

LOWERCASE = 1-BYTE KEYPAD WORDS, UNDERSCORES  
= SPACES. 680 CHARACTERS

```

3 .OLD_GLORY
4 ._ED_G
10 NT=8;&(10)=0;&(9)=50;BC=122;gosub 170
20 NT=0;clear ;&(0)=7;&(1)=7;&(2)=88;&(3)=8;
&(9)=0;&(10)=180;K=0
30 A=20200;W=7723;X=-22013
35 Y=17988
40 for G=0to 1440step 240;gosub 200
50 next G
60 W=3115;X=-235;G=0
70 gosub 200
80 W=299;X=-4095;Y=Y+80
90 for G=0to 640step 160
95 for K=0to 5;gosub 200
96 next K
100 K=0;next G
110 Y=Y+81
120 for G=0to 480step 160
125 for K=0to 4;gosub 200
126 next K
130 K=0;next G
140 CY=40;print "-----OLD_GLORY-----
          1984
160 for Z=0to 5000;next Z;run
170 print "5000504330+23300000+2330+23503540
00200220+1220+1240000032350060002000
180 BC=7;print "00x50x50x4x3x30+x2x3x300000+
x2x3x30+x2x3x4x3x27x2000
190 BC=240;print "x10x10x107x1-x30x2x1U000_0
x1x2x3x5x1x2x3x556x3x2000x1
195 BC=7;return
200 Z(A)=-43
210 Z(A+2)=W
220 Z(A+4)=X
230 Z(A+6)=Y+G+2xK
240 Z(A+8)=-13871
250 CALL_A;return

```

Ed Groebe  
12046 Flambeau Dr.  
Palos Heights, IL 60463

OLD GLORY, above, was written by Ed Groebe some time ago, and appeared in Vol 4, page 77. While written in Bally Basic, it also works in AstroBasic (that we now have) but our music expert, George Moses, made a couple of small modifications to get the music to sound right.

MOSTLY PROGRAMS THIS ISSUE, making up a little for earlier, shorter issues. Five, in fact - three contest contenders, plus two that reflect the season-flags.

LOWERCASE = 1-BYTE KEYPAD WORDS, UNDERSCORES  
= SPACES. 1760 CHARACTERS

```

1 goto 100
2 for L=1to 2000;next L;return
3 NT=0;CX=-57;return
4 NT=T;return
5 gosub 3;input "SPEED?_(1-9):"T;if T>0if T<
10clear ;gosub 3;input "REPETITIONS?_(1-9):"R
;if R>0if R<10clear ;return
6 clear ;goto 5
7 CX=-57;return
8 gosub 3;TV=X;print " _";gosub 4;for B=1to
R;gosub 7;gosub X;next B;gosub 2;clear ;retur
n
32 print " _";return
34 print "1_100_1_1_100_1_";return
39 print "1_100_100_100_100_1_";return
40 print "100_1_100_100_1_100_";return
44 print "100_100_1_1_100_100_";return
45 print "100_1_1_1_1_100_";return
46 print "1_100_1_100_1_100_";return
47 print "100_1_1_100_1_";return
48 print "100_100_100_100_100_";return
49 print "1_100_100_100_100_";return
50 print "1_1_100_100_100_";return
51 print "1_1_1_100_100_";return
52 print "1_1_1_1_100_";return
53 print "1_1_1_1_1_";return
54 print "100_1_1_1_1_";return
55 print "100_100_1_1_";return
56 print "100_100_100_1_1_";return
57 print "100_100_100_100_1_";return
58 print "100_100_100_1_1_1_";return
59 print "100_1_100_1_100_1_";return
63 print "1_1_100_100_1_1_";return
65 print "1_100_";return
66 print "100_1_1_1_";return
67 print "100_1_100_1_";return
68 print "100_1_1_";return
69 print "1_";return
70 print "1_1_100_1_";return
71 print "100_100_1_";return
72 print "1_1_1_1_";return
73 print "1_1_";return
74 print "1_100_100_100_";return
75 print "100_1_100_";return
76 print "1_100_1_1_";return
77 print "100_100_";return
78 print "100_1_";return
79 print "100_100_100_";return
80 print "1_100_100_1_";return
81 print "100_100_1_100_";return
82 print "1_100_1_";return
83 print "1_1_1_";return
84 print "100_";return
85 print "1_1_100_";return
86 print "1_1_1_100_";return

```

```

87 print "1_100_100_";return
88 print "100_1_1_100_";return
89 print "100_1_100_100_";return
90 print "100_100_1_1_";return
100 clear ;print ;gosub 3;print "MORSE_CODE_
PRACTICE
110 print ;gosub 3;print "1._ALPHABET";gosub
3;print "2._NUMBERS";gosub 3;print "3._PUNCT
UATION";gosub 3;print "4._RANDOM_GROUPS";gosu
b 3;print "5._CUSTOM
115 print ;gosub 3;input "SELECTION?_(1-5):"
M;if M>0if M<6clear ;gosub 5;goto 110+M*10
116 clear ;goto 100
120 for A=65to 90;X=A;gosub 8;next A;goto 10
0
130 for A=48to 57;X=A;gosub 8;next A;goto 10
0
140 for A=0to 9;X=#(A);gosub 8;next A;goto 1
00
150 gosub 4;for A=10to 14;*(A)=rnd (26)+64;n
ext A;for A=15to 19;*(A)=rnd (10)+47;next A;f
or B=1to R;clear ;for A=10to 19;gosub 7;gosub
*(A);next A;gosub 2;next B
151 SM=1;gosub 3;print "PRESS_GO";G=KP;if G=
13gosub 3;for A=10to 19;TV=#(A);next A;gosub
2;gosub 2;gosub 2;SM=0;goto 100
152 goto 151
160 gosub 3;print "input 9: _";for A=10to 18
;Y=KP;TV=Y;*(A)=Y;next A;gosub 2
161 for B=1to R;CY=32;for A=10to 18;gosub 4;
gosub 7;gosub *(A);next A;gosub 2;next B;goto
100

```

John Hedstrom  
814 E. Illinois  
Wheaton IL 60187

MORSE CODE PRACTICE will enable you to brush up on your code. The timing has been adjusted to accepted standards. You can select between given categories including a "custom" selection.

# ASTROCADE/UNDERGROUND

I would like to thank all of the People who ordered from us in the past month. However, we still have a large number of Games which we would like to Pass on to you at a substantial savings.

To start things off, we are continuing our exclusive L&M Software Super Sale. This time around we are offering the following cassettes (AstroBASIC only).

Tape #5 Search & Destroy/Air Raid	\$5.00
Tape #6 Star Base 2000/Space Quest 2001	\$5.00
Tape #17 Nautilus	\$7.50

It now appears that the rebirth of Astrocade is just around the corner, so now is the time to stock up on the following fine software from Astrocade.

# 2011 Galactic Invasion	\$29.95	now \$1.95
# 2012 Space Fortress	\$29.95	now \$12.95
# 6004 AstroBASIC	\$59.95	now 29.95
# 4004 Biorhythm	\$29.95	now \$4.95
# 2010 DogPatch	\$29.95	now \$4.95
# 3002 Football	\$29.95	now \$12.95
**Dealer Demo**	\$29.95	now \$1.95

We also carry a complete line of accessories for the Astrocade including Hand Controllers, Blank Tapes, and a limited amount of Parts.

ABC also has all of the newest in Software for the Astrocade. Including such favorites as Sneaky Snake, Muncher, Ms.Candyman, Sea Devil, Solar Conqueror, and Cosmic Raiders. Just give us a call to get the latest information. Also request your copy of the free Astrocade newsletter. Anytime that you Place an order your name is Placed on our mailing list so you can continue receiving our newsletter.

We try to make it as easy as Possible to order from us. Just give us a call or drop us a line letting us know what you need. Please no collect calls and also no calls on Wednesday. However, we do have a 24-hour ordering line so you may call anytime after operating hours. Please add \$1.50 for shipping and handling on each order(\$2.50 to Canada). VISA and Master Card are accepted.

ABC Hobbycraft  
2155 East Morgan Ave.  
Evansville, IN 47711  
(812)477-9661

June 30, 1984

FRUSTRATION FORTRESS

# ARCADIAN

Vol. 6 No. 8

LOWERCASE = 1-BYTE KEYPAD WORDS. UNDERSCORES = SPACES. 1778 CHARACTERS

```

1 goto 1000
2 for A=0to 999;next A;return
3 *(9)=I;D=rnd (45)+N;gosub 6;D=DxI;E=rnd (2
7)+8;gosub 6;E=ExI;I=*(9)
4 box D-1,E,3,3;box D-1,E,1,1,3;box D+2,E,
3,1,3;box D+3,E-1,1,1,3;return
5 S=S+(LxR);return
6 I=rnd (3)-2;if Ireturn
7 goto 6
8 for A=8to 2step -1;NT=5;MU=*(A);next A;NT=
0;return
9 F=(rnd (7)-4)x12;return
10 box X,Y,6,6,3;return
11 box 0,0,15,11,2;return
12 gosub 11;CX=-36;print "YOU MADE IT!";CX=-
27;print #0,"BONUS:";CxR;S=S +CxR;goto 2
20 X=X+(-Ix2)+(JX(1)x8);if ABS(X)<67Y=Y-2+(J
Y(1)x8)
30 return
60 gosub N;VA=15;TA=rnd (100)+50
70 gosub 20;if Vgoto 82
75 V=(ABS(X)<67);if Vbox K+4,* (0),2,N,1;box
-K-4,* (1),2,N,1
80 if V=0if Y=*(I>0)if ABS(X)>73X=X+74x74
82 if Vif ABS(X)>67X=X+68x68
85 if ABS(Y)>35Y=Y+36x36
90 ;gosub N
100 if ABS(D-X)<5if ABS(E-Y)<5for B=2to 8;NT
=9;MU=*(B);next B;NT=0;gosub 4;gosub 3;goto 2
50
110 if rnd (15+R)>15-Rgosub P;if Tgoto 1010
127 goto Q
200 box 0,0,15,11,2;CY=0;CX=(Z<N)x3-2;print
#0,Z,;box 0,0,15,11,3;return
250 Z=Z-1;L=L+1;if Zgosub 200;goto Q
310 gosub M;gosub 420;C=C+5;R=R+1;if R>4C=5x
rnd (4)+2
320 if R*(N)=R+4;if RM=0G=G+2;gosub 8
330 if S>* (11)+500*(11)=S;G=G+5;gosub 8;gosu
b 8
340 Z=C;goto 1010
350 T=0;J=(rnd (13)-7)x6;if (J=* (0))+(J=* (1)
)goto P
360 FC=125;box 0,J,134,1,3;BC=9
370 for B=25to 4step -1;TA=B;TB=B+5;NM=1;NV=
100;VA=B+3;VB=VA+2;next B;BC=W;if ABS(Y-J)<
4goto 400
390 box 0,J,134,1,3;FC=U;return
400 BC=93;FC=9;VA=15;VB=15;for A=52to 100;TA
=A;TB=A+5;VR=N;VF=0;next A;T=1
410 G=G-1;gosub 11;CX=-18;print "GOT YOU!";g
osub 2
415 if Z=0Z=C
420 clear ;gosub 5;CY=0;CX=-60;print #0,"ROU
ND:",R,"_SCORE:",S;CY=-N;CX=-18;print #0,"ME
N:",G;L=0;if Ggoto 2
430 CY=-32;CX=CY;print "GAME_OVER!"
440 for A=16to 23;if *(A)run
450 next A;goto 440
550 gosub 200;gosub 4;box -75,* (0),N,N,2;box
75,* (1),N,N,2
560 gosub N;gosub 20;if ABS(* (0)-Y)<4if X<K
goto 590
565 VA=15;for A=75to 60step -1;TA=A;next A;
;if rnd (3)-2gosub N;gosub P;gosub N;if Tgoto
1010

```

```

570 if ABS(* (1)-Y)<4if X>=-Kgoto 590
580 gosub N;goto 560
590 gosub 12
600 U=U+32;W=U-60;if W>250U=58;goto 600
650 gosub 5;return
1000 *(9)=-1;C=15;H=0;K=-75;L=0;M=550;N=10;P
=350;Q=60;R=1;S=0;U=59;W=-1;Z=C;G=N
1010 clear ;V=0;BC=W;FC=U;box 0,0,158,86,1;b
ox 0,0,140,77,2;for A=-36to 36step 12;for F=4
to 8step 2
1020 box K,A,F,F,3;box K+4,A,8,2,3;if A<36bo
x -K,A+6,F,F,3;box 71,A+6,8,2,3
1030 next F;next A;gosub 9;box K+2,F,12,10,2
;* (0)=F;gosub 9
1040 if F+6>30gosub 9;goto 1040
1050 box 73,F+6,12,10,2;* (1)=F+6;gosub 200
1060 gosub 3;gosub 6;Y=*(I>0);X=Ix73;gosub N
;goto 60

```

Load program as listed. Then load the \*( ) strings with the following numbers:

\*(2)=48;\*(3)=48;\*(4)=50;\*(5)=52;\*(6)=56;\*(7)=50;\*(8)=56  
\*(11)=0

### HOW TO PLAY:

This is a 1 player game. The object is to get all of the keys in each room without getting hit by any of the randomly firing Laser Cannons. To move, use JX,Y(i). TR & KN have no effect. To get a key, all you have to do is touch it with the Blinking Box (your piece).

### SCORING:

1 point times the Round number is given for each key. If you successfully finish getting the keys in a room, you must then go out the nearest doorway. Make sure that you are completely within the door when you try to get out. If you're not, you must reenter the room, line yourself up, and try again. If you lose your man trying to get out (8 keys left) you will have to do the entire room again! Otherwise if you lose a man, you will go back to the point that you left the last rack.

### EXTRA MEN:

You are awarded 2 extra men for completing the 3rd round, and each 4 after that. You get 5 men each time you get 500 points.

### CAUTION:

SZ=23 when this game is complete. Because it uses 11 \*( ) string locations, you don't have any room to add mistakes!

### GOOD LUCK!

Ken Lill  
6608 S. Campbell  
Chicago, IL 60629

Dear Sirs,

I am a student in high school in Cleveland, Ohio. I am greatly interested in the field of computer programming. I have purchased the Bally Arcade system and the Bally Basic cartridge for basic programming. I have a number of questions referring to the learning course booklet included with the cassette.

On page 97 is a routine entitled "Decimal to Hex Converter". Please explain the value and uses of the hexadecimal system. On page 98 is a Character Code Table (Appendix A). Please explain to me the use of this table. On page 99 is Appendix 3 having to do with bus and connector structure. Please explain the use of this (even if it may be insignificant), and the Astro signals. On page 100 a light pen connector port is mentioned. Please inform me the use of this piece and how I may obtain, and what it will do. Page 101 is about a system memory map. I would like to know about this system and how I can work this on my unit. Page 102 has Appendix D. I'm sure if you explain what it is I can figure out how to use it. On page 103 is Appendix E. I would appreciate knowing of this and how it may be useful to me. On page 115 is another list that could be helpful to me, if I know how to use it. Please send me a list of books or attachments and a price list of material I can order.

Thank you for your time.

Yours truly,  
Doug Dunyan Jr.

Doug,

I will try to briefly answer your questions in the order that you wrote them. The value of the Hexidecimal system is in programming in machine language. The Z80 microprocessor contained in your Arcade can be programmed in its own language which uses hexadecimal (base 16) numbers as its command words. You are more accustomed to using decimal numbers (base 10).

Page 98 The Character Code Table is very important in doing word processing or in storing letters in memory as numbers, which your computer understands. Refer to pages 38 & 39 of the manual for a more complete explanation "Storing Text in Arrays."

Page 99 Bus & Connector Structures refers to the signals present

on each of the pins on the 50 pin connector in the back of your Arcade. These signals are only important if you are going to build your own memory expansion to plug into the Arcade.

Page 100 Lite Pen Connector Port is on the right rear of your Arcade. It provides a 5 volt power supply for a lite pen that will allow you to draw on the screen or choose menu items by touching the screen with the lite pen. Two members of the B.U.G.S. have developed lite pens that work, but no one has found it economical to produce one as yet. Stay tuned!

Page 101 System Memory Map shows the addresses in hexadecimal where different parts of the operating system are stored. If you know where these commands are you can call them and get them to work for you doing graphics, sounds and storing and moving large amounts of info at high speed. To learn how to peek and poke into screen ram which is the memory you can manipulate, study Lesson 10 on music and subscribe to The Arcadian users newsletter.

Page 102 Input and Output Ports diagrams the numbers of the ports through which you can input data to your computer (input ports) and those through which the computer outputs data to the screen and loudspeaker (output ports). For more information order the Bally Basic Hacker's Manual from The Arcadian. For a demo of these ports in a program see the bottom of page 114 (3) The Direct Use of Sound Ports &(16) thru &(23). Also, see Mike Peace's excellent "Sound Port Study" on page 88.

Page 103 Appendix E tells you where everything is stored in the AstroBasic cartridge by address. An ideal tutorial to read on peeking and poking into these areas is to be found in Volume I page 78 of The Arcadian, "Using the Bally Basic Text Area" by Dave Ibach.

Page 115 is a simple list of what you have bought in your computer: Memory; Inputs; Output Graphics; Output Audio, etc.

Contact The Arcadian, 3626 Morrie Drive, San Jose, CA 95127 for the monthly newsletter that will make a real hacker out of you in no time!!!

Sincerely,  
GEORGE MOSES

WE HAVE REPRINTED this page from the Astrobugs newsletter (with permission) because it has some comprehensive answers to most of the questions that have been received.

LOWERCASE = 1-BYTE KEYPAD WORDS. UNDERSCORES  
= SPACES. 1789 CHARACTERS

```

1 clear ;CY=0;CX=-40;print 'ALIEN_2000
4 print ;input '_input #_OF_PLAYER'S_(1-4)*F
;if F>4goto 1
5 E=2;H=1;S=2;Y=0;for G=1to F;@ (G)=0;next G;
gosub 617
6 for Y=1to F
7 G=Y;K=2
19 FC=0;clear ;for Z=1to 50;box rnd (150)-75
,rnd (40)+20,1,1,1;next Z
20 I=50;box I,-28,10,1,1;box I,-30,10,1,1;bo
x I,-32,10,1,1;box I,-34,10,1,1
21 box -15,-33,10,9,3;box -50,-31,12,8,1;box
0,-43,160,3,1;for X=-80to 79step 3;box X,-38
,rnd (5),3+rnd (6),1;for N=1to 2
22 box X,-32-rnd (9),1,rnd (2),2;next N;next
X
23 W=rnd (10)-110
25 C=-10;B=0;CY=42;print '_PLAYER',#3,G,#6,@
(G);FC=127
26 Q=rnd (90)-65
40 W=W+K+rnd (5)
41 if W>70W=-70
42 if K=30_H=rnd (2)
50 M=rnd (27)-10
100 box 0,-3,160,48,2
110 box W,M,8,1,H
120 box W,M,2,3,H
124 if W-Q<4if W-Q>-4;J=2;goto 530
125 if W=Igoto 530
126 NT=-1;@(16)=255;@(20)=78;@(21)=77;@(23)=
68
250 if TR(Y)=0goto 26
251 U=KN(Y)+2
252 line 17,-32,4
254 V=M
280 line U,V,3
281 line 17,-32,4
282 line U,V,2
300 if U-W<3if U-W>-4;NT=-0;goto 400
310 goto 26
400 NT=-1;@(16)=69;@(17)=9;@(18)=5;@(19)=3;@
(20)=4;@(22)=11;box W,M,1,6,3;box W,M,2,2,3;b
ox W,M,7,3,3;box W,M,9,2,3
401 BC=120
402 box W,M,3,10,3;box W,M,8,8,3;box W,M,12,
6,3;box W,M,14,3,3
403 BC=0;FC=7
404 box W,M,4,12,3;box W,M,10,10,1;FC=120;bo
x W,M,14,8,1;box W,M,16,4,1;box W,M,18,18,2;F
C=135;NT=-0

```

Henry Sopko  
2705 King Street East #110  
Hamilton, ON CANADA  
L8K 1Y4

```

494 @ (G)=@(G)+10;S=S+2
496 K=K+E;if K=30E=0
497 goto 23
530 box 0,-3,160,48,2;for T=Mto Cstep -2;box
W,T,8,1,3;box W,T,2,3,3;box W,T,8,1,3;box W,
T,2,3,3;next T;box W,T,8,1,1;box W,T,2,3,1
531 if B=1;goto 616
532 NT=-1;%(16)=10;%(17)=66;%(18)=117;%(19)=
66;%(20)=1;%(21)=165;%(22)=125;for R=Tto 24st
ep 2;box W,-R-15,R,1,1;next R
533 for R=Tto 24step 2;box W,-R-15,R,1,2;nex
t R
534 if W=Igoto 600
535 for O=-5to 5
540 line W,-40,0
550 line O:rnd (7)+W,-35+rnd (10),2;%(17)=78
;%(18)=19;%(19)=32;%(21)=221;%(22)=126;%(23)=
255
566 next O
567 NT=-0
598 @(G)=@(G)-J;goto 25
600 for W=1to 2;for P=1to 20step 6;FC=7;FC=1
38;BC=7;BC=0;FC=135;box 50,-30,P,3,3;box 50,-
30,3,P,3;next P;NT=-0
601 for P=20to -20step -6;FC=35;box 50,-30,P
,P,3;BC=7;box 50,-30,P,P,2;BC=0;FC=7;next P;F
C=135
602 next W
613 CY=-5;print "_NCLR_PLANT_DESTROYED";prin
t ;print "___ALIEN__LANDING!!!";for A=1to 999
;next A
614 C=-38;W=50;B=1;goto 530
616 E=2;H=1;S=2;next Y
617 clear ;for G=1to F;print "_PLAYER",#3,G,
#6,@(G);next G;if Y>Fgoto 700
618 for O=1to 999;next O;return
700 CY=0;print "_PULL_TR(1)_TO_START_AGAIN";
if TR(1)=0goto 700
701 goto 5

```

THIS MONTH'S CONTEST WINNER! This is a shoot-em-up game where the Alien cruises across the sky above the City, and you must try to get some good hits on him before he drops bombs. Has some cute graphics.

```

1 .
2 .
3 . AMERICAN FLAG
4 .
10      CLEAR ; NT=0; FC=230; GOSUB 120
20 CALL 20280
30 Y=38; A=75; D=3
40 FOR Y=YTO -5STEP -5
50 D=-D
60 FOR X=-A+D TO -18STEP 12
70 BOX X,Y,5,4,1; BOX X,Y,5,2,3; BOX X,Y,3,4,3
80 BOX X,Y-1,1,1,3; BOX X,Y+2,1,2,3
90 NEXT X; NEXT Y
100 &(2)=156; &(3)=156
110 GOTO 110
120 A=20200; C=600
130 X=20202; GOSUB C
140 X=-6715; GOSUB C
150 X=245; GOSUB C
160 X=11809; GOSUB C
170 X=32334; GOSUB C
180 X=3782; GOSUB C
190 X=9031; GOSUB C
200 X=-18434; GOSUB C
210 X=2616; GOSUB C
220 X=-20275; GOSUB C
230 X=15904; GOSUB C
240 X=30471; GOSUB C
250 X=20399; GOSUB C
260 X=2840; GOSUB C
270 X=-14722; GOSUB C
280 X=-431; GOSUB C
290 X=14426; GOSUB C
300 X=-10750; GOSUB C
310 X=30626; GOSUB C
320 X=-11441; GOSUB C
330 X=-11520; GOSUB C
340 X=30721; GOSUB C
350 X=25598; GOSUB C
360 X=1592; GOSUB C
370 X=-11345; GOSUB C
380 X=30985; GOSUB C
390 X=536; GOSUB C
400 X=2110; GOSUB C
410 X=1235; GOSUB C
420 X=1491; GOSUB C
430 X=-392; GOSUB C
440 X=14519; GOSUB C
450 X=15878; GOSUB C
460 X=-11503; GOSUB C
470 X=-20727; GOSUB C
480 X=11079; GOSUB C
490 X=-11401; GOSUB C
500 X=-3825; GOSUB C
510 X=-15903; GOSUB C
520 X=-13829; GOSUB C
530 X=16115; GOSUB C
540 X=-4786; GOSUB C
550 X=15943; GOSUB C
560 X=-11288; GOSUB C
570 X=-1267; GOSUB C
580 X=201; GOSUB C
590 RETURN
600 &(A)=X; A=A+2; RETURN
610 X=0; GOSUB C

```

ANOTHER FLAG PROGRAM relies on multiple POKEs to get its graphics display onto the screen. Double check each line before GO-ing it as you enter the program.

Rusty Elommaert  
2901 Willens Drive #6  
Melrose Park, IL 60164



# THE GAME PLAYER

is psychoanalyzed . . .

- 1) ASTRO ANALYST
- 2) MEMOMAX  
Fred Rodney Educational  
Software Systems

It's been raining for five days now, so we thought we would cue-up some good rainy-day games. We recently received a cassette tape from Fred Rodney that contains two excellent game programs perfect for these rainy days.

ASTRO ANALYST is a one-player game in which the computer will list personality traits (ie. quiet, logical, sensitive, shy, etc.) based on how you answer the unique program. This computer program is based on an actual psychological exam that presents the person with a choice of symbols. The symbols selected by the person are interpreted by the computer according to the formula programmed into it for doing so, and results in a list of personality traits after all thirteen selections have been made.

According to Mr. Rodney, the "program was originally written as a written test. The examinees answers were then tallied by an examiner and evaluated by a certified expert in the field of symbols and psychology

For example, in each case you are asked to select via the keypad, one of three symbols, such as or or . Your selection theoretically is indicative of a particular trait, such as "assertive" for example.

ASTRO ANALYST was written with the help of a person well versed in psychology and symbol interpretations. Personally, I found the program fascinating, and a good cut above other simple "fortune telling" games.

ON SIDE TWO of this cassette tape is a one player game called MEMOMAX. This game plays just like the popular hand-held "Merlin" game. MEMOMAX is a memory game, of course, in which the player tries to memorize a series of positioned arrows. There are four arrows; one pointing north, east, south and west. The computer will flash one of them, along with an accompanying tone. The player, using the hand controller, makes the same arrow flash. In round two, the computer will flash a series of two arrows. You must flash the same two in order. Round three presents three arrows, round four gives a four arrow sequence, and so on, until eventually the player cannot remember the order in which the arrow symbols were presented. One false choice and the game ends, with a skill rating presented.

We found MEMOMAX to be a nice, quiet game that should keep you pleasantly occupied for awhile.

Together, ASTRO ANALYST and MEMOMAX make a good cassette-game bargain, particularly since the tape sells for a very reasonable price of \$9.00. It should make a good addition to anyone's collection. For ordering information see last month's Game Player column in the ARCADIAN, or look for a Fred Rodney advertisement in this issue.

**MAIL BAG:** From the "that's-the-way-it-goes" department, our most recent SCOREBOARD is actually a few months old. We apologize for the delay and problems in getting it published. Please keep the faith and mail in your scores...Craig Conner writes to say that he thinks "the column (Game Player) is great and enjoys reading it. It helps in making future choices." Craig's favorite tape is "Look out for the Bull"... Herb Mathews writes to say "Thanks for the consistent high quality and informative nature of your monthly reviews. It has definitely influenced my software purchases..." Herb loves Super Slope and feels it would be terrific as a cartridge...Fred Rodney would like to know if any of you Treasure Cove owners can list the creatures beyond level 10-12 that appear. Let us know. And hey...PLEASE write to us. Without your support, the Game Player column will cease.

© M.L. Prosis 1984

## SCOREBOARD

High scores for the period Feb. 9 to Mar. 14

### Cartridges:

Cosmic Raiders (Skill 9)	11,150*	George Moses
Bally Pin I	320,430	Don Gladden
Bally Pin II	336,700	Stan Kendall
Wizard (Skill 1)	453,200	Stan Kendall
Ms. Candyman (Skill 1)	265,122*	Craig Conner
Ms. Candyman (Skill 2)	181,170*	Fred Rodney
Ms. Candyman (Skill 3)	61,578*	Craig Conner
Pir. Chase (Skill 1)	4,100,641*	Stan Kendall
Pir. Chase (Skill 9)	705,284	Peggy Gladden
Space Invaders	7,045	Stan Kendall
Muncher	76,310*	Sharon Adams
Solar Conqueror	23,957*	D. Percellie
Sea Devil	177,850	Eric Allen
Treas. Cove (Tour. level)	32,817*	David Krec
Sneaky Snake	56,457*	Joe Adams
Blast Droids	14,350*	Fred Olivas
Brickyard (Sk. 1,5 bls.)	1,722*	Kelly Prosis

### Cassettes:

Look out for the Bull	12,996*	Craig Conner
Dungeons of Dracula	3,440	Al Showalter
Exitor	31,575	Fred Olivas
Yahtzee (2 player)	348	Peg Williams

\* Indicates a new high score

**NOTES** Quite a few new high scores this month... The females are holding on to the Muncher score--Last month's winner Melinda Mullen lost out to Sharon Adams this month... Special congrats to Fred Rodney for his exceptionally good score of 181,170 at level TWO of Ms. C.! Well done Fred!!

**NEWS:** Starting next month we will have a new scoreboard lay-out that hopefully will incorporate all of your suggestions for improvement. We think you'll like it!

**HELP:** Response to Scoreboard is growing. However, there isn't room to print every high score at every skill level of every game. Many games have 10 skill levels. What should we do? Help us by letting us know how this situation should be handled. Obviously we are going to have to decide what games are eligible and what skill levels are eligible.

For sale: Astrocade with two controllers, plus an excellent set of cartridges: ABasic, Muncher, Solar Conqueror, Cosmic Raiders, Treasure Cove, Wizard, Artillery Duel, plus 6 more; also includes Vols. 1-6 of the Arcadian; \$350 obo. Steve Fonteno, 1410 Alhambra Road, So. Pasadena, CA 91030 (818) 799-1512

\*\*\*\*\*  
MEMBERS WANTED FOR NIAGARA REGIONAL B.U.G.  
-----

NO EXPERIENCE REQUIRED. JUST ENTHUSIASM, INTEREST, AND A NOMINAL FEE. (BUGS HAVE TO EAT, TOO!) JOIN UP FOR PROJECTS, PROGRAMS, NEWS, AND ANSWERS TO ALL THE QUESTIONS YOU EVER WANTED TO ASK! IF WE CAN'T ANSWER YOUR QUESTION, WE'LL KEEP IT ON THE EDGE OF THE DESK AND THE TIP OF OUR TONGUES UNTIL WE CAN! TO JOIN SEND QUESTIONS, INFO ON YOUR SYSTEM, ETC., ALONG WITH \$7.00 (CHEQUE OR MONEY ORDER) TO: NIAGARA REGIONAL B.U.G., 6 WOOD-DALE DR., ST. CATHARINES, ONTARIO, CANADA, L2T 1Y8. ENTER OUR DRAW FOR 2 FREE CARTRIDGES!

\*\*\*\*\*

ASTRO-BASH COMING UP SOON! Yes, another of those two-day get-togethers will be upon us in just a few short weeks. The scheduled date is August 5, with some of the real die-hards showing up the day before. Contact Don Gladden, at 313-437-3984, for details. Games, contests, seminars, all kinds of Astrocade information and supplies. Appearances by famous software and hardware personalities. Lots of fun, just like last year!!!

78

ARCADIAN

Robert Fabris, superlate  
3626 Morrie Drive  
San Jose, CA 95127

the SOURCE TCD 959

