

ai Adventure

INTERNATIONAL

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Adventure
INTERNATIONAL

WE'RE STARTING OUR
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SCRATCH!

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ONLY

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in this catalog or
- 2) If you send us your name
and complete address on
a post card.

Thank You!

OLUTION GRAPHICS
SOUND EFFECTS

NEW

SEE PAGE 5

Plus

MUCH MORE
FOR

TRS-80
MODEL 1

TRS-80
MODEL 2

APPLE

ATARI

SORCERER

PET

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PAGE 2

ASTEROID

Multi-level

Beginner • Average • Expert

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FALL 1980 CATALOG

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HOW TO USE OUR CATALOG NUMBERS

You will notice many changes in our catalog. Among them the addition of TRS-80 Model 2 programs and the addition of Catalog Numbers. These numbers will make ordering easier and faster for you and will enable us to fill your order faster and more efficiently. Please take a few minutes to read the brief Catalog Number explanation below.

Each product will have a seven digit number along with its price. This number represents the machine, the program mode and the product number.

THE FIRST TWO DIGITS - MACHINE

These first two numbers show us the machine and the model a particular product will fit. ('01' is the TRS-80 Model 1, '02' is the TRS-80 Model 2, '04' is the Apple 2, '05' is the Atari 400/800, etc.)

THE THIRD DIGIT - PROGRAM MODE

This digit tells us what program mode to send. ('0' - Tape - cassette, '1' - Tape to Disk - Cassette tape usable on disk, and '2' - Disk - 5 1/4 inch unless otherwise indicated)

DIGITS FOUR, FIVE, SIX & SEVEN - Product These digits tell us exactly what product you wish to order.

NOTE: You may notice '9' in digits two, three or four, these indicate a special product.

PLEASE COPY THESE NUMBERS CAREFULLY!

ORDER EXAMPLE (From table below)

For example, if you wanted to order Adventure #5 for your Apple 2 on Tape you would find your machine on the left side, follow the line across until this line and the column going down from the large 5 on the top line intersected. This block contains your Catalog number which in this case would be 040-0005. You would place this number on the order form in the col. marked Catalog Number. Most products have the number next to the price.

Adventure ORDERING INFORMATION

#Adventure	1	2	3	4	5	6	7	8	9
Price Each	\$14.95	\$14.95	\$14.95	\$14.95	\$14.95	\$14.95	\$14.95	\$14.95	\$14.95
TRS-80 Mod 1 TAPE	010-0001	010-0002	010-0003	010-0004	010-0005	010-0006	010-0007	010-0008	010-0009
APPLE 2 TAPE	040-0001	040-0002	040-0003	040-0004	040-0005	040-0006	040-0007	040-0008	040-0009
SCORCERER TAPE	080-0001	080-0002	080-0003	080-0004	080-0005	080-0006	080-0007	080-0008	080-0009

MULTIPLE ADVENTURE PACKAGES

TRS-80 Mod 1 DISK

Adventures #1-#2-#3	012-0010	\$39.95
Adventures #4-#5-#6	012-0011	39.95
Adventures #7-#8-#9	012-0012	39.95

NEW TRS-80 Mod 2 8" DISK

Adventures #1 thru #9	022-0013	\$99.95
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APPLE 2 DISK

Adventures #1-#2-#3	042-0010	\$39.95
Adventures #4-#5-#6	042-0011	39.95
Adventures #7-#8-#9	042-0012	39.95

PET - TAPE to DISK

Adventures #1 & #2	071-0014	\$14.95
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ADVENTURE #0 - SAMPLER

TRS-80 Mod 1	010-0000	\$ 6.95
TRS-80 Mod 1 DISK	012-0000	9.95
APPLE 2 TAPE to DISK	041-0000	6.95



NOW AVAILABLE HINT SHEETS FOR ADVENTURES

Hint Sheet - ADV. #1	099-0001	\$ 1.00
Hint Sheet - ADV. #2	099-0002	1.00
Hint Sheet - ADV. #3	099-0003	1.00
Hint Sheet - ADV. #4	099-0004	1.00
Hint Sheet - ADV. #5	099-0005	1.00
Hint Sheet - ADV. #6	099-0006	1.00
Hint Sheet - ADV. #7	099-0007	1.00
Hint Sheet - ADV. #8	099-0008	1.00
Hint Sheet - ADV. #9	099-0009	1.00

Adventure

by Scott Adams

For

TRS-80
Model 1

TRS-80
Model 2

APPLE 2

PET

SORCERER

Adventure by Scott Adams is like no other program you have ever seen! Inspired by the large Adventure game found on big computers in the last few years, it will run on your 16K Home Computer! This is one game you will NOT master in an hour and then lose interest in! Adventure is a machine language program using all 16K of your computer. Adventure supports your optional lower case hardware and has a unique split screen video driver with blinking cursor!

Adventure is so fantastic that the author was asked to speak on it at the Personal Computer Festival of NCC '79! Adventure was also the cover feature of the August 1979 issue of Creative Computing! Adventures are very addicting!

0.1 "SPECIAL SAMPLER" - Never tried Adventure? This special inexpensive sampler complete with 3 Treasures is a cut-down version of our large Adventureland. Guaranteed to supply hours of enjoyment. Try an Adventure today!

1.1 ADVENTURELAND - You wander through an enchanted world trying to recover the 13 lost treasures. You'll encounter wild animals, magical beings, and many other perils and puzzles. Can you rescue the Blue Ox from the quicksand? Or find your way out of the maze of pits? Happy Adventuring....

2.1 PIRATE'S ADVENTURE - "Yo ho ho and a bottle of rum..." You'll meet up with the pirate and his daffy bird along with many strange sights as you attempt to go from your London flat to Treasure Island. Can you recover Long John Silver's lost treasures? Happy sailing, matey....

3. MISSION IMPOSSIBLE ADVENTURE - Good morning, your mission is to ... and so it starts. Will you be able to complete your mission in time? Or is the world's first automated nuclear reactor doomed? This one's well named. It's hard, there is no magic, but plenty of suspense. Good luck....

4. VODOO CASTLE - Count Cristo has had a fiendish curse put on him by his enemies. There he lies, with his only hope. Will you be able to rescue him or is he forever doomed? Beware the Voodoo Man....

5. THE COUNT - You wake up 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? You'll love this Adventure, in fact, you might say it's Love at First Byte....

6. STRANGE ODYSSEY - Marooned at the edge of the galaxy, you've stumbled on the ruins of an ancient alien civilization complete with fabulous treasures and unearthly technologies. Can you collect the treasures and return or will you end up marooned forever? ...

7. MYSTERY FUN HOUSE - Can you find your way completely through the strangest Fun House in existence, or will you always be kicked out when the park closes? ...

8. PYRAMID OF DOOM - An Egyptian Treasure Hunt leads you into the dark recesses of a recently uncovered Pyramid. Will you recover all the treasures or more likely will you join its denizens for that long eternal sleep? ...

9. GHOST TOWN - Explore a deserted western mining town in search of 13 treasures. From rattlesnakes to runaway horses, this Adventure's got them all! Just remember, Partner, they don't call them Ghost Towns for nothin'. (Also includes new bonus scoring system!)

*Note: Apple requires 24K and has no lower case. † Recommended for the novice adventurer, with many built-in HELPS!



Package One Includes:

INVASION WORK

STAR WARS

SPACE TARGET

SALICIN 902



TR5-89 Mod 1 DISK 012-000-A 19.9



The game of Tank Command involves two armies of tanks that fight repeated battles until one army scores enough points to win the war. Each tank is capable of hitting some range of enemy tanks when fired. Players choose which tank to fire and the target is randomly selected from within the tank's range. If the target is hit and destroyed, the fired tank scores 1 "tank point."

APPLE 2 TAPE 13 DISK GAT-0033 \$ 9.95



This game is Tic-Tac-Toe played in 3 dimensions on a 4 x 4 x 4 playing field. The object is to score with a straight line just as in regular Tic-Tac-Toe. You play against the computer "Compy." There are three skill levels. Even in level 3, the computer normally responds in less than 10 seconds.

EXP-85 Mod 1 TAPe to Disk 911-0032 \$ 7.95



ADV VENTURES is a computer adventure into the children's world of make-believe. They are based on fairy tales and children's stories and are made so your child may interact with the story. Countdown (with its 16 stories) ranks at six years through the second row and the space between a fourth row and a fifth row. The story and actions list do read in a child's mind. The 16 stories may sound effects the story made also includes a special planning game play. During the story, your child will have the opportunity to answer simple questions. At the right the story will proceed.

For more information, contact ADV VENTURES at 311 Parkview Dr., Suite 100, San Francisco, CA 94116. Phone (415) 774-1111. You will be charged how much your child will learn. A year your child can do the children's world (and an interest).



**GRAPHICS &
SOUND EFFECTS**

You are a hungry frog on the log, in a pond. You're trying to catch your dinner on the fly. Great fun for ages 6 and up. Bon Appetit!

TMS-10 Mod 1 TAFE is DISK 011-0003 \$ 9.95



TRS-80 Mod 1 DISK



THE FINEST PROGRAM OF ITS KIND

APPLE 2 DISK	042-0015	\$19.95
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TAI PAN by Art Carls

This is a single-player game based on the China Trade of the 1800's. My arms and opium in exotic oriental ports, dodging pirates, cutthroats, voracious moneylenders and tropical storms. Should you arm your ship to stand and fight, or keep it light to run swiftly? Will the price of opium still be high in Hong Kong when you return laden with the stuff from Batavia? If you oust your enemies, you win by piling up profit on dollars in profits.

TRIS-90 Med 1 TAPE to DISK 011-0057 \$ 9.



WITH GRAPHICS Machine Language

This is not a typical "Star Trek" type game. It is a complex simulation which makes extensive use of the high-speed, fast action graphics capability of machine language programming. The main objectives are threefold . . . 1) to accumulate 100 Trade Units, 2) to defeat 10 enemy ships and 3) to survive 100 sectors of space. The primary objective, however, is to stay alive. Extensive graphics

953-0049 \$14.



TRS-80 Mod 1 DISK



K 3.5
The Star Trek version includes "Action Sound Effects" to
"Up To 30% Faster Execution for Long and Short
Scans" "Smoother Command Flow" "Multiple Moves whi
Engines During non-combat Situations" "Reduction of ac
ry screen display" and "Improved Klingon Battle Logic
alliance."

Standard features - "a three dimensional galaxy made up of stars" "a galaxy made up of various types of stars, planets and a pulsar" "a mission which includes exploration and discovery" "extensive commands" "load and save" "animated visual displays"



GALACTIC SAGA

by DOUG CARLSTON

TRS-80™

GALACTIC EMPIRE TRADER REVOLUTION

STORYLINE
THE FIRST SPACE ADVENTURE
L.T. STARBURK - SCOUT
DR. HENDERSON - MEDICAL
DR. HENDERSON - OFFICER

STORYLINE
THE FIRST SPACE ADVENTURE

STORYLINE
THE FIRST SPACE ADVENTURE

STORYLINE
THE FIRST SPACE ADVENTURE

GALACTIC EMPIRE

As commander of Galactic's Imperial Forces, your mission is to conquer and hold the 20 inhabited worlds of the central galactic system. Aboard the fleet flagship Orion you are assisted by your senior officers and the ship's onboard computer. Computer Central contains star maps of the galaxy and a planetary directory. It also keeps track of all scout ships on missions and on the status of work orders for new star ships at your shipyards around the galaxy. Lieutenant Starbuck is your officer charged with responsibility for all scouting missions. Lieutenant Bayline is the staff officer responsible for planetary activities. His duties range from enlisting new troops to collecting taxes to contracting for new ships for the fleet. Your navigator is Sergeant Khaman, and you also have aboard a medical doctor, Doctor Henderson, who is an expert in suspended animation techniques.

This is important, for one immutable scientific fact stands between you and the empire you wish to carve out — no one yet has discovered the secret to faster-than-light travel. Even the tiny central galactic system is sixty-four light years wide. Logistics have always been an important factor in any military campaign, and that has not changed. Careful planning is essential is you are to keep your fleet replenished as it moves throughout the galaxy.

Good Luck, Commander. May the stars align shine upon your head.

GALACTIC TRADER

Peace has finally come to the war-torn central Galactic system, united into a single federation by the Imperial forces of Galactic (see "Galactic Empire"). The end to the fighting has cost you your job as commander of Galactic's Imperial forces, but it has simultaneously opened up new opportunities in trade for the person with the vision and ambition to exploit them.

You once commanded a fleet of hundreds of ships. Today you have only one. You led armies of millions a short year ago. Now you pilot your single ship alone, aided only by two loyal comrades who remember what you were and have faith in what you may become.

The principles of trade are not difficult. The farther a product is from its world of origin, the greater its value. You don't

know the place origin of the products, at least at first, nor is anyone likely to tell you. Until you develop experience on each planet, you don't know the rates of barter there, and the locals will try to exploit your ignorance by fleecing you if they can. All your experience can be worthless too if you are so incautious as to ply one route too often, for the largest trading firms keep their ears open, and they have the economic muscle to close you out of any route that appears too attractive.

There are other problems as well. You will find that no trader will accept the coin of the Realm except on Galactic. On every other planet, barter is the medium of exchange. Your credits are only good at the fuel depot, and even the cartel will barter for commodities if you are short of cash.

Your goal, as always, is power. In time of peace power is most easily gained through personal wealth, which enables you to buy the services of men whose abilities you can no longer demand as servants of the Imperial Empire. In your darker moments, you believe that in the near future you may need a personal army. The Emperor is a young man, full of passion and spite, and you are understandably uneasy over the future of the empire you worked so devotedly to create. He does not like or trust you either. You were too popular, in his mind, too renowned for your military prowess. It would not be unheard of for a ruler to mask his own incompetence by claims of treason which, coincidentally, eliminated those most qualified to succeed him.

So you are a trader. It gives you the freedom of open space, whereas to flee an emperor's assassin or to maintain contacts throughout the galaxy. Without a power base of your own, however, the contacts will mean nothing — except another job under another ambitious person, perhaps no more competent than the present one. You want more than that. A billion credits will buy you the power you need.

Good luck, bwana. May you find your new profession an enriching and eye-opening experience.

GALACTIC REVOLUTION

For TRS-80™ 16K Level 2 with optional sound effects.

Over a thousand years ago the Central Galactic System was united into a single empire under the rule of His Imperial Highness, Prince Tawala Mundo (see "Galactic Empire") from your local desert. Peace was a welcome relief to all, and the galaxy has prospered. The past ten centuries have seen an eras of trade and, particularly in recent centuries, the fortunes and power of men of commerce have increased greatly.

After the consolidation of the Prince's empire, the Emperor, instead of thanking Julian du Buque for his loyalty and effort, relieved him of command of the Emperor's powerful army, and du Buque fled into the outlands, fleeing treachery. There he used his abilities to build an empire of his own — in trade ("Galactic Trader"). He is prosperous and powerful now, a recently elected member of the Galactic Senate, the secret society of commercial men which has held the balance of economic power in the Central Galactic System for some time.

The Brotherhood has become the focus of opposition to Prince Tawala's rule, which Jan Swart, Brotherhood president, has privately termed whimsical and incompetent. Tawala has banquished the Imperial Treasury with his extravagant ways and a dissolute life, and the Imperial navy to fall into decay. He has nonetheless retained the loyalty of the massive governmental bureaucracy and of much of the peasantry, who admire his wealth, his social support for their causes, and his obvious contempt for the merchant classes. He has also had the sense not to alienate the military too severely — though he has not preserved the effective

fighting force du Buque built for him, he has kept the military among his closest rank of advisors and been lavish in protecting their economic. Still, he is not the fighting man du Buque is, and he knows that many of his officers would prefer to serve under their former commander.

Du Buque has prepared carefully for the confrontation which he believes Tawala will eventually force, although he would prefer to remain loyal to the man he served for so many years. He cannot forgive, however, Tawala's actions on Harkon and Procyon, nor forget the way the Prince turned on him in his greatest moment, and denied him the recognition which was justly his.

The Emperor's slothful administrative skills and his contempt toward the professional and productive classes, have weakened the Empire to the point of collapse. Tawala's hold is now secure on no more than eight of the eighteen remaining inhabited worlds of the Central Galactic System. Yanzu and Lythyl pay lip service to the crown but actually have no masters but the Brotherhood. And many of those in du Buque's own home world, Sparta, would bolt the Imperial colors in a moment if du Buque were to raise the banner of rebellion.

Galactic Rebellion may be played with one, two or three players, if more than one player is involved, the second will play the role of the Emperor, Prince Tawala Mundo, and if there is a third, he will play the role of Jan Swart, secret head of the Brotherhood.

GALACTIC SERIES

GALACTIC EMPIRE		
TRS-80 Mod 1 TAPE	010-0026	\$14.95
TRS-80 Mod 1 DISK	012-0026	\$19.95
GALACTIC TRADER		
TRS-80 Mod 1 TAPE to DISK	011-0027	\$14.95
GALACTIC REVOLUTION		
TRS-80 Mod 1 TAPE to DISK	011-0028	\$14.95
GALACTIC TRILOGY (ALL 3 ABOVE)		
TRS-80 TAPE to DISK	011-0029	\$39.95
TRS-80 Mod 1 DISK	012-0029	\$39.95



capture
SYMCON



TRS-80
16K
Level 2
BASIC



Block your opponents moving wall but don't hit anything or that's it! Fast moving "arcade" game using graphics and sound effects. Multi-player. You'll need good reflexes and nerves of steel for this one.

SPECIAL BONUS - Also included in this package is the memory game SYMCON. How good is your memory anyway?

TRS-80 Mod 1 TAPE	010-0054	\$12.95
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VTOS 4.0

by VIRTUAL TECHNOLOGY



- (01) Large (8") Drive Support.
 - (02) Double sided Drive Support plus 35, 40 & 80 track drive support.
 - (03) 90 Track drive support. (NOTE: all drives may be mixed at any one time and can be configured at system time during or any Backup.
 - (04) Double density drive support.
 - (05) Winchester Technology fixed drive support.
 - (06) Supports any combination of the above drives up to a max. of 8 drives.
 - (07) Supports clock-based processor clock modifications. (Archived for example)
 - (08) FASTER! Improved overlay structure using ISAM accessing techniques, improves loading time by up to 1400%.
 - (09) General purpose output spoolers of a true, symbol-rich design provide simultaneous output and program execution without any intermediate buffers.
 - (10) Keyboard Type-Ahead feature permits you to enter keystrokes before your program needs them.
 - (11) User definable keys, all 26 letters.
 - (12) Built in Graphic String Pack: Lets you enter graphic symbols into a BASIC program from the keyboard through the use of the (Clear) key. The (Clear) key is a simple half size key that fits the (Shift) keys during other keystrokes and via a GRAPHICS.
 - (13) Deleted files - All files are accompanied by the date of the last modification (creation or write).
 - (14) Marked files - All files are accompanied by a "mark" it they have been modified since they were last backed up. This permits the BACKUP utility to copy only those files which have actually been updated since a previous backup.
 - (15) File transfer by class. Allows transferring of all files of a similar directory classification such as /CMD, /BAS, /FCL, etc.
 - (16) Built in SYSTEM command contains lower case display driver, screen size, window, cursor, disk drive stepping rate and motoron delay modifications, and more.
 - (17) Users may SYNDICATE a custom VTOS system configuration containing special I/O drivers, device LINKING and ROUTING, SPOOLING and DEBUG SKIPS, etc. which will be automatically loaded during the BOOT process without requiring a more lengthy AUTO and CHAIN procedure.
 - (18) Non-BREAKABLE AUTO and CHAIN commands.
 - (19) Wildcard Drive and File names to locate files of a certain classification such as "BAS", Uniformly file size in K (1024 bytes) regardless of drive type. "DIR D:" would give you all of your files that start with D.
 - (20) Dynamic file name defaults in APPEND, COPY, and RENAME commands allow you to specify only minimum information about file location.
 - (21) COPY and APPEND commands execute up to 300% faster.
 - (22) ALLOCATE command for file allocation and non-reliability of file space. File space will never shrink if this option is used.
 - (23) MEMORY command for directly setting user memory limit.
 - (24) Variable length file support is incorporated which automatically blocks short user data records both within a sector and across sector boundaries, thereby taking maximum advantage of disk file space.
 - (25) No security disk needed to make backups or to restore the system.
 - (26) Though many OS bear his design and code, VTOS 4.0 is the ONLY FULLY SUPPORTED OPERATING SYSTEM by RANCOR CODE! And it's FUN! (ACT)
 - (27) Endorsed by SCOTT ADAMS & LANCE MCKILLUE.
- VTOS 4.0 - Operating System Disk with Operator's Guide
TRS-80 Mod 1 DISK 012-0042 \$99.95



ANDROID NIM with sound

by Leo Christopherson

TRS-80
Level 2
16K
BASIC

by the Author of
DANCING DEMONS

NIM played with graphics. Androids instead of matches. A true challenge to beat plus great fun to watch! The original animated game program for the TRS-80 is a true classic!

TRS-80 Mod 1 TAPE to DISK

011-0036 \$14.95



BEEWARY with sound

by Leo Christopherson

TRS-80
Level 2
16K
BASIC

Ages 4-9

Brilliant graphics and fantastic sound enhance this challenging game match apes to Bee with a cunning spider in a duel to the death!

TRS-80 Mod 1 TAPE to DISK

011-0038 \$14.95



LYING CHIMPS with sound

by Roy Grath

TRS-80
Level 2
16K
BASIC

The old game of "I Doubt It" or "Liar," only you play with four chimps who love to cheat! Excellent animated graphics with SOUND.

TRS-80 Mod 1 TAPE to DISK

011-0037 \$ 9.95



Z-CHESS

TRS-80
Level 2
16K
Machine Language

Z-Chess is one of the fastest, most versatile chess programs available for your Radio Shack TRS-80 micro-computer. With its seven levels of play (up to six levels of "Lookahead") and its ability to accept and play all standard chess moves (including castling and En Passant captures), it is truly a challenge for both beginning and advance players. It can play either white or black, and its versatile board setup mode allows specific positions to be played as desired. Of course, Z-Chess will solve mate-in-two problems, and it will solve them FAST!

A Review of Z-Chess from England:
Z-Chess - A New Chess Master,
Plus Comments on The Sargons and Microchess
by A. J. Harding (Melmer)

To the ranks of Sargon I and II and Microchess is now added a new contender - Z-Chess. Describing and comparing computer chess programs is much akin to trying to describe an act. But it seems to us that the man is may be compared by considering two factors. Obviously the skill of play but also the speed of play. Taking the extremes, a program which requires instantaneously but makes stupid moves is poor but so, in our estimation anyway, is a program which takes hours to make even a fantastically cunning move. With these matters in mind we staged a little tournament here, in terms of pure skill we found that both Sargon I and II beat both Z-Chess and Microchess. Z-Chess, however, took Sargon to a lot more moves than did Microchess, so we were not surprised when Z-Chess beat Microchess easily. In terms of speed, Microchess is the leader although it takes quite a long time to make some stupid moves at times. Between Z-Chess and either of the Sargons, Z-Chess is the fastest. We will note that we have not mentioned graphics. Any computer chess game on the screen seems strange to a player used to a board and he will have to take the time to assimilate. With this reason therefore it does not seem to matter very much which particular graphics he has to get used to. The authors say that Sargon II plays a better game than Sargon I and this is probably true. Also, the newer edition does not take a long time to make an obvious move as Sargon I can. However, Sargon II is still slow, the instruction booklet says that it can take 4 hours to make a move at its top level of play. Our assessment of the four programs, for what it is worth is as follows:

- Microchess Fine if you want to show how a micro can play chess. Plays a mediocre game.
- Sargon I Plays good chess, but takes an unbearably long time to do it.
- Sargon II Plays a bit better chess than Sargon I and early moves are faster. Thereafter it is still slow.
- Z-Chess Combines a reasonable game with reasonable speed. The best "allrounder."

TRS-80 Mod 1 TAPE 010-0067 \$17.95
TRS-80 Mod 1 DISK 012-0017 22.95



WORD CHALLENGE

by Richard Taylor

TRS-80
Level 2
16K
BASIC



Review by Scott Adams

Word Challenge, written by Richard Taylor and published by 80-US, is a software sleeper which has too long lain on the shelf. It is a fun-filled, lyrical game which is very, very addicting!

Challenge is written in BASIC and poses its own machine language routines as needed. It will run as easily on disk as on a 16K Level II. The program first starts off with a very clever sight and sound sequence which is reminiscent of the newer electronic pinball machines found in today's modern arcades. It then allows you to select either the one or two-player option.

The basic rules to Challenge are simple. The player must guess a hidden phrase one letter at a time. The value of the phrase starts at 50 points. For each incorrect consonant guessed 2 points are deducted and for each wrong vowel 10 points are knocked off! The phrases may be supplied by the computer or in the case of two players, by each of the opponents.

Richard Taylor (who is well known for his TRS-80 Opera selection) has outdone himself in both sound and sight simulations. Besides being fun to play, this program is also fun to watch! Unlike other word games this one is easy to learn and simple to play! Here at Adventure Computer Center we find this program is an instant crowd attractor. Word Challenge is destined to become a true classic, and its own program I can readily recommend for all age groups from 9 to 90!

TRS-80 Mod 1 TAPE to DISK

011-0047 \$ 9.95



TRS-80 OPERA

by Richard Taylor

TRS-80
Level 2
16K
BASIC

A sound extravaganza! Hear the William Tell Overture in intricate detail and clear sound (that's the theme from the Lone Ranger, remember). Contains four other excellent operatic selections. The sound is superb!

TRS-80 Mod 1 TAPE to DISK

011-0044 \$ 9.95



MOUNTAIN SHOOT

by Jeff Jesse

ATARI 800
16K
2 Player Game

EVEN PLAYS THE
WILLIAM TELL OVERTURE
WHEN LOADING!

Pick your powder and pick your angle as you play away over the mountain. Great sound and superb colors! His special limited powder version too for greater challenge!

ATARI 400/800 TAPE to DISK

001-0016 \$ 7.95



SLAG

by Bob Eastman

TRS-80
Level 2
16K
BASIC



From 2 to 12 players can compete. Real time graphics combined with long range planning make this one of the most fascinating games around! This program was designed by professional game players.

TRS-80 Mod 1 TAPE 010-0018 \$14.95



CONCENTRATION with sound

by Richard Taylor

TRS-80
Level 2
16K
BASIC

The game of Concentration on your TRS-80! The prizes change places with each game. Win the Tandy Corp. or maybe a 40K TRS-80 for a bad check! With excellent SOUND effects.

TRS-80 Mod 1 TAPE to DISK

011-0045 \$ 9.95

SEE PAGE 15 FOR ORDER BLANK

UTILITY PROGRAMS for your TRS-80

Z80ZAP

By Ben Hickman

TRS-80 Disk
Machine Language

THIS SUPER FAST MACHINE LANGUAGE DISK MODIFICATION UTILITY

- Z80ZAP... Will allow you to READ in and DISPLAY Disk Sectors.
- Z80ZAP... Will allow you to MODIFY Disk Sectors.
- Z80ZAP... Will allow you to WRITE Sectors to Disk
- Z80ZAP... Will REMOVE PASSWORDS from all Disk Files.
- Z80ZAP... Will CALCULATE HASH INDEX CODES for any file's records.
- Z80ZAP... Will inform you where to apply HIT CODE for recovery.
- Z80ZAP... Will RECOVER "killed" or lost Disk Files.
- Z80ZAP... Will COMPARE BYTE for BYTE one Sector with another.
- Z80ZAP... Will FIND any designated BYTE of DATA within Sector.
- Z80ZAP... Will allow you to TOGGLE between Drives, same Sector.
- Z80ZAP... Will allow you to APPLY PATCHES, FIXES, etc.
- Z80ZAP... Will TOGGLE between Z80ZAP and DEBUG.
- Z80ZAP... Will PINPOINT BYTE within Sector with FLASHING CURSOR.
- Z80ZAP... Will do DISK BACKUP with any Disks on any Drives.
- Z80ZAP... Will Locate any BYTE NUMBER within Sector display.
- Z80ZAP... Will Page forward or backward one Sector at a time.
- Z80ZAP... Will "ZERO OUT" entire Sector on display or on Disk.
- Z80ZAP... Will MOVE FLASHING CURSOR with arrow keys.

TRS-80 Mod 1 DISK 012-0060 \$29.95

D.I.M. (Disk Index Manager)

TRS-80 Level 2 DISK BASIC

For TRS-80, create a data base of all your disk files by program name! Find which disk a particular program is on, fast! Search on a full program name or by any subject. Even allows user definable classes which you can put each program into (such as games, business, utilities, etc.). Will run on 32K or 48K single or multi-drive systems with any operating systems. We highly recommend this organizer by Don McCallister! This version does not read the disk, but requires the user to input the pertinent facts.

TRS-80 Mod 1 TAPE to DISK 011-0052 \$14.95

BOSS

By V. Hester

TRS-80 LEVEL 2
Machine Language

(TRS, NEWDOS 2.1 & VTOS 4.0)

This is a new utility for the serious Basic program writer for either cassette or disk. The program permits the following:

1. Single stepping through a Basic program.
2. Setting break points in the Basic program (up to five).
3. Trace function now just scrolls in the top right hand corner of the screen and only uses 4 lines.
4. Variable Table: permits to stop program at any time and flip the screen out to examine preset variables at that point in the program. Then continue the program and stop at a later time to check again. This is the most useful program for debugging Basic programs to this very day. It has a self-relocating code and works in any memory size.

TRS-80 Mod 1 TAPE to DISK 011-0049 \$29.95

IRV

TRS-80 Level 2 16K & up Machine language

Input shorthand — one keystroke can enter a whole line! The feature you liked in Level II BASIC and T-Sort, now with all keys user programmable! You can even turn your cassette player on or off with a single keystroke.

Relocate a line by simply editing the line number — renumber lines individually!

Video Editor allows cursor oriented editing of your programs. Just move the flashing cursor to the line to be edited and type the corrections, insert, or delete. Comes with manual. Works on disk or tape!

TRS-80 Mod 1 TAPE to DISK 011-0058 \$24.95

PECA

by Jim Barbarelli

PASSIVE ELECTRONIC
CIRCUIT ANALYSIS
TRS-80 Model 1

16K
Level 2
BASIC



This is a program unique since, in contrast to other existing circuit analysis programs, it will calculate ALL currents (magnitude and phase) in ANY circuit with up to 25 resistors that contain resistors, capacitors and inductors. Other circuit parameters may then be found using simple CHMS LRU (R, L, C, etc.) real-time. This program would be of great value to Engineers, College Students and Home Electronic Hobbyists.

TRS-80 Mod 1 TAPE to DISK 011-0051 \$19.95

ADVENTURE WANTS SOFTWARE

The company that brought you adventures is looking for top quality software for TRS-80 both Models 1 & 2, Atari and Apple Computers. SEND us a machine readable copy of your program along with any documentation to: Adventure Int'l - Box 3435 - Longwood, Fla. 32750

BACKGAMMON

by Scott Adams

Review from 80-Software Critique Issue #1

Summary - This program plays on about the same level as Backgammon. Since the program is written in BASIC, it is much slower than Fastgammon but the price of \$7.95 makes it hard to beat.

TRS-80 Mod 1 TAPE to DISK 011-0041 \$ 7.95



A Review by 80-Software Critique Issue #2

This is a machine language Backgammon game. It is the first we have seen that uses the doubling cube. It is extremely well done and is fast.

As we have mentioned before, we considered ourselves to be fairly good Backgammon players but we are not experts. After playing Back-80 a few times, we have revised downward our opinion of our Backgammon skills. This is a difficult game to win. The computer makes very good moves and uses good judgment in its use of the doubling cube. We have several times found ourselves in a hopeless end game situation with the doubling cube at 8 on our side of the table. The program keeps a running total of the games won by both sides. This is also the first program we have seen that scores double and triple games for Gammons and Backgammons.

Summary - This program is a big step forward in microcomputer Backgammon.

TRS-80 Mod 1 TAPE 010-0042 \$14.95
TRS-80 Mod 1 DISK 012-0042 \$19.95



TREASURE
QUEST

TRS-80
16K
Level 2
BASIC



Barred on some remote island or lost at sea, somewhere treasure lies waiting. You and your crew have but a limited time. Watch for clues & beware the storm! Every game starts off new and different for many fun filled hours of Treasure Questing!

TRS-80 Mod 1 TAPE 010-0050 \$12.95
TRS-80 Mod 1 DISK 012-0050 \$17.95



TUNNELS
OF FAHAD
with sound
by K. Pfeiffer

TRS-80
Level 2
16K
BASIC

This real time action game is for one player. You attempt to recover the silver and tanner leather while avoiding the Mum! Patterned after the popular Arcade game "CRASH". Rated "90" by 80-Software Critique!



TRS-80 Mod 1 TAPE to DISK 011-0019 \$ 9.95



DR. CHIPS
by Bill Miller

TRS-80
Level 2
16K
Machine Language

Dr. Chips is a most unusual program. It is not a "game" in the classic sense, but rather a "conversationalist", based on the famous "DOCTOR" and "ELIZA" programs. You simply "talk" (or "type") to DR. CHIPS, and he will analyze your sentence and "talk" back to you! Since DR CHIPS is written in machine language, he responds in less than a second! And his varied responses allow conversations to continue for as long as you care to type! DR. CHIPS is a natural introduction to computers for the family and friends, and a super "conversationalist" and "ice breaker" at parties, where everyone will want to have a turn at talking to DR. CHIPS! But be forewarned: When the creator's neighbors heard about DR. CHIPS "Just about everyone" dropped by to see that "computer that talks!"

Note: DR. CHIPS' responses are intended only for fun, and they should not be taken seriously.

TRS-80 Mod 1 TAPE 010-0020 \$14.95
TRS-80 Mod 1 DISK 012-0020 \$19.95

TRS-80
APPLE
ATARI

NEW

A five part machine language program consisting of:

- 1 Digital synthesizer**—produces up to four simultaneous voices in a six-octave range. For example, you could have a trumpet, oboe, clarinet, and organ playing in four-part harmony or alter any of the voices to imitate other instruments.
- 2 Music language compiler**—a simple and easy to use language allows you to enter your favorite written music in any key or time signature. Plays all note values from whole notes to sixty-fourth notes which may be single, double, or triple-dotted and/or played as triplets. Supports single and double accidentals, staccato, pizzicato, two forms of articulation, repeats, second endings (with or without retard), and modulation.
- 3 Full screen editor**—a full function text editor with blinking cursor is provided for easy entering and modifying of music programs. Functions include insert/delete characters, insert/delete line and global character string search, and automatic error detection/display.
- 4 File manager**—provides the orderly storing and retrieval of named program files on tape or disk. You can even sequence several songs for automatic loading and playing.
- 5 Initialization**—this set-up routine allows you to alter the voices, select the standard four-voice synthesizer or a special high resolution, three-voice version and choose the standard (1.77 MHz) or the enhanced (2.66 MHz) clock rate.

A single 1½" by 2" PC board plugs into the expansion connector on the TRS-80 keyboard or the screen printer connector on the expansion interface. This board contains the electronics required to convert the computer output into a high fidelity audio signal.

- Tape and disk versions on cassette
- assembled and tested PC board
- Detailed instruction manual
- Sample music programs



TRS-80 16K LEVEL 2 HARDWARE & SOFTWARE AS LISTED		
TRS-80 Mod 1	011-0065	\$79.95

Dealers please inquire on discounts on these special items

LIGHT PEN		099-9001	\$19.95
For the TRS-80—with full instructions.			
T I PROGRAMMER CALCULATOR		099-9002	\$45.00
Works in hex, octal and decimal.			
DATA DUBBER	Assembled	099-9003	\$49.95
	Kit	099-9004	\$24.95
LYNX		099-9005	\$239.95
Modem & RS-232 interface for any TRS-80 Model 1. Unbelievable! Will even work on a level 1 4K. Now anyone can use the Source. Includes terminal package.			
Source Initial Connection		099-9006	\$100.00
Scotch 5 1/4" Diskettes			
Box of 10		099-9007	\$35.00
Box of 20		099-9008	\$60.00
Box of 100		099-9009	\$279.00
Verbatim 5 1/4" Diskettes			
Box of 10		099-9010	\$35.00
Box of 20		099-9011	\$60.00
Box of 100		099-9012	\$279.00

Package of Single Box	099-9013	\$3.50
Package of 3 Boxes	099-9014	\$10.00
Disk Sleeves for 3-Ring Binder	099-9015	\$4.00
TRS-80 ST80-II - Disk Terminal Program	099-9016	\$79.95
TRS-80 ST80-III - Extended Disk Terminal Program	099-9017	\$149.95
TRS-80 System Savers. Allows copying machine lan- guage to disk or tape.	099-9018	\$14.95

TR5-80 Model 1	099-9019	\$19.95
TR5-80 Model 2	099-9020	\$24.95
Leadex Monitor 100	099-9021	\$24.95
Lower Case Kit	099-9022	\$19.95
Reset Button Extenders	099-9023	\$ 3.95

Computer Programming for the Complete Idiot	099-9024	\$ 6.95
Disk and other Mysteries	099-9025	\$22.95
Computer Games	099-9026	\$10.95
Pathways Through the ROM	099-9027	\$19.95

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