VOL. 2 - ISSUE 2

Adventure International

A DIVISION OF SCOTT ADAMS, INC

SUMMER 1981 CATALOG

BOX 3435, LONGWOOD, FLA. 32750 (305) 862-6917

StarFighter

THE PENULTIMATE Space War Game is *HERE!*

SEE PAGE 19

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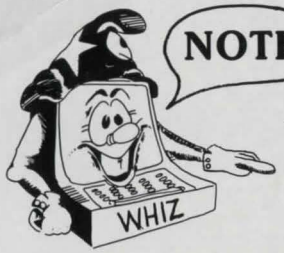

NOTE: MANY OF THE TRS-80 DISK PROGRAMS HEREIN REQUIRE TRSDOS™ TO RUN.

TAPE - STANDARD CASSETTE TAPE
TAPE to DISK - CASSETTE TAPE THAT RUNS ON TAPE MACHINE OR CAN EASILY BE TRANSFERRED TO DISK
DISK* - STANDARD 5¼" DISKETTE UNLESS 8" NOTED

* May not be copyable on user's system using standard copying procedures.

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Adventures by Scott Adams
AN OVERVIEW

I stood at the bottom of a deep chasm. Cool air sliding down the sides of the crevasse hit waves of heat rising from a stream of bubbling lava and formed a mist over the sluggish flow. Through the swirling clouds I caught glimpses of two ledges high above me: one was bricked, the other appeared to lead to the throne room I had been seeking.

A blast of fresh air cleared the mist near my feet and like a single gravestone a broken sign appeared momentarily. A dull gleam of gold showed at the base of the sign before being swallowed up by the fog again. From the distance came the angry buzz of the killer bees. Could I avoid their lethal stings as I had managed to escape the wrath of the dragon? Reading the sign might give me a clue to the dangers of this pit.

I approached the sign slowly.

And so it goes, hour after hour, as you guide your microcomputer through the Adventures of Scott Adams in an effort to amass treasures within the worlds of his imagination.

By definition, an adventure is a dangerous or risky undertaking; a novel, exciting, or otherwise remarkable event ot experience. On your personal computer, Adventure is that and more.

Playing any of the Adventure series consists of three elements: you, the user; the games themselves; and the author, Scott Adams of Orlando, Florida.

For the user, playing Adventure is a dangerous or risky undertaking in that you better be prepared to spend many addictive hours at the keyboard. If you like challenges, surprises, humor and being transported to other worlds, these are the games for you. If you dislike being forced to use your common sense and imagination, or you frustrate easily, try them anyway.

In beginning any Adventure, you will find yourself in a specific location: a forest, on board a small spaceship, outside a fun house, in the briefing room of a nuclear plant, in a desert, etc. The top portion of your video display will tell you where you are and what you can see; the bottom section of the display is devoted to inputting commands to your robot computer and receiving messages that may arise as the result of your orders. You have to get used to looking at both the top and bottom portions in order to find out what's going on in the game but it doesn't take long for the reading to become a reflex. In fact, you will have to live in those imaginary worlds.

By using two-word commands you move from location to location (called "rooms" although some rooms represent outdoor sites such as a swamp), manipulate objects that you find in the different rooms (pick them up, put them down, carry them, etc.), and perform actions as if you were really there.

The object of a game is to amass treasure for points or accomplish some other goal such as preventing the destruction of the automated nuclear plant in Mission Impossible. Successfully completing a game, however, is far easier to state than achieve. In many cases you will find a treasure but be unable to take it until you are carrying the right combination of objects you find in the various locations.

How do you know which objects you need? Trial and error, logic and imagination. Each time you try some action, you learn a little more about the game.

Which brings us to the term "game" again. While called games, Adventures are actually puzzles because you have to discover which way the pieces (actions, manipulations, use of magic words, etc.) fit together in order to gather your treasures or accomplish the mission. Like a puzzle, there are a number of ways to fit the pieces together; players who have found and stored all the treasures (there are 13) of Adventure #1 *may have done so* in different ways.

In finding how the pieces fit, you will be forced to deal with unexpected events, apparent dead ends and Scott's humor, which is one of the best parts of the puzzles. (For an example of his cleverness, read the advertisement next to the bottomless hole.)

If you run into a barrier like not being able to discover more rooms, don't give up. Play the game with some friends; sometimes they'll think of things you haven't tried.

Adam's series is based on a program developed by *Will Crowther and Don Woods of Stanford on large computer systems. But in creating his own Adventures, Scott has done a service to the microcomputer world; he has taken this fascinating game from the inner santums of large computer installations, improved it, and brought it into your home. As a bonus, the micro versions are generally more interesting and more challenging than the parent game.

If you're tired of video games of bouncing balls or shooting at targets; if you're ready for an intellectual challenge that transports you to new worlds of experience; if you want to see what a skilled programmer can do with a micro, invest in one of Scott Adams' games. An early Adventure (Adventure Land or Pirate's Adventure) is a good place to start because the more Adams creates, the tougher his puzzles get.

While I pondered how to reach the throne room — which I was sure contained the treasures of Croesus — the fog grew thicker and the hours passed. I realized I would not be able to outwit Adams today...but maybe tomorrow. I marked my present location on my tattered map and began the long trip to the surface. As I dragged myself off to bed, I thought about other possible Adventures.

Consider scenarios for children studying geography or history in which the permissible paths of solving a particular problem are dictated by the social constraints under which those societies operate. What better way to understand a foreign culture than to live by the rules of that culture? Or how about super-complex scenarios in which the solving of one game leads you through the door of another. That could begin the cycle all over again so several (chained?) programs have to be solved in order to complete a master problem...

But enough for tonight. Tomorrow — another crack at the chasm.

by Ken Mazur

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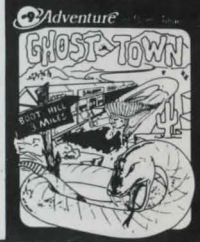
* SEE OUR NEW "CLASSIC ADVENTURE" Page 6

Adventure
BY Scott Adams



†0. **"SPECIAL SAMPLER"** - Never tried ADVENTURE? This special inexpensive sampler complete with 3 Treasures is a cut-down version of our large Adventureland. Guaranteed to supply hours of enjoyment: Try an ADVENTURE today!

†1. **ADVENTURELAND** - You wander through an enchanted world trying to recover the 13 lost treasures. You'll encounter wild animals, magical beings, and many other perils and puzzles. Can you rescue the Blue Ox from the quicksand? Or find your way out of the maze of pits? Happy Adventuring....

†2. **PIRATE'S ADVENTURE** - "Yo ho ho and a bottle of rum..." You'll meet up with the pirate and his daffy bird along with many strange sights as you attempt to go from your London flat to Treasure Island. Can you recover Long John Silver's lost treasures? Happy sailing, matey. . . .

3. **MISSION IMPOSSIBLE ADVENTURE** - Good morning, your mission is to... and so it starts. Will you be able to complete your mission on time? Or is the world's first automated nuclear reactor doomed? This one's well named. It's hard, there is no magic, but plenty of suspense. Good luck. . . .

4. **VOODOO CASTLE** - Count Cristo has had a fiendish curse put on him by his enemies. There he lies, with you his only hope. Will you be able to rescue him or is he forever doomed? Beware the Voodoo man. . . .

5. **THE COUNT** - You wake up in a large brass bed in a castle somewhere in Transylvania. Who are you, what are you doing here, and WHY did the postman deliver a bottle of blood? You'll love this ADVENTURE, in fact, you might say it's Love at First Byte. . . .

6. **STRANGE ODYSSEY** - Marooned at the edge of the galaxy, you've stumbled on the ruins of an ancient alien civilization complete with fabulous treasures and unearthly technologies. Can you collect the treasures and return or will you end up marooned forever?. . . .

7. **MYSTERY FUN HOUSE** - Can you find your way completely through the strangest Fun House in existance, or will you always be kicked out when the park closes?. . . .

8. **PYRAMID OF DOOM** - An Egyptian Treasue Hunt leads you into the dark recesses of a recently uncovered Pyramid. Will you recover all the treasures or more likely will you join its denizens for that long eternal sleep?. . . .

9. **GHOST TOWN** - Explore a deserted western mining town in search of 13 treasures. From rattlesnakes to runaway horses, this ADVENTURE's got them all! Just remember, Pardner, they don't call them Ghost Towns for nothin'. (Also includes new bonus scoring system!)

10. **SAVAGE ISLAND — PART 1** - WARNING FOR EXPERIENCED ADVENTURERS ONLY! A small island in a remote ocean holds and awesome secret. Will you be the first to uncover it? NOTE: This is the first of a larger multi-part Adventure;, it will be necessary to purchase additional packages to complete the entire Adventure.

11. **SAVAGE ISLAND — PART 2** - After struggling through Part 1, you have the consolation of knowing its half over. This concludes this two part ADVENTURE it requires you have completed #10 and received the password to start #11.

† Recommended for the novice Adventurer, with many built in HELPS!

ADVENTURE #12
GOLDEN VOYAGE

SEE ORDERING INFORMATION BELOW

WARNING
FOR EXPERIENCED
ADVENTURERS ONLY!

The king lies near death in the royal palace — you have only three days to bring back the elixir needed to rejuvenate him. Journey through the lands of magic fountains, sacred temples, stormy seas, and gold, gold, GOLD! Can you find the elixir in time?

HELP IS HERE!

Having problems with a certain ADVENTURE? Can't figure out how to get the ox out of the bog or where the pharoah's heart is? These and many other clues are given in a special format, actually designed to help you as little as possible but still let you solve the ADVENTURE yourself.

SPECIAL BONUS also included is a special section on drawing ADVENTURE maps.

Scott Adams' ADVENTURE HINT BOOK-Adventures 1-9
099-0082 . . . . . $7.95

ADVENTURE and Other-VENTURE HINT SHEETS NOW AVAILABLE!
—SEE HINT SHEET SECTION BELOW FOR DETAILS—

HINT SHEETS FOR ADVENTURE & Other Ventures

ADVENTURES

HINT SHEET - ADV. 1	099-0001	$1.00	HINT SHEET - ADV. 7	099-0007	$1.00
HINT SHEET - ADV. 2	099-0002	$1.00	HINT SHEET - ADV. 8	099-0008	$1.00
HINT SHEET - ADV. 3	099-0003	$1.00	HINT SHEET - ADV. 9	099-0009	$1.00
HINT SHEET - ADV. 4	099-0004	$1.00	HINT SHEET - ADV. 10	099-0098	$1.00
HINT SHEET - ADV. 5	099-0005	$1.00	HINT SHEET - ADV. 11	099-0128	$1.00
HINT SHEET - ADV. 6	099-0006	$1.00	HINT SHEET - ADV. 12	099-0129	$1.00

OTHER VENTURES

CLASSIC ADVENTURE	099-0106	$1.00
CURSE OF CROWLEY MANOR	099-0108	$1.00
ESCAPE FROM TRAAM	099-0109	$1.00

ADVENTURE BOOK OF HINTS (First 9 only)
Plus special section on Adventure Maps
SEE ABOVE FOR DETAILS!

Adventure ORDERING INFORMATION

ADV. No.	APPLE 2 24K TAPE to DISK	APPLE 2 48K DISK	TRS-80 MODEL 1 & 3 16K TAPE	TRS-80 MODEL 1 & 3 32 K DISK	ATARI 24K TAPE to DISK
0	041-0000 $ 6.95	—	010-0000 $ 6.95	—	051-0000 $ 6.95
1	041-0001 $19.95	—	010-0001 $19.95	—	051-0001 $19.95
2	041-0002 $19.95	—	010-0002 $19.95	—	051-0002 $19.95
3	041-0003 $19.95	—	010-0003 $19.95	—	051-0003 $19.95
4	041-0004 $19.95	—	010-0004 $19.95	—	051-0004 $19.95
5	041-0005 $19.95	—	010-0005 $19.95	—	051-0005 $19.95
6	041-0006 $19.95	—	010-0006 $19.95	—	051-0006 $19.95
7	041-0007 $19.95	—	010-0007 $19.95	—	051-0007 $19.95
8	041-0008 $19.95	—	010-0008 $19.95	—	051-0008 $19.95
9	041-0009 $19.95	—	010-0009 $19.95	—	051-0009 $19.95
10	041-0098 $19.95	—	010-0098 $19.95	—	051-0098 $19.95
†11	041-0128 $19.95	—	010-0128 $19.95	—	051-0128 $19.95
†12	041-0129 $19.95	—	010-0129 $19.95	—	051-0129 $19.95
1-2-3	—	042-0010 $39.95	—	012-0010 $39.95	—
4-5-6	—	042-0011 $39.95	—	012-0011 $39.95	—
7-8-9	—	042-0012 $39.95	—	012-0012 $39.95	—
††10-11-12	—	042-0130 $39.95	—	012-0130 $39.95	—

TRS-80 MODEL 2 - 8" DISK — Adventures 1 thru 9 (REQUIRES TRSDOS 2.0) 022-0013 $99.95

† Available in mid-summer.
‡ Trade in your Adventure 10 on its original A.I. disk for $7.00 credit towards the purchase of 10-11-12 disk. This may be done directly by mail or at your participating A.I. dealer.

NEW SERIES

other Venture

OTHER-VENTURES

Since their inception, Scott Adams' Adventures have been a mainstay in the libraries of computer owners. Now, the company that brought you these great programs brings you the fantasy/adventure games of other authors in this NEW series. Each program reflects many months and sometimes years of development by their respective authors.

Our standard Adventure series reflects Adventures written and executed using Scott's special machine-language interpreter. Our Other-Venture Series will contain adventures written using different methods, though still meeting the high standards set by Scott's original series!

We hope you have as much fun with this new series as with Scott's. (Be sure to look for new packages in both series in the future!)

CLASSIC ADVENTURE

First of the "Other Venture" Series

by the Company that brought you ADVENTURE by Scott Adams

TECHNOLOGICAL BREAKTHROUGH!!!

ALSO INCLUDES
COMPLETE SAVE & RESTORE GAME FEATURES

48K APPLE 2 - Tape to Disk	041-0106	$14.95
48K APPLE 2 - Disk WORKS ON 3.2 OR 3.3	042-0106	$20.95

COMING SOON FOR TRS-80 & ATARI

WHY ANOTHER VERSION OF ADVENTURE?

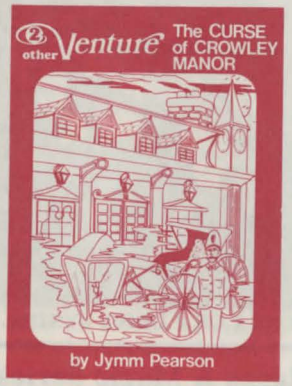
Since Will Crowther and Don Woods created it years ago, ADVENTURE has been programmed to run on nearly every computer known to man. The original Fortran version ran on a large PDP machine requiring nearly 300K of storage. At least three other versions of ADVENTURE exist for the APPLE. Some claim to be the only complete version; some claim to fill whole disks with program and data. To date, however, all require diskette access during the game to retrieve text for display on nearly every command. All added "features" of their own, changed some of the original text, or omitted something from the original.

In this version of ADVENTURE you get nothing but the real thing. NOTHING has been added or left out. By using a text compression technique seldom used on microcomputers, the nearly 44K bytes of text fit in less than 25K. This means no disk access is needed during the game and that it can be played on 48K systems without disk drives. Both tape and Disk versions are identical, only the media is different. The tape version includes instructions for making a disk copy. All versions work with either 3.2 or 3.3 APPLE disks and APPLE 2 or APPLE 2 Plus machines.

NEW SERIES

other Venture

THE CURSE OF CROWLEY MANOR



#2 in the OTHER-VENTURE SERIES

THE CURSE OF CROWLEY MANOR

by JYYM PEARSON

The scene is London, in 1913. Scotland Yard is buzzing with the news - there's been a murder at the Crowley Estate! What starts out as a simple homicide investigation turns into a trip into the depths of the occult as you try to solve **The Curse of Crowley Manor**. This program uses many unique plot-twists and strange devices to guide you through a victory, or a certain trip to the gates of hell. Second in the Other Venture Series, this program is sure to keep you riveted to your computer screen waiting for the next axe to fall!

16K Level 2 - Machine Language

TRS-80 TAPE Model 1 & 3	010-0108	$19.95
TRS-80 DISK Model 1	012-0108	$20.95

ESCAPE FROM TRAAM

#3 in the OTHER-VENTURE SERIES

ESCAPE FROM TRAAM

by JYYM PEARSON

Your small space cruiser is in trouble. As you crash on the planet Traam you wonder, "How will I ever get home?" Your subsequent journeys take you through a world of strange trees, silver streams, ancient aliens and large caverns. Will you find a way to get home? (Will you even get out with your life?!?) Another great Other-Venture by Jyym Pearson, Author of Zossed in Space, Curse of Crowley Manor and **Escape from Traam!**

16K Level 2 - Machine Language

TRS-80 TAPE Model 1 & 3	010-0109	$19.95
TRS-80 DISK Model 1	012-0109	$20.95

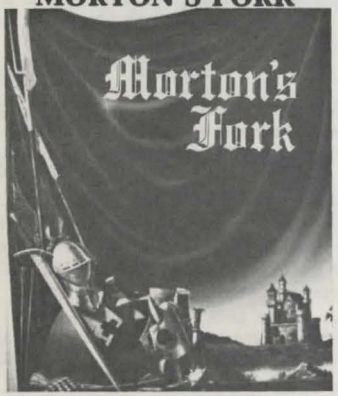
BALROG SAMPLER

REQUIRES 2 DRIVE SYSTEM

STONE OF SISYPHUS

FOR 1 OR 2 DRIVE SYSTEM

MORTON'S FORK



FOR 1 OR 2 DRIVE SYSTEM

Maces & Magic Series

By Chameleon Software

BALROG SAMPLER
requires 2 drive system

TRS-80 32K DISK Model 1 012-0099 $29.95

STONE OF SISYPHUS
Works on 1 or 2 drive systems

TRS-80 32K DISK Model 1 012-0100 $29.95

APPLE 2 PLUS or APPLE 2 - 48K
with Applesoft in ROM 042-0100 $29.95
WORKS ON 3.2 OR 3.3

MORTON'S FORK
Works on 1 or 2 drive systems

TRS-80 32K DISK Model 1 012-0113 $29.95

MACES & MAGIC are fantasy adventures involving you and your computer. Armed only with your wits, a microcomputer, and the software provided, you can become the hero or the meal your destiny dictates. You create a character, equip him (or her) with suitable weapons and armor, and enter the dungeon in search of fame and fortune. Neither is particularly easy to obtain.

If you are successful in avoiding or conquering the various monsters, traps, enchantments and illusions set by our nefarious dungeonmasters, you may escape with riches and glory. Your name and deeds will be recorded for posterity in the records of the dungeon. More importantly, you'll be alive. You may then use the same character in his more experienced and wealthy form when you enter dungeons on later occasions.

In each dungeon there are random events which occur, but in the vast majority of cases the skill of the player in making correct choices determine the outcome of the game. The majority of instructions are furnished within the program in the form of appropriate prompts.

There are many ways to meet an untimely demise in the dungeon. Monsters and such are just one of the lines of defense between you and the treasures stored there. Various traps await the unwary (and the wary too). Some are lethal, while others are merely unpleasant or inconvenient. It pays to be suspicious. Beware of orcs bearing gifts.

The object of the whole exercise is not just to fight the monsters and collect treasure. You have to get out alive to enjoy it. In every dungeon there is at least one exit. It is possible to escape from each and every dungeon with a whole skin. We state that fact here because players often believe this not to be true. We really aren't out to get you. Not really.....

Once you successfully exit from the dungeon you will have an opportunity to save your character for further adventures in this and other dungeons. Your treasures will be converted to their gold equivalent and your weapons and armor stored in bat guano. When you start another adventure, you may call up your experienced character for another trip. The only limitation is that once a character is killed, he may re-incarnated three times; after that, he is gone forever. No second chances, no tears, no breast beating. Gone. Kaput. Finished. You will have the distinction of adding to the dungeon statistics, however. A sort of second hand immortality in recognition of a nice try. No glory or cash though.

CHARGE!!

CHARACTER ATTRIBUTES

Strength: This attribute is one of the more important for warriors. It has a direct effect on which weapons you can use without tiring. It also deternmines how much weight you can carry. If your strength should ever drop below 5 (Heaven forbid!) You'll pass out and be easy pickings for whatever wanders along.

IQ: Intelligence helps wherever thinking and/or observation is more important then bludgeoning and adversary. There are secret doors to be discovered, potions to be examined, and warnings to be evaluated. Dummies do not do well in these catagories.

Luck: What can we say? There are situations where it pays to be lucky. In most of them, you'll never know how lucky you were...

Constitution: This is a measure of your general well-being. You may consider it your "life force". It has a direct bearing on how much punishment you can take. Need we mention what happens if it falls to zero? (Curtains!)

Dexterity: This is a measure of your ability, both with weapons and with using your body in general. When climbing a precipice you don't want to be too clumsy. If you try to use a weapon you are not dextrous enough to handle, you might hurt yourself. Be careful.

Charisma: Just because this is a solo game, you didn't think you'd be alone!! There are many situations in which it pays more to be charming than gauche. Even in the dungeon, manners and breeding count. Brush your teeth.

Kid Venture

RECOMMENDED FOR 4-10 YEAR OLDS

KID-VENTURES are computer adventures into the children's world of make-believe. They are based on fairy tales and children's stories and are made so your child may interact with the story. In the TRS-80 version, cardboard cutouts with pictures mask all keys except the second row and the space bar. (On APPLE version game paddle is used instead). This helps little fingers to find the right keys and allows use by readers and non-readers alike. Besides musical sound effects the story mode also includes a special play-a-long cassette tape. During the story your child will have the opportunity to answer simple questions, if right the story will proceed, if wrong he will be given another chance or may get the right answer by just pressing the space bar. You will be surprised how much your child will learn. Also your child can color the cardboard cutouts included for all computers.

KID-VENTURE #1
Little Red Riding Hood

TRS-80 TAPE to DISK Model 1 16K		
Model 3 32K	011-0030	$14.95
APPLE 2 (APPLESOFT REQUIRED) 32K TAPE to DISK	041-0030	$19.95
APPLE 2 (APPLESOFT REQUIRED) 48K DISK	042-0030	$24.95

WORKS ON 3.2 OR 3.3

KID-VENTURE #2
MATCH MAKER
'Twas the Night Before Christmas

Second in the series by James Talley. Because "Twas" has no quiz mode we are including Match Maker. Match Maker is a memory game great for readers and non-readers.

TRS-80 TAPE to DISK Model 1	011-0083	$14.95

KID-VENTURE #3
OLD McDONALD'S FARM

This, the latest in the KID-VENTURE series, is a sing-a-long venture into the age old nursery rhyme. Written in a new format, this KID-VENTURE does not require a voice tape.

TRS-80 TAPE to DISK Model 1	011-0124	$14.95

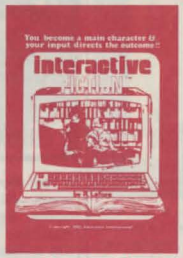
INTERACTIVE FICTION

BY ROBERT LaFORE

Apple Conversion by Marin Computer Center

Six Micro Stories

Local Call for Death



Two Heads of the Coin

His Majesty's Ship "Impetuous"

Dragons of Hong Kong

WHAT IS IT?

Interactive Fiction is story-telling using a computer, so that you, the reader, can actually take part in the story instead of merely reading.

HOW DOES IT WORK?

The computer sets the scene with a fictional situation, which you can read from the CRT. Then, you become a character in the story: when it's your turn to speak you type in your response. The dialogue of the other characters and even the plot will depend on what you say.

IS IT A GAME?

No. In a game the situation is rigidly defined and you can select from only a limited number of responses. But in Interactive Fiction you can say anything you like to the other characters.(Of course if your response is too bizarre they may not understand you.)

WHAT IS AVAILABLE NOW?

Robert Lafore, writer, columnist, and programmer, has created a series of works in Interactive Fiction.

Six Micro Stories offers a good introduction to Interactive Fiction. Six very short stories involve you, the reader, in a variety of situations: you are an American spy in Hitler's Third Reich, the pilot of a doomed 747, and more.

Local Call for Death is a detective story in the style of Lord Peter Whimsey. Considerably more challenging than the above program, this one will put your analytic skills (and social savoir-faire to the test.

Two Heads of the Coin is a psychological mystery set in the London of Sherlock Holmes. Most challenging of all, this program will tax your observational skills and above all your imagination.

His Majesty's Ship "Impetuous" — You are the Captain, Horatio Hornblower, back in the days when His Majesty's Navy ruled the seven seas. Pirates, plunder, fame and fortune await the intrepid captain. If you have ever enjoyed books about the sea, now is your chance to take the helm and find out what this life was really like.

NEW • NEW • NEW • NEW • NEW • NEW • NEW • NEW • NEW • NEW • NEW • NEW

Dragons of Hong Kong — A mystery adventure into the secret societies of the Orient. Your friend is killed because he has discovered the cherished secret. Now only you know, but can your instincts lead you into the inner circles of the enemy's hideout?

TRS-80 Model 1 32K DISK

Six Micro Stories	012-0021	$14.95
Local Call for Death	012-0023	$19.95
Two Heads of the Coin	012-0022	$19.95
His Majesty's Ship "Impetuous"	012-0077	$19.95
Dragons of Hong Kong	012-0125	$19.95

APPLE 2 - 48K DISK (Applesoft in ROM required)

WORKS ON 3.2 OR 3.3

Six Micro Stories	042-0021	$14.95
His Majesty's Ship "Impetuous"	042-0077	$19.95

INTERACTIVE FICTION QUAD PACK
TRS-80 MODEL 2 8" DISK
FIRST FOUR ON ONE 64K DISK
022-0081 $69.95
(REQUIRES USER TO HAVE TRSDOS 2.0)

ARCADE GAMES

TRS-80 version by MIKE WALL & JACK MONCRIEF

ATARI version by JEFF JESSEE

16K LEVEL 2
MACHINE LANGUAGE
ON TRS-80

TRS-80

LUNAR LANDER (TRS-80)

BY MIKE WALL & JACK MONCRIEF

In this version of the popular game, you will see the TRS-80 taxed to its graphic limits. Written in machine language, the landscape scrolls horizontally as you guide your module across the lunar surface. You must be careful! Because each crash costs you 1000 fuel units. But rest assured, there is afuel depot at the bottom of the ravine, if you can get to it safely.

TRS-80 TAPE Model 1 & 3 010-0094 $14.95
TRS-80 DISK Model 1 012-0094 $20.95

LUNAR LANDER (Atari)

Atari Version by Jeff Jessee

This joystick game is complete with color graphics, and 4 voice sound. Using the player missile graphics capabilities of the Atari, you must guide your LEM carefully across the alien landscape. If you make five successful landings, you plant the U.S. Flag to the tune of the "Star Spangled Banner." Multi-skill levels for notice to pro!

ATARI 24K TAPE to DISK* 051-0094 $14.95
***ATARI VERSION REQUIRES JOYSTICK**

MISSILE ATTACK

by The CORNSOFT GROUP

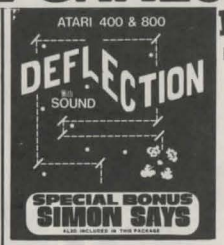
TRS-80™

16K LEVEL 2
MACHINE
LANGUAGE

MISSILE ATTACK By The Cornsoft Group

This realtime game (with sound effects) pits your twin silos of ABM's against a barrage of enemy missiles trying to destroy your cities. As your skill increases so does the difficulty of this ever popular arcade game! Watch the skies and may your aim be true!

TRS-80 TAPE Model 1 & 3 010-0102 $14.95
TRS-80 DISK Model 1 ONLY 012-0102 $20.95



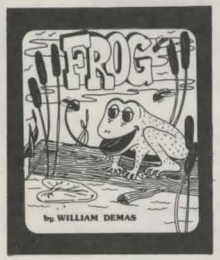
DEFLECTION

by JEFF JESSEE

8K BASIC

A fast moving Arcade game with simple rules and many skill levels will keep you and all your kids occupied for hours and hours. Early reports indicate this program has addictive qualities. **Special Bonus-** Also included with this program is the memory game SIMON SAYS.

ATARI 400/800 TAPE to DISK 051-0078 $14.95



FROG

by WILLIAM DEMAS

TRS-80™

16K LEVEL 2
BASIC

GRAPHICS &
SOUND EFFECTS

You are a hungry frog on the log, in a pond. You're trying to catch your dinner on the fly. Great fun for ages 5 and up. Bon Appetite!

TRS-80 TAPE to DISK Model 1 & 3 011-0055 $14.95

PLANETOIDS

by Marc Goodman

TRS-80 version by Greg Hassett
TRS-80 version currently being co-marketed by Adventure World under the name Fasteroids.

APPLE 2 - TRS-80

A real time graphics game! Apple version features supe sound effects, high resolution, and three different skill levels: Novice, for beginners — Average, "arcade" difficulty — and Expert, where the asteroids are attracted to your ship. TRS-80 version features different speeds, practice modes, and even a "dogfight" mode where you take on only the enemy ships. Both have true momentum movement! Game paddles are required on the Apple version.

APPLE 2 TAPE to DISK 32K 041-0015 $14.95
APPLE 2 DISK 32K
Works on 3.2 or 3.3 042-0015 $19.95
TRS-80 TAPE 16K 010-0015 $19.95
TRS-80 DISK 32K 012-0015 $20.95
Disk version actually tape version relocated for 32K systems.

ARCADE GAMES

SHOWDOWN

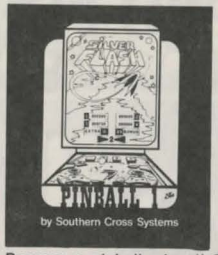
by RUSSELL STARKEY

TRS-80™

16K LEVEL 2
MACHINE LANGUAGE

Similar to the gun fighting arcade game. Super sound effects and graphics for 1 or 2 players. Has two six-shooters with wagons and cactus obsticles. Three skill levels, allowing the difficulty to change as your skill improves.

TRS-80 TAPE Model 1 & 3 010-0103 $14.95
TRS-80 DISK Model 1 012-0103 $20.95



SILVER FLASH

PINBALL 1

by SOUTHERN CROSS SYSTEMS

TRS-80™

16K LEVEL 2
MACHINE
LANGUAGE

Become a pinball wizard! This extremely realistic arcade simulation features four flippers, shake control and even a tilt mechanism. Bumper, blockades, graphics and sound effects all combined to make this a true crowd pleaser. First of a series.

TRS-80 TAPE Model 1 & 3 010-0086 $14.95
TRS-80 DISK Model 1 012-0086 $19.95

SPACE INTRUDERS

by DOUG KENNEDY
TRS-80 -16K -
Machine Language

COLOR INVADERS

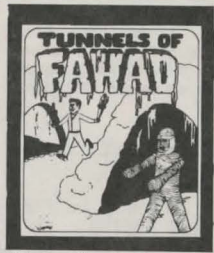
by CHARLES FORSYTHE
COLOR COMPUTER - 4K - BASIC
DESCRIPTION IS OF 16K TRS-80 VERSION. 4K COLOR SIMPLIFIED.

As battalions of evil invaders come out of the sky, you jump into your laser turrent and start defending the Earth from their unending attack.

This game is the best rendition yet of the most popular arcade game in history. Designed to emulate the Deluxe version, this game incorporates all the intrinsities of the original from the "SOS" of escaping intruders to the splitting invaders.

Even if you have one of the other versions on the market, you'll still consider this program a must for your collection.

TRS-80 TAPE Model 1 & 3 010-0116 $19.95
TRS-80 DISK Model 1 012-0116 $20.95
TRS-80 COLOR - TAPE — 4K BASIC 060-0053 $14.95



TUNNELS OF FAHAD with sound

by K. PFEIFFER

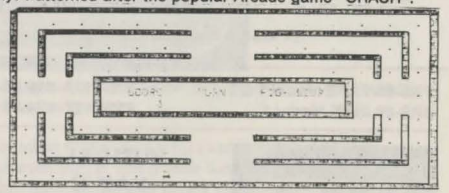
TRS-80™

TRS-80
Level 2
16K
BASIC

Rated "90" by 80-Software Critique!

USES OPTIONAL JOYSTICK

This real time action game is for one player. You attempt to recover the silver and tanna leaves while avoiding the Mummy! Patterned after the popular Arcade game "CRASH".



TRS-80 TAPE to DISK Model 1 & 3 011-0019 $14.95

MISSION: INVASION FORCE

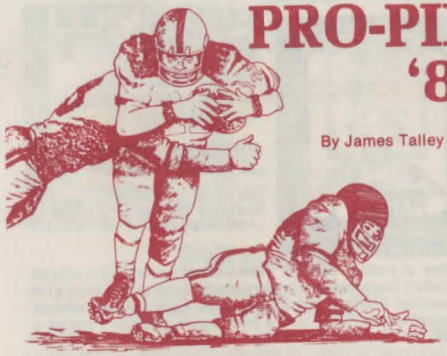
By Computhings

As you grab the control lever, the mother ship starts dropping attack raiders into the launching chutes. Upon filling, raiders start dropping from the heavens. Can you destroy them before they get you? Written in machine language, this hi-res program is complete with sound effects.

Requires game paddles.

APPLE 2 - TAPE 041-0121 $14.95
APPLE 2 - DISK 042-0121 $20.95
WORKS ON 3.2 OR 3.3

PRO-PIX '81



By James Talley

PRO-PIX '81 is the culmination of five years of development. With it, you can track the progress of teams in the National Football League during the regular season. PRO-PIX '81 will maintain weekly team schedules, keep track of scores, list current Division win - loss standings and, as a sideline, predict the probable outcome of the games. Though we can't guarantee the results, we nicked named our computer "Jimmy the Greek."

Below is a sample printout:

```
PREDICTIONS FOR THE REMAINING 16 GAMES OF PHILA:

   WIN OVER JERSEY     BY  8      WIN OVER NEW ENG     BY  5
   WIN OVER BUFFALO    BY  3      WIN OVER WASH        BY  9
   WIN OVER ATLANTA    BY  5      WIN OVER NEW ORL     BY  9
   WIN OVER MINNESOTA  BY  5      WIN OVER TAMPA BAY   BY 13
   WIN OVER DALLAS     BY  3      WIN OVER ST LOUIS    BY  6
   WIN OVER BALT       BY 13      WIN OVER JERSEY      BY 13
 * LOSS TO  MIAMI      BY  2      WIN OVER WASH        BY  2
 * LOSS TO  DALLAS     BY  4      WIN OVER ST LOUIS    BY 12

              14 WIN(S) &  2 LOSS(ES)
```

TRS-80 TAPE Model 1 & 3 **010-0127 $19.95**
TRS-80 DISK Model 1 **012-0127 $24.95**

MUSICAL YAT-C

by RICKY H. CATES & WALTER FULLER

TRS-80™

16K LEVEL 2 BASIC

A self-scoring musical strategy game for one or more players which also has a certain degree of luck involved! Similar to a popular board game sold nationwide.

TRS-80 TAPE to DISK Model 1 & 3 **011-0090 $14.95**

ANGLE WORMS/ CROLON DIVERSION

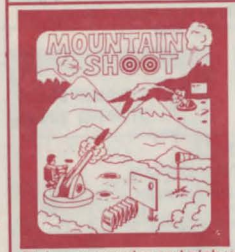
by STAN OCKERS

ATARI

8K BASIC

ANGLE WORMS - For 2 players (Requires two joysticks, if "NONE" is entered for second player's name then one may play). Each player attempts to prevent his growing worm from hitting an obstacle! Each worm may fire a projectile from its head to try and shorten its own length. Watch for the walls!

ATARI 400/800 TAPE to DISK 8K **051-0092 $14.95**



MOUNTAIN SHOOT

by JEFF JESSEE

ATARI

16K BASIC

Pick your powder and pick your angle as you plug away over the mountain. Great sound and superb colors! Has special limited powder version too for greater challenge!

ATARI 400/800 TAPE to DISK 16K **051-0079 $14.95**

POKER TOURNAMENT

by JOHN WARSHAWER

TRS-80™
Apple 2

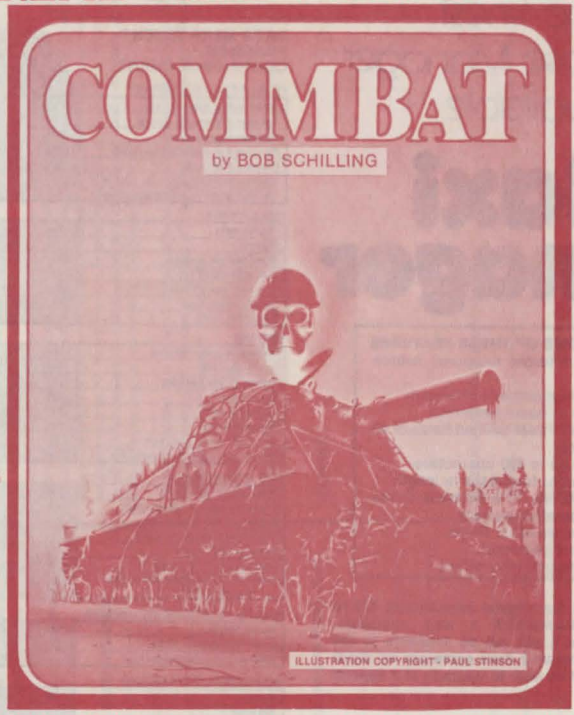
16K BASIC

POKER TOURNAMENT - This program allows one person to play five card draw poker with five computer controlled opponents.

FEATURES:
- Uses an attractive combination of graphics and alphanumerics- No scrolling.
- The deal rotates around the table.
- Has bluff and anti-bluff functions.
- When a player loses all his money, he leaves the game - The display is redrawn without his chair and the game continues.
- The last player at the table is congratulated as the victor.

TRS-80 TAPE to DISK Model 1 & 3 **011-0093 $14.95**
APPLE 2 (APPLESOFT REQUIRED) TAPE to DISK **041-0093 $14.95**
APPLE 2 (APPLESOFT REQUIRED) DISK **042-0093 $20.95**
WORKS ON 3.2 OR 3.3

THROUGH THE LINKS OF TIME
REAL TIME WAR GAME



SPECIAL EQUIPMENT: Two computers connected via the RS232 connection with full duplex modems or LYNX™ modem or CONNECTION™ modem. Will not work with half duplex modem. One modem must be originate the other answer. If both computers are in same room then the two RS232 cables may be connected with no modems or phone line required.

COMING FOR ATARI & APPLE

TRS-80 TAPE
Model 1 & 3
010-0123 $19.95

TRS-80 DISK
Model 1
012-0123 $20.95

A strategic and tactical battle game that allows you, with your computer's assistance, to pit your skill and dexterity against another player and their computer in a real time battle to the death!

You and your opponent are located in a 4096 square kilometer combat reservation with exactly the same resources available to each, the outcome will be governed by the skills of each player and a little luck. As soon as you have established serial communications with your enemy (110 to 9600 baud modem or direct connection), the battle is joined. You decide which weapons to carry, load them onto and manuever up to eight remote controlled tanks with the primary goal of finding and destroying your enemy's base before he can do the same to you. Each enemy tank that you can defeat in combat lessens his chances of finding you.

Offensive and defensive weapons available to you include: Rockets, Lasers, Shells, Mines, Decoys, Drone Reconnasiance Aircraft and one Nuclear ICBM. All but the last two items may be loaded onto, carried by and fired or dropped by your tanks, up to their maximum load carrying capacity.

Your computer displays current resource status, a map of the combat reservation updated by tank, base and decoy sensors and handles all communication chores, freeing you to make the strategic decisions and prosecute the tactical battle situations that arise.

COMMBAT requires as a minimum a computer system with RS-232 port and a 300 baud full duplex modem, or if the combatants are to be located within 300 feet of each other, a modem eliminator cable in lieu of the modems.

UTILITY PROGRAMS for your TRS-8Ø

The finest
Data Base Manager
Available

Maxi Manager

JUST CHECK SOME OF THESE FEATURES

- Supports six different relational search techniques.
- Comes with programmer's interface.
- Over 93 pages of documentation.
- Supports up to 20 user defined fields of 40 characters each.
- Record length up to 800 characters.
- Files can be up to four disks in length.
- Compatable 35, 40, 77 & 80 track drives with proper operating system.
- Has calculated equation fields.
- Complete report generator.
- Data can be merged into letters.

We had hoped to hold the original introductory $79.95 price until MAXI MANAGER 2 was available. Unfortunately Manager 2 will not be available in the near future. When Manager 2 does come out All MAXI MANAGER owners will be able to upgrade at a special price.

$99.95

MAXI MANAGER for TRS-80 Models 1 & 3
Requires 48K of RAM and 1 disk drive minimum

MODEL 1 version requires TRSDOS 2.3 and
is compatable with NEWDOS 2.1

MODEL 3 version comes on TDOS, a special
version of the DOSPLUS operating system.
& NEWDOS 80

TRS-80 DISK Model 1& 3 **012-0096 $99.95**

DATA MANAGEMENT PROGRAM COMPARISON CHART

	CCA DATA MANAGER	AIDS III with CALS	MAXI MANAGER	RADEX 10	PROFILE
FILE CAPACITY & FORMAT					
Maximum # of disks per file	1	1	4	31	4
Maximum # of records per file	2450	Note 1	32,767	10,199	65,535
Maximum record length	249	254	800	255	255
Maximum # of characters per field	249	254	40	254	255
Maximum # of fields	24	20	20	127	153
Maximum # of characters per field label	15	10	19	12	765
Variable length records (pack sectors)	No	Note 2	Yes	No	No
FIELD TYPES					
Alphanumeric	Yes	Yes	Yes	Yes	Yes
Numeric	Yes	Yes	Yes	Yes	No
Fixed decimal numeric	Note 4	Yes	Yes	No	No
Date (MM/DD/YY)	Yes	No	Yes	No	No
Extended date (MM/DD/YYYY)	No	No	Yes	No	No
Calculated equation	Note 5	Note 6	Yes	No	No
Permanent fields	Yes	No	No	No	No
SORTING					
Machine language assisted	No	Yes	Yes	Note 7	Yes
Sort by any field	Yes	Yes	Yes		Yes
Number of Sort Key files	1	1	5		1
Numeric sort	Yes	Yes	Yes		No
Ascending sort	Yes	Yes	Yes		Yes
Descending sort	Yes	Yes	Note 11		Yes
Sort within a selected range	No	No	Yes		No
Sort multiple fields simultaneously	Yes	Yes	No		No
FILE MAINTENANCE					
Fixed length input fields	Yes	Yes	Yes	Yes	Yes
Single key entry of common data	No	No	Yes	No	No
Single field EDIT selection	Yes	Yes	Yes	Yes	Yes
Skip record (next or previous)	Yes	Yes	Yes	No	Yes
Search & EDIT record	No	Yes	Yes	No	Yes
Search & DELETE record	No	Yes	Yes	No	No
Auto rejection of alphanumeric data in numeric field	Yes	No	Yes	No	No
RECORD SELECTION TECHNIQUES					
Record number	Yes	Yes	Yes	Yes	No
Binary search (high speed)	No	No	Yes	No	No
Maximum # of simultaneous keys	1	4	10	31	1
RELATIONAL COMPARISONS					
Equal	No	Yes	Yes	Yes	Yes
Not equal	No	Yes	Yes	No	Yes
Greater than	No	Yes	Yes	Yes	Yes
Less than	No	Yes	Yes	Yes	Yes
Instring	Yes	No	Yes	Yes	No
AND / OR	No	No	Yes	Yes	No
Wild card masking	No	No	Yes	No	No
PRINTING					
User specified page title	Note 8	Yes	Yes	No	Note 10
User specified column headings	No	No	Yes	No	Yes
Automatic page numbering	Yes	Yes	Yes	Yes	Yes
Right justification	No	Yes	Yes	No	No
User defined column widths	Yes	No	Yes	Yes	Yes
User defined column separators	No	No	Yes	No	No
Keyboard entered columnar values	No	No	Yes	No	No
Merge data into form letters	No	No	Yes	No	No
Form filling applications	No	No	Yes	No	No
Columnar totals	Yes	Yes	Yes	No	No
Columnar subtotals generated upon change in a specific field	Yes	Yes	Yes	No	No
Built in screen print	No	No	Yes	No	No
MISCELLANEOUS					
Cost	$75.00	$94.90	$99.95	$99.00	$79.95
Punctuation allowed within data fields	Yes	?	Yes	Yes	Yes
Upper / Lower case	Note 3	Note 3	Yes	Note 3	Note 3
Built in RS-232-C driver	Note 3	Note 3	Yes	Note 3	Note 3
Built-in TRS-232 driver	Note 3	Note 3	Yes	Note 3	Note 3
Programmer's interface	Note 9	Note 9	Yes	No	Note 9
Sample DATA disk	No	No	Yes	No	No
Documentation (# of pages)	?	?	120	38	29

NOTE 1: File size is dependant on memory size.
NOTE 2: Sequential files only.
NOTE 3: User must apply own driver routine.
NOTE 4: Hard copy print out only
NOTE 5: Four functions (+ - * /) only
NOTE 6: Same as note #5 with a maximum of two calculated fields.
NOTE 7: Available as a separate program for $99.95.
NOTE 8: 120 character maximum.
NOTE 9: Data structures defined in manual.
NOTE 10: 132 characters maximum.
NOTE 11: User option (files can be read from ascending or descending order).

MODEL 2 VERSION COMING SOON **CALL FOR AVAILABILITY**

Software Conversion Contract

All terms in this contract will be interpreted under the laws of the State of Florida.

I_____ residing at_____

_____

(hereafter refered to as I or Converting Author) do hereby enter into a contract with Scott Adams, Inc. DBA Adventure International to perform conversions of already existing programs from one computer system to another. I understand I will be sent a sample program to convert. If my work is then satisfactory I will be notified and sent actual programs to convert in similar manner. I will receive for my efforts one third of the royalties received by the original program author for each copy of the program sold by Adventure International (hereafter refer to as AI) if my work is selected for publication by AI. This is the only reccompense I will receive unless otherwise agreed in writing by all parties concerned. I understand that all programs and copyrights of said programs will become (in the case of conversions), the property of AI.

I understand that AI is under no obligation to publish any conversions I create. This contract is valid for the 25 years after the date of signing. All changes to this contract must be made in writing and agreed upon by all parties concerned.

For AI signed on date:_____

by (name & title):_____

Notarized:

For Converting Author signed on date:_____

Signed:_____

Notarized:

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ADVENTURE NEEDS CONVERSION AUTHORS!

AI needs programs converted from the three popular computers, Apple 2, TRS-80, Atari 800. If you have 2 or more of these machines you can help! The converting author will be paid ¼ the royalties that the originating author receives. These royalties are paid on the 8th of each month. Some of our authors are now regularly receiving over $500 a month and a few are making over $1000 a month. Now's your chance to get in on the action. If this appeals to you, send a description of which machines you have, including peripherals and we will put it on file. You will then be sent a short sample program to convert & return. If you have any samples of your work send them along with this sheet. Those authors who show high quality and quick turn around will then be sent actual programs to convert! So don't miss your chance. Return this form today! Please note, a notorized signature is required on the Software Conversion Contract.

Computer Hardware Form for Software conversions

Name:_____

Address:_____

_____

Phone Number:_____

Computers I currently have access to: include peripherals and memory size!

____ APPLE 2 with:_____

____ TRS-80 model I with:_____

____ TRS-80 model II with:_____

____ TRS-80 model III with:_____

____ TRS Color Computer with:_____

____ ATARI 800 with:_____

____ other:_____

I would like to do conversions on the following:

FROM COMPUTER	TO COMPUTER
1)	
2)	
3)	

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NO MUSICAL KNOWLEDGE REQUIRED

NOW PLAYING

Orchestra-80

A MUSIC SYNTHESIS SYSTEM
WRITTEN BY JON BOKELMAN
TURNS ANY 16K TRS-80™ MICROCOMPUTER
INTO A HIGH QUALITY MUSICAL INSTRUMENT

EASY TO USE

THE SOFTWARE

A five part machine language program consisting of:

1 Digital synthesizer — produces up to four simultaneous voices in a six-octave range. For example, you could have a trumpet, oboe, clarinet, and organ playing in four-part harmony or alter any of the voices to imitate other instruments.

2 Music language compiler — a simple and easy to use language allows you to enter your favorite written music in any key or time signature. Plays all note values from whole notes to sixty-fourth notes which may be single, double, or triple-dotted and/or played as triplets. Supports single and double accidentals, staccatto, pizicato, two forms of articulation, repeats, second endings (with or without retard), and modulation.

3 Full screen editor — a full function text editor with blinking cursor is provided for easy entering and modifying of music programs. Functions include insert/delete characters, insert/delete line and global character string search, and automatic error detection/display.

4 File manager — provides the orderly storing and retrieval of named program files on tape or disk. You can even sequence several songs for automatic loading and playing.

5 Initialization — This set-up routine allows you to alter the voices, select the standard four-voice synthesizer or a special high resolution, three-voice version and choose the standard (1.77 MHz) or the enhanced (2.66 MHz) clock rate.

THE HARDWARE

A single 1½" by 2" PC board plugs into the expansion connector on the expansion interface. This board contains the electronics required to convert the computer output into a high fidelity audio signal. Just plug in the board and connect to the aux/tape/tuner input of any audio amplifier. No external power supply is required.

INCLUDES:

- Tape and disk versions on cassette
- Completely assembled and tested PC board
- Detailed and complete instruction manual
- Sample music programs

TRS-80™ MODEL 1 ONLY

Orchestra-80

$79.95

TAPE to DISK Model 1 **011-0066 $79.95**

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VOL. 2 · ISSUE 2

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By MICRO-Systems Software, Inc.

FEATURES:

1) Radio Shack compatibility
2) Error free variable length records
3) Full lower case detection and support
4) Repeating keyboard with NO keybounce EVER
5) Shift [0] typewriter keyboard option
6) Execute only protection feature for BASIC programs
7) Automatic track support for 35 through 80 track drives (mixed)
8) Device I/O handling with FORCE command
9) Supports high speed clock modification (up to 4.0mhz)
10) Supports mixed mode (single & double density) automatically
11) Allows disable-enable of break key
12) Allows user to define step rate per drive and re-configure system disk
13) Allows for efficient use of double-headed drives
14) Built in screen printer (shift [CLEAR]) with [BREAK] key abort
15) Multiple command chaining with "DO"
16) Built in memory test with CLEAR command
17) New printer driver which allows complete forms control and paging
18) Automatic serial printer driver with optional auto linefeed
19) Execute any DOS command from BASIC and return to BASIC
20) Free space map of diskette with optional output to printer
21) Copy with variable length files
22) Complete RS232 control from keyboard with status check
23) Create and pre-allocate files from DOS
24) Display current date and time from DOS
25) More information from Directory with optional printer output
26) Enter DEBUG with shift [BREAK] to allow use of [BREAK] from BASIC
27) New DISKDUMP/CMD sector display/modify program (works with filespecs)
28) New DISKZAP/CMD single/double density disk editor
29) New BACKUP (more reliable, no more pack ID check)
30) New FORMAT (more reliable, no need to bulk erase disk first)
31) New MAP utility (maps out disk, showing where files are located)

New DOSPLUS Z80 Extended Disk BASIC

1) Faster loads and saves
2) BASIC Reference utility (lines, variables, keywords, printer option)
3) BASIC Renumber utility (renumber section of text, block text move)
4) Shorthand features for almost ANY direct command (LOAD, SAVE, etc.)
5) Shorthand features for editing (listing and editing with single key)
6) CMD"M" instantly displays currently set variables
7) Global search and replace in BASIC text
8) Line printer TAB to 255
9) OPEN"E" to end of sequential file (for output)
10) DI (delete and insert text line)
11) DU (duplicate text line)
12) ",R" & ",V" options after LOAD and RUN (files open & save variables)
13) OPEN"D" allowed (Model II compatible) equal to OPEN"R"
14) DOS commands from BASIC
15) Automatic, error-free variable length records
16) Single step execution with TRON (fabulous for debugging)
17) CRUNCH (BASIC program compressor)
18) New TBASIC (tiny BASIC) offers full BASIC commands
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WORKS GREAT WITH COMMBAT
See Page 15

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It's a world you can tap through your telephone . . . but only if you're properly equipped.

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The new LYNX. It's the latest innovation from the people who made data communications affordable for TRS-80 Model I and Apple II users. It's the best first step you can take in expanding. It makes your Model III a whole new animal.

The new LYNX is the ideal modem for your Model III. That's because it's the key element of a total direct-connect telephone communications package.

This package—including serial and computer bus interfaces, cables and terminal software—is available to you for a remarkable **SINGLE PRICE: $299.95.**

Compared to other modems, LYNX is superior. It doesn't make you buy adapter cables or circuit boards separately to bring it on line. It provides a full one-year factory warranty, instead of the "normal" 90 days.

It **includes** performance features—like **auto dial/answer,** programmable I/O porting, variable word length, parity and stop bits—that are either optional at extra cost or unavailable with other modems. It requires no tools to install.

It can be used with any TRS-80 communications programs; it's not restricted to its own special software. A full range of easy-to-find ST-80 cassette and disk software authored by Lance Micklus is available nationwide.

And best of all, when you compare the LYNX price with the total cost of bringing **any** other modem on line, it could save you **OVER $100.**

ESI LYNX

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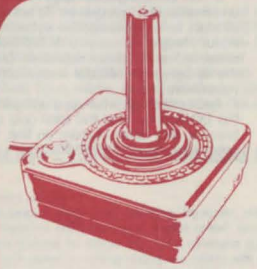
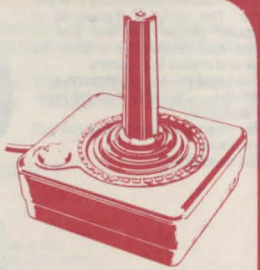


STICK-80



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STARFIGHTER
PROGRAM PARAMETERS

LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	Infinite
SUGGESTED AGE GROUP	12 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Arcade/Simulation
SOUND?	Yes
GAME SAVE FEATURE?	Yes
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	None

TRS-80 TAPE Model 1 & 3 010-0120 $24.95
TRS-80 DISK Model 1 012-0120 $29.95

On any LANDBASE CENTRAL - in any part of the known universe - on any morning - a very meaty looking craft can be seen standing with its control console visible: waiting. If one watches for a while, a figure in unique garb will approach the console of his Combat Computer, insert his pilot record and begin yet another journey into the deep dark reaches of space . . .

The SC-78503 STARFIGHTER craft is the most sophisticated ship known to man. You, as its pilot, are instructed that the current state of relations with the Petro Resource Conglomerate is a *state of war*. As such, you are charged with ridding the galaxy of dreaded P.R.C. craft, to insure life as we know it in the Solar Galactic Authority.

A STARFIGHTER tour of duty lasts anywhere from twenty minutes to six hours. You must track down, and identify craft. LANDBASE CENTRAL frowns on destruction of friendly craft. Identification is critical — STAR PIRATES and MARAUDERS frequently disguise themselves as friendly craft. Only by monitoring their movements and learning their habits can you hope to survive. Once identified as a foe, the dogfight can begin.

You start out as a NEW PILOT, hoping after many hours of play to reach the coveted rank of STAR LORD. (As a NEW PILOT, you also have access to the enclosed SC-78503 Training Simulator, which can help you to hone your identifying and fighting abilities.) Destruction of enemy craft can be used for consideration for promotion, or in trade for bounty necessary to keep you in Hypercharge and Maneuvering fuel. Your SC-78503 STARFIGHTER induction package includes two cassette tapes (one for Main Mission -one for the SC-78503 Simulator) or one self-booting disk. Also included is the top secret STARFIGHTER induction manual - 32 pages in length, which will guide you step by step through your initiation into this fascinating new world.

. . . The pilot leaving duty will head for LANDBASE CENTRAL to tally and clear his craft hit record. Review complete, he inserts his record tape (or disk) and records his precious Action File. File in hand, he steps out of his craft - glad for earth between his feet - but anxious for his next chance at STARFIGHTER duty. Meanwhile, the SC-78503 sits - waiting for some VETERAN or NEW PILOT to slide behind its console and sift stars for the denizens of the P.R.C. . . .

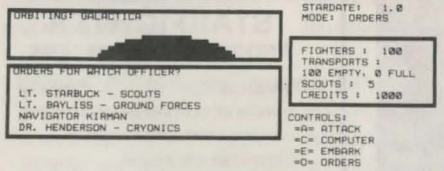
GALACTIC SAGA

by DOUG CARLSTON

ATARI CONVERSION
by David Simmons

TRS-80

GALACTIC
EMPIRE
TRADER
REVOLUTION



GALACTIC EMPIRE

As commander of Galactica's Imperial Forces, your mission is to conquer and hold the 20 inhabited worlds of the central galactic system. Aboard the fleet flagship Orion you are ably assisted by your senior officers and the ship's onboard computer. Computer Central contains star maps of the galaxy and a planetary directory. It also keeps track of all scout ships on missions and on the status of work orders for new star ships at your shipyards around the galaxy. Lieutenant Starbuck is your officer charged with responsibility for all scouting missions. Lieutenant Bayliss is the staff officer responsible for planetside activities. His duties range from enlisting new troops to collecting taxes to contracting for new ships for the fleet. Your navigator is Sergeant Kirman, and you also have aboard a medical doctor, Doctor Henderson, who is an expert is suspended animation techniques.

This is important, for one immutable scientific fact stands between you and the empire you wish to carve out — no one yet has discovered the secret to faster-than-light travel. Even the tiny central galactic system is sixty-odd light years wide. Logistics have always been an important facet of any military campaign, and that has not changed. Careful planning is essential if you are to keep your fleet replenished as it moves throughout the galaxy.

Good luck, Commander, may the stars long shine upon your head.

GALACTIC TRADER

Peace has finally come to the war-torn central Galactic system, united into a single federation by the imperial forces of Galactica (see "Galactic Empire"). The end to the fighting has cost you your job as commander of Galactica's imperial forces, but it has simultaneously opened up new opportunities in trade for the person with the vision and ambition to exploit them.

You once commanded a fleet of hundreds of ships. Today you have only one. You led armies of millions a short year ago. Now you pilot your single ship alone, aided only by two loyal comrades who remember what you were and have faith in what you may become.

The principles of trade are not difficult. The farther a product is from its world of origin, the greater its value. You don't know the place of origin of the products, at least at first, nor is anyone likely to tell you. Until you develop experience on each planet, you don't know the rates of barter there, and the locals will try to exploit your ignorance by fleecing you if they can. All your experience can be worthless too if you are so incautious as to ply one route too often, for the largest trading firms keep their ears open, and they have the economic muscle to deal you out of any route that appears too attractive.

There are other problems as well. You will find that no trader will accept the coin of the Realm except on Galactica. On every other planet, barter is the medium of exchange. Your credits are only good at the fuel depot, and even the cartel will barter for commodities if you are short of cash.

Your goal, as always, is power. In time of peace power is most easily gained through personal wealth, which enables you to buy the services of men whose abilities you can no longer demand as servant of the Imperial Purple. In your darker moments, you believe that in the near future you may need a personal army. The Emperor is a young man, full of passion and spite, and you are understandably uneasy over the future of the empire you worked so devotedly to create. He does not like or trust you either. You were too popular, in his mind, too renowned for your military prowess. It would not be unheard of for a ruler to mask his own incompetence by claims of treason which, coincidentally, eliminated those most qualified to succeed him.

So you are a trader. It gives you the freedom of outer space, whether to flee an emperor's assassin or to maintain contacts throughout the galaxy. Without a power base of your own, however, the contacts will mean nothing — except another job under another ambitious person, perhaps no more competent than the present one. You want more than that. A billion credits will buy you the power you need.

Good luck bwana. May you find your new profession an enriching and eye-opening experience.

GALACTIC REVOLUTION

For TRS-80* 16K Level 2 with optional sound effects.

Over a thousand years ago the Central Galactic System was united into a single empire under the rule of His Imperial Highness, Prince Tawala Mundo . Peace was a welcome relief to all and the galaxy has prospered. The past ten centuries have been an age of trade and, particularly in recent centuries, the fortunes and power of men of commerce have increased greatly.

After the consolidation of the Prince's empire, the Emperor, instead of thanking Julian du Buque for his loyalty and effort, relieved him of command of the Emperor's powerful army, and du Buque fled into the outworlds, fearing treachery. There he used his abilities to build an empire of his own — in trade ("Galactic Trader"). He is prosperous and powerful now, a recently elected member of the Broederbund, the secret society of commercial men which has held the balance of economic power in the Central Galactic Sustem for some time.

The Broederbund has become the focus of opposition to Prince Tawala's rule, which Jan Swart, Broederbund president, has privately termed whimsical and incompetent. Tawala has bankrupted the imperial treasury with his extravagant ways and allowed the once potent Imperial navy to fall into decay. He has nonetheless retained the loyalty of the massive governmental bureaucracy and of much of the peasantry, who admire his dash, his vocal support for their causes, and his obvious contempt for the merchant classes. He has also had the sense not to alienate the military too severely — though he has not preserved the effective fighting force du Buque built for him, he has kept the military among his closest rank of advisors and been lavish in protecting their economic. Still, he is not the fighting man du Buque is, and he knows that many of his officers would prefer to serve under their former commander.

Du Buque has prepared carefully for the confrontation which he believes Tawala will eventually force, although he would prefer to remain loyal to the man he served for so many years. He cannot forgive, however, Tawala's actions on Harkon and Proyc, nor forget the way the Prince turned on him in his greatest moment, and denied him the recognition which was justly his.

The Emperor's slipshod administrative skills and his contempt toward the professional and productive classes, have weakened the Empire to the point of collapse. Tawala's hold is now secure on no more than eight of the eighteen remaining inhabited worlds of the Central Galactic System. Yangtzu and Llythll pay lip service to the crown but actually have no masters but the Broederbund. And many of those in du Buque's own home world, Sparta, would bolt the Imperial colors in a moment if du Buque were to raise the banner of rebellion.

Galatic Rebellion may be played with one, two or three players. If more than one player is involved, the second will play the role of the Emperor, Prince Tawala Mundo, and if there is a third, he will play the role of Jan Swart, secret head of the Broederbund

GALACTIC SERIES

GALACTIC EMPIRE

TRS-80 TAPE Model 1 16K - Model 3 32K	010-0026	$14.95
TRS-80 DISK Model 1	012-0026	$19.95
ATARI 400/800 TAPE to DISK	051-0026	$19.95

GALACTIC TRADER

TRS-80 TAPE to DISK Model 1 16K - Model 3 32K	011-0027	$14.95
ATARI 400/800 TAPE to DISK	051-0027	$19.95

GALACTIC REVOLUTION

TRS-80 TAPE to DISK Model 1 16K - Model 3 32K	011-0028	$14.95
ATARI 400/800 (Coming SOON!)	051-0028	$19.95

GALACTIC TRILOGY (All 3 above)

TRS-80 DISK Model 1	012-0029	$39.95

16K LEVEL 2
MACHINE
LANGUAGE

BY JYYM L. PEARSON

This is not a typical "Star Trek" type game. It is a complex simulation which makes extensive use of the high speed, fast action graphics capability of machine language programming. The main objectives are threefold...
1) to accumulate 100 Trade Units, 2) to defeat 10 enemy ships and 3) to survive 100 sectors of space. The primary objective, however, is to stay alive. Extensive graphics.

TRS-80 TAPE Model 1 & 3	010-0049	$14.95
TRS-80 DISK Model 1	012-0049	$20.95

By Phillip Case MODEL 1 & 3

TRS-80 Level 2 BASIC

TAPE 16K DISK 32K

JOYSTICK COMPATABLE

EXTENDED FEATURES (disk)
1) Extended 3-D Galaxy
2) More intelligent enemy
3) Multiple Battles (More than 1 enemy per sector)
4) Extended Graphics
5) Enemy space stations & super ships

In the sectors of an enemy held galaxy are parts of an awesome doomsday machine. Your small scout ship must retrieve the sections that attempt to destroy the enemy's Death Planet. This realtime game also has some extended features on the disk version. (Extended features not on 16K tape because of memory restrictions).

TRS-80 16K TAPE Model 1 & 3	010-0085	$14.95
TRS-80 32K DISK Model 1	012-0085	$20.95

STAR TREK® 3.5

TRADE MARK OF PARAMOUNT PICTURES

TRS-80™ 16K LEVEL 2 BASIC

ATARI VERSION 32K BASIC By David H. Simmons

BY LANCE MICKLUS - The Grand Master of Star Trek

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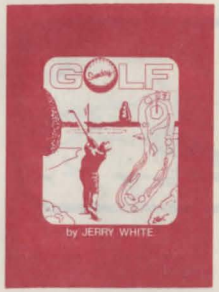
STAR TREK 3.5

This improved Star Trek version includes *Action Sound Effects *10% Faster Execution *Up To 30% Faster Execution for Long and Short Range Sensor Scans *Smoother Command Flow *Multiple Moves when using Impulse Engines During non- combat Situations *Reduction of some Unnecessary screen display *and Improved Klingon Battled Logic for Greater Challenge.

PLUS our standard features -*a three dimensional galaxy made up of 192 quadrants *a galaxy made up of various types of stars, planets, black holes and a pulsar *a mission which includes exploration and combat * animated visual displays *extensive commands * load and save game.



SUNDAY GOLF
by JERRY WHITE

16K
BASIC

ATARI

Neither rain, nor snow, nor threat of hail will keep the Sunday golfer from this course. Grab your clubs and head for the fairways. These links are open for teeing off twenty-four hours a day.

ATARI 400/800 TAPE to DISK 16K **051-0101 $14.95**

treasure quest
by LUKE BUXTON

TRS-80™

16K LEVEL 2
BASIC

Buried on some remote island or lost at sea, somewhere treasure lies waiting. You and your crew have but a limited time . Watch for clues & beware the storms! Every game starts off new and different for many fun filled hours of Treasure Questing.

TRS-80 TAPE Model 1 & 3 **010-0050 $14.95**
TRS-80 DISK Model 1 **012-0050 $19.95**

SLAG

TRS-80™

16K LEVEL 2
BASIC

by STEWART EASTMAN

AN ANIMATED WAR GAME

SLAG is a multi-player war game which pits two to twelve players against each other with the aid of the computer. As in most multi-player games, diplomacy is the major factor; but, strategic and tactical planning and eye and hand coordination are very important.

If this were a mapboard game the rules and charts would be complex and combat would be by die rolls. On the computer there are only three simple rules that the players must know, all other matters are handled by the computer or reminders are written on the screen.

TRS-80 TAPE to DISK — Model 1 & 3 16K **010-0018 $14.95**

F D M

FLOPPY DISK MAINTENANCE PROGRAM

by ALL SYSTEMS GO

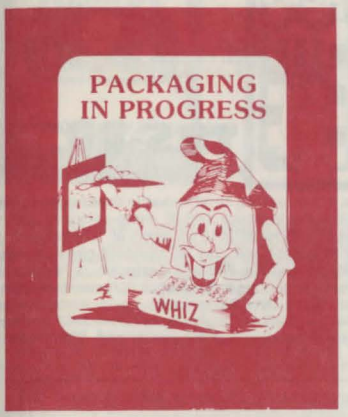
There are several fine programs currently available to enable any user to view into the mysteries of the Floppy Diskette. FDM was written to enable the non-novice user to maintain and align their disk drives.

FDM will work on the TRS-80 Model I with one disk drive and 16K of memory. FDM maintains the units with are most popular with their TRS-80 user: TANDON, MPI, PERTEC, SHUGART, Radio-Shack, PERKIN-ELMER and SIEMENS. NOTE: Head alignment disk is NOT included and is required for the head alignment test. Requires use of oscilliscope for some tests though most can be run with just a screwdriver.

TRS-80 DISK Model 1 **012-0112 $20.95**

CONQUEST of CHESTERWOODE

By Lun-Shin Yuen and Allan Armstrong



PROGRAM PARAMETERS

LANGUAGE	Hybrid
NUMBER OF PLAYERS (min/max)	2/4
AVERAGE COMPLETION TIME	1 Hr.
SUGGESTED AGE GROUP	10 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	War Game/Simulation
SOUND?	No
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	Yes
REAL TIME?	No
SPECIAL EQUIPMENT:	None

TRS-80 TAPE Model 1 & 3 **010-0122 $19.95**
TRS-80 DISK Model 1 **012-0122 $20.95**

Several hundred moons ago, your ancestors migrated north through the dark Forest of Chesterwoode. During their trek they met up with dreadful basilisks, scores of worgs, a terrible wurm, and many other dangerous creatures. The ledgends of the past have long been lost but tales have been handed down by mouth for generations. In Chesterwoode, the voyagers began to think they would never see the light again, and indeed Chesterwoode is said to be eternal. After many moons had passed and the expedition had lost most of its voyagers, they came upon a shiny black river.

At the river, they pondered how to cross for days. Eventually, a wooden raft floated down the river and the watchman stopped it. The expedition crossed the river on the raft and then let it run downstream. After a day's hiking, they came upon a lush valley where food grew copiously. A sign pointing to the river was found that said, "THE RIVER STYX — Those who cross it will never return." After a survey of the area, the leaders discovered that they were on an island around which the river Styx flowed. They decided to start their civilization and founded their townships.

Their little tiny island soon flourished, cut off from dangers by the worlds most treacherous river. Food grew faster than in any other place their civilization had been, and their numbers increased dramatically. The land was surveyed and divided into 63 provinces, each with six neighboring provinces (Those provinces on the beach had fewer than six neighbors, though). As time progressed, the civilization became more and more prosperous.

And then the crops failed . . . There were mass food riots and bands of robbers emerged. The island became divided into sections, each under a tyrannical leader. Pestilence, starvation, and disease were everyday occurances. When the situation worsened, it was no longer possible for the tyrants to wage war. They built small fortresses to protect themselves from each other. As time passed, war was forgotten and the tyrants died.

Each of the players of the game is the descendant of one of the ancient tyrants. You each wish to unite the island and modernize farming so everyone has a full stomach. However, your tenents of good government are difficult and you will fight until there is one leader. Once the country is united, the serfs will be freed from their toil.

This is the game called "CONQUEST OF CHESTERWOODE"

The Conquest of Chesterwoode is a war game similar to the board variety (even down to the hex layout shown on the CRT). The game, however, brings many more influential actions into play as well as numerous random events. The Conquest of Chesterwoode requires at least 2 players. (A one player version is in the works!)

COMPUTER BOARD GAMES

THE MEAN CHECKER MACHINE 2.0

by LANCE MICKLUS

TRS-80™

16K LEVEL 2
MACHINE
LANGUAGE

MEAN CHECKERS 2.0 has these new features:
Obeys all rules according to American Standard Improved game logic. Computer may play itself. You may "undo" previous move. Allows you to set board in any configuration.

TRS-80 TAPE Model 1 & 3	**010-0104 $14.95**
TRS-80 DISK Model 1	**012-0104 $19.95**

BACKGAMMON

by SCOTT ADAMS

Review from 80 Software Critique issue #1

Summary - This program plays on about the same level as Fastgammon. Since the program is written in BASIC, it is much slower than Fastgammon but the price of $7.95 makes it hard to beat.

TRS-80 TAPE to DISK Model 1 & 3	**011-0041 $ 7.95**

BACKGAMMON

by Scott Adams

TRS-80 Level 2
16K BASIC

BACK-40 III

by Bill Miller & Steve Glen

TRS-80 — APPLE

16K MACHINE LANGUAGE

APPLE HAS HI-RES GRAPHICS

A review by 80-Software Critique Issue #2

This is a machine language Backgammon game. It is the first we have ever seen that uses the doubling cube. It is extremely well done and is fast.
As we have mentioned before, we consider ourselves to be fairly good Backgammon players but we are not experts. After playing Back-40 a few times, we have revised downward our opinion of our Backgammon skills. This is a difficult game to win. The computer makes very good moves and uses good judgement in its use of the doubling cube. We have several times found ourselves in a hopeless end game situation with the doubling cube at 8 on our side of the table. The program keeps a running total of the games won by both sides. This is also the first program we have seen that scores double and triple games for Gammons and Backgammons.

Summary - This program is a big step forward in microcomputer Backgammon.

TRS-80 TAPE Model 1 & 3 16K	**010-0042 $14.95**
TRS-80 DISK Model 1 32K	**012-0042 $19.95**
APPLE 2 TAPE to DISK 24K	**041-0042 $14.95**
APPLE 2 DISK48K	**042-0042 $19.95**

WORKS ON 3.2 OR 3.3

Z-CHESS III

16K LEVEL 2
MACHINE
LANGUAGE

TRS-80™

Z-Chess is one of the fastest, most versatile chess opponents available for your Radio Shack TRS-80 micro-computer. With its seven levels of play (with up to six levels of "Lookahead"!) and its ability to accept and play all standard chess moves (including castling and En Passant captures), it is truly a challenge for both beginning and advance players. It can play either white or black, and its versatile board setup mode allows specific positions to be played as desired. Of course, Z-Chess will solve mate-in-two problems, and it will solve them **FAST!**

A REVIEW OF Z-CHESS III from England

Z-CHESS III - NOW THE BEST

by A. J. Harding (Molimerx)

It is particularly appropriate that a new star should show in the heavens at Christmastime, so it was with great interest that we received our master copy of the new version of Z-Chess from Adventure International. For some time now it has been conceded that from a skill of play viewpoint, Sargon II has been the leader in the various chess games available for the TRS-80. As it is close to a year ago since we had a tournament here to try and obtain information on how the various games were played to pass on to our customers, we thought that this would be a good time to have another one. We therefore staged a game between TRS-80's, one running Z-Chess III and one running Sargon II. As both programs have seven levels of play it would presumably be fair to play at any level, but for reasons of speed, we decided to play them against each other at their lowest levels. Without any hesitation, we award Z-Chess III the Molimerx Cup! Not only did it beat Sargon II but it did so playing from a black position. In other words, the game was started with Sargon II making the first move as white, which of course gives that player an advantage. Despite this, Z-Chess III played a better game and won. We allowed the game to go 73 moves even though it was quite obvious towards the end that Z-Chess III was going to win. In the end Z-Chess III, as we have said, playing black, finished up with one pawn, one bishop and a queen to Sargon's single king. As we were playing the two programs against each other at their lowest levels, speed did not really become a factor. Sargon II was slightly faster, but Z-Chess III certainly played within its ten second limit for a move. When Z-Chess was first introduced we had a feeling that it would become a champion and human nature being what it is we are extremely pleased that our hunch has proved to be true. We have no hesitation, therefore, in recommending Z-Chess III especially as it is only about two-thirds of the cost of Sargon II. Z-Chess III is available on cassette for 16K machines and on disk for a minimum of 32K.

TRS-80 TAPE Model 1 & 3	**010-0080 $24.95**
TRS-80 DISK Model 1	**012-0080 $29.95**

PROJECT OMEGA

by ROBERT NICHOLAS

TRS-80™

16K LEVEL 2
BASIC

THE PAST:

The industrial revolution brought benefits to mankind in the form of improved living conditions, transportation and communications. However, along with the good came the bad. Residues from heavy industry polluted the atmosphere with chemicals and heat. Mining operations ravaged the landscape. An ever increasing world population depleted the earth's supplies of raw materials to feed the hungry beast man had created. And dependence upon oil and coal was heightening international tensions between those who had reserves and those who did not. Man was destroying Eden and creating Armageddon!

By the early 1970's, it became apparent to many that the heavy industry would have to be moved into colonies in outer space where the solar winds could blow contaminents and heat out of our solar system and energy would be readily available from the sun. The moon would have to be mined for its oxygen, aluminum, titanium, iron, magnesium and silicon. Only carbon, hydrogen and nitrogen would have to be transported from earth (approximately one ton for each person).

THE PRESENT:

The year is now 1990 and you are the governor of one of the earth's first orbiting space colonies. Your task as governor is to completely pay off your amortization costs ($100 billion), convince a sufficient number of earthmen (50% men and 50% women) to migrate to your colony (without over populating it), finish the planned construction of the colony and demonstrate the economic feasability of space industrialization by amassing at least $250 billion in cash reserves!

Sound formidable? Perhaps at first, but to assist you in your yearly decisions, you will be supplied with the very latest computer-projection equipment available. It will allow you to experiment with all the interrelating variables in your socio-economic model. Feel free to raise and lower salaries and food supplies; adjust the gravity, temperature and air composition; increase you lunar mining base; alter the up-migration quota from earth; shift the distribution of the work force and build more rings, hospitals, restaurants, recreational facilities, housing units, etc. Only when you are satisfied with next year's plan will it take effect. You can go back and forth changing any values you wish in order to see what effects they will have. Bear in mind that your computer is the first of it's kind. As the years go by, it becomes more accurate and more consistent in its predictions.

THE FUTURE

Once you have made all your yearly plans, respond 'END' from the main menu and another year will pass. If your rating reaches 100%, then you will have succesfully colonized space demonstrating the feasability of moving heavy industry off the face of the earth. If you are successful, earth can be allowd to purify its air and water and begin to return to its pristine origins. Perhaps we will never again see Eden on earth, but at least we can recover some of the beauty and joy of the garden.

TRS-80 TAPE Model 1 & 3	**010-0076 $14.95**
TRS-80 DISK Model 1	**012-0076 $24.95**

Tape version is for one player while the disk version supports one or more players, & special tournament version.

SIMUTEK

TRS-80™

16K LEVEL 2
BASIC

Package One Includes:

GRAPHICTREK "2000"

This full graphics, real-time game is full of fast, exciting action! Exploding photon torpedoes and phasers fill the screen! You must actually navigate the Enterprise to dock with the giant space stations as well as to avoid kingon torpedoes! Has sheilds, galactic memory readout, damage reports, long range sensors, etc.! Has 3 levels for beginning, average, or expert players!

INVASION WORG

Time: 3099, Place: Earth's Solar System, Mission: As general of Earth's forces, your job is to stop the Worg invasion and destroy their outposts on Mars, Venus, Saturn, Neptune, etc.! Earth's forces: androids, space fighters, laser cannon, neutrino blasters! Worg forces: robot, saucers, disintegrators, proton destroyers! Multi-level game lets you advance to a more complicated game as you get better!

STAR WARS

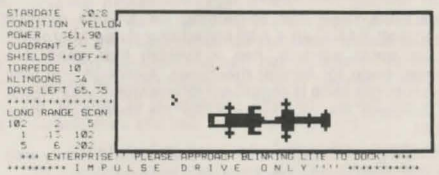
Manuever your space fighter deep into the nucleus of the Death Star! Drop your bomb, then escape via the only exit. This graphics game is really fun! May the Force be with you!

SPACE TARGET

Shoot at enemy ships with your missles. If they eject in a parachute, capture them—or if you're cruel, destroy them! Full graphics, real-time game!

SAUCERS

This fast action graphics game has a time limit! Can you be the commander to win the distinguished cross? Requires split second timing to win! Watch out!



TRS-80 TAPE to DISK Model 1	**011-0024 $14.95**
TRS-80 DISK Model 1	**012-0024 $19.95**

MICROSOFT BASIC DECODED
AND OTHER MYSTERIES
for the TRS-80

This is no ordinary book. It is the most complete, clear, detail explanation and documentation you will see on this or any similar subject.

There have been other books and pamphlets purporting to explain the TRS-80 BASIC interperter and operating system. They have had some value, but only to experienced machine language programmers — and even then these books had many short-comings.

This book will delight both professional and beginner. Besides walking you through power-up and reset (with and without disk) there are detail explanations of every single area of the software system's operation. Examples, tables, and flow-charts complement the most extensively commented listing you have ever seen. There are over 7000 comments to Microsoft's BASIC interperter and operating system.

These are not the usual machine language programmer's comments whose cryptic and obscure meanings leave more questions than answers. These are english comments that anyone can understand. Not only that, but when a comment needs more explanation, you will find it on the next page.

This book even has something for anyone running Microsoft BASIC on a Z-80 based computer. Microsoft, in its great wisdom, has a system that generates similar code for similar machines. Although you may find that the code is organized differently in your Heath or Sorceror the routines are, for the most part, identical!

Is this a great book? It's an incredible book! It may well be the most useful book you will ever own.

MICROSOFT BASIC DECODED ***and Other Mysteries***
310 pages, soft cover.

099-9049 **$ 29.95**

DEALERS - Please inquire on discounts on this special item

MODEL III ROM COMMENTED

The book for the programmer that needs those answers about the MOD III ROM. This is a complete list of locations in the ROM and comments for each. All 14K of it. This is not a rehash of other books that you have read already but a completely **new** book with large quantities of information that you **must have!** There is **no** other book that gives the detail that this book has.

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- And a little*imagination!!*

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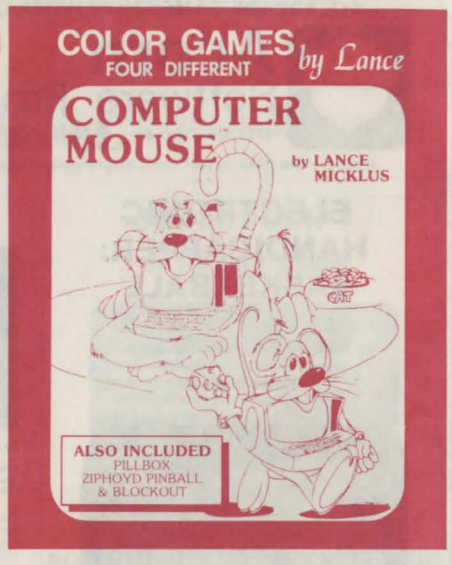
*WILL NOT WORK WELL WITH GREEN WINDOW

COLOR COMPUTER GAMES #1
by LANCE MICKLUS

COMPUTER MOUSE™
PILLBOX
ZIPHOYD PINBALL
BLOCKOUT



COMPUTER MOUSE (tm)

Once upon a time a computer mouse and his friend were walking along looking for some cheese. It turned out that they were walking right in front of the Tandy building and tripped the computer alarm. Suddenly, they were surrounded by an electrified fence. Within the fence were electrified fence posts. They could hear the air fill with the crackle of electricity as the great Tandy security computer warned that it had caught some computer mice on the front lawn. MOUSE ALERT - MOUSE ALERT it flashed as it began to activate the very secret TRS-80(tm) computer cats. The poor little mice, If they could just get rid of the computer cats they might be able to dig a hole in the ground and escape. Maybe you can help them with your joysticks?

The rules to the game are simple. Anything that touches the fence, which is the orange border, or the posts, shown as color squares, gets zapped. The computer cats, which are not U.L. approved, are electrified and will zap anything that touches them, including another cat.

The cats have their strength in their numbers. Being Radio Shack computer cats -rather than I.B.M. computer cats - they are not very smart. They head straight for the mice, often trying to climb over each other or hitting an electrified fence post and getting zapped out. This weakness is the secret to winning. By positioning your computer mouse correctly, you can get the cats to walk right into each other or one of the fence posts.

PILLBOX

During World War II, a common military tactic was to use high powered cannons to shoot bombs over mountains and into the enemy territory. Often, these cannons, which were set in small bunkers surrounded by sand bags, were called pillboxes.

Gene Perkins took this idea and created one of the first TRS-80(tm) computer games to use action graphics. Using his idea, we've completely rewritten the program from scratch so that it can now be enjoyed on the TRS-80 Color Computer.

ZIPHOYD PINBALL

The game of pinball started with the invention of the straight pin. To make the pin easier to hold, a ball, called a pinball, was attached to one end of the pin.

One day, sombody came up with a bright idea. They built a playing board of wood which inclined downward. A shooter was made with a spring which shot the ball toward the top of the board where it would roll down, hitting various pins until it finally came to rest in a slot. The slots were numbered to give them a point value, with the more difficult slots being worth more points. Each player shot 5 pinballs, then added up his score.

This basic pinball game is still a popular children's game today, and can be found in most any toy department. The wooden board is now made of plastic, and the pinballs are sometimes just marbles. But, they aren't really much different than the original pinball games of long ago.

BLOCKOUT

This is one of the classic TV games based on the original BREAKAWAY or BREAKOUT games. The object of the game is to hit the colored bars above the paddle as many times as possible, breaking away a piece to the line. The ball can be controlled to some degree by using English with your paddle. If the paddle is moving in a leftward direction when the ball is struck, then the ball will tend to go left.

When the ball goes out of play, the bottom line will be cleared, all of the lines will be moved down one position, and a new line will be added at the top. The game ends after 5 balls have been shot.

COLOR - TAPE — 4K BASIC **060-0107 $19.95**

NOTE: SOME ACORN PRODUCTS MAY NOT RUN ON TRS-80 MODEL 3

ALL ARCADE GAMES NOW WORK ON TRS-80 MODEL 3

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ELECTRONIC HANDICAPPER: BASKETBALL

by Rick Sothen, John Laurence, Walter Gavenda

PREDICTION

ARIZONA STATE AT ALABAMA
ALABAMA OVER ARIZONA STATE BY 5 POINTS

ALABAMA AT ARIZONA STATE
ARIZONA STATE OVER ALABAMA BY 7 POINTS

BEAT THE SPREAD!!

Relax and enjoy the game--you already know the winner. You even have a predicted point spread. You know what's happening in all the other games, too.

BASKETBALL, first in the *ELECTRONIC HANDICAPPER* series, will introduce you to the benefits of predicting in advance the winners of this season's basketball games. This two-tape package gives you power ratings to get you started. You keep the data tape informed of the current week's wins, losses and points with about an hour of your input time each week. The program then calculates a winner and point spread for you to use.

Last season, our test market was able to predict 85% of the winners with a point spread accuracy of 64%. One week, five upsets were accurately predicted.

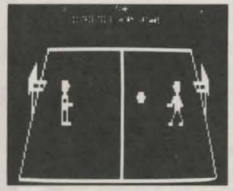
Now, Acorn doesn't guarantee any specific percentage of accuracy, and we certainly don't want to encourage anyone to develop any bad habits. *ELECTRONIC HANDICAPPER: BASKETBALL* is designed to enable you to pick winners and predict point spread with a degree of accuracy which significantly exceeds the laws of chance.

The two-tape package is $99.00 and requires Level II 16K TRS-80.

Also includes disk copy!

TRS-80 Model 1 TAPE to DISK 011-8044 $99.00

BASKETBALL



by John Allen

New machine language action game, with sound, from the author of the acclaimed "PINBALL!"

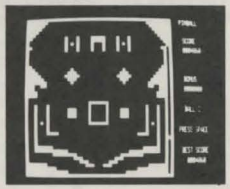
You have to be fast to keep up with the action as you try to outscore your opponent in five minutes of one-on-one basketball. Compete against a friend or your computer.

Steal the ball, duck around your opponent and slant toward the basket for a lay up! The graphics are based on a 3-dimensional depiction of a basketball court, and ball dribbling sounds add to the realism. It's all there but the cheers—so real you'll wonder how the ball keeps from coming through the screen of your TRS-80! Dribble, Dribble!

TRS-80 Model 1 & 3 Tape
010-8043 $14.95
TRS-80 Model 1 Disk
012-8043 20.95

ACORN PINBALL

by John Allen



Get your flipper fingers ready for action in this real-time, machine language game.

Lots of sound and flashing graphics make this fast action game so much like the real thing that you'll have to remind yourself not to shake your TRS-80®. Choose from five playing speeds to match your skill—but be prepared for alot of practice if you ever hope to master the fastest speed.

TRS-80 Model 1 & 3 Tape
010-8018 $14.95
TRS-80 Model 1 Disk
012-8018 20.95

DUEL -N- DROIDS

by Leo Christopherson

Your 'droid has already learned NIM, so now it's time to teach it how to wield a laser sword!

Your 'droid starts out as a lowly clown. You teach it how to use a laser sword by controlling its movements. After training it to be a "Grand Master," you enter the tournament against the program's skilled 'droid! Entertainment for all ages.

TRS-80 Model 1 & 3 Tape
010-8042 $14.95
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SYSTEM SAVERS

by Tom Stibolt

If you ever type "SYSTEM" on your TRS-80®, this two-program package will make life easier for you.

One of the programs, FLEXL, lets you make backup copies of most system format tapes.

Disk drive owners can use TDISK to save most system format tapes to disk. It will even load non-contiguous tapes. You will get more out of disk drive ownership with TDISK.

Get this two-program package now

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PIGSKIN

by J. Laurence, R. Sothen & W. Gavenda

Play football against a friend or your computer with PIGSKIN. Featuring a graphic display of the field, the ball and scoreboard statistics, when you have the ball you choose from eleven offensive plays while your opponent picks which of the seven defenses might stop you.

If you play against your TRS-80, there are five levels of difficulty. And they aren't easy! You can even save a game for later completion. Don't limit yourself to Sunday football—get PIGSKIN now.

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EVEREST EXPLORER

Towering above the clouds, the summit of Mount Everest is a forbidding spot. Only a handful of daring gamesters have made it to this five-mile-high pinnacle where the air is too thin to breath, violent storms erupt with little warning, and danger lurks at every footfall.

Everest Explorer lets you challenge the world's highest mountain without ever leaving home. This remarkable simulation goes beyond most games, pitting you against challenges more terrifying than those you can imagine: the *real-to-life* horrors of one of man's most dangerous endeavors. It is a game so real that you may want to don a parka and climbing boots while playing.

Assigned an expedition budget, you must select the manpower, food, fuel, shelter and oxygen supplies you will need to support your quest. Now the game begins as you conquer the elements and terrain, establishing ever higher encampments.

Weather, route, season, camp placement, climbers' condition and morale all play key roles in the final question: Will you reach Everest's 29,028 foot summit alive?

Available for TRS-80, Level II, 16K for $14.95 on tape. 32K disk version, including "save game" feature and other enhancements, $20.95.

TRS-80 Model 1 & 3 TAPE 010-8099 $14.95
TRS-80 Model 1 DISK 012-8099 $20.95

SUPERSCRIPT

by Richard Wilkes

With SuperScript, one can underline, boldface, insert text, slash 0's, subscript, set 10 pitch, set 12 pitch and of course SuperScript.

One can even get a Directory (?D) and can also kill a file! (Command K).

SuperScript has drivers for serial and parallel printers.

NOW INCLUDES EPSON MX-80 DRIVER MAKES IT BETTER

SuperScript is a series of machine language programs which permanently customize *Scripsit*® so that a number of additional features are available. These include:

Ability to get directory or to kill files from within *SuperScript*. TRSDOS or NEWDOS can read *SuperScript* files. Text can be inserted into unjustified lines during printout e.g., inserting a name after "Dear" and before the colon. For this purpose a lowercase driver is included.

On printers that can backspace, underlining and slashed zeroes (Ø) are options. On Diablo and NEC printers, one can superscript, subscript, underline, boldface and select 10/12 pitch.

Serial and parallel drivers are included on the disk. You can customize these drivers for use with other types of letter quality printers. The serial drivers are included which use the ETX/ACK protocol for 1200 baud communications. Furthermore, printer drivers can be protected in high memory.

The "L" command used to load a file now requires a filespec to avoid destroying text buffer if the question mark is omitted from the "L" Command.

Available on disk for TRS-80® Level II with 32k, one disk drive and lower case modification for $29.95.

MODEL 3 VERSION IN JULY

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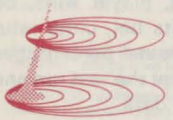

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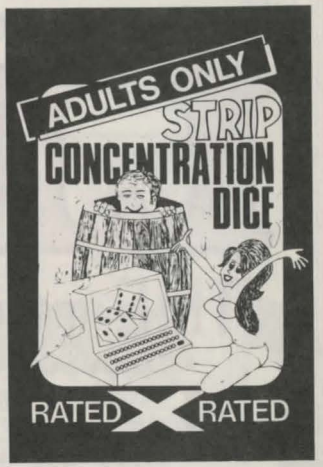
NOTE: EXPLICIT SEXUAL LANGUAGE MAY BE OFFENSIVE TO SOME USERS.



TRS-80 TAPE Model 1 & 3 010-0097 $14.95
TRS-80 DISK (Slightly extended Version) Model 1 012-0097 $20.95

THE AMAZING BLACKJACK MACHINE

by RICHARD RAMM

THE AMAZING BLACKJACK MACHINE

This is an extraordinary program designed for the development, study and analysis of blackjack playing strategies and betting systems. Features high speed test runs at a rate of about 2000 games per hour with the computer playing both sides under an almost endless variety of conditions that can be set by the user! Constantly changing registers keep track of games played, player wins, dealer wins, point counts, units bet, units returned and all the important house percentages. At any time you may interupt the test run and get a printout of additional data.

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HOW TO USE OUR CATALOG NUMBER

Using the catalog numbers, which appear with every product in our catalog, will not only make ordering easier and faster for you, but will enable us to quickly and efficiently process your order. Please take a few minutes to read the brief Catalog Number explanation below.

Each product will have a seven digit number along with its price. This number represents the machine, the program, the mode and the product stock number

THE FIRST TWO DIGITS — MACHINE
The first two digits show the machine and the model a particular product will fit.
"01" is the TRS-80 Model 1 (and 3 if noted), "02" is the TRS-80 Model 2, "04" is the APPLE 2, "05" is the ATARI, etc.

THE THIRD DIGIT — PROGRAM MODE
The third digit tells us what program mode to send.
"0" is a cassette TAPE. "1" is TAPE to DISK (runs on tape machine but can be easily transferred to a disk), "2" is a DISK (standard 5¼" unless 8" noted).

DIGITS FOUR, FIVE, SIX & SEVEN — PRODUCT STOCK NUMBER
These digits tell us exactly what product you wish to order.
"9" appearing in these digits indicate a special product.

— PLEASE COPY THESE NUMBERS CAREFULLY —

ORDER EXAMPLE FROM ADVENTURE CHART ON PAGE 5

For an example, if you wanted to order Adventure #5 for your Apple 2 on TAPE to DISK you would go to the first column marked "ADV No." and go down to "5". Next you would locate the correct computer and mode column (in this case the second column) and go down to the same line as the "ADV No.". This block contains your catalog number and price which in this case is 041-0005 $19.95. This information would be then marked on the order form in the appropriate places. If no number and price appears in the block, the product is presently not available. Don't forget . . . you can order TOLL FREE — (800) 327-7172.

DIM II by AL TAYLOR

(Disk Index Manager)

D.I.M. II is a complete index and user-program command control system -capable of handling 140 disks and 2100 files.

FEATURES INCLUDE

• Categorization method for basic and machine files • Automatic read of your disk directories and available free space • Automatic disk read and update function • Automatic alphabetical sort of index, -update included • List by catagory, extentions or particular disk directory • Search and list function, -output to video or printer (80 col.) • List all avilable free space, -printout optional • change program titles in index • Delete program titles in index, on disk or both.

Will read TRSDOS, NEWDOS/80, VTOS 4.0, LDOS, DOSPLUS, NEWDOS 2.1 Disks!
Requires user to own TRSDOS 2.3

D.I.M. II was created to achieve the ultimate in disk index control — allowing the minimum 1 drive user complete versitility, with advantages in speed for 2 drive users.

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TRS-80 DISK Model 1 32K **012-0126 $24.95**

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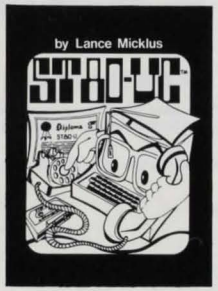
by JAMES TALLEY

16K LEVEL 2 MACHINE LANGUAGE

E-Z SOUNDS-Tape or disk based system for generating music and sound effects in basic programs. E-Z SOUNDS is a sound routine that was developed for the purpose of enhancing the operation of BASIC programs. It is not complicated to understand or use and is easily patched into your basic program and executed upon command. You don't have to have any prior musical training to use it. A short tutorial on musical terminology is included to help you encode your favorite musical renditions and a library of sound and music is included for your evaluation and use. You may sell your own program with E-Z SOUNDS routines provided a credit line is given to E-Z SOUNDS.

TRS-80 TAPE to DISK Model 1 **011-0095 $19.95**



ST80-UC™

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TRS-80™

4K MACHINE LANGUAGE

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