

Winter/Spring 1984



THE PROFESSIONAL ARCADE
SOFTWARE and HARDWARE.

SOURCEBOOK

NEW OWNER INFORMATION

SYSTEM SUMMARIES

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

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SOURCEBOOK INTRODUCTION

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

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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.

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 as listings, on cassette tapes, or in cartridge format 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.

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 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 have been almost completely eliminated by a good quality control system. The original BALLY BASIC cartridge requires the use of an external Audio Cassette Interface to load the programs to tape at 300 baud. In late 1980, ASTROVISION Inc. bought the rights to manufacture the ARCADE, and produced the ARCADE units at two locations--Ganner, Iowa and Rancho Cordova, California.

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

The BALLY Professional ARCADE Plus (by ASTROVISION Inc.)

Starting in late 1981 the unit was sold as the BALLY Professional ARCADE Plus, this was essentially the same unit, but included the BALLY BASIC 6004 Videocade with built in Audio Cassette Interface and two handles for \$300. The ARCADE unit was sold through Montgomery Wards without the BALLY BASIC Videocade for \$250. This BALLY BASIC Videocade is referred to as the ASTROVISION BASIC Cartridge in the SOURCEBOOK since it was introduced by ASTROVISION Inc. The new ASTROVISION BASIC loads tapes at 2000 baud (about 14 times faster than the 300 baud). The new ASTROVISION BASIC requires some modifications to the old BALLY BASIC Programs as written in the old editions of the ARCADIAN Newsletter, but these modifications are fairly easy to make. On page G 46 of this SOURCEBOOK you will find information describing the differences between old BALLY BASIC and new ASTROVISION BASIC and the changes that must be made to update the old BALLY BASIC to the new ASTROVISION BASIC. A program is included in the BALLY BASIC 6004 instruction book for loading 300 baud programs thru the new 2000 baud videocade. The new ASTROVISION Cartridge has two major added features (EDIT and TRACE Commands). When ordering programs make sure you indicate which BASIC you have. Remember that the new BALLY BASIC (ASTROVISION BASIC) has the red LED on top and the IN/OUT jack in the lower right hand corner.

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

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

On December 31, 1982, Astrovision asked for protection from its creditors by filing for Chapter 11 under the bankruptcy laws. Since then it has been undergoing reorganization. During the last year no new units have been made, but those units previously made have been sold through various outlets for substantial savings over the normal list prices.

The Astrocade units have been selling at some Montgomery Ward stores for as low as \$29.95 without AstroBASIC. The AstroBASIC Cartridge costs an additional \$10. This is an extremely good buy for a backup unit, especially when you consider that two handles alone used to cost \$44.95. Buying the complete unit just for the handles is another excellent idea.

ADD-ON SYSTEMS

Blue Ram SYSTEM (by Perkins Engineering)

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

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

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

VIPER SYSTEM (by Alternative Engineering)

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

- VIPER System
- USR16K+ Memory Board
- VRS232 Interface Board
- VIPER System Keyboard
- VRP8K EPROM Programmer

Production has been curtailed on the above units while the Z-GRASS system is being developed.

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

64K RAM BOARD (by R & L Enterprises)

This board provides up to 64K bytes of additional memory to allow you to write longer programs and to use the Extended Basic Language.

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.

EXTENDED BASIC LANGUAGE (by Jay Fenton)

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

NEW: erases all existing memory, same as a reset.

ZERO: Sets all single letter variables to zero.

DEFAULT: Sets all device variables to default conditions.

DATA: Allows easier entry of lots of variables.

CIRCLE: Puts a circle on the screen just like the BOX command.

SNAP: Allows you to take a picture of a portion of the screen and save it in memory. Used later with the SHOW command.

SHOW: With this command you can SHOW the picture you took with the SNAP any place on the screen. You can also take various SNAP's and put them together to form larger pictures.

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

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

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

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

THE FUTUREZGRASS-32 Computer System (by Alternative Engineering)

See pages G1 thru G4 for the latest details on the Z-Grass System.

This system with its unique graphics capability will be the premier graphics system for the next few years. It will allow the non-professional programmer to produce arcade quality games and unexcelled graphics in a system that costs under \$1000.

Programs or Hardware that require use of Z-Grass System will be coded with a ZG in the "Equipment Required" column in the Index Section of this SOURCEBOOK.

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AB Circuit Layout	82	Misc.		AB	ARC	E 14
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Amazed in Space	79	Game, Maze	1P	BB,1H	ARC	E 3
Amazing Maze		Game, Maze	1-2P	Cartridge 5001	ACI	F 2
Analog Clock	83	Time, Clock		BB,AB	ARC	E 28
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Artillery Duel		Game, War	1-2P	Cartridge 5005	ACI	F 2
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Collision Course	82	Game, Skill	1-4P	XB.XM,1-4H	WM	G 44
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Dungeons of Dracula	82	Game, Adventure	1-4P	BR,XB,1-4H	WM	G 44
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Extended Memory	83	Product Review		XB	ARC	E 24
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Flying Ace	88	Game, War	1-2P	BR,XM	WM	G 44
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If Statements	79	Tutorial		BB	ARC	E 3
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Keno II 2.0	81	Game, Casino	1P	BB,1H	ARC	E 12
Knockout	81	Game, Skill	1P	AB,1H	SS	G 36
L.T.	83	Game, Skill	1-4P	AB,1-4H	WM	G 43
Laser Battle	81	Game, Skill	1-2P	AB	SS	G 34
Laser Evader	82	Game, Space	1P	BBorAB,1H	ARC	E 16
Lazer Blazer	83	Game, Space	1P	AB,1H	ARC	E 22
Letter Match		Game, Memory	1-4P	Cartridge 4802	ACI	F 2
Life	82	Graphics, Simulation		BBorAB	GMC	G 15
LINE Numbers	82	Tutorial		AB	ARC	E 16
LINE Numbers II	82	Tutorial		AB	ARC	E 17
Line Statements 1 by 1	83	Utility, Aid		BB,AB	ARC	E 20
Locksmith \$100	83	Game, Logic	1P	AB,1H	ARC	E 24
Logo	79	Graphics		BB	ARC	E 5

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Lookout for the Bull I	81	Game, Skill	1-4P	BBorAB,1H	WM	G 43
Lookout for the Bull II	81	Game, Skill	1-4P	BBorAB,1H	WM	G 43
L-I Reverse Box Set	82	Graphics, Art		BBorAB	ARC	E 16
Machine Code Programming	82	Review		BBorAB,MLM	ARC	E 16
Machine Language Monitor	82	Review		BBorAB,MLM	ARC	E 14
Machine Language Monitor	82	Review		BBorAB,MLM	ARC	E 14
Magic Register	82	Tutorial, Graphics		BB	ARC	E 14
Mastermind I	80	Game, Logic	1P	BB	ARC	E 7
Mastermind II	80	Game, Logic	1P	BB	ARC	E 9
Match	81	Game, Board	1-2P	BB	ARC	E 12
MAX (Robot from Space)	82	Game, Space	1P	BBorAB,1H	WM	G 43
Maze Race	80	Game, Maze	2P	BBorAB,2H	WM	G 43
Maze-A-Matic	81	Game, Maze	1P	AB	SS	G 32
Memory Addressing	79	Tutorial		BB	ARC	E 4
Memory Contents-Binary	79	Utility		BB	ARC	E 2
Memory Contents-Hex	79	Utility		BB	ARC	E 3
Memory Display	79	Utility		BB	ARC	E 3
Memory Doodle	81	Graphics		BB	ARC	E 11
Memory Map of AB Vari.	83	Utility		AB	ARC	E 20
Memory Tutorial I	79	Tutorial		BB	ARC	E 6
Memory Tutorial II	80	Tutorial		BB	ARC	E 6
Memory Tutorial III	80	Tutorial		BB	ARC	E 7
Memory Tutorial IV	80	Tutorial		BB	ARC	E 7
Meteoroid	82	Game, Skill	1-2P	BBorAB,1-2H	LMS	G 16
Microtrek	79	Game, Space	1P	BB	ARC	E 4
Mind Bender	82	Game, Logic	1-4P	BBorAB,1-4P	LMS	G 16
Mini Golf	82	Game, Skill	1-4P	BBorAB	EL	G 9
Missile		Game, War	1-2P	Cartridge 2002	ACI	F 1
Missile Attack	81	Game, Skill	1P	AB	SS	G 33
Missile Defense	82	Game, Skill	1P	BBorAB,1H	NI	G 24
Mission Impossible	81	Game, Strategy	1P	BBorAB,1H	LMS	G 13
Monitor Connection	83	Project		BB,AB	ARC	E 23
Monkey Jump	82	Game, Skill	1-4P	AB,1-4H	WM	G 43
Monkey Jump	82	Game, Skill	1-4P	XB,XM,1-4H	WM	G 44
Monthly Loan Program	80	Business		BB	ARC	E 5
More Art Prog. G III	83	Graphics, Demo		BB,AB	ARC	E 18
More Blue Ram BASIC	81	Tutorial		BB	ARC	E 10
Morse Code	80	Educational		BB	ARC	E 8
Motherboard Modification	81	Project		BB	ARC	E 11
Mouse in the Hat	80	Game, Logic	1P	BBorAB,1H	WM	G 43
Ms Candyman	83	Game, Skill	1-4P	AB,1-4H	LMS	G 22
Ms Candyman	83	Game, Skill	1-4P	Cartridge	LMS	G 23
Multi-processing	80	Tutorial		BB	ARC	E 9
Music Composer	80	Music		BBorAB,1H	WM	G 43
Music Processor Commands	83	Tutorial, BR, Music		BR	ARC	E 24
Music Synthesizer Pt 1	79	Tutorial, Music		BB	ARC	E 3
Music Synthesizer Pt 2	79	Tutorial, Music		BB	ARC	E 4
Music (3-voice)	80	Music		BB	ARC	E 7
Musical Staff	81	Music		BB	ARC	E 10
Mystery Maze	81	Game, Skill	1P	AB	SS	G 34
Name and Nicomachus	80	Game, Number	1P	BB	ARC	E 7
Nam-Cap	83	Game, Skill	1-4P	AB	NI	G 25
Nautilus	82	Game, Space	1P	AB,1H	LMS	G 21
New Graphic Char. Maker	81	Graphics, Utility		BB,1H	ARC	E 13
New Music Program	81	Tutorial, Music		BB	ARC	E 13
New Sound	83	Tutorial, Sound		AB	ARC	E 20
New Subsearch	81	Game, War	1P	BB,1H	ARC	E 12
Night Raid	82	Game, War	1P	BBorAB,1H	ARC	E 15
Nim	81	Game, Logic	1-2P	BB,1-2H	ARC	E 11
Note Match	80	Game, Music	1P	BBorAB,1H	WM	G 43
Nuclear Math	81	Educational, Game		BB	ARC	E 13
Number Match	79	Game, Number	1P	BB	ARC	E 5
Obstacle Course	80	Game, Maze	1P	BBorAB,1H	WM	G 43
Old Bent Nose	81	Game, Board	2P	BB,2H	ARC	E 12
Old Glory 1982	82	Graphics		BBorAB	ARC	E 16
Omega Valley	82	Game, Skill	1P	AB,1H	tA	G 37
One Man Bowling	82	Game, Sport	1P	BBorAB,1H	ARC	E 17
Orbit Demo	81	Tutorial, Game	1P	BB,1H	ARC	E 13
Overcoming Loading Prob.	82	Tutorial		AB	ARC	E 17
O-Jello	80	Game, Logic	1P	BB,1H	ARC	E 6
O-Jello II	82	Game, Logic	1-2P	XB only	ARC	E 19
Pack-Rat I	81	Game, Skill	1P	BBorAB,1H	WM	G 43
Pack-Rat II	81	Game, Skill	1P	BBorAB,1H	WM	G 43
Panzer Attack		Game, War	1-4P	Cartridge 2003	ACI	F 1
PEEK and POKE (%)	83	Tutorial, Beginner		AB	ARC	E 24
Perversion	80	Game, Logic	1-6P	BBorAB,1H	WM	G 43
Phantom Starfighters	81	Game, Space	1-2P	BBorAB,1-2H	LMS	G 16

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Pirate's Chase		Game, Chase	1-2P	Cartridge	2015 ACI	F 1
Plain BASIC Talk 1	82	Tutorial, Intermediate		BB,AB	ARC	E 18
Plain BASIC Talk 2	82	Tutorial, Intermediate		BB,AB	ARC	E 19
Plain BASIC Talk 3	83	Tutorial, Intermediate		BB,AB	ARC	E 20
Plain BASIC Talk 4	82	Tutorial, Intermediate		BB,AB	ARC	E 24
Poker		Game, Casino	1-4P	Cartridge	5082 ACI	F 2
Polo	82	Game, Dice	2P	BBorAB,2H	ARC	E 16
Pool	81	Game, Sport	1P	BB,1H	ARC	E 11
Popeye the Sailor	79	Music		BB	ARC	E 5
Pre-Tutorial Pixels	81	Tutorial, Graphics		BB	ARC	E 11
Printing with AB	82	Tutorial, Application		BB,AB	ARC	E 19
Product Review	83	Review		XB	ARC	E 24
Programming Tech. I	81	Tutorial		BB	ARC	E 10
Programming Tech. II	81	Tutorial		BB	ARC	E 10
Program Analysis	83	Tutorial, Intermediate		BB,AB	ARC	E 23
Program Analysis	83	Tutorial, Intermediate		BB,AB	ARC	E 24
Program Title & Instr.	80	Tutorial		BB	ARC	E 9
Pro Bowl	82	Game, Sport	2P	BB,1H,KP	ARC	E 14
PX Function	79	Tutorial		BB	ARC	E 4
Quadron	82	Game, Strategy	1P	BBorAB,1H	ARC	E 15
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Quadron Instructions	82	Game, Instruction	1P	BBorAB,1H	ARC	E 15
Questions?	83	Owner Questions		All	ARC	E 20
Quickdraw	81	Game, Skill	1-2P	BBorAB,1-2H	NI	G 24
R & L Memory Expansion	83	Hardware Review		XM	ARC	E 20
Random Art	79	Graphics		BB	ARC	E 3
Random Numbers, Loops	83	Tutorial, Beginner		BB,AB	ARC	E 20
Reactor	82	Game, Skill	2P	AB,2H	SS	G 36
Rebound \$100	81	Game, Skill	1P	BB,1H	ARC	E 12
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Red Baron		Game, War	2P	Cartridge	2003 ACI	F 1
Rescue Air Drop	81	Game, Skill	1P	BBorAB,1H	LMS	G 17
Rescue of Catherine	82	Game, D&D	1P	AB	TJ	G 40
Resequencing	79	Utility		BB	ARC	E 4
Reverse	79	Game, Logic	1P	BB,1H	ARC	E 2
Reverse	81	Game, Educational	1P	AB	SS	G 33
River City Gambler	81	Game, Casino	1-5P	BBorAB,1-4H	LMS	G 16
Road Toad	82	Game, Skill	1P	AB	EL	G 11
Robot Alert!	81	Game, Skill	1P	AB	SS	G 33
Robothon	82	Game, Skill	1P	AB,1H	SS	G 36
Runaround	82	Game, Skill	1P	AB,1H	SS	G 36
Safe Area for POKES	83	Tutorial, Blue Ram		BR	ARC	E 21
Saucer Attack	82	Game, Space	1P	BBorAB,1H	NI	G 24
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 16
Screen Ram Word Proc.	82	Word Processor		BB	GMC	G 15
Scrolling III	83	Tutorial, Utility		AB	ARC	E 22
Search and Destroy	80	Game, Logic	1P	BBorAB,1H	LMS	G 16
Seawolf		Game, War	1-2P	Cartridge	2002 ACI	F 1
Secret of Pelluciar	82	Game, Maze	1-2P	AB,1-2H	LMS	G 19
Serial and Parallel	80	Tutorial		BB	ARC	E 7
Short Program Selection	81	Graphics, Math		BB	ARC	E 10
Shutbox	83	Game, Dice	1-4P	AB,1-4H	ARC	E 24
Sicko-Therapy I	82	Game, Party	1-?P	BBorAB,KP	NI	G 24
Sicko-Therapy II	82	Game, Party	1-?P	BBorAB,KP	NI	G 24
Simon	79	Game, Logic	1P	BB,1H	ARC	E 2
Simon Says	81	Game, Memory	1P	AB	SS	G 33
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Sink the U-Boat	81	Game, War	1P	BBorAB,1H	LMS	G 17
Ski Slope	82	Game, Sport	1P	AB	EL	G 11
Skunk	81	Game, Dice	1-4P	BBorAB,1-4H	NI	G 24
Sloshed	82	Game, Skill	1-4P	AB,1-4H	NI	G 25
Slot Machine	80	Game, Casino	1P	BBorAB,1H	WM	G 43
Slot Machine I	79	Game, Casino	1P	BB,1H	ARC	E 3
Slot Machine II	79	Game, Casino	1-2P	BB,1-2H	ARC	E 5
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Space Fortress		Game, Space	1-4P	Cartridge 2012	ACI	F 1
Space Gauntlet	82	Game, Skill	1P	BBorAB,1H	tA	G 37
Space Sleuth	81	Game, Adventure	1-4P	BBorAB,1-4H	LMS	G 17
Space Spiders	83	Game, Space	1P	AB,1H	ARC	E 23
Space Quest 2001	81	Game, Space	1P	BBorAB,1H	LMS	G 16
Spacewar I	79	Game, Space	2P	BB,2H	ARC	E 4
Spacewar II	80	Game, Space	1P	BB,1H	ARC	E 6
Speed Math		Educational, Math	1P	Cartridge 4001	ACI	F 2
Speed Math	80	Game, Math	1-2P	BBorAB,1H	WM	G 43
Speed O Math	80	Game, Math	1P	BB,KP	ARC	E 9
Spell 'N Score		Game, Word	1-4P	Cartridge 4002	ACI	F 2
Spinning Wheel	81	Game, Casino	?P	BB,?H	ARC	E 11
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Spirals II	80	Graphics		BB	ARC	E 8
Square Root	79	Math		BB	ARC	E 4
Star Base 2000	81	Game, Space	1P	BBorAB,1H	LMS	G 16
Star Battle		Game, Space	1-2P	Cartridge 2005	ACI	F 1
Star Cruiser	82	Game, Space	1P	AB,1H	SS	G 36
Star Siege	82	Game, Skill	1P	AB,1H	ARC	E 17
Starfighter	81	Game, Space	1P	BB,1H	ARC	E 13
Starship ASTRO	81	Game, Space	1P	AB	SS	G 32
Starship Command	82	Game, Skill	1P	BBorAB	EL	G 9
Stranded on Rigel 5 \$100	82	Game, Space	1P	BB	ARC	E 15
Strategic Air Command	81	Game, War	1P	BB,1H	ARC	E 11
Sub Hunter	81	Game, War	1P	BB,1H	ARC	E 11
Subroutine #81	83	Tutorial, Advanced		BB,AB	ARC	E 21
Subroutines	79	Tutorial		BB	ARC	E 4
Subsearch	80	Game, War	1P	BB	ARC	E 8
Super Craps	81	Game, Casino	1-4P	AB	SS	G 32
Super Missile Attack	82	Game, War	1P	AB,1H	SS	G 36
Super Slot	81	Game, Casino	1-4P	AB	SS	G 32
Super Smack-Up	82	Game, Skill	1P	AB	SS	G 33
Surf Sounds and Crickets	81	Sound		BB	ARC	E 9
Swordfight	83	Game, Starter	1P	BB,AB,1H	ARC	E 21
Symmetrical Art	81	Graphics		BB	ARC	E 12
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Tape Loading	81	Tutorial, Utility		AB	ARC	E 15
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Telling Time \$100	81	Time, Educational	1P	BB,1H	ARC	E 12
Ten Pins	82	Game, Sport	1-4P	BBorAB	EL	G 10
Tennis		Game, Sport	2P	Cartridge 3001	ACI	F 1
The Bit Fiddler Corner 1	82	Monthly Column		MLM	ARC	E 19
The Bit Fiddler Corner 2	83	Monthly Column		MLM	ARC	E 19
The Bit Fiddler Corner 3	83	Monthly Column		MLM	ARC	E 22
The Bit Fiddler Corner 4	83	Monthly Column		MLM	ARC	E 23
The CUBE \$100	82	Game, Logic	1P	BB,KP	ARC	E 14
The Fox and the Hare	80	Game, Board	2P	BBorAB,2H	LMS	G 17
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The Gate Escape	83	Game, Skill	1-4P	AB,1-4H	WM	G 43
The Gate Escape	83	Game, Skill	1-4P	BR,XM	WM	G 44
The Incredible Wizard		Game, Skill	1-2P	Cartridge 2017	ACI	F 1
The Mummy's Treasure	81	Game, Board	1-4P	BBorAB,1-4H	LMS	G 17
The Pits	81	Game, Maze	1P	BB,1H	ARC	E 12
Tic-Tac-Dough	81	Game, Board	1P	AB	SS	G 32
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Title Page	83	Tutorial, Intermediate		BB,AB	ARC	E 21
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Tournament Obstacle Course	81	Game, Maze	1-10P	BBorAB,1H	WM	G 43
Tower of Hanoi	81	Game, Puzzle	1P	BB,1H	ARC	E 10
Tower of Machor	82	Game, D&D	1P	AB	TJ	G 40
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Treasure Cove	83	Game, Skill		Cartridge	EL	G 12
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Variables, Screen Position	82	Tutorial, Beginner		BB,AB	ARC	E 18
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Viperian	82	Game, Skill	1P	AB,1H	tA	G 37
Wavemakers Music Keybo	83	Music, 2 Voice		AB,1H	ARC	E 20
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1K Memory Addition	80	Game, Space	1P	BB,1H	ARC	E 6
2 Letter Music Maker	82	Project		BB	ARC	E 13
30 Tic Tac Toe	82	Music		AB,1H	ARC	E 17
3-voice Music	81	Game, Board	2P	BBorAB,2H	LMS	G 17
3-voice Music Assembler	80	Tutorial, Music		BB	ARC	E 7
4D2 \$100	82	Music, 3-voice		BBorAB	GMC	G 14
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27 ARCADE Xmas Songs	80	Game, Puzzle	1P	BB,1H	ARC	E 7
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	83	Tutorial, Intermediate		BB,AB	ARC	E 22

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Artillery Duel		Game, War	1-2P	Cartridge 5005	ACI	F 2
Astro Battle		Game, Space	1P	Cartridge 2009	ACI	F 1
Astrocade Pinball		Game, Skill	1-4P	Cartridge 3005	ACI	F 2
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Clowns		Game, Skill	1-4P	Cartridge 2004	ACI	F 2
Cosmic Raiders		Game, Space	1-4P	Cartridge	ACI	F 2
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Dodgem		Game, Skill	1P	Cartridge 2001	ACI	F 1
Dogpatch		Game, Skill	2P	Cartridge 2010	ACI	F 1
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Grand Prix		Game, Skill	1-4P	Cartridge 2014	ACI	F 1
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Panzer Attack		Game, War	1-4P	Cartridge 2003	ACI	F 1
Pirate's Chase		Game, Chase	1-2P	Cartridge 2015	ACI	F 1
Poker		Game, Casino	1-4P	Cartridge 5002	ACI	F 2
Red Baron		Game, War	2P	Cartridge 2003	ACI	F 1
Seawolf		Game, War	1-2P	Cartridge 2002	ACI	F 1
Solar Conqueror		Game, Space	1-4P	Cartridge	ACI	F 2
Space Fortress		Game, Space	1-4P	Cartridge 2012	ACI	F 1
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The Incredible Wizard		Game, Sport	1-2P	Cartridge 2017	ACI	F 1
280 ZZZAP!		Game, Skill	1P	Cartridge 2001	ACI	F 1

ARCADIAN NEWSLETTER (ARC) Bob Fabris, Publisher

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BALLY Christmas Card	82	Graphics, Art		BB,AB	ARC	E 18
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Beginning Programming	79	Tutorial		BB	ARC	E 3
BIBLE Quiz	80	Educational	2P	BB	ARC	E 6
Bingo	80	Game, Board	1P	BB,1H	ARC	E 6
Biorhythm I	79	Personal		BB	ARC	E 5

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Biorhythm II	88	Personal		BB	ARC	E 6
Biorhythms	83	Personal, Educational		BB,AB	ARC	E 24
Black Hole	88	Game, Space	1P	BB	ARC	E 7
Blackbox	79	Game, Logic	1P	BB	ARC	E 4
Blackjack	83	Game, Casino	1P	BB,AB,1H	ARC	E 21
Boo	81	Graphics		BB	ARC	E 13
Boolean Logic	83	Tutorial, Beginner		BB,AB	ARC	E 24
BOTS	88	Game, Chase	1P	BB,1H	ARC	E 8
Bowl a Rama	88	Game, Sport	2P	BB,2H	ARC	E 7
BOX-LINE Subroutines	83	Tutorial, Beginner		BB,AB	ARC	E 21
BR PLAY %() Command	83	Tutorial, Blue Ram		BR	ARC	E 23
BR Printer Function	83	Utility, Printer		BR	ARC	E 23
BR Programming	88	Tutorial		BB,BR	ARC	E 9
BR Utility 3.2	83	Product Review		BR	ARC	E 23
Brick N' the Wall	82	Game, Skill	1P	BBorAB,1H	ARC	E 16
Budget Worksheet \$100	82	Business		BB	ARC	E 14
Cartridge Conversion	82	Tutorial		BB,AB	ARC	E 14
Cartridge Swapping II	82	Tutorial		BB,AB	ARC	E 15
Cartridge Swapping III	82	Tutorial		BB,AB	ARC	E 16
Catchem	82	Game, Skill	2P	BBorAB,2H	ARC	E 16
Char. Size & Print Loc.	79	Tutorial, Graphics		BB	ARC	E 3
Checkers I	79	Game, Board	1P	BB	ARC	E 2
Checkers II	79	Game, Board	1P	BB	ARC	E 5
CHRDIS I	82	Tutorial, Advanced		AB	ARC	E 18
CHRDIS II	82	Tutorial, Advanced		AB	ARC	E 19
CHRDIS III	83	Tutorial, Advanced		AB	ARC	E 20
Circle Plotter	81	Graphics		BB	ARC	E 9
Circles	81	Graphics		BB	ARC	E 11
Citadel	82	Game, Skill	1-2P	BBorAB,1-2H	ARC	E 18
Clock	79	Time		BB	ARC	E 2
Code	88	Educational		BB	ARC	E 8
Code-Decode	81	Game, Logic		BB	ARC	E 13
Color Chart	81	Graphics		BB	ARC	E 10
Color Monitor Circuit	82	Project		BB,AB	ARC	E 15
Color Selector	82	Graphics, Utility		BBorAB,1H	ARC	E 18
Columns	82	Game, Logic	1P	BB	ARC	E 14
Compound Interest	81	Business		BB only	ARC	E 12
Computer Crochet	82	Graphics, Art		BBorAB	ARC	E 16
Connect Four I	88	Game, Logic	2P	BB,2H	ARC	E 6
Connect Four II	88	Game, Logic	1-2P	BB,1-2H	ARC	E 8
Control 38	83	Game, Space	1P	AB,1H	ARC	E 23
Count the Dots	88	Game, Skill	1P	BB,1H	ARC	E 8
Creating Spec. Graphics	81	Tutorial, Graphics		BB	ARC	E 11
Crown of Zeus	82	Game, D&D	1P	AB only	ARC	E 18
Crypt-O-Grams	82	Game, Logic	2P	BB	ARC	E 14
Daredevil	81	Game, Race	1P	BB,1H	ARC	E 12
Darts	82	Game, Skill	1-2P	BBorAB,1-2H	ARC	E 17
Data Storage	79	Tutorial		BB	ARC	E 2
Day of Week & Calendar	88	Time		BB	ARC	E 9
Defender II	83	Game, Space	1P	BB,AB,1H	ARC	E 22
Defuse	81	Game, Hunt	1P	BB,1H	ARC	E 18
Digital Couch	81	Game, Personal	1P	BB	ARC	E 18
Distance between 2 Pts	79	Math		BB	ARC	E 4
D&D Speedway	82	Game, Skill	1P	BB,1H	ARC	E 14
Elect. Visual. Center	88	Graphics		BB	ARC	E 5
Extended Memory	83	Product Review		XB	ARC	E 24
Extended Memory	83	Product Review		XB	ARC	E 24
Exterminator	82	Game, Skill	1P	AB,1H	ARC	E 17
File Search	88	Tutorial, Utility		BB only	ARC	E 9
File Search	83	Tutorial, Utility		AB	ARC	E 22
Find YOGI	82	Game, Hunt	1P	AB	ARC	E 18
Fishin' Hole	83	Game, Sport	1P	BB,AB,1H	ARC	E 22
Frequencies	79	Sound		BB	ARC	E 4
Frog	82	Game, Skill	1P	BBorAB,1H	ARC	E 15
Frog Leap	83	Game, Skill	1-2P	AB,1-2H	ARC	E 23
Fudd	82	Game, Skill	1P	BB only	ARC	E 15
G.C.F. and L.C.M.	83	Math, Educational	1P	AB	ARC	E 21
Getting most out of 1800	83	Tutorial, Intermediate		BB,AB	ARC	E 21
Getting Things Together	83	Tutorial, Beginner		BB,AB	ARC	E 22
Ghost Fleet \$100	83	Game, Space	1P	AB,1H	ARC	E 22
Gobblers	81	Game, Skill	2P	BB,2H	ARC	E 13
Gobblers	83	Game, Skill	2P	BB,AB,2H	ARC	E 28
Golf	81	Game, Sport	1-4P	BB,1-4H	ARC	E 18
Golf	83	Game, Sport	1-4P	XB only,BR,1-4H	ARC	E 21
Grandfather Clock	81	Time, Graphics		BB	ARC	E 18
Graphic Character Maker	81	Graphics, Utility		BB	ARC	E 11
Graphic Program	82	Graphics		BB	ARC	E 14

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Graphics Assembler	80	Graphics, Utility		BB	ARC	E 8
Graphix Tablet Simulator	82	Graphics		BR,VS,XB,1H	ARC	E 17
Halloween Ghost	80	Graphics		BB	ARC	E 8
Hamurabi	80	Game, Economic	1P	BB,KP	ARC	E 6
Hangman I	79	Game, Word	2P	BB,1H	ARC	E 5
Hello Dolly	79	Music		BB	ARC	E 5
Hex Poker	81	Utility		BB	ARC	E 11
Hex to Decimal	79	Utility		BB	ARC	E 2
Horizontal Scrolling I	82	Tutorial		AB	ARC	E 17
Horizontal Scrolling II	82	Tutorial		AB	ARC	E 17
Horse Race	80	Game, Sport	1-4P	BB,1-4H	ARC	E 9
Horsrace	80	Game, Sport	1-4P	BB,KP	ARC	E 9
How to use String Arrays	83	Tutorial, Beginner		BB,AB	ARC	E 22
Hybrid Programs	80	Tutorial		BB,BR	ARC	E 8
If Statements	79	Tutorial		BB	ARC	E 3
If Statements	79	Tutorial		BB	ARC	E 3
IF,AND,OR Explanation	79	Tutorial		BB	ARC	E 2
Interrupt Routine	80	Utility		BB	ARC	E 9
Invisible War	81	Game, Space	1P	BB,1H	ARC	E 12
I/O Switch	82	Project		AB	ARC	E 13
JeKyl & Hyde	82	Game, Maze	2P	AB,2H	ARC	E 15
Keno II 2.0	81	Game, Casino	1P	BB,1H	ARC	E 12
Laser Evader	82	Game, Space	1P	BBorAB,1H	ARC	E 16
Lazer Blazer	83	Game, Space	1P	AB,1H	ARC	E 22
LINE Numbers	82	Tutorial		AB	ARC	E 16
LINE Numbers II	82	Tutorial		AB	ARC	E 17
Line Statements I by I	83	Utility, Aid		BB,AB	ARC	E 20
Locksmith \$100	83	Game, Logic	1P	AB,1H	ARC	E 24
Logo	79	Graphics		BB	ARC	E 5
L-I Reverse Box Set	82	Graphics, Art		BBorAB	ARC	E 16
Machine Code Programming	82	Review		BBorAB,MLM	ARC	E 16
Machine Language Monitor	82	Product Review		BBorAB,MLM	ARC	E 14
Machine Language Monitor	82	Product Review		BBorAB,MLM	ARC	E 14
Magic Register	82	Tutorial, Graphics		BB	ARC	E 14
Mastermind I	80	Game, Logic	1P	BB	ARC	E 7
Mastermind II	80	Game, Logic	1P	BB	ARC	E 9
Match	81	Game, Board	1-2P	BB	ARC	E 12
Memory Addressing	79	Tutorial		BB	ARC	E 4
Memory Contents-Binary	79	Utility		BB	ARC	E 2
Memory Contents-Hex	79	Utility		BB	ARC	E 3
Memory Display	79	Utility		BB	ARC	E 3
Memory Doodle	81	Graphics		BB	ARC	E 11
Memory Map of AB Vari.	83	Utility		AB	ARC	E 20
Memory Tutorial I	79	Tutorial		BB	ARC	E 6
Memory Tutorial II	80	Tutorial		BB	ARC	E 6
Memory Tutorial III	80	Tutorial		BB	ARC	E 7
Memory Tutorial IV	80	Tutorial		BB	ARC	E 7
Microtrek	79	Game, Space	1P	BB	ARC	E 4
Monitor Connection	83	Project		BB,AB	ARC	E 23
Monthly Loan Program	80	Business		BB	ARC	E 5
More Art Prog. G III	83	Graphics, Demo		BB,AB	ARC	E 18
More Blue Ram BASIC	81	Tutorial		BB	ARC	E 10
Morse Code	80	Educational		BB	ARC	E 8
Motherboard Modification	81	Project		BB	ARC	E 11
Multi-processing	80	Tutorial		BB	ARC	E 9
Music Processor Commands	83	Tutorial, BR, Music		BR	ARC	E 24
Music Synthesizer Pt 1	79	Tutorial, Music		BB	ARC	E 3
Music Synthesizer Pt 2	79	Tutorial, Music		BB	ARC	E 4
Music (3-voice)	80	Music		BB	ARC	E 7
Musical Staff	81	Music		BB	ARC	E 10
Name and Nicomachus	80	Game, Number	1P	BB	ARC	E 7
New Graphic Char. Maker	81	Graphics, Utility		BB,1H	ARC	E 13
New Music Program	81	Tutorial, Music		BB	ARC	E 13
New Sound	83	Tutorial, Sound		AB	ARC	E 20
New Subsearch	81	Game, War	1P	BB,1H	ARC	E 12
Night Raid	82	Game, War	1P	BBorAB,1H	ARC	E 15
Nim	81	Game, Logic	1-2P	BB,1-2H	ARC	E 11
Nuclear Math	81	Educational, Game		BB	ARC	E 13
Number Match	79	Game, Number	1P	BB	ARC	E 5
Old Bent Nose	81	Game, Board	2P	BB,2H	ARC	E 12
Old Glory 1982	82	Graphics		BBorAB	ARC	E 16
One Man Bowling	82	Game, Sport	1P	BBorAB,1H	ARC	E 17
Orbit Demo	81	Tutorial, Game	1P	BB,1H	ARC	E 13
Overcoming Loading Prob.	82	Tutorial		AB	ARC	E 17
O-Jello	80	Game, Logic	1P	BB,1H	ARC	E 6
O-Jello II	82	Game, Logic	1-2P	XB only	ARC	E 19
PEEK and POKE (%)	83	Tutorial, Beginner		AB	ARC	E 24

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Plain BASIC Talk 1	82	Tutorial, Intermediate		BB,AB	ARC	E 18
Plain BASIC Talk 2	82	Tutorial, Intermediate		BB,AB	ARC	E 19
Plain BASIC Talk 3	83	Tutorial, Intermediate		BB,AB	ARC	E 20
Plain BASIC Talk 4	82	Tutorial, Intermediate		BB,AB	ARC	E 24
Polo	82	Game, Dice	2P	BBorAB,2H	ARC	E 16
Pool	81	Game, Sport	1P	BB,1H	ARC	E 11
Popeye the Sailor	79	Music		BB	ARC	E 5
Pre-Tutorial Pixels	81	Tutorial, Graphics		BB	ARC	E 11
Printing with AB	82	Tutorial, Application		BB,AB	ARC	E 19
Pro Bowl	82	Game, Sport	2P	BB,1H,KP	ARC	E 14
Product Review	83	Review		XB	ARC	E 24
Programming Tech. I	81	Tutorial		BB	ARC	E 10
Programming Tech. II	81	Tutorial		BB	ARC	E 10
Program Analysis	83	Tutorial, Intermediate		BB,AB	ARC	E 23
Program Analysis	83	Tutorial, Intermediate		BB,AB	ARC	E 24
Program Title & Instr.	80	Tutorial		BB	ARC	E 9
PX Function	79	Tutorial		BB	ARC	E 4
Quadron	82	Game, Strategy	1P	BBorAB,1H	ARC	E 15
Quadron Instructions	82	Game, Instruction	1P	BBorAB,1H	ARC	E 15
Questions?	93	Owner Questions		All	ARC	E 20
R & L Memory Expansion	83	Hardware Review		XM	ARC	E 20
Random Art	79	Graphics		BB	ARC	E 3
Random Numbers, Loops	83	Tutorial, Beginner		BB,AB	ARC	E 20
Rebound \$100	81	Game, Skill	1P	BB,1H	ARC	E 12
Recording in AB	83	Tutorial, Application		AB	ARC	E 19
Resequencing	79	Utility		BB	ARC	E 4
Reverse	79	Game, Logic	1P	BB,1H	ARC	E 2
Safe Area for POKES	83	Tutorial, Blue Ram		BR	ARC	E 21
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 14
Scrolling III	83	Tutorial, Utility		AB	ARC	E 22
Serial and Parallel	80	Tutorial		BB	ARC	E 7
Short Program Selection	81	Graphics, Math		BB	ARC	E 10
Shutbox	83	Game, Dice	1-4P	AB,1-4H	ARC	E 24
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 5
Slot Machine III	80	Game, Casino	1P	BB,1H	ARC	E 7
Slot Machine IV	80	Game, Casino	1P	BBorAB	ARC	E 16
SNAP and SHOW	83	Tutorial, Graphics		AB	ARC	E 19
SNAP and SHOW Update	83	Tutorial, Graphics		AB	ARC	E 21
Sound Graph	79	Sound		BB	ARC	E 3
Sound Variable Conver.	83	Tutorial, Sound		AB	ARC	E 20
Space Spiders	83	Game, Space	1P	AB,1H	ARC	E 23
Spacewar I	79	Game, Space	2P	BB,2H	ARC	E 4
Spacewar II	80	Game, Space	1P	BB,1H	ARC	E 6
Speed O Math	80	Game, Math	1P	BB,KP	ARC	E 9
Spinning Wheel	81	Game, Casino	7P	BB,7H	ARC	E 11
Spirals I	80	Graphics		BB	ARC	E 7
Spirals II	80	Graphics		BB	ARC	E 8
Square Root	79	Math		BB	ARC	E 4
Star Siege	82	Game, Skill	1P	AB,1H	ARC	E 17
Starfighter	81	Game, Space	1P	BB,1H	ARC	E 13
Stranded on Rigel 5 \$100	82	Game, Space	1P	BB	ARC	E 15
Strategic Air Command	81	Game, War	1P	BB,1H	ARC	E 11
Sub Hunter	81	Game, War	1P	BB,1H	ARC	E 11
Subroutine #81	83	Tutorial, Advanced		BB,AB	ARC	E 21
Subroutines	79	Tutorial		BB	ARC	E 4
Subsearch	80	Game, War	1P	BB	ARC	E 8
Surf Sounds and Crickets	81	Sound		BB	ARC	E 9
Swordfight	83	Game, Starter	1P	BB,AB,1H	ARC	E 21
Symmetrical Art	81	Graphics		BB	ARC	E 12
Tape Duplication Ckt	82	Project		BBorAB	ARC	E 15
Tape Loading	81	Tutorial, Utility		AB	ARC	E 15
Tape Loading Method	81	Tutorial, Utility		BB	ARC	E 13
Taping Memory	80	Tutorial, Utility		BB	ARC	E 9
Telling Time \$100	81	Time, Educational	1P	BB,1H	ARC	E 12
The Bit Fiddler Corner 1	82	Monthly Column		MLM	ARC	E 19
The Bit Fiddler Corner 2	83	Monthly Column		MLM	ARC	E 19
The Bit Fiddler Corner 3	83	Monthly Column		MLM	ARC	E 22
The Bit Fiddler Corner 4	83	Monthly Column		MLM	ARC	E 23
The CUBE \$100	82	Game, Logic	1P	BB,KP	ARC	E 14
The Game Player		Software Review		See all pages after	ARC	E 16
The Pits	81	Game, Maze	1P	BB,1H	ARC	E 12
Title Page	83	Tutorial, Intermediate		BB,AB	ARC	E 21
Top 5 Today	82	Tutorial		BB,AB	ARC	E 15

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Touch Tone Simulate	79	Sound		BB	ARC	E 3
Tower of Hanoi	81	Game, Puzzle	1P	BB,1H	ARC	E 10
Trapshoot	83	Game, Sport	1-4P	BB,AB,1-4H	ARC	E 21
Twixt	81	Game, Board	1P	BB,1H	ARC	E 11
Two Bytes Worth	82	Tutorial		BBorAB	ARC	E 17
Using ASTROBASIC Editor	82	Tutorial		AB	ARC	E 17
Variables, Screen Position	82	Tutorial, Beginner		BB,AB	ARC	E 18
Wavemakers Music Keyboard	83	Music, 2 Voice		AB,1H	ARC	E 20
What is a Program,CX,CY	82	Tutorial, Beginner		BB,AB	ARC	E 18
Word Hunt \$100	82	Game, Word	1-4P	BBorAB,1H	ARC	E 18
XB Character Display	83	Tutorial, XB		XB	ARC	E 23
Yahtzee	80	Game, Dice	1-4P	BB,1-4H	ARC	E 8
Zappit	80	Game, Space	1P	BB,1H	ARC	E 6
1K Memory Addition	82	Project		BB	ARC	E 13
2 Letter Music Maker	82	Music		AB,1H	ARC	E 17
3-voice Music	80	Tutorial, Music		BB	ARC	E 7
4D2 \$100	81	Graphics		BB	ARC	E 13
15 Puzzle	80	Game, Puzzle	1P	BB,1H	ARC	E 7
2000 AD	80	Game, Space	1P	BB,1H	ARC	E 6
3159 or 3164 ROM	83	Tutorial		BB,AB	ARC	E 19
@(HURRAY)	83	Tutorial, Intermediate		BB,AB	ARC	E 22

Bob's Electronics (BE) Bob Peace

Expanded Music Program	83	Music, 3-voice		AB	BE	G 7
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Esoterica Ltd. (EL) Daniel Drescher

BlastDroids	83	Game, Skill	1-2P	Cartridge	EL	G 13
Bomb Squad	82	Game, Strategy	1P	BBorAB	EL	G 10
Garbersville	82	Game, Skill	1P	BBorAB	EL	G 10
Great American Jigsaw	82	Game, Puzzle	1-2P	BBorAB	EL	G 9
Mini Golf	82	Game, Skill	1-4P	BBorAB	EL	G 9
Road Toad	82	Game, Skill	1P	AB	EL	G 11
Ski Slope	82	Game, Skill	1P	AB	EL	G 11
Starship Command	82	Game, Skill	1P	BBorAB	EL	G 9
Ten Pins	82	Game, Sport	1-4P	BBorAB	EL	G 10
Treasure Cove	83	Game, Skill	1-4P	Cartridge	EL	G 12
Wildcatter	82	Game, Economic	1-4P	BBorAB	EL	G 10

George Moses Co. (GMC)

Analog NonDigital Clock	81	Time, Clock		BBorAB	GMC	G 15
Astro-Zap!!!	81	Game, Skill	1-4P	BBorAB,1-4H	GMC	G 15
Bach's 15 2pt Invent.	80	Music, 3-voice		BBorAB	GMC	G 14
BALLY ARCADE Ragtime	80	Music, 3-voice		BBorAB	GMC	G 14
Home Budget Keeper	82	Business		AB only	GMC	G 15
Life	82	Graphics, Simulation		BBorAB	GMC	G 15
Screen Ram Word Proces.	82	Word Processor		BB only	GMC	G 15
Sinfona to Cantata	82	Music, 3-voice		AB only	GMC	G 14
Timecard Calculator	82	Business		BB only	GMC	G 15
3-voice Music Assembler	82	Music, 3-voice		BBorAB	GMC	G 14
27 ARCADE Xmas Songs	81	Music, 3-voice		BBorAB	GMC	G 14

L & M Software (LMS) Bill Loos

Air Raid	81	Game, War	1P	BBorAB,1H	LMS	G 16
Alien Invasion	82	Game, Skill	1P	AB,1H	LMS	G 18
Atom Smasher	81	Game, Strategy	2P	BBorAB,2H	LMS	G 17
Ayatollah Dart Board	80	Game, Skill	1P	BBorAB,1H	LMS	G 17
Black Lagoon	81	Game, Maze	1P	BBorAB,1H	LMS	G 16
Bombardier	81	Game, War	1P	BBorAB,1H	LMS	G 16
Claim Jumper	81	Game, Strategy	1-5P	BBorAB,1-5H	LMS	G 16
Cosmic Saucer Battle	81	Game, Space	1-2P	BBorAB,1-2H	LMS	G 16
Coyote-Road Runner	81	Game, Skill	2P	BBorAB,2H	LMS	G 17
Crazy Ball(Two in One)	80	Game, Skill	1P	BBorAB,1H	LMS	G 17
Exitors Revenge	82	Game, Space	1P	AB,1H	LMS	G 20
Galactic War 2002	80	Game, Space	1P	BBorAB,1H	LMS	G 17
Meteoroid	82	Game, Skill	1-2P	BBorAB,1-2H	LMS	G 16
Mind Bender	82	Game, Logic	1-4P	BBorAB,1-4P	LMS	G 16
Mission Impossible	81	Game, Strategy	1P	BBorAB,1H	LMS	G 17
Ms Candyman	83	Game, Skill	1-4P	AB,1-4H	LMS	G 22
Ms Candyman	83	Game, Skill	1-4P	Cartridge	LMS	G 23

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Nautilus	82	Game, Space	1P	AB, 1H	LMS	G 21
Phantom Starfighters	81	Game, Space	2F	BBorAB, 1-2H	LMS	G 16
Rescue Air Drop	81	Game, Skill	1P	BBorAB, 1H	LMS	G 17
River City Gambler	81	Game, Casino	1-3P	BBorAB, 1-4H	LMS	G 16
Search and Destroy	80	Game, Logic	1P	BBorAB, 1H	LMS	G 16
Secret of Palluctiar	82	Game, Maze	1-2P	AB, 1-2H	LMS	G 19
Sink the U-Boat	81	Game, War	1P	BBorAB, 1H	LMS	G 17
Space Checkers	81	Game, Strategy	1-2P	BBorAB, 2H	LMS	G 17
Space Sleuth	81	Game, Adventure	1-4P	BBorAB, 1-4H	LMS	G 17
Space Quest 2001	81	Game, Space	1P	BBorAB, 1H	LMS	G 16
Star Base 2000	81	Game, Space	1P	BBorAB, 1H	LMS	G 16
Target(Trio of Games)	80	Game, Skill	1P	BBorAB, 1H	LMS	G 16
The Fox and the Hare	80	Game, Board	2P	BBorAB, 2H	LMS	G 17
The Mummy's Treasure	81	Game, Board	1-4P	BBorAB, 1-4H	LMS	G 17
3D Tic Tac Toe	81	Game, Board	2P	BBorAB, 2H	LMS	G 17

New Image (NI) Don Gladden

Bowling Secretary	81	Business		AB	NI	G 25
Catch the Bomb	82	Game, Skill	1-4P	AB, 1-4H	NI	G 24
Chuck-A-Luck	82	Game, Casino	1P	AB, KP	NI	G 24
Claustrophobia	82	Game, Maze	1-4P	AB, 1-4H	NI	G 24
Frogway	82	Game, Skill	1-4P	AB, 1-4H	NI	G 25
General Video Assembler	83	Machine Language		AB, XM	NI	G 25
Golf	83	Game, Sport	1-4P	XB, 16K, BR	NI	G 25
Guess Five	81	Game, Logic	1P	AB, KP	NI	G 24
Haunted House	81	Game, Adventure	1P	AB, KP	NI	G 24
Missile Defense	82	Game, Skill	1P	AB, 1H	NI	G 24
Nam-Cap	83	Game, Skill	1-4P	AB	NI	G 25
Quickdraw	81	Game, Skill	1-2P	AB, 1-2H	NI	G 24
Saucer Attack	82	Game, Space	1P	AB, 1H	NI	G 24
Sicko-Therapy-I	82	Game, Party	1-7P	AB, KP	NI	G 24
Sicko-Therapy-II	82	Game, Party	1-7P	AB, KP	NI	G 24
Skunk	81	Game, Dice	1-4P	AB, 1-4H	NI	G 24
Sloshed	82	Game, Skill	1-4P	AB, 1-4H	NI	G 25
Sneaky Snake		Game, Skill	1-4P	Cartridge	NI	G 26

Super Software (SS) Rob Rosenhouse

Astro Slot	81	Game, Casino	1P	AB	SS	G 32
Barracade	81	Game, Skill	1P	AB	SS	G 33
Beatle Quiz	81	Educational	1P	AB	SS	G 33
Cosmic Zap	81	Game, Space	1P	AB	SS	G 33
Crossfire	82	Game, Skill	1P	AB, 1H	SS	G 36
Defense Force	82	Game, Skill	1P	AB	SS	G 34
Dog Racing	81	Game, Sport	1-4P	AB	SS	G 32
Falling Stars	81	Game, Skill	1P	AB	SS	G 34
Football	81	Game, Sport	1-2P	AB	SS	G 32
Force Field	82	Game, Skill	1P	AB, 1H	SS	G 35
Gyro	82	Game, Skill	1P	AB	SS	G 35
Hustle!	81	Game, Skill	1P	AB	SS	G 34
Knockout	82	Game, Skill	1P	AB, 1H	SS	G 36
Laser Battle	81	Game, Skill	1-2P	AB	SS	G 34
Maze-A-Matic	81	Game, Maze	1P	AB	SS	G 32
Missile Attack	81	Game, Skill	1P	AB	SS	G 33
Mystery Maze	81	Game, Skill	1P	AB	SS	G 34
Pick-Six Keno	82	Game, Casino	1P	AB, 1H	SS	G 36
Reactor	82	Game, Skill	2P	AB, 2H	SS	G 36
Reverse	81	Game, Educational	1P	AB	SS	G 33
Robot Alert!	81	Game, Skill	1P	AB	SS	G 33
Robothon	82	Game, Skill	1P	AB, 1H	SS	G 36
Runaround	82	Game, Skill	1P	AB, 1H	SS	G 36
Simon Says	81	Game, Memory	1P	AB	SS	G 33
Smack-Up	81	Game, Skill	1P	AB	SS	G 33
Snake	82	Game, Skill	1P	AB, 1H	SS	G 36
Space Dock	82	Game, Simulation	1P	AB	SS	G 34
Star Cruiser	82	Game, Space	1P	AB, 1H	SS	G 36
Starship Astro	81	Game, Space	1P	AB	SS	G 32
Super Craps	81	Game, Casino	1-4P	AB	SS	G 32
Super Missile Attack	82	Game, War	1P	AB, 1H	SS	G 36
Super Slot	81	Game, Casino	1-4P	AB	SS	G 32
Super Smack-Up	82	Game, Skill	1P	AB	SS	G 33
Tic-Tac-Dough	81	Game, Board	1P	AB	SS	G 32
Zapper	81	Game, Skill	1P	AB	SS	G 35

Title	YR	Type	Number of Players	Equipment Required	Source	Page
<u>tiny ARCADE (tA) Tom McConnell</u>						
Art Show	82	Graphics		AB	tA	G 38
AstroTerror	82	Game, Skill	1P	AB,1H	tA	G 37
beep!	83	Game, Skill	1P	AB	tA	G 39
Cruncher	82	Game, Skill	1P	AB	tA	G 37
Fireworks	82	Graphics		AB	tA	G 38
Gamma Wars	82	Game, Skill	1-2P	AB	tA	G 38
Omega Valley	82	Game, Skill	1P	AB,1H	tA	G 37
Quadron	82	Game, Strategy	1P	BBorAB,1H	tA	G 37
Space Gauntlet	82	Game, Skill	1P	BBorAB,1H	tA	G 37
Vindicator	82	Game, Strategy	1P	AB	tA	G 38
Viperian	82	Game, Skill	1P	AB,1H	tA	G 37

Todd Johnson (TJ)

Escape From Rantanam IV	82	Game, D&D	1P	AB	TJ	G 40
Rescue of Catherine	82	Game, D&D	1P	AB	TJ	G 40
Tower of Machor	82	Game, D&D	1P	AB	TJ	G 40

WaveMakers (WM) Mike Peace

Backgammon	81	Game, Board	1P	BBorAB	WM	G 43
Castle of Horror	82	Game, Skill	1P	AB only,1H	WM	G 43
Character Analysis	82	Game, Skill	1P	AB,KP	WM	G 43
Chord Progressions	80	Educational, Music		BBorAB,1H	WM	G 43
Clue	80	Game, Logic	1-6P	BBorAB,KP	WM	G 43
Collision Course	82	Game, Skill	1-4P	AB,1-4H	WM	G 43
Collision Course	82	Game, Skill	1-4P	BR,XM,1-4H	WM	G 44
Dungeons of Dracula	82	Game, Adventure	1-4P	AB,1-4H	WM	G 43
Dungeons of Dracula	82	Game, Adventure	1-4P	BR,XM,1-4H	WM	G 44
Flying Ace	80	Game, War	1-2P	BBorAB,1H	WM	G 43
Flying Ace	80	Game, War	1-2P	BR,XM	WM	G 44
Guitar Course	80	Educational, Music		BBorAB	WM	G 43
Guitar Course (Tuning)	80	Educational, Music		BBorAB,1H	WM	G 43
Horse Race	80	Game, Sport	1-4P	BBorAB,KP	WM	G 43
L.T.	83	Game, Skill	1-4P	AB,1-4H	WM	G 43
Lookout for the Bull	81	Game, Skill	1-4P	BBorAB,1H	WM	G 43
Lookout for the Bull II	81	Game, Skill	1-4P	BBorAB,1H	WM	G 43
MAX (Robot from Space)	80	Game, Skill	1P	BBorAB,1H	WM	G 43
Maze Race	80	Game, Maze	2P	BBorAB,2H	WM	G 43
Monkey Jump	82	Game, Skill	1-4P	AB,1-4H	WM	G 43
Monkey Jump	82	Game, Skill	1-4P	BR,XM,1-4H	WM	G 44
Mouse in the Hat	80	Game, Logic	1P	BBorAB,1H	WM	G 43
Music Composer	80	Music		BBorAB,1H	WM	G 43
Note Match	80	Game, Music	1P	BBorAB,1H	WM	G 43
Obstacle Course	80	Game, Maze	1P	BBorAB,1H	WM	G 43
Pack-Rat	81	Game, Skill	1P	BBorAB,1H	WM	G 43
Pack-Rat II	81	Game, Skill	1P	BBorAB,1H	WM	G 43
Perversion	80	Game, Logic	1-6P	BBorAB,1H	WM	G 43
Slot Machine	80	Game, Casino	1P	BBorAB,1H	WM	G 43
Space Chase	80	Game, Space	1P	BBorAB,KP	WM	G 43
Speed Math	80	Game, Math	1-2P	BBorAB,1H	WM	G 43
The Gate Escape	83	Game, Skill	1-4P	AB	WM	G 43
The Gate Escape	83	Game, Skill	1-4P	BR,XM	WM	G 44
Tourament Obstacle Crs	81	Game, Maze	1-10P	BBorAB,1H	WM	G 43
Whiz Quiz (Trivia)	82	Game, Quiz	1P	BBorAB	WM	G 43
Yahtzee	80	Game, Dice	1-4P	BBorAB,1H	WM	G 43

Title	YR	Type	Number of Players	Equipment Required	Source	Page
BUSINESS						
Bowling Secretary	81	Business		BBorAB	NI	G 23
Budget Worksheet \$100	82	Business		BB	ARC	E 18
Compound Interest	81	Business		BB only	ARC	E 15
Home Budget Keeper	82	Business		AB only	GMC	G 15
Monthly Loan Program	88	Business		BB	ARC	E 7
Timecard Calculator	82	Business		BB only	GMC	G 15
EDUCATIONAL						
Beatle Quiz	81	Educational	1P	BBorAB	SS	G 31
BIBLE Quiz	80	Educational	2P	BB	ARC	E 8
Big City Slick	82	Game, Educational	1-4P	BBorAB	EL	G 11
Bingo Math		Educational, Math	2P	Cartridge 4801	ACI	F 2
Biorhythms	83	Personal, Educational		BB,AB	ARC	E 24
Chord Progressions	82	Educational, Music		BBorAB,1H	WM	G 43
Code	80	Educational		BB	ARC	E 9
G.C.F. and L.C.M.	83	Math, Educational	1P	AB	ARC	E 21
Great American Jigsaw	82	Game, Educational	1-2P	BBorAB	EL	G 9
Guitar Course	80	Educational, Music		BBorAB	WM	G 43
Guitar Course (Tuning)	80	Educational, Music		BBorAB	WM	G 43
Morse Code	80	Educational		BB	ARC	E 18
Nuclear Math	81	Educational, Game		BB	ARC	E 16
Reverse	81	Game, Educational	1P	BBorAB	SS	G 31
Speed Math		Educational, Math	1P	Cartridge 4801	ACI	F 2
Telling Time	81	Time, Educational	1P	BB,1H	ARC	E 15
GAMES						
Acey Ducey		Game, Casino	1-4P	Cartridge 5802	ACI	F 2
Air Raid	81	Game, War	1P	BBorAB,1H	LMS	G 16
Alien	82	Game, Space	1P	BB,1H	ARC	E 14
Alien Invasion	82	Game, Skill	1P	AB,1H	LMS	G 18
Amazed in Space	79	Game, Maze	1P	BB,1H	ARC	E 3
Amazing Maze		Game, Maze	1-2P	Cartridge 5801	ACI	F 2
Arcade Dice	79	Game, Casino	1-4P	BB,1-4H	ARC	E 5
Artillery Duel		Game, War	2P	Cartridge 5805	ACI	F 2
Artillery Duel	80	Game, War	2P	BB,2H	ARC	E 7
Astro Battle		Game, Space	1P	Cartridge 2809	ACI	F 1
Astro Slot	81	Game, Casino	1P	AB	SS	G 32
ASTRO ZAP \$100	82	Game, Skill	1-4P	BBorAB,1-4H	ARC	E 16
Astrocade Pinball		Game, Skill	1-4P	Cartridge 3805	ACI	F 2
Astro-Zap!!!	81	Game, Skill	1-4P	BBorAB,1-4H	GMC	G 15
Astro-Terror	82	Game, Skill	1P	AB,1H	TA	G 37
Atom Smasher	81	Game, Strategy	2P	BBorAB,2H	LMS	G 17
Attack	79	Game, Chase	1P	BB,1H	ARC	E 5
Attack	80	Game, Hunt	1P	BB,1H	ARC	E 19
Ayatollah Dart Board	80	Game, Skill	1P	BBorAB,1H	LMS	G 17
Backgammon	81	Game, Board	1P	BBorAB	WM	G 43
Bagels	79	Game, Logic	1P	BB	ARC	E 6
BALLY BASIC Tape Side A	83	Games, Sampler	1P	BB,1H	ARC	E 22
BALLY BASIC Tape Side B	83	Games, Sampler	1P	BB,1H	ARC	E 22
BALLY Black Box	81	Game, Logic	1-4P	BB,1-4H	ARC	E 12
BALLY 500	81	Game, Skill	2-3P	BB,1-2H	ARC	E 18
Bangman	79	Game, Word	2P	BB,1H	ARC	E 3
Barracade	81	Game, Skill	1P	BBorAB	SS	G 33
Baseball		Game, Sport	2P	Cartridge 3801	ACI	F 1
Baseball	82	Game, Sport	2P	BBorAB,2H	ARC	E 18
Battleship	82	Game, War	2P	BBorAB,2H	ARC	E 17
beep!	83	Game, Skill	1P	AB	TA	G 39
Big City Slick	82	Game, Educational	1-4P	BBorAB	EL	G 5
Bingo	80	Game, Board	1P	BB,1H	ARC	E 7
Black Hole	80	Game, Space	1P	BB	ARC	E 7
Black Lagoon	81	Game, Maze	1P	BBorAB,1H	LMS	G 16
Blackbox	79	Game, Logic	1P	BB	ARC	E 4
Blackjack		Game, Casino	1-4P	Cartridge 5802	ACI	F 2
Blackjack	83	Game, Casino	1P	BB,AB,1H	ARC	E 21
BlastDroids		Game, Skill	1-2P	Cartridge	EL	G 13
Bomb Squad	82	Game, Strategy	1P	BBorAB	EL	G 18
Bombardier	81	Game, War	1P	BBorAB,1H	LMS	G 16
BOTS	80	Game, Chase	1P	BB,1H	ARC	E 8
Bowl a Rama	80	Game, Sport	2P	BB,2H	ARC	E 7
Brick N' the Wall	82	Game, Skill	1P	BBorAB,1H	ARC	E 16

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Brickyard		Game, Skill	1-4P	Cartridge 2004	ACI	F 1
Castle of Horror	82	Game, Skill	1P	AB	WM	G 43
Catch the Bomb	82	Game, Skill	1-4P	AB, 1-4H	NI	G 24
Catchem	82	Game, Skill	2P	BBorAB, 2H	ARC	E 16
Character Analysis	82	Game, Skill	1P	AB, KP	WM	G 43
Checkers I	79	Game, Board	1P	BB	ARC	E 2
Checkers II	79	Game, Board	1P	BB	ARC	E 5
Chuck-A-Luck	82	Game, Casino	1P	BBorAB, KP	NI	G 24
Citadel	82	Game, Skill	1-2P	BBorAB, 1-2H	ARC	E 18
Claim Jumper	81	Game, Strategy	1-5P	BBorAB, 1-5H	LMS	G 16
Claustrophobia	82	Game, Maze	1-4P	AB, 1-4H	NI	G 24
Clowns		Game, Skill	1-4P	Cartridge 2004	ACI	F 1
Clue	80	Game, Logic	1-6P	BBorAB, KP	WM	G 43
Code-Decode	81	Game, Logic		BB	ARC	E 13
Collision Course	82	Game, Skill	1-4P	AB, 1-4H	WM	G 43
Collision Course	82	Game, Skill	1-4P	XB, XM, 1H	WM	G 44
Columns	82	Game, Logic	1P	BB	ARC	E 14
Connect Four I	80	Game, Logic	2P	BB, 2H	ARC	E 6
Connect Four II	80	Game, Logic	1-2P	BB, 1-2H	ARC	E 8
Control 30	83	Game, Space	1P	AB, 1H	ARC	E 23
Cosmic Raiders	83	Game, Space	1-4P	Cartridge	ACI	F 2
Cosmic Saucer Battle	81	Game, Space	1-2P	BBorAB, 1-2H	LMS	G 16
Cosmic Zap	81	Game, Space	1P	BBorAB	SS	G 33
Count the Dots	80	Game, Skill	1P	BB, 1H	ARC	E 8
Coyote-Road Runner	81	Game, Skill	2P	BBorAB, 2H	LMS	G 17
Crazy Ball(Two in One)	80	Game, Skill	1P	BBorAB, 1H	LMS	G 17
Crossfire	82	Game, Skill	1P	AB, 1H	SS	G 36
Crosswords		Game, Word	1-4P	Cartridge 4002	ACI	F 2
Crown of Zeus	82	Game, D&D	1P	AB only	ARC	E 18
Cruncher	82	Game, Skill	1P	AB	tA	G 37
Crypt-O-Grams	82	Game, Logic	2P	BB	ARC	E 14
Daredevil	81	Game, Race	1P	BB, 1H	ARC	E 12
Darts	82	Game, Skill	1-2P	BBorAB, 1-2H	ARC	E 17
Defender II	83	Game, Space	1P	BB, AB, 1H	ARC	E 22
Defense Force	82	Game, Skill	1P	AB	SS	G 34
Defuse	81	Game, Hunt	1P	BB, 1H	ARC	E 10
Demolition Derby		Game, Skill	1-4P	Cartridge 2014	ACI	F 1
Digital Couch	81	Game, Personal	1P	BB	ARC	E 10
Dodgem		Game, Skill	1P	Cartridge 2001	ACI	F 1
Dog Racing	81	Game, Sport	1-4P	BBorAB	SS	G 32
Dogpatch		Game, Skill	2P	Cartridge	ACI	F 1
Dungeons of Dracula	82	Game, D&D	1-4P	AB, 1-4H	WM	G 43
Dungeons of Dracula	82	Game, Adventure	1-4P	BR, XB, 1-4H	WM	G 44
D&D Speedway	82	Game, Skill	1P	BB, 1H	ARC	E 14
Escape from Rantanam	82	Game, D&D	1P	AB	TJ	G 44
Exitors Revenge	82	Game, Space	1P	AB, 1H	LMS	G 20
Exterminator	82	Game, Skill	1P	AB, 1H	ARC	E 17
Falling Stars	81	Game, Skill	1P	BBorAB	SS	G 34
Find YOGI	82	Game, Hunt	1P	AB	ARC	E 18
Fishin' Hole	83	Game, Sport	1P	BB, AB, 1H	ARC	E 22
Flying Ace	80	Game, War	1-2P	BBorAB, 1H	WM	G 43
Flying Ace	80	Game, War	1-2P	BR, XM	WM	G 44
Football		Game, Sport	1-4P	Cartridge 3002	ACI	F 1
Football	81	Game, Sport	1-2P	BBorAB	SS	G 32
Force Field	82	Game, Skill	1P	AB, 1H	SS	G 35
Frog	82	Game, Skill	1P	BBorAB, 1H	ARC	E 15
Frog Leap	83	Game, Skill	1-2P	AB, 1-2H	ARC	E 23
Frogway	82	Game, Skill	1-4P	AB, 1-4H	NI	G 25
Fudd	82	Game, Skill	1P	BB only	ARC	E 15
Galactic Invasion		Game, Space	1-4P	Cartridge 2011	ACI	F 1
Galactic War 2002	80	Game, Space	1P	BBorAB, 1H	LMS	G 17
Gamma Wars	82	Game, Skill	1-2P	AB	tA	G 30
Garbersville	82	Game, Skill	1P	BBorAB	EL	G 10
Ghost Fleet \$100	83	Game, Space	1P	AB, 1H	ARC	E 22
Gobblers	81	Game, Skill	2P	BB, 2H	ARC	E 13
Gobblers	83	Game, Skill	2P	BB, AB, 2H	ARC	E 20
Golf	81	Game, Sport	1-4P	BB, 1-4H	ARC	E 10
Golf	83	Game, Sport	1-4P	XB only, BR, 1-4H	ARC	E 21
Grand Prix		Game, Skill	1-4P	Cartridge 2014	ACI	F 1
Great American Jigsaw	82	Game, Puzzle	1-2P	BBorAB	EL	G 9
Guess Five	81	Game, Logic	1P	BBorAB, KP	NI	G 24
Gyro	82	Game, Skill	1P	AB	SS	G 35
Hamurabi	80	Game, Economic	1P	BB, KP	ARC	E 6
Handball		Game, Sport	1-4P	Cartridge 3001	ACI	F 1
Hangman I	79	Game, Word	2P	BB, 1H	ARC	E 5
Haunted House	81	Game, Adventure	1P	BBorAB, KP	NI	G 24
Hockey		Game, Sport	2P	Cartridge 3001	ACI	F 1

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Horse Race	80	Game, Sport	1-4P	BB,1-4H	ARC	E 9
Horse Race	80	Game, Sport	1-4P	BBorAB,KP	WM	G 43
Horserace	80	Game, Sport	1-4P	BB,KP	ARC	E 9
Hustle!	81	Game, Skill	1P	BBorAB	SS	G 34
Invisible War	81	Game, Space	1P	BB,1H	ARC	E 12
Jekyll & Hyde	82	Game, Maze	2P	AB,2H	ARC	E 15
Keno II 2.0	81	Game, Casino	1P	BB,1H	ARC	E 12
Knockout	82	Game, Skill	1P	AB,1H	SS	G 36
L.T.	83	Game, Skill	1-4P	AB,1-4H	WM	G 43
Laser Battle	81	Game, Skill	1-2P	AB	SS	G 34
Laser Evader	82	Game, Space	1P	BBorAB,1H	ARC	E 16
Lazer Blazer	83	Game, Skill	1P	AB,1H	ARC	E 24
Letter Match		Game, Memory	1-4P	Cartridge 4002	ACI	F 2
Locksmith \$100	83	Game, Logic	1P	AB,1H	ARC	E 24
Lookout for the Bull	81	Game, Skill	1-4P	BBorAB,1H	WM	G 43
Lookout for the Bull II	81	Game, Skill	1-4P	BBorAB,1H	WM	G 43
Mastermind I	86	Game, Logic	1P	BB	ARC	E 7
Mastermind II	86	Game, Logic	1P	BB	ARC	E 9
Match	81	Game, Board	1-2P	BB	ARC	E 12
MAX (Robot from Space)	86	Game, Skill	1P	BBorAB,1H	WM	G 43
Maze Race	86	Game, Maze	2P	BBorAB	WM	G 43
Maze-A-Matic	81	Game, Maze	1P	BBorAB	SS	G 32
Meteoroid	82	Game, Skill	1-2P	BBorAB,1-2H	LMS	G 16
Microtrek	79	Game, Space	1P	BB	ARC	E 4
Mind Bender	82	Game, Logic	1-4P	BBorAB,1-4P	LMS	G 16
Mini Golf	82	Game, Skill	1-4P	BBorAB	EL	G 9
Missile		Game, War	1-2P	Cartridge 2002	ACI	F 1
Missile Attack	81	Game, Skill	1P	BBorAB	SS	G 33
Missile Defense	82	Game, Skill	1P	BBorAB,1H	NI	G 24
Mission Impossible	81	Game, Strategy	1P	BBorAB,1H	LMS	G 13
Monkey Jump	82	Game, Skill	1-4P	AB,1-4H	WM	G 43
Monkey Jump	82	Game, Skill	1-4P	XB,XM,1-4H	WM	G 44
Mouse in the Hat	80	Game, Logic	1P	BBorAB,1H	WM	G 43
Ms Candyman	83	Game, Skill	1-4P	AB,1-4H	LMS	G 22
Ms Candyman	83	Game, Skill	1-4P	Cartridge	LMS	G 23
Mystery Maze	81	Game, Skill	1P	BBorAB	SS	G 34
Name and Nicomachus	80	Game, Number	1P	BB	ARC	E 7
Nam-Cap	83	Game, Skill	1-4P	AB	NI	G 25
Nautilus	82	Game, Space	1P	AB,1H	LMS	G 21
New Subsearch	81	Game, War	1P	BB,1H	ARC	E 12
Night Raid	82	Game, War	1P	BBorAB,1H	ARC	E 15
Nim	81	Game, Logic	1-2P	BB,1-2H	ARC	E 11
Note Match	80	Game, Music	1P	BBorAB,1H	WM	G 43
Nuclear Math	81	Educational, Game		BB	ARC	E 13
Number Match	79	Game, Number	1P	BB	ARC	E 5
Obstacle Course	80	Game, Maze	1P	BBorAB	WM	G 43
Old Bent Nose	81	Game, Board	2P	BB,2H	ARC	E 12
Omega Valley	82	Game, Skill	1P	AB,1H	TA	G 37
One Man Bowling	82	Game, Sport	1P	BBorAB,1H	ARC	E 17
Orbit Demo	81	Tutorial, Game	1P	BB,1H	ARC	E 13
O-Jello	80	Game, Logic	1P	BB,1H	ARC	E 6
O-Jello II	82	Game, Logic	1-2P	XB only	ARC	E 19
Pack-Rat	81	Game, Skill	1P	BBorAB	WM	G 43
Pack-Rat II	81	Game, Skill	1P	BBorAB	WM	G 43
Panzer Attack		Game, War	1-4P	Cartridge 2003	ACI	F 1
Perversion	80	Game, Logic	1-6P	BBorAB,1H	WM	G 43
Phantom Starfighters	81	Game, Space	1-2P	BBorAB,1-2H	LMS	G 16
Pick-Six Keno	82	Game, Casino	1P	AB,1H	SS	G 36
Pirate's Chase		Game, Chase	1-2P	Cartridge 2015	ACI	F 1
Poker		Game, Casino	1-4P	Cartridge 5002	ACI	F 2
Polo	82	Game, Dice	2P	BBorAB,2H	ARC	E 16
Pool	81	Game, Sport	1P	BB,1H	ARC	E 11
Pro Bowl	82	Game, Sport	2P	BB,1H,KP	ARC	E 14
Quadron	82	Game, Strategy	1P	BBorAB,1H	ARC	E 15
Quadron	82	Game, Strategy	1P	BBorAB,1H	TA	G 37
Quadron Instructions	82	Game, Instruction	1P	BBorAB,1H	ARC	E 15
Quickdraw	81	Game, Skill	1-2P	BBorAB,1-2H	NI	G 24
Reactor	82	Game, Skill	2P	AB,2H	SS	G 36
Rebound	81	Game, Skill	1P	BB,1H	ARC	E 12
Red Baron		Game, War	2P	Cartridge 2003	ACI	F 1
Rescue Air Drop	81	Game, Skill	1P	BBorAB,1H	LMS	G 17
Rescue of Catherine	82	Game, D&D	1P	AB	TJ	G 40
Reverse	79	Game, Logic	1P	BB,1H	ARC	E 2
Reverse	81	Game, Educational	1P	BBorAB	SS	G 33
River City Gambler	81	Game, Casino	1-5P	BBorAB,1-4H	LMS	G 16
Road Toad	82	Game, Skill	1P	AB,1H	EL	G 11
Robot Alert!	81	Game, Skill	1P	BBorAB	SS	G 33

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Robothon	82	Game, Skill	1P	AB, 1H	SS	G 36
Runaround	82	Game, Skill	1P	AB, 1H	SS	G 36
Saucer Attack	82	Game, Space	1P	BBorAB, 1H	NI	G 24
Saucer Battle	79	Game, Space	1-2P	BB, 1-2H	ARC	E 5
Search and Destroy	80	Game, Logic	1P	BBorAB, 1H	LMS	G 16
Seawolf		Game, War	1-2P	Cartridge 2002	ACI	F 1
Secret of Pelluctiar	82	Game, Maze	1-2P	AB, 1-2H	LMS	G 19
Shutbox	83	Game, Dice	1-4P	AB, 1-4H	ARC	E 24
Sicko-Therapy-Session 1	82	Game, Party	1-?P	BBorAB, KP	NI	G 24
Sicko-Therapy-Session 2	82	Game, Party	1-?P	BBorAB, KP	NI	G 24
Simon	79	Game, Logic	1P	BB, 1H	ARC	E 2
Simon Says	81	Game, Memory	1P	BBorAB	SS	G 33
Sink the U-Boat	81	Game, War	1P	BBorAB, 1H	LMS	G 17
Ski Slope	82	Game, Skill	1P	AB, 1H	EL	G 11
Skunk	81	Game, Dice	1-4P	BBorAB, 1-4H	NI	G 24
Sloshed	82	Game, Skill	1-4P	AB, 1-4H	NI	G 25
Slot Machine	80	Game, Casino	1P	BBorAB	WM	G 43
Slot Machine I	79	Game, Casino	1P	BB, 1H	ARC	E 3
Slot Machine II	79	Game, Casino	1-2P	BB, 1-2H	ARC	E 5
Slot Machine III	80	Game, Casino	1P	BB, 1H	ARC	E 7
Slot Machine IV	80	Game, Casino	1P	BBorAB	ARC	E 16
Smack-Up	81	Game, Skill	1P	BBorAB	SS	G 33
Snake	82	Game, Skill	1P	AB	SS	G 36
Sneaky Snake	83	Game, Skill	1-4P	Cartridge	NI	G 26
Solar Conqueror		Game, Space	1-4P	Cartridge	ACI	F 2
Space Chase	80	Game, Space	1P	BBorAB, KP	WM	G 43
Space Checkers	81	Game, Strategy	2P	BBorAB, 2H	LMS	G 17
Space Dock	82	Game, Simulation	1P	BBorAB	SS	G 34
Space Fortress		Game, Space	1-4P	Cartridge 2012	ACI	F 1
Space Gauntlet	82	Game, Skill	1P	BBorAB, 1H	tA	G 37
Space Sleuth	81	Game, Adventure	1-4P	BBorAB, 1-4H	LMS	G 17
Space Spiders	83	Game, Space	1P	AB, 1H	ARC	E 23
Space Quest 2001	81	Game, Space	1P	BBorAB, 1H	LMS	G 16
Spacewar I	79	Game, Space	2P	BB, 2H	ARC	E 4
Spacewar II	80	Game, Space	1P	BB, 1H	ARC	E 6
Speed Math		Educational, Math	1P	Cartridge 4001	ACI	F 2
Speed Math	80	Game, Math	1-2P	BBorAB, 1H	WM	G 43
Speed O Math	80	Game, Math	1P	BB, KP	ARC	E 9
Spell 'N Score		Game, Word	1-4P	Cartridge 4002	ACI	F 2
Spinning Wheel	81	Game, Casino	?P	BB, ?H	ARC	E 11
Star Base 2000	81	Game, Space	1P	BBorAB, 1H	LMS	G 16
Star Battle		Game, Space	1-2P	Cartridge 2005	ACI	F 1
Star Cruiser	82	Game, Space	1P	AB, 1H	SS	G 36
Star Siege	82	Game, Skill	1P	BB	ARC	E 17
Starfighter	81	Game, Space	1P	BB, 1H	ARC	E 13
Starship Astro	81	Game, Space	1P	AB, 1H	SS	G 32
Starship Command	82	Game, Skill	1P	BBorAB	EL	G 9
Stranded on Rigel 5 \$100	82	Game, Space	1P	BB	ARC	E 15
Strategic Air Command	81	Game, War	1P	BB, 1H	ARC	E 11
Sub Hunter	81	Game, War	1P	BB, 1H	ARC	E 11
Subsearch	80	Game, War	1P	BB	ARC	E 8
Super Craps	81	Game, Casino	1-4P	BBorAB	SS	G 32
Super Missile Attack	82	Game, War	1P	AB, 1H	SS	G 36
Super Slot	81	Game, Casino	1-4P	BBorAB	SS	G 32
Super Smack-Up	82	Game, Skill	1P	AB	SS	G 33
Swordfight	83	Game, Starter	1P	BB, AB, 1H	ARC	E 21
Target(Trio of Games)	80	Game, Skill	1P	BBorAB, 1H	LMS	G 16
Ten Pins	82	Game, Sport	1-4P	BBorAB	EL	G 10
Tennis		Game, Sport	2P	Cartridge 3001	ACI	F 1
The CUBE \$100	82	Game, Logic	1P	BB, KP	ARC	E 14
The Fox and the Hare	80	Game, Board	2P	BBorAB, 2H	LMS	G 17
The Gate Escape	83	Game, Skill	1-4P	AB, 1-4H	WM	G 43
The Gate Escape	83	Game, Skill	1-4P	BR, XM	WM	G 44
The Incredible Wizard		Game, Skill	1-2P	Cartridge 2017	ACI	F 1
The Mummy's Treasure	81	Game, Board	1-4P	BBorAB, 1-4H	LMS	G 17
The Pits	81	Game, Maze	1P	BB, 1H	ARC	E 12
Tic-Tac-Dough	81	Game, Board	1P	BBorAB	SS	G 32
Tournament Obstacle Course	81	Game, Maze	1-10P	BBorAB, 1H	WM	G 43
Tower of Hanoi	81	Game, Puzzle	1P	BB, 1H	ARC	E 10
Tower of Machor	82	Game, D&D	1P	AB	TJ	G 40
Trapshoot	83	Game, Sport	1-4P	BB, AB, 1-4H	ARC	E 21
Treasure Cove	83	Game, Skill		Cartridge	EL	G 12
Twixt	81	Game, Board	1P	BB, 1H	ARC	E 11
Vindicator	82	Game, Strategy	1P	AB	tA	G 38
Viperian	82	Game, Skill	1P	AB, 1H	tA	G 37
Whiz Quiz (Trivia)	82	Game, Quiz	1P	BBorAB	WM	G 43
Wildcatter	82	Game, Economic	1-4P	BBorAB	EL	G 10

Title	YR	Type	Number of Players	Equipment Required	Source	Page
Word Hunt \$100	82	Game, Word	1-4P	BB,AB,1H	ARC	E 18
Yahtzee	88	Game, Dice	1-4P	BB,1-4H	ARC	E 8
Yahtzee	88	Game, Dice	1-4P	BBorAB,1H	WM	G 43
Zapper	82	Game, Skill	1P	AB	SS	G 35
Zappit	88	Game, Space	1P	BB,1H	ARC	E 6
3D Tic Tac Toe	81	Game, Board	2P	BBorAB,2H	LMS	G 17
15 Puzzle	88	Game, Puzzle	1P	BB,1H	ARC	E 7
280 ZZZAP		Game, Skill	1P	Cartridge 2001	ACI	F 1
2800 AD	88	Game, Space	1P	BB,1H	ARC	E 6

GRAPHICS

Alchemisymmetrical	81	Graphics		BB	ARC	E 10
ARCADIAN Sampler	88	Graphics		BB	ARC	E 6
Art Show	82	Graphics		AB	TA	G 38
BALLY Christmas Card	82	Graphics, Art		BB,AB	ARC	E 18
Boo	81	Graphics		BB	ARC	E 13
Char. Size & Print Loc.	79	Tutorial, Graphics		BB	ARC	E 3
Circle Plotter	81	Graphics		BB	ARC	E 9
Circles	81	Graphics		BB	ARC	E 11
Color Chart	81	Graphics		BB	ARC	E 10
Color Selector	82	Graphics, Utility		BBorAB,1H	ARC	E 18
Computer Crochet	82	Graphics, Art		BBorAB	ARC	E 16
Creating Spec. Graphics	81	Tutorial, Graphics		BB	ARC	E 11
Elect. Visual. Center	88	Graphics		BB	ARC	E 5
Fireworks	82	Graphics		AB	TA	G 38
Grandfather Clock	81	Time, Graphics		BB	ARC	E 10
Graphic Character Maker	81	Graphics, Utility		BB	ARC	E 11
Graphic Program	82	Graphics		BB	ARC	E 14
Graphics Assembler	88	Graphics, Utility		BB	ARC	E 8
Graphix Tablet Simulator	82	Graphics		BR,VS,XB,1H	ARC	E 17
Halloween Ghost	88	Graphics		BB	ARC	E 8
Life	82	Graphics, Simulation		BBorAB	GMC	G 15
Logo	79	Graphics		BB	ARC	E 5
L-I Reverse Box Set	82	Graphics, Art		BBorAB	ARC	E 16
Magic Register	82	Tutorial, Graphics		BB	ARC	E 14
Memory Doodle	81	Graphics		BB	ARC	E 11
More Art Prog. 8 III	83	Graphics, Demo		BB,AB	ARC	E 18
New Graphic Char. Maker	81	Graphics, Utility		BB,1H	ARC	E 13
Old Glory 1982	82	Graphics		BB,AB	ARC	E 16
Pre-Tutorial Pixels	81	Tutorial, Graphics		BB	ARC	E 11
Random Art	79	Graphics		BB	ARC	E 3
Short Program Selection	81	Graphics, Math		BB	ARC	E 10
SNAP and SHOW	83	Tutorial, Graphics		AB	ARC	E 19
SNAP and SHOW Update	83	Tutorial, Graphics		AB	ARC	E 21
Spirals I	88	Graphics		BB	ARC	E 7
Spirals II	88	Graphics		BB	ARC	E 8
Symmetrical Art	81	Graphics		BB	ARC	E 12
4D2 \$100	81	Graphics		BB	ARC	E 13

MATH

Batting Average	83	Math, Personal		AB	ARC	E 23
Bingo Math		Educational, Math	2P	Cartridge 4001	ACI	F 2
Distance between 2 Pts	79	Math		BB	ARC	E 4
G.C.F. and L.C.M.	83	Math, Educational	1P	AB	ARC	E 21
Short Program Selection	81	Graphics, Math		BB	ARC	E 10
Speed Math		Educational, Math	1P	Cartridge 4001	ACI	F 2
Speed Math	88	Game, Math	1-2P	BBorAB,1H	WM	G 43
Speed O Math	88	Game, Math	1P	BB,KP	ARC	E 9
Square Root	79	Math		BB	ARC	E 4

Title	YR	Type	Number of Players	Equipment Required	Source	Page
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AB Circuit Layout	82	Misc.		AB	ARC	E 14
Color Monitor Circuit	82	Project		BBorAB	ARC	E 15
General Video Assembler	83	Machine Language		AB, XM	NI	G 25
I/O Switch	82	Project		AB	ARC	E 13
Monitor Connection	83	Project		BB, AB	ARC	E 23
Motherboard Modification	81	Project		BB	ARC	E 11
Questions?	83	Owner Questions		All	ARC	E 20
Screen Printer	82	Interface		BB, TRS LP VII	ARC	E 16
Screen Ram Word Proces.	82	Word Processor		BB only	GMC	G 15
Tape Duplication Ckt	82	Project		BBorAB	ARC	E 15
1K Memory Addition	82	Project		BB	ARC	E 13

MONTHLY COLUMN

The Bit Fiddler Corner 1	82	Monthly Column		MLM	ARC	E 19
The Bit Fiddler Corner 2	83	Monthly Column		MLM	ARC	E 19
The Bit Fiddler Corner 3	83	Monthly Column		MLM	ARC	E 22
The Bit Fiddler Corner 4	83	Monthly Column		MLM	ARC	E 23

MUSIC

Bach's 15 2part Invent.	80	Music, 3-voice		BBorAB	GMC	G 14
BALLY ARCADE Ragtime	80	Music, 3-voice		BBorAB	GMC	G 14
Chord Progressions	80	Educational, Music		BB, AB, 1H	WM	G 43
Expanded Music Program	83	Music, 3-voice		AB	BE	G 7
Guitar Course	80	Educational, Music		BB, AB	WM	G 43
Guitar Course (Tuning)	80	Educational, Music		BB, AB, 1H	WM	G 43
Hello Dolly	79	Music		BB	ARC	E 5
Musical Staff	81	Music		BB	ARC	E 10
Music Composer	80	Music		BB, AB	WM	G 43
Music Processor Commands	83	Tutorial, BR, Music		BR	ARC	E 24
Music Synthesizer Pt 1	79	Tutorial, Music		BB	ARC	E 3
Music Synthesizer Pt 2	79	Tutorial, Music		BB	ARC	E 4
Music (3-voice)	80	Music		BB	ARC	E 7
New Music Program	81	Tutorial, Music		BB	ARC	E 13
Popeye the Sailor	79	Music		BB	ARC	E 5
Sinfona to Cantata	82	Music, 3-voice		AB only	GMC	G 14
Wavemakers Music Keyboard	83	Music, 2-voice		AB, 1H	ARC	E 20
2 Letter Music Maker	82	Music		AB, 1H	ARC	E 17
3-voice Music	80	Tutorial, Music		BB	ARC	E 7
3-voice Music Assembler	82	Music, 3-voice		BBorAB	GMC	G 14
27 ARCADE Xmas Songs	81	Music, 3-voice		BBorAB	GMC	G 14

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Batting Average	83	Math, Personal		AB	ARC	E 23
Biorhythm		Personal		Cartridge 4004	ACI	F 2
Biorhythm I	79	Personal		BB	ARC	E 5
Biorhythm II	80	Personal		BB	ARC	E 6
Biorhythms	83	Personal, Educational		BB, AB	ARC	E 24
Digital Couch	81	Game, Personal	1P	BB	ARC	E 10

REVIEWS (Hardware, Product and Software)

BR Utility 3.2	83	Product Review		BR	ARC	E 23
Extended Memory	83	Product Review		XB	ARC	E 24
Extended Memory	83	Product Review		XB	ARC	E 24
Machine Code Programming	82	Review		BB, AB, MLM	ARC	E 16
Machine Language Monitor	82	Product Review		BB, AB, MLM	ARC	E 14
Machine Language Monitor	82	Product Review		BB, AB, MLM	ARC	E 14
Product Review	83	Product Review		XB	ARC	E 24
R & L Memory Expansion	83	Hardware Review		XM	ARC	E 20
The Game Player		Software Review		See all pages after	ARC	E 16

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Sound Graph	79	Sound		BB	ARC E	3
Sound Variable Conversion	83	Tutorial, Sound		AB	ARC E	20
Surf Sounds and Crickets	81	Sound		BB	ARC E	9
Touch Tone Simulate	79	Sound		BB	ARC E	3
<u>TIME</u>						
Analog Clock	83	Time, Clock		BB,AB	ARC E	20
Analog NonDigital Clock	81	Time, Clock		BBorAB	GMC G	15
Analog(Nondigital)Clock	81	Time		BB	ARC E	12
Clock	79	Time		BB	ARC E	2
Day of Week & Calendar	80	Time		BB	ARC E	9
Grandfather Clock	81	Time, Graphics		BB	ARC E	10
Telling Time	81	Time, Educational	1P	BB,1H	ARC E	12
<u>TUTORIAL</u>						
A Few Well Aimed POKES	83	Tutorial, XB		XB	ARC E	24
AB-BB Differences	82	Tutorial		BB,AB	ARC E	15
ASCII Values,2-Let.Var.	83	Tutorial, Beginner		AB	ARC E	21
ASTROVISION Editor	81	Tutorial		AB	ARC E	13
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BALLY BASIC Text Area	79	Tutorial		BB	ARC E	4
BALLY BASIC Translations	79	Tutorial		BB	ARC E	4
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BR PLAY %() Command	83	Tutorial, Blue Ram		BR	ARC E	23
BR Programming	80	Tutorial		BB,BR	ARC E	9
Cartridge Conversion	82	Tutorial		BB,AB	ARC E	14
Cartridge Swapping II	82	Tutorial		BB,AB	ARC E	15
Cartridge Swapping III	82	Tutorial		BB,AB	ARC E	16
Char. Size & Print Loc.	79	Tutorial, Graphics		BB	ARC E	3
CHRDIS I	82	Tutorial, Advanced		AB	ARC E	18
CHRDIS II	82	Tutorial, Advanced		AB	ARC E	19
CHRDIS III	82	Tutorial, Advanced		AB	ARC E	20
Creating Spec. Graphics	81	Tutorial, Graphics		BB	ARC E	11
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File Search	80	Tutorial, Utility		AB only	ARC E	22
Getting most out of 1800	83	Tutorial, Intermediate		BB,AB	ARC E	21
Getting Things Together	83	Tutorial, Beginner		BB,AB	ARC E	22
Horizontal Scrolling I	82	Tutorial		AB	ARC E	17
Horizontal Scrolling II	82	Tutorial		AB	ARC E	17
How to Use String Arrays	83	Tutorial, Beginner		BB,AB	ARC E	22
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If Statements	79	Tutorial		BB	ARC E	3
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Music Synthesizer Pt 2	79	Tutorial, Music		BB	ARC E	4
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Overcoming Loading Prob.	82	Tutorial		AB	ARC E	17
PEEK and POKE (%)	83	Tutorial, Beginner		AB	ARC E	24
Plain BASIC Talk 1	82	Tutorial, Intermediate		BB,AB	ARC E	18
Plain BASIC Talk 2	82	Tutorial, Intermediate		BB,AB	ARC E	19
Plain BASIC Talk 3	82	Tutorial, Intermediate		BB,AB	ARC E	20

Title	YR	Type	Number of Players	Equipment Required	Source	Page
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Programming Tech. I	81	Tutorial		BB	ARC	E 10
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Program Analysis	83	Tutorial, Intermediate		BB,AB	ARC	E 23
Program Analysis	83	Tutorial, Intermediate		BB,AB	ARC	E 24
Program Title & Instr.	80	Tutorial		BB	ARC	E 9
PX Function	79	Tutorial		BB	ARC	E 4
Random Numbers, Loops	83	Tutorial, Beginner		BB,AB	ARC	E 20
Recording in AB	83	Tutorial, Application		AB	ARC	E 19
Safe Area for POKEs	83	Tutorial, Blue Ram		BR	ARC	E 21
Screen Operation	79	Tutorial		BB	ARC	E 2
Scrolling III	83	Tutorial, Utility		AB	ARC	E 22
Serial and Parallel	80	Tutorial		BB	ARC	E 7
SNAP and SHOW	83	Tutorial, Graphics		AB	ARC	E 19
SNAP and SHOW Update	83	Tutorial, Graphics		AB	ARC	E 21
Sound Variable Conversion	83	Tutorial, Sound		AB	ARC	E 20
Subroutine #81	83	Tutorial, Advanced		BB,AB	ARC	E 21
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Tape Loading Method	81	Tutorial, Utility		BB	ARC	E 13
Taping Memory	80	Tutorial, Utility		BB	ARC	E 9
Title Page	83	Tutorial, Intermediate		BB,AB	ARC	E 21
Top 5 Today	82	Tutorial, Utility		BB,AB	ARC	E 15
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Using ASTROBASIC Editor	82	Tutorial		AB	ARC	E 17
Variable, Screen Position	82	Tutorial, Beginner		BB,AB	ARC	E 18
What is a Program,CX,CY	82	Tutorial, Beginner		BB,AB	ARC	E 18
XB Character Display	83	Tutorial, XB		XB	ARC	E 22
3-voice Music	80	Tutorial, Music		BB	ARC	E 7
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Base Conversion	80	Utility		BB	ARC	E 8
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File Search	80	Tutorial, Utility		BB only	ARC	E 9
File Search	83	Tutorial, Utility		AB	ARC	E 22
Graphic Character Maker	81	Graphics Utility		BB	ARC	E 11
Graphics Assembler	80	Graphics Utility		BB	ARC	E 8
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Hex to Decimal	79	Utility		BB	ARC	E 2
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Memory Map of AB Vari.	83	Utility		AB	ARC	E 20
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Resequencing	79	Utility		BB	ARC	E 4
Scrolling III	83	Tutorial, Utility		AB	ARC	E 22
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Title Page	83	Tutorial, Intermediate		BB,AB	ARC	E 21
Top 5 Today	82	Tutorial, Utility		BB,AB	ARC	E 15

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AstroBUGS	82	National User Group	ARCADE	AUG	K 1
Astrocade Underground	84	Newsletter, Free	ARCADE	ABC	H 1
BALLYCHECK Tester	82	Accessory, System Check	ARCADE	RGB	G 45
Blue Ram Extended BASIC	82	Language, Videocade	BR,VS,RL	PE	G 29
Blue Ram Keyboard	82	Keyboard, 62 keys	BR	PE	G 29
Blue Ram 16K	82	Add-On, Memory, & I/O	ARCADE,XB	PE	G 28
Blue Ram 32K	82	Add-On, Memory, & I/O	ARCADE,XB	PE	G 28
BSR Controller I/O	82	Interface	BR,BSR	PE	G 29
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Design Pad Mach. Lang.	83	Accessory, Pad	ARCADE	SPS	G 31
Design Pad BASIC	83	Accessory, Pad	ARCADE	SPS	G 31
Michigan AstroBUGS	82	National User Group	ARCADE	AUG	J 1
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Oak Base Keyboard Enc.	82	Accessory, Enclosure	ARCADE,BR	EH	G 8
Printer Interface	82	Interface	BR	PE	G 29
Switch Box SWBX-1	83	Accessory, Switch	ARCADE	BE	G 6
Switch Box SWBX-2	83	Accessory, Switch	ARCADE	BE	G 6
Z-grass System	83	Computer System	ARCADE	AE	G 1
64 K Ram Board	82	Add-on, Memory	ARCADE	RL	G 30

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Astrocade Underground	84	Newsletter, Free	ARCADE	ABC	H 1
<u>Alternative Engineering (VIPER System)(AE) Earl Harrington</u>					
Z-grass System	83	Computer System	ARCADE	AE	G 1
<u>ARCADIAN Newsletter (ARC) Bob Fabris, Publisher</u>					
ARCADIAN Newsletter	78-8?	Newsletter	ARCADE	ARC	G 5
<u>Bob's Electronics (BE) Bob Pease</u>					
ARCADE Suitcase SC-1	83	Accessory, Case	ARCADE	BE	G 6
Switch Box SWBX-1	83	Accessory, Switch	ARCADE	BE	G 6
Switch Box SWBX-2	83	Accessory, Switch	ARCADE	BE	G 6
<u>Ed Horger (EH)</u>					
Oak Base Keyboard Enc.	82	Accessory, Enclosure	ARCADE, BR	EH	G 8
<u>Michigan AstroBUGS (AUG) Peggy Gladden, Treasurer</u>					
Michigan AstroBUGS	82	National User Group	ARCADE	AUG	J 1
<u>New Image (NI) Don Gladden</u>					
C-2 Cassettes	82	Accessory		NI	G 25
C-10 Cassettes	82	Accessory		NI	G 25
<u>Perkins Engineering (PE) John and Clyde Perkins</u>					
Blue Ram Extended BASIC	82	Language, Videocade	BR, VS, RL	PE	G 29
Blue Ram Keyboard	82	Keyboard, 62 Keys	BR	PE	G 29
Blue Ram 16K	82	Add-On, Memory & I/O	ARCADE, XB	PE	G 28
Blue Ram 32K	82	Add-On, Memory & I/O	ARCADE, XB	PE	G 28
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Modem/Printer Interface	82	Interface	BR, Star Modem	PE	G 29
Printer Interface	82	Interface	BR	PE	G 29
<u>RGB Electronics (RGB) Richard Belton</u>					
BALLYCHECK Tester	82	Accessory, System Check	ARCADE	RGB	G 45
<u>R & L Enterprises (RL) Rusty Blommeart and Dale Smith</u>					
64 K Ram Board	82	Add-on, Memory	ARCADE, XB	RL	G 30
<u>Spectre Systems (SPS) Brett Bilbrey etc.</u>					
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Title	YR	Type	Equipment Required	Source	Page
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BALLYCHECK Tester	82	Accessory, System Check	ARCADE	RGB	G 45
C-2 Cassettes	82	Accessory		NI	G 25
C-10 Cassettes	82	Accessory		NI	G 25
Design Pad Mach. Lang.	83	Accessory, Pad	ARCADE	SPS	G 31
Design Pad BASIC	83	Accessory, Pad	ARCADE	SPS	G 31
Oak Base Keyboard Enc.	82	Accessory, Enclosure	ARCADE, BR	EH	G 8
Switch Box SWBX-1	83	Accessory, Switch	ARCADE	BE	G 6
Switch Box SWBX-2	83	Accessory, Switch	ARCADE	BE	G 6
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Blue Ram 16K	82	Add-On, Memory & I/O	ARCADE, XB	PE	G 28
Blue Ram 32K	82	Add-On, Memory & I/O	ARCADE, XB	PE	G 28
64 K Ram Board	82	Add-on, Memory	ARCADE, XB	RL	G 30
<u>Computer System</u>					
Astrocade ARCADE	83	ARCADE UNITS		CPU	H 2
Astrocade ARCADE	83	ARCADE UNITS		BE	G 6
Z-grass System	83	Computer System	ARCADE	AE	G 1
<u>Interface</u>					
BSR Controller I/O	82	Interface	BR, BSR	PE	G 29
Modem/Printer Interface	82	Interface	BR, Star Modem	PE	G 29
Printer Interface	82	Interface	BR	PE	G 29
<u>Keyboard</u>					
Blue Ram Keyboard	82	Keyboard, 62 Keys	BR	PE	G 29
<u>Language</u>					
Blue Ram Extended BASIC	82	Language, Videocade	BR, US, RL	PE	G 29
<u>Memory</u>					
Blue Ram 16K	82	Add-On, Memory & I/O	ARCADE, XB	PE	G 28
Blue Ram 32K	82	Add-On, Memory & I/O	ARCADE, XB	PE	G 28
64 K Ram Board	82	Add-on, Memory	ARCADE, XB	RL	G 30
<u>Newsletter and National User Group</u>					
ARCADIAN Newsletter	78-8?	Newsletter	ARCADE	ARC	G 5
AstroBUGS	82	National User Group	ARCADE	AUG	K 1
Astrocade Underground	84	Newsletter, Free	ARCADE	ABC	H 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.
Volume	V	1983	12 issues	182 pages	\$15.00 US	\$20.00 Can.
Volume	VI	1984	12 issues	?? 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.

How to interpret the codes used in the ARCADIAN Newsletter Descriptions

BB BALLY Professional ARCADE with BALLY BASIC and external Audio Cassette Interface. AB BALLY/ASTROVISION/ASTROCADE with ASTROCADE/BALLY BASIC Videocade 6004 with built-in Cassette Interface.	BR Blue Ram Add-On VS VIPER System Add-On RL R & L Enterprises 64K Add-On ?H Number of Handles Needed Max. XB Extended BASIC Language KP Keypad MLM Machine Language Manager Videocade
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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 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.	1P BB,1H
Clock by: J. Cousins ARC 1-36	79 Time This program produces a digital clock on the screen.	BB
Hex to Decimal by: E. Sams ARC 1-36	79 Utility This program converts hex numbers to decimal numbers.	BB
Reverse by: B. Bilbrey M. Toth ARC 1-38,46	79 Game, Logic 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.	1P BB,1H
Screen Operation by: J. Perkins ARC 1-40	79 Tutorial Tutorial explaining some of the basic's of screen operation.	BB
IF,AND,OR Explanation by: J. Taillefer ARC 1-41	79 Tutorial IF, AND, OR statement explained.	BB
Data Storage by: B. Weber ARC 1-41	79 Tutorial This tutorial explains how to save a program, registers, and the strings.	BB
Checkers I by: J. Collins ARC 1-42	79 Game, Board This program has been replaced by Checkers.II in ARCADIAN 2-12.	1P BB
Memory Contents-Binary by: M. Manowski ARC 1-43	79 Utility This program yields the decimal number plus the 16 bit binary output for a selected memory location.	BB

Author	Title Volume-Page	YR Type Description	Number of Equipment Players Required
by:E. Sams ARC 1-44,49	Random Art	79 Graphics This program produces a moving box graphical presentation.	BB
by:G. Moser ARC 1-44	Memory Contents-Hex	79 Utility This program yields the hexadecimal number for a selected memory location.	BB
by:E. Sams ARC 1-48,78	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
by:S. Walters D. Ibach ARC 1-58	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
by:S. Walters D. Ibach ARC 1-52	IF Statements	79 Tutorial More information on the IF Statement.	BB
by:J. Taillefer ARC 1-53	IF Statements	79 Tutorial IF Statements using greater than or less than.	BB
by:E. Sams ARC 1-59,69,77	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
by:B. Fabris ARC 1-56	Beginning Programming	79 Tutorial Some material for the beginner in programming and computer usage.	BB
by:?????? ARC 1-68	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
by:C. Thomka ARC 1-62	Music Synthesizer Part I	79 Tutorial In depth look at the music synthesizer.	BB
by:C. Thomka ARC 1-65	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
by:C. Thomka ARC 1-65	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
by:C. Thomka ARC 1-67	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

Author	Title Volume-Page	YR Type Description	Number of Equipment Players Required
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 1-78			
by:C. Thomka	Music Synthesizer Part II	79 Tutorial In depth look at the music synthesizer continued.	BB
ARC 1-71			
by:B. Fabris	Subroutines	79 Tutorial Subroutines explained.	BB
ARC 1-72			
by:B. Reany	Blackbox	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			
by:D. Ibach	BALLY BASIC Text Area	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			
by:D. Ibach	Spacewar I	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			
by:S. Walters	PX Function	79 Tutorial Using the PX Function.	BB
ARC 1-81			
by:S. Walpole	BALLY BASIC Translations	79 Tutorial Translating other BASIC's to BALLY BASIC.	BB
ARC 1-82			
by:????	Memory Addressing	79 Tutorial Use of the 4K of RAM by the BALLY Software.	BB
ARC 1-87			
by:B. Andrus	Microtrek	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			
by:R. Schweitzer	Resequencing	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			

Author	Title	YR	Type	Number of Equipment
Volume-Page	Description	Players Required		
by:J. Hurst	Saucer Battle	79	Game, Space	1-2P BB,1-2H
ARC 2-1,39	One or two player game in which you shoot at each other's spaceship. Interesting firing and hit routines. Difficulty, number of laser blasts, and maximum score can be preselected. Unique blowup graphics,			
by:G. McLimore	Logo	79	Graphics	BB
ARC 2-3	This program produces the logo used in the ARCADIAN.			
by:K. Grismayer	Arcade Dice	79	Game, Casino	1-4P BB,1-4H
ARC 2-6	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.			
by:J. Collins	Checkers II	79	Game, Board	1P BB
ARC 2-12	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.			
by:C. Morimoto	Attack	79	Game, Chase	1P BB,1H
ARC 2-13	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.			
by:C. Morimoto	Hangman I	79	Game, Word	2P BB,1H
ARC 2-14	First player inputs word, second player tries to guess word before trapdoor is sprung. Good graphics routines.			
by:M. Angliss	Biorhythm I	79	Personal	1P BB
ARC 2-15	This program has been replaced by Biorhythm II in ARCADIAN 2-44.			
by:S. Walpole	Number Match	79	Game, Number	1P BB
ARC 2-17	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.			
by:s. Walpole	Hello Dolly	79	Music	BB
ARC 2-17	One voice "Hello Dolly" music.			
by:S. Walpole	Popeye the Sailor	79	Music	BB
ARC 2-17	One voice "Popeye the Sailor" music.			
by:D. Sandlin	Elect. Visualization Ctr.	88	Graphics	BB
ARC 2-28	Graphically produced large letters of two text lines.			
by:Mueller	Slot Machine II	79	Game, Casino	1-2P BB,2H
ARC 2-21	Slot machine game having an interesting reel rotation routine.			
by:G. Hallquist	Monthly Loan Program	88	Business	BB
ARC 2-22	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.			

Author	Title	YR Type	Number of Equipment Players Required
Zappit by:R. Swearingen		80 Game,Space	1P BB,1H
ARC 2-23		Lock on the target using the handle, then use the trigger to fire your laser.	
Bagels by:C. Morimoto		79 Game,Logic	1P BB
ARC 2-25		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.	
Memory Tutorial I by:B. Fabris		79 Tutorial	BB
ARC 2-29		Tutorial on computer memory.	
Spacewar II by:D. Clark		80 Game,Space	1P BB
ARC 2-31,47		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.	
Hamurabi by:R. Houser		80 Game,Economic	1P BB
ARC 2-32		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.	
Bingo by:E. Sams		80 Game,Board	1P BB,1H
ARC 2-33		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.	
Connect Four I by:L. Camnitz		80 Game,Logic	2P BB,2H
ARC 2-35		Try to get four of your pieces in a line vertically, horizontally, or diagonally before your opponent.	
Memory Tutorial II by:B. Fabris		80 Tutorial	BB
ARC 2-38		Part 2 of tutorial on computer memory.	
ARCADIAN Sampler by:C. Anderson		80 Graphics	BB
ARC 2-39		Letter Routine that gives you lower case letters in two versions.	
O-Jello by:C. Perkins		80 Game,Logic	1P BB,1H
ARC 2-41		This is a Tiny Basic version of "Othello" (Reversi) in which you play against the computer. Have fun trying to beat the computer.	
2000 AD by:E. Larkin		80 Game,Space	1P BB,1H
ARC 2-42		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.	
Biorhythm II by:D. Walter		80 Personal	BB
ARC 2-44,53		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.	
BIBLE Quiz by:B. Henzel		80 Educational	2P BB
ARC 2-48		A teaching program for multiple choice questions, in this case a BIBLE Quiz.	

Author	Title Volume-Page	YR Type Description	Number of Equipment Players Required
by:R. Picardi ARC 2-58,65	Black Hole	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
ARC 2-59	Artillery Duel by:J. Perkins	80 Game,War Each player in turn tries to load and aim his gun such that he will hit the other players gun emplacement and cause it to be destroyed. Ther are gravity and random wind effects. The handles are used for firing, aiming and loading the gun.	2P BB,2H
ARC 2-60	Memory Tutorial IV by:B. Fabris	80 Tutorial Part 4 of the tutorial on computer memory.	BB
ARC 2-62	3-Voice Music by:G. Moses and	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
ARC 2-62,82	Music (3 Voice) by:B. Bilbrey & B. Weber	80 Music,3 voice The program to go along with the tutorial above.	BB
ARC 2-64	15 Puzzle by:B. Wiseman	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
ARC 2-69	Spirals I by:M. Giwer	80 Graphics Graphics program produces spirals on the screen.	BB
ARC 2-78	Serial and Parallel by:B. Fabris	80 Tutorial Comments on serial and parallel data movement. Schematic by Rich Tietjens of serial to parallel converter and a subroutine to use with the converter.	BB
ARC 2-72	Name and Nicomachus by:D. Ahl &	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

Author	Title	YR	Type	Number of Equipment Players Required
Yahtzee by: B. Wiseman		88	Game, Dice	1-4P BB, 1-4H
ARC 2-74, 82, 88	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.			
Code by: R. Picardi		88	Educational	BB
ARC 2-81, 88	This program has been revised and updated using the Morse Code program additions, deletions, and corrections in ARC 2-88.			
Subsearch by: R. Picardi		88	Game, War	1P BB
ARC 2-83	Find the submarine hidden in the 10x10 grid. When you acquire sonar contact fire a missile and sink the submarine. If you take too long the submarine will sink you. Ron wrote New Subsearch in ARC 3-102.			
Morse Code by: R. Picardi & B. Weber		88	Educational	BB
ARC 2-88, 81	Combined with Code (ARC 2-81) gives Morse Code program. Input speed and then your message, when you have finished your message type WORDS RUN for the message to be output in code. You can repeat, erase, and add to the message.			
Base Conversion by: R. McCoy		88	Utility	BB
ARC 2-89	Converts from any of four number systems into the other three systems. Decimal, Hexidecimal, Octal, and Binary.			
BOTS by: R. McCoy		88	Game, Chase	1P BB, 1H
ARC 2-91	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			
Count the Dots by: L. & M. Porter		88	Game, Skill	1P BB, 1H
ARC 2-92	Program puts a random amount of dots (max. 17) on the screen for a short period of time. After you have counted them pull the trigger and enter the amount on the keypad. The computer will keep track of your score.			
Connect Four II by: B. Wiseman		88	Game, Logic	1-2P BB, 1-2H
ARC 2-94	Moving alternately you try to get four of your pieces in a row either horizontally, vertically, or diagonally before the computer does.			
Spirals II by: M. Giwer		88	Graphics	BB
ARC 2-94	Graphics program produces spirals on the screen.			
Graphics Assembler by: H. Fittler		88	Graphics, Utility	BB
ARC 2-96	Programming aid for those who want to make graphic figures using the box command. Allows you to record on tape the finished figure, assign starting line numbers and line spacing for use in another program.			
Hybrid Programs by: B. Fabris		88	Tutorial	BB, BR
ARC 2-98	Tutorial on programs that contain both machine-code segments and BASIC segments. Also covers dumping and loading the programs, and hybrid program data transfer.			
Background/Foreground by: B. Fabris		88	Tutorial	BB
ARC 2-100	Tutorial on doing two operations at once on the computer.			
Halloween Ghost by: J. Wilkerson		88	Graphics	BB
ARC 2-104	Gives you a talking skull to use at Halloween. It makes random snide remarks to kids trick or treating.			

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

Author	Title	YR	Type	Number of Players	Equipment Required
by:B. Ellerson	Grandfather Clock	81	Time, Graphics		BB
ARC 3-34,51	Graphically displays a Grandfather Clock which keeps time and sounds out the hours.				
by:J. Winn	Color Chart	81	Graphics		BB
ARC 3-35	Using this utility program you can select colors to use in your program and read the BC and FC numbers which produce the colors.				
by:B. Fabris	More BLUE RAM BASIC	81	Tutorial		BB,BR
ARC 3-36	More on use of the BLUE RAM and BASIC.				
by:B. Ellerson	Alchemisymmetrical	81	Graphics		BB
ARC 3-39,63	Graphic art display.				
by:B. Wiseman	Programming Techniques I	81	Tutorial		BB
ARC 3-43	Tutorial on programming "tricks" How to keep it small. How to make it run faster.				
by:B. Hensel	Golf	81	Game, Sport	1-4P	BB,1-4H
ARC 3-46,51	Golf game for up to four players. Computer randomly develops a nine hole golf course including different hole layouts green layouts, and hazards. Each player selects club and direction to hit. See if you can get the lowest score.				
by:B. Wiseman	Musical Staff	81	Music		BB
ARC 3-48,51	Write music on a staff in the Key of C and then listen to it.				
by:D. Heinerman	Short Program Selection	81	Graphics, Math		BB
ARC 3-49	Four short programs--3D Corner, Denominator, Electronic Blanked, and Boxes. Three graphic display programs and one math program.				
by:B. Weber	Digital Couch	81	Game, Personal	1P	BB
ARC 3-51	Computer becomes psychiatrist giving answers to your responses to an ink blot test.				
by:B. Wiseman	Tower of Hanoi	81	Game, Puzzle	1P	BB,1H
ARC 3-54	Rebuild the Tower of Hanoi in a new location using the hand control to pick the block you want to move.				
by:B. Wiseman	Programming Techniques II	81	Tutorial		BB
ARC 3-55	Tutorial on programming tricks of the trade.				
by:B. Hensel	BALLY 500	81	Game, Hunt	1P	BB
ARC 3-57	One player controls turns in road while one or two other players drive down the road trying to miss the randomly placed road hazards. See how long you can drive safely.				
by:D. Heinerman	Defuse	81	Game, Hunt	1P	BB
ARC 3-58	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.				

Author	Title	YR Type	Number of Equipment
Volume-Page	Description	Players Required	
Memory Doodle by:M. Peace	81 Graphics	BB	BB
ARC 3-67	Produces graphic doodles on the screen.		
Twixt by:J. Pipek	81 Game, Board	1P BB,1H	
ARC 3-67	Play against the computer and try to generate a line from one side of the playing board to the other before the computer can.		
Motherboard Modifications by:B. Ellerson	81 Project	BB	BB
ARC 3-72	Modification that can be made to the motherboards of the older ARCADEs to correct Screen Tearing, Loss of Horizontal Sync on warm up, Unit goes dead, or keeps resetting after warm up.		
Sub Hunter by:B. Wiseman	81 Game, War	1P BB,1H	
ARC 3-75	You command a destroyer in an attempt to locate and destroy the enemy submarine fleet before they torpedo and sink you.		
Strategic Air Commands by:B. Weber	81 Game, War	1P BB,1H	
ARC 3-76	You must protect your population from an enemy missile attack on your cities. If loss of life exceeds 1,000,000 people you lose the game.		
Circles by:R. Picardi	81 Graphics	BB	BB
ARC 3-77	Produces pop art on the screen.		
Hex Poker by:A. Rathmell	81 Utility	BB	BB
ARC 3-78	Short hex poker routine that swaps pairs in the hex code, converts them to decimal, and pokes them into memory slots.		
Pre-Tutorial Pixels by:B. Fabris	81 Tutorial	BB	BB
ARC 3-82	Explains pixels, bits, and bytes.		
Creating Special Graphics by:R. Tietjens	81 Tutorial	BB	BB
ARC 3-84	Tutorial on creating special graphic characters using the Graphic Character Maker Program below.		
Graphic Character Maker by:R. Tietjens	81 Graphics Utility	BB	BB
ARC 3-86	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.		
Nim by:R. Heilferding	81 Game, Logic	1-2P BB,1-2H	
ARC 3-91	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.		
Spinning Wheel by:T. Owczarek	81 Game, Casino	?P BB, ?H	
ARC 3-92	Combination program consisting of the old "Wheel of Fortune" gambling game and advertising messages which the author used at fun raising faires.		
Pool by:B. Hensel	81 Game, Sport	1P BB,1H	
ARC 3-94	Computer version of 8 BALL. The computer racks the balls and breaks. You then select the direction and strength of the shot, then pull the trigger to shoot. By controlling KN(1) you can then control the direction of the hit balls.		

Author	Title Volume-Page	YR Type Description	Number of Equipment Players Required
by:B. Wiseman ARC 3-97,111	Old Bent Nose \$100	81 Game, Board 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."	2P BB,2H
by:J. Shadle ARC 3-98	Compound Interest	81 Business Program using the on-board calculator routines in the least complex method yet devised. <u>Can not be used with ASTROVISION BASIC Cartridge.</u>	BB
by:R. Picardi ARC 3-102	New Sub Search	81 Game, War Find the submarine hidden in the 10x15 grid using the handI. When you acquire sonar contact, drop a depth charge and sink the submarine. If you take too long, the submarine will sink you. You will slowly sink by the stern if torpedoed.	1P BB,1H
by:S. Walters ARC 3-103,118	BALLY Black Box \$100	81 Game, Logic 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.	1-4P BB,1-4H
by:G. Moses ARC 3-105	Analog(Non-digital)Clock	81 Time Graphically displays an old fashioned analog clock. You input the hours, minutes, and seconds and watch the clock keeps time.	BB
by:D. Martin ARC 3-106,111	Daredevil	81 Game, Race You see the windshield and instrument panel of a racecar. Follow the instructions that appear at the bottom of the screen.	1P BB,1H
by:T. Goulding ARC 3-108	The Pits	81 Game, Maze 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.	1P BB,1H
by:J. Winn ARC 3-112	Invisible War	81 Game, Space Three levels of difficulty make this invisible space game quite interesting.	1P BB,1H
by:R. Rosenhouse ARC 3-113	Symmetrical Art	81 Graphics Graphics art program.	BB
by:B. Hensel ARC 3-114	Telling Time \$100	81 Time, Educational Educational game to help children learn to tell time. Uses the Graphic Character Maker Program.	1P BB,1H
by:M. Keller ARC 3-116	Keno II 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
by:E. Groebe ARC 3-123	Match	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
by:D. Martin ARC 3-124	Rebound \$100	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

Author	Title	YR Type	Number of Equipment
Volume-Page	Description	Players Required	
Gobblers by:B. Wiseman	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
ARC 3-125			
Boo by:S. Walters	81 Graphics Halloween graphics programs that uses the direct mode of loading which is discussed in ARC 4-3.	BB	
ARC 3-126,4-3			
New Graphic Char. Maker by:B. Weber	81 Graphic Utility Improvement on Rich Tietjens' Graphic Character Maker which uses the computer to calculate the graphic values. Just use the handle to position the the flashing cursor on the grid and pull the trigger when you want to make a dot.	BB, 1H	
ARC 3-128			
ASTROVISION Editor by:B. Fabris	81 Tutorial Tutorial on use of the new ASTROVISION BASIC Editor feature. Sure helps in correcting long statement lines.	AB	
ARC 4-1			
Tape Loading Method by:S. Walters	81 Tutorial Tutorial on loading the Boo Program ARC 3-126 or others by using the direct mode. See also 3-126.	BB	
ARC 4-3,3-126			
Nuclear Math by:D. Gladden	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	
ARC 4-4			
402 \$188 by:R. Blommaert	81 Graphics Graphics art program. If you dig into the program you can figure out how the author does it.	BB	
ARC 4-5			
Code-Decode by:E. Groebe	81 Game, Logic Program shows how to encode and then decode a message. Only another ARCADE with the same program can decode message.	BB	
ARC 4-6			
New Music Program by:G. Moses	81 Tutorial, Music Tutorial on putting 3-voice music into a music program without having to use .REMARK statements. This is George Moses latest program for writing 3-voice music tapes for the ARCADE.	BB	
ARC 4-18			
I/O Switch by:S. Walters	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	
ARC 4-16			
1K Memory Addition by:M. Keller	81 Project Circuit diagram for adding 1K memory to your ARCADE. This is nearing the limits that the internal power supply can support.	BB	
ARC 4-17			
Starfighter by:J. Winn	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	
ARC 4-20			
Orbit Demo by:R. Picardi	81 Tutorial, Game Tutorial program for use in space games demonstrating orbital paths.	1P, BB, 1H	
ARC 4-21			

Page E 14	ARCADIAN Newsletter		Page E 14
Author	Title	YR Type	Number of Equipment Players Required
Volume-Page	Description		
by:B. Bilbrey	Magic Register	82 Tutorial, Graphics	BB
ARC 4-24	Tutorial on the graphics register in the ARCADE. What it is. Where it is. What it does. How to use it.		
by:D. Martin	Columns	82 Game, Logic	1P BB
ARC 4-27	A computerized version of the old card trick using three columns of 7 cards.		
by:B. Fabris	AB Circuit Layout	82 Misc.	AB
ARC 4-28	Circuit diagram of the production version (PC # BABS302P) of the BALLY BASIC Videocade #4004.		
by:A. Rathmell	Machine Language Monitor	82 Review	BB,MLM
ARC 4-29	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.		
by:M. DeLaura	D&D Speedway	82 Game, Skill	1P BB,1H
ARC 4-30	A speedway race in which you steer the car around race tracks of various difficulties.		
by:K. Springsteen	Graphic Program	82 Graphics	BB
ARC 4-31	An interesting graphics program.		
by:Tom Wood	Machine Language Monitor	82 Review	BB,MLM
ARC 4-34	A second review of the Machine Language Monitor Cartridge by The Bit Fiddlers.		
by:B. Weber	The CUBE	82 Game, Logic	1P BB,KP
ARC 4-36	This program shows the Rubick CUBE unwrapped, with the front to the left. Key in your intructions and try to solve the CUBE.		
by:M. Delaura	Pro Bowl	82 Game, Sport	2P BB,1H,KP
ARC 4-38	This football game includes fumbles, touchdowns, field goals, safeties, etc., and a two minute warning. Offense uses handle defense uses keypad.		
by:G. Green	Alien	82 Game, Space	1P BB,1H
ARC 4-40	Shoot the alien when he crosses the screen and see how many points you can score in 100 seconds.		
by:K. Springsteen	Crypt-O-Grams	82 Game, Logic	2P BB
ARC 4-42,55,69	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.		
by:D. Ibach	Cartridge Conversion	82 Tutorial	BB,AB
ARC 4-46,59,76	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.		
by:R. Lauffer	Budget Worksheet	82 Business	BB,AB?, KP
ARC 4-48	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.		

Author	Title	YR Type	Number of Equipment
Volume-Page	Description		Players Required
Fudd by:B Wiseman ARC 4-51	82 Game, Skill	1P BB only,1H	One player uses the hand controller to manipulate cross-hairs over the moving targets, a batch of bunnies. The knob controls speed and the trigger does the deed. But rabbits multiply....
Jekyl & Hyde by:Springsteen ARC 4-52,55	82 Game, Maze	2P AB,2H	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.
AB-BB Differences by:B Fabris ARC 4-55	82 Tutorial	BB,AB	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.
Tape Duplication by:Perkins Engr. ARC 4-56	Circuit 82 Project	BBorAB	Circuit which can be used to duplicate tapes from one tape machine to another.
Quadron by:T McConnell ARC 4-58,65	82 Game, Skill	1P BBorAB,1H	This program is actually Quadron, and is described on page ARC 4-65. See below.
Cartridge Swapping II by:D Ibach ARC 4-59	82 Tutorial	BB,AB	Some additional comments on the cartridge conversion tutorial in ARC 4-46.
Top 5 Today by:S Walters ARC 4-60	82 Tutorial	BB,AB,USorBR	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.
Color Monitor Circuit by:B Fabris ARC 4-62	82 Project	BB,AB	Project tells how to hook up a Color Monitor to the ARCADE unit to provide better resolution.
Tape Loading by:B Fabris ARC 4-65	82 Tutorial	AB	Discussion on loading prerecorded tapes using the " ;INPUT " command
Quadron Instructions by:T McConnell ARC 4-65	82 Game	1P AB,1H	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.
Frog by:B Wiseman ARC 4-68,95	82 Game,Skill	1P BBorAB,1H	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).
Night Raid by:P Slezak ARC 4-70	82 Game,War	1P BBorAB,1H	War game in which five bombers are sent to destroy you. Fire anti-aircraft missiles at the bombers and move bases to avoid bombs.
Stranded on Rigel 5 \$100 by:S Walsh ARC 4-72	82 Game,Space	1P BB only	A two part game, first you must break the code, then you fight the Rigelian spaceships using the handle.

Author	Title	YR	Type	Number of Equipment Players Required
by:D Ibach	Cartridge Swapping III	82	Tutorial	BBorAB
ARC 4-76,46,59	Final chapter in the ongoing saga of cartridge swapping. See ARC 4-46,59.			
by:M Peace	Brick N' the Wall	82	Game, Skill	1P BBorAB, 1H
ARC 4-77	Game pattern after Brickyard but much slower because its written in BASIC.			
by:E Groebe	Did Glory 1982	82	Graphics	BBorAB
ARC 4-77	Picture of the American Flag.			
by:B Fabris	Machine Code Programming	82	Review	ML
ARC 4-78	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.			
by:A Roginsky	Slot Machine IV	82	Game, Casino	1P BBorAB
ARC 4-79	One player slot machine game for the ARCADE. See if you can keep from being busted.			
by:R Tietjens	Screen Printer	82	Interface	BB only
ARC 4-80	Program to utilize the TRS-80 Line Printer VII to print a copy of the screen image.			
by:D Martin	Laser Evader	82	Game, Space	1P BBorAB, 1H
ARC 4-81	Game of chance, move thru the random field of firing lasers without being zapped and try to accumulate the highest score.			
by:S Kendall	L-I Reverse Box Set	82	Graphics, Art	BBorAB
ARC 4-82	Graphics Design Program.			
by:T McConnell	Computer Crochet	82	Graphics, Art	BBorAB
ARC 4-83	Graphics Art Design			
by:B Fabris	LINE Numbers	82	Tutorial	AB
ARC 4-85, 103	Short Tutorial on Line Numbers and how to edit a particular line.			
by:B Hensel	Polo	82	Game, Dice	2P BBorAB, 2H
ARC 4-87	Score more goals than your opponent. The computer rolls the dice which controls the length of the move. The player then selects the direction to move.			
by:S Taylor	Catchem	82	Game, Skill	2P BBorAB, 2H
ARC 4-87, 89	Maneuver your blip thru the pattern trying to keep away from player 2. If he catches you three times he wins.			
by:G Moses	ASTRO ZAP \$100	82	Game, Skill	1-4P BBorAB, 1-4H
ARC 4-88	Similar to Space Fortress Videocade but on tape.			

Author	Title	YR Type	Number of Equipment Players Required
Using by:K Lill	ASTROBASIC Editor	82 Tutorial	AB
ARC 4-91	Explantion and tutorial on using the editor feature to change line parameters		
Battleship by:B Mead	82 Game,War	2P	BBorAB,2H
ARC 4-92	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.		
Graphix Tablet by:VIPER	82 Graphics	BR,U,S,XB,1H	
ARC 4-95,96	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.		
Horizontal Scrolling I by:B Wiseman	82 Tutorial	AB	
ARC 4-95,98	Tutorial on using horizontal scrolling, by understanding and using these techniques some interesting programs could be developed.		
2 Letter Music Maker by:K Lill	82 Music	AB,1H	
ARC 4-99	Demonstration type program, illustrating the various functions of the music/noise generation capabilities, that can be controlled by the two-letter controls of ASTROBASIC.		
Star Seige by:T McConnell	82 Game, Space	1P AB,1H	
ARC 4-101,58,65, 95	Instructions are on page 4-58. Space Invader type game, destroy the mother ship and six alien craft using the handle.		
Darts by:A Roginsky	82 Game, Skill	1-2P	BBorAB,2H
ARC 4-102	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.		
LINE Numbers II by:R Fabris	82 Tutorial	AB	
ARC 4-103,85	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.		
Horizontal Scrolling II by:R Blommaert	82 Tutorial	AB	
ARC 4-105	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.		
One Man Bowling by:B Heckman	82 Game, Sport	1P	BBorAB,1H
ARC 4-106	One player bowling game. Displays bowling lane and keeps your score.		
Two Bytes Worth by:D Drescher	82 Tutorial	BBorAB	
ARC 4-108	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.		
Overcoming Loading Problems by:M Prosize	Tutorial	AB	
ARC 4-110	Discussion of some of the loading problems people have encountered using the ASTROBASIC 2000 baud tapes.		
Exterminator by:K Springsteen	82 Game, Skill	1P	AB,1H
ARC 4-111	Zap the flies flying above the fly spray can, by using the handle to aim and fire.		

Author	Title	YR	Type	Number of Equipment
Volume-Page	Description	Players Required		
Citadel by:D Martin	82 Game, Skill	1-2P	BBorAB,1-2H	Keep the Kamikase invaders out of the fort as long as possible.
ARC 4-105,112				
Word Hunt by:A Ross	82 Game, Word	1-4P	BBorAB,1H	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.
ARC 4-115,117				
Baseball by:D Martin	82 Game, Sport	2P	BBorAB,2H	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.
ARC 4-115,118				
The Game Player by:M Prosize	82 Software Review		AB	Castle of Horror (Tape 12) by Wavemakers. Rated Good. Good graphics and sound effects make this game of strategy and quick thinking fun to play.
ARC 4-120				
Color Selector by:K Doerge	82 Graphics, Utility		BBorAB,1H	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.
ARC 4-121				
Crown of Zeus by:T Johnson	82 Game, D&D	1P	AB only	Dungeons and Dragon 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.
ARC 5-7,45				
Plain BASIC Talk 1 by:K Lill	82 Tutorial, Intermediate		BB,AB	Tutorial on the PX(x,y) command, and how to use it to sense a wall or another object that is in your way.
ARC 5-11				
What is a Program, CX, CY by:D. Gladden	82 Tutorial, Beginner		BB,AB	What is a program and how can I use it. Also explains CX and CY position commands.
ARC 5-12				
CHRDIS I by:M Skala	82 Tutorial, Advanced		AB	First Tutorial on a new generation of screen animation for the Astrocade. This demonstrates a fairly simple means of smooth animation.
ARC 5-14				
Find YOGI by:S Kendall	82 Game, Hunt	1P	AB	Try to guess where YOGI is hidden in the 10 by 10 grid. Input your guess, the computer will tell you if you missed in which case it will tell you in which direction to try on your next guess.
ARC 5-17				
The Game Player by:M Prosize	82 Software Review		AB	Omega Valley and Astro Terror (Tape #T-101) by The tiny Arcade. Rated pretty good. Omega Valley is a space game rich in color and good in graphics. Astro Terror is a very fast-paced, intense, non-stop action game.
ARC 5-19				
More Art Prog. 6 III by:S Kendall	83 Graphics, Demo		AB	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.
ARC 5-28				
Bally Christmas Card by:E Grobe	82 Graphics, Xmas		AB	Christmas card presented on the TV screen.
ARC 5-29				

Author	Title	YR	Type	Number of Equipment Players Required
by:D Gladden ARC 5-30	Variable, Screen Position	82	Tutorial, Beginner	BB,AB
	Explains what a variable is and how to set them. A very good tutorial describing how to position printing on the screen where you want it.			
by:K Lill ARC 5-32	Plain BASIC Talk 2	82	Tutorial, Intermediate	BB,AB
	Tutorial on IF's, IF/OR's and TRUE/ FALSE statements and commands.			
by:K Doerge ARC 5-34	Attack	82	Game, Hunt	1P AB,1H
	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.			
by:M Skala ARC 5-37,72	CHRDIS II	82	Tutorial, Advanced	AB
	CHRDIS I continues with how to build your own graphic characters.			
by:M Prosize ARC 5-38	The Game Player	82	Software Review	AB
	Exitor's Revenge (tape #16) by L&M Software. Rated Good. An exciting one-player space invasion game of skill. Dungeons of Dracula (Tape #16) by Wavemakers. Rated Good. A adventure-strategy game which is challenging & enjoyable.			
by:C Perkins ARC 5-40,56	0-Jello II	82	Game, Logic	1-2P XB only
	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.			
by:A Guevara ARC 5-42	The Bit Fiddler Corner 1	82	Monthly Column	MLM
	First in a monthly column on machine language programming. Starts with binary, talking about bits, bytes and things. This column in conjunction with the Machine Language Monitor will help you write in machine language.			
by:B Fabris ARC 5-43	Printing with Astrocade	82	Tutorial, Application	BB and AB
	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.			
by:A Guevara ARC 5-47	The Bit Fiddler Corner 2	83	Monthly Column	MLM
	This month's column talks about hexadecimal. This column in conjunction with the Machine Language Monitor will help you write in machine language.			
by:E Grobe ARC 5-48	SNAP and SHOW	83	Tutorial, Graphics	AB
	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.			
by:dw D Carson ARC 5-49,56	Recording in AstroBASIC	83	Application	AB
	Short tutorial on recording a tape using AstroBASIC. See additional note on page 5-56.			
by:C Anderson ARC 5-49	3159 or 3164 ROM	83	Tutorial,	BB,AB
	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.			
by:M Prosize ARC 5-50	The Game Player	82	Software Review	AB
	Gamepack G1 (5 Games) by HARD Software. Rated Poor. No longer produced. Candy Man by L&M Software. Rated Good. A challanging and beautifully animated game based on PAC-MAN. See Ms Candyman			

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Author	Title	YR Type	Number of Equipment	
Volume-Page	Description	Players	Required	
New Sound by:M Peace	83 Tutorial, Sound	AB		
ARC 5-53	Short tutorial on producing better music for your programs.			
Questions? by: ? ? ?	83 Owner Questions.	All		
ARC 5-57	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.			
Sound Variable Conversion by:G Moses	83 Tutorial, Sound	AB		
ARC 5-58	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.			
Memory Map of AB by:G Moses	variables83 Utility	AB		
ARC 5-59	The memory map of the AstroBASIC variables compiled by George Moses.			
Plain BASIC Talk by:K Lill	3 83 Tutorial, Intermediate	BB,AB		
ARC 5-60	This month's editorial explains how and why we use the B(n) strings (BB and AB) and the X(n) strings (AB).			
The Game Player by:M Prosize	83 Software Review	AB		
ARC 5-62	Lost in Space (Tape #4) by Edge Software. Rated Good. A challenging one-player maze game. Requires concentration. NAM-CAP (Tape #1588) by New Image. Rated Very Good. Instead of eating the dots as PAC-MAN you spit them out.			
Wavemakers Music by:M Peace	Keyboard 83 Music, 2 voice	AB,IH		
ARC 5-63,77	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.			
Random Numbers, Loops by:D Gladden	83 Tutorial, Beginner	BB,AB		
ARC 5-68	This months series covers Random Numbers and Loops (FOR-TO-NEXT-STEP) commands.			
R & L Memory Expansion by: A Rathmell	83 Hardware Review	XH		
ARC 5-69	The memory expansion board by R&L Enterprises is a high quality printed circuit. Recommended more for the experimenter than the casual Astrocade user. Can provide up to 64K Bytes of RAM, ROM, EPROM or EEPROM combo.			
Line Statements by:J Dunson	1 by 1 83 Utility, Aid	BB,AB		
ARC 5-69	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.			
Gobblers by:K Doerge	83 Game, Skill	2P BB,AB,2H		
ARC 5-70	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.			
Analog Clock by:G Moses	83 Time, Clock	BB,AB		
ARC 5-71	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.			
CHRDIS III by:M Skala	83 Tutorial, Advanced	BBorAB		
ARC 5-72	The third and final segment of the three part series explaining the on-board subroutine "CHRDIS".			

Author	Title	YR	Type	Number of Equipment	Players Required
by:R Picardi B Holmes ARC 5-76	SNAP and SHOW Update	83	Tutorial, Graphics	AB	Methods to reduce the memory used in the previous SNAP and SHOW Tutorial in ARC 5-48.
by:J Peoples ARC 5-79	G.C.F. and L.C.M.	83	Math, Educational	1P AB	This is an educational program to develop skills in determining the Greatest Common Factor and the Least Common Multiple for grade levels 7-9.
by:B Hildebrand ARC 5-80	Swordfight	83	Game, Starter	1P BB,AB 1H	A subroutine which could be used in a larger program. It contains the graphics for the swinging arm and sword.
by:M Prorise ARC 5-82	The Game Player	83	Software Review	AB	MUSIC by George Moses. Rated excellent. This covers all of George Moses' music tapes from Jazz to Classical etc. Secret of Pellucitar (Tape #15) by L&M Software. R-VGood Excellent Music and Graphics in this thru the maze game.
by:D. Gladden ARC 5-84	BOX-LINE-Subroutines	83	Tutorial, Beginner 1	BB,AB	This months beginning BASIC series covers BOX and LINE Graphics and Subroutines.
by:D Gladden ARC 5-85	Getting most out of 1800	83	Tutorial, Intermediate	BB,AB	This Tutorial covers how to get the best usage of the 1800 bytes of memory that are available for you to use in Astro BASIC. Contains three rules to reduce memory usage.
by:? ????? ARC 5-86	Golf	83	Game, Sport	1-4P XB only, BR, 1-4H	Enhanced game of golf for use with Extended BASIC and Blue Ram Systems.
by:J Peoples ARC 5-93,106	Trapshoot	83	Game, Sport	1-4P BB,AB,1-4H	One to four player have a chance to show their skill in hitting the targets. You can input as many as 99 targets.
by:D Gladden ARC 5-94	ASCII Values, 2-Let. Var.	83	Tutorial, Beginning 5	BB,AB	This months Tutorial covers ASCII Values and the Two-Letter Variables--CX, CY, NT, BC, FC, SM, RM, XY, SZ, PX, JX, JY, TR, KN, KP, TV, MU.
by:D Harris ARC 5-93,106	Blackjack	83	Game, Casino	1P BB,AB,1H	Play Blackjack against the computer. You can Hit or Stand. The Dealer takes pushes, but pays double for Blackjacks or 5 cards under 21.
by:D Gladden ARC 5-100	Title Page	83	Tutorial, Intermediate	BB,AB	How to have a professional looking Title Page as a lead-in to your programs.
by:D Gladden ARC 5-100	Subroutine # 81	83	Tutorial, Advanced	BB,AB	Covers the on-board subroutine #81 which can provide a PAWS (pause) in your programs.
by:K Lill ARC 5-101	Safe Area for POKES	83	Tutorial, Blue Ram	BR	Saving a "Safe" area for "POKES". For Blue Ram only.

Author	Title Volume-Page	YR Type Description	Number of Equipment Players Required
by:R Rosenhouse	Lazer Blazer	83 Game, Space Destroy each of the lazer outposts before you are destroyed.	1P AB,1H
	ARC 5-102		
by:K Lill	Ghost Fleet \$100	83 Game, Space Destroy the hidden enemy ships and score at least 1000 points to move to the next round.	1P AB,1H
	ARC 5-107		
by:D Mei	Defender II	83 Game, Space Move up and down using the handle, then fire at the ships by pulling the trigger. Watch out for the indestructable satellite.	1P BB,AB,1H
	ARC 5-110		
by:D Gladden	How to use String Arrays	83 Tutorial, Beginner Discusses the two string arrays @ () and *().	BB,AB
	ARC 5-113		
by:A Guevara	The Bit Fiddler Corner 3	83 Monthly Column Continuing Tutorial on the Z-80. This month covers the registers and a few of the instructions.	MLM
	ARC 5-114		
by:M Montauch	Fishin' Hole	83 Game, Sport The handle controls the depth of the line and the length of the pole. To catch fish, get the hook to touch a fish. Different fish have different point values. Don't catch the crabs!	1P BB,AB,1H
	ARC 5-116		
by:M Skala	@(HURRAY)	83 Tutorial, Intermediate How to use the @ () array to form a multi-dimensional array to conserve memory space.	BB,AB
	ARC 5-117		
by:M Prosize	The Game Player	83 Software Review Road Toad by Esoterica, Ltd. Rated Fair. Excellent graphics but not very challenging as far as gameplay. L.T. by Wavemakers Rated Very Good. Challenging and well thought out multiple screen skill game based on E.T.	AB
	ARC 5-118		
by:R Fabris	Scrolling III	83 Tutorial, Utility Subroutine to give downward Scrolling. In issues 4-98 and 4-105 some schemes were presented to shift the screen sideways. Now we have a general method to scroll the screen in any direction. More to come.	AB
	ARC 5-119		
by:D Gladden	Getting Things Together	83 Tutorial, Beginning Summary of the commands presented in the previous Tutorials on Beginning BASIC. Tells how you can use them in conjunction with each other.	BB,AB
	ARC 5-122		
by:D Ainsworth	BALLY BASIC Tape Side A	83 Games, Sampler Presents Side A of the original BALLY BASIC Sampler tape which was included with the old BALLY BASIC Videcade and external tape interface. Includes Electronic Dolly, Line Graph, Electronic Music and Number Match.	1P BB,1H
	ARC 5-124		
by:M. White	File Search	83 Tutorial, Utility Presents a program to locate your programs (Files) on Astro BASIC tapes. The program is called File Searcher.	AB
	ARC 5-125		
by:D Ainsworth	BALLY BASIC Tape Side B	83 Games, Sampler Side B of the originally BALLY BASIC Sampler Tape. Includes Lunar Lander, Gravity Game and Newtona '500'	1P BB
	ARC 5-126		

Author	Title	Volume-Page	YR Type	Description	Number of Equipment Players Required
by:M Prosis	The Game Player		83 Software Review	Gamma Wars by The tiny Arcade Rated Good. Another shoot-em-up-knock-em-down science fiction game. Difficult. Nautilus by L&M Software. Rated Good. Standard Space Invader type game. Also includes excellent 3-D Tic-Tac-Toe	AB
ARC 5-127					
by:G Moses	BR PLAY % () Command		83 Tutorial, Blue Ram	Tutorial on the Blue Ram PLAY Command. George Moses introduces us to use of PLAY Command to produce MUSIC.	BR
ARC 5-128					
by:R Fabris	Monitor Connection		83 Peripherals	How to produce outputs from your ARCADE Unit to be able to connect it to a TV Monitor input jacks.	BB,AB
ARC 5-129					
by:A Guevara	The Bit Fiddler	Corner 4	83 Monthly Column	This month's column covers some of the on-board subroutines that are inherent in the ASTROCADE on Board ROM	MLM
ARC 5-132					
by:D Low	Control 38		83 Game, Space	As captain of the starship Venture your mission is to destroy all the alien ships. Each time they hit you, your shields are reduced by one third, until you are destroyed.	1P AB,1H
ARC 5-136					
by:R Klien	Batting Average		83 Math, Personal	Calculates the current and cumulative statistics for a baseball player. Make a tape of the program, input times at bat an number of hits, the computer calculates your batting average. Save on tape and update after each game.	AB
ARC 5-138,149					
by:M Prosis	The Game Player		83 Software Review	Collision Course by Wavemakers. Rated Excellent. Great adaption of the Coin-Op game Rally-X. Fun to play. Super Slope by Esoterica Ltd. Rated Excellent even through it has a few bugs. Graphics and sounds are very good.	AB
ARC 5-148					
by:Don Gladden	BR Utility 3.2		83 Product Review	Review of the utility program for Blue Ram owners that allows you to enter, edit, disassemble machine language programs. Don used this to help write his Sneaky Snake videocade.	BR
ARC 5-142					
by:K Lill	Program Analysis		83 Tutorial, Intermediate	Ken tears apart a program line by line and tells you what each line does. This type of program analysis is one of the best methods to learning programming. You can also use flow charts.	BB,AB
ARC 5-144					
by:G Moses	XB Character Display		83 Tutorial, XB	Routine to show large characters on screen. Also tells about the new Blue Ram Utility 2.3 from Perkins Engineering.	XB
ARC 5-145					
by:D Ibach	Frog Leap		83 Game, Skill	Use the handles to make the frog leap from the right bank to the left bank by jumping on the rocks.	1-2P AB,1-2H
ARC 5-151					
by:S Kennedy	Space Spiders		83 Game, Space	A multi-level laser shoot-em-up. Use TR to shoot, JX and JY for direction. Don't let the spider get you.	1P AB,1H
ARC 5-151					
by:D Carson	BR Printer Function		83 Utility, BR	Using the Blue Ram and a NEC-8023 printer you can print and control various functions of the printer.	BR
ARC 5-152					

Author	Title	YR	Type	Number of Equipment Players Required
by:D Gladden	Boolean Logic	83	Tutorial, Beginner	BB,AB
ARC 5-153	Explains the use of Boolean (True or False) Logic to conserve memory usage.			
by:C Collins	Biorhythms	83	Personal, Educational	BB,AB
ARC 5-154	Are biorhythms fact or fiction, use this program and find out if biorythms have any basis in fact.			
by:G Moses	Music Processor Commands	83	Tutorial, BR	BR
ARC 5-156,128	Continuation of tutorial started on 5-128. Describes every command built into your music processor in the Astrocade.			
by:D Crider	Locksmith \$188	83	Game, Logic	1P AB,1H
ARC 5-157	The object of this game is to line up the slots with the arrow at the top of the screen. Not as easy as you might think.			
by:K Lill	Plain BASIC Talk 4	83	Tutorial, Intermediate	BB,AB
ARC 5-158	How does the ARCADE do its math. It's easy using 0's and 1's when the computer works as fast as the computer.			
by:M Prosize	The Game Player	83	Software Review	AB
ARC 5-165	Vindicator by The tiny Arcade. Rated Good. Something like Defender but allows time to think and plan ahead. The Gate Escape by Wavemakers. Rated Very Good. A very challenging and enjoyable game to play.			
by:D Carson	Extended Memory	83	Product Review	XB
ARC 5-166	Dave Carson discusses the why's of having extra memory and using extra memory. He explains some of the advantages of the Extended Basic Language.			
by:J. Spiegel	Shutbox	83	Game, Dice	1-4P AB,1-4H
ARC 5-171	Computer copy of the dice game. Select number choices and try to get the lowest score or ZERO.			
by:M Prosize	The Game Player	83	Software Review	AB
ARC 5-173	Solar Conquerer by Astrocade. Rated Excellent. Average graphics, excellent sound and lots of fun to play. The object of the game is to score points by destroying enemy defenses, conquering the planets, then the solsr system.			
by:D Gladden	PEEK and POKE (%)	83	Tutorial, Beginner	AB
ARC 5-175	Beginning tutorial on PEEK and POKE. PEEK allows us to look at values in particular RAM locations and POKE lets you assign a value to a RAM location.			
by:D Carson	Extended Memory	83	Product Review	XB
ARC 5-178	The Gate Escape and Wack-A-Mole programmed for Extended Memory are reviewed. Both were highly recommended. These programs show what XB can accomplished by a good BASIC programmer.			
by:C. Perkins	A Few Well Aimed POKES	83	Tutorial, XB	XB
ARC 5-179	How to allocate memory in the Blue Ram to allow ducking around the hexadecimal 8000 location when writing a long program in extended Basic.			
by:K. Lill	Program Analysis	83	Tutorial, Intermediate	AB
ARC 5-181	Continuation of Ken Lill's program analysis of Ghost Fleet. This is a line by line breakdown of what each program line does.			

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 a coin-op ARCADE Game ever produced. Plenty of action for 1 player but with 2 player cooperation you can have even more fun.

2018 Solar Conquerer (1-4P)

Try to destroy the enemy defenses of each planet until you conquer the solar system. Somewhat like Omega Race and Asteroids.

2019 Cosmic Raiders (1-4P)

Fly your Spaceship thru space shooting down the alien craft. Like Defenders.

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.

Cartridges from Esoterica Ltd.

Blastroids (1-2P)

This game is based on the popular Asteroids game.

Treasure Cove (1-4P)

Try to collect the treasure on the sea floor, but beware the deadly sharks, poisonous fish and the dreaded octopus. You must also watch your air supply.

Cartridges from L & M Software.

Ms Candyman (1-2P)

Pickup the Lifesavers as quickly as you can but avoid the Ghosts and Goblins. More than 20 screens and great music make this a super cartridge.

Sea Devil (1P)

Guard your undersea farm from the Zardos invaders. Use your sonar to detect them and then destroy them with your laser.

Cartridges by New Image.

Sneaky Snake (1-4P)

This is based on the popular Centipede game. Destroy the snake and avoid the spider to score the most points. Great graphics.

Look in catalog section for better descriptions of the various new cartridges. Either order directly or through one of the mail order dealers.

ALTERNATIVE ENGINEERING CORP.
P.O. Box 128 - Gardiner, ME 04345
(207) 623-8506

THE VIPER Z-grass SYSTEM

With over 10 years of custom software development, plus the most advanced hardware features ever offered on a home computer, the VIPER Z-grass system has become the most powerful, yet affordable Video Image Processor on the computer market. This unique system together with the Bally/Astrocade Professional Arcade has a total of 8 microprocessing devices including 3 original Bally/Midway custom arcade graphics processors, (used to make such videogame legends as Pac Man, Galaxian, Wizard of War, Space Invaders and many more). Unlike the other home computers that play arcade games, the Z-grass computer not only plays professional arcade games, but is also specially designed for writing them. Z-grass makes it easy to create arcade quality games, video art, graphs and beautiful color images on your TV without having to have years of experience in computer programming.

SYSTEM FEATURES:

1. 64K 200ns Dynamic Ram for Programming. (Might include 128K)
2. 32K Custom Z-grass Language Real Time Operating System.
3. Dual RS232 Bi-Directional, Communications Ports.
4. 8048 Microprocessor Controlled 81 Key Keyboard with Keypad.
5. 8231 High Speed Arithmetic Processor Unit.
6. Dual 2000 BAUD Cassette Interface Ports with Motor Control.
7. 4 Channel Double Density 5.25 Floppy Disk Controller.
8. RFI/EMI AC Filtered Fully Regulated DC Power Supply.
9. Compatible with CP/M Operating Systems.
10. Stereo Output Jacks for the 3 Octave Music Synthesizer.
11. Graphics resolution is 160x102 pixels.

OPTIONAL FEATURES:

- A. Expandable to High Resolution Graphics. (320x204).
- B. Memory Expandable up to 256K with High Resolution Option.

MICROPROCESSOR CONTROLLED KEYBOARD

The Microprocessor controlled keyboard is a state of the art high speed data entry device. This unique keyboard features an 8 character buffer, repeat key, and microprocessor based multiple key rollover functions with phantom key lockout. All keys are debounced to prevent unwanted entries. The keyboard has 4 level coding, Shift, Unshift, Capslock and Control. There are 81 keys in the standard QWERTY arrangement and the life expectancy per key is 100 million cycles. The switch contacts are front sealed and therefore humidity, dust, and vibration have no effect on proper operation. The top row of keys have been customized for the Z-grass computer system yielding us F1 thru F6 for the special function keys, and four arrow keys for the Z-grass editor. Also included in the system is a piezo tweeter that clicks each time a key has been depressed to give the user a positive entry response. Also included is a separate Keypad input.

Z-Grass THE LANGUAGE:

The Z-grass software includes these advanced functions:

1. A Full Screen Text Editor for Fast Efficient Program Editing.
2. String Manipulation including Match, Concatenation, Replacement.
3. Program Execution in both Interpreted and Compiled Modes.
4. Multi-Dimensional Arrays and String Arrays.
5. User Customization of Language at Several Levels.
6. Advanced Graphics Commands: SHRINK, TEXT, ELLIPSE, SNAP, SHOW, ROTATE, SCALE, PATTERN, STRIPE, POINT.
7. 6 User Definable Keys for Special or Repetitious Functions.
8. Over 30 Special Control Key Commands with Multiple Modes.

Following is a partial list of all the commands that are included in the 32K of Z-grass software. It takes over 100 pages of the Z-grass Manual to describe all the commands and how to use them. Also included in the Z-grass manual are 10 lessons in programming with Z-grass, plus information all the swap modules that can be bought on disk or cassette tape. These swap modules allow the user to get new Z-grass commands as they become available.

Commands:

Graphics/ Arrays:	Disk:	Input/ Output:	Math:	Program Flow:
ARRAY	DBAKS	CONTROL P	ARCCOS	.B
ARRAY.INT	DCREATE	GETDISK	ARCSIN	.F
ARRAY.STR	DDELETE	GETTAPE	ARCTAN	GOTO
BOX	DDELETE.BAK	INPUT	COSINE	IF
CENTER	DFETCH	INPUT.NAME	EXP	JUMP.ERR
CLEAR	DFETCH.ZAP	INPUT.STR	INT	RETURN
CLEAR.CRT	DGET	PORT	LENGTH.NUM	SKIP
CLEAR.WIND	DGET.BAK	PRINT	LN	STOP
DISPLAY	DGET.OR	PRINT.FORCE	LOG	TIMEOUT
DISPLAY.SCREEN	DGET.XOR	PRINT.INP	POWER	WAIT
DISPLAY.PAN	DGET.FAST	PRINT.CURSOR	SINE	
LINE	DINIT	PRINT.CEOL	SQRT	
PATTERN	DLOAD	PROMPT	TANGENT	User Information:
PATTERN.FILL	DLOAD.CLEAR	PROMPT.FORCE	Miscellaneous:	ADDRESS.AR
MMOVE	DLOAD.SET	PUTDISK	COMPILE	ADDRESS.STR
MMOVE.UP	DLOAD.ZAP	PUTTAPE	CONTROL	ADDRESS.Z
POINT	DLOOK	RS232	DELETE	ANYARGS
POINT.SNAP	DPUT	RS232.GET	DELETE.NULLS	CORE
POINT.PAN	DPUT.TV	RS232.PUT	EDIT	HELP
SCALE	DSETUP	RS232.AGET	LOOPMAX	STATUS
SCALE.SCR	DSETUP.RESET	RS232.APUT	RESTART	USEMAP
SCALE.PAN	DUSEMAP	RS232.SGET		VERSION
SCROLL		RS232.SPUT		
SHRINK	String	RS232.BGET		
SNAP	Manipulation:	RS232.BPUT		
STRIPE	ASCII	RS232.RESET		
STRIPE.STR	LENGTH	TABLET		
STRIPE.OFF	LPAD	TERMINAL		
TEXT	STRING			
WINDOW	STRING.NUM			
WINDOW.BOX	SUB.STR			
WINDOW.FULL				
WINDOW.CENTER				

ARITHMETIC PROCESSING UNIT

The 8231 Arithmetic processor is an integral part of the high speed graphics capabilities and is offered as an option costing several hundreds of dollars on other computer systems. This chip alone increases the speed of the mathematical computations by up to several hundred times and therefore is essential in producing the real time responses needed for complex graphics simulations.

Functions:

1. Fixed Point Single and Double Precision (16/32 bit).
2. Floating Point Single Precision (32 bit).
3. Full Binary Data Formats.
4. Addition, Subtraction, Multiplication and Division.
5. Trigonometric and Inverse Trigonometric Functions.
6. Square Roots, Logarithms and Exponentiation.
7. Float to Fixed and Fixed to Float Conversions.
8. Stack Oriented Operand Storage.

Fortunately all of the above mathematical formulas are executed transparently to the user and are completely controlled by the Z-grass software. This device has been manufactured using the most advanced N-Channel Silicon Gate Technology and therefore is extremely fast and reliable.

2000 BAUD DUAL CASSETTE INTERFACE WITH MOTOR CONTROLS

The Dual 2000 BAUD Cassette Interface is used to store and retrieve programs from a cassette recorder. The system includes 2 separate cassette ports with individual motor controls. With the computer controlling the motors, one cassette could be giving audio instructions while the other is loading program material into the computer. The dual motor controls can also be used to let the computer start and stop the cassettes to merge files or select audio or program data.

4 Channel 5.25 FLOPPY DISK CONTROLLER

The WD1770 5.25 Floppy Disk Controller/ Formatter from Western Digital is the latest in floppy disk technology. This controller contains a digital data separator and write precompensation circuitry to insure optimum data integrity to and from the disk. This 5.25 floppy disk controller is capable of driving up to 4 disk drives in either single or double density. The total amount of memory capable of being accessed in double density mode with the IBM MFM format would be approximately 750,000 bytes. This floppy disk controller maintains complete compatibility with its predecessors and therefore can be connected to most any 5.25 disk drive.

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P.O. Box 128 - Gardiner, ME 04345
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POWER SUPPLY

The system power section includes one switched 120 V 3 prong grounded outlet on the back panel to be used for the Bally/Astrocade wall transformer. This outlet will turn your Bally/Astrocade unit on and off with the VIPER Z-grass unit. The front panel on/off switch is illuminated for your convenience and is a good quick reference to insure whether the system is on or off. Because low voltage and power spikes can cause a computer to intermittently fail the VIPER has a specially designed microprocessor power transformer that is capable of operating at 100% efficiency even when the power lines drop well below 110 volts. To help protect the system from power spikes the VIPER also includes a high efficiency RFI/EMI AC Line Filter with fuse and also a M.O.V. (metal oxide varistor) for Hi-Voltage spike protection.

AUDIO MIXING AND STEREO OUTPUTS

With the VIPER Z-grass system you can use either your TV or your stereo sound system to listen to the sound effects of the music synthesizer. You can also play your cassette recorder thru the TV or stereo system thanks to a special circuit in the VIPER System. With this unique flexibility you have complete voice and music capability for Computer Aided Instruction (CAI), Adventure games and many other applications where high quality sound and programs can interact.

DUAL RS232 COMMUNICATIONS PORTS

The RS232-C dual channel communications ports allow your VIPER to communicate with the outside world. These ports can be used with a wide variety of the latest in communications equipment and both channels have independent programmable BAUD rates (300 to 38.4K BAUD). The following devices can be used with these ports.

1. Printers, Dot Matrix or Letter Quality.
2. Bit Pad Graphics Digitizers.
3. Voice Synthesizers.
4. Telephone Modems.
5. Remote Appliance Controllers.
6. Other Z-grass Computer Systems.
7. Remote Keyboards.

The final price of this system has still not been determined, write to:

ALTERNATIVE ENGINEERING CORP.
P.O. Box 128 - Gardiner, ME 04345
(207) 623-8506

for final pricing and system features. This is going to be one fantastic graphics computer system!!!!

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
- () Vol. 6 (Nov. '83 to Oct. '84) \$15.00, CAN. \$20.00

Please make Canadian checks to "Robert Fabris"

Robert Fabris
3626 Morrie Dr.
San Jose, CA. 95127-9990
(408) 272-1060
The SOURCE: TCD959

Name: _____

Address: _____

City/State: _____

Zip: _____ Tel. No.: _____

Unit Purchased From: _____

Unit Serial No.: _____

This portion will be used for your address label:

NAME: _____

ADDRESS: _____

Zip _____

Bob's Electronics
 340 E. 4th Ave.
 Stanley, WI 54768
 (715) 644-2557

SWBX-1 (Not Shown)

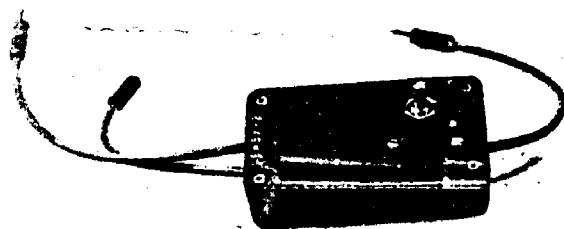
Allows continuous connection of tape recorder to Astrobasic cartridge, with no modifications needed. There is no interference! Change from :PRINT to :INPUT with a flip of the switch.

\$17.95 postpaid.

SWBX-2 (Shown at right)

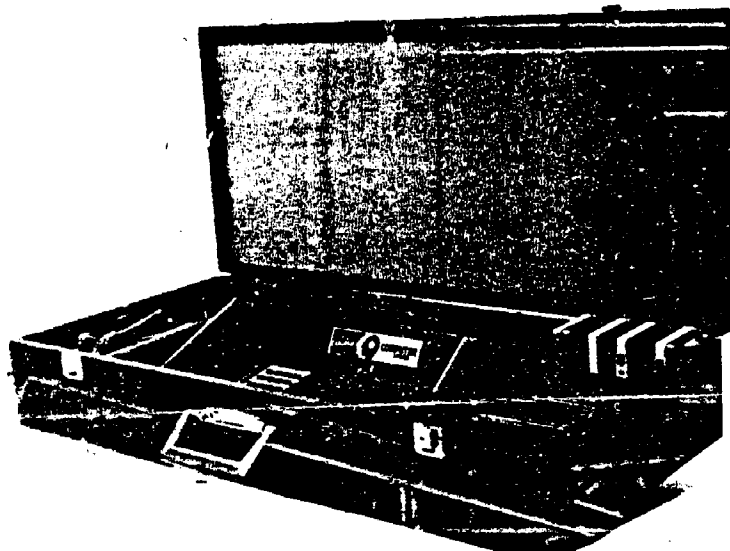
Same as above but with speaker and volume control added so you can hear the signal going into the Arcade or tape recorder at a comfortable level. Great for finding the beginning of a program on multi-program tapes or tutorials! Two plugs go into your tape recorder and one into the Arcade.

\$20.00 postpaid.



SC-1 (shown below)

Suitcase designed to hold Astrocade, Hand Controls, Cassette Tapes, Tape Recorder, Wall Transformers, Cords and all Accessories. SC-1 is quality constructed of 1/4" plywood, lined with foam rubber and covered with rich brown vinyl to protect your equipment. It has a hinged top with locks and keys, a carrying handle, and rubber feet on two sides. Now you can take your Astrocade with you on your trips!! Size is 28 1/4 x 12 7/8 x 5 7/8". Shipping weight approx. 12 lbs. Please state size of your tape recorder.
 \$30.00 postpaid. Custom made \$5.00 extra.



Bob's Electronics
 340 E. 4th Ave.
 Stanley, WI 54768
 (715) 644-2557

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___Marche Militaire	___The Muppet Show theme
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___Semper Fidelis	___The Rainbow Connection
___The Thunderer	___If I Were A Rich Man
___The National Emblem March	___Can You Read My Mind
___Frosty, The Snowman	___Let it Snow
___Those Were The Days	___We've Only Just Begun
___Silver Bells	___If
___Theme from M*A*S*H	

More to come including Superman, Star Wars, Princess Leia's Theme.....

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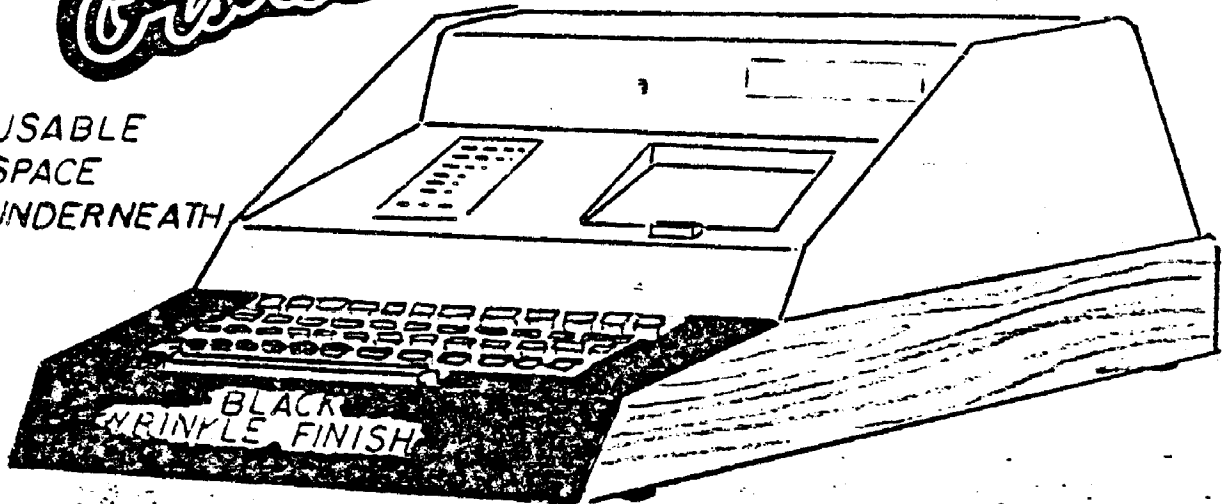
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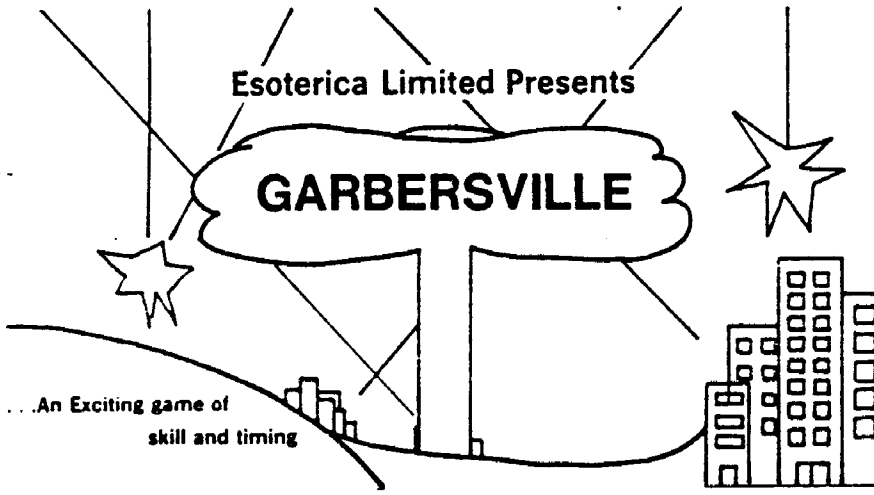


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1. GARF is attacking Garbersville! You are the only hope for the defense of its good citizens. Will your missiles intercept his bombs in time to save this strategic outpost?
2. Ten Pins - an exciting game of bowling complete with hook ball, gutter 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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Tapes are \$15.95 - - -
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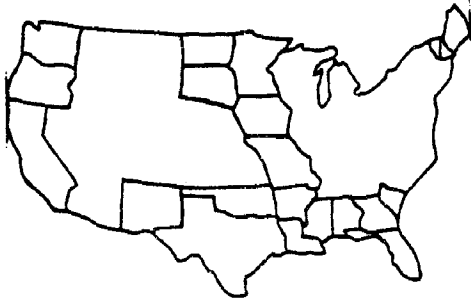
1. All the excitement of the old time oil wildcatters! Take charge of your small company as you explore for oil. Study the geological data, calculate the risks, and make the smart investment. You could become a wildcat millionaire! Computer gives all necessary data for one to four players; Holds production 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?

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



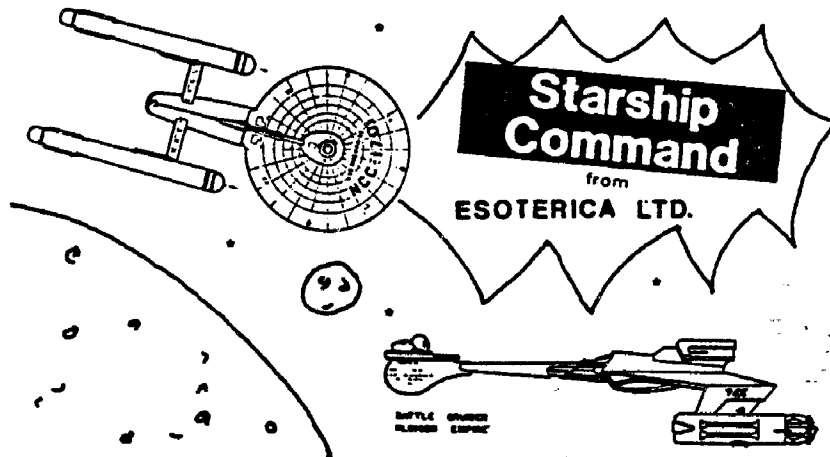
our educational games make learning fun

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
01001

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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:

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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

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BLAST DROIDS

A new game by "Spectrecade"

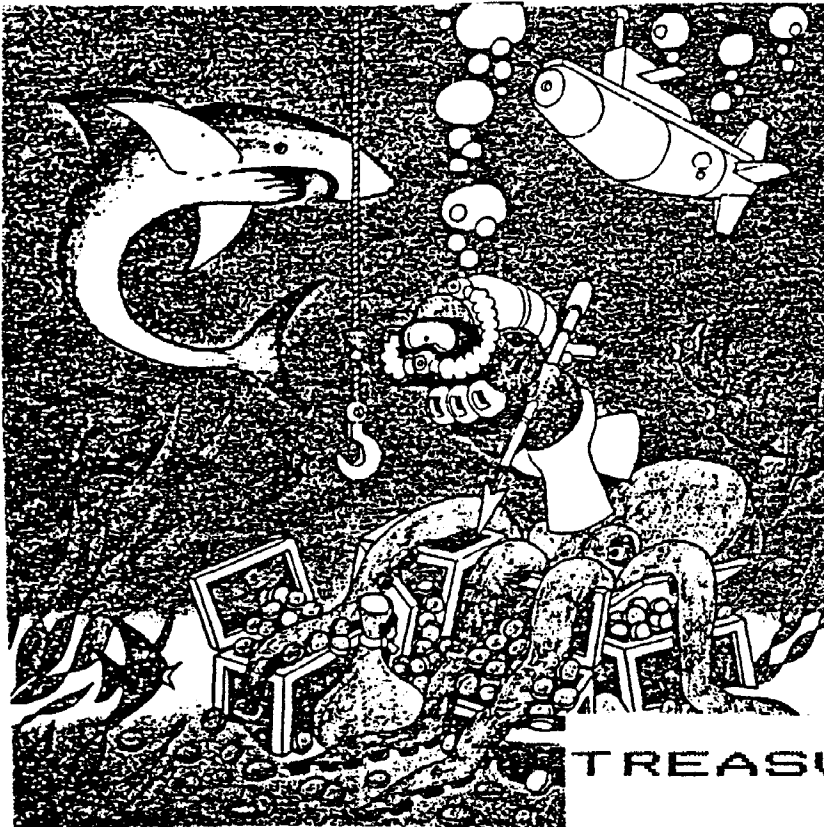
A one to two player (Head to Head) Space Game, in which the players are to destroy Droids flying in outer space. Very similar in action to Atari's Asteroids (TM) Coin-Op. In some screens there are force fields, to protect you if you are on the outside of them. In the higher levels, you must do some fancy flying to manuver your ship in position. This cartridge has two programs included. One for Game Play and a Training Sector for practicing your flying. BLAST DROIDS has 9 different screens, with different force fields and Droids. Very fast, exciting, action. So, beware, and Blast the Droids.

* Asteroids is a copyright of Atari Inc.

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TREASURE COVE

"Jewels and Gems! Pieces of Eight! Doubloons and Gold!
A complete pirates' hoard lies at the bottom of

TREASURE COVE

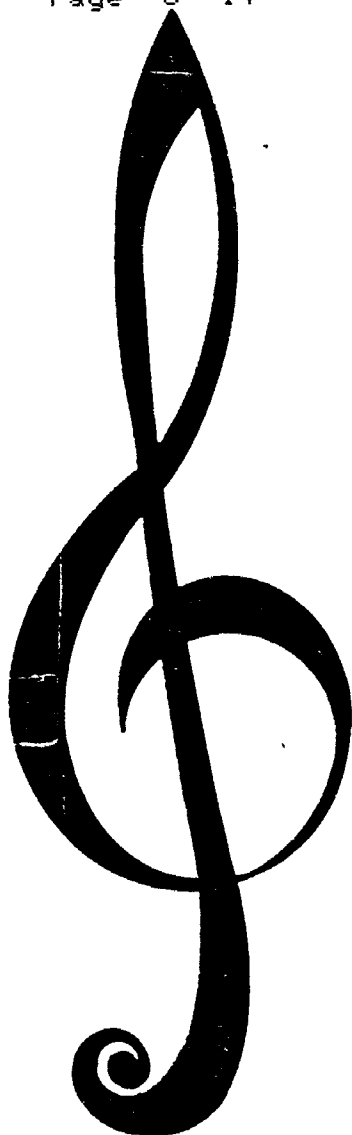
and is yours for the taking. But Beware!
Deadly, poisonous fish, sharks and the dreaded octopus
remain as guardians of this trust and will vanquish
intruders. Can you collect the treasure and return to your
boat before the oxygen runs out? Continuous MUSIC, and
fantastic underwater GRAPHICS add to the enjoyment of this
great action game from Spectrecade. 1-4 players.

TREASURE COVE is the original creation of
Spectre Systems, Inc. Design by Brett Bilbrey.

Order from:

ABC Hobbycraft Page H 1

CPU Electronics Page H 2



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



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C, D or E

PROGRAM B ASTRO-ZAP!!!

Player-up sirens, fast action graphics, big explosions, bonus bases. Up to 4 players with up to 4 hand controls. Kamikazees! A real blast!!! Indicate Bally Basic or Astro Basic.

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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

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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
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PROGRAM E SCREEN RAM WORD PROCESSOR

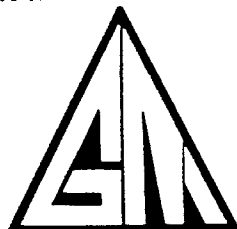
Very efficient! Allows storage of over 2000 characters in screen memory, even though Bally Basic only allows 1800 characters. And this is with a program already in memory containing its own utility to dump data from screen to printer or to tape at the touch of a key! Designed only for Bally BASIC. Sorry, 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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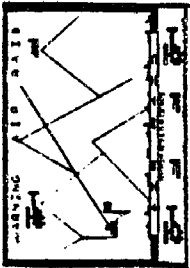
ALL SOFTWARE SATISFACTION GUARANTEED

LMI SOFTWARE

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

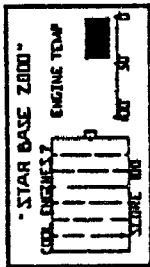
#5 Cassette \$ 12.95

SONAR REPORT SUB IN QUA 1	
11 2 3 4 5 6 7 8 9 10	1 1 1 1 1 1 1 1 1 1 0
11 12 13 14 15 16 17 18 19 20	1 1 1 1 1 1 1 1 1 1 0
21 22 23 24 25 26 27 28 29 30	1 1 1 1 1 1 1 1 1 1 0
31 32 33 34 35 36 37 38 39 40	1 1 1 1 1 1 1 1 1 1 0
41 42 43 44 45 46 47 48 49 50	1 1 1 1 1 1 1 1 1 1 0
51 52 53 54 55 56 57 58 59 60	1 1 1 1 1 1 1 1 1 1 0



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.

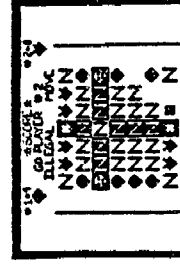
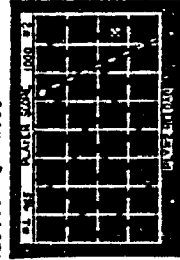
#6 Cassette \$ 12.95



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 G the ship will be destroyed. Space Quest 2001-Your interstellar space craft must save a friendly colony, on the planet, from the Star Plunderer. You must break thru the forcefield and destroy the enemy, using lasers and missiles. Excellent graphics & 35 difficulty levels. BOTH GAMES are for 1 player

LMI SOFTWARE 8599 Framewood Dr. Newburgh IN. 47630

#7 Cassette \$ 12.95



Phantom Star Fighters is a maze game. The star fighters are cloaked to render them invisible, except when they bump into a barrier or when reloading. You have a choice of two weapons, 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.

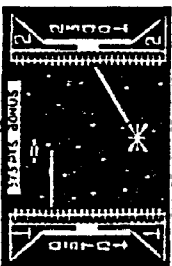
#1 Cassette \$ 12.95

SCORE	NAME
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
11 12 13 14 15	11 12 13 14 15
16 17 18 19 20	16 17 18 19 20
21 22 23 24 25	21 22 23 24 25
26 27 28 29 30	26 27 28 29 30
31 32 33 34 35	31 32 33 34 35
36 37 38 39 40	36 37 38 39 40
41 42 43 44 45	41 42 43 44 45
46 47 48 49 50	46 47 48 49 50
51 52 53 54 55	51 52 53 54 55
56 57 58 59 60	56 57 58 59 60

TURN	SCORE	DIE #1	DIE #2	DOUBLE
1	1	1	1	1
2	2	2	2	2
3	3	3	3	3
4	4	4	4	4
5	5	5	5	5
6	6	6	6	6
7	7	7	7	7
8	8	8	8	8
9	9	9	9	9
10	10	10	10	10

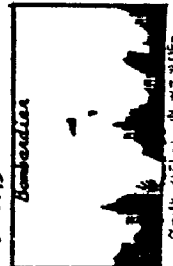
This pair combines strategy action and colorful graphics. Many hours of fun. 1 to 5 players, a unique feature allows the computer to play too.

#2 Cassette \$ 12.95



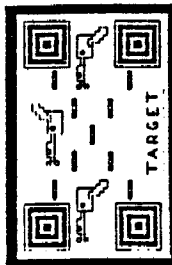
Comic Saver: Battle is the fastest action game yet produced for Basic. For 1 or 2 players, Black Lagoon finds you piloting a leary boat across a maze of interconnecting lagoons while trying to avoid a monster. 1 player.

#3 Cassette \$ 12.95



Bombardier: Your mission, to destroy Russian missile silos. How graphic field each play, 1 ply. Asteroid: You must use all of your joy stick skills to blast the Asteroids and Saucers. A JOY STICK DELIGHT!!!

#4 Cassette \$ 12.95



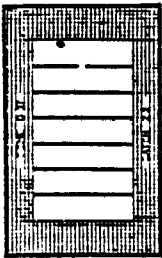
#RIGHT GIVEN?	#WRONG
1 1 1	1 3 1
2 2 2	2 2 2
3 3 3	3 3 3
4 4 4	4 4 4
5 5 5	5 5 5
6 6 6	6 6 6
7 7 7	7 7 7
8 8 8	8 8 8
9 9 9	9 9 9
10 10 10	10 10 10

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 really fun!

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

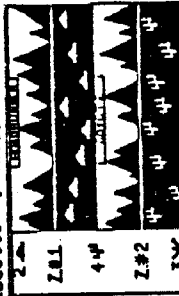
#9 Cassette \$ 12.95



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

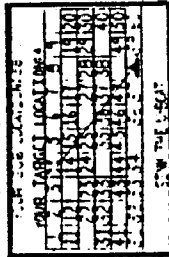
SOFTWARE 8599 Framewood Dr.
Newburgh IN. 47630

#10 Cassette \$ 12.95



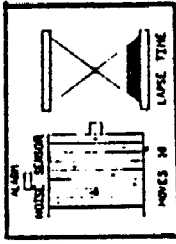
Coyote-Runner Desert Race-This game has all of the excitement and thrill that a race can generate. The race takes place over three screens. All of the hand control functions are used on this one. Atom Smasher-This strategy game, where each player selectively removes radioactive particles from atoms.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

#11 Cassette \$ 12.95



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

#12 Cassette \$ 12.95



Mission Impossible-You must successfully reach the end of the corridor containing rooms filled with poison gas and deadly robots. Your oxygen supply time is displayed by the hour glass. You may retreat any time and refill your supply. Nine difficulty levels, robot sensor alarms and low oxygen alarms help to make an exciting game. 3D Tic Tac Toe-First 1, 2 & 3 dimension display, with three levels of game boards. Players can win all 3 dimensions or 1! The computer will keep everyone from cheating and will indicate when there is a winner and will light up the 3 squares that make up the Tic Tac Toe.

SOFTWARE

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

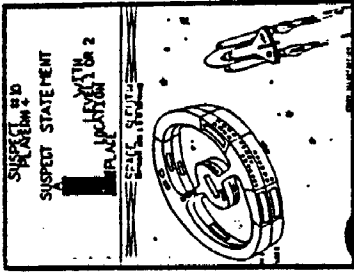
#13 Cassette \$ 12.95

LEVEL	LOOK	TOP
1	4	6 7 8 9
11	14 15 16 18	20
3/	22 23 24 26 27 28	30
4/	32 33 35 36 37 38 40	40
5/	42 43 44 45 46 48 50 50	60
5/	52 53 55 56 57 58 60	

THE FOX AND THE HARE

The Fox & the Hare-The fox is trying to find the hare by searching a field, containing rabbit holes, that are two levels deep. The fox must guess in which hole and at what level the hare is hiding. After each attempt the location the fox guessed is eliminated from play. This game is for 2 plyr.

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



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?

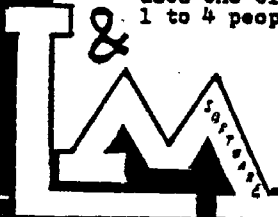
Normally, a picture this detailed in 3-dimension would require more memory than is available in the Arcade program section. We have utilized a special Arcade feature called mass screen memory. There is almost 4K of memory available in this way. The game operation is contained in the 1.8K program memory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

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

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

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



SOFTWARE 8599 Framewood Dr.
Newburgh, IN 47630



SECRET OF PELLUCITAR

For Bally / Astrocade

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

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

(SIDE 1) only to find a mysterious force, which can cause temporary changes in the tunnel 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

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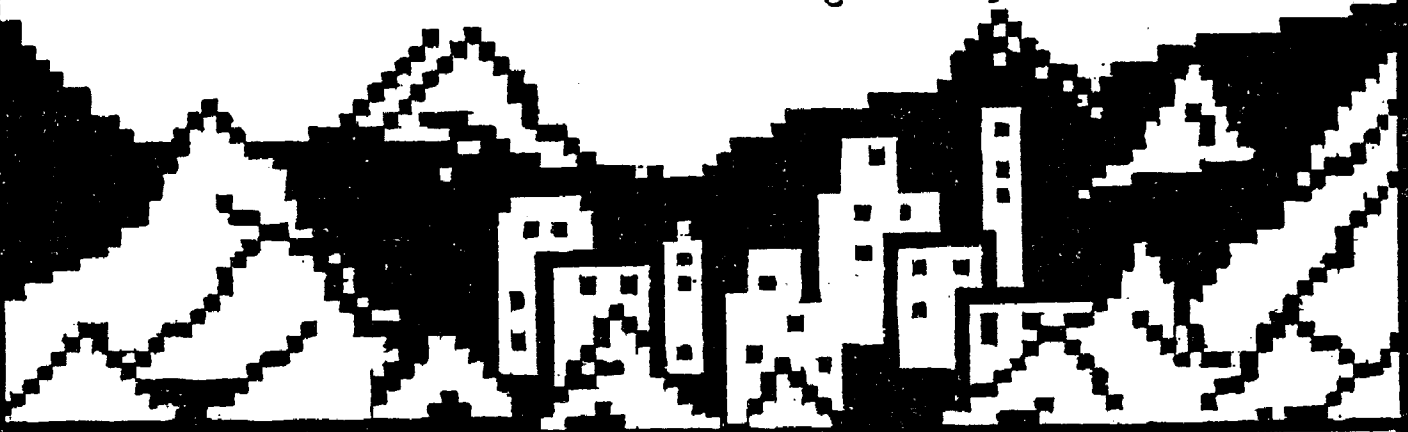
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8599 Framewood Dr. Newburgh IN. 47630

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.

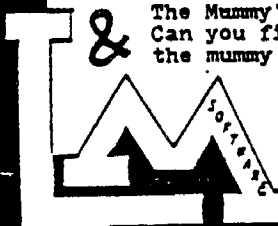
A cartridge quality game

Tape Cassette # 16

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

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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 lasers.

The battle lines are now only too clear. You must destroy the drones before they sink the fleet and evade Exitor's lasers 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 1.5K 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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CARTRIDGE SEA DEVIL



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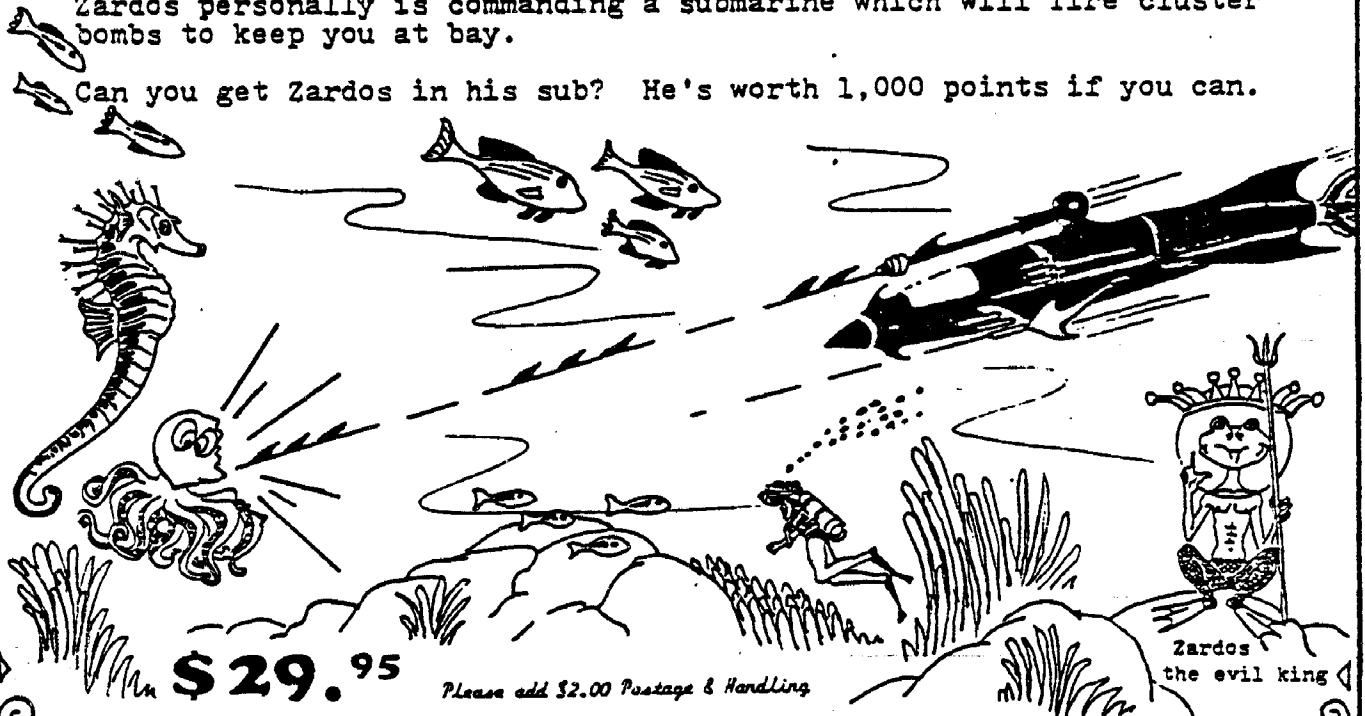
You are the guardian of a 21st century undersea farm. Not only is this important to the survival of the people on earth but the company you work for have risked millions on this venture.

Zardos, the evil king of a distant planet, needs this food for himself and has sent android divers with other sea creatures to steal this food.

You are provided with the under sea hi-tech. sub-surface cruiser, Sea Devil, equipped with the latest in sonar screens. You can spot targets at great distance. As they come into range your laser makes quick work of the poachers and accumulate valuable sub credit points for yourself.

Zardos personally is commanding a submarine which will fire cluster bombs to keep you at bay.

Can you get Zardos in his sub? He's worth 1,000 points if you can.



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Zardos
the evil king

L°M

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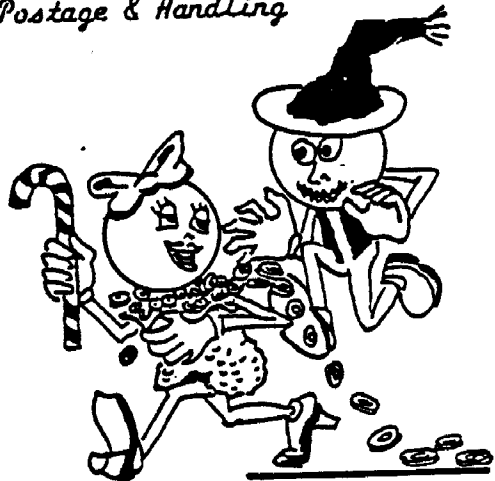


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GUESS FIVE... ONE PLAYER-KEYPAD- A "MASTERMIND"-TYPE GAME WITH MANY SPECIAL EFFECTS... ADDICTIVE!!!

CHUCK-A-LUCK... ONE PLAYER-KEYPAD- START WITH \$500.00, AND TRY TO WIN \$17,500 TO BREAK THE BANK!

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MISSILE DEFENSE... ONE PLAYER- HAND CONTROL- SAVE YOUR CITY FROM FALL-OUT! YOU HAVE THREE CHANCES TO BLOCK THE MISSILE FROM HITTING YOUR CITY. DON'T BLOW THEM!!! INTENSITY INCREASES WITH SCORE. ALSO SAVES INITIALS OF HIGH SCORER OF THE DAY.

#7008- SICKO-THERAPY I & II

??? PLAYERS-KEYPAD- CURE (??) YOUR PROBLEMS WITH YOUR ASTROCADE. LET OUR SICKO-THERAPIST PROBE YOUR MIND, AND SEE IF THERE'S MUCH OF IT LEFT WHEN HE'S DONE!!! GREAT PARTY GAME.

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CLAUSTROPHOBIA - ONE TO FOUR PLAYERS- HAND CONTROLS- TRY TO CUT THE FUSE ON THE DYNAMITE BEFORE IT EXPLODES! BUT YOU HAVE TO WORK YOUR WAY OUT OF AN EVER-CHANGING MAZE TO GET THERE!

CATCH THE BOMB... ONE TO FOUR PLAYERS- HAND CONTROLS- BOMBS ARE FALLING, AND YOUR ONLY CHANCE IS TO CATCH THEM IN YOUR WATER BUCKET BEFORE THEY HIT. UNFORTUNATELY, THE MORE YOU CATCH, THE FASTER THEY FALL!!! TEN LEVELS OF PLAY. FEATURES MACHINE LANGUAGE GRAPHICS.

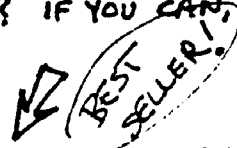
#1112- FROGWAY / SLOSHED

FROGWAY... ONE TO FOUR PLAYERS - HAND CONTROLS - BY MIKE SKALA - TRY TO HOP YOUR FROG ACROSS A SIX-LANE HIGHWAY WITHOUT BEING SPLATTED ON THE PAVEMENT. MACHINE LANGUAGE GRAPHICS.

SLOSHED - ONE TO FOUR PLAYERS - HAND CONTROLS - CAN YOU WALK A STRAIGHT LINE HOME FROM THE BAR AFTER SIX BEERS? IF YOU CAN, YOU GET ANOTHER BEER AND GET TO TRY AGAIN!!!

#1500 - NAM-CAP 1-6 (UP-CHUCK)

ONE TO FOUR PLAYERS - HAND CONTROLS - THE LITTLE GUY FINALLY ATE TOO MANY DOTS & GHOSTS! NOW HE'S SPITTING THEM OUT! SIX DIFFERENT VERSIONS OF THIS WILD AND CRAZY GAME ON ONE TAPE. TRY TO FILL THE DIFFERENT MAZES WITH DOTS WHILE AVOIDING THE GHOSTS!!!



#81 - BUSINESS PROGRAM - **BOWLING SECRETARY** - THIS PROGRAM COMPUTES AND STORES ON TAPE AVERAGES, TEAM AND INDIVIDUAL HANDICAPS, TOTAL PINS AND GAMES BOWLED FOR AN ENTIRE LEAGUE. IT IS WRITTEN FOR A LEAGUE OF 32 BOWLERS, (8 TEAMS - 4 BOWLERS EACH), BUT CAN EASILY BE MODIFIED TO ANOTHER FORMAT. INSTRUCTIONS, LISTINGS, AND FULL DOCUMENTATION INCLUDED.

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NEW!!! FOR 16 OR 32K BLUE RAM WITH EXTENDED BASIC.

GOLF

BY 'GAMBITS' (KEN LILY) > CAN YOU BEAT PAR? <

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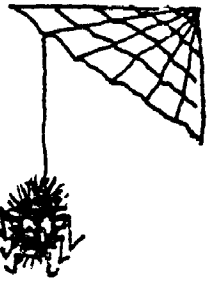
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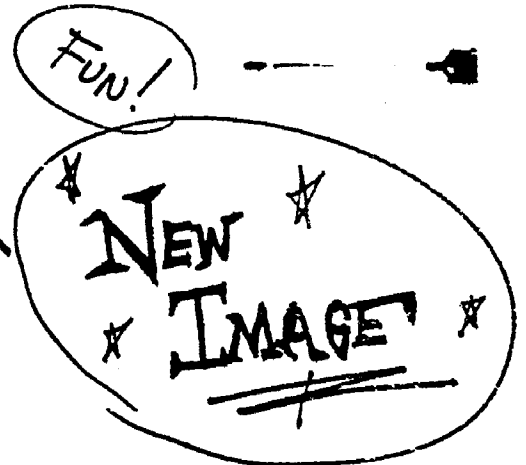
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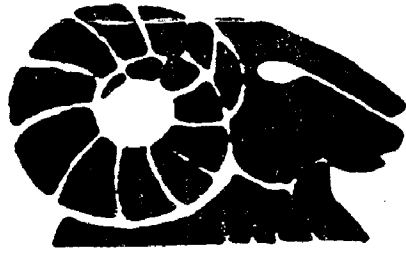
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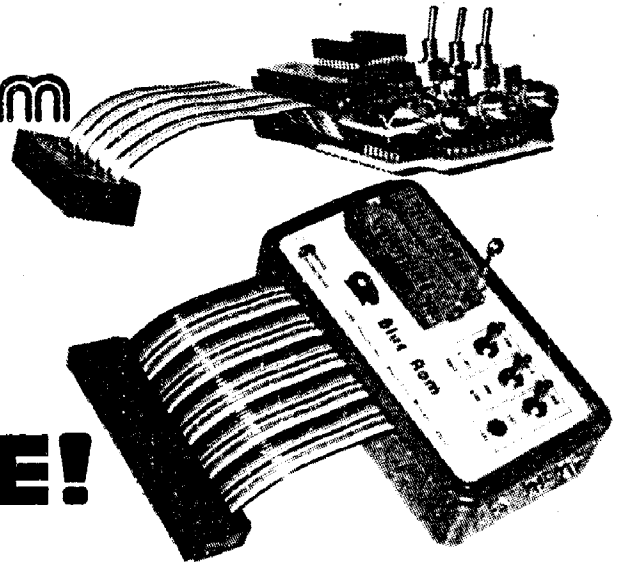
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The Blue Ram is a small blue box with an edge connector that plugs onto the 50 pin expansion outlet on the back of the Bally. It contains 16384 bytes of static read-write memory (RAM) that can be protected from accidental writing (ROM mode) either 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.

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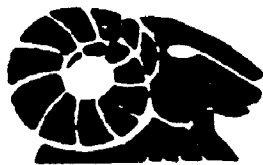
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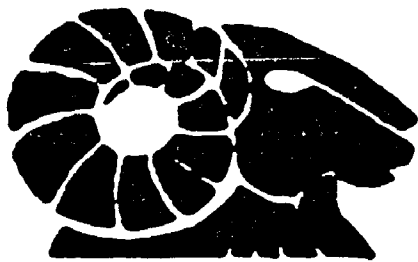
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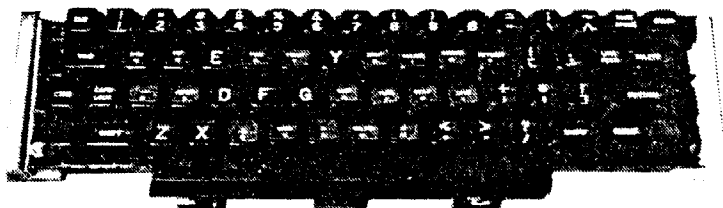


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Watch for price announcement about January 1.

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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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R & L ENTERPRISES

PRESENTS

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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.

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

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- 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 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 6**

**ROBOT ALERT
 &
 SIMON SAYS**

By Robert Rosenhouse

You have been transported into an alien vessel which is protected by many robots, created for the sole purpose of destroying intruders. You must avoid these robots at all costs (see below). As time goes on, more intelligent robots appear. You may even go berzerk trying to eliminate them all.
 In Simon Says the computer plays many different patterns which you mus' repeat. The ever-increasing sequence is sure to challenge you.
 Costs (see above): \$12.00

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**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.
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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!

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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 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 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.

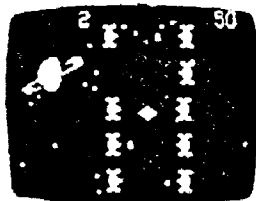
- Tape 20 Crossfire/Snake- Crossfire challenges you to gather all of the energy units that are being guarded by the malicious laser beams. The player must beware of the deadly cross-firing beams. Snake challenges you to eat all of the apples in a room without tying yourself into a knot. Eat all of the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

TINY ARCADE

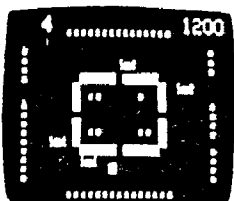
Box 1043 Cuyahoga Falls, Ohio 44223

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

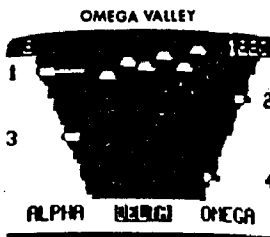
In the 2 1/2 dimensional world of Quadron, you are the protector of the Quadron—a four walled energy fortress housing the power capsules that maintain Quadron's existence. Four extra-dimensional monsters are intent on eating through the fortress and destroying it. By eating the power capsules, you have 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.



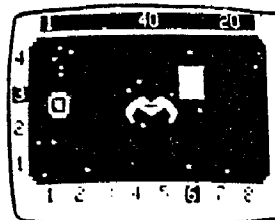
\$ 4.95

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



ASTRO TERROR

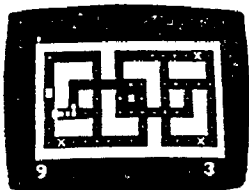


\$ 4.95

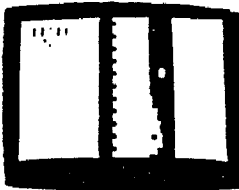
ASTRO TERROR

The merciless Vultur 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 shields will have to be flawless. Features intense non-stop action—not for the easily distracted.

VIPERIAN



CRUNCHER



\$ 4.95

VIPERIAN

Welcome to the garden of vipers, from which there's no escape. Your sole hope for survival is to avoid the deadly bite of the king viper that slithers about the garden. You gain stature 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.

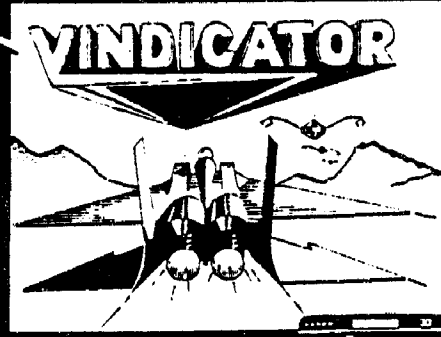
Please add 50¢ shipping & handling for each tape ordered.

TINY ARCADE

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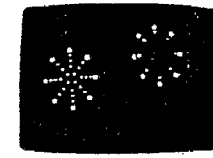
All tapes in new (Astro) BASIC only.

VINDICATOR



Escape heat-seeking missiles and outdraw the sinister mechanoids as you seek to win back your home planet.

FIREWORKS



Send for free catalog

TINY ARCADE

BOX 1043
CUYAHOGA FALLS, OHIO
44223

\$ 4.95

VINDICATOR

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.


T101

FIREWORKS

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

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".



1 1 SUP 1210

IT'S THE YEAR 9011. THE DRACONIAN EMPIRE HAS CRUSHED ALL OPPOSITION IN THE MILKY WAY GALAXY, SAVE FOR YOUR FORTRESS ON A MOON OF THE RINGED PLANET INDIKSCA. CITY-SIZE DRACONIAN STAR DESTROYERS MOVE IN FOR THE KILL. ALL REMAINING CIVILIZATION IS DEPENDING ON YOU. THIS WILL BE THE FINAL CONFLICT OF THE

GAMMA WARS

T104

\$ 4.95

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.


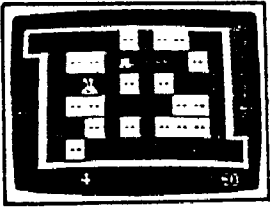
Please add 50¢ shipping & handling for each tape ordered.

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

NEW




INTRODUCING

beep!

Beep lives in the Land of Boggia where he likes to travel from Hither to Yon. 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, Sheeter. Beep must use his beeper to keep the Blobs out of his way and into the path of the Kids who are trying to tag him. Beep! is a maze chase game which lets you continually change the maze to your advantage during the game. Oneplayer. Astro BASIC only.


BEEP

blob skooter skooter

PLUS

STAR SIEGE



T105..... \$ 4.95
(Please add 50¢ postage)

TINY ARCADE

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

"b"=x(multiply)

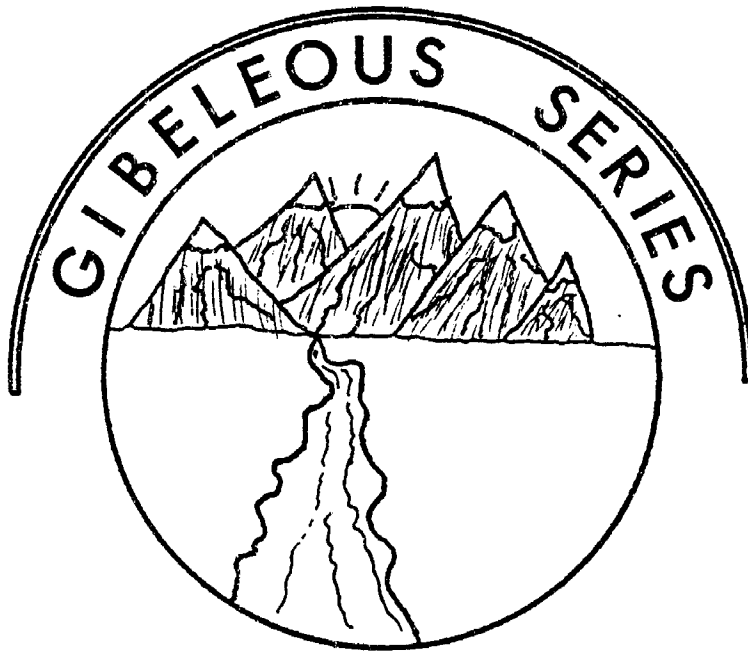
```

2 .COMPUTER CROCHET
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 S
65 FOR Z=-RTO RSTEP S
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

```

TINY ARCADE

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44223



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 batties, 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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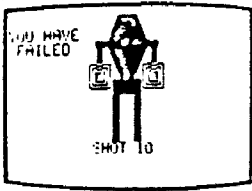
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Astrobasic only!

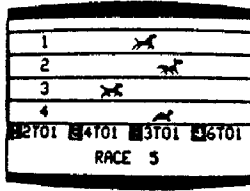
ALL TAPES \$15.95 ea

WAVE MAKERS INC.

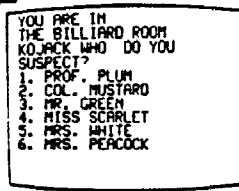
Box 94801
Schaumburg, IL 60193



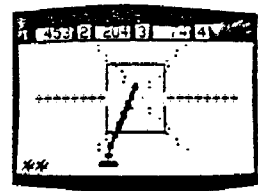
Max



Horse Race



Clue



Flying Ace

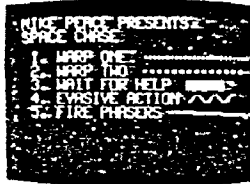
We make Fun Affordable



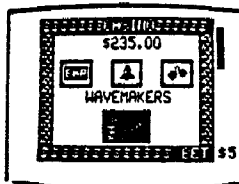
Maze Race



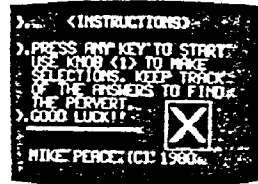
Obstacle Course



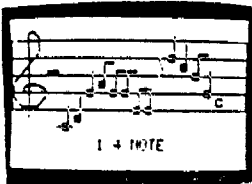
Space Chase



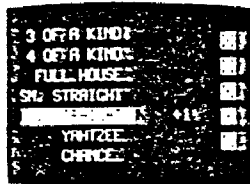
Slot Machine



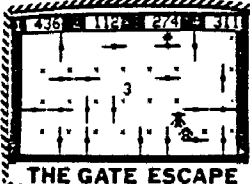
Perversion



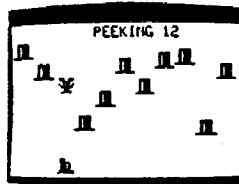
Music Composer



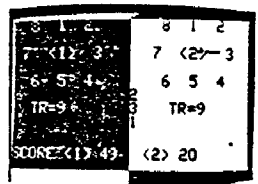
Yahtzee



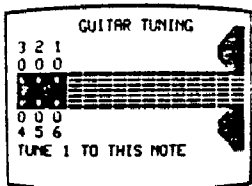
Newest Game



Mouse in the Hat



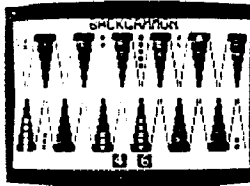
Speed Math



Tuning



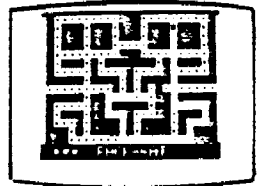
Guitar Course



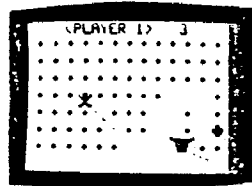
Backgammon



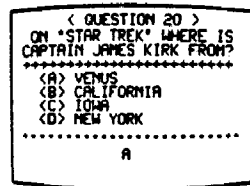
Obstacle Course Tournament



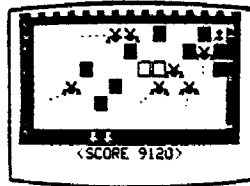
Pack-Rat



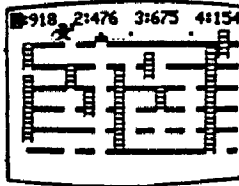
Lookout for the Bull



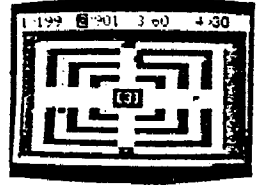
Whiz Quiz



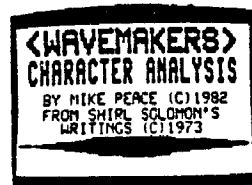
Castle of Horror



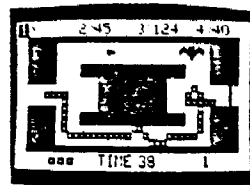
Monkey Jump



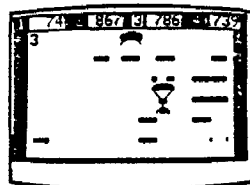
Collision Course



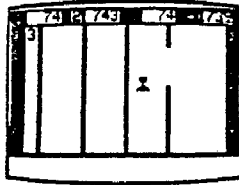
Character Analysis



Dungeons of Dracula



LT. (Little Terrestrial)



The Gate Escape



You must have a Basic Cartridge and a Cassette Recorder to use these tapes.

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)

YANTZEE—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**.

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)

ALL TAPES \$15.95 ea.

Send check or money order to: WAVEMAKERS, INC. Box 94801, Schaumburg, IL 60193. Include 50¢ Postage for each tape ordered.



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 FREEBEEES**—A nice menu driven selection of Wavemakers most popular freebies. (Uses joystick)

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.)*

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.)*

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)

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.)*

TAPE 17

L. T. (Little Tovestral)—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.

TAPE 18

THE GATE ESCAPE—Use your skill to turn the tables on the bad guys, grab what you can and run. Our villains are very clever and have very little trouble maneuvering through the maze. You can put the odds in your favor by closing the gates behind you to block off entire sections and keeping the villains out, while you make off with the loot. But beware! These guys have a truck or two up their sleeves. They are carrying a time activated hyperspace transporter and once it's set it will begin to track your moves and then transport Geler-it Gopher, Obscure Jester, Quaker Oats, or Merty Post-mortem to your location. That is, unless you are clever and quick enough to steal it away from him before he can get your coordinates and make the jump to hyperspace and YOU. Lots of action as you make **THE GATE ESCAPE**. 1 to 4 players, good sound, increasing levels, and machine graphics.

\$15.95 ASTRO BASIC

*\$19.95 BLUE RAM

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

Astrocode (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.

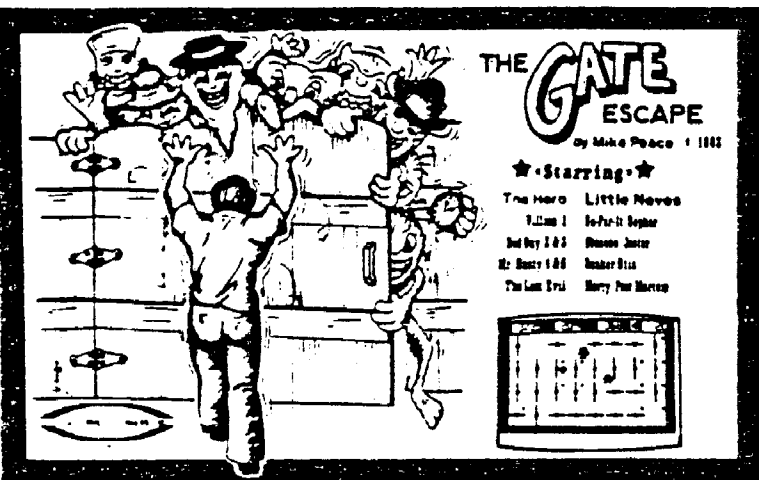
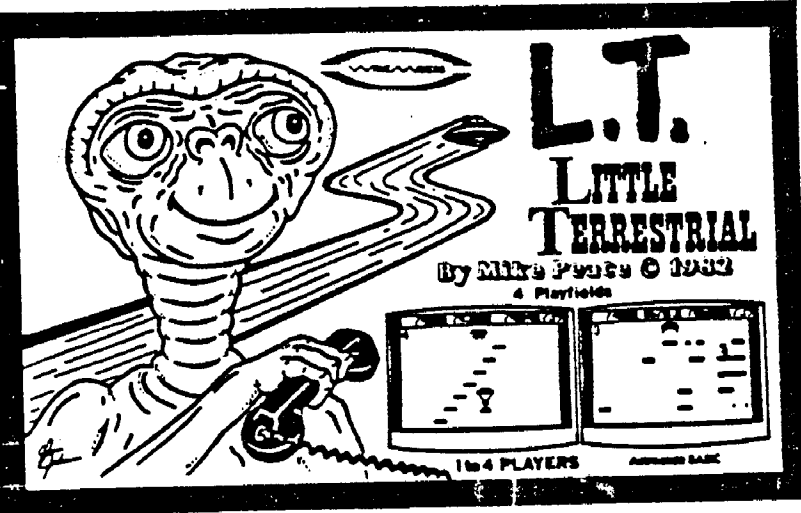
*Also available for Blue Ram

BLUE RAM \$19.95 ea.

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.

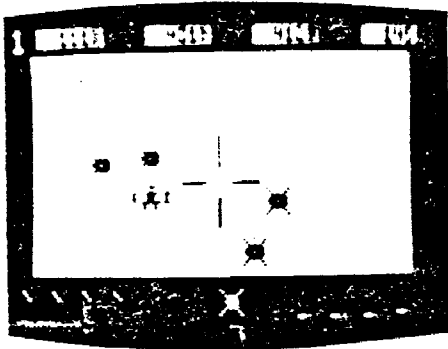
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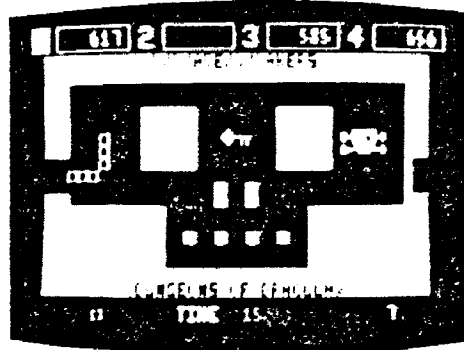
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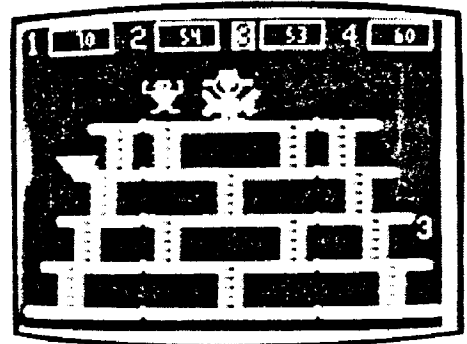
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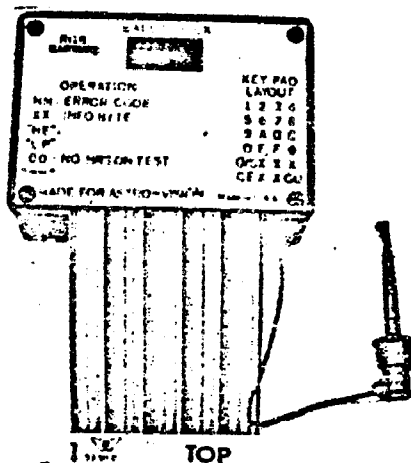
Flying Ace



Dungeons of Dracula



MONKEY JUMP



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The BALLYCHECK Burn-In Tester performs functional as well as static test on the operation of the (BALLY)-ASTROCADE home video game. The functional test performed check for correct operation of system ROM (read only memory), RAM (random access memory) and CUSTOM CHIP functions as data shift, flip-flop, expand, OR and XOR. Static tests performs exercise all the system I/O ports by reading and writing to them. Included in the tester are 8 routines to enable the user to generate constant CPU signals for checking data and control logic circuitry, monitor activity on system input ports, generate color display, and enter a program directly into system RAM for execution. While the Burn-in tester is in operation the LED display on the tester module will blink the following; NN-error code number, (possible error codes, key pad, screen interrupt, ROM checksum, RAM, shifter, rotator (not implemented), flopper, or, xor, or intercept, xor intercept, expander, trigger/joystick&pot ERRORS. XX-Information Byte gives information to help isolate the error condition. There is in the BALLYCHECK manual the error codes description sheets for more detailed information. Also while the Burn-In tester is running the user can access the special routines by pressing one of 8 keys, #1 memory read routine #2 memory write, #3 input port read, #4 output port write, #5 memory read & write routines, #6 display all input devices to screen, #7 Rainbow color display all possible colors, #8 enter machine code from key pad layout shown in picture above. The BALLYCHECK Manual has further description sheets for details on individual routines. These routines are so thorough for example The functional RAM test checks for bad bits in the RAM array they use a pattern starting with "I" and ending with "80H" is written into RAM (the complement is also written) and checked that the correct pattern was stored, and the information displayed on the LED'S and checked with the manual can tell you which RAM chip is bad. On the other hand if the CPU's stack doesn't know where to go the system is locked up and the tester will read FF, so it won't always tell you what's wrong but 99% of the time it's FANTASTIC!!! I've sold over 200 BALLYCHECK Testers even NITRON, division of ASTROCADE. The cost of a BALLYCHECK TESTER, is \$80.00 each & \$5.50 for shipping and handling. THE BALLYCHECK MANUAL, is \$7.00 each & \$1.50 for S&H and both are ready for immediate delivery. Call or write for more details.

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available from Bob Fabris of the
"ARCADIAN"

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)	VC	&(21)	VR,VF
&(22)	VA,VB	&(23)	NM,NV		

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

SM series (scroll mode) are commands only in 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.

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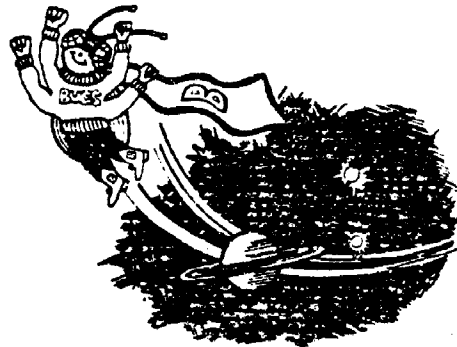
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