

DUNGEONS OF DRACULA

A real adventure game with 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.

SIDE 1. All players use there own individual handle.
SIDE 2. All players use handle # 1.

INPUT FROM TAPE

To input key in :INPUT GO start the tape. DO NOT STOP THE TAPE UNTIL THE SCREEN READS PLAYERS #. Using knob # 1 and trigger # 1 input the desired number of players.

PLAYING THE GAME

You are the chain which enters the maze from the left. Your mission is to trap the monster by surrounding him with your chain. You cannot touch anything including the key until the monster has been trapped. When you trap the monster you must grab the key which opens the door on the right to enter the next maze. Time is always running out so you must hurry. As the maze level gets higher it becomes harder to trap the monster in the maze. It may take a smaller box around the monster to trap him. You can go over your own chain to remove it and reposition your trap for the monster. Extra time can be gained by trapping the monster and picking up the key. you cannot go through the door until it is open. You can escape to the previous maze by going out the door on the right. If the monster escapes you remain at the same level but you lose time and must rebuild your traps.

HAND CONTROL FUNCTIONS ARE:

JOYSTICK	Moves chain in desired direction of travel
KNOB	No function durring game
TRIGGER	Speeds up movement of chain (be careful at high speed)

SCORING

TRAPPING MONSTER 10 x level points
GETTING THE KEY 10 x level points + more time

GAME OVER

Game is over (THE END) when all players have completed 5 turns. The number of turns remaining is displayed by the number of boxes in the lower left portion of the screen. Time remaining is displayed in the center lower portion and maze level is shown on the right lower portion.
PULL TRIGGER # 1 FOR NEW GAME.

FRO NT



BOX 94801
SCHAUMBURG, IL 60193

Wavemakers games are designed to run on your Astrocade Professional Arcade, using the Astrocade Computer Programming Cartridge, your cassette recorder and a standard phone cable with *1/8" miniature connector.

Before using the software, be sure to insert the Astrocade Basic 6004 cartridge into your arcade and connect your recorder to the cartridge by inserting the *1/8" miniature plug into the socket in the lower right hand corner of the basic cartridge and the other end into the ear-phone socket on the cassette recorder.

1. Press RESET.
2. Put the Wavemakers Tape into your cassette player and rewind fully. Set the recorder to full volume and tone, if you have one, to high or treble.
3. Place keypad overlay in position.
4. Enter :INPUT;RUN and press GO.
5. Press PLAY on your recorder. As the program loads you will see Wavemakers name and the name of the program. When the program is completely loaded it will run automatically.
6. Follow game instructions on reverse side.

TROUBLESHOOTING

A clean picture should appear on your screen as the program loads. There should be no holes in the letters or spots on the background.

If your tape doesn't load properly or if the program stops with a question and a line of the program:

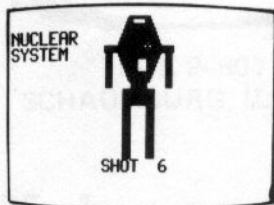
- A. REWIND THE TAPE. Make sure the recorder is playing the program by pulling out the *1/8" jack from the earphone socket of your recorder. You should hear a loud high pitched whistle. Reinsert the plug and adjust the volume to the point where the L.E.D. glows bright and steady. Rewind the tape and repeat steps 1 thru 5 of operating instructions.
- B. If your L.E.D. glows brightly but nothing appears on the screen, check all connections to be sure they are secure, eject and reinsert the basic cartridge. Repeat steps 1 thru 5.
- C. If after pressing the keys, the T.V. screen does not read :INPUT;RUN remove the

BACK

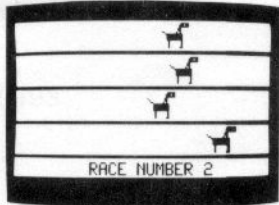
This was stapled to the front of the other pages. It's actually the cassette insert for the new game! Paragraph C is cut short on the original.



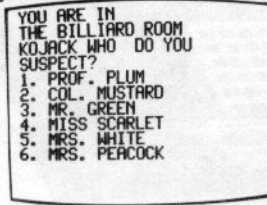
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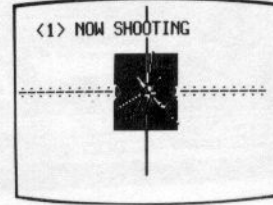
Max



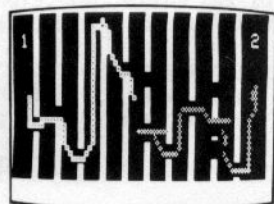
Horse Race



Clue



Flying Ace



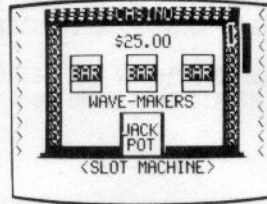
Maze Race



Obstacle Course



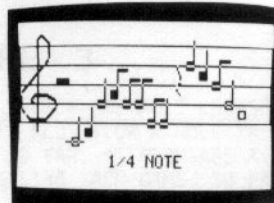
Space Chase



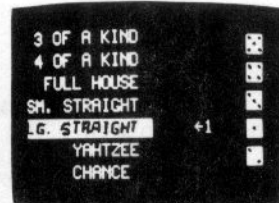
Slot Machine



Perversion

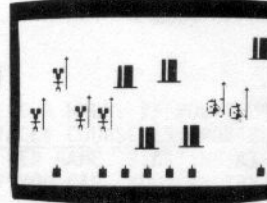


Music Composer

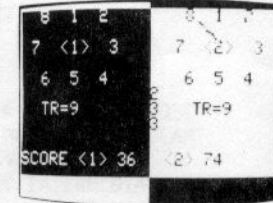


Yahtzee

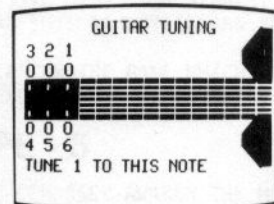
We make Fun Affordable



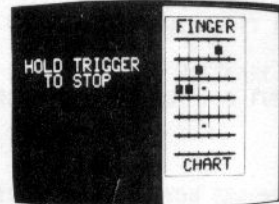
Mouse in the Hat



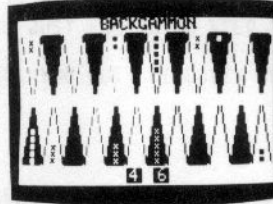
Speed Math



Tuning



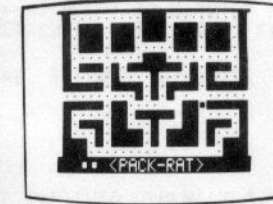
Guitar Course



Backgammon



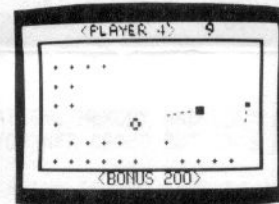
Obstacle Course Tournament



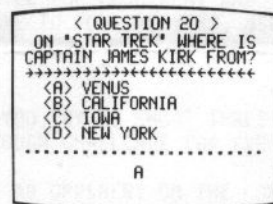
Pack-Rat



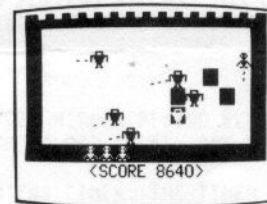
Lookout for the Bull 1 & 2



Whiz Quiz



Castle of Horror



Monkey Jump

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

ALL TAPES INCLUDE INSTRUCTIONS AND DOCUMENTATION.

*TAPES 1 THROUGH 11 ARE RECORDED IN BOTH BALLY AND ASTRO BASIC, 12 AND 13 ARE IN ASTRO BASIC ONLY



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TAPE - 1

MAX ROBOT FROM SPACE-YOUR MISSION: TO DESTROY HIM. WE KNOW THERE ARE SOME FLAWS IN HIS CONSTRUCTION, BUT WE DON'T KNOW WHERE THEY ARE. (SOMEWHERE ABOVE THE BELT) TO DESTROY HIM THREE SYSTEMS MUST BE TERMINATED, YOU CAN USE THE HIGH POWER BLASTER WITH 10 SHOTS, THE MEDIUM HAS 20 SHOTS AND THE LOW HAS 30 SHOTS. IF YOU FAIL MAX WILL WAKE UP AND TERMINATE YOU!! IF YOU CAN DESTROY HIM BEFORE YOU RUN OUT OF SHOTS, MAX GOES OUT IN FLASHES, ELECTRONIC AND MECHANICAL NOISE. GOOD LUCK!!!!

HORSE RACE-4 HORSES RUN 5 RACES. 1 TO 4 PLAYERS CAN BET ON THE HORSES FOR ALL RACES. THE WINNING OR LOSING STATUS OF EACH OF THE PLAYERS IS SHOWN AFTER EACH RACE. GET RICH QUICK OR LOOSE IT ALL! YOU NEVER KNOW UNTIL THE FINISH LINE AND THEN THE LOSER JUMPS ACROSS TO BECOME THE WINNER JUST AT THE LAST SECOND.

TAPE - 2

CLUE-BASED ON THE MILTON BRADLY GAME. YOU MUST USE DEDUCTIVE REASONING TO COME UP WITH THE RIGHT COMBINATION AND SOLVE THE CRIME. THERE ARE NO GRAPHICS BUT THIS ADDS UP TO HOURS OF FUN. CAN BE PLAYED BY ANY NUMBER OF PLAYERS.

FLYING ACE-(1) OR (2) PLAYERS. THIS GAME PUTS YOU IN THE COCKPIT OF A FIGHTER PLANE CHASING AND SHOOTING AT THE ENEMY. YOU MUST SHOOT THE ENEMY QUICKLY TO GET THE HIGHEST SCORE. CHALLENGING GAME WHEN PLAYED WITH A GOOD OPPONENT.

TAPE - 3

MAZE RACE & OBSTACLE COURSE-TWO GAMES IN ONE. RACE THROUGH A MAZE WITHOUT TOUCHING A WALL. IF YOU TOUCH A WALL YOU LOOSE POINTS PLUS BLOW A HOLE IN IT WHICH YOUR OPPONENT CAN USE TO HIS ADVANTAGE. OBSTACLE COURSE-IS PROBABLY OUR MOST POPULAR GAME SO FAR. IT REQUIRES A GREAT DEAL OF PRACTICE. THERE ARE SEVEN SKILL LEVELS PER GAME. STARTING AT LEVEL ONE AND INCREASING EACH GAME. SO FAR NOBODY HAS MADE IT THROUGH ALL SEVEN LEVELS. BUT IF YOU CAN, YOU CAN TRY THE INTERMEDIATE LEVELS.

TAPE - 4

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

PERVERSION-THE GAME WHICH HAS DRIVEN SAMMY SWEETCAKE MAD. YOU MUST DISCOVER WHO DID IT WITH WHAT AND WHERE. THE POSSIBILITIES ARE ENDLESS AND THE ANSWERS ARE A RIOT. JUST FOR FUN.

TAPE - 5

MUSIC COMPOSER-AWAKEN THE MUSICIAN IN YOU. YOU GRAPHICALLY PLACE NOTES ON A MUSIC STAFF AND ONCE YOU HAVE FINISHED YOUR 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. ONE PLAYER ONLY.

YAHTZEE-BASED ON THE MILTON BRADLEY GAME.FIVE GRAPHIC DICE FOR EACH PLAY AND TWO PLAYING FIELDS. YOU TRY TO GET THE HIGHEST SCORE DETERMINED BY VARIOUS COMBINATIONS OF THE DICE. ONE TO FOUR PLAYERS, USE SEPARATE HAND CONTROLS.

TAPE - 6

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

SPEED MATH/NOTE MATCH-FAST THINKING IS REQUIRED TO BEAT AN OPPONENT OR THE COMPUTERS TIMER. THE TIMER CAN BE SET FAST OR SLOW DEPENDING ON YOUR SKILL. NOTE MATCH-ALSO IN THIS PROGRAM; TEST YOUR MUSICAL EAR BY TRYING TO MATCH YOUR NOTE AGAINST THE COMPUTERS.

TAPE - 7

GUITAR COURSE-WHY SPEND \$15.00 OR MORE PER WEEK ON GUITAR LESSONS? WHY GO SOMEPLACE ELSE TO DO IT?? NOW WITH THE HELP OF YOUR COMPUTER & T.V. WE'LL TEACH YOU ALL THE MAJOR CHORDS, MINORS AND TUNING. WE EVEN PLAY A FEW CHORD PROGRESSIONS TO PLAY ALONG WITH. ALL AT YOUR OWN PACE IN YOUR OWN HOME. YOU'LL SEE WHERE TO PLACE YOUR FINGERS FOR ANY CHORD YOU SELECT. YOU'LL HEAR ALL SIX STRINGS PLAY (THE STRINGS EVEN VIBRATE). ALSO INCLUDED IS NOTE MATCH AND CHORD PROGRESSIONS

TAPE - 8

BACKGAMMON-IT IS AMAZING THAT WITH THE SMALL AMOUNT OF MEMORY THAT IS AVAILABLE THAT THIS PROGRAM EVEN EXISTS. BUT AFTER MUCH TIME AND DEMAND WAVEMAKERS IS PROUD TO BRING YOU BACKGAMMON THIS IS NOT A GAME PLAYED WITH AN OPPONENT, BUT AGAINST THE COMPUTER MATCH SKILL AND LUCK AS YOU MOVE YOUR PIECES AROUND THE BOARD. WATCH AS YOU GET Clobbered BY THE COMPUTER AND SENT BACK TO START OVER. NO CHEATING ALLOWED. (THE COMPUTER WON'T LET YOU) USES ALL STANDARD RULES OF BACKGAMMON, RANDOM STARTING, EXCELLENT GRAPHICS, SOUNDS ALL MOVES, STOPS ALL ILLEGAL MOVES, PENALIZES ILLEGAL MOVES ATTEMPTS, THROWS DICE AT END OF EACH TURN AND MORE...

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



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Pack Rat




TAPE 9

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



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Tape 10




<PLAYER 1> 5
<BONUS 100>

THE CHALLENGE NEVER ENDS, BECAUSE THE LEVEL OF PLAY IS BASED ON YOUR SCORE. THE BETTER YOU DO THE TOUGHER IT GETS. YOU ARE IN A FIELD OF CLOVER PICKING THEM ONE BY ONE AND GAINING POINTS. FROM TIME TO TIME A BONUS CLOVER POPS UP. NOTHING TO IT, RIGHT? WRONG!! WE'VE PUT A NASTY BULL IN THE FIELD WITH YOU AND YOU'RE PICKING HIS CLOVER. YOU CAN IMAGINE HOW MAD HE'LL GET IF YOU CLEAN OUT HIS FIELD. THE MORE YOU PICK THE Madder HE GETS AND THE FASTER HE GOES. HE WILL GET YOU, BUT FEAR NOT YOU CAN HAVE UP TO 10 LIVES. BELIEVE ME YOU'LL NEED EVERY ONE OF THEM. THE GAME CAN BE PLAYED WITH ONE TO FOUR PLAYERS ON INDIVIDUAL CONTROL HANDLES. KEEPS SCORE AND LEVEL OF PLAY FOR EACH PLAYER. CHANGES COLORS AS HIGHER LEVELS ARE REACHED. SIDE ONE OF TAPE HAS MACHINE GRAPHIC BULL AND MAN. SIDE TWO IS FOR THE MORE ADVANCED PLAYER AS IT MOVES FASTER. ALL WAVE MAKERS TAPES ARE RECORDED IN BOTH BALLY AND ASTRO BASIC. THIS IS PROBABLY THE MOST CHALLENGING AND FUN GAME EVER WRITTEN IN BASIC.

INTRODUCING Castle of Horror

BY MIKE PEACE (C)1982




TAPE 12



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


(SCORE 6690)

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



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Whiz Quiz



TAPE 11

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

NOW the number 1 coin-op game DONKEY KONG is simulated in Astro-BASIC and it's called:



MONKEY JUMP

For 1 to 4 Players



1:954 2:1002 3:690 4:1596



TAPE 13

MONKEY JUMP is the exciting game of skill for 1 to 4 players. Currently the only DONKEY KONG type game that exists for the home video gamer. It requires skill and timing to jump over holes and moving obstacles as you climb ladders to collect banana chips for points. As the level increases so does the size of the holes you must jump. Ladders vary in size and quantity to make for a different game every time. Each player remains on their own level with their own banana chips to gather.
SIDE 1 EACH PLAYER USES THEIR OWN HANDLE. SIDE 2 EACH PLAYER USES HANDLE # 1



Tape 14

COLLISION COURSE

By Mike Peace © 1982



1 to 4 PLAYERS



ASTROCADE BASIC 6004

COLLISION COURSE By Mike Peace is an exciting game of skill and strategy with you at the controls of a car racing through the maze. You must avoid the computer car, walls, road blocks, and running out of gas. As levels go higher so does your skill level and speed. ASTRO-BASIC 6004 ONLY \$10.95 + 50¢ POSTAGE.