VOL. 2 ISSUE 3
$1.00

Adventure INTERNATIONAL

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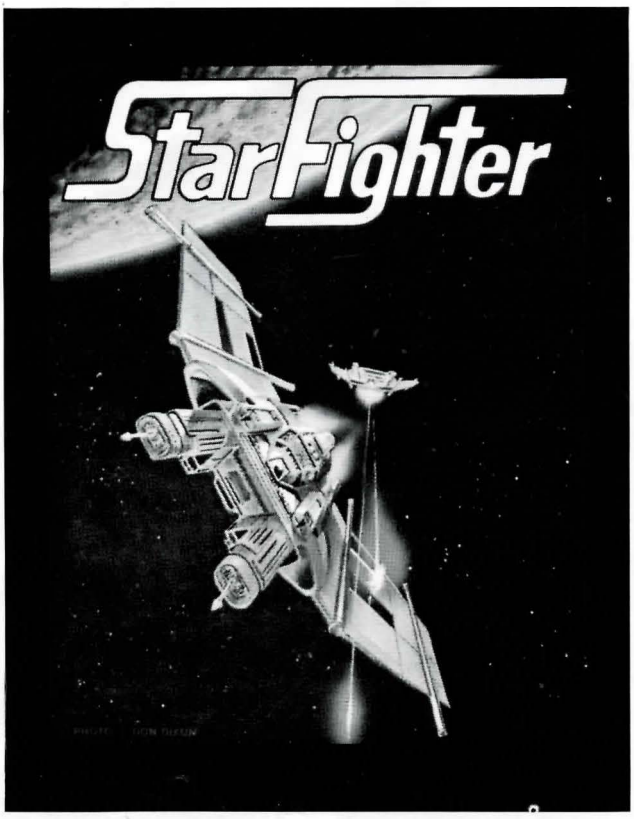
Conquest of Chesterwoode
See page 19



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

STARFIGHTER

by Sparky Starks

Until now, you may have never experienced it — the electric thrill of an involvement so intense that the passing hours collapse seemingly into moments; and what might have been percieved as mere entertainment before, has now shaped itself into the tangible magic of incredible challenge.

You may have never experienced it. But you will — and the experience has a name — STARFIGHTER, the last word in arcade simulations.

To refer to STARFIGHTER as a game is to pidgeonhole it along with other simulations and programs which only hint at the capabilities the microcomputer can provide the user on an entertainment level. STARFIGHTER brings a gloss and sophistication to your micro that will not diminish with time, for the challenge is nearly endless. STARFIGHTER marries the physical playability of an arcade machine with the intellectual — for without the ability to make rapid, intellegent decisions, one may not experience the comfort of old age in the STARFIGHTER universe.

The STARFIGHTER player begins his tour of duty as a NEW PILOT. At this embryonic stage, he or she must prepare for the mission ahead — a mission which will consist of the indentification and destruction of enemy craft. Perhaps in time (but only perhaps), the coveted rank of STAR LORD can be attained. But for now, one need only concern one's self with basic survival.

STARFIGHTER is a multiple skill level game with razor-sharp graphics and sounds that will return its cost a hundredfold in sheer enjoyment. The STARFIGHTER package includes two program tapes (seperate Main Mission and NEW PILOT Simulator), or one self-booting disk, and an extremely detailed 32 page manual.

TRS-80 16K TAPE	**Models 1 & 3**	**010-0120**	**$24.95**
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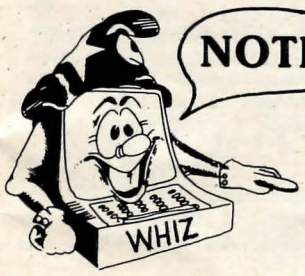

NOTE: MANY OF THE TRS-80 DISK PROGRAMS HEREIN REQUIRE TRSDOS™ TO RUN.

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

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SOFTWARE AUTHORS SEE PAGE 21!

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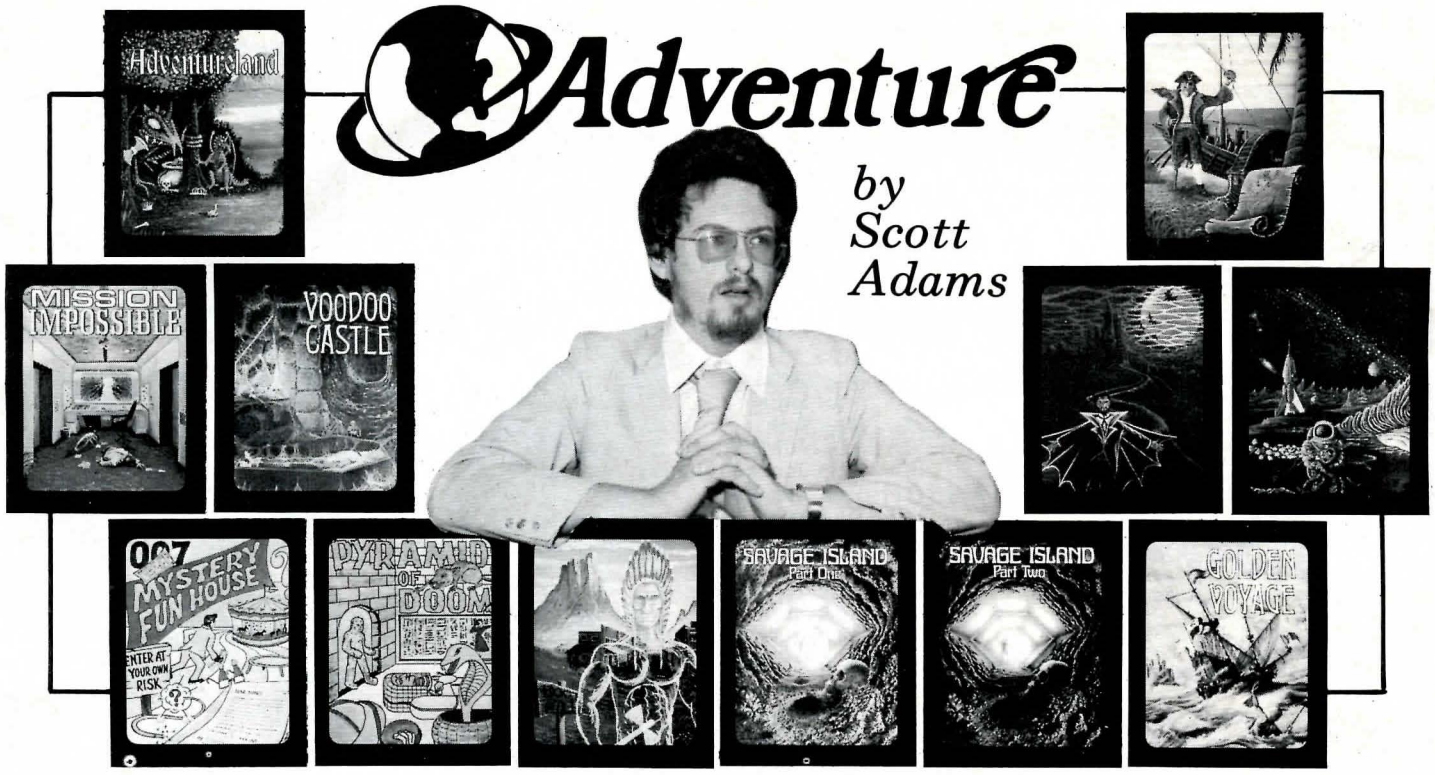

AN OVERVIEW

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.

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.

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.

by Ken Mazur

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THE ADVENTURES

#0 SPECIAL SAMPLER — If you've never experienced the thrill of a Scott Adams Adventure, then this is a good place to start! All of the elements of a full length Adventure are contained in this special cut-down version of our Adventure #1. Hours of enjoyment guaranteed — and at a special price too!

#1 ADVENTURELAND — Wander through an enchanted realm and try to recover the 13 lost treasures. There are wild animals and magical beings to reckon with, as well as many other perils and mysteries. Can you rescue the Blue Ox from the quicksand? You'll never know until you try ADVENTURE #1! This is the Adams Classic which started the Whole Ball of Wax! Try it, you won't be sorry. Difficulty Level: Moderate

#2 PIRATE ADVENTURE — The lost treasures of Long John Silver lie hidden somewhere — will you be able to recover them? Only by exploring this strange island will you be able to uncover the clues necessary to lead you to your elusive goal! Difficulty Level: Easy

#3 MISSION IMPOSSIBLE ADVENTURE — In this exciting Adventure, time is of the essence as you race the clock to complete your mission in time — or else the world's first automated nuclear reactor is doomed! So, tread lightly and don't forget your bomb detector! If you survive this challenging mission, consider yourself a true Adventurer! Difficultty Level: Hard

#4 VOODOO CASTLE — The Count has fallen victim to a fiendish curse placed on him by his enemies. There he lies, with you his only possible hope. Will you pull off a rescue, or is he down for the Count for good? Difficulty Level: Moderate

#5 THE COUNT — It begins when you awake 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? Who can say . . . but somewhere a centuries-old evil lies in dark wait . . . Difficulty Level: Moderate

#6 STRANGE ODYSSEY — At the galaxy's rim, there are rewards aplenty to be harvested from a long-dead alien civilization, including fabulous treasures and advanced technologies far beyond human ken! Will you be able to recover them and return home? Prepare yourself for the incredible! Difficulty Level: Moderate

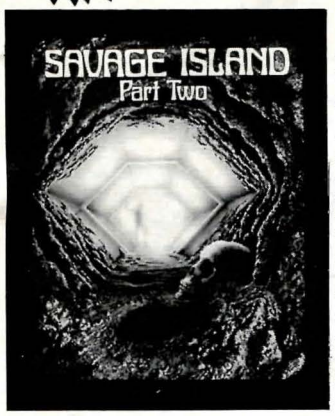
#7 MYSTERY FUN HOUSE — This Adventure puts you into a mystery fun house and challenges you to find your way through and back out of it. Sure to baffle you for quite a while, the MYSTERY FUN HOUSE is patiently waiting for you to enter. So, step right up and get your tickets he-yah! Difficulty Level: Moderate

#8 PYRAMID OF DOOM — This is an Adventure that will transport you into a maddening dangerous land of crumbling ruins and trackless desert wastes — into the very PYRAMID OF DOOM! Jewels, gold — it's all here for the plundering — if you have the expertise to pull its recovery off! Difficulty Level: Moderate

#9 GHOST TOWN — You must explore a once thriving mining town in search of the 13 hidden treasures. With everything from rattlesnakes to runaway horses, it sure ain't going to be easy! And — they don't call them ghost toens for nothing, pardner! Includes a special bonus scoring system too! Difficulty Level: Hard

#10 SAVAGE ISLAND PART I — A small island in a remote ocean hold an awesome secret — will you be able to discover it? This is the beginning of a two-part Adventure, the second half concluding as SAVAGE ISLAND PART 2, ADVENTURE #11. NOTE: This one's a toughie — for experienced Adventures only! Difficulty Level: Harder

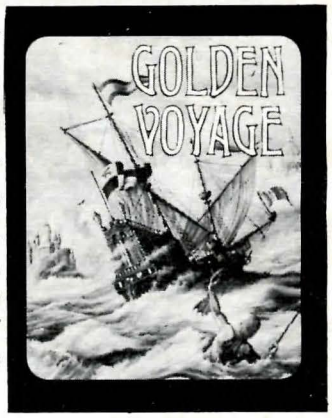
NEW! ADVENTURE #11 SAVAGE ISLAND PART II



The suspense begun with Adventure #10 now comes to an explosive conclusion with SAVAGE ISLAND-PART II! This Adventure requires you to have successfully finished #10 wherein you were given the password to begin this final half. The plot thickens as you wind your way through glowing corridors in search of the elusive clue that will enable you to solve the riddle of the island. NOTE: For experienced Adventurers only!
Difficulty Level: Harder

NEW! ADVENTURE #12 GOLDEN VOYAGE

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? This one is for experienced Adventurers only!
Difficulty Level: Hard



ADVENTURE HINT BOOK
For Adventures 1 Through 12

At long last, there's help for the befuddled Adventurer! Our new hint book provides additional clues to help you with some of those sticky spots you've gotten yourself into, while still letting you solve the Adventure yourself; all without giving away any clues until you really want them! So, if you can't seem to get out of the bog or locate the pharoah's heart, you've come to the right place! Includes a special section on making Adventure maps, too! Individual hint sheets are available for all Adventures, including Other Ventures.

099-0082 $7.95

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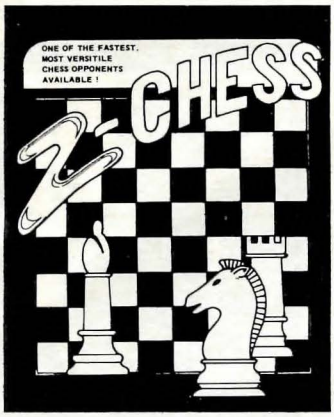
‡ Trade in your Adventure 10 on its original A.I. disk for $7.00 credit towards the purchase of 10-11-12 disk. This may be done directly by mail or at your participating A.I. dealer.



PROGRAM PARAMETERS

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

Z-CHESS III

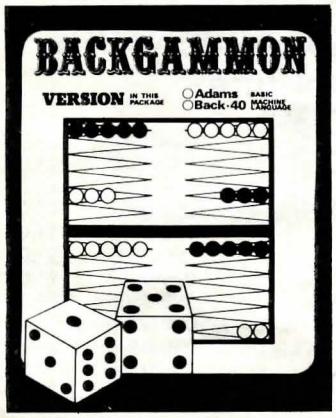
TRS-80

by Bill Miller

In the beginning, there was chess — quite possibly the most popular board game the civilized world had ever known. Eventually, with the advent and popularization of the computer, chess was adopted — as well as adapted — for use on the microcomputer. And now, the game has reached its apex — as the incredible Z-CHESS III!

Z-CHESS III is one of the fastest, most versitile chess opponents available for your micro today. With its seven levels of "look ahead" 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 advanced players. It can play either white or black, and its versitile board set-up mode allows specific positions to be played as desired. Naturally, Z-CHESS III will solve mate-in-two problems and it will solve them FAST! Look out Bobby Fischer!

TRS-80 16K TAPE Model 1 & 3	**010-0080**	**$24.95**
TRS-80 32K DISK Model 1	**012-0080**	**$29.95**



PROGRAM PARAMETERS

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

BACKGAMMON

TRS-80

by Scott Adams

This is the original Backgammon program written by Scott Adams which has been a favorite among computerists for quite sometime. BACKGAMMON captures every nuance and characteristic of the actual board game, delivering hours and hours of exciting fun to your home microcomputer — fun that your family and friends will want to get in on too!

Adams' BACKGAMMON is played exactly like the real thing. You input your move into the computer, which will then consider your move, analyze it, and decide upon its best reply. Usually the computer will make its move in 40 seconds or less.

So, if you enjoy a good game of Backgammon (and who doesn't?), then look no further than BACKGAMMON by Adams!

TRS-80 16K TAPE TO DISK Model 1 & 3	**011-0041**	**$9.95**

PROGRAM PARAMETERS

LANGUAGE ..... Machine
NUMBER OF PLAYERS (min/max) 1/1
AVERAGE COMPLETION TIME ... Variable
SUGGESTED AGE GROUP .... 12 to Adult
RECOMMENDED FOR NOVICE? ..... Yes
CLASSIFICATION: ..... Game Simulation
SOUND? ..... No
GAME SAVE FEATURE? ..... Yes
MULTIPLE SKILL LEVELS? ..... Yes
GRAPHICS ORIENTED? ..... No
REAL TIME? ..... No
SPECIAL EQUIPMENT: ..... None

THE MEAN CHECKERS MACHINE 2(tm)

TRS-80

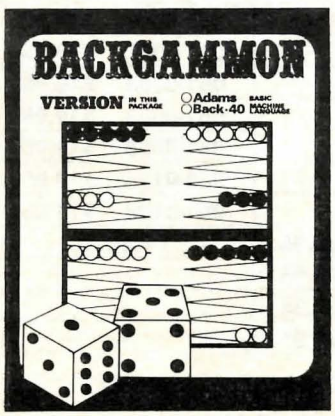
by Lance Micklus

Welcome to the world of checkers, a game that the entire family can play and enjoy. Your opponent is THE MEAN CHECKERS MACHINE 2(tm). Can you beat the computer? Sure — but only if you're careful!

At the beginning of the computer's turn, it begins searching throughout the checkerboard for every possible move. Once a legal move is found, the computer re-creates the move on an internal board, checking it against the playing board to see if the move looks promising. This "look ahead" function can continue up to 9 levels deep, depending upon the setting you choose.

Whether you're just starting out, or if you're already a checkers expert, you'll find that MEAN CHECKERS MACHINE 2(tm) will live up to its reputation as one of the greatest programs of its type anywhere!

TRS-80 16K TAPE Mode 1 & 3	**010-0104**	**$14.95**
TRS-80 32K DISK Model 1 & 3	**012-0104**	**$19.95**



PROGRAM PARAMETERS

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

BACK 40 III

TRS-80
APPLE

by Bill Miller & Steve Glen

The game that you've played and loved for years is now available for your micro! BACK 40 III is the last word in realistic Backgammon simulation — and, Backgammon buffs will appreciate this detailed machine language program which simulates the actual board game right down to the doubling cube. The computer is programmed to make some killer moves and uses excellent judgement in its use of the doubling cube. BACK 40 III also keeps a running total of games that have been won by both sides.

So, if you've been disappointed with other version of this exciting game, then now is the time to move up to a truly superior product. Fun for Backgammon fans of all ages, AND an excellent program for beginners and experienced players alike!

TRS-80 16K TAPE Model 1 & 3	**010-0042**	**$14.95**
TRS-80 32K DISK Model 1	**012-0042**	**$19.95**
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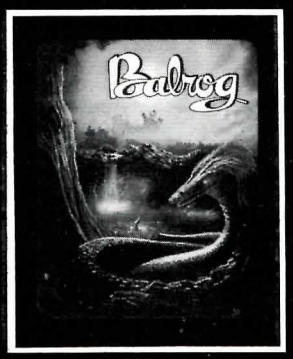
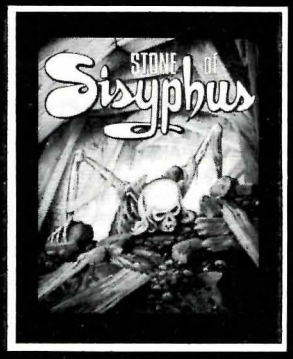
maces & magic

BY CHAMELEON SOFTWARE





BALROG

Meet the Chromatic Dragon face-to-flame in BALROG, the first in the MACES & MAGIC Series. This fantasy adventure features one of the largest data bases ever created for a microcomputer role playing game. Not only can you create completely individual characters, but you may also choose from a huge inventory of specific weapons and armor items. Freeform input combined with choices suggested by the program makes the discovery of the more secret areas of the dungeon a real challenge!

STONE OF SISYPHUS

The STONE OF SISYPHUS carries you to a 'thinking man's" dungeon, wherein you must apply your skills to effect survival and to realize your goals. This is an unfriendly subterranean world populated by hideous monsters, and dripping with fabulous treasures — the latter enticing you to face the former! Your survival hinges upon hard intellect, as opposed to the wispy uncertainty of chance, so be prepared to draw deeply from your intellectual reservoir! And — the responsiveness of the program to the individual qualities of your character make this grand adventure frustratingly enjoyable for hundreds of hours before all of its elusive secrets can be unlocked!

MORTON'S FORK

The third entry in the Maces & Magic series, MORTON'S FORK transports you into a world bereft of natural laws — a realm populated by magical beings and strange creatures. The scenario is set within the confines of an ancient wizard's fortress. Through your keyboard input, you equip your warrior with armor, weapons, and gold, as well as with desirable personal attributes. Only then will you be able to face the dangers of MORTON'S FORK! Features include multiple skill levels and a comprehensive manual describing the colorful Maces & Magic world.

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.

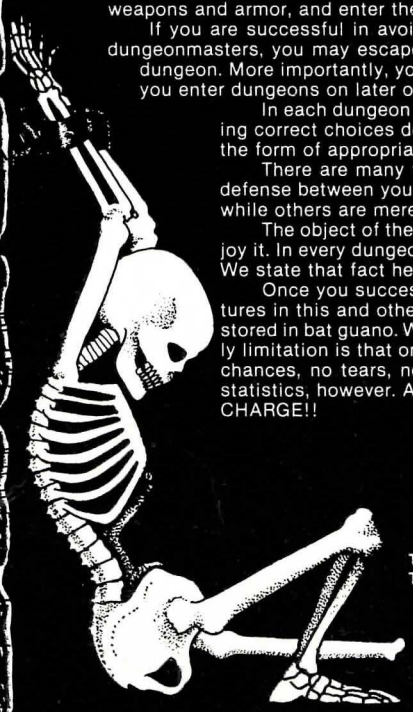
If you are successful in avoiding or conquering the various monsters, traps, enchantments and illusions set by our nefarious dungeonmasters, you may escape with riches and glory. Your name and deeds will be recorded for posterity in the records of the dungeon. More importantly, you'll be alive. You may 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!!



Maces & Magic Series

By Chameleon Software

BALROG

requires 2 drive system

TRS-80 32K DISK Model 1	012-0099	$29.95
TRS-80 48K DISK Model 3	012-0099	$29.95

STONE OF SISYPHUS

Works on 1 or 2 drive systems

TRS-80 32K DISK Model 1	012-0100	$29.95
TRS-80 48K DISK Model 3	012-0100	$29.95
ATARI 40K	052-0100	$34.95
APPLE 2 PLUS or APPLE 2 - 48K with Applesoft in ROM WORKS ON 3.2 OR 3.3	042-0100	$29.95

MORTON'S FORK

Works on 1 or 2 drive systems

TRS-80 32K DISK Model 1	012-0113	$29.95
TRS-80 48K DISK Model 3	012-0113	$29.95
APPLE 2 PLUS or APPLE 2 - 48K with Applesoft in ROM WORKS ON 3.2 OR 3.3	042-0113	$29.95

Kid Venture

By James Talley

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

PROGRAM PARAMETERS

LANGUAGE	Hybrid
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	30 min.
SUGGESTED AGE GROUP	4 to 10
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Compu-novel
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	Yes
REAL TIME?	No
SPECIAL EQUIPMENT:	Tape Recorder for voice tape

KID VENTURE #1 - LITTLE RED RIDING HOOD

KID VENTURE #1 introduces you to Riding Hood, Grandma, and of course, the Big Bad Wolf. Includes a play-a-long voice tape and cardboard cutouts of characters that your little one can color, plus a quiz mode so your child can learn while having fun.

KID VENTURE #2 - TWAS THE NIGHT BEFORE CHRISTMAS

This delightful program features the classic yuletide poem, graphically illustrated (and with accompanying voice tape) that your child will want to see and hear again and again. In lieu of a quiz mode, the memory game MATCH MAKER is included — fun for readers and non-readers alike.

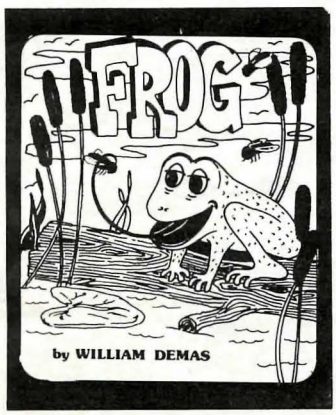
KID VENTURE #3 - OLD McDONALD'S FARM

OLD McDONALD'S FARM is the latest entry in the KID VENTURE Series. It is a sing-a-long venture based on the popular age-old nursery rhyme. Written in a new format, this KID VENTURE does not require a separate voice tape.

KID VENTURE #1 - LITTLE RED RIDING HOOD		
TRS-80 TAPE TO DISK Model 1 16K	**011-0030**	**$14.95**
TRS-80 TAPE TO DISK 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 (works on 3.2 or 3.3)	**042-0030**	**$24.95**

KID VENTURE #2 - TWAS THE NIGHT BEFORE CHRISTMAS		
TRS-80 16K TAPE TO DISK Model 1	**011-0083**	**$14.95**
TRS-80 32K TAPE TO DISK Model 3	**011-0083**	**$14.95**

KID VENTURE #3 - OLD McDONALD'S FARM		
TRS-80 16K TAPE TO DISK Model 1 & 3	**011-0124**	**$14.95**



PROGRAM PARAMETERS

LANGUAGE	Hybrid
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	5 Min.
SUGGESTED AGE GROUP	8 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Arcade
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	None

TRS-80

FROG

by William Demas

Pull up a lily pad to your micro and get ready for a little amphibious fun! William Demas' **FROG** is a snappy graphics-oriented game that everyone at your swamp can enjoy — from fledgling tadpole to the mature toad!

The object of **FROG** is to manipulate your frog as he sits on his log, so as to catch flies with his darting tongue as they buzz over his head. Your score will depend on the number of flies you can catch, and the amount of time it takes to secure them.

FROG. Your pond may never be the same! Bon Appetit!

TRS-80 16K TAPE TO DISK Model 1 & 3 011-0055 $14.95

INTERACTIVE FICTION

BY ROBERT LaFORE
Apple Conversion by Marin Computer Center

APPLE
TRS-80

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?

SIX MICRO STORIES

An excellent introduction to the world of Interactive Fiction. Six short, but complete, stories involve you, the reader, in a variety of facinating scenarios: You are an American spy in Hitler's Third Reich; the pilot of a doomed 747, and more. Includes: The Fatal Admission, Empty World, and four other stories.

TRS-80 Model 1 32K DISK
012-0021 $14.95
APPLE 2 - 48K DISK
(Applesoft in ROM required)
works on 3.2 or 3.3
042-0021 $14.95

LOCAL CALL FOR DEATH

Meet Detective Sir Colin Drolley, as well as a host of other intriguing rogues, as you set about the task of solving the perfect crime. You won't believe the incredible depth and detail of this great program as the action flow submerges you into a world of TOTAL participation! You should find this program quite a challenge, as you put your analytical skills and social savoir-faire to the test!

TRS-80 Model 1 32K DISK
012-0023 $19.95

TWO HEADS OF THE COIN

In TWO HEADS OF THE COIN, you are one of the world's greatest detectives. Mr. Conway's wife, Georgina, has vanished, and now it's up to you to gather the clues and solve the mystery behind her disappearance! A psycological brain-squeezer set in the London of Sherlock Holmes, this one will tax your skills of deduction, as well as your imagination!

TRS-80 Model 1 32K DISK
012-0022 $19.95

HIS MAJESTY'S SHIP "IMPETUOUS"

Pirates and plunder, or fame and fortune may be just ahead in this adventurous installment of the Interactive Fiction Series. "IMPETUOUS" puts you at the helm of the king's ship as you prepare to war with the enemy. Command decisions must be made, but careful — poor judgement on your part could spell disaster!

TRS-80 Model 1 32K DISK
012-0077 $19.95
APPLE 2 - 48K DISK
(Applesoft in ROM required)
works on 3.2 or 3.3
042-0077 $19.95

DRAGONS OF HONG KONG

It begins in a sleezy bar when your sole contact, Professor Goodman, is murdered by a jade dagger hurled by an unknown assailant. Now, acting on the limited information provided before the Professor died, you must now face the terrors of the dreded Gregarine Order, and the merciless Akbar D'Evile!

If you are perceptive and shrewd, and steadfast in the face of danger, then maybe you have a chance to free the world of an age-old blight, clear your name of a despicable crime, and finish the story in the arms of the woman of your dreams.

But, then again, there are other endings...

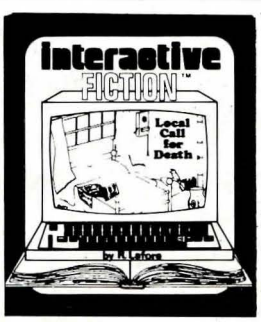
TRS-80 Model 1 32K DISK
012-0125 $19.95

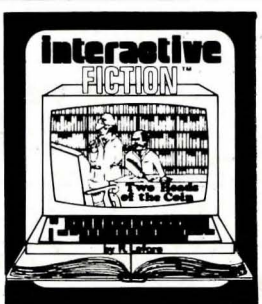
QUAD PACK SPECIAL

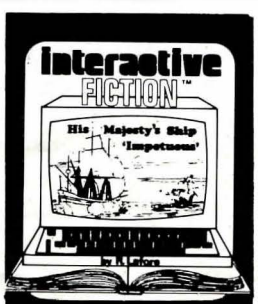
TRS-80 MODEL 2 8" DISK
FIRST FOUR ON ONE 64K DISK
022-0081
(REQUIRES USER TO HAVE TRSDOS 2.0)

$69.95

NEW!







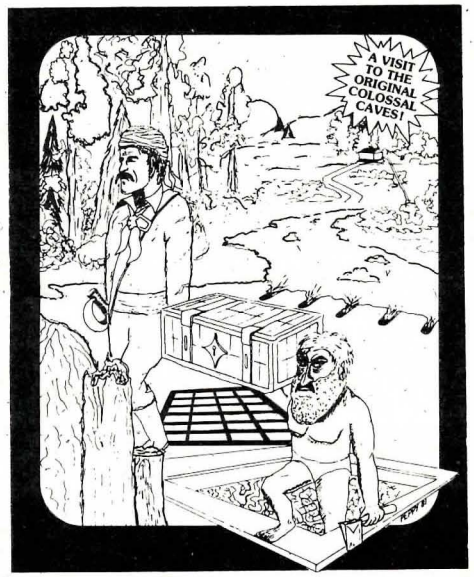
OTHER-VENTURE

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



OTHER-VENTURE #1 - BY JOHN RAUSCH

CLASSIC ADVENTURE

OTHER VENTURE #1

PROGRAM PARAMETERS

LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	1 Month
SUGGESTED AGE GROUP	12 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Compu-novel
SOUND?	No
GAME SAVE FEATURE?	Yes
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	No
REAL TIME?	No
SPECIAL EQUIPMENT:	None

TECHNOLOGICAL BREAKTHROUGH!!!

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.

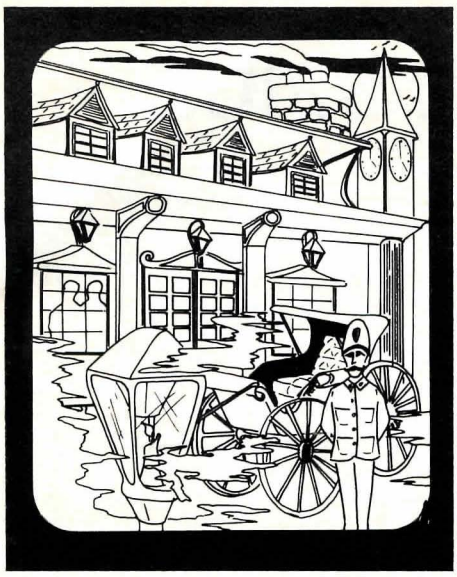
In this version of ADVENTURE you get nothing but the real thing. All of the grandeur and mystery of the original Colossal Caves is re-created here — nothing has been added or left out! By using a text compression technique seldom used on microcomputers, the nearly 44K bytes of text fit in less than 25K. 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 Apple versions work with either 3.2 or 3.3 APPLE disks and APPLE 2 or APPLE 2 Plus machines.

COMING SOON FOR TRS-80 & ATARI

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**



Curse of Crowley Manor

OTHER VENTURE #2

PROGRAM PARAMETERS

LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	1 Month
SUGGESTED AGE GROUP	12 to Adult
RECOMMENDED FOR NOVICE?	No
CLASSIFICATION:	Compu-novel
SOUND?	No
GAME SAVE FEATURE?	Yes
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	No
REAL TIME?	No
SPECIAL EQUIPMENT:	None

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 becomes 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 & 3 32K	**012-0108**	**$20.95**

ESCAPE FROM TRAAM

OTHER VENTURE #3

PROGRAM PARAMETERS

LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	1 Month
SUGGESTED AGE GROUP	12 to Adult
RECOMMENDED FOR NOVICE?	No
CLASSIFICATION:	Compu-novel
SOUND?	No
GAME SAVE FEATURE?	Yes
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	No
REAL TIME?	No
SPECIAL EQUIPMENT:	None

ESCAPE FROM TRAAM

by JYYM PEARSON

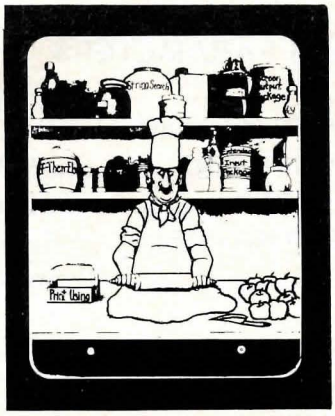
Now, from Jyym Pearson, author of CURSE OF CROWLEY MANOR, comes a powerful new contender in the popular Other Venture Series: ESCAPE FROM TRAAM! Your small space cruiser is in trouble — and even though you survived the initial crash on a bizzare, distant world, you may soon wish that you hadn't! The alien environment of Traam is replete with incredible wonders and sights which no human eyes have ever beheld. You must escape this dangerous world — but be forwarned that if your decisions are not tempered with intellegence and caution, you may not see home again!

16K Level 2 - Machine Language

TRS-80 TAPE Model 1 & 3	**010-0109**	**$19.95**
TRS-80 DISK Model 1 & 3 32K	**012-0109**	**$20.95**

OTHER VENTURE

UTILITIES



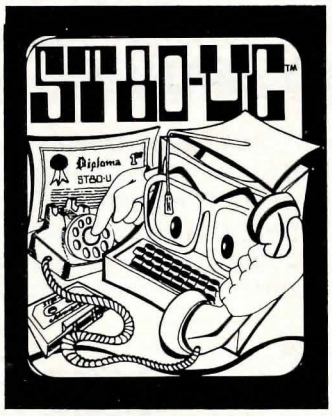
APPLE SPICE

APPLE

by Corey Kosak & David Fox

Spice up your Apple with Apple Spice. This machine language program adds over a dozen new functions to applesoft. The most popular features of other basics can now be used on your Apple. Commands such as ELSE, & PRINT USING, and functions such as FORMATTED INPUT & STRING SEARCH, will more than double the power of your apple. Just the ticket for those of you who've been trying to convert programs from other systems to the Apple. With over fifty-two pages of extensive documentation, this package should be a must for your software collection.

APPLE 2 DISK 48K ROM Applesoft Required
042-0133 $29.95



ST80-UC(tm)

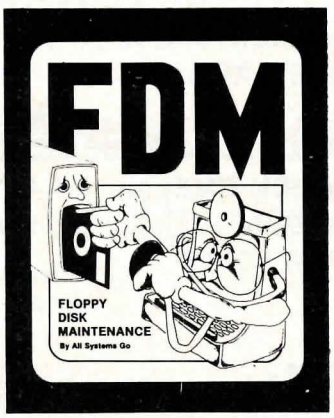
TRS-80

by Lance Micklus

ST80-UC(tm) is a smart terminal program written in machine language that will give you the additional flexibility of being able to create extra (control code) characters and lots more! Features include:

- ★ Works on either TRS-80(tm) Model 1 or III, tape or disk system
- ★ True full duplex and software selectable half duplex operations
- ★ Special keys include: rub out, control, repeat, escape, true break, delete, left or right bracket, back slash, and underline
- ★ Standard ST80(tm) terminal or Videotext terminal
- ★ Uploading feature for electronic mail capability
- ★ Audible beep tone via line printer or TBEEP 2(tm)
- ★ Automatic monitoring for unattended operation
- ★ Drivers for parallel port printers, upper/lower keyboards, and fully compatable upper/lower case video driver

TRS-80 16K TAPE Model 1 & 3 **010-0105** **$24.95**



FDM
(FLOPPY DISK MAINTENANCE)

TRS-80

by All Systems Go

FLOPPY DISK MAINTENANCE is a disk-based program which was designed to enable the novice user to maintain and align disk drives. FLOPPY DISK MAINTENANCE will work on the TRS-80 Model 1 with the minimum requirement of one disk drive and 16K of memory. With FLOPPY DISK MAINTENANCE, you can be sure that your disk drives will be operating precisely and at peak efficiency. NOTE: Head alignment disk is not included and is required for the head alignment tests. Some tests require use of an osciloscope, although most can be run with just a screwdriver. Indispensable for disk drive owners!

TRS-80 16K DISK Model 1 Only **012-0112** **$20.95**

E-Z SOUNDS

TRS-80

by James Talley

E-Z SOUNDS is a tape or disk system for generating music and sound effects in basic programs. E-Z SOUNDS is a machine language sound routine that was developed for the purpose of enhancing the operations of your own basic programs, as well as contributing to their salability. It isn't complicated to understand or use, and is easily patched into your program and executed upon command. No prior assembly language or musical experience is necessary, however, 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.

Your usage of E-Z SOUNDS in your own programs is encouraged (with no legal or contractual obligations), provided you grant a credit line to E-Z SOUNDS.

TRS-80 TAPE TO DISK Model 1 & 3 **011-0095** **$19.95**

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Their age: _____

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Type of computer they own: _____

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We hope these programs add many hours of fun to your life.

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Adventure International Software is available at more than 800 retail stores in the U.S.A. It is distributed internationally in 34 foreign countries as well. Your retail dealer can give you personal service. However, should your local dealer be out of Adventure International Software, then we recommend ordering directly.

BY MAIL

1) Place peel-off mail label, from back cover, in address space on our order form. (Correct any errors on the label).
2) Fill in the catalog number for **each** product you wish to purchase. Note: Make sure the catalog number corresponds to the computer system you want the program to run on; the type of media, tape or disk; and to the actual program name.
3) Fill in the quantity of each item; the name of the program; the price; and the total cost of merchandise. (If you live in Florida add 4% sales tax. Otherwise there is none).
4) Fill in the amount of postage and handling, and add final total.
5) Indicate your method of payment. If you use your charge card, please fill in all applicable information.
6) Place the order form in an envelope, seal the envelope, lick a stamp (18¢), and mail it. *WE Thank You*

ORDER BY PHONE

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Make your plans now to attend **COMPUTER EXPO '82.** You and your entire family can combine a terrific vacation to sunny Florida with the wonderful worlds of Computers, Disney World, Sea World, Circus World, Wet 'n Wild, and loads of famous attractions.

What could be better? Fun in the sun plus the latest in the Computer Industry!

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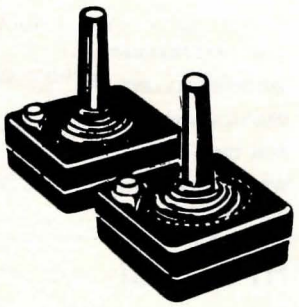
305/339-1731

ACCESSORIES

SOFT WEAR

Slip into one of our designer Tees and let the world know about your BASIC interests! Our high-quality T-Shirts (50% cotton, 50% polyester) are machine washable and come in four different sizes so that everyone in the family can get in on the fun! Our two styles ("COMPUTER POWER" or "I'D RATHER BE PLAYING ADVENTURE") are available with navy blue design on a light blue shirt and features our new mascot "WHIZ"!

COMPUTER POWER			I'D RATHER BE PLAYING ADVENTURE		
SMALL	099-9045	$4.95	SMALL	099-9028	$4.95
MEDIUM	099-9046	$4.95	MEDIUM	099-9029	$4.95
LARGE	099-9047	$4.95	LARGE	099-9030	$4.95
X-LARGE	099-9048	$4.95	X-LARGE	099-9031	$4.95



STICK 80

Now, some of Adventure International's TRS-80 Model 1 programs are joystick compatable (with more being converted all of the time), meaning that now more than ever, you can get true arcade pizazz and feel from your micro! This is the famous ATARI joystick, redesigned to work with any LEVEL II or Disk TRS-80 Model 1 system. Plugs directly into keyboard or expansion interface and is compatable with other accessories.

So don't be left out — turn your TRS-80 into an arcade machine today with a fully assembled and tested STICK-80!

099-9051 $39.95

DOSPLUS

By MICRO-Systems Software, Inc.

DOSPLUS is a state-of-the-art operating system for the TRS-80 Model III which will expand, as well as enhance, the many functions available to you on your Model III. DOSPLUS gives you more of what you buy an operating system for — speed and reliability without sacrificing simplicity and power. DOSPLUS comes complete with full utilities, PLUS a free patch to enable Model I Scripsit to run on Model III UNLIMITED backups!

TRS-80 32K DISK Model III ONLY
012-0131 ~~$99.95~~

FALL SPECIAL $50.00

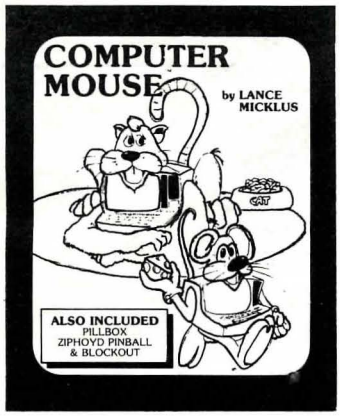
FEATURES:

• Radio Shack compatibility • Error free variable length records • Full lower case detection and support • Execute only protection feature for BASIC programs • Automatic track support for 35 through 80 track drives (mixed) • Device 1/0 handling with FORCE command • Supports high speed clock modification (up to 4 Omhz) • Supports mixed mode (single & double density) automatically • Allows disable-enable of break key • Multiple command chaining with "DO" • New printer driver which allows complete forms control and paging • Automatic serial printer with optional auto linefeed • Execute and DOS command from BASIC and return to BASIC • Complete RS232 control from keyboard with status check • New DISKZAP/CMD single/double density disk editor •

GREEN WINDOWS

One of the problems inherent with prolonged viewing of a CRT is eyestrain. Harsh glare from a black and white monitor can begin to take its toll after just a couple of hours of steady viewing. Our green window will not only eliminate the glare and eyestrain, but will make your micro more attractive to boot. No tools are necessary — attaches in seconds to your monitor using no-mess adhesive stripping and can be removed at any time. Great for utility and recreational programs alike!

TRS-80 Model 1	**099-9015**	**$19.95**
TRS-80 Model 2	**099-9020**	**$24.95**
TRS-80 Model 3	**099-9044**	**$24.95**
Leedex Monitor 100	**099-9021**	**$24.95**



PROGRAM PARAMETERS

LANGUAGE	Basic
NUMBER OF PLAYERS (min/max)	1/2
AVERAGE COMPLETION TIME	5 Min.
SUGGESTED AGE GROUP	10 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Arcade
SOUND?	No
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	Joysticks

COLOR COMPUTER GAMES #1

TRS-80

by Lance Micklus

Now, Lance Micklus, author of many great programs including STAR TREK(TM) and THE MEAN CHECKERS MACHINE 2(TM), turns his formidable expertise to the color computer. The results? Not one, but FOUR joystick-based games for your color micro! Includes the following:

COMPUTER MOUSE(TM)

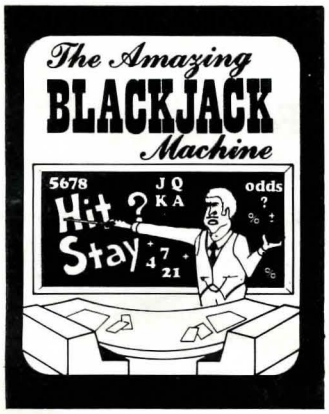
Computerized cats are running amuck and it's up to you to help your electronic mice survive!

PILLBOX

This two-player game puts you right into a World War II bunker, as you lob bombs at your opponent trying to score a hit! Sure fire fun!

—plus two other great games that are sure to chase your doldrums away!

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



HI LITES!

- AN ACCURATE SIMULATION OF THE STUDY OF BLACKJACK
- EXCELLENT STRATEGY FEATURES
- PLAYS 2000 GAMES / HOUR
- REGISTERS KEEP TRACK OF ALL PERTINANT RESULTS
- PRINTOUT CAPABILITY
- AN EXCITING GAMBLING AID
- IT CAN POTENTIALLY RETURN THE PURCHASE PRICE MANY TIMES OVER

THE AMAZING BLACKJACK MACHINE

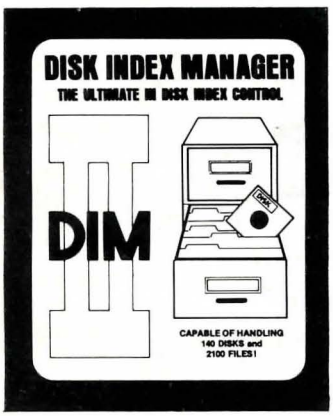
TRS-80

by Richard A. Ramm

This is not a game!

THE AMAZING BLACKJACK MACHINE is an extraordinary program designed for the development, study and analysis of blackjack playing stratagies and betting systems. It features a high speed test run that plays at the rate of almost 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 the all important house percentages. At any time you may interrupt the test run and get a printout of additional data. While many hobbyists will find THE AMAZING BLACKJACK MACHINE more challenging than any computer game, the simple fact is that this is one of the few programs that can potentially return the purchase price many times over!

TRS-80 16K TAPE Model 1 & 3 **010-0091** **$19.95**



Features Include:

Catagorization 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, extensions or particular disk directory.

Search and list function, - output to video or printer (80 col.)

List all available free space, -printout optional.

Change program titles in index.

Delete program titles in index, on disk, or both.

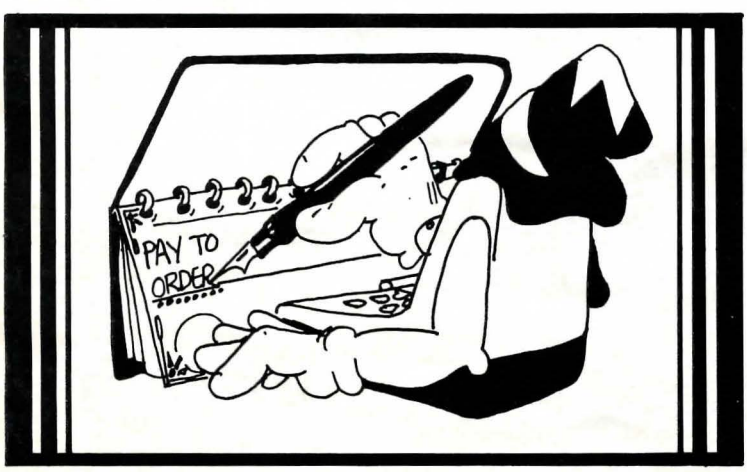
DIM II

TRS-80

by Al Taylor

This is a complete index and user program command control system, capable of handling 140 disks and 2100 separate files! Features include categorization for basic and machine files, auto disk read and update function, automatic alphabetical sort of index, search and list function, output to video printer, and much more! DIM II was created to achieve the ultimate in disk index control. Allows the minimum one drive user complete versitility, with advantages in speed for the two-drive user. Unlike most disk managers, DIM II does not require you to remember when you've added new programs to your disks. Simply run your disks through once a week or so and DIM II will update your index automatically. A "must have" for anyone who has to keep track of a lot of files!

TRS-80 32K DISK Model 1 Only **012-0111** **$24.95**



PERSONAL CHECK MANAGER

TRS-80

by Jack McCabe

This disk-based system consists of several chained basic programs which combine to make up a very powerful package. PERSONAL CHECK MANAGER will support up to 900 checks per year, recorded in up to 24 different accounts. PCM also keeps track of payroll information for tax time. All in all, a very good system for the price. A must for anyone who needs to streamline his or her personal check accounting system.

TRS-80 32K DISK Model 1 & 3 **012-0126** **$24.95**

STAR TREK® 3.5

TRS-80
ATARI

by Lance Micklus

Gene Roddenberry's beloved TV series thrilled and inspired millions the world over. Now, completely faithful to the original concept, comes STAR TREK (r) 3.5, a program that captures all of the essence and excitement of the original. As commander or the Enterprise, you must explore Omega VI, an unknown area that is divided into 192 seperate quadrants. Omega VI is known to contain several class M (earth-type) planets, several large stars, black holes, a pulsar and star bases. The Klingons are rumored to have invaded the area -other than that, information is at a minimum. Your mission, in addition to the exploration of Omega VI, will be to locate the class M planets, orbit them and collect data, stop the Klingon invasion, and return to Star Fleet Command by Stardate 2500.

STAR TREK (r) 3.5 boasts some impressive graphics, realistic sound routines, a 3-dimensional galaxy, animated visual displays, and a lot of detail that will really add to your enjoyment of the game. This upgraded 3.5 version has 10% faster execution over the original (up to30% faster on the long and short range sensor scans), and improved Klingon battle logic. Also included is an extensive manual to enhance your "Trek" knowledge.

TRS-80 16K TAPE Model 1	**010-0025**	**$14.95**
TRS-80 36K TAPE Model 3	**010-0025**	**$14.95**
TRS-80 32K DISK Model 1 & 3	**012-0025**	**$19.95**
ATARI 800 32K TAPE TO DISK	**051-0025**	**$19.95**

PROGRAM PARAMETERS

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

TREASURE QUEST

TRS-80

by Luke Buxton

If you've ever wanted to captain the trackless seas of the world in search of richs without measure, with a band of treacherous dogs who happen to double as your crew, then this game should act as a most effective substitute.

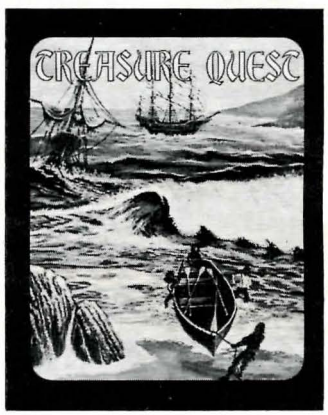
As captain of the 18th century sailing ship Zombie, you have come half a world in your quest for treasure. Your journey has brought you to the nefarious Blood Straits, and perhaps to a rapid death as well! In your favor are accurate chartings of the area, a dependable navigator, and a seasoned crew.In a negative vein, however, the Blood Straights is an area frequented by both violent storms, and an unsympathetic British Navy, which may mistake you and your men for pirates. A fickle crew and a rapidly approaching hurricane season round out your problem roster!

TREASURE QUEST consists of your inputing a series of commands into your microcomputer as you go about searching for buried or sunken booty. A detailed instruction booklet is included to clarify and expound upon the various situations that you will encounter, along with advice and hints to aid you in your search. Each game begins differently, so you are assured of many hours of seafaring fun!

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

PROGRAM PARAMETERS

LANGUAGE	Basic
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	1 Hour
SUGGESTED AGE GROUP	12 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Simulation
SOUND?	No
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	Yes
REAL TIME?	No
SPECIAL EQUIPMENT:	None



STAR SCOUT

TRS-80
APPLE
ATARI

by Phillip Case

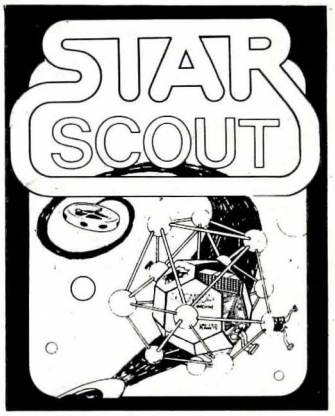
You were on routine assignment when it happenen. While you were out charting asteroids, your entire defense fleet was being devastated by a massive Zargonian invasion. It happened so quickly that no distress calls were dispatched, as you learned upon your return to your decimated fleet. As the sole survivor, you now begin to formulate a plan for exacting revenge upon the perpetrators of the senseless slaughter of your people. Hidden deep within the forbidden sectors of the enemy-held galaxy are the parts of an awesome doomsday machine. Your small scout ship must retrieve the sections and assemble them into the powerful device that will annihilate the Zargonian base planet. Time is running out, and the lives of trillions of inhabitants of the Inner Orbits are in your charge. Can you meet the challenge?

This real-time hybrid language program is chock-full of great features, including machine language graphics and sound, a 3-dimensional galaxy, true perspective (your view is from your ship, not a "third-person" view), and will accept an optional joystick. The disk version has even more features due to an extra 6K of memory, including extra ships, expanded galaxy, enemy space stations, docking options, and much more!

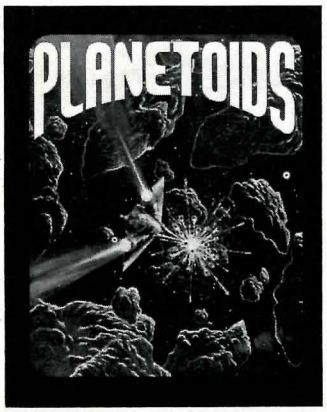
TRS-80 16K TAPE Model 1 & 3	**010-0085**	**$14.95**
TRS-80 32K DISK Model 1 & 3	**012-0085**	**$20.95**

PROGRAM PARAMETERS

LANGUAGE	Hybrid
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	2 Hrs.
SUGGESTED AGE GROUP	14 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Space Simulation
SOUND?	Yes
GAME SAVE FEATURE?	Yes
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	None Required, but does support an optional joystick.



ARCADE GAMES



THE INCREDIBLE BEST SELLING ARCADE SIMULATION!

PROGRAM PARAMETERS

LANGUAGE ..... Machine
NUMBER OF PLAYERS (min/max) 1/1
AVERAGE COMPLETION TIME ..... 5 min.
SUGGESTED AGE GROUP .... 10 to Adult
RECOMMENDED FOR NOVICE? ..... Yes
CLASSIFICATION: ..... Arcade
SOUND? ..... Yes on Apple Version
GAME SAVE FEATURE? ..... No
MULTIPLE SKILL LEVELS? ..... Yes
GRAPHICS ORIENTED? ..... Yes
REAL TIME? ..... Yes
SPECIAL EQUIPMENT: .... Game Paddles For Apple Version

PLANETOIDS

TRS-80 APPLE

by Marc Goodman
TRS-80 version by Greg Hassett

TRS-80 version currently being co-marketed by Adventure World under the name "FASTEROIDS."

Occasionally a game comes along which generates favorable public response to such an intense degree that it will actually develop cult status. PLANETOIDS is such a game!

It's your ship vs. a swarm of killer planetoids and alien ships, as you try to destroy them before they blow you into the next galaxy! PLANETOIDS gives you super-sharp graphics and sound effects (in the APPLE version), making this a sure bet for hours of unlimited fun!

The TRS-80 version is a dynamic heavyweight in its own right, including many extra features and playing modes. The "practice" mode will let you try out the game at some of the more difficult levels offered by being in a high score position. "Freeze" allows you to stop your game down at any point for later play, and "high speed" will increase the velocity of the passing planetoids. Add to all of this, abort, "cruze," dogfight and score save (on cassette version only) options, and we think you'll agree that PLANETOIDS is arcade style entertainment at its finest!

APPLE 2 32K TAPE TO DISK	**041-0015**	**$14.95**
APPLE 2 32K DISK (works on 3.2 or 3.3)	**042-0015**	**$19.95**
TRS-80 16K TAPE Model 1 & 3	**010-0015**	**$19.95**
TRS-80 32K DISK Model 1 & 3	**012-0015**	**$20.95**

(Disk version actually tape version relocated for 32K system)

PROGRAM PARAMETERS

LANGUAGE ..... Machine(TRS-80) Hybrid (Atari)
NUMBER OF PLAYERS (min/max) 1/1
AVERAGE COMPLETION TIME ..... 5 min.
SUGGESTED AGE GROUP ..... 8 to Adult
RECOMMENDED FOR NOVICE? ..... Yes
CLASSIFICATION: ..... Arcade
SOUND? ..... Yes
GAME SAVE FEATURE? ..... No
MULTIPLE SKILL LEVELS? ..... Yes
GRAPHICS ORIENTED? ..... Yes
REAL TIME? ..... Yes
SPECIAL EQUIPMENT: .. Optional Joystick (TRS-80) Joysticks (Atari)

LUNAR LANDER

TRS-80 ATARI

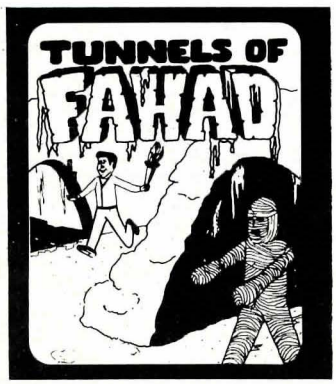
by Mike Wall & Jack Moncrief
ATARI version by Jeff Jessee

Joystick Compatible!

In theTRS-80 version of the popular game, your micro will be taxed to its graphic limits! Written in fast machine language, the landscape scrolls horizontally by as you guide your LEM (Lunar Excursion Module) across the lunar surface. As you near your selected landing site, the automatic camera left behind by the previous mission "zooms in" for a tight close-up of your final descent! Each crash will cost you 1000 fuel units, but for the skilled player, relief can be found at the ravine's bottom with a refill at the fuel depot!

The ATARI joystick version features color graphics, and snappy 4 voice sound effects. Your mission is to make 5 successful landings with your LEM — if you've got what it takes to be a lunar pilot, you'll plant the U.S. flag to the rousing tune of "The Star Spangled Banner!" The ATARI version also includes multiple skill levels for the novice to the pro!

TRS-80 16K TAPE Model 1 & 3	**010-0094**	**$14.95**
TRS-80 32K DISK Model 1	**012-0094**	**$20.95**
ATARI 24K TAPE TO DISK	**051-0094**	**$14.95**



PROGRAM PARAMETERS

LANGUAGE ..... Basic
NUMBER OF PLAYERS (min/max) 1/1
AVERAGE COMPLETION TIME ..... 5 Min.
SUGGESTED AGE GROUP .... 10 to Adult
RECOMMENDED FOR NOVICE? ..... Yes
CLASSIFICATION: ..... Arcade
SOUND? ..... Yes
GAME SAVE FEATURE? ..... No
MULTIPLE SKILL LEVELS? ..... No
GRAPHICS ORIENTED? ..... Yes
REAL TIME? ..... Yes
SPECIAL EQUIPMENT: ..... Optional Joysticks

TUNNELS OF FAHAD

TRS-80

by K. Pfeiffer

Months of fruitless searching across the desolate wastes of an endless desert have taken their toll upon you and your archeological crew. At last — the burial site of the ancient Egyptian ruler Fahad is uncovered! But your superstitious crew has fled, leaving you to enter the dank tomb alone...

TUNNELS OF FAHAD is a fast-paced real-time action game which makes YOU the object of a long-dead mummy's wrath in your pursuit of the valuable silver and Tanna leaves as you race through his tomb. Joystick compatability and running high score features make a quick and exciting game the entire family can have a ball with!

TRS-80 16K TAPE TO DISK Model 1 & 3	**011-0019**	**$14.95**

SHOWDOWN

TRS-80

by Russell Starkey

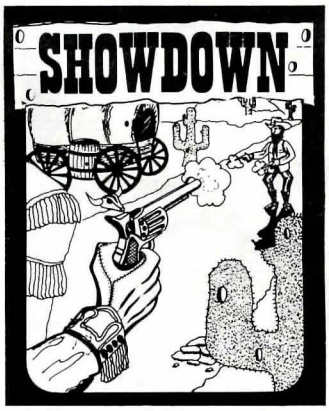
Now — all of the excitement and action of an authentic Old West gunfight can be yours with Russell Starkey's SHOWDOWN! Designed with arcade-tough playability, SHOWNDOWN delivers the goods fast and furiously!

In SHOWDOWN, 2 Gunslingers are pitted against one another in a dusty duel to the death. (You can play the computer or challenge a human partner). Once you square off against your opponent, you maneuver your cowpoke into position for the kill, using various keys on your micro's keyboard which will raise or lower his firing arm. And — the moving obstacles between you and your nemisis will really keep you on your toes! Have fun — but have a care as well — life comes cheaply in the badlands!

TRS-80 16K TAPE Model 1 & 3	**010-0103**	**$14.95**
TRS-80 32K DISK Model 1 Only	**012-0103**	**$20.95**

PROGRAM PARAMETERS

LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	1/2
AVERAGE COMPLETION TIME	5 Min.
SUGGESTED AGE GROUP	10 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Arcade
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	None



SPACE INTRUDERS

TRS-80 COLOR & MODEL 1 & 3

by Doug Kennedy
**color version by Charles Forsythe*

This is a state-of-the-art presentation of one of the most popular concepts in computer history! SPACE INTRUDERS singlehandedly redefines the meaning of "game" as you plunge into an experience beyond anything you've ever seen before!

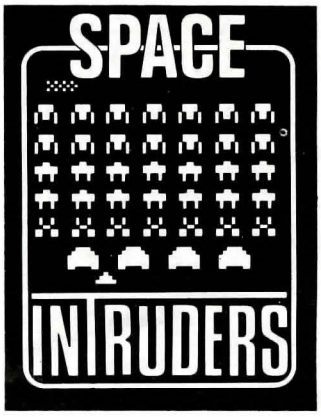
The scenario: As battalions of evil invaders descend from the heavens, you jump into your laser turret and begin defending the earth from their unending attack! There's no way to survive — the more intruders you destroy, the more will arrive to crush their earth-bound opposition! The challenge is in the trying — and with SPACE INTRUDERS' many features and extras, such as the SOS of escaping invaders to the splitting intruders — the challenge is FUN! Throw away all previous versions. The ultimate is now available!

TRS-80 16K TAPE Model 1 & 3	**010-0116**	**$19.95**
TRS-80 32K DISK Model 1 & 3	**012-0116**	**$20.95**
TRS-80 4K COLOR TAPE	**060-0053**	**$14.95**

***A description tape of the TRS-80 version, Color Computer 4K version greatly simplified.**

PROGRAM PARAMETERS

LANGUAGE	Machine (TRS-80) Basic (Color Computer)
NUMBER OF PLAYERS (min/max)	1/2
AVERAGE COMPLETION TIME	2 min.
SUGGESTED AGE GROUP	10 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Arcade
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	Optional Joystick (TRS-80) Joystick (Color Computer)



DEFLECTION

ATARI

by Jeff Jessee

A simple, yet captivating game that will keep the entire family glued to the screen of your micro for hours! As a moving sphere travels across the playing area, you must deflect it towards various targets, which in turn, accumulates points for the player. Total score is based upon the number of targets that you hit, as well as the elapsed time. DEFLECTION has several skill levels which will keep the excitement high after many rounds of play! This one will surely hone that eye-to-hand coordination! Also included for your enjoyment — SIMON SAYS — a fun-filled memory game for gamesters of all ages!

ATARI400/800 8K BASIC TAPE TO DISK	**051-0078**	**$14.95**

PROGRAM PARAMETERS

LANGUAGE	Basic
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	5 Min.
SUGGESTED AGE GROUP	8 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Arcade
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	None

ANGLE WORMS

ATARI

by Stan Ockers

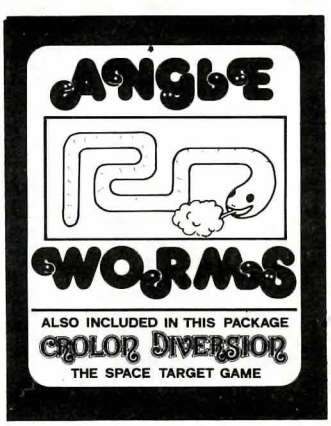
You want fun? You got it! ANGLE WORMS is a challenging arcade-type simulation where 1 to 2 players maneuver their growing "worms" and try to prevent them from hitting obstacles! Each worm can fire a projectile from its head, which in turn will shorten its length — a desirable condition, since the larger your worm is — the harder it becomes to control!

As a bonus — included with ANGLE WORMS is CROLON DIVERSION, the space target game. Get ready to battle the deadly Crolon forces — with glory and honor bestowed upon you should you defeat them — and a quick, firey death should you fail! Great fun for everyone!

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

PROGRAM PARAMETERS

LANGUAGE	Basic
NUMBER OF PLAYERS (min/max)	1/2
AVERAGE COMPLETION TIME	5 Min.
SUGGESTED AGE GROUP	10 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Arcade
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	Joy Sticks



PROGRAM PARAMETERS

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

TRS-80

MISSILE ATTACK

by The Cornsoft Group

This real-time action game pits your twin silos of ABM's against a barrage of enemy missiles that are raining down upon your cities. MISSILE ATTACK will sharpen those reflexes to a cutting edge as you sight in on the descending ICBM'S and attempt to score hits before they decimate your cities. As your skill increases, so does the difficulty of this arcade-style game. Sharp, detailed graphics and realistic sound effects make MISSILE ATTACK a must! Also includes splitting ICBM'S & bonus cities! One of our consistantly biggest sellers — the entire neighborhood will be over to play this one!

TRS-80 16K TAPE Model 1 & 3	**010-0102**	**$14.95**
TRS-80 32K DISK Model 1 & 3	**012-0102**	**$20.95**

PROGRAM PARAMETERS

LANGUAGE ..... Machine
NUMBER OF PLAYERS (min/max) 1/1
AVERAGE COMPLETION TIME ..... 5 min.
SUGGESTED AGE GROUP .... 10 to Adult
RECOMMENDED FOR NOVICE? ..... Yes
CLASSIFICATION: ..... Arcade
SOUND? ..... Yes
GAME SAVE FEATURE? ..... No
MULTIPLE SKILL LEVELS? ..... No
GRAPHICS ORIENTED? ..... Yes
REAL TIME? ..... Yes
SPECIAL EQUIPMENT: .... Game Paddles

MISSION: INVASION FORCE

APPLE

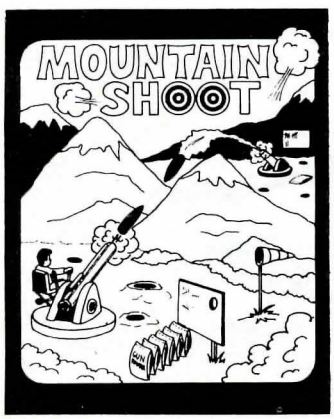
by Computhings

MISSION: INVASION FORCE! Arcade-style fun will be coming your way when you take on hoards of alien attack raiders in this fast and furious game that requires quick reflexes and split-second timing!

As you grab the control lever, an alien mother ship appears on your screen, dropping attack raiders into the launching chutes for dispersal to the earth below. Once the chutes are filled, raiders begin descending from the heavens, intent upon your rapid destruction! Can you destroy them before they get you?

MISSION: INVASION FORCE is written in super-fast machine language, and boasts some sharp graphics and sound routines. This is an action-packed program that will provide you with a lot of fun and hours of space-blasting entertainment!

APPLE 2 32K TAPE TO DISK	**041-0121**	**$14.95**
APPLE 2 48K DISK (works on 3.2 or 3.3)	**042-0121**	**$20.95**



PROGRAM PARAMETERS

LANGUAGE ..... Basic
NUMBER OF PLAYERS (min/max) 2/2
AVERAGE COMPLETION TIME . 10-20 Min.
SUGGESTED AGE GROUP .... 10 to Adult
RECOMMENDED FOR NOVICE? ..... Yes
CLASSIFICATION: .... Arcade/Simulation
SOUND? ..... Yes
GAME SAVE FEATURE? ..... No
MULTIPLE SKILL LEVELS? ..... Yes
GRAPHICS ORIENTED? ..... Yes
REAL TIME? ..... No
SPECIAL EQUIPMENT: ..... None

MOUNTAIN SHOOT

ATARI

by Jeff Jessee

MOUNTAIN SHOOT is a nifty arcade-type program that will bring a lot of fun to your micro! Somewhere, on the other side of the mountain (which changes every game!), the enemy lies in wait. The idea is to pick a powder amount and firing angle for your cannon and taking "pot-shots" at him from your position behind the mountain! Vivid colors and realistic sound effects make this program a must for your software entertainment library! And, MOUNTAIN SHOOT will accommodate 2 players so you can have hours of fun with a friend! If you like a challenge, then you'll love Jeff Jessee's MOUNTAIN SHOOT!

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

PROGRAM PARAMETERS

LANGUAGE ..... Machine
NUMBER OF PLAYERS (min/max) 1/4
AVERAGE COMPLETION TIME ..... 5 min.
SUGGESTED AGE GROUP .... 10 to Adult
RECOMMENDED FOR NOVICE? ..... Yes
CLASSIFICATION: ..... Arcade
SOUND? ..... Yes
GAME SAVE FEATURE? ..... No
MULTIPLE SKILL LEVELS? ..... Yes
GRAPHICS ORIENTED? ..... Yes
REAL TIME? ..... Yes
SPECIAL EQUIPMENT: ..... None

SILVER FLASH - PINBALL 1

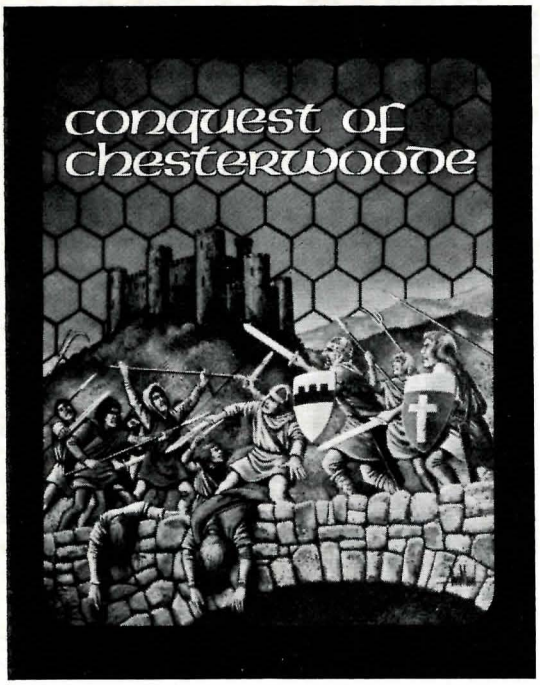
TRS-80

by Southern Cross Systems

If you fancy yourself a pinball wizard, here's your chance to prove it! We knew that computer buffs had been searching for a quality simulation that would enable them to experience the thrill of pinball at home. Well, we came through for you with our answer to the ever-popular arcade machine ... SILVER FLASH!

This super-realistic simulation features four flippers, shake control, and even a tilt mechanism! The graphics are outstanding, simulating an actual pinball machine right down to the fluid ball motion! Bumpers, blockades and great sounds complete the package, bringing uncanny realism to this great program. A true crowd pleaser!

TRS-80 16K TAPE Model 1 & 3	**010-0086**	**$14.95**
TRS-80 32K DISK Model 1	**012-0086**	**$19.95**



CONQUEST OF CHESTERWOODE

TRS-80

by Lun-Shin Yuen and Allan Armstrong

Several hundred moons ago, your ancestors migrated north through the dark Forest of Chesterwoode. During their trek, they met up with the dreaded basilisks, scores of worgs, a terrible wurm, and many other dangerous creatures. The legends of the past have been lost, but tales were handed down through word of mouth for generations. In Chesterwoode, the voyagers began to think they would never leave that dark realm, and indeed, Chesterwoode is said by some to be eternal. Eventually, settling upon an area, the leaders of the wandering group surveyed a piece of land and divided it into 63 provinces. But as time passed, war swept through the provinces, and the remaining tyrants who had risen to power over the years, died out and were soon forgotten.

Each of the players in CONQUEST OF CHESTERWOODE is a descendant of one of the ancient tyrants. Your goal is to unite the provinces and modernize farming.

This is a war game similar to the strategy board variety, right down to the "hex" layout on your screen. CONQUEST OF CHESTERWOODE is a hybrid language, graphics-oriented game for 2 to 4 players. Truly a superior program, you will find CONQUEST OF CHESTERWOODE a unique and addictive playing experience.

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?	Yes
GAME SAVE FEATURE?	Yes
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	No
SPECIAL EQUIPMENT:	None

TRS-80 16K TAPE Model 1 & 3	**010-0122**	**$19.95**
TRS-80 32K DISK Model 1 & 3	**012-0122**	**$20.95**

COMMBAT

TRS-80

by Bob Schilling

Requires 2 Complete Computers

COMMBAT is a strategic and tactical battle game that will allow you (interacting through your computer) 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 to be governed only by the skills of the players. As soon as you have established serial communication with your enemy (110 to 9600 baud modem or direct connection), the battle is begun! 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.

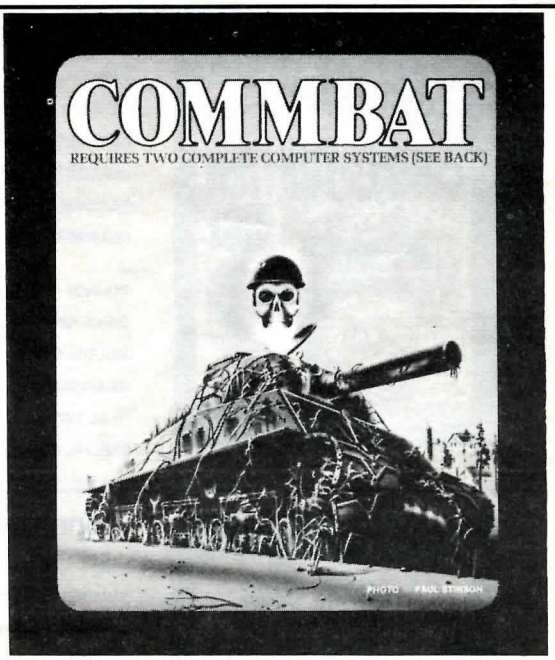
Offensive and defensive weapons available to you include: Rockets, Lasers, Shells, Mines, Decoys, Drone Reconnasiance Aircraft and one nuclear ICBM. All but the last two items may be loaded onto, carried by and fired or dropped by your tanks, up to their maximum load carrying capacity.

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 2 computer systems 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.

TRS-80 16K TAPE Model 1 & 3	**010-0123**	**$19.95**
TRS-80 32K DISK Model 1 & 3	**012-0123**	**$20.95**

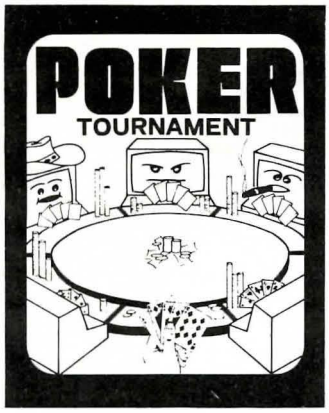
COMMING SOON FOR APPLE & ATARI



PROGRAM PARAMETERS

LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	2/2
AVG. COMPLETION TIME	30 min. - 4 hrs.
SUGGESTED AGE GROUP	14 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	War Game
SOUND?	No
GAME SAVE FEATURE?	Yes
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes

SPECIAL EQUIPMENT: Two computers connected via the RS232 connection with full duplex modems or LYNX[tm] modem or CONNECTION[tm] 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.



PROGRAM PARAMETERS

LANGUAGE ..... Basic
NUMBER OF PLAYERS (min/max) 1/1
AVERAGE COMPLETION TIME .... 30 Min.
SUGGESTED AGE GROUP .... 12 to Adult
RECOMMENDED FOR NOVICE? ..... Yes
CLASSIFICATION: ..... Game Simulation
SOUND? ..... No
GAME SAVE FEATURE? ..... No
MULTIPLE SKILL LEVELS? ..... No
GRAPHICS ORIENTED? ..... No
REAL TIME? ..... No
SPECIAL EQUIPMENT: ..... None

POKER TOURNAMENT

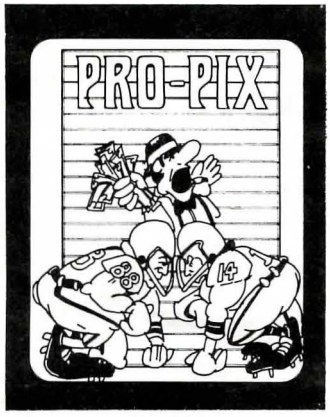
TRS-80
APPLE

by John Warshawer

POKER TOURNAMENT allows the participant to play a game of five card draw poker against five computer controlled opponents. The computer will first prompt its human challenger to input information for the game, such as "name," and whether or not to deal the first hand. From there on out, it's going to be hot action with a quintet of cyborgs that sport the ultimate in "poker-faces!"

POKER TOURNAMENT gives you many bonus features including an attractive combination of graphics and alphanumerics with no scrolling, bluff and anti-bluff functions, and so much more! See, raise, fold, it's all up to you with POKER TOURNAMENT!

TRS-80 16K TAPE TO DISK Model 1 & 3	**011-0093**	**$14.95**
APPLE 2 24K TAPE TO DISK	**041-0093**	**$14.95**
APPLE 2 48K DISK	**042-0093**	**$20.95**
(works on 3.2 or 3.3 Applesoft Required)		



- List SCHEDULES by team or week of interest.
- List SCORES of all games played, by team or week.
- List current STANDINGS in division.
- Show PREDICTIONS for games to be played, by team or week.
- PRINT any screen that displays data.
- UPDATE the program by entering weekly scores.
- Set up a new SEASON.

PRO-PIX

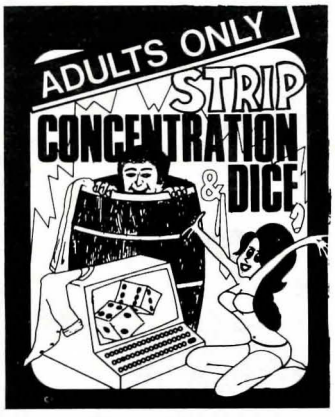
NEW!

TRS-80
APPLE
ATARI

by James Talley

At last — after five years of development — it's finally here! PRO-PIX is the definitive program for keeping track of scores, listings of current division win-loss standings, and the all important predictions of probable game outcomes. You can pick the scores before the game is even played! We guarantee that PRO-PIX will add an extra helping of excitement to your NFL season this year! Just input the win/loss data into your system as you follow the games over the season and PRO-PIX will do the rest! Believe us friend, this is as close to a crystal ball as you're going to get! Last year, PRO-PIX out guessed Jimmy "the Greek" Snyder!

TRS-80 16K TAPE Model 1 & 3	**010-0127**	**$19.95**
TRS-80 32K DISK Model 1	**012-0127**	**$24.95**
ATARI 24K TAPE TO DISK	**051-0127**	**$19.95**
APPLE 48K APPLESOFT DISK	**042-0127**	**$24.95**
APPLE 2 32K APPLESOFT TAPE TO DISK	**041-0127**	**$19.95**



PROGRAM PARAMETERS

LANGUAGE ..... Basic
NUMBER OF PLAYERS (min/max) 2/12
AVERAGE COMPLETION TIME ..... ?
SUGGESTED AGE GROUP .... Adults Only
RECOMMENDED FOR NOVICE? ..... Yes
CLASSIFICATION: ..... X-Rated Entertainment
SOUND? ..... Yes
GAME SAVE FEATURE? ..... No
MULTIPLE SKILL LEVELS? ..... No
GRAPHICS ORIENTED? ..... Yes
REAL TIME? ..... No
SPECIAL EQUIPMENT: ..... None

STRIP DICE CONCENTRATION

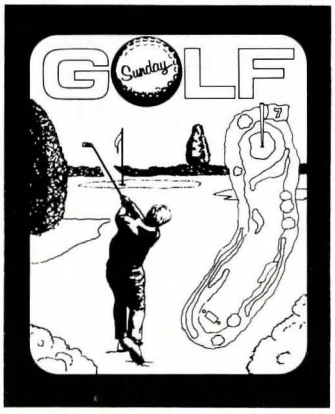
TRS-80

If you're looking for a change of pace in the area of software entertainment — look no further! STRIP DICE/CONCENTRATION may very well be the apex in off-the-wall applications for your micro!

Vaguely resembling the time-tested games upon which they are based, STRIP CONCENTRATION and STRIP DICE pull no sexual punches in delivering X-RATED entertainment for two people, or, in the case of STRIP CONCENTRATION, practically an entire roomfull! Guaranteed to make your romantic relationships more interesting — and that's the naked truth!

NOTE: CONTAINS EXPLICIT SEXUAL DIALOGUE WHICH MAY BE OFFENSIVE TO SOME USERS!!!

TRS-80 16K TAPE Model 1 & 3	**010-0097**	**$14.95**
TRS-80 32K DISK Model 1 & 3 (slightly extended version)	**012-0097**	**$20.95**



PROGRAM PARAMETERS

LANGUAGE ..... Basic
NUMBER OF PLAYERS (min/max) 1/4
AVERAGE COMPLETION TIME .... 30 Min.
SUGGESTED AGE GROUP .... 10 to Adult
RECOMMENDED FOR NOVICE? ..... Yes
CLASSIFICATION: .... Arcade/Simulation
SOUND? ..... Yes
GAME SAVE FEATURE? ..... No
MULTIPLE SKILL LEVELS? ..... No
GRAPHICS ORIENTED? ..... Yes
REAL TIME? ..... No
SPECIAL EQUIPMENT: ..... None

SUNDAY GOLF

ATARI

by Jerry White

It's true — you can enjoy all of the fun and excitement that goes into a great round of golf, right at home — with Jerry White's SUNDAY GOLF! Select the type of course you wish to play on, the number of players (up to 4), and even the type of club that you'll need to sink that elusive hole-in-one.

SUNDAY GOLF realistically simulates all of the energetic strategy which makes golf the exciting sport that it is today. Nice graphics and sound may make you think twice before shelling out another green fee! Includes a graphic scoreboard that keeps a running tally of the hole number, par, and player's name. This is one course that is open for fun 24 hours a day!

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

PROJECT OMEGA

TRS-80
APPLE

by Bob Nicholas

The industrial revolution brought benefits to mankind in the form of improved living conditions, transportation and communication. However, along with the good came the bad. Man was destroying Eden and creating Armageddon! By the early 1970's, it became apparent to many that the heavy industry of earth would have to be moved into colonies in outer space. The moon would have to be mined for select minerals and elements, with only a minimum of resources being available from the earth.

The year is now 1990 and you are governor of one of earth's first orbiting space colonies. Upon your shoulders rests the heavy mantle of decision concerning the state of affairs under your governorship. You must decide migration quotas, environmental factors, distribution of the work force, as well as many other important factors which will enable you to mold your colony into a viable productive operation.

Author Bob Nicholas has designed a detailed simulation which will permit you to experience the full weight of awesome command decisions of a painstakingly detailed space colony. Many hours of intriguing entertainment await you with PROJECT OMEGA!

TRS-80 16K TAPE Model 1 & 3	**010-0076**	**$14.95**
TRS-80 32K DISK Model 1 & 3	**012-0076**	**$24.95**
APPLE 48K DISK	**042-0076**	**$24.95**

NOTE: Disk version also includes special tournament edition!

PROGRAM PARAMETERS

LANGUAGE	Basic
NUMBER OF PLAYERS (min/max)	1/4
AVERAGE COMPLETION TIME	1 Day
SUGGESTED AGE GROUP	14 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Space Simulation
SOUND?	No (Atari - Yes)
GAME SAVE FEATURE?	Yes
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	No
REAL TIME?	No
SPECIAL EQUIPMENT:	None

SIMUTEK I

TRS-80

by Michael A. Gariepy

Not to be believed until you actually see it — SIMUTEK is a multi-program package containing not one, but FIVE separate games! You'll think that you've brought the whole arcade home with this one! Include the following:

★ GRAPHIC TREK 2000 - This full graphics, real-time game puts you at the helm of the Enterprise, which must be docked at a giant space station while avoiding enemy torpedoes!

★ INVASION WORG - You must stop the Worg invasion and destroy their outposts on several planets. This multi-level game lets you advance to a more complex game as you improve!

★ STAR WARS - Maneuver your space fighter deep into the nucleus of the Death Star! Drop your bomb, then escape via the only exit!

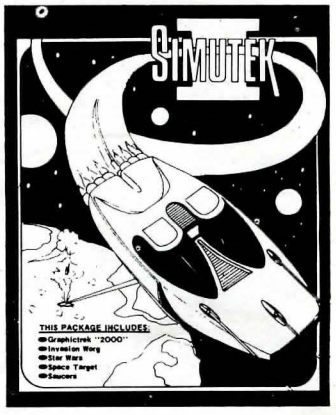
★ SPACE TARGET - Shoot at enemy ships with your missiles. If the pilots eject with parachutes, capture them — or, if you're cruel, destroy them! Full graphics!

★ SAUCERS - Will you be the commander to win the distinguished cross? Requires split-second timing to win! Fast action graphics!

TRS-80 16K TAPE TO DISK Model 1 & 3	**011-0024**	**$14.95**
TRS-80 32K DISK Model 1 & 3	**012-0024**	**$19.95**

PROGRAM PARAMETERS

LANGUAGE	Basic
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	10-30 Min.
SUGGESTED AGE GROUP	10 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Space-Arcade
SOUND?	No
GAME SAVE FEATURE?	Yes
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	None



SLAG

TRS-80

by Stewart Eastman

You control the military industrial complex of an entire nation. The prospect of total global war looms certain, and you must now prepare your country for war. Strategy and tactical planning will be as important as your actual weaponry. You MUST be prepared for your world hangs in the balance!

SLAG is a multiplayer wargame which pits from 2 to 12 players against one another in a simulation of all out war. During their turns, players construct bombers, submarines, spy networks, ICBM's, and industries in an effort to effect a secure national defense. And besides the standard phases, there are also special submarine units which can attack without warning! Once the decisions are made regarding the various phases of pre-war activity, the battle begins and the participants "nuke it out" with their respective weapons until the final bomb drops!

Although primarily a strategy-oriented program, SLAG also has some great real-time graphics sequences during the actual battles which makes SLAG one of the best wargame programs on the market! Why don't you SLAG 'em today!

TRS-80 16K TAPE TO DISK Model 1 & 3	**011-0018**	**$14.95**

PROGRAM PARAMETERS

LANGUAGE	Basic
NUMBER OF PLAYERS (min/max)	2/12
AVERAGE COMPLETION TIME	20 Min-Up
SUGGESTED AGE GROUP	12 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	War Game
SOUND?	No
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	None

AUTHORS:

WE WANT TO PUBLISH YOUR SOFTWARE!

Imagine how your program would look in this package!

join the ranks of the leading authors in the industry by becoming an Adventure International author. We are looking for outstanding games (original arcade, "Adventure"-style, simulation, role-playing), utility packages, business software - anything with a mass market appeal - for all of the major computers. Only the best will do! We offer excellent royalties, thorough advertising, great dealer exposure, professional packaging and author support. WE CARE! That's why we're one of the leaders in the industry.

Do you think you have what it takes to join us? Write for our author pack. Inside, you'll find all the information you need on the type of programs we're looking for, how to submit them, and standard and conversion contracts/applications. If you have what it takes, Adventure International can make you the money that others can only promise.

Let "success talk". **Our** royalty checks speak for themselves!

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THE NATIONAL COMPUTER SHOWS

HAVE WE GOT A PROGRAM FOR YOU IN '81 & '82

Attend the biggest public computer shows in the country. Each show has 100,000 square feet of display space featuring over 50 Million Dollars worth of software and hardware for business, industry, government, education, home and personal use.

You'll see computers costing $150 to $250,000 including mini and micro computers, software, graphics, data and word processing equipment, telecommunications, office machines, electronic typewriters, peripheral equipment, supplies and computer services.

All the major names are there including; IBM, Wang, DEC, Xerox, Burroughs, Data General, Qantel, Nixdorf, NEC, Radio Shack, Heathkit, Apple, RCA, Vector Graphic, and Commodore Pet. Plus, computerized video games, robots, computer art, electronic gadgetry, and computer music to entertain, enthrall and educate kids, spouses and people who don't know a program from a memory disk.

Don't miss the Coming Of The New Computers – Show Up For The Show that mixes business with pleasure. Admission is $5 for adults and $2 for children under 12 when accompanied by an adult.

Ticket Information

Send $5 per person with the name of the show you will attend to National Computer Shows, 824 Boylston Street, Chestnut Hill, Mass. 02167. Tel. 617 739 2000. Tickets can also be purchased at the show.

THE MID-WEST COMPUTER SHOW

CHICAGO
McCormick Place
SCHOESSLING HALL
23rd & THE LAKE
THURS-SUN
SEPT 10-13, 1981
11AM TO 7PM WEEKDAYS
11AM TO 6PM WEEKENDS

THE MID-ATLANTIC COMPUTER SHOW

WASHINGTON, DC
DC Armory/Starplex
2001 E. CAPITAL ST. SE
(E CAP. ST. EXIT OFF I 295 -KENILWORTH FRWY)
ACROSS FROM RFK STADIUM
THURS-SUN
SEPT 24-27, 1981
11AM TO 7PM WEEKDAYS
11AM TO 6PM WEEKENDS

THE NORTHEAST COMPUTER SHOW

BOSTON
Hynes Auditorium
PRUDENTIAL CENTER
THURS-SUN
OCT 15-18, 1981
11AM TO 7PM WEEKDAYS
11AM TO 6PM WEEKENDS

THE SOUTHEAST COMPUTER SHOW

ATLANTA
Atlanta Civic Center
395 PIEDMONT AVE NE AT RALPH McGILL BLVD
THURS-SUN
OCT 29-NOV 1, 1981
11AM TO 7PM WEEKDAYS
11AM TO 6PM WEEKENDS

THE SOUTHERN CALIFORNIA COMPUTER SHOW

LOS ANGELES
LA Convention Center
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11AM TO 7PM WEEKDAYS
11AM TO 6PM WEEKENDS

• GALACTIC EMPIRE
• GALACTIC TRADER
• GALACTIC REVOLUTION

GALACTIC EMPIRE

TRS-80

ATARI

by Doug Carlston

Atari Conversion by David Simmons

As commander of Galactica's Imperial Forces, your mission is to conquer and hold the 20 inhabited worlds of the central galactic system. This system is some sixty light years wide, so logistics and planning are essential if you are to keep your fleet replenished as it moves throughout the galaxy. You have an excellent crew, and a state-of-the-art computer . . . and you'll need them! Author/creator Doug Carlston launches the first entry in his expansive Galactic Saga series.

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

PROGRAM PARAMETERS

FIRST IN THE SERIES

LANGUAGE	Hybrid
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	8 hrs.
SUGGESTED AGE GROUP	14 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Simulation
SOUND?	Yes on Atari
GAME SAVE FEATURE?	Yes
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	None

GALACTIC TRADER

TRS-80

ATARI

by Doug Carlston

Atari Conversion by David Simmons

The Galactic Saga continues — and now you must move from the rank of commander to that of trader — an entrepreneur who seeks power through the avenue of personal wealth.

The principles of trade are not difficult. The farther a product is from its planet of origin, the greater its value. Now, as you move from world to world, perhaps you will attain what you seek. Good luck Bwana. May you find your new profession an enriching and eye-opening experience.

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**

PROGRAM PARAMETERS

SECOND IN THE SERIES

LANGUAGE	Hybrid
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	2 hrs.
SUGGESTED AGE GROUP	14 to Adult
RECOMMENDED FOR NOVICE?	No
CLASSIFICATION:	Simulation
SOUND?	Yes on Atari
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	None

GALACTIC REVOLUTION

TRS-80

by Doug Carlston

This third installment in the Galactic Series finds the entire galaxy on the brink of massive revolution; the focus of which is to unseat the Emperor from his position of power. GALACTIC REVOLUTION may be played by one, two, or three players. This is a very well-thought out and detailed program, sure to provide you with a lot of enjoyment and fun. Comes with complete instructions and Galactic scenario.

TRS-80 TAPE TO DISK Model 1 16K - Model 3 32K	**011-0028**	**$14.95**

PROGRAM PARAMETERS

THIRD IN THE SERIES

LANGUAGE	Hybrid
NUMBER OF PLAYERS (min/max)	1/3
AVERAGE COMPLETION TIME	3 hrs.
SUGGESTED AGE GROUP	14 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Simulation
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	None

GALACTIC TRILOGY

TRS-80 DISK Model 1 & 3
012-0029 $39.95

GALACTIC EMPIRE • GALACTIC TRADER • GALACTIC REVOLUTION

GALACTIC SERIES

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- Over 180 pages of documentation.
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- 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.
- Works hand in hand with any word processor.

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 & NEWDOS 80 & DOSPLUS

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

TRS-80 DISK Model 1& 3
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$99.95

Maxi Manager

A FEW CUSTOMER COMMENTS FROM OUR FILES

"I have reviewed Profile, IDM4 & 5, and Microconductor. MAXI MANAGER is the one that fits my needs."
Walt Lonnborg, Management Resources Associates

"Let me say that I am awed by the capabilities of MAXI MANAGER. It's brilliant."
Bruce Galphin, Bruce Galphin's Wine Newsletter

". . . I find (MAXI MANAGER) to be an excellent piece of software . . ."
Robert D. Paul, Licensed Psychologist

". . . (MAXI MANAGER) has run flawlessly . . . and it seems it will run forever."
Steve Sherwick

"The version we purchased is excellent and I am looking forward to applying it to the many record keeping areas involved in the administration of our church and school. It's an absolutely terrific database manager."
Edwin Flack, Facilities Manager

CHECK THESE COMPARISONS!

	CCA DATA MANAGER	AIDS III With CALS	MAXI MICRO-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		No
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	Yes		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)	?	?	180	38	29

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Maxi Manager

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 caluculated fields.
NOTE 7: Available as a separate program for $99.95.
NOTE 8: 120 character maximum.
NOTE 9: Date structures defined in manual.
NOTE 10: 132 characters maximum.
NOTE 11: User option (files can be read from ascending or decending order).