



WELCOME BACK Or WELCOME ABOARD! --- Herein we start the sixth year of publication, supporting a video game/ computer system that is still technically quite advanced for the day. In the last year, Astrocade went into a Chapter 11 bankruptcy and came back out of it. During the whole year, sales of the unit dropped, prices dropped, distributors and dealers dropped, supplies dropped. Into that breach, a group of independent producers appeared to provide us with cartridge games. We have Treasure Cove; BlastDroids; Sneaky Snake; Ms Candyman; plus Muncher, the P-C M-N derivative. Now that Astrocade is back, they will also be working on more games to support the system. SOCCER may be available by the time you read this. It is a 4-player game with similar characteristics to Football. The Astrocade people are looking for programmers - people with ideas for games, plus people who can translate these ideas into computereze. Contact the Astrocade office in Columbus if you have any talents in this direction.

For those of you interested in publishing your own material, or in selling it to the other game manufacturers, a book now on the market may help. Published by Writer's Digest, it is called "1984 PROGRAMMERS MARKET". The first 36 pages offers guidelines into preparation of material for future sale. Lots of hints and tips. The remaining 170 pages lists the pertinent data of virtually every company (500+) that buys software along with the subject areas of their interest, payment arrangements, which computers they cover, how software is to be submitted, if they accept contract work (rather than individual submissions), and such material. \$16.95 softback

ADDRESS CHANGES that should be noted - Home Arcade Electronics is now CPU ELECTRONICS, located at 2972 S. 6th Street, Klamath Falls, OR, 97603 (503) 884-3225 /// and Mike White Software is at 4858 County Line 2, Box 373, RD #1, Wakeman, OH, 44889

TUTORIAL materials and writers are needed to keep that segment of the ARCADIAN going. Authors, paid at the rate of \$25/page, are requested to contact Don Cladden, 59400 Nine Mile Rd., South Lyon, MI, 48178. Also, if there is a subject

you want discussed in detail that we have not yet broached - or you need added information, contact Don or myself, and we'll see about support.

From p. 2:

such as AVALANCHE you will see some "blinking". This does not harm the play value at all. The movement is so lightning fast you won't even care. There are lots of machine routine calls throughout this BASIC program and I would recommend for beginners and intermediate programmers to look inside at some of the strange tricks that Mike pulls off (especially in 16k). This is Mike's first effort at a commercial product and I think you will agree that we can expect a lot from him in the future. If you like fast, furious action I'm sure you won't be disappointed in QUADRA for \$15.95. I feel it is definitely worth the price. Mike's new address is: Michael D. White 4858 County Line 2 Box 373, R.D.#1 Wakeman, Ohio 44889

I am going to try to get a column to print every month but due to the limited availability of extended memory products there may be some months that it won't appear. There is quite a bit out there and more being produced all the time so as time goes on we may get better established. I got a call from Rusty at R&L Enterprises a few days ago. It seems that they are eager to get one of their 64k boards to me for review. I understand they have some exciting plans for our system. I'll let you know when the board arrives, and when I gain some familiarity with it you will be hearing all about it.

Remember, a s.a.s.e. will insure that you receive an answer to your comments and questions.
DAVE CARSON P.O. BOX 39 KIPTON, OHIO 44049
(216)774-4645

SMALL LETTERS in programs-the code;

a = → b = x c = ÷
- = ← ' = ↓

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EXTENDED MEMORY PRODUCTS REVIEW

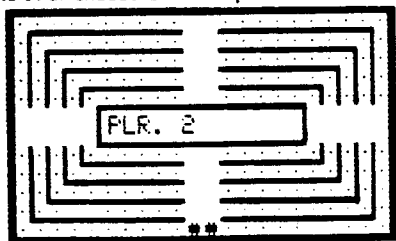
by Dave Carson

QUADRA by Mike White Software is the featured program for review this month. Mike is just now getting ads set up for the ARCADIAN and the SOURCEBOOK so many of you haven't yet heard of him or QUADRA. In Vol. 5 page 125 there was an article on File Search. This was written by Mike and contained the first mention of his product. There has been an address change since the article and a correction will appear near the end of this column. In making preparations for this review I have been struggling with a question of ethics. Whether or not to even do it, since Mike is a personal friend and I have seen QUADRA progress from the idea stage. The answer was to tell the readers that, even though I will try not to let it influence the review, a certain amount of bias may be present.

QUADRA is a game that could fall into a category with games such as GORF or TRON since it is a group of several games tied together to form one. It first came to life in Astro-BASIC in a unique format. An approximately 10k program being executed in an 1800 byte memory. This was accomplished in the same way that disk based systems run very large programs. Reloading or replacing the contents of the memory and leaving the necessary variables and such intact. Since this required quite a bit of tape shuffling, the logical thing was to set it up in extended memory. A 4k format was next to appear and then the "super deluxe" 16k version. All three versions are currently available. They all share the same price and they all play the same. The differences being less tape maneuvering for 4k, and none for 16k, and some extra frills and fancies for the E.B. formats. By the way, Mike offers a free update for current owners, to any larger format just for sending in your original tape. This review will be based on the 16k program but will point out the major differences for the other variations.

In 16k only, the load is quite lengthy but you are treated to a nicely animated title page. You also will be told periodically that the load is progressing properly. Since all formats have the same scenario, the instruction sheets apply to all. Individual notes containing the differences are included. The documentation is clear, easy to understand and complete.

The game accommodates from one to four players on individual control handles. Following the input of # of players, player #1 will see the screen divided into 4 sections containing "???" and be prompted to choose a game. An arrow in the center rotates to pick a quadrant. The four games are arranged randomly and may change. When a game is completed by one of your three "lives", it is marked as complete on the selector screen. If incomplete, the name remains visible so you may return to it or choose another quadrant. After a life



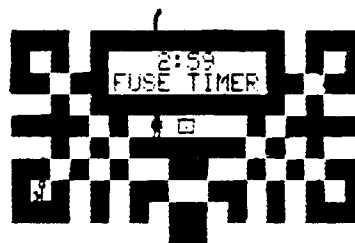
SMASH UP

is lost or a game completed, you will return to the selector. If all four games become completed, it automatically progresses to the more difficult level, #2 or #3 on up as high as you can get.

The four quadrants contain games that are variations of old coin-ops and some that are brand new concepts. SMASH

UP is similar to HEAD ON. It seems every computer and game system uses this interesting game idea in one or more variations. Your car moves counter clockwise through a rectangular maze, erasing dots while avoiding the computer car (traveling clockwise). UFO ATTACK has some similarities to SPACE INVADERS among others. Your movable, land based cannon must eliminate four waves of descending, shooting invaders and then destroy the "Mother Ship". LASER AND SLIDE actually is made up of three separate challenges. The laser segment is a shoot-out between your laser gun on the left and the computer on the right. The slide game is played like the coin-op AVALANCHE. You have to catch 30 falling rocks in an ever shrinking basket. As an intermission between the two, you play a simplified break-out type of game called BRICKBUSTER. With your paddle you bounce the brick upwards against a wall, knocking out sections. Bounce a brick through a hole to finish. Make this one last as long as possible to gain extra points.

SAFE CRACKER is a totally new and unique game. You begin, standing atop a maze with a room in the center containing a trap door. In the room is also an electrified robot. (shocking!!) He guards the maze against intruders. In the first level he isn't too fast or intelligent, but look out in later levels. In each corner of the maze is a small cubicle. In one of these you will see a key. Go get the key and go out the trap door. You will automatically be pulled through a "tunnel" which proceeds to the top of a second maze room. This one is just like the first except there are two keys. The third and fourth rooms have like numbers of keys. While all this is being done, a "bomb timer" is constantly counting down the seconds to zero hour! After having picked up 4 keys and passing through the trap



SAFE CRACKER

door you will be deposited in the room with the safe. By using the knob to dial on-screen numbers, you must find the three number combination. Then use the joystick to open the safe in the 4k and 16k versions. In 4k the game is now complete. If you have the 16k game you must now defuse the bomb which is still counting down. The bomb is in the safe along with the bomb instruction manual and a pair of snippers. You turn the pages of the manual to find out what sequence the wires must be snipped. The wrong sequence and BOOM! There are two problems. The bomb timer is still counting down and a robot shorted out the lights. You are in the dark with only the small spot of a flashlight to see to read the book and snip the wires.

Playing QUADRA requires skill and quick reflexes in each segment. It is a game that cannot be played in just a few minutes. Since the selector screen chooses from four titles, practice on individual games is impossible. To correct this, Mike includes a menu driven file search practice program on the reverse side of the tape. The main QUADRA side, he calls the Marathon. On the practice side you may play multi player versions of the four games and also a version of ping-pong. You may practice for the "Marathon" or simply play your favorites.

QUADRA has lots of color and it has sound effects for literally everything. It is very unique and well done. This is a good game for an all night session. The graphics are handled nicely although in some of the simpler segments

CONT. ON P 1

ARCADIAN

Vol 6 No 1

Nov 29, 1983

Robert DeHaya
7702 Cadillac Drive
Huntsville, AL 35802

```

1 . <CRYPT-O-GRAMS>
2 .
3 .BY KEN SPRINGSTEEN V.4      ARCADIAN, P.42
4 .MOD. BY R. DE HAYE FOR    EASIER USE.
5 .HAS PRIVACY CURTAIN.
6 .
7 CLEAR ;&(10)=180
9 BC=135;FC=40
10 BOX 0,0,94,10,1;CY=0;CX=-42;PRINT "<CRYPT-O-GRAMS>",
15 FOR Q=1TO 950;NEXT Q
45 NT=1
60 CLEAR ;Z=0;V=0;A=0;B=0;D=0;E=0;W=0
90 CY=15;PRINT " PRINT 5 TO 24 CHARACTERS";PRINT ;PRINT '  PRESS "GO" TO SCRAM
BLE
95 PRINT ;PRINT ' "" TO HIDE, "↑" TO SEE';FOR A=1TO 1200;NEXT A;CLEAR
100 CY=35;CX=-42;PRINT "<CRYPT-O-GRAMS>";CX=-70
105 CY=0;FOR A=1TO 24;TV=45;NEXT A
135 CY=0;CX=-70
136 FOR A=1TO 25
137 @(A)=KP;IF @(A)=96&(10)=40;GOTO 137
138 IF @(A)=94&(10)=180;GOTO 137
139 IF @(A)=13K=A-1;GOTO 137+20b(K>4)
140 IF @(A)=31IF A>1A=A-1;CX=CX-6;TV=45;CX=CX-6;GOTO 137
141 IF @(A)=31GOTO 137
142 IF (@(A)>99)+(@(A)=42)GOTO 137
143 IF &(23)=16MU="Q"
144 IF A=25GOTO 137
145 TV=@(A);NEXT A
157 BOX 0,0,160,30,2;&(10)=180
180 CX=-70;GOSUB 375
270 CY=-32;CX=-36;PRINT #0,K," CHARACTERS
275 CX=-70;FOR A=1TO K
285 NT=5;B=KP;IF &(23)=16MU="Q"
290 IF (B=13)+(B>99)+(B=42)+(B=31)GOTO 285
295 CY=-16;TV=B;IF B#@A)GOTO 330
300 D=CX;CY=0;CX=-70;FOR M=1TO K;IF *(M)=B*(M)=94;GOTO 310
305 NEXT M
310 CX=CX+6b(M-1);TV=42;CX=CX-6;FOR W=1TO 100;NEXT W;TV=32;CX=D
315 NEXT A;GOTO 345
330 NT=0;D=CX;E=CY;CY=18;CX=-15;PRINT "WRONG!";NT=10;&(20)=180;MU="?";MU="";FO
R W=1TO 700;NEXT W
331 CY=18;CX=-15;NT=0;&(20)=0;PRINT "      ";CX=D-6;CY=E;PRINT " ",
332 CX=D-6;CY=E;V=V+1;NT=3;GOTO 285
345 NT=2;CX=-60;CY=20;PRINT "YOU GUESSED IT WITH";CX=-52;CY=11;PRINT #0,V," EXT
RA GUESSES!
349 FOR A=256TO 125STEP -3;&(16)=100;&(17)=A-2;&(18)=A+2;&(19)=250;&(22)=255;NE
XT A
355 CY=-31;NT=5;&(10)=142;PRINT "205060706050607000500050000";FOR W=1TO 500;NEX
T W;NT=3
365 RUN
375 FOR A=1TO K;*(A)=0;NEXT A
380 FOR A=1TO K
390 M=RND(K);GOTO 390+10b(*(M)=0)
400 *(M)=@(A);NEXT A
410 FOR A=1TO K;TV=*(A);NEXT A;RETURN
>

```

CRYPTOGRAMS was originally submitted by Ken Springsteen. In this version, (Astrobasic only), the down arrow allows you to enter the letters without their appearing on the screen.

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Who is that charming young lady guarding the candy store? It's MS. CANDY MAN, and in her new cartridge game from L&M Software, you can help her gather the scattered lifesavers from the game grid while avoiding the nasty jokers and other monsters! This game has more graphics sound and animation than you can handle! Use the color radar to watch for vanishing monsters, and take advantage of blue-screen bonuses! Look out! When Ms. Candy Man gets knocked off the game grid, an animated ambulance carries her away! A sweet treat for only \$29.95!

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This may be the deadliest game ever for the Astrocade! The BLAST DROIDS whirl and spin in Esoterica's cartridge game. You must shoot them quick, while maneuvering your spaceship around deadly walls of force. One contact is fatal -- you get no second chances. Can you survive the challenge? You'll have to be fast, accurate, and clever! Any space pilot can shoot asteroids -- but only the best can hope to destroy these deadly, drifting horrors. Super-challenging play for only \$32.95!

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THE GAME PLAYER

by Michael Prosis

- 1) Ms. CANDYMAN
L&M Software
- 2) Tape A-1
Astrogames

Ms. CANDYMAN

Hoping to capitalize on the huge success of their cassette tape CANDYMAN, (Arcadian Vol. 5 no.3) L&M has released its very first cartridge, "Ms. CANDYMAN." From all indications, it appears that this debut cartridge is going to be quite popular, for the graphics, sound effects, and game play are of exceptional quality.

The cartridge, once inserted into the computer and RESET pushed, will begin immediately. A complete 25 second rendition of the tune "Good Ship Lollipop" plays while the title screen unfolds, featuring some very attractive artwork that illustrates the game's title, two giant red and white candycanes tied together with a decorative bow, and the game's authors.

At this point, the candycanes will disappear, and on the screen will come the request to select one or two players via your joystick. The player(s) may then choose from three skill levels: Normal, Abnormal, or Insane. You will receive three "lives", with a bonus life awarded every two screens.

The playing field will instantly appear. Unlike the CANDYMAN tape, which was restricted to a two color screen due to the computer's limitations, the variety of colors in the Ms. CANDYMAN cartridge is one of the finest we have seen in any cartridge. There are many, and they are brilliant. It appears that the designers, L&M and Bit Fiddlers, have successfully utilized screen resolution to its fullest. For example, the character Ms. Candyman is yellow, with a lavender ribbon in her hair, red lips, and two blue eyes. (Colors may vary from t.v. to t.v.). The ghosts and goblins are also multi-colored, as is the playing field.

Perhaps most impressive of all, however, is the fact that there can be up to seven multi-colored, moving characters on the screen at one time! They wave their arms, smile, jump up and down, kick their feet, and turn their heads, too! The animation and detail are so well done, that they almost look like real cartoon characters on your television.

As to the game itself, you the player will have your Ms. Candyman positioned at the top-center of the screen. The play field is essentially the same as the one in CANDYMAN, but it looks so much better. Your goal is to eat all the lifesavers on the screen, worth 99 "calorie" points each, while trying to avoid the ghosts and goblins, who want to eat you. During the first half of the screen, they will be after you. But during



the second half, they will be guarding the last lifesavers closely. All lifesavers must be devoured before a new screen appears. If a ghost or goblin nabs Ms. C, she will plummet head first to the bottom of the screen, where an orange tow truck will drive up and take her away. Sometimes she will get hurt, in which case a Red Cross ambulance, complete with siren, will pull up and transport her off the screen.

In screens one and two, it's you against two ghosts. In three and four, a goblin is added. This continues until a total of six of these creatures are on the screen with you. Believe me, it gets crowded, as we found out by the time we made it to the 11th screen, losing at this point with a score of 111,177.

The number of ghosts and goblins in skill level 2 and 3 are the same, except that they are added to the game sooner. The level of difficulty increases slightly with each new screen, as does the speed of play action. After every two screens will come the "blue" screen, during which the player has a brief allotment of time to eat ghosts, earning 990 points for each ghost devoured. An additional life is also awarded at this point. We were able to devour 13 ghosts during one particular blue screen.

At the base of the t.v. screen is displayed number of lives, score, and a cage, in which one can see the goblin who is next to appear on the playfield. He just sort of waits there, jumping up and down anxiously and waving his arms wildly. This cage also doubles as a "radar" screen, for the higher levels of play some ghosts may disappear briefly. You can spot their relative position on the "radar" screen.

Overall, Ms. CANDYMAN is an exceptional game, both in uniqueness and game play. We are enjoying it very much. One other nice fact concerning this cartridge is that it is priced at a reasonable \$29.95, even though it is better than several of the other new cartridges that cost more.

ASTROGAMES

Good news! A new software manufacturer has sprung up, this one calling itself ASTROGAMES. Their first product for the Astrocade system is a five-program tape containing four games and one musical selection. The programs are all in Astro Basic (AB), and look pretty good.

Let's take a look at these games from ASTROGAMES Tape A1, the titles of which are WAH'S REVENGE, SUPER PAC, DEFENSE PROFESSIONAL, and METRO ATTACK. The musical selection is PETER PIPER.

Upon loading the tape, you will see before you a menu, just like a cartridge game. The five titles are numbered, and the computer asks you to select a game by turning the knob to the desired number and then squeezing the trigger. (Standard procedures) The computer will then search out the game you have selected and automatically load it for you! In addition, after making your selection, the computer will inform you of the amount of time it will take to search and load that particular game.



Nov 29 1983

WAH'S REVENGE opens with a full screen graphic display, as good as any other of the graphic illustrations we have seen from other companies. It is a one-player game, (as are all the games on this tape) with the player able to select a skill level from 1 to 7 and the number of ships from 1 to 7.

In seven seconds a light blue landscape is completed, with four "Wahs" hovering in the sky. "Wahs" are mean looking little creatures with beedy eyes that drop bombs on your ground-laser weapon. One at a time, they will drift across the screen sporadically, and will periodically fire down at you. The player controls his laser base, moving it left or right across the ground so as to position it under a Wah and fire up at it.

At higher skill levels the game action is accelerated. For those of you who enjoy sound effects, there are plenty of them in WAH'S Revenge. All of us at Game Player think this is a very well done game.

SUPER PAC is another attempt by yet another company to bring PAC MAN to the Astrocade system. Fortunately for us, but unfortunately for these companies, we already have a fantastic PAC MAN cartridge called MUNCHER*. So, nothing on tape is quite going to add-up to the quality, speed and color of a cartridge version. However, ASTROGAMES has made a notable attempt to do so. Their version opens with the Pac Man theme tune, then draws an enormous, random maze. There are the usual four power pills and one ghost that tries to chase you. Unlike PAC MAN, in SUPER PAC you have the ability to eat through maze walls. Speed of movement is fair. The problem with the game though is that the ghost will stop chasing you if he runs into a wall that's between you and him, until you move above, below, right or left of whatever is blocking him. This tends to take the challenge out of the game. Our players gave SUPER PAC a so-so rating.

DEFENSE PROFESSIONAL is somewhat similar to the coin-op DEFENDER. The skill level is pre-set and number of ships is set at three. The screen shows a green playfield, upon which will be one of the player's ships and three alien vehicles. The player's ship is located on the left, pointing right. It can be maneuvered up and down only. The three aliens slowly cross toward the player from the right. They are destroyed by the player's laser beam, which has limited range. If you allow too much time to elapse between each destroyed alien, you will lose a ship. The alien ships do not fire back.

This game is best described as rather easy-going and laid back. Game action is a bit on the slow side. Young game players should find this game okay, but the older players may become bored early.

METRO ATTACK 1988, the fourth game on the tape, is a surprisingly good translation of the popular coin-op MISSILE COMMAND. It looks much the same as the coin-op and basically plays the same.

You can select up to nine "lives", and will be firing up from one of five stationary bases. From the sky will come three slowly descending killer beams, that inch their way in a zig-zag fashion toward the surface. Using your joystick, you must position a "+" symbol in front of the beam, and then pull the trigger in order to destroy it. There is a limited amount of fuel for firing each base. Rotation of the knob determines which base will fire. Bonus fuel is available.

METRO ATTACK is very challenging and fun to play. If you like MISSILE COMMAND, you should be happy with this version for the Astrocade system. All of us at Game Player headquarters enjoyed the game.

PETER PIPER is a nice bonus to this four-game package. It is a lively, spirited tune in three voices. You, too, will probably like it as much as we do.

Overall, this ASTROGAMES tape is pretty good. Hopefully this new company in Canada will be releasing more games in the near future. Currently their tape A1 is available only directly from them. It's cost is surprisingly low, a bargain at only \$9.00, and you can purchase it by writing to ASTROGAMES at this address: 3020 Cook Street, Victoria, B.C., Canada V8T-359.

* THE one and only real PAC MAN cartridge, which sounds and plays just like the coin-op. Write to me for more info at Game Player headquarters.

---- S C O R E B O A R D ----

High scores thus far are:

Dungeons of Dracula	3,440	Allen Showalter
Bally Pin II	234,850	Allen Showalter
Incredible Wizard(2 player)	247,350	Allen Showalter & Chris Embres
Exitor's Revenge	31,575	Fred Olivas
Ms. Candyman	111,177	Michael Prosis
Pirates Chase (2 player)	1,942,443	Kelly and Michael Prosis

SEND your scores and questions to: GAME PLAYER, 48-G Ridge Road, Greenbelt, Maryland 20770. Please include a stamp if you would like a reply.

```

1 .146 641 641 641000000
5 GOSUB 8;GOTO 100
6 CX=-39;RETURN
7 A=RND (99);B=RND (99);RETURN
8 N=-24573;NT=5;FOR Z=NT0 N+21;MU=%(Z);NEXT Z;NT=0;RETURN
9 A=RND (12);B=RND (13)-1;RETURN
10 IF P=1CY=30;CX=-70;Y=-3;BOX -45,32,70,16,2
11 IF P=2CY=30;CX=10;Y=-14;BOX 40,32,75,16,2
12 IF P=3CY=10;CX=-70;Y=-25;BOX -45,12,70,15,2
13 IF P=4CY=10;CX=10;Y=-36;BOX 40,12,75,15,2
14 RETURN
20 IF V=1GOSUB 7;@(P+8)=A+B;GOSUB 10;PRINT #0,A,"+",#0,B,"="
21 IF V=2GOSUB 7;GOSUB 30;GOSUB 10;PRINT #0,A,"-",#0,B,"=";@(P+8)=A-B
22 IF V=3GOSUB 9;GOSUB 10;PRINT #0,A,"*",#0,B,"=";@(P+8)=A*B
23 IF V=4GOSUB 9;C=A/B;GOSUB 10;PRINT #0,C,"/",#0,A,"=";@(P+8)=B
24 @(P)=CX;@(P+4)=CY;RETURN
30 IF A>BRETURN
31 GOSUB 7;GOTO 30
59 CX=73;RETURN
60 CY=-3;RETURN
61 CY=-14;RETURN
62 CY=-25;RETURN
63 CY=-36;RETURN
70 FOR Z=0TO 28;TA=*(Z)c100;TB=RM;FOR UA=15TO 15STEP -1;UB=UA-1;NEXT UA;NEXT Z;
RETURN
79 X=@(P+12);BOX X,Y,15,9,2;X=X+10
80 BOX X,Y,6,4,1;LINE X+5,Y+3,4;BOX X+6,Y+4,3,2,1;BOX X+6,Y+4,1,1,2;LINE X-6,Y
-4,1;LINE X-7,Y+1,4;LINE X-4,Y+1,1;LINE X+5,Y-4,1
81 IF X>60GOTO 85
82 RETURN
85 BOX 0,23,158,37,2;CY=20;CX=-60;PRINT "PLAYER #",#0,P," WINS!!
87 GOSUB 70;IF TR(1)RUN
88 GOSUB 99;GOTO 87
99 FC=RND (32)b8;BC=FC-81;RETURN
100 CLEAR ;GOSUB 99;CY=0;INPUT " NUMBER OF PLAYERS?"U;IF (U<1)+(U>4)GOTO 100
110 GOSUB 8;CLEAR ;PRINT ;GOSUB 6;PRINT "ADD=1";PRINT ;GOSUB 6;PRINT "SUBTRACT=
2";PRINT ;GOSUB 6;PRINT "MULTIPLY=3
120 PRINT ;GOSUB 6;PRINT "DIVIDE=4";PRINT ;GOSUB 6;INPUT "YOUR CHOICE?"U;IF (U<
1)+(U>4)GOTO 110
130 GOSUB 8;CLEAR ;BOX 0,0,160,88,3;FOR Y=-2TO -44STEP -11;BOX 0,Y,158,10,3;NEX
T Y;BOX 65,-18,1,44,1
135 FOR P=1TO U;GOSUB 59+P;GOSUB 59;PRINT #0,P;NEXT P
140 FOR P=1TO U;@(P+12)=-65;@(P+20)=1;GOSUB 10;GOSUB 79;GOSUB 20;NEXT P
150 FOR P=1TO U
160 IF @(P+20)IF TR(P)=0C=(KN(P)+128)b3c4;@(P+16)=C
165 IF TR(P)=0IF JX(P)=1@(P+16)=@(P+16)+1;@(P+20)=0
166 IF TR(P)=0IF JX(P)=-1@(P+16)=@(P+16)-1;@(P+20)=0
170 CX=@(P);CY=@(P+4);PRINT #0, @(P+16)
180 IF TR(P)IF @(P+16)=@(P+8)@(P+20)=1;GOSUB 10;GOSUB 79;@(P+12)=X;NT=P;MU=P;NT
=0;GOSUB 20
190 NEXT P;GOTO 150

```

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HORSERACE upgraded from the original by Howard Brecheisen. This version adds a math program wherein the correct answers propel the horses to the finish line. This is in AstroBasic only, won't work with the old cartridge.

Also, you have to enter some variables without line numbers.

- * (0) = 3923 * (1) = 3923 * (2) = 4729 * (3) = 4729 * (4) = 3923 * (5) = 3923
- * (6) = 4729 * (7) = 4729 * (8) = 3522 * (9) = 3522 * (10) = 3923 * (11) = 3923 * (12) = 4426
- * (13) = 0 * (14) = 0 * (15) = 0 * (16) = 3522 * (17) = 3522 * (18) = 3923 * (19) = 3923
- * (20) = 4426 * (21) = 0 * (22) = 17 * (23) = 0 * (24) = 3119 * (25) = 3522 * (26) = 3923
- * (27) = 4426 * (28) = 4729



```

10 CLEAR ;BC=218;FC=149;NT=0;FOR D=0TO 13b2+4;@(D)=-1;NEXT D;CY=36;FOR D=1TO 6
;CX=-9;PRINT #1,D,"S";NEXT D;B=1;T=0;C=87
12 CY=36;GOSUB C;PRINT "3K";GOSUB C;PRINT "4K";GOSUB C;PRINT "FH";GOSUB C;PRIN
T "YZ";GOSUB C;PRINT "SS";GOSUB C;PRINT "LS";GOSUB C;PRINT "CH";BOX -28,-1,2,82,
1
13 H=13bB-9;GOSUB 75;GOSUB 18;GOSUB 37;GOSUB 48;B=B+1;IF B>2B=1;T=T+1
14 IF T<13GOTO 13
15 GOTO 76
16 IF U=1FOR S=60TO 88;MU=S;NEXT S;U=0;RETURN
17 R=3;RETURN
18 R=1;FOR D=0TO 4;GOSUB 32;NEXT D
19 D=0;R=R+1;IF R=4RETURN
21 IF D<0D=4
22 IF D>4D=0
23 CX=-42;CY=33-D*17;PRINT "<",#1,R,;A=0
24 IF JX(B)IF A=0U=1;MU=80;@(D)=0;BOX -55,CY,12,12,3;A=1
25 IF TR(B)GOSUB 16;D=9;GOTO 28
26 IF JY(B)=0GOTO 24
28 CX=CX-12;PRINT " ";D=D-JY(B);IF D<8GOTO 21
29 FOR D=0TO 4;IF @(D)=0GOSUB 32
30 NEXT D;GOTO 19
32 X=-55;Y=33-D*17;Z=RND (6);@(D)=Z;BOX X,Y,14,14,1;MU=80-Z*2;IF Z#2c2b2BOX X,
Y,2,2,2
33 IF Z=6BOX X-4,Y,2,2,2;BOX X+4,Y,2,2,2
34 IF Z>1BOX X-4,Y+4,2,2,2;BOX X+4,Y-4,2,2,2
35 IF Z>3BOX X-4,Y-4,2,2,2;BOX X+4,Y+4,2,2,2
35 RETURN
37 C=1
38 I=C;CX=-18;IF C>6CX=29;I=C-6
39 CY=44-8bI;PRINT "a",;CX=CX-6
40 IF I=0GOTO 40
41 IF TR(B)GOTO 46
42 I=JY(B);IF I=0GOTO 41
43 TU=32;C=C-I;IF C<1C=7
44 IF C>13C=13
45 GOTO 38
46 IF @(H+C)=-1TU=32;RETURN
47 GOTO 41
48 S=0;IF C>6GOTO 51
49 FOR D=0TO 4;IF @(D)=C S=S+C
50 NEXT D;GOTO 71
51 FOR D=0TO 4;S=@(D)+S;NEXT D;FOR D=0TO 4;FOR E=0TO 4;IF @(D)<@(E)F=@(D);@(D)
=@(E);@(E)=F
52 NEXT E;NEXT D
53 E=1;F=1;G=1;I=1;J=1;IF C=13GOTO 71
54 FOR D=1TO 4;IF @(D)=@(D-1)G=G+1;GOTO 57
55 GOSUB 65;IF @(D)-1=@(D-G)E=E+1;GOTO 57
56 GOSUB 68
57 NEXT D
58 IF C<11GOSUB 65;GOTO 61
59 GOSUB 68;IF F<C-7GOTO 70
60 S=10bC-80;GOTO 71
61 IF C<9IF I<C-4GOTO 70
62 IF C=9S=25;IF I+J<5GOTO 70
63 IF C=10S=50;IF I<5GOTO 70
64 GOTO 71
65 IF G>I J=I;I=G;GOTO 67
66 IF G>J J=G
67 G=1;RETURN
68 IF E>F F=E
69 E=1;RETURN
70 S=0
71 @(H+C)=S;GOSUB 72;NT=0;RETURN
72 CX=7;I=C;IF C>6I=C-6;CX=56
73 CY=44-I*8;IF S<0PRINT " ";RETURN
74 PRINT #2,S,;RETURN

```

YAHTZEE the dice game originally written by Bob Wiseman, reworked for better playability. (Two players only) JX and JY move the indicator and locate the die to be rerolled. TR makes the move. The ending scoreboard keeps track of everything.

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```

75 BOX -55,0,14,84,2;FOR C=1TO 13;S=@(H+C);GOSUB 72;NEXT C;CX=5;CY=-33;PRINT #
3,B;NT=1;RETURN
76 CLEAR ;BC=98;PRINT " TOTALS OF SCORES";PRINT ;PRINT ;T=0;FOR B=1TO 2;C=0;D=
0;E=0;H=13bB-9;FOR F=1TO 13;G=@(H+F);IF F<7C=C+G
77 IF F>6E=E+G
78 NEXT F;IF C>62D=35
79 K=C+D+E;PRINT ;PRINT " PL.",#1,B," ",#3,C," +",#3,D," +",#4,E," =",K;IF T=0
M=M+K;A=K
80 IF T=1N=N+K;L=K
81 T=1;NEXT B
82 IF A>L O=O+1
83 IF L>A P=P+1
84 PRINT ;PRINT ;PRINT #6,O,"/",#0,M,#6,P,"/",#0,N;A=0;L=0
85 IF TR(RND (2))RUN
86 GOTO 85
87 CX=38;RETURN

```

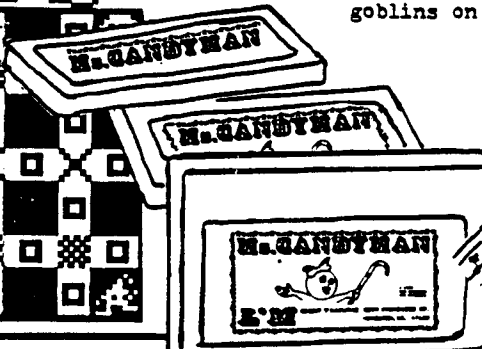
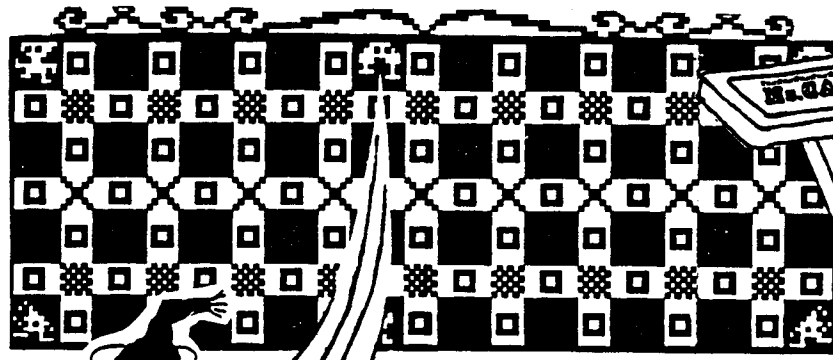
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