

NIAGARA B.U.G. BULLETIN

Volume 1 Number 1
June 24, 1983

6 Wood-dale Drive, St. Catharines, Ontario L2T 1Y8

NEWS & COMMENTS

you are now reading the first issue of a new periodical newsletter devoted totally to the ASTROCADE owners of Canada. The newsletter is funded, printed, and compiled by the niagara regional B.U.G. (which, by the way, stands for bally user group). The format of the newsletter will be a bit sketchy for a while, because I'm counting on you to send in your inputs and requests for items to be printed. Simply send me a letter, at the return address, telling me what you'd like to see, and believe me, I'll do my very best to see that it's done. However, if you have any questions that may require I mail you an answer, please enclose a self addressed, stamped envelope. More common or important questions will be answered in the Q&A column of this newsletter.

If any of you have an ASTROCADE BASIC program (this must be your own original composition), which you believe is good enough to be printed, (nothing fantastic mind you, simply something of interest), then mail in a cassette tape of your program, in the new astrocade basic (the one with the built-in audio interface on the cartridge), and a single-spaced, typed listing (or legibly hand-written) along with complete instructions, and I'll see that they are printed here for all to use and enjoy.

One other thing..... if you would PLEASE send us the name and address of your local retailer, and the names and addresses of any other BALLY/ASTROCADE OWNERS you know, it would greatly help the user group.

SWAP CORNER

This will hopefully be a regular item in the newsletter, in which you will get free advertising for any "stuff" you'd like to trade or sell. your address is included, and all inquiries

are made directly to the advertiser. I will assume no responsibility for what is advertised in this column.

I'll start the ball rolling by saying I've got a seawolf/missile cart. to swap. I don't know how, just yet, but write in and we'll arrange some kind of fair arrangement with no risk.

So send in those ads!!!

If any of you want to attend a meeting of the niagara regional B.U.G. I can try to arrange some sort of meeting for you out-of-towners, at a time that's good for everybody. tell us when you can come. |||

yours respectfully,

Kevin O'Neill

Kevin O'Neill

NIAGARA B.U.C. BULLETIN

6 Wood-Dale Br, St Catharines, Ontario, L2T 1K8

Volume 1 No.2

**NEWS &
COMMENTS**

RESPONSE: The last month's issue was scattershot, so PLEASE send us some kind of letter, telling us what you think of the BULLETIN effort. I can't place enough emphasis on this, because the whole idea of the newsletter is communication- but it's a two-way-street, guys, so let's hear

from you.

CARTRIDGE RELEASES: Have been announced. Soccer, Solar conqueror, and Cosmic raiders should hit U.S. stores soon, but I assume that it may take a while for the new cartridges to hit Canada. However, the Arcadian will have a small stock for mail order, and the larger mail-order houses should also have them. the address of the arcadian newsletter is: 3626 Morrie Dr., San Jose, CA 95127. And ABC Hobby Craft (a mail order outlet) can be reached at: 2155 E. Morgan Ave., Evansville, IN 47711.

PRICE: Of the BULLETIN, as you can see, is (as yet) non-existent, but our reserve funds won't last forever. this "dry run" is meant so that you can see what you're buying before you subscribe. Canadians can look forward to a free ride for a while yet, but seeing postal rates to the states are more expensive, I may need to ask our U.S. customers for the subscription fee a little sooner. -- Details soon.

ELECTRONIC GAMES: Magazine this month (august issue) features a small "piece" on the user group, found on page 20 in the bottom left-hand corner. This will hopefully bring more members, more subscribers, and a better "deal" for all we ASTROCADE fans.

PRINTER: For the arcade should be working soon, now, here at the B.U.C. Once we get it going, program submissions may not require a listing- as long as your tape loads ok. There are a couple ways to use a printer on the ASTROCADE, and we'll print these in later issues

BACK TO BASIC'S: TO clear up all the confusion, yes there are two Basic cartridges for the ASTROCADE. The one that uses the separate audio interface (plugged into the back) we will make reference to as bally basic, or (BB). The new basic with the built-in audio interface we will call astro basic or (AB). We have both here, so programs can be submitted in either format.

KEYBOARD/MEMORY EXPANDERS: Have been available from third-party sources for quite some time now, but they were admittedly never quite as good as the units proposed by BALLY/ASTROCADE. Now the long-awaited Zgrass keyboard is to be made available by-guess what- a third-party source! But despite what you may think, the unit is not only as good as the unit proposed by bally, but it includes many features not incorporated into the original specifications! Such features include: Cpm compatability, 64k ram, a generous 32k rom (including scientific math functions), dual 2000 baud audio cassette interfaces with DC motor control (for starting/stopping recorders under program control), Built-in disk drive controllers which allow use of a variety of disk drives, and so much more!

NIAGARA B.U.G. BULLETIN

SOME SOFTWARE SUPPLIERS: Are listed below. the ones that other B.U.G. members have personally checked are marked with a black dot. Contact them for info on what they sell, or come to a meeting of the B.U.G., and see some software demonstrated.

ESOTERICA LTD. -SOFTWARE CASSETTES
& CARTRIDGES.
PO. BOX 614, Warren OH 44485

GEORGE MOSES CO. -3 VOICE MUSIC &
FAMILY TAPES
PO. BOX 686, BRIGHTON MI 48116

NEW IMAGE -GAME TAPES & CARTRIDGES
345 N. LAFAYETTE, SOUTH LYON MI
48178

THE BIT FIDDLERS -GAME TAPES AND
MACHINE LANGUAGE PROGRAMMING
CARTRIDGE. BOX 11023 SAN DIEGO CA,
92111

HOOVER, ANDERSON, RESEARCH
& DESIGN -SOFTWARE TAPES
& HARDWARE.

2206 West 21st STREET,
MINNIAPOLIS, MN 55405

L&M SOFTWARE -GAME TAPES
● 8599 FRAMEWOOD DR.,
NEWBURGH, IN 47630

SUPER SOFTWARE -GAME TAPES
BOX 702, PLAINFIELD NJ
07061

WAVEMAKERS -GAME TAPES
● BOX 94801 SCHAUMBURG, IL
60193

When you send requests for information to these sources, please enclose a self-addressed-stamped envelope to defray costs and simplify mailing. "Tape" or "cassette" software is for use with one or another format of basic, while cartridges simply slip into the cartridge slot.

ASTRO-BRAGGARTS

Is a column in which hotshots get to show off their video prowess by entering their high scores for the various games. (third party software included). A picture of the screen clearly showing your score must be included to discourage cheaters.

Mr. & Mrs. Hugo Furney announce a high score of 92450 on doubles - the Incredible Wizard, skill 1.

I am looking forward to hearing from people who have a problem something like this: When a cartridge is placed into the slot, and the RESET key is pushed, the game(s) on the given cartridge do not always appear on the menu, and the game will not play if the usual number is chosen. The only way to overcome this is by re-entering the cartridge until the game appears, right? -wrong!- Your arcade isn't getting old, the metal contacts at the edge of your cartridges are getting dirty. If you very carefully clean the contacts using a cotton swab & a tiny bit of non-toxic window-cleaner, (to avoid spillage into the cart.) the problem will cease. For those of you who are scared of performing this delicate operation, custom cleaning is available (using special solvent) for a modest rate at the B.U.G. meetings.

Kevin O'Neill
B.U.G. President.

NIAGARA B.U.G. BULLETINVolume 1 No.3
August 11, 1983

6 Wood-Dale Drive, St. Catharines, Ontario L2T 1Y8

PROGRAM: Included this month is something I dreamed up. It uses a couple of features of the basic's not documented in their respective manuals. I had to type this one out, because the printer we had planned to use turned out to be incompatible. But I have others in mind Anyway, you guys will still have to send a listing if you wish your program creations to be immortalized in the BULLETIN. A couple of key-pushes are required in the program. One after the NIAGARA B.U.G. BULLETIN sign stops flashing and also one after the message.

COLLECT TELEPHONE CALLS: Have been coming in lately, and as much as we'd like to talk to you, our meager treasury forbids us to do so. We'd love to talk to you, but you'll have to take the charges upon yourself.

PROGRAM REVIEWS: Are needed. If you have purchased some third-party software, and would like to review it for the bulletin, type it up, and send it to us here at the B.U.G. Just make sure it is not too long, about 1\2 page max., and that it fits between the black lines that border each page. Your quality ratings are always appreciated, but bear in mind that the cassettes are usually in basic, and not expected to be cartridge quality.

QUESTIONNAIRE: Included with this month's issue is so that we can find out just what equipment you have, what your interests are, etc. It is very important that each subscriber sends in his\her questionnaire so that we can have a clear picture of just what you people think, and how we may serve you our best.

PROGRAMS OVER THE PHONE?: Yes, that's the goal of one of my many schemes. If you've done this with any equipment that is still available, or if you simply have an interest in such a project, in whatever capacity, please write. The project would have to work with the new astro basic.

SWAP CORNER

This month will be rather short. I'd like to see more ads, but

not for ARCADE machines. This was not my original intention, and I'd appreciate it if ads for the sale of machines were taken elsewhere. No offence, but I just see re-sale pointless.

ADS:
BALLY/ASTROCADE, 4 CONTROLLERS, (2 NEW) ASTRO BASIC, 8 CART'S INCLUDING WIZARD, ARTILLARY DUEL, MUNCHER. --\$325.00 (416)694-7730 EVG
(416)291-1002 DAYS

KERRY PENLEY 25 MEADOW AVE., SCARBOROUGH, ONT. MIN IV5

AND I'D STILL LIKE TO TRADE MY SEAWOLF/MISSILE.

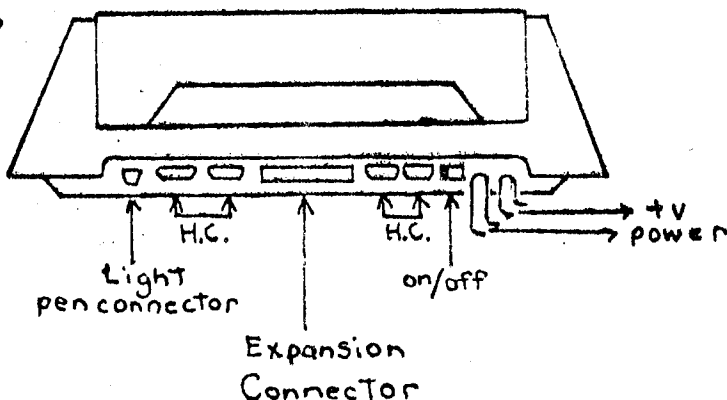
K.O.

ARCADE CONNECTORS: Are shown here. In addition to those shown in the ARCADE manual, the light-pen, and expansion ports are included. (fig 1)

fig 1.

arcade :

H.C. stands for hand controller



The BLUE RAM is plugged into the expansion connector.

(note the cord & plug) Each connector is covered by a plastic knock-out to protect it from damage until use.

Your basic won't address the new memory in the BLUE RAM, but old programs can be loaded from tape into the blue ram basic.

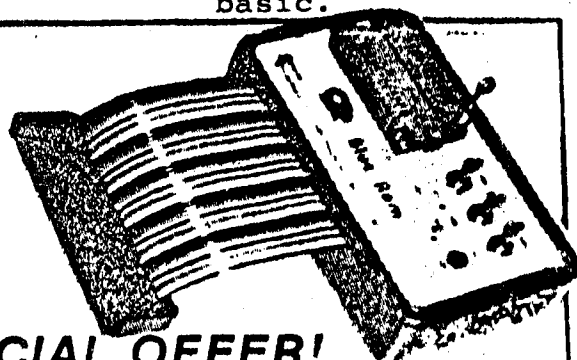
16-K AND 32-K BLUE RAMS NOW BEING SHIPPED

The Blue Ram by Perkins Engineering has already opened the door to hundreds of creative programmers who love the powerful graphics and sound capabilities in the Astrocade, but were stymied by its lack of random access memory (RAM). No more! Now, instantly, you can have up to 32768 bytes of additional memory.

You can use the Blue Ram to copy a game cartridge on regular cassette tape using the machine language routines included in the Blue Ram Utility program. Learn Z-80 machine code and modify an existing game cartridge! Write your own cartridge! And, with the 24 pin socket on the Blue Ram you can adapt your computer to drive a modem, a printer, a keyboard and many other applications! Regular price is \$249.95. (32K model is \$369.95).

Blue Ram Extended Basic Cartridge

Written by Jay Emrich and Mike Berman in cooperation with Perkins Engineering, the Blue Ram's exclusive input and output ports, hardware and software switching mechanisms, and the Astrocade's outstanding game and graphics design capabilities. With 16K Blue Ram it gives you up to 15,500 bytes of programming space (total SZ. With 32K Blue Ram total SZ is 31,884), with special POINT, CIRCLE and SNAP commands, 4 colors, built-in math routines, keyboard and printer-driving logic, 300 baud or 2000 baud data output and much more! Will not operate without a Blue Ram or other extended memory. Regular price is \$49.95.



SPECIAL OFFER!

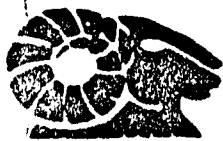
New 16K Blue Ram and the Extended Basic Cartridge a \$300.00 value

\$275

New 32K Blue Ram & Extended Basic Cartridge, \$395



The Blue Ram Keyboard! A 62 key typewriter style assembly mounted on wooden end blocks and fitted with a 3 foot cable to plug into the Blue Ram ZIF socket. Bally's command words are added to the keys. Price assembled and tested is \$89.95



**PERKINS
ENGINEERING**

1004 Pleasant Ave., Boyne City, Michigan 49712 Phone (616) 582-9832

When ordering specify whether you have 300 baud Bally Basic or 2000 baud Astrocade Basic

NIAGARA B.U.G. BULLETIN

PG. 6

For use with either ASTRO or BALLY BASIC

The symbol • means SPACE

1. BULLETIN SAMPLER
2. BY KEVIN O'NEILL FOR THE NIAGARA REGIONAL B.U.G.
- 3.

7 CLEAR

80 FOR A=0 TO 80 STEP 3

90 BOX 0,0,A,A,3

100 BOX 0,0,3,A,3

110 BOX 0,0,A,3,3

120 BC=A;FC=A+4

180 NEXT A

190 GOSUB 300;GOSUB 300;GOSUB 300;GOTO 1000

300 FOR S=-40 TO 40 STEP 3

310 BOX 0,S,150,1,3

320 BC=S;FC=S+4

330 NEXT S

340 RETURN

1000 &(0)=90;&(1)=90;&(2)=7;&(3)=7;&(9)=20

1100 FOR A=0 TO 100;NEXT A

1110 GOSUB 1200;GOSUB 1200;GOTO 2000

1200 FOR C=0 TO 180 STEP 3;&(10)=C;NEXT C;RETURN

2000 FOR A=0 TO 180;&(9)=A;NEXT A

2100 &(9)=-44

3000 &(9)=-44;CLEAR

3001 FOR E=0 TO 60 STEP 5

3010 BC=BC+4;FC=FC+4;BOX 0,0,EX2,E,3

3020 MU=E

3030 NEXT E

3900 BOX 0,0,150,11,2

3910 CY=0;PRINT"•••NIAGARA BUG BULLETIN"

4000 BOX 0,0,150,9,3

5000 FOR A=1 TO 20

5010 BC=BC+12;FC=FC+12

5020 FOR B=1 TO 100;NEXT B

5030 NEXT A

5040 &(9)=-1

5050 T=KP

5060 CLEAR;CY=0;PRINT"••THANK YOU FOR YOUR"

5070 PRINT"••SUPPORT OF THE BULLETIN"

5080 PRINT;CX=-20;PRINT"•KEVIN O'NEILL"

5090 FC=0;BC=7;GOSUB 20000

5100 Q=KP

5200 NT=2;RUN

20000 BOX 0,0,150,80,3;BOX 0,0,152,82,3;BOX -59,30,5,8,3

20002 BOX -59,30,3,10,1

20004 BOX -58,32,1,1,2

20005 BOX -60,32,1,1,2

20008 BOX -57,28,3,5,3

20012 BOX -59,24,1,1,1

20014 BOX -58,30,18,16,3

20016 BOX -58,30,16,18,3

20017 BOX 0,17,150,1,1

20018 CY=30;CX=-40;PRINT"B.U.G."

20100 RETURN

INSTRUCTIONS FOR SAMPLER:

TYPE IN THE ENTIRE PROGRAM AND RUN IT. WHEN YOU ARE SATISFIED WITH THE WAY IT OPERATES, YOU CAN SAVE IT TO TAPE BY FOLLOWING THE SET OF INSTRUCTIONS TO MATCH YOUR VERSION OF BASIC.

(SEE PAGE TWO)

ASTRO BASIC INSTRUCTIONS:

CONNECT TAPE RECORDER, AND

ENTER: CLEAR;CY=0;PRINT"•••••"

•BULLETIN SAMPLER";BOX0,0,150

,9,3;:PRINT (BUT DON'T PUSH

GO), START THE RECORDER, AND

THEN PUSH GO.

BALLY BASIC INSTRUCTIONS:

CONNECT YOUR TAPE RECORDER TO

YOUR AUDIO INTERFACE, AND KEY

IN: :PRINT;PRINT".BULLETIN

SAMPLER";PRINT;LIST;PRINT"

:RETURN;RUN" (BUT DON'T PUSH

GO), START THE RECORDER, AND

PUSH GO. THE PROGRAM WILL

AUTO-START WHEN LOADED FROM

YOUR TAPE. HAVE FUN WITH THIS

QNB:

K. O'NEILL

ZGRASS UNITS: Are the big news of the month. As you will see on the last page of this month's issue, advanced orders are now being taken by one of the largest ASTROCADE dealers, ABC Hobbycraft. I called them, myself, a little while ago, and they said that the price was still up in the air. \$500 - \$600 dollars. I know, that's quite a large range, but even at the upper extreme, it's still a whale of a good deal, comparably. I plan to have my order mailed out in a few days. ABC also informs me that they have shipped the first few units to the software suppliers so that they can have a head start on producing new software for the system. Watch this space in future newsletters for updates on the ZGRASS 1200!!

PROGRAM: This month is a product of the efforts of THADD*PRO. The B.U.G. thanks them for their donation.

JOYSTICK: Magazine (sept. issue) contains an article on the "Astro underground". Namely, the software & hardware suppliers mentioned here, and the user groups. The article is required reading for all ASTROCADE fans.

MICHIGAN ASTROBUGS: Probably the largest user group serving astrocaders, will be holding an "ASTRO BASH" on SUNDAY, SEPT. 25, FROM 10 AM - ??? featured will be live demonstrations, game tournaments with prizes, as well as several rather "high ranking" people in the underground, who will be open to any questions you might have. For a map, showing the way, and other info (such as admission fee, and how to win a 16k blue ram), send request, along with a self-addressed stamped envelope to: 59400 Nine mile RD., South Lyon, MI 48178. I hope to be there, to cover the event, and, if I am, you can expect a full report.

QUESTIONAIRES: Have not arrived yet, and I am waiting eagerly. Send them in, guys!

ASTROCADE: Appeared at the Ohio state fair, recently, selling units in one of the booths, and solar conqueror and cosmic raiders have shown up in U.S. stores. Canadians, however, shouldn't hold their breath. Hanimex, canada has discontinued it's support of the astrocade line. Get ready, because, in the months to come, this should be an all-too-common case. Apparently, many giants are feeling the squeeze, including apple, commodore, and especially texas instruments, atari, & coleco. Thank your lucky stars that the ASTROCADE has a strong underground, that is stronger now, than it has ever been. I encourage canadians to change their buying habits to mail-order, where the real support is. Your local post office will confirm that the chances of getting "burned", are very slim, compared to the chances of being totally satisfied.

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PG. 8

CATERPILLAR

A CREATION BY THADD*PKO

DIRECTIONS

CATERPILLAR IS A GAME OF LUCK AND SKILL. YOU CONTROL THE DIRECTION OF TRAVEL OF YOUR CATERPILLAR AND TRY TO EAT THE FLOPPY DISKS THAT APPEAR ON THE SCREEN. BE CAREFUL-IF YOU TOUCH ANY WALLS OR THE TRAIL THAT YOU LEAVE YOUR HEAD GETS CRUSHED AND YOU DIE. YOU ALSO DIE IF THE TIMER AT THE BOTTOM OF THE SCREEN RUNS OUT. THERE ARE ? DIFFERENT SCREENS AND EACH ONE GETS HARDER. SCORING WORKS BY THE MORE TIME YOU HAVE LEFT THE MORE POINTS YOU SCORE.

* = multiplication sign

■ = space

```
1 K=4;A=0
2 GOTO 9000
4 L=0;E=0;W=0
5 B=0;CLEAR
6 GOSUB 1000;X=0;Y=5;L=L+1
7 GOSUB 500
10 Z=M;Q=N
20 M=JX(1)*2;N=JY(1)*2
21 IF M=2IF N=2N=0;M=0
22 IF M=2IF N=-2N=0;M=0
23 IF M=-2IF N=-2N=0;M=0
24 IF M=-2IF N=2M=0;N=0
25 E=E+1
26 BOX -70+E,-42,1,3,3
27 IF E>140GOTO 7000
30 IF M=0IF N=0M=Z;N=Q
31 IF PX(X+Z,Y+Q)GOTO 7000
40 X=X+M;Y=Y+N
50 BOX X,Y,3,1,1;BOX X,Y,1,3,1
90 IF A=0GOTO 10
100 B=B+A
110 IF B>65A=-A
120 IF B<-65A=-A
130 BOX B,0,15,3,2;BOX B-(A*8),0,3,3,1
140 GOTO 10
500 G=RND (60)-RND (60);H=RND (35)-RND (35)
511 IF PX(G+2,H)GOTO 500
512 IF PX(G-2,H)GOTO 500
513 IF PX(G,H-2)GOTO 500
514 IF PX(G,H+2)GOTO 500
520 BOX G,H,3,1,3
530 BOX G,H,1,3,1
540 BOX G,H,5,5,3
550 RETURN
```

THIS PROGRAM DOES NOT OPERATE
IN THE OLD BALLY BASIC.

NIAGARA B.U.G. BULLETIN

```

1000 D=0;BOX 0,0,150,80,1;BOX0,0,146,76,2
1001 BOX 0,-42,140,1,1
1002 IF L=1GOTO 1030
1003 IF L=2GOTO 1011
1004 IF L=3BOX 0,20,56,3,1;BOX0,-20,56,3,1;
      BOX 0,0,3,29,3
1005 IF L=4BOX 0,0,90,50,1;BOX 3,0,90,46,2
1006 IF L=5BOX -40,0,3,50,1;BOX 40,0,3,50,1
      ;BOX 0,0,80,3,1
1007 IF L=6BOX 0,0,60,20,1;BOX 0,0,56,16,2
      ;BOX 0,0,80,10,2;BOX 55,0,5,10,1;BOX
      -55,0,5,10,1
1008 IF L=7BOX 25,20,90,5,1;BOX 25,-20,90,5
      ,1;BOX -25,0,90,5,1
1009 IF L=8 BOX 0,0,150,3,1;A=1;BOX 0,20,20,
      ,5,1;BOX 0,-20,20,5,1
1010 RETURN
1011 BOX 0,0,80,3,1
1020 RETURN
1030 BOX 0,20,56,3,1;BOX 0,-20,56,3,1
1040 A=0;RETURN
2011 TA=X;TB=Y
7000 IF X>G-5IF X<G+5IF Y>H-5IF Y<H+5GOTO 8000
7010 VA=15;TA=20
7060 FOR T=0TO 5
7065 MO=T-50.
7070 BOX T+X,T+Y,1,1,1,BOX X+T,T+Y,1,1,1;
      BOX X+T,-T+Y,1,1,1
7080 BOX X,T+Y,1,1,1;BOX X,-T+Y,1,1,1
7090 BOX -T+X,T+Y,1,1,1;BOX -T+X,Y,1,1,1;
      BOX -T+X,-T+Y,1,1,1
7100 NEXT T
7110 FOR T=0TO 5
7115 MO=55-T
7120 BOX -T+X,T+Y,1,1,2;BOX X+T,T+Y,1,1,2;
      BOX X+T,-T+Y,1,1,2
7130 BOX X,T+Y,1,1,2;BOX X,-T+Y,1,1,2
7140 BOX -T+X,T+Y,1,1,2;BOX -T+X,Y,1,1,2;BOX
      -T+X,-T+Y,1,1,2
7150 NEXT T
7160 GOTO 9000
8000 W=W+(170-E)
8001 BOX 0,-42,140,3,2;BOX 0,-42,140,1,1
8003 NT=3;FOR J=0TO D;MU=D;NEXT J;NT=0
8005 D=D+1;E=0
8014 IF L=9IF D>KGOTO 10000
8015 IF D>KGOTO 6
8050 BOX G,H,5,5,2;GOTO 7
9000 ↓;CLEAR;CX=-25;CY=30;PRINT"THADD*PRO"
9004 PRINT;PRINT
9005 PRINT "■■YOUR SCORE WAS■",W
9006 CX=-65;CY=-20;PRINT "C■■■■■G■■■■■I■■■■L■■
      ■R"
9007 CX=-65;CY=-27;PRINT "■■A■■■■■■■■P■■■■L■■■A"

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```
9008 FOR V=-69TO 65STEP 24;BOX V,-20,5,7,3;NEXT V
9009 FOR V=-57TO 53STEP 24;BOX V,-27,5,7,3;NEXT V
9010 IF TR(1)GOTO 4
9020 GOTO 9008
10000 VA=15;TA=10;FOR I=30 TO 80;MO=I;NEXT I
10010 FOR I=80TO 30STEP -1;MO=I;NEXT I
10040 CX=-45;CY=0;PRINT "1000 EXTRA POINTS!"
10045 IF TR(1)=0GOTO 10000
10050 ↓;W=W+1000
10060 A=0;K=K+1
10070 GOTO 5
```

If you have any problems with this program, that you are sure are not your own typos, please notify me, and I will print a correction in the next issue.

This program can be saved to tape with the :PRINT command.

Q & A

Aha! Finally somebody speaks up! And our first question is: (drumroll please)

have written a few of my own games in astro basic, but I found that they all worked real slow when compared to the speed of cartridges. Why is this? Also, I read in a magazine that ASTROCADE had filed for bankruptcy. Is this so?

ANSWER: Well, the reason for the slower operation of BASIC programs (on all systems) is due to the nature of computers. You see, a computer really only understands machine code, a binary language. Needless to say, not many humans speak machine code. So, now, many computers are equipped with an interpreter, which does basically what a human interpreter does. each line, each letter of the command or program being executed, is picked apart by the interpreter, and turned into machine code, so that the computer can understand it. Of course, all of this happens in a split second. However, split seconds add up, and soon the slowing is noticeable. All "high level" languages, as they are called, operate this way in their interpreted modes. (ex. basic, pascal, cobol, etc.) Some languages, like basic, for instance, are more structured than others, and operate more slowly.

As for your second question, yes, ASTROCADE has filed under chapter 11 of the U.S. federal bankruptcy code. This simply means that they are still determined to go on, but they need legal protection from creditors. They have been in the courts for quite some time now, and are waiting for any interested parties to give them some working capital, so that they can begin to pay off the rest of their debts. This leads to the recent release of cartridges. Action graphics inc., who worked on the incredible Wizard videocade, was allowed by the court to release the games Solar Conqueror & Cosmic Raiders
Each of the new games is available from ABC Hobbycraft for \$34.95 U.S. each. (+\$1.50 postage)

The waiting is almost over...

Z-GRASS 1200 is coming at ABC HOBBYCRAFT!

The Z-GRASS 1200 expansion makes your ASTROCADE into a professional home computer system that far outstrips any comparably-priced system on the market. Half the secret is the Z-GRASS computer language, developed to be the easiest language to learn and use! The other half is the range of features that are STANDARD on the Z-GRASS 1200. Take a look at these specifications:

- * Z-GRASS language on-board
- * TWO cassette drive input/output ports with motor control
- * NEW scientific math package on a single chip -- 100 times faster!
- * Compatible with popular C/PM operating system for versatile business program capability!
- * 53-key typewriter style keyboard with separate keyboard processor
- * Floppy disk controller
- * 64K user RAM -- none absorbed for video or language!
- * Two RS-232C ports for printer, modem, etc.

The Z-GRASS 1200 is scheduled for late September delivery from the manufacturer, but ABC Hobbycraft will take your orders starting August 1, so you can be among the first to move up to professional home computing with Z-GRASS 1200! What's more, we'll make it worth your while to order early.

Simply send us your order for the Z-GRASS 1200 system package today! You need not send the full amount now! Simply send us a \$50.00 deposit to hold your advance order for the Z-GRASS 1200. If you have VISA or MASTERCARD, we can bill your deposit to that account -- just provide your card # and expiration date! When the units are delivered to us, we'll ship your Z-GRASS 1200 and bill the balance to your credit card. If you prefer (or if you pay by check or money order), the unit can be shipped COD, or held in stock while you are notified!

If you change your mind anytime before delivery, ABC Hobbycraft will allow you to take your deposit out in trade in any ASTROCADE merchandise, so you risk nothing to order now! Moreover, we have a special bonus for those who order in advance of delivery!

Any customer who sends in his deposit NOW can choose any one of the following items, which will be shipped to you NOW, as a "thank you" for your Z-GRASS 1200 order:

- GALACTIC INVASION videocade- -BIORHYTHM videocade-
- DOGPATCH videocade-

- BOTH Look Out for the Ball & Collision Course -

(If you cancel your order, retail cost of the above will be deducted from deposit, but they're FREE if you buy Z-GRASS 1200!)

Order NOW to be among the first with Z-GRASS 1200! Call or write ABC Hobbycraft today!

ABC Hobbycraft
2155 E. Morgan Avenue
Evansville, IN 47711
Phone (812) 477-9661

24-hour
order line!

NIAGARA B.U.G. BULLETIN

6 Wood-dale Drive, St. Catharines, Ontario L2T 1Y8

PG. 12
Volume 1, No. 5
October 5, 1983

FINAL ZGRASS PRICE: Has been set. My order has been confirmed, and the bill has a note stating that the final price is \$700.00 U.S. I know, it's a far cry from the price in last month's issue, but compare that to an APPLE //e alone for \$1995.00 canadian (ZGRASS 1200 is aprox 1000 can.) and you will see that the price is well worth it. We'll have some info. concerning the ZGRASS computer language printed here soon, so that you can see, that Zgrass far surpasses Applesoft BASIC. (or any other basic for that matter) As soon as my unit arrives, I'll call a big meeting, so you can all see this 5-processor wonder in action!

ASTROCADE CATALOGS: Are available here, now. Canadians can get one by sending a self-addressed stamped envelope to us. These are in full color, 32 pages, and include the screen displays for the newer cartridges, SOLAR CONQUEROR and COSMIC RAIDERS.

SUGGESTIONS: Sent in by Stan Kendall are implemented in this issue. from now on, the data on these pages will be a tad further to the right. this is for those of you that keep your issues in three-ring notebooks. Sorry I didn't think of it sooner.

ASTROGAMES: Is a new software supplier for ASTROCADE in B.C. I have the first two of thier tapes here, which will be available for viewing at meetings, and reviews of the programs will be forthcoming. It will take quite a while to review all of those programs.

BLAST DROIDS: The second third-party cartridge produced for the ASTROCADE just arrived a little while ago, and a review is included this month. I strongly suggest the purchase of this one, guys!

ASTROGAMES INC

Astrogames Tape A1

ASTROGAMES PRESENTS... **MULTI ADVENTURE**
get through many screens to win the game. over 10 different ones!!

everchanging maze screen!! only \$9.95 + tax US

GAMES ARE:
1-WAH'S REVENGE
2-SUPER PAC
3-DEFENSE PRO
4-METRO ATTACK
5-3 VOICE TUNE

all five programs for \$8.00 CAN X
game tape in BR with instructions.

WAH'S REVENGE
- machine language!

SUPER PAC
over 100 different screens!

SCORE & SHIPS:
- smoothly scrolling tunes!!

METRO ATTACK
just like missile command machine routines.

SEND M.O. OR CERT. CHEQUE TO:
Astrogames 3020 Cook St. Victoria, B.C.
Canada V8T-3S9 *SPECIAL OFFER: Both tapes for \$14.50 US

OUTLET



PRODUCT REVIEW COLUMN

THIS MONTH: BLAST DROIDS CARTRIDGE GAME BY ESOTERICA INC.

BLAST DROIDS IS THE SECOND INDEPENDENTLY - PRODUCED CARTRIDGE GAME BY ESOTERICA LTD. ESOTERICA IS NEW TO THE CARTRIDGE FIELD, THEIR FORMER PRODUCTS ALL BEING CASSETTES, BUT BY THE QUALITY OF THIS GAME, I CAN SEE QUITE WELL THAT THEY HANDLED THE CONVERSION WELL. THE GAME IS FASHIONED ON THE ATARI ASTEROIDS COIN-OP. THERE IS NO COMPARISON BETWEEN THIS CARTRIDGE AND ATARI'S HOME VERSION OF THE POPULAR ASTEROIDS. THE OBJECT OF THIS GAME IS TO CLEAR SEVERAL SECTORS OF ALIEN DROIDS, WHO ARE PROTECTING FORCE-FIELDS IN VARIOUS STAGES OF CONSTRUCTION. IN THE FIRST TWO LEVELS, YOU NEED NOT MOVE YOUR SHIP, EXCEPT FOR CLOCKWISE OR COUNTERCLOCKWISE, (RIGHT & LEFT ON THE JOYSTICK) IN ORDER TO AIM YOUR BLASTER AT THE DROIDS. AFTER THESE TWO LEVELS, YOU ARE SITUATED IN OPEN SPACE, AND THE DROIDS WRAP-AROUND TO SNEAK UP BEHIND YOU. IF YOU COLLIDE WITH ANY ALIENS, YOUR PARTNER'S SHIP, (2-PLAYERS) OR YOUR OWN SHOTS, (WHICH IS, BY THE WAY, POSSIBLE) YOU LOSE A SHIP. LEVELS 4 & 6 CONTAIN MAZES, WHICH ARE A DIFFERENT, AND WELCOME ADDITION TO THE GAME. YOU MUST MANUEVER THROUGH THESE, TO THE CENTER, AND SHOOT ONE OF THE DROIDS INSIDE A FORCE-FIELD THERE. THE CATCH IS THAT THE FORCE-FIELD HAS A DOOR, THAT SLOWLY CLOSES, AND IF YOU DON'T MAKE IT BEFORE THIS DOOR CLOSES, YOU LOSE A SHIP. THE CARTRIDGE ALSO CONTAINS A TRAINING SECTOR, WHICH WAS GOOD IDEA, BECAUSE IT DOES TAKE A WHILE TO HONE YOUR SKILLS ENOUGH TO BRAVE ONE OF THE MAZES, AND THIS CERTAINLY HELPS. THE TRAINING SECTOR CAN ALSO BE USED, BY THE PRO, FOR DUELING WITH ANOTHER PLAYER, THOUGH SCORES WILL NOT REGISTER FOR HITS ON FRIENDLY SHIPS. OVER ALL, I FOUND BLAST DROIDS TO BE A VERY GOOD GAME, COMPARED TO THE ASTROCADE CARTS, ALTHOUGH IT WASN'T QUITE AS GOOD AS SOME. I FEEL IT IS WELL WORTH THE PRICE. ESOTERICA WILL SOON BE HAVING A NEW CARTRIDGE RELEASE, A GAME CALLED SEA DEVIL. DETAILS LATER.

PRICING DATA FOR BLAST DROIDS CAN BE FOUND IN EARLIER ISSUES <REF.4>

NIAGARA B.U.G. BULLETIN

ASTROCADE LIVES!! word is spreading, that astrocade will soon be out of their current state of bankruptcy because there has been some considerable cash-flow lately. Also, an agreement has been made with BALLY for the creation of four arcade games in the ASTROCADE format, these are: solar fox, rocky, Roto Golf and Omega Race. These new games should appear by the Christmas season.

VIDEOGAMES MAGAZINE: This month contains a review of three third-party products. These are the new Image NAM CAP cassette, America's first cartridge, treasure Cove, and George Moses CD, 3 voice music tapes.

LATE NEWS ON THE ZGRASS: The final configuration for the ZGRASS has been settled upon, finally, and deliveries are expected (for pre-ordered units) by the end of this month. A separate newsletter, put out by the ARCADIAN newsletter in California, will handle all information pertaining to the new unit specifically, so that there won't be a lack of info in newsletters such as this for the Non-zgrass owner.

WATCH VIDEOGAMING!: I just received a letter, informing me that there will soon be a small notice of our user group and it's newsletter in VIDEOGAMING AND COMPUTERGAMING ILLUSTRATED. This will be the second bit of coverage of our group in a major magazine, and hopefully, this coverage will continue to grow, along with ASTROCADE coverage. Watch the "eye on" section of VIDEOGAMING for our up-coming coverage.

SWAP CORNER

FOR SALE: ASTRO BATTLE CARTRIDGE - \$15.00 OR BEST OFFER. B.U.G.
(THIS ADDRESS)

THADD*PRO <REF 8> IS SELLING GAME CASSETTES. CONTACT THEM AT 104 ALICE, NEWTON KS 67114 FOR INFO. INCLUDE A SELF-ADDRESSED STAMPED ENVELOPE FOR PRICE LIST AND INFO ON PRODUCTS.

REVIEWS: Again, are always a good thing to have in a newsletter, but not only is it better to have a variety of reviewers, for fairness, but I can't do all of the reviews. If you have purchased a piece of software or equipment and would like to review it for us, here, type it up and send it on in. The size limit has been moved up to 1 page.

HANIMEX/ASTROCADE PRICE LIST

Stock Number	HANIMEX CANADA LTD. 207 IDEMA RD. MARKHAM, ONT. L3R 1G8		
75 3001	ABA1000 Astro Professional Arcade including Basic/Interface cartridge & 3 built-in games		199.00 149.00
75 3911	Hand controls (set of 2) for use with 4 player cartridges		39.00
75 3101	2001 280 ZZZap/Dodgem	1 player	19.00 14.00
75 3102	2002 Seawolf/Missile	2 player	19.00 14.00
75 3103	2003 Panzer-Attack/Red Baron	2 player	29.00 24.00
75 3104	2004 Clowns/Brickyard	1-4 player	29.00 24.00
75 3105	2005 Star Battle	1-2 player	19.00 14.00
75 3108	2009 Astro Battle		24.00 19.00
75 3110	2010 Dogpatch (Skeet shoot game)	2 player	24.00 19.00
75 3111	2011 Galactic Invadors	1-4 player	19.00 14.00
75 3112	2012 Space Fortress		19.00 14.00
75 3114	2014 Grand Prix		24.00 19.00
75 3117	2017 Wizard		40.00 35.00
75 1367	2015 Pirates Chase		25.00 30.00
75 1395	5005 Artillery Duel		40.00 35.00
75 3301	3001 Tornado/Baseball/Hockey	2-4 player	29.00 24.00
75 3302	3002 Football	1-4 player	29.00 24.00
75 3305	3005 Pinball	1-4 player	29.00 24.00
75 3501	4001 Bingo Math/Speed Math	1-2 player	19.00 14.00
75 3502	4002 Letter Match/Crossword	1-4 player	19.00 14.00
75 3601	5001 Amazing Maze		19.00 14.00
75 3504	4004 Bio Rhythm Calendar		29.00 24.00
75 3602	5002 Blackjack/Poker/Acey Duecey		29.00 24.00

THIS IS THE LATEST HANIMEX PRICE LIST. NOTE THE PENNED-IN CORRECTIONS TO THE RIGHT. HANIMEX WILL MAIL-ORDER THESE, PRE-PAID I ASSUME. THE SITUATION IS LOOKING UP, AS YOU CAN SEE, AND OUR OLD FRIENDS AT THE HANIMEX HEADQUARTERS MAY STAY WITH THE ASTROCADE LINE AFTER ALL, AS SOON AS I GET NEWS FROM HANIMEX YOU CAN REST ASSURED THAT YOU WILL HEAR IT HERE FIRST. IF HANIMEX HITS THE CHRISTMAS MARKET WITH THIER REDUCED PRICE ON THE ARCADE, AND THE FOUR NEW TITLES MENTIONED IN THE PREVIOUS PAGE, THEY HAVE A GOOD CHANCE OF MAKING A BIG INDENT IN THE CANADIAN MARKET

NIAGARA B.U.G. BULLETIN

Volume 1 number 6
 6 Wood-Dale Drive, ST. CATHARINES, ONTARIO, L2T 1Y8 November 15, 1983

MORE ZGRASS NEWS: Is circulating. ALTERNATIVE ENGINEERING, has sub-contracted to another company, to help them manufacture the machines. I suppose that they had more orders than they had anticipated. Any way, this will cause a delay in the delivery schedule. ABC Hobbycraft informs me that they will ship the units just as soon as they are recieved. A picture of the new unit is on the next page. Note the separate power supply, and keyboard, and the details included on that page.

ASTROCADE: Is speeding up reorganization, and is searching for new machine code programs within the underground, so that they can do some catching up on the market. If you are adept at machine code programming, you might consider contacting them. However, if you have a very good basic program, they may consider a conversion to cartridge format.

ASTROCADES AT DISCOUNT PRICES: Are available at ABC Hobbycraft. For those of you with friends or family interested in the Astrocade, or if you think it would make a unique holiday gift, the deal is this: ASTROCADE UNIT, DEMO CARTRIDGE, AND BASIC OR 3 OTHER CARTRIDGES - \$89.95

FROG LEAP PROGRAM: Is included this month. This program was donated by Dave Ibach. Thanks Dave!

Here are the instructions to go with the Frog Leap game, which is on page 19

How to play FROG LEAP

Use hand control 1, or, for 2 players, use hand controls 1 & 2.

When the frog appears on the right bank, pull your trigger to begin his leap. Your object is to make him land on the first rock. He must land right in the middle of the rock or the poor guy will slip off.

If you think he needs to go higher to get there, push the joystick forward. To bring him down, pull it back. Motions to the right or left have no effect.

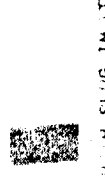
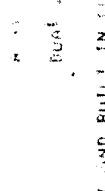
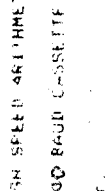
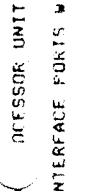
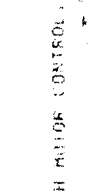
Repeat the procedure to get to the next rock, and then to the left bank.

At this point player 2 should trigger to set up his turn, or, if playing alone, player 1 should trigger.

The game ends when a score of 15 is achieved.

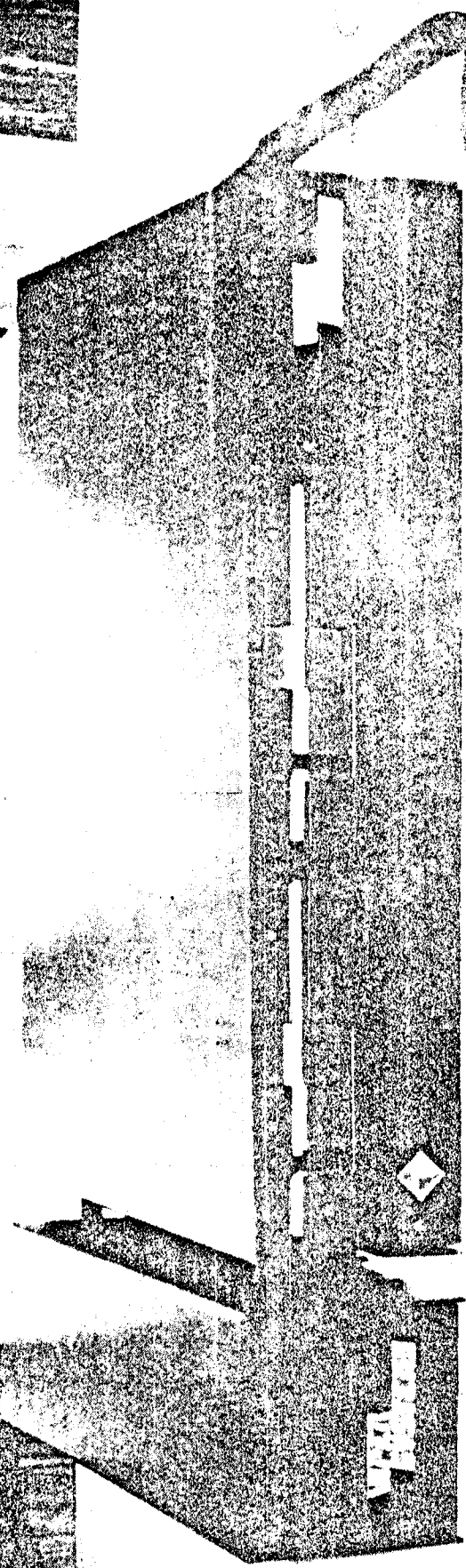
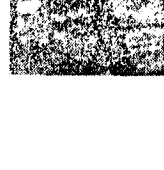
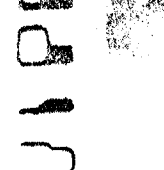
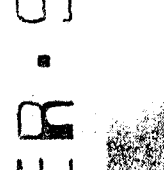
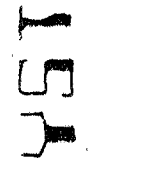
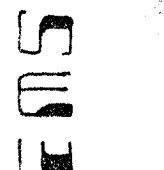
Before making your final copy on tape, enter the following numbers into the first 44 locations of the *string. Do it with a direct command like this: FOR N=1 TO 44: INPUT *(N): NEXT N

{read down}	30	-11
5	29	-19
9	29	-90
12	28	
14	28	
16	27	
18	27	
20	26	
21	25	
23	24	
24	23	
25	21	
26	20	
27	18	
27	16	
28	14	
28	12	
29	9	
29	5	
30	0	
30 ↗	-5 ↗	

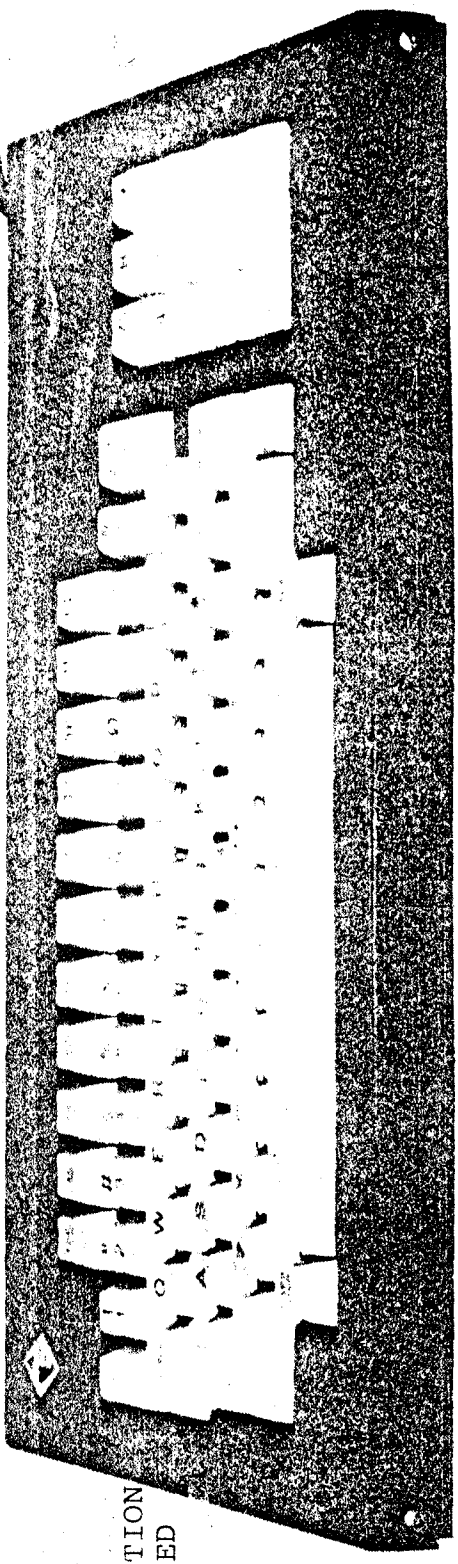


4 CHANNEL SPEED 4811MULTI PROCESSOR UNIT.
 DUAL 3000 BAUD CASSETTE INTERFACE PORTS WITH AUDIO CONTROL.
 64K 200ns DYNAMIC RAM MEMORY FOR PROGRAMMING.
 32K CUSTOM Z-GRASS REAL TIME OPERATING SYSTEM.
 DUAL RS232 BI-DIRECTIONAL COMMUNICATIONS PORTS.

UPER-SYSTEMS



THIS PICTURE SHOWS THE DISK UNIT (TOP BOX) WHICH IS AN OPTION AND NOT INCLUDED FOR THE BASE PRICE.



4 CHANNEL DOUBLE DENSITY 5.25 FLOPPY DISK CONTROLLER.

8048 MICROPROCESSOR CONTROLLED KEYBOARD WITH 1K ROM DECODER.

OAK F.T.H. 81 KEY COMPUTER DESIGNED KEYBOARD WITH KEYPAD.

PIEZO ELECTRIC KEY CLICK FOR AUDIBLE KEYBOARD FEEDBACK.

NIAGARA B.U.G. BULLETIN

```

1 GOTO 9
2 M=%(R)c256;IF (M=13)+%(20094)c256RETURN
3 MU=M;R=R+1;RETURN
7 .146b10007000+60000 -1160005000400000
8 .111111103010c60c50100000003555555060503011-3-3201011-302010c50100000302000
003010000000
9 .5b1653212-321-302001-321-302011000
10 .65535035030000 65505053000000 366553211-302010c6c53300202100000000
11 CLEAR ;GOSUB 70
12 CLEAR ;GOSUB 32
13 X=50;IF TR(J)=0GOTO 13
14 GOSUB 42;IF Q=1GOTO 26
15 D=1;GOSUB P;C=B-1;D=1;GOSUB P;GOSUB 78;R=-24479;NT=8;GOSUB 62
16 X=B;IF TR(J)=0GOTO 16
18 GOSUB 42;IF Q=1GOTO 26
20 D=2;GOSUB P;C=A-1;D=1;GOSUB P;GOSUB 78;R=-24389;NT=14;GOSUB 62
22 X=A;IF TR(J)=0GOTO 22
24 GOSUB 42;D=2;GOSUB P;C=X;D=2;GOSUB P;GOSUB 78;R=-24351;NT=9;GOSUB 62
26 J=K-J;GOSUB 80
28 IF TR(J)=0GOTO 28
30 FC=0;GOTO 12
32 GOSUB 80;FC=180;R=-24519;NT=45;FOR N=0TO -44STEP -1;LINE 28,0,3;LINE -80,N,
1;GOSUB 2;NEXT N;BOX 60,-22,40,44,1
33 FOR N=40TO 50;XY=-5080;LINE N,-44,2;NEXT N
34 BOX -5,2,9,5,1;FOR N=-11TO 1;LINE -5,7,4;LINE N,4,1;NEXT N;BOX -7,3,1,1,3;B
CX -4,3,1,1,3;BOX 0,1,1,1,1;BOX -8,7,1,3,1
36 BOX 45,5,10,11,1;BOX 45,10,14,2,1;BOX 38,1,4,7,1;BOX 38,1,3,5,3;BOX 38,1,3,
3,3;BOX 43,7,2,2,2;BOX 46,7,2,2,2;BOX 43,3,2,2,2
38 FOR N=-65TO -53STEP 3;LINE -59,35,4;LINE N,-20,3;NEXT N;LINE -59,35,4;FOR N
=1TO 99;GOSUB 2;LINE RND (60)-80,RND (44),3;NEXT N
40 A=RND (10)-35;B=RND (10)+4;BOX A,-35,8,2,1;BOX B,-35,8,2,1;C=50;D=2;NT=0;GO
SUB P;RETURN
42 E=0;F=0;FOR N=1TO 900;X=X-1;F=F+JY(J);H=Fc2;IF H<0IF N>30H=Hb(N-30)
44 G=E+*(N)+H;Y=G-35;E=G-*(N);IF G<1GOSUB 52;RETURN
46 BOX X,Y,1,1,3;IF H F=0
48 NEXT N
50 LINE C-1,-31,4;LINE C,-31,D;LINE C-1,-34,D;LINE C-2,-32,4;LINE C+2,-32,D;LI
NE C+3,-33,D;LINE C-1,-33,D;LINE C+2,-34,D;LINE C+1,-34,D;RETURN
52 Q=0;IF X<-5BRETURN
54 IF X<A+2IF X>A-3RETURN
56 IF X<B+2IF X>B-3RETURN
58 NT=-1;Q=1;%(23)=255;%(21)=255;LINE X,-40,4;FOR N=1TO 12;FC=12;LINE RND (50)
-25+X,RND (40)-35,3;FC=BC;LINE RND (8)-4+X,RND (8)-38,3
50 NEXT N;FC=12;NT=0;RETURN
62 FOR N=RTO 0;Z=%(N)c256;IF Z=13N=0;GOTO 66
64 MU=Z;IF TR(J)N=0
66 NEXT N;NT=0;RETURN
70 NT=0;J=1;PRINT " FR0G LEAP";PRINT " B&D IBACH *PLYRS?"
72 CX=-30;PRINT I,;I=1;K=2;IF KN(1)>0I=2;K=3
74 IF TR(1)=0GOTO 72
76 P=50;*(51)=0;*(52)=0;RETURN
78 *(50+J)=*(50+J)+1
80 CX=-25;FOR N=1TO I;PRINT *(50+N),;NEXT N;CX=39;TV=93+2bJ;IF *(51)<15IF *(52
)<15RETURN
82 CX=-25+Jb48;PRINT "*"

```

IN THIS LISTING, A
A SMALL c MEANS DIVIDE
A SMALL b MEANS TIMES

Dave Ibach
19553 Dartmouth Pl.
Northville, MI 48167

ABC HOBBYCRAFT has the HOT games for astrocade!

PG.20

Here she is -- the newest star in the world of ASTROCADE video games! *Ms. Candy Man* is L & M Software's first CARTRIDGE game for the ASTROCADE, and she's a sure winner!

Ms. Candy Man moves over the game grid gobbling lifesavers and avoiding the restless jokers. Finish a screen and a caged monster is released on the grid to make things tougher next time. Survive long enough, and you'll get a blue screen bonus -- letting you chase the jokers for a change! At higher levels of skill, the monsters fade in and out of visibility. Then, you must use your radar screen to find them! But if *Ms. Candy Man* is knocked off the grid, along comes the animated ambulance to carry her away!

Even if you've seen L & M's *Candy Man* game on tape, you haven't seen anything yet! Only on cartridge could such color and graphic speed be offered. Lots of surprises await players as well!

Best of all is the price -- only \$29.95 for this great cartridge game. *Ms. Candy Man* features 1 or 2 player capability. This is one of the best independent cartridge games we've seen. Order now!

What's fast, tricky, and much more dangerous than a centipede? It's the *Sneaky Snake*, the new cartridge game from New Image Software! This debut cartridge from New Image has color, graphics, sound and action as only ASTROCADE can provide them, in a slightly different version of an arcade classic.

The *Sneaky Snake* slithers toward you quickly -- shoot him to pieces (concentrate on the head) or he'll get you for sure! And watch out for the spider, who'll drop down to help the snake get your shooter. Bonus shooters are provided every 10,000 points -- and you'll need them!

This hot new game is likely to be in short supply, so order NOW! Only \$32.95 from ABC HOBBYCRAFT!

Ms. Candy Man
\$29.95

Sneaky Snake
\$32.95

ORDERING INFORMATION

Send check or money order for amount of order plus \$1.50 shipping (\$2.50 in Canada) to ABC HOBBYCRAFT, 2155 E. Morgan Av., Evansville, IN 47711. VISA and MasterCard also accepted (provide your card number and expiration date).

C.O.D. orders can be shipped, with an additional \$1.65 added to the billing for C.O.D. charges. (No C.O.D. available to Canada.) Orders are shipped UPS when possible, unless otherwise requested.

For fastest service, call our 24-hour Order Line at (812) 477-9661 and record your order. NO COLLECT CALLS ACCEPTED. If you need to talk to order personnel, call any day EXCEPT Wednesday and Sunday, 10 a.m. to 3 p.m. and ask for Guy or Scott. When using the Order Line, be sure and give us your telephone number and area code, as well as full address and Zip Code.

YES, IT WILL SOON BE TIME TO RE-SUBSCRIBE, AND THE NEXT ISSUE WILL BE THE LAST FOR THIS VOLUME. I AM AWARE THAT SOME OF YOU SIGNED UP JUST IN TIME TO RECIEVE YOUR BACK ISSUES, AND THIS MAY SEEM LIKE A PRETTY RAW DEAL, BUT THAT WAS THE DEAL-UNTIL DECEMBER. I'LL WARN YOU AHEAD OF TIME THAT THE NEXT VOLUME WILL BE \$7.00 . THAT'S QUITE A LOT MORE THAN LAST YEAR, BUT KEEP IN MIND THAT THE NEXT VOLUME WILL BE JANUARY TO DECEMBER-A FULL YEAR. (THAT IS TWICE AS MANY ISSUES AS THIS YEAR) AND AFTER ALL, THIS YEAR'S FEE BARELY PAID FOR POSTAGE!

SUBSCRIPTION INFORMATION:

* SEND CHEQUE OR MONEY ORDER MADE OUT TO NIAGARA B.U.G. BULLETIN TO THIS ADDRESS AS SOON AS POSSIBLE

, NIAGARA REGIONAL B.U.G. 6 WOOD-DALE DRIVE
ST. CATHARINES, ONTARIO, CANADA L2T 1Y8

SUGGESTIONS ARE GLADLY ACCEPTED, AND ALL QUESTIONS WILL BE ANSWERED BY MAIL IF ACCOMPANIED BY A SELF-ADDRESSED-STAMPED ENVELOPE.

VIDEOGAMING AND COMPUTERGAMING ILLUSTRATED: Contains a notice of our user group this month, (Dec. issue) and it can be found on page 48 (top, right hand corner).

Solar Conqueror

\$34.95 each

AVAILABLE NOW!

Cosmic Raiders

BOTH OF THESE CARTRIDGES NOW AVAILABLE FROM ABC HOBBYCRAFT!

Travel by hyperspace warp to the enemy solar system! There you will subdue planet after planet, pitting your ship against deadly laser-firing bases, hunter-killer satellites and missiles from a planetary missile base. Can you avoid the drifting asteroids and the unending pull of gravity? If you can, you'll warp out to take on another, tougher defense network. Play alone or multi-player, with selectable difficulty levels and number of starting ships. Incredible graphics and sound!

At last, a horizontally scrolling arcade game for you DEFENDER fans! You fly your fighter across the surface of your planet, with enemy fighters massing to bring you down. Your mission: stop deadly bombs from falling to the planet's surface. When your guns aren't enough, fly through a drifting energy star and set up an impenetrable force field! But the field won't last forever... For 1 to 4 players, with 9 difficulty levels and 1 to 9 fighter planes. Tough, fast and fun -- with graphics and sound you'll love!

NIAGARA B.U.G. BULLETIN

volume 1, no.7
December 20, 1983

Niagara Regional B.U.G. 6 Wood-Dale drive, St catharines, Ont. L2T 1Y8

VOLUME 2, HERE WE COME! : Here we are at the official end of our first year of publication. For those of you who have not yet sent in the subscription fee for next year, please hurry so that you can get your next newsletter on time. In the next volume, I hope to see more subscriber input, and I'd like to be able to channel more effort toward the specialty columns, like high scores, questions, and so on.

SUBSCRIPTION FEE FOR VOLUME 2 (JAN-DEC. 12 ISSUES)

\$7.00

CHEQUE OR MONEY ORDER MADE OUT TO NIAGARA B.U.G. BULLETIN

CARTRIDGE EXPLOSION! : In recent months, you will have noticed the increased number of cartridges being released by third-party sources. I recently completed an article on the subject for the magazine, VIDEO-GAMING AND COMPUTER GAMING ILLUSTRATED, and I had the opportunity to sample all but the newest of these releases. My impressions were that all of the games stood far above some of Bally's earlier releases, and faired pretty well even against the newer ASTROCADE releases. With these third-party releases, as well as ASTROCADE'S own releases, ASTROCADEer's will have plenty of high-quality software to keep them happy for quite a while to come.

SOCCER CARTRIDGE : From ASTROCADE should be available soon, through mail dealers. This is the latest release by ASTROCADE, and features game action similar to football.

OFFICIAL OUTLOOK : For next year is hard to say. Cartridges will become even more prolific, and users will spend many exhilarating hours probing the creative capabilities of the new Zgrass units - which have yet to arrive. Although I can't make much more of an accurate prediction, I can promise this. It will be a very active, and interesting year for all of us.

Best wishes for the holiday season, and keep on buggin!

Kevin O'Neill
B.U.G. PRESIDENT

NIAGARA B.U.G. BULLETIN

5. CHRISTMAS CARD

```

6.
10 CLEAR; &(9)=-1
11 W=1
12 NT=0
13 BC=7
14 FC=172
15 CX=0; CY=30; PRINT "*"
30 FOR A=30 TO -30 STEP -1
40 BOX 0,A,W,1,1
50 W=W+2
60 NEXT A
80 FOR D=1 TO 3
90 FOR P=1 TO 30
100 X=RND(140)-70
110 Y=RND(80)-40
120 GOSUB 1000xD
130 NEXT P
140 NEXT D
150 CY=38; PRINT " MERRY CHRISTMAS - 1983"; BOX 0,38,160,11,3
151 BC=126
152 FOR T=1 TO 500; NEXT T
153 BC=7
154 FOR T=1 TO 500; NEXT T
155 GOTO 151
1000 BOX X,Y,5,1,2; BOX X,Y,1,5,2; RETURN
2000 BOX X,Y,2,1,2; BOX X,Y,1,2,2; RETURN
3000 BOX X,Y,5,3,2; BOX X,Y,3,5,2; RETURN

```

```

*****
* --CHRISTMAS CARD FOR 1983-- *
*****
This program draws a picture of
a christmas tree on your t.v.

```

We are beginning to accept program submissions for our first club tape. This will be a collection of the best ASTRO BASIC programs submitted by our members. If we receive enough submissions, we will make the tape available to all club members. (newsletter customers will receive a substantial discount) Program donations must be on tape, accompanied by a listing, and full instructions. The programs must make use of special ASTRO BASIC features, so as to separate them from other programs for use on other systems.

DEADLINE: February 15th, 1984

Until then, good luck, and good programming!

ITEMS FOR SALE:

ASTRO BATTLE CARTRIDGE - best offer
 GALACTIC INVASION CARTRIDGE - \$20.00

B.U.G. (this address)

CARTRIDGE SEA DEVIL

PG. 24



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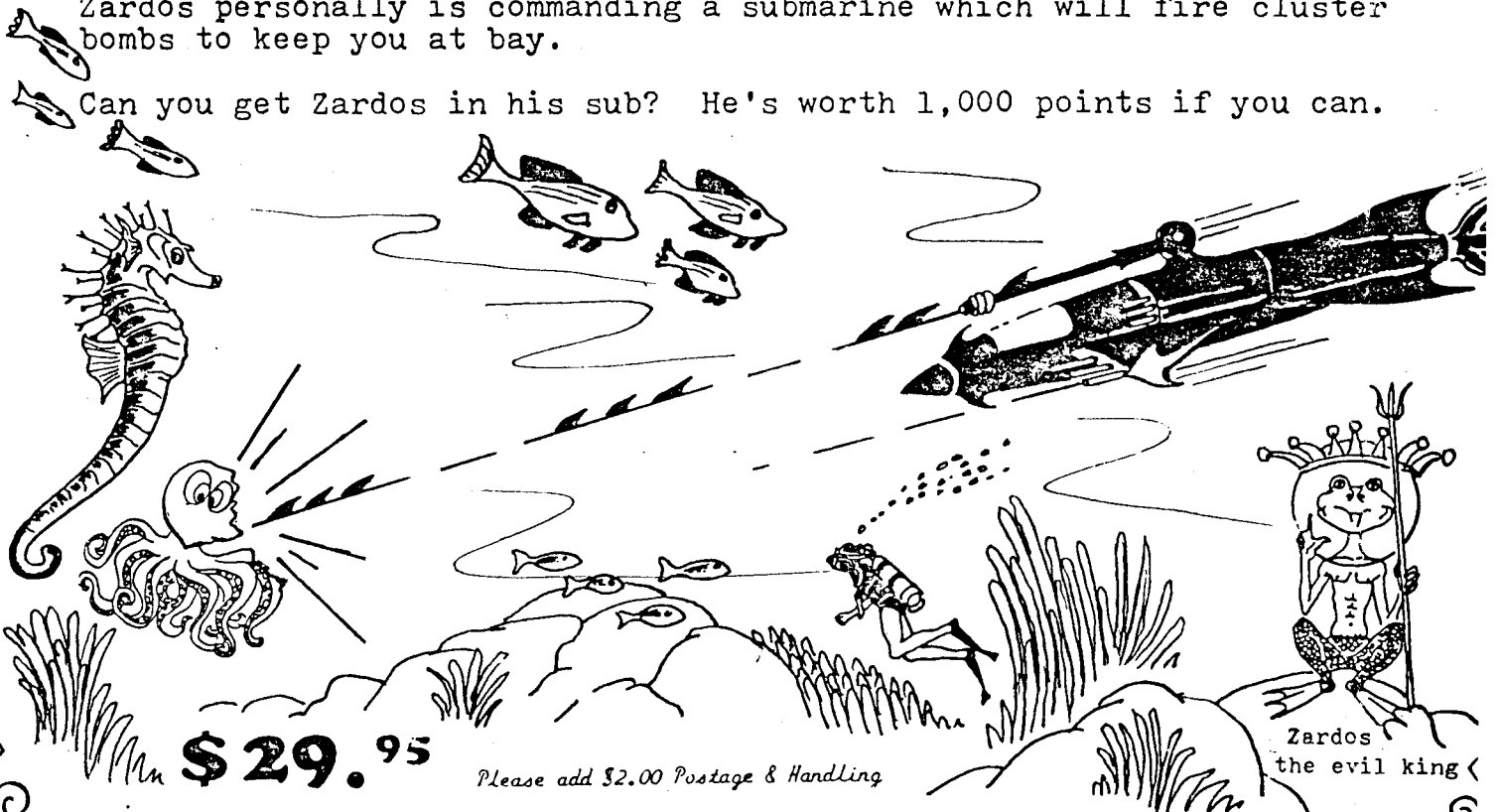
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Can you get Zardos in his sub? He's worth 1,000 points if you can.



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the evil king

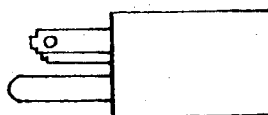
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NIAGARA B.U.G. BULLETIN

OUTLET



PRODUCT REVIEW COLUMN

This month: ASTROGAMES tapes A1 + A2

tape A1: This multi - game tape is one of the first such tapes we have had the chance to view, and I must say, although there are more programs on multi-game cassettes, I can say as a rule that the quality of each one is lower than on single game cassettes. You get what you pay for, in other words.

In all, the software by Dale Low seems to be well-thought out, and quite imaginative:

WAH'S REVENGE is a revision of the space-invaders game format, only a simpler version. The graphics and animation are quite good, for a basic game, and the sound effects are well done, also. The skill level is selectable, as is the number of bases the "wahs" float about the upper portion of the screen, and try to position themselves right overhead. The game play is rather simplistic, but fun.

SUPER - PAC is an overstatement if I ever heard one. Not to say that this attempt to simulate pac man in basic is any worse than I've seen, but it is certainly not much better. Graphics and sound are good, and the random-maze idea was good, but the slow action just kills the game play. The single ghost is sluggish and "stupid". A good try, anyway.

DEFENCE PRO is the best defender simulation I've seen in basic so far. Machine language routines are used to create smoothly scrolling land, but the response of the ship to joystick control is a little delayed. You couldn't expect any better in a basic game, though. In my opinion, the extra money spent on a cartridge would be well-founded. (cosmic raiders)

METRO ATTACK Three cheers for Dale Low! This is a game I could really get excited about! It is the best missile-command simulation I have ever seen. It contains selectable levels, and turns, players, bonus energy points, whew! In short, this game has it all! My personal favorite.

PETER PIPER is a great three-voice music program, and as the manual says, a good change from action games.

In all, the tape was good, but these simulations didn't stand up to the arcade classics they were based on. I think Dale should concentrate more on original game formats. This is what

OUTLET review column continues.....

he has done with his latest release, the multi-adventure tape. The game loads each separate game portion from the tape, as the player toggles the recorder on and off.

THE FOREST! would be, on it's own, a very good buy. The player moves his man through as many screens as possible given 1000 time units. Each screen is different. Some screens have small pits that you must hop over, rocky gorges that must be traversed by "swinging" from ropes that appear at the top of the screen, while other screens contain many small platforms that you must hop onto, to travel to the other side of the screen. There is also a special screen, that only requires one, skillful hop to get across. The small platform will then proceed to carry you across the screen. Your score is saved at a specific memory location, to avoid being destroyed by the next tape load, once you have used up all your time.

The next GAME SEGMENT contains three mazes. the first two are constantly changing, to make them tougher to solve. You can "eat" through the right - hand wall by squeezing the trigger. The shortest time gets the highest score. This segment is repeated twice. The next maze is an invisible one, that you try to maneuver through by hitting the walls, to see where they are.

Also included, and not part of the adventure, is night bombers. This game is right after the adventure on the tape. This is not well explained in the instruction sheet. Night bombers is a tough game to play, but it is quite fun. the graphics are really excellent, and the sound is good. Two versions of the game, one tougher, are included on the tape.

In all, I found the tape to be of high quality. I think Dale is a much better original game programmer, than he is at making copies of other games.

I would also like to see what Dale could do with Zgrass. Such an innovative & creative programmer would be able to do magic with one of these super-powered game creation machines.

Good luck in the field, Dale, and keep up the good work!