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COMMBAT

The latest in computerized war simulations — you play via RS-232.

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See Page 5



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USER-ORIENTED — MENU-DRIVEN
See Page 23 and Order Form

STARFIGHTER

TRS-80

by Sparky Starks

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

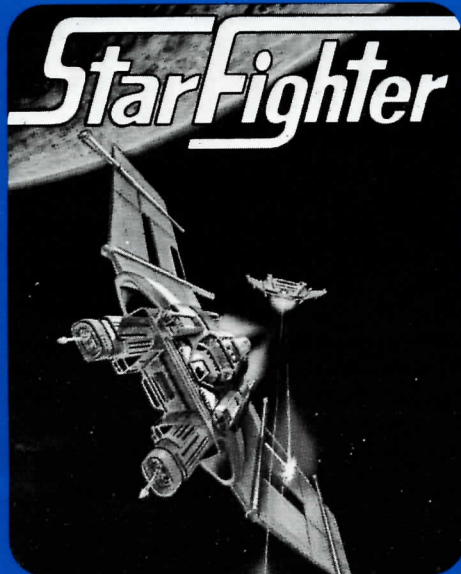
You may have never experienced it. But you will — and the experience has a name — STARFIGHTER, the last word in arcade simulations.

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

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

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

TRS-80 16K TAPE	Models 1 & 3	010-0120	\$24.95
TRS-80 32K DISK	Models 1 & 3	012-0120	\$29.95



PROGRAM PARAMETERS

LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	Infinite
SUGGESTED AGE GROUP	12 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Arcade/Simulation
SOUND?	Yes
GAME SAVE FEATURE?	Yes
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	None

THE ELIMINATOR

TRS-80
APPLE

TRS-80 Version by Wayne Westmoreland & Terry Gilman
Apple Version by John Anderson

Let's face it — the true measure of a program's worth is simply **how much people enjoy playing it**. Here at Adventure International, ELIMINATOR is a hands-down favorite! Wayne Westmoreland and Terry Gilman, the creative team that brought you ARMORED PATROL, have pulled out all the stops to bring you a game of skill, action, and derring-do that will cause your micro to crackle with excitement! Your mission is to prevent the marauding alien hords from recovering your energizers from the planet's surface — and we'll tell you now that it isn't easy! There are several types of alien ships — each with its own deadly method of firepower — and their sole mission is your rapid destruction! Realistic sounds, running high score, two-player option — it's all here — it's all incredible! The ultimate in arcade action!!!

The Eliminator for the APPLE

High resolution, full color graphics & sound effects make this incredible game even better. Defensive shields, complete movement controls, killer marauders, full joystick or keyboard controls and much, much more add up to arcade-style action at its finest. This has got to be the hottest real time game for your Apple that you've seen in a long while!

TRS-80 16K TAPE Model 1 & 3	010-0134	\$19.95
TRS-80 32K DISK Model 1 & 3	012-0134	\$24.95
APPLE 2 48K DISK DOS 3.3 required	042-0134	\$29.95



PROGRAM PARAMETERS

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

TRS-80 - MODEL 1 & 3

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APPLE 2

All Apple Disks Work on 3.2 or 3.3 Unless Noted	
Adventure	4 & 5
Adventure Hints	5
Apple Spice	12
Back-40	6
Classic Adventure	10
Curse of Crowley Manor	10
Eliminator	2
Galaxy Gates	17
Interactive Fiction	9
Kid-Venture	8
Missile Attack	17
Morton's Fork	7
Planetoids	16
Pro-Pix	20
Rear Guard	19
Stone of Sisyphus	7
Tunnel Terror	21
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ATARI 400/800

PERSONAL HOME COMPUTER SYSTEM

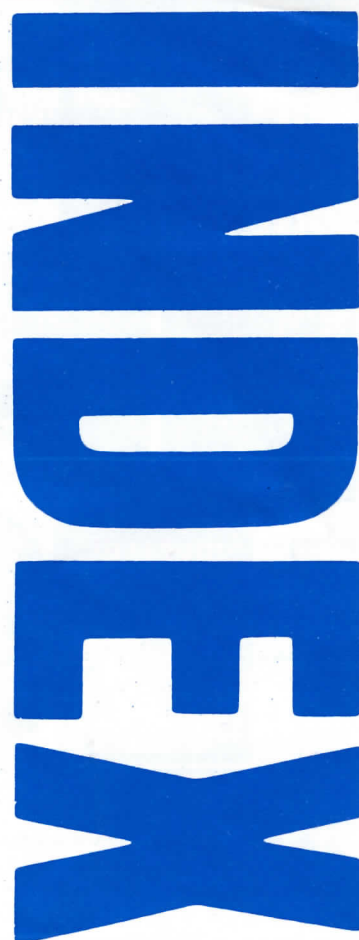
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CPM

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TEXAS INSTRUMENTS

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NOTE

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

TAPE - STANDARD CASSETTE TAPE

TAPE to DISK - CASSETTE TAPE THAT RUNS ON TAPE
MACHINE OR CAN EASILY BE TRANSFERRED TO DISK

DISK - STANDARD 5 1/4" DISKETTE UNLESS 8" NOTED

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SEE PAGE 13!**

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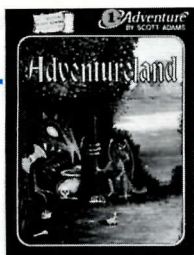
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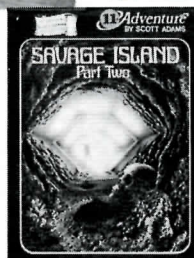
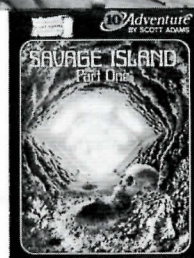
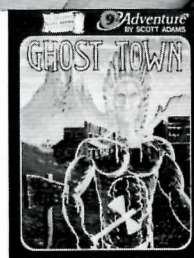
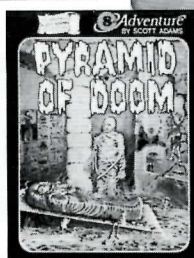
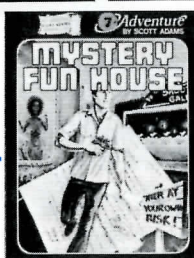
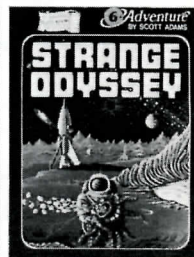
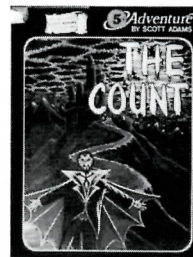
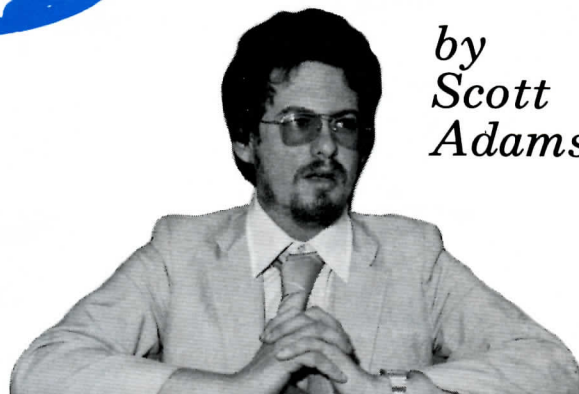
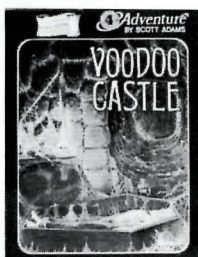
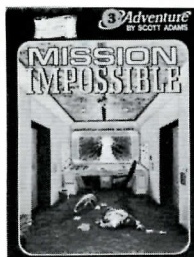
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Adventure

by
Scott
Adams



AN OVERVIEW

By definition, an adventure is a dangerous or risky undertaking; a novel, exciting, or otherwise remarkable event or experience. On your personal computer, Adventure is that and more.

Playing any of the Adventure series consists of three elements: you, the user; the games themselves; and the author, Scott Adams of Orlando, Florida.

In beginning any Adventure, you will find yourself in a specific location: a forest, on board a small spaceship, outside a fun house, in the briefing room of a nuclear plant, in a desert, etc. The top portion of your video display will tell you where you are and what you can see; the bottom section of the display is devoted to inputting commands to your robot computer and receiving messages that may arise as the result of your orders. You have to get used to looking at both the top and bottom portions in order to find out what's going on in the game but it doesn't take long for the reading to become a reflex. In fact, you will have to live in those imaginary worlds.

By using two-word commands you move from location to location (called "rooms" although some rooms represent outdoor sites such as a swamp), manipulate objects that you find in the different rooms (pick them up, put them

down, carry them, etc.), and perform actions as if you were really there.

The object of a game is to amass treasure for points or accomplish some other goal such as preventing the destruction of the automated nuclear plant in Mission Impossible. Successfully completing a game, however, is far easier to state than achieve. In many cases you will find a treasure but be unable to take it until you are carrying the right combination of objects you find in the various locations.

If you're tired of video games of bouncing balls or shooting at targets; if you're ready for an intellectual challenge that transports you to new worlds of experience; if you want to see what a skilled programmer can do with a micro, invest in one of Scott Adams' games. An early Adventure (Adventureland or Pirate Adventure) is a good place to start because the more Adams creates, the tougher his puzzles get.

by Ken Mazur

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THE ADVENTURES

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

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

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

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

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

#5 THE COUNT — It begins when you awake in a large brass bed in a castle somewhere in Transylvania. Who are you, what are you doing here and WHY did the postman deliver a bottle of blood? Who can say ... but somewhere a centuries-old evil lies in dark wait ... Difficulty Level: Moderate

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

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

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

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

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

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

#12 GOLDEN VOYAGE — The king lies near death in the royal palace. You have only three days to bring back the elixir needed to rejuvenate him. Journey through the lands of magic fountains, sacred temples, stormy seas and gold, gold, GOLD! Can you find the elixir in time? This one is for experienced Adventurers only! Difficulty Level: Hard

NEW!

SCOTT ADAMS' GRAPHIC ADVENTURE SERIES



NOW WITH HIGH-RESOLUTION, FULL COLOR GRAPHICS & VOICE SYNTHESIZER COMPATABILITY
 THAT'S RIGHT, THE ADVENTURE KING HAS FINALLY DONE IT! EACH SAGA IS ON A JAM-PACKED DISK, FULL OF COMPRESSED HIGH-RESOLUTION PICTURES THAT ARE DRAWN USING A SPECIAL PALETTE OF OVER 100 COLORS. PLUS, THESE ADVENTURES SUPPORT THE VOTRAX VOICE SYNTHESIZER FOR AN ADVENTURE THAT TALKS!

See computer availability below. Others coming in the near future.

BOOK OF HINTS



Never let it be said that Scott Adams doesn't provide at least **some** help for the perplexed Adventurer! Our hint book provides additional clues to help you out of some of those sticky spots you've gotten into, while still letting you solve the Adventure yourself — all without giving away any clues until you really want them! So if you can't seem to get out of the bog or locate the pharaoh's heart, then you've come to the right place for help! This expanded edition includes hints for all 12 Adventures, a special section on the making of Adventure maps, and additional hints for each separate Adventure for those of you who are still stuck. Relief at last!

099-0082 \$7.95

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TRS-80 MODEL 2 - 8" DISK — Adventures 1 thru 12 (REQUIRES TRSDOS 2.0) 022-0137 \$129.95
 CP / M (Z-80) SINGLE DENSITY 8" DISK — Adventures 1 thru 12 122-0137 \$129.95

CP / M CONVERSIONS by Russ Wetmore

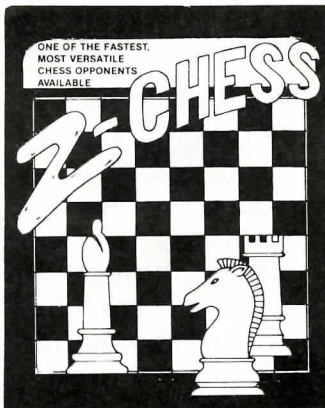
APPLE/ATARI/TRS-80 TAPE Adventure 12 pack (includes Adventure Hint Book) 072-0137 \$129.95

LIMITED GOLD EDITION — Hurry, only a few left!

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† Special Value Packs

* See Explanation Above



PROGRAM PARAMETERS

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

Z-CHESS III

TRS-80

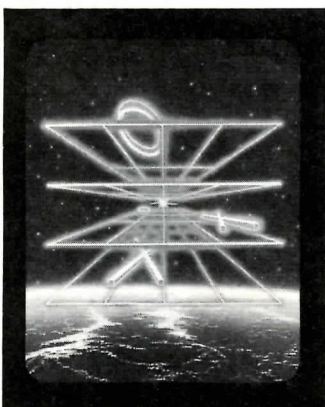
by Bill Miller

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

Z-CHESS III is one of the fastest, most versatile chess opponents available for your micro today. With its seven levels of "look ahead" and its ability to accept and play all standard chess moves (including castling and En Passant captures), it is truly a challenge for both beginning and advanced players. It can play either white or black, and its versatile board set-up mode allows specific positions to be played as desired. Naturally, Z-CHESS III will solve mate-in-two problems and it will solve them FAST! Look out Bobby Fischer!

TRS-80 16K TAPE Model 1 & 3
TRS-80 32K DISK Model 1 & 3

010-0080 \$24.95
012-0080 \$29.95



PROGRAM PARAMETERS

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

3-D TIC-TAC-TOE

ATARI

by Scott Adams

(ATARI conversion by Tom Schaeper)

The game of Tic-Tac-Toe has been a family favorite for years, and with good reason — the challenge and excitement never grow old or tiresome. Now, Scott Adams has taken this old-time favorite and upgraded it into a whole new experience — 3-D Tic-Tac-Toe! (ATARI version is by Tom Schaper) "3-D" means that instead of playing the game on a conventional 3 x 3 board, you must now rise to the challenge of four 4 x 4 boards stacked one atop the other! Featuring 8 separate skill settings from "dummy" to "genius," 3-D Tic-Tac-Toe offers a level of play that will please and delight just about everybody! This real-time game features sound, optional joystick compatibility, and is certain to thrill your friends and family. Believe us, until you've played 3-D Tic-Tac-Toe, you've yet to play the game at all!

ATARI 16K TAPE TO DISK

051-0032 \$14.95



PROGRAM PARAMETERS

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

THE MEAN CHECKERS MACHINE 2^(tm)

TRS-80

by Lance Micklus

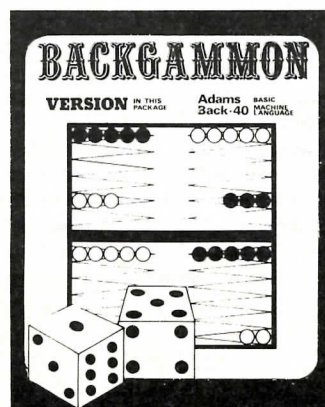
Welcome to the world of checkers, a game that the entire family can play and enjoy. Your opponent is THE MEAN CHECKERS MACHINE 2^(tm). Can you beat the computer? Sure — but only if you're careful!

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

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

TRS-80 16K TAPE Model 1 & 3
TRS-80 32K DISK Model 1 & 3

010-0104 \$14.95
012-0104 \$19.95



PROGRAM PARAMETERS

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

BACK 40 III

TRS-80
APPLE

by Bill Miller & Steve Glen

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

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

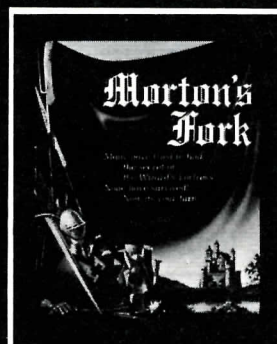
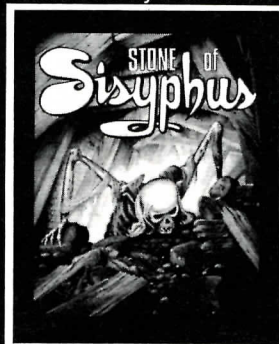
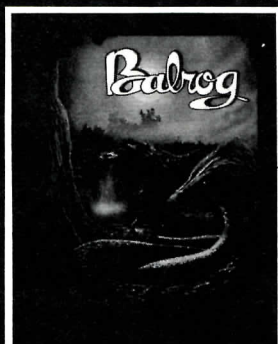
TRS-80 16K TAPE Model 1 & 3
TRS-80 32K DISK Model 1 & 3
APPLE 2 48K DISK Works on DOS 3.2 or 3.3

010-0042 \$14.95
012-0042 \$19.95
042-0042 \$19.95

maces & magic

BY CHAMELEON SOFTWARE

Atari conversion by David Simmons



BALROG

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

STONE OF SISYPHUS

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

MORTON'S FORK

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

MACES & MAGIC are fantasy adventures involving you and your computer. Armed only with your wits, a microcomputer, and the software provided, you can become the hero or the meal your destiny dictates. You create a character, equip him (or her) with suitable weapons and armor, and enter the dungeon in search of fame and fortune. Neither is particularly easy to obtain.

If you are successful in avoiding or conquering the various monsters, traps, enchantments and illusions set by our nefarious dungeonmasters, you may escape with riches and glory. Your name and deeds will be recorded for posterity in the records of the dungeon. More importantly, you'll be alive. You may then use the same character in his more experienced and wealthy form when you enter dungeons on later occasions.

In each dungeon there are random events which occur, but in the vast majority of cases the skill of the player in making correct choices determines the outcome of the game. The majority of instructions are furnished within the program in the form of appropriate prompts.

There are many ways to meet an untimely demise in the dungeon. Monsters and such are just one of the lines of defense between you and the treasures stored there. Various traps await the unwary (and the wary too). Some are lethal, while others are merely unpleasant or inconvenient. It pays to be suspicious. Beware of orcs bearing gifts.

The object of the whole exercise is not just to fight the monsters and collect treasure. You have to get out alive to enjoy it. In every dungeon there is at least one exit. It is possible to escape from each and every dungeon with a whole skin. We state that fact here because players often believe this not to be true. We really aren't out to get you. Not really...

Once you successfully exit from the dungeon, you will have an opportunity to save your character for further adventures in this and other dungeons. Your treasures will be converted to their gold equivalent and your weapons and armor stored in bat guano. When you start another adventure, you may call up your experienced character for another trip. The only limitation is that once a character is killed, he may reincarnated three times; after that, he is gone forever. No second chances, no tears, no breast beating. Gone. Kaput. Finished. You will have the distinction of adding to the dungeon statistics, however. A sort of secondhand immortality in recognition of a nice try. No glory or cash though. CHARGE!!

Maces & Magic Series

By Chameleon Software

BALROG

requires 2 drive system

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

MORTON'S FORK

Works on 1 or 2 drive systems

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

STONE OF SISYPHUS

Works on 1 or 2 drive systems

TRS-80 32K DISK Model 1	032-0100	\$29.95
TRS-80 48K DISK Model 3	032-0100	\$29.95
*ATARI 40K DISK	052-0100	\$34.95
APPLE 2 PLUS or APPLE 2 - 48K		
with Applesoft in ROM		
WORKS ON 3.2 OR 3.3	032-0100	\$29.95

*AVAILABLE SECOND QUARTER 1982



**TRS-80
APPLE**

By James Talley
Converted to Apple
By Phil Schwartz

PROGRAM PARAMETERS

LANGUAGE	Hybrid
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	30 min.
SUGGESTED AGE GROUP	4 to 7
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Compu-novel
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	Yes
REAL TIME?	No
SPECIAL EQUIPMENT:	Cassette Recorder for voice tape (#1 and #2 only)

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

KID VENTURE #1 - LITTLE RED RIDING HOOD

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

KID VENTURE #2 - TWAS THE NIGHT BEFORE CHRISTMAS

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

KID VENTURE #3 - OLD McDONALD'S FARM

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

KID VENTURE #1 - LITTLE RED RIDING HOOD

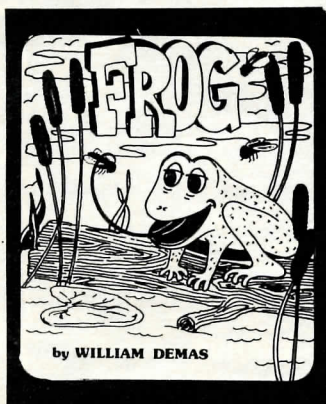
TRS-80 16K TAPE TO DISK Model 1	011-0030	\$14.95
TRS-80 32K TAPE TO DISK Model 3	011-0030	\$14.95
APPLE 2 (Applesoft required) 48K DISK	042-0030	\$24.95
(Works on DOS 3.2 or 3.3)		

KID VENTURE #2 - TWAS THE NIGHT BEFORE CHRISTMAS

TRS-80 16K TAPE TO DISK Model 1	011-0083	\$14.95
TRS-80 32K TAPE TO DISK Model 3	011-0083	\$14.95

KID VENTURE #3 - OLD McDONALD'S FARM

TRS-80 16K TAPE TO DISK Model 1 & 3	011-0124	\$14.95
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PROGRAM PARAMETERS

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

FROG

by William Demas

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

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

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

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

INTERACTIVE FICTION™

APPLE
TRS-80

LOCAL CALL FOR DEATH

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

TWO HEADS OF THE COIN

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

HIS MAJESTY'S SHIP "IMPETUOUS"

You are at the helm of HMS Impetuous. As Captain, your decisions could bring either fame or fortune or utter disaster to you and your crew. Do you hang the rash young seaman for his treason, or pardon him and risk undermining discipline? Do you obey your orders, or risk your ship in an encounter with the enemy? Weigh your alternatives carefully — each decision you make has hidden implications.

DRAGONS OF HONG KONG

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

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

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

QUAD PACK SPECIAL

TRS-80 MODEL 2 8" DISK
FOUR ON ONE 64K DISK
022-0081

(REQUIRES USER TO HAVE TRSDOS 2.0)

INCLUDES:
LOCAL CALL FOR DEATH
TWO HEADS OF THE COIN
6 MICRO STORIES
HIS MAJESTY'S SHIP

\$49⁹⁵

THE INTERACTIVE FICTION™ SERIES

by Robert LaFore — APPLE Conversion by Marin Computer Center

ABOUT THE SERIES

Amidst the glut and duplication of recreational software for the home computerist, there is now a novel new concept in microcomputer entertainment: The INTERACTIVE FICTION™ SERIES.

INTERACTIVE FICTION™ author/creator Robert LaFore has succeeded in eliminating the static structuring often found in entertainment programs in favor of a refreshing format which allows the player total involvement within inventive fictional situations.

As its name suggests, the ability to actually interact with characters and situations — to take part in the story — sets INTERACTIVE FICTION™ apart from the competition. The action begins when you react to a given situation or event, and then key in your response. You aren't limited to a couple of words; using full sentences is encouraged. You can enter the same situation time and again, and by using a different response, experience new twists of the adventure.

Explore the delightful world of INTERACTIVE FICTION™ — an engrossing and fascinating experience for all ages.

Interactive Fiction™ for the TRS-80 features the following full-length stories, plus "Encounter in the Park":

- ★ Local Call for Death
- ★ Two Heads of the Coin
- ★ His Majesty's Ship "Impetuous"
- ★ Dragons of Hong Kong

TRS-80 32K DISK Model 1 & 3

012-0081 \$29.95

Contains 4 Complete Disks of Data

Interactive Fiction™ for the APPLE includes the following:

- ★ Dragons of Hong Kong
 - ★ His Majesty's Ship "Impetuous"
- plus "Encounter in the Park" and two other vignettes.

ALL WITH HI-RES GRAPHICS!

APPLE 2 48K DISK DOS 3.3

& APPLESOFT ROM Required

042-0087 \$29.95

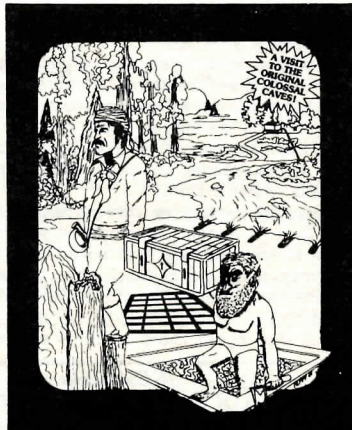
Contains 2 Complete Disks of Data

OTHER-VENTURE

Since their inception, Scott Adams' Adventures have been a mainstay in the libraries of computer owners. Now, the company that brought you these great programs brings you the fantasy/adventure games of other authors in this NEW series. Each program reflects many months and sometimes years of development by their respective authors.

Our standard Adventure series reflects Adventures written and executed using Scott's special machine-language interpreter. Our Other-Venture Series will contain adventures written using different methods, though still meeting the high standards set by Scott's original series!

We hope you have as much fun with this new series as with Scott's. (Be sure to look for new packages in both series in the future!)



PROGRAM PARAMETERS

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

CLASSIC ADVENTURE

OTHER VENTURE #1

By JOHN RAUSCH

TECHNOLOGICAL BREAKTHROUGH!!!

Since Will Crowther and Don Woods created it years ago, ADVENTURE has been programmed to run on nearly every computer known to man. The original Fortran version ran on a large PDP machine requiring nearly 300K of storage. At least three other versions of ADVENTURE exist for the APPLE. Some claim to be the only complete version; some claim to fill whole disks with program and data. To date, however, all require diskette access during the game to retrieve text for display on nearly every command. All added "features" of their own, changed some of the original text, or omitted something from the original.

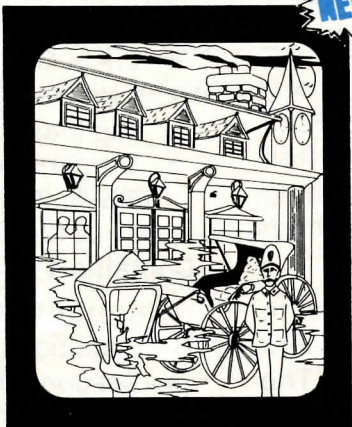
In this version of ADVENTURE you get nothing but the real thing. All of the grandeur and mystery of the original Colossal Caves are re-created here — nothing has been added or left out! By using a text compression technique seldom used on microcomputers, the nearly 44K bytes of text fit in less than 25K. This means no disk access is needed during the game and that it can be played on 48K systems without disk drives. Both tape and disk versions are identical; only the media is different. The tape version includes instructions for making a disk copy. All Apple versions work with either DOS 3.2 or 3.3 and APPLE 2 or APPLE 2 Plus machines.

COMING SOON FOR TRS-80 & ATARI

ALSO INCLUDES

COMPLETE SAVE & RESTORE GAME FEATURES

APPLE 2 48K TAPE TO DISK	041-0106	\$14.95
APPLE 2 48K DISK WORKS ON 3.2 OR 3.3	042-0106	\$20.95



PROGRAM PARAMETERS

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

THE CURSE OF CROWLEY MANOR

OTHER VENTURE #2

by JYYM PEARSON

The scene is London, in 1913. Scotland Yard is buzzing with the news - there's been a murder at the Crowley Estate! What starts out as a simple homicide investigation becomes a trip into the depths of the occult as you try to solve **The Curse of Crowley Manor**. This program uses many unique plot-twists and strange devices to guide you through to victory, or a certain trip to the gates of hell. Second in the Other Venture Series, this program is sure to keep you riveted to your computer screen waiting for the next axe to fall!

TRS-80 16K TAPE Model 1 & 3 010-0108 \$19.95

TRS-80 32K DISK Model 1 & 3 012-0108 \$20.95

*APPLE 48K DOS 3.3 Applesoft ROM .. 042-0108 \$29.95

*Apple with full color hi-res pictures & sound effects

Apple Version
now with hi-res,
full color graphics!



ESCAPE FROM TRAAM

TRS-80

OTHER VENTURE #3

by JYYM PEARSON

Now, from Jyym Pearson, author of CURSE OF CROWLEY MANOR, comes a powerful new contender in the popular Other Venture Series: ESCAPE FROM TRAAM!

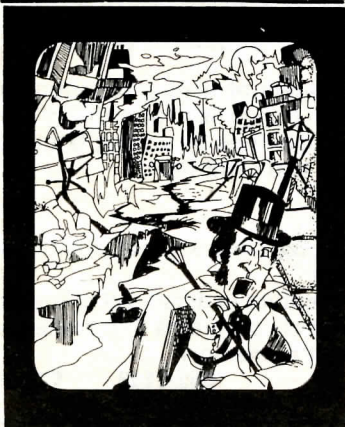
Your small space cruiser is in trouble — and even though you survived the initial crash on a bizzare, distant world, you may soon wish that you hadn't! The alien environment of Traam is replete with incredible wonders and sights which no human eyes have ever beheld. You must escape this dangerous world — but be forewarned that if your decisions are not tempered with intelligence and caution, you may not see home again!

Apple version coming soon

TRS-80 16K TAPE Model 1 & 3 010-0109 \$19.95

TRS-80 32K DISK Model 1 & 3 012-0109 \$20.95

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



EARTHQUAKE - San Francisco 1906

TRS-80

OTHER VENTURE #4

by JYYM PEARSON

On April 19, 1906 at 5:18 a.m., one of the most violent earthquakes of modern times decimated metropolitan San Francisco. Now, Jyym Pearson (author of ESCAPE FROM TRAAM and THE CURSE OF CROWLEY MANOR) has crafted his finest Other Venture to date: EARTHQUAKE — San Francisco 1906! Painsstakingly researched with close attention to detail and historical accuracy, EARTHQUAKE puts you into a topsy-turvy scenario: The city's remains are awash with flame; buildings burn and crumble, and death's dark sentry holds watch over all. It is through this madness that you must plunge — your chances of survival are directly related to your ability to reason logically — hopefully escaping from fallen San Francisco with your life. EARTHQUAKE features a new and more powerful data base and is certain to provide you with many hours of thrilling action & challenging puzzles!

TRS-80 16K TAPE Model 1 & 3

010-0139 \$19.95

TRS-80 32K DISK Model 1 & 3

012-0139 \$20.95

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

DEATH PLANET:

The Dog Star Adventure

OTHER VENTURE #5

by LANCE MICKLUS

TRS-80

COLOR

COMPUTER

NEW!

Lance Micklus, who has authored some of the finest programs available today, has channeled his energies into the making of his first adventure. Now, for both the Color and the TRS-80 computers comes DEATH PLANET: The Dog Star Adventure — an exhilarating dip into a peril-filled universe! The evil General Doom and his Roche Soliders are preparing to launch an attack against the forces of freedom lead by the beautiful Princess Leya. The Princess has been captured by Doom — and it's up to you to pull off a daring rescue and save her and the royal treasury!

DEATH PLANET: The Dog Star Adventure has been written in a format similar to a standard adventure — your electronic alter-ego is manipulated by keying in one- or two-word responses as you react to the game's events. Prepare yourself for a thrilling adventure Lance Micklus-style — prepare yourself for DEATH PLANET: The Dog Star Adventure!

TRS-80 16K TAPE to DISK Model 1 & 3

080-0144 \$19.95

TRS-80 16K TAPE Color Computer Extended Basic

080-0144 \$19.95



PROGRAM PARAMETERS
 LANGUAGE Basic
 NUMBER OF PLAYERS (min/max) 1/1
 AVERAGE COMPLETION TIME 2 Weeks
 SUGGESTED AGE GROUP 10 to Adult
 RECOMMENDED FOR NOVICE? Yes
 CLASSIFICATION: Compu-novel
 SOUND? No
 GAME SAVE FEATURE? Yes
 MULTIPLE SKILL LEVELS? No
 GRAPHICS ORIENTED? No
 REAL TIME? No
 SPECIAL EQUIPMENT: None

OTHER-VENTURE

UTILITIES

APPLE SPICE

ALL YOU NEED TO EXTEND
YOUR APPLESOFT BASIC

By Corey Kosak & David Fox

SOME OF APPLE SPICE'S FEATURES:

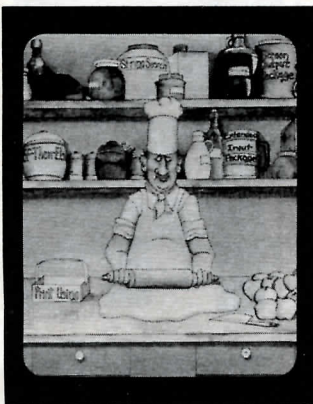
PRINT USING - gives your Apple the ability to print numeric values in a specified format. The syntax is similar to the PRINT USING command in other popular BASIC's. It supports commas, floating dollar signs, asterisk fill, and has an overflow indicator.

STRING SEARCH - allows your Apple to rapidly search through one string of characters for the occurrence of another string. It also supports searching a string for a list of words or phrases.

IF-THEN-ELSE — allows your Apple to execute one statement (or set of statements) if the "logical condition" (e.g., $A > B$) is TRUE and execute a different statement (or set of statements) if the condition is FALSE. You may use multiple lines and nest IF-THEN-ELSEs as deeply as you wish.

EXTENDED INPUT PACKAGE — makes entering data from the keyboard easier to control. Includes word warp (words which won't fit on the current line are moved to the next line down rather than being split in two), maximum string length control (will not accept characters past a length which you set), a control character filter (all control characters are ignored on input), and a selective character filter (allows you to specify up to 20 different characters which will be replaced by spaces during input).

SCREEN OUTPUT PACKAGE — You no longer need to spend time counting the characters in a PRINT statement to make sure a word doesn't break in the middle. In addition to automatic word wrap, this package allows you to set single, double or whatever spacing between lines, automatic "Press RETURN TO CONTINUE:" message when the screen fills (you set the maximum lines per screen), and automatic insertion of up to nine different variables in the text with an imbedded code. (Note: the Screen Output Package will not work on a printer.)



APPLE SPICE is a set of fast, assembly language routines that alleviate some of the drudgery of writing programs in Applesoft BASIC. APPLE SPICE allows you to concentrate more on your program logic and less on things like "prettifying" the screen and detecting keyboard entry errors. APPLE SPICE also greatly expands Applesoft's capabilities by adding features found in many larger BASICs such as PRINT USING, STRING SEARCH (INSTR), IF-THEN-ELSE, and LINE INPUT.

- Easy-Patch - Beginners with no machine language knowledge can use it.
- Excellent tutorial step-by-step manual. Written in easy-to-understand English.

APPLE SPICE is not copy-protected. You may include APPLE SPICE in your commercial programs without additional charge. Just mention that you used APPLE SPICE on your title screen and in your documentation.

APPLE SPICE comes with a clearly written hands-on manual (52 pages) that explains every feature in detail. All of the examples listed in the manual are included on the APPLE SPICE diskette, as well as some user-friendly programs that make it a snap to change APPLE SPICE's parameters and to relocate APPLE SPICE to where YOU want it in memory.

APPLE 2 DISK 48K ROM APPLESOFT REQUIRED

042-0133 \$29.95

WORKS ON 3.2 OR MUFFIN TO 3.3

FDM

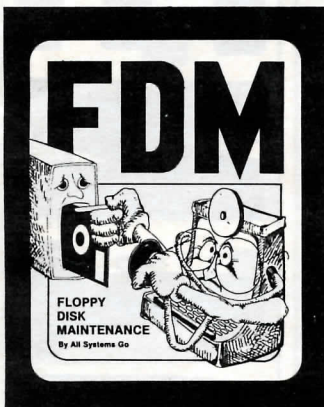
(FLOPPY DISK MAINTENANCE)

by All Systems Go

FLOPPY DISK MAINTENANCE is a disk-based program designed to enable the novice user to maintain and align disk drives. FLOPPY DISK MAINTENANCE will work on the TRS-80 Model 1 or 3 with the minimum requirement of one disk drive and 16K of memory. With FLOPPY DISK MAINTENANCE, you can be sure that your disk drives will be operating precisely and at peak efficiency. NOTE: Head alignment disk is not included and is required for the head alignment tests. Some tests require use of an oscilloscope, although most can be run with just a screwdriver. Indispensable for disk drive owners!

TRS-80 16K DISK Model 1 & 3

012-0112 \$20.95



TRS-80

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AND 80-TRACK DRIVES TOO!

ST80-UC^(tm)

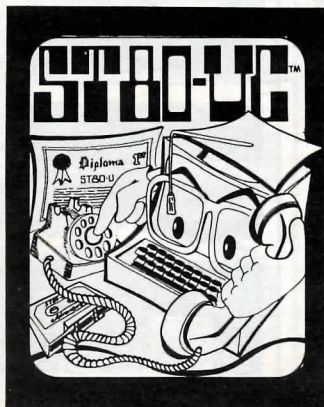
by Lance Micklus

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

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DISKEY

ATARI

by Sparky Starks

There are few things more frustrating than losing files on a disk that has "crashed." Now, there's a remedy: Diskey, by Sparky Starks, is a utility program that allows the user to examine and modify the disk and its directory. Diskey will actually allow you to repair some files that might have otherwise been lost. Check out these features:

- ★ Automatically lists any unreadable or destroyed sectors
- ★ Allows direct examination of any file
- ★ Sends contents of disk to printer selectively
- ★ Allows rename, delete, lock/unlock and format commands, plus full directory info
- ★ Can address up to 4 drives and locate a file on any drive without a drive specification number
- ★ Easy to use, with fully detailed user's manual supplied
- ★ Can even be used to backup some of those "unbackupable" disks in your software library
- ★ Allows an executable copy of a standard machine language boot tape to be put onto your disk
- ★ Can copy a disk with only one drive
- ★ Only 1 drive required

ATARI 400/800 32K DISK (Some Features Require 40K.)

052-0158 \$49.95

AVAILABLE MAY 21, 1982

MAXI MANAGER UTILITY PACK #1

TRS-80

by Dale Kubler

Now, the finest data base manager gets even better! MAXI MANAGER UTILITY PACKAGE #1 consists of three indispensable programs on one handy diskette that will allow the user to recover, extract and merge data in conjunction with MAXI MANAGER (sold separately). One program recovers key files damaged by disk I/O problems, worn diskettes, dirty drive heads, and other hardware problems. The other two programs, when paired together, will allow you to extract information from one data base and insert into another MAXI MANAGER Data Base! This provides MAXI MANAGER with several unique new capabilities not found on any other data base manager available today.

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ACCESSORIES

STICK 80



Some of Adventure International's TRS-80 Model 1 & 3 programs are joystick compatible, and more are being converted all of the time. Now more than ever, you can get true arcade pizzazz and feel from your micro! This is the famous ATARI joystick, redesigned to work with any LEVEL II Tape or Disk TRS-80 Model 1 or 3 system. STICK 80 plugs directly into keyboard or expansion interface and is compatible with other accessories.

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

099-9051	\$39.95	Model 1 Version
099-9053	\$39.95	Model 3 Version

Book of BASIC ADVENTURES

foreword written by
Scott Adams

Adventure-mania is sweeping the world! And now, in answer to hundreds of inquiries, Bob Liddil (of the Programmer's Guild) has compiled and edited an indispensable new book that will take you step by step into the unique worlds of creating your own adventure! Targeted for the do-it-yourself computerist, BASIC ADVENTURES strips away the mystery and shows you just what an adventure is, how to play adventure, how to write adventures, how to sell your adventures and more! Over a dozen famous adventures are listed here (including one by Scott Adams), ready to be typed in. The secret techniques and methods of the masters are all here — plus, BASIC ADVENTURES includes a unique adventure generator program which will actually write another BASIC adventure program — not even the author will be able to predict the outcome! This 250-page tome will pay for itself many times over in the currency of sheer enjoyment. And who knows — you may soon be selling your own adventure!

099-9052 \$19.95

COMPUTER SHADES



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

TRS-80 Model 1	099-9019	\$19.95
TRS-80 Model 2	099-9020	\$24.95
TRS-80 Model 3	099-9044	\$24.95
Leedex Monitor 100	099-9021	\$24.95

QUICK REFERENCE CHART FOR ATARI 400/800

Compiled by Daniel V. Horn II

If you're tired of searching through reams of technical manuals and books to find out exactly what those mysterious error codes mean, help is here! The Quick Reference Chart is a handy, pocket-sized reference card that lists in abbreviated form error codes, color values, graphic screen dimensions, joystick and paddle read values, and much, much more. The Quick Reference Chart is printed on lasting, durable stock and will provide quick-as-a-glance information as you need it.

So, stop wasting your valuable programming time and start enjoying your ATARI to its fullest. This is the "peripheral" that everyone can afford but no one can afford to be without!

QUICK REFERENCE CHART FOR
ATARI 400/800
099-9054 \$1.95

BASIC ROUTINES FOR THE ATARI

by Jerry White

Basic Routines has been written especially for the Atari owner who wishes to write programs in Atari BASIC. This extensive manual is over 70 pages of pure Atari, and will supply the user with many short programs and routines (including several medium-sized ones) which you can follow and use in writing your own programs. Some of the routines are: "Paddle," which will show you how to incorporate a paddle or joystick into your own programs; "Soundemo," which demonstrates sound routines; "PMDEMO," which shows you how to use the all-important player missile strings, and many more. **Basic Routines** also includes a tape (or disk) of the programs in the book that will demonstrate the written routines.

Written by "Sunday Golf" author Jerry White, **Basic Routines** may very well be the best book of its kind on the market today. If your programming ability lies somewhere between beginning and advanced, then **Basic Routines** is for you.

BASIC ROUTINES
book with 16K TAPE
051-0154 \$24.95
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book with 24K DISK
052-0154 \$24.95

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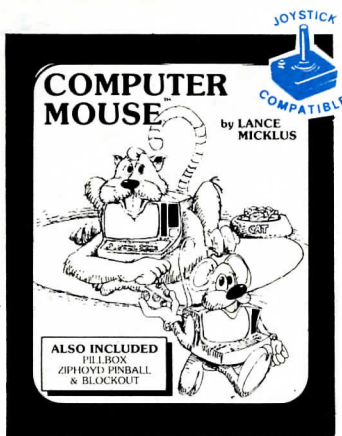
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PROGRAM PARAMETERS

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

COLOR COMPUTER GAMES #1

COLOR
COMPUTER

by Lance Micklus

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

COMPUTER MOUSE(TM)

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

PILLBOX

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

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

COLOR TAPE 4K BASIC

060-0107 \$19.95



FEATURES INCLUDE:

- Includes all betting options.
- Display of betting table shows all bets for each player at once.
- Payoffs are made using Atlantic City odds.
- Up to 8 players may play.
- The computer can also participate as a player and make bets.
- Includes sound effects and animated dice roll.
- Maximum bet limit increases or decreases according to your winnings.

THE MEAN CRAPS MACHINE(TM)

by Lance Micklus

Now there's no need to spend a bundle at Vegas — THE MEAN CRAPS MACHINE(TM) brings casino action right into the comfort of your own home! You say you've never played? No problem — we'll teach you. If you already play, then THE MEAN CRAPS MACHINE(TM) will sharpen your game. But whatever you do, don't play for real money until you've figured out how to beat THE MEAN CRAPS MACHINE(TM)!

TRS-80 16K TAPE COLOR

081-0141

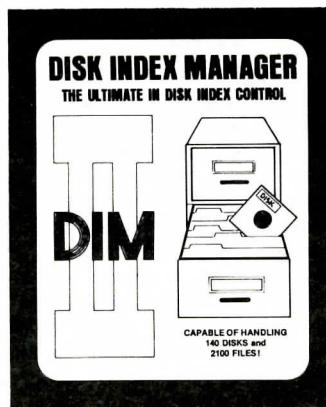
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Extended Basic Required

TRS-80 16K TAPE Model 1 & 3

081-0141

\$19.95



FEATURES INCLUDE:

- Categorization method for BASIC and machine files
- Automatic read of your disk directories and available free space
- Automatic disk read and update function
- Automatic alphabetical sort of index, update included
- List by category, extensions or particular disk directory
- Search and list function, - output to video or printer (80 col.)
- List all available free space, -print-out optional
- Change program titles in index
- Delete program titles in index, on disk, or both

DIM II

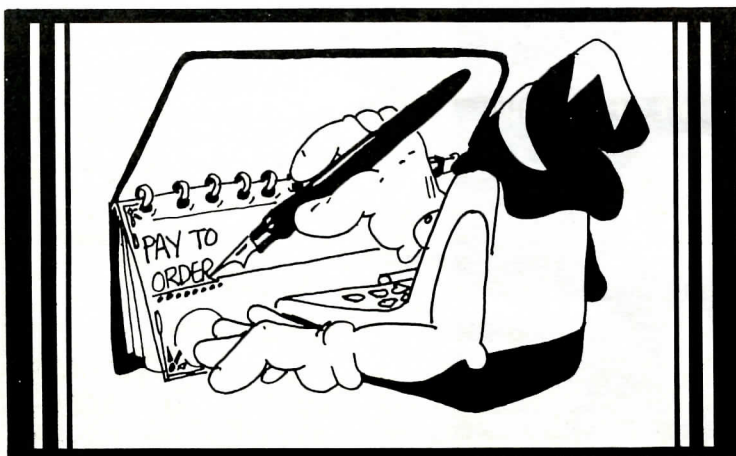
by Al Taylor

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

TRS-80 32K DISK Model 1 Only

012-0142

\$24.95



PERSONAL CHECK MANAGER

by Jack McCabe

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

TRS-80 32K DISK Model 1 & 3

012-0126

\$24.95

AVAILABLE NOW!



C.R.I.S.

**Cash Register
Inventory System
By Scott Adams**

"We've used this system in our retail store for nine months now, and it's great"

— Pete Bender, Manager Adventure International Computer Store

Now, the computer age comes to your retail business via C.R.I.S. (Cash Register Inventory System) — a complete software package that will literally convert your ATARI 400 or 800 into a total point-of-sales terminal. With C.R.I.S., you can perform virtually any of functions found on standard register systems costing up to 10 times the price. But C.R.I.S. is also a complete inventory control system, too! Information on backorders, total items sold, items in stock, stock ordered, vendor numbers — it's all here and at your fingertips. C.R.I.S. also prints complete inventory reports, including purchase order, stock inventory, end of period, AND it will print customer sales receipts, just like the "Big Machines" do! Here's more:

- ★ Holds up to 1000 separate inventory items
- ★ Supports up to 10 salesmen
- ★ User-defined commission rate based on total sales and is individualized to each salesman
- ★ Accepts stock name of up to 20 characters in length
- ★ Up to 16 items can be listed on each invoice
- ★ End of Day, End of Period, and Purchase Order reports can be generated at any time
- ★ Easy error correction and recovery
- ★ Many "password-protected" functions to help prevent accidental data loss
- ★ Calculates totals on sales tickets and computes change
- ★ Comes complete in an attractive binder with user-friendly documentation
- ★ Requires only 1 disk drive

Completely menu-driven, C.R.I.S. doesn't require a degree in computer science to use; its easy-to-follow 42-page manual will lead the user step-by-step from initial power-up to final report generation.

If you manage a small business and have ever considered "going computer," now is the time to move up to the finest in point-of-sales and inventory management — now is the time to move up to C.R.I.S.

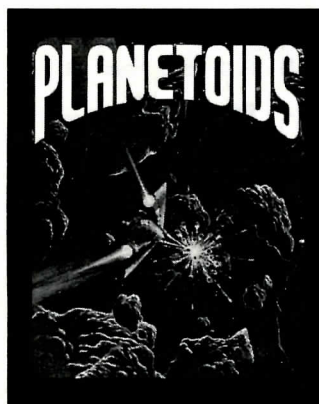
ATARI 400/800 32K DISK 052-0132 \$249.95

C.R.I.S. has been designed for use with the following equipment:

- ★ ATARI 400 or 800 with 32K memory
- ★ Atari 810 disk drive
- ★ Black & white or color TV
- ★ 40-column printer (if customer receipts are to be issued)
- ★ 132-column printer (for report information)

We recommend having both printers (receipts can be run on the 132-column printer) and a second disk drive (to make backups easier). These peripherals are optional and can be added later.

ARCADE GAMES



**THE INCREDIBLE
BEST SELLING
ARCADE
SIMULATION!**

PROGRAM PARAMETERS

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

PLANETOIDS

**TRS-80
APPLE**

Apple Version by Marc Goodman **Apple version NOW Full Color!**
TRS-80 version by Greg Hassett
TRS-80 version currently being co-marketed by Adventure World under the name "FASTEROIDS."

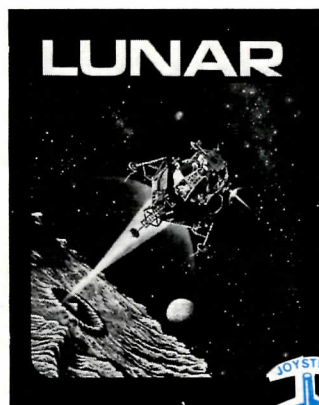
Occasionally a game comes along which generates favorable public response to such an intense degree that it will actually develop cult status. PLANETOIDS is such a game!

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

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

APPLE 2 48K DISK (requires 3.3)	042-0115	\$24.95
TRS-80 16K TAPE Model 1 & 3	010-0015	\$19.95
*TRS-80 32K DISK Model 1 & 3	012-0015	\$20.95

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



PROGRAM PARAMETERS

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

LUNAR LANDER

**TRS-80
ATARI**

by Mike Wall & Jack Moncrief
ATARI version by Jeff Jessee

Joystick Compatible!

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

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

TRS-80 16K TAPE Model 1 & 3	010-0094	\$14.95
TRS-80 32K DISK Model 1 & 3	012-0094	\$20.95
ATARI 24K TAPE TO DISK	051-0094	\$14.95
ATARI 32K DISK	052-0094	\$20.95

PROGRAM PARAMETERS

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

SKY WARRIOR

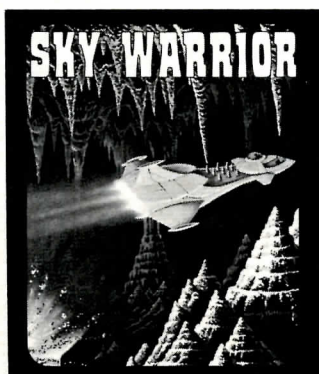
TRS-80

by Roger Schrag

SKY WARRIOR! Nerves of steel and supreme concentration are your only defenses against an alien strike force poised for the kill! As you pilot your spacecraft over a bizarre alien planetscape, ground-to-air missiles scream skyward without warning. It's up to you to destroy or be destroyed! And adding to your problems, your spacecraft has an ever-diminishing fuel supply (which can be replenished in flight if you're lucky) — if you're not careful, you and your ship will spiral down into a fatal, fiery crash!

SKY WARRIOR! Great fun for one player or double the action with a friend. Features include sound, high score tallies, and a realistic scrolling landscape!

TRS-80 TAPE Model 1 & 3 16K	010-0136	\$14.95
TRS-80 DISK Model 1 & 3 32K	012-0136	\$20.95



SHOWDOWN

TRS-80

by Russell Starkey

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

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

TRS-80 16K TAPE Model 1 & 3

010-0103

\$14.95

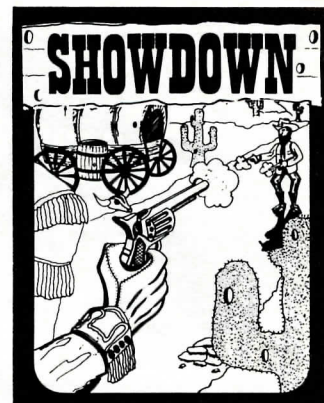
TRS-80 32K DISK Model 1 & 3

012-0103

\$20.95

PROGRAM PARAMETERS

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



SPACE INTRUDERS

by Doug Kennedy

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

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

TRS-80 16K TAPE Model 1 & 3

010-0116

\$19.95

TRS-80 32K DISK Model 1 & 3

012-0116

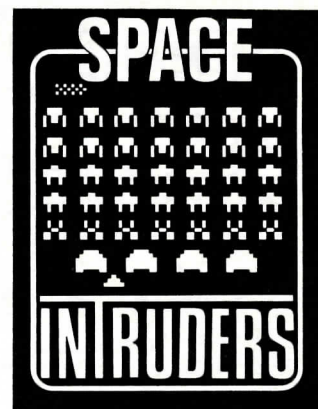
\$20.95



TRS-80

PROGRAM PARAMETERS

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



MISSILE ATTACK

TRS-80
APPLE

by The Cornsoft Group

Apple Version by Eric Popejoy

New For Apple

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

TRS-80 16K TAPE Model 1 & 3

010-0102

\$14.95

TRS-80 32K DISK Model 1 & 3

012-0102

\$20.95

APPLE II 48K DISK DOS 3.3 Required

042-0102

\$29.95

Available for Apple May 15, 1982

PROGRAM PARAMETERS

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



GALAXY GATES

APPLE

by Eric Popejoy

An enemy starbase lies within the protective wrappings of 3 energy bands — your mission is to sheer away the energy bands with your fission bursts and destroy the alien base. But careful — to protect their base, the crafty aliens will launch deadly energy pods that will home in on your ship. You can't destroy the pods, but you can outrun them — if your reflexes are quick enough!

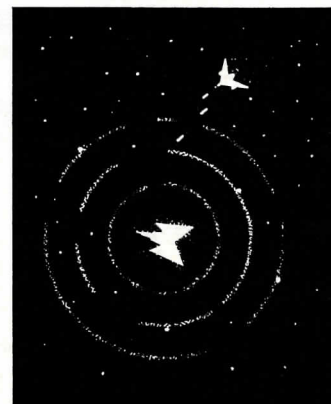
This is GALAXY GATES — a hi-res simulation that can be enjoyed either with keyboard controls or optional game paddles. GALAXY GATES is what the Apple is all about — great sounds, brilliant colors, and action to the max! If you're up to a real challenge, then you're ready for GALAXY GATES!

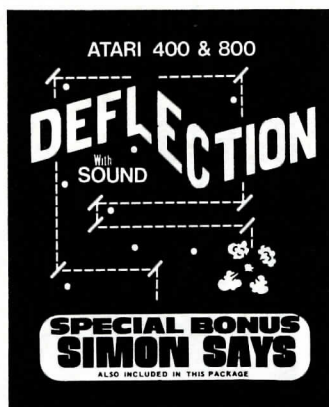
APPLE 2 or APPLE 2 PLUS 48K DOS 3.3 Required 042-0152 \$29.95

Available May 15, 1982

PROGRAM PARAMETERS

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





PROGRAM PARAMETERS

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

DEFLECTION

ATARI

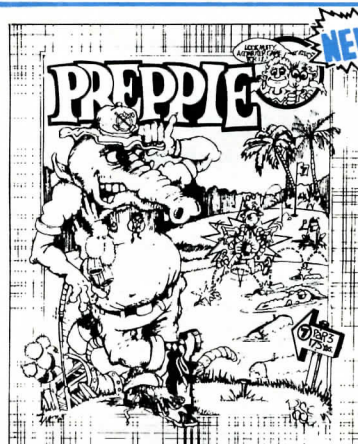
by Jeff Jessee

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

ATARI400/800 8K BASIC TAPE TO DISK

051-0078

\$14.95



PROGRAM PARAMETERS

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

PREPPIE!

ATARI

by Russ Wetmore

Preppie is here! Teeing off on the course may be delightfully fashionable but it can be pretty dangerous on this crazy green! Preppie is a graphics tour de force that dares your preppie to cross an alligator-filled river and recover his wayward golf ball. Dangers lurk everywhere — from speeding golf carts to monster frogs. Only a true Ivy Leaguer could face up to this kind of punishment!

Preppie is a real-time game that's written in fast-paced machine language, and Mummy would most certainly approve of its high score save feature, inventive sound routines and joystick compatibility. Preppie also showcases a wide range of the Atari's colors — twenty-eight in all — that will delight and thrill the most fashion-conscious gamer.

So, why go slumming with lesser simulations? You'll be the toast of the country club with Preppie — new from Adventure International!

AVAILABLE MAY 15, 1982

ATARI 400/800 16K TAPE

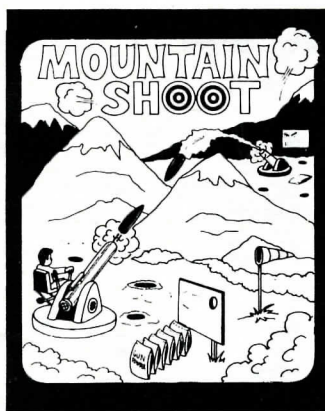
050-0147

\$29.95

ATARI 400/800 32K DISK

052-0147

\$29.95



PROGRAM PARAMETERS

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

MOUNTAIN SHOOT

ATARI

by Jeff Jessee

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

ATARI 400/800 16K TAPE TO DISK

051-0079

\$14.95



PROGRAM PARAMETERS

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

SILVER FLASH - PINBALL 1

TRS-80

by Southern Cross Systems

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

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

TRS-80 16K TAPE Model 1 & 3

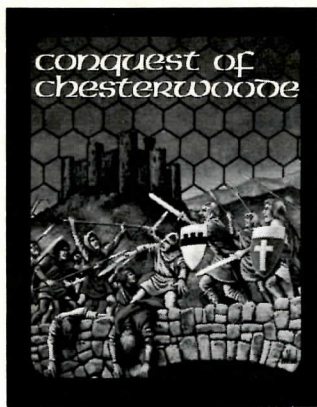
010-0086

\$14.95

TRS-80 32K DISK Model 1 & 3

012-0086

\$19.95



CONQUEST OF CHESTERWOODE

by Lun-Shin Yuen and Allan Armstrong

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

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

This is a war game similar to the strategy board variety, right down to the "hex" layout on your screen. CONQUEST OF CHESTERWOODE is a hybrid language, graphics-oriented game for 2 to 4 players. Disk version allows 1 player to challenge the computer. Truly a superior program, you will find CONQUEST OF CHESTERWOODE a unique and addictive playing experience.

TRS-80 16K TAPE Model 1 & 3

TRS-80 32K DISK Model 1 & 3

1-4 Player Disk Version

TRS-80

010-0122 \$19.95

012-0122 \$20.95

PROGRAM PARAMETERS

LANGUAGE Hybrid

NUMBER OF PLAYERS (min/max) 2/4

Disk now has one-player option!

AVERAGE COMPLETION TIME 1 hr.

SUGGESTED AGE GROUP 10 to Adult

RECOMMENDED FOR NOVICE? Yes

CLASSIFICATION: ... War Game/Simulation

SOUND? Yes

GAME SAVE FEATURE? Yes

MULTIPLE SKILL LEVELS? Yes

GRAPHICS ORIENTED? Yes

REAL TIME? No

SPECIAL EQUIPMENT: None



WAR

Available
June 1, 1982

APPLE
ATARI



by Stan Erwin

State-of-the-art brilliance comes to the APPLE and ATARI computers with WAR — a detailed war game for one or two players. Your army consists of armored units, infantry units, engineer units (which can either build or destroy all-important bridges), and aircraft. Set against a backdrop of forests, cities and rivers, you must move your units into battle and eventually destroy your opponent.

WAR comes complete with an extensive instruction manual that outlines all of the strategies and tactics that you'll need to execute a winning game. WAR is certain to provide the avid war gamer with many hours of colorful excitement and action-packed fun.

APPLE 2 48K DISK (DOS 3.3 Required)

ATARI 32K DISK

102-0150

102-0150

\$24.95

\$24.95

PROGRAM PARAMETERS

LANGUAGE Machine

NUMBER OF PLAYERS (min/max) 1/2

AVERAGE COMPLETION TIME 4 hrs.

SUGGESTED AGE GROUP 12 to Adult

RECOMMENDED FOR NOVICE? Yes

CLASSIFICATION: War Game

SOUND? Limited

GAME SAVE FEATURE? Yes

MULTIPLE SKILL LEVELS? Yes

GRAPHICS ORIENTED? Yes

REAL TIME? No

SPECIAL EQUIPMENT: None

COMMBAT

by Bob Schilling

Requires 2 Complete Computers

COMMBAT is a strategic and tactical battle game that will allow you (interacting through your computer) to pit your skill and dexterity against another player and their computer in a real-time battle to the death!

You and your opponent are located in a 4096-square-kilometer combat reservation with exactly the same resources available to each, the outcome to be governed only by the skills of the players. As soon as you have established serial communication with your enemy (110 to 9600 baud modem or direct connection), the battle begins! You decide which weapons to carry, then load them onto and maneuver up to eight remote controlled tanks with the primary goal of finding and destroying your enemy's base before he can do the same to you. Each enemy tank that you can defeat in combat lessens his chances of finding you.

Offensive and defensive weapons available to you include: rockets, lasers, shells, mines, decoys, drone reconnaissance aircraft and one nuclear ICBM. All but the last two items may be loaded onto, carried by and fired or dropped by your tanks, up to their maximum load-carrying capacity.

Your computer displays current resource status, a map of the combat reservation updated by tank, base and decoy sensors, and handles all communication chores, freeing you to make the strategic decisions and handle the tactical battle situations that arise.

COMMBAT requires two computer systems, each with a RS-232 port and a 300 baud full duplex modem. Different types of computers may be used; for example, a TRS-80 user may play an Atari user.

TRS-80 16K TAPE Model 1 & 3

TRS-80 32K DISK Model 1 & 3

ATARI 24K DISK

ATARI 24K TAPE

APPLE 48K DISK DOS 3.3

010-0123

012-0123

052-0123

050-0123

042-0123

\$19.95

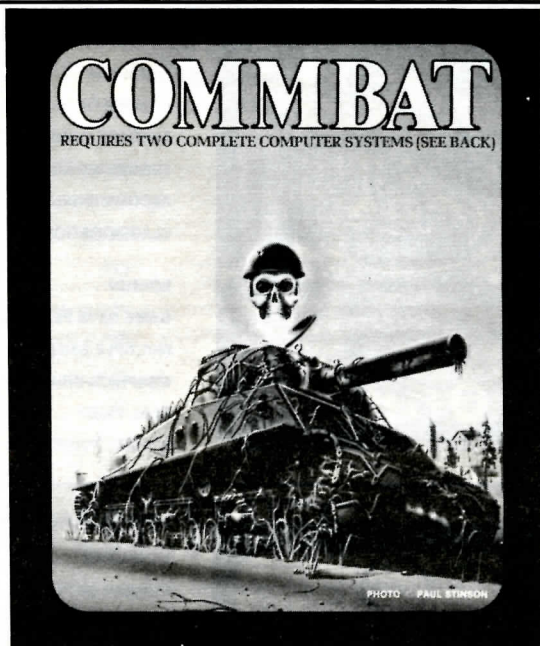
\$20.95

\$24.95

\$19.95

\$24.95

Apple version Available July 1, 1982



PROGRAM PARAMETERS

LANGUAGE Machine

NUMBER OF PLAYERS (min/max) 2/2

AVG. COMPLETION TIME 30 min. - 4 hrs.

SUGGESTED AGE GROUP 14 to Adult

RECOMMENDED FOR NOVICE? Yes

CLASSIFICATION: War Game

SOUND? No

GAME SAVE FEATURE? Yes

MULTIPLE SKILL LEVELS? No

GRAPHICS ORIENTED? Yes

REAL TIME? Yes

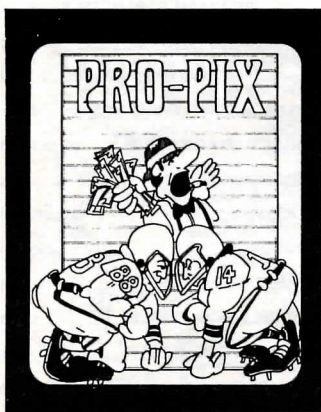
SPECIAL EQUIPMENT: Two computers connected via the RS-232 connection with full duplex modems or LYNX™ modem or CONNECTION™ modem. Will not work with half-duplex modem. (One modem must be able to originate, the other answer.) If both computers are in same room then the two RS-232 cables may be connected with no modems or phone line required. Note: Atari doesn't support Lynx.

SAAWS —

Scott Adams' Adventure Writing System

It's been less than three years since Scott wrote Adventure #1, ADVENTURELAND. Twelve Adventures and thousands of fans (world-wide) later, Scott Adams, the undisputed Grand Master of Adventure, is now making public for the very first time the secrets behind his phenomenally successful Adventure Series. SAAWS (Scott Adams Adventure Writing System) is an enhanced version of the system that has been used by Scott for the entire Adventure Series. SAAWS will show you in detail how you can create and write your own adventures using Scott's proven system. **ACCEPT NO IMITATIONS!** This is the **only** Adventure writing system authorized and approved by Adventure International!

AVAILABLE SOON



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

PRO-PIX

by James Talley

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

TRS-80 16K TAPE Model 1 & 3

TRS-80 32K DISK Model 1 & 3

ATARI 24K TAPE TO DISK

APPLE 48K APPLESOFT DISK

TRS-80
APPLE
ATARI

010-0127 \$19.95

012-0127 \$24.95

051-0127 \$19.95

042-0127 \$24.95

PROGRAM PARAMETERS

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

STRIP DICE CONCENTRATION

TRS-80

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

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

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

TRS-80 16K TAPE Model 1 & 3

010-0097 \$14.95

TRS-80 32K DISK Model 1 & 3 (slightly extended version)

012-0097 \$20.95

PROGRAM PARAMETERS

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

SUNDAY GOLF

ATARI

by Jerry White

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

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

ATARI 400/800 16K TAPE TO DISK

051-0101 \$14.95

GALACTIC SERIES

by Doug Carlston
(Atari conversions
by Dave Simmons)



PROGRAM PARAMETERS

	GALACTIC EMPIRE	GALACTIC TRADER	GALACTIC REVOLUTION
Language	Hybrid	Hybrid	Hybrid
Number of Players	1/1	1/1	1/3
Average Completion Time ..	8 hrs	2 hrs	3 hrs
Suggested Age Group	14 up	14 up	14 up
Recommended for Novice? ..	Yes	No	Yes
Classification	Simulation	Simulation	Simulation
Sound	Yes on Atari	Yes on Atari	No
Game Save?	Yes	No	No
Skill Levels?	No	Yes	No
Graphics Oriented?	No	No	No
Real Time?	Yes	Yes	Yes
Special Equipment?	None	None	None

Galactic Empire. Galactic Trader. Galactic Revolution. Each an individual chapter in an expansive saga that spans the universe. Author/Creator Doug Carlston (Atari conversions by Dave Simmons) has weaved an intricate mise-en-scene that takes you across the galaxy and into contact with distant worlds and strange alien societies. The voyage begins with Galactic Empire which puts you in command of a fleet of starships and challenges you to conquer and hold the twenty inhabited worlds of the central galactic system. Next, Galactic Trader finds you removed from the lofty position of command you enjoyed in Empire, but provides the opportunity for you to buy your way back to the top through the avenues of galactic trade. Lastly, Galactic Revolution — the final conflict — lashes the series together as you try to unseat the evil Emperor from his position of power.

The Galactic Series can be played and enjoyed either as a whole or separately. Each chapter comes complete with instructions and Galactic scenario which outline in full detail the universe according to Carlston.

Experience the sweeping panorama of galactic conflicts and quests of epic proportions — experience the Galactic Series!

GALACTIC EMPIRE	TRS-80 TAPE Model 1 16K - Model 3 32K	010-0026	\$14.95
	ATARI 400/800 TAPE TO DISK 32K	051-0026	\$19.95
GALACTIC TRADER	TRS-80 TAPE TO DISK Model 1 16K - Model 3 32K	011-0027	\$14.95
	ATARI 400/800 TAPE TO DISK 32K	051-0027	\$19.95
GALACTIC REVOLUTION	TRS-80 TAPE TO DISK Model 1 16K - Model 3 32K	011-0028	\$14.95
GALACTIC TRILOGY	(Includes all three programs) TRS-80 32K DISK - Model 1 & 3	012-0029	\$39.95

TUNNEL TERROR

by Eric Popejoy

Space and time go berserk in TUNNEL TERROR — an Apple experience that will shatter your senses! The scenario: While your ship moves around the circles on the edge of the dimensional tunnel, the enemy will move up the sides until they either reach the top or are destroyed by your ship's fission torpedoes. The enemy is varied as well as deadly: "Walker-Carriers" split into two "walkers" upon reaching the tunnel exit and will try to destroy your ship; "Crazies" are unpredictable and may attack upon emerging from the tunnel or retreat back into it — if you're lucky!

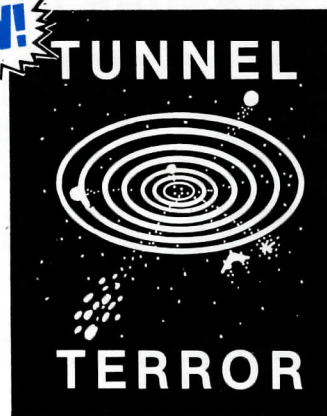
TUNNEL TERROR can be played by 1 to 4 players and features exciting sounds, high score save and 61 levels of difficulty to challenge both the beginner and the advanced player. You can choose either Apple Paddles or keyboard control, too! White-hot action from the fantasy masters, Adventure International!

APPLE 2 or APPLE 2 plus 48K DISK DOS 3.3 Required
042-0151 \$29.95
Available May 15, 1982

APPLE

PROGRAM PARAMETERS

LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	1/4
AVERAGE COMPLETION TIME	5 min.
SUGGESTED AGE GROUP	10 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Arcade
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	Paddles Optional



DEMON VENTURE SERIES

Adventure International launches another fantastic new series! Demon Ventures are fantasy role-playing simulations that permit YOU to enter an eerie reality and experience the many wonders and dangers present. The Demon Venture Series will feature scenarios by different authors, assuring many hours of diverse and unusual excitement for the fantasy gamer.

REIGN OF THE RED DRAGON - DEMON VENTURE #1

by Dave Daring

Step into the fantastic — into a magical, mystical domain populated by gallant warriors and nightmarish vermin. Experience first-hand the ecstasy of a near-impossible quest successfully completed or the crushing despair of a hideous death at the slaving jaws of some denizen from the netherworld. REIGN OF THE RED DRAGON is the first of an exciting new fantasy series that gives you complete control over the design and outfitting of characters of your OWN creation! Select your character types — Human, dwarf, elf, warrior, cleric, magician or thief; purchase your supplies, weapons and magics, then brace yourself for entry into the dark, sorcerous realms that are the sole domain of the horror that is known as THE RED DRAGON! Fantasy role-playing at its finest!

TRS-80 48K DISK Model 1 & 3 012-0157 \$24.95

Sorry — this program is much too large to work on cassette!

REAR GUARD

APPLE version by John Anderson
ATARI version by Neil Larimer, assisted by Sparky Starks



APPLE
ATARI

Seldom has there been a program charged with such arcade-like power! In an awesome display of graphic realism, you are there — charged with protecting your mothership from the deadly waves of inhuman Cyborgs that are approaching from behind. You must maneuver around their ships as they pass and destroy them before they move offscreen and into contact with the mothership.

REAR GUARD flaunts the full range of your computer's sound capabilities, and features graphics so crisp and fluid that they actually seem to border on advanced computer animation! REAR GUARD also features many extras which are normally found only on expensive arcade machines, including advanced play levels, running high score (with a high score "clear" option), two-player setting, sharp graphics, horizontal scrolling and truly mind-boggling sounds.

So, if you've been searching for a program that will squeeze the maximum from your machine, then you've found it. REAR GUARD — your computer may never be the same!

ATARI 400/800 16K TAPE TO DISK

051-0143 \$19.95

ATARI 400/800 32K DISK

052-0143 \$24.95

APPLE 48K DISK DOS 3.3

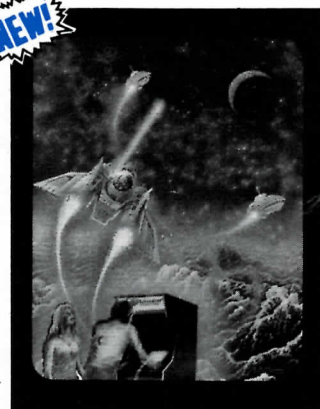
042-0143 \$29.95

Coming Soon For TRS-80 Models 1 & 3
Apple Version Available May 15, 1982

PROGRAM PARAMETERS

LANGUAGE Hybrid
NUMBER OF PLAYERS (min/max) 1/2
AVERAGE COMPLETION TIME 5 min.
SUGGESTED AGE GROUP 8 to Adult
RECOMMENDED FOR NOVICE? Yes
CLASSIFICATION: Arcade
SOUND? Yes
GAME SAVE FEATURE? No
MULTIPLE SKILL LEVELS? Yes
GRAPHICS ORIENTED? Yes
REAL TIME? Yes
SPECIAL EQUIPMENT: Joysticks

NEW!



ARMORED PATROL

by Wayne Westmoreland & Terry Gilman



TRS-80

If you think you've seen it all game-wise, then Adventure International has a program for you! ARMORED PATROL is a 3-D arcade-style game that is a definite heavyweight in the action department! Your mission is to patrol your sector and destroy all enemy tanks and robots with your tank's high energy plasma weapon. Fueling the excitement is a realistic you-are-there perspective that lets the player view the action from the inside of his powerful T-36 tank as it prowls an alien landscape in search of the waiting enemy. ARMORED PATROL is packed with lots of extras, including running score tally, sound, and high score display. But the most impressive feature of ARMORED PATROL is the incredible graphics which create the total illusion of movement and dimension. ARMORED PATROL accommodates one or two players so you can share the action with a friend!

TRS-80 16K TAPE Model 1 & 3

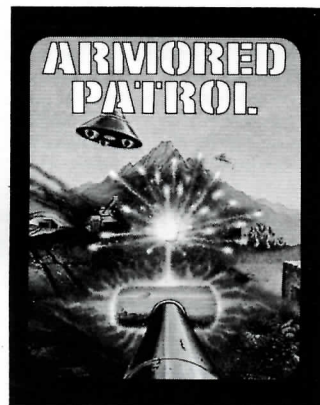
010-0140 \$19.95

TRS-80 32K DISK Model 1 & 3

012-0140 \$24.95

PROGRAM PARAMETERS

LANGUAGE Machine
NUMBER OF PLAYERS (min/max) 1/2
AVERAGE COMPLETION TIME 5 min.
SUGGESTED AGE GROUP 12 to Adult
RECOMMENDED FOR NOVICE? Yes
CLASSIFICATION: Game Simulation
SOUND? Yes
GAME SAVE FEATURE? No
MULTIPLE SKILL LEVELS? No
GRAPHICS ORIENTED? Yes
REAL TIME? Yes
SPECIAL EQUIPMENT: None



TREASURE QUEST

by Luke Buxton

Atari Conversion by Dan Horn

If you've ever wanted to captain the trackless seas of the world in search of riches beyond measure with a band of treacherous dogs who happen to double as your crew, then this game should act as a most effective substitute.

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

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

TRS-80 TAPE Model 1 & 3

010-0050 \$14.95

TRS-80 DISK Model 1 & 3

012-0050 \$19.95

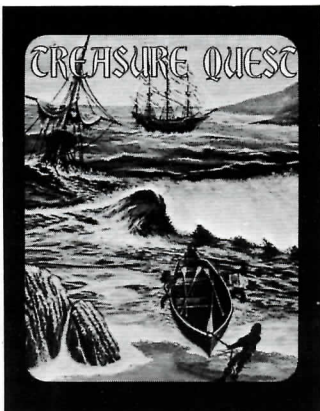
ATARI 16K TAPE TO DISK

051-0050 \$14.95

TRS-80
ATARI

PROGRAM PARAMETERS

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



SEA DRAGON

by Wayne Westmoreland & Terry Gilman

Secure all hatches! Prepare to dive! The creative pros who brought you "The Eliminator" and "Armored Patrol" now do for submarines what "Armored Patrol" did for tanks! Sea Dragon is a slick, arcade-ish simulation that puts you in command of a nuclear sub that's armed to the hilt with deadly missiles and torpedoes. You guide your submarine past underwater mountains and through labyrinthine passages while avoiding a web of explosive mines that rise from the seabottom. Overhead, ships rain depth charges which must be avoided or destroyed. Maneuver around these dangerous obstacles and surface to refuel your ever-diminishing air supply — if you can!

You want variety? You got it! Sea Dragon boasts a scrolling seabottom that extends the equivalent of over two dozen screens laid end-to-end. And two-player option, sounds and high score save feature go hand in hand with the kind of graphics you've come to expect from Westmoreland & Gilman.

Not for the faint-hearted, Sea Dragon is your best bet for underwater thrills and chills. Action-plus from Adventure International!

TRS-80 16K TAPE Model 1 & 3

010-0146 \$19.95

TRS-80 32K DISK Model 1 & 3

012-0146 \$24.95

Available May 15, 1982

TRS-80

PROGRAM PARAMETERS

LANGUAGE Machine
NUMBER OF PLAYERS (min/max) 1/2
AVERAGE COMPLETION TIME 5 min.
SUGGESTED AGE GROUP 10 to Adult
RECOMMENDED FOR NOVICE? Yes
CLASSIFICATION: Arcade
SOUND? Yes
GAME SAVE FEATURE? No
MULTIPLE SKILL LEVELS? Yes
GRAPHICS ORIENTED? Yes
REAL TIME? Yes
SPECIAL EQUIPMENT: Optional Joystick (TRS-80)

NEW!



MAXI CRAS

CHECK REGISTER ACCOUNTING SYSTEM

by Dale Kubler

Maxi CRAS (Check Register Accounting System) is a TRS-80 computerized check writing and recording system for personal or small business use. With Maxi CRAS, you can print a month's worth of checks in minutes (singly or on continuous forms), or you can write checks by hand and enter them into the register at your convenience. Maxi CRAS also eases the burden of reconciling your bank statement by providing the information you need to know quickly and efficiently. And Maxi CRAS **never** places a limit on your financial activity like some systems — **write as many checks per month as you need!**

But Maxi CRAS does much more than balance a checking account; it's an indispensable tool for managing money most effectively. You create up to 223 income and expense accounts in the system, and at any time, you can print a detailed statement that shows all activity in one or more of your accounts over a specified period of time. You always know exactly where your money is coming from and where it's going.

There's more! You can print complete check registers, income and expense sub-totals, and an account distribution statement that tells how each transaction was distributed over the individual accounts.

If you're weary of the messy, inefficient ledger method of bookkeeping; if you've been disappointed with other financial managing systems that don't deliver what they promise, then you're ready for best. We mean it when we say — **MAXI CRAS MEANS BUSINESS!**

ORDER NOW!

TRS-80 48K DISK Model 1 & 3 012-0145 \$99.95

MAXI STAT

AVAILABLE JULY 1, 1982

by David Walonick

MAXI STAT is a revolutionary new program that was designed as a complete analysis package for the TRS-80. If you're familiar with SPSS (Statistical Package for the Social Sciences) and what it does for statistical analysis on mainframe computers, then you have an idea of what MAXI STAT can do on your microcomputer. The following description of MAXI STAT is divided into the 3 main components of statistical analysis:

(1) CODEBOOK

The codebook describes the data file format and the labels to be used for all statistical printouts. The four programs have been designed for complete codebook creation and editing. They are menu-driven and have incorporated several automatic error-checking routines.

(2) DATA ENTRY

MAXI STAT's data entry procedure is designed for speed and ease of entry. Entering and editing the raw information you wish to analyze is facilitated by the use of either fixed or free format. The four Data Management programs are menu-driven and are designed with a special backup feature that will save the data on disk at user-specified intervals.

(3) CONTROL FILES AND STATISTICAL ANALYSES

With MAXI STAT, you create the task control file to describe the types of analyses you would like printed. Hundreds of tasks can be specified with only one control file and analysis may be done on ranges of variables.

MAXI STAT is the most useful statistical analysis package on the market today. It was written and designed to allow maximum flexibility in designing your own analyses.

If you're in need of a program that adapts to your specifications, you need MAXI STAT.

ORDER NOW!

TRS-80 48K DISK Model 1 & 3 012-0153 \$199.95

IBM P/C version available soon.

MAXI MAIL

AVAILABLE MAY 30, 1982

by Dale Kubler

The **ultimate** in low-cost mail list management is now here — MAXI MAIL, the latest entry in the highly acclaimed MAXI series. MAXI MAIL is a powerful mail list management system that's easy to use and has **totally unlimited storage capacity**. Completely menu-driven and loaded with error trapping routines and safeguards, each MAXI MAIL data disk will hold approximately 1000 names and addresses; you can add as many extra data disks as you like! MAXI MAIL prints address labels, too — up to four across and in any configuration you want. An alignment test ensures that everything is just right before your data printing begins. MAXI MAIL also merges data, supports three numeric codes (of up to four characters each), and offers all of the features necessary for professional mail list management.

So, if you need a dependable, easy-to-use mail list management system at an affordable price, your search is at an end. MAXI MAIL means business!

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TRS-80 48K DISK Model 3 Only (2 drives required) 012-0148 \$99.95

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- Works hand in hand with any word processor.

TRS-80 DISK Model 1 & 3
012-0196 \$99.95

\$99.95

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Price will increase to \$149.95 effective July 1 & will then include the MAXI Utility Package.

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Walt Lonnborg, Management Resources Associates

"Let me say that I am awed by the capabilities of MAXI MANAGER. It's brilliant."

Bruce Galphin, Bruce Galphin's Wine Newsletter

"... I find (MAXI MANAGER) to be an excellent piece of software ..."

Robert D. Paul, Licensed Psychologist

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

Steve Sherwick

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

Edwin Flack, Facilities Manager

CHECK THESE COMPARISONS!

FILE CAPACITY & FORMAT

	1	N/A	4	31	4
Maximum # of disks per file	2450	Note 1	32,767	10,199	65,535
Maximum record length	249	254	800	255	255
Maximum # of characters per field	249	254	40	254	255
Maximum # of fields	24	20	20	127	153
Maximum # of characters per field label	15	16	19	12	765
Variable length records (pack sectors)	No	Note 2	Yes	No	No

FIELD TYPES

Alphanumeric	Yes	Yes	Yes	Yes	Yes
Numeric	Yes	Yes	Yes	Yes	Yes
Fixed decimal numeric	Note 4	Yes	Yes	No	No
Date (MM/DD/YY)	Yes	No	Yes	No	No
Extended date (MM/DD/YYYY)	No	No	Yes	No	No
Calculated equation	Note 5	Yes	Yes	No	No
Permanent fields	Yes	No	No	No	No

SORTING

Machine language assisted	No	Yes	Yes	Note 7	Yes
Sort by any field	Yes	Yes	Yes		No
Number of Sort Key files	1	Note 6	5		1
Numeric sort	Yes	Yes	Yes		No
Ascending sort	Yes	Yes	Yes		Yes
Descending sort	Yes	Yes	Note 11		Yes
Sort within a selected range	No	Note 12	Yes		No
Sort multiple fields simultaneously	Yes	Yes	Yes		No

FILE MAINTENANCE

Fixed length input fields	Yes	Yes	Yes	Yes	Yes
Single key entry of common data	No	No	Yes	No	No
Single field EDIT selection	Yes	Yes	Yes	Yes	Yes
Skip record (next or previous)	Yes	Yes	Yes	No	Yes
Search & EDIT record	No	Yes	Yes	No	Yes
Search & DELETE record	No	Yes	Yes	No	No
Auto rejection of alphanumeric data in numeric field	Yes	Yes	Yes	No	No

RECORD SELECTION TECHNIQUES

Record number	Yes	N/A	Yes	Yes	No
Binary search (high speed)	No	No	Yes	No	No
Maximum # of simultaneous keys	1	4	10	31	1

RELATIONAL COMPARISONS

Equal	No	Yes	Yes	Yes	Yes
Not equal	No	Yes	Yes	No	Yes
Greater than	No	Yes	Yes	Yes	Yes
Less than	No	Yes	Yes	Yes	Yes
Instring	Yes	Note 13	Yes	Yes	No
AND/OR	No	Note 14	Yes	Yes	No
Wild card masking	No	Note 13	Yes	No	No

PRINTING

User specified page title	Note 8	Yes	Yes	No	Note 10
User specified column headings	No	Note 13	Yes	No	Yes
Automatic page numbering	Yes	Yes	Yes	Yes	Yes
Right justification	No	Yes	Yes	No	No
User defined column widths	Yes	Note 13	Yes	Yes	Yes
User defined column separators	No	No	Yes	No	No
Keyboard entered columnar values	No	No	Yes	No	No
Merge data into form letters	No	Note 13	Yes	No	No
Form filing applications	No	Yes	Yes	No	No
Columnar totals	Yes	Yes	Yes	No	No
Columnar subtotals generated upon change in a specific field	Yes	Yes	Yes	No	No
Built in screen print	No	Note 13	Yes	No	No

MISCELLANEOUS

Cost	\$75.00	\$109.90	\$99.95	\$99.00	\$79.95
Punctuation allowed within data fields	Yes	No	Yes	Yes	Yes
Upper/Lower case	Note 3	Yes	Yes	Note 3	Note 3
Built in RS-232-C driver	Note 3	Note 3	Yes	Note 3	Note 3
Built-in TRS-232 driver	Note 3	Note 3	Yes	Note 3	Note 3
Programmer's interface	Note 9	Note 9	Yes	No	Note 9
Sample DATA disk	No	Yes	Yes	No	No
Documentation (# of pages)	?	65	180	38	29

- NOTE 1: Total sort & update capability dependant on memory size. File size limited by DOS.
NOTE 2: Sequential files only.
NOTE 3: User must apply own driver routine.
NOTE 4: Hard copy print out only.
NOTE 5: Four functions (+ - * /) only.
NOTE 6: Data records physically re-ordered in memory only.
NOTE 7: Available as a separate program for \$99.95.
NOTE 8: 120 character maximum.
NOTE 9: Date structures defined in manual.
NOTE 10: 132 characters maximum.
NOTE 11: User option (files can be read from ascending or descending order).
NOTE 12: Range selection performed outside of sort.
NOTE 13: Limited.
NOTE 14: "And" is available.

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