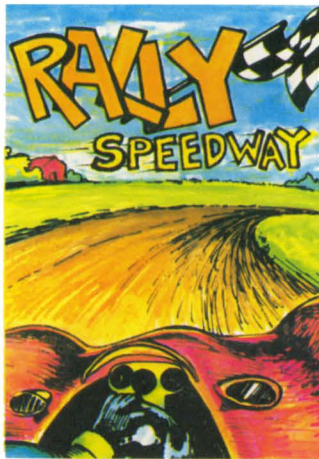


SOFTWARE FOR YOUR MICROCOMPUTER



INTRODUCING
TRIAD

SEE OUR **INDEX** ON **PAGE 5**



PROGRAM PARAMETERS

LANGUAGE Machine
 NUMBER OF PLAYERS (min/max) ... 1/2
 AVERAGE COMPLETION TIME ... 5 min.
 SUGGESTED AGE GROUP 8 to Adult
 CLASSIFICATION: Arcade
 SOUND? Yes
 MULTIPLE SKILL LEVELS? Yes
 SPECIAL EQUIPMENT: Joystick



Atari Version

RALLY SPEEDWAY

ATARI

by John Anderson

Watch out, Mario Andretti! Here comes RALLY SPEEDWAY — a full-color car racing simulation for all ATARI 400, 800 and 1200 computers! After conquering sea and sky, the mad mind behind the hit APPLE programs SEA DRAGON and REAR GUARD has dropped the flag for ground-level thrills Monte Carlo style!

A colorful, scrolling roadscape serves as an exciting backdrop for fun-injected action — choose one of several different courses provided or “construct” your own. Players are challenged to hot rod their joystick-controlled cars down grueling straightaways, around hairpin corners and past an ever-changing landscape that includes houses, lakes, orchards and more. Work on improving your lap time with a solo game, or invite a friend along for a one-on-one duel to the finish line — there’s plenty of excitement to go around!

The action has never been faster, the competition never keener than in this sensational simulation. For flat-out fun, there’s only one racing game that really delivers — RALLY SPEEDWAY! (Relax, Mom — no helmet required!)

ATARI 400/800/1200 16K CARTRIDGE 053-0171
 \$49.95

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
 SPECIAL EQUIPMENT: .. Joysticks req'd.
 on Atari, optional on TRS-80



Atari Version

STRATOS

ATARI
 TRS-80
 COM. 64

ATARI and COMMODORE 64 Versions by Neil Larimer
 TRS-80 Version by John E. Cominio

Far above the clean, sweeping lines of a futuristic megalopolis, the first wave of craft from another world falls from the skies. Methodically, they work the skyline, releasing the most awesome of weaponry: the terrifying matter ravagers! Instantly, the energy envelope surrounding the city is punctured and several skyscrapers sustain serious damage. The first step in the havoc complete, the pulsating vessels disappear into hyperspace as quickly as they had come. But in the span of a few brief seconds, more appear to recreate anew the terrible destruction...

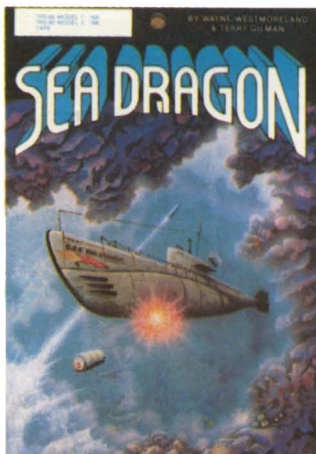
This is STRATOS — a kaleidoscopic explosion of awesome graphics and other-worldly sounds that's light-years beyond any arcade-type game you've ever seen on your micro! This joystick-compatible funfest puts you in TOTAL control of the devastating Armageddon Wave — the only weapon capable of decimating the attacking alien ships. STRATOS comes loaded with the professional features you've come to expect, including one or two player option, high score save, and mind-melting sounds.

Designed for the home arcadeur who takes his action white-hot, you can be certain the thrills don't let up with this scorcher! STRATOS — look to the skies and prepare for the battle that will shred the universe!!!

ATARI 400/800 16K TAPE	200-0161	\$34.95
ATARI 400/800 32K DISK	202-0161	\$34.95
COMMODORE 64 TAPE	200-0161	\$34.95
COMMODORE 64 DISK	202-0161	\$34.95
TRS-80 16K Model 1 & 3 TAPE	010-0161	\$24.95
TRS-80 32K Model 1 & 3 DISK	012-0161	\$24.95

PROGRAM PARAMETERS

LANGUAGE Machine
 NUMBER OF PLAYERS (min/max) ... 1/2
 (1 on Apple)
 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
 SPECIAL EQUIPMENT: .. Joystick (Atari)
 Optional Joystick (TRS-80)
 Optional Joystick (Apple)



Atari Version

SEA DRAGON

APPLE
 ATARI
 TRS-80
 CoCo
 IBM
 COM. 64

by Wayne Westmoreland & Terry Gilman
 Atari Version by Russ Wetmore
 Apple Version by John Anderson
 Color Computer Version by Coniah Software
 IBM Version by Dan Rollins
 Commodore 64 Version by Dave Simmons

Secure all hatches! Prepare to dive! 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 webs of explosive mines that rise from the seabottom. Additional dangers include mine-dropping ships, enemy attack stations, falling stalactites, and deadly lasers — any of which could keep you from your ultimate goal: destruction of the incredibly powerful nuclear reactor at the end of the undersea course! 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 Adventure International.

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

Please Note: The above is a description of the TRS-80 version; all other versions are similar.

APPLE 2 48K DOS 3.3	042-0146	\$34.95
ATARI 32K DISK	052-0146	\$34.95
ATARI 16K TAPE	050-0146	\$34.95
TRS-80 16K TAPE Model 1 & 3	010-0146	\$24.95
TRS-80 32K DISK Model 1 & 3	012-0146	\$24.95
TRS-80 32K TAPE Color Computer	060-0146	\$34.95
IBM 128K DISK	132-0146	\$34.95
COMMODORE 64 TAPE	190-0146	\$34.95
COMMODORE 64 DISK	192-0146	\$34.95

maces & magic

BY CHAMELEON SOFTWARE

Atari version by David Simmons

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.

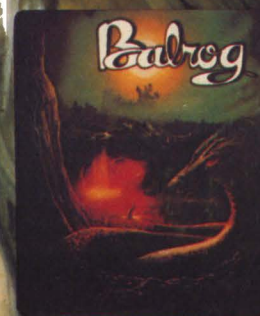
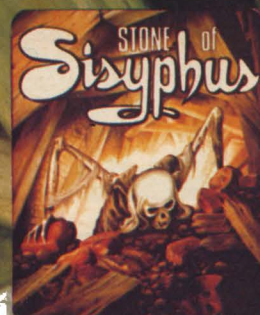
If you are successful in avoiding or conquering the various monsters, traps, enchantments and illusions set by our nefarious dungeonmasters, you may escape with riches and glory. Your name and deeds will be recorded for posterity in the records of the dungeon. More importantly, you'll be alive. You may 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. Take heart, though. There's at least one exit to be found in every dungeon, and the possibility of escaping unscathed **does** exist. 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.



Atari Version Features
Full Color Graphics!



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!

BALROG

requires 2-drive system

TRS-80/1 32K DISK 012-0099 \$29.95 (€21.99 inc. VAT)
TRS-80/III 48K DISK 012-0099 \$29.95 (€21.99 inc. VAT)

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.

MORTON'S FORK

Works on 1- or 2-drive systems

TRS-80/1 32K DISK 032-0113 \$29.95 (€21.99 inc. VAT)
TRS-80/III 48K DISK 032-0113 \$29.95 (€21.99 inc. VAT)
APPLE 2 PLUS or APPLE 2 - 48K
with Applesoft in ROM WORKS
ON 3.2 OR 3.3 032-0113 \$29.95 (€21.99 inc. VAT)

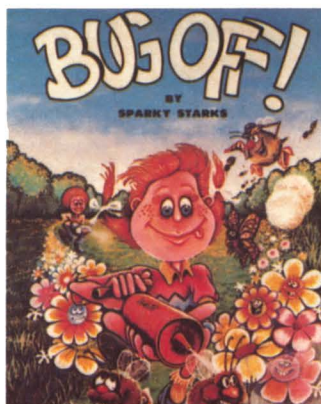
Sisyphus

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 makes this grand adventure frustratingly enjoyable for hundreds of hours before all of its elusive secrets can be unlocked!

STONE OF SISYPHUS

Works on 1- or 2-drive systems

TRS-80/1 32K DISK 032-0100 \$29.95 (€21.99 inc. VAT)
TRS-80/III 48K DISK 032-0100 \$29.95 (€21.99 inc. VAT)
ATARI 40K DISK 052-0100 \$39.95 (€28.99 inc. VAT)
APPLE 2 PLUS or APPLE 2 - 48K
with Applesoft in ROM WORKS
ON 3.2 OR 3.3 032-0100 \$29.95 (€21.99 inc. VAT)



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
 MULTIPLE SKILL LEVELS? Yes
 SPECIAL EQUIPMENT: Joysticks



Atari Version

BUG OFF!

ATARI

by Sparky Starks

Looking for something really different? BUG OFF! Do you demand great, quality graphics? BUG OFF! Are you ready for more fun than you can shake a walking stick at? BUG OFF! Heavens no, we're not getting personal — we're just announcing the newest and perhaps wackiest arcade-style game to hit the ATARI yet — BUG OFF!

This is one game that will bug the heck out of you — but enjoyably so! Your garden has fallen into a Florida sinkhole where weird forces have mutated a bevy of bizarre bugs into a contingent of killers! In this case, relief is spelled D-D-T, and you'll need oodles of it to dispatch these pesky pests!

BUG OFF literally buzzes with excitement with pincer-sharp graphics and more colors than an exploding paint factory! The object of the game is to control the seven different types of bugs that are threatening to run helter-skelter over everything. And what an assortment there is! Butterflies and moths spin deadly cocoons; caterpillars drop teeny-weeny lady bugs by the score, and spiders and wasps add a sinister touch to the rabble roster. If you're lucky, the Army will airlift in more DDT in time; if not — well, we won't talk about that!

So, grab onto your joystick and brace yourself for the battle that'll shake your house to its (hopefully treated) foundation! BUG OFF! The only bugs around no one minds in their computer!

ATARI 400/800 16K TAPE
 ATARI 400/800 32K DISK

050-0167 \$29.95
 052-0167 \$29.95



PROGRAM PARAMETERS
 LANGUAGE Basic
 NUMBER OF PLAYERS (min/max) 1/4
 AVERAGE COMPLETION TIME 2 Hours
 SUGGESTED AGE GROUP 10 to Adult
 RECOMMENDED FOR NOVICE? Yes
 CLASSIFICATION: Strategy
 SOUND? Yes
 GAME SAVE FEATURE? No
 MULTIPLE SKILL LEVELS? No
 GRAPHICS ORIENTED? Yes
 SPECIAL EQUIPMENT: Joystick,
 Atari Basic Cartridge



Atari Version

AIRLINE



ATARI
 TRS-80
 CoCo

by George Schwenk

TRS-80 Version by Dave Simmons

Color Computer Version by Roger Schrag

"Yes, after purchasing diamond mines in South Africa, oil wells in Saudi, and rare beer cans in Walla Walla, Washington, I had begun to wonder as to what other trendy commodities remained to be added to my swelling portfolio. Then a snip of a ticket girl dared to tell me (ME! Hartley J. Wormsfather III!) that my flight was overbooked. To avoid future misunderstandings, I bought the airline.

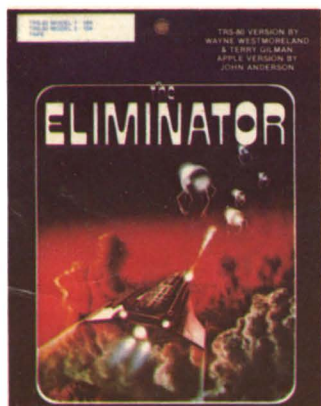
"I think I'm onto something profitable here."

Hartley J. Wormsfather III

Enter the intriguing world of high finance where even the sturdiest of corporate empires can dissolve as quickly as they're built. AIRLINE is a no-holds-barred strategy game for one to four players. The object is to construct a sizable empire while competing against human and/or computerized opponents. Players purchase landing rights from any one of 36 major U.S. cities, buy planes and then station them on routes that will maximize their revenue from fares. And unlike many strategy games, the outcome of AIRLINE is solely determined by your playing skills. That's right, no random element is involved — meaning no untimely upsets or surprises!

AIRLINE — something different from Adventure International!

ATARI 400-800 / COLOR COMPUTER / TRS-80 Model 1&3 16K TAPE
 140-0169 \$24.95



PROGRAM PARAMETERS
 LANGUAGE Machine
 NUMBER OF PLAYERS (min/max) 1/2
 (1 on Apple)
 AVERAGE COMPLETION TIME 5 Min.
 SUGGESTED AGE GROUP 10 to Adult
 RECOMMENDED FOR NOVICE? Yes
 CLASSIFICATION: Arcade
 SOUND? Yes
 SPECIAL EQUIPMENT: Joysticks
 (On Atari Version; optional on Apple)



Apple Version

THE ELIMINATOR

TRS-80
 APPLE
 ATARI
 CoCo

by Wayne Westmoreland & Terry Gilman

APPLE Version by John Anderson

ATARI Version by Steve Coleman

COLOR COMPUTER Version by Britt Monk

Let's face it, the true measure of any program's worth is simply **how much you enjoy it**. Since the release of the TRS-80 and APPLE versions of THE ELIMINATOR, fans and reviewers alike have spared no adjectives in praising these dynamic powerfests. Now, the action continues with the release of THE ELIMINATOR for the ATARI 400 and 800 computers! Your mission unfolds at a breakneck pace as you pilot your Eliminator craft over alien terrain and square off against hordes of marauding enemy ships. But the action doesn't stop there! THE ELIMINATOR pulverizes the competition with realistic sounds, superlative graphics, running high score and joystick compatibility on ALL versions — and these are just a few of the many "extras" included.

Arcade-style action at its finest, for the TRS-80, APPLE and the ATARI systems, THE ELIMINATOR is here and available now!

*TRS-80 16K TAPE Model 1 & 3

010-0134 \$24.95

*TRS-80 32K DISK Model 1 & 3

012-0134 \$24.95

APPLE 2 48K (DOS 3.3 required)

042-0134 \$29.95

ATARI 400/800 16K TAPE

050-0134 \$24.95

ATARI 400/800 32K DISK

052-0134 \$24.95

COLOR COMPUTER 16K TAPE

060-0134 \$24.95

*TRS-80 version licensed as a "Defender" game from Williams Electronics!



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
 MULTIPLE SKILL LEVELS? No
 SPECIAL EQUIPMENT: Joystick on Apple



Apple Version

MISSILE ATTACK

TRS-80
 APPLE

by The Cornsoft Group

Apple Version by Eric Popejoy

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! One of our most popular arcade simulations — 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

INDEX

APPLE 2

All Apple Disks Work on 3.2 or 3.3 Unless Noted	
Adventure	10 & 11
Adventure Hints	11
Apple Spice	19
Arex	9
Combat	13
Curse of Crowley Manor	17
Earthquake - San Francisco 1906	17
Escape from Traam	17
Eliminator	4
Labyrinth of Crete	15
Morton's Fork	3
Rear Guard	12
Saigon: The Final Days	17
Stone of Sisyphus	3
Triad	9
Tunnel Terror	12
War	13

ATARI 400/800/1200

PERSONAL HOME COMPUTER SYSTEM

Adventure	10 & 11
Adventure Hints	11
Airline	4
Arex	9
Basic Routines	19
Bug Off!	4
Combat	13
C.R.I.S.	6
Curse of Crowley Manor	17
Diskey	18
Earthquake - San Francisco 1906	17
Eliminator	4
Escape from Traam	17
Galactic Series	16
Labyrinth of Crete	15
Lunar Lander	12
Preppie!	Back Cover

Preppie! II	Back Cover
Rally Speedway	2
Rear Guard	12
S.A.G.E.	16
Sea Dragon	2
Stone of Sisyphus	3
Stratos	2
Tutti Frutti	9
Ultra Disassembler	18
Treasure Quest	14
Triad	9
War	13

COMMODORE 64

Arex	9
Labyrinth of Crete	15
Laser Ball	8
Sea Dragon	2
Stratos	2
Triad	9

CPM (Northstar & Others)

Adventure	10 & 11
-----------	---------

IBM

Arex	9
Maxi CRAS	7
Nightwalker	15
Sea Dragon	2

TEXAS INSTRUMENTS

Adventure	10 & 11
-----------	---------

TRS-80 COLOR COMPUTER

Adventure	10 & 11
Airline	4
Arex	9
Death Planet: The Dogstar Adventure	15
Diskey	16
Curse of Crowley Manor	17
Earthquake - San Francisco 1906	17
The Eliminator	4
Escape from Traam	17
Fire Copter	12
Mean Craps Machine	9

Rear Guard	12
Strip Dice/Concentration	13
Sea Dragon	2
Triad	9

TRS-80 - MODEL 1 & 3

Adventure	10 & 11
Adventure Hints	11
Airline	4
Arex	9
Armored Patrol	8
Balrog	3
Combat	13
Curse of Crowley Manor	17
Death Planet: The Dogstar Adventure	15
Earthquake - San Francisco 1906	17
Eliminator	4
Escape from Traam	17
Galactic Series	16
Laser Ball	8
Lunar Lander	12
Maces & Magic Series	3
Maxi CRAS	7
Maxi Mail	7
Maxi Manager	6
Maxi Utility	6
Mean Craps	9
Missile Attack	4
Morton's Fork	3
Nightwalker	15
Rear Guard	12
Reign of the Red Dragon	14
Saigon: The Final Days	17
Sea Dragon	2
Search for El Solido	8
Sledge of Rahmul/Merlin's Treasure	14
Spook House/Toxic Dumpsite	14
Stone of Sisyphus	3
Stratos	2
Strip Dice/Concentration	13
Treasure Quest	14

TRS-80 MODEL 2

Adventure	10 & 11
Adventure Hints	11



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

* May not be copyable on user's system using standard copying procedures

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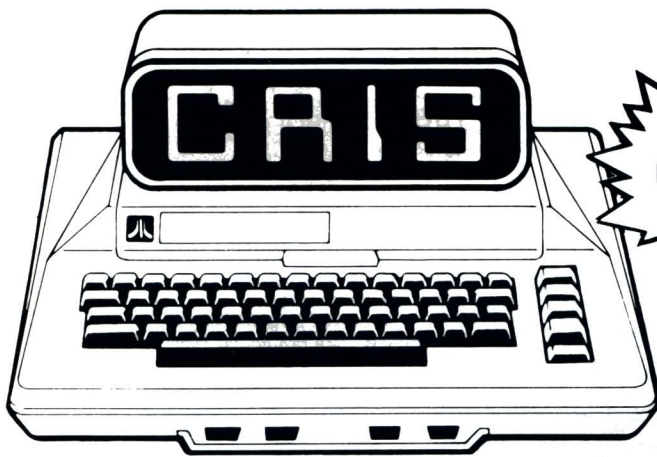
Sales tax: 5% sales tax on all items delivered in Florida. If for resale, you must include a standard completed and signed resale permit card, not just a tax number.

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STOP IN — Just a short ride from DISNEY WORLD!

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NOW
INCLUDED-
C.R.I.S. III!

C.R.I.S. Cash Register Inventory System

by Scott Adams

"We've used this system in our retail store for over a year now, and it's great"

— Pete Bender, Manager Adventure International Computer Store

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, 800 or 1200 into a total point-of-sales terminal. With C.R.I.S., you can perform virtually any of the 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 (2000 with C.R.I.S. III)
- ★ Supports up to 10 salesmen (up to 25 with C.R.I.S. III)
- ★ 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 (2 required for C.R.I.S. III)

And now, included with each and every copy of C.R.I.S. I is C.R.I.S. III. This latest version features the dependability of C.R.I.S. I with a dramatic increase in storage capacity. Since C.R.I.S. III requires an additional 8K of memory (for a total of 40K) and two disk drives, you can purchase C.R.I.S. I for use now on your one-drive, 32K system, and move up to C.R.I.S. III whenever you decide to expand your system. It's actually three programs for the price of one!

Completely menu-driven, C.R.I.S. doesn't require a degree in computer science to use; its easy-to-follow 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 32/48K DISK (Includes C.R.I.S. III) 052-0132
\$249.95

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

- ★ ATARI 400, 800 or 1200 with 32K memory (40K required for C.R.I.S. III)
- ★ Atari 810 disk drive (2 drives required for C.R.I.S. III)
- ★ 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.

The finest Data Base
Manager Available

MAXI MANAGER

MAXI MANAGER. The culmination of years of development and research is now ready to go to work for you — ready to be utilized for your most demanding business and personal applications. **MAXI MANAGER** is the finest data base managing system available on the market today. And hundreds of satisfied users will quickly tell you that's no exaggeration.

MAXI MANAGER for TRS-80 Models 1 & 3
Requires 48K of RAM and 1 disk drive minimum

MAXI MANAGER is compatible with NEWDOS 2.1 & NEWDOS 80 & DOSPLUS & LDOS

MAXI MANAGER comes on TDOS, a special version of the DOSPLUS operating system.

MODEL III LDOS users!

Now you too can enjoy the power and sophistication of Maxi Manager, without complicated patching and modifying of files. For only \$10.00, we'll rush registered owners a special version of Maxi Manager that can be moved to an LDOS disk with a single command. We can only ship this product to owners who have returned their registration cards!

TRS-80 Disk Model III LDOS
012-0180 \$10.00 (£8.99 inc. VAT)

Just Released: Version B.0 (Includes
Maxi Manager Utility Pack #1)

Maxi Manager version B.0 offers many improvements over the previous version. The improvements are:

- ★ 30% minimum increase in sort speed.
- ★ Includes Maxi Manager Utility Pack #1.
- ★ New easier-to-understand User's Manual — completely rewritten, professionally typeset, and includes an exhaustive index and handy index tabs.
- ★ New easier to use document-formatting program.
- ★ Completely compatible with older versions of the program.
- ★ Furnished with the latest operating system from DOSPLUS — TDOS 3.4.
- ★ Now compatible with NewScript word-processing system.

JUST CHECK SOME OF THESE FEATURES

- Supports six different relational search techniques.
- Comes with programmer's interface.
- Over 150 pages of documentation.
- Supports up to 20 user-defined fields of 40 characters each.
- Record length up to 800 characters.
- Files can be up to four disks in length.
- Compatible with 35-, 40-, 77- & 80-track drives with proper operating system.
- Has calculated equation fields.
- Complete report generator.
- Works hand in hand with any word processor.

TRS-80 DISK
012-0296

Model 1 & 3
\$149.95

\$149⁹⁵

(£107.99 inc. VAT)

TRS-80

MAXI MANAGER UTILITY PACK #1

by Dale Kubler

The finest data base manager gets even better! **MAXI MANAGER UTILITY PACKAGE #1** consists of three indispensable programs on one 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.

If you're a **MAXI MANAGER** owner, then **MAXI UTILITY PACKAGE #1** will let you take the best one step further.

*TRS-80 48K DISK 012-0159
\$49.95

(Included in Maxi Manager B.0 this page)

MAXI CRAS

CHECK REGISTER ACCOUNTING SYSTEM

by Dale Kubler

CP/M
IBM
KAYPRO
OSBORNE
TRS-80

What is Maxi CRAS?

Maxi CRAS (Check Register Accounting System) is a computerized check writing and recording system for personal or small business use.

It takes the work out of printing checks, balancing your account, and reconciling it with bank statements. And that's only the beginning!

Who can use it?

Maxi CRAS is powerful enough for small businesses, and easy enough to handle for family or personal use. Best of all, it won't make you change the way you do business. Write checks by hand and enter them into the computer later, or let Maxi CRAS do all the work, and print checks automatically.

But what makes it different from all the rest?

We're glad you asked! Disk-based Maxi CRAS handles a virtually unlimited number of checks and deposits each month. And to keep track of all those financial transactions, Maxi CRAS supports up to 223 separate income and expense accounts, and your transactions can be assigned to one or even all 223 accounts.

Why is this so important? For some transactions it's not. Suppose you write a check for \$250.00 to Jolly John's Jalopy Jumpers for repairs to your automobile. You would simply assign the check to the AUTO REPAIRS account. But suppose you had Jolly John fill the tank, and you picked up a gallon of milk while you were there. With Maxi CRAS you can simply add the \$50.00 worth of gas and the \$2.00 worth of milk to the \$250.00 you owed him for the new windshield wiper, and write a check for \$302.00. Many systems would force you to assign this check to a single account. But Maxi CRAS lets you charge \$250.00 to AUTO REPAIRS, \$50.00 to your GAS & OIL account, and \$2.00 to your FOOD account. Six months, or even six years from now, you'll still know exactly what that \$302.00 went for. That's power!

I'm interested. Tell me more!

Organizing the data is just half the picture. Maxi CRAS provides six essential reports and statements in a fraction of the time required to do them by hand. At tax time, you'll have all the data you need at your fingertips. No more sifting through shoeboxes full of cancelled checks!

Spread Sheet Analysis

For detailed forecasting and budgeting. Maxi CRAS interfaces with electronic spreadsheet programs like VisiCalc™ and SuperCalc™.

CP/M - 8 inch disk	122-0145	\$99.95
IBM PC & XT (2 drives, 80 column display required)	132-0145	\$99.95
Osborne/Kaypro (2 drives, 80 column display required)	182-0145	\$99.95
TRS-80 Model I, III, or IV (48K, 2 drives required)	012-0145	\$99.95
TRS-80 Model II, 12, 16	022-0145	\$99.95

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!**

The Last Check Register Accounting System You'll Ever Need!

Strong statement? Check out these features!

- Write checks by hand, or print automatically on single or continuous form checks (NEBS 9020).
- Data Entry routine second to none — saves time AND eliminates errors. You don't need to be a computer expert to use Maxi CRAS.
- The best selection of printed reports available — complete check register, income and expense subtotals, bank statement reconciliation, list of check register notes, and an account distribution statement. Compare!
- Checkbook balance is constantly updated and instantly accessible. No more embarrassing overdrafts!
- A notes option can be used to flag tax-deductible transactions.
- Handles up to 223 user-defined income and expense accounts. Many other systems only allow ONE income account. Compare!
- Assign transactions to a single account, or distribute over multiple accounts. Assign specific amounts, or pro-rate by fraction or percentage. Cash transactions can be recorded in any account without affecting check-book balance.
- Check Address data base stores up to 75 addresses and automatically prints them on your checks.
- Fast and easy bank statement reconciliation.
- Maxi CRAS is supplied with a complete User's Manual, and sample printouts.

They Liked It!

"We never thought we'd see the day, but here it is. We have published a review of a check register program that made us want to buy one."

Reprinted from a review of Maxi CRAS in the February 1983 issue of Creative Computing magazine. Copyright 1983 Ahi Publishing Company.

HARD-DISK COMPATIBLE!

MAXI MAIL

TRS-80

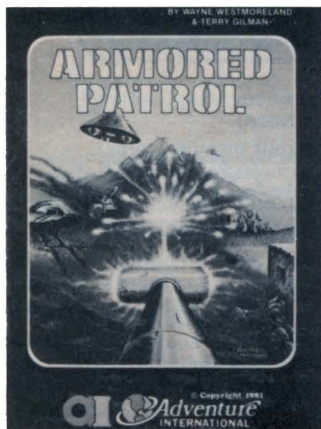
by Dale Kubler

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!

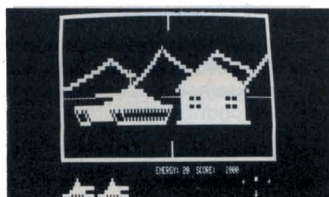
ORDER NOW!

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



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



TRS-80 Version

ARMORED PATROL



TRS-80

by Wayne Westmoreland & Terry Gilman

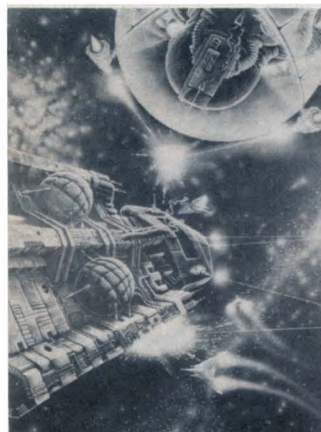
If you think you've seen it all game-wise, then Adventure International has a program for you! ARMORED PATROL is a 3-D arcade-style game that is a definite heavyweight in the action department! Your mission is to patrol your sector and destroy all enemy tanks and robots with your tank's high energy plasma 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 accomodates one or two players so you can share the action with a friend!

TRS-80 16K TAPE Model 1 & 3 . 010-0140 \$24.95

TRS-80 32K DISK Model 1 & 3 . . 012-0140 \$24.95

PROGRAM PARAMETERS

LANGUAGE Machine
 NUMBER OF PLAYERS (min/max) 1/1
 AVERAGE COMPLETION TIME 6 hours
 SUGGESTED AGE GROUP 12 to Adult
 RECOMMENDED FOR NOVICE? Yes
 CLASSIFICATION: Arcade/Simulation
 SOUND? Yes
 GAME SAVE FEATURE? Yes
 GRAPHICS ORIENTED? Yes
 REAL TIME? Yes
 SPECIAL EQUIPMENT: None



TRS-80 Version

THE SEARCH FOR ELSOLIADO



TRS-80

by Stefan Schramm

THE SEARCH FOR ELSOLIADO is just that — an interstellar quest for an uncharted world. Since Elsoliado cannot be found by pure chance, information concerning its whereabouts must be purchased from deep-space Starbases — information which frequently sports an exorbitant price tag.

During the voyage, a variety of aliens will be encountered. Add to your coffers with a little trading, but be prepared to strike aggressively should the situation warrant it. Survive, and you may yet discover the fabled Elsoliado!

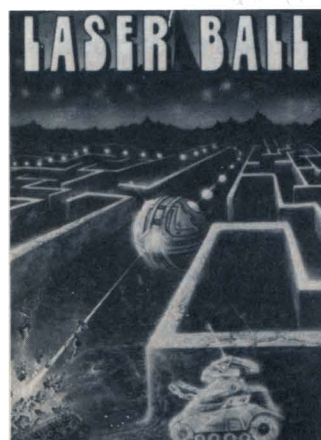
THE SEARCH FOR ELSOLIADO's unique game design — a perfect hybrid of strategy and arcade action — will enthral young and old alike for hours. And quick machine language graphics, "computer" updates and a point-of-view perspective will ably assist all keyboard commandos.

Your search for unique entertainment is at an end. THE SEARCH FOR ELSOLIADO — something new for 1983 from Adventure International.

TRS-80 16K TAPE and 32K DISK 014-0178 \$29.95

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 Simulation
 SOUND? Yes
 GAME SAVE FEATURE? No
 MULTIPLE SKILL LEVELS? Yes
 GRAPHICS ORIENTED? Yes
 REAL TIME? Yes
 SPECIAL EQUIPMENT: Optional Joystick



TRS-80 Version

LASER BALL



TRS-80
COM. 64

by Neil Matson & Matthew T. McMahon

LASER BALL! A heart-stopping assault on your gaming reflexes! The action begins when your Laser Ball comes to life in the center of a twisting maze. Maneuver it using either joystick or keyboard controls. The object of the game is to fill the maze completely with dots while avoiding the deadly destructoids that inhabit this lethal network of twists and turns. A boost from a recharger might help — but only if you're quick enough to dispatch the enemy with a burst from your laser!

LASER BALL! All of the extras you demand are here: two player option, multiple skill levels, speedy machine language graphics, game pause and reset, running high score, great sounds and action like you've never had with a micro!

LASER BALL! The neighbors will be lining up to take a crack at this snappy new arcade simulation. So, if you're ready for some serious fun, then do we ever have a game for you!

TRS-80 16K TAPE 170-0217 \$24.95

TRS-80 32K DISK 172-0217 \$24.95

COMMODORE 64 TAPE 170-0217 \$24.95

COMMODORE 64 DISK 172-0217 \$24.95

AREX

by William Muk
Atari & Commodore 64 Versions by John Anderson
Apple Version by Gordon Eastman
IBM Version by Phil Case
Color Computer Version by Roger Schrag

NEW!

**APPLE
ATARI
CoCo
COM. 64
IBM
TRS-80**

Prepare yourself — a new phase in graphics entertainment is about to unfold. Witness AREX: A game imbued with the precision of Arcade Action Graphics(tm), a game that weathers the test of repeated playings with flair and panache.

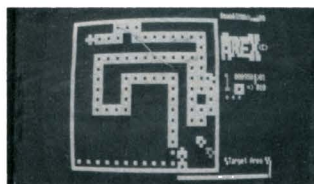
AREX — The challenge is simple. The player must enter and neutralize at least 90% of the enemy's territory while avoiding 3 distinct types of alien ships. A successful invasion earns advancement to subsequent (and, of course, more difficult) levels of play. Indeed, the challenge is simple: success, however, will elude all but the most astute player.

AREX — Perhaps never has there existed a game in which survival is so closely linked to split-second timing. The battle grid teems with perils, and here, only the quick survive. AREX also features phenomenal graphics routines, joystick compatibility and a host of extras, including high score retention, one- or two-player option and multiple skill levels.

ATARI 16K TAPE	200-0172	\$34.95
ATARI 16K DISK	202-0172	\$34.95
COMMODORE 64 TAPE	200-0172	\$34.95
COMMODORE 64 DISK	202-0172	\$34.95
APPLE 48K DISK	042-0172	\$34.95
IBM 64K DISK	132-0172	\$34.95
COLOR COMPUTER 16K TAPE	060-0172	\$34.95
TRS-80 16K TAPE Model 1 & 3	010-0172	\$34.95
TRS-80 32K DISK Model 1 & 3	012-0172	\$34.95

PROGRAM PARAMETERS

LANGUAGE Machine
NUMBER OF PLAYERS (min/max) 1/2
AVERAGE COMPLETION TIME 5 Min.
SUGGESTED AGE GROUP 10 to Adult
CLASSIFICATION: Arcade
SOUND? Yes
MULTIPLE SKILL LEVELS? Yes
SPECIAL EQUIPMENT: ... Optional Joystick



TRS-80 Version



TUTTI FRUTTI

ATARI

by Alan M. Newman

Get ready to savor a frutti fest served up ATARI style — TUTTI FRUTTI is here, and Adventure International's got it! There's a wild and wacky place somewhere between Never Land and next Thursday where an orchard of fruit relaxes and ripens under a peppermint sun. It's a great place for your famished fruit-munching "Hungry" to pick up a quick snack. But hold on a minute — there are some nasty bugs that are threatening to spoil the fun. Will you be able to avoid the little meanies and fill your Hungry's tummy with the fresh fruit?

TUTTI FRUTTI is a colorful, machine language game for one or two players that'll have the whole family camped out around the ATARI! The action takes place in a jungle clearing where your joystick-controlled Hungry chows down on a variety of exotic fruits and pastries. Bite a banana, gobble a grape, or polish off a pear — but be sure to avoid the trees and bugs! Eat everything, and advance to the next level, and maybe — just maybe — you'll get a crack at the Key to Everlasting Tutti Fruttiness!

TUTTI FRUTTI will give your ATARI a real workout with its hi-res graphics, vivid colors, and lively sounds. And, you have complete control over numerous options, including the speed of the attacking bugs, the amount of fruit available on each level and lots more.

We're ready if you are! TUTTI FRUTTI is here NOW and the action's never been wackier. Guaranteed to be "grape fun" for the whole family!

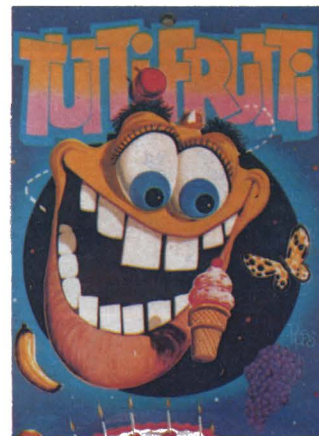
ATARI 400/800 16K TAPE	050-0160	\$24.95
ATARI 400/800 32K DISK	052-0160	\$24.95

PROGRAM PARAMETERS

LANGUAGE Hybrid
NUMBER OF PLAYERS (min/max) 1/2
AVERAGE COMPLETION TIME 5 Min.
SUGGESTED AGE GROUP 6 to Adult
RECOMMENDED FOR NOVICE? Yes
CLASSIFICATION: Arcade
SOUND? Yes
GAME SAVE FEATURE? No
MULTIPLE SKILL LEVELS? Yes
SPECIAL EQUIPMENT: ... Joystick



Atari Version



TRIAD

NEW!

by Ed Hobbs
Color Computer Version by Jeff Francis

**APPLE 2
ATARI
COM. 64
CoCo**

Here's the one you've been waiting for — a new arcade-style game that's practically nine games in one! But don't take our word for it — pre-release testing results were unanimous: TRIAD, our testers said, is "incredible."

The imaginative game scenario centers around a master tic-tac-toe board. You can score an "X" by selecting and successfully battling one of nine weird foes. Three X's in a row and Bingo! — you automatically advance to the next level! But the core of TRIAD is the colorful hi-resolution graphics and great sounds that animate and energize the battle scenes. They simply have to be experienced firsthand!

TRIAD excels in the "frills department," too — keyboard or joystick option, game freeze, running high score and more. But that's not all, no sir! A succession of teeth-gritting skill levels is guaranteed to test the eye-to-hand coordination of the most valiant of armchair warriors.

Don't let your computer fall into disuse — perk it up with TRIAD — the latest class act from Adventure International.

APPLE 2 DOS 3.3 Required Flippy Disk 48K ATARI 400/800
102-0173 \$34.95 (125.49 inc. VAT)

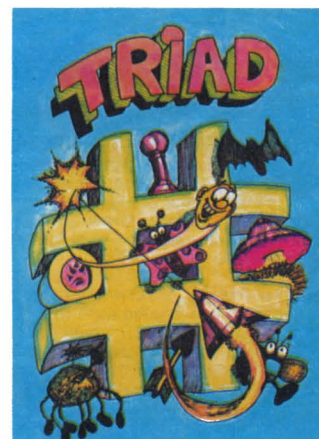
COMMODORE 64 TAPE	190-0173	\$34.95
COMMODORE 64 DISK	192-0173	\$34.95
COLOR COMPUTER 32K TAPE	060-0173	\$34.95

PROGRAM PARAMETERS

LANGUAGE Machine
NUMBER OF PLAYERS (min/max) 2
AVERAGE COMPLETION TIME ... 1-2 Hours
SUGGESTED AGE GROUP 8 to Adult
CLASSIFICATION: Arcade
SOUND? Yes
MULTIPLE SKILL LEVELS? Yes
SPECIAL EQUIPMENT: ... Joystick



Atari Version



THE MEAN CRAPS MACHINE™

TRS-80

by Lance Micklus

Now there's no need to spend a bundle at Vegas — THE MEAN CRAPS MACHINE™ 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™ 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™!

TRS-80 16K TAPE COLOR 081-0141 \$19.95

Extended Basic Required

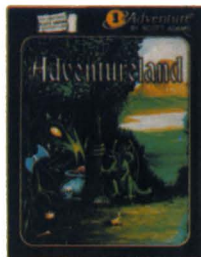
TRS-80 16K TAPE Model 1 & 3 . 081-0141 \$19.95

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 Adventure



**TEXT OR GRAPHIC, BEGINNER OR
ADVANCED SKILL LEVEL...**

The Adventure Series: 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.

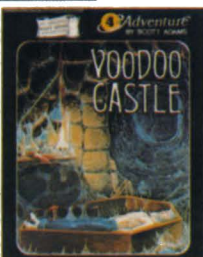
By using two-word commands you move from location to location (called "rooms" although some rooms represent outdoor sites such as a swamp), manipulate objects that you find in the different rooms (pick them up, put them down, carry them, etc.), and perform actions as if you were really there.

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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1050 Commonwealth Ave., Boston, Mass. 02215



THE ADVENTURES

#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: Beginner

#3 ADVENTURE #3 — 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: Advanced

#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-deningly 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, partner! Includes a special bonus scoring system too! Difficulty Level: Advanced

#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 Adventurers only! Difficulty Level: Advanced

#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: Advanced

#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: Advanced

SKILL KEY

BEGINNER: Excellent introductory Adventure; ideal for younger players or first-time Adventurers. Minimum problem-solving skills required. Average completion time: 5 hours or more.

MODERATE: Recommended for players with some Adventuring experience. Moderate problem-solving skills required. Average completion time: 5 to 10 hours or more.

ADVANCED: Recommended for experienced players. Advanced problem-solving skills required. Completion time will vary substantially with experience.

PRICE CONVERSION CHART U.S. DOLLAR TO POUNDS STERLING

\$ 6.95	£ 4.99 inc. VAT)
\$24.95	£17.99 inc. VAT)
\$29.95	£21.99 inc. VAT)
\$39.95	£28.99 inc. VAT)
\$49.95	£35.99 inc. VAT)

Series

Now Available
4 Great
GRAPHIC
Adventures!

by
Scott Adams



TYPE 'N TALK™ OWNERS

Votrax, Inc. maintains a toll free line to provide assistance for Votrax Speech Synthesizer users. If you have any questions, call (800) 521-1350.

... THERE'S AN ADVENTURE THAT'S RIGHT FOR YOU!

The Graphic Adventures

As the name implies, the Scott Adams Graphic Adventures are the classic text Adventures which have been enhanced with exciting hi-res graphics — graphics which colorfully depict your voyage into wonderment each and every step of the way. Each Adventure challenges the player to accumulate points, crack a mystery or accomplish a goal using the unique tools of Adventuring: two-word commands, some common sense and a little ingenuity.

If you've never played an Adventure, you couldn't have found a better place to begin. And if you're an experienced Adventurer, prepare for a magical encounter unlike any other. Remember: Anything can happen when you play a Scott Adams Graphic Adventure ... and, it usually does!

See Individual descriptions on opposite page.

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, and a special section on the making of Adventure maps. Relief at last!

099-0082 \$7.95



ORDERING INFORMATION

ADV. NO.	SCOTT ADAMS GRAPHIC(tm) ADVENTURES APPLE 2 PLUS 48K DISK Requires DOS 3.3	STANDARD TRS-80 MODEL 1 & 3 16K TAPE	S.A.G.A. ATARI 48K DISK	STANDARD TRS-80 MODEL 1 & 3 32K DISK	STANDARD COLOR COMPUTER 16K TAPE	STANDARD ATARI 400/800 24K TAPE 400/800	STANDARD ATARI 400/800 32K DISK	NORTHSTAR CP/M HORIZON & ADVANTAGE 5 1/4" DISK	TEXAS INSTRUMENTS TAPE* *(Requires Command Module) See Below
1	042-0201 \$39.95	010-0001 \$24.95	052-0201 \$39.95	—	060-0001 \$24.95	051-0001 \$24.95	—	—	110-0001 \$29.95
2	042-0202 \$39.95	010-0002 \$24.95	052-0202 \$39.95	—	060-0002 \$24.95	051-0002 \$24.95	—	—	—
3	042-0203 \$39.95	010-0003 \$24.95	052-0203 \$39.95	—	060-0003 \$24.95	051-0003 \$24.95	—	—	110-0003 \$29.95
4	042-0204 \$39.95	010-0004 \$24.95	052-0204 \$39.95	—	060-0004 \$24.95	051-0004 \$24.95	—	—	110-0004 \$29.95
5	042-0205 \$39.95	010-0005 \$24.95	052-0205 \$39.95	—	060-0005 \$24.95	051-0005 \$24.95	—	—	110-0005 \$29.95
6	042-0206 \$39.95	010-0006 \$24.95	052-0206 \$39.95	—	060-0006 \$24.95	051-0006 \$24.95	—	—	110-0006 \$29.95
7	Coming Soon	010-0007 \$24.95	Coming Soon	—	060-0007 \$24.95	051-0007 \$24.95	—	—	110-0007 \$29.95
8	Coming Soon	010-0008 \$24.95	Coming Soon	—	060-0008 \$24.95	051-0008 \$24.95	—	—	110-0008 \$29.95
9	Coming Soon	010-0009 \$24.95	Coming Soon	—	060-0009 \$24.95	051-0009 \$24.95	—	—	110-0009 \$29.95
10	Coming Soon	010-0098 \$24.95	Coming Soon	—	060-0010 \$24.95	051-0098 \$24.95	—	—	#10 & #11 COMB.
11	Coming Soon	010-0128 \$24.95	Coming Soon	—	060-0011 \$24.95	051-0128 \$24.95	—	—	110-0156 \$39.95
12	Coming Soon	010-0129 \$24.95	Coming Soon	—	060-0012 \$24.95	051-0129 \$24.95	—	—	110-0129 \$29.95
†1-2-3	—	—	—	072-0010 \$39.95	—	—	072-0010 \$39.95	152-0010 \$49.95	Special Command Module & Adventure #2 Combination Package *1 Command Module Required for all Adventures! Tape 117-0002 \$49.95
†4-5-6	—	—	—	072-0011 \$39.95	—	—	072-0011 \$39.95	152-0011 \$49.95	
†7-8-9	—	—	—	072-0012 \$39.95	—	—	072-0012 \$39.95	152-0012 \$49.95	
†10-11-12	—	—	—	072-0130 \$39.95	—	—	072-0130 \$39.95	152-0130 \$49.95	

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 — Color Computer version by Roger Schrag

LIMITED GOLD EDITION — Hurry, only a few left! (Not available in U.K.)

ATARI 24K TAPE TO DISK - 051-0135 — TRS-80 TAPE - 010-0135 — ATARI 32K DISK - 052-0135 \$100.00 EACH

† Special Value Packs



PROGRAM PARAMETERS

LANGUAGE	Hybrid
NUMBER OF PLAYERS (min/max)	1/2
AVERAGE COMPLETION TIME	5 min.
SUGGESTED AGE GROUP	8 to Adult
CLASSIFICATION:	Arcade
SOUND?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	Joystick



Color Computer Version

FIRE COPTER

NEW!

**COLOR
COMPUTER**

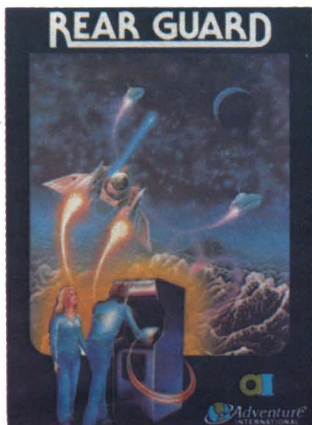
by Dale Lear

Down there — below and to the right — tongues of fire play across the face of a skyscraper like living things. Inside the copter, runaway temperatures nearly rip the consciousness from your heat-punished body, momentarily throwing you off course. But panic taps a hidden reservoir of strength, and with an adroit push on the throttle, your FIRE COPTER continues to knife through the swirling plume of smoke towards its target. . . .

At long last — **three-dimensional realism** comes to your micro! FIRE COPTER serves up a tasty helping of coin-op realism as the player is treated to a bird's-eye view of flight over a huge city. Buildings dimensionally leap into view and then vanish as the perspective changes. The object of FIRE COPTER is to extinguish as many fires as possible (using your Firecopter's built-in water jets) before the entire city burns. Along the way, fire-starting androids may be encountered which should be dispatched with your lasers posthaste!

FIRE COPTER is joystick-controlled and accommodates one or two players. Ready for **three-dimensional realism**? Then you're ready for FIRE COPTER — the hot new game from Adventure International!

COLOR COMPUTER 16K TAPE **060-0176 \$24.95**



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
SPECIAL EQUIPMENT:	Joysticks (Optional on TRS-80 Version)



Atari Version

REAR GUARD

by Wayne Westmoreland and Terry Gilman

Color Computer Version by Coniah Software

APPLE Version by John Anderson

ATARI Version by Neil Larimer, assisted by Sparky Starks

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.

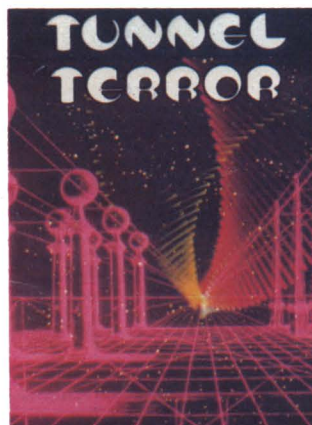
REAR GUARD flaunts the full range of your computer's sound capabilities, and features graphics so crisp and fluid that they actually seem to border on advanced computer animation! REAR GUARD also features many extras which are normally found only on expensive arcade machines, including advanced play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

TRS-80 16K TAPE Model 1 & 3	010-0143	\$24.95
TRS-80 32K DISK Model 1 & 3	012-0143	\$24.95
COLOR COMPUTER 16K TAPE	060-0143	\$24.95
ATARI 400/800 16K TAPE	050-0143	\$19.95
ATARI 400/800 32K DISK	052-0143	\$24.95
APPLE 48K DISK DOS 3.3	042-0143	\$29.95

Apple version slightly different from above description.

**TRS-80
CoCo
APPLE
ATARI**



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
SPECIAL EQUIPMENT:	Paddles Optional



Apple Version

TUNNEL TERROR

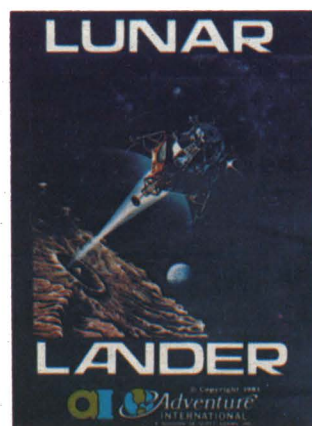
APPLE

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



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
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	Yes
SPECIAL EQUIPMENT:	Optional Joystick TRS-80 Version; Basic Cartridge & Joystick Atari Version



Atari Version

LUNAR LANDER

**TRS-80
ATARI**

by Mike Wall & Jack Moncrief

Atari Version by Jeff Jessee

Joystick Compatible!

This is Lunar Lander — an awesome arcade simulation that challenges you to defy the rigors of space flight! In this 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 the 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 novice to the pro!

TRS-80 16K TAPE Model 1 & 3	010-0094	\$24.95
TRS-80 32K DISK Model 1 & 3	012-0094	\$24.95
ATARI 24K TAPE TO DISK	051-0094	\$14.95
ATARI 32K DISK	052-0094	\$20.95

COMMBAT

by Bob Schilling

TRS-80
ATARI
APPLE

Requires 2 Complete Computers

INCLUDED IN THIS PACKAGE — TAPE AND
DISK VERSIONS FOR APPLE, ATARI AND TRS-80 SYSTEMS

Finally! A battle game that allows players on different computer systems to participate. You heard right, *different systems*! For example, a TRS-80 player can challenge an ATARI player, or an APPLE player can take on an ATARI-equipped opponent — any combination of the three systems is possible for two players! All you need is an APPLE, ATARI or TRS-80 microcomputer, a willing friend with one of the above systems, a full-duplex modem (or, a modem eliminator cable if the two computers are in the same room) and this package!

You and your opponent are located somewhere within a 4096-square-kilometer combat zone. Each player has access to an equal supply of weaponry. The outcome of the game will be determined by two factors: the skills of the participants and a little luck. As soon as communications are established (via 110 to 9600 baud modem or direct cable connection), the battle is begun! Decide which weapons to carry, then load them onto up to eight remote-controlled tanks that YOU control. Your mission is to find and destroy the enemy's base before he can do the same. Look smart and remember — each enemy tank defeated in combat increases your survival odds.

Your well-stocked arsenal includes: Rockets, Lasers, Shells, Mines, and Decoys. These combat-ready weapons can be transported and used by your tanks. And when the going gets tough, the tough can get going with the info-gathering Reconnaissance Aircraft or the awesome nuclear ICBM!

The COMMBAT computer displays all relevant data including 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 prosecute the tactical battle situations that arise.

COMMBAT requires two computer systems with RS-232 port and a 300 baud full duplex modem.

TRS-80 16K TAPE Model 1 & 3 164-0123 \$49.95

TRS-80 32K DISK Model 1 & 3

ATARI 24K DISK

ATARI 24K TAPE

APPLE 48K DISK DOS 3.3

Package contains one each of the above!



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
GAME SAVE FEATURE?	Yes
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.

WAR

by Stan Erwin

APPLE
ATARI

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 102-0150 \$24.95

(DOS 3.3 Required)

ATARI 32K DISK 102-0150 \$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
GAME SAVE FEATURE?	Yes
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	No



Atari Version



STRIP DICE CONCENTRATION

TRS-80
COLOR
COMPUTER

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 roomful! 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!!!

Color Computer 16K TAPE 060-0097 \$14.95

TRS-80 16K TAPE Model 1 & 3 010-0097 \$14.95

TRS-80 32K DISK Model 1 & 3 012-0097 \$20.95

(slightly extended version)

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
GRAPHICS ORIENTED?	Yes





PROGRAM PARAMETERS
 LANGUAGE Machine
 NUMBER OF PLAYERS (min/max) 1/1
 AVERAGE COMPLETION TIME 30 min.
 SUGGESTED AGE GROUP 10 to Adult
 RECOMMENDED FOR NOVICE? Yes
 CLASSIFICATION: Graphic Adventure
 GAME SAVE FEATURE? Yes
 REAL TIME? Yes
 SPECIAL EQUIPMENT: None



TRS-80 Version

SPOOK HOUSE AND TOXIC DUMPSITE

TRS-80

by Roger Schrag

This is it — the blockbuster debut of the long-awaited Graphic Adventures! Now your TRS-80 can hobnob with the best of 'em. Over 50 full screens of sharp, quality graphics breathe a realism and vitality into Adventuring, the likes of which you've yet to see on the TRS-80. Both Graphic Adventures feature game save, extensive vocabulary, real-time action (Yes — we said real-time!) and accept FULL sentences! Exclusive area showings brought to you by Adventure International. Now playing at a TRS-80 near you!

SPOOK HOUSE — Horrors! A deranged madman has locked your unconscious form inside of a deserted creep house at a crazy carnival. You awake to some sobering facts: a bomb is set to explode, and only 30 real-time minutes stands between you and eternity. Somewhere, somehow you must locate and defuse the explosive — but we'd be less than honest if we thought you had more than a ghost of a chance! Brrrr — a real cliffhanger! **Skill Level: Moderate.**

TOXIC DUMPSITE — Something's gone very, very wrong at the Toxic Dumpsite where the treatment and burial of deadly contaminants take place. The entire plant will explode like the Fourth of July in less than 30 minutes — unless you can avoid the many traps and protection systems and shut the plant down in time. Of course, time is the one luxury you haven't got...! **Skill Level: Moderate.**

TRS-80 48K DISK Model 1 & 3 012-0164 \$39.95
 (Contains Two Full Disks of Data!)



PROGRAM PARAMETERS

LANGUAGE Machine
 NUMBER OF PLAYERS (min/max) 1/1
 SKILL LEVEL REQUIRED: Moderate
 RECOMMENDED FOR NOVICE? Yes
 CLASSIFICATION: Graphic Adventure
 GAME SAVE FEATURE? Yes
 REAL TIME? Yes on Sledge of Rahmul
 SPECIAL EQUIPMENT: None Required

THE SLEDGE OF RAHMUL

NEW!

by Roger Schrag

Get ready for *another* double feature! Our first Graphic Adventure package was such a hit that we've decided to do it again. Introducing THE SLEDGE OF RAHMUL and MERLIN'S TREASURE — two great new Graphic Adventures together in one package!

Each Graphic Adventure features an extensive vocabulary, game save, and, with THE SLEDGE OF RAHMUL, real-time game action. During the journey, you will be treated to screen after screen of quality graphics — Adventuring was never like this before! And THE SLEDGE OF RAHMUL and MERLIN'S TREASURE both feature the kind of game depth and detail that you've come to expect from Adventure International.

Make an investment in fun today — pick up a copy of our latest double feature, THE SLEDGE OF RAHMUL and MERLIN'S TREASURE! **Skill Level: Moderate.**

TRS-80 48K DISK 012-0179 \$39.95
 (Contains Two Full Disks of Data!)

MERLIN'S TREASURE

by Michael D. Wile

TRS-80

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



TREASURE QUEST

TRS-80
ATARI

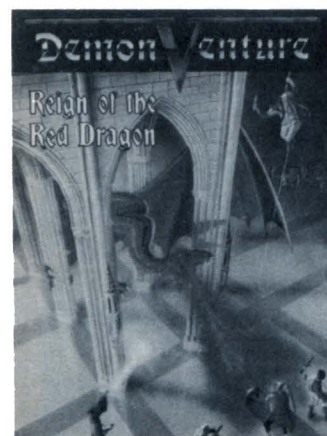
by Luke Buxton
 Atari Conversion by Dan Horn

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 and a dependable navigator. 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 encountered, along with advice and hints to aid in the search. And, each game begins differently, assuring 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



PROGRAM PARAMETERS

LANGUAGE Basic
 NUMBER OF PLAYERS (min/max) 1/5
 AVERAGE COMPLETION TIME 2 Weeks
 SUGGESTED AGE GROUP 13 to Adult
 RECOMMENDED FOR NOVICE? Yes
 CLASSIFICATION: Role-playing
 Adventure with real-time action
 GAME SAVE FEATURE? Yes
 MULTIPLE SKILL LEVELS? Yes
 GRAPHICS ORIENTED? Yes
 REAL TIME? Partially
 SPECIAL EQUIPMENT: None

REIGN of the RED DRAGON

TRS-80

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! **Skill Level: Moderate.**

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

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

LABYRINTH OF CRETE

by Cliff Johnson and Allen Pinero

Atari and Commodore Versions by Ralph Jones

APPLE
ATARI
COM. 64

An Adventure of truly epic proportions, LABYRINTH OF CRETE paves the way for an entirely new form of Adventuring — you control the actions of TWO separate characters! That's right, the player is in complete control of two powerful warriors, the stalwart Jason, and the mighty-thewed Hercules. Straight from the mythology of ancient Greece they come, and their quest is a most dangerous one, indeed — the recovery of the mythical Golden Fleece from the heart of the horrific Labyrinth! But have a care, O rash one; the designer of the maze, Daedalus of Crete, crafted well the nefarious network. Evil most foul abounds within its walls, including all manner of traps, tricks and a gruesome parade of maze inhabitants. Many have tried, and many have failed to penetrate and exit the Labyrinth — will you be able to direct Jason and Hercules to success?

If you're ready for a new era in Adventuring, LABYRINTH OF CRETE is just what the leech ordered! Full color, hi-res graphics that depict your trek into terror have been included at key points throughout your journey, and you'll be amazed at the authors' slavish devotion to the spirit of the timeless Greek characters and situations. Having two characters means a friend can get in on the fun — plus an Adventuring first — a tri-level map that will help you plot your way through to success!

LABYRINTH OF CRETE comes with a detailed instruction manual that will add to your enjoyment of this unique form of Adventuring entertainment, and will operate on any APPLE 2 plus computer with one disk drive and 48K of memory.

APPLE 2 PLUS 48K DOS 3.3 042-0162 \$29.95

ATARI 48K DISK 052-0162 \$29.95

COMMODORE 64 DISK 192-0162 \$29.95

PROGRAM PARAMETERS

LANGUAGE Machine

NUMBER OF PLAYERS (min/max) 1/2

AVERAGE COMPLETION TIME . 1 Month

SUGGESTED AGE GROUP 10 to Adult

RECOMMENDED FOR NOVICE? No

CLASSIFICATION: Adventure

SOUND? Yes

GAME SAVE FEATURE? Yes

GRAPHICS ORIENTED? Yes



Apple Version



NIGHTWALKER

TRS-80
IBM

by Bob Cassady

IBM Version by Fran Green

Nightwalker! Beautiful women. Dangerous men. A weird gravedigger. They're all here in this interactive tale that challenges you to gather enough evidence to crack a dangerous underground heroin ring. The story unfolds in the famous port city of New Orleans. Far from the glamour and romance of Bourbon Street, you find yourself prowling the seedy bars and alleyways of the waterfront for clues. The word is out on the grapevine. A nosy reporter (you) is snooping around for information from everyone and anyone who'll talk. If you're the kind of ace reporter that judges your sources carefully, you could end up with the story of a lifetime. If not, you could find yourself on a pleasure cruise down the Gulf — minus the boat! **Nightwalker** is an interactive story, so your decisions during the game have a direct bearing on its outcome. You collect evidence, buy information, log observations, and interview townspeople. You must successfully gather enough evidence to present to the police for a bust. **Nightwalker** is a text-oriented program that is beefed-up with some sharp graphics routines, and has an extensive data base that assures you of many, many hours of varied excitement — if you survive!

TRS-80 48K DISK Model 1 & 3 .. 012-0149 \$24.95

IBM 64K DISK 132-0149 \$34.95

PROGRAM PARAMETERS

LANGUAGE Hybrid

NUMBER OF PLAYERS (min/max) 1/1

AVERAGE COMPLETION TIME . 1 Month

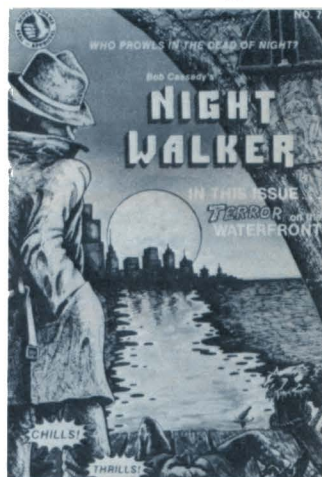
SUGGESTED AGE GROUP 12 to Adult

RECOMMENDED FOR NOVICE? Yes

CLASSIFICATION: Interactive
Adventure

GAME SAVE FEATURE? Yes

GRAPHICS ORIENTED? Yes



DEATH PLANET:

The Dog Star Adventure

OTHER VENTURE #5

by Lance Micklus

TRS-80
COLOR
COMPUTER

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 led 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 080-0144 \$19.95

Color Computer Extended Basic

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

GAME SAVE FEATURE? Yes

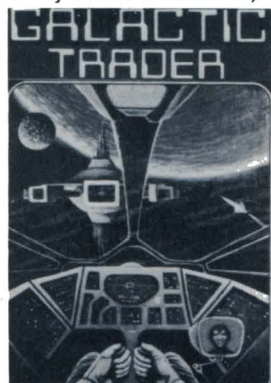
MULTIPLE SKILL LEVELS? No

GRAPHICS ORIENTED? No



GALACTIC SERIES

by Doug Carlston
(Atari conversions
by Dave Simmons)



PROGRAM PARAMETERS

	TRADER	EMPIRE	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) TRS-80 32K DISK - Model 1 & 3	012-0029	\$39.95

GALACTIC SERIES

NEW!

S.A.G.E.

ATARI

Scott Adams' Graphics Editor

At last — an excellent graphics editor for ATARI owners! The Scott Adams Graphics Editor allows the user to draw and edit highly compressed (Graphics Mode 7 1/2) pictures using over 50 different colors & shades. This is the same editor developed and used by Scott Adams to create the vibrant graphics in his highly acclaimed S.A.G.A. Series.

Pictures created with S.A.G.E. may be inserted into BASIC or machine language programs that you've written, leaving four lines or half the screen respectively for text placement at the bottom of the screen. With the machine language interpreter stored in memory, the user will have room for approximately 16K of user programmable memory in both tape and disk versions. The pictures placed in memory are stored in a compressed numeric format, which means that they can be saved onto either tape or disk or even embedded into a BASIC program as a string!

But can I change the color palette, you ask? Certainly! A full range of colors is available with S.A.G.E., which contains between 50 to 100 colors & textures each per picture, all of which can be altered to suit your specific needs. A sample palette is included, too. Here are some more reasons why YOU need S.A.G.E.:

- ★ Drawing speed — pictures load & draw fast!
- ★ Picture Size — many of the pictures created with S.A.G.E. in the S.A.G.A. Series used only 300-400 bytes of memory — clearly an improvement over the "old way" which could eat up 4000-8000 bytes or more to store the same picture!
- ★ Pictures look identical on both the newer ATARIs (which use the GTIA chip) and the older models (which use the CTIA chip). Unlike many graphic packages available on the market today, S.A.G.E. provides great picture quality on identical systems used in Europe, too!
- ★ S.A.G.E. allows you to place graphics quickly and easily into your own programs.
- ★ S.A.G.E. package includes both tape and disk versions and an easy-to-use manual.

ATARI 400/800 48K TAPE and 48K DISK Both in one package!
054-0166 \$49.95

NOTICE TO SOFTWARE AUTHORS

If S.A.G.E. is utilized in developing any graphics routines within a program intended for publication, it must first be offered to Scott Adams, Inc. for publication under the company's standard software contract. If the program is not accepted for publication by Scott Adams, Inc. and is published by another company, there will be an annual fee of \$50 levied to license the package within the program. Programs published by Scott Adams, Inc. which use S.A.G.E. in any of its graphics routines will have the licensing fee waived and will receive our usual high royalty rates. There are, of course, no obligating constraints regulating any non-published program utilizing S.A.G.E.

DISKEY

The Disk Editor and Diagnostics Package for the TRS-80 Color Computer.

by David D. McLeod

If you can only buy one program for your CoCo this year, DISKEY is the one to get! DISKEY is a powerful machine language utility which allows you to examine, modify, or copy almost any disk, sector by sector. DISKEY is designed to help you recover killed files, and data from crashed disks, and it also provides a sound basis for learning how your disk system operates.

DISKEY's functions include:

- Disk Map
- Examine/Edit Disk
- Graphic Display Mode
- Hexadecimal Display Mode
- Erase Disk
- Backup Utility
- Copy to New Disk
- Reconstruct Directory
- Print Directory
- Calibrate Drive

In addition, there are very complete sections discussing the disk system and file structure.

Also included with DISKEY is CCDIAG, a diagnostics program which tests all major functions and elements of your Color Computer system — ROMs, RAM, keyboard, joysticks, printer, cassette and disk drive, video and sound.

062-0158 Requires 32K, one disk drive.
\$49.95

SAIGON: THE FINAL DAYS

by Jyym & Robyn Pearson and Norman Sailer

TRS-80
APPLE
ATARI
CoCo

Vietnam, 1975. The order has come down: Get out now! But a stray missile blows both your helicopter and all hope of a safe, speedy exit to oblivion — and you're left to face a savage environment gone mad. But amid the squalor and destruction, a friend appears, with her help maybe — just maybe — a way out might be found...

Gritty realism and historic fact blend to form one of the most truly unique Adventuring experiences ever — SAIGON: THE FINAL DAYS. More than a game and more than an Adventure, this machine language epic will plunge you into the chaos and urgency of the final days of America's involvement in Southeast Asia. Yes, all of the features you expect are here: two-word command acceptance, extensive computer vocabulary, game save and more, all coming together to weave one of the most action-packed thrillers you've ever seen.

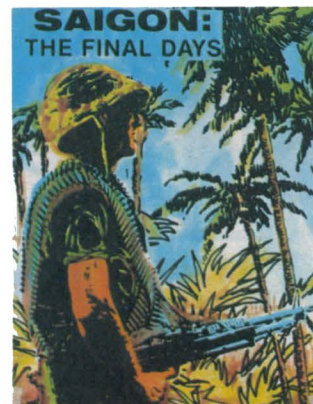
You're looking for something truly different, you say? Then let your computer whisk you into a critical and controversial chapter of recent American history. You will experience firsthand... SAIGON: THE FINAL DAYS! **Skill Level: Difficult.**

TRS-80 16K TAPE Model 1 & 3 140-0177 \$24.95
COLOR COMPUTER 16K TAPE 140-0177 \$24.95
ATARI 400/800 16K TAPE 140-0177 \$24.95
*APPLE 48K DISK 042-0177 \$34.95

*Apple with full color hi-res pictures!

PROGRAM PARAMETERS

LANGUAGE Machine
NUMBER OF PLAYERS (min/max) ... 1/1
SKILL LEVEL: Advanced
SUGGESTED AGE GROUP ... 12 to Adult
RECOMMENDED FOR NOVICE? No
CLASSIFICATION: Compu-novel
GAME SAVE FEATURE? Yes
GRAPHICS ORIENTED On Apple
SPECIAL EQUIPMENT: None



THE CURSE OF CROWLEY MANOR

OTHER VENTURE #2

by Jyym Pearson and Norman Sailer

TRS-80
APPLE
ATARI
CoCo

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! **Skill Level: Moderate.**

TRS-80 16K TAPE Model 1 & 3 140-0108 \$24.95
TRS-80 32K DISK Model 1 & 3 140-0108 \$24.95
*APPLE 48K DOS 3.3 Applesoft ROM .. 042-0108 \$34.95
ATARI 16K TAPE (Disk Version Below) .. 140-0108 \$24.95
COLOR COMPUTER 16K TAPE 140-0108 \$24.95

*Apple with full color hi-res pictures!

PROGRAM PARAMETERS

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



Apple Version



ESCAPE FROM TRAAM

OTHER VENTURE #3

by Jyym Pearson and Norman Sailer

TRS-80
ATARI
APPLE
CoCo

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 bizarre, 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 warned that if your decisions are not tempered with intelligence and caution, you may not see home again! **Skill Level: Advanced.**

TRS-80 16K TAPE Model 1 & 3 140-0109 \$24.95
TRS-80 32K DISK Model 1 & 3 140-0109 \$24.95
*APPLE 48K DOS 3.3 Applesoft ROM .. 042-0109 \$34.95
ATARI 16K TAPE (Disk Version Below) .. 140-0109 \$24.95
COLOR COMPUTER 16K TAPE 140-0109 \$24.95

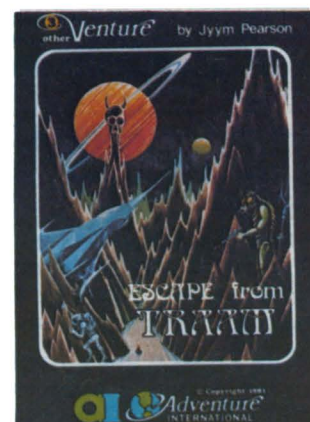
*Apple with full color hi-res pictures!

PROGRAM PARAMETERS

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



Apple Version



EARTHQUAKE - San Francisco 1906

OTHER VENTURE #4

by Jyym Pearson and Norman Sailer

TRS-80
ATARI
CoCo
APPLE

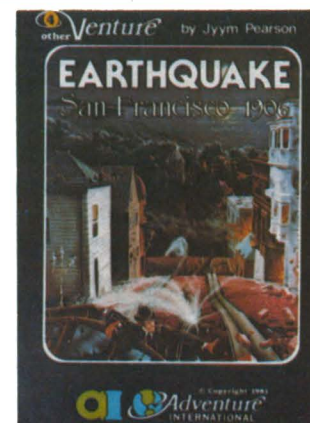
On April 19, 1906 at 5:18 a.m., one of the most violent earthquakes of modern times decimated metropolitan San Francisco. Now, Jyym Pearson (author of ESCAPE FROM TRAAM and THE CURSE OF CROWLEY MANOR) has crafted his finest Other Venture to date: **EARTHQUAKE** — San Francisco 1906! Painstakingly researched 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 and challenging puzzles! **Skill Level: Moderate.**

TRS-80 16K TAPE Model 1 & 3 140-0139 \$24.95
TRS-80 32K DISK Model 1 & 3 012-0139 \$24.95
ATARI 16K TAPE (Disk Version Below) .. 140-0139 \$24.95
COLOR COMPUTER 16K TAPE 140-0139 \$24.95
*APPLE 48K DOS 3.3 Applesoft ROM .. 042-0139 \$34.94

*Apple with full color hi-res pictures!

PROGRAM PARAMETERS

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



TRS-80/ATARI TRI-PACK - INCLUDES:

★ Curse of Crowley Manor ★ Escape from Traam ★ Earthquake - San Francisco 1906
TRS-80 Mod I & III 32K DISK / ATARI 400/800 32K DISK 072-0168 \$39.95 (£28.99 inc. VAT)

UTILITIES

NEW!

ULTRA DISASSEMBLER

ATARI

by Ralph Jones

Attention, ATARI owners: Your disk assembly problems are at an end. ULTRA DISASSEMBLER is a superb, new utility which enables the user to analyze and modify existing machine language programs. ULTRA DISASSEMBLER not only performs like other popular disassemblers (e.g., directly translating machine language into assembly language) but it also formats the output into highly readable pseudo-source code with standard system labels (where appropriate). Plus, ULTRA DISASSEMBLER writes the source code to disk in a form suitable for editing and reassembly with all major ATARI assemblers, including ATARI Micro, ATARI Assembler/Editor, DATASM-65, EASMD and others.

Anyone with a working knowledge of 6502 assembly language and the ATARI operating system can put ULTRA DISASSEMBLER to work quickly and effectively. ULTRA DISASSEMBLER has been designed for use with the following equipment:

- One ATARI 400 or 800 computer with at least 32K RAM
- One ATARI 810 (or 810-compatible) disk drive
- One video monitor or TV set (black and white or color)

Additionally, the performance of ULTRA DISASSEMBLER can be enhanced with the addition of an extra disk drive, a printer and an extra 16K of memory. Expand your system when you're ready.

The bottom line: If you need to analyze or modify machine language programs, you need a solid assist from ULTRA DISASSEMBLER, new for 1983 for your ATARI 400 or 800.

ATARI 400/800 32K DISK 052-0174 \$49.95

FEATURES

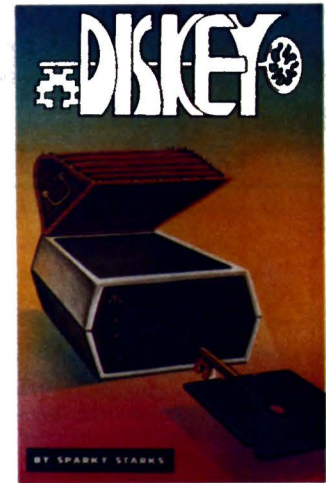
- Allows disassembly of object base, e.g., disassemble and examine code in a cartridge.
- Disassembly is fully reversible; i.e., the output code is written to disk as a pseudo-source file ready for reassembly with any of the major ATARI assemblers.
- Will read machine language code from DOS files or from a specified list of absolute disk sectors, not just from machine memory.
- Make "custom" changes to ULTRA DISASSEMBLER with an optional sector editor, such as our own DISKEY program.
- Extensive, user-oriented manual supplied in handsome flip-open binder.

DISKEY

by Sparky Starks

See DISKEY for the Color Computer, Page 16

Includes 61 pages of concise, informative documentation



ATARI

Potential into practical reality. This is the core of DISKEY — a remarkable utility program that gives ATARI disk drive owners the flexibility to accomplish tasks that other utilities either ignored or only hinted at. With DISKEY, the user will be able to actually examine a disk and its directory, and repair some files that might otherwise have been lost. DISKEY also performs a multitude of other practical functions, including the following:

- ★ Automatically lists any unreadable or destroyed sectors
- ★ Sends contents of disk to printer selectively
- ★ Up to four separate drives may be addressed
- ★ Can be used to backup crashed disks
- ★ Allows direct examination of any file
- ★ Over 50 separate key functions available

As an ATARI 400, 800, or 1200 owner, you have extraordinary power and versatility at your disposal. Tap into those resources effectively with DISKEY — new from Adventure International.

ATARI 400/800/1200 32K DISK

052-0158 \$49.95

(Note: Some features will require 40K)

Here's a partial list of key functions available with DISKEY:

A Clear screen and filename	reference
B Byte compare, D1 to D2, OS to DS	cH Hex to decimal, ASCII conversion
C Copy sectors, OD to DD, OS to DS	cL Locate bad sector on drive OD
D Toggle destination drive	cN Modify sector file number reference
E Erase disk (format)	cO Select one drive functions sub-program
F Select file sub-menu	cP Print current Disk Map
L Set automatic function lower limit (OS)	cR RPM test drive OD
M Modify Sector Map	cS Special file copy, no directory reference from source
N New destination sector	cV VTOC update and repair, drive OD
O Toggle originate drive	cY Toggle Sure Response prompt enable
P Print screen to printer	FA File binary load address headers to printer
Q Query (search for hex key, drive OD, sector OS to DS)	FD Delete file
R Read new OS, set DS to match	FF Select filename for all file functions
S Search for ASCII key, drive OD, sector OS to DS	FL Lock file
T Tape to disk	FM Show memory address load position in file
U Uppercase conversion of printer lower case	FQ Relative Query
V Toggle write verify	FR Rename file
W Write memory buffer to sector DS, drive DD	FS Relative Search
X Select EOR Sector Map screen print mask	FT Trace file, return file type and file condition
Z Zero memory buffer	FU Unlock file
+ Read upward, next sector on disk	FX Return to main menu
- Read downward	F+ File relative upward read, next sector
? Directory information	F- File relative downward read
! Select directory sub-menu	dE Select new file extension
cB Byte compare, D1 to D2, whole disk	dF Select new first sector
cC Copy D1 to D2, whole disk	dN Select new file name, not including extension
cD Decimal to hex, ASCII conversion	dT Select new total sectors
cE Erase disk (without new format)	dW Write sector to disk
cF Modify sector forward sector chain	dX Return to DISKEY main menu

UTILITIES

FLASH! Apple Spice awarded highest possible ratings in Oct. 25, 1982 INFOWORLD review

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



BASIC ROUTINES FOR THE ATARI

by Jerry White

Finally, a self-help system that cuts through the stuffy technical jargon and allows the user to learn effective programming techniques fast! BASIC ROUTINES FOR THE ATARI has been written especially for ATARI 400 or 800 users who wish to write programs in BASIC. This package comes complete with an extensive manual and your choice of a tape or disk which contains all of the routines from the manual — which means you'll be able to actually see each of them in action on your ATARI. Some of the BASIC routines include joystick, sound, player missile strings and much more — and presented in a way that you'll quickly be able to learn and apply to your own programs.

If your programming ability lies somewhere between beginning and advanced, then look no further — BASIC ROUTINES FOR THE ATARI is the system for you.

BASIC ROUTINES book with 16K TAPE TO DISK

051-0154 \$24.95

BASIC ROUTINES book with 24K DISK

052-0154 \$24.95

TABLE OF CONTENTS

Chapter	Description	Page	File Name
1	Common Subroutines	1	ENGLISH
2	Using the Paddles	4	PADDLE
3	Using the Joysticks	6	JOYSTICK
4	Using a Timer	7	TIMER
5	Interpreting the Keyboard	9	KEYDEMO
6	Setting Tab Stops	11	TABDEMO
7	Right Justified Amounts	12	RJUSTIFY
8	Dice Game G.R.O Graphics	14	DICE
9	Mixed Graphics Modes	17	MODE123
10	Text in Graphics Mode 8	21	GR8TEXT
11	Monthly Bar Graph	22	GRAPH
12	Sorting a String	24	SORTDEMO
13	Musical End Routine	26	MUSICEND
14	Deep Bass Sounds	28	BASSNOTE
15	Sound Effects	30	SOUNDEMO
16	Binary to Decimal Conversions	32	BINCONV
17	Player Missile Strings	34	PMDemo
18	Disk-Based Inventory	42	INVENT
19	Delete BASIC Lines	45	DELETE.LST
20	Disk Utilities	46	A.LST, B.LST, D.LST, E.LST, F.LST, G.LST, I.LST
21	Conserving Memory	48	
22	Program Speed	49	
23	Using Memory Locations to PEEK and POKE	50	



PREPPIE!



It is entirely possible — there may be someone, somewhere who's yet to experience the arcade event of the year. Of course, we're talkin' about Russ Wetmore's awesome ATARI achievement — PREPPIE! But short of a few far-flung Eskimos, shipwrecked sailors, and wayward micro owners in the Australian Outback, it seems that wherever ATARI's are found, PREPPIE! isn't too far away!

Just in case you haven't heard, up-and-coming prepster Wadsworth Overcash is the star of PREPPIE! Wadsworth's in quite a bind, too, and he's depending on you to help him negotiate a wide range of dangers on the most harrowing golf course in America, the precarious Nasty Nine.

Real-time machine language graphics bring it all to energetic life while coaxing a full twenty-eight colors from your ATARI 400 or 800. And PREPPIE! also features an outrageous musical repertoire that supplements the rib-tickling sound effects.

In short, we suspect you're out there somewhere, you holdout you. If so, this is your big chance to upgrade your social standing and have a little fun to boot. Be the last on your block — pick up a PREPPIE! today.

ATARI 400/800 16K TAPE 050-0147 \$29.95
ATARI 400/800 32K DISK 052-0147 \$29.95



PREPPIE! II



Ohmygosh, Wadsworth Overcash is back! Darn straight, and this time he's returned to college and is pledging the sleaziest, greaseball fraternity in this or any other school — Delta Skelter Omega! Believe us, Wadsworth's misadventures in PREPPIE! were mere overtures to the supreme agonies planned for our stalwart prepster in PREPPIE II!

In PREPPIE II! Wadsworth faces a battery of tests designed to test his mettle as a Brother. Surviving, er... passing, the tests means advancement to the next level for further "evaluation." The "testing area" will include an array of pits, traps, secret passageways, revolving doors, and a surprise, unknown hazard. And — there will be special cameo appearances by "guests" from PREPPIE!, too!

The prepster you couldn't keep down on the Nasty Nine is back and as resilient as Bubble Yum. Make a date today for fun — PREPPIE II!

ATARI 400/800 16K TAPE 050-0175 \$34.95
ATARI 400/800 32K DISK 052-0175 \$34.95



SEA DRAGON



SECURE ALL HATCHES! PREPARE TO DIVE! ... into a fantastic voyage along the ocean depths with Russ Wetmore and your Atari Computer.

The enemy has effectively cut off your fleet's supply lines with the most impenetrable mine field ever devised. Deep below any conventional sub's diving level lies the Master Mine that controls the entire field.

You are the commander of the nuclear sub, Sea Dragon - the only sub in the fleet with the speed, maneuverability and crew capable of destroying the Master Mine. As you snake your way through treacherous underwater passages to reach your destination, you must avoid the hundreds of mines, depth charges, laser bases, and supershooters planted along the way. Prepare for the ultimate sea voyage! (Sea Dragon is also available for the TRS-80 Model 1 & 3, CoCo, IBM, Apple and Commodore 64. See page 2 for details!)

ATARI 400/800 16K TAPE 050-0146 \$34.95
ATARI 400/800 32K DISK 052-0146 \$34.95

"LOOK BUFFY,
THREE SMASHING
GAMES FROM
RUSS WETMORE!"

 **Adventure**
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