

# ai Adventure

INTERNATIONAL

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



OLUTION GRAPHICS  
SOUND EFFECTS

**NEW**

SEE PAGE 5

Plus  
MUCH MORE  
FOR

**TRS-80**  
MODEL 1

**TRS-80**  
MODEL 2

**APPLE**

**ATARI**

**SORCERER**

**PET**

INDEX ON  
PAGE 2

**ASTEROID**

Multi-level

Beginner ◦ Average ◦ Expert

© Copyright 1980 Adventure International

**FALL 1980 CATALOG**

prices subject to change without notice!

# INDEX

TRS-80 Model 1			
Adventure	3	Owl Tree	6
Android Nim	10	PECA	12
Back-40	13	Simutek I	4
Beewary	10	Scramble	6
Boss	12	Shark Attack	7
Capture	9	Slag	11
Concentration	11	Space Colony	7
Dim	12	Special Products	16
Dr. Chips	13	Star Trek 3.5	5
Forum-80	16	Treasure Quest	13
Frog	5	Tunnels of Fahad	13
Galactic Saga	8	Taipan	5
Great Race	7	3D Tic-Tac-Toe	4
Interactive Fiction	6	TRS-80 Opera	11
Iry	12	VTOS 4.0	9
Kid-Venture	5	Welcome USA	7
Life Two	6	Word Challenge	11
Lying Chimps	10	Z-Chess	10
Mean Checkers	7	Z80ZAP	12
Mountain Shoot	11	Zossed in Space	5
Orchestra-80	14		

TRS-80 Model 2		APPLE	
Adventure	3	Adventure	3
Interactive Fiction	6	Asteroid	5
		Tank Command	4

ATARI		SCORCERER	
Deflection	7	Adventure	3
Mountain Shoot	11		

PET	
Adventure	3

**HOW TO USE OUR CATALOG NUMBERS**  
You will notice many changes in our catalog. Among them the addition of TRS-80 Model 2 programs and the addition of Catalog Numbers. These numbers will make ordering easier and faster for you and will enable us to fill your order faster and more efficiently. Please take a few minutes to read the brief Catalog Number explanation n below.

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

**THE FIRST TWO DIGITS - MACHINE**  
These first two numbers show us the machine and the model a particular product will fit. ("01"-is the TRS-80 Model 1, "02"- is the TRS-80 Model 2, "04"- is the Apple 2, "05"- the Atari 400/800, etc.)

**THE THIRD DIGIT - PROGRAM MODE**  
This digit tells us what program mode to send. ("0" - Tape - cassette, "1" - Tape to Disk - Cassette tape usable on disk, and "2" - Disk - 5 1/4 inch unless otherwise indicated)

**DIGITS FOUR, FIVE, SIX & SEVEN - Product**  
These digits tell us exactly what product you wish to order.

**NOTE:** You may notice "9" in digits two, three or four, these indicate a special product.

**PLEASE COPY THESE NUMBERS CAREFULLY!**

**ORDER EXAMPLE (From table below)**  
For example, if you wanted to order Adventure #5 for your Apple 2 on Tape you would find your machine on the left side, follow the line across until this line and the column going down from the large 5 on the top line intersected. This block contains your Catalog number which in this case would be 040-0005. You would place this number on the order form in the col. marked Catalog Number. Most products have the number next to the price.

# Adventure

BY Scott Adams

For  
TRS-80  
Model 1  
TRS-80  
Model 2  
APPLE 2  
PET  
SORCERER

Adventure by Scott Adams is like no other program you have ever seen! Inspired by the large Adventure game found on big computers in the last few years, it will run on your 16K Home Computer! This is one game you will NOT master in an hour and then lose interest in! Adventure is a machine language program using all 16K of your computer. Adventure supports your optional lower case hardware and has a unique split screen video driver with blinking cursor!\*

Adventure is so fantastic that the author was asked to speak on it at the Personal Computer Festival of NCC '79! Adventure was also the cover feature of the August 1979 issue of Creative Computing! Adventures are very addicting!

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

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

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

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

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

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

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

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

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

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



## Adventure ORDERING INFORMATION

#Adventure	1	2	3	4	5	6	7	8	9
Price Each	\$14.95	\$14.95	\$14.95	\$14.95	\$14.95	\$14.95	\$14.95	\$14.95	\$14.95
TRS-80 Mod 1 DISK	010-0001	010-0002	010-0003	010-0004	010-0005	010-0006	010-0007	010-0008	010-0009
APPLE 2 TAPE	040-0001	040-0002	040-0003	040-0004	040-0005	040-0006	040-0007	040-0008	040-0009
SCORCERER TAPE	080-0001	080-0002	080-0003	080-0004	080-0005	080-0006	080-0007	080-0008	080-0009

### MULTIPLE ADVENTURE PACKAGES

TRS-80 Mod 1 DISK		
Adventures #1-#2-#3	012-0010	\$39.95
Adventures #4-#5-#6	012-0011	39.95
Adventures #7-#8-#9	012-0012	39.95

**NEW**

TRS-80 Mod 2 8" DISK		
Adventures #1 thru #9	022-0013	\$99.95

APPLE 2 DISK		
Adventures #1-#2-#3	042-0010	\$39.95
Adventures #4-#5-#6	042-0011	39.95
Adventures #7-#8-#9	042-0012	39.95

PET - TAPE to DISK		
Adventures #1 & #2	071-0014	\$14.95

ADVENTURE #0 - SAMPLER			
TRS-80 Mod 1	010-0000		\$ 6.95
TRS-80 Mod 1 DISK	012-0000		9.95
APPLE 2 TAPE to DISK	041-0000		6.95



### NOW AVAILABLE HINT SHEETS FOR ADVENTURES

Hint Sheet - ADV. #1	099-0001	\$ 1.00
Hint Sheet - ADV. #2	099-0002	1.00
Hint Sheet - ADV. #3	099-0003	1.00
Hint Sheet - ADV. #4	099-0004	1.00
Hint Sheet - ADV. #5	099-0005	1.00
Hint Sheet - ADV. #6	099-0006	1.00
Hint Sheet - ADV. #7	099-0007	1.00
Hint Sheet - ADV. #8	099-0008	1.00
Hint Sheet - ADV. #9	099-0009	1.00

\*Note: Apple requires 24K and has no lower case. † Recommended for the novice adventurer, with many built-in HELPS!



**SIMUTEK**

TRS-80  
Level 2  
16K  
BASIC

**Package One Includes:**

**GRAPHICTREK "2000"**

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

**INVASION WORG**

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

**STAR WARS**

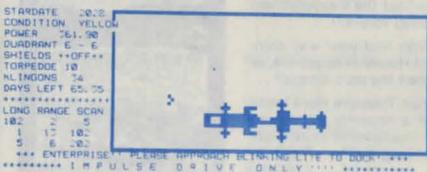
Maneuver your space fighter deep into the nucleus of the Death Star! Drop your bomb, then escape via the only exit. This graphics game is really fun! May the Force be with you!

**SPACE TARGET**

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

**SAUCERS**

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



TRS-80 Mod 1 TAPE to Disk 011-0024 \$14.95

TRS-80 Mod 1 DISK 012-0024 19.95



**TANK COMMAND**

by Donal Carliston

Apple 2  
Apple Soft Required

Uses Low Res  
Color Graphics

The game of Tank Command involves two armies of tanks that fight repeated battles until one army scores enough points to win the war. Each tank is capable of hitting some range of enemy tanks when fired. Players choose which tank to fire and the target is randomly selected from within the tank's range. If the target is hit and destroyed, the fired tank scores 1 "tank point."

If a player destroys all six enemy tanks, he wins the battle and receives all of the tank points accumulated by his surviving tanks, plus a 5-point bonus. Battles also end if both players call for a truce (both sides then receive the tank points accumulated by their surviving tanks) or if the United Nations intervenes after one player seeks a truce (neither side then receives any points).

After each battle, both sides replace their destroyed tanks and a new battle begins. Tanks that survived the previous battle keep the tank points they previously accumulated and these points are again added to the player's score if the tank survives the next battle. The first player to score 100 points (or any other agreed upon number from 1 to 999) wins the war. An option allows players to change the score needed to win.

APPLE 2 TAPE to DISK 041-0033 \$ 9.95



**3D TIC-TAC-TOE**

by Scott Adams

TRS-80  
Level 2  
16K  
BASIC

This game is Tic-Tac-Toe played in 3 dimensions on a 4 x 4 x 4 playing field. The object is to score with a straight line just as in regular Tic-Tac-Toe. You play against the computer, "Compy." There are three skill levels. Even in level 3, the computer normally responds in less than 10 seconds.

TRS-80 Mod 1 TAPE to DISK 011-0032 \$ 7.95



**Kid Venture**  
by JAMES TALLEY

TRS-80  
Level 2  
16K  
Basic

#1  
LITTLE RED RIDING HOOD

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

KID-VENTURE #1 - LITTLE RED RIDING HOOD  
TRS-80 Mod 1 TAPE to DISK 011-0030 \$14.95



**FROG**  
BY WILLIAM DEMAS

TRS-80  
16K  
Level 2

GRAPHICS &  
SOUND EFFECTS

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

TRS-80 Mod 1 TAPE to DISK 011-0055 \$ 9.95



**STAR TREK 3.5**  
TRADE MARK OF PARAMOUNT PICTURES

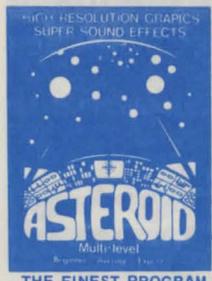
BY LANCE MICKLUS - The Grand Master of Star Trek

TRS-80 Mod 1 TAPE 010-0025 \$14.95

TRS-80 Mod 1 DISK 012-0025 19.95

THIS IMPROVED STAR TREK VERSION INCLUDES \*Action Sound Effects \*10% Faster Execution \*Up To 30% Faster Execution for Long and Short Range Sensor Scans \*Smoother Command Flow \*Multiple Moves when using Impulse Engines During non-combat Situations \*Reduction of some Unnecessary screen display \*and Improved Klingon Battle Logic for Greater Challenge.

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



**ASTEROID**  
by MARC GOODMAN

APPLE 2  
DISK

**THE FINEST PROGRAM OF ITS KIND**

A real time high resolution graphics game with super sound effects. Features three different skill levels - Novice - for beginners, Average - "Arcade" difficulty and Expert where the asteroids are attracted to your ship. A fine addition to any collection.

APPLE 2 DISK 042-0015 \$19.95

**TAIPAN** by Art Canfil

Level 2 16K TRS-80 Basic

This is a single-player game based on the China Trade of the 1800's. Ply arms and opium in exotic oriental ports, dodging pirates, cutthroats, usurious moneylenders and tropical storms. Should you arm your ship to stand and fight, or keep it light to run swiftly? Will the price of opium still be high in Hong Kong when you return laden with the stuff from Batavia? If you outwit your enemies, you win by piling up a million dollars in profits.

TRS-80 Mod 1 TAPE to DISK 011-0057 \$ 9.95

**ZOSSED in space**  
BY JYVM L. PEARSON

WITH GRAPHICS Machine Language

This is not a typical "Star Trek" type game. It is a complex simulation which makes extensive use of the high speed, fast action graphics capability of machine language programming. The main objectives are threefold . . .

- 1) to accumulate 100 Trade Units, 2) to defeat 10 enemy ships and 3) to survive 100 sectors of space. The primary objective, however, is to stay alive. Extensive graphics.

TRS-80 Mod 1 TAPE 010-0049 \$14.95



## INTERACTIVE FICTION

by R. LaFore

TRS-80  
Disk

Requires User to have  
a copy of TRSDOS 2.2 or 2.3

### 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 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.

#### Excerpt from "Local Call For Death"

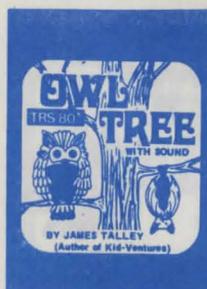
(At one point in your investigation Lord Peter Drollery says to you): I THINK YOU HAVE ENOUGH EVIDENCE TO SHOW RODNEY WAY MURDERED, BUT WHY DO YOU THINK BLACKWELL DID IT?

(and you type in): BLACKWELL SAYS HE HASN'T SEEN RODNEY FOR A YEAR, BUT RODNEY'S DIARY MENTIONS THAT HE VISITED HERE THREE DAYS AGO.

(Lord Peter replies): QUITE SO. I DON'T SEE WHY RODNEY WOULD PUT A FALSE ENTRY IN HIS DIARY, SO IT SEEMS LIKELY BLACKWELL WAS LYING. DOES ANY OTHER EVIDENCE INDICATE BLACKWELL DID IT?

TRS-80 Mod 1 DISK		
SIX MICRO STORIES	012-0021	\$14.95
LOCAL CALL FOR DEATH	012-0023	19.95
TWO HEADS OF THE COIN	012-0022	19.95

TRS-80 Mod 2 8" DISK TRI-PAK	<b>NEW</b>	
ALL THREE ABOVE - ONE DISK	022-0061	\$49.95



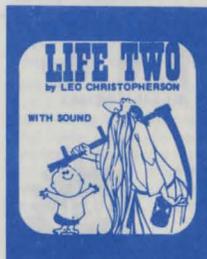
## OWL TREE with sound

by James Talley  
The Author of "Kid-Venture"

TRS-80  
Level 2  
16K  
BASIC

In this game you will find a tree with nine playing positions displayed on the screen. Eight of these positions will be filled by owl, the remaining position filled by a bat. The object of the game is to attract owls to all nine positions by shooting the bats in the fewest number of plays. Each time you shoot a bat you will also scare off its neighbors which will be replaced by the opposite creature. Warning: DON'T SHOOT OWLS.

TRS-80 Mod 1 TAPE to DISK 011-0034 \$ 9.95



## LIFE TWO with sound

by Leo Christopherson

TRS-80  
Level 2  
16K  
BASIC

Conway's Game of Life at 100 generations per minute! Plus Leo's "talking" animated creatures play the "Battle of Life."

Note: Will not run properly on the TRS-DOS 2.3 but will work on NEWDOS or TRS-DOS 2.1.

TRS-80 Mod 1 TAPE to DISK 011-0039 \$14.95



## SCRAMBLE with sound

by Richard Taylor

TRS-80  
Level 2  
16K  
BASIC

(See also Word Challenge too!)

A word guessing game for two players. Use the words in the computer or enter your own for your opponent. Excellent scoring routine, with sound. If you wait too long, you lose points.

TRS-80 Mod 1 TAPE to DISK 011-0046 \$ 9.95

## WELCOME U.S.A.

TRS-80 Level 2 16K BASIC

by Bill Presby

"Welcome U.S.A." is educational and fun to use, it contains a brief, but informative description of each of the fifty states. To inquire about a state simply type in the state name when the program asks for it. If you do not know how to spell the state name, enter the word "SPELL" and all 50 states will be displayed in alphabetical order to assist you. A challenging true-false quiz is included. The quiz consists of five random questions with random contents for each question. Points are earned for each correct answer and incorrect answers are noted. If all five questions are answered correctly, a bonus question is displayed. Bonus questions earn higher point values and each time a bonus question is answered correctly, the bonus points are increased for subsequent bonus questions. You may take as many quizzes as you want without restarting the program. Total questions taken, questions correct, accuracy percentage, and total points earned are accumulated and displayed at the end of each quiz. Have fun and learn.

TRS-80 Mod 1 TAPE to DISK 011-0056 \$ 9.95



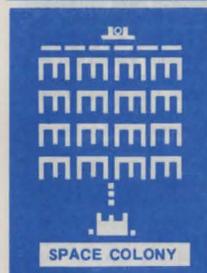
## SHARK ATTACK

TRS-80  
16K  
Level 2  
BASIC



As the Captain of the ship you must manage the crew, supplies and repairs while trying to get a dangerous and unpredictable shark in the bay. We've lost a lot of Captains already!

TRS-80 Mod 1 TAPE to DISK 011-0048 \$ 7.95



## SPACE COLONY

by Kim Watt

TRS-80  
16K  
Level 2  
BASIC



A fast action "Arcade" game in the space invaders theme. Good graphics and sound effects and a very addictive quality will make this one of your favorites!

TRS-80 Mod 1 TAPE 010-0053 \$ 9.95



## THE MEAN CHECKER MACHINE

by LANCE MICKLUS

TRS-80  
Level 2  
16K  
BASIC



One of the best checker opponents you will ever play! BE WARNED - Skill Level #4 is a real lesson in humility. Multi-skill levels and includes a force jump option too!

TRS-80 Mod 1 TAPE 010-0040 \$19.95  
TRS-80 Mod 1 DISK 012-0040 \$24.95



## DEFLECTION

by JEFF JESSE



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

ATARI 400/800 TAPE to DISK 051-0031 \$ 7.95



## THE GREAT RACE with sound

by Scott Carpenter

TRS-80  
Level 2  
16K  
BASIC

A computer adaption of Mille Bornes can be played by 1-3 players. Try to finish this 600-mile race before your opponents, or before they stop you with flat tires, wrecks, etc. Patterned after the popular board game, the computer plays too (unless it doesn't like the name you give it!).

The clever sound effects makes this a real crowd pleaser.

TRS-80 Mod 1 TAPE to DISK 011-0035 \$ 9.95

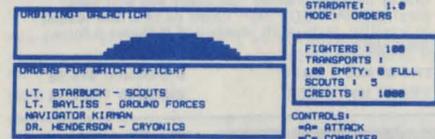


# GALACTIC SAGA

by DOUG CARLSTON

TRS-80™

## GALACTIC EMPIRE TRADER REVOLUTION



### GALACTIC EMPIRE

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

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

Good luck, Commander. May the stars along shine upon your head.

### GALACTIC TRADER

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

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

The principles of trade are not difficult. The farther a product is from its world of origin, the greater its value. You don't

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

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

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

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

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

### GALACTIC REVOLUTION

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

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

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

The Broderbund has become the focus of opposition to Prince Tawala's rule, which Jan Swart, Broderbund president, has privately termed whimsical and incompetent. Tawala has bankrupted the Imperial treasury with his extravagant ways and allowed the once potent Imperial navy to fall into decay. He has nonetheless retained the loyalty of the massive governmental bureaucracy and of much of the peasantry, who admire his dash, his vocal support for their causes, and his obnoxious contempt for the merchant classes. He has also had the sense not to alienate the military too severely — though he has not preserved the effective

fighting force du Buque built for him, he has kept the military among his closest rank of advisors and been lavish in protecting their economic. Still, he is not the fighting man du Buque is, and he knows that many of his officers would prefer to serve under their former commander.

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

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

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

### GALACTIC SERIES

<b>GALACTIC EMPIRE</b>		
TRS-80 Mod 1 TAPE	010-0026	\$14.95
TRS-80 Mod 1 DISK	012-0026	\$19.95
<b>GALACTIC TRADER</b>		
TRS-80 Mod 1 TAPE to DISK	011-0027	\$14.95
<b>GALACTIC REVOLUTION</b>		
TRS-80 Mod 1 TAPE to DISK	011-0028	\$14.95
<b>GALACTIC TRILOGY (ALL 3 ABOVE)</b>		
TRS-80 TAPE to DISK	011-0029	\$39.95
TRS-80 Mod 1 DISK	012-0029	\$39.95



capture  
SYMON

TRS-80  
16K  
Level 2  
BASIC



Block your opponents moving wall but don't hit anything or that's it! Fast moving "arcade" game using graphics and sound effects. Multi-player. You'll need good reflexes and nerves of steel for this one.

**SPECIAL BONUS** - Also included in this package is the memory game SYMON. How good is your memory anyway!

TRS-80 Mod 1 TAPE 010-0054 \$12.95

# VTOS 4.0

by VIRTUAL TECHNOLOGY



- 1) Large (8") Drive Support.
  - 2) Double sided Drive Support plus 35, 40 & 80 track drive support
  - 3) 80 Track drive support. ( NOTE: all drives may be mixed on any one system and can be configured at Sysgen time during or any Backup.
  - 4) Double density drive support.
  - 5) Winchester Technology fixed drive support.
  - 6) Supports any combination of the above drives up to a max. of 8 drives.
  - 7) Supports double-speed processor clock modifications. (Archbold for example)
  - 8) FASTER! Improved overlay structure using ISAM accessing techniques, improves loading time by up to 140%.
  - 9) General purpose output spoolers of a true, symbiont design provide simultaneous output and program execution without any user intervention.
  - 10) Keyboard Type-Ahead feature permits you to enter keystrokes before your program needs them.
  - 11) User definable keys, all 26 letters
  - 12) Built in Graphic String Packer lets you enter graphic symbols into a BASIC program from the keyboard through the use of the (Clear) key. The (Clear) key is simply held down (Just like the (Shift) keys) during other keystrokes and voila - GRAPHICS.
  - 13) Dated files. - All files are accompanied by the date of their last modification. (creation or write)
  - 14) Marked files. - All files are accompanied by a 'mark' is they have been modified since they were last backed up. This permits the BACKUP utility to copy only those files which have actually been updated since a previous backup.
  - 15) File transfer by class. Allows transferring of all files of a similar directory classification such as /CMD, /BAS, /PCL, etc.
  - 16) Built in SYSTEM command contains lower case display driver, screen print, break key disable, blinkcursor, disk drive stepping rate and motor-on delay modifications, and more.
  - 17) Users may SYSGEN a custom VTOS system configuration containing special I/O drivers, device LINKING and ROUTING, SPOOLING and DEBUG tasks, etc. which will be automatically loaded during the BOOT process without requiring a more lengthy AUTO and CHAIN procedure.
  - 18) Non-BREAKABLE AUTO and CHAIN commands.
  - 19) Wild-Card Directory. Permits you to locate all files of a certain classification such as /BAS\*. Uniform file size in K (1024 bytes) regardless of drive type. "DIR D" would give you all of your files that start with D.
  - 20) Dynamic file name defaults in APPEND, COPY, and RENAME commands allow you to specify only minimal information about file names.
  - 21) COPY and APPEND commands execute up to 300% faster.
  - 22) ALLOCate command for pre-allocation and non-releasability of file space. File space will never shrink if this option is used.
  - 23) MEMORY command for directly setting upper memory limit.
  - 24) Variable length file support is incorporated which automatically blocks short user data records both within a sector and across sector boundaries thereby taking maximum advantage of disk file space.
  - 25) No security disk needed to make backups or to run the system.
  - 26) Though many O/S bear his design and code, VTOS 4.0 is the ONLY FULLY APPROVED OPERATING SYSTEM by Randy Cook! And it's FANTASTIC!
  - 27) Endorsed by SCOTT ADAMS & LANCE MICKLUS.
- VTOS 4.0 - Operating System Disk with Operator's Guide  
TRS-80 Mod 1 DISK 012-0043 \$99.95



### ANDROID NIM with sound

TRS-80  
Level 2  
16K  
BASIC

by the Author of  
DANCING DEMONS

NIM played with graphic androids instead of matches. A true challenge to beat plus great fun to watch! The original animated game program for the TRS-80 is a true classic!

TRS-80 Mod 1 TAPE to DISK 011-0036 \$14.95



### BEWARY with sound

TRS-80  
Level 2  
16K  
BASIC

Ages 4-9

Brilliant graphics and fantastic sound enhance this challenging game match aspersite to Bee with a cunning spider in a duel to the death!

TRS-80 Mod 1 TAPE to DISK 011-0038 \$14.95



### LYING CHIMPS with sound

TRS-80  
Level 2  
16K  
BASIC

The old game of "I Doubt It" or "Liar," only you play with four chimps who love to cheat! Excellent animated graphics with SOUND.

TRS-80 Mod 1 TAPE to DISK 011-0037 \$ 9.95



### Z-CHESS

TRS-80  
Level 2  
16K  
Machine Language

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

A Review of Z-Chess from England  
Z-Chess — A New Chess Master.  
Plus Comments on The Sargons and Microchess  
by A. J. Harding (Molimerx)

To the ranks of Sargon I and II and Microchess is now added a new contender — Z-Chess. Describing and comparing computer chess programs is much akin to trying to describe an eel! But it seems to us that the merits may be compared by considering two factors. Obviously the skill of play but also the speed of play. Taking the extremes, a program which replies instantaneously but makes stupid moves is poor but so, in our estimation anyway, is a program which takes hours to make even a fantastically cunning move. With these matters in mind we staged a little tournament here. In terms of pure skill we found that both Sargon I and II beat both Z-Chess and Microchess. Z-Chess, however, took Sargon to a lot more moves than did Microchess, so were were not surprised when Z-Chess beat Microchess easily. In terms of speed, Microchess is the leader although it takes quite a long time to make some dumb moves at times! Between Z-Chess and either of the Sargons, Z-Chess is the fastest. You will note that we have not mentioned graphics. Any computer chess game on the screen seems strange to a player used to a board and he will have to take the time to acclimatise. Within reason therefore it does not seem to matter very much which particular graphics he has to get used to. The authors say that Sargon II plays a better game than Sargon I and this is probably true. Also, the newer edition does not take a long time to make an obvious move as Sargon I can. However, Sargon II is still slow, the instruction booklet says that it can take 4 hours to make a move at its top level of play. Our assessment of the four programs, for what it is worth is as follows:

- Microchess Fine if you want to show how a micro can play chess. Plays a mediocre game.
- Sargon I Plays good chess, but takes an unbelievably long time to do it.
- Sargon II Plays a bit better chess than Sargon I and early moves are faster. Thereafter it is still slow.
- Z-Chess Combines a reasonable game with reasonable speed. The best "all-rounder."

TRS-80 Mod 1 TAPE 010-0017 \$17.95  
TRS-80 Mod 1 DISK 012-0017 22.95



### WORD CHALLENGE

TRS-80  
Level 2  
16K  
BASIC



Review by Scott Adams

Word Challenge, written by Richard Taylor and published by 80-US, is a software sleeper which has too long lain on the shelf. It is a fun-filled, lyrical game which is very, very addicting!

Challenge is written in BASIC and pokes its own machine language routines as needed. It will run as easily on disk as on a 16K Level III. The program first starts off with a very clever sight and sound sequence which is reminiscent of the newer electronic pinball machines found in today's modern arcades. It then allows you to select either the one or two-player option.

The basic rules to Challenge are simple. The player must guess a hidden phrase one letter at a time. The value of the phrase starts at 50 points. For each incorrect consonant guessed 2 points are deducted and for each wrong vowel 10 points are knocked off! The phrases may be supplied by the computer or in the case of two players, by each of the opponents.

Richard Taylor (who is well known for his TRS-80 Opera selections) has outdone himself in both sound and sight simulations. Besides being fun to play, this program is also fun to watch! Unlike other word games this one is easy to learn and simple to play! Here at Adventure Computer Center we find this program is an instant crowd attractor.

Word Challenge is destined to become a true classic, and is one program I can readily recommend for all age groups from 9 to 90!

TRS-80 Mod 1 TAPE to DISK 011-0047 \$ 9.95



### TRS-80 OPERA

TRS-80  
Level 2  
16K  
BASIC

A sound extravaganza! Hear the William Tell Overture in intricate detail and clear sound (that's the theme from the Lone Ranger, remember?). Contains four other excellent operatic selections. The sound is superb!

TRS-80 Mod 1 TAPE to DISK 011-0044 \$ 9.95



### MOUNTAIN SHOOT

ATARI 800  
16K  
2 Player Game

EVEN TELL THE WILLIAM TELL OVERTURE WHEN LOADING!

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

ATARI 400/800 TAPE to DISK 051-0016 \$ 7.95



### SLAG

TRS-80  
Level 2  
16K  
BASIC



From 2 to 12 players can compete. Real time graphics combined with long range planning make this one of the most fascinating games around! This program was designed by professional game players.

TRS-80 Mod 1 TAPE 010-0018 \$14.95



### CONCENTRATION with sound

TRS-80  
Level 2  
16K  
BASIC

The game of Concentration on your TRS-80! The prizes change places with each game. Win the Tandy Corp. or maybe a 48K TRS-80 (or a bad check!). With excellent SOUND effects.

TRS-80 Mod 1 TAPE to DISK, 011-0045 \$ 9.95

# UTILITY PROGRAMS for your TRS-80

**Z80ZAP** TRS-80 Disk  
By Ben Hickman Machine Language

## TRS SUPER FAST MACHINE LANGUAGE DISK MODIFICATION UTILITY

- Z80ZAP . . . Will allow you to READ in and DISPLAY Disk Sectors.
- Z80ZAP . . . Will allow you to MODIFY Disk Sectors.
- Z80ZAP . . . Will allow you to WRITE Sectors to Disk
- Z80ZAP . . . Will REMOVE PASSWORDS from all Disk Files.
- Z80ZAP . . . Will CALCULATE HASH INDEX CODES for any Filespec.
- Z80ZAP . . . Will inform you where to apply HIT CODE for recovery.
- Z80ZAP . . . Will RECOVER "killed" or lost Disk Files.
- Z80ZAP . . . Will COMPARE BYTE for BYTE one Sector with another.
- Z80ZAP . . . Will FIND any designated BYTE of DATA within Sector.
- Z80ZAP . . . Will allow you to TOGGLE between Drives, same Sector.
- Z80ZAP . . . Will allow you to APPLY PATCHES, FIXES, etc.
- Z80ZAP . . . Will TOGGLE between Z80ZAP and DEBUG.
- Z80ZAP . . . Will PINPOINT BYTE within Sector with FLASHING CURSOR.
- Z80ZAP . . . Will do DISK BACKUP with any Disks on any Drives.
- Z80ZAP . . . Will Locate any BYTE NUMBER within Sector display.
- Z80ZAP . . . Will PAGE forward or backward one Sector at a time.
- Z80ZAP . . . Will "ZERO OUT" entire Sector on display or on Disk.
- Z80ZAP . . . Will MOVE FLASHING CURSOR with arrow keys.

TRS-80 Mod 1 DISK 012-0060 \$29.95

## D.I.M. (Disk Index Manager)

TRS-80 Level 2 DISK BASIC

For TRS-80, create a data base of all your disk files by program names! Find which disk a particular program is on fast! Search on a full program name or by any subject. Even allows user definable classes which you can put each program into (such as games, business, utilities, etc.). Will run on 32K or 48K single or multi-drive systems with any operating systems. We highly recommend this organizer by Don McCaffrey! This version does not read the disk, but requires the user to input the pertinent facts.

TRS-80 Mod 1 TAPE to DISK 011-0052 \$14.95

**BOSS** TRS-80 LEVEL 2  
by V. Hester Machine Language  
(TRS, NEWDOS 2.1 & VTOS 4.0)

This is a new utility for the serious Basic program writer for either cassette or disk. The program permits the following:

1. Single stepping through a Basic program.
2. Setting break points in the Basic program (up to five).
3. Trace function now just scrolls in the top right hand corner of the screen and only uses 4 lines.
4. Variable Table: permits to stop program at any time and flip the screen out to examine preset variables at that point in the program. Then continue the program and stop at a later time to check again. This is the most useful program for debugging Basic programs to this very day. It has a self-relocating code and works in any memory size.

TRS-80 Mod 1 TAPE to DISK 011-0059 \$29.95

## IRV

TRS-80 Level 2 16K & up Machine language

Input shorthand — one keystroke can enter a whole line! The feature you liked in Level III BASIC and T-Short, now with all keys user programmable! You can even turn your cassette player on or off with a single keystroke.

Relocate a line by simply editing the line number — renumber lines individually!

Video Editor allows cursor-oriented editing of your programs. Just move the flashing cursor to the line to be edited and type the corrections, insert, or delete! Comes with manual. Works on disk or tape!

TRS-80 Mod 1 TAPE to DISK 011-0058 \$24.95

**PECA** by Jim Barbarello

PASSIVE ELECTRONIC 16K  
CIRCUIT ANALYSIS Level 2  
TRS-80 Model 1 BASIC



This is a program unique since, in contrast to other existing circuit analysis programs, it will calculate ALL currents (magnitude and phase) in ANY circuit with up to 20 meshes that contains resistors, capacitors and inductors. Other circuit parameters may then be found using simple OHMS LAW (V = I \* Z) relationships. This program would be of great value to Engineers, College Students and Ham & Electronic Hobbyists

TRS-80 Mod 1 TAPE to DISK 011-0051 \$19.95

**TRS-80  
APPLE  
ATARI**

## ADVENTURE WANTS SOFTWARE

The company that brought you adventures is looking for top quality software for TRS-8 both Models 1 & 2, Atari and Apple Computers. SEND us a machine readable copy of your program along with any documentation to: Adventure Int'l - Box 3435 - Longwood, Fla. 32750

## BACKGAMMON

by Scott Adams

Reveiw from 80-Software Critique Issue #1

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

TRS-80 Mod 1 TAPE to DISK 011-0041 \$ 7.95



## BACKGAMMON

by Scott Adams

TRS-80 Level 2  
16K. BASIC

## BACK-40

by Bill Miller & Steve Glen

TRS-80 Level 2  
16K. Machine Language

A Review by 80-Software Critique Issue #2

This is a machine language Backgammon game. It is the first we have seen that uses the doubling cube. It is extremely well done and is fast.

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

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

TRS-80 Mod 1 TAPE 010-0042 \$14.95  
TRS-80 Mod 1 DISK 012-0042 \$19.95



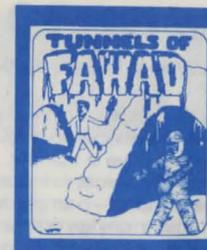
## Treasure Quest

TRS-80  
16K  
Level 2  
BASIC



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

TRS-80 Mod 1 TAPE 010-0050 \$12.95  
TRS-80 Mod 1 DISK 012-0050 \$17.95



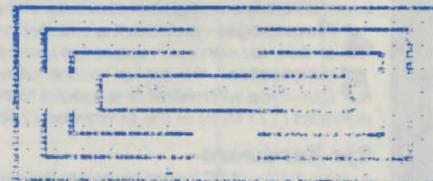
## TUNNELS OF FAHAD with sound

by K. Pfeiffer

TRS-80  
Level 2  
16K  
BASIC

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

Rated "90" by 80-Software Critique!



TRS-80 Mod 1 TAPE to DISK 011-0019 \$ 9.95



## DR. CHIPS

by Bill Miller

TRS-80  
Level 2  
16K.  
Machine Language

Dr. Chips is a most unusual program. It is not a "game" in the classic sense, but rather a "conversationalist," based on the famous "DOCTOR" and "ELIZA" programs. You simply "talk" (or, "type") to DR. CHIPS, and he will analyze your sentence and "talk" back to you! Since DR CHIPS is written in machine language, he responds in less than a second! And his varied responses allow conversations to continue for as long as you care to type! DR. CHIPS is a natural introduction to computers for the family and friends, and a super "conversationalist" and "ice breaker" at parties, where everyone will want to have a turn at talking to DR. CHIPS! But be forewarned: When the creator's neighbors heard about DR. CHIPS "Just about everyone" dropped by to see that "computer that talks!"

Note: DR. CHIPS' responses are intended only for fun, and they should not be taken seriously.

TRS-80 Mod 1 TAPE 010-0020 \$14.95  
TRS-80 Mod 1 DISK 012-0020 \$19.95



**TERMS AND CONDITIONS  
LIMITED WARRANTY**

ADVENTURE INTERNATIONAL shall have no liability or responsibility to purchaser or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by this product, including but not limited to any interruption of service, loss of business and anticipatory profits or consequential damages resulting from the use or operation of this product. This product will be exchanged if defective in manufacture, labeling or packaging, but except for such replacement, the sale or subsequent use of this program material is without warranty or liability. Magnetic media may not be copyable on user's system using standard copying procedures. All media are warranted to load for 90 days from date of purchase. If defective, return original media and proof of purchase for free replacement. Beyond 90 days, also include \$5.00 handling charge per item.

**Domestic:** Cash, check, money order, or credit card (Visa or Mastercharge)

**Foreign:** U.S. dollars or affiliated credit cards of Bank of America, Visa or Mastercharge. No check on foreign funds accepted. No foreign C.O.D., not even Canada.

**C.O.D.:** Orders accepted for U.S. only. Over 1,000 require 20% deposit. C.O.D. charge paid by customer.

**Credit:** Credit terms are available upon application. Purchase orders will be processed and shipped within 2-6 days on receipt of order form.

**Shipping:** Orders will be processed and shipped within 2-6 days of receipt of order form.

**Prices:** All prices are cash discounted FOB shipping point and prices and conditions are subject to change without notice.

**Sales tax:** 4% sales tax on all items delivered in Florida. If for resale you must include a standard completed and signed resale permit card, not just a tax number.

**Adventure International hours:** 10-5 Monday - Friday  
Phone 305-862-8917

**Adventure Forum - 80**  
Phone: 305-862-8917

**A.I. Computer Center:** Hours 10-5 Tuesday, Thursday, Saturday  
178 Oxford Road  
Fern Park, FL 32730  
10-8 Monday, Wednesday, Friday  
Phone 305-339-8914

Monday-Friday: 10:00 PM - 9:30 AM  
Saturday-Sunday: All day

STOP IN- We are just 20 minutes from Disney World!

SOURCE: TCC957



**BULK RATE  
U. S. POSTAGE  
PAID  
ADVENTURE  
INTERNATIONAL**



**HOT STUFF** for **TRS-80 • APPLE  
ATARI • SORCERER • PET**