

Programs For The Bally Computer System from:

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All programs include several pages of documentation with listings, modification notes and instructions. Each is a high quality original program which will provide hours of entertainment.

Invasion-Given an 8 for overall value (on scale of 1-9) in the Arcadian. This is an exciting program based on the arcade Space Invaders but with many new twists. Excellent sound and graphics. Two versions on a C-10 cassette.

of players:1 Playing time: 2-5min Price: \$5

BUG!-A huge alien creature has attacked the world's largest computer and you must stop it. You can use electronic scanning pulses to help locate the creature so your security squads can destroy it before time runs out. A challenging game of skill and logic.

of Players:1 Playing time: 7-10min Price: \$5

Deepspace 2050-Deepspace 2050 is a realistic tactical space wargame simulating laser dogfights between anti-matter powered spaceships. Players move their ships using realistic laws of physics then distribute their fuel to lasers and particle launchers. A builder program allows you to save a scenario on tape-one of your own or one of those included in the documentation. Deepspace 2050 allows for a lot of detail without a lot of complications and a system which has an infinite amount of variations such as meteors, freighters, yachts, etc. Here's what you get:

*Documentation including listings of scenarios, ship types and suggestions on how to create your own scenarios.

*A C-10 cassette with programs:

Player program

Builder program

Scenarios: Duel & First Strike

*An extra cassette for storing scenarios

*6 player record sheets to aid play

of Players: 1-4 Time to play: 15min-several hours Price: \$10
Example of ship.

U.M.R. BATTLE CRUISER



POWER: 25

ENGINE: 5

MAXIMUM THRUST: 4

LASER: 5

PARTICLE LAUNCHERS: 2