This Astrocade excerpt appears on page 73 of the April 1981 issue of *Interface Age*. I would like to print this full article, so if you have this issue, please contact me at ballyalley@hotmail.com. Finally, the word "giving" in the excerpt might be another word ending in "ing." The hole-punch in the photocopy cut this word out and I have included a word that makes sense. -- Adam Trionfo

Astrovision Bally Arcade. A new accessory, the ZGRASS-32 keyboard is expected to transform the Arcade video game into a full-fledged, personal computer. When introduced, the BASIC-programmable machine will include a generous 32K bytes of user-accessible memory. An amazing 100K of memory (combined RAM and ROM) can be accommodated, giving lots of room for complex programs and data structures.

The owners will have access to unique BASIC commands to draw lines and boxes, and the ability to paint graphics pictures in an incredible total of 256 different colors. A nice TRACE function is part of the BASIC language that displays program statements as they are being executed. This kind of debugging feature goes a long way toward making life pleasant for computer programmers.