

**AARDVARK LTD.**

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\$1.00

*Catalog*

JULY 83"

# ZELUS



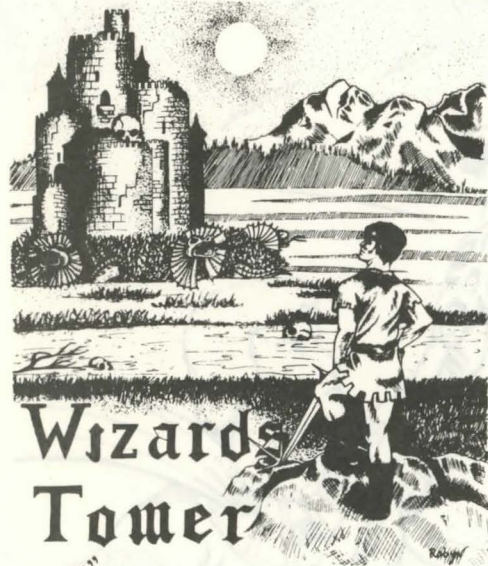


THIS IS DIFFERENT FROM ALL THE OTHER GAMES OF ADVENTURE!! It is played on a computer generated map of Alesia. You lead a small band of adventurers on a mission to conquer the Citadel of Moorlock. You have to build an army and then arm and feed them by combat, bargaining, exploration of ruins and temples, and outright banditry! The game takes 2 to 5 hours to play and is different each time. The TRS 80 COLOR version has nice visual effects and sound. Not Available for OSI but is available now for SINCLAIR/TIMEX COMMODORE 64, AND VIC 20. (COLOR 80 owners please specify Extended or NON-Extended Basic) This is the most popular game we have ever published. !! \$14.95 on cassette and \$19.95 on disk. FULL 32K VERSION NOW AVAILABLE FOR COLOR 80 OWNERS ONLY FOR 24.95 ON CASSETTE AND \$29.95 ON DISK. \*\*\*\*\* ALSO NOW AVAILABLE FOR TI/99 EXTENDED BASIC USERS TOO!! \*\*\*\*\*



!! NEW for TI/99 !!  
\*\* WIZARDS TOWER \*\*

ALL NEW FOR THE 16K TRS 80 COLOR AND TI/99(4A). BOTH TI/99(4A) AND COLOR 80 REQUIRE EXTENDED BASIC. Similar to Quest, but with Dungeons and Dragons to add a little flavor. Two to five hour playing time, different every time. Cassette \$14.95, 32k disk version \$16.95



# Wizards Tower

"NEW" \*\* DUNGEONS OF DEATH \*\*

Just for the TRS 80 COLOR SO FAR, this is the first 16K D & D type game good enough to qualify at AARDVARK. This is serious D & D for up to 6 players at a time. You get a choice of race and character, (Warrior, Wizard, Halfling, etc.), on screen mapping of the maze, a chance to grow from game to game and a 15 page manual!

As usual we're almost giving it away!!!! Cassette version \$14.95 and 32k disk version \$19.95.



ADVENTURES are interactive fantasies. It's like reading an exciting book, except that you're one of the characters. You explore a new world as you try to think or fight your way out of a jam. You give the computer plain English commands such as "look in the coffin" and "light the torch" and it carries out your bidding.

Each ADVENTURE normally takes from 15 to 30 hours to play, spread out over several days. If the FDA ever catches us, we are going to have to add a warning label. These are definitely addictive!!!

These ADVENTURES are in BASIC-but they are full featured, full plotted, fast action adventures. ADVENTURES ARE \$14.95 each EXCEPT FOR HAUNTED HOUSE & EARTHQUAKE WHICH ARE ONLY \$9.95 ON ANY COMPUTER. FOR DISK VERSIONS ADD AN ADDITIONAL \$5.00 TO THE STANDARD CASSETTE PRICE.

## EARTHQUAKE



\*\* EARTHQUAKE \*\* by Bob Anderson & Rodger Olsen

A kids adventure, you are trapped in a shopping center during an Earthquake. There is a way out, but you need help. To save yourself, you have to be a hero and save others first.

Authors note to players - This one feels good. Not only is it designed for the younger set (see note on Haunted House), but it also plays nicely. Instead of killing, you have to save lives to win this one. The player must help others first if he/she is to survive - I like that. \$9.95 on Cassette and \$14.95 on disk. NOT YET AVAILABLE FOR TI/99(4A).

\*\* PYRAMID \*\* by Rodger Olsen

This is one of our toughest Adventures. Average time through the Pyramid is 50 to 70 hours. The old boys who built this Pyramid did not mean for it to be ransacked by people like you.

Authors note to players - This is a very entertaining and very tough adventure. I left clues everywhere but came up with some ingenious problems. This one has captivated people so much that I get calls daily from as far as New Zealand and France from bleary eyed people who are stuck in the Pyramid and desperate for more clues. \$14.95 on cassette and \$19.95 on disk. NOW AVAILABLE FOR TI/99(4A) ANY BASIC.



\*\* MARS \*\* by Rodger Olsen

Your ship crashed on the Red Planet and you have to get home. You will have to explore a Martian City, repair your ship, and deal with possibly hostile aliens to get home again.

Authors note to players - This is recommended as a first Adventure. It is in no way simple - playing time normally runs from 30 to 50 hours but it is constructed in a more "open" manner to let you try out Adventuring and get used to the game before you hit the really tough problems. \$14.95 on cassette and \$19.95 on disk. NOW AVAILABLE FOR TI/99(4A) ANY BASIC.

## MARS



ADVENTURES ARE STANDARD ON CASSETTE BUT DISK VERSIONS AVAILABLE FOR 13K VIC 20 - CMD 64 - 32K TRS 80 COLOR



**\*\* DERELICT \*\*** by R. Olsen & B. Anderson

For Wealth and Glory, you have to ransack a thousand year old space ship. You'll have to learn to speak their language and operate the machinery they left behind. The hardest problem of all is to live through it.

Authors note to players - This adventure is the new winner in the "Toughest Adventure at Aardvark Sweepstakes". Our most difficult problem in writing this adventure was to keep it logical and realistic. There are no irrational traps and sudden senseless deaths in Derelict. This ship was designed to be perfectly safe for its' builders. It just happens to be deadly to alien invaders like you! 16K Extended BASIC required for TRS 80 COLOR. NOT YET AVAILABLE FOR TI/99(4A). \$14.95 on cassette and \$19.95 on disk



**CIRCLE WORLD**



**\*\* CIRCLE WORLD \*\*** by Bob Anderson

The alien culture has built a huge world in the shape of a ring circling their sun. They left behind some strange creatures and a lot of advanced technology. Unfortunately, the world is headed for destruction and it is your job to save it before it plunges into the sun!!

Editors note to players - In keeping with the large scale of Circleworld, the author wrote a very large adventure. It has a lot of rooms and a lot of objects in them. It is a very convoluted, very complex adventure. One of our largest. 16K Extended BASIC required for TRS 80 COLOR. NOT YET AVAILABLE FOR TI/99(4A). \$14.95 on cassette and \$19.95 on disk.

**\*\* HAUNTED HOUSE \*\*** by Bob Anderson

This one is for the kids. The house has ghosts, goblins, vampires and treasures - and problems designed for the 8 to 13 year old. This is a real adventure and does require some thinking and problem solving - but only for kids.

Authors note to players - This one was fun to write. The vocabulary and characters were designed for younger players and lots of things happen when they give the computer commands. This one teaches logical thought, mapping skills, and creativity while keeping their interest. NOT YET AVAILABLE FOR TI/99(4A). \$9.95 on cassette and \$15.95 on disk.



ADVENTURES ARE STANDARD ON CASSETTE BUT DISK VERSIONS AVAILABLE FOR 13K VIC 20 - CMD 64 - 32K TRS 80 COLOR

**\*\* TREK \*\*** by Bob Retelle

This one takes place aboard a familiar starship and is a must for Trekkies. The problem is a familiar one - the ship is in a "decaying orbit" (the Captain never could learn to park!) and the engines are out (You would think that in all those years, they would have learned to build some that didn't die once a week). Your options are to start the engine, save the ship, get off the ship, or die. Good luck.

Authors note to players - I wrote this one with a concordance in hand. It is very accurate - and a lot of fun. It was nice to wander around the ship instead of watching it on T.V. NOT YET AVAILABLE FOR TI/99(4A). \$14.95 on cassette and \$19.95 on disk.



**\*\* ADVENTURE WRITING / DEATHSHIP \*\*** by R. Olsen

This is a data sheet showing how we do it. It is about 14 pages of detailed instructions on how to write your own adventures. It contains the entire text of Deathship. Data sheet \$3.95

You can also get the TAPE of DEATHSHIP for an additional \$5.00. PLEASE SPECIFY WHICH COMPUTER YOU HAVE EVEN IF ONLY ORDERING DATA SHEET NOTE: THE DEATHSHIP TAPE IS AVAILABLE FOR THE COMMODORE VIC 20, CMD 64, TRS 80 COLOR, TIMEX/SINCLAIR AND NOW ALSO FOR THE TI/99(4A).



ADVENTURES ARE STANDARD ON CASSETTE BUT DISK VERSIONS AVAILABLE FOR 13K VIC 20, CMD 64, AND 32K TRS 80 COLOR COMPUTERS.

**NEW!!**

**\*\* PACTRON \*\***

ALL NEW 64 ARCADE GAME!! ALL MACHINE CODE!! FAST! There are a lot of "PAC" type games on the market. We feel that this is one of the best and most faithful versions. Commodore 64 only. (coming soon for the VIC20). Tape \$19.95 Disk \$24.95



**NEW!!**

**\*\* AMAZIN \*\***

All new for the TRS 80 16K Extended Basic. Lots of fun in this high resolution arcade game. Amazin offers you 5 mazes, each surpassing the previous maze in challenge and graphic detail. Multiplayer game options - 1 thru 4 players. Cassette \$14.95 and disk \$19.95

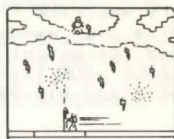


**NEW!**

**\*\* ZEUS \*\***

It's fast and furious as you become the WIZARD fighting off the Thunderbolts of an angry ZEUS. Your Cone of Cold will destroy a thunderbolt and your shield will protect you - for a while. This is the best and highest speed arcade action we have ever done. Difficulty increases in wave after wave, providing hours of challenging fun and a game that you may never completely master. Commodore 64, Vic20 (16k expander), and 16k TRS-80 Color Computer. (ALL MACHINE CODE!!)  
\$19.95 tape \$24.95 disk. (Tape will not transfer to disk.)

# ZEUS



# DEMON ASSAULT



**NEW**

**\*\* DEMON ASSAULT \*\***

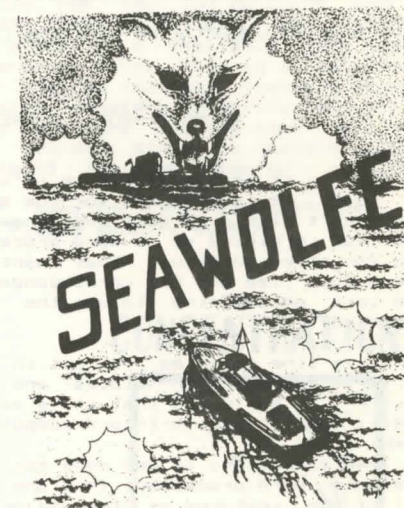
**NEW FOR THE TRS-80C!.** Defend your base from wave after wave of demon assaults. It gets harder and harder - up to the nasty Invisible Demon Wave. A nasty all Machine Code arcade game for the 16k Extended BASIC TRS-80C. \$19.95 on Tape ONLY.

**NOW FOR UNEXPANDED VIC20**

**A NEW DEMON ASSAULT!.** It's an all machine code, fast, joystick arcade game with wave after wave of nasties to fight. Best off all, it runs in the original, out of the box, unexpanded VIC20! \$19.95 on cassette only.

**\*\* SEAWOLFE \*\***

**ALL MACHINE CODE - ALL NEW -**  
COMMODORE 64 - VIC 20 - COLOR 80 GAME. Lots of sound and fast action as you lay out patterns of torpedoes in front of wave after wave of attacking PT boats. It starts easy, but each wave of PT boats gets faster and trickier. Requires a Joystick. \$19.95 on cassette and \$24.95 on disk.



# TRAK-A-PEDE



**\*\* TRAKAPEDE \*\***

**All new for the Commodore 64 - High speed- High resolution game.** You maneuver your worm (the Trakapede) across the screen to eat the food while trying not to hit anything else. Not as easy as it sounds. Lots of fun. Keyboard or Joystick control. \$14.95 on cassette and \$19.95 on disk. **CMD 64 ONLY** for right now!



This compiler takes your BASIC program and turns it into a fast running machine code program. You write and debug the program BASIC, and then run it at machine code speeds. The compiler turn out native, relocatable, transportable 6502 and 6809 code.

It does have some limitations. It compiles a very small subset of BASIC and it is memory hungry. 8K is the absolute minimum needed to write short routines and I recommend more. The keywords it recognizes are:

FOR...NEXT...IF...GOSUB...GOTO... <, >, =...PEEK...POKE...RETURN  
 REM...STOP...END...USR(X)...PRINT  
 ARITHMETIC OPERATORS ARE +, -, \*, /  
 LEGAL VARIABLES ARE A-Z, A SUBSCRIBED VARIABLE

It recognizes positive integers from 0 to 64K. Tiny compiler is written in BASIC and is modifiable by the user. In fact, if any user writes and submits to us a unique addition or change, we will refund his purchase price and give a gift certificate from \$25 to \$100 depending on the modification. Tiny compiler comes with an instruction manual and a line by line commentary.

\$24.95 ON CASSETTE OR DISK FOR COLOR 80, VIC 20, OSI, AND CMD 64

### \*\* MAXI-PROS - A GREAT WORD PROCESSOR \*\*

Why is it so great? 'Cause it's easy to use'. It is designed for the office that can't afford to send every new girl out for training on a word processor and for the individual that wants to spend more time on his correspondence and less on learning to use the processor.

It is line oriented (you put in lines of text rather than blocks) and is written in BASIC so that it is easy to modify to fit any printer/ computer combination.

That simplicity of use does not imply a simple word processor. This one has all of the features of the major word processing system.

Its commands include right and left margin justification, (it will print in any width), Insert lines, Delete lines, Text Centering, Save and Get text (from tape or disk), Automatic paging, Page numbering, Single, Double or Triple spacing and Global and Line editing capabilities (it will make a change in a whole file or allow on screen editing of individual lines).

It also has Imbedded command capability that will make it change margins and spacing during printing, which will make it stop for and input or read names from a file and which will cause it to chain together several files from disk or tape to print an entire tape or disk of material with a single command.

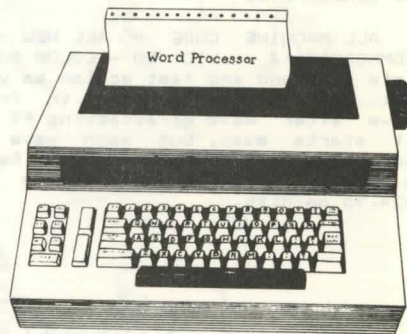
Maxi requires 16K on Color 80, 13K or more RAM on Vic 20 and CMD 64 and OSI. As with any word processor, the more memory you have, the better it works.

Maxi-pros was used to typeset this entire catalog - including this page.

Maxi-pros also comes with a manual that contains a training guide, a listing, an explanation of the program, and a programmers guide to help with modifications. You get all of that at an unbelievable introductory price!!!

PLEASE SPECIFY FOR WHICH SYSTEM

\$19.95 ON CASSETTE OR \$24.95 ON DISK

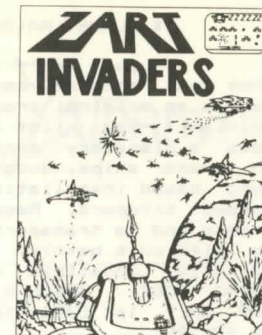


NEW

### \*\* ZART INVADERS \*\*

THE ALIENS ARE HERE!!!! Rows of Menacing Munching Monsters March on Earth!! Kill enough with your laser turret and we are SAVED! Fail, and we are snack food! Written by G. Lamon in Machine Code for the SINCLAIR/TIMEX COMPUTERS ONLY!!! - AT LEAST FOR NOW. \$14.95 on cassette

TIMEX/SINCLAIR! ARCADE GAME! MACHINE  
 CODE



### LABYRINTH



### \*\* LABYRINTH \*\*

LABYRINTH FOR THE TRS 80 COLOR AND SINCLAIR/TIMEX COMPUTERS. The action takes place in a realistic maze seen from ground level. This is a real time monster hunt as you track down and shoot the mobile monsters. Checking out and testing this one was the most fun I've had in years!!! \$14.95 on cassette Color 80. \$16.95 32K disk Color 80 - 12K OSI also! Similar game for TIMEX/SINCLAIR 16k \$14.95 Please specify system.

### \*\* CONCENTRATION \*\*

This is a real family game. Most games require levels of skill or reaction time that make it impossible for kids and parents to play even. As this is a test of simple strategy and brute memorization, even relatively young children can play evenly with adults. Done with our usual attention to detail and quality. AVAILABLE FOR VIC 20 AND TRS 80 COLOR 80 AT A BARGAIN PRICE OF ONLY \$5.95 ON CASSETTE AND \$9.95 ON DISK. Please specify system!

### CONCENTRATION



### \*\* BLACKJACK/ACEY DUCEY (high-low) \*\*

TWO ON ONE FOR TRS 80 COLOR AND VIC 20. A Blackjack game so accurate that it can test Vegas betting systems! One player against the house, it has Double-Down, Split a pair, (except on Vic 20) Insurance, and pays for 5 under and more! Very accurate version of the game as played in Vegas.

ACEY-DUCEY is a tough but simple gambling game for up to 10 players at once. Has selectable pot size, minimum bets, and player holdings. Both games have good graphics and sound. Requires a minimum of 8K ON COLOR 80 AND VIC 20 ONLY. \$9.95 on Cassette and \$11.95 on disk Watch soon for Commodore 64 version to be available.



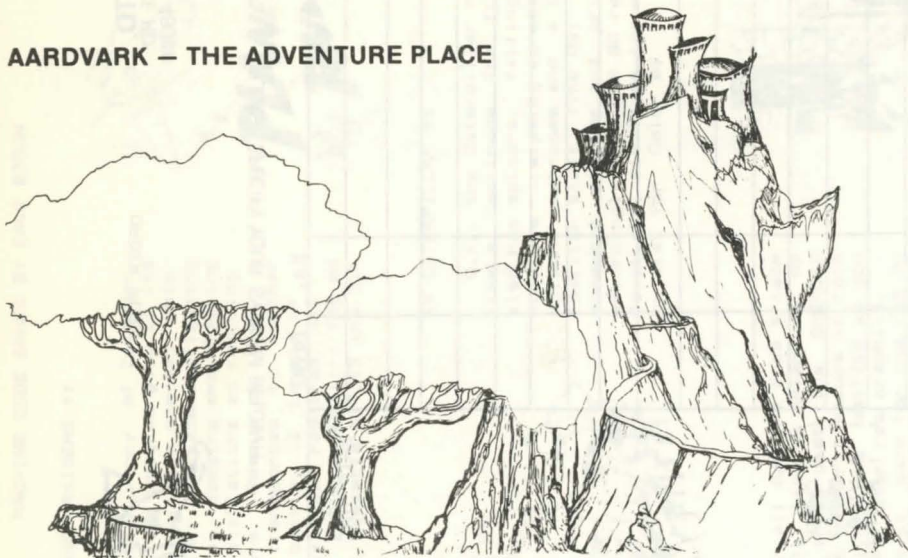


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**AARDVARK — THE ADVENTURE PLACE**



**FIRST CLASS**