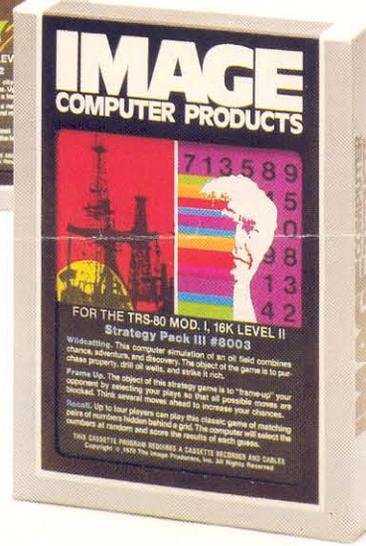
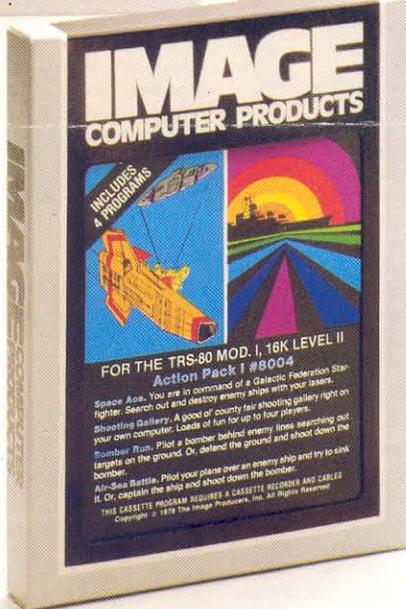


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These cassette programs will introduce you to a new generation of quality software for your 16K Level II TRS-80.



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**Wildcatting.** This computer simulation of an oil field combines chance, adventure, and discovery. The object of the game is to purchase property, drill oil wells, and strike it rich.

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**Recall.** Up to four players can play this classic game of matching pairs of numbers hidden behind a grid. The computer will select the numbers at random and score the results of each guess.

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**Space Ace.** You are in command of a Galactic Federation Starfighter. Search out and destroy enemy ships with your lasers.

**Shooting Gallery.** A good ol' county fair shooting gallery right on your own computer. Loads of fun for up to four players.

**Bomber Run.** Pilot a bomber behind enemy lines searching out targets on the ground. Or, defend the ground and shoot down the bomber.

**Air-Sea Battle.** Pilot your plane over an enemy ship and try to sink it. Or, captain the ship and shoot down the bomber.

# IMAGE

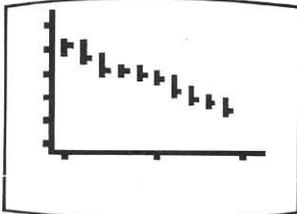
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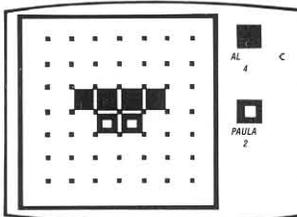
## STRATEGY PACK I #8001 WALL STREET CHALLENGE

This simulation allows players to buy and sell shares in corporations ranging from blue chip stocks to speculative, high-risk stocks. By following the weekly stock charts, actual market trends can be predicted with increasing accuracy. The realistic market fluctuations provide experienced stock-brokers with an edge over non-investors.



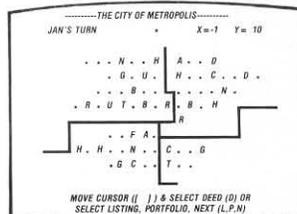
## ROMAN CHECKERS

This game has many levels of play, from beginner to expert. The computer draws the playing field and can even suggest and tutor you for the best possible play. Occupy as many squares as possible by bracketing or surrounding the opponent's checkers. When playing field is completely filled, the player occupying the most squares is the winner.



## STRATEGY PACK II #8002 METROPOLIS

Starting with \$100,000, players choose property from a city map and buy a large amount of land or reinvest in the initial purchases. Players can review their portfolios, sell or improve existing investments or examine the deed to a new property. Incomes are computed monthly and added to each player's net worth. After a specified number of months, the player with the highest net worth is the winner.



JAN'S TURN		\$56,254 CASH ON HAND	
BANK	4,9	CURRENT VALUE	\$32,190
OWNED BY	FOR SALE	GROWTH RATE	1%
PURCHASE PRICE	\$32,100	INCOME PER MONTH	\$321
INVESTMENT COST	\$2,600	INVESTMENT OPPORTUNITIES	3
1 BANK YIELDS 4% MAXIMUM 2 BANKS YIELDS 8% MAXIMUM 3 BANKS YIELDS 12% MAXIMUM 4 BANKS YIELDS 16% MAXIMUM			
* SELECT AUCTION, BUY, PORTFOLIO, LIST, NEXT (A,B,M,L,N)			

## MIND MASTER

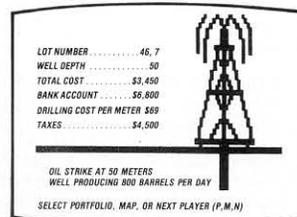
One to four players guess several letters and their order in a hidden series. When a letter is correctly guessed, the computer provides clues to help determine its position in the series. Players can compete for logic, points or speed in one of three levels of difficulty. Players or the computer can design the hidden problems. Players can have the same or different problems to solve. Finally, each person may enjoy matching wits with the computer in a challenging race to unravel the secret code.

## WORD MASTER

Compete for logic, points or speed in an attempt to guess a secret word. Either the player(s) or the computer can select the secret words in one of three levels of difficulty. Upon request, the computer will tabulate an ongoing score for competitions involving numerous games. The computer can be one of the four players.

## STRATEGY PACK III #8003 WILDCATTING

Purchase property, drill oil wells and strike it rich. The program is designed to provide a lot of realism—wells dry up but taxes don't. The unusual graphic displays, the ecological orientation and the opportunities to become rich combine to make this program a most entertaining game.



## FRAME UP

This one or two player game begins when the computer generates seven columns of random numbers. Players take turns at selecting numbers which limit the opponent's choice to a specific column or row. The numbers are added to each

player's score and the game ends when one player can no longer move. The highest score wins.

	7	7	0	5	0	4	0
BILL	3	5	8	4	9	6	0
0	9	9	8	2	8	3	3
CATHY	4	8	4	1	7	0	9
0	4	6	9	1	3	1	1
	3	8	9	2	4	1	
	3	5	8	9	6	1	9

PRESS ARROW KEYS TO MOVE—PRESS ENTER TO SCORE

## RECALL

This program creates a grid of windows concealing an array of numbers. Two to four players take turns selecting numbers with the objective of matching pairs. After a square in the grid has been selected, the number behind a square is revealed. Then a second square is picked and if the two numbers match, a point is scored. Matching numbers are removed from the grid. When no numbers remain, the game ends and the player with the highest score is the winner. Larger grids are created to increase difficulty.

## ACTION PACK I #8004 SPACE ACE

As many as four players take turns searching the galaxy for rapidly moving enemy ships. The mission is to bear down on the enemy ships and destroy them with laser fire. Players compete for the highest score in one of four levels of difficulty. The speed of the ships increases as higher levels of difficulty are selected.

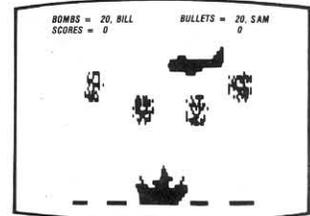
## SHOOTING GALLERY

This highly graphic, arcade, machine language program creates a county fair shooting gallery right on the computer. Up to four players gain target practice by firing

at quickly moving objects. There are three balloons worth 20 points each, four ducks worth five points each and five dogs worth one point each. The fast action continues until each player has fired all his or her shots and obtained a total score.

## BOMBER RUN

This machine language game is for one or two players. One player is the pilot of a bomber searching out targets on the ground. The other player is a ground defender. The action is fast-paced and exciting. The roles are reversed when both players are out of ammunition, or when the plane crashes or reaches the plane side of the screen.



## AIR-SEA BATTLE

This machine language game allows one or two players to direct commands to the computer simultaneously. One player is a bomber pilot trying to sink the enemy ship of the other player. Both players can be protected from each other by clouds. Each strike lessens the ability of the enemy to function. After 12 hits, the plane crashes, and after eight strikes, the ship explodes and sinks slowly into the water.

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These programs run on a 16K Level II TRS-80 Model I.

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