adventure international

Have an Old West Adventure

with the new Ghost Town!

APPLE, ATARI, PET, SORCERER, TRS-80 SOFTWARE

SUMMER 1980 CATALOG

SUMMER 1980
ADVENTURE INTERNATIONAL
INDEX

†Atari
*Apple

prices subject to change without notice!

IRV

$24.95 Tape

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!

MOUNTAIN SHOOT

by Jeff Jesse
$7.95 Tape

ATARI 800	16K	2 Player Game

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!

ADVENTURES

For TRS-80 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!

Adventures currently offered:

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!)

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

Software Reveiw by Roy Groth for 80-US Sep/Oct 1979
Adventure is an incredibly complex, detailed and fascinating game. Unlike most available games, there is always a surprise around the corner. Winning is quite a challenge, consequently, each step closer to winning gives one a fulfilling sense of accomplishment.

In Adventure, one takes the computer through an area (caves, islands, etc.) looking for treasure. You move, manipulate objects, and do everything else with two-word English commands. For example: TAKE AXE, LIGHT TORCH. One finds out what commands work by trying whatever sounds sensible.

The program gives you a description of where you are and what you see. Then you tell the computer what to do.

Getting treasure is difficult. Often one must use several other objects to even find the treasure. You need to solve the series of problems posed by the obstacles by using common sense, and by picking clues from descriptions.

Adventure 1 and Adventure 2 by Scott Adams. . . are superb. In Adventure 1 you wander through forests and caverns finding treasures. In Adventure 2, you become a pirate and sail off to Treasure Island. More adventures are currently in the making.

Some useful advice may help speed your understanding of the game. To move in a direction (north, up, etc.) just type the first letter of that direction (N,E,S,Q,U,D). To enter places you must often use ENTER (as for example: ENTER HALLWAY). This command is essential to getting around.

TAKE and DROP are used to manipulate objects. INVEN gives you an inventory of all that you are carrying. LOOK, followed by an object, will sometimes help you discover secrets about that object. HELP will sometimes give you useful hints.

The program only looks at the first three letters of each word. Once you understand the program, all you need to type are the first three letters. This shortcut in the program can sometimes confuse a player, as one time we were saying TAKE BRANCHES (in hopes there were some around), but the program understood it as saying TAKE BRACELET.
    The program allows you to save a game in progress with the command SAVE GAME. This prepares a data tape which can be read back later, a handy feature, since winning can take some time.

Adventure has a beautiful display. At the top, everything that you can see is constantly displayed. Below this is a line of dashes, and the remainder of the screen is devoted to input. When typing commands, the bottom of the screen scrolls up, but only to the dashes. Material scrolling into the dashes disappears. It also features a flashing cursor.

Both programs support lower case, so if your system does too, you can read in upper/lower case. Both programs are written in machine language and load under the SYSTEM command.

If you dislike being made to think, or if you get frustrated easily, forget these programs. But if you love a challenge, like to be baffled, and enjoy jokes (there are some very funny occurrences), I highly recommend these programs by Scott Adams.

"Highest rated games are the Adventure games."
Robert Purser Edition 7 CCR

Declared a true "Classic."
Computer Cassettes Review, Fall 1979

"Adams' Adventure is exquisite. It is a true tour-de-force."
Recreational Computing Sep/Oct 1979

Out of 50 programs reviewed Adventure was rated No. 1! "Highly Recommended."
—80 Software Critique Issue No. 1

ADVENTURE PRICE LIST

Adventure #0 for TRS-80 16K
or Apple 24K on Tape $6.95

Any Adventure 1-9 on Tape $14.95
For 24K Apple 2 (may be transferred to Disk)
For 16K Level 2
For 16 K Sorcerer

Adventures 1 & 2 on Tape in Basic for 24K Pet $14.95

Adventure on Disk *		For TRS-80 32K
Adventure	1 & 2	$24.95
Adventure	3 & 4	$24.95
Adventure	5 & 6	$24.95
Adventure	7 & 8	$24.95
Adventure	9	$19.95

Adventure for Apple Disk
The above 24K Apple Tapes can be easily transferred to Disk. They then require 48K of memory to run. The Apple Adventures support both disk and tape for "save games."

3 or more Adventures purchased at one time
on Tape. . . . . .10% off
6 or more Adventures purchased at one time
on Tape. . . . . .15% off

* These uncopyable disks may be returned with a $5.00 service charge for a new copy in case of difficulty.

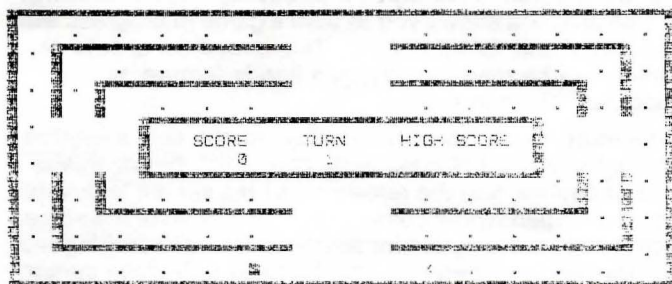# TUNNELS OF FAHAD with sound

$9.95 Tape

TRS-80	Level 2	16K	BASIC

by K. Pfeiffer

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 OPERA

$9.95 Tape

TRS-80	Level 2	16K	BASIC

by Richard Taylor

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!

SIMUTEK I

$14.95 Tape / $19.95 Disk 32K

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 kingon 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!
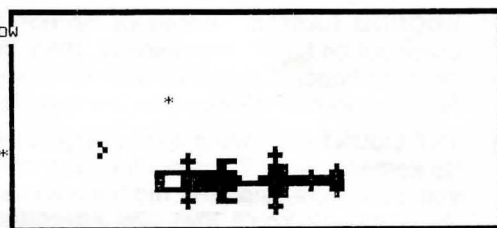
FUNCTION GRAPHER & BLUFFIT

$9.95

TRS-80	Level 2	16K.	BASIC

by Roy Groth

Function Grapher: a new math program which allows you to graph a math function, then compress, expand, and find the root using 6 different methods! From 80-US, Nov. 1979 issue, also on this tape from the March 1979 issue, BLUFFIT, a card game of bluff and counter-bluff.

INTERACTIVE FICTION _____

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.)

IS IT IMPORTANT?

Interactive Fiction is the artform of the future. Just as the birth of the novel had to await the invention of the printing press, so does the widespread use of micro-computers make possible Interactive Fiction.

In all previous literature the information flow was one-directional: *from* the work (novel, story or poem), *to* the reader. Now the computer provides the medium to changethis. The reader, instead of merely absorbing it, can now *influence* the story, explore it in his own way, become a part of it. The story will be different each time, blending the imaginations of reader and writer.

And this is only the beginning. Technology will soon permit Interactive Fiction to become a verbal medium, as synthesized speech and speech recognition techniques eliminate the need for typing and reading. The user will be able to actually *speak* with the other characters in the story. Later, holography and animation will permit the user to "see" the characters he is talking with and we will have Interactive Movies!

Don't miss this opportunity to participate in the birth of a new artistic medium.

WHAT IS AVAILABLE NOW?

Robert Lafore, writer, columnist, and programmer, has created a series of works in Interactive Fiction. Each is available on a 5¼" diskette for use on a TRS-80* Level-II with at least 32K memory and one diskdrive.

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?

Price List

On TRS-80 Disk. Requires User to have a copy of TRSDOS 2.2 or 2.3.

Six Micro Stories	$14.95
Local Call For Death	$19.95
Two Heads of the Coin	$19.95

Z80ZAP _____
By Ben Hickman

$29.95 Disk

TRS-80	Disk	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.

GALACTIC TRILOGY

by Doug Carlson

For Level 2 TRS-80

GALACTIC

 EMPIRE

  TRADER

   REVOLUTION

```
ORBITING: GALACTICA              STARDATE:  1.0
                                 MODE: ORDERS
              ▄▄▄▄▄
          ▄▄▄███████▄▄
       ▄▄██████████████▄▄        FIGHTERS :  100
ORDERS FOR WHICH OFFICER?        TRANSPORTS :
                                 100 EMPTY, 0 FULL
LT. STARBUCK - SCOUTS            SCOUTS :  5
LT. BAYLISS - GROUND FORCES      CREDITS :  1000
NAVIGATOR KIRMAN
DR. HENDERSON - CRYONICS         CONTROLS:
                                 =A= ATTACK
                                 =C= COMPUTER
                                 =E= EMBARK
                                 =O= ORDERS
```

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.

Because cryogenics and high speed space travel stretch the average life span, you will have 1000 years to complete your mission. Except during periods of travel or hibernation, you will actually have about 4 minutes for each year of your command.

The ship and the men you control are a potentially deadly fighting force. Commanding all of the day-to-day activities aboard ship is a complicated task, however, and so the attached manual may give some initial guidance.

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. Navigator Kirman of your old starship refused an opportunity to join Galaco, the interplanetary rocket fuesl cartel, and elected to come with you. Even more surprising, Computer Central, the heart of your starship, stuck by you. Perhaps its judgment has been clouded by emotions after all, as Major Bayliss alleged.

The principles of trade are not difficult. The farther a product is from its world of origin, the greater its value. All one has to do is buy or trade for cargo, take them farther from their home world, and trade them for other commodities. In practice, it is not that simple, of course. 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 (they are particularly extortionate when they feel they have you over a barrel, however, so it is generally better to buy fuel with cash). Local rates of barter can be hard to discern too. If a local trader thinks you are asking too much for part of your cargo, he may refuse to discuss barter of that item any further. That can be expensive, when one considers the cost of bringing those goods to his doorstep.

Your most important cost consideration is fuel. The ship is powered by microscopic fusion modules, sold across the galaxy at the fixed price of 2 credits per millit. The amount of fuel you need for a journey depends both upon the total mass of ship and cargo and upon the distance to be traveled. Fortunately, Computer Central is an old hand at these calculations and can be relied upon to do much of the brain work.

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.

Because space travel severely stretches the average life span, you will have 1000 stardates to ply the skies with your wares. During this time you will age no more than 8 physical years. By the end of that time, developments on Galactica will certainly have progressed to the critical point. Your part in the inevitable Galactic revolution may depend upon your success during the next few years.

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 Broederbund, the secret society of commercial men which has held the balance of economic power in the Central Galactic System for some time.

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

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

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

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 Broederbund.

GALACTIC SERIES
Price List

TRS-80	Level 2	16K.
Each Galactic Program on Tape		$14.95
or all three purchased at once		$39.95
Each Galactic Program on 32K Disk		$19.95
or all three purchased at once on one disk		$39.95

BOSS

Cassette $29.95

Works on Level 2 & DOS (TRS & NEWDOS 2.1)

by V. Hester

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.

TAI PAN

$9.95

Level 2   16K TRS-80   Basic

by Art Canfil

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? **Warning:** If you get a polite message from Brother Wu, the moneylender or Li Yuen, the pirate, you'd better pay attention! If you outwit your enemies, you win by piling up a million dollars in profits.

Z-CHESS

$17.95 Tape / $24.95 Disk

For 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 microcomputer. 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!

Note: Although a graphic display of the chess board is provided, it is recommended that an actual chess board be used during play, until you become proficient with the display. This type of board numbering scheme was chosen because it has been found that younger children have less difficulty using it than the usual algebraic method.

DIFFICULTY LEVELS

Z-Chess will play at 7 different difficulty levels. The default level is D3. The difficulty level may be changed at any time a "FROM:" prompt is present by typing in one of the following codes:

Difficulty Code Depth of Move Search	Timing Examples*
D1-Examines all moves to play 3 (blitz mode)	10 seconds
D2-Examines all moves to play 3 and six best moves to play 4	21 seconds
D3-Examines all moves to play 4	48 seconds
D4-Examines all moves to play 4 and six best moves to play 5	3 minutes
D5-Examines all moves to play 4 and six best moves to play 6	16 minutes
D6-Examines all moves to play 5 (solves mate-in-two problems)	7 minutes
D7-Examines all moves to play 6	30 minutes

*Note: These times are approximate and may vary widely depending on board positions and complexity. The current difficulty level is displayed as a single digit in the lower right corner of the display.

OWL TREE with sound

$9.95 Tape

by James Talley

TRS-80   Level 2   16K   BASIC

In this game you will find a tree with nine playing positionsdisplayed 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.

ROAD RALLY

$7.95 Tape

TRS-80   Level 2   16K   BASIC

Select your car then select your course. The computer will then require you to enter an acceleration or braking factor every 10 seconds until you finish the course, or run out of gas or crash! This is a non-real time program which gives plenty of time for you to enter each move! Good luck and stay out of the hospital!

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."

BEWARY with sound

$14.95 Tape

TRS-80   Level 2   16 K.   BASIC

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

CONCENTRATION with sound

$9.95 Tape

TRS-80   Level 2   16K.   BASIC

by Richard Taylor

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.

ANDROID NIM with sound _____

$14.95   Tape

TRS-80	Level 2	16K	BASIC

by Leo Christophen

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!

BACK-40 _____

$14.95 Tape / $19.95 Disk

TRS-80	Level 2	16K.	Machine Language

by Bill Miller & Steve Glen

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.

The program is not perfect. The computer does tend to waste a few pips in a running game, particularly in its home board. Even so, it wastes fewer pips by far than Fastgammon.

Challenge	- 18	Instructions	- 20		
Variety	- 20	Technique	- 17	Total	- 93
Originality	- 18	Bugs	- 0		

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

BACKGAMMON _____

by Scott Adams $7.95 Tape

For TRS-80	Level 2	16K.	BASIC

Reveiw from 80-Software Critique Issue #1

This is a Backgammon game done in BASIC. It runs much slower than Fastgammon. The instructions state that some moves may require 5 minutes. The playing of doubles is particularly slow. For the most part, thought, we didn't find most moves to take objectionably long.

This game also plays a conservative game. We have won nine games and lost seven. There is no doubling allowed. The computer's play is inconsistent. It has made several inefficient moves in bearing off but seems to be slightly better than Fastgammon in a running game.

Fun	- 20	Instructions	- 8		
Originality	- 20	Technique	- 8	Total	- 86
Bugs	- 20	Dollar Value	- 10		

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.

TANK COMMAND _____

Apple 2 $9.95 Tape

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.

3D TIC-TAC-TOE _____

$7.95 Tape

For TRS-80	Level 2	16K	BASIC

by Scott Adams

A Review from 80-Software Critique, Issue 1

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 choices of games:

1. One 4 x 4 board.

2. Four 4 x 4 boards — the computer responds quickly and does not play a perfect game.

3. Four 4 x 4 boards — the computer takes more time (but is not excessively slow) and we think cannot be beaten.

It is a good idea to play several games using version 1 to become acquainted with the 4 x 4 board. Then go on to version 2. In versions 2 and 3, each 4 x 4 surface is shown separately but it is important to remember that each board is really on a different level and you are playing in 3 dimensions. We found it very difficult to keep track of all the possible ways to win. This was not a program deficiency but a personal problem on our part in visualizing certain spatial combinations. Diagonal possibilities in different board levels were particularly hard for us to see at times.

We did manage to win one game in level 2. We had no success at all with level 3. Can "Compy" be beaten in level 3? We think not. Even in level 3, the computer normally responds in less than 10 seconds.

Fun	- 25	Instructions	- 10		
Originality	- 15	Technique	- 10	Total	- 90
Bugs	- 20	Dollar Value	- 10		

Summary - This game is lots of fun and certainly challenging.

WORD CHALLENGE

$9.95 Tape

TRS-80   Level 2   16K   BASIC

by Richard Taylor

Guess the hidden phrase, but if you guess vowels wrong you lose 10 points! Use the phrases in the program, or enter your own. Careful!! The short ones are the hardest! For two players. Fast graphics and sounds to match. As Scott says, "I almost died laughing."

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! But don't take my word for it, go out and buy yourself a copy today! (And have an "Adventure" with it!)

THE GREAT RACE with sound

$9.95 Tape

TRS-80   Level 2   16K.   BASIC

A computer simulation 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 a popular board game, the computer plays too (unless it doesn't like the name you give it!). Outstanding graphics with real life car sounds!

DISPATCH with sound

$9.95 Tape

TRS-80   Level 2   Disk BASIC

OS Required & 2 Disk Drive

by James Tally

Allows NEWDOS users the ability to rapidly move from disk to disk all visible files or any selected files or the ability to delete all visible files off of a specific disk. Great for moving TRSDOS files to NEWDOS!

D.I.M. (Disk Index Manager)

$14.95 Tape

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.). Of all the disk directory type programs available, this one definitely has the most features! 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.

WELCOME U.S.A.

$9.95

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.

Adventure Lives Here! Where Do You Live?

SPACE BATTLE

$14.95 Tape /$19.95 Disk 32K

| TRS-80 | Level 2 | 16K. | BASIC |

Review by 80-U.S. March-April 1980

Since I have already reviewed 7 space war games in previous issues of 80-U.S., it would take a good game to bring another review. This is another space war game review, and you may safely conclude that I have found another good one.

In many ways Space Battle, from Level IV Products, is like Time Trek, the top-rated Star Trek game in my July-August 1979 80-U.S. review. The display routines are in machine language, it is real time, it is tough, and the enemy maneuvers on you during battle. Actually, it is not quite as good in the battle routines themselves, largely because action alternates between the player and the enemy, while in Time Trek your ship is always under your control. The extra control makes Time Trek a better action game.

The unique value of Space Battle lies in the extra dimensions of the game. Instead of cruising the galaxy with an unlimited supply of taxpayer-financed weapons, supporting services and energy, you are a mercenary. In Space Battle, you must pay for the energy you use, the torpedoes you fire, repairs accomplished at the space station, even funeral expenses for crew members killed in battle or dead of radiation sickness. You receive a bounty for each enemy ship destroyed to pay for these expenses, and hopefully make a profit. As if you did not have enough to worry about between fighting the enemy and making a profit, there is a further consideration. If you lose too many of your crew, you may not be able to fully replace the lost members, as the potential recruits at the space station will be afraid to serve under you.

Actually, it is not too hard to make a profit. What is tough is staying alive. In the battle routines, the enemy gets first shot, and they shoot pretty well. One good hit and it is all over for you, sometimes before you even get a chance to fire. Successful strategy is based on the fact that the enemy has a difficult time locating you in the four corners of the screen. If, instead of charging boldly into a quadrant with your hyperdrive, you ease into one of the corners quietly with your reaction drive rockets, you have a much better chance of survival. The only way I have won the game was by never entering a quadrant containing an alien without such advance planning.

In order to keep your mind on what you are doing, you must also remember that attempting to go too far can damage or destroy your drive units, putting too much power into your laser can damage that, and if your shields use more energy than your ship has left, the reactor blows up, killing you. In short, this is a challenging game with lots of factors to create interest. Do not expect to become expert at it easily.

The graphics routines are nothing special, showing only your ship and the enemy in uninspired profiles, with the exception of the star base routine. If you move into a quadrant with a star base, the huge space station opens up and draws you inside with a tractor beam. It can be lots of fun to watch.

The game is supplied in BASIC, and loads its own machine language subroutines. You must protect memory prior to play. It is available for 16K Level II on cassette.

Ratings:	Challenge	Tough
	Graphics	Fair (Star Base is excellent
	Pacing	Fast
	Content	Excellent
	Value	Good to very good
	Animation	Good

INVADERS with sound

$14.95 Tape / $19.95 Disk

| 16K | Level 2 TRS-80 | Machine Language |

by Breeze Computing

Original machine language rendition of popular Arcade Space Invaders game.

INVADERS PLUS with sound

SEE PAGE 12!

L4 GRAPHICS

$14.95 Tape

| TRS-80 | Level 2 | 16K | BASIC |

The ONLY way to write programs using GRAPHICS. It's a machine language program that allows you to turn your keyboard into a GRAPHICS KEYBOARD. No hardware modifications are required to run this program! Not compatable with DISK BASIC.

LIFETWO with sound

$14.95 Tape

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.

LYING CHIMPS with sound

$9.95 Tape

by Roy Groth

| 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.

MICROPOLY

$9.95 Tape

| TRS-80 | Level 2 | 16K | BASIC |

Play Monopoly against the computer. Similar to Parker Bros. game, full graphics. May you always have a get-out-of-jail-free card.

SCRAMBLE with sound

$9.95

| TRS-80 | Level 2 | 16K | BASIC |

(See also Word Challenge too!)

by Richard Taylor

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.

DATA CAPTURE 3.0

Apple 2	Disk $29.95	Applesoft Required

Is DATA CAPTURE just another smart terminal program for your Apple II or Apple II Plus ?

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- You can use DATA CAPTURE to compose text offline for later transmission to another computer. Think of the timeshare charges this will save you.
- Use DATA CAPTURE with the Dan Paymar Lower Case Adapter and you can enter lower case from the keyboard for transmission to another computer and capture both upper and lower case.
- A program is also included to convert your programs to text files for transmission using DATA CAPTURE.
- You receive two versions of the program. One is for upper case only and one for both upper and lower case with the above adapter.

DATA CAPTURE will save you money if you are using a timesharing system because you can compose messages offline for later transmission. You can also quickly capture data for later reading, printing or editing. Requires DISK II , APPLESOFT II .

Apple II, Apple II Plus, Disk II and APPLESOFT II are trademarks of Apple Computer Company.
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INVADERS PLUS

with Super Sound
$19.95 Cassette

For TRS-80	4K Level 1 & 2

$24.95 Disk (Stereo Sound)

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SPOOL-80

$39.95 Disk

TRS-80	Level 2	32K or 48K	Machine Language

Spool-80 is a valuable system utility for anyone who has a large amount of printing to do or anyone with a slow printer. Spool-80 will allow you to use your TRS-80 for other things while Spool-80 is printing your disk files. Spool-80 can print from two types of disk files, ASCII (Text) Files or Compressed Basic Files.

The standard operating mode of Spool-80 will print at up to 40 characters per second (if the printer is fast enough). Spool-80 also has a fast mode which can print at rates up to 80 characters per second. You may use your TRS-80 for any other operation you wish while Spool-80 is operating. You will only be briefly interrupted periodically when the Spool requires additional access to the disk drives.

Spool-80 is supplied with an RS-232 printer driver for those of you that have a serial printer and a Radio Shack RS-232 interface.

DR. CHIPS

$14.95 Tape / $19.95 Disk

TRS-80	Level 2	16K.	Machine Language

by Bill Miller

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.

FINAL APPROACH

$9.95 Tape

For TRS-80	Level 2	16K.	BASIC

A Review of Final Approach, Creative Computing, Jan. 1980

According to the information sheets, this is an "aircraft landing simulator. You are flying a multi-engine jet and your job is to bring it down, but . . . there are hazards — fire, landing-gear malfunctions, stalling the plane and more.

After you load Final Approach, you get two screen pages of instructions giving you the meanings of the abbreviations to be used in the game display, such as A/S for airspeed indicator, R/D for rate of descent, DME for distance-measuring equipment (range in miles to the end of the runway), ALT for altitude, etc. The runway is 10,000 feet long. After the second page of instructions, you get the cheerful warning that This Aircraft Stalls At 110 Knots.

The game display consists of a simple graphics representation of the landing field in perspective, the readings of eight instruments (these initial readings change for every game) and a plane, represented (with wheels up) as

--(★)-!-(★)--

The game requires only two inputs from you, A/S and R/D. Seems simple enough, yet I crashed plane after plane, getting messages such as "You Pranged It 1056 Feet Short Of Runway," followed by "Let's Try It Again, Ace."

Drop below 120 knots, and you're likely to stall. Try to keep a proper R/D and you don't get low enough to land. Too much R/D and you crash. If you lower the landing gear too soon, or too late, it may malfunction. There's always the threat of fire. Very few hints are given in the instruction sheet. After five or ten crashes, you may feel tempted to give it up as a game that just can't be beaten, or maybe only by a professional pilot.

But hang on. Try to remember what sequence of events led to the lightest of your crashes, and before long you'll develop a strategy that will let you take on any combination of instrument readings and end up with

NICELY DONE—
YOU GREASED IT ON!

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HANDLING	$ $2.00
TOTAL	$_____

Prices subject to change without notice.

SPECIAL ITEMS
Dealers please inquire on discounts
on these special items

MEMORY 16K $85.00
300 ns with full instruc-
tions. For Apple 2;
TRS-80 Model I

LIGHT PEN $19.95
For the TRS-80—with full
instructions.

**T I PROGRAMMER
CALCULATOR** $45.00
Works in hex, octal and
decimal.

DATA DUBBER Assembled $49.95
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*OKIDATA PRINTER U-80 $699.00
Microline with TRS-80
Graphics standard!
*Not available to Cen-
tral Florida residents.

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Modem & RS-232 inter-
face for *any* TRS-80
Model 1. Unbelieveable!
Will even work on a level
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Scotch & Verbatim See
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Hard Shell Library Boxes $3.50 ea.
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Binder** $4.00

**TRS-80 ST80-II - Disk
Terminal Program** $79.95

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Terminal Program** $149.95

TRS-80 System Savers. $14.95
Allows copying machine lan-
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TRS-80 Pinball. Tape: $14.95
Disk: $20.95

DISK EXTENDER CABLES
For MPI, Percom, Pertech etc. $16.95
GREEN SCREENS
TRS-80 Model I $19.95
TRS-80 Model II $24.95
Leedex Monitor 100 $24.95
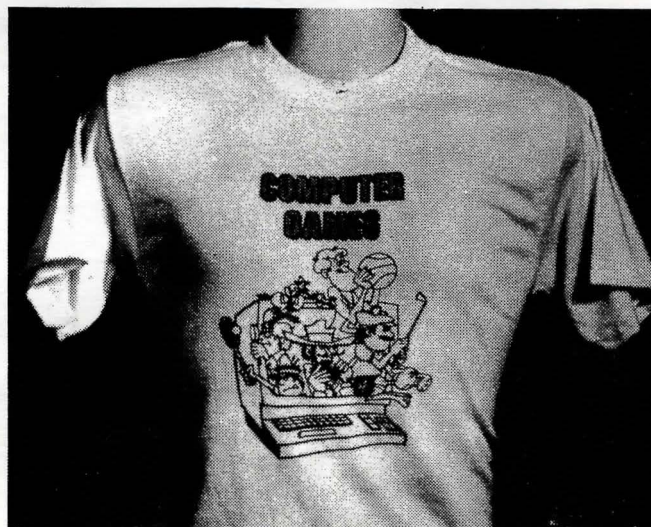Lower Case Kit $19.95
Reset Button Extenders $3.95

BOOKS
Computer Programming for Complete Idiot $6.95
Disk and Other Mysteries $22.50
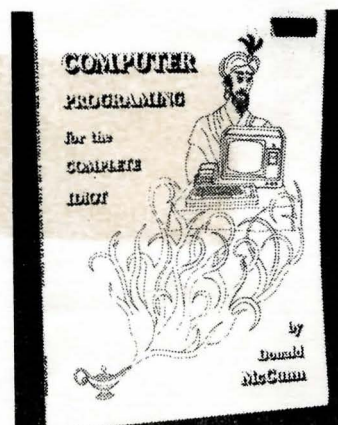Computer Games $10.95

$4.95 — Six sizes

$4.95 — SIZES, Small, Medium, Large

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

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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.

Warranty: Software guaranteed to load. All software sold on As Is basis.

Damage: Claims must be made within 10 days after receipt of equipment. All requests must include invoice no. and date.

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.

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