

Adventure[®]

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SOFTWARE FOR YOUR MICROCOMPUTER



INTRODUCING
RALLY
SPEEDWAY
(see page 2)

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ARCADE



Atari Version

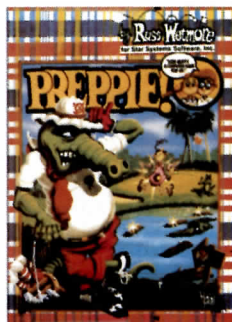
ATARI

RALLY SPEEDWAY

by John Anderson

A colorful, scrolling roadscene 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! Joystick required.

ATARI 400/800/1200 16K Cartridge
053-0171 \$49.95 (£35.99 inc. VAT)



Atari Version

ATARI



AWARD WINNER
“Best Computer Game of 1983”
Video Review Magazine
Best Computer Audio-Visual Effects
Electronic Games Magazine

PREPPIE!

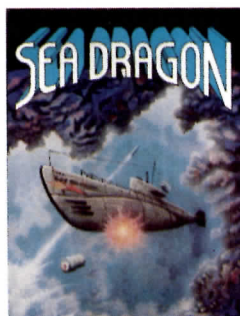
by Russ Wetmore

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. Joystick required.

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Atari Version

APPLE CoCo
ATARI IBM
TRS-80 COM. 64

SEA DRAGON

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

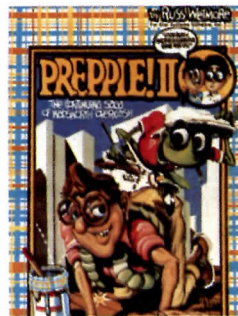
Commodore 64 Version by Dave Simmons

Secure all hatches! Prepare to dive! Sea Dragon 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 seafloor. And two-player option and sounds go hand in hand with the kind of graphics you've come to expect from Adventure International. Joystick required on Atari version.

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

| | | | |
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| COMMODORE 64 DISK | 192-0146 | \$34.95 | (£25.49 inc. VAT) |

Nominated by
Electronic Games
Magazine for
“1984 Best Action
Computer Game”



Atari Version

ATARI

PREPPIE II!

by Russ Wetmore

In PREPPIE II! Wadsworth returns to face 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! Joystick required.

ATARI 400/800/1200 16K TAPE 050-0175
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WORLD!

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ARCADE



Color Computer Version

CoCo

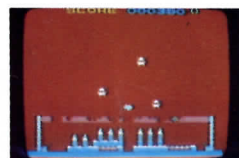
FIRE COPTER

by Dale Lear

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. The object of FIRE COPTER is to extinguish as many fires as possible 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! Great sounds too!

COLOR COMPUTER 16K TAPE 060-0176
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Atari Version

ATARI
COM. 64
TRS-80

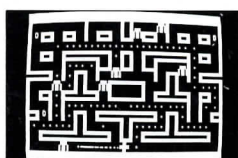
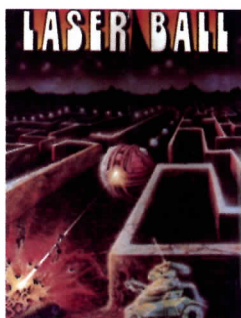
STRATOS

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

This is STRATOS — a kaleidoscopic explosion of awesome graphics and other-worldly sounds. STRATOS 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 arcader who takes his action white-hot, you can be certain the thrills don't let up with this scorcher! Joysticks optional on TRS version; required for ATARI version.

| | | | |
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| COMMODORE 64 TAPE | 200-0161 | \$34.95 | (£25.49 inc. VAT) |
| COMMODORE 64 DISK | 202-0161 | \$34.95 | (£25.49 inc. VAT) |
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| TRS-80 32K Model 1 & 3 DISK | 012-0161 | \$24.95 | (£17.99 inc. VAT) |



TRS-80 Version

COM. 64
TRS-80

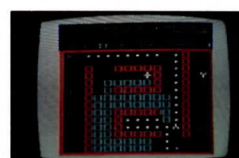
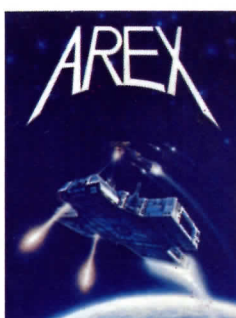
LASER BALL

by Neil Matson & Matthew T. McMahon

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.

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

| | | | |
|-------------------|----------|---------|-------------------|
| TRS-80 16K TAPE | 170-0217 | \$24.95 | (£17.99 inc. VAT) |
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Color Computer Version

APPLE
ATARI
CoCo
COM. 64
IBM
TRS-80

AREX

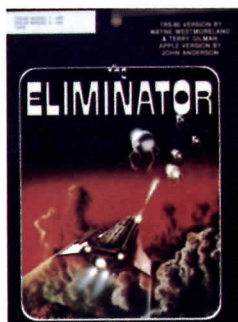
by William Muk

Atari & Commodore 64 Versions by John Anderson
Apple Version by Gordon Eastman
IBM Version by John White
Color Computer Version by Roger Schrag

AREX — 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.

AREX features phenomenal graphics routines, high score retention, one- or two-player option and multiple skill levels.

| | | | |
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| ATARI 16K TAPE | 200-0172 | \$34.95 | (£25.49 inc. VAT) |
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| COMMODORE 64 DISK | 202-0172 | \$34.95 | (£25.49 inc. VAT) |
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| TRS-80 32K DISK Model 1 & 3 | 012-0172 | \$34.95 | (£25.49 inc. VAT) |



Apple Version

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

THE ELIMINATOR

by Wayne Westmoreland & Terry Gilman

APPLE Version by John Anderson

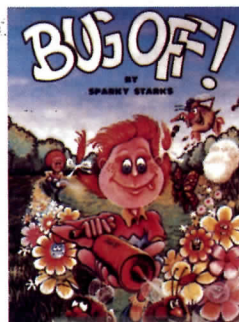
ATARI Version by Steve Coleman

COLOR COMPUTER Version by Britt Monk

Commodore 64 Version by Americomp

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.

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



Atari Version

ATARI

BUG OFF!

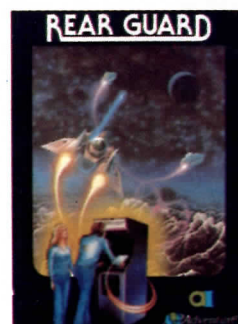
by Sparky Starks

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!

The object of the game is to control the seven different types of bugs that are threatening to run helter-skelter over everything. Features great sounds and multiple skill levels. For one or two players. Joysticks required.

ATARI 400/800 16K TAPE 050-0167
\$9.95 (£6.42 inc. VAT)

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Atari Version

APPLE
ATARI
CoCo
TRS-80

REAR GUARD

by Wayne Westmoreland and Terry Gilman

Color Computer and Com-64 Versions by Coniah Software

APPLE Version by John Anderson

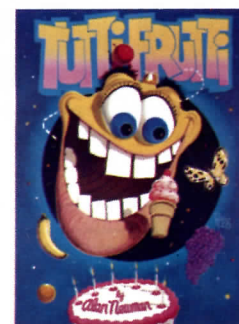
ATARI Version by Neil Larimer, assisted by Sparky Starks

You are charged with protecting your mothership from the deadly waves of inhuman Cyborgs. Destroy them before they reach 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 includes advanced play levels, running high score, sharp graphics, horizontal scrolling and truly mind-boggling sounds. For one or two players. Joysticks optional on TRS-80 version.

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Apple version slightly different from above description.



Atari Version

ATARI

TUTTI FRUTTI

by Alan M. Newman

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. Eat everything, and advance to the next level.

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.

Guaranteed to be "grape fun" for one or two players!

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THE ADVENTURE SERIES: AN OVERVIEW

By definition, an adventure is a dangerous or risky undertaking. On your personal computer, Adventure is that and more!

Playing any of the Adventures includes 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: in a forest, maybe on board a small spaceship, or perhaps in a desert. The top portion of your video display will tell you where you are and what you 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.

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

The object of the game is to amass treasure for points or accomplish a specified task. Successfully completing a game, however, is far easier to discuss than to achieve. In many cases you will find a treasure but be unable to take it until you are carrying the right combination of objects that you'll find in various locations.

If you're tired of video games with bouncing balls, or bored with shooting at targets, and 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, then invest in one of Scott Adams' games. An early Adventure (Adventureland or Pirate Adventure) is a good place to start, because the more Adams creates, the tougher his puzzles get.

by Ken Mazur

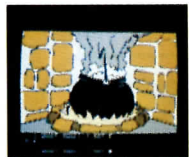
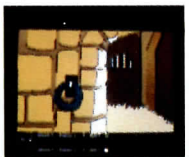
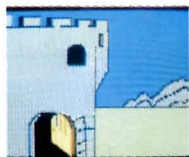
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THE GRAPHIC ADVENTURES

As the name implies, the Scott Adams Graphic Adventures are Scott's classic text Adventures 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, here's the place to begin. 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.



| ADV. NO. | S.A.G.A.™ APPLE 2 PLUS 48K DISK Requires DOS 3.3 | S.A.G.A.™ ATARI 48K DISK | STANDARD ATARI 400/800 24K TAPE 400/800 | TEXAS INSTRUMENTS TAPE* (Requires Command Module) See Below | STANDARD COLOR COMPUTER 16K TAPE | ADV. NO. | STANDARD ATARI 400/800 TRS-80 MODEL 1 & 3 32K DISK | NORTHSTAR CPM HORIZON & ADVANTAGE 5¼" DISK |
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| 2 | 042-0202 \$39.95 | 052-0202 \$39.95 | 050-0002 \$19.95 | — | 060-0002 \$19.95 | †4-5-6 | 072-0011 \$39.95 | 152-0011 \$49.95 |
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| 5 | 042-0205 \$39.95 | 052-0205 \$39.95 | 050-0005 \$19.95 | 110-0005 \$29.95 | 060-0005 \$19.95 | Special Command Module & Adventure #2 Combination Package * (Command Module Required for all Adventures) Tape 117-0002 \$49.95 | | |
| 6 | 042-0206 \$39.95 | 052-0206 \$39.95 | 050-0006 \$19.95 | 110-0006 \$29.95 | 060-0006 \$19.95 | | | |
| 7 | Coming Soon | Coming Soon | 050-0007 \$19.95 | 110-0007 \$29.95 | 060-0007 \$19.95 | | | |
| 8 | Coming Soon | Coming Soon | 050-0008 \$19.95 | 110-0008 \$29.95 | 060-0008 \$19.95 | PRICE CONVERSION CHART U.S. DOLLAR TO POUNDS STERLING | | |
| 9 | Coming Soon | Coming Soon | 050-0009 \$19.95 | 110-0009 \$29.95 | 060-0009 \$19.95 | | | |
| 10 | Coming Soon | Coming Soon | 050-0098 \$19.95 | #10 & #11 Comb. | 060-0010 \$19.95 | | | |
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| 12 | Coming Soon | Coming Soon | 050-0129 \$19.95 | 110-0129 \$29.95 | 060-0012 \$19.95 | | | |
| | | | | | | | \$ 6.95 | (£ 4.99 inc. VAT) |
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| | | | | | | | \$39.95 | (£28.99 inc. VAT) |
| | | | | | | | \$49.95 | (£35.99 inc. VAT) |

See page 8 for details on Scott's newest Adventure!

TRS-80 MODEL 2 - 8" DISK — Adventures 1 thru 12 (REQUIRES TRSDOS 2.0) .. 022-0137 \$129.95 (£93.49 inc. VAT)

CP / M (Z-80) SINGLE DENSITY 8" DISK — Adventures 1 thru 12 122-0137 \$129.95 (£93.49 inc. VAT)

CP / M CONVERSIONS by Russ Wetmore — Color Computer versions by Roger Schrag

† Special Value Packs

New — Adventure #13, See Page 8



HINT AND SOLUTION BOOK

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. 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 14 Adventures, and a special section on the making of Adventure maps.

\$7.95

SKILL KEY

BEGINNER: Ideal for younger players or first-time Adventurers. Minimum problem-solving skills required. Average completion time: 5 hours or more.

MODERATE: Some Adventuring experience needed. Moderate problem-solving skills required. Average completion time: 7 hours or more.

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

THE ADVENTURES

#1 ADVENTURELAND — Wander through an enchanted realm and try to uncover the 13 lost treasures. There are wild animals and magical beings to reckon with as well as many other perils and mysteries. This is the Adams Classic that started it all! Difficulty Level: Moderate

#2 PIRATE ADVENTURE — Only by exploring this strange island will you be able to uncover the clues necessary to lead you to your elusive goal — recovering the lost treasures of Long John Silver. 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! 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 his only possible hope. Will you pull off a rescue, or is he really down for the Count? 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? 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! Prepare yourself for the incredible! Difficulty Level: Moderate

#7 THE MYSTERY FUN HOUSE — As Adventure #7 begins, you find yourself hopelessly lost in the middle of a carnival fun

house. While escape may elude you, one thing is very clear — you're NOT here to have a good time! Difficulty Level: Moderate

#8 PYRAMID OF DOOM — This is an Adventure that will transport you to a dangerous land of crumbling ruins and trackless desert wastes into the PYRAMID OF DOOM! Jewels, gold — it's all here for the plundering — IF you can find the way. 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! Includes a special bonus scoring system too! Difficulty Level: Advanced

#10 SAVAGE ISLAND PART I — A small island holds an awesome secret — will you be able to discover it? This is the beginning of a two-part Adventure. (The story continues in 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 in Adventure #10 now comes to an incredible conclusion with SAVAGE ISLAND PART II! This Adventure requires you to have successfully finished #10, wherein you were given the secret password to begin this final half. 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! This one is for experienced Adventures only! Difficulty Level: Advanced

#13 SCORCERER OF CLAYMORGUE CASTLE — New! See page 8.

ADVENTURE #13



Long ago, in times passed beyond remembrance, Solon the Master Wizard and wearer of the Secret Cloak lost the 13 Stars of Power. The grasping Vileroth believed the Stars to be the only source of Solon's expert wizardry. But, unbeknownst to Vileroth, it was the Secret Cloak that controlled the Stars and protected the wearer from their awesome power. Unable to master the Stars, Vileroth was undone.

In his final days, as Vileroth's strength slipped from him, he concealed the 13 Stars of Power within the Castle of Claymorgue, determined that no one save he should possess them. Solon, learning of Vileroth's destruction, dispatched his faithful young apprentice Beanwick to retrieve the Stars.

"Tread carefully, O Beanwick! Would that I could assume this quest myself, but alas, I can only send with you these few spells. Claymorgue Castle harbors further spells, but beware — one unskilled in the magical arts cannot predict their outcome."

At last! The long-awaited Adventure #13 by Scott Adams!

The Scorerer of Claymorgue is Scott's best yet. Difficulty Level: Advanced

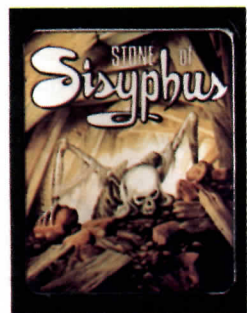
TRS-80 32K DISK Model 1 & 3 012-0013 \$24.95 (£17.99 inc. VAT)

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S.A.G.A. APPLE 2 PLUS 48K DISK 042-0013 \$39.95 (£25.77 inc. VAT)

Requires DOS 3.3

S.A.G.A. ATARI 48K DISK 052-0013 \$39.95 (£25.77 inc. VAT)



Atari Version

STONE OF SISYPHUS

Chameleon Software

Graphic Versions by David Simmons

APPLE
ATARI
TRS-80

"Ah, welcome to our dungeon!" Yes there's adventure and treasure aplenty here. What's that you ask? Any monsters, trolls or orcs? Well, maybe a few teeny weeny ones. Not to worry though, we're very generous about giving your character hordes of "prime attributes" — you know, lots of strength, luck, charisma, and the like. And you'll find comfort in the fact that your character has three (count 'em, 3) lives! Course, I'd be less than honest if I didn't say I think you'll need them — but step inside. I think I've got a suit of armor you can't live without (heh, heh!). Skill Level: Moderate. Suggested age group 12-Adult. Graphics available on Apple Version. Includes Two Full Disks of Data! (will work on 1 or 2 Disk Drive Systems)

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Apple Version

LABYRINTH OF CRETE

by Cliff Johnson and Allen Pinero

Atari and Commodore Versions by Ralph Jones

APPLE
ATARI
COM. 64

This graphic Adventure challenges you to guide Jason and Hercules (yes, TWO characters) through the Labyrinth of Crete to recover the captured golden fleece of Greek myth. Twice as many characters means double the trouble, but don't despair. We've included a complete map of the tri-level labyrinth along with a helpful hint sheet. Skill Level: Moderate

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ATARI 48K DISK 052-0162 \$29.95 (£21.99 inc. VAT)

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Check out Scott's latest ... Adventure 13 The Sorcerer of Claymorgue Castle. (See page 8)

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GRAPHICS BY NORMAN SAILER

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Suggested Age Group . . . 12 to Adult
Game Save Feature Yes
Graphics Oriented On Apple
Number of Players 1/Unlimited



Apple Version

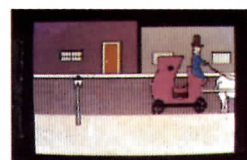
**APPLE
ATARI
CoCo
TRS-80**

ESCAPE FROM TRAAM

While on a routine patrol assignment, your small spacecraft's engine fails, forcing you to land on the most hostile planet in the galaxies. No one yet has yet lived to tell the story of Escape From Traam. You can only hope to be the first. Skill Level: Moderate-Advanced

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Apple Version

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CoCo
TRS-80**

THE CURSE OF CROWLEY MANOR

London 1913. You are Inspector Black of Scotland Yard, and though you *think* you've seen everything in the line of duty — **nothing** you've ever experienced has prepared you to solve the horrifying mystery of the Curse of Crowley Manor. Skill Level: Moderate-Advanced

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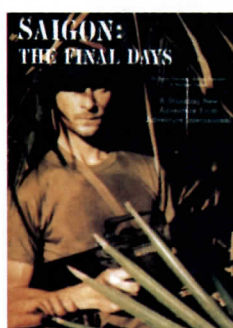
**APPLE
ATARI
CoCo
TRS-80**

EARTHQUAKE: SAN FRANCISCO 1906

As buildings crumble and the earth opens to swallow what remains, you stumble through the ruins of what was once beautiful San Francisco. Panic-stricken survivors flee around you, but you fear for more than your own life. When the quake hit, you were on your way to Oakland with the ransom for your kidnapped wife. Time is running out . . . which way do you go? Skill Level: Moderate-Advanced

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Atari Version

**APPLE
ATARI
CoCo
TRS-80**

Coauthored by
Robyn Pearson

SAIGON: THE FINAL DAYS

Vietnam, 5/75. Crashing through the dense jungle foliage, you hear the distant fire of the NVA camp guards. You've escaped, but you have a long way to go before you reach Saigon — if you ever do. Uncle Sam is pulling out, and Saigon holds your only hope of ever going home. Gritty realism and historic fact blend to form a unique adventuring experience that plunges you into a controversial chapter of recent history.

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TRS-80

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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 — 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.

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TRS-80 Version

TRS-80

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by Roger Schrag

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TRS-80 Version

TRS-80

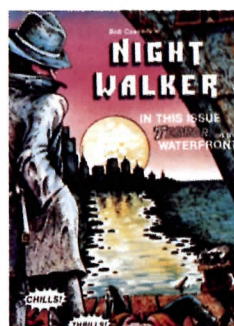
THE SEARCH FOR ELSOLIADO

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.

This real-time, strategy-action game features graphics, sound and game save. Average completion time: 6 hours. No joysticks required.

TRS-80 32K DISK 012-0178
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COM. 64
IBM
TRS-80

NIGHTWALKER

TRS-80 and COM-64 by Bob Cassidy
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. 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! For one or more players; includes game save feature.

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Atari Version

AIRLINE

by George Schwenk

TRS-80 Version by Dave Simmons

Color Computer Version by Roger Schrag

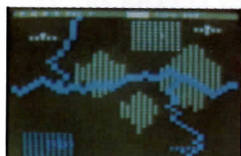
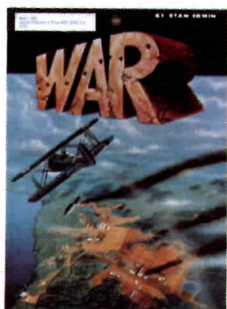
ATARI
CoCo
TRS-80

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.

Atari version requires joysticks and a basic cartridge.

ATARI 400/800/1200 / COLOR COMPUTER / TRS-80 Model 1&3 16K TAPE

140-0169 \$24.95 (£17.99 inc. VAT)



Atari Version

WAR

by Stan Erwin

APPLE
ATARI
COM. 64

Start a WAR on your computer — WAR is 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. Average completion time 4 hours. Includes game save feature, too!

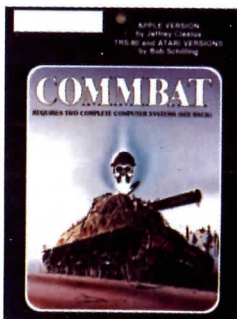
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COMMBAT

by Bob Schilling

Requires 2
Complete Computers

APPLE
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TRS-80

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Finally! A battle game that allows players on different computer systems to participate. You heard right, *different systems!* 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. The outcome of the game will be determined by two factors: the skills of the participants and a little luck. 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.

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

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DISKEY

UNLOCK THE SECRETS OF YOUR DISK SYSTEM!

DISKEY is a disk utility that allows you to examine your disks sector by sector, edit and copy files or sectors, and repair crashed disks. DISKEY is now available for the APPLE, ATARI, COMMODORE 64, and TRS-80 COLOR COMPUTER.

ATARI

by Sparky Starks

DISKEY is a remarkable utility program that gives ATARI disk drive owners the flexibility to accomplish tasks that other utilities either ignore or only hint at. With DISKEY, you can actually examine a disk and its directory, and repair files that might otherwise have been lost. DISKEY also performs a multitude of other functions essential to the serious ATARI user.

As an ATARI owner, you have extraordinary power and versatility at your disposal. Tap those resources effectively with DISKEY.

ATARI 400/800/1200 32K DISK
052-0158 \$49.95 (£35.99 inc. VAT)
(Note: Some features will require 40K)

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 rescue data from crashed disks. Using DISKEY is also a great way to learn how your disk system operates.

Included with DISKEY is CCDIAG, a diagnostics program which tests all major functions and elements of your Color Computer system.

TRS-80 COLOR COMPUTER 32K DISK
062-0158 \$49.95 (£35.99 inc. VAT)

COMMODORE 64

by Ralph Jones

DISKEY gives your COMMODORE 64 the file-handling capabilities a serious user needs. Many users have complained about the inability of the C64 DOS to copy SEQ or PRG files, or USR files of similar form, from disk to disk. DISKEY gives you not only this, but also the ability to examine, copy, or modify any disk. You can now rescue data from a crashed disk, and recover killed files. DISKEY comes complete with its own DOS.

The user-friendly instructions allow even the novice to use DISKEY quickly and efficiently.

COMMODORE 64 64K DISK
192-0158 \$49.95 (£35.99 inc. VAT)

APPLE

by Scott Smith

Here's a maintenance and repair package that lets you examine and repair your crashed APPLE disks, even if you don't have any special programming knowledge. DISKEY is a complete, menu-driven package that includes not only CATALOG EDITOR, DISKEY-COPY, DISKEY-ZAP, and FILE RESURRECTION, but also many other functions that the serious APPLE user will find indispensable.

APPLE II/IIe 32K DISK
042-0158 .. \$49.95 (£35.99 inc. VAT)

S.A.G.E.

Scott Adams' Graphics Editor

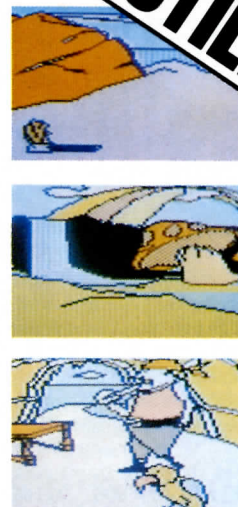
ATARI

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. Here's why you need S.A.G.E.:

- ★ Drawing speed — pictures load & draw fast!
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- ★ Pictures look identical on both the newer ATARIs (which use the GTIA chip) and the older models (which use the CTIA chip).
- ★ S.A.G.E. allows you to place graphics quickly and easily into your own programs.
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ULTRA DISASSEMBLER

by Ralph Jones

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APPLE SPICE

by Corey Kosak and David Fox

Apple Spice is a set of fast assembly language routines that alleviate the drudgery of writing programs in Applesoft BASIC. Apple Spice greatly expands Applesoft's capabilities by adding features found in many larger BASICs like, PRINT USING, STRING SEARCH (INSTR), IF-THEN-ELSE, and LINE INPUT. A complete user-friendly manual includes explanations of the examples found on the disk and shows you how to use Apple Spice.

Whether or not you have machine language skills, you'll find Apple Spice is all you need to extend your Applesoft BASIC.

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by Jerry White

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by Scott Adams

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by Dale Kubler

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132-0220 \$795.00



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by Dale Kubler

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CP/M
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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.

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™.

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 Ahl Publishing Company.

HARD-DISK COMPATIBLE!

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!
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| TRS-80 Model II, 12, 16 | 022-0145 | \$99.95 | (\$71.99 inc. VAT) |



TRIAD

by Ed Hobbs

Color Computer Version by Jeff Francis

The imaginative game scenario centers around a master tic-tac-toe board. 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. 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. And a succession of teeth-gritting skill levels is guaranteed to test the eye-to-hand coordination of the most valiant of armchair warriors. Joystick required on Commodore version.

APPLE 2 DOS 3.3 Required Flippy Disk 48K ATARI 400/800

102-0173 \$34.95 (£25.49 inc. VAT)

COMMODORE 64 TAPE AVAILABLE DIRECT FROM COMMODORE

COMMODORE 64 DISK AVAILABLE DIRECT FROM COMMODORE

COLOR COMPUTER 32K TAPE ... 060-0173 \$34.95 (£25.49 inc. VAT)

APPLE 2

GNOME VALLEY

by Roger Maine

Technology meets geology in GNOME VALLEY, a colorful, graphics-oriented game for your APPLE that looks as though it could've popped right out of the arcade! You are challenged to enter a mysterious cave and defuse a deadly hydrogen bomb. And hordes of crafty gnomes are out in force to ensure that you don't!

Sharp, intricate graphics and sounds ensure that GNOME VALLEY will find a permanent place on your software library's shelf of favorites. Joystick not required, but recommended! For one or two players.

APPLE 2 48K DOS 3.3 042-0219 \$34.95 (£25.49 inc. VAT)

C'EST LA VIE

APPLE
ATARI
COM. 64

by Gordon Eastman

It's a dream come true! The streets are littered with \$10, \$20 and \$50 bills, and you're challenged to collect as many bucks as you can. But there are flies in this financial ointment — thieves and tax men abound. A loan from your friendly neighborhood loan shark may tide you over, but you'd better repay him on time or else!

Great graphics and sounds. For one or two players. Joystick optional.

APPLE 2 48K DISK DOS 3.3 042-0218 \$34.95 (£25.49 inc. VAT)

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ATARI 48K TAPE 050-0218 \$34.95 (£25.49 inc. VAT)

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