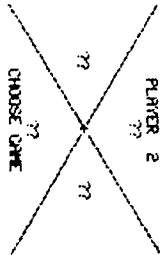
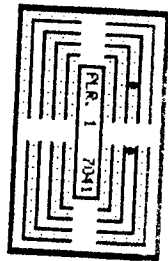


PROTECT PROGRESS
BY MIKE WHITE
FILE SEARCHED
FOR YOUR CONVENIENCE

PLAYER 1 UP 10598
LEVEL 2 OUT 2400
PLAYER 2
LEVEL 1 OUT 7310
PLAYER 3
LEVEL 2 OUT 11094
LEVEL 3
GAME OVER
PLAY AGAIN? 2 JAMES 2410

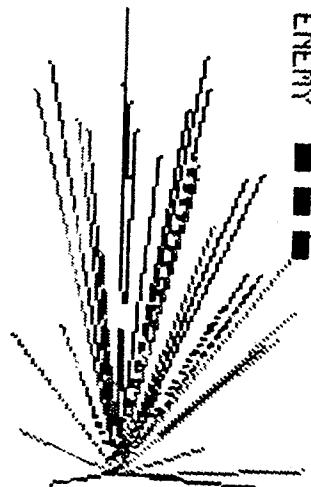


BY
MIKE WHITE
(C) 1983



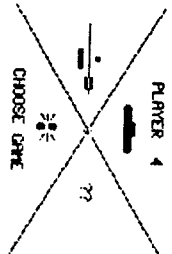
WINNER!

ENEMY

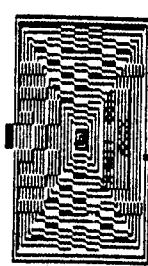
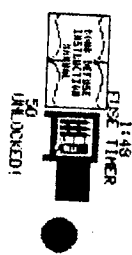


QUADRA

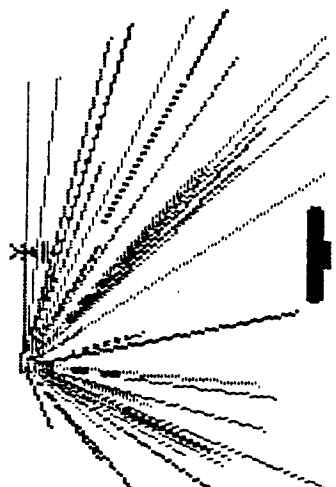
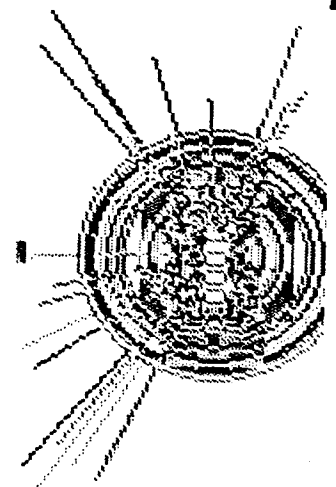
PLAYER 1 UP 0
LEVEL 1 1 1 0 1
LEVEL 2 1 1 0 1
PLAYER 3 1 1 0 1
LEVEL 1 1 1 0 1
LEVEL 1 1 1 0 1



SOME ROBOT CUT THE LIGHTS!



CAN YOU BELIEVE ALL THIS IN ONE GAME?
QUADRA STILL \$15.95
 MIKE WHITE 4585 COUNTY LINE #2 R.D.#1 BOX 373 WAKEMAN, OHIO 44889
 SPECIFY FORMAT BB(300 BAUD) AB BRB 4K BRB 16K(2000 BAUD)



QUADRA
(Extended BASIC)
(c) 1983

Use :INPUT (go) to load all formats.

4k VERSION:

Practice Program side of the tape is the same as the Astro-BASIC version (including file search) except for the game of SAFE CRACKER. The safe door opens following the "unlock" segment. Simply move the joystick left (moves handle), and down (pulls the door open).

All programs in E.B. use all four colors and run faster than the same programs in A.B.

QUADRA "the Marathon" file searches three programs to load LASER & SLIDE, U.F.O. ATTACK, or SAFE CRACKER. SMASH UP loads with the title program. All these "quadrants" play the same as Astro-BASIC Marathon except SAFE CRACKER (the door opens same as practice game), and LANDSLIDE (only requires catching 20 rocks).

16k VERSION:

Practice programs are the same as the 4k practice programs.

The Marathon loads all at once behind a cartoon that plays while the tape is running. More display is shown after the tape stops. The "quadrants" play the same as the 4k Marathon except SAFE CRACKER. When you get the door open, one of those nasty robots shorts out the lights. For about 10 seconds you fumble around for a flashlight (dark screen). A (flashlight) spot appears and you must snip 3 wires to defuse the bomb. The knob pans the light left or right. Joystick up and down moves light and snippers. The Bomb Defuse Instruction Manual is to the left and joystick left or right turns the pages. Don't snip a wrong wire or let the fuse timer hit 0 (it's still running) or the bomb will explode!

Q u a d r a
(c) 1983 Mike White

(THE MARATHON)

WARNING: You are advised to become familiar with the "Practice Programs" before attempting to play the MARATHON"

To load use :INPUT(go) and play the tape. This uses "file search" so when QUADRA inputs, stop the tape but don't remove or rewind it!

Select # of players from keypad or control handle #1 knob and trigger.

"Status page" appears showing # of players in the game, player up, players scores, how many "lives" each player has left, and difficulty level each has achieved. You start with 3 "lives", difficulty level #1, and no score. When your "lives" are all gone you will see, "OUT", meaning out of play. If all players are out, GAME OVER appears and you are asked to "PLAY AGAIN?, 1=YES, 2=NO". Use keypad or control handle #1 to enter 1 or 2. 1 restarts QUADRA, 2 prompts for GUNFIGHT.

When the player up pulls his trigger the "status page" disappears and the game selector appears. Turn the knob and pull the trigger to make your choice. This part works like the coin-op TRON. You must complete all four games to reach level 2.

When START TAPE appears, play the tape from where it was standing. When STOP TAPE appears, stop the tape and play the game. When you see REWIND TAPE AND PLAY BUT DON'T [RESET], rewind the tape untill it stops then press PLAY. QUADRA file searches four games on the tape. They are:

SMASH UP...Plays the same as SMASH UP on "practice programs" side of tape.

LASER & SLIDE...Plays like LASER BLASTER for one player but tougher. Then BRICK BUSTER gives a chance to make bonus points. Plays like BREAKOUT. If brick buster goes through a hole, LAND SLIDE starts. Plays like LAND SLIDE from practice side.

SAFE CRACKER...Plays the same as SAFE CRACKER on practice side.

U.F.O. ATTACK...Plays the same as U.F.O. ATTACK on practice side.

Q u a d r a
(c) 1983 Mike White

(PRACTICE PROGRAMS)

To load use :INPUT(go) and play the tape. When this inputs you will see STOP TAPE on the screen. Stop the tape but don't remove or rewind. A menu will appear. Make your choice from the keypad. You will now see START TAPE. Play the tape from where it was and your choice "file searches" in. To enter another game, rewind tape, press [RESET], and reload. The games are:

PING...You've played simple PONG, right? This is for two players only, uses knobs #1 and #2, plays to a score of 21, restarts by pulling trigger 1 or 2, and has no permanent "holding pattern" at full speed.

SMASH UP...Plays similar to the coin-op HEAD-ON. Your car erases dots, the computer car moves into your lane to hit you. You use joystick to change lanes and trigger to increase speed. Erase the last dot to graduate to level 2. (plays up to 4 players, input from keypad. QUADRA side plays player up only)

LASER BLASTER...One on one with the computer, with a buddy, 3 at once, or player 1 and 3 against 2 and 4 "time sharing" 2 lasers. Turn the knob to move your laser and pull trigger to fire. Each hit cuts your enemy's strength! A miss builds him up! When his laser is gone he explodes and uses another from his arsenal. Also a UFO will come over randomly and challenge someone. A hit builds you or your arsenal. If you get hit you lose a laser. (Enter # of players 1-4 and # of lasers 1-9 from keypad)(QUADRA sets you up with 1 laser against the computer's 3)

LANDSLIDE!...Plays like the coin-op AVALANCHE! Catch all the rocks and don't drop any. Your basket shrinks and the rocks speed up. Catch 20 to graduate to the next skill level. (Input difficulties from the keypad. Give handicaps if you like. Enter 0 to cancel that player, for instance, for a 2 player game enter 0 when it asks for player #3)(QUADRA graduates when 30 rocks are caught) Pull trigger to start, turn knob to move basket.

SAFE CRACKER...Guide your man through the maze with the joystick. Avoid the robot. He's wired to high voltage! Grab up ALL the keys and cut out through the trap door in the center of the screen. Descend through 4 mazes to the vault. Turn the knob to dial in numbers to open the safe. Clues are given randomly, watch for them. The safe MUST be open before the "fuse timer hits 0 or BOOM! The bomb is in the safe, 3 numbers open the safe. When you hit one, a 1, 2, or 3 will momentarily flash on the screen. (Enter # of players 1-4 from keypad, then player up pulls his trigger to start)

U.F.O. ATTACK...Use keypad to input # of players and player up pulls his trigger to start. Your knob moves your missile launcher side to side (unless you shoot), the trigger shoots (when you are loaded to shoot), and the joystick guides your missiles to the target (somewhat)

The key to play is the secret numbers. They control missile reload, solo flying, mother ship score, "hit windows", half (or no) targets, warp drive, down movement, and a host of other things. The only way to learn how to beat this is PRACTICE! Then you'll be ready to take on QUADRA (The Marathon). Good luck and good hunting!!

TAPE LOADING PROBLEMS???

First, be sure your recorder plays programs back that it has recorded. (Some machines don't work well with the ARCADE at all.)

Still can't load "QUADRA"?

Record a program on the "QUADRA" tape somewhere and mail the tape back in, indicating if your recorder is:

Stereo or mono
High bias or normal

The tape will be redone to best match your recorder. (Dolby or noise suppressors not used)

UP GRADE???

Up grades are free. Just mail the tape in, indicating your desired format. (You lose only the postage)

BB (300 baud interface required)
AB (if you have old BB version)
EB (if you have 4K of additional memory plus Extended BASIC)
16K (if you have one of the new "big" systems plus Extended BASIC)

NOTE: EB and 16K versions are not available to date. Watch the ARCADIAN for availability dates.

QUESTIONS???

Any comments or questions are gladly accepted. Simply write to:

Michael D. White
R.D.#1 Box 258 Green Rd.
Wakeman, Ohio 44889

NOTICE OF ADDRESS CHANGE

DUE TO THE ADJUSTMENTS IN OUR LOCAL POSTAL SERVICE,
MY ADDRESS HAS BEEN CHANGED FROM:

MICHAEL D. WHITE
R.D. #1 BOX 258 GREEN RD.
WAKEMAN, OHIO 44889

TO:

MICHAEL D. WHITE
4585 COUNTY LINE RD. #2
R.D. #1 BOX 373
WAKEMAN, OHIO 44889

SAME RESIDENCE, NEW ADDRESS ONLY

