ARCADIAN

Jan 27.1984 Vol 6 No3

REPORTING ON THE CONSUMER ELECTRONIC SHOW I spent a couple of days at the CES in Las Vegas earlier this month, looking at the various manufacturers' displays, as they try to sell their wares to the distributors and dealers in the country. This is where buyers from Macy, K-Mart, Nieman-Marcus, Sears, and the local stereo store, etc., place orders for the next year's delivery of all kinds of electronic goodies. The big things were the new Kodak portable TV camera/recorder at 5 pounds and 1800 dollars. This machine is styled in a fashion similar to most TV cameras. Also seen (but weren't operating) were mockups by Sanyo and by Fisher of a camera/recorder about the size of a big Nikon 35mm camera. They use the same size 8mm recording tape as the Kodak item, but with a separate recording unit --- lots of game companies are now making their games in many formats to broaden their selling base. --- Vending machines that will change the game in your cartridge (Atari, Commodore,etc) to something else for one or two bucks. --- The laser disc/game combination will expand. Bally was showing the Sega "Astron Belt" game that has a computer-generated foreground where you play the game while the background is taken from the scenes on a laser disc. In another format, there is a game built like a tree where you start the adventure at the trunk, and your decisions cause you to move out one or another of the branches. All the possible plots are stored on the disc and it blacks out for a second as the laser searches for the next plot segment. This cartoon-type system has been seen in the Arcades already.

CORRECTION to the Astrocade telephone number of last month - the area code should be 614.

STAND ALONE KEYBOARD ADDITION We have all moaned about the difficulty we have in entering programs using the Arcade's keypad. As mentioned last month, there have been a number of schemes, but none were apparently reliable in their operation, or had some 'bug' that would keep them from performing all the required functions. I was about to supply schematics of some of these ideas, in case someone wanted to try their hand at solving the problems. But this became unnecessary as one of our hardware suppliers is about to present us with a complete keyboard system that will finally give us the convenience of a typewriter-sized input mechanism. We have seen the keyboard before, on page 174 of Vol 5. Yes, the keyboard will be produced by Alternative Engineering, as a component part of the Zgrass System. They will provide the 81 key keyboard which includes a numerical keypad, the 8048 microprocessor with 1K ROM decoder, plus a coil cord to plug into a new Basic cartridge that will have the ability to accept the keyboard inputs as well as the traditional cassette interface. This can be considered the first step to the full-blown Zgrass system, as compatibility is built-in.

TROUBLESHOOTING PROGRAMS will be undertaken by the folowing gentlemen. If you have been having difficulty with any of our programs, you have a couple of alternatives - Contact the author, whose address I usually place near the listing, or contact one of these volunteers:

P. Potter 704 Northwest Ave., Union,IA, 52175
K.Lill 6608 Soyhe Campbell, Chicago, IL, 60629
M.Carlson PO Box 2205, La Habra, CA 90631-1405

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STANDARD OPERATING PROCEDURE here is to load an incoming program from tape, use the attached listing in case there is a problem in loading, and then run the program. We don't have the time to try all possibilities available in a program, and so there may be some 'glitchrs' or 'bugs' in the program. We then print the program out of the Arcade unit for inclusion in the Newsletter. We are alsways interested in programs, and we occasionally have a contest as discussed on p.11. We have enough programs now for a contest next month, and I expect that issue be be closer to the middle of the month.

BLUE RAM / PRINTER CONTROL system is now available from George Moses (P.O. Box 686, Brighton, MI 48116, for $15. This taped program will type everything in a program, leaving proper spaces, replacing lower case symbols with proper characters, and includes all arrays. I hope to have my NEC working with it for the next issue.

ATTENTION--NEW AND OLD BLUE RAM USERS

Perkins Engineering has moved, and is under new management. The new management has been the manufacturing facility of Perkins Engineering for some years.

We hope to have the transitional period change completed shortly, with a full line of Blue Ram devices and services.

16-K AND 32-K BLUE RAMS NOW BEING SHIPPED

The Blue Ram by Perkins Engineering has already opened the door to hundreds of creative programmers who love the powerful graphics and sound capabilities in the Astrocade, but were stymied by its lack of random access memory (RAM). No more! Now, instantly, you can have up to 32768 bytes of additional memory.

You can use the Blue Ram to copy a game cartridge on regular cassette tape using the machine language routines included in the Blue Ram Utility program. Learn Z-80 machine code and modify an existing game cartridge! Write your own cartridge! And, with the 24 pin socket on the Blue Ram you can adapt your computer to drive a modem, a printer, a keyboard and many other applications! Regular price is $249.95. (32K model is $369.95).

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Written by Jay Fenton and John Perkins to take advantage of the Blue Ram's exclusive input and output ports, hardware and software switching mechanisms, and the Astrocade's outstanding game and graphics design capabilities. With 16K Blue Ram it gives up to 15,500 bytes of programming space (total SZ. With 32K Blue Ram total SZ is 31,884), with special POINT, CIRCLE and SNAP commands, 4 colors, built-in math routines, keyboard and printer-driving logic, 300 baud or 2000 baud data output and much more! Will not operate without a Blue Ram or other extended memory. Regular price is $49.95.

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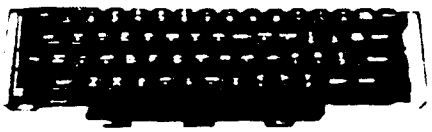

The Blue Ram Keyboard! A 62 key typewriter style assembly mounted on wooden end blocks and fitted with a 3 foot cable to plug into the Blue Ram ZIF socket. Bally's command words are added to the keys. Price assembled and tested is $89.95

PERKINS ENGINEERING

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Phone (216) 676-0603, Joe Poelking

When ordering specify whether you have 300 baud Bally Basic or 2000 baud Astrocade Basic

Jan. 27, 1984 ARCADIAN Vol 6. No. 3

THE GAME PLAYER

. . . goes on the offensive in

COSMIC RAIDERS
Astrocade # 2019

"Warning! Warning! Enemy space fighters spotted on radar!" screamed the Lieutenant.

"Engage maximum thrust," ordered the Captain, as their Cosmic Raider space craft burst forward at warp speed. Glancing down at the radar, a chill of fear struck deep within, for there one could see a vast and rapidly approaching force of Battle Cruisers and Kamikaze ships.

"Range . . . 1000 and closing. Sir, scanners have identified fighter craft as those of Larkin," reported the Lieutenant as he energized the proton torpedoes.

The Captain flinched slightly, then turned and said, "Maintain course and speed. The evil Larkin must be destroyed. An example of our power shall be made."

Little did the bold Captain and his brave Lieutenant know that they were merely bytes of memory in a ROM chip, parts of a new and exciting video game by a company called Astrocade. (Sorry gang, had to end the story somewhere.) But you can carry on and be your own Captain in this one to four player game, which very much resembles and plays like the coin-op DEFENDER.

In COSMIC RAIDERS, the player(s) can maneuver his ship up or down, fly toward the right or left, and control his speed also. Fast speed has a great sound effect of full thrusters. For that matter, all the sound effects are quite good, and received praise from all our players.

The "playing field" of the game is almost the entire television screen. At the bottom is a mountainous landscape, which passes by rapidly as you fly across the screen. Below that is a radar screen, that shows the exact positions of all moving objects on both sides of the non-visable playing area. It is very well designed, and an indespensible aid to the player(s).

Each player has a choice of a skill level, 0-9, and number of ships, 1-9. Bonus ships can be won, but never more than nine at one time. The goal, if you have not guessed by now, is to shoot down all of the many types of fighters, bombs, and Kamikaze ships before they get you. Doing so allows one to proceed to the next sector, to do it all over again. Each sector is more difficult. However, there is one object called an "Energy Star" which periodically floats across the screen. If your ship passes into it, you will be protected by an invincible force field for about ten seconds. You may use them anytime you wish, or save them for later.

At higher levels of play, some of the enemy fighters will fire at you from behind, and some of the Kamikaze ships will actually chase you, and I mean right on your tail, too!

COSMIC RAIDERS is another fine game from Astrocade. It was designed and programmed by Bob Ogdon, and developed by Action Graphics. It should provide some good fun for players of all ages. We really like it.

SCOREBOARD

Cartridges:

Bally Pin I	320,430*	Don Gladden
Bally Pin II	336,700	Stan Kendall
Wizard (Skill 1)	453,200	Stan Kendall
Ms. Candyman (Skill 1)	111,177	Mike Prosise
Pir.Chase (Skill 1)	1,942,443	Mike Prosise
Pir. Chase (Skill 9)	705,284*	Peggy Gladden
Space Invaders	7,045	Stan Kendall
Muncher	69,000*	Melinda Mullen
Solar Conqueror	18,871*	Lloyd Friedman
Sea Devil	177,850*	Eric Allen

Cassettes:

Dungeons of Dracula	3,440	Al Showalter
Exitor	31,575	Fred Olivas
Yahtzee (2 player)	348	Peg Williams

* New high score (As of 1-6-84)

WANTED: Your opinions and comments on any cartridge or cassette game(s). Is the game fun? Or, is it a waste of money? Is it challenging, or too easy? Etc. These opinions will be included in future game reviews so that we may better provide an accurate appraisal of a particular game. If enough people respond, we may even forward the results directly to the game's manufacturer.

When you submit your high score on a game, please include the skill level. Send your scores, questions, comments to: Game Player, 48-G Ridge Road, Greenbelt, Maryland. 20770

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GOLDDIGGER INSTRUCTIONS:

GOLDDIGGER is a game of strategy and LUCK for one player. Type the program from the listing and PRINT SZ. If you have no errors you should see 1452. Enter the DATA statements in direct mode being very careful to include the !s and commas. Save to tape using :PRINT or for auto start use %(!6D2E)=27195; %(!6D30)=13;:PRINT %(!6000),2000 Either way :INPUT will load.

In playing GOLDDIGGER you are a miner searching for gold nuggets far below the surface. Some nuggets may just be picked up but to get others you will have to "blast your way in". You have 10 explosive charges. To use one to blast away a section of earth just HOLD the joystick in the direction of the section in your way and pull the trigger. If the joystick is not positioned, the explosion will take away one of your three miners! When the charge detonates, the earth will shake and several chunks will fall. You don't want one to fall on your miner! Use strategy in placing your explosives. Don't use them unless you must. They are very unstable and once in a while one will go off where you didn't want it to. A miner may carry as many nuggets as he wishes but to get credit for them you must send him to the "Bank". Move the miner to the left of the yellow box containing the number of "miners left". Move the joystick foreward and the nuggets will be exchanged for money and will register as score. You will also be given 5 new explosive charges (max. of 10 at any one time). When you have cleared a screen, go to the bank and a new screen will appear. If you have only one explosive charge left the screen will turn red as a warning to head for the surface. If you have to use the last charge an alarm will sound meaning you have only about 20 seconds to get to the bank and press the joystick foreward. If you don't make it you lose a miner! When a miner is "killed" a cross appears at the site. Your next miner may pick up the cross and get all the gold the unfortunate one was carrying. At $5000 a new miner will be awarded. Joystick #1 moves the miner and places the charges in any of the eight directions. The trigger detonates the blasts. Any key replays. Good prospecting!!

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```
 1 .GOLDDIGGER
 2 .BY DAVE CARSON
 3 .P.O.BOX 39, KIPTON,    OHIO----44049
 4 .(216)774-4645
10 CLEAR ;FA=127;FB=128;BC=4
20 DATA I,3,0,0,10,930,900,910,920,0,0,0,0;&(9)=-1;&(10)=196
40 B=0;FOR A=-77TO 75STEP 8;@(B)=A;B=B+1;NEXT A;B=20;FOR A=34TO -38STEP -6;@(B)=A;B=B+1;NEXT A
49 IF R=0CLEAR
50 CF=SM.;BOX -40,46,80,8,7;CX=-64;CY=48;PRINT " G0LDDIGGER!";CX=44;CY=47;CF=L.;PRINT "$",#0,Q
51 BOX 35,46,8,6,5;CX=35;CY=46;CF=SM.;PRINT #0,I;CF=L.
53 L=10;GOSUB 64
55 GOTO 300
60 IF JY(1)#1RETURN
61 L=L+5;BC=4;IF L>10L=10
64 IF T Q=Q+T;CX=50;CY=47;PRINT #0,Q;T=0
65 IF Q>=5000I=I+1;CX=35;CY=46;CF=SM.;PRINT #0,I;CF=L.;)65=15662
66 RETURN
70 IF L=0RETURN
71 MU="Q";R=R-1;BOX D,E,8,6,4
75 RETURN
80 SHOW D,E,2,)N;RETURN
100 G=X+D;H=E+Y;IF L=0RETURN
102 IF RND (35)=1G=D;H=E
105 FOR A=1TO 4;PLAY%(!1FD7);SHOW G+1,H,2,)P;SCROLL 0,2,160,100,1
110 SCROLL 0,2,160,100,-2;SCROLL 0,2,160,100,1
115 NEXT A;BOX G,H,8,6,4
116 IF G=DIF H=EGOSUB 250;RETURN
117 GOSUB 200;RETURN
120 FOR V=0TO 30;MU="X";GOSUB 620;MU="X";NEXT V;GOSUB 80;GOTO 250
200 FOR V=1TO 20
210 J=RND (19);K=RND (12)+20;IF PX(@(J),@(K))=21F PX(@(J)+1,@(K)-6)=0BOX @(J),@(K),8,6,4;BOX @(J),@(K)-6,8,6,6
230 NEXT V;L=L-1;IF L=1BC=80
231 IF L=0GOSUB 120
232 RETURN
240 )65=20845;RETURN
250 I=I-1;IF I<1CY=0;CX=-27;PRINT "GAME 0VER";@(34)=Q;IF @(35)<Q@(35)=Q
251 IF I<1CY=-10;CX=-66;PRINT "T0DAY'S HIGH SC0RE IS:";CX=-15;PRINT "$",#0,@(35);IF KPGOSUB 240;RUN
255 S=D;U=E;BOX S,U,8,6,4;PLAY%(!1FBD);SHOW S,U,2,)M;@(33)=T;T=0
260 CX=35;CY=46;CF=SM.;PRINT #0,I;CF=L.;L=10;BC=4;GOTO 600
300 FOR A=-77TO 80STEP 8;FOR B=40TO -46STEP -6
310 C=RND (6);IF C=2BOX A,B,8,6,4
320 IF C#2BOX A,B,8,6,6
330 IF C=3BOX A,B,8,6,4;SHOW A,B,2,)O;R=R+1
340 NEXT B;NEXT A
350 GOTO 600
400 BOX D,E,8,6,4;MU="O";T=T+@(33);S=0;U=0;GOSUB 80;RETURN
600 D=11;E=46
610 GOSUB 80
620 X=JX(1)b8;Y=JY(1)b6
630 F=0;IF PX(D+X,E+Y)<2F=1
635 IF L<1GOTO 645
640 IF PX(D+1,E-1)=1T=T+10;GOSUB 70;GOSUB 80
645 IF D=27IF E=46GOSUB 60;IF R=0FOR V=0TO 1000;NEXT V;BC=4;GOTO 49
646 IF L<1GOTO 700
650 IF TR(1)GOSUB 100
655 IF PX(D,E-2)=1GOSUB 400
660 IF PX(D,E)=2GOTO 250
700 IF FSHOW D,E,2,)N;D=D+X;E=E+Y;SHOW D,E,2,)N
710 IF L=0RETURN
```

EXTENDED BASIC

```
800 GOTO 620
900 A2345678901234
910 A2345678
920 A23456789O123456
930 A234567890123456
```

X+X+X+

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Every issue of the Arcadian we like to have a "super special". This month we have a good one. You can get (with any other purchase) a Galactic Invasion, #2011, for the incredably low price of $4.95. Enjoy this fantastic space game at an amazing price. This price, as well as our other sale prices, will remain in effect until our inventory is depleted.

Thanks go to all of our customers who took advantage of our Wavemakers Super Sale. We regret that we can no longer offer sale prices on the Castle of Horror and Pack-Rat special.

Remember, we have all of the latest games. Sea Devil,Sneaky Snake,Ms. Candyman, and Treasure Cove just to name a few. Call for the latest information on all of the newest games.

We are now stocking C-10 blank cassettes. These are handy for storing all of your Astro BASIC creations($1.00 each-three for $2.50-ten for $7.00). We also have some Parts available such as transformers, RF modulators and many other parts.

We hope that we can serve you well in the coming year. We are not a fly-by-night outfit. ABC has been in the hobby business for thirty eight years. We would be more than happy to take your order any day but Wednesday (we need a day off too). For those of you who cannot wait to place an order, feel free to take advantage of our 24-hour order line.

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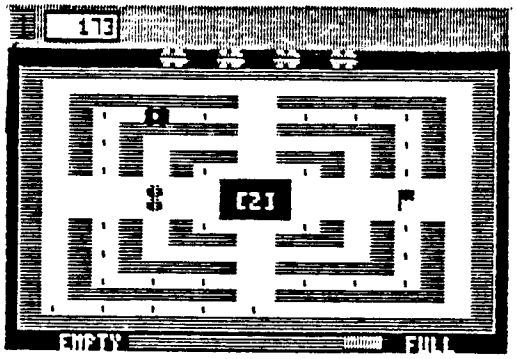
EXTENDED MEMORY PRODUCTS REVIEW

by Dave Carson

Before getting into this month's featured software, COLLISION COURSE in E.B. from WAVEMAKERS, I have a couple of announcements to pass along. First of all, thanks for all the reader response. I appreciate hearing from you and I will answer your extended memory questions to the best of my ability. Secondly, in response to the requests for reviews of specific items, I can only do them as I receive them. Finally, those of you who have written to PERKINS ENGINEERING recently and haven't gotten the answers you expected due to illness, please watch this column in the next couple of issues. I am expecting to hear from John Perkins soon and will then be able to provide the information you need.

see ad p22

COLLISION COURSE in E.B. is one of those few game programs that might best be described as a "classic" for our system. It is fashioned after the coin-op, HEAD-ON. Practically every computer or game system boasts of at least one version of this game.

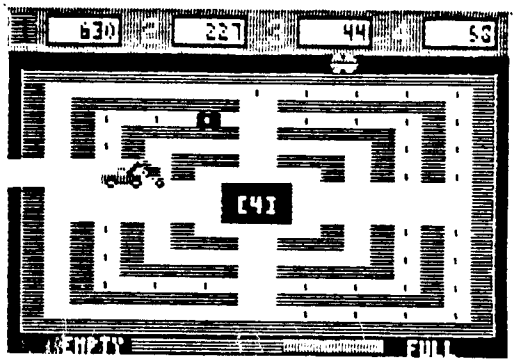


The cassette is packaged in the traditional WAVEMAKERS style. The instruction sheet is folded in such a way to display the title and accompanying illustration through the top of the box. The documentation is complete and easy to understand with notes on tape loading and troubleshooting. The game accommodates from one to four players, chosen by knob # one at the completion of the load.

The gameboard is a rectangular maze of four lanes of dots with lane openings North, South, East, and West. The top of the screen keeps track of player data. "Pit road" where the remaining cars are parked is just below the scoreboard. The infield displays the number of the current screen or level. At the very bottom is the all important fuel guage. Each player is given five cars at the beginning of the game. A bonus car is awarded for earning 1000 points. Your car moves through the maze in a clockwise direction picking up dots for points by passing over them. A computer controlled car is on the track moving in a counter-clockwise direction. The object is to clear the track of all the dots in order to go on to the next screen. You must avoid collision with the computer car by changing lanes. This is accomplished by steering with the joystick at the lane openings. When changing lanes, care must be taken not to collide with the walls. Your car may move one or two lanes at the openings depending on the length of time the joystick is held. The fuel supply is constantly being depleted as you drive.

Increasing speed also increases fuel consumption. Each player's turn continues until a crash occurs with the computer car or a wall, or the fuel guage reaches empty. Checkered flags appear occasionally on the track. Passing over one of these flags will add to both your fuel supply and your point total.

When a crash occurs at any location on the screen, your car spins wildly amid a burst of circular shock waves. A tow truck will come on to the track from the left side. The truck will go to the location of the wrecked car, pick it up, and tow it off the left side of the screen. When



a screen is completed, the tow truck will also make an appearance. Bonus points are awarded for completion of a screen. The bonus begins at 50 and increments by 25 points per level. The tow truck tows the bonus points across the screen.

The game is fairly easy to play in the first four levels. Patterns can be established to clear the dots. Beginning with level five, you can throw away any patterns you've been using and start over! Road blocks appear at the bottom of the screen and travel upwards as the game progresses. Hitting one of these results in a crash. If you finally master level five, you will find the road blocks on six moving much faster. The game does not allow boredom! The farther you go the more challenge it offers.

COLLISION COURSE in E.B. is a game for nearly everyone. It features full color and sound effects along with playability that is addictive (betcha can't play it just once!) and challenging. The E.B. version has everything that the A.B. tape has (re. GAME PLAYER Vol. 5, issue 9) and much more. The recommendations from here are that it is a "must" addition to your game software collection. The program runs in a 4k or larger system.

As can be seen from the screen pictures included, I have achieved four color representation in my screen dump to printer routine. Now, any screen in BASIC can easily be printed.

A s.a.s.e. will insure an answer to your letters. Any products using or creating external memory on the BALLY system that you have for sale and would like to have appear in this space should be sent with full documentation. It should be sent to me in the exact format that a customer would receive it. If the item is software and there is a specific screen that you would like to have illustrated, let me know and I will try to get it to paper.

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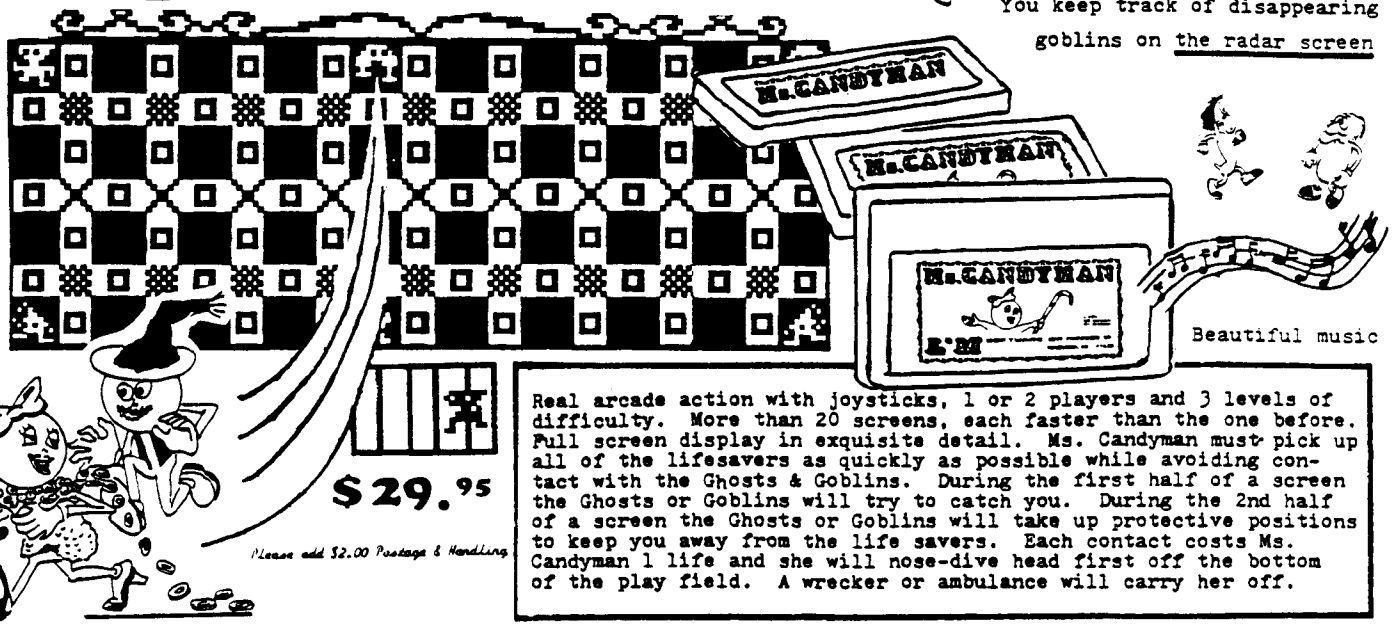
Ms. CANDYMAN

CARTRIDGE

You keep track of disappearing goblins on the radar screen



Beautiful music

$29.95

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Real arcade action with joysticks, 1 or 2 players and 3 levels of difficulty. More than 20 screens, each faster than the one before. Full screen display in exquisite detail. Ms. Candyman must pick up all of the lifesavers as quickly as possible while avoiding contact with the Ghosts & Goblins. During the first half of a screen the Ghosts or Goblins will try to catch you. During the 2nd half of a screen the Ghosts or Goblins will take up protective positions to keep you away from the life savers. Each contact costs Ms. Candyman 1 life and she will nose-dive head first off the bottom of the play field. A wrecker or ambulance will carry her off.

We accept Mastercard, Visa and COD orders. We also accept checks or money orders thru the mail.

L'M Call 812-853-6895

SOFTWARE 8599 FRAMEWOOD DR. NEWBURGH, IN. 47630

CARTRIDGE

SEA DEVIL

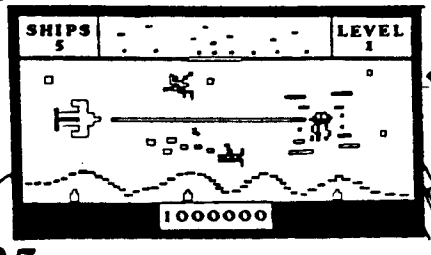
You are the guardian of a 21st century undersea farm. Not only is this important to the survival of the people on earth but the company you work for have risked millions on this venture.

Zardos, the evil king of a distant planet, needs this food for himself and has sent android divers with other sea creatures to steal this food.

You are provided with the under sea hi-tech, sub-surface cruiser, Sea Devil, equipped with the latest in sonar screens. You can spot targets at great distance. As they come into range your laser makes quick work of the poachers and accumulate valuable sub credit points for yourself.

Zardos personally is commanding a submarine which will fire cluster bombs to keep you at bay.

Can you get Zardos in his sub? He's worth 1,000 points if you can.



Zardos the evil king

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ADS

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For Sale 5002, $10; 2004, 2012, 3001, 3002, 3005, $15. each; 2017, $25. All have manuals except 2012. K. Brenden 3347 N. Jackson Ave., Rosemead, CA, 91770

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