

BEST OF

PROGRAMS
 ÷ 1980 ÷

AS PUBLISHED
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 OF THE
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10 PROGRAMS:

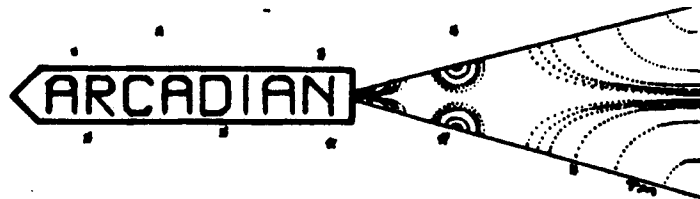
Artillery Duel
 BOTS
 Bowl-a-Rama
 Checkers
 Connect Four II
 Hamurabi
 O-Jello
 Subsearch
 2000 AD
 Yahtzee

For Use With
**Astrovision
 Basic**

INSTRUCTIONS
 INCLUDED
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 R. FABRIS

ARCADIAN
 3626 Morrie Dr.
 San Jose, CA
 95127-9990


\$20



THESE PROGRAMS ARE BUT SAMPLES
 OF WHAT CAN BE FOUND IN THE PAGES OF
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TAPE LOADING PROCEDURE

1. This tape will only load with an AstroVision BallyBasic Videocade #6004.
2. High tape recorder volume levels will usually produce a good transfer of data. Adjust tone control to 'treble'.
3. Load the first program, LOGO, using the :INPUT command. When the cursor, , reappears, either: STOP the recorder and RUN the program; or re-enter :INPUT and the next program will automatically enter the computer, showing title and author. Again, when the cursor reappears, make the same decision, etc.



ARTILLERY DUEL 2 players John Perkins page 59

After the ground is generated and the two guns located, one will light up indicating 'ready to fire'. Adjust the barrel angle with the Knob, and the number of bags of gunpowder with the Joystick (move in all four directions). Watch out for gravity and the wind effect. When ready, pull Trigger. A gun is destroyed when less than half of it remains. The gun crew can replace a damaged barrel. Every game is different.

BOTS 1 player Ron McCoy page 91

A 10x20 grid is set up, and a number of 'walls' are set up randomly, and then a number of 'BOTS' (*) are randomly located. Your position (+) is then taken. Your first choice is whether to 'shoot' an adjacent BOT, and the second choice is which way to move. Either of these decisions requires the use of the Knob to turn the little pointer in the desired direction, or turn until it disappears if you wish to stand still. Pull the trigger to effect the decision. Then all the BOTS will move towards you, one box at a time. If a BOT hits a wall, or another BOT, it will be destroyed.

The ball is invisible until you pull the Trigger. Then you will see its path down the alley. You can control the path with the Joystick (left/right). The computer keeps score and tells you which player is UP.

CHECKERS 1 player John Collins page 12

All the moves of the board game, including double jumps. Use the Keypad to indicate the row and column that you wish to move FROM, and then the row and column you wish to move TO. Press GO after each figure. When the computer is up, it will go through five calculations in deciding where to move, and you will see the figures 1-5 as it does so. Every so often it will redraw the playing board.

CONNECT FOUR II 1 or 2 players Bob Wiseman page 94

A grid is placed on the screen. Use your Joystick to move the marker over the column that you wish to enter. Press the Trigger and the piece will go down the column as far as it can. Getting four of your pieces in a row before the computer does so will win the game. Move the Joystick back and forth to register the Win.

HAMURABI 1 player Dick Houser page 32

Push any key after the Castle appears. You are the King, and you must make decisions on running the kingdom economically. You start with 100 people, 1000 acres of land, and 3000 bushels of food. Buy and sell land, using food as barter material, saving some to feed the populace. Gain performance points based on how well you govern. If you last ten years, you have done well. Of course, we have thrown in a few random disasters to keep it from being too easy...

O-JELLO 1 or 2 players Clyde Perkins page 41

The object is to capture and retain as many spaces as possible using the rules of Othello. You can capture a space if it is occupied by our opponent, and you can sandwich him between one of your existing spaces and the new one. Pull the Trigger to register the move. You will see the computer checking all possible moves when it is Up, in the 1 player mode.

SUBSEARCH 1 player Ron Picardi page 83

When asked 'Enter Search 1 to 10', enter the horizontal value (X) (GO), and then the vertical value (Y) (GO) of your search probe. Once a probe has made contact, you will have missiles to fire to three depths. Meanwhile, the sub is looking for you...

2000AD 2 players Ed Larkin page 42

A shoot-em-up duel between an invader craft and a ground station. Use the Joystick to move about, the Knob to point your laser, and the Trigger to fire.

YAHTZEE 1 to 4 players Bob Wiseman page 74

Use the Joystick (JY) to position the arrow on the die you want re-rolled. Push JX to erase the die. Pull the Trigger to re-roll. After three rolls, you will be shown the scores. Use JY to position the arrow to the one you want and pull the Trigger. Scores almost like the real game.