WHERE'S ASTROCADE??? Well, rumor has it that things are really looking up. One story has it that the banks have been satisfied (by an influx of cash), and the company will become a viable organization around Oct. 1. Along with that story comes another one that says an agreement has been reached with Bally for the construction of four full-size Arcade game in the Astrocade format. These are: Gorf, Omega Race, Robby Roto, and Solar Fox. These conversions will be under the control of Action Graphics, and I expect that we should see them by the holiday season.

CARTRIDGE REVIEW   I just ran acros a book published last year (1982) that is entitled THE COMPLETE GUIDE TO CONQUERING VIDEO GAMES, by Jeff Rovin (McMillan) softbound.   Thbs book rates a number of game systems and their cartridges, then goes on to explain winning strategies 44 cartridges are discussed - even late 1983 games like Cosmic Raiders! they are all coded under the 'Bally' label. The never-Bally-produced Munchie is given a 4-star rating.

EXTENDED BASIC PROGRAM REVIEWS in the ARCADIAN will be covered in the future. We recently heard from a volunteer - Dave Carson - who will be reviewing these programs for us all. These reviews will supplement the excellent work now being done by Mike Prosise on standard programs. Dave has written an introductory column, included within.

ANOTHER ARTICLE from the prolific pen of Danny Goodman was found in the current issue of Radio Electronics (which appeared while the last issue was in press). Mr. Goodman, always positive to the Astrocade system, included a two-column condensation of his Joy Stick article, in his regular 'Videogames' contribution. Again, some of the 'players' in the Astrocade Underground were spotlighted.

VIDEOGAMES REVIEW of three Astrocade Underground' products are in the current issue. Found there will be some positive words about the New mage NAM-CAP, the Spectrecade TREASURE COVE, and George Moses' music tapes.

ZGRASS IN VIEW Yes, I know, its hard to believe, but the light is at the end of the tunnel, and getting bigger. The final configuration has been settled, at last, with the last change having to do with the power supply. A decision was made to provide the user with a power supply large enough to handle the expected future loads - primarily the two disc drives - in addition to the power consumed by the Zgrass unit and the attached Arcade machine. This way the user won't have to buy another power supply when he gets the disc system. It also enables the manufacturer to utilize a commercially made power supply that already has gone through all the required safety examinations (read UL) that would have absorbed a lot of 'up front' cash. The power supply itself will be of current state of the art design - utilizing switching techniques to keep power consumption at the lowest levels when not actually required by the equipment.

Well, we are promised a photograph of the unit in time for the next issue, and deliveries are expected right after that issue comes out - late October.

ZGRASS SUPORT will be handled by a separate newsletter, having the same format as this one, but catering to the needs of users of the Zgrass language That way there won't be any dilution in the Arcadian content for the Arcade owner-subscriber.

MS.CANDYMAN
CARTRIDGE

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THE GAME PLAYER

1) VINDICATOR
   The Tiny Arcade

2) THE GATE ESCAPE
   Wavemakers

VINDICATOR

VINDICATOR is very similar to the coin-op DEFENDER, and although not as lavish as the coin-op, VINDICATOR provides essentially the same type of play action and entertainment.

In this one-player game from TINY ARCADE, the player has six "lives", in the form of a star fighter that must shoot down five orbiting robot ships, avoiding their lasers and the ground-to-air missles.

Using the joystick skillfully, one is able to guide his star fighter up or down, fast or slow, and shoot left or right, as he moves across the landscape, just like in DEFENDER.

We liked playing VINDICATOR, and one reason is that it is not a fast-paced game. Things do not go "flying" around the screen at high-speed, and thus the player does not find him/herself frantically shooting wildly and becoming frustrated. Like the excellent game OMEGA RACE, (see ARCADIAN Vol.5, #1, pg.19) also by TINY ARCADE, the player is given time to think and plan ahead. We think this is an important part of any game if it is to be enjoyable and satisfying.

Sound effects and graphics are quite satisfactory, although there was an annoying high frequency buzz in the background at all times.

VINDICATOR is one of the better games to come from TINY ARCADE, but it is apparently no longer available by itself. It is currently being offered in a package deal with five other programs for $16.95. Along with VINDICATOR, this one tape includes GAMMA WARS (see ARCADIAN Vol. 5 #1 pg.127) VIPERIAN (unavailable for review), ART SHOW (review follows), ASTRO TERROR (see ARCADIAN Vol. 5 #1 pg. 19), and CRUNCHER (unavailable for review).

ART SHOW is one of the finest graphic display programs available for the ASTROCADE unit. It contains seven separate and most excellent, full-color graphic programs. What a great way to show off the power and ability of your Bally/Astrocade to others.

Since GAME PLAYER is not able to include reviews of VIPERIAN and CRUNCHER, it would not be fair to TINY ARCADE to rate this $16.95 tape overall. But at less than $3.00 per game, this $16.95 tape of 6 games looks like it might be a good bargain.

THE GATE ESCAPE

In this latest edition to the WAVEMAKERS catalog, the player(s) will be maneuvering a little fellow called "Little Novos" around the playfield to collect a scattering of X's, while at the same time trying to avoid the "Villian". There is also a number of gates throughout the playfield, which the player can orient to block or trap the Villian while he tries to grab more X's. The playfield is very difficult to describe, as far as this system of "gates" is concerned. (It is not a maze.) The gates pivot at their center, so that they may be positioned east-west or north-south.

Anyway, GATE ESCAPE is a very enjoyable and challenging game to play. It may be played by one to four players, with each player starting with five "lives". The level of difficulty increases as you go from screen to screen collecting the X's for points. Each new screen, or playfield, brings a new Villian.

GATE ESCAPE was well liked by everyone, though some found it hard to score. It takes practice and planning to rack up a high score on this one, and there is plenty of fun doing so. Graphics are quite nice, and the music (which is always a plus in any game) is a welcome addition to the sound effects. GATE ESCAPE is another good buy from WAVEMAKERS.

Thrown in as a "freebee" game, is WAK-A-MOLE, a cute game in which the player must "whack" the mole when he pops up out of his hole. The playfield here is a nine squared grid. Using the joystick, and trigger together, the player points the joystick in the direction (from the center square) towards the square where the mole appears, and squeezes the trigger. You get less than one second to do this! However, it is fun. Everyone should enjoy it.

ON TO THE MAIL . . .

I thank everyone for their letters of support . . . For those of you requesting opinions of particular games not previously reviewed, I usually cannot spare the time to do a special review. Games are reviewed monthly in the ARCADIAN as they are received . . . No, I have not seen any of the new non-Astrocade cartridges. GAME PLAYER has not received any of them from ESOTERICA, so I don't know what to suggest to those of you who have delayed purchase of them until you see a review. If I receive one, it will get priority and be reviewed promptly . . . SCOREBOARD: Fred Olivas of California reports his high of 2064 for DUNGENS OF DRACULA; 31,575 for EXITORS REVENGE and 31,780 for CANDY MAN. Michael Prosise of Maryland reports 1,942,443 for PIRATES CHASE on skill level 1 (took 2 hrs. 10 mins. and 117 screens!!) Anybody top these? Outa' space--see ya' next month. (Send your highest scores on any game(s) to: GAME PLAYER, 48-G Ridge Road, Greenbelt, Maryland 20770.)

© M.L. Prosise

PRODUCT REVIEW
BY DAVE CARSON

WE'RE TRYING A NEW COLUMN OUT THIS MONTH, AND WE HOPE YOU ENJOY READING IT. WHENEVER ANYBODY IS CRAZY ENOUGH TO WRITE FOR US, WE'RE SMART ENOUGH TO PUT IT IN PRINT!!!

OVER THE LAST SIX MONTHS I HAVE HEARD SEVERAL COMMENTS CONCERNING A DESIRE TO SEE EXTENDED BASIC SOFTWARE REVIEWS. IT SEEMS THAT MANY OF YOU WOULD LIKE TO INVEST IN SOME NEW AND WORTHWHILE SOFTWARE. BUT DON'T CARE FOR THE "PIG IN A POKE" RISK. MY INTENT IS TO GIVE YOU COMPLETE REVIEWS ON ALL E.B. SOFTWARE THAT I RECEIVE. STRICTLY FROM AN OWNER-USER'S POINT OF VIEW I WILL THOROUGHLY TEST EACH ITEM AND PUT IT "THROUGH THE MILL". IF IT IS A GAME, I WILL HAVE SEVERAL PEOPLE WITH VARIED GAME INTERESTS TRY IT OUT. AND GET THEIR COMMENTS. I HAVE NO TIES WITH ANY OF THE MAJOR SOFTWARE PRODUCERS. I WILL ATTEMPT TO HANDLE EACH ITEM ON ITS OWN INDIVIDUALL MERITS AND WITHOUT BIAS. I WILL TRY TO MAKE IT POSSIBLE FOR YOU, THE POTENTIAL SOFTWARE BUYER, TO MAKE YOUR E.B. SOFTWARE PURCHASES WITH THE CONFIDENCE THAT YOU WILL GET YOUR MONEY'S WORTH.

I FEEL THIS FIRST INSTALLMENT SHOULD ANSWER SOME BASIC QUESTIONS ABOUT EXTENDED MEMORY ITSELF FOR THOSE OF YOU WHO ARE CONTEMPLATING MAKING THE INITIAL INVESTMENT. I WILL BE REFERRING DIRECTLY TO THE BLUE RAM SYSTEM BY PERKIN'S ENGINEERING BECAUSE THAT IS WHAT I'M MOST FAMILIAR WITH. THE GENERAL CONVERSATION SHOULD APPLY TO THE OTHER FINE SYSTEMS AVAILABLE AS WELL.

THE PRINCIPAL QUESTION SEEMS TO BE WHETHER OR NOT EXTENDING THE MEMORY ON THE ARCADE IS WORTHWHILE. IF YOU OR YOUR CHILDREN ARE INTERESTED IN PROGRAMMING, THE ANSWER IS A RESOUNDING YES! THE EASE OF USE AND LEARNING (FRIENDLINESS) OF THE E.B. LANGUAGE AS COMPARED TO OTHER MAJOR

SYSTEMS IS INCREDIBLE! THE SNAP AND SHOW COMMANDS MAKE GRAPHIC AND ANIMATION EFFECTS POSSIBLE ON OUR MACHINES THAT ON OTHER MACHINES WOULD BE ALMOST OUT OF REACH UNLESS YOU WERE AN EXPERT PROGRAMMER WITH UNLIMITED MEMORY. THE PLAY COMMAND MAKES IT POSSIBLE TO USE THE MACHINES FULL SOUND CAPABILITY WITHOUT INTERRUPTING AND SLOWING DOWN THE EXECUTION OF YOUR PROGRAM. THE PROGRAM SPEED IS GREATLY INCREASED IN E.B. THE ON-SCREEN COLOR CAPABILITY IS DOUBLED ACTUALLY. I CAN SAY THAT THE E.B. ADVERTISED FEATURES ARE ALL THAT THEY CLAIM AND MUCH, MUCH MORE! IF YOU ARE NOT REALLY INTO PROGRAMMING BUT LIKE TO PLAY THE GAMES, THEN YOUR QUESTION HAS TO DO WITH SOFTWARE SUPPORT OF THE EXTENDED SYSTEMS. THE SUPPORT IS DEFINITELY THERE. MOST, IF NOT ALL, OF THE MAJOR SOFTWARE PRODUCERS ARE TURNING THEIR TALENTS AND EFFORTS TO E.B. MANY OF THE TRULY GREAT GAMES WE HAVE SEEN IN A.B. ARE BEING REDONE IN EXTENDED BASIC WITH OUTSTANDING RESULTS. FULL DETAILS ON THIS IS JUST WHAT THIS COLUMN WILL BE ALL ABOUT.

THE NEXT CONSIDERATION IS COST AND COMPARISON. EXTENDING THE MEMORY AND CAPABILITY OF YOUR ARCADE IS A SOMEWHAT COSTLY MOVE. EVERY DAY WE SEE PRICE REDUCTIONS AND FANTASTIC DEALS ON OTHER SYSTEMS. THE COST OF TRANSFORMING OUR MACHINE TO 16K AND ADDING EXTENDED BASIC BEGINS AT ABOUT $275. THE QUESTION NOW IS: WHAT DO WE HAVE AS COMPARED TO SOME OF THE OTHER SYSTEMS FOR MUCH LESS? MY OPINION IS THAT WE HAVE A UNIT THAT WILL COMPARE FAVORABLY TO THE BEST, NOT ONLY THE BARGAIN UNITS. THE E.B. LANGUAGE IS A MORE EFFICIENT LANGUAGE THAN MOST BASICS AND OUR GRAPHIC CAPABILITIES ARE FAR EASIER TO USE. OUR BULK STORAGE (TAPE) IS FASTER THAN OTHER CASSETTE SYSTEMS. WITH MOST OF THE OTHERS YOU MUST BUY THEIR RECORDERS AT PRICES NEARLY EQUAL TO THE PRICE OF THE UNIT ITSELF. WITH OURS, OF COURSE, THAT ISN'T NECESSARY. OTHERS MENTION PRINTERS. PHONE MODEMS AND

OTHER OPTIONS. WITH ONE OF THE EX-
TENDED SYSTEMS IN PLACE ON THE BALLY
ASTROCADE. IT TOO WILL SUPPORT THESE
PERIPHERALS WITH EASE I ALSO OWN
ONE OF THE "TOP OF THE LINE" MAJOR
SYSTEMS WITH DISK, CASSETTE, PRINT-
ER, MONITOR, ETC IT SEEMS THIS OUT-
FIT HAS BECOME JUST AN EXOTIC GAME
MACHINE WHEN IT COMES TO PUTTING
ONE OF THE MACHINES TO USE AS A COM-
PUTER. IT'S ALWAYS THE ASTROCADE
THE ASTROCADE DRIVES MY PRINTER AND
IS HOOKED UP TO MY MONITOR. I HAVE
WRITTEN SEVERAL PROGRAMS ON THE
ASTROCADE WITH EXTENDED MEMORY (16K)
I HAVE WRITTEN NONE ON THE OTHER A
COUPLE OF ISSUES AGO THE ARCADIAN
PRINTED AN E.B. CONVERSION OF THE
POPULAR "GOLF" PROGRAM OF A YEAR OR
TWO BACK. I WROTE THAT CONVERSION.
IT FINISHED UP IN ABOUT 2.5K OF MEM-
ORY AND TURNED OUT VERY WELL. THE
SAME GAME WITH EQUAL GRAPHICS AND
PLAY FEATURES IN MY OTHER 48K SYSTEM
WOULD TAKE SOMEWHERE BETWEEN 12-16K
OF MEMORY IN BASIC. THIS IS JUST ONE
SMALL EXAMPLE OF THE EFFICIENCY OF
THE EXTENDED BASIC LANGUAGE. POSS-
IBLY THE OLD SAYING "YOU GET WHAT
YOU PAY FOR" APPLIES IN THIS CASE.

ACTUALLY, EXTENDING YOUR ASTROCADE
SYSTEM DEPENDS ON YOUR INDIVIDUAL
SITUATION.   IF YOU HAPPEN TO BE
CAUGHT UP IN THE WAVE OF ENTHUSIASM
TOWARD THE BALLY-ASTROCADE AS SO
MANY OF US ARE, IF YOU ARE FASCIN-
ATED WITH AND LOVE YOUR ARCADE, THEN
THE E.B. SYSTEMS ARE A VERY GOOD IN-
VESTMENT. A MUCH BETTER INVESTMENT,
IN FACT, THAN BUYING ONE OF THE BAR-
GAIN SYSTEMS FOR LESS AND NEVER
BEING ABLE TO LEARN TO USE IT WELL.

THOSE OF YOU WHO ALREADY HAVE E.B.
KNOW ALL I'VE SAID AND COULD ADD
MUCH MORE. TO THOSE CONSIDERING THE
PURCHASE, I HOPE I'VE HELPED YOU TO
DECIDE IF IT IS FOR YOU. FROM WHAT
I'VE BEEN HEARING ABOUT SOME OF THE
SOFTWARE BEING DEVELOPED IN E.B., I
THINK WE ARE ALL GOING TO BE IN FOR
A PLEASANT SURPRISE. I AM LOOKING
FORWARD TO REVIEWING SOME OF THIS
MATERIAL AND MAKING ALL OF YOU AWARE
OF JUST WHAT IS AVAILABLE. I INVITE
COMMENTS AND QUESTIONS. A S.A.S.E.
WILL GUARANTEE YOU A REPLY. ANY
SOFTWARE YOU MAY HAVE FOR SALE,
WRITTEN IN EXTENTED BASIC OR MAKING
USE OF EXTENDED MEMORY, THAT YOU
WOULD LIKE TO HAVE REVIEWED IN THIS
COLUMN, PLEASE SEND IT TO ME WITH
ALL DOCUMENTATION. I WILL TEST IT
EXTENSIVELY AND WRITE THE RESULTS AS
COMPLETELY AND FAIRLY AS POSSIBLE
FOR ALL TO SEE.

DAVE CARSON
P.O. BOX 39
KIPTON, OHIO
                44049
(216) 774-4645

NEXT YEAR COMING UP FAST in the outside
lane. Look at this, one more issue to go. Time
to start thinking about renewals. Long-time
subscribers will recall that we wipe all name
off the mailing list at the end of October, and
start afresh. This means everybody has to sign
up again and send their contribution in return
for knowledge and fun. The stipend will again
be:

$15.00 (CAN $20.)

We would also appreciate your telling us about
the tutorials, what you'd like to see more of,
what you need to know that we may have not
covered enough, or anything else - especially
basic material which we may not have made clear
enough.

We will accept checks or money orders - Canadian
inputs should be made out to 'Robert Fabris' -
or we will accept Visa or MasterCharge if you
will send us the usual data. Now, the folks here
on the farm are planning a long vacation next
Fall, so we will only have 11 separate issues.
I suspect that we'll have one or two fat ones to
make up for it. Again, next month is the LAST
ISSUE, so send in your US$15 before you forget.

© Fabris 83

There's one sure way to keep up with the exciting world of ASTROCADE video games -- read *ABC Hobbycraft's ASTROCADE UNDERGROUND*, the newsletter especially for the ASTROCADE video game owner! Inside you'll find the very latest word on what's new and exciting for ASTROCADE -- the most versatile home video game/computer system ever developed! Best of all, the newsletter's free!

Why "underground"? *Joystik* magazine recently coined the term "Astrocade underground" to describe the loyal legion of fans and users who know ASTROCADE is not just another video game! ASTROCADE users have banded together to spread the word about the features and expandability found only with the ASTROCADE system. ASTROCADE isn't sold everywhere you look, like some systems, and a lot of people have perhaps not heard about it. But to those who own an ASTROCADE, nothing else quite measures up! Thus, ASTROCADE users *are* sort of an "underground movement" -- smaller in numbers but active and interested in the latest word on what their system can do!

Of course, **ABC Hobbycraft** has been with ASTROCADE's Underground from the start -- back when it was marketed as the *Bally ARCADE*. We are the most experienced ASTROCADE dealers around, and our hundreds of customers nationwide know ABC is **the** Bally/ASTROCADE headquarters! Part of our personal service package is *ABC Hobbycraft's ASTROCADE UNDERGROUND* newsletter.

The newsletter goes free to all current ASTROCADE customers of ABC Hobbycraft. (If you haven't ordered for awhile, send a self-addressed stamped envelope and we'll mail you the latest copy!) Only ABC Hobbycraft supports the ASTROCADE user with a **free** newsletter to keep YOU informed! (If you need even more recent information call ASTROCADE specialists Guy McLimore or Scott Collins at (812) 477-9661.)

We're proud to be leaders in the ASTROCADE Underground! Come join us! The movement is growing by the day!

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FREE to all our astrocade customers!

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FOR SALE Arcade with both Basics, 9 controllers, 14 videocades, 15 third-party tapes, all ARCADIAN and Cursor newsletters, Service Manual, Peek 'n' Poke Manual, Hacker Guide, and Z80 Minicourse. $300. Mario DeLaura 1-716-964-2164

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```
*********************************************
*   SOFTWEAR MANUFACTURERS: HELP!!!         *
* The GAME PLAYER is running out of games   *
* ( AB tapes and/or cartridges ) for review *
* in the ARCADIAN. The game review column   *
* has become very popular, but without      *
* games to review, there can be no GAME     *
* PLAYER feature in the ARCADIAN. We are    *
* non-profit and self-supporting, and thus  *
* cannot afford to purchase the games. We   *
* need and request your support and coop-   *
* eration through the donation of your pro-  *
* ducts for published review. Thank you.gpp *
*********************************************
```

SHUTBOX Instructions: (1-4 players) Use KN(1) and TR (1) to select and enter number of players. Move joystick L & R to move cursor. Move forward to select number, backward to erase. Select a number or numbers from those at the top of the screen that add up to the total shown on the dice. When this is done, the selected number(s) will be covered and the dice rolled again. Play continues until the board is covered or until no more play can be made. Player's score is the sum of the remaining numbers - lowest score wins. TR(1) will start the new round.

ZGRASS PUBLISHED DATA is now in the process of being collected for sale by one of our subscribers, and I expect an ad in the next issue. These documents, essentially a glossary of commands and instructions, will give an insight into a little of what the Zgrass language can do.

CONTROL 30 ADDITION - Dale Low indicates that the value of Variable "R" was left out of the listing. It should be 255, so enter R=255 into the program. To save the whole program, type this
:PRINT;NT=1;LIST ; PRINT " R= 255;;RETURN ; RUN" and then GO

```
 1 .SHUTBOX
 2 .BY JOE SPIEGEL
10 CLEAR ;BC=125;NT=2;CY=0;CX=-55;PRINT "NUMBER OF PLAYERS";CY=-15;NT=0
20 K=(KN(1)c35+5)c2;CX=0;PRINT #0,K,;IF TR(1)GOTO 40
30 GOTO 20
40 FOR A=1TO 9;@(A)=1;NEXT A;FOR P=1TO K
50 CLEAR ;PRINT ;PRINT #2,1,;FOR A=2TO 9;PRINT #3,A,;NEXT A
60 BOX 0,0,160,88,3;BOX 0,0,155,83,3;BOX 0,25,155,3,1
70 FOR A=-63TO 63STEP 18;BOX A,34,4,19,1;NEXT A;S=45;X=0
80 H=0;T=0;FOR J=0TO 1
90 B=RND (128)-64;Y=RND (38)-28;IF J=0GOTO 120
100 IF ABS(B-V)<26B=V+26;IF B>64;B=-60
110 IF ABS(Y-W)<26Y=W+26;IF Y>10Y=-26
120 V=B;W=Y;A=RND (6);T=T+A;BOX B,Y,25,25,1
130 Q=Ac2;IF RMBOX B,Y,3,3,2
140 IF A>1BOX B-6,Y+6,3,3,2;BOX B+6,Y-6,3,3,2
150 IF A>3BOX B+6,Y+6,3,3,2;BOX B-6,Y-6,3,3,2
160 IF A=6BOX B+6,Y,3,3,2;BOX B-6,Y,3,3,2
170 IF S<7J=1
180 NEXT J
190 FOR D=1TO 9;IF @(D)#0IF D=T F=1;GOTO 320
200 NEXT D
210 F=0;FOR C=1TO 5;R=12-C;G=R;IF G>9G=9
220 FOR D=C+1TO G;IF (1-@(C)b@(D))GOTO 310
230 O=C+D;IF O=T F=1;C=5;D=G;GOTO 310
240 IF D+1>R-DGOTO 310
250 FOR E=D+1TO R-D;IF @(E)=0GOTO 300
260 U=O+E;IF U=T F=1;C=5;E=R-D;D=G;GOTO 300
270 IF E+1>R-D-EGOTO 300
280 FOR M=E+1TO R-D-E;IF @(M)#0Z=U+M;IF Z=T F=1;C=5:M=R-D-E;E=R-D;D=G
290 NEXT M
300 NEXT E
310 NEXT D;NEXT C
320 IF F=0GOTO 510
330 N=Xc18+5;IF @(N)#0BOX X,39,6,4,2
340 L=JX(P);FOR I=1TO 10;NEXT I;IF L#0X=X+Lb18;IF ABS(X))72X=-X+Lb18
350 BOX X,39,6,4,1;N=Xc18+5
360 IF JY(P)=1GOTO 390
370 IF JY(P)=-1GOTO 420
380 GOTO 330
390 IF @(N)#1GOTO 340
400 @(N)=-1;H=H+N;BOX X,39,8,6,1;IF H=TGOTO 440
410 GOTO 330
420 IF @(N)#-1GOTO 330
430 @(N)=1;H=H-N;BOX X,39,8,6,2;GOTO 340
440 FOR I=1TO 9
450 IF @(I)#-1GOTO 480
460 S=S-I;@(I)=0;VA=6;FOR E=27TO 41;BOX (I-5)b18,E,12,1,1
470 TA=100-E;FOR O=1TO 10;NEXT O;NEXT E;VA=0
480 NEXT I;FOR I=1TO 9;N=N+1;X=X+18;IF X>72X=-72;N=1
490 IF @(N)#0I=9
500 NEXT I;IF S#0BOX 0,-9,155,64,2;GOTO 80
510 @(P+9)=S;CY=0;CX=-73;BOX 0,0,155,14,2;FOR I=10TO P+9;PRINT #6,@(I),;NEXT I:
FOR I=1TO 1000;NEXT I
520 IF P#KCLEAR ;FOR I=1TO 9;@(I)=1;NEXT I;NEXT P
530 IF TR(1)GOTO 40
540 IF JX(1)GOTO 10
550 IF JY(1)GOTO 570
560 GOTO 530
570 CLEAR ;NT=3;BC=7
```

Joseph Spiegel
609 Meade Dr
Coraopolis, PA 15108

FOR SALE - Arcade w/4 controllers; 13 game cart. & B Basic, A Basic
E Basic & MLM Lang. Cart. 4K blue RAM & Keyboard; 300 Baud interface;
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Over $1000 value for $450 or best offer. Larry Jolley, 470 Newport Rd.
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FOR SALE: MUST SELL Bally Arcade System; includes 2 controllers, BBasic, cassette
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3 Sebree's tapes, all ARCADIAN issues, Manuals(Peek'n'Poke, Hacker's Guide, On-Board
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Westfield dr. New Holland,PA 17557 717-354-8373

FOR SALE:Astro Arcade units,NEW,with astro basic.
Fully factory warrantied.I will ship P.P. when
I receive money order or cashiers check for
the amount of $125.00.I have only 10 units to sell
at this price,so place your order now.(813)626-7345
Astro arcade,9421 Sunset Dr.,Tampa,Fla.33610

For sale, 1 Astrocade with new basic cartridge; with 2 joystick
controls; cartridges; football, galactic, invasion, pinball. wizard; last

2 issues of Arcadion andmost games of the first issue on tape. Also some
Wavemaker games. All for $175↓ If interested call 512-681-5441

! GAMES FOR THE ASTROCADE! This game cassette with instructions,
ready to run, is a deal at $11. CAN or $9 US. The games are:
Wah's Revenge,Super Pac,Defense Pro,and Metro Attack. Also included
is an excellent 3-Voice music program. All games have Machine rout-
ines for top quality. Send Check or MO to Astrogames, 3020 Cook St.,
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