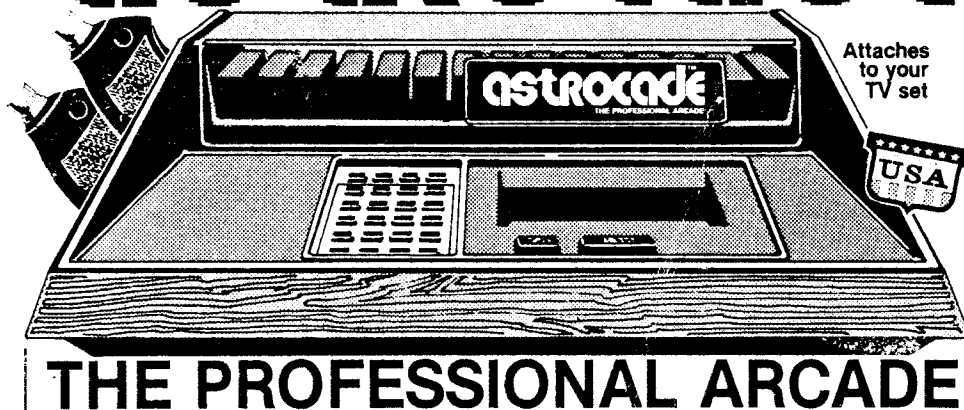


Spring 1983

astrocade™



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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QUESTIONNAIRE

USER GROUP INFORMATION

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

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ASTRO and ASTRO Professional ARCADE are ASTROCADE Trademarks

Compiled, edited and published by RMH Enterprises
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Richard M. Houser, Publisher

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
AB	BALLY/ASTROVISION/ASTROCADE with ASTROCADE/BALLY BASIC Videocade 6004 with built-in Cassette Interface.	VS	Viper System Add-on
		?H	Number of Handles needed
		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 SSAE to:
RMH Enterprises, 635 Los Alamos Ave., Livermore, CA 94550 for details.

Quantity discounts are available to User Groups or Dealers.

This SOURCEBOOK is Copyrighted on Mar. 15, 1982 by Richard M. Houser. No copies of this SOURCEBOOK should be made without the express written permission of Richard M. Houser.

Read this Section thoroughly

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.

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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.

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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.

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

The ARCADE units were also called the BALLY Home Computer. These units were sold starting in late 1977. These units were produced by the Bally Consumer Products Division of Bally Manufacturing Corporation. This ARCADE unit came with four handles and sold for about \$300. The BALLY BASIC and Audio Cassette Interface Module were sold 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.

On December 30, Astrocade Inc. announced that it had filed for legal protection from creditors, under provision of Chapter 11 of the Federal Bankruptcy Code. On January 12, they appeared before a Federal judge in Columbus and I would expect that they provided a plan for reorganization, and an outside "administrator" was selected to oversee the administrative operations. There will probably be a period of 45-60 days for the court to review the proposal, and the plan will either be accepted as is, or with some negotiation. The court may appoint a Receiver to look after Creditors' interests.

What can happen? Well since they filed under Chapter 11, it indicates they want to keep going, just need a breather. So it would seem that there are two positive possibilities: 1) The existing administrative structure remains, but with a new set of players in management, along with a financial scheme that infuses new money. The financiers would probably have some say in the members of that team. 2) An external organization buys the assets and liabilities produces the product, and brings their assets and managerial expertise to rejuvenate the system.

The current status of Astrocade is not known.

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.

ADD-ON SYSTEMS cont.

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 together to form larger pictures.

SCROLL: Rolls the text up or down a specified number of lines.

POINT: Puts a point, a 1x1 box anywhere on the screen.

NEW MODE and SHOWMODE: These commands used in conjunction with the SHOW, BOX, CIRCLE, and POINT commands allow four colors at once to be used on the screen as well as mixing and overlays.

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.) This now expected to be produced by some third party and not Astrocade. Details are still to be worked out.

The keyboard hopefully will fit under the ASTROCADE ARCADE and give the user some or part of the following features:

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 were expected to be released sometime during 1983. The status of these Videocades is in limbo, see B 2. It is rumored that Solar Conqueror and Cosmic Raiders are expected to be released sometime in April.

2018 Solar Conqueror (Somewhat like Asteroids)

2019 Cosmic Raiders (Somewhat like Defenders) .

3006 Bowling

3007 Soccer

4003 Music Maker

4005 Creative Crayon

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 3
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,8R	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 26
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
Exitons 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 4
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
Interrupt Routine	80	Utility		BB	ARC	E 11
Invisible War	81	Game, Space	1P	BB,1H	ARC	E 15
I/O Switch	82	Project		AB	ARC	E 17
Jekyll & Hyde	82	Game, Maze	2P	AB,2H	ARC	E 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 Equipment		Source	Page
			Players	Required		
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
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
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

Title	YR	Type	Number of Equipment		Source	Page
			Players	Required		
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

Title	YR	Type	Number of Players	Equipment Required	Source	Page
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ARCADIAN NEWSLETTER (ARC) Bob Fabris, Publisher

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
Interrupt Routine	80	Utility		BB	ARC	E 11
Invisible War	81	Game, Space	1P	BB,1H	ARC	E 15
I/O Switch	82	Project		AB	ARC	E 17
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 Equipment		Source	Page
			Players	Required		
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 7
2000 AD	80	Game, Space	1P	BB, 1H	ARC	E 8

The Bit Fiddlers (BF) Andy Guevara

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

Esoterica Ltd. (EL) Daniel Drescher

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
<u>George Moses Co. (GMC)</u>						
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

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

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
<u>New Image (NI) Don Gladden</u>						
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
<u>Perkins Engineering (PE) Clyde Perkins and John Perkins</u>						
Gambit	82	Graphics, Utility		BBorAB, BR, XB	PE	G
<u>Super Software (SS) Rob Rosenhouse</u>						
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

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

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)

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

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
Tournament 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
<u>BUSINESS</u>						
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
<u>EDUCATIONAL</u>						
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
<u>GAMES</u>						
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 82
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		Equipment Required	Source	Page
			Players				
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
Jekyll & 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
30 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

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
<u>MATH</u>						
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
<u>SOUND</u>						
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
<u>TIME</u>						
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
<u>TUTORIAL</u>						
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

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
Interrupt Routine	80	Utility		BB	ARC	E 11
Memory Contents-Binary	79	Utility		BB	ARC	E 3
Memory Contents-Hex	79	Utility		BB	ARC	E 3
Memory Display	79	Utility		BB	ARC	E 4
New Graphic Char. Maker	81	Graphics, Utility		BB,1H	ARC	E 16
Resequencing	79	Utility		BB	ARC	E 5
3x5 Character Generator	81	Tutorial, Utility		BBorAB	HS	G 11

Title	YR	Type	Equipment Required	Source	Page
<u>ALPHABETIZED HARDWARE INDEX</u>					
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	US	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	US	G 39
System 1 Cable Kit	82	Accessory, Cable	Sys 1 Board Kit	US	G 39
System 1 Conversion Kit	82	Memory, Upgrade	VS 1	US	G 39
The Computer Eye	82	Light Pen	BBorAB,LP	HS	G 11
VIPERSOFT BASIC	82	Language, Tape	VS,BR,RL	US	G 37
VIPER Keyboard Cabinet	82	Accessory, Cabinet	VS Keyboard	US	G 39
VIPER System Cabinet	82	Accessory, Cabinet	US 1 or 5	US	G 39
VIPER System Keyboard	82	Keyboard	VS,XB	US	G 38
VIPER System 1	81	Add-On, Memory	ARCADE,XB	US	G 37
VIPER System 5 (16or32K)	82	Add-On, Memory	ARCADE,XB	US	G 39
VRS232 4 Ch Serial I/O	82	Interface	VS,XB	US	G 38
MSR16K+ 16K Memory Card	82	Memory	VS,XB	US	G 38
64 K Ram Board	82	Add-on, Memory	ARCADE	RL	G 25

HARDWARE INDEX BY SOURCE

ARCADIAN Newsletter (ARC) Bob Fabris, Publisher

ARCADIAN Newsletter	78-8?	Newsletter	ARCADE	ARC	G 1
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Michigan AstroBUGS (AUG) Peggy Gladden, Treasurer

AstroBUGS	82	National User Group	ARCADE	AUG	K 1
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The Bit Fiddler (BF) Andy Guevera

Machine Language Manager	82	Language, Videocade	ARCADE	BF	G 3
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Ed Horger (EH)

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
<u>HARDWARE INDEX BY SOURCE (cont.)</u>					
<u>H.A.R.D. Software (HA) Hoover/Anderson R & D Diane Hoover/Craig Anderson</u>					
The Computer Eye	82	Light Pen	BBorAB	HS	G 11
<u>L & M Software (LMS) Bill Loos</u>					
Cassette Album	82	Accessory, Album	Tapes	LMS	G 18
<u>New Image (NI) Don Gladden</u>					
C-2 Cassettes	82	Accessory		NI	G 20
C-10 Cassettes	82	Accessory		NI	G 20
<u>Perkins Engineering (PE) John and Clyde Perkins</u>					
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
<u>Roger Saunders (RS)</u>					
EDGETAGS	81	Accessory	Videocades	RS	G 24
<u>R & L Enterprises (RL) Rusty Blommeart and Dale Smith</u>					
64 K Ram Board	82	Add-on, Memory	ARCADE,XB	RL	G 25
<u>VIPER Systems (VS) Alternative Engineering Earl Harrington</u>					
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
URS232 4 Ch Serial I/O	82	Interface	VS,XB	VS	G 38
USR16K+ 16K Memory Card	82	Memory	VS,XB	VS	G 38

Title	YR	Type	Equipment Required	Source	Page
<u>HARDWARE INDEX BY TYPE</u>					
<u>Accessories</u>					
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
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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
<u>Add-On</u>					
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
<u>Interface</u>					
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
<u>Keyboard</u>					
Blue Ram Keyboard	82	Keyboard, 62 keys	BR	PE	G 23
VIPER System Keyboard	82	Keyboard	VS	VS	G 38
<u>Language</u>					
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
<u>Light Pen</u>					
The Computer Eye	82	Light Pen	BBorAB	HS	G 11
<u>Memory</u>					
System 1 Conversion Kit	82	Memory, Upgrade	VS 1	VS	G 39
USR16K+ 16K Memory Card	82	Memory	VS,XB	VS	G 38
<u>Newsletter and National User Group</u>					
ARCADIAN Newsletter	78-82	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 peripheral 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 dissemination 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 underlying 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.

Author	Title Volume-Page	YR Type Description	Number of Equipment Players Required
<u>How to interpret the codes used in the ARCADIAN Newsletter Descriptions</u>			
BB	BALLY Professional ARCADE with BALLY BASIC and external Audio Cassette Interface.	BR Blue Ram Add-On US 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 February 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 minimal 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.	

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

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

Author	Title Volume-Page	YR Type Description	Number of Players	Equipment Required
	Subroutines by:B. Fabris	79 Tutorial Subroutines explained.		BB
ARC 1-72				
	Blackbox by:B. Reany	79, Game logic A Blackbox consisting of an 8x8 grid, has a preselected number of hidden atoms. You select a X-ray input point and by a set of X-ray penetration rules and results, must try to figure out where the atoms are located.	1P	BB
ARC 1-74,77				
	BALLY BASIC Text by:D. Ibach	79 Tutorial Explains how to store data in the text area, write self modifying code and store machine code in the text.		BB
ARC 1-78				
	Spacewar I by:D. Ibach	79 Game, Space Two player game in which you try to shoot the other player, however only when each of you fire can you be seen.	2P	BB,2H
ARC 1-79,2-4				
	PX Function by:S. Walters	79 Tutorial Using the PX Function.		BB
ARC 1-81				
	BALLY BASIC Translations by:S. Walpole	79 Tutorial Translating other BASIC's to BALLY BASIC.		BB
ARC 1-82				
	Memory Addressing by:????	79 Tutorial Use of the 4K of RAM by the BALLY Software.		BB
ARC 1-87				
	Microtrek by:B. Andrus	79 Game, Space Small but interesting version of the STAR-TREK game found on almost all big computers. You can move in the sector, move to a new quadrant, fire phasors, get sensor reports and status reports. Quite challenging for the BALLY.	1P	BB
ARC 1-89,2-4				
	Resequencing by:R. Schweitzer	79 Utility This is a utility program which will renumber you BALLY BASIC and record the renumbered program on tape. This is a great program to use in making your programs appear professional looking. It can result in saved memory space.		BB only
ARC 1-91,2-11				
	Saucer Battle by:J. Hurst	79 Game, Space One or two player game in which you shoot at each other's spaceship. Interesting firing and hit routines. Difficulty, number of laser blasts, and maximum score can be preselected. Unique blowup graphics,	1-2P	BB,1-2H
ARC 2-1,39				

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

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

Author	Title Volume-Page	YR Type Description	Number of Players Required	Equipment Required
ARC 2-39	ARCADIAN Sampler by:C. Anderson	80 Graphics Letter Routine that gives you lower case letters in two versions.		BB
ARC 2-41	0-Jello by:C. Perkins	80 Game,Logic This is a Tiny Basic version of "Othello" (Reversi) in which you play against the computer. Have fun trying to beat the computer.		1P BB,1H
ARC 2-42	2000 AD by:E. Larkin	80 Game,Space A shoot-em-up between an alien invader and a ground station. Use the knob to aim, the trigger to fire, and the handle to move about.		1P BB,1H
ARC 2-44,53	Biorhythm II by:D. Walter	80 Personal You input the month-day-year of your birth and today's date. The total number of days you have lived will be calculated along with your physical index, intellectual index, and emotional index, and a graph will show the next 25 days.		BB
ARC 2-48	BIBLE Quiz by:B. Hensel	80 Educational A teching program for multiple choice questions, in this case a BIBLE Quiz.		2P BB
ARC 2-50,65	Black Hole by:R. Picardi	80 Game,Space Try to achieve orbit with the mystery ship with the X and Y handle control. You should be at the same speed and distance from the Black Hole as the mystery ship.		1P BB,1H
ARC 2-51	Slot Machine III by:???????	80 Game Casino slot machine game,		1P BB,1H
ARC 2-52,65	Bowl a Rama by:B. Hensel	80 Game,Sport Bowling game in which the computer displays the pins and keeps score. The ball is initially invisible at the bottom of the screen. When you pull the trigger, the ball appears and you can control the ball by moving the handle.		2P BB,2H
ARC 2-53	Mastermind by:C. Burkemper	80 Game,Logic Tiny BASIC version of the popular logic game.		1P BB
ARC 2-54	Memory Tutorial III by:B. Fabris	80 Tutorial Part 3 of the tutorial on computer memory.		BB

Author	Title Volume-Page	YR Type Description	Number of Players	Equipment Required
by:J. Perkins ARC 2-59	Artillery Duel	80 Game,War Each player in turn tries to load and aim his gun such that he will hit the other players gun emplacement and cause it to be destroyed. Ther are gravity and random wind effects. The handles are used for firing, aiming and loading the gun.		2P BB,2H
by:B. Fabris ARC 2-60	Memory Tutorial IV	80 Tutorial Part 4 of the tutorial on computer memory.		BB
by:G. Moses and ARC 2-62	3-Voice Music	80 Tutorial Tutorial on 3-voice music. How to read the music, then enter the note values in a three note program which allows you to then play the three voice music. <u>THIS PROGRAM HAS BEEN UPDATED IN ARC 4-10</u>		BB
by:B. Bilbrey & B. Weber ARC 2-62,82	Music (3 Voice)	80 Music,3 voice The program to go along with the tutorial above.		BB
by:B. Wiseman ARC 2-64	15 Puzzle	80 Game, Puzzle Screen version of the old 15 puzzle, but actually has 24 letters of the alphabet which you must put in order.		1P BB,1H
by:M. Giwer ARC 2-69	Spirals I	80 Graphics Graphics program produces spirals on the screen.		BB
by:B. Fabris ARC 2-70	Serial and Parallel	80 Tutorial Comments on serial and parallel data movement. Schematic by Rich Tietjens of serial to parallel converter and a subroutine to use with the converter.		BB
by:D. Ahl & ARC 2-72	Name and Nicomachus	80 Game, Number Routine to enable you to input a player's name into a program. Also a number game in which you pick a number and then answer three questions about that number. The computer then tells you what number you picked.		1P BB
by:B. Wiseman ARC 2-74,82,88	Yahtzee	80 Game, Dice Yahtzee on the screen for 1-4 players. Dice are portrayed on the screen, you select the dice to keep or reroll. When your three rolls are completed, you select the category in which your score is to be recorded.		1-4P BB,1-4H
by:R. Picardi ARC 2-81,88	Code	80 Educational This program has been revised and updated using the Morse Code program additions, deletions, and corrections in ARC 2-88.		BB

Author	Title Volume-Page	YR Type Description	Number of Equipment Players Required
by:R. Picardi ARC 2-83	Subsearch	80 Game,War Find the submarine hidden in the 10x10 grid. When you acquire sonar contact fire a missile and sink the submarine. If you take to long the submarine will sink you. Ron wrote New Subsearch in ARC 3-102.	1P BB
by:R. Picardi & B. Weber ARC 2-88,81	Morse Code	80 Educational Combined with Code (ARC 2-81) gives Morse Code program. Input speed and then your message, when you have finished your message type WORDS RUN for the message to be output in code. You can repeat, erase, and add to the message.	BB
by:R. McCoy ARC 2-89	Base Conversion	80 Utility Converts from any of four number systems into the other three systems. Decimal, Hexidecimal, Octal, and Binary.	BB
by:R. McCoy ARC 2-91	BOTS	80 Game, Chase 9x19 grid is presented on the CRT, then 15 walls are placed randomly. then 15 BOTS and then you. After you make a move with the handle, the BOTS advance one square at a time. To win you must maneuver so the BOTS will crash into the walls	1P BB,1H
by:L. & M. Porter ARC 2-92	Count the Dots	80 Game, Skill Program puts a random amount of dots (max. 17) on the screen for a short period of time. After you have counted them pull the trigger and enter the amount on the Keypad. The computer will keep track of your score.	1P BB,1H
by:B. Wiseman ARC 2-94	Connect Four II	80 Game, Logic Moving alternately you try to get four of your pieces in a row either horizontally, vertically, or diagonally before the computer does.	1-2P BB,1-2H
by:M. Giwer ARC 2-94	Spirals II	80 Graphics Graphics program produces spirals on the screen.	BB
by:H. Fidler ARC 2-96	Graphics Assembler	80 Graphics, Utility Programming aid for those who want to make graphic figures using the box command. Allows you to record on tape the finished figure, assign starting line numbers and line spacing for use in another program.	BB
by:B. Fabris ARC 2-98	Hybrid Programs	80 Tutorial Tutorial on programs that contain both machine-code segments and BASIC segments. Also covers dumping and loading the programs, and hybrid program data transfer.	BB,BR
by:B. Fabris ARC 2-100	Background/Foreground	80 Tutorial Tutorial on doing two operations at once on the computer.	BB

Author	Title Volume-Page	YR Type Description	Number of Players Required	Equipment Required
by:J. Wilkerson	Halloween Ghost 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	
by:R. Tietjens	Multi-processing ARC 3-4	80 Tutorial Definition of a multi-processing system using two processors. In this case the BALLY and a TRS-80.	BB	
by:B. Fabris	File Search ARC 3-6	80 Tutorial Tutorial on using a File Search Routine for file management.	BB	
by:B. Wiseman	Speed O Math 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	
by:H Brecheisen	Horse Race 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	
by:B. Bilbrey	Interrupt Routine 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	
by:B. Fabris	BLUE RAM Programming ARC 3-14	80 Tutorial Tutorial on programming the BLUE RAM.	BB,BR	
by:B. Wiseman	Mastermind II 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	
by:S. Walters	Program Title & Instr. ARC 3-20	80 Tutorial Describes procedure which allows you to display a title at the beginning of the tape load, and up to nine lines of title/instructions at the end of the tape load without using any memory space.	BB	
by:K. Gregg	Day of Week & Calendar 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	

Author	Title Volume-Page	YR Type Description	Number of Players Required	Equipment Required
by:D. Ibach ARC 3-24	Taping Memory	80 Tutorial Tutorial on loading your program on tape to accomplish three things: Program doesn't list on screen during loading, contents of string variables can be included, and you can save memory space.		BB
by:P. Slezak ARC 3-26	Horseshoe	80 Game, Sport Bet on your favorite horse and see if you can win a bundle at the track.	1-4P	BB,1-4H
by:B. Ellerson ARC 3-33	Surf Sounds and Crickets	81 Sound Surf and Cricket sounds are produced by this program.		BB
by:B. Ellerson ARC 3-33	Circle Plotter	81 Graphics Input X and Y position plus the radius and program draws a circle.		BB
by:B. Ellerson ARC 3-34,51	Grandfather Clock	81 Time, Graphics Graphically displays a Grandfather Clock which keeps time and sounds out the hours.		BB
by:J. Winn ARC 3-35	Color Chart	81 Graphics Using this utility program you can select colors to use in your program and read the BC and FC numbers which produce the colors.		BB
by:E. Fabris ARC 3-36	More BLUE RAM BASIC	81 Tutorial More on use of the BLUE RAM and BASIC.		BB,BR
by:B. Ellerson ARC 3-39,63	Alchemisymmetrical	81 Graphics Graphic art display.		BB
by:B. Wiseman ARC 3-43	Programming Techniques I	81 Tutorial Tutorial on programming "tricks" How to keep it small. How to make it run faster.		BB
by:B. Hensel ARC 3-46,51	Golf	81 Game, Sport Golf game for up to four players. Computer randomly develops a nine hole golf course including different hole layouts green layouts, and hazards. Each player selects club and direction to hit. See if you can get the lowest score.	1-4P	BB,1-4H

Author	Title Volume-Page	YR Type Description	Number of Players Required	Equipment Required
by:B. Wiseman ARC 3-48,51	Musical Staff	81 Music Write music on a staff in the Key of C and then listen to it.	BB	
by:D. Heinerman ARC 3-49	Short Program Selection	81 Graphics, Math Four short programs--3D Corner, Denominator, Electronic Blanked, and Boxes. Three graphic display programs and one math program.	BB	
by:B. Weber ARC 3-51	Digital Couch	81 Game, Personal Computer becomes psychiatrist giving answers to your responses to an ink blot test.	1P BB	
by:B. Wiseman ARC 3-54	Tower of Hanoi	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	
by:B. Wiseman ARC 3-55	Programming Techniques II	81 Tutorial Tutorial on programming tricks of the trade.	BB	
by:B. Hensel ARC 3-57	BALLY 500	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	
by:D. Heinerman ARC 3-58	Defuse	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	
by:M. Peace ARC 3-67	Memory Doodle	81 Graphics Produces graphic doodles on the screen.	BB	
by:J. Pipek ARC 3-67	Twixt	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	
by:B. Ellerson ARC 3-72	Motherboard Modifications	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	

Author	Title Volume-Page	YR Type Description	Number of Players	Equipment Required
by:B. Wiseman ARC 3-75	Sub Hunter	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
by:B. Weber ARC 3-76	Strategic Air Commands	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
by:R. Picardi ARC 3-77	Circles	81 Graphics Produces pop art on the screen.		BB
by:A. Rathmell ARC 3-78	Hex Poker	81 Utility Short hex poker routine that swaps pairs in the hex code, converts them to decimal, and pokes them into memory slots.		BB
by:B. Fabris ARC 3-82	Pre-Tutorial Pixels	81 Tutorial Explains pixels, bits, and bytes.		BB
by:R. Tietjens ARC 3-84	Creating Special Graphics	81 Tutorial Tutorial on creating special graphic characters using the Graphic Character Maker Program below.		BB
by:R. Tietjens ARC 3-86	Graphic Character Maker	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
by:R. Heilferding ARC 3-91	Nim	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
by:T. Owczarek	Spinning Wheel	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
by:B. Hensel ARC 3-94	Pool	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 KNOCK you can then control the direction of the hit balls.	1P	BB,1H

Author	Title	YR	Type	Number of Equipment
Volume-Page	Description	Players	Required	
Old Bent Nose \$100 by:B. Wiseman	81 Game, Board	2P	BB,2H	
ARC 3-97,111	This is a combination concentration and three in a row game with a few unique additions. First you match two squares on the 5x5 grid and try to end up with three matches in a row. You lose your turn if you don't match or pick "Old Bent Nose."			
Compound Interest by:J. Shadle	81 Business		BB	
ARC 3-98	Program using the on-board calculator routines in the least complex method yet devised. <u>Can not be used with ASTROVISION BASIC Cartridge.</u>			
New Sub Search by:R. Picardi	81 Game, War	1P	BB,1H	
ARC 3-102	Find the submarine hidden in the 10x15 grid using the handle. When you acquire sonar contact, drop a depth charge and sink the submarine. If you take to long, the submarine will sink you. You will slowly sink by the stern if torpedoed.			
BALLY Black Box \$100 by:S. Walters	81 Game, Logic	1-4P	BB,1-4H	
ARC 3-103,118	Determine the location of the 5 randomly placed balls in the 8x8 black box. Send probes into into the Black Box and by observing the results determine the location of the 5 balls.			
Analog(Non-digital)Clock by:G. Moses	81 Time		BB	
ARC 3-105	Graphically displays an old fashioned analog clock. You input the hours, minutes, and seconds and watch the clock keeps time.			
Daredevil by:D. Martin	81 Game, Race	1P	BB,1H	
ARC 3-106,111	You see the windshield and instrument panel of a racecar. Follow the instructions that appear at the bottom of the screen.			
The Pits by:T. Goulding	81 Game, Maze	1P	BB,1H	
ARC 3-108	Move the small dot to the upper left hand corner to the medium sized box in the lower left hand corner without hitting the "pits" and getting zapped. A trip in less than 16 moves is doing well.			
Invisible War by:J. Winn	81 Game, Space	1P	BB,1H	
ARC 3-112	Three levels of difficulty make this invisible space game quite interesting.			
Symmetrical Art by:R. Rosenhouse	81 Graphics		BB	
ARC 3-113	Graphics art program.			
Telling Time \$100 by:B. Hensel	81 Time, Educational	1P	BB,1H	
ARC 3-114	Educational game to help children learn to tell time. Uses the Graphic Character Maker Program.			

Author	Title Volume-Page	YR Type Description	Number of Players Required Equipment
Keno II by:M. Keller ARC 3-116	2.0	81 Game, Board You pick from one to fifteen numbers on the displayed Keno card. The computer draws 20 random numbers and calculates the winning payoffs.	1-2P BB
Match by:E. Groebe ARC 3-123		81 Game, Board The object of this board game is for either player to pick two matched cards. Based on the card game concentration.	1P BB, 1H
Rebound \$100 by:D. Martin ARC 3-124		81 Game, Skill Game of skill for one player. Select ball speed, then try to clear as many diamonds as possible off the board using the handle to control the angle of the rebound off the walls.	1P BB, 1H
Gobblers by:B. Wiseman ARC 3-125		81 Game, Skill Two player game, played on a 10x5 field. The object is to have your gobbler gobble up more squares than your opponent. Use the handles to direct your gobblers around the board.	2P BB, 2H
Boo by:S. Walters ARC 3-126, 4-3		81 Graphics Halloween graphics programs that uses the direct mode of loading which is discussed in ARC 4-3.	BB
New Graphic Char. Maker by:B. Weber ARC 3-128		81 Graphic Utility Improvement on Rich Tietjens' Graphic Character Maker which uses the computer to calculate the graphic values. Just use the handle to position the the flashing cursor on the grid and pull the trigger when you want to make a dot.	BB, 1H
ASTROVISION Editor by:B. Fabris ARC 4-1		81 Tutorial Tutorial on use of the new ASTROVISION BASIC Editor feature. Sure helps in correcting long statement lines.	AB
Tape Loading Method by:S. Walters ARC 4-3, 3-126		81 Tutorial Tutorial on loading the Boo Program ARC 3-126 or others by using the direct mode. See also 3-126.	BB
Nuclear Math by:D. Gladden ARC 4-4		81 Educational, Game A arithmetic training game that asks the operator to perform math problems. Correct answers will cool the reactor thermometer while incorrect answers will drive the temperature up to a calamity.	1P, BB
4D2 \$100 by:R. Blommaent ARC 4-5		81 Graphics Graphics art program. If you dig into the program you can figure out how the author does it.	BB

Author	Title Volume-Page	YR Type Description	Number of Players Required	Equipment Required
by:E. Groebe ARC 4-6	Code-Decode	81 Game, Logic Program shows how to encode and then decode a message. Only another ARCADE with the same program can decode message.		BB
by:G. Moses ARC 4-10	New Music Program	81 Tutorial, Music Tutorial on putting 3-voice music into a music program without having to use .REMARK statements. This is George Moses latest program for writing 3-voice music tapes for the ARCADE.		BB
by:S. Walters ARC 4-16	I/O Switch	81 Project 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.		AB
by:M. Keller ARC 4-17	1K Memory Addition	81 Project Circuit diagram for adding 1K memory to your ARCADE. This is nearing the limits that the internal power supply can support.		BB
by:J. Winn ARC 4-20	Starfighter	81 Game, Space 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.		1P BB,1H
by:R. Picardi ARC 4-21	Orbit Demo	81 Tutorial,Game Tutorial program for use in space games demonstrating orbital paths.		1P,BB,1H
by:B. Bilbrey ARC 4-24	Magic Register	82 Tutorial, Graphics Tutorial on the graphics register in the ARCADE. What it is. Where it is. What it does. How to use it.		BB
by:D. Martin ARC 4-27	Columns	82 Game, Logic A computerized version of the old card trick using three columns of 7 cards.		1P BB
by:B. Fabris ARC 4-28	AB Circuit Layout	82 Misc. Circuit diagram of the production version (PC # BABS302P) of the BALLY BASIC Videocade #6004.		AB
by:A. Rathmell ARC 4-29	Machine Language Monitor	82 Review 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.		BB,MLM

Author	Title Volume-Page	YR Type Description	Number of Players	Equipment Required
by:M. DeLaura ARC 4-30	D&D Speedway	82 Game, Skill A speedway race in which you steer the car around race tracks of various difficulties.	1P	BB,1H
by:K. Springsteen ARC 4-31	Graphic Program	82 Graphics An interesting graphics program.		BB
by:Tom Wood ARC 4-34	Machine Language Monitor	82 Review A second review of the Machine Language Monitor Cartridge by The Bit Fiddlers.		BB,MLM
by:B. Weber ARC 4-36	The CUBE	82 Game, Logic This program shows the Rubick CUBE unwrapped, with the front to the left. Key in your intructions and try to solve the CUBE.	1P	BB,KP
by:M. Delaura ARC 4-38	Pro Bowl	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
by:G. Green ARC 4-40	Alien	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
by:K. Springsteen ARC 4-42,55,69	Crypt-0-Grams	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
by:D Ibach ARC 4-46,59,76	Cartridge Conversion	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
by:R Lauffer ARC 4-48	Budget Worksheet	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
by:B Wiseman ARC 4-51	Fudd	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 multiply....	1P	BB only,1H

Author	Title Volume-Page	YR Type Description	Number of Players Required	Equipment
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 by:Perkins Engr. ARC 4-56	Circuit 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 by:B Fabris ARC 4-62	Circuit 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

Author	Title Volume-Page	YR Type Description	Number of Players	Equipment Required
by:P Slezak ARC 4-70	Night Raid	82 Game,War War game in which five bombers are sent to destroy you. Fire anti-aircraft missiles at the bombers and move bases to avoid bombs.	1P	BBorAB,1H
by:S Walsh ARC 4-72	Stranded on Rigel 5 #100	82 Game,Space A two part game, first you must break the code, then you fight the Rigelian spaceships using the handle.	1P	BB only
by:D Ibach ARC 4-76,46,59	Cartridge Swapping III	82 Tutorial Final chapter in the ongoing saga of cartridge swapping. See ARC 4-46,59.		BBorAB
by:M Peace ARC 4-77	Brick N' the Wall	82 Game,Skill Game pattern after Brickyard but much slower because its written in BASIC.	1P	BBorAB,1H
by:E Groebe ARC 4-77	Old Glory 1982	82 Graphics Picture of the American Flag.		BBorAB
by:B Fabris ARC 4-78	Machine Code Programming	82 Review Review of the Machine Language Manager cartridge by The Bit Fiddlers and the Z-80 MINICOURSE by Barry Ellerson. If you want to learn machine language programming these two items will be of great help.		ML
by:A Roginsky ARC 4-79	Slot Machine IV	82 Game,Casino One player slot machine game for the ARCADE. See if you can keep from being busted.	1P	BBorAB
by:R Tietjens ARC 4-80	Screen Printer	82 Interface Program to utilize the TRS-80 Line Printer VII to print a copy of the screen image.		BB only
by:D Martin ARC 4-81	Laser Evader	82 Game,Space Game of chance, move thru the random field of firing lasers without being zapped and try to accumulate the highest score.	1P	BBorAB,1H
by:S Kendall ARC 4-82	L-I Reverse Box Set	82 Graphics,Art Graphics Design Program.		BBorAB

Author	Title Volume-Page	YR Type Description	Number of Players	Equipment Required
Computer Crochet by:T McConnell		82 Graphics, Art Graphics Art Design		BBorAB
ARC 4-83				
LINE Numbers by:B Fabris		82 Tutorial Short Tutorial on Line Numbers and how to edit a particular line.		AB
ARC 4-85,103				
Polo by:B Hensel		82 Game, Dice 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.	2P	BBorAB,2H
ARC 4-87				
Catchem by:S Taylor		82 Game,Skill Maneuver your blip thru the pattern trying to keep away from player 2. If he catches you three times he wins.	2P	BBorAB,2H
ARC 4-87,89				
ASTRO ZAP \$100 by:G Moses		82 Game, Skill Similar to Space Fortress Videocade but on tape.	1-4P	BBorAB,1-4H
ARC 4-88				
Using ASTROBASIC Editor by:K Lill		82 Tutorial Explantion and tutorial on using the editor feature to change line parameters		AB
ARC 4-91				
Battleship by:B Mead		82 Game,War 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.	2P	BBorAB,2H
ARC 4-92				
Graphix Tablet Simulator by:VIPER		82 Graphics 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.		BR,V,S,XB,1H
ARC 4-95,96				
Horizontal Scrolling by:B Wiseman		82 Tutorial Tutorial on using horizontal scrolling, by understanding and using these techniques some interesting programs could be developed.		AB
ARC 4-95,98				
2 Letter Music Maker by:K Lill		82 Music Demonstration type program, illustrating the various functions of the music/noise generation capabilities, that can be controlled by the two-letter controls of ASTROBASIC.		AB,1H
ARC 4-99				

Author	Title Volume-Page	YR Type Description	Number of Players	Equipment Required
by:T McConnell	Star Seige 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
by:A Roginsky	Darts 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
by:R Fabris	LINE Numbers II 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
by:R Blommaert	Horizontal Scrolling II 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
by:B Heckman	One Man Bowling ARC 4-106	82 Game, Sport One player bowling game. Displays bowling lane and keeps your score.	1P	BBorAB,1H
by:D Drescher	Two Bytes Worth 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
by:M Prosize	Overcoming Loading Problems ARC 4-110	Tutorial Discussion of some of the loading problems people have encountered using the ASTROBASIC 2000 baud tapes.		AB
by:K Springsteen	Exterminator 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
by:D Martin	Citadel ARC 4-105,112	82 Game, Skill Keep the Kamikase invaders out of the fort as long as possible.	1-2P	BBorAB,1-2H
by:A Ross	Word Hunt \$100 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

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| Baseball
by:D Martin
ARC 4-115,118 | 82 Game, Sport
A baseball game in which each player alternates as batter and pitcher. Can be loaded to run in either BB or AB, see ARC 4-119 for details. | 2P BBorAB,2H |
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| Color Selector
by:K Doerge
ARC 4-121 | 82 Graphics, Utility
A graphics utility program for the game maker. Use the hand control to vary the colors and identify their "numbers" so you can use them in your programs. Instructions are contained in the program. | BBorAB,1H |
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| Crown of Zeus
by:T Johnson
ARC 5-7,45 | 82 Game, D&D
Dungeons and Dragon's type game, you are to enter the castle and retrieve the Crown of Zeus.
This is the first in a series of programs that take place on the planet Gibealous. See page G 31. | 1P AB only |
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| Plain BASIC Talk 1
by:K Lill
ARC 5-11 | 82 Editorial series
Tutorial on the PX(x,y) command, and how to use it to sense a wall or another object that is in your way. | BB,AB |
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| Beginning BASIC 1
by:D. Gladden
ARC 5-12 | 82 Beg. BASIC series
What is a program and how can I use it. Also explains CX and CY position commands. | BB,AB |
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| CHRDIS I
by:M Skala
ARC 5-14 | 82 Tutorial, Graphics
First Tutorial on a new generation of screen animation for the Astrocade. This demonstrates a fairly simple means of smooth animation. | AB |
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| Find YOGI
by:S Kendall
ARC 5-17 | 82 Game, Hunt
Try to guess where YOGI is hidden in the 10 by 10 grid. Input your gues, the computer will tell you if you missed in which case it will tell you which direction to try. | 1P AB |
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| More Art Prog. 6 III
by:S Kendall
ARC 5-28 | 83 Graphics, Demo
This is a graphics demo using a menu scheme for your choice of graphics. Nice demonstration of a menu, which could be used in other programs. | AB |
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| Bally Christmas Card
by:E Grobe
ARC 5-29 | 82 Graphics, Xmas
Christmas card presented on the TV screen. | AB |
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| Beginning Basic 2
by:D Gladden
ARC 5-30 | 82 Beg. BASIC Series
What is a variable? Printing of numbers and variables. A very good tutorial describing how to position printing on the screen where you want it. | BB,AB |
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- Plain BASIC Talk 2 82 Editorial Series BB,AB
 by:K Lill Tutorial on IF's, IF/OR's and TRUE/ FALSE statements and
 commands.
 ARC 5-32
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- Attack 82 Game, Hunt 1P AB,1H
 by:K Doerge You must keep the walls between you and the oncoming
 attackers. Use the JX and JY of the hand controller to
 maneuver and the trigger to stand fast.
 ARC 5-34
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- CHRDIS II 82 Tutorial, Graphics AB
 by:M Skala CHRDIS I continues with how to build your own graphic
 characters.
 ARC 5-37,72
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- 0-Jello II 82 Game, Logic 1-2P XB only
 by:C Perkins An enhanced version of the popular "Othello". This
 takes advantage of some of the enhancements of the
 extended BASIC used with the Blue Ram and VIPER systems.
 ARC 5-40,56
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- The Bit Fiddler Corner 1 82 Monthly Column MLM
 by:A Guevara First in a monthly column on machine language programming.
 Starts with binary, talking about bits, bytes and things.
 ARC 5-42 This column in conjunction with the Machine Language
 Monitor will help you write in machine language.
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- Printing with Astrocade 82 Tutorial, Application BB and AB
 by:B Fabris How to print with the Astrocade using the Astro BASIC
 Videocade and the old Cassette Interface which was used
 with the old Bally BASIC Videocade.
 ARC 5-43
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- The Bit Fiddler Corner 2 83 Monthly Column MLM
 by:A Guevara This month's column talks about hexadecimal.
 This column in conjunction with the Machine Language
 Monitor will help you write in machine language.
 ARC 5-47
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- SNAP and SHOW 83 Tutorial, Graphics AB
 by:E Grobe Tutorial on SNAP and SHOW routines for use with AstroBASIC
 Videocade. This routine uses up a lot of the available
 memory. This demonstrates two of the commands that are
 included in the Extended BASIC Language.
 ARC 5-48
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- Recording in AstroBASIC 83 Application AB
 by:dwy Short tutorial on recording a tape using AstroBASIC.
 D Carson See additional note on page 5-56.
 ARC 5-49,56
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- 3159 or 3164 ROM 83 Tutorial, BB,AB
 by:C Anderson It has been discovered that a least two on-board ROM's
 were used in the ARCADE units. These can cause loading
 problems if you're trying to load a tape produced on the
 other type of ROM machine.
 ARC 5-49
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New Sound by:M Peace	83 Tutorial, Sound	AB	Short tutorial on producing better music for your programs.
ARC 5-53			
Questions? by:????	83 Owner Questions.	All	Readers Questions. What is the PX function how do I use it? How can I use four colors at the same time with AstroBASIC? Where can I get a copy of the "Peek N' Poke" manual? Also some information on machine language programming.
ARC 5-57			
Sound Variable Conversion by:G Moses	83 Tutorial, Sound	AB	Tutorial and program to convert sound port and variable values from old Bally BASIC to new AstroBASIC. This program was really needed, to make it easy to change the sound effects from old Bally BASIC to New AstroBASIC.
ARC 5-58			
Memory Map of AB by:G Moses	variables83 Utility	AB	The memory map of the AstroBASIC variables compiled by George Moses.
ARC 5-59			
Plain BASIC Talk by:K Lill	3 83 Editorial Series	BB,AB	This month's editorial explains how and why we use the @(<n>) strings (BB and AB) and the X(<n>) strings (AB).
ARC 5-60			
Wavemakers Music by:M Peace	Keyboard 83 Music, 2 voice	AB,1H	2 voice music program by Mike Peace with commentary by George Moses. Use the hand control to select the mode and the notes wanted. A very nice music program.
ARC 5-63,77			
Beginning Basic by:D Gladden	3 83 Beg. BASIC Series	BB,AB	This months series covers Random Numbers and Loops (FOR-TO-NEXT-STEP) commands.
ARC 5-68			
Line Statements by:J Dunson	1 by 1 83 Utility, Aid	BB,AB	This program will list the entire contents of a program, one line at a time, regardless of how they are numbered, without missing a line. A great programming aid to use in verifying a program you have just loaded.
ARC 5-69			
Gobblers by:K Doerge	83 Game, Skill	2P BB,AB,2H	Eat more dots then your opponent by using your hand hand controller to move from square to square and choose which square to eat. The computer keeps score and tells who wins or loses or if its a tie.
ARC 5-70			
Analog Clock by:G Moses	83 Time, Clock	BB,AB	This program provides a good representation of a clock face - the old fashioned type with hands. On request enter current Hour, Minute, and Second, and the clock will keep quite accurate time.
ARC 5-71,77			

The following Videocades are manufactured by Astrocade Inc.

2001 200 ZZZAP (1P) and Dodgem (1P)

200 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 teeter totter to break the colored balloons

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 Dogpatch (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 more 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 preceding cartridges were available as of October 15th. Check your 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 Videcade 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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San Jose, CA. 95127-9990
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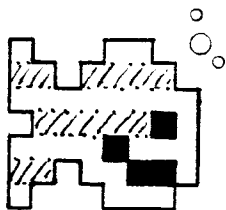
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New from The Bit Fiddlers™

Our
Catalog:



- Machine Language Manager....\$54.95
- Goldfish Demo.....5.00
- Goldfish Listing.....3.00
- (In Machine Language)

CA Residents,
please add 6% sales tax

GOLDFISH DEMO!

Actually they're Neon Tetras, but that would make the name too long. This demo tape is designed to show the power of the Machine Language Manager cartridge. It's a relatively short program, but it independently controls the actions of 7 goldfish, a digital clock, and the meowing of the cat. And it's in 4 colors.

Animation is smooth, and non-blinking. And GOLDFISH does not require MLM to run. The program will run with Bally Basic, Astrovision Basic, and MLM.

An interesting sidelight: Once loaded and running, GOLDFISH no longer needs a cartridge in the slot. You can remove it and the program will keep running until you hit RESET.



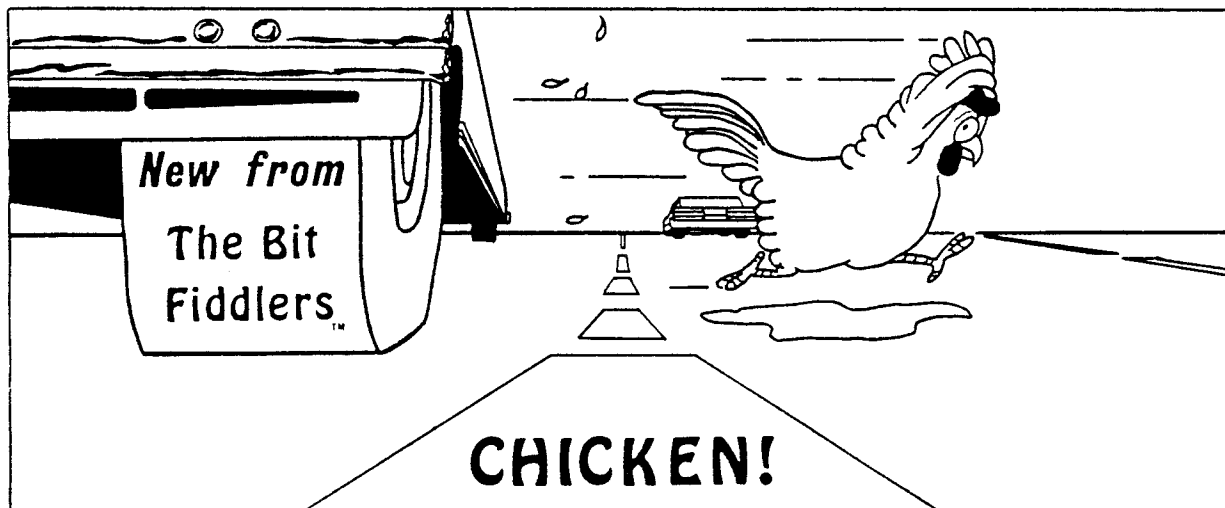
The Bit Fiddlers T.M.
Computer Products
For Work and Play

(714) 565-1610

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

ANNOUNCING A BREAKTHROUGH!

We are now able to store and retrieve MLM programs reliably using the Astrovision Basic cartridge. So now, you have the option of using either the old 300 Baud cassette interface, or the new Astrovision Basic cartridge. Quite a breakthrough, we think!



It's late...You've got to get your brood home in time to watch "Fowl Play". The only problem...There's six lanes of freeway between you and home. And every day it seems to get worse....

Here at last! A program equal to the best of cartridges in smooth animation, great sounds, and 4-color fast action play. Believe it! And CHICKEN! will run on any system with Astrocade Basic, Bally Basic, or MLM.

Can YOU get your chickens across the road? 1 or 2 players.



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- CHICKEN!.....\$12.95
- CHICKEN! Listing.....\$ 5.00
- Listing is in Machine Language only

CA Residents, please add 6% sales tax

Machine Language Manager

What it is:

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

What it does:

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

How it works:

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

Why machine code:

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

What you need to work with it:

A working knowledge of Z-80 machine language (or not being afraid to learn it), will suffice. This information can be found in almost any bookstore or computer store. To work with a cassette tape deck, you will need 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.



The
Bit Fiddlers^{T.M.}
Computer Products
For Work and Play

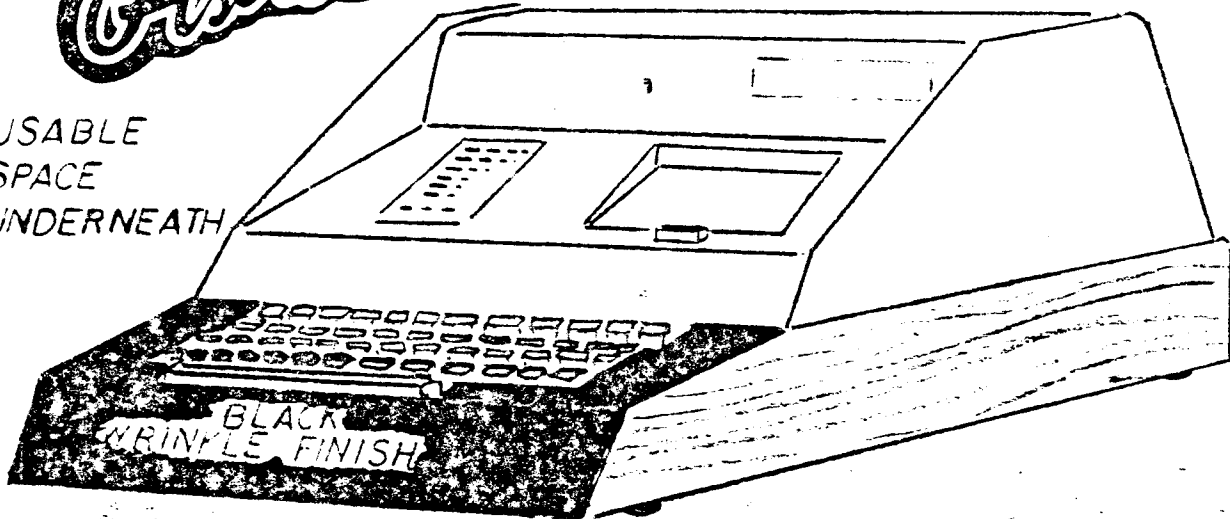
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THE GREAT AMERICAN JIGSAW!

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.

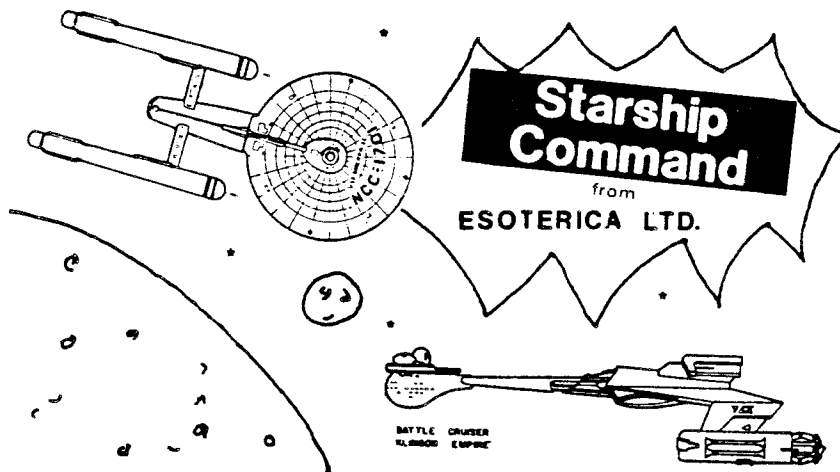
This fine software is designed to be used with your Basic cartridge and tape recorder. From:

Esoterica

Limited

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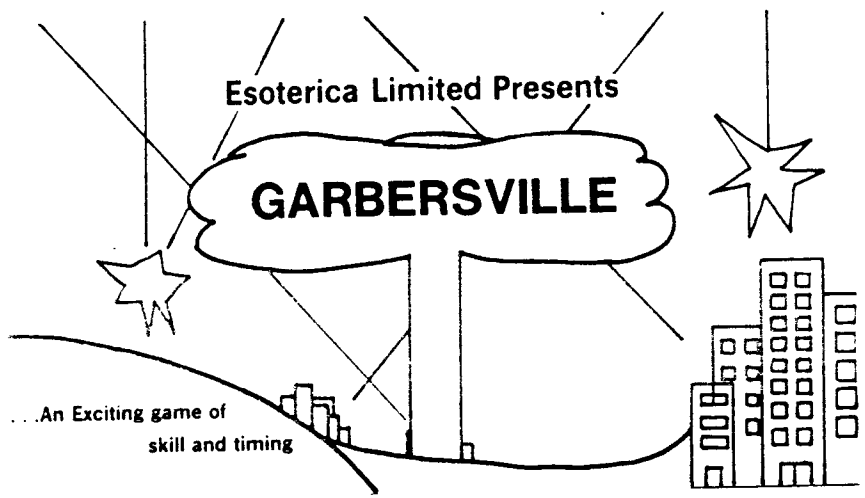
ESOTERICA LTD.
Warren, Ohio



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.
P. O. BOX 614
Warren, OH 44468

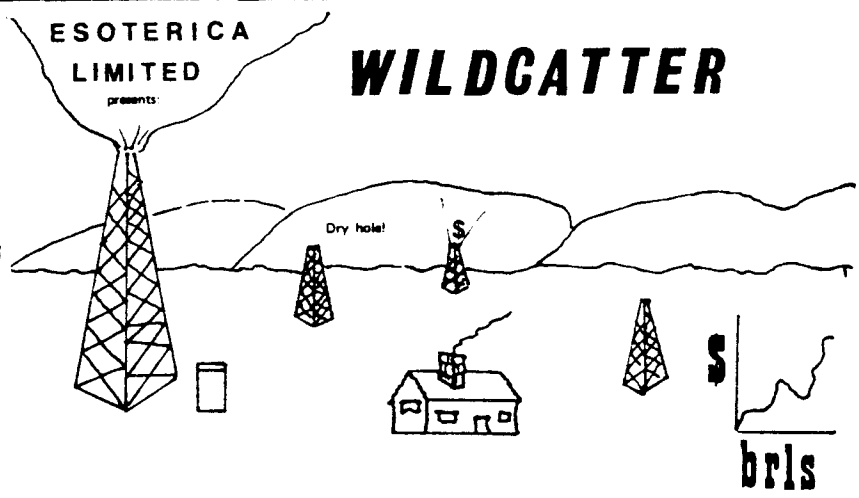


1. GARF is attacking Garbersville! You are the only hope for the defense of its good citizens. Will your missiles intercept his bombs in time to save this strategic outpost?
2. Ten Pins - an exciting game of bowling complete with hook ball, gutter balls, AMF style pinsetter and every spare situation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

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

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

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 Warren, Ohio



Tapes are \$15.95 - - -
 US Funds

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:

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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.

P.O. Box 614
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

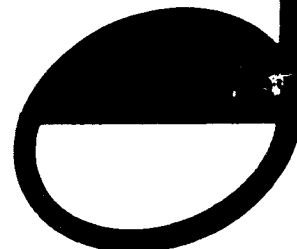
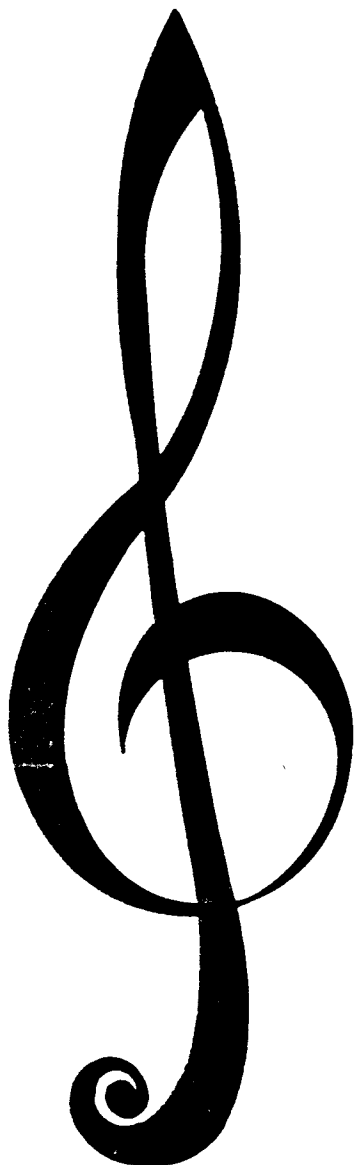
A 4180 byte 3 voice musical performanc that will leave you breathless! Loads 3268 bytes into screen memory and plays for several minutes. Then, a 9 second silence while the last 912 bytes load. Then the Sinfonia finishes in a crescendo. If you have a Blue Ram or Viper tell us. We'll send you the extended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



GEORGE MOSES CO.

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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. Keeps accurate time. Indicate Bally Basic or Astro Basic. with purchase of program C, D or E

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

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

PROGRAM D HOME BUDGET KEEPER
 Keeps track of expenditures on 20 budget categories plus income. Will register a Percentage-of-Income Statement for every expenditure on demand. Very fast graphics with highlighted items and columns. If you retape program after each use it will automatically accumulate all expenses and income and separate them by week, month and year-to-date!!! In Astro Basic only \$10.00 **ASTRO BASIC ONLY**

PROGRAM E SCREEN RAM WORD PROCESSOR
 Very efficient! Allows storage of over 2000 characters in screen memory, even though Bally Basic only allows 1800 characters. And this is with a program already in memory containing its own utility to dump data from screen to printer or to tape at the touch of a key! Designed only for Bally BASIC. Sorry, the new Astrovision Basic doesn't have the printer driving logic required. \$10.00 **BALLY BASIC ONLY**

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, SCRIBBLING, 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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HARD Software

...for ASTROCADE

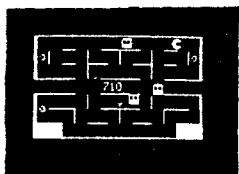


Games

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.

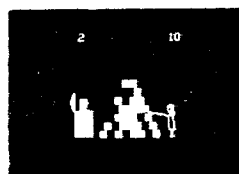
Game cassette complete with instructions **\$6**



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.

Game cassette complete with instructions **\$6**



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**

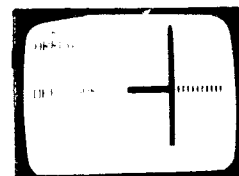


All five games on one cassette in ASTROBASIC only **\$18**

Video Rally

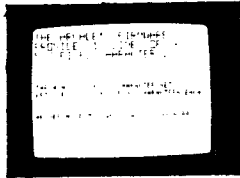
A simulation of a 100 mile TSD (time-speed-distance) road rally based on SCCA (Sports Car Club of America) National Rally Rules and Conventions. Travel the random course applying the Main Road Rule and route-following priorities at each intersection. Screen displays variable determinants with clock,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

Game cassette complete with instructions **\$6**



Do it the HARD way!

HARD Software



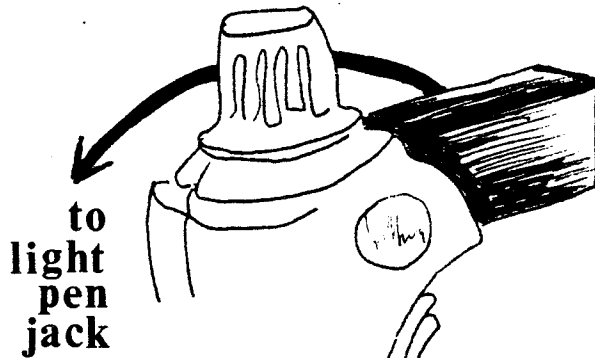
3x5 Character Set

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



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

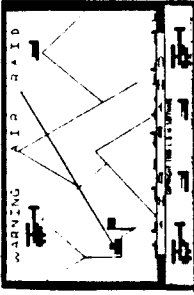
Creative Original Games for Bally Arcade Computer System on tape cassette.
The following Graphic Pictures are true representations of the games.

#5 Cassette \$ 12.95

SONAR REPORT SUB IN QUAD 1

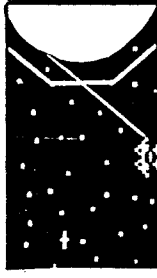
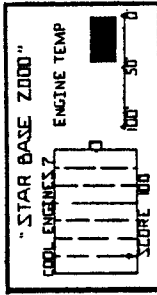
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11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60

RESEARCH AND DESTROY



Search & Destroy-The mad Dr. Oppenheimer has stolen a nuclear sub and threatens to destroy the world. Your job is to save the world by destroying the sub and avoiding the mines randomly located in the sector. Air Raid-Be a hero and save the people of a mountain village by manning the gun emplacement 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.

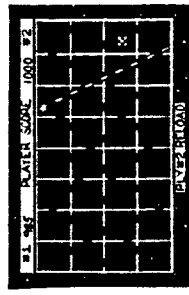
#6 Cassette \$ 12.95



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-Four interstellar space craft must save a friendly colony, on the planet, from the Star Plunderer. You must break thru the forcefield and destroy the enemy, using lasers and missiles. Excellent graphics & 35 difficulty levels. BOTH GAMES are for 1 player

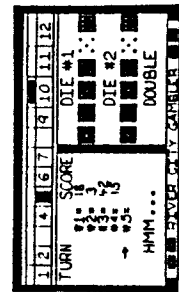
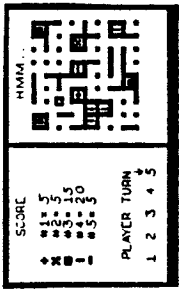
L&M SOFTWARE 8599 Framewood Dr.
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#7 Cassette \$ 12.95



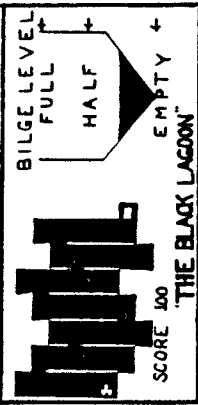
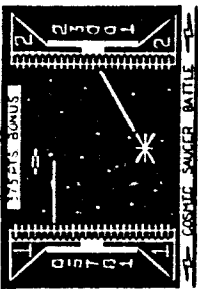
Phantom Star Fighters is a maze game. The star fighters are cloaked to render them invisible, except when they bump into a barrier or when reloading. You have a choice of two weapons, laser or sub-laser. Space Checkers, a strategy game where the object is to eliminate as many of your opponents faces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



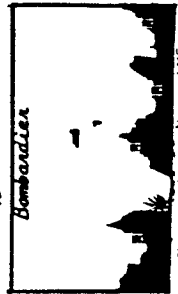
This pair combines strategy action and colorful graphics. Many hours of fun. 1 to 5 players, a unique feature allows the computer to play too.

#2 Cassette \$ 12.95



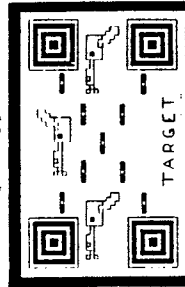
Cosmic Saker Battle is the fastest action game yet produced for Basic. For 1 or 2 players. Black Lagoon finds you piloting a Leaky boat across a maze of interconnecting lagoons while trying to avoid a monster. 1 player.

#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 skills to blast the Meteoroids and Saucers. A JOY STICK DELIGHT!!!

#4 Cassette \$ 12.95



#RIGHT	GIVE??	#WRONG
1	1	1
2	2	2
3	3	3
4	4	4
TURN GUESS		
1	9	26
2	0	131
3	2	413
4	6	572
MIND BENDER		
1	1	1
2	2	2
3	3	3
4	4	4

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!

L'MI SOFTWARE

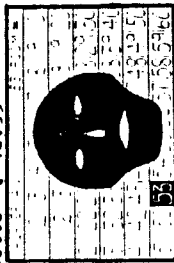
Creative Original Games for Bally Arcade Computer System on tape cassette.
The following Graphic Pictures are true representations of the games.

#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. Avatollah Dart Board-Stick a hole in the Avatollah! Here's your chance to punch Khomeini out. Just watch what happens when you hit Khomeini in the right spot. Both Games are for 1 plyr.

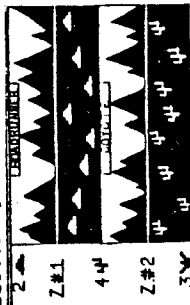
#9 Cassette \$ 12.95



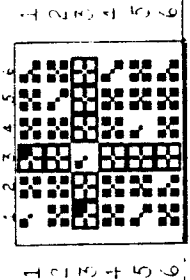
The Mummy's Treasure-Here is a treasure hunt to end them all! There are 3 levels, 180 rooms. Can you find the treasure passages which lead to the dungeon, then find the treasure room before the mummy finds you? Each replay is different and exciting! 1-4 plyr. Galactic War 2002-From your starship you must destroy the Klingon space gun placements 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.

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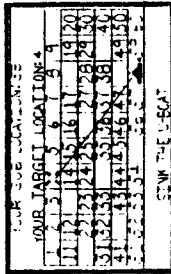
#10 Cassette \$ 12.95



Coyote-Roadrunner Desert Race-This game has all of the excitement and thrill that a race can generate. The race takes place over three screens. All of the hand control functions are used on this one. Atom Smasher-This strategy game, where each player selectively removes radioactive particles from atoms. The atoms reach critical mass and explode shooting energy to adjacent atoms, causing a spectacular chain reaction. Fascinating and exciting! Both Games are for 2 plyr.

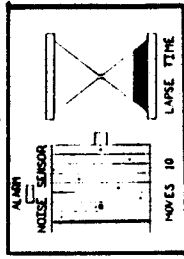


#11 Cassette \$ 12.95



Sink the U-Boat-Here's your chance to do battle with a German U-boat. The conquest takes place on a large grid where a game of elimination is played the computer. Excitement builds as the game progresses. **Rescue Air Drop**-You must save a surrounded village on a mountain by dropping supplies by parachute. There is difficulty in allowing for wind speed, direction and enemy fire. Both games are for 1 plyr.

#12 Cassette \$ 12.95



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

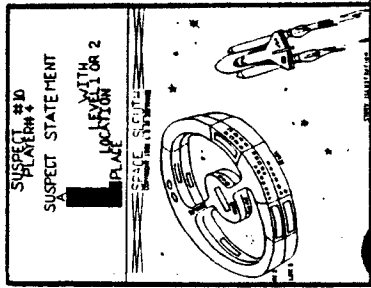
L'MI SOFTWARE

#13 Cassette \$ 12.95

FOX LOCATION	HARE LOCATION
1 2 3 4	6 7 8 9
11 14 15 16	18 20
22 23 24	26 27 28
31 32 33	35 37 39 40
41 42	44 45 46 48 50
51 52 53	55 56 57 58 60

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. A game is for 1-4 players.



3 DIMENSION



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?

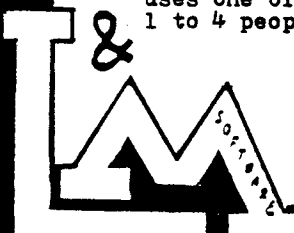
Normally, a picture this detailed in 3-dimension would require more memory than is available in the Arcade program section. We have utilized a special Arcade feature called mass screen memory. There is almost 4K of memory available in this way. The game operation is contained in the 1.8K program memory 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.

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

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



SOFTWARE 8599 Framewood Dr.
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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 pathways, 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 skillfully 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

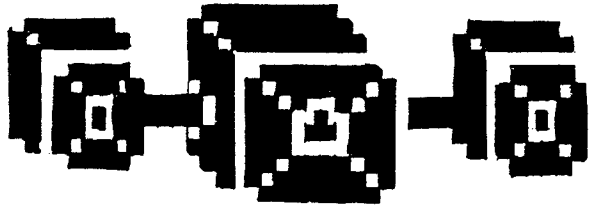
L·M

SOFTWARE

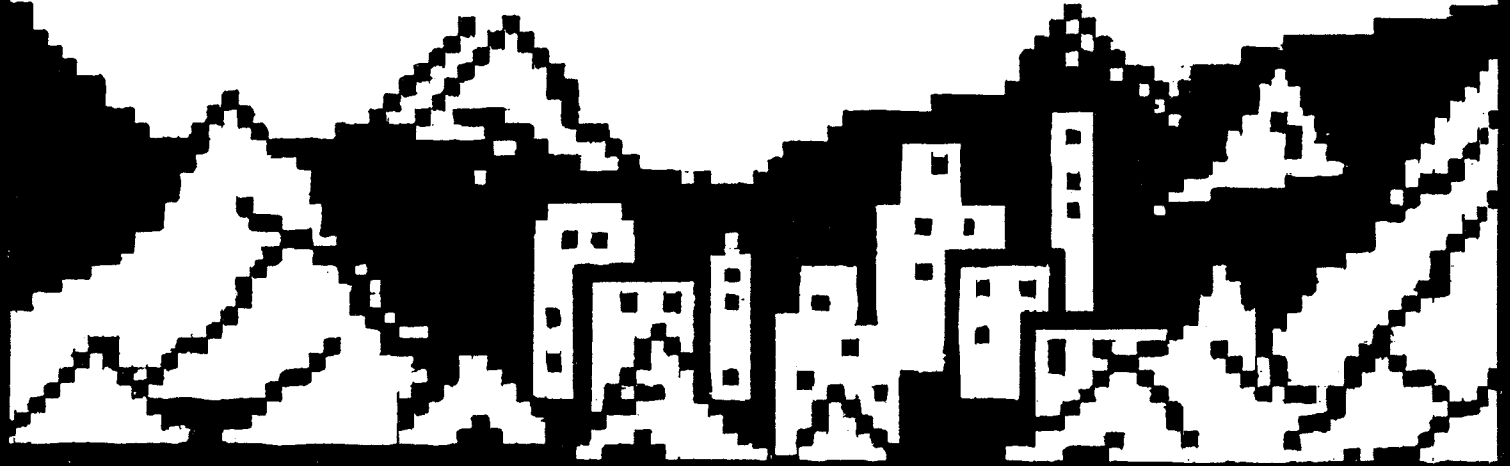
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EXITORS REVENGE



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 lasers. First release the reconnaissance 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 satellite, 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.

A cartridge quality game

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

New Basic Only

Tape Cassette  # 16

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

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NAUTILUS

Smooth moving arcade style characters

A cartridge quality game

ON TAPE

CASSETTE# 17

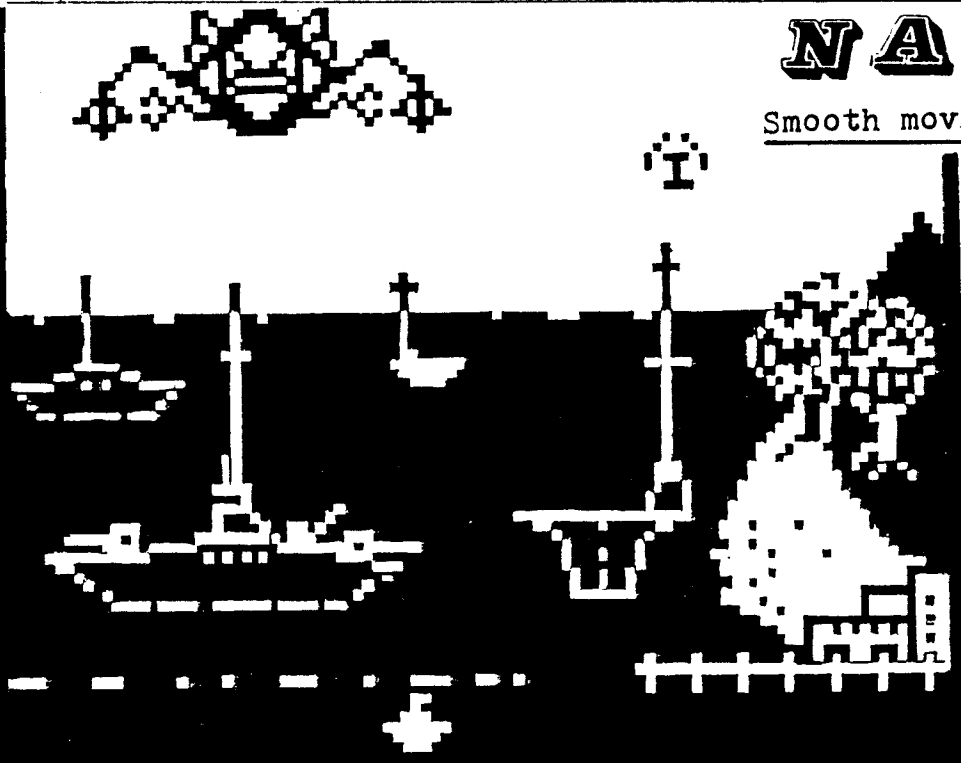
Nautilus &

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 protect the fleet during it's stay in the harbor. The watch is proceeding smoothly, when suddenly 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 accelerator 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 lazars.

The battle lines are now only too clear. You must destroy the drones before they sink the fleet and evade Exitor's lazars 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 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.

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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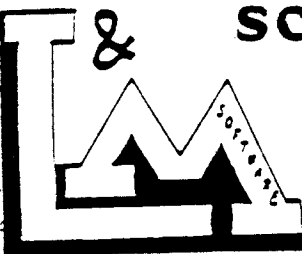

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Purchase 3 L & M game cassette at \$15.95 ea, get the album for \$4.00

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	<p>QTY</p> <p>DESCRIPTION</p> <p>\$ EA</p> <p>\$ TOT</p>	
<p>master charge</p> <p>VISA</p> <p>MasterCard</p> <p>CREDIT CARD NUMBER</p> <p>Month - Yr. INTERBANK NO.</p> <p>EXPIRATION DATE</p> <p>YOUR SIGNATURE AS IT APPEARS ON YOUR CARD _____</p>	<p>8599 FRAMEWOOD, DR. →</p> <p>NEWBURGH, IN. 47630</p> <p>TOTAL</p>	

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--

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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 unofficial set of brief notes that discusses these differences, much as the Bally Basic Hacker's Guide.

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

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

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

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

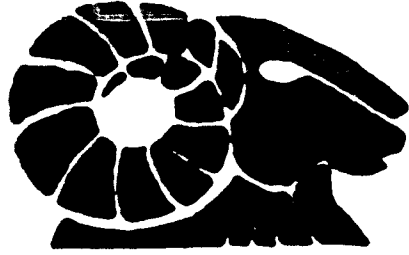
If the old Basic program contains the &() notation, set the NT=-1 and the new Basic will disregard them. The music processor can be disabled by using the single character "down arrow" but only if the NT<0.

SM series (scroll mode) are commands only in 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).

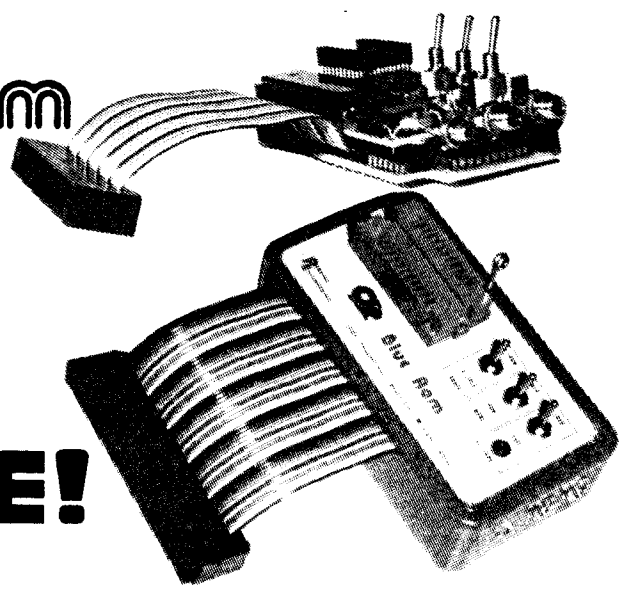
Machine code problems which is the case of FUDD (Program in the ARCADIAN Newsletter 4-51 using machine code.) Machine code is inserted into memory spaces (poke'd) using the % () command. The location of this memory space is the Line Input Buffer, which now occupies a different location in the memory 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 hexadecimal write to tape. An arcade game can be transferred to the Blue Ram, modified and dumped to tape for later loading and running in the Blue Ram. Price is \$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

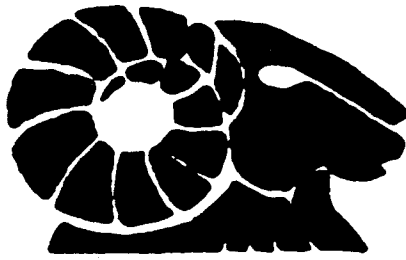
Requires some electronic experience. Build your own **Blue Ram** **\$199.95**



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Blue Ram 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.

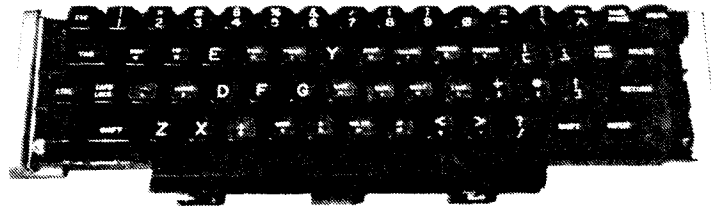


\$49.95

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.

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6	ASTRO BATTLE	*****
7	PANZER ATTACK, RED BARON	*****
8	Z90 ZZZAP & DOOGEM RACE	*****
9	BLACKJACK, POKER, ACEY DEUCEY	*****
10	LETTER MATCH, SPELL'N SCORE & CROSSWORDS...	*****
11	BINGO MATH, SPEED MATH	*****
12	STAR BATTLE	*****
13	CLOWNS, BRICKYARD	*****
14	DEMOLITION DERBY, GRAND PRIX I,II,III	*****
15	DOGPATCH	*****
16	GALACTIC INVASION	*****
17	BIORHYTHM	*****
18	SPACE FORTRESS	*****
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R & L ENTERPRISES

PRESENTS

THE 64K RAM BOARD FOR THE ASTROCADE

FEATURING:

ROM, RAM, EPROM, or EEPROM in any combination

Full board documentation including schematics

Gold plated 50-pin Expand connector

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

R & L Enterprises
2901 Willens Dr. Suite 6
Northlake, Il. 60164

(Illinois residents please add sales tax)

Dealer inquiries invited / Group purchase rates available.

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

SUPER SOFTWARE

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Quality Games For The Astrocade™

All program sets — \$12.00
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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 results 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**

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

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

**SUPER SOFTWARE
 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 must repeat. The ever-increasing sequence is sure to challenge you.

Costs (see above): \$12.00

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

**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

 ** 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 assault?

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

Frying Fee: \$12.00

 ** 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 thieves.

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 bely 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

** 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 **

**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 **

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 deadly 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.



THE PROGRAMS THAT TAKE YOU TO ANOTHER WORLD...

Gibealous (jib-ell'-eeus) Series programs take place on the planet Gibealous, 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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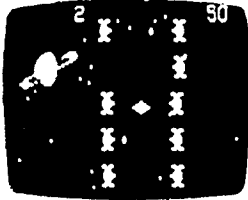
Astrobasic only!

TINY ARCADE

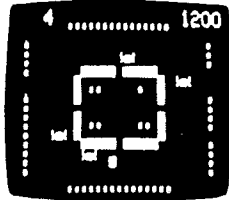
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All tapes in new (Astro) BASIC only.

SPACE GAUNTLET



QUADRON



SPACE GAUNTLET

You're at the controls of an interstellar cruiser patrolling 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 gauntlet. 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 2 1/2 dimensional world of Quadron, you are the protector of the Quadrome—a four walled energy fortress housing 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.



\$ 10.95

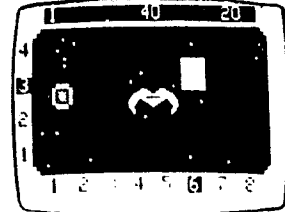
OMEGA VALLEY

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 unseen in the other two valleys. You'll have to constantly switch views among the three to keep the invading forces from landing. One player.

OMEGA VALLEY

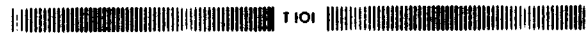


ASTRO TERROR



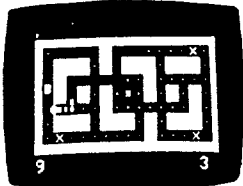
ASTRO TERROR

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

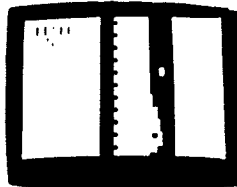


\$ 10.95

VIPERIAN



CRUNCHER

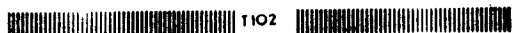


VIPERIAN

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 as 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.



\$ 9.95

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

TINY ARCADE

Box 1043 Cuyahoga Falls, Ohio 44223

All tapes in new (Astro) BASIC only.

\$ 10.95



VINDICATOR

T103

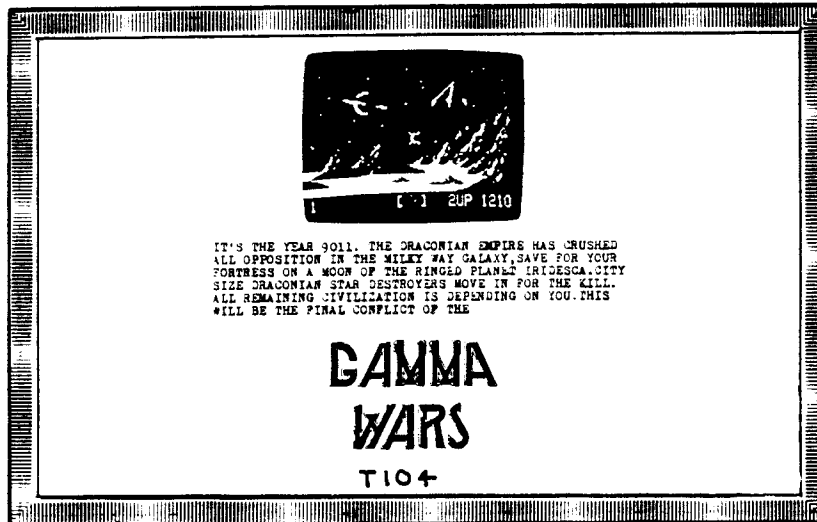
FIREWORKS

On a scouting mission 10 light-years from your home planet of Zelnar, you receive a weak distress call. Zelnar has been overrun by a notorious galactic menace—alien mechanoid robots. You immediately turn your space fighter back toward home in a daring mission to win back Zelnar. You'll have to outdraw the laser-equipped robots and dodge their heat-seeking missiles. Displays high score & remaining ships symbols. One player.

This is a Tiny BASIC version of a 4th of July aerial fireworks display, complete with star shells, flash reports and a mind-blowing final fuillade.

ART SHOW

Six distinct, eye-pleasing graphics programs turn your T.V. into a geometric art gallery. They can be displayed individually or in a repetitive sequence for a continuous "show".



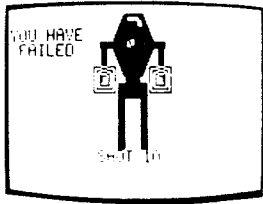
\$ 9.95

GAMMA WARS is a unique videogaming experience. The dramatic spacescape & 3-D visuals create an other-worldly atmosphere. Action features include an orbital radar scan & machine graphic satellite bombs. Astro BASIC only.

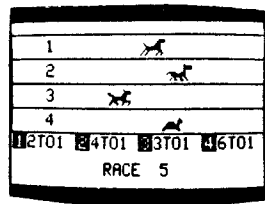
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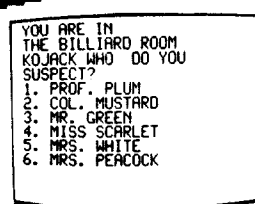
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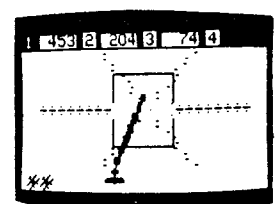
Max



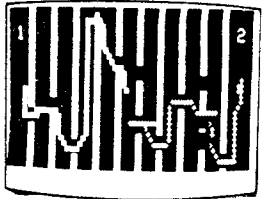
Horse Race



Clue



Flying Ace



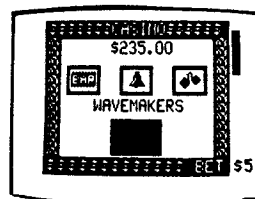
Maze Race



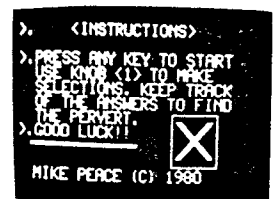
Obstacle Course



Space Chase



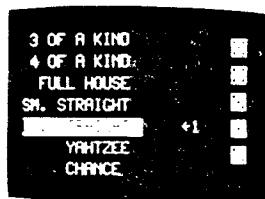
Slot Machine



Persion

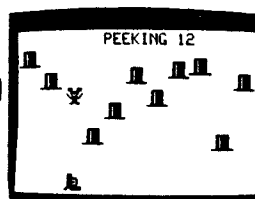


Music Composer

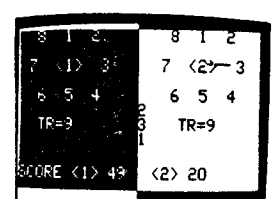


Yahtzee

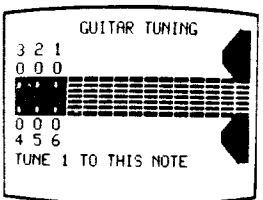
We make Fun Affordable



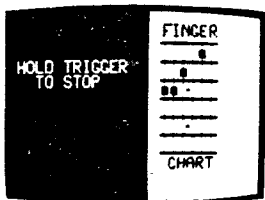
Mouse in the Hat



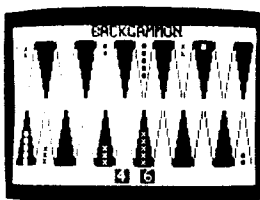
Speed Math



Tuning



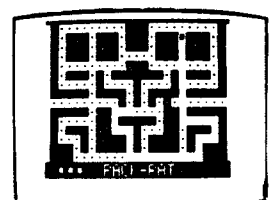
Guitar Course



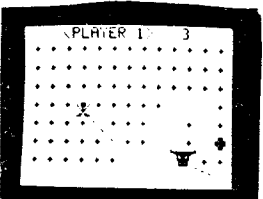
Backgammon



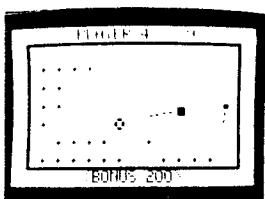
Obstacle Course Tournament



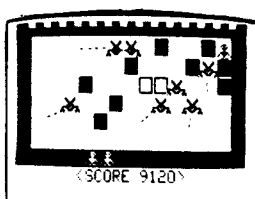
Pack-Rat



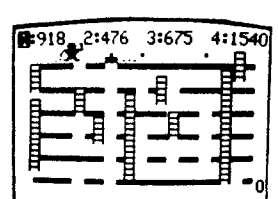
Lookout for the Bull 1 & 2



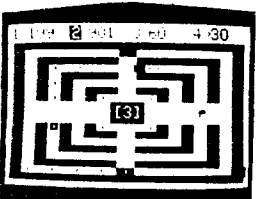
Whiz Quiz



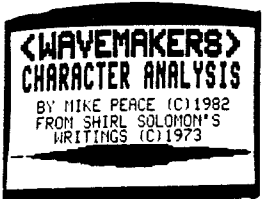
Castle of Horror



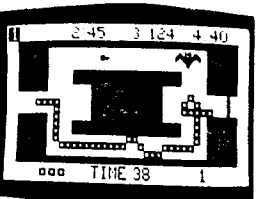
Monkey Jump



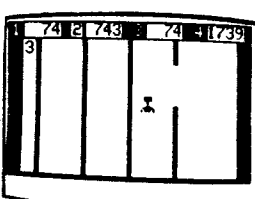
Collision Course



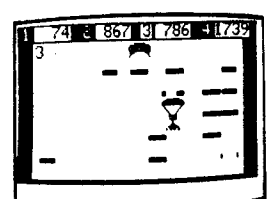
Character Analysis



Dungeons of Dracula



L.T. (Little Terrestrial)



17

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 losing status of each of the players is shown after each race. Get rich quick or lose it all!! You never know until the finish line **GREAT FUN FOR PARTIES**. (Uses keypad)

TAPE—2

COMPUTER CLUE—Characters based on the Milton Bradley 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 lose 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 joysticks)

YAHTZEE—Based on the Milton Bradley game. Five graphic dice for each play and two playing fields. You try to get the highest score determined by various combinations of the dice. One to four players, use separate hand controls. (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**.

Bally Basic is the cartridge which requires the separate interface to connect to a recorder. It has no extra connections on the cartridge itself.

ALL TAPES \$15.95 ea

TAPE

001. Max (Robot From Space)/Horse Race
002. Clue/Flying Ace
003. Maze Race/Obstacle Course/Space Chase
004. Slot Machine/Perversion
005. Music Composer/Yahtzee

TAPE

006. Mouse In The Hat/Speed Math/Note Match
007. Guitar Course/Tuning/Note Match/Prog
008. Backgammon/Obstacle Course Tournament
009. Pack-Rat/Pack-Rat II
010. Look Out For The Bull I & II
011. Whiz Quiz (Trivia over 250 Questions)

TAPE

Astro Basic Only
012. Castle of Horror/Four Famous Freebees
013. Monkey Jump/Gong The Kong
014. Collision Course
015. Character Analysis
016. Dungeons of Dracula
017. L.T. (The Little Terrestrial)

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 and luck 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 maneuvers. It still plays the same as **TAPE 3**, but now you will be able to enter your 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**

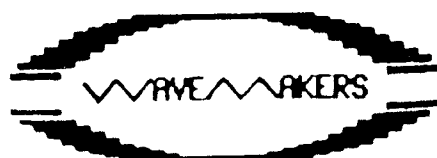
TAPE—16

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 17

L. T. (Little Terrestrial)—He just wants to go home but there are many obstacles in his way. The steps, the pits, the zapping gaps, and stepping stones. Make it through all of them and L. T. gets sent back to try again but each time it becomes more difficult. For 1 to 4 players. Side 1 uses individual joysticks, side 2 all players use joystick one. **Astro Basic Only**.

Astrocade (ASTRO) Basic may be labeled Bally Basic, but it has the built-in Light and earphone jack in the cartridge and requires only a single connecting cable to connect it to a recorder.





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!

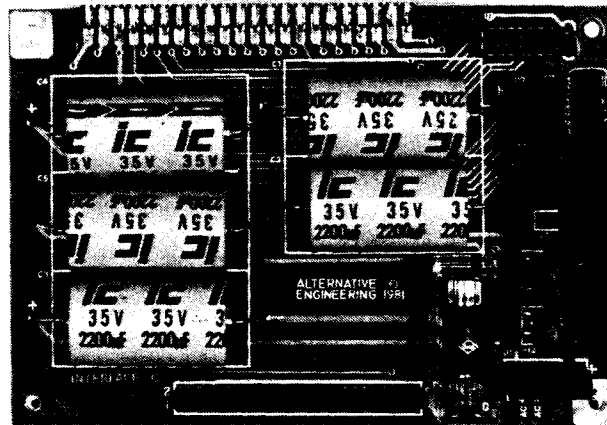
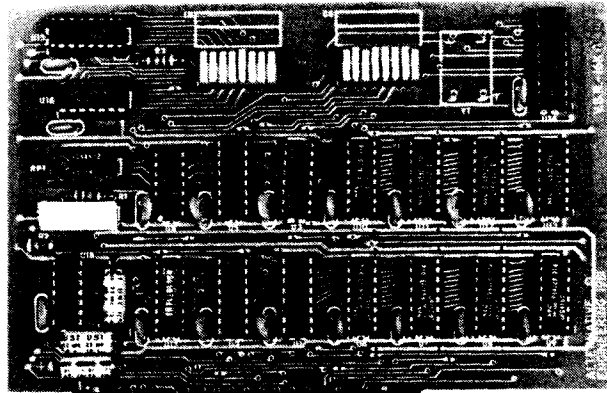
The VIPER 1 is the first in a series of custom manufactured quality products made exclusively for the Bally. This is a 16K* memory system that includes all these outstanding features and is even expandable:

- 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 packs; 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
- $\pm 5, \pm 12$ 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 15/4 1/4/10

Custom Features

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

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



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

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

New 8K Extended Basic

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

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

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

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

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

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

*Optional

Quality and Performance

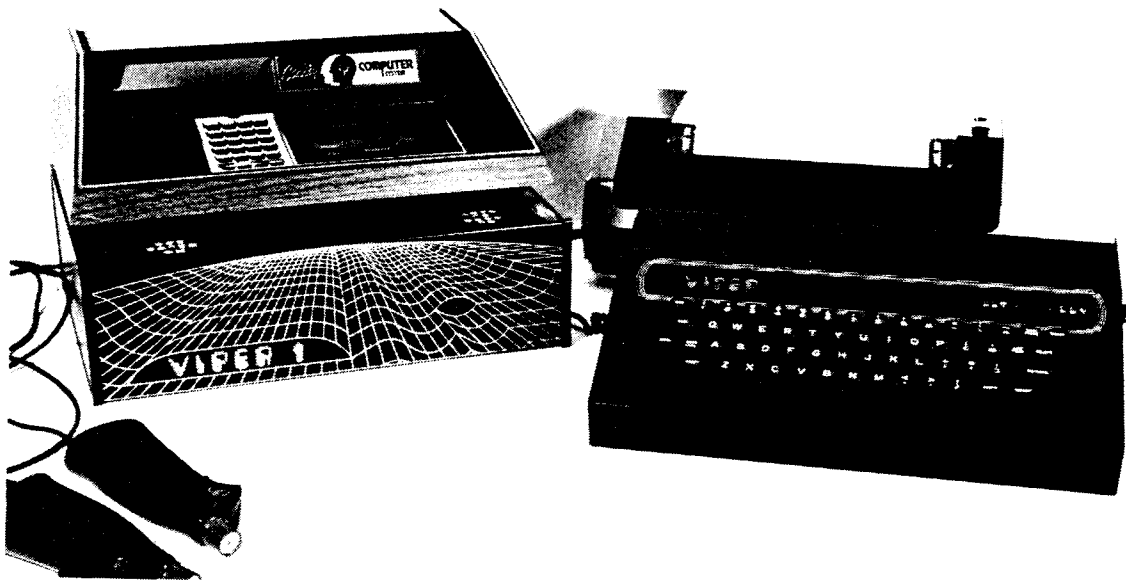
Because quality and performance are No. 1 at Alternative Engineering, every VIPER product is pretested (burnt in) and quality inspected before being shipped. The printed circuit boards are of the highest quality and are all made with these outstanding features:

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

VIPER

Video Image Processing Equipment Research

VIPER is an Alternative Engineering Trademark



—VIPER SYSTEM KEYBOARD—

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

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

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

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

—ADDITIONAL EXPANSION—

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

—VIPER MULTI-BUS ADAPTOR

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

—VIPER EPROM PROGRAMMER CARD

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

—VIPER RS-232 INTERFACE CARD

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

—VIPER 16K RAM CARD

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

—HEADWARE* ROM CARTRIDGES

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

—HEADWARE* SOFTWARE

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

—VIPER KEYBOARD EXTENSION CABLE

—SPECIFICATIONS—

ENVIRONMENTAL:

AMBIENT TEMPERATURE
40°F to 110°F
RELATIVE HUMIDITY
20% to 80%

ELECTRICAL REQUIREMENTS:

110-117 VAC (25w max.)
3 Prong grounded circuit

MECHANICAL:

SYSTEM 1 (5 lbs.)
4.25"H x 15"W x 10"D
KEYBOARD (2.5 lbs.)
3"H x 15"W x 9"D

FUNCTIONAL:

MEMORY CAPACITY (RAM)
16-32K*
INPUT/OUTPUT
Serial keyboard power interface
Bi-directional RS-232 ports*
OPERATING SYSTEM CAPACITY (ROM and EPROM)
16-40K*
ADDITIONAL CAPABILITIES
2K and 4K EPROM programming*

* with VIPER OPTIONAL EQUIPMENT

VIPER 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 ads 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 ads 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 synthesizers 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 Plus 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 compatible 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
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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.

PLEASE ALLOW 4 TO 6 WEEKS FOR DELIVERY.

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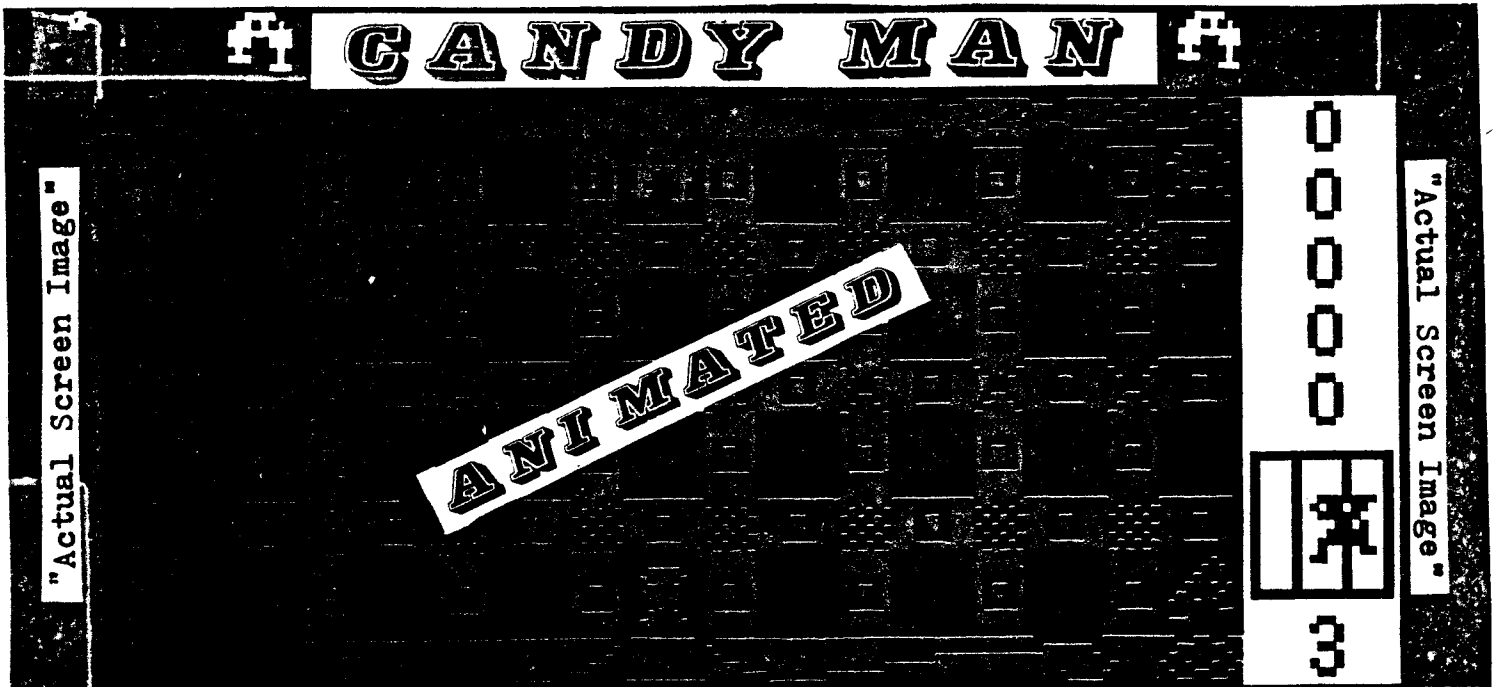
SHIP TO:

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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**



The candy factory is enchanted. There are 2 jokers and 4 gremlins named



Tooter



Scooter



Harem



Farem



Darem



Scarem

who play tricks on the Candy Man.

This factory is in a mess since the two jokers have scattered life savers all over the floor. The Candy Man must eat them up as quickly as possible while avoiding the jokers.

Be careful the jokers will get their buddies, the gremlins, to help them keep the life savers.

Are you up to it? This game will give you all of the enjoyment of it's famous cousin of coin op fame. With Blue Screen Bonus Score & Bonus Lives.

A special note of thanks to Andy Guevera of Bit Fiddlers, whose help with these machine language routines was indispensable.

Tape Cassette
18

Candy Man & River City Gambler - both for \$15.95

New Basic Only

This very detailed screen playfield is possible by a unique feature of the Astrocade, bit-mapping, using screen RAM to store the astounding video image and with machine code programming to provide smooth animated detail of the moving characters. It is equivalent to 6K of memory.

River City Gambler - An exciting dice game. The computer rolls the dice, occasionally giving a "DOUBLE". Numbers are chosen from the listing at the top of the screen to match the roll. This game uses one of L & M's exclusive features. The computer can play, too, as an option. Fun for 1 to 4 people.

For more information please turn the page.

L & M SOFTWARE

8599 Framewood Dr. Newburgh IN.47630

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1-812-853-6895 9AM-9PM CST

1	2	4		6	7	9	10	11	12		

TURN SCORE

 #1= 18

 #2= 3


 #3= 42

 #4= 15


→ #5=

HMM...o

DIE #1



DIE #2

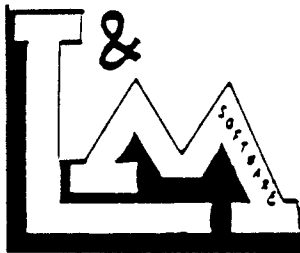


DOUBLE

■ ■ RIVER CITY GAMBLER ■ ■

This dice game with 1 to 4 players plus The Astrocade for a maximum of five players. Or you can even let "Astrocade" play by itself or leave it out all together, if you wish. The object is to eliminate as many of the numbers at the top of the screen as you can, by eliminating combinations or single numbers equal to the combination of the two dice rolled. A new roll of the dice is made by the Computer each time you have used the previous dice combination. Numbers at the top of the screen can be used only once during a player's turn. The computer disallows illegal moves. The low person WINS.

This game is included with CANDY MAN.....Both For \$15.95



SOFTWARE


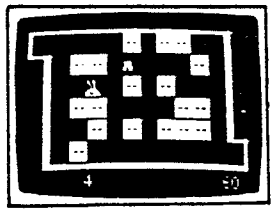
8599 Framewood Dr.
Newburgh, IN 47630

All tapes in Astrocade BASIC only. (Built-in jack & L.E.D.)

NEW




INTRODUCING

beep!

Beep lives in the land of Boggin where he likes to travel from Hither to You. It's not an easy journey. He has to contend with the sluggish Blobs and the pesky Kibosh Kids, Skooter and his speedy little sister, Skeeter. Beep must use his beeper to beep the Blobs out of his way and into the path of the Kids who are trying to tax him. Beep! is a new maze chase game which lets you continually change the maze to your advantage during the game. Oneplayer. Astro BASIC only.

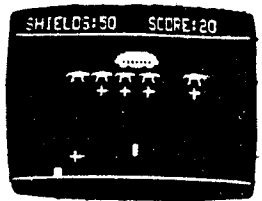
BEEP

blob skooter skeeter

PLUS

STAR SIEGE



T105..... \$9.95
(Please add 50¢ postage)

TINY ARCADE

Box 1043 Cuyahoga Falls, Ohio 44223

The following program is from the "Art Show" programs on Tape #103:

"b" = x (multiply)

```

2 .COMPUTER CR0CHET
3 . BY TOM McCONNELL
10 CLEAR
20 K=RND (4)b2
22 FC=RND (255);BC=RND (32)b8+4+FC
30 C=3
40 Q=RND (7); IF Q<3C=Q
50 S=RND (6)b2+2
55 IF (K=S)+(K>S)IF C<3 GOTO 50
60 FOR R=0TO RND (15)b2+10STEP 5
65 FOR Z=-RTO RSTEP 5
70 BOX Z,R,K,K,C
80 BOX R,Z,K,K,C
90 BOX -R,Z,K,K,C
100 BOX -Z,-R,K,K,C
110 NEXT Z
120 NEXT R
125 FOR T=1TO 999;NEXT T
130 GOTO 20
    
```



**Box 1043
Cuyahoga Falls, Ohio
44223**



L.T.

Poor Little Terrestrial he just wants to go home but there are so many obstacles in his way. Can you help get him up the "STEPS", through the "PITS" the "ZAPPING GAPS" and the "STEPPING STONES"? Before the time runs out? Play L.T. and help him get home.

FOUR PLAY FIELDS, ONE TO FOUR PLAYERS. MACHINE GRAPHICS. ASTRO-BASIC ONLY. SEND \$11.45 TO: WAVEMAKERS, BOX 94801, SCHAUMBURG, IL. 60193

AVAILABLE NOW FROM SPECTRE SYSTEMS!
USED BY PROFESSIONAL GAME DESIGNERS!

BALLY / ASTROCADE GRAPHICS DESIGN PADS

Specially designed pads for:

- **Machine Language**
including hex screen addresses and absolute machine language coordinate system.
- **BASIC**
with BASIC coordinate system and highlighted central axes.
- **Pattern Development**
Great for use with both BASIC and machine language pads when you need to develop small game patterns.

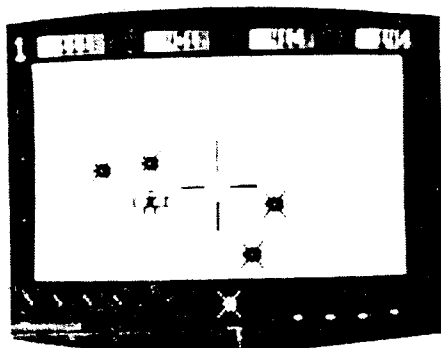
All pads have areas for notes, color selections, port setting and other game related information!

SEND \$500 EACH POST PAID TO: Spectre Systems, P.O. BOX 1741, Dearborn MI 48121

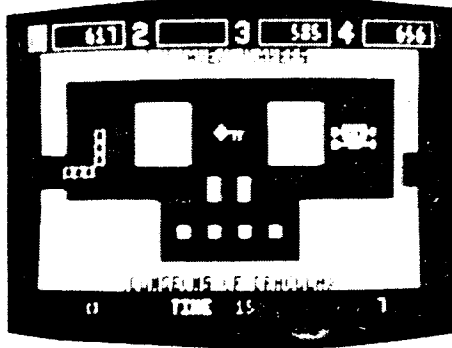
SPECTRE SYSTEMS 1982



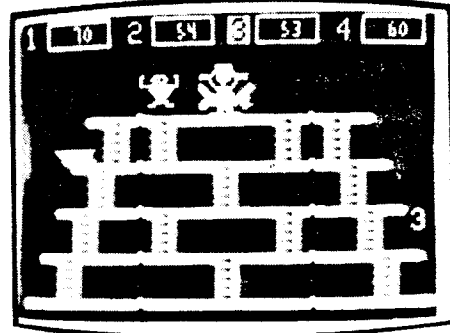
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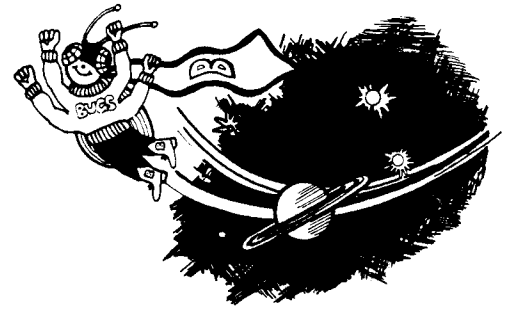
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OR CALL PEGGY GLADDEN (313) 437-3984 FOR MORE INFORMATION

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.

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
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5808 Dogwood
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Pat Wilson
441 Parkside Dr.
Troy, IL 62294

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2336 Alex Korman Blvd.
Harvey, LA 70058
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Matt McCarthy
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Maryland Area
Barbara Vann
4129 Lynn Burke Rd.
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Craig Anderson
(612) 374-3394

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Rod Anderson
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Jim Fauci
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Albuquerque, NM 87107

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Timber Route Box 180
Vernonica, OR 97064

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Gerald Heere
Home: (215) 678-5068

San Antonio Area, TX
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8288 Eckert # 5
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St. Catherines Area, Ontario CANADA
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6 Wood-Dale Dr.
St. Catherines, Ont., CANADA
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Bob Wood
1106 Warden Ave.
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CANADA M1R 2P6

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 questionnaire. Thank You.

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Have you had any problems with your ARCADE unit?

What kind of expansion do you want for your ARCADE?

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__Like Apple or Atari _____

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