

Dec 22, 1983

ARCADIAN

Vol 6 No 2

ASTROCADE NEWS The team is slowly working its way back to the land of the living, and will be supporting the Arcade Unit with some more cartridges in the early part of next year. They are currently selling the Arcade Unit direct from Columbus at \$59.95, including a Basic or any other cartridge of your choice. (6460 Busch Blvd., Suite 215, Columbus, OH 43229.) or contact Debby at 616-885-0130

PROGRAM PRIZE WINNER is Mike Skala for his FROGWAY. We run a contest every so often where five judges score the programs submitted on whatever basis they feel like. Each program is given a score of 1-10, and the results called in to the home office where they are tabulated. The winner of this contest then gains \$100 and the responsibility to be a judge for the next five contests, displacing the eldest judge on the panel. The programs are submitted to me by the authors, along with a note that the program is primarily their own work and not just a copy or translation. We must have at least three entries to have a contest.

SLAP ON A KEYBOARD??? Well, it isn't easy. A number of schemes have cropped up over the years to add a keyboard to the Arcade unit to supplant the keypad. Each one seems to have problems, as noone has yet published a foolproof method. We had ideas that came in through the cassette interface - sort of tricking the machine into thinking that a tape program was coming in. This required a serial output printer because the cassette operation is serial. We had ideas where a UART was used to convert the serial stream to parallel, and then come in the expansion connector. There is another idea that just parallels the keypad wiring with the keyboard input. A main problem is the keypad's shift mechanism, which has to be replaced or duplicated. The only successful additions have been those that appear after a memory add-on is incorporated (the Blue Ram or the Viper). We may illustrate some of these ideas in the next issue.

GAME INSTRUCTIONS: FLAPS UP! BY KEVIN O'NEILL FOR THE NIAGARA REGIONAL B.U.G.

In this one-player game of skill, you become the pilot of a WW1 biplane. After returning from a dangerous mission, you try to land at your home airstrip, only to find that it is being repaired. You receive points for the amount of time you manage to spend on the runway, but watch out! When you see a box of repair supplies ahead, pull up quick or you will collide with it and have 30 points taken from your score. Once you pass 20 boxes, the game will end. A squeeze of the trigger will show you the high score of the day. More squeezes will bring simple instructions, & the game. Have fun with this one!

K. O'Neill

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PROGRAM INSTRUCTIONS Two of the programs require extra material to be entered. The memory size (1800 bytes) allows a program of relatively small size to be retained. The computer will also store material in the "arrays", operate with it, and also transfer the material in the arrays to tape for long-term storage. These arrays are the (*) and the (%) functions, and each of the two authors used one apiece

FROGWAY (p.16)

FROGWAY IS A GAME FOR ONE TO FOUR PLAYERS WHERE YOU TRY TO HELP THE LITTLE FROGS ACROSS A BUSY SIX LANE HIGHWAY INTO THE PONDS AT THE TOP OF THE SCREEN. USE THE JOYSTICKS TO MAKE THE FROG HOP, AND PLEASE, ONE FROG PER POND. THERE IS ONE MORE PROBLEM; CHUCKHOLES!! THE FASTER YOU GET ACROSS, THE MORE FLIES (POINTS) YOU ARE AWARDED. FINAL SCORES WILL BE POSTED, AND TR(1) WILL START A NEW GAME.

INSTRUCTIONS : ENTER THE BASIC LISTING, THEN LOAD THE MACHINE CODE PORTION WITH THE FOLLOWING DIRECT COMMAND... FOR A=20258TO 20326STEP 2;PRINT A; INPUT %(A);NEXT A .YOU MUST ALSO DIRECTLY SET THE FOLLOWING VARIABLES: BC=20275; O=20272; U=20265; V=20268; Z=20258. DUMP TO TAPE WITH :PRINT ;:PRINT %(20258),70

%(20258)= -8747	%(20272)= 21052	%(20286)= -8961	%(20300)= 3640	%(20314)= 16
%(20260)= 14113	%(20274)=-32216	%(20288)=-13825	%(20302)= 1040	%(20316)= 56
%(20262)= -177	%(20276)=-12032	%(20290)= -1	%(20304)= -129	%(20318)= 124
%(20264)= -8653	%(20278)=-32567	%(20292)= -1	%(20306)= -1	%(20320)= 186
%(20266)= 10416	%(20280)= 0	%(20294)= -1	%(20308)= -129	%(20322)= 56
%(20268)= 130	%(20282)= 1794	%(20296)=-13825	%(20310)= 1040	%(20324)= 124
%(20270)= 13311	%(20284)= 20286	%(20298)= -8961	%(20312)= 3640	%(20326)= 130

Saturn Space Dock-Instructions (p.15)

The object is to make as many safe landings on the green planet of Saturn without running out of fuel.Type in the program and load the *(X) array.Run it and prepare for a challenge.After the land appears 3 numbers will appear accross the top of the screen.They are (l to r) score,rate of descent,fuel.To land safely, you must land near the center of the pad with rate of descent between 3 and 7.Use the Keypad as your controls:

- l left thrust GO abort landing
- + right thrust ERASE main thrust

Drifting down will lower the rate/des. and the main thrust will increase.Use the l & + keys to guide your craft to the center of the pad, but wind may tend to blow you around.Crashing will cost you 500 pts, but since Aborting a landing costs only 50 pts, use it whenever you think you are going to crash.Bonus pts & fuel are awarded at the completion of each successful landing depending on your rate/des. & how close you are to the center of the pad.

Type in the * array after you have finished loading the program

*(0)=8669	*(6)=9523	*(13)=9523	*(20)=-32567	*(27)=7247
*(1)=8737	*(7)=9765	*(14)=9765	*(21)=128	*(28)=10780
*(2)=20258	*(8)=26662	*(15)=26662	*(22)=0	*(29)=10794
*(3)=-10929	*(9)=-32664	*(16)=-32664	*(23)=256	*(30)=5162
*(4)=-43	*(10)=128	*(17)=128	*(24)=1537	*(31)=10772
*(5)=13311	*(11)=-256	*(18)=-12032	*(25)=10502	*(32)=16682
	*(12)=13311	*(19)=-13871	*(26)=20265	*(33)=65

Dec 22, 1983

ARCADIAN

Vol 6. No 2

```
1 CLEAR ;&(9)=-1;BC=7;FC=8
2 D=0;L=0;R=0
3 NT=-20;CLEAR ;CY=30;PRINT "//////// FLAPS UP! //////////"
4 CY=10;PRINT " YOUR MISSION:";PRINT
5 PRINT " STAY ON RUNWAY AS LONG AS
6 PRINT " POSSIBLE. - BUT WATCH";PRINT " OUT FOR BOXES OF REPAIR";PRINT " SUPPL
IES!"
8 NT=1                20000 CY=C;CX=-30;PRINT "<GAME OVER>"
9 IF TR(1)CLEAR ;GOTO 14  20001 IF TR(1)GOTO 20009
10 GOTO 9              20002 GOTO 20001
14 BOX 0,20,155,10,1    20009 CLEAR ;NT=0;IF L>*(1)*(1)=L
20 BOX 0,-30,155,10,1   20010 CY=10;PRINT " YOUR SCORE WAS ",#0,L
25 BOX 0,-30,155,8,3    20020 CY=0;PRINT " HIGH SCORE WAS ",#0,*(1)
30 NT=0;CY=29;PRINT "//////// FLAPS UP! //////////"
40 NT=1
220 P=0                20030 CY=-10;PRINT " SQUEEZE TRIGGER TO PLAY";BOX 0,-10,155,8,3
230 D=0                20040 IF TR(1)RUN
240 D=D+JY(1)64        20050 GOTO 20040
245 IF D<-20D=-20
250 GOSUB 1000
252 NT=0;CY=-30;PRINT R,L;NT=1
255 IF R=20GOTO 20000
256 IF D=-20L=L+3;MU=L
260 IF RND (6)=1GOSUB 2000
900 GOTO 240
1000 BOX P,D,10,2,1
1010 BOX P-2,D+2,5,1,1
1020 BOX P+6,D+2,2,2,1
1030 BOX P-3,D+2,1,2,1
1040 BOX P-3,D-3,1,1,1
1050 BOX P,D,20,10,2
1060 RETURN
2000 V=-20;R=R+1
2001 FOR S=-60TO 60STEP 20
2011 BOX S,U,11,6,3
2021 BOX S,U,9,4,3
2022 BOX S,U,11,6,2
2031 D=D+JY(1)64
2034 IF D<-20D=-20
2035 IF D=-20L=L+3;MU=L
2036 IF D<-11IF S=0    MU="B";L=L-30;GOSUB 10000
2041 GOSUB 1000
2061 NEXT S;RETURN
3000 CLEAR ;SM=2;CY=-40
3010 X=X+JX(1)
3020 Y=Y+JY(1)
3021 K=2
3022 IF TR(1)K=1
3030 BOX X,Y,1,1,K
3040 GOTO 3010
10000 CY=D;CX=P;PRINT "*"
10010 FOR T=0TO 8
10015 BOX P+RND (4)-4,D+RND (4)-4,4,4,3
10020 FC=RND (32)68
10030 MU=FC;NEXT T
10040 RETURN
```

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Canada

THE GAME PLAYER

... soars high in
the sky as a

FLYING ACE
Wavemakers, tape #2

Now that the flood of new titles has slowed down a bit, we have time to check out some of the fine games that have been around for awhile.

One of these is Wavemaker's FLYING ACE, a game that puts YOU in the cockpit of a fighter plane, and lets you seek out and machine-gun down enemy planes.

FLYING ACE is indeed a nice game, featuring excellent, non-blinking graphics, and a full repertoire of sounds and music. It made it's revised appearance about two years ago, and was one of the first of several games to come from Wavemakers that would soon be described as "cartridge quality" material.

After the opening music, the computer requests the player to select the number of players, one to four, and number of planes, one to seven. This may be accomplished with the hand controllers. The screen will then reveal a cross-hair gunsight window, which is stationary at the center. A bi-plane will then appear at any point on the screen, and slowly move around throughout the screen area. Changes in pitch of the airplane's sound indicates a dive, climb, etc.

The player(s) uses his joystick to "pull" his gunsight into range directly over the enemy. The gunsight never moves from the center, and the joystick does not move the enemy plane. What it does is "move" the whole t.v. set (not literally) as if it were the nose of your plane. If you pull back on the joystick, the t.v. will raise up toward the enemy plane. If the enemy plane is to the right of your gunsight, you move your joystick to the right, and the t.v. screen will "move" towards the plane. It is tricky, and the ones who master the technique will be the true "Ace".

Up to 250 points are possible for a quickly shot down plane. You have a limited amount of time in which to shoot down the enemy. The longer it takes, the fewer points you will receive. In addition, each time you pull the trigger to shoot, you eat up even more time. A bell will ring as you approach the last few seconds. If you do not get the enemy in time, you will lose one "life" (plane). The player who is able to shoot down the enemy fighter plane quickly and with few misses will receive a bonus turn.

FLYING ACE is a real winner! We have had the tape for about a year, and frequently play it. It is not one of those tape games that sits on the shelf unplayed. The music is a real nice touch. It opens and closes game play, and is used after each plane is shot down. The sound effects of the machine gun sound very real, as does the sound of the plane when it dives.

FLYING ACE is a good candidate for being spiced up and put into a cartridge!

SCOREBOARD

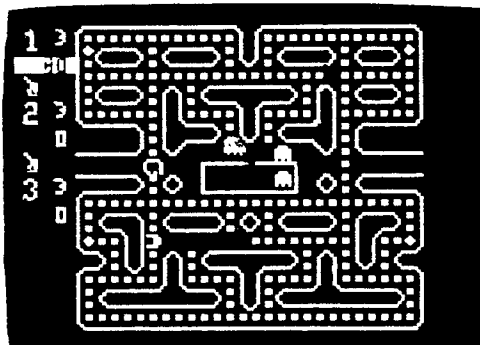
Dungeons of Dracula	3,440	Al Showalter
Bally Pin II	336,700*	Stan Kendall
Wizard	453,200*	Stan Kendall
Exitor	31,575	Fred Olivas
Ms. Candyman	111,177	Mike Prosize
Pirates Chase	1,942,443	Mike Prosize
Space Invaders	7,045	Stan Kendall
Muncher	36,220	Mike Prosize
Solar Conqueror	11,488	Mike Prosize

*Indicates new high score
NOTES: SOLAR CONQUEROR programing flaw? Maybe. When the score goes over 9,999, it changes to two digits instead of five, and six extra ships are awarded. Also, the sound effects become distorted. What's the story here? ?

So long for now. Send your high scores to Game Player, 48-G Ridge Road, Greenbelt, Maryland 20770.

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ILLUSTRATED HERE is a portion of an advertisement that appeared in a trade paper over a year ago. It shows the screen for the "Munchkin" Videocade that was never officially produced due to problems with Atari. Most unfortunate, as you can see that it is a much better representation than Atari's.



We do have a few sample copies of this cartridge, called "MUNCHER" available for subscribers only at \$30 ppd. If there are any left by the next issue, I may increase the price...

```

1 B=20237;FOR A=0TO 34;%(A+B)=*(A);NEXT A
2 S=1;O=0;` ;M=0;N=750
3 C=20244;D=20251
5 CLEAR ;GOSUB 200;T=2
50 %(C)=-9999
60 P=5;NM=3;X=-70;Y=30;CX=-70;CY=40;PRINT #0,M," "
70 FOR A=1TO 2
80 IF &(23)=8X=X+A;Q=90;N=N-2
90 IF &(20)=8X=X-A;Q=90;N=N-2
100 IF &(21)=16Y=Y+A;Q=150;P=P+Ab2;N=N-3
105 NEXT A
106 CX=0;CY=40;PRINT #0,P," ",CX=60;PRINT #0,N
107 IF &(23)=1`;NT=7;M=M-50;MU=88;NT=0;GOTO 60
110 Y=Y-1;P=P-1
111 IF RND (13-ABS(0))=1X=X+K
112 IF N<1CX=-30;CY=20;PRINT "OUT OF FUEL!";IF KPGOTO 2
115 FOR NU=QTO 40;NEXT NU;Q=40
120 IF (Y>35)+(Y<-32)+(X>70)+(X<-75)GOTO 60
140 %(D)=ABS(Y-40)b256+X+76
150 CALLB;%(C)=%(D)
170 IF (PX(X,Y-9))+(PX(X+12,Y-9))GOTO 320
180 GOTO 70
200 H=0;NT=0;BC=0;FC=180
201 R=-35;S=S+1
205 O=RND (17)-9;K=(O>0)b5-(O<0)b5
206 IF K>5K=5
207 IF K<-5K=-5
210 FOR A=-80TO 79;LINE A,-44,0;LINE A,R,1
220 IF R>-10R=R-3
230 IF R<-40R=R+3
240 R=R+RND (7)-4
250 IF A<50IF A>-70IF H=0IF R>-15H=A
260 NEXT A
261 CX=-20;CY=40;PRINT #0,"WIND:",0;FOR A=1TO 500;NEXT A
262 CY=40;CX=-20;PRINT " "
300 IF H=0H=RND (99)-50
301 &(10)=0;BOX H+10,0,30,40,2;BOX H+10,-30,30,20,2
302 CX=H+2;CY=-25;PRINT #0,S,;TV=98
303 BOX H+10,-30,30,20,3;&(10)=176;RETURN
320 IF (P<2)+(P>7)GOTO 329
321 IF X>H-3IF X<H+13GOTO 350
329 TA=55;VA=12;FOR A=1TO 15;BOX X+4,Y-2,A,A-3,1
330 NEXT A;FOR A=1TO 15;BOX X+4,Y-2,A,A-3,2;NEXT A
331 ` ;M=M-500;GOTO 50
350 ` ;NT=7;MU=83;MU=40;MU=72;MU=83;NT=0
355 U=(9-ABS(H+B-X))b4
360 CY=25;CX=-30;PRINT "WELL DONE!!";CX=-33;PRINT #0,"BONUS:",P,"b",U,"b",S
370 CX=-35;PRINT "<FUEL BONUSa",#0,(8-T)bPbSb2
371 N=N+(8-T)bPbSb2
380 FOR A=1TO 999;NEXT A
390 BOX 0,15,120,30,2;M=M+PbUbS
400 CY=40;CX=-70;PRINT #0,M;T=T-1;GOTO (T#0)b55+5

```

Dale Low
3020 Cook St.
Victoria BC
V8T 3S9
CANADA

```

0 :INPUT Z(Z);GOTO 19
3 Z(U)=M;Z(O)=N;Z(U)=130;Z(BC)=130;CALLZ;RETURN
4 Z(U)=129;Z(BC)=129;Z(U)=A;Z(O)=B;CALLZ;Z(U)=E;Z(O)=F;CALLZ;Z(U)=I;Z(O)=J;CALL
Z
5 Z(U)=128;Z(BC)=128;Z(U)=C;Z(O)=D;CALLZ;Z(U)=G;Z(O)=H;CALLZ;Z(U)=K;Z(O)=L;CALL
Z;RETURN
8 FOR Y=-65TO 65STEP 32;BOX Y,30,9,10,2;NEXT Y;RETURN
9 @(Xb9+T)=1;BOX -97+Tb32,30,9,9,3;RETURN
19 CLEAR ;CY=0;PRINT "PLYRS ?"
20 W=KP-49;IF (W<0)+(W>3)GOTO 19
40 FOR X=0TO W;FOR Y=0TO 6;@(Xb9+Y)=0;NEXT Y;@(Xb9+7)=3;@(Xb9+8)=1;NEXT X;BOX 0,
31,160,10,1;NT=1;M=-Z;N=0;GOSUB 3
100 FOR X=0TO W;IF @(Xb9+6)NEXT X
110 FOR T=0TO W;IF @(Tb9+6)NEXT T;GOTO 950
120 IF X>WGOTO 100
130 GOSUB 3750;GOSUB 8;FOR T=1TO 5;IF @(Xb9+T)N=2540+Tb32;GOSUB 3;GOSUB 9
150 NEXT T;BOX 0,-9,160,70,2;FOR Y=14TO -34STEP -10;BOX 0,Y,160,1,1;NEXT Y;FOR Y
=-75TO 75STEP 8;BOX Y,-6,3,56,2;NEXT Y
170 BOX -1,24,154,1,1;BOX -1,-36,154,1,1;FOR T=0TO @(Xb9)c25;BOX RND (150)-75,19
-RND (5)b10,RND (8)+4,3,1;NEXT T
300 A=-Z;B=5376+RND (159);C=-Z;D=7936+RND (159);E=-Z;F=10496+RND (159);G=-Z;H=13
056+RND (159)
320 I=-Z;J=15616+RND (159);K=-Z;L=18176+RND (159);M=-Z;N=21016+RND (30)b4
400 FOR P=36TO 41;@(P)=RND (3b@(Xb9+8))+6;NEXT P;GOSUB 3;M=N;FOR S=100TO 0STEP -
2;Y=43-Nc256;Q=RM-79
510 IF N<2796GOTO U
520 IF PX(Q,Y)GOTO Z
530 IF PX(Q+4,Y)GOTO Z
540 IF PX(Q,Y-6)GOTO Z
550 IF PX(Q+4,Y-6)GOTO Z
600 B=B-@(36);D=D+@(37);F=F-@(38);H=H+@(39);J=J-@(40);L=L+@(41)
620 IF B<5376B=5535
630 IF D>8095D=7936
640 IF F<10496F=10655
650 IF H>13215H=13056
660 IF J<15616J=15775
670 IF L>18335L=18176
680 GOSUB 4;A=B;C=D;E=F;G=H;I=J;K=L
700 IF JY(X+1)N=N-1024bJY(X+1);GOTO 750
710 IF JX(X+1)N=N+4bJX(X+1);GOTO 750
720 GOTO 900
750 MU=63;Y=Nc256;IF (RM>150)+(RM<0)N=M
760 IF N>21141N=M
800 GOSUB 3;M=N;MU=6
900 NEXT S;CY=-1;PRINT "TIME UP";GOTO Z
950 CLEAR ;FOR T=0TO W;CX=-45;PRINT #5,"PLYR",T+1,@(Tb9);NEXT T
960 IF TR(1)GOTO 19
970 GOTO 960
3750 CY=43;CX=-65;PRINT #0,@(Xb9+7),;CX=-35;PRINT "PLYR",#3,X+1,#8,@(Xb9);RETURN
3850 @(Xb9)=@(Xb9)+S;RETURN
3950 GOSUB 8;FOR T=1TO 5;@(Xb9+T)=0;NEXT T;@(Xb9+8)=1;GOTO 0
20258 CX=-10;CY=-1;PRINT "SPLAT";@(Xb9+7)=@(Xb9+7)-1;FOR T=0TO 99;BC=40;NEXT T;B
C=20275;IF @(Xb9+7)=0@(Xb9+6)=1
20265 NEXT X;IF X>WGOTO 100
20268 FOR T=1TO 5;IF N=2540+Tb32GOSUB 9;M=-Z
20270 NEXT T;FOR T=1TO 5;IF @(Xb9+T)NEXT T;GOTO 3950
20271 @(Xb9+8)=@(Xb9+8)+1
20272 GOSUB 3850;GOSUB 3750;GOTO U

```

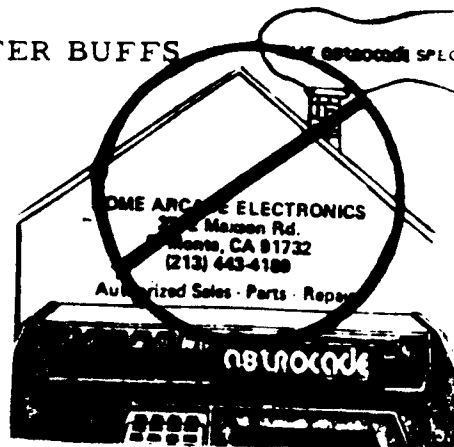
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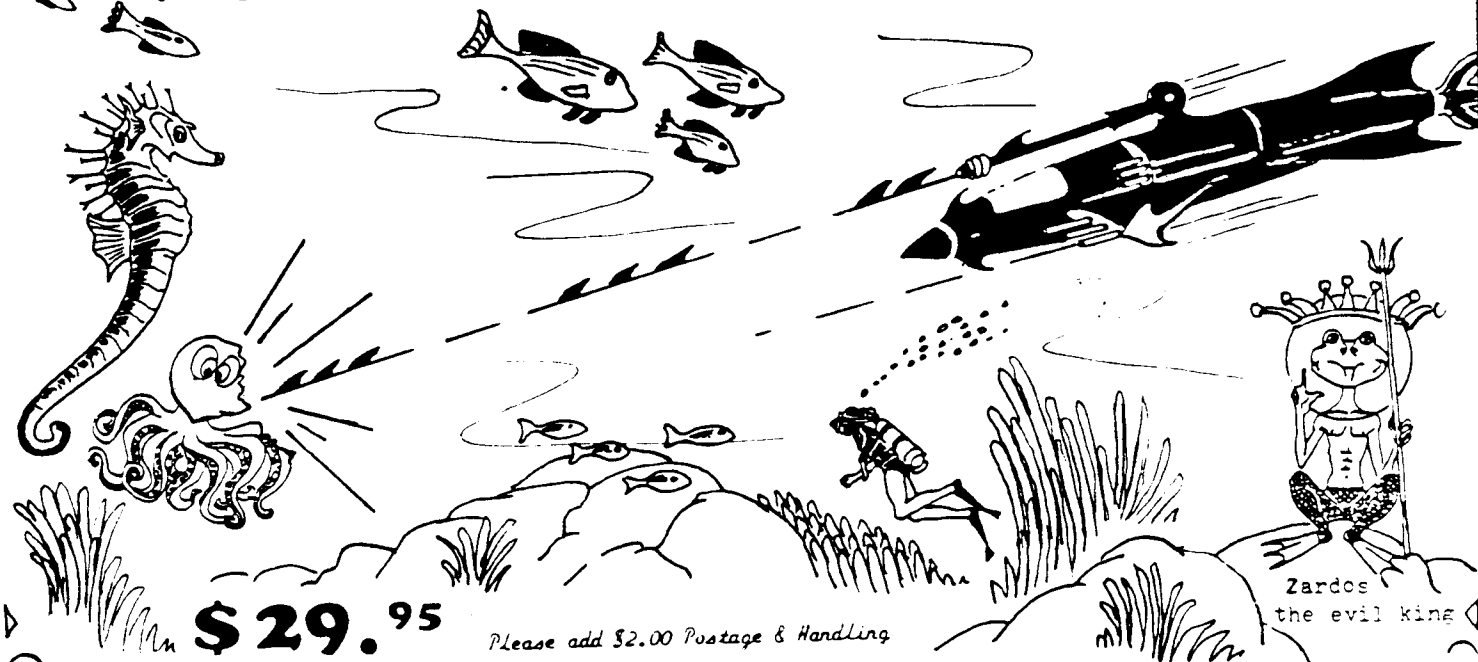
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ADS This space is available for free ads - anything having to do with the Arcade. I'd prefer them to come typed, 78 characters per line maximum, 4 lines maximum, so that all I have to do is cut and paste.

With all the sales going on; now is a good time to pick up those Videocodes you don't have - they may be the collector's items of the next century...

This little filler identifies some of the normal contents of a few of the memory locations:

**ASTRO BASIC MEMORY
MAP FOR VARIABLES**

%(20002)--%(20052)= A THROUGH Z

%(20054)=BC	%(20066)=MO	%(20078)=VC
%(20056)=FC	%(20068)=TA	%(20080)=NM
%(20058)=NT	%(20070)=TB	%(20082)=VA
%(20060)=CX	%(20072)=TC	%(20084)=VB
%(20062)=CY	%(20074)=VR	%(20086)=NV
%(20064)=XY	%(20076)=VF	%(20088)=RM

I'd like to take this opportunity to wish you all the best of the Holiday Season, and good fortune in the next year.

The ARCADIAN
Robert Fabris, a-munching
3626 Morrie Drive
San Jose, CA 95127

the SOURCE TCD 959

