Sink the U-Boat	81	Game, War	1P	BBorAB,1H	LMS	G 13
Ski Slope	82	Game, Sport	1P	AB	EL	G 7
Skunk	81	Game, Dice	1-4P	BBorAB,1-4H	NI	G 20
Sloshed	82	Game, Skill	1-4P	AB,1-4H	NI	G 20
Slot Machine	80	Game, Casino	1P	BBorAB,1H	WM	G 35
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
Slot Machine IV	82	Game, Casino	1P	BBorAB	ARC	E 20
Smack-Up	81	Game, Skill	1P	AB	SS	G 27
Snake	82	Game, Skill	1P	AB,1H	SS	G 30
Spacewar I	79	Game, Space	2P	BB,2H	ARC	E 5
Spacewar II	80	Game, Space	1P	BB,1H	ARC	E 7
Space Chase	80	Game, Space	1P	BBorAB,KP	WM	G 35
Space Checkers	81	Game, Strategy	2P	BBorAB,2H	LMS	G 13
Space Dock	82	Game, Simulation	1P	AB	SS	G 28
Space Gauntlet	82	Game, Skill	1P	BBorAB,1H	TtA	G 32
Space Sleuth	81	Game, Adventure	1-4P	BBorAB,1-4H	LMS	G 13
Space Quest 2001	81	Game, Space	1P	BBorAB,1H	LMS	G 12
Speed Math	80	Game, Math	1-2P	BBorAB,1H	WM	G 35
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 Astro	82	Game, Space	1P	AB	SS	G 26
Starship Command	82	Game, Skill	1P	BBorAB	EL	G 5
Star Base 2000	81	Game, Space	1P	BBorAB,1H	LMS	G 12
Star Cruiser	82	Game, Space	1P	AB,1H	SS	G 30
Star Siege	82	Game, Skill	1P	BB	ARC	E 22
Stranded on Rigel 5	82	Game, Space	1P	BB	ARC	E 20
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	AB	SS	G 26
Super Missile Attack	82	Game, War	1P	AB,1H	SS	G 29
Super Slot	81	Game, Casino	1-4P	AB	SS	G 26
Super Smack-Up	82	Game, Skill	1P	AB	SS	G 29
Target(Trio of Games)	80	Game, Skill	1P	BBorAB,1H	LMS	G 12
Ten Pins	82	Game, Sport	1-4P	BBorAB	EL	G 6
The CUBE $100	82	Game, Logic	1P	BB,KP	ARC	E 18
The Fox and the Hare	80	Game, Board	2P	BBorAB,2H	LMS	G 13
The Mummy's Treasure	81	Game, Board	1-4P	BBorAB,1-4H	LMS	G 13
The Paper Chase	81	Game, Skill	1P	BBorAB	HS	G 10
The Pits	81	Game, Maze	1P	BB,1H	ARC	E 15

Title	YR	Type		Number of Players	Equipment Required	Source	Page	
Tic-Tac-Dough	81	Game,	Board	1P	AB	SS	G	26
Tic-Tac-Tollah	80	Game,	Board	1P	BBorAB	HS	G	10
Tournament Obstacle Crs	81	Game,	Maze	1-10P	BBorAB,1H	WM	G	35
Tower of Hanoi	81	Game,	Puzzle	1P	BB,1H	ARC	E	13
Tower of Machor	82	Game,	D&D	1P	AB	TJ	G	31
Twixt	81	Game,	Board	1P	BB,1H	ARC	E	13
Video Rally	80	Game,	Educational	1P	BBorAB	HS	G	10
Vindicator	82	Game,	Strategy	1P	AB	TtA	G	33
Viperian	82	Game,	Skill	1P	AB.1H	TtA	G	32
Whiz Quiz (Trivia)	82	Game,	Quiz	1P	BBorAB	WM	G	35
Wildcatter	82	Game,	Economic	1-4P	BBorAB	EL	G	6
Word Hunt $100	82	Game,	Word	1-4P	BBorAB,1H	ARC	E	22
Yahtzee	80	Game,	Dice	1-4P	BB,1-4H	ARC	E	9
Yahtzee	80	Game,	Dice	1-4P	BBorAB,1H	WM	G	35
Zapper	82	Game,	Skill	1P	AB	SS	G	29
Zappit	80	Game,	Space	1P	BB,1H	ARC	E	7
3D Tic Tac Toe	81	Game,	Board	2P	BBorAB,2H	LMS	G	13
15 Puzzle	80	Game,	Puzzle	1P	BB,1H	ARC	E	9
2000 AD	80	Game,	Space	1P	BB,1H	ARC	E	8

GRAPHICS

Title	YR	Type		Equipment Required	Source	Page	
Alchemisymmetrical	81	Graphics		BB	ARC	E	12
ARCADIAN Sampler	80	Graphics		BB	ARC	E	8
Art Show	82	Graphics		AB	TtA	G	33
Boo	81	Graphics		BB	ARC	E	16
Char. Size & Print Loc.	79	Tutorial,	Graphics	BB	ARC	E	3
Circle Plotter	81	Graphics		BB	ARC	E	12
Circles	81	Graphics		BB	ARC	E	14
Color Chart	81	Graphics		BB	ARC	E	12
Color Selector	82	Graphics,	Utility	BBorAB,1H	ARC	E	23
Computer Crochet	82	Graphics,	Art	BBorAB	ARC	E	21
Creating Spec. Graphics	81	Tutorial,	Graphics	BB	ARC	E	14
Elect. Visual. Center	80	Graphics		BB	ARC	E	6
Fireworks	82	Graphics		AB	TtA	G	32
Gambit	82	Graphics,	Utility	BBorAB,BR,XB	PE	G	23
Goldfish Demo	82	Graphics		BBorABorMLM	TBF	G	2
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
Graphix Tablet Simulator	82	Graphics		BR,VS,XB,1H	ARC	E	21
Halloween Ghost	80	Graphics		BB	ARC	E	11
Life	82	Graphics,	Simulation	BBorAB	GMC	G	9
Logo	79	Graphics		BB	ARC	E	6
L-I Reverse Box Set	82	Graphics,	Art	BBorAB	ARC	E	20
Magic Register	82	Tutorial,	Graphics	BB	ARC	E	17
Memory Doodle	81	Graphics		BB	ARC	E	13
New Graphic Char. Maker	81	Graphics,	Utility	BB,1H	ARC	E	16
Old Glory 1982	82	Graphics		BBorAB	ARC	E	20
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

Title	YR	Type	Number of Players	Equipment Required	Source	Page
MATH						
Distance between 2 Pts	79	Math		BB	ARC	E 4
Short Program Selection	81	Graphics, Math		BB	ARC	E 13
Speed Math	80	Game, Math	1-2P	BBorAB,1H	WM	G 35
Speed O Math	80	Game, Math	1P	BB,KP	ARC	E 11
Square Root	79	Math		BB	ARC	E 4
MISCELLANEOUS						
Screen Printer	82	Interface		BB,TRS LP VII	ARC	E 20
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 Code Programming	82	Review		BB,AB,MLM	ARC	E 20
Machine Language Monitor	82	Review		BB,MLM	ARC	E 17
Machine Language Monitor	82	Review		BB,MLM	ARC	E 18
Life	82	Graphics, Simulation		BBorAB	GMC	G 9
Space Dock	82	Game, Simulation	1P	AB	SS	G 28
Screen Ram Word Proc.	82	Word Processor		BB	GMC	G 9
MUSIC						
Bach's 15 2pt Invent.	80	Music, 3-voice		BBorAB	GMC	G 8
BALLY ARCADE Ragtime	80	Music, 3-voice		BBorAB	GMC	G 8
Chord Progressions	80	Educational, Music		BBorAB,1H	WM	G 35
Guitar Course	80	Educational, Music		BBorAB	WM	G 35
Guitar Course (Tuning)	80	Educational, Music		BBorAB,1H	WM	G 35
Hello Dolly	79	Music		BB	ARC	E 6
Musical Staff	81	Music		BB	ARC	E 13
Music Composer	80	Music		BBorAB,1H	WM	G 35
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
New Music Program	81	Tutorial, Music		BB	ARC	E 17
Note Match	80	Game, Music	1P	BBorAB,1H	WM	G 35
Popeye the Sailor	79	Music		BB	ARC	E 6
Sinfona to Cantata	82	Music, 3-voice		AB only	GMC	G 8
2 Letter Music Maker	82	Music		AB,1H	ARC	E 21
3-voice Music	80	Tutorial, Music		BB	ARC	E 9
3-voice Music Assembler	80	Music, 3-voice		BBorAB	GMC	G 8
27 ARCADE Xmas Songs	81	Music, 3-voice		BBorAB	GMC	G 8
PERSONAL						
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

Title	YR	Type	Number of Players	Equipment Required	Source	Page

SOUND

Title	YR	Type	Number of Players	Equipment Required	Source	Page
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

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Analog NonDigital Clock	81	Time, Clock		BBorAB	GMC	G 9
Analog(Nondigital)Clock	81	Time, Clock		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

Title	YR	Type	Number of Players	Equipment Required	Source	Page
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
Cartridge Swapping III	82	Tutorial		BB,AB	ARC	E 20
Char. Size & Print Loc.	79	Tutorial, Graphics		BB	ARC	E 3
Creating Spec. Graphics	81	Tutorial, Graphics		BB	ARC	E 14
Data Storage	79	Tutorial		BB	ARC	E 15
File Search	80	Tutorial		BB only	ARC	E 11
Horizontal Scrolling	82	Tutorial		AB	ARC	E 21
Horizontal Scrolling II	82	Tutorial		AB	ARC	E 22
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
LINE Numbers I	82	Tutorial		AB	ARC	E 21
LINE Numbers II	82	Tutorial		AB	ARC	E 22
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
Overcoming Loading Prob.	82	Tutorial		AB	ARC	E 22
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

Title	YR	Type	Number of Players	Equipment Required	Source	Page
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	82	Tutorial		AB	ARC	E 19
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
Two Bytes Worth	82	Tutorial		BBorAB	ARC	E 22
Using ASTROBASIC Editor	82	Tutorial		AB	ARC	E 21
3x5 Character Generator	81	Tutorial		BBorAB	HS	G 11
3-voice Music	80	Tutorial, Music		BB	ARC	E 9

UTILITY

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Base Conversion	80	Utility		BB	ARC	E 10
Color Selector	82	Graphics, Utility		BBorAB,1H	ARC	E 23
Gambit	82	Graphics, Utility		BR,VS,XB,1H	PE	G 23
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
Interupt 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
3x5 Character Generator	81	Tutorial, Utility		BBorAB	HS	G 11

Title	YR	Type	Equipment Required	Source	Page

ALPHABETIZED HARDWARE INDEX

Title	YR	Type	Equipment Required	Source	Page
ARCADIAN Newsletter	78-8?	Newsletter	ARCADE	ARC	G 1
AstroBUGS	82	National User Group	ARCADE	AUG	K 1
Blue Ram Extended BASIC	82	Language, Videocade	BR,VS,RL	PE	G 23
Blue Ram Keyboard	82	Keyboard, 62 keys	BR	PE	G 23
Blue Ram 16K	82	Add-On, Memory, & I/O	ARCADE,XB	PE	G 22
Blue Ram 32K	82	Add-On, Memory, & I/O	ARCADE,XB	PE	G 22
BSR Controller I/O	82	Interface	BR,BSR	PE	G 23
Cassette Album	82	Accessory, Album	Tapes	LMS	G 18
C-2 Cassettes	82	Accessory		NI	G 20
C-10 Cassettes	82	Accessory		NI	G 20
Dual Tape Motor Control	82	Interface (new)	BR,XB	PE	B 2
Dust Cover I	82	Accessory, Cover	ARCADE	PE	G 4
Dust Cover II	82	Accessory, Cover	ARCADE,OBK	EH	G 4
EDGETAGS	81	Accessory	Videocades	RS	G 24
Keyboard Ext. Cable(10ft	82	Accessory, Cable	VS Keyboard	VS	G 39
Machine Language Manager	82	Language, Videocade	ARCADE	BF	G 3
Modem/Printer Interface	82	Interface	BR,Star Modem	PE	G 23
Oak Base Keyboard Enc.	82	Accessory, Enclosure	ARCADE,BR	EH	G 4
Printer Interface	82	Interface	BR	PE	G 23
System 1 Board Kit	82	Add-On, Memory Kit	ARCADE,XB	VS	G 39
System 1 Cable Kit	82	Accessory, Cable	Sys 1 Board Kit	VS	G 39
System 1 Conversion Kit	82	Memory, Upgrade	VS 1	VS	G 39
The Computer Eye	82	Light Pen	BBorAB,LP	HS	G 11
VIPERSOFT BASIC	82	Language, Tape	VS,BR,RL	VS	G 37
VIPER Keyboard Cabinet	82	Accessory, Cabinet	VS Keyboard	VS	G 39
VIPER System Cabinet	82	Accessory, Cabinet	VS 1 or 5	VS	G 39
VIPER System Keyboard	82	Keyboard	VS,XB	VS	G 38
VIPER System 1	81	Add-On, Memory	ARCADE,XB	VS	G 37
VIPER System 5 (16or32K)	82	Add-On, Memory	ARCADE,XB	VS	G 39
VRS232 4 Ch Serial I/O	82	Interface	VS,XB	VS	G 38
VSR16K+ 16K Memory Card	82	Memory	VS,XB	VS	G 38
64 K Ram Board	82	Add-on, Memory	ARCADE	RL	G 25

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HARDWARE INDEX BY SOURCE

ARCADIAN Newsletter (ARC) Bob Fabris, Publisher

Title	YR	Type	Equipment Required	Source	Page
ARCADIAN Newsletter	78-8?	Newsletter	ARCADE	ARC	G 1

Michigan AstroBUGS (AUG) Peggy Gladden, Treasurer

Title	YR	Type	Equipment Required	Source	Page
AstroBUGS	82	National User Group	ARCADE	AUG	K 1

The Bit Fiddler (BF) Andy Guevera

Title	YR	Type	Equipment Required	Source	Page
Machine Language Manager	82	Language, Videocade	ARCADE	BF	G 3

Ed Horger (EH)

Title	YR	Type	Equipment Required	Source	Page
Dust Cover I	82	Accessory, Cover	ARCADE	EH	G 4
Dust Cover II	82	Accessory, Cover	ARCADE,OBK	EH	G 4
Oak Base Keyboard Enc.	82	Accessory, Enclosure	ARCADE,BR	EH	G 4

Title	YR	Type	Equipment Required	Source	Page

HARDWARE INDEX BY SOURCE (cont.)

H.A.R.D. Software (HA) Hoover/Anderson R & D Diane Hoover/Craig Anderson

Title	YR	Type	Equipment Required	Source	Page
The Computer Eye	82	Light Pen	BBorAB	HS	G 11

L & M Software (LMS) Bill Loos

Title	YR	Type	Equipment Required	Source	Page
Cassette Album	82	Accessory, Album	Tapes	LMS	G 18

New Image (NI) Don Gladden

Title	YR	Type	Equipment Required	Source	Page
C-2 Cassettes	82	Accessory		NI	G 20
C-10 Cassettes	82	Accessory		NI	G 20

Perkins Engineering (PE) John and Clyde Perkins

Title	YR	Type	Equipment Required	Source	Page
Blue Ram Extended BASIC	82	Language, Videocade	BR,VS,RL	PE	G 23
Blue Ram Keyboard	82	Keyboard, 62 keys	BR	PE	G 23
Blue Ram 16K	82	Add-On, Memory & I/O	ARCADE,XB	PE	G 22
Blue Ram 32K	82	Add-On, Memory & I/O	ARCADE,XB	PE	G 22
BSR Controller I/O	82	Interface	BR,BSR	PE	G 23
Dual Tape Motor Control	82	Interface (new)	BR,XB	PE	B 2
Modem/Printer Interface	82	Interface	BR,Star Modem	PE	G 23
Printer Interface	82	Interface	BR	PE	G 23

Roger Saunders (RS)

Title	YR	Type	Equipment Required	Source	Page
EDGETAGS	81	Accessory	Videocades	RS	G 24

R & L Enterprises (RL) Rusty Blommeart and Dale Smith

Title	YR	Type	Equipment Required	Source	Page
64 K Ram Board	82	Add-on, Memory	ARCADE,XB	RL	G 25

VIPER Systems (VS) Alternative Engineering Earl Harrington

Title	YR	Type	Equipment Required	Source	Page
Keyboard Ext. Cable (10ft	82	Accessory, Cable	VS Keyboard	VS	G 39
System 1 Board Kit	82	Add-On, Memory Kit	ARCADE,XB	VS	G 39
System 1 Cable Kit	82	Accessory, Cable	Sys 1 Board Kit	VS	G 39
System 1 Conversion Kit	82	Memory, Upgrade	VS 1	VS	G 39
VIPERSOFT BASIC	82	Language, Tape	VS,BR,RL	VS	G 37
VIPER Keyboard Cabinet	82	Accessory, Cabinet	VS Keyboard	VS	G 39
VIPER System Cabinet	82	Accessory, Cabinet	VS 1 or 5	VS	G 39
VIPER System Keyboard	82	Keyboard	VS,XB	VS	G 38
VIPER System 1	81	Add-on, Memory	ARCADE,XB	VS	G 37
VIPER System 5 (16or32K)	82	Add-on, Memory	ARCADE,XB	VS	G 39
VRS232 4 Ch Serial I/O	82	Interface	VS,XB	VS	G 38
VSR16K+ 16K Memory Card	82	Memory	VS,XB	VS	G 38

Title	YR	Type	Equipment Required	Source	Page

HARDWARE INDEX BY TYPE

Accessories

Title	YR	Type	Equipment Required	Source	Page
Cassette Album	82	Accessory, Album	Tapes	LMS	G 18
C-2 Cassettes	82	Accessory		NI	G 20
C-10 Cassettes	82	Accessory		NI	G 20
Dust Cover I	82	Accessory, Cover	ARCADE	EH	G 4
Dust Cover II	82	Accessory, Cover	ARCADE,OBK	EH	G 4
EDGETAGS	81	Accessory	Videcades	RS	G 24
Keyboard Ext. Cable(10ft	82	Accessory, Cable	VS Keyboard	VS	G 39
Oak Base Keyboard Enc.	82	Accessory, Enclosure	ARCADE,BR	EH	G 4
System 1 Cable Kit	82	Accessory, Cable	Sys 1 Board Kit	VS	G 39
VIPER Keyboard Cabinet	82	Accessory, Cabinet	VS Keyboard	VS	G 39
VIPER System Cabinet	82	Accessory, Cabinet	VS 1or 5	VS	G 39

Add-On

Title	YR	Type	Equipment Required	Source	Page
Blue Ram 16K	82	Add-On, Memory & I/O	ARCADE,XB	PE	G 22
Blue Ram 32K	82	Add-On, Memory & I/O	ARCADE,XB	PE	G 22
System 1 Board Kit	82	Add-On, Memory Kit	ARCADE,XB	VS	G 39
VIPER System 1	81	Add-On, Memory	ARCADE,XB	VS	G 37
VIPER System 5 (16or32K)	82	Add-On, Memory	ARCADE,XB	VS	G 39
64 K Ram Board	82	Add-on, Memory	ARCADE,XB	RL	G 25

Interface

Title	YR	Type	Equipment Required	Source	Page
BSR Controller I/O	82	Interface	BR,BSR	PE	G 23
Dual Tape Motor Control	82	Interface (new)	BR,XB	PE	B 2
Modem/Printer Interface	82	Interface	BR,Star Modem	PE	G 23
Printer Interface	82	Interface	BR	PE	G 23
VRS232 4 Ch Serial I/O	82	Interface	VS,XB	VS	G 38

Keyboard

Title	YR	Type	Equipment Required	Source	Page
Blue Ram Keyboard	82	Keyboard, 62 keys	BR	PE	G 23
VIPER System Keyboard	82	Keyboard	VS	VS	G 38

Language

Title	YR	Type	Equipment Required	Source	Page
Blue Ram Extended BASIC	82	Language, Videocade	BR,VS,RL	PE	G 23
Machine Language Manager	82	Language, Videocade	ARCADE	BF	G 3
VIPERSOFT BASIC	82	Language, Tape	VS,BR,RL	VS	G 37

Light Pen

Title	YR	Type	Equipment Required	Source	Page
The Computer Eye	82	Light Pen	BBorAB	HS	G 11

Memory

Title	YR	Type	Equipment Required	Source	Page
System 1 Conversion Kit	82	Memory, Upgrade	VS 1	VS	G 39
VSR16K+ 16K Memory Card	82	Memory	VS,XB	VS	G 38

Newsletter and National User Group

Title	YR	Type	Equipment Required	Source	Page
ARCADIAN Newsletter	78-8?	Newsletter	ARCADE	ARC	G 1
AstroBUGS	82	National User Group	ARCADE	AUG	K 1

This section contains a chronological description of the major programs, tutorials, projects and reviews published in the ARCADIAN Newsletter. The ARCADIAN has been published since November 1978 by Bob Fabris an engineer at Lockheed Missiles and Space Company, Inc.. The ARCADIAN has been and continues to be the major driving force behind the spread of information, programs and peripherial equipment for use with the ARCADE. Over 200 programs covering games, graphics, music, tutorials, business etc., have been published since 1978.

The purpose of the ARCADIAN is to act as a user-dominated forum for the dessemination of material having to do with the BALLY/Astrovision ARCADE. The ARCADIAN includes programs, operational hints, tutorials, reviews and advertisements for various software and hardware items. The underlaying reason for this newsletter is to help all ARCADE owners try to understand how and why the machine operates the way it does, and then make it operate the way you want it to, to expand its usefulness.

Since the Newsletter is 95 percent subscriber-generated, material is always in demand. Text material should be submitted as typewritten copy, preferably 47 characters per line and single spaced. Program material should be submitted both as a listing and on tape with full instructions on loading and then operating the program. Contributions are accepted without payment. However, programs entered in the monthly Contest (Programs must be accompanied by a signed statement indicating "This program is largely my own efforts and not a copy of an existing program") will be eligible for a $100 prize. At least three programs are required for the Contest to operate. A panel of five judges will determine which of the submitted programs is "best". Over 8 - $100 prizes have been awarded. In addition, it is the ARCADIAN's policy to accumulate certain programs for subsequent sale on a tape, for which an author's royalty will be paid.

Back issues of the ARCADIAN Newsletter are available from:

Bob Fabris
3626 Morrie Drive
San Jose, CA 95127

"The information, and programs included in the newsletter are priceless." R. M. Houser 1982

Volume	I	1979	11 issues	92 pages	$10.00 US	$12.00 Can.
Volume	II	1980	10 issues	106 pages	$10.00 US	$12.00 Can.
Volume	III	1981	12 issues	130 pages	$12.50 US	$15.00 Can.
Volume	IV	1982	12 issues	124 pages	$15.00 US	$20.00 Can.

See Section G 1 for more information about the ARCADIAN Newsletter.

CAUTION

If you have the back issues of the ARCADIAN, do not order anything advertised in issues more than a few months old as some sources are no longer producing some items as advertised. Contact the SOURCE or check in the SOURCEBOOK to see if they are still producing the advertised material.

Title		YR Type	Number of	Equipment
Author Volume-Page		Description	Players	Required

How to interpret the codes used in the ARCADIAN Newsletter Descriptions

BB	BALLY Professional ARCADE with BALLY BASIC and external Audio Cassette Interface.	BR	Blue Ram Add-On
		VS	VIPER System Add-On
		RL	R & L Enterprises 64K Add-On
		?H	Number of Handles Needed Max.
AB	BALLY/ASTROVISION/ASTROCADE with ASTROCADE/BALLY BASIC Videocade 6004 with built-in Cassette Interface.	XB	Extended BASIC Language
		KP	Keypad
		MLM	Machine Language Manager Videocade

The articles included in ARCADIAN Newsletter were written by the person or persons indicated.

The numbers behind the ARC refer to the ARCADIAN Volume and page number on which the described entry first appeared, and the following page numbers refer to corrections, additions and extensions made to the original article.

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

Simon
by:B. Bilbrey
J. Borrello
ARC 1-35,45,77

79 Game, Logic   1P BB,1H

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.

Clock
by:J. Cousins

ARC 1-36

79 Time   BB

This program produces a digital clock on the screen.

Hex to Decimal
by:E. Sams

ARC 1-36

79 Utility   BB

This program converts hex numbers to decimal numbers.

Reverse
by:B. Bilbrey
M. Toth
ARC 1-38,46

79 Game, Logic   1P BB,1H

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.

Screen Operation
by: J. Perkins

ARC 1-40

79 Tutorial   BB

Tutorial explaining some of the basic's of screen operation

IF,AND,OR Explanation
by:J. Taillefer
ARC 1-41

79 Tutorial   BB

IF, AND, OR statement explained.

Title Author Volume-Page	YR Type Description	Number of Players	Equipment Required
Data Storage by:B. Weber ARC 1-41	79 Tutorial This tutorial explains how to save a program, registers, and the strings.		BB
Checkers I by:J. Collins ARC 1-42	79 Game, Board This program has been replaced by Checkers II in ARCADIAN 2-12.	1P	BB .
Memory Contents-Binary by:M. Manowski ARC 1-43	79 Utility This program yields the decimal number plus the 16 bit binary output for a selected memory location.		BB
Random Art by:E. Sams ARC 1-44,49	79 Graphics This program produces a moving box graphical presentation.		BB
Memory Contents-Hex by:G. Moser ARC 1-44	79 Utility This program yields the hexidecimal number for a selected memory location.		BB
Bangman by:E. Sams ARC 1-48,70	79 Game, Word A quite clever twist to the old Hangman game. It has a good scheme for entering letters without them appearring on the screen, and a search routine for multi usage of letters.	2P	BB, 1H
Char. Size & Print Loc. by:S. Walters D. Ibach ARC 1-50	79 Tutorial Explanation of character size in pixels and also the print location resulting from use of the CX and CY commands.		BB
IF Statements by:S. Walters D. Ibach ARC 1-52	79 Tutorial More information on the IF Statement.		BB
IF Statements by:J. Taillefer ARC 1-53	79 Tutorial IF Statements using greater than or less than.		BB
Slot Machine I by:E. Sams ARC 1-59,69,77	79 Game, Casino Casino Slot Machine game that keeps track of the bet, number of wins, and the amount of money you have.	1P	BB,1H

Title Author Volume-Page	YR Type Description	Number of Players	Equipment Required
Beginning Programming by;B. Fabris ARC 1-56	79 Tutorial Some material for the beginner in programming and computer usage.		BB
Amazed in Space by:?????? ARC 1-60	79 Game 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.	1P	BB,1H
Music Synthesizer Part I by:C. Thomka ARC 1-62	79 Tutorial In depth look at the music synthesizer.		BB
Sound Graph by:C. Thomka ARC 1-65	79 Sound This program allows you to set the Master Counter (&16), A Counter (&17), B Counter (&18), C Counter (&19), Vibrato (&20) Vol A (&21), Vol B and C (&22) and Noise Vol (&23), to different values and here what the result sounds like.		BB,1H
Touch Tone Simulate by:C. Thomka ARC 1-65	79 Sound This program allows you to simulate the Bell Telephone Touch Tone sounds and by holding the telephone mouthpiece at the TV speaker you can dial a telephone number.		BB
Memory Display by:C. Thomka ARC 1-67	79 Utility This is a nice memory dump program that displays the decimal and hexidecimal location numbers (Address) and the Data. It will do whole blocks by giving the starting and ending address.		BB
Square Root by:D. Stocker ARC 1-67	79 Math Calculates the square root of numbers up to 32,767 to the nearest whole number.		BB
Distance Between 2 Points by:D. Stocker ARC 1-67	79 Math 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.		BB
Frequencies by:B. Hood ARC 1-70	79 Sound Converts frequencies to register values and vice-versa.		BB
Music Synthesizer Part II by:C. Thomka ARC 1-71	79 Tutorial In depth look at the music synthesizer continued.		BB

| Title | YR Type | Number of | Equipment |
Author Volume-Page	Description	Players	Required
Subroutines by:B. Fabris ARC 1-72	79 Tutorial Subroutines explained.		BB
Blackbox by:B. Reany ARC 1-74,77	79, Game logic A Blackbox consiting 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
BALLY BASIC Text Area by:D. Ibach ARC 1-78	79 Tutorial Explains how to store data in the text area, write self modifying code and store machine code in the text.		BB
Spacewar I by:D. Ibach ARC 1-79,2-4	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
PX Function by:S. Walters ARC 1-81	79 Tutorial Using the PX Function.		BB
BALLY BASIC Translations by:S. Walpole ARC 1-82	79 Tutorial Translating other BASIC's to BALLY BASIC.		BB
Memory Addressing by:???? ARC 1-87	79 Tutorial Use of the 4K of RAM by the BALLY Software.		BB
Microtrek by:B. Andrus ARC 1-89,2-4	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
Resequencing by:R. Schweitzer ARC 1-91,2-11	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
Saucer Battle by:J. Hurst ARC 2-1,39	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

Title Author Volume-Page	YR Type Description	Number of Players	Equipment Required
Logo by:G. McLimore ARC 2-3	79 Graphics This program produces the logo used in the ARCADIAN.		BB
Arcade Dice by:K. Grismayer ARC 2-6	79 Game, Casino 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.	1-4P	BB,1-4H
Checkers II by:J. Collins ARC 2-12	79 Game, Board 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.	1P	BB
Attack by:C. Morimoto ARC 2-13	79 Game,Chase 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.	1P	BB,1H
Hangman I by:C. Morimoto ARC 2-14	79 Game, Word First player inputs word, second player tries to guess word before trapdoor is sprung. Good graphics routines.	2P	BB,1H
Biorhythm I by:M. Angliss ARC 2-15	79 Personal This program has been replaced by Biorhythm II in ARCADIAN 2-44.	1P	BB
Number Match by:S. Walpole ARC 2-17	79 Game,Number 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.	1P	BB
Hello Dolly by:s. Walpole ARC 2-17	79 Music One voice "Hello Dolly" music.		BB
Popeye the Sailor by:S. Walpole ARC 2-17	79 Music One voice "Popeye the Sailor" music.		BB
Elect. Visualization Ctr. by:D. Sandlin ARC 2-20	80 Graphics Graphically produced large letters of two text lines.		BB

Title Author Volume-Page	YR Type Description	Number of Players	Equipment Required
Slot Machine II by:Mueller ARC 2-21	79 Game,Casino Slot machine game having an interesting reel rotation routine.	1-2P	BB,2H
Monthly Loan Program by:G. Hallquist ARC 2-22	80 Business 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.		BB
Zappit by:R. Swearingen ARC 2-23	80 Game,Space Lock on the target using the handle, then use the trigger to fire your laser.	1P	BB,1H
Bagels by:C. Morimoto ARC 2-25	79 Game,Logic 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.	1P	BB
Memory Tutorial I by:B. Fabris ARC 2-29	79 Tutorial Tutorial on computer memory.		BB
Spacewar II by:D. Clark ARC 2-31,47	80 Game,Space 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.	1P	BB
Hamurabi by:R. Houser ARC 2-32	80 Game,Economic 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.	1P	BB
Bingo by:E. Sams ARC 2-33	80 Game,Board 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.	1P	BB,1H
Connect Four I by:L. Camnitz ARC 2-35	80 Game,Logic Try to get four of your pieces in a line vertically, horizontally, or diagonally before your opponent.	2P	BB,2H
Memory Tutorial II by:B. Fabris ARC 2-38	80 Tutorial Part 2 of tutorial on computer memory.		BB

Title Author Volume-Page	YR Type Description	Number of Players	Equipment Required
ARCADIAN Sampler by:C. Anderson ARC 2-39	80 Graphics Letter Routine that gives you lower case letters in two versions.		BB
O-Jello by:C. Perkins ARC 2-41	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
2000 AD by:E. Larkin ARC 2-42	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
Biorhythm II by:D. Walter ARC 2-44,53	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
BIBLE Quiz by:B. Henzel ARC 2-48	80 Educational A teching program for multiple choice questions, in this case a BIBLE Quiz.	2P	BB
Black Hole by:R. Picardi ARC 2-50,65	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
Slot Machine III by:??????? ARC 2-51	80 Game Casino slot machine game,	1P	BB,1H
Bowl a Rama by:B. Hensel ARC 2-52,65	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
Mastermind by:C. Burkemper ARC 2-53	80 Game,Logic Tiny BASIC version of the popular logic game.	1P	BB
Memory Tutorial III by:B. Fabris ARC 2-54	80 Tutorial Part 3 of the tutorial on computer memory.		BB

Title		YR Type	Number of	Equipment
Author	Volume-Page	Description	Players	Required

Artillery Duel
by:J. Perkins   80 Game,War   2P BB,2H
Each player in turn tries to load and aim his gun such that
he will hit the other players gun emplacement and cause it
ARC 2-59   to be destroyed. Ther are gravity and random wind effects.
              The handles are used for firing, aiming and loading the gun.

Memory Tutorial IV IV   80 Tutorial   BB
by:B. Fabris   Part 4 of the tutorial on computer memory.

ARC 2-60

3-Voice Music   80 Tutorial   BB
by:G. Moses and   Tutorial on 3-voice music. How to read the music, then enter
                             the note values in a three note program which allows you to
ARC 2-62   then play the three voice music. THIS PROGRAM HAS BEEN
                             UPDATED IN ARC 4-10

Music (3 Voice)   80 Music,3 voice   BB
by:B. Bilbrey &   The program to go along with the tutorial above.
B. Weber
ARC 2-62,82

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15 Puzzle   80 Game, Puzzle   1P BB,1H
by:B. Wiseman   Screen version of the old 15 puzzle, but actually has 24
                             letters of the alphabet which you must put in order.
ARC 2-64

Spirals I   80 Graphics   BB
by:M. Giwer   Graphics program produces spirals on the screen.

ARC 2-69

Serial and Parallel   80 Tutorial   BB
by:B. Fabris   Comments on serial and parallel data movement. Schematic by
                             Rich Tietjens of serial to parallel converter and a
ARC 2-70   subroutine to use with the converter.

Name and Nicomachus   80 Game, Number   1P BB
by:D. Ahl &   Routine to enable you to input a player's name into a
                             program. Also a number game in which you pick a number and
ARC 2-72   then answer three questions about that number. The computer
                             then tells you what number you picked.

Yahtzee   80 Game, Dice   1-4P BB,1-4H
by:B. Wiseman   Yahtzee on the screen for 1-4 players. Dice are portrayed on
                             the screen, you select the dice to keep or reroll. When your
ARC 2-74,82,88   three rolls are completed, you select the category in
                             which your score is to be recorded.

Code   80 Educational   BB
by:R. Picardi   This program has been revised and updated using the Morse
                             Code program additions, deletions, and corrections in
ARC 2-81,88   ARC 2-88.

Title Author Volume-Page	YR Description	Type	Number of Players	Equipment Required

Subsearch
by:R. Picardi

ARC 2-83

80 Game,War — 1P BB

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.

Morse Code
by:R. Picardi &
B. Weber
ARC 2-80,81

80 Educational — BB

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.

Base Conversion
by:R. McCoy

ARC 2-89

80 Utility — BB

Converts from any of four number systems into the other three systems. Decimal, Hexidecimal, Octal, and Binary.

BOTS
by:R. McCoy

ARC 2-91

80 Game, Chase — 1P BB,1H

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

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Count the Dots
by:L. & M. Porter

ARC 2-92

80 Game, Skill — 1P BB,1H

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.

Connect Four II
by:B. Wiseman

ARC 2-94

80 Game, Logic — 1-2P BB,1-2H

Moving alternately you try to get four of your pieces in a row either horizontally, vertically, or diagonally before the computer does.

Spirals II
by:M. Giwer

ARC 2-94

80 Graphics — BB

Graphics program produces spirals on the screen.

Graphics Assembler
by:H. Fitler

ARC 2-96

80 Graphics, Utility — BB

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.

Hybrid Programs
by:B. Fabris

ARC 2-98

80 Tutorial — BB,BR

Tutorial on programs that contain both machine-code segment: and BASIC segments. Also covers dumping and loading the programs, and hybrid program data transfer.

Background/Foreground
by:B. Fabris

ARC 2-100

80 Tutorial — BB

Tutorial on doing two operations at once on the computer.

Title Author Volume-Page	YR Type Description	Number of Players	Equipment Required
Halloween Ghost by:J. Wilkerson ARC 2-104	80 Graphics Gives you a talking skull to use at Halloween. It makes random snide remarks to kids trick or treating.		BB
Multi-processing by:R. Tietjens ARC 3-4	80 Tutorial Definition of a mult-processing system using two processors. In this case the BALLY and a TRS-80.		BB
File Search by:B. Fabris ARC 3-6	80 Tutorial Tutorial on using a File Search Routine for file management.		BB
Speed O Math by:B. Wiseman ARC 3-6	80 Game, Math Player selects addition, subtraction, multiplication or division problems. Computer gives you 10 problems and at the end tells you how many you got correct.	1P	BB
Horse Race by:H Brecheisen ARC 3-7	80 Game You decide on which horse you want to bet on and how much you want to bet using the handles.	1-4P	BB,1-4H
Interrupt Routine by:B. Bilbrey ARC 3-13	80 Utility 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 ecreen at a speed determined by KN(1).		BB
BLUE RAM Programming by:B. Fabris ARC 3-14	80 Tutorial Tutorial on programming the BLUE RAM.		BB,BR
Mastermind II by:B. Wiseman ARC 3-19	80 Game, Logic In this version of Mastermind, the computer holds a four-color code which you must try to guess. Enter your guesses via the keypad.	1P	BB
Program Title & Instr. by:S. Walters ARC 3-20	80 Tutorial Describes proceedure 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.		BB
Day of Week & Calendar by:K. Gregg ARC 3-22	80 Time Input the date, and the program will tell you what the day of the week it was and print a calendar.		BB

Title	YR	Type	Number of	Equipment
Author Volume-Page		Description	Players	Required
Taping Memory	80	Tutorial		BB
by:D. Ibach		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.		
ARC 3-24				
Horserace	80	Game, Sport	1-4P	BB,1-4H
by:P. Slezak		Bet on your favorite horse and see if you can win a bundle at the track.		
ARC 3-26				
Surf Sounds and Crickets	81	Sound		BB
by:B. Ellerson		Surf and Cricket sounds are produced by this program.		
ARC 3-33				
Circle Plotter	81	Graphics		BB
by:B. Ellerson		Input X and Y position plus the radius and program draws a circle.		
ARC 3-33				
Grandfather Clock	81	Time, Graphics		BB
by:B. Ellerson		Graphically displays a Grandfather Clock which keeps time and sounds out the hours.		
ARC 3-34,51				
Color Chart	81	Graphics		BB
by:J. Winn		Using this utility program you can select colors to use in your program and read the BC and FC numbers which produce the colors.		
ARC 3-35				
More BLUE RAM BASIC	81	Tutorial		BB,BR
by:B. Fabris		More on use of the BLUE RAM and BASIC.		
ARC 3-36				
Alchemisymmetrical	81	Graphics		BB
by:B. Ellerson		Graphic art display.		
ARC 3-39,63				
Programming Techniques I	81	Tutorial		BB
by:B. Wiseman		Tutorial on programming "tricks" How to keep it small.		
ARC 3-43		How to make it run faster.		
Golf	81	Game, Sport	1-4P	BB,1-4H
by:B. Hensel		Golf game for up to four players. Computer randomly develop 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.		
ARC 3-46,51				

Title Author Volume-Page	YR Type Description	Number of Players	Equipment Required
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

Title Author Volume-Page	YR Type Description	Number of Players	Equipment Required
Sub Hunter by:B. Wiseman ARC 3-75	81 Game, War You command a destroyer in an attempt to locate and destroy the enemy submarine fleet before they torpedo and sink you.	1P	BB,1H
Strategic Air Commands by:B. Weber ARC 3-76	81 Game, War 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.	1P	BB,1H
Circles by:R. Picardi ARC 3-77	81 Graphics Produces pop art on the screen.		BB
Hex Poker by:A. Rathmell ARC 3-78	81 Utility Short hex poker routine that swaps pairs in the hex code, converts them to decimal, and pokes them into memory slots.		BB
Pre-Tutorial Pixels by:B. Fabris ARC 3-82	81 Tutorial Explains pixels, bits, and bytes.		BB
Creating Special Graphics by:R. Tietjens ARC 3-84	81 Tutorial Tutorial on creating special graphic characters using the Graphic Character Maker Program below.		BB
Graphic Character Maker by:R. Tietjens ARC 3-86	81 Graphics Utility 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.		BB
Nim by:R. Heilferding ARC 3-91	81 Game, Logic 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.	1-2P	BB,1-2H
Spinning Wheel by:T. Owczarek	81 Game, Casino Combination program consisting of the old "Wheel of Fortune' gambling game and advertising messages which the author used at fun raising faires.	?P	BB, ?H
Pool by:B. Hensel ARC 3-94	81 Game, Sport 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.	1P	BB,1H

Title	YR Type	Number of	Equipment
Author Volume-Page	Description	Players	Required

Old Bent Nose $100   81 Game, Board   2P BB,2H
by:B. Wiseman   This is a combination concentration and three in a row game
with a few unique additions. First you match two squares on
ARC 3-97,111   the 5x5 grid and try to end up with three matches in a row.
You lose your turn if you don't match or pick "Old Bent Nose.

Compound Interest   81 Business   BB
by:J. Shadle   Program using the on-board calculator routines in the least
complex method yet devised. Can not be used with
ARC 3-98   ASTROVISION BASIC Cartridge.

New Sub Search   81 Game, War   1P BB,1H
by:R. Picardi   Find the submarine hidden in the 10x15 grid using the handle.
When you acquire sonar contact, drop a depth charge and sink
ARC 3-102   the submarine. If you take to long, the submarine will sink
you. You will slowly sink by the stern if torpedoed.

BALLY Black Box $100   81 Game, Logic   1-4P BB,1-4H
by:S. Walters   Determine the location of the 5 randomly placed balls in the
8x8 black box. Send probes into into the Black Box and by
ARC 3-103,118   observing the results determine the location of the 5 balls.

Analog(Non-digital)Clock   81 Time   BB
by:G. Moses   Graphically displays an old fashioned analog clock. You
input the hours, minutes, and seconds and watch the clock
ARC 3-105   keeps time.

Daredevil   81 Game, Race   1P BB,1H
by:D. Martin   You see the windshield and instrument panel of a racecar.
Follow the instructions that appear at the bottom of the
ARC 3-106,111   screen.

The Pits   81 Game, Maze   1P BB,1H
by:T. Goulding   Move the small dot to the upper left hand corner to the
medium sized box in the lower left hand corner without
ARC 3-108   hitting the "pits" and getting zapped. A trip in less than
16 moves is doing well.

Invisible War   81 Game, Space   1P BB,1H
by:J. Winn   Three levels of difficulty make this invisible space game
quite interesting.
ARC 3-112

Symmetrical Art   81 Graphics   BB
by:R. Rosenhouse   Graphics art program.

ARC 3-113

Telling Time $100   81 Time, Educational   1P BB,1H
by:B. Hensel   Educational game to help children learn to tell time. Uses
the Graphic Character Maker Program.
ARC 3-114

Title	YR Type	Number of	Equipment
Author Volume-Page	Description	Players	Required
Keno II 2.0	81 Game, Board	1-2P	BB
by:M. Keller	You pick from one to fifteen numbers on the displayed Keno card. The computer draws 20 random numbers and calculates the winning payoffs.		
ARC 3-116			
Match	81 Game,Board	1P	BB,1H
by:E. Groebe	The object of this board game is for either player to pick two matched cards. Based on the card game concentration.		
ARC 3-123			
Rebound $100	81 Game, Skill	1P	BB,1H
by:D. Martin	Game of skill for one player. Select ball speed, then try to clear as many diamonds as possible off the board using the handle to control the angle of the rebound off the walls.		
ARC 3-124			
Gobblers	81 Game, Skill	2P	BB,2H
by:B. Wiseman	Two player game, played on a 10x5 field. The object is to have your gobbler gobble up more squares then your opponent. Use the handles to direct your gobblers around the board.		
ARC 3-125			
Boo	81 Graphics		BB
by:S. Walters	Halloween graphics programs that uses the direct mode of loading which is discussed in ARC 4-3.		
ARC 3-126,4-3			
New Graphic Char. Maker	81 Graphic Utility		BB, 1H
by:B. Weber	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.		
ARC 3-129			
ASTROVISION Editor	81 Tutorial		AB
by:B. Fabris	Tutorial on use of the new ASTROVISION BASIC Editor feature. Sure helps in correcting long statement lines.		
ARC 4-1			
Tape Loading Method	81 Tutorial		BB
by:S. Walters	Tutorial on loading the Boo Program ARC 3-126 or others by using the direct mode. See also 3-126.		
ARC 4-3,3-126			
Nuclear Math	81 Educational, Game	1P,	BB
by:D. Gladden	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.		
ARC 4-4			
4D2 $100	81 Graphics		BB
by:R. Blommaert	Graphics art program. If you dig into the program you can figure out how the author does it.		
ARC 4-5			

Title		YR Type	Number of	Equipment
Author	Volume-Page	Description	Players	Required

Code-Decode
by:E. Groebe

ARC 4-6

81 Game, Logic   BB
Program shows how to encode and then decode a message. Only another ARCADE with the same program can decode message.

New Music Program
by:G. Moses

ARC 4-10

81 Tutorial, Music   BB
Tutorial on putting 3-voice music into a music program without having to use .REMARK statements. This is George Moses latest program for writing 3-voice music tapes for the ARCADE.

I/O Switch
by:S. Walters

ARC 4-16

81 Project   AB
How to install a IN/OUT switch on your ARCADE to eliminate the manual switching of cables between the Input and Output of the Tape Recorder.

1K Memory Addition
by:M. Keller

ARC 4-17

81 Project   BB
Circuit diagram for adding 1K memory to your ARCADE. This is nearing the limits that the internal power supply can support.

Starfighter
by:J. Winn

ARC 4-20

81 Game, Space   1P BB,1H
Move the hand controllers to line up the alien ships in your gunsight crosshairs, then pull the trigger to fire and destroy the alien ships.

Orbit Demo
by:R. Picardi

ARC 4-21

81 Tutorial,Game   1P,BB,1H
Tutorial program for use in space games demostrating orbital paths.

Magic Register
by:B. Bilbrey

ARC 4-24

82 Tutorial, Graphics   BB
Tutorial on the graphics register in the ARCADE. What it is. Where it is. What it does. How to use it.

Columns
by:D. Martin

ARC 4-27

82 Game, Logic   1P BB
A computerized version of the old card trick using three columns of 7 cards.

AB Circuit Layout
by:B. Fabris

ARC 4-28

82 Misc.   AB
Circuit diagram of the production version (PC # BABS302P) of the BALLY BASIC Videocade #6004.

Machine Language Monitor
by:A. Rathmell

ARC 4-29

82 Review   BB,MLM
A review of the Machine Language Manager Cartridge produced for the old BALLY BASIC by The Bit Fiddlers. You must learn the Z80 machine language to use this cartridge, not for beginning programmers.

Title Author Volume-Page	YR Type Description	Number of Players	Equipment Required
D&D Speedway by:M. DeLaura ARC 4-30	82 Game, Skill A speedway race in which you steer the car around race tracks of various difficulties.	1P	BB,1H
Graphic Program by:K. Springsteen ARC 4-31	82 Graphics An interesting graphics program.		BB
Machine Language Monitor by:Tom Wood ARC 4-34	82 Review A second review of the Machine Language Monitor Cartridge by The Bit Fiddlers.		BB,MLM
The CUBE by:B. Weber ARC 4-36	82 Game, Logic This program shows the Rubick CUBE unwrapped, with the fron to the left. Key in your intructions and try to solve the CUBE.	1P	BB,KP
Pro Bowl by:M. Delaura ARC 4-38	82 Game, Sport This football game includes fumbles, touchdowns, field goals, safeties, etc., and a two minute warning. Offense uses handle defense uses keypad.	2P	BB,1H,KP
Alien by:G. Green ARC 4-40	82 Game, Space Shoot the alien when he crosses the screen and see how many points you can score in 100 seconds.	1P	BB,1H
Crypt-O-Grams by:K. Springsteen ARC 4-42,55,69	82 Game, Logic 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.	2P	BB
Cartridge Conversion by:D Ibach ARC 4-46,59,76	82 Tutorial 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.		BB,AB
Budget Worksheet by:R Lauffer ARC 4-48	82 Business 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.		BB,AB?, KP
Fudd by:B Wiseman ARC 4-51	82 Game, Skill 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 multipy....	1P	BB only,1H

Title Author Volume-Page	YR Type Description	Number of Equipment Players Required
Jekyl & Hyde by:Springsteen ARC 4-52,55	82 Game, Maze 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.	2P AB,2H
AB-BB Differences by:B Fabris ARC 4-55	82 Tutorial 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.	BB,AB
Tape Duplication Circuit by:Perkins Engr. ARC 4-56	82 Project Circuit which can be used to duplicate tapes from one tape machine to another.	BBorAB
Quadron by:T McConnell ARC 4-58,65	82 Game, Skill This program is actually Quadron, and is described on page ARC 4-65. See below.	1P BBorAB,1H
Cartridge Swapping II by:D Ibach ARC 4-59	82 Tutorial Some additional comments on the cartridge conversion tutorial in ARC 4-46.	BB,AB
Top 5 Today by:S Walters ARC 4-60	82 Tutorial 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.	BB,AB,VSorBR
Color Monitor Circuit by:B Fabris ARC 4-62	82 Project Project tells how to hook up a Color Monitor to the ARCADE unit to provide better resolution.	BB,AB
Tape Loading by:B Fabris ARC 4-65	82 Tutorial Discussion on loading prerecorded tapes using the " :INPUT " command	AB
Quadron Instructions by:T McConnell ARC 4-65	82 Game Instructions for Quadron game errorously called Star Siege in ARC 4-58. You must keep the monsters from breaking through the walls of the fortress. You must move the blip using the handle.	1P AB,1H
Frog by:B Wiseman ARC 4-68,95	82 Game,Skill Catch the flies as they fly by the frog. Use the KN and TR to aim and zap the flies. BALLY BASIC only, see 4-95 for conversion to ASTROBASIC (AB).	1P BBorAB,1H

Title	YR Type	Number of	Equipment
Author Volume-Page	Description	Players	Required

Night Raid	82 Game,War	1P	BBorAB,1H
by:P Slezak	War game in which five bombers are sent to destroy you.		
	Fire anti-aircraft missiles at the bombers and move bases		
ARC 4-70	to avoid bombs.		

Stranded on Rigel 5 $100	82 Game,Space	1P	BB only
by:S Walsh	A two part game, first you must break the code, then you		
	fight the Rigelian spaceships using the handle.		
ARC 4-72			

Cartridge Swapping III	82 Tutorial		BBorAB
by:D Ibach	Final chapter in the ongoing saga of cartridge swapping.		
	See ARC 4-46,59.		
ARC 4-76,46,59			

Brick N' the Wall	82 Game,Skill	1P	BBorAB,1H
by:M Peace	Game pattern after Brickyard but much slower because its		
	written in BASIC.		
ARC 4-77			

Old Glory 1982	82 Graphics		BBorAB
by:E Groebe	Picture of the American Flag.		
ARC 4-77			

Machine Code Programming	82 Review		ML
by:B Fabris	Review of the Machine Language Manager cartridge by The		
	Bit Fiddlers and the Z-80 MINICOURSE by Barry Ellerson.		
ARC 4-78	If you want to learn machine language programming these		
	two items will be of great help.		

Slot Machine IV	82 Game,Casino	1P	BBorAB
by:A Roginsky	One player slot machine game for the ARCADE. See if you		
	can keep from being busted.		
ARC 4-79			

Screen Printer	82 Interface		BB only
by:R Tietjens	Program to utilize the TRS-80 Line Printer VII to print a		
	copy of the screen image.		
ARC 4-80			

Laser Evader	82 Game,Space	1P	BBorAB,1H
by:D Martin	Game of chance, move thru the random field of firing		
	lasers without being zapped and try to accumulate the		
ARC 4-81	highest score.		

L-I Reverse Box Set	82 Graphics,Art		BBorAB
by:S Kendall	Graphics Design Program.		
ARC 4-82			

| Title | YR Type | Number of | Equipment |
Author Volume-Page	Description	Players	Required
Computer Crochet	82 Graphics, Art		BBorAB
by:T McConnell	Graphics Art Design		
ARC 4-83			
LINE Numbers	82 Tutorial		AB
by:B Fabris	Short Tutorial on Line Numbers and how to edit a particular line.		
ARC 4-85,103			
Polo	82 Game, Dice	2P	BBorAB,2H
by:B Hensel	Score more goals then your opponent. The computer rolls the dice which controls the length of the move. The player then selects the direction to move.		
ARC 4-87			
Catchem	82 Game,Skill	2P	BBorAB,2H
by:S Taylor	Maneuver your blip thru the pattern trying to keep away from player 2. If he catches you three times he wins.		
ARC 4-87,89			
ASTRO ZAP $100	82 Game, Skill	1-4P	BBorAB,1-4H
by:G Moses	Similar to Space Fortress Videocade but on tape.		
ARC 4-88			
Using ASTROBASIC Editor	82 Tutorial		AB
by:K Lill	Explantion and tutorial on using the editor feature to change line parameters		
ARC 4-91			
Battleship	82 Game,War	2P	BBorAB,2H
by:B Mead	Based on the old paper grid game. Each player places their fleet on the screen while the other player is not looking. Then each player alternately takes three shots trying to destroy the other players fleet.		
ARC 4-92			
Graphix Tablet Simulator	82 Graphics		BR,V,S,XB,1H
by:VIPER	This program approximates the early versions of the yet to be released Videocade "Coloring Book". Requires either the VIPER System, the Blue Ram or other memory expansion system plus the Extended BASIC cartridge or Tape.		
ARC 4-95,96			
Horizontal Scrolling	82 Tutorial		AB
by:B Wiseman	Tutorial on using horizontal scrolling, by understanding and using these techniques some interesting programs could be developed.		
ARC 4-95,98			
2 Letter Music Maker	82 Music		AB,1H
by:K Lill	Demonstration type program, illustrating the various functions of the music/noise generation capabilities, that can be controlled by the two-letter controls of ASTROBASIC.		
ARC 4-99			

Title Author	Volume-Page	YR	Type Description	Number of Players	Equipment Required

Title / Author / Volume-Page	YR	Type / Description	Number of Players	Equipment Required
Star Seige by:T McConnell ARC 4-101,58,65, 95	82	Game, Space Instructions are on page 4-58. Space Invader type game, destroy the mother ship and six alien craft using the handle.	1P	AB,1H
Darts by:A Roginsky ARC 4-102	82	Game, Skill Use the trigger to launch and the knob to control the dart on its way to the target. First player to reach selected score wins.	1-2P	BBorAB,2H
LINE Numbers II by:R Fabris ARC 4-103,85	82	Tutorial Some more information on line numbers. Normally, the computer will process statements in numerical order, there are a couple of exceptions which are discussed in this short tutorial.		AB
Horizontal Scrolling II by:R Blommaert ARC 4-105	82	Tutorial After reading Horizontal Scrolling (ARC 4-98), Rusty has come up with a subroutine to scroll horizontally to the right, one pixel at a time.		AB
One Man Bowling by:B Heckman ARC 4-106	82	Game, Sport One player bowling game. Displays bowling lane and keeps your score.	1P	BBorAB,1H
Two Bytes Worth by:D Drescher ARC 4-108	82	Tutorial This tutorial discusses method used to get maximum efficiency from the ASTROCADE by using the string memory to store more than two bytes of memory, but only at a two byte rate.		BBorAB
Overcoming Loading Problems by:M Prosise ARC 4-110		Tutorial Discussion of some of the loading problems people have encountered using the ASTROBASIC 2000 baud tapes.		AB
Exterminator by:K Springsteen ARC 4-111	82	Game, Skill Zap the flies flying above the fly spray can, by using the handle to aim and fire.	1P	AB,1H
Citadel by:D Martin ARC 4-105,112	82	Game, Skill Keep the Kamikase invaders out of the fort as long as possible.	1-2P	BBorAB,1-2H
Word Hunt $100 by:A Ross ARC 4-115,117	82	Game, Word From a screen full of letters, each player in turn makes words in a specified time limit. The number of players, maximum score, the time limit are entered for each game.	1-4P	BBorAB,1H

Title		YR Type	Number of	Equipment
Author	Volume-Page	Description	Players	Required
Baseball		82 Game, Sport	2P	BBorAB,2H
by:D Martin		A baseball game in which each player alternates as batter and pitcher. Can be loaded to run in either BB or AB, see		
ARC 4-115,118		ARC 4-119 for details.		
Color Selector		82 Graphics, Utility		BBorAB,1H
by:K Doerge		A graphics utility program for the game maker. Use the trigger and knob controls to vary the colors and identify		
ARC 4-121		their "numbers". Instructions are contained in the program.		

The following Videocades are manufactured by Astrocade Inc.

2001 280 ZZZAP (1P)and Dodgem (1P)
280 ZZZap challenges you to drive down a road filled with hairpin turns!
Dodgem puts you up against cars driven by the computer.

2002 Seawolf (1-2P) and Missile (1-2P)
Seawolf! Your sub fires torpedos at various types of surface ships.
Missile! Guide the missiles to hit and destroy the invading warplanes.

2003 Panzer Attack (1-4P) and Red Baron (2P)
Panzer Attack! Hunt down the enemy tanks and shoot them with your cannon.
Red Baron allows you to duel in the air with World War I aircraft.

2004 Brickyard (1-4P) and Clowns (1-4P)
Brickyard! Direct the ball to knock down the brick wall.
Clown! Catapult the clown off the teetertotter to break the colored balloon:

2005 Star Battle (1-2P)
Race through space in a running battle with enemy starships. Fire your
missiles then take evasive action to avoid enemy fire.

2009 Astro Battle (1P)
Exciting home version of Space Invaders (TM) Varying skill levels. Try to
accumulate 10,000 points (Level 1) before the invaders overwhelm you.

2010 Doopatch (2P)
Try to keep the target from being getting past you and try to knock it past
your opponent. Takes skill to keep it in the air.

2011 Galactic Invasion (1-4P)
Shoot the invading spaceships before they peel off and come after you.

2012 Space Fortress (1-4P)
Destroy the attacking alien ships before they destroy you, but watch out
when they come from all directions faster and faster.

2014 Grand Prix (1-4P) and Demolition Derby (1-4P)
Drive through the four challenging Grand Prix courses.
Try to be the last remaining car in the Demolition Derby.

2015 Pirate's Chase (1-2P)
Race thru the island picking up the gold doubloons and the treasure, but
watch out don't let the pirate catch you.

2017 The Incredible Wizard (1-2P)
The best home adaption of an coin-op ARCADE Game ever produced. Plenty of
action for one player but with two player cooperation you can have even mor:
fun.

3001 Baseball (2P), Tennis (2P), Hockey (2P) and Handball (1-4P)
Four major sports games in one cartridge provide you with hours of
enjoyment. Very good 1-4 player simulations.

3002 Football (2or4P)
Up to four players can play this excellent rendition of football, was
considered the best football game available when it was released.

3005 Astrocade Pinball (1-4P)
This pinball game is every bit as good as a pinball game in the ARCADEs.
Two different playing fields add to your enjoyment.

4001 Bingo Math (2P) and Speed Math (1P)
Two fun-packed, fast paced games sharpen basic math skills. Subtraction,
addition, multiplication and division provide the key ingredients.

4002 Letter Match (1-4P), Spell 'N Score (1-4P), and Crosswords (1-4P)
Letter Match! Computer adaption of the old concentration game, match the
most cards and win.
Spell 'N Score! See how many words you can form from the letters generated
at random by the computer.
Crosswords: Form words from the nine letters then place them on a the
"Crosswords board, see if you can be the last person to place a word.

4004 Biorhythm (1-2P)
Enter your birthdate and the computer calculates your physical, emotional
and intellectual cycles. The screen displays your highs, lows and critical
days. Great fun at parties.

5001 Amazing Maze (1-2P)
Select from three skill levels, then try to find your way thru the maze,
faster than your opponent or the computer. Makes children plan ahead.
Tic/Tac/Toe: You can play against the computer or another player.

5002 Blackjack (1-4P), Poker (1-4P), and Acey Ducey (1-4P)
Three all-time card game favorites. See if you can break the bank at
blackjack. The computer deals the cards and keeps track of the money.

5005 Artillery Duel (1-2P)
Aim your cannon to fire and destroy your opponents cannon, but you must
allow for the elevation and wind conditions. Great graphics and sound.

All of the preceeding cartridges were available as of October 15th. Check you
local dealer or contact one of the mail order dealers in this SOURCEBOOK.

Cosmic Raiders and Solar Conquerer are supposed to be released in
mid-November.

WELCOME TO THE WORLD OF ARCADE PROGRAMMING!

Your Basic Videocade provides the capability of creating your own programs!

If you are interested in continuing your education in computer operations (developing games, unique visual and audio effects, greater understanding of the tool) -

THEN SUBSCRIBE TO THE

ARCADIAN

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 150 major programs in the first 40 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 $15.00 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.

Published 12 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, CAN. $12.00
| | Vol. 2 (Nov. '79 to Oct. '80) $10.00, CAN. $12.00
| | Vol. 3 (Nov. '80 to Oct. '81) $12.50, CAN. $15.00
| | Vol. 4 (Nov. '81 to Oct. '82) $12.50, CAN. $15.00
| | Vol. 5 (Nov. '82 to Oct. '83) $15.00, CAN. $20.00

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Robert Fabris
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Machine Language Manager

What it is:

Many of today's peronal 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 either the old Bally Basic 300 baud interface, or the new Astrovision Basic with built-in cassette interface.

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.

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

(714) 565-1610

P.O. Box 11023·San Diego·California·92111
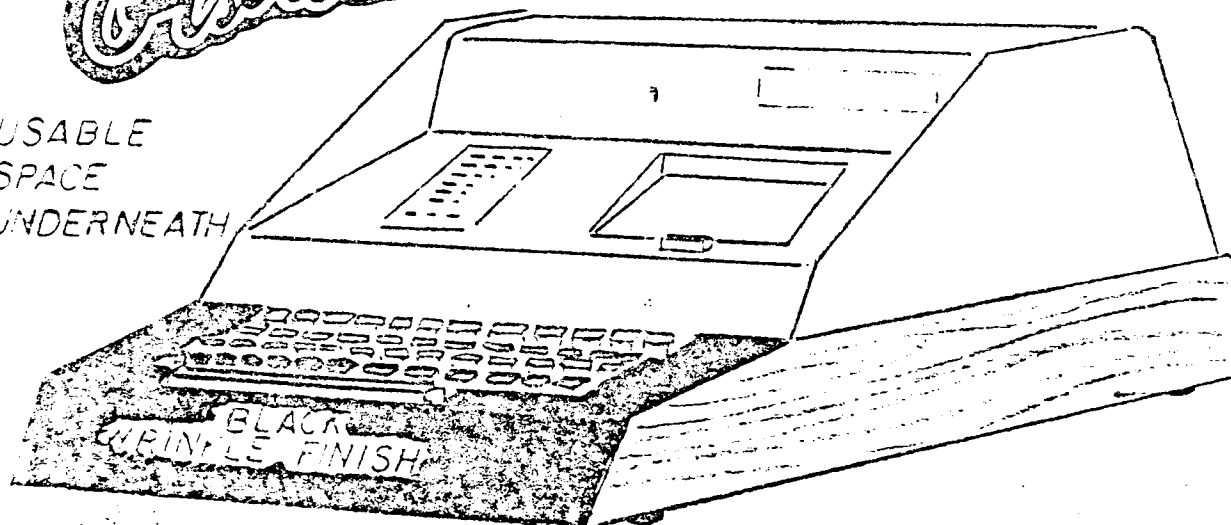
THE GREAT
AMERICAN
JIGSAW!

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

our educational games make learning fun

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.

* *

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

Esoterica   Limited

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ESOTERICA LTD.
Warren, Ohio

Starship Command
from
ESOTERICA LTD.

BATTLE CRUISER
KLINGON EMPIRE
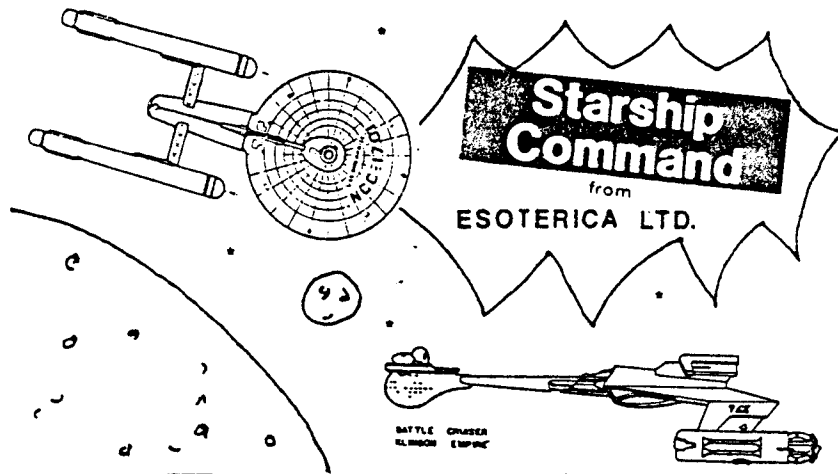
1. You are sitting at the helm of the 400.000 metric ton starship looking through the front viewing screen into deep space. It is a weary ship. You have already destroyed a Klingon outpost and have just done battle with a Class I Cruiser. Suddenly a siren sounds "Red Alert". "Klingon Battle Cruiser" 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.
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Warren, In

Esoterica Limited Presents

GARBERSVILLE

...An Exciting game of
skill and timing

The eight program offering
listed here represent the
finest software yet devel-
oped for your Astrovision
unit. They are not merely
computerizations of exist-
ing games, but are
original concepts developed
over months of work and
designed to provide
challenging computer enter-
tainment that will endure
the test of time. Although
we have developed many pro-
grams and are testing still
more, we have released only
these eight. At Esoterica,
we are dedicated to quality;
quanitity may come later--it
all depends on your
satisfaction.

Tapes are $15.95 - - -
US Funds

1. GARF is attacking Garbersville! You are the only hope for the defense of its good citizens. Will your missles, 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.

. . . .

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

ESOTERICA LTD.
Warren, Ohio

ESOTERICA LIMITED presents: WILDCATTER

Dry hole!

brls

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.
P. O. BOX 614
Warren, OH 44485

ROAD TOAD

The old proverbial chicken may have crossed the road to get
to the other side but the Road Toad has slightly different
motives. In the tradition of Angels Camp you prod the toad
with the use of your joystick skillfully guiding him through
several lanes of traffic that becomes increasingly congested.
But watch out for the speed demon in lane 3. He often comes
without warning and definitely does not break for toads.

FOR ASTRO BASIC ONLY

$ 15.95

SKI SLOPE

"They called him SUPER SKIER though he never had a lesson"
And now you take up where he left off. Super Slope is a
super skiing program from Esoterica Ltd. No experience
necessary.

FOR ASTRO BASIC ONLY

$ 15.95

ESOTERICA Ltd.

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Warren, OH 44485

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
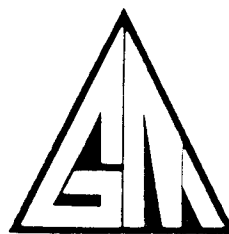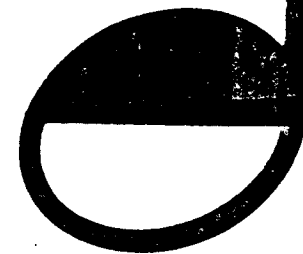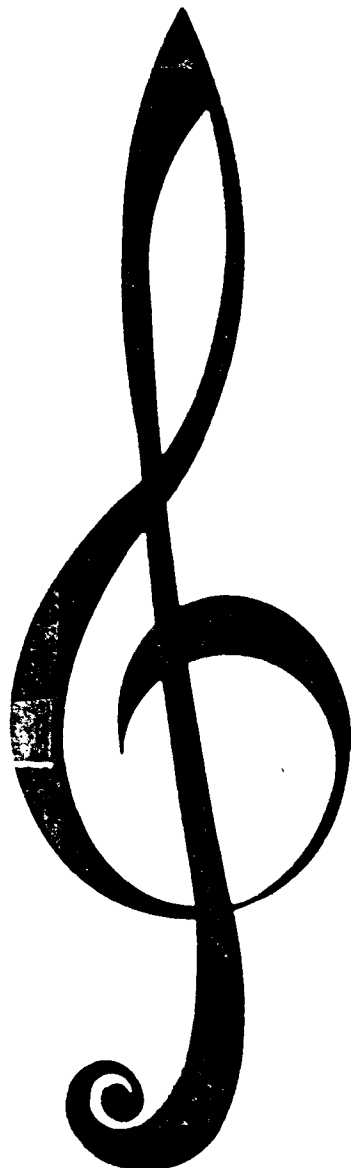
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ALL SOFTWARE SATISFACTION GUARANTEED

More Software
To Extend Your Arcade's
Imagination and Usefulness

PROGRAM A **ANALOG NON-DIGITAL CLOCK**   **FREE**
A real old fashion clock with a sweep second hand.   with purchase
Keeps accurate time. Indicate Bally Basic or Astro   of program
Basic.   C, D or E

PROGRAM B **ASTRO—ZAP!!!**   **FREE**
Player-up sirens, fast action graphics, big explo-   with purchase
sions, bonus bases. Up to 4 players with up to 4 hand   of program
controls. Kamikazees! A real blast!!! Indicate Bally   C, D or E
Basic or Astro Basic.

PROGRAM C **TIMECARD CALCULATOR**
Figures your wages to the penny using the math
routines built into the Bally Basic cartridge. Will not   **BALLY**
work with the new Astro Basic. Just input the times   **BASIC**
you punched in or out all week and the computer will   **ONLY**
automatically figure wages and overtime hours at
time and a half. Available in Bally Basic only . $10.00

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   **ASTRO**
you retape program after each use it will   **BASIC**
automatically accumulate all expenses and income   **ONLY**
and separate them by week, month and
year-to-date!!! In Astro Basic only $10.00

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   **BALLY**
to dump data from screen to printer or to tape at the   **BASIC**
touch of a key! Designed only for Bally BASIC. Sorry,   **ONLY**
the new Astrovision Basic doesn't have the printer
driving logic required. $10.00

IN MACHINE LANGUAGE **"LIFE"** by Jay Fenton **$16.00**
Sure, you've seen life games before. A BASIC version was published in   magazine a
year or two ago. It took 5 or 10 minutes per generation! Well how about one generation
per second? Yup!!! Jay Fenton, the guy who wrote BALLY BASIC, GUNFIGHT, SCRIB-
BLING, CALCULATOR and GORF! has revved up your Z-80 processor to give you a full
screen scan and a new LIFE generation each second! Put some LIFE in your Arcade
(and give some spending money to Jay Fenton to keep him in a "programming mode!")
Buy LIFE and get "NUKE THE !$&!" FREE!!!
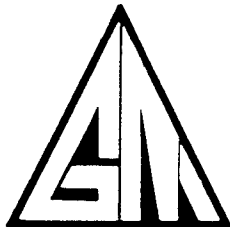
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ALL SOFTWARE SATISFACTION GUARANTEED

HARD Software
....for ASTROCADE

Games

Micro Pac
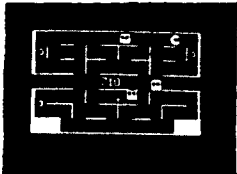
You guessed it ... the little yellow guy with the big mouth gobbles jellybeans as the ghosts chase him around the maze. Frankly, we don't think this game will ever become very popular.

Game cassette in ASTROBASIC only complete with instructions **$9**

Caterpillar

A garden fantasy featuring a hungry snake, a wily caterpillar and a creepy spider in a bed of mushrooms. Three levels of difficulty challenge novice and video arcade hot shoes alike.

Game cassette in ASTROBASIC only complete with instructions **$9**

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.

Game cassette complete with instructions **$6**

The Paper Chase
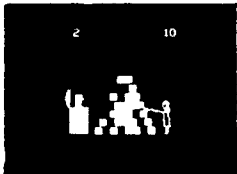
TV games should reflect TV reality. Can Mr. Whipple snatch away the rolls of toilet paper before the treacherous woman shopper squeezes him out of business? It makes a better game than it does a commercial. **$6**

Game cassette complete with instructions . . . .

Galactic Hitchhiker
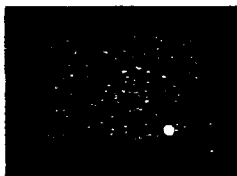
A space flight fantasy dodging errant asteroids, black holes and cosmic nasties. Three dimensional graphics.

Game cassette in ASTROBASIC ONLY complete with instructions **$6**

All five games on one cassette in ASTROBASIC only · · · · · · · **$18**

Video Rally
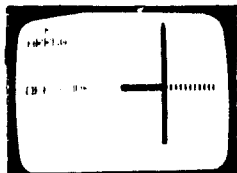
A simulation of a 100 mile TSD (time-speed-distance) road rally based on SCCA (Sports Car Club of America) National Rally Rules and Conventions. Travel the random course applying the Main Road Rule and route-following priorities at each intersection. Screen displays variable determinants with clock, odometer and null readout like an actual rally computer. Scoring and restart at each checkpoint. Complete with 8 page instruction manual. **$6**

Game cassette complete with instructions . . . .

Do it the HARD way!

HARD Software
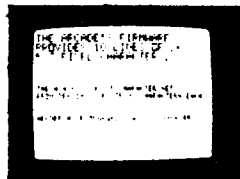
3x5 Character Set

A short, simple addition to any program which allows you to display text in both standard 5 x 7 pixel format and the 3 x 5 pixel character set designed by H. A. R. D. and used in the Z-Grass add-under.   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 28 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 display over 1800 characters.   A must for game designers.

Listing and tutorial only **$5**

HARDware

The COMPUTER EYE

to light pen jack
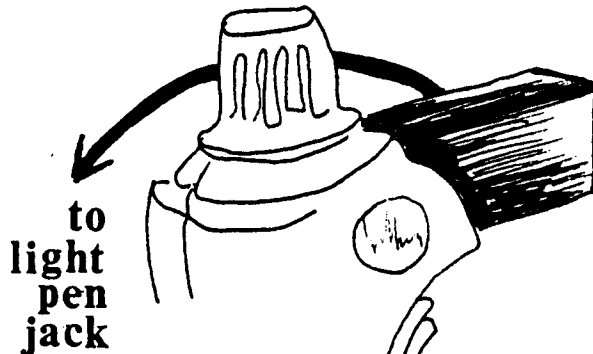
The H. A. R. D. COMPUTER EYE is a light pen peripheral that mounts on the front slope of the pistol grip hand controller (not included) turning it into an amazing light gun. The COMPUTER EYE returns its location in screen coordinates (X,Y) through &(15) and &(14) respectively. Move a floating cursor 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.

The COMPUTER EYE, demo tape, tutorial and instruction manual **$35**

Hoover
Anderson
Research and
Design
2206 West 21st Street
Minneapolis, Minnesota 55405

L'M SOFTWARE

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

#5 Cassette $ 12.95
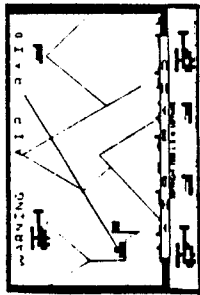
Search & Destroy-The mad Dr. Oppenheimer has stolen a nuclear sub and threatens to destroy the world. Your job is to save the world by destroying the sub and avoiding the mines randomly located in the sector. **Air Raid**-Be a hero and save the people of a mountain village by manning the gun implacement 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
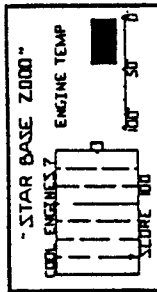
Star Base 2000-This game puts you in command of starship Aquila. You must navigate thru force fields, black holes, and avoid overheating your engines. If the temp. exceeds 100 C the ship will be destroyed. **Space Quest 2001**-Your interstellar space craft must save a friendly colony, on the planet, from the Star Plunderer. You must break thru the forcefield and destroy the enemy, using lasers and miselles. Excellent graphics & 35 difficulty levels. BOTH GAMES are for 1 player

L & M SOFTWARE 8599 Framewood Dr.
Newburgh IN. 47630

#7 Cassette $ 12.95
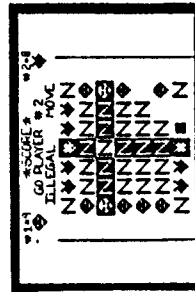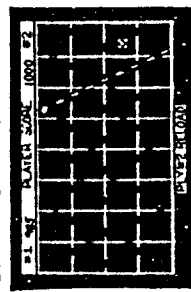
Phantom Star Fighters is a maze game. The star fighters are cloaked to render them invisible, except when they bump into a barrier or when reloading. You have a choice of two weapons, lazer or sub-lazer. **Space Checkers**, a strategy game where the object is to eliminate as many of your opponents faces 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.

#1 Cassette $ 12.95

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

#2 Cassette $ 12.95
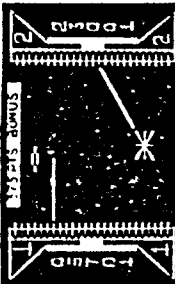
Cosmic Saucer Battle is the fastest action game yet produced for Basic. For 1 or 2 players. **Black Lagoon** finds you piloting a leaky boat across a maze of interconnecting lagoons while trying to avoid a monster.1 player.

#3 Cassette $ 12.95
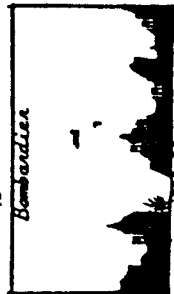
Bombardier. Your mission to destroy Russian missile silos.New graphic field each play.1pla. **Meteoroid.**You must use all of your joy stick skill to blast the Meteoroids and Saucers.

#4 Cassette $ 12.95
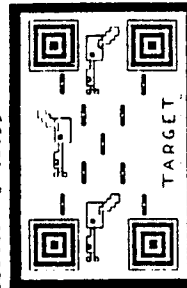
Target is a series of 3 games, Pop-Up, Deck the Duck and Skeet. The score is displayed. Test your shooting skill & compete against friends for high score. **Mind Bender** is a fantastic number guessing game. Both are tournament games, 1-4 players with handicapping options. Excellent color graphics, action & sound makes this paid a fine choice for family fun!

#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
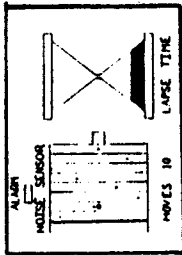
Mission Impossible-You must successfully reach the end of the corridor containing rooms filled with poison gas and deadly robots. Your oxygen supply time is displayed by the hour glass. You may retreat any time and refill your supply. Nine difficulty levels, robot sensor alarms and low oxygen alarms 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 in 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

L & M SOFTWARE

#13 Cassette $ 12.95

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.
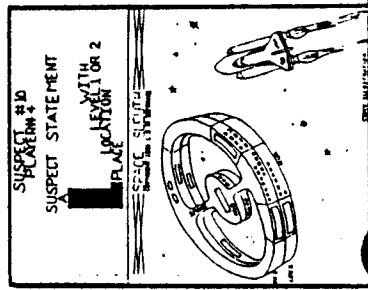
Space Sleuth-This is a Who-Dun-It mystery game. You won't believe the amount of features in this game of strategy. There are over 75,000 combinations of suspect, clues, alibies and locations. A unique Sherlock Eye Piece is employed to decode secret information displayed to each player, in turn. The game 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.

L & M SOFTWARE

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

#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 5 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.

L & M SOFTWARE 8599 Framewood Dr. Newburgh IN. 47630

#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.

3 DIMENSION

E=89*R=461*S=5000

ALIEN INVASION

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

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

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

➤ Call in your order, COD or Master Card, and we will deduct $1.00 from total.
1-812-853-6895   9AM to 9PM CST - for next day shipment!

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

Claim Jumpers - Stake your claims, on 4 sides, and mark them with your symbol. Claim jumping happens when one player puts the last side on the other player's claim. This game uses one of L & M's exclusive features, the computer can play, too, as an option. Fun for 1 to 4 people.
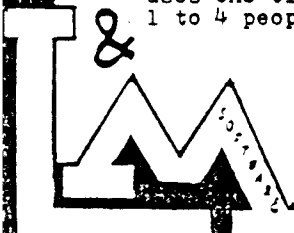
L & M SOFTWARE   8599 Framewood Dr.
Newburgh, IN 47630

SECRET OF PELLUCITAR

For Bally / Astrocade

Join the many thousand adventurers exploring the ultimate fantasy experience "Secret of Pellucitar"

You are a soldier of fortune in command of the starship Zedra. A captured alien, while dying, has told of a vast silver treasure on a distant planet and given you the secret keys. Great riches lie in the prehistoric subterranean city of Pellucitar. You have hurried there, pushing the Zedra to all possible warp speed:

(SIDE 1) only to find a mysterious force, which can cause temporary changes in the tunnel path-ways, now occupies the planet and deserted underground empire. From a parking orbit you launch your explorer vehicle and guide it downward. Choosing one of the many tunnel entries, you skill-fully navigate through the prehistoric maze of caverns and passageways. You watch for your chance and when the force opens shortcuts you quickly move across, winning the secret treasure for your reward.

(SIDE 2) only now do you realize that your 1st mate has taken one of the explorer vehicles and is making a run for the treasure. You quickly descend in another explorer, intent on arriving at the treasure first.

This game requires a smooth hand and a sharp eye. Who will claim the secret treasure?

This is possibly the most complete use of the Astrocade graphic resolution to date, and one of the largest most detailed play fields yet developed for Basic. The amount of definition is fantastic.

Added to this, a fine musical score by George Moses and it has the potential to become a classic.

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

Copyright 1982 L&M Software

Screen & game program by Greg Miller
Musical program by George Moses

For new Basic only !

COD, Master Card or Visa

Cassette #15 $15.95
SECRET OF PELLUCITAR &
SECRET OF PELLUCITAR II

L&M SOFTWARE

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EXITORS REVENGE
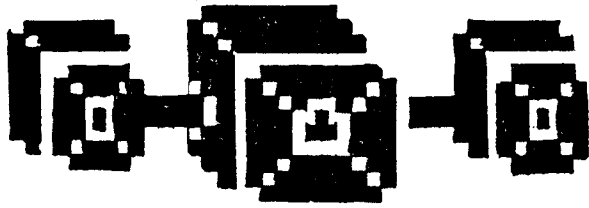
Exitor's 5 Warriors

Smooth Motion   *Machine Graphics*

You are the commander of the underground MX missile, defense for the top secret facility, which is code named Akreon. This is where our first interstellar star drive is being constructed. You are alerted to the presence of an object coming in from outer space. You immediately recognize it as a battle star of alien origin. You take control of the MX system, positioning the launcher, firing the missiles and guiding them to target, destroying the warriors before they can radio important data to the enemy battle star. LOOKOUT!!! The battle star will fire back.

Exitor smiled to himself as he settled the huge ship into a parking orbit, well above the sprawling complex. It will be easy, he thought, as he armed the triple photon lazers. First release the reconnaisance pods, the warriors survey the area, then destroy the star drive factory.

Exitor yearned for revenge. He and his crew had suffered heavy damage on an earlier earth scouting mission when his ship collided with an earth sattelite, causing a gigantic explosion.

Exitor had journeyed several hundred light years to stop the development of a star drive, by which the earth people could travel to distant galaxies. BUT!! he doesn't realize your underground MX system is there.

Can you save Akreon from destruction and in so doing, pave the way for travel to the stars?

Normally, a picture this detailed in 3-dimension would require more memory than is available in the Astrocade program section. We have utilized a special arcade feature called mass screen memory. There is almost 4K of memory available in this way. The game operation is contained in the 1.8K program memory section, while the machine graphic utilize specially encoded memory sections. By using all three in a unique way this game, with expanded graphics and smooth flowing motion, is possible. It is equivalent to about 6K of memory.

A special note of thanks to Andy Guevera of Bit Fiddlers, without whose help this game could not have been.

Tape Cassette
 # 16

A cartridge quality game

| Exitor's Revenge & The Mummys Treasure both for $15.95 |

New Basic Only

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. FOR 1-4 PLAYERS. Very Colorful

SOFTWARE

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NAUTILUS

Smooth moving arcade style characters

A cartridge quality game
== ON TAPE ==

CASSETTE# 17

Nautilus &

3-D Tic Tac Toe

both for $15.95

Non blinking machine graphics

New Basic Only
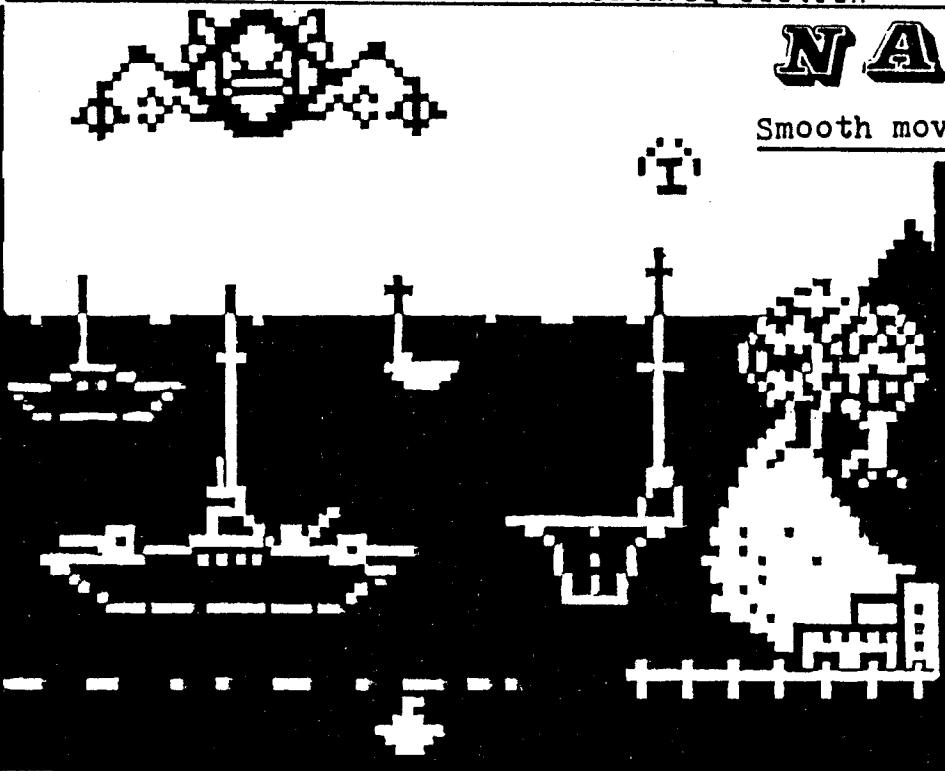
    The 7th fleet is engaged in the top secret mission, code named Akreon, the shipping of our
first star drive engine to it's final destination. Presently the 7th fleet is moored just off
the coast of Scorpion, a small island in route.
    You are the commander of the atomic powered attack sub, Nautilus. Your mission is to pro-
tect the fleet during it's stay in the harbor. The watch is proceeding smoothly, when sudden-
ly you are startled to attention by a general alarm. You hurry to your battle station where
the radio officer gives you the report of a UFO coming in fast.
    You watch the radar screen in puzzlement. The object grows in size as it nears. It's
shape resembles a bird, no..NO it's more like a bat of tremendous size! Then as it begins to
move menacingly back and forth above the fleet you suddenly realize with a sinking feeling,
your worst fear, there is no doubt, it's Exitor. The devilish alien battle star commander is
bent on destroying the star drive engine to stop mankind from exploring the galaxy and reaching
the stars beyond.
    Thank goodness the Nautilus is equipped with the latest, most powerful, particle beam
weapon devised by man. Your beam accellerator shoots out highly charged sub atomic particles
in a narrow accurate beam. You order the beam generator up to full power and prepare for action.
    Exitor carefully piloted the huge bat-like battle star into a sweeping pattern well above
the 7th fleet and released one of his well armed battle drones. This should be enough to sink
the fleet and destroy the star drive engine.
    The drone pod descended to an altitude in range of the ships. The pod popped open and the
drone made an attack run hitting one of the ships. Exitor smiled in vengeful satisfaction.
All was going well, but now before his very eyes, the sea seems to swell and light up as your
particle beam breaks through and rises swiftly to it's target. In a wink of an eye the battle
drone is gone! Exitor immediately releases another drone and quickly arms the battle star's
photon lazers.
    The battle lines are now only too clear. You must destroy the drones before they sink the
fleet and evade Exitor's lazers at the same time. An awesome feat and it won't be easy. Are
you up to it? To win you will need to mount a historic assault on the alien.

    Normally, a picture this detailed in 3-dimension would require more memory than is availa-
ble in the Astrocade program section. We have utilized a special arcade feature called mass
screen memory. There is almost 4K of memory available in this way. The game operation is con-
tained in the 1.8K program memory section, while the machine graphic utilize specially encoded
memory sections. By using all three in a unique way this game, with expanded graphics and
smooth flowing motion, is possible. It is equivalent to about 6K of memory.

    3-D TIC TAC TOE - Another of L & M's 3 dimensional display games with three levels of
game play. Players can win in any of the 3 dimensions. The computer will check all moves
for validity, indicate the winner and light up the winning 3 squares. Beautifully presented
in 4 colors.

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PROGRAMS AVAILABLE FOR THE ASTROCADE---recorded in Astrocade Basic
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Tape #B1   BOWLING SECRETARY $ 11.95
    This program computes averages, team and individual handicaps,
    total pins and games bowled for an entire league then stores the
    result on tape. It is written for a league of 32 bowlers, (8 teams-
    4 bowlers), but can easily be modified to another format.
    Instructions, listing, and documentation included.

Tape #SG1   HAUNTED HOUSE $ 10.95
    1 player--Keypad
    Adventure game-Uses NINE seperate programs to play! Different
    results every game. Try to get out of the locked house by
    examining different items in the rooms.

Tape #1002   QUICKDRAW-SKUNK $ 10.95
    QUICKDRAW: 1-2 Players--Hand controls
        Beat the Astrocade (or another player) to the draw!!!
        Ten Levels of play, graphic cowboys.
    SKUNK: 1-4 Players--Hand Controls
        Don't roll a one or you lose your turn. Roll double ones and
        you lose your total score!!

Tape #3005   GUESS FIVE; CHUCK-A-LUCK $ 10.95
    GUESS FIVE: 1 Player--Keypad
        A "Mastermind"-type game with special effects...Addictive!!!
    CHUCK-A-LUCK: 1 Player--Keypad
        Las Vegas, here we come! Start with $500, and try to break
        the bank!!

Tape #4006   SAUCER ATTACK; MISSILE DEFENSE $ 10.95
    SAUCER ATTACK: 1 Player--Hand Control
        Saucers are trying to land all around you and if five of
        them do, you're dead!!! You can Zap-em two different ways,
        but you've got to be fast! Difficulty increases as scores
        get higher.
    MISSILE DEFENSE: 1 Player--Hand Control
        Save your city from fallout! You have three chances to block
        the missile from hitting your city. Don't blow them. Intensity
        increases with scores! Also saves initials of high scorer.

Tape #7008   SICKO-THERAPY I & II $ 10.95
    Cure??? your problems with your ASTROCADE. Let our Sicko-therapist
    probe your mind and see if there's much of it left when he's
    done!! Great Party Game.

Tape #9010   CLAUSTROPHOBIA; CATCH THE BOMB $ 10.95
    CLAUSTROPHOBIA: 1-4 Players--Hand Controls
        Try to cut the fuse on the dynamite before it explodes. But
        you have to work your way out of an ever changing maze to get
        there!
    CATCH THE BOMB: 1-4 Players--Hand Controls
        Water Bombs are falling, and your only chance is to catch them
        in your water bucket. Unfortunately, the more you catch,
        the faster they get!! Features machine language graphics.

Tape #1112   FROGWAY; SLOSHED! $ 10.95
        FROGWAY: 1-4 Players--Hand Controls--By Mike Skala
            Try to get your frog across a six-lane highway without being
            splatted! Machine Language Graphics.
        SLOSHED: 1-4 Players--Hand Controls
            Can you walk a straight line home from the bar after having
            six beers? If you can, you get another beer and get to
            try again!!

Tape #????   FISHERMAN'S DREAM; HIGH-Q
        FISHERMAN'S DREAM: 1-4 Players--Hand Controls--

        HIGH-Q: 1 Player--

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

ALL PROGRAM CASSETTES ARE SENT FIRST CLASS AND INCLUDE INSTRUCTIONS

If you desire listings of the programs send $ 1.00 additional ($3.00 for
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All programs are provided in Astrocade Basic.

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We also sell all cartridges and accesories for the ASTROCADE. Write for
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Available soon....Asteroid zzapp...and more!!!!
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BLANK CASSETTE TAPES AVAILABLE

C-2 (one minute each side) and C-10 (five minutes each side) $ 1.00 each

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NEW IMAGE

AB-BB Differences

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 unoffical 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 desregard 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 Astrocade Basic, 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 Astrocade
Basic. 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.
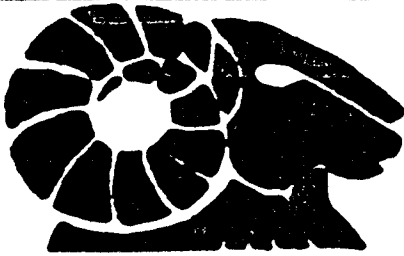
The Blue Ram
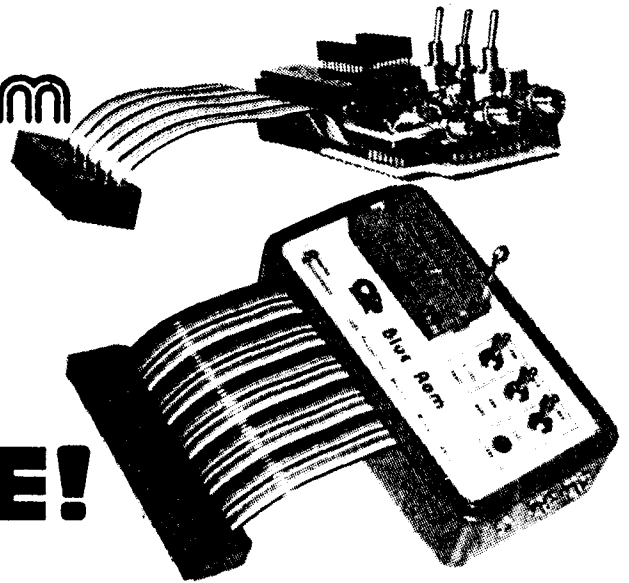
16K or 32K OF RAM FOR YOUR ARCADE!

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 16384 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 hexidecimal 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 $249.95. Also available in kit form at $199.95 for EXPERIENCED kit builders.

BLUE RAM OWNERS! We are now converting existing 4K Blue Rams to 16K at $135.95, including an exchange of your Extended Basic cartridge. Or, do-it-yourself with a kit at $99.95. The cartridge now gives 15,500 bytes of programming space! (31,884 bytes with the 32-K Blue Ram).

THE BLUE RAM
Includes owner's manual and utility and diagnostic program tape **$249.95**
(If there's enough demand there will be a 4K version for under $200.00   32-K $369.95

THE BLUE RAM KIT
Requires some electronic experience. Build your own **Blue Ram** **$199.95**

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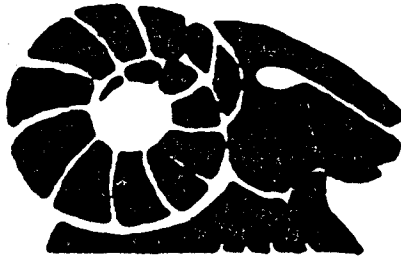
Blue Ram
ACCESSORIES

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 up to 15,500 bytes of programming space (31,884 with 32K Blue Ram) 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)
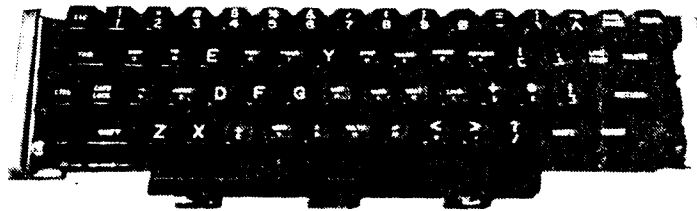
THE BLUE RAM PRINTER INTERFACE

Prints letters, mailing lists and labels, recipes, budgets, and programs in either machine code or BASIC. Works with any model BLUE RAM and BLUE RAM EXTENDED BASIC to drive most any parallel printer. Intelligent printers may be formatted by your software.

Printer interface only................... $49.95

MODEM/PRINTER INTERFACE

Similar to the Printer Interface but also connects the BLUE RAM to a STAR MODEM (not included). Now your computer can "talk" to other computers or explore the world of The Source and other computer network services.

Watch for price announcement about January 1.

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 intervals. This is a form of break-in protection when you are away from home.

$19.95

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R & L ENTERPRISES

PRESENTS

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With this board it is possible to bypass and substitute for the Cassette socket, on-board ROM and/or screen RAM as well as add memory anywhere the Z-80 can address.

There is no wire-wrapping involved in the use or expansion of this board. All the necessary TTL logic is provided on-board. Almost any 2Kx8 memory device can be used in any socket at any time.

Now the bad news: this board isn't free. In fact, it will cost $219.95, but order now and get FREE our introductory package of 2 2Kx8 Static RAMs (4096 bytes). Additional RAMs may be ordered from us ($15 ea. /8 for $100) or from anywhere else. A complete list of acceptable chips is provided with the manual.

A 5-volt power supply (1 A or better) is needed to operate this board. A schematic is supplied for this, along with instructions for using the battery back-up input.

To order send Check or Money Order to

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> Northlake, Il. 60164

(Illinois residents please add sales tax)

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We recommend Blue Ram BASIC 1.1 for the easiest use of this board. Simple access routines are provided for use with BB/AB.

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DEALER INQUIRIES INVITED

Tape 1   Starship Astro/Super Slot- In Starship Astro, you are the
          commanding pilot of the most powerful Starship in the
          galaxy. Your mission is to destroy every threat to the
          security of your home planet. Super Slot is a four
          player slot machine. See how long you can keep your money.

Tape 2   Football/Super Craps- Play the famous hand-help version of
          football on your Astrocade computer. Guide your receiver
          into the end zone and score a touchdown. Up to four
          people can play Super Craps. Bet on the outcome of the
          graphic dice. See who can win the most money.

Tape 3   Tic-Tac-Dough/Maze-A-Matic- Now you can play the famous
          game show at home. Pick from nine squares to uncover
          either money, bonus words, or the dragon. Maze-A-Matic
          creates a constantly changing maze which you must get
          through. If you get stuck, you can always 'Hyperspace'.

Tape 4   Astro Slot/Dog Racing- Astro Slot draws a real slot machine
          in two colors on your screen. Pull the trigger to set the
          reels in motion. Payoffs are according to the outcome.
          Dog Racing lets up to four people bet on the resluts of
          a dog race featuring five graphic dogs. Watch as the
          dogs fight to cross the finish line. Great fun!

TAPE 5
Missile Attack
&
Reverse

<u>Missile Attack</u>- 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.

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

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: $12.00

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‡‡   Available only in   ‡‡
‡‡   Astro BASIC   ‡‡

SUPER SOFTWARE
PRESENTS:
Tape 6

ROBOT ALERT
&
SIMON SAYS

By Robert Rosenhouse

You have been transported into an alien vessel which is protected by many robots, created for the sole purpose of destroying intruders. You must avoid these robots at all costs (see below). As time goes on, more intelligent robots appear. You may even go berzerk trying to eliminate them all.

In Simon Says the computer plays many different patterns which you mus'. repeat. The ever-increasing sequence is sure to challenge you.

Costs (see above): $12.00

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‡‡   Available only in   ‡‡
‡‡   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 assualt?

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: $12.00

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‡‡   Available only in   ‡‡
‡‡   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 theives.
Only $12.00; Gopher it!

Available only in
Astro BASIC

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: $12.00

Features machine language graphics

Available only in
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: $12.00 (per Galon)

Available only in
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 belay the onslaught of marauders.

Damage: $12.00

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: $12.00

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**********************************
**        Available only in       **
**           Astro BASIC           **
```

SUPER SOFTWARE
PRESENTS:
Tape 14

ZAPPER

By Robert Rosenhouse

You won't be able to resist the tempesting 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: $12.00

```
**********************************
**        Available only in       **
**           Astro BASIC           **
```

SUPER SOFTWARE
PRESENTS:
Tape 15

FORCE FIELD

By Robert Rosenhouse

Tired of staring aimlessly into your computer screen, always longing for a quick snack to keep you going? Well,   we've   got   the   answer! Delicious, mouth-watering, lithe, just-like-mom-used-to-make chocolate chip cookies! Too bad they're being guarded by multitudes of malicious, malevolent munchies (OH NO!!).   Your only protection is a meager force field. Break out the milk!

Only $12.00... Chip in!

Features machine language graphics

```
**        Available only in       **
**           Astro BASIC           **
```

All game cassettes described within these pages require the Astrocade BASIC cartridge and a tape recorder.

Game cassteets are all $12.00 (U.S. Funds), and all orders are shipped out on the day they are recieved.

At Super Software, 'Your Pleasure is Our Business'.

Super Software
Box 702
Plainfield, NJ 07061-0702

Presents

The latest games from Super Software

Tape 16   Super Missile Attack/Pick-Six Keno- Super Missile Attack
appoints you as the defender of six cities. You must
destroy the dozens of computer controlled missiles that
are destined to hit the cities. Pick-Six Keno is a
lottery simulation. Pick six numbers and see how many
you can match.

Tape 17   Runaround/Astro Slot- Runaround features the 'Vid-Grid'
from the famous 'Mr. & Mrs. Pac-Man Pinball' game. You
must guide yourself around the maze while being chased by
'Runaround Sue'. Astro Slot is a slot machine for up to
four players.

Tape 18   Knockout/Reactor- Knockout is a delightful test of a
player's reflexes. Your score is based upon the speed
and perfection of your reactions to twenty-five stimuli.
Get bonus scores for reacting perfectly. This game is
a good way to beat other video games, by decreasing your
reaction time. Reactor is a take-off on 'Whack-A-Mole,
a game featured at many fairs and carnivals. The object
is to be able to hit the moles as soon as they peek out
of their holes. Well, we took that idea and expanded on
it. Two players participate at the same time.

Tape 19   Star Cruiser/Robothon- You are beamed up on the Star
Cruiser. Your mission is to break through the enemy
force field and destroy the source of this power. While
you attempt to break away the force field, you will be
fired upon by the enemy. Hit his laser cannons for bonus
points. Each successful attempt will bring a tougher
and more violent force field within range. Robothon is a
battle against multitudes of robots. They can only be
stopped by the contact of your evil diamonds. How long
can you survive?

These tapes are the latest offerings from Super Software. To order,
send a check for $12.00 for each tape to Super Software. All tapes
are in Astro BASIC only. Thank you for your interest in our products.

Tape 20   Crossfire/Snake- Crossfire challenges you to gather all
of the energy units that are being guarded by the malicious
laser beams. The player must beware of the deady cross-
firing beams. Snake challenges you to eat all of the
apples in a room without tying yourself into a knot. Eat
all of the apples and then progress into a more dangerous
room.

GIBELEOUS SERIES
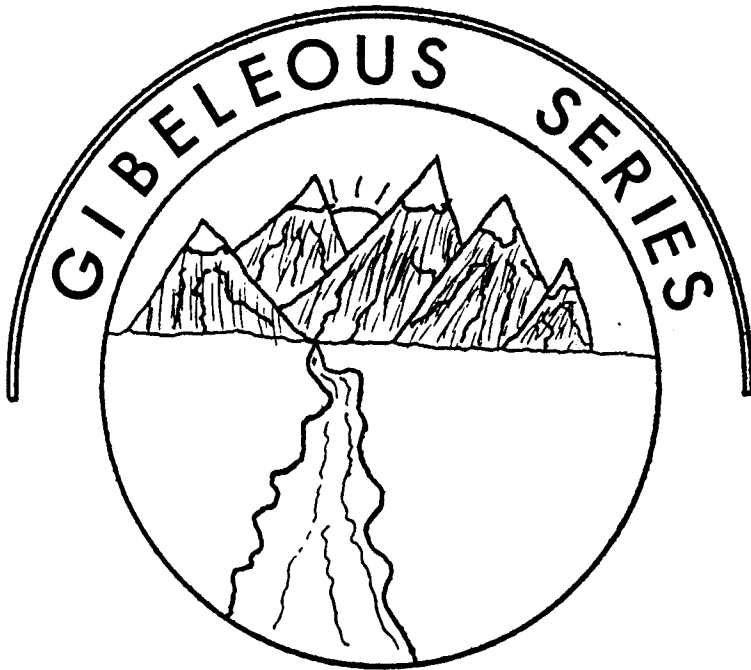
THE PROGRAMS THAT TAKE   YOU TO ANOTHER WORLD...

Gibeleous (jib-ell'-eeus) Series programs take place on the planet Gibeleous, a lovely but war-torn world divided into three kingdoms.

The kingdom of Beekum: An orderly society made up of people who are direct descendants of the ancient greeks.

The kingdom of Scrom: A brutal land of monsters.

The kingdom of Machor: A warring land 'of orcs.

You become a brave warrior of Beekum, fighting the evils of Scrom and Machor. You enter dungeons, fight battles, and make decisions that determine your fate and Beekum's.

Programs now available:

Rescue of Catherine- Save the princess from the Scromites.

Tower of Machor- Find the orc's leader in an 8 story tower.

Escape from Rantanam IV- Fight your way out of an alien space-ship.

All three on one tape for only 10.00$

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All tapes in new (Astro) BASIC only.

SPACE GAUNTLET

QUADRON

$ 12.95
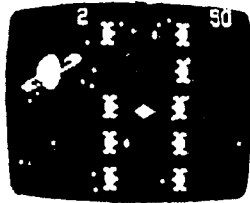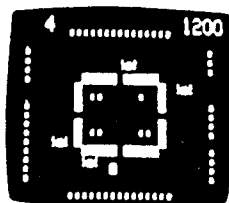
SPACE GAUNTLET

You're at the controls of an interstellar cruiser patrol-
ling a remote sector of the galaxy when you encounter the
local inhabitants.These denizens of deep space don't "cotton"
to strangers and they arrange themselves into two columns,
firing missiles and daring you to survive their deadly gaunt-
let.The longer you survive,the closer the two columns of
alien nasties approach(making it more difficult to avoid
their missiles.)Exciting graphics and excellent play value.
One player.

QUADRON

In the 2½ dimensional world of Quadron,you are the pro-
tector of the Quadrome-a four walled energy fortress hous-
ing the power capsules that maintain Quadron's existence.
Four extra-dimensional monsters are intent on eating through
the fortress and destroying it.By eating the power capsules,
you have the ability to chase and vanquish the monsters.
How long can you defend Quadron as the monsters relentlessly
move in?A fun game of action and free form strategy for one
player.
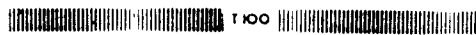
OMEGA VALLEY

Omega Valley was an instant hit when it was released.This unique
and colorful program simulates a "multi-playfield" game that has
you defending the three inhabited valleys of Omega Hydra 9 as
eighteen invaders from beyond attempt to land.You fire the laser
cannons at the descending creatures from your Arcade keypad.
While your fending them off in one valley,they're continuing to
descend unse-n in the other two valleys.You'll have to constantly
switch views among the three to keep the invading forces from
landing.One player.
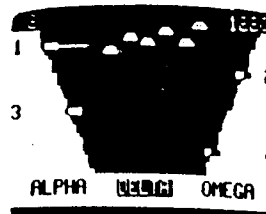
ASTRO TERROR

The merciless Vultor warrior race have attacked on the
outer reaches of the solar system at your lonely aster-
oid outpost.They hurl deadly destructon bombs and their
terrifying robot command station at you.You must frant-
ically punch in target co-ordinates and fire your deflector
beam to stave off the attack.You'll have shields to pro-
tect you,but once their depleted your aiming will have to
be flawless.Features intense non-stop action-not for the
easily distracted.

OMEGA VALLEY

ASTRO TERROR

ALPHA BETA OMEGA
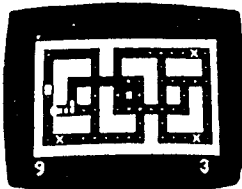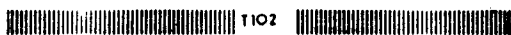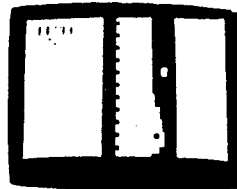
$ 12.95

VIPERIAN

Welcome to the garden of vipers,from which there's no escape.
Your sole hope for survival is to avoid the deadly bite of the
king viper that slithers about the garden.You gain stature an
a "Viperian" by outwitting & outmaneuvering the poisonous snake
and by eating the fruit bits in the garden paths.Special high
energy fruit & a magic fruit enable you to stay ahead of the
viper.Maze-munch action for one player.

CRUNCHER

The action's like an old-time movie serial.A steel-spiked
wall (the cruncher) slides in from the left,threatening to
crush the life out of you.You must break off pieces of the
right-hand wall in a desperate attempt to stay ahead of the
cruncher.Features eight levels of play with wild music and
sound effects.One Player.

VIPERIAN

CRUNCHER

$ 11.95

Please add 50¢ shipping & handling for each tape ordered.

Include check or money-order in the amount of tapes purchased , plus .50 for each tape for postage and handling.

Max — 1

Horse Race

Clue — 2
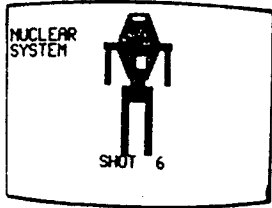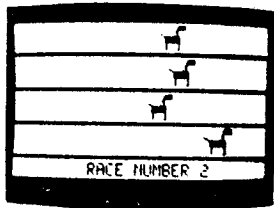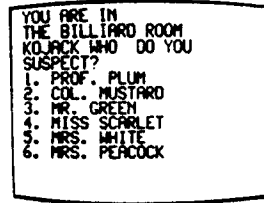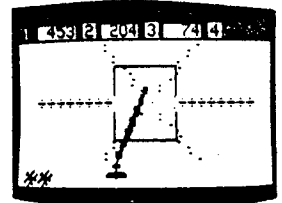
Flying Ace
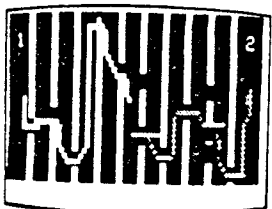
Maze Race — 3

Obstacle Course
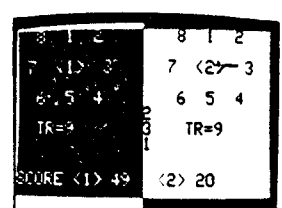
Space Chase
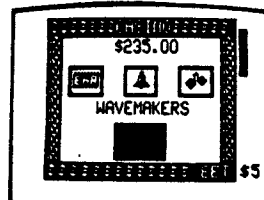
Slot Machine — 4
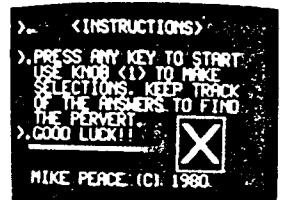
Perversion

Music Composer — 5
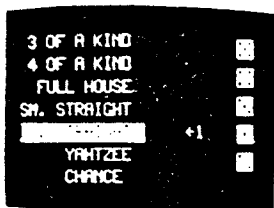
Yahtzee

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Affordable
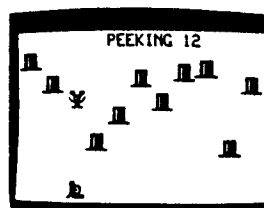
Mouse in the Hat — 6

Speed Math
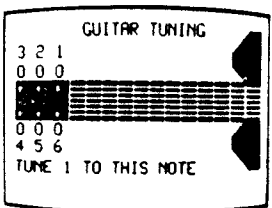
Tuning — 7
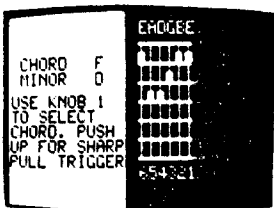
Guitar Course
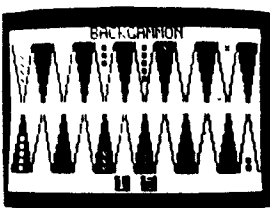
Backgammon — 8

Obstacle Course Tournament
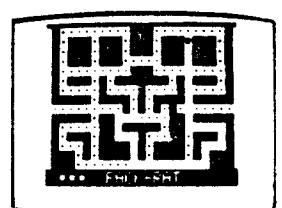
Pack-Rat
9
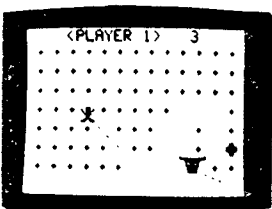
Lookout for the Bull 1 & 2 — 10
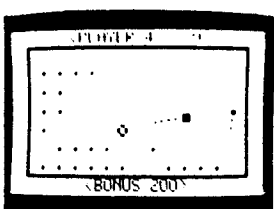
Whiz Quiz
11
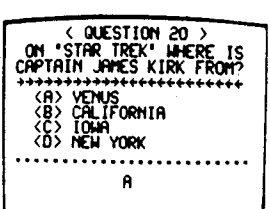
Castle of Horror
12
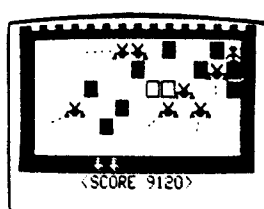
Monkey Jump
13
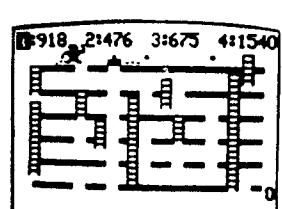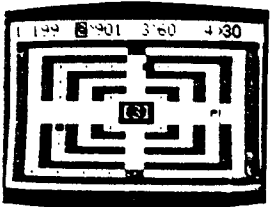
Collision Course
14
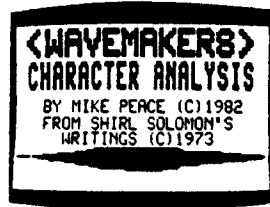
Character Analysis
15
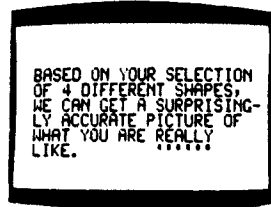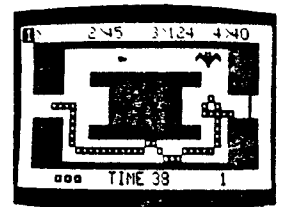
Dungeons of Dracula
16

These are games recorded on standard cassette tape
for use with the Bally Professional Arcade, the
Bally Basic Cartridge, and cassette recorder

TAPE - 1

MAX ROBOT FROM SPACE-YOUR MISSION: TO DESTROY MAX, 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!!!!!!   (USES KEYPAD AND JOYSTICK)

HORSE RACE-4 HORSES RUN 5 RACES. 1 TO 4 PLAYERS CAN BET ON THE HORSES FOR ALL RACES. THE WINNING OR LOOSING 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. GREAT FUN FOR PARTIES (USES KEYPAD)

TAPE - 2

COMPUTER CLUE-CHARACTERS 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. (USES KEYPAD)

FLYING ACE-(1) TO (4) PLAYERS. NEWLY IMPROVED WITH EXCELLENT MACHINE GRAPHICS. THIS GAME PUTS YOU IN THE COCKPIT OF A FIGHTER PLANE CHASING AND SHOOTING
AT THE ENEMY BI-PLANE. YOU MUST SHOOT THE ENEMY QUICKLY TO GET THE HIGHEST SCORE AND RECEIVE EXTRA PLAY BONUS. (USES INDIVIDUAL JOYSTICKS)

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-REQUIRES A GREAT DEAL OF PRACTICE TO MASTER. YOU GUIDE A FORWARD MOVING CHAIN THROUGH A
MAZE WITH ONLY UP AND DOWN CONTROL. SEVEN LEVELS OF PLAY PER GAME.   (USES JOYSTICKS)

SPACE CHASE-USES FEW GRAPHICS BUT GOOD SOUND EFFECTS AS YOU GUIDE YOUR SHIP THROUGH 250 LIGHT YEARS TO YOUR DESTINATION. CONTINUOUS STATUS CHECK GIVEN
BY YOUR ON-BOARD COMPUTER DETERMINES YOUR COURSE OF ACTION. AVOID METEORS AND ENEMY SPACE CRAFT, USING THE KEYPAD FOR YOUR CONTROLS.

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 $777.00 BUT IT IS RARELY HIT. YOU CAN PLAY $20.00 BETTING FROM $1.00 TO $5.00 PER PLAY. LIKE IN VEGAS IT PAYS JUST ENOUGH TO KEEP YOU
INTERESTED. YOU MIGHT GET LUCKY, GIVE IT A TRY.   (USES JOYSTICK)

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.   (USES JOYSTICK)

TAPE - 5

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

YAHTZEE-BASED ON THE MILTON BRADLY 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   (USES JOYSTICKS)

TAPE - 6

MOUSE IN THE HAT-COMBINATION OF MEMORY AND STRATEGY AND WITH A LITTLE LUCK, YOU TRY TO SHOOT THREE MICE HIDDEN BEHIND ELEVEN TOP HATS. CUTE GRAPHICS
AIMED AT PLEASING A YOUNG CROWD BUT IT'S A TOUGH CHALLENGE FOR EVEN THE OLDER FOLKS. ONE PLAYER ONLY.   (USES JOYSTICK)

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.   (USES JOYSTICKS)

TAPE - 7

GUITAR COURSE-WHY SPEND $15.00 OR MORE PER WEEK ON GUITAR LESSONS? NOW WITH THE HELP OF YOUR COMPUTER AND 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 PLAYED AGAINST THE COMPUTER. MATCH SKILL AS YOU MOVE YOUR PIECES AROUND THE BOARD. WATCH AS YOU
GET CLOBBERED BY THE COMPUTER AND SENT BACK TO START OVER. STANDARD RULES OF BACKGAMMON, RANDOM STARTING, EXCELLENT GRAPHICS, SOUNDS ALL MOVES,
PENALIZES ILLEGAL MOVES ATTEMPTS, THROWS DICE AT THE END OF EACH TURN AND MORE..... (USES JOYSTICK)

TOURNAMENT OBSTACLE COURSE-THIS POPULAR GAME IS IMPROVED TO TOURNAMENT QUALITY. NOW IT HAS HIGHER SCORING CAPABILITY. IT GIVES HIGHER SCORES FOR MORE
DIFFICULT MANUVERS. IT STILL PLAYS THE SAME AS TAPE 3, BUT NOW YOU WILL BE ABLE TO ENTER YOU NAME (UP TO SIX LETTERS) IF YOUR SCORE IS ONE OF THE TOP
SIX SCORES.   (USES JOYSTICK)

TAPE - 9

PACK-RAT-INSPIRED BY THE EXCITING MIDWAY ARCADE GAME PAC-MAN, MIKE PEACE HAS CREATED THIS VERSION FOR THE HOME COMPUTER. YOU MUST EAT ALL THE DOTS
WHILE AVOIDING THE CAT WHO IS IN HOT PURSUIT. FROM TIME TO TIME A BONUS APPEARS FOR EXTRA POINTS. ALSO INCLUDED PACK-RAT II-THE MOST AGGRESSIVE VERSION
TO DATE.   (USES JOYSTICK)

TAPE - 10

LOOK OUT FOR THE BULL I & II-THE CHALLENGE NEVER ENDS, BECAUSE THE LEVEL OF PLAY IS BASED ON YOUR SCORE. THE BETTER YOU GET THE TOUGHER IT GETS.
STAYING ALIVE IS THE NAME OF THE GAME. YOU MUST PICK CLOVERS FROM THE BULLS FIELD WHILE DODGING THE BULL. EACH CLOVER INCREASES YOUR SCORE AND THE BULLS
SPEED. SIDE TWO-IS FASTER BUT HAS LESS GRAPHICS.   (1 TO 4 PLAYERS INDIVIDUAL JOYSTICKS)

TAPE - 11

WHIZ QUIZ-THIS TAPE IS NOT LIMITED BY THE AMOUNT OF MEMORY IN THE BALLY, BECAUSE ALL QUESTIONS ARE FED FROM THE TAPE TO THE COMPUTER. OVER 250 TOTAL
QUESTIONS RANGING FROM ASTROLOGY TO T.V. TRIVIA. ANSWERS ARE SELECTED BY USING THE JOYSTICK. SIDE ONE RECORDED IN BALLY BASIC, SIDE TWO RECORDED IN
ASTRO BASIC.

TAPE - 12

CASTLE OF HORROR-THE ULTIMATE ADVENTURE GAME THAT PITS YOU AGAINST A HORDE OF HORRIFYING MONSTERS WITH ONLY YOUR WITS AND SKILL TO DEFEAT THEM.
FOUR FAMOUS FREEBEES-A NICE MENU DRIVEN SELECTION OF WAVEMAKERS MOST POPULAR FREEBEES.   (USES JOYSTICK)   ASTRO BASIC ONLY

TAPE - 13

MONKEY JUMP-THE NUMBER 1 COIN-OP GAME DONKEY KONG IS SIMULATED IN ASTRO-BASIC WITH A FEW EXTRAS. REQUIRES JUMPING OVER HOLES AND MOVING OBSTACLES AS
YOU CLIMB LADDERS AND PICK UP MONKEY BAIT. 1 TO 4 PLAYERS (SIDE ONE USES INDIVIDUAL JOYSTICKS, SIDE TWO ALL PLAYERS USE JOYSTICK ONE.) ASTRO BASIC ONLY

TAPE - 14

COLLISION COURSE-EXCITING GAME OF SKILL AND STRATEGY. YOU CONTROL THE CAR, YOU MUST AVOID THE COMPUTER CAR, HITTING WALLS, RUNNING OUT OF GAS AND
MOVING ROAD BLOCKS. INCREASING SKILL LEVEL. FOR 1 TO 4 PLAYERS   (SIDE ONE USES INDIVIDUAL JOYSTICKS, SIDE TWO ALL PLAYERS USE JOYSTICK ONE.)
ASTRO BASIC ONLY

TAPE - 15

CHARACTER ANALYSIS- BASED ON YOUR SELECTION OF 4 DIFFERENT SHAPES, WE CAN GET A SURPRISINGLY ACCURATE PICTURE OF WHAT YOU ARE REALLY LIKE. AFTER SELECTION,
ANALYSIS IS FED FROM TAPE. ANALYZE YOUR FRIENDS AND FAMILY.   (USES KEYPAD)   ASTRO BASIC ONLY

TAPE - 16

DUNGEONS OF DRACULA- A REAL ADVENTURE GAME WITH 10 MAZES, DOORS, KEYS AND 7 DIFFERENT MONSTERS. CAN YOU GET ALL THE WAY TO THE TOP ROOM (LEVEL 10)
IN TIME? WILL YOU TRAP THE TERRIBLE 2 HEADED MONSTER OR THE GIANT SPIDER OR DRACULA HIMSELF? FIND OUT HOW YOU WILL DO WHEN YOU PLAY DUNGEONS OF DRACULA.
1 TO 4 PLAYERS   (SIDE ONE USES INDIVIDUAL JOYSTICKS, SIDE TWO ALL PLAYERS USE JOYSTICK ONE.)   ASTRO BASIC ONLY

TAPE #		TAPE #		TAPE # ASTRO BASIC ONLY	
001. MAX (ROBOT FROM SPACE)/HORSE RACE	$10.95	006. MOUSE IN THE HAT/SPEED MATH/NOTE MATCH	$10.95	012 CASTLE OF HORROR/FOUR FAMOUS FREEBEES	$10.95
002. CLUE/FLYING ACE	10.95	007. GUITAR COURSE/TUNING/NOTE MATCH/PROG.	19.95	013 MONKEY JUMP/GONG THE KONG	10.95
003. MAZE RACE/OBSTACLE COURSE/SPACE CHASE	10.95	008. BACKGAMMON/OBSTACLE COURSE TOURNAMENT	15.95	014 COLLISION COURSE	10.95
004. SLOT MACHINE/PERVERSION	10.95	009. PACK-RAT/PACK-RAT II	10.95	015 CHARACTER ANALYSIS	10.95
005. MUSIC COMPOSER/YAHTZEE	10.95	010. LOOK OUT FOR THE BULL I & II	10.95	016 DUNGEONS OF DRACULA	10.95
		011. WHIZ QUIZ (TRIVIA OVER 250 QUESTIONS)	12.95		

SEND CHECK OR MONEY ORDER TO: WAVEMAKERS INC. BOX 94801, SCHAUMBURG, IL. 60193 Include .50¢ Postage for each tape ordered.

VIPER SYSTEM 1, 16K* MEMORY EXPANSION

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.
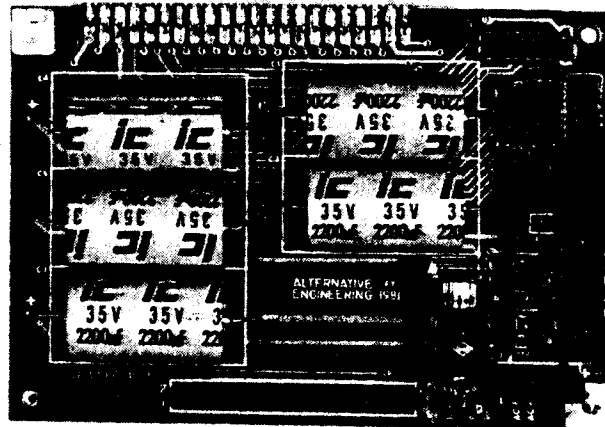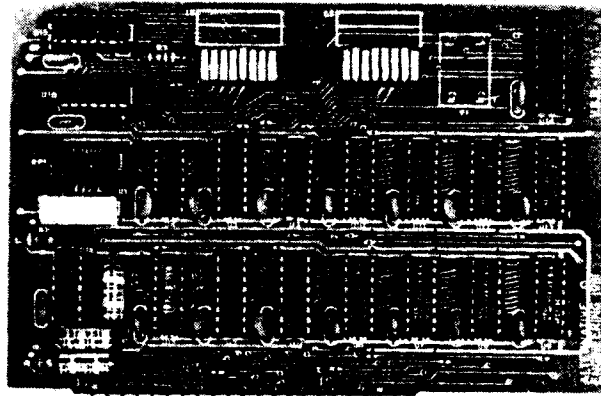
More than a 16K add on!

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

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

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 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
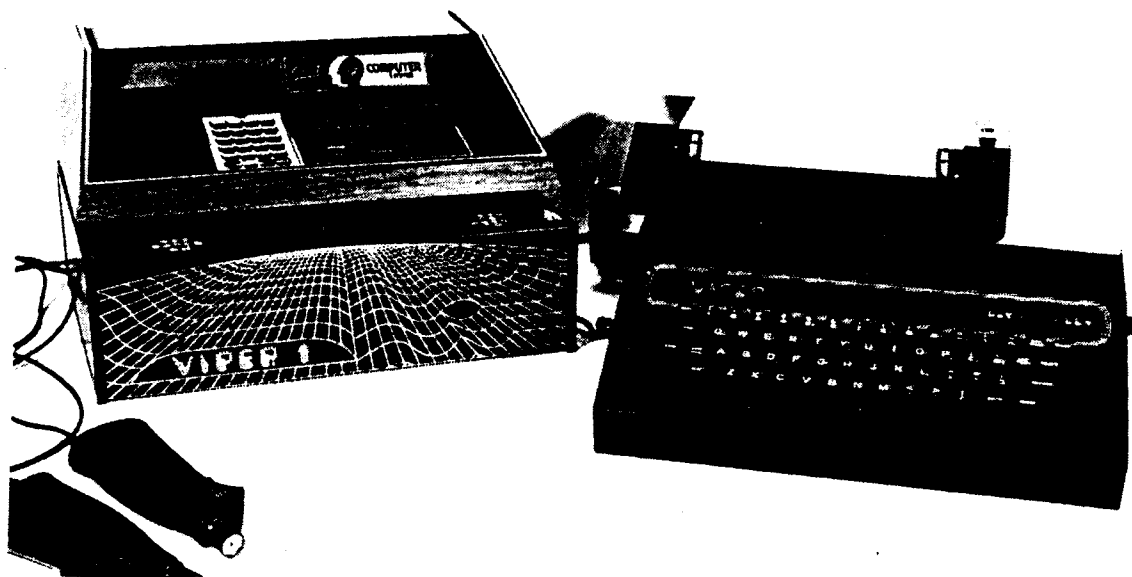
—VIPER SYSTEM KEYBOARD—

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 UPDATE
Alternative Engineering Corporation
P.O.Box 128 Gardiner, Maine 04345
PRICE and AVAILABILITY SCHEDULE
1 October 82

TO: All Bally / Astrocade Owners

Thank-you for your continuing interest in our VIPER SYSTEMS. Due to your support, we are proud to announce the release of several new products. Watch for our adds in the ARCADIAN (Re:Bob Fabris 3626 Morrie Dr. San Jose, CA 95127-9990) for special offers to be run through Dec. 31 82. Also, don't miss the Jan. issue of ELECTRONIC GAMES. It will contain adds from nearly two dozen suppliers of hardware and software for the BALLY / ASTROCADE Please refer to the following list for current price and product availability. Items marked with "*" are available now. The remaining items should all be available by Mar.83.

VIPER SYSTEM 5 The long awaited Full Feature Add-On System, available both as a complete system and as a System 1 Upgrade. Features include: Expansion to 48K ROM operating sys.,32K RAM memory, Dual full range Audio outputs for connection to a Stereo amplifier, and 5 PORT BUS for expansion.

* VIPER SYSTEM 1 The orig. expandable 16K Add-on

* VIPER SYSTEM KEYBOARD Remote operation with Sys. 5 or 1

* VSR16K+ 16K Memory Card For 32K Mem. Sys. 5

VSC 4   4 Channel RS-232 Serial Com. Interface. Allows use of printers, terminals, modems, speech synthisizers or any device using this popular data com. format, Programmable for any speed from 150 to 19.2K Baud.

* SYSTEM 1 BOARD KIT Contains 2 P.C. boards, VSI-1 Sys. 1 Interface Card and VSR16K+ Mem. Card plus full sys. documentation and parts list with sources

* SYSTEM 1 CABLE KIT Contains hard to find orig. equip. front panel switches and Bally/VIPER bus cable.

SYS 1 to SYSTEM 5 UPGRADE Package Contains 2 fully assembled ckt. cards, VIPER 5 PORT BUS with card guides, and the VSI-5 SYS. 5 Interface Card, ready to plug into your Sys. 1. Uses existing VSI-1 Sys. 1 Int. Card and VSR16K+ Mem. card to create a complete 16K VIPER SYSTEM 5

* VIPER KEYBOARD P.C. Board Kit Contains VRK-B P.C. board, coiled cable and documentation including parts sources.

* VIPER SYS CABINET Orig. equip. enclosure for Sys. 5 or 1

* VIPER KEYBOARD CABINET Orig. equip. enclosure

* KEYBOARD EXT. CABLE A 10 ft.coiled cable

VIPERSOFT BASIC The first VIPER UNIVERSAL CARTRIDGE SYSTEM. This V.U.C.S. cart. includes the Excellent New 8K Extended Graphics Language, written by the Original WIZARD, and Greatly enhanced to include service for VIPER Hardware up to a 32K Sys. 5. In addition, a Reliable high speed tape interface, designed for Low Volume, low distortion operation, Features Bi-directional Input/Output Jack for "Hands Off" tape transfers, and Programmable Carrier Detect Indicator, which works for Both Transmit and Receive.

All this, and more, make this The Most Powerfull Operating System now available, for your ARCADE!

(VIPERSOFT services the cart. interface with a 2000 B. Astro-Basic compatable format, and the orig. 300 B. Bally-Basic interface, including *PRINT)

VIPER SYSTEMS
ALTERNATIVE ENGINEERING CORPORATION
P.O. BOX 128   GARDINER, MAINE 04345
LIST PRICE SCHEDULE
EFFECTIVE 1 OCT,'82

- -

VIPER SYSTEM COMPONENTS:
  16K VIPER SYSTEM 5 (WITH VIPERSOFT BASIC ON TAPE) 375.00
  32K VIPER SYSTEM 5 (WITH VIPERSOFT BASIC ON TAPE) 450.00
  16K VIPER SYSTEM 1 (WITH VIPERSOFT BASIC ON TAPE) 275.00
  VIPER SYSTEM KEYBOARD 175.00
VIPER OPTIONAL EQUIPMENT:
  VIPER 16K RAM CARD. . . . . (REDUCED) . . .   125.00
  SYSTEM 1 TO 5 UPGRADE PACKAGE 135.00
  VIPER 4 CHANEL RS-232 INTERFACE 170.00
  VIPER KEYBOARD EXTENSION CABLE. 15.00
HOBBYIST PACKAGES:
  SYSTEM 1 BARE BOARD KIT 95.00
  SYSTEM 1 CABLE KIT. 35.00
  VIPER KEYBOARD BARE BOARD KIT 75.00
  VIPER SYSTEM CABINET. 60.00
  VIPER KEYBOARD CABINET.   50.00
HEADWARE ROM CARTRIDGES:
  VIPERSOFT BASIC OPERATING SYSTEM. 75.00

- -
        PLEASE ADD 5.00 SHIPPING & HANDLING PER ORDER
* *

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.

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            PLEASE ALLOW 4 TO 6 WEEKS FOR DELIVERY.

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        MAINE RESIDENTS PLEASE ADD 5 % SALES TAX   . . . .
                    SHIPPING & HANDLING CHARGES   5.00
                                TOTAL INCLUDED   . . . .

       SHIP TO: . . . .
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       PHONE: . . . . (OPTIONAL)
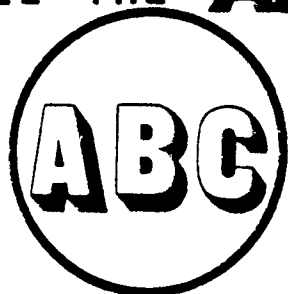
      [ ] I HAVE BALLY BASIC WITH 300 BAUD CASSETTE INTERFACE
      [ ] I HAVE NEW BALLY BASIC WITH BUILT IN 2000 BAUD INTERFACE
     (ONE OF THE ABOVE IS REQUIRED TO USE VIPERSOFT BASIC ON TAPE)

VIDEO IMAGE PROCESSING
EQUIPMENT RESEARCH

FOR ALL *Bally* ® *Astrocade* ITEMS

CALL THE **ASTROCADE** EXPERTS!

(ABC) HOBBYCRAFT

EXPERIENCE

: We aren't newcomers, jumping on the ASTROCADE bandwagon. We've been selling the ASTROCADE unit and accessories since it's release as the BALLY Arcade over four years ago! We were here yesterday, and we'll be here tomorrow to serve your needs!

KNOWLEDGE

: ASTROCADE salesman Guy and Scott are also experienced ASTROCADE users and enthusiasts! They can answer your questions intelligently and promptly. ABC specializes in the ASTROCADE system - we know it from the ground up!

SELECTION

: We keep a full stock of all available ASTROCADE Videocade cartridges, plus the most complete line anywhere of independent software from L&M, Wavemakers, The tiny Arcade, George Moses, The Bit Fiddlers and more! We won't rip you off by taking your money for items we don't have! Instead, ABC offers a FREE advance reservation system for it's customers. Don't pay now, then wait months for the release of a new item. Order from ABC and pay only when you get your merchandise!

SUPPORT

: We don't just sell merchandise - we support our customers with advice and special services, such as our FREE ASTROCADE newsletter, sent to all current ABC customers! We bring you the LATEST news on ASTROCADE in our newsletter and our 14 page, FULLY ILLUSTRATED CATALOG!

Write to:

SEND ONLY $1 FOR OUR BRAND-NEW FALL 1982 ASTROCADE CATALOG:

NEW! See "Guy's Bargain Basement" in every newsletter for special low, low prices! Starts FALL 1982!!

ABC HOBBYCRAFT

Your BALLY/ASTROCADE headquarters!
2155 E. Morgan, Evansville, IN 47711
Phone #: (812) 477-9661
No collect calls, please!
Call M, T, Th, F, Sa 10-5 CST only!
Guy McLimore and Scott Collins--
    your ASTROCADE representatives!

THE astrocade SPECIALISTS

HOME ARCADE ELECTRONICS

Authorized Sales, Parts & Repair
3742 Maxson Road   El Monte, CA 91732
(213) 443-4189

PRICE LIST

	SUGGESTED PRICE	OUR PRICE
A C T I O N / S K I L L S S E R I E S		
2001 - 280 ZZZAP/Dodgem	$24.95	$19.95
2002 - Seawolf/Missile	24.95	19.95
2003 - Panzer Attack/Red Baron	29.95	24.95
2004 - Brickyard/Clowns	29.95	24.95
2005 - Star Battle	24.95	17.95
2009 - Astro Battle	29.95	24.95
2010 - Dogpatch	29.95	24.95
2011 - Galactic Invasion	29.95	24.95
2012 - Space Fortress	29.95	24.95
2014 - Grand Prix 1,2,3/Demolition Derby	29.95	24.95
2015 - Pirate's Chase **NEW**	29.95	24.95
2017 - The Incredible Wizard (Like Wizard of Wor)	34.95	27.95
2018 - Solar Conqueror (Like Asteroids)	34.95	*CALL
2019 - Cosmic Raiders (Like Defenders)	34.95	*CALL
2020 - Kong-like Game (Name to be announced)	34.95	*CALL
S P O R T S S E R I E S		
3001 - Baseball/Tennis/Hockey/Handball	29.95	24.95
3002 - Football	29.95	19.95
3005 - Astrocade Pinball	29.95	24.95
3006 - Bowling	29.95	*CALL
3007 - Soccer	29.95	*CALL
E D U C A T I O N S E R I E S		
4001 - Bingo Math/Speed Math	19.95	9.95
4002 - Letter Match/Spell 'N' Score/Crosswords	29.95	19.95
4003 - Music Maker	59.95	*CALL
4004 - Biorhythm	29.95	24.95
4005 - Creative Crayon	59.95	*CALL
4005P- Creative Crayon w/Light Pen	74.95	*CALL
S T R A T E G Y S E R I E S		
5001 - Amazin' Maze/Tic Tac Toe	24.95	17.95
5002 - Black Jack/Poker/Acey Deucey	29.95	19.95
5004 - Conan, the Barbarian	34.95	*CALL
5005 - Artillery Duel **NEW**	34.95	27.95
F U N C T I O N A L S E R I E S		
6002 - Bally Basic (Discontinued model, 300 baud)	54.95	17.95
6004 - Astrocade Basic (Includes audio interface, 2000 baud)	59.95	45.95
1500 - Astrocade unit with Astro and Bally Basic Carts.	299.95	250.00
C O M P U T E R K E Y B O A R D		
G7000 - ZGRASS 100 Computer w/Keyboard(Send SASE for info)	599.95	*CALL

A C C E S S O R I E S

ACI-0100 Audio Cassette Interface (Discontinued, 300 baud)		59.95
ACI-0200 Hand Controls (Set of 2)	54.95	44.95
HEI-1001 1/8"x 1/8" mini plug patch cord, 6 foot, Shielded		2.95
HEI-1002 Astrocade TV/Game Switch box		2.95
HEI-1003 Set of 3 Heat Sinks (Bondable to Custom Chips w/epoxy)		3.95
HEI-1004 Hand Control Cable Replacement		4.50
HEI-1005 6 foot extension for Hand Control(Plugs in, Also fits Atari[tm])		12.95
HEI-1006 Tape Recorder Head Demagnetizer(Electronic Cassette Type)		29.95
HEI-1007 Cassette Tape Eraser (Bulk Type)		21.95
HEI-1008 Portable Cassette Recorder, Sanyo[tm] with 120VAC plug, Tape count.		44.95
HEI-1009 Blank Data Cassette Tape		1.00

R E P A I R S

Astrocade or Bally Arcade (Includes Custom Heat Sinks) $29.95 plus $5.00 ship.
Hand Controls (No shipping charge when sent w/unit) $ 4.50 plus $2.25 for
All repairs include 90 day warranty for work performed!   one and $2.75 for two.
Prices Quoted <u>Do Not</u> include parts. Please ship UPS or US Postal Service. Please
include with your unit a Money Order or Cashiers Check. Please <u>Do Not</u> include
your dust cover as it may become damaged.
**HOME ARCADE ELECTRONICS HAS ALL THE PRODUCTS AND NEW RELEASES, PARTS, AND A
FULLY STOCKED REPAIR FACILITY. ALL AT ONE LOCATION! WE OFFER YOU FRIENDLY
SERVICE, COMPETITIVE PRICES, AND FREE SHIPPING OF ALL VIDEOCADES AND SOFTWARE.
MONEY ORDERS OR CASHIERS CHECKS WILL RECIEVE FASTER SERVICE! CALIFORNIA
RESIDENTS PLEASE ADD 6½% SALES TAX. *For Availability**

Montgomery Wards most stores in all areas

Shalimar Sounds Dothan, AL

SFP Video Expansion   1064 N. Alta Ave. Dinuba, CA 93618

Golden State Billiards Chapman Ave. Orange, CA 92667

Sights and Sounds 1556 Saratoga/Sunnyvale Rd. San Jose, CA 95129

Burdines Broward Mall Plantation, FL

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*                                                                         *
*          DISCOUNT PRICES on VIDEO GAME / COMPUTER SYSTEMS by :          *
*      ASTROCADE - ATARI - COLECOVISION - COMMODORE - INTELLIVISION - ODESSY 2  *
*  and DISCOUNT PRICES on VIDEO GAME CARTRIDGES for all the above PLUS GAMES by :  *
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*      TIGERVISION - U.S.GAMES - 20th CENTURY FOX -  also WICO Command Controls.  *
*                                                                         *
*   CHECK my PRICES        Send for FREE Price List      T.V. ARCADE SALES  *
*    before you buy.       Specify UNIT Brand Name.      1555 Venus Street   *
*                          Special GROUP Discounts.      Merritt Is. FL 32952  *
*                                                                         *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
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Interstate Electric Co. Inc.   1419 Culpepper Shreveport, LA

ABC Hobbycraft 2155 E. Morgan Evansville, IN 47711

Video Shack   862 U.S. Hwy 31 N Greenwood, IN 46142

Silver Bow TV and Appliance 1751 Harrison Ave. Butte, MT

Lechmere Mall Manchester, NH

Martino's 1488 Hertel Buffalo, NY

Soundwave Nanuet Mall Nanuet, NY

Wall St. Camera Exchange New York, NY

Willis Appliance & TV Inc. 3905 W. 150 St. Cleveland, OH 44111

Fornby's 58 Broad St. Fairborn, OH 45433

Video Visions 4628 Northfield Rd. North Randall, OH

Adam-York Unique Products Co. 340 Poplar St. Hanover, PA 17331

East Texas Periodicals Houston, TX

Camera Case Hartland, WI

Mr Video Robinson's Pen Centre St. Catherines, Ont. CANADA

ASTROCADE RETURN AUTHORIZATION POLICY

WARRANTY RETURN

All warranty returns will be repaired, tested and returned to
sender. Items will be repaired and/or replaced at ASTROCADE
option. Customer inflicted damage or wear may not
necessarily be corrected unless requested.

Payments must accompany the returned product along with Proof
of Purchase. (Payments are to be made in the name of
ASTROCADE Inc.).

ARCADE

0 - 90 Days	No Charge
91 - 365 Days	$29.95
Over 1 Year	$59.95
No Proof of Purchase	$59.95

HAND CONTROL or CARTRIDGES

0 - 90 Days	No Charge
Over 90 Days	$12.95 per Cartridge or per set of Hand Controls

ALL RETURNS ARE TO BE SENT TO: E. F. JOHNSON COMPANY
                                    325 NORTH STATE STREET
                                    GARNER, IA 50438

HOME ARCADE ELECTRONICS (1-2 weeks)

HOME ARCADE ELECTRONICS will repair your ASTROCADE by mail for $29.95
plus the cost of parts and $5.00 shipping. Hand controls are $4.50
plus parts and $2.25 for and $2.75 for two shipping. If you send your
hand controls with your Arcade we pay the shipping for the controls.
A 90 Day warrantee is included on work done.
Instructions for mailing your Astrocade and/or Handcontrols:
1) Include complete name, address, phone number.
2) Please DO NOT ship smoke-colored dust cover with unit.
3) DO NOT ship handcontrols with unit unless you want them repaired.
4) Include a Check or Money Order for $29.95 plus shipping with unit.
5) You may ship either UPS or US Postal Service.

HOME ARCADE ELECTRONICS
3742 Maxson Rd.
EL Monte, CA. 91732
213-443-4189

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

What have you thought about your ARCADE so far?

_____

_____

_____

_____

_____

Have you had any problems with your ARCADE unit?

_____

_____

_____

_____

What kind of expansion do you want for your ARCADE?

___Mainly Graphics   Remarks:_____

___Mainly Business   _____

___Other?_____   _____

___Like Apple or Atari   _____

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

_____

_____

_____

_____

What kind of Videocades would you like to see produced?

_____

_____

_____

_____

Please fill out the other side.

What do you think about the ARCADIAN Newsletter?

_____

_____

_____

_____

_____

Other remarks you might have.

_____

_____

_____

_____

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

_____

_____

_____

_____

_____

OPTIONAL   Name:_____

                         Address:_____

                         City:_____ State/Prov._____

                         Country:_____ ZIP:_____
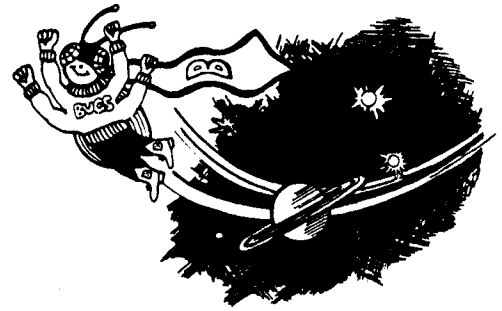

Please fold, put in envelope, add a stamp and send to:

        RMH Enterprises

        635 Los Alamos Ave.

        Livermore, CA 94550

ASTROCADE Owners!
Join the
ASTROBUGS

(ASTROCADE-BASIC Users' Group) National Headquarters

. . . 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
Send for your guide on how to start your own local users group

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

The following people have indicated an interest in starting or forming
a User Group in their area, contact for further information, meeting
times or places. I try to keep these updated, but sometimes!!!

Los Angeles Area, CA
    Mark Krivulka
    3742 Maxson Rd.
    El Monte, CA 91732
    Home: (213) 443-4189

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

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

Michigan AstroBUGS
    Don Gladden
            (313) 437-3984

Central and Upper Midwest
BALLY/ASTRO Club, MN
    Craig Anderson
            (612) 374-3394

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

Central New Jersey Area
    Rob Rosenhouse
            (201) 755-2289

Albuquerque Area, NM
    Jim Fauci
    1200 Sapphire, SW.
    Albuquerque, NM 87107

Long Island Area, NY
    Bill Rueger
    336 Beach 38th St.
    Far Rockaway, NY

Westchester County Area, NY
    Dan Simpson
    Home: (914) 248-7058

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

Bedford Area, OH
    Jack Walters
    630 Broadway Ave.
    Bedford, OH 44146
    Home: (   ) 439-2542

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

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

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

Milwaukee Area, WI
    Doug Alexander
    Home: (414) 886-5973

St. Catherines Area, Ontario CANADA
    K. O'Neill
    6 Wood-Dale Dr.
    St. Catherines, Ont., CANADA
    L2T 1Y8

SPECIAL
Wants contact with 10-14 year olds.

Nick Brewer
5728 Marine Parkway
Mentor, OH 44060

AstroBUGS (see previous page) has volunteered to be a clearing house for
user groups. 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, if you send me a SSAE.

SOFTWARE and HARDWARE ORDER FORM

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

I Page I	Description	I Price I
I I		I I
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I I		I I
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given in the
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IMPORTANT: Fill in the following information so the sources
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I have the Old BALLY BASIC which requires the external audio interface.____

I have the new BALLY BASIC Videocade 6004 (ASTROCADE BASIC)(AB) which
has a red LED on the top and a phone jack in the lower right corner. _____

Send my order to:

Name:_____

Address:_____

City:_____   State/Prov._____

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

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 questionaire.

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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 Update

The complaints I received about "THE BASIC EXPRESS" were forwarded to the Post Office, but I haven't heard anything about what resulted.

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

Input the programs as printed without any extra spaces, to check if you have entered the program correctly enter "WORDS" "LIST" "GO", the program should be listed out just like the listing printed here. If you want to shortenEmperor (2) to a fewer number of years change the following line:
    Line 34.....IF Y>9GOTO 38 to IF Y>nGOTO 38   n = years - 1

    When playing the game enter your name one letter at a time pressing "GO" after entering your name.

    When HARVEST ?? BHLS/AC appears, press any key to continue.

    KING (1)
    by R M Houser (82)

    This is a one player economic game using the Keypad for input.

    As King you must make decisions on running your kingdom economically for a reign of ten years. You start with 100 people, 1000 acres of land and 3000 bushels of food. Buy and sell land, feed people, and plant crops using food as barter. The object is to complete your reign and garner performance points based on how you govern your kingdom. To get maximum points you need to determine how much you need to feed yor people, how many bushels that are required to plant your land, how many acres a person can plant, and a little luck.

    >600 pts = Fantastic   >200 pts = Poor
    >500 pts = Very Good   >100 pts = Very Poor
    >400 pts = Good   <100 pts = Try Again
    >300 pts = Fair

```
KING (1)
        by R M Houser (82)

 1 CLEAR; PRINT " KING (1)
   BY R M HOUSER";PRINT
 2 PRINT " ENTER YOUR FIRS
T NAME";O=0
 4 FOR Z=1TO 10;B=KP
 6 IF B=13GOTO 10
 8 TV=B;O=O+1;@(Z)=B;NEXT
Z
10 CLEAR
20 GOTO 80
30 CY=16;PRINT F," BUSHELS
   OF FOOD";RETURN
40 CY=8;PRINT A," ACRES OF
   LAND";RETURN
50 PRINT " HOW?";RETURN
60 FOR E=1TO 2000;NEXT E;R
ETURN
70 CY=-24;PRINT "          ";
RETURN
80 P=100;F=3000;A=1000;Y=0
;L=0;NT=0;W=0;K=0;N=18+RND
(3)
90 CLEAR
100 PRINT " KING ",;FOR Z=
1TO O;TV=@(Z);NEXT Z
110 IF Y>0GOTO 140
120 PRINT " YOU START YOUR
 RULE WITH:
130 GOTO 180
140 IF Y=10GOTO 170
150 PRINT " AFTER ",#1,Y,"
 YEAR(S) OF RULE:
160 GOTO 180
170 PRINT " AT THE END OF
YOUR REIGN:
180 PRINT P," PEOPLE
190 GOSUB 30;GOSUB 40
200 IF Y#10GOTO 280
210 PRINT K," PEOPLE DIED"
;PRINT ;Z=(P-50)+(F÷100)+(
(A÷100)x20)-((K-10)x2);PRI
NT Z," PERFORMANCE PTS.
250 IF Z>M M=Z
260 PRINT " TODAY'S HIGH S
CORE=",#5,M
270 PRINT " AGAIN?";A=KP;G
OTO 2
280 V=17+RND (5)
290 PRINT V," BHL/AC LAND
VALUE
300 PRINT " BUY LAND # OF
ACRES?
310 INPUT B
320 IF B=0GOTO 410
330 L=BxV
340 IF L<FGOTO 380
350 IF L>FGOSUB 50
360 GOSUB 60;GOSUB 70
370 GOTO 310
380 F=F-L;A=A+B
390 GOSUB 30;GOSUB 40
400 IF B>0GOTO 510
410 CY=-8;PRINT " SELL LAN
D # OF ACRES?
420 INPUT S
430 IF S=0GOTO 510
440 IF S<AGOTO 490
450 IF S=APRINT " QUITTER!
";GOTO 260
460 GOSUB 50
470 GOSUB 60;GOSUB 70
480 GOTO 420
490 A=A-S;F=F+VxS
500 GOSUB 30;GOSUB 40
510 CY=-8;PRINT " GIVE OUT
 FOOD # BUSHELS?
520 INPUT C
530 IF C<FGOTO 560
540 IF C>FGOSUB 50
550 GOSUB 60;GOSUB 70;GOTO
 520
560 F=F-C;GOSUB 30
570 CY=-8;PRINT " PLANT CR
OPS? # OF ACRES? "
580 GOTO 600
590 GOSUB 60;GOSUB 70
600 INPUT G;X=G÷2
610 IF (G>A)+(X>F)+(G)15xP
)GOSUB 50;GOTO 590
620 F=F-X;GOSUB 30;GOSUB 6
0
630 D=P-C÷N
640 IF D>0GOTO 660
650 IF D<0D=0;U=RND (3)-1
660 H=RND (4)+1;T=HxG
670 R=((F+T)÷100)xRND (7)
680 F=F-R+T;J=RND (9)
690 I=((F÷250)-(D+1))+((A÷
P)÷10)
700 IF I<=50GOTO 720
710 I=50
720 P=P+I-D+U;Y=Y+1;W=W+1;
K=K+D;CLEAR
730 PRINT " KING ",;FOR Z=
1TO O;TV=@(Z);NEXT Z
740 PRINT " LAST YEAR
750 IF D>P-4IF J#5IF Y>3PR
INT D," PEOPLE STARVED
YOU HAVE BEEN THROWN IN PR
ISON!";GOTO 260
760 IF D>0PRINT D," DEATHS
770 IF U>0PRINT U," BIRTHS
780 PRINT I," PEOPLE IMMI
GRATED
790 IF W>P÷2+W÷3PRINT " IM
MIGRANTS EXCEED COUNTRY-ME
N AND HAVE TAKEN OVER    TH
E COUNTRY!";GOTO 260
800 IF J#5GOTO 850
810 PRINT " THE PLAGUE KIL
LED
820 Q=(Px(10xRND (5)))÷100
830 PRINT Q," PEOPLE
840 P=P-Q
850 PRINT " YOUR PEOPLE HA
RVESTED
860 PRINT T," BUSHELS AT
870 PRINT H," BUSHELS PER
ACRE
880 PRINT " RATS ATE ",#3,
R," BUSHELS
890 GOSUB 60;GOTO 90
```

EMPEROR (2)
by R M Houser (82)

This is a two player economic game using the keypad for input.

The present emperor of the Kingdom of Astro is getting along in years and has decided to have a contest between two of his Lords to determine who will be selected the next emperor. Each lord will start with 100 people, 3000 bushels of food, and 1000 acres of land. During a period of 10 years each lord must govern his allotment and at the end of ten years will be awarded performance points based on how many people, how many bushels of food, how many acres of land. The Lord with the most points will be selected the next emperor.

EMPEROR (2) by R M HOUSER

```
1 K=1;N=0;O=0
2 CLEAR;GOTO 18
3 PRINT " LORD ",,;RETURN
4 CX=-71;RETURN
5 CY=-16;RETURN
6 CY=-32;RETURN
7 CX=-71;CY=-24;RETURN
8 CX=-77;CY=16;PRINT #5,P
,"  PEOPLE,NO. ",Q;PRINT #
5,F,"  FOOD,BHLS. ",G;PRIN
T #5,L,"  LAND,ACRES ",M;R
ETURN
9 GOSUB 6;PRINT " HOW?";F
OR A=1TO 2000;NEXT A;GOSUB
 6;PRINT "           ";GOSUB
6;RETURN
10 CLEAR ;PRINT " LORD
      LORD";GOSUB 4;GOSUB
14;CX=12;GOSUB 16;RETURN
12 PRINT #5,V," BHL/AC LAN
D VALUE";RETURN
14 FOR A=10TO 9+N;TV=@(A);
NEXT A;RETURN
16 FOR A=20TO 19+O;TV=@(A)
;NEXT A;RETURN
18 PRINT " PLAYER ",K;PRIN
T " ENTER FIRST NAME
20 FOR A=(Kx10)TO (Kx10)+1
0;W=KP
22 IF W=13K=K+1;IF K=2GOTO
 2
24 IF K>2GOTO 30
26 TV=W;IF K=1N=N+1;@(A)=W
;NEXT A
28 IF K=2O=O+1;@(A)=W;NEXT
 A
30 CLEAR ;P=100;Q=P;F=3000
;G=F;L=1000;M=L;Y=0;NT=0;Z
=15+RND (9);D=0;E=0;GOSUB
10
32 CY=24;GOSUB 4;PRINT " S
TART TRIAL PERIOD";GOTO 40
```

```
34 IF Y>9GOTO 38
36 CY=24;GOSUB 4;PRINT "AF
TER ",#1,Y," YEAR(S)";GOTO
 40
38 GOSUB 10;CY=24;GOSUB 4;
PRINT "END TRIAL PERIOD
40 GOSUB 8
42 IF Y#10GOTO 54
44 PRINT #5,D,"    DEATHS
  ",E;B=P-50+(F÷99)+L÷5-((
D-9)x2)
46 C=Q-50+(G÷99)+M÷5-((E-9
)x2);PRINT #5,B," PERF. PT
S. ",C
48 GOSUB 7;GOSUB 3;IF B>CG
OSUB 14;GOTO 52
50 GOSUB 16
52 PRINT " SELECTED";GOSUB
 6;CX=-77;PRINT " EMPEROR"
;STOP
54 V=15+RND (9);GOSUB 12;K
=0;GOSUB 3;GOSUB 14
56 GOSUB 7;PRINT "BUY LAND
? "
58 INPUT A;X=AxV;IF KGOTO
64
60 IF X>FGOSUB 9;GOTO 58
62 IF X<F F=F-X;L=L+A;GOTO
 68
64 IF X>GGOSUB 9;GOTO 58
66 IF X<G G=G-X;M=M+A
68 GOSUB 10;GOSUB 8;GOSUB
12;K=K+1;IF K=1GOSUB 5;GOS
UB 3;GOSUB 16;GOTO 56
70 K=0;GOSUB 3;GOSUB 14
72 GOSUB 7;PRINT "SELL LAN
D?
74 INPUT A;X=AxV;IF KGOTO
80
76 IF A>=L B=0;C=1;CLEAR ;
GOTO 48
78 F=F+X;L=L-A;GOTO 84
80 IF A>=M C=0;B=1;CLEAR ;
GOTO 48
82 G=G+X;M=M-A
```

```
84 GOSUB 10;GOSUB 8;GOSUB
12;K=K+1;IF K=1GOSUB 5;GOS
UB 3;GOSUB 16;GOTO 72
86 GOSUB 3;GOSUB 14;GOSUB
7;PRINT "GIVE OUT FOOD?
88 INPUT V;IF V>F GOSUB 9;
GOTO 88
90 IF V<=F F=F-V;GOSUB 8
92 GOSUB 5;GOSUB 3;GOSUB 1
6
94 GOSUB 6;CX=-77;INPUT W
96 IF W>G GOSUB 9;GOTO 94
98 IF W<=G G=G-W;GOSUB 8
100 K=1;GOSUB 5;GOSUB 3;GO
SUB 14
102 GOSUB 7;PRINT "PLANT C
ROPS?
104 IF K=1;GOSUB 6;INPUT T
;X=T÷2;IF (T>L)+(X>F)+(T)1
5xP)GOSUB 9;GOTO 104
106 IF K=2;GOSUB 6;INPUT U
;X=U÷2;IF (U>M)+(X>G)+(U)1
5xQ)GOSUB 9;GOTO 106
108 IF K=1F=F-X;GOSUB 8
110 IF K=2G=G-X;GOSUB 8
112 K=K+1;IF K=2GOSUB 5;GO
SUB 3;GOSUB 16;GOTO 102
114 I=P-V÷Z;B=RND ((P+20)÷
20)
116 J=Q-W÷Z;C=RND ((Q+20)÷
20)
118 K=RND (4)+1;R=KxT;S=Kx
U;P=P-I+B;Q=Q-J+C;X=R÷99xR
ND (3);H=S÷99xRND (3);F=F+
R-X;G=G+S-H;CLEAR ;GOSUB 1
0;GOSUB 8
120 PRINT " HARVEST",K," B
HL/AC";IF (P<10)+(Q<10)CLE
AR ;GOTO 44
122 Y=Y+1;D=D+I;E=E+J;A=KP
;GOTO 34
```

Hints for playing KING (1) and EMPEROR (2).
1. For the whole period of ten years the amount of food required by each person remains the same. It is somewhere above 10 bushels per person.
2. A person can only plant so many acres. It is less than 20 acres per person. Plant as many acres as you can.
3. The value of land in bushels per acre changes each year.
4. Sell land when land value is high and buy when land value is low.
5. Rats eat some of the food each year.
6. There are a random number of births each year based on the total population during the year.
7. If either population becomes lower than 10, the other Lord wins.
8. If you sell all of your land, you lose to the other Lord.
9. In case of ties, the 2nd Lord wins.
10. The highest score that I have made in Emperor is 589 points.