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rec'd 7/27

Dear Bob:

Here are two programs for the Arcadian. No 1 is Invisibile War, No. 2 is Star Fighter. These are both space type games. There have been a lot of these in the past but they are still very popular. Also I am sending you the checkers # with a few small changes that I believe will add a more professional quality to the program. In your letter of June 12 you talked of marketing the Best of the Arcadian. These programs should be as professional as possible within the limits of Bally Basic. The FC and BC colors that I used somehow seemed more pleasing to the eye over the extended period of time involved with this program. You be the judge. I hope these changes will be of help.

Back to the two new programs. Invisibile War is a program to be played by a single person. You see

you

Control the space ship on the left, the Computer the one on the right. You are visible only when you move up or down the screen or fire a laser blast. The object of the game is to hit the computer's ship more than he hit you. In order to locate the computer's ship you can either fire several blasts of your laser, to try to get him to fire at you, or move your ship to draw his fire. When he fires at you shot back as quickly as possible before he changes his location. One nice thing about this program is the appearance of more colors being on the screen than we can actually put there. You can choose from 3 levels of difficulty and you set the number of your laser blast.

Starfighter puts you in the cockpit of your own starship. You must destroy as many aliens as possible. Your score is determined by the number of aliens destroyed as well as the readings in your ship. For instance the higher the temp. the lower your score.

I hope you find these programs interesting and useful.

SIDE 1

CHECKERS II INPUT 1
INDEX COUNTER 000 - 035

INVISIBLE WAR INPUT 2
INDEX COUNTER 050 - 090

STARFIGHTER INPUT 3
INDEX COUNTER 100 - 140

574

Sincerely

Jim Winn

! Pct; checks
clear; NT=3; FC=92; BC=119; ~~Pct~~ run