

LOADING INSTRUCTION

LOAD FROM DISC

Using your disk drive, carefully insert the preprogrammed disk so that the label on the disk is facing up and is closest to you. Look for a little notch on the disk (it might be covered with a little piece of tape). If you're inserting the disk properly, the notch will be on the left side. Once the disk is inside, close the protective gate by pushing in on the lever. Now type LOAD "PROGRAM NAME", 8 and hit the **RETURN** key. The disk will make noise and your screen will say:

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SEARCHING FOR PROGRAM NAME  
LOADING
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READY  
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When the READY comes on and the  is on, just type RUN, and your prepackaged software is ready to use.

LOAD FROM TAPE

LOADING INSTRUCTIONS

1. Insert fully rewound program cassette into tape deck.
2. Keeping tape deck away from TV, type in "LOAD" and press RETURN key.
3. Once loading is completed, type "RUN" on computer.



VEXTROM SOFTWARE

Until you've entered into the world of Vextrom Software, you've never truly adventured with your computer. All of our games are designed so that you experience their challenges in the most realistic sense.

Ask for these and other new titles at your Local Retailer:

FLIP-IT

Can you beat the computer? This is a game of skill, cunning and intelligence. You can play against the computer or against a friend.

The object of the game is to control all the squares with your color chips. Sounds easy? Don't be overconfident. The computer is always thinking ahead.

There's exciting sound and color display. With four levels of play, the challenge lasts for hours.

Written by Carlos Rodriguez

MISSILE ATTACK

Nuclear war is imminent. The Pentagon has just informed you that the enemy has launched nuclear missiles aimed at the free world.

You are the Captain at Fort Bondar, MCC, USAF (Missile Control Center, United States Air Force). Your mission is to fire ICBM Interceptor missiles and destroy the oncoming warheads.

You check your radar and see the missiles coming closer every minute. The fate of the free world rests in your hands.

When you get to the control room, you find that all your men have come down with Legionnaire's Disease and are powerless to help. So you must scramble around the base, gathering information and equipment to launch the Interceptor missiles.

Written by Bruce T. Paddock

OCEAN LINER ESCAPE

Because of an explosion on board, you are trapped deep inside the ocean liner S.S. Poseidon, and it's sinking fast. You have only a short amount of time to find your way out.

You travel freely around the ship to each room and compartment, looking for a way out or equipment to help you reach freedom. It will take all your cunning and intelligence to get out of this one.

You hear rescue helicopters overhead—but is there enough time?

Average solving time for each adventure is ten hours.

Written by Bruce T. Paddock

STOCK MARKET ADVENTURE

You are on Wall Street, out to make your millions. You have stumbled onto a very big secret. It seems that a group of Arab investors are trying to acquire the stock of Vextrom Software, Inc. They hope to exploit the firm's Vic-20 software capability as their first step to global domination.

This is dangerous! Your only hope is to get to your seat on the stock exchange, and make a bid for the controlling stock in Vextrom before the Arabs can make their move.

Luckily, power plays among the members of the group have delayed their takeover bid, giving you a little time to stop them.

Once they've seen you've discovered their secret, of course, they'll try to assassinate you. Remember, you stand to make a fortune—if you survive.

Written by Michael Kaufman

HOUSE OF HORRORS ADVENTURE

Your Uncle Nathaniel Byrnes has met an untimely death. In his will, he left you a very old castle in Transylvania. But there is one catch—to inherit the castle, you must spend one day there. It's not as easy as it may sound.

Legend has it that the castle was believed to have been the home of Count Dracula and his horde of living dead. But this is just superstition. Isn't it?

According to the legend, the Count will awaken at nightfall to prey on his unsuspecting victims. You must be out of the house by then, or suffer the fate of the living dead.

When you enter the house, you are immediately locked in, and your personal horror begins to unfold. You run frantically around the castle from room to room in a desperate bid for freedom. You must keep ahead of his living dead, who want to hold you until their master awakens at nightfall.

You remember the tales your uncle told you about the secret passages lining the walls of the castle. Some lead to freedom, but others lead to certain death. Remember, you must either escape or try to kill the Count before he awakens, for his awakening will mark your death.

Written by Michael Kaufman

DUNGEON ADVENTURE

You have just found out that your house is built upon a series of ancient catacombs and tunnels. It is rumored that they contain fabulous treasures, virtually beyond comprehension.

Go through the house, take anything that might be useful, and find your way into the caverns. But beware! Goblins and wizards and who-knows-what-else awaits you. You will have to keep your wits about you and act quickly in order to survive to get to the treasure.

SECRET AGENT ADVENTURE

You are Sam Star, Secret Agent 009. You have discovered that the evil Dr. Zane is planning to detonate nuclear bombs in Moscow and Washington D.C., thus starting World War III. You have penetrated the defenses of the villains hideout, only to be knocked unconscious and captured.

When you awaken, you realize that you are suffering from a concussion. You remember your mission, but no trace of your briefing with the Weapons Division remains. You know that you have several useful gadgets, disguised as ordinary objects on your person, but what are they? Your shoelaces? Your comb? You must find these tools, use them to escape from your cell, wreck Dr. Zane's scheme and return to headquarters safely. Good Luck!!!

Written by Bruce T. Paddock

STRATEGIC WARGAMES

You are the President of the United States, and Russia has just declared war on America. Their forces are mobilizing around the world. The military is waiting your command. You have 400,000 infantry men, 18 aircraft carriers, 100 battleships, 200 destroyers, 1,000 fast attack planes, 500 bombers. It's a game of strategy. You must plan every phase of your attacks from when to attack to how much fire power to use. Also where to concentrate your forces should it be by sea, air or land. Receive up to the minute reports on each battle, but be careful every order could spell defeat.

F-16 FLIGHT SIMULATOR

As a pilot with the United States Air Force, you have been sent out on a Search and Destroy Mission over the Pacific Ocean. Through your instrument panel, you control every move of your F-16; altitude, air speed, vertical speed and banking. You must also keep an eye on your gauges; fuel, heading and radar. Once you have zeroed in on your bogey, you have only seconds to arm your Air-To-Air Missiles, lock on to your target and fire (Beware — your bogey might also be armed).

SPACE SHUTTLE SIMULATOR:

You are in command of the maiden voyage of the space shuttle Columbia. Because of an accident on the previous Appollo mission three astronauts are marooned in space. Your mission is to go up and rescue them.

Unfortunately, the computer guidance system has not been activated. So this means that you must operate the shuttle by the cockpit instruments only. You control the takeoff speed (enough to break through the earth's gravity), fuel pod and booster ejection, atmospheric and zero gravity maneuvering. You must enter the right orbit or you could miss your target by miles. Once you have visually sighted the marooned craft, you must successfully dock with it, using your ability as a shuttle commander and return safely to earth.

If you need clues for the adventure games, or if you have questions or comments, write to:

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