SECRET OF PELLUCITAR

True Screen Illustration

Join the many thousand adventurers exploring the ultimate fantasy experience "Secret of Pellucitar"

You are a soldier of fortune in command of the starship Zedra. A captured alien, while dying, has told of a vast silver treasure on a distant planet and given you the secret keys. Great riches lie in the prehistoric subterranean city of Pellucitar. You have hurried there, pushing the Zedra to all possible warp speed:

(SIDE 1) only to find a mysterious force, which can cause temporary changes in the tunnel pathways, now occupies the planet and deserted underground empire. From a parking orbit you launch your explorer vehicle and guide it downward. Choosing one of the many tunnel entries, you skill-fully navigate through the prehistoric maze of caverns and passageways. You watch for your chance and when the force opens shortcuts you quickly move across, winning the secret treasure for your neward.

(SIDE 2) only now do you realize that your 1st mate has taken one of the explorer vehicles and is making a run for the treasure. You quickly descend in another explorer, intent on arriving at the treasure first.

This game requires a smooth hand and a sharp eye. Who will claim the secret treasure?

This is possibly the most complete use of the Astrocade graphic resolution to date, and one of the largest most detailed play fields yet developed for Basic. The amount of definition is fantastic.

Added to this, a fine musical score by George Moses and it has the potential to become a classic.

Normally, a picture this detailed in full resolution would require more memory than is available in the Arcade program section. We have utilized a special Arcade feature called mass screen memory. There is almost 4K of memory available in this way. The game operation is contained in the 1.8K program memory section. By using both in a unique way this game, with expanded graphics, is possible. It is equivalent to about 5K of memory.

Copyright 1982 L&M Software

Screen & game program by Greg Miller Musical program by George Moses

For new Basic only

COD, Master Card or Visa

Cassette #15 \$15.95 SECRET OF PELLUCITAR & SECRET OF PELLUCITAR II

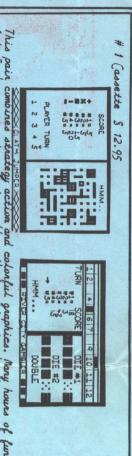
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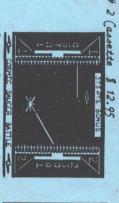
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This pair combines strategy action and colorful graphics. Many hours of fur.
1 to 5 players, a unique feature allows the computer to play too.





Cosmic Saucer Battle is the fastest action game yet produced for Basic. For 1 or 2 players. Black lagoon findes you piloting a leaky boat across a maze of interconnecting lagoons while trying to avoid a monster. 1 player.

3 (assette \$ 12.95





Bombardier. Your mission, to destroy Russian missile silos. New graphic field each play. Iplr. Meteoroid: You must use all of your joy stick shill to blast the Meteoroids and Saucers.

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#4 Cassette \$ 12.95

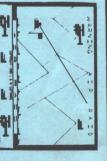




Target is a series of 3 games, Pop-Up, Deck the Duck and Skeet. The score is displayed. Test your shooting skill & compete against friends for high score. Mind Bender is a fantastic number guessing game. Both are tournament games, 1-4 players with handicapping options. Excellent color graphics, action & sound makes this paid a fine choice for family fun!

SOFTWARE

(neative Oniginal Games fon Bally Andade Computer System on tape cassette The following Gnaphic Pictures are true representations of the games



troying the sub and avoiding the mines randomly located in the sector. Air Raid-Be a hero and save the people of a mountain village by manning the gun implacement on the mountaintop and blasting the bomber or helicopter out of the sky. Earn your rating - expert, sharpshooter or marksman. Both games are for 1 player. Search & Destroy-The mad Dr. Oppenheimer has stolen a nuclear sub and threatens to destroy the world. Your job is to save the world by des-

#6 Cassette \$ 12.95





Star Base 2000-This game puts you in command of starship Aquila. You must navigate thru force fields, black holes, and avoid overheating your engines. If the temp. exceeds 100 C the ship will be destroyed. Space Quest 2001-Your interstellar space craft must save a friendly 80 Quest 2001-Your interstellar space craft must save a friendly colony, on the planet, from the Star Plunderer. You must break thru the forcefield and destroy the enemy, using lasers and missiles. Excellent graphics & 35 difficulty levels. BOTH GAMES are for 1 player

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#1 985 PLAYER SCORE 1000 #2



render them invisible, except when they bump into a barrier or when reloading. You have a choice of two weapons, lazer or sub-lazer. Space Checkers, a strategy game where the object is to eliminate as many of your opponents faces from the playing board as possible by making adjacent moves. If only one person plays then the computer plays no. 2 position. Both games feature outstanding graphics. Phantom Star Fighter is for 2 ply, Space Checkers is for 1-2 ply. Phantom Star Fighters is a maze game. The star fighters are cloaked re-