

# **Omnitronix**

## **VIC-20/COMMODORE 64** **SOFTWARE & ACCESSORIES**

**BOOKS**

**MUSIC**

**GAMES**

**BUSINESS**

**UTILITIES**

**GRAPHICS**

**CATALOG NO. 4A**

**SPRING 1984**

**HARDWARE**

**WIN A C64, DISK DRIVE, OR COLOR MONITOR!!!**  
**SEE PAGE 30 FOR DETAILS**

# To all VIC-20/C64 Users:

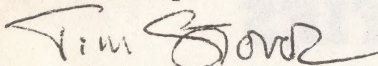
With the number of VIC-20 and Commodore 64 computers in use today, and the great variety of fine (and sometimes not so fine) hardware and software available for these computers, a number of companies have sprung up offering to sell these products to you. However, most all of these companies simply keep these programs on the shelf, and are not familiar with them at all. How many times have you heard someone saying "That company doesn't support their products well", or "That company is no help at all". You probably have heard this. You may have even said it yourself. Too many companies have no idea of what they are selling.

At OMNITRONIX, the operating word is SERVICE. Over 50% of our staff use the VIC-20 or C64 for their own hobby and enjoyment. OMNITRONIX totally supports your VIC-20 and C64 computer with hardware and software items that we have tested and found to be good useful products. That includes becoming very familiar with the products and how to use them, so that when you have a question, you can talk to someone who knows the product. We guarantee good service.

We are continually looking for ways to improve our products and service to you. On page 30 of this catalog is an offer for you to send in your suggestions on how and what we should improve. Please read this, as we will be giving away a prize. Look through our catalog and see if you find something you are interested in. On most programs (except for the games), we can supply comprehensive additional information, so please feel free to write a letter or give us a call, and we will send it right out

You can count on us for good service.

Sincerely,

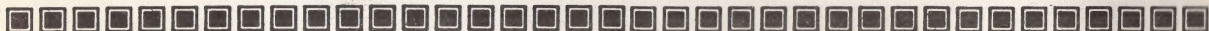


Tim Stoner  
President  
Omnitronix

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WIN \$200.00 OR MORE IN COMMODORE EQUIPMENT - SEE PAGE 30 FOR DETAILS



# HARDWARE & ACCESSORIES

## CASSETTE INTERFACE & DUPLICATOR for the VIC-20 and C64 (Omnitronix)

With the release of the long awaited Cassette Interface and Duplicator (CID) for the VIC-20 and C64 from OMNITRONIX, users can look forward to much easier cassette recorder use with their computers. The CID offers a combination of features not found on any other cassette interface currently available. Enclosed in an attractive black case, the CID plugs into the cassette port of the computer, allowing loading and saving VIC-20 or C64 programs using a standard portable cassette recorder. Tapes made with the CID can load on a Datasette, and vice versa. In addition, high quality backup copies of cassette programs can be made (even machine language) by connecting two cassette recorders together through the CID and copying from recorder to recorder. An external switch on the CID allows the unit to be set for cassette recorders which use reverse polarity (a common difficulty with other cassette interfaces). When used with a recorder which has a motor remote control jack (most do), the CID controls the cassette motor to start and stop the tape at the proper times during saving and loading. A quiet tone emanates from the CID case when a tape is playing, allowing easy cueing and monitoring of the cassette program.



CATALOG # 10-101 ... CASSETTE INTERFACE AND DUPLICATOR for the VIC-20/C64 ..... \$34.95 (1.60)

## RS232 INTERFACE for the VIC-20 and C64 (Omnitronix)

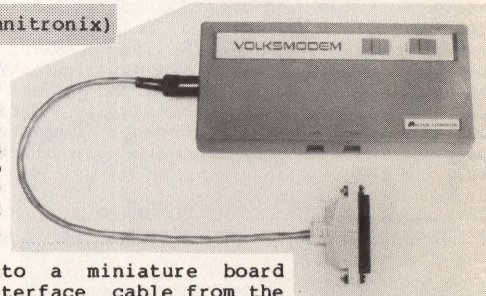
The RS232 Interface plugs into the User I/O port of the computer, and converts the Commodore TTL signals to RS232. A two foot cable from the interface terminates in a male DB25 connector. The RS232 Interface allows you to drive most any serial device, such as a modem or serial printer, and the complete documentation contains a type-in BASIC dumb terminal program, how to list a BASIC program to the serial printer, and other useful software ideas. (Please note that the interface is not intelligent, and will not convert the Commodore control characters to standard text in listing or printing). The Interface supports RS232 pins 2 through 8, 20, and 22. All signals are independent of each other. When you need to connect the RS232 Interface to a male DB25, or when a printer is being driven, we recommend the use of a DB25 "patch adaptor", two DB25 connector shells bolted back to back with 9 jumper leads supplied to allow you to connect the necessary lines and make any changes. We offer these below also.



CATALOG # 10-102 ... RS232 INTERFACE for the VIC-20/C64 ..... \$39.95 (1.60)  
 CATALOG # 10-106 ... Female DB25 to Female DB25 with 9 jumper leads ..... \$10.95 (none)  
 CATALOG # 10-107 ... Female DB25 to Male DB25 with 9 jumper leads ..... \$10.95 (none)

## VOLKSMODEM INTERFACE CABLE for the VIC-20 and C64 (Omnitronix)

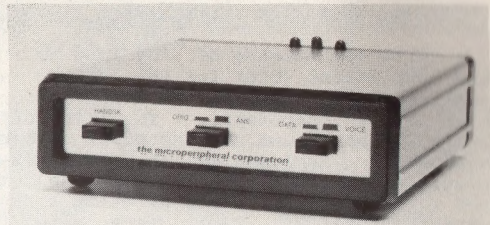
In the search to support a low cost modem for the VIC-20 and C64, OMNITRONIX introduces a VIC-20/C64 Volksmodem Interface Cable. The Volksmodem (a low-cost direct connect modem from Anchor Automation) connects itself to a computer via a 5 pin DIN jack in the modem case, and requires a separate cable to interface it to the particular computer being used. The VIC/C64 User I/O signals are not directly compatible with a standard modem, and usually require considerable circuitry (and considerable cost) before they are suitable. However, the necessary components have been packed onto a miniature board inside the connector shell to provide a low cost interface cable from the Volksmodem to the VIC-20/C64. Since the Volksmodem can also be used with almost all other personal computers, and is priced comparable to the Commodore VICMODEM, it makes an excellent buy for someone looking for an inexpensive modem. The VIC-20/C64 Volksmodem Interface Cable comes with complete manual, including a type-in BASIC terminal program for the VIC-20 and C64. (Volksmodem not included).



CATALOG # 10-103 ... VOLKSMODEM Interface cable for the VIC-20/C64 ..... \$22.95 (1.60)

**AUTO-PRINT MODEM for the VIC-20 and C64 (Microperipheral)**

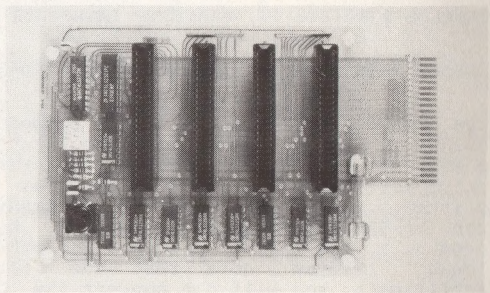
A low cost, direct connect modem designed for the VIC-20 and Commodore 64 computers, the AUTO-PRINT MICROCONNECTION connects directly to the USER I/O port of the computer and requires no additional interface. It operates at 300 baud (Bell 103) in either originate or answer mode and is FCC type accepted. It is called an "Autoprint" modem because it has a built-in Centronics compatible parallel printer port in addition to the modem circuitry. You can hook up any conventional parallel printer, such as an Epson, Star Gemini, Tally, or Okidata to the back of the modem. With the modem connected to the phone line, the printer will simultaneously provide hard copy of what ever appears on the screen. The unit features both autodial and autoanswer capabilities. SUPERTERM Smart terminal program (available from MIDWEST MICRO) has been modified to support autodialing the AUTO-PRINT MICROCONNECTION. The comprehensive manual provided with the modem includes a type-in BASIC autodialing terminal program, a host program which auto answers and recieves incoming text, and a simple text processor program which let's you output text to the printer.



CATALOG # 13-101 ... AUTO PRINT MICROCONNECTION for the VIC-20/C64 ..... \$149.95 (3.00)

**SMART SLOT for the C64 (Progressive Peripherals)**

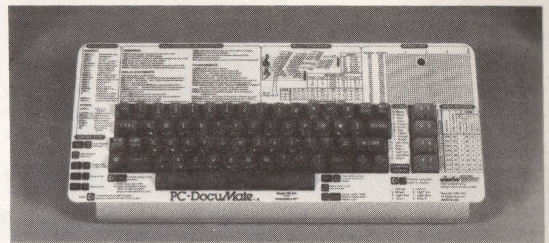
SMART SLOT is an intelligent four slot expansion buss for the C64 computer. It features four software selectable or hardware selectable bus expansion slots. The slots may be selected from one poke statement for any combination of slots, or with hardware selectable DIP switches. It is fused to protect the 64 and your cartridges, and has gold plated contacts in all possible places. SMART SLOT accepts all C64 cartridges in any slot. It includes a push button switch for a system reset. This is very useful by itself, when you have gotten yourself locked up POKing around in the memory. SMART SLOT includes a user's guide which is very easy to understand and will let you do things you never thought possible with your C64. SMART SLOT has a 90 day parts and labor guarantee.



CATALOG # 14-101 ... SMART SLOT for the C64 ..... \$99.95 (3.00)

**PC DOCUMATE (Sys. Mgmt)**

Gives the programmer convenient documentation of the most needed programming reference information for the VIC-20 or C64. A complete BASIC language reference is provided. Control Key combinations are defined. Reference information for music programming is clearly and logically presented. A screen memory map, memory address map, and binary conversion table are also provided. This unique template is useful to both the beginning and experienced VIC-20 or C64 programmer. PC DOCUMATE templates are thoughtfully designed by a software professional to enhance the end users productivity. Each template is comprehensive and definitive in it's documentation. The template is precision die-cut from .030 polystyrene. A matte finish prevents glare. The templates are silk-screen printed to exacting standards in black ink which permanently bonds to the plastic and will not wear or fade.



CATALOG # 15-101 ... PC DOCUMATE for the VIC-20..... \$12.95 (1.60)  
 CATALOG # 15-102 ... PC DOCUMATE for the C64..... \$12.95 (1.60)



**CALL 1-800-321-2288**

FOR ORDERING OR INFORMATION REQUESTS

IN WASHINGTON STATE CALL (206) 236-2983



**VOICEBOX Speech Synthesizer for the VIC-20 and C64 (Alien Group)**

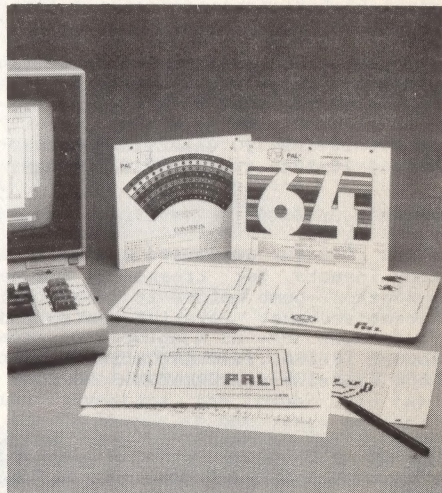
The VOICEBOX easily translates text into highly understandable and intelligible speech. It comes with a demo program of commonly used words, and by utilizing the 64 Basic Votrax phonemes, it can be "taught" to say anything, giving it an unlimited vocabulary. Want to add speech to a new or existing BASIC program? The VOICEBOX has FOUR ways to do it on VIC-20's of any memory size and on any C64: Entirely from BASIC, or using one of three machine language routines which are accessible from BASIC. The first of these converts regular english text to speech, the second does the same, but with a lip-synch "alien" face on the screen, and the third allows you to directly input the 64 Basic phonemes. The VOICEBOX speaks with four inflection levels controlled from the computer, and the speed or pitch of the speaking voice may be precisely controlled over a wide range either from the built-in pitch control or from the program. No other speech synthesizer has this feature. The VOICEBOX plugs directly into the USERS port. It has it's own speaker and volume control. Supplied with the VOICEBOX are the three machine language programs referred to above, plus a spelling quiz program utilizing the "talking alien" (VIC-20 version requires 13K), and a BASIC program demonstrating the VOICEBOX's ability to sing in tune. The VOICEBOX sings the first verse of "A Bicycle Built for Two". A commented demo program shows you how to easily INCORPORATE SPEECH INTO YOUR OWN PROGRAMS. An optional software package offers a high resolution "talking" human face and a comprehensive music and singing program. A second software package is available which allows you to compile a dictionary of english words spelled in their phonemes. Although the VOICEBOX will speak straight english text from a BASIC program, it does not always get the pronunciation and inflection right. The WORD DICTIONARY software package allows you to create a dictionary of words, which the computer will access when that word is needed. If your TEXT says DOG, the VOICEBOX instantly looks up the phonetical data for that word, pronouncing it right. This package is not necessary, but makes it much easier to create a program with lots of speech. The VOICEBOX itself is compatible with both the VIC-20 and the C64, but the software is not. A second copy of the basic software supplied with the VOICEBOX for either computer is available on cassette.



CATALOG # 11-101 ... VOICEBOX Speech Synthesizer with software for VIC-20 .....	\$95.95 (2.00)
CATALOG # 11-102 ... VOICEBOX Speech Synthesizer with software for C64 .....	\$95.95 (2.00)
CATALOG # 11-103 ... Second copy of main software for the VIC-20 on cassette .....	\$19.00 (1.60)
CATALOG # 11-104 ... Second copy of main software for the C64 on cassette .....	\$19.00 (1.60)
CATALOG # 11-105 ... Optional software package for the VIC-20 on cassette .....	\$29.95 (1.60)
CATALOG # 11-106 ... Optional software package for the C64 on cassette .....	\$29.95 (1.60)
CATALOG # 11-107 ... WORD DICTIONARY software for the VIC-20 on cassette .....	\$25.00 (1.60)
CATALOG # 11-108 ... WORD DICTIONARY software for the C64 on cassette .....	\$25.00 (1.60)

**PAL (Pacifica)**

Programmer's Aids and Logs is now available for the C64 and VIC-20. "PAL" is a complete collection of programming aids, worksheets, and logs designed to help anyone write better computer programs, more quickly and easily. For beginners or experts alike, "PAL" uses simplified reference charts, cut out aids, specialized design grid-sheets, programming forms and worksheets, and information logs to help organize and simplify a programmers effort. Included is a full-color chart for screen colors, EZ-Key quick guide to all keys, pokes, CHR\$ and characters, Sound and Music worksheets, a condensed BASIC dictionary, design grid-sheets for screen layout, custom characters, sprites (64), documentation worksheets for variables - subroutines - file usage, graphics programming aids, and general programming forms. Also, you'll find cut-out function key templates and a BASIC-Aid reference card containing commonly used information, info log sheets for recording programming tricks and hints, program listings, and cassette or diskette collections. A perfect complement to the user's manual's, "PAL" is a valuable addition to any programmer's library. In separate versions for the C64 or VIC-20, the ninety-five pages are color coded and 3-Hole punched for easy use.



CATALOG # 12-101 ... PAL Pad for the VIC-20 .....	\$9.95 (2.00)
CATALOG # 12-102 ... PAL Pad for the C64 .....	\$9.95 (2.00)



**BALDOR'S CASTLE**

(Arfon)

C64 &amp; VIC-20

A graphic adventure game of swords and sorcery in the savage depths of Baldor's Castle. Legend says the king's great treasure is here in Baldors Castle. 'Tis a pity none has survived to claim it. Fight monsters, find potions, and recover the lost treasure in a treacherous three level maze. Machine code for fast, exciting, true to life action. Supplied on CARTRIDGE for the unexpanded VIC-20, on diskette for the C64.

CATALOG # 16-101 ... BALDOR'S CASTLE for the VIC-20 on cartridge ..... \$29.95 (1.75)  
 CATALOG # 16-102 ... BALDOR'S CASTLE for the C64 on diskette ..... \$29.95 (1.75)

**SNAKMAN**

(Microdigital)

C64 &amp; VIC-20

Your mission, should you decide to accept it, is to capture tokens and keep a sharp eye peeled for the gremlins that are chasing you. A fast, machine language, action packed maze and chase game with high resolution graphics and excitement building sound. Uses joystick control. Available on tape or disk for the C64 or unexpanded VIC-20.

CATALOG # 17-101 ... SNAKMAN for the VIC-20 on cassette ..... \$14.95 (1.60)  
 CATALOG # 17-102 ... SNAKMAN for the VIC-20 on diskette ..... \$19.95 (1.60)  
 CATALOG # 17-103 ... SNAKMAN for the C64 on cassette ..... \$19.95 (1.60)  
 CATALOG # 17-104 ... SNAKMAN for the C64 on diskette ..... \$24.95 (1.60)

**SKRAMBLE**

(Microdigital)

C64 &amp; VIC-20

You must land your galactic fighter beyond the defenses of a hostile enemy while lasering and bombing through tunnels, caverns, and a city maze, outmanuvering rockets, wiggies, and meteor showers. With excellent sound and graphics, you are in for some fun and excitement. All machine language and joystick control. Available on tape or disk for the C64 or unexpanded VIC-20.

CATALOG # 17-105 ... SCRAMBLE for the VIC-20 on cassette ..... \$14.95 (1.60)  
 CATALOG # 17-106 ... SCRAMBLE for the VIC-20 on diskette ..... \$19.95 (1.60)  
 CATALOG # 17-107 ... SCRAMBLE for the C64 on cassette ..... \$19.95 (1.60)  
 CATALOG # 17-108 ... SCRAMBLE for the C64 on diskette ..... \$24.95 (1.60)

**GRIDDER**

(Microdigital)

C64 &amp; VIC-20

You are a painter who must completely paint increasingly complex grids before the nasty grid chasers catch you. There are 256 different grids to challenge you. Each time you complete a grid, you move on to another frame. Even the best video game players will find this game very challenging and extremely fun. All machine language with joystick control. Available on tape or disk for the C64 or unexpanded VIC-20.

CATALOG # 17-109 ... GRIDDER for the VIC-20 on cassette ..... \$14.95 (1.60)  
 CATALOG # 17-110 ... GRIDDER for the VIC-20 on diskette ..... \$19.95 (1.60)  
 CATALOG # 17-111 ... GRIDDER for the C64 on cassette ..... \$19.95 (1.60)  
 CATALOG # 17-112 ... GRIDDER for the C64 on diskette ..... \$24.95 (1.60)

**PINBALL WIZARD**

(Microdigital)

VIC-20

You pull the plunger, flip the flippers, light the lights, and rack up the points. But watch out, you can TILT! Gravity and "english" taken into account in the program, this ends up almost as realistic as a regular pinball machine. Pinball fans will find this a fun substitute. Machine language and keyboard control. Available on tape or disk for the unexpanded VIC-20.

CATALOG # 17-113 ... PINBALL WIZARD for the VIC-20 on cassette ..... \$14.95 (1.60)  
 CATALOG # 17-114 ... PINBALL WIZARD for the VIC-20 on diskette ..... \$19.95 (1.60)

**GOTHMOG'S LAIR**

(Progressive Peripherals)

C64

Journey through forests, a swamp, the haunted mansion and its' dungeon in your quest for the fabulous Arkenstone diamond, one of the many treasures hidden in Gothmog's vast world. Gothmog's Lair features full color animated graphics, sound effects, and two selectable levels of play - for the novice and the seasoned veteran. It's a "real time" adventure, the longer you take to find the treasures, the more time you allow the Thief and the Cutthroat to get them before you. A thoroughly illustrated manual with a fold-out map is provided to explain the wide variety of options available to you during play. Your success at Gothmog's Lair will depend on your skill and resourcefulness. Machine language and keyboard control. Supplied on diskette for the C64.

CATALOG # 14-105 ... GOTHMOG'S LAIR for the C64 on diskette ..... \$39.95 (2.00)

AFRICAN ADVENTURE - As the sole survivor of a plane crash, you must find your way out of the dark continent. HOSPITAL ADVENTURE - You are a spy whose mission is to complete the bungled assassination attempt on the evil dictator, who is recuperating in the hospital under heavy guard. BOMB THREAT - Get back to town to warn the authorities of the bomb planted by the terrorists who left you prisoner at their hideout. Played with Keyboard. Available on cassette or diskette, includes both C64 and VIC-20 versions.

CATALOG # 18-121 ... ADVENTURE PACK II for the VIC-20/C64 on cassette ..... \$24.95 (1.60)  
 CATALOG # 18-122 ... ADVENTURE PACK II for the VIC-20/C64 on diskette ..... \$27.95 (1.60)

## PHANTOM KARATE DEVILS

(Phantom)

C64

The diabolical ninjas have murdered the master and her daughter. You must avenge the foul crime. Fight your way thru successive doors to different worlds and different weapons. This is an arcade action, animated martial arts simulation. Written by a karate expert and master game designer. Excellent animation, scrolling graphics and realistic sound (right down to the "woosh" and "crunch"). Available on cassette or disk for the C64.

CATALOG # 19-101 ... PHANTOM KARATE DEVILS for the C64 on cassette ..... \$34.95 (1.60)  
 CATALOG # 19-102 ... PHANTOM KARATE DEVILS for the C64 on diskette ..... \$34.95 (1.60)

## SURF (Phantom)

C64

Another first from Phantom Software. Now you can experience the perfect wave on your computer, whether you live in Kansas or the north shore of Hawaii. In this game the player surfs on breathtakingly beautiful 3 dimensional waves. The animation parameters are easily adjusted by the player to select wave height, speed, chop, etc. according to his or her skill and daring. Maneuver along the wave attempting to outrace the breaking part, just as in the actual sport. For added excitement a few sharks and other hazards are included. Available on cassette or disk for the C64.

CATALOG # 19-103 ... SURF for the C64 on cassette ..... \$34.95 (1.60)  
 CATALOG # 19-104 ... SURF for the C64 on diskette ..... \$34.95 (1.60)

## PARTICLE BEAM WAR

(Phantom)

C64

The President has asked for the nation's scientists to prepare for it, and Phantom Software has responded to the call of duty. Experience what it is like to man battle stations in outer space equipped with the directed energy weapons of the near future. This recently declassified software is now available to friendly powers (available Feb 84).

CATALOG # 19-105 ... PARTICLE BEAM WAR for the C64 on cassette ..... \$34.95 (1.60)  
 CATALOG # 19-106 ... PARTICLE BEAM WAR for the C64 on diskette ..... \$34.95 (1.60)

## SAMURAI PAK (FIVE PROGRAMS)

(Computermat)

C64

SHOGUN - You will not believe the graphic action that takes place right in front of you on the screen as the Samurai warriors fight for you. With high quality graphics, animation, and keyboard control, you can fight for hours and days and never fight the same battle. NINJA - The leader of the Ninja has ordered you to recover the Imperial sword from the stronghold. You are only allowed your sword and three other items. The sword must be returned to the emperor in time for his crowning, or the government will fail. ADVENTURE - Explore the underground maze of corridors, rooms, and passages. Can you find the treasures? Do you dare go further? By using two word commands, you tell the computer to move, take objects, climb, and examine new found areas. CAVES OF SILVER - Long John Silver left his treasure chest somewhere deep in the maze of caves. You had better map out where you go, or your will never see daylight again. Can you get the treasure before Long John gets you. Also included is SHUTTLE ADVENTURE, another text adventure. Programs have Hi-res graphics. Keyboard control. Supplied on cassette or disk.

CATALOG # 20-101 ... SAMURAI PAK for the C64 on cassette ..... \$29.95 (1.60)  
 CATALOG # 20-102 ... SAMURAI PAK for the C64 on diskette ..... \$29.95 (1.60)



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Journey into the most complex and dangerous fortress ever built by the creator. You will encounter deadly robots, skulls, lakes, avalanches, false creators, and a creature who roams 256 rooms relentlessly pursuing you. Joystick control. Available on cassette or disk for the C64.

CATALOG # 18-107 ... LABYRINTH OF THE CREATOR for the C64 on cassette ..... \$24.95 (1.60)  
 CATALOG # 18-108 ... LABYRINTH OF THE CREATOR for the C64 on diskette ..... \$27.95 (1.60)

## KONGO KONG

(Victory)

C64 &amp; VIC-20

Climb ladders, avoid the barrels the crazy ape is rolling at you, and rescue the damsel. Fast machine code action. Played with Joystick. Available on cassette or diskette, includes both VIC-20 and C64 versions.

CATALOG # 18-109 ... KONGO KONG for the VIC-20/C64 on cassette ..... \$24.95 (1.60)  
 CATALOG # 18-110 ... KONGO KONG for the VIC-20/C64 on diskette ..... \$27.95 (1.60)

## ANNIHILATOR

(Victory)

C64 &amp; VIC-20

Defend your planet against hostile aliens. All machine code makes this "Defender-like" program one of the best arcade games in our catalog. Played with Joystick. Available on cassette or diskette, includes both C64 and VIC-20 versions.

CATALOG # 18-111 ... ANNIHILATOR for the VIC-20/C64 on cassette ..... \$24.95 (1.60)  
 CATALOG # 18-112 ... ANNIHILATOR for the VIC-20/C64 on diskette ..... \$27.95 (1.60)

## CHOMPER MAN

(Victory)

C64 &amp; VIC-20

Don't let the bullies catch you as you gobble the goodies. This program has 8 screens and still fits in the standard memory. Played with the Joystick or Keyboard. Available on cassette or diskette, includes both C64 and VIC-20 versions.

CATALOG # 18-113 ... CHOMPER MAN for the VIC-20/C64 on cassette ..... \$24.95 (1.60)  
 CATALOG # 18-114 ... CHOMPER MAN for the VIC-20/C64 on diskette ..... \$27.95 (1.60)

## GRAVE ROBBERS

(Victory)

C64 &amp; VIC-20

Introducing a GRAPHIC ADVENTURE for the VIC-20 and C64. With realistic audio-visual effects, you explore an old deserted graveyard and actually see the perils that lie beyond. Played with the keyboard. Available on cassette or diskette, includes both C64 and VIC-20 versions.

CATALOG # 18-115 ... GRAVE ROBBERS for the VIC-20/C64 on cassette ..... \$24.95 (1.60)  
 CATALOG # 18-116 ... GRAVE ROBBERS for the VIC-20/C64 on diskette ..... \$27.95 (1.60)

## BOUNTY HUNTER

(Victory)

C64 &amp; VIC-20

An adventure in the Old West. Journey back to the days of Jessie James and Billy the Kid, where the only form of justice was a loaded revolver and a hangman's noose. In this full length text adventure, you play the role of Bounty Hunter, battling against ruthless outlaws, hostile Indians, wild animals, and the elements of the wilderness with only your wits and your six gun. Average solving time: 20-30 hours. If you love adventures, this one is a real treat. Played with the Keyboard. Available on cassette or disk, includes both C64 and VIC-20 (with 8K or 16K expander) versions.

CATALOG # 18-117 ... BOUNTY HUNTER for the VIC-20/C64 on cassette ..... \$24.95 (1.60)  
 CATALOG # 18-118 ... BOUNTY HUNTER for the VIC-20/C64 on diskette ..... \$27.95 (1.60)

## ADVENTURE PACK I (3 PROGRAMS)

(Victory)

C64 &amp; VIC-20

MOON BASE ALPHA - Destroy the meteor that is racing towards the moon or else your colony will be destroyed. JACK & THE BEANSTALK - Defeat the giant in your quest for his golden hen. COMPUTER ADVENTURE - Relive the excitement of getting your first computer. An adventure with a very different flair. Games played with the Keyboard. Available on cassette or diskette, includes C64 and VIC-20 versions.

CATALOG # 18-119 ... ADVENTURE PACK I for the VIC-20/C64 on cassette ..... \$24.95 (1.60)  
 CATALOG # 18-120 ... ADVENTURE PACK I for the VIC-20/C64 on diskette ..... \$27.95 (1.60)

**COSMIC CRUZER**

(Computermat)

VIC-20

Your Cruiser moves over a mountainous landscape and into a tunnel of surface to air missile silos and weapons. If you can make it in and out of the tunnel, you fly into an asteroid field. Drop bombs and fire missiles at the fuel dumps to keep your fuel supply up. Highly addicting. Hi-res graphics, color and sound will keep you occupied. Joystick control. Supplied on cassette for the unexpanded VIC-20.

CATALOG # 20-109 ... COSMIC CRUZER for the VIC-20 on cassette ..... \$14.95 (1.60)

**POP TOP**

(Computermat)

VIC-20

Help the Humbots survive. They are jumping off their planet, and hope they will land on Earth safely. Help bounce them back to safety by moving you popper underneath them. Watch out for the monsters overhead. They are trying to build a bomb and destroy your castle. Hurry or it will be too late. Test your skills against the computer. Multi skill level with joystick control. Supplied on cassette for the unexpanded VIC-20.

CATALOG # 20-110 ... POP TOP for the VIC-20 on cassette ..... \$12.95 (1.60)

**VIC ALL STARS - (9 FUN ACTION GAMES)**

(Computermat)

VIC-20

Paratrooper, Target Command, Artillery, Cattle Round-Up, Head On, Trapper, Alien Invasion, Snake Out (also 2 player Snake Out). Save \$75.00 off the individual prices. All games on cassette for the unexpanded VIC-20.

CATALOG # 20-111 ... VIC ALL STARS for the VIC-20 on cassette ..... \$34.95 (1.60)

**BUG BLAST**

(Computermat)

VIC-20

If you think centipede was fun, look out for Bug Blast, a fast action arcade game with realistic smooth action and hi-res graphics. It's very calm as the first wave attacks. Only a few bugs to kill. After a few waves, the attack really starts. Now it's your turn to get even. Joystick or Keyboard control. Supplied on cassette for the unexpanded VIC-20.

CATALOG # 20-112 ... BUG BLAST for the VIC-20 on cassette ..... \$12.95 (1.60)

**CRICKET**

(Computermat)

VIC-20

This is a challenging game with a cast of characters you will love and hate. All you have to do is get Cherp from one side of the road to the river, and then across the river. Not so fast though. First you have to figure out how to dodge the traffic, and get to the center. Then how are you going to get across the river. Keep a sharp eye out for Ade the Gator. Time limit and bonus. Joystick or Keyboard control. Supplied on cassette for the unexpanded VIC-20.

CATALOG # 20-113 ... CRICKET for the VIC-20 on cassette ..... \$12.95 (1.60)

**SPACE PAK - 3 NEW SPACE GAMES**

(Computermat)

VIC-20

Rocket Race, Fence-A-Tron, and Raiders. Can you survive? 3 space games with the sights and sounds of arcade game action. The excitement builds as the action is un-ending. Blast away at everything in sight. The alien attacks will stop at nothing to destroy you. Hi res, color graphics, and sound. Joystick or keyboard control. Supplied on cassette for the unexpanded VIC-20.

CATALOG # 20-114 ... SPACE PAK for the VIC-20 on cassette ..... \$14.95 (1.60)

**MOW**

(Computermat)

VIC-20

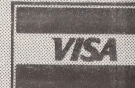
Get ready for the fast and furious action of the craziest mower you have ever seen. How much grass can you cut? Joystick moves your mower around as fast as you dare. Watch out for granny's daffodils and grandpa's radio antenna. With color graphics and sound. Joystick or keyboard control. Supplied on cassette for the unexpanded VIC-20.

CATALOG # 20-115 ... MOW for the VIC-20 on cassette ..... \$12.95 (1.60)



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**CONCENTRATION (Aardvark)**

C64 & VIC-20

A real family game! Most games require levels of skill or reaction time that makes it impossible for kids and parents to play even. As this is a test of simple strategy and brute memorization, even relatively young children can play fair with adults. A quality game. Available on cassette or disk for the C64 or VIC-20 (with 13K expansion).

- CATALOG # 21-101 ... CONCENTRATION for the VIC-20 on cassette ..... \$ 9.95 (2.00)
- CATALOG # 21-102 ... CONCENTRATION for the VIC-20 on diskette ..... \$14.95 (2.00)
- CATALOG # 21-103 ... CONCENTRATION for the C64 on cassette ..... \$ 9.95 (2.00)
- CATALOG # 21-104 ... CONCENTRATION for the C64 on diskette ..... \$14.95 (2.00)

**REBEL FORCE (Computermat)**

C64

Here is an extensive hi-resolution adventure game for the C64. It encompasses both sides of the disk, and includes full color hi-res pictures. The story begins in the Kingdom of Acritym. A rebel group has formed in an attempt to overthrow his majesty's Acritym government. You must locate the rebel meeting and destroy the rebellion. Machine language and Keyboard control. Supplied on disk for the C64.

- CATALOG # 20-103 ... REBEL FORCE for the C64 on diskette ..... \$24.95 (1.60)

**STOMPERS (Computermat)**

C64

A challenge that you can't turn back. What do the stompers have against you? They look so harmless, but they are so deadly. Your only defense is the laser cannon. Stompers is a brand new arcade game that really takes advantage of the 64's multi color sprites and hi res graphics. Machine language and Joystick control. Supplied on disk for the C64.

- CATALOG # 20-104 ... STOMPERS for the C64 on diskette ..... \$14.95 (1.60)

**WORMS (Computermat)**

C64

The giant worms set forth to devour sacred numbers. They slither around and gobble everything in sight. This is a fast action arcade style game with 5 screens. If you can get past the first screen watch out for the transponders in the second level. Watch out for the titanium insulated walls as they are deadly. What happens when you devour all the sacred digits. Only the author of the game has seen the fifth screen. Will you be the first to find out what happens when you devour all the sacred digits. Machine language. Supplied on diskette for the C64.

- CATALOG # 20-105 ... WORMS for the C64 on diskette ..... \$14.95 (1.60)

**ARCADE PAK (Computermat)**

C64

The arcade now comes to the Commodore 64. The games you grew to love and hate are now ready to run for many hours of fun and excitement. Arcade Pak includes.... HEAD ON - Race the computer car. 9 levels of play. ALIEN INVASION - Save the earth. 20 levels of play. TARGET COMMAND - Can you stop the missiles? 5 levels of play. Keyboard and Joystick versions included. Supplied on diskette for the C64.

- CATALOG # 20-106 ... ARCADE PAK for the C64 on diskette ..... \$24.95 (1.60)

**PAK 20 (Computermat)**

C64

20 PROGRAMS FOR THE C64 ON DISK. Hires Draw, Menu, Dragon Chase, Shuttle Voyage, Flip It, Dungeon, Fred, Geography, Fur Trade, Ruler, Geography II, Black Jack Strat, Song, Capital, Adventure, Caves, Micro, Decision, Deflect, Tutor. Bonus Programs Included. Supplied on diskette for the C64.

- CATALOG # 20-107 ... PAK 20 for the C64 on diskette ..... \$24.95 (1.60)

**VARG (Computermat)**

VIC-20

A battle of quick reflexes and wits with a little fire power thrown in for excitement. Maneuver around the blockades and hazards. Blast them with your laser as fast as you can. The graphics are beautiful with smooth animation, exciting sound and multiple play levels. Machine language speed and joystick control. Supplied on cassette for the unexpanded VIC-20.

- CATALOG # 20-108... VARG for the VIC-20 on cassette ..... \$14.95 (1.60)

**WIZARD'S TOWER (Aardvark)****C64 & VIC-20**

This D & D Adventure is played on a map of forest and dungeons. Similar in play to QUEST, it has dungeons and dragons and more. 2-5 hours playing time, different every time. Available on cassette and disk for the C64 or VIC-20 (with 13K expansion).

CATALOG # 21-117 ... WIZARDS TOWER for the VIC-20 on cassette .....	\$19.95 (2.00)
CATALOG # 21-118 ... WIZARDS TOWER for the VIC-20 on diskette .....	\$24.95 (2.00)
CATALOG # 21-119 ... WIZARDS TOWER for the C64 on cassette .....	\$19.95 (2.00)
CATALOG # 21-120 ... WIZARDS TOWER for the C64 on diskette .....	\$24.95 (2.00)

**PYRAMID (Aardvark)****C64 & VIC-20**

This is one of the toughest adventures we offer. Average time through the Pyramid is 50-70 hours. When the Pyramid was built, it was not meant to be ransacked by people like you. This is a very entertaining, very tough Adventure. Cluse are everywhere, but so are some ingenious problems. Guaranteed for hours of enjoyment. Available on cassette or disk for the C64 or VIC-20 (with 13K expansion).

CATALOG # 21-121 ... PYRAMID for the VIC-20 on cassette .....	\$19.95 (2.00)
CATALOG # 21-122 ... PYRAMID for the VIC-20 on diskette .....	\$24.95 (2.00)
CATALOG # 21-123 ... PYRAMID for the C64 on cassette .....	\$19.95 (2.00)
CATALOG # 21-124 ... PYRAMID for the C64 on diskette .....	\$24.95 (2.00)

**DERELICT (Aardvark)****C64 & VIC-20**

For Wealth and Glory, you have to ransack a thousand year old space ship. You'll have to learn to speak their language and operate the machinery they left behind. The hardest problem of all is to live through it. There are no irrational traps and sudden senseless deaths in Derelict. This ship was designed to be perfectly safe for it's builders. It just happens to be deadly to alien invaders like you. Available on cassette or disk for the C64 or VIC-20 (with 13K expansion).

CATALOG # 21-125 ... DERELICT for the VIC-20 on cassette .....	\$19.95 (2.00)
CATALOG # 21-126 ... DERELICT for the VIC-20 on diskette .....	\$24.95 (2.00)
CATALOG # 21-127 ... DERELICT for the C64 on cassette .....	\$19.95 (2.00)
CATALOG # 21-128 ... DERELICT for the C64 on diskette .....	\$24.95 (2.00)

**DUNGEONS OF DEATH (Aardvark)****C64 & VIC-20**

This is a serious D & D type game for up to 6 players at a time. You get a choice of race and character, (Warrior, Wizard, Halfling, etc.), on screen mapping of the maze, a chance to grow from game to game, and complete manual. Available on cassette or disk for the C64 or VIC-20 (with 13K expansion).

CATALOG # 21-129 ... DUNGEONS OF DEATH for the VIC-20 on cassette .....	\$19.95 (2.00)
CATALOG # 21-130 ... DUNGEONS OF DEATH for the VIC-20 on diskette .....	\$24.95 (2.00)
CATALOG # 21-131 ... DUNGEONS OF DEATH for the C64 on cassette .....	\$19.95 (2.00)
CATALOG # 21-132 ... DUNGEONS OF DEATH for the C64 on diskette .....	\$24.95 (2.00)

**EARTHQUAKE (Aardvark)****C64 & VIC-20**

A starter Adventure: You are trapped in a shopping center during an Earthquake. There is a way out, but you need help. To save yourself, you have to be a hero and save others first. Earthquake teaches logical thought, mapping skills, and creativity while holding your interest. Not as difficult as advanced AARDVARK Adventures. Available on cassette or disk for the C64 or VIC-20 (with 13K expansion).

CATALOG # 21-133 ... EARTHQUAKE for the VIC-20 on cassette .....	\$14.95 (2.00)
CATALOG # 21-134 ... EARTHQUAKE for the VIC-20 on diskette .....	\$19.95 (2.00)
CATALOG # 21-135 ... EARTHQUAKE for the C64 on cassette .....	\$14.95 (2.00)
CATALOG # 21-136 ... EARTHQUAKE for the C64 on diskette .....	\$19.95 (2.00)



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## PARANOIDS ANONYMOUS

(Aardvark)

C64 &amp; VIC-20

This is one of our most delightful Adventures. You have been invited to the weekly meeting of Paranoids Anonymous but, of course, they won't tell you where it is. It all makes perfect sense if you remember the particular brand of nut you are dealing with. You'll love this one. Available on cassette or disk for the C64 or VIC-20 (with 13K expansion).

CATALOG # 21-105 ...	PARANOIDS ANONYMOUS for the VIC-20 on cassette .....	\$19.95 (2.00)
CATALOG # 21-106 ...	PARANOIDS ANONYMOUS for the VIC-20 on diskette .....	\$24.95 (2.00)
CATALOG # 21-107 ...	PARANOIDS ANONYMOUS for the C64 on cassette .....	\$19.95 (2.00)
CATALOG # 21-108 ...	PARANOIDS ANONYMOUS for the C64 on diskette .....	\$24.95 (2.00)

## PERPLEXIAN CHALLENGE

(Progressive Peripherals)

C64 &amp; VIC-20

A super fast action arcade game. All machine language and Joystick control. Fly thru space in a "STAR WARS" battle with fighters. You shoot dual lasers to destroy the oncoming enemy. Save the top 20 scores and can have up to 4 players at once. Plays music while it loads. Supplied on cassette or diskette for the C64 and VIC-20.

CATALOG # 14-107 ...	PERPLEXIAN CHALLENGE for the VIC-20 on cassette .....	\$29.95 (1.60)
CATALOG # 14-108 ...	PERPLEXIAN CHALLENGE for the VIC-20 on diskette .....	\$29.95 (1.60)
CATALOG # 14-109 ...	PERPLEXIAN CHALLENGE for the C64 on cassette .....	\$29.95 (1.60)
CATALOG # 14-110 ...	PERPLEXIAN CHALLENGE for the C64 on diskette .....	\$29.95 (1.60)

## WIZARDS

(Progressive Peripherals)

C64 &amp; VIC-20

A "Shoot and Ladders" type of game, similar to "Jumpman". You can construct your own screens. All machine language and joystick control make this one game you won't regret and won't get tired of for a long long while. Supplied on diskette for the VIC-20 or C64.

CATALOG # 14-111 ...	WIZARDS for the VIC-20 on diskette .....	\$39.95 (1.60)
CATALOG # 14-112 ...	WIZARDS for the C64 on diskette .....	\$39.95 (1.60)

## TRIPLE PLAY - THREE GREAT HI-RES ARCADE GRAPHIC GAMES

(Computermat)

VIC-20

STELLAR DREADNAUGHT - Wave after wave on the attack. They are all bent on your destruction. Will you stay alive in the end? The harder you try, the more they change. Machine language and joystick. ORION RESCUE - Only you are left to rescue the Orions. Descend down into the Semits and try to pick up and rescue as many as you dare. Move to the next level if you can. Joystick or paddle. ORBIT - Protect us from the Zylons. Lay down your defense and build a protection barrier with a minefield. Machine language and joystick control. Supplied on cassette for the unexpanded VIC-20.

CATALOG # 20-116 ...	TRIPLE PLAY for the VIC-20 on cassette .....	\$19.95 (1.60)
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## MARS

(Aardvark)

C64 &amp; VIC-20

Your ship has crashed on the Red Planet and you have to get home. You will have to explore a Martian City, repair your ship, and deal with possibly hostile aliens to get home again. This is a starter Adventure. It is in no way simple - playing time runs 30-50 hours, but it lets you try out Adventuring before you battle the really tough ones. Available on cassette or disk for the C64 or VIC-20 (with 13K expansion).

CATALOG # 21-109 ...	MARS for the VIC-20 on cassette .....	\$19.95 (2.00)
CATALOG # 21-110 ...	MARS for the VIC-20 on diskette .....	\$24.95 (2.00)
CATALOG # 21-111 ...	MARS for the C64 on cassette .....	\$19.95 (2.00)
CATALOG # 21-112 ...	MARS for the C64 on diskette .....	\$24.95 (2.00)

## QUEST

(Aardvark)

C64 &amp; VIC-20

A different kind of Adventure. It is played on a computer generated map of Alesia. You lead a small band of Adventurers on a mission to conquer the Citadel of Moorlock. You have to build an army and feed them by combat, bargaining, exploration of ruins and temples, or outright banditry. The game takes 2-5 hours to play and is different each time. Available on cassette or disk for the C64 or VIC-20 (with 13K expansion).

CATALOG # 21-113 ...	QUEST for the VIC-20 on cassette .....	\$19.95 (2.00)
CATALOG # 21-114 ...	QUEST for the VIC-20 on diskette .....	\$24.95 (2.00)
CATALOG # 21-115 ...	QUEST for the C64 on cassette .....	\$19.95 (2.00)
CATALOG # 21-116 ...	QUEST for the C64 on diskette .....	\$24.95 (2.00)

A hi res graphics game that doesn't let you make any mistakes. You are in charge of a big gun that sweeps back and forth by your command. Helicopters fill the sky dropping paratroopers. Keep them from capturing your gun. Four fast levels of action to challenge the best player. Fantastic hi resolution graphic challenge arcade game quality. You won't regret purchasing this one. Supplied on cassette for the unexpanded VIC-20.

CATALOG # 20-117 ... PARATROOPER for the VIC-20 on cassette ..... \$24.95 (1.60)

POOL (Abacus)

C64 & VIC-20

Brings the billiard parlor to your home without the necessity of sitting in a smoke filled back room. POOL uses high resolution graphics. You can play either nine ball or straight pool. You control the speed and angle of the cue ball right from the keyboard. Take your shot, watch the balls roll and then listen to the clatter as they hit each other. If you make a bad shot, pool lets you even retry the shot. Available on cassette or disk for the C64 or unexpanded VIC-20.

CATALOG # 22-101 ... POOL for the VIC-20 on cassette ..... \$14.95 (1.60)  
 CATALOG # 22-102 ... POOL for the VIC-20 on diskette ..... \$17.95 (1.60)  
 CATALOG # 22-103 ... POOL for the C64 on cassette ..... \$14.95 (1.60)  
 CATALOG # 22-104 ... POOL for the C64 on diskette ..... \$17.95 (1.60)

CRIBBAGE (Abacus)

C64 & VIC-20

Another fine game which runs on both the VIC-20 and C64. This is the same classic card game that has been played for many many years. Your computer does the dealing and scoring - quickly and accurately. Available on cassette or disk for the C64 and VIC-20 (with 16K memory expander).

CATALOG # 22-105 ... CRIBBAGE for the VIC-20 on cassette ..... \$14.95 (1.60)  
 CATALOG # 22-106 ... CRIBBAGE for the VIC-20 on diskette ..... \$17.95 (1.60)  
 CATALOG # 22-107 ... CRIBBAGE for the C64 on cassette ..... \$14.95 (1.60)  
 CATALOG # 22-108 ... CRIBBAGE for the C64 on diskette ..... \$17.95 (1.60)

ZEUS (Aardvark)

C64 & VIC-20

It's fast action as you become the WIZARD fighting off the thunderbolts of an angry Zeus. Your Cone of Cold will destroy a thunderbolt and your shield will protect you - for a while. This is a High Speed Action game with difficulty increasing wave after wave, providing hours of challenging fun and a game that you may never completely master. All machine code. Joystick required. Available on cassette or disk for the C64 or VIC-20 (with 13K expansion).

CATALOG # 21-161 ... ZEUS for the VIC-20 on cassette ..... \$24.95 (2.00)  
 CATALOG # 21-162 ... ZEUS for the VIC-20 on diskette ..... \$29.95 (2.00)  
 CATALOG # 21-163 ... ZEUS for the C64 on cassette ..... \$24.95 (2.00)  
 CATALOG # 21-164 ... ZEUS for the C64 on diskette ..... \$29.95 (2.00)

SAMURAI PAK (FOUR PROGRAMS)

(Computermat)

VIC-20

SHOGUN - Similar to C64 Samurai Pak. NINJA - The leader of the Ninja has ordered you to recover the Imperial sword from the stronghold. You are only allowed your sword and three other items. The sword must be returned to the emperor in time for his crowning, or the government will fail. ADVENTURE - Explore the underground maze of corridors, rooms, and passages. Can you find the treasures? Do you dare go further? By using two word commands, you tell the computer to move, take objects, climb, and examine new found areas. CAVES OF SILVER - Long John Silver left his treasure chest somewhere deep in the maze of caves. You had better map out where you go, or your will never see daylight again. Can you get the treasure before Long John gets you. Programs have Hi-res graphics. Keyboard control. Supplied on cassette, all four programs require 8k or 16K memory cartridges.

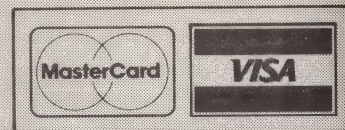
CATALOG # 20-118 ... SAMURI PAK for the VIC-20 on cassette ..... \$29.95 (1.60)



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## INCA TREASURE (Aardvark)

C64 &amp; VIC-20

Indiana Jones would feel right at home, searching for treasure, avoiding pitfalls, and outwitting the ancient Inca Priests. High adventure in the Andes. If you come home from this one, you definitely not a lost raider. Available on cassette or disk for the C64 or VIC-20 (with a 13K expansion).

CATALOG # 21-137 ... INCA TREASURE for the VIC-20 on cassette .....	\$19.95 (2.00)
CATALOG # 21-138 ... INCA TREASURE for the VIC-20 on diskette .....	\$24.95 (2.00)
CATALOG # 21-139 ... INCA TREASURE for the C64 on cassette .....	\$19.95 (2.00)
CATALOG # 21-140 ... INCA TREASURE for the C64 on diskette .....	\$24.95 (2.00)

## SEAWOLFE (Aardvark)

C64 &amp; VIC-20

Lots of sound and fast action as you lay out patterns of torpedoes in front of wave after wave of attacking PT boats. It starts easy, but each wave of PT boats gets faster and trickier. Joysticks required. High speed, all machine code action of the high seas. Available on cassette or disk for the C64 or VIC-20 (with 13K expansion).

CATALOG # 21-141 ... SEAWOLFE for the VIC-20 on cassette .....	\$24.95 (2.00)
CATALOG # 21-142 ... SEAWOLFE for the VIC-20 on diskette .....	\$29.95 (2.00)
CATALOG # 21-143 ... SEAWOLFE for the C64 on cassette .....	\$24.95 (2.00)
CATALOG # 21-144 ... SEAWOLFE for the C64 on diskette .....	\$29.95 (2.00)

## TREK (Aardvark)

C64 &amp; VIC-20

This one takes place aboard a familiar starship and is a must for Trekkies. The problem is a familiar one: The ship is in a "decaying orbit" and the engines are out. Your options are start the engines, save the ship, get off the ship, or die. Good Luck. Supplied on cassette or disk for the C64 or VIC-20 (with 13K expansion).

CATALOG # 21-145 ... TREK for the VIC-20 on cassette .....	\$19.95 (2.00)
CATALOG # 21-146 ... TREK for the VIC-20 on diskette .....	\$24.95 (2.00)
CATALOG # 21-147 ... TREK for the C64 on cassette .....	\$19.95 (2.00)
CATALOG # 21-148 ... TREK for the C64 on diskette .....	\$24.95 (2.00)

## DEATHSHIP/ADVENTURE WRITING (Aardvark)

C64 &amp; VIC-20

An exciting Adventure on an abandoned ship on the open seas, plus you can write you own adventures. A complete manual is included which contains the entire text of Deathship, over a dozen pages of detailed instructions showing how it is done along with Deathship for your computer. Supplied on cassette or disk for the C64 or VIC-20 (with 13K expansion).

CATALOG # 21-149 ... DEATHSHIP/ADVENTURE for the VIC-20 on cassette .....	\$14.95 (2.00)
CATALOG # 21-150 ... DEATHSHIP/ADVENTURE for the VIC-20 on diskette .....	\$19.95 (2.00)
CATALOG # 21-151 ... DEATHSHIP/ADVENTURE for the C64 on cassette .....	\$14.95 (2.00)
CATALOG # 21-152 ... DEATHSHIP/ADVENTURE for the C64 on diskette .....	\$19.95 (2.00)

## HAUNTED HOUSE (Aardvark)

C64 &amp; VIC-20

Another starter adventure for the 15 to 50 crowd. The house has ghosts, goblins, vampires, and treasures with problems designed to be not quite as difficult as advanced adventures from AARDVARK. Available on cassette or disk for the C64 or VIC-20 (with 13K expansion).

CATALOG # 21-153 ... HAUNTED HOUSE for the VIC-20 on cassette .....	\$14.95 (2.00)
CATALOG # 21-154 ... HAUNTED HOUSE for the VIC-20 on diskette .....	\$19.95 (2.00)
CATALOG # 21-155 ... HAUNTED HOUSE for the C64 on cassette .....	\$14.95 (2.00)
CATALOG # 21-156 ... HAUNTED HOUSE for the C64 on diskette .....	\$19.95 (2.00)

## CIRCLE WORLD (Aardvark)

C64 &amp; VIC-20

The alien culture has built a huge world in the shape of a ring circling their sun. They left behind some strange creatures and a lot of advanced technology. Unfortunately, the world is headed for destruction and it is your job to save it before it plunges into the sun. This is an excellent adventure. Supplied on cassette or disk for the C64 or VIC-20 (with 13K expansion).

CATALOG # 21-157 ... CIRCLE WORLD for the VIC-20 on cassette .....	\$19.95 (2.00)
CATALOG # 21-158 ... CIRCLE WORLD for the VIC-20 on diskette .....	\$24.95 (2.00)
CATALOG # 21-159 ... CIRCLE WORLD for the C64 on cassette .....	\$19.95 (2.00)
CATALOG # 21-160 ... CIRCLE WORLD for the C64 on diskette .....	\$24.95 (2.00)

A blackjack game so accurate that it can test Vegas betting systems! One player against the house, it has Double Down, Insurance, and pays for 5 under and more. Very accurate version of the game played in Vegas. ACEY/DUCEY (high-low) is a tough but simple gambling game for up to 10 players at once. Has selectable pot size, minimum bets, and player holdings. Both games have excellent graphics and sound. Available on cassette or disk for the VIC-20 (with 13K expansion).

CATALOG # 21-165 ... BLACKJACK/ACEY DUCEY for the VIC-20 on cassette ..... \$14.95 (2.00)  
 CATALOG # 21-166 ... BLACKJACK/ACEY DUCEY for the VIC-20 on diskette ..... \$19.95 (2.00)

■■■■■■■■■■ **BUSINESS/APPLICATION** ■■■■■■■■■■

**TOTL.TEXT (Totl) C64 & VIC-20**

Your VIC-20 or C64 becomes a professional quality word processor when you use TOTL.TEXT. Utilizing CHICKSPEED (machine language speed subroutines) the speed and versatility of TOTL.TEXT gives you professional quality at half the cost of comparable competing software. Produce simple or complex documents, forms, and letters: from a single memo to a full thesis. The straightforward approach to TOTL.TEXT allows you to become a pro in a few hours, and it's power means you'll never outgrow it's usefulness. There are three versions of TOTL.TEXT: 2.0 and 2.5 for the VIC-20, and 2.6 for the C64. The chart at the side shows the features of the different versions.

- TOTL.TEXT 2.0 for the VIC-20
- CATALOG # 23-101 ..... on cassette .. \$25.00 (2.00)
- CATALOG # 23-102 ..... on diskette... \$29.00 (2.00)
- TOTL.TEXT 2.5 for the VIC-20
- CATALOG # 23-103 ..... on cassette .. \$35.00 (2.00)
- CATALOG # 23-104 ..... on diskette... \$39.00 (2.00)
- TOTL.TEXT 2.6 for the C64
- CATALOG # 23-105 ..... on cassette... \$40.00 (2.00)
- CATALOG # 23-106 ..... on diskette... \$44.00 (2.00)

PROGRAMS		
(C64)	(VIC)	(VIC)
2.6	2.5	2.0

FEATURES INCLUDE:

Global search	.	.	.
Merge files	.	.	.
Disk directory	.	.	.
Disk commands	.	.	.
Print from any page	.	.	.
Block move/delete	.	.	.
Columnar tabs (up to 10 positions)	.	.	.
Single stroke format commands	.	.	.
Embedded footnotes	.	.	.
Footings	.	.	.
Headings (up to 4)	.	.	.
Label merge (from TOTL.LABEL files)	.	.	.
Pagination, page numbering	.	.	.
Forced paging	.	.	.
Standard tab position control	.	.	.
Insert/delete blocks of text	.	.	.
Full "live" screen editing	.	.	.
Single mode for input/edit/insert/delete	.	.	.
Right margin justification	.	.	.
Full formatting control (margins, indent, etc.)	.	.	.
Line spacing control	.	.	.
Graphic characters with Commodore printers	.	.	.
Scrolling up and down through text	.	.	.
Machine language for speed in printing and loading	.	.	.
BASIC language for versatility	.	.	.
Prints multiple copies	.	.	.
Prints documents of any length	.	.	.
Memory expansion required	na	16K	8K

**TOTL.SPELLER 3.6 (Totl) C64**

A spelling checker for the C64 which links to TOTL.TEXT files, to check and correct your spelling. Featuring a built-in dictionary, which is maintained on a separate disk and expandable to disk capacity, TOTL.SPELLER 3.6 can process your textfiles by "flagging" errors, or by sounding an alarm. You then have four options: correcting the word; bypassing it; adding it to the dictionary (which can also be updated and edited); or choosing the HELP option. This unique "HELP" features displays similar words which could replace the suspected word. Fast, user friendly, and feature oriented, this utility is a must for serious word processing.

- \* Allows usage of multiple drives
- \* Universal printer support
- \* 80 column compatibility
- \* The dictionary is maintained on a separate disk, and is expandable to over 23,000 words
- \* Accommodates punctuation, capitals, numbers
- \* Dictionary utilities to backup, edit, print
- \* Verify option displays misspelled words so you can accept-change-add it to the dictionary
- \* Audible alarms for unattended operation
- \* Disk utilities, directory access, format disk, etc
- \* Scroll thru text to read or review
- \* Auto proof-read option checks entire document unattended
- \* Comprehensive documentation and more!

CATALOG # 23-107 ... TOTL.SPELLER for the C64 on diskette ..... \$35.00 (2.00)



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Let TOTL.LABEL help organize your mailing lists, collection catalogs, menus, recipes, and household inventories. Anything that demands listing or sorting. Your imagination is your only limit to TOTL.LABEL's applications. Make your VIC-20 or C64 more effective for use in your home, small business, club or church organization. With TOTL.LABEL you can:

- \* Edit/delete labels \*
- \* Easily select labels for printing \*
- \* Merge labels with TOTL.TEXT files \*
- \* Enter optional data lines for records \*
- \* Suppress data lines for mailing labels \*
- \* Define the number of lines and columns per label \*
- \* Sort alphanumerically, by zip code, name, or both \*
- \* Print labels 1 or 2 across on the VIC-20 and 3 across on the C64, or in report format \*

CATALOG # 23-108 ...	TOTL.LABEL 2.1 for the VIC-20 on cassette .....	\$20.00 (2.00)
CATALOG # 23-109 ...	TOTL.LABEL 2.1 for the VIC-20 on diskette .....	\$24.00 (2.00)
CATALOG # 23-110 ...	TOTL.LABEL 2.6 for the C64 on cassette .....	\$20.00 (2.00)
CATALOG # 23-111 ...	TOTL.LABEL 2.6 for the C64 on diskette.....	\$24.00 (2.00)

TOTL.BUSINESS (Totl)

Complete small business bookkeeping is now available for the VIC-20 and C64. Your VIC-20 or C64 becomes an automated small business bookkeeping system. For half the cost of competing software, your system can have the speed and versatility you expect from high priced software, plus special features unique to this price range. TOTL.BUSINESS' integrated programs efficiently run the office record and bookkeeping tasks needed by the entrepreneur, salesperson, or service professional. The flexibility and capabilities of TOTL.BUSINESS combine in an easy to use yet powerful system. Don't pay more for less. Because of large number of features this program offers, we cannot adequately describe the system without taking up several pages. Write or call today, and we will send out complete information on the TOTL.BUSINESS system.

CATALOG # 23-112 ...	TOTL.BUSINESS 3.0 for the VIC-20 on diskette .....	\$85.00 (2.00)
CATALOG # 23-113 ...	TOTL.BUSINESS 3.6 for the C64 on diskette .....	\$95.00 (2.00)

TOTL.TIME MANAGER (Totl)

A unique scheduling and planning tool, indispensable to any busy person or small enterprise. Enter and analyze events and activities by responsible person(s), assigned project category, and date. You can create a personal or business schedule, calendar of events, or checklist of activities. Perform inquiries and display information pinpointing any area of interest from 4 years to 48 hours in duration. VIC version requires minimum 8K expansion. TIME MANAGER Features:

- \* 54 bar chart formats for printer output \*
- \* Easy to add, change and delete functions \*
- \* Organize printed reports by person, project, or activity \*
- \* Six basic time lines, from four full years to 24 hour days \*
- \* Sort data in reports by beginning or ending dates, or activity number \*
- \* Browse through all activities, with screen display of activities by date, person, date, etc. \*

CATALOG # 23-114 ...	TOTL.TIME MANAGER 2.1 for the VIC-20 on cassette .....	\$30.00 (2.00)
CATALOG # 23-115 ...	TOTL.TIME MANAGER 2.1 for the VIC-20 on diskette .....	\$34.00 (2.00)
CATALOG # 23-116 ...	TOTL.TIME MANAGER 2.6 for the C64 on cassette .....	\$35.00 (2.00)
CATALOG # 23-117 ...	TOTL.TIME MANAGER 2.6 for the C64 on diskette .....	\$39.00 (2.00)

RESEARCH ASSISTANT (Totl)

"Totally unique" is the way to describe the RESEARCH ASSISTANT programs. Your computer becomes an advanced, automated index for a "3 by 5 filing card" system of source and reference information from books, journals, and magazines. Some imaginative uses for this software include cataloguing collections or recording family genealogy and history. Some of the advanced features require disk, but the programs can be used in tape only systems. Keep data on source material: author, title, bibliography - Keep reference notes: page number(s), comments, up to 12 keywords, date ranges - Create sorted keyword cross reference lists - Find references by keyword search in memory (C64 version only) - Print formatted data, copy and cross reference data (requires disk). Printer required. VIC-20 version requires minimum 8K expansion.

CATALOG # 23-118 ...	RESEARCH ASSISTANT 2.0 for the VIC-20 on cassette .....	\$30.00 (2.00)
CATALOG # 23-119 ...	RESEARCH ASSISTANT 2.0 for the VIC-20 on diskette .....	\$34.00 (2.00)
CATALOG # 23-120 ...	RESEARCH ASSISTANT 2.0 for the C64 on cassette .....	\$35.00 (2.00)
CATALOG # 23-121 ...	RESEARCH ASSISTANT 2.0 for the C64 on diskette .....	\$39.00 (2.00)

A powerful, flexible, menu driven data base management program with linkable to TOTL.LABEL, TOTL.TIME MANAGER, and RESEARCH ASSISTANT. The database contains a number of unique features like dynamic disk allocation, selectable repeating fields, an option to redefine fields, and unusual program flexibility and user adaptability. Requiring printer and disk drive(s), TOTL.INFOMASTER is available on diskette for the C64. TOTL.INFOMASTER features:

- \* Includes complete disk and data backup utilities \*
- \* User-defined report format utilizing sorted and selected fields \*
- \* Label format files can be merged with TOTL.TEXT for form letters \*
- \* Machine language input/output data transfers \* Allows usage of multiple drives \*
- \* Up to 100 fields per record \* 2500 characters per record \* 245 characters per field \*
- \* Universal printer support \* 80 column card compatibility \* Comprehensive documentation \*
- \* Browse option displays records/key fields \* Option to select records for screen display \*
- \* Up to 10 files per disk \* Option to redefine fields \* Select automatic repeating fields \*
- \* Variable field and record definitions \* Dynamic usage of disk space for maximum efficiency \*
- \* Includes utilities to link files from TOTL.LABEL, TOTL.TIME MANAGER, and RESEARCH ASSISTANT \*
- \* Unlimited records per file (limited only by disk capacity) \* TOTL.BUSINESS files compatible \*

CATALOG # 23-122 ... TOTL.INFOMASTER for the C64 on diskette ..... \$35.00 (2.00)

CHECKBOOK MANAGER 64

(Abacus)

C64

Easy to use package for managing your checkbook, completely menu driven. Optional printer support and complete backup and recovery features CHECKBOOK MANAGER 64 is a real timesaver. It will lower your frustration, too! You have at the touch of a function key, the following:

- \* Create back statement \* List all checks and deposits \* Change/Edit a check \*
- \* Enter checks written \* Enter deposits \* Enter checks returned \* Enter service charges \*

CATALOG # 22-113 ... CHECKBOOK MANAGER 64 for the C64 on diskette ..... \$22.95 (1.60)

MICROTERM 64

(Arfon)

C64

An intelligent terminal program for the C64. It allows the 64 to communicate with any remote computing device using the RS232C communications interface, via modem or direct connection. MICROTERM 64 also provides file transfer capabilities for files up to 30,000 characters in length. MICROTERM comes with a complete user manual. The manual includes a stick-on overlay for the function keys of the 64. MICROTERM 64 is supplied on cassette or diskette for the C64. MICROTERM will enable you to:

- \* Save or Load files with tape or disk.\*
- \* Upload files from the C64 memory to the remote computer \*
- \* Transmit Commodore or ASCII characters, as well as format for non-standard communication \*
- \* Download files from a computer into the 64's memory for later reviewing, printing, or saving \*

CATALOG # 16-103 ... MICROTERM for the C64 on cassette ..... \$29.95 (2.00)

CATALOG # 16-104 ... MICROTERM for the C64 on diskette ..... \$34.95 (2.00)

CHARTPAK 64

(Abacus)

C64

A comprehensive package that gives you professional quality charts in high resolution graphics without any programming. CHARTPAK 64 lets you enter, edit, save, and recall data simply and quickly. Then, using this data, CHARTPAK 64 lets you interactively build your chart - whether it be a pie chart, bar chart, or line chart. You control the scaling, labeling, and positioning of the chart on the screen. CHARTPAK 64 instantly creates your chart on the screen in any of 8 different chart formats. If you don't care for the initial results, you can easily change the format and build another chart immediately. CHARTPAK 64 allows you to record the final results on your VC-1515, VC-1525E, Epson, or Gemini printers in two different sizes. CHARTPAK 64 is available on diskette. The manual alone is available for \$5.00.

CATALOG # 22-114 ... CHARTPAK 64 for the C64 on diskette ..... \$42.95 (1.60)

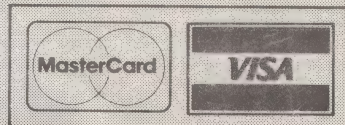
CATALOG # 22-115 ... CHARTPAK 64 manual alone ..... \$ 5.00 (1.60)



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The same fine features as CHARTPAK 64 but with output to the SWEET-P or AMDEK plotters.

CATALOG # 22-116 ... CHARTPLOT 64 on diskette w/manual ..... \$59.95 (1.60)  
 CATALOG # 22-117 ... CHARTPLOT 64 manual alone ..... \$ 5.00 (1.60)

## QUICK CHART (Abacus)

C64 &amp; VIC-20

A tool for creating bar charts. Designed to give you fast bar charts from data entered at the keyboard. Menu driven for ease of use. QUICK CHART prompts you for the data and then edits the data against your minimum and maximum values. Does automatic scaling, and for monthly data does automatic prompting. Save up to 10 charts on cassette or diskette (3 with VIC-20) for later recall. Available on cassette or diskette for the C64 or VIC-20 (with 8K memory expansion).

CATALOG # 22-118 ... QUICK CHART for the VIC-20 on cassette ..... \$14.95 (1.60)  
 CATALOG # 22-119 ... QUICK CHART for the VIC-20 on diskette ..... \$17.95 (1.60)  
 CATALOG # 22-120 ... QUICK CHART for the C64 on cassette..... \$14.95 (1.60)  
 CATALOG # 22-121 ... QUICK CHART for the C64 on diskette..... \$17.95 (1.60)

## THE SPREADSHEET ASSISTANT (Rainbow)

C64

FORECASTING and FINANCIAL ANALYSIS for the C64 - For budgets, projections, job costing, expense reports, "what if" analysis, and many other individual applications. The program is very flexible. It has easy-to-understand commands and includes an excellent tutorial. You can set the screen, board, background colors, and use all of the great cursor control features of the C64. The program supports the serial or the user port: you can configure just about any printer. It can be used with more than one 1541 disk drive or with the Interpod Interface which allows you to work with the 2031, 4040, and 8050 disk drives. THE SPREADSHEET ASSISTANT allows you to manage and manipulate numeric data. You can keep track of files such as test scores and their averages, or reach better conclusions by seeing the effect of changes in the data. A series of "Assistant" programs (such as word processing or database) are available which interface to this program. Features:

- \* 200 X 52 matrix \* Page by screen left, right, up, down \*
- \* Print all or any part of the spreadsheet \* Print just formulas \*
- \* Format any cell or all cells \* Send control characters to the printer \*
- \* Automatic recalculation of all formulas \* Type across mode for easy entry of titles \*
- \* Math functions supported: +, -, x, /, exponents, and Total \* Automatic cursor movement \*

CATALOG # 24-101 ... THE SPREADSHEET ASSISTANT for the C64 on diskette ..... \$69.95 (2.00)

## PERSONAL FINANCE ASSISTANT (Rainbow)

C64

Now you can keep track of expenditures and income for all your personal business or home transactions. Manual includes sample accounts and step by step instructions. 26 user defined accounts. 26 user defined categories. Enter transactions on nine fields including date, tax status, transaction number, written to whom, for what, and amount. Transactions may be edited, cancelled, or printed. Account and category balances may be displayed on the screen or printed. The PERSONAL FINANCE ASSISTANT includes a flexible report generator. Report criteria can be specific e.g. "taxable"; or indicate a range e.g. "transactions 100-175". The program allows you to produce reports on one or more of the entry fields. For example, total expenses charged to American Express for motel rooms in June and July. Comprehensive search and edit program allows you to balance/reconcile monthly statements. The program is easy to get started, practical and flexible. With the PERSONAL FINANCE ASSISTANT, you will be able to produce accurate statements for expense accounts and tax returns. It will also enable you to maintain and review a history of accounts and transactions. The PERSONAL FINANCE ASSISTANT requires a C64. A printer is useful.

CATALOG # 24-102 ... PERSONAL FINANCE ASSISTANT for the C64 on diskette ..... \$44.95 (2.00)

## BUDGETEER (Abacus)

C64 &amp; VIC-20

Use your computer to plan and track your personal budget with this visual planner. Compatible with the C64 or VIC-20 (with minimum 3K expander). BUDGETEER's features include:

- \* Data storage on cassette or diskette \* Printer option to display entire worksheet \*
- \* 40 user specified categories for expenses/income \* Automatic yearly totals for each category \*
- \* Automatic calculation of credit card payments \* Bar graph displays of monthly amounts/averages \*

CATALOG # 22-111 ... BUDGETEER for the VIC-20/C64 on cassette..... \$14.95 (1.60)  
 CATALOG # 22-112 ... BUDGETEER for the VIC-20/C64 on diskette..... \$17.95 (1.60)

This program maintains complete batting statistics for a baseball player or softball league of up to 250 players. It generates reports on a player, team, or the entire league (including standings). Supplied on cassette for the C64 or VIC-20 (with minimum of 10K ram).

- CATALOG # 25-101 ... BASEBALL MANAGER for the VIC-20 on cassette ..... \$30.00 (1.60)
- CATALOG # 25-102 ... BASEBALL MANAGER for the C64 on cassette ..... \$30.00 (1.60)

INVENTORY (Robbins)

C64 & VIC-20

A general purpose perpetual inventory control program. It produces a variety of reports, including order forms; multiple vendors are supported. A printer is required. Supplied on cassette for the C64 or VIC-20 (with minimum 10K Ram).

- CATALOG # 25-103 ... INVENTORY program for the VIC-20 on cassette..... \$30.00 (1.60)
- CATALOG # 25-104 ... INVENTORY program for the C64 on cassette..... \$30.00 (1.60)

ENERGY MASTER (Fabtronics)

C64 & VIC-20

Keep track of all your utility costs. A highly versatile program to calculate amounts used and costs. Also gives averages, estimates future costs, and checks your bill. Supports your use of ELECTRIC, WATER, GAS, OIL, and PROPANE. When entering data, the program will automatically display the prior reading for that entry. Any utility not applicable is bypassed. Available on cassette or diskette for the C64 and VIC-20 (with 3K expansion).

- CATALOG # 26-101 ... ENERGY MASTER for the VIC-20/C64 on cassette..... \$24.95 (1.60)
- CATALOG # 26-102 ... ENERGY MASTER for the VIC-20/C64 on diskette..... \$27.95 (1.60)

TENANT FILE (Fabtronics)

C64 & VIC-20

Maintain a record on each tenant with the following information: name, rental rate, rent due date, unit tenant living in, social security #, telephone #, security deposit amount paid, date security deposit made, reason for retention of security deposit, date moved in, date moved out, # of bad checks, condition of unit on move in, condition of unit on move out, comments/information pertinent to tenant or file. Available on cassette or diskette for the C64 and VIC-20.

- CATALOG # 26-103 ... TENANT FILE for the VIC-20/C64 on cassette..... \$14.95 (1.60)
- CATALOG # 26-104 ... TENANT FILE for the VIC-20/C64 on diskette..... \$17.95 (1.60)

RENTAL MANAGER (Fabtronics)

C64 & VIC-20

Maintain records for any rental application. Will support the following items in color graphics display in a monthly or yearly selection: unit or item #, rate, name of user or occupant, dates in use, dates reserved, dates available. Available on cassette or diskette for the C64.

- CATALOG # 26-105 ... RENTAL MANAGER for the C64 on cassette..... \$34.95 (1.60)
- CATALOG # 26-106 ... RENTAL MANAGER for the C64 on diskette..... \$37.95 (1.60)

## ▣▣▣ UTILITIES & BASIC ENHANCEMENTS ▣▣▣

SUPER DISK UTILITY 64 (Abacus)

C64

More than just a copy program. Yes, SUPER DISK UTILITY lets you copy a diskette. In fact it lets you copy it in four different ways: TOTAL - sector by sector. BAM - files in use as indicated by the bit map. FILE - you specify which files. APPEND - squeeze your files onto a single diskette. Copying is a machine language speed! Now for the rest: You can display the BIT AVAILABILITY MAP to visually see the usage of your diskette. You can display the directory. The display lets you scroll through the entries. And you can get hardcopy of the directory on your printer is you wish. You can display the contents of any disk sector. You can scroll through the data and also get hardcopy. Finally you can update the contents of any disk sector and rewrite it back to the diskette. SUPER DISK UTILITY is menu driven for ease of use. It makes working with your disk a simple, convenient and reliable experience.

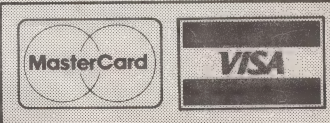
- CATALOG # 22-122 ... SUPER DISK UTILITY for the C64 on diskette ..... \$22.95 (1.60)



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The ultimate professional program development package for the C64. No other software package offers near the features of MASTER 64. Software that you develop using MASTER 64 can be distributed with MASTER 64's runtime package without paying royalties. MASTER 64 adds almost 100 new BASIC commands to the Commodore 64. For serious programming development, nothing comes close to the power of MASTER 64. It comes complete with a comprehensive 150 page user's manual in a 3 ring binder, the MASTER 64 development disk, and the MASTER 64 runtime package diskette. MASTER 64 is so extensive that it would take several full pages to briefly mention all it's features. Call or write for a free brochure . Some of MASTER 64's features are:

4.0 COMMANDS - for compatibility with other Commodore micros.  
 MACHINE LANGUAGE MONITOR - built into MASTER 64 for added usefulness.  
 ISAM FILE SYSTEM - Complete support of up to 10 indexed sequential files.  
 PRINTER GENERATION - Define and format printer pages similar to screen management.  
 SCREEN MANAGEMENT - define, input, edit and output data in exacting format to/from screen.  
 PROGRAMMER'S AID - Auto, renu, delete, print using, find, if/then/else, trace, dump, error, etc.  
 BASIC EXTENSIONS - multi-precision (22 digits) arithmetic, direct disk access, date control.  
 AND MUCH, MUCH MORE. You will wonder how you got along without it.

CATALOG # 22-123 ... MASTER 64 for the C64 on diskette ..... \$84.95 (1.60)  
 CATALOG # 22-124 ... MASTER 64 manual alone ..... \$24.95 (1.60)

## ULTRABASIC 64 (Abacus)

C64

Are you trying to write programs for your C64 using any of the following?

- \* High Resolution Graphics
- \* Multicolor Graphics
- \* Sprite Graphics \*
- \* Sound Effects or Music
- \* Joystick, Game paddles, or Light Pen
- \* Hardcopy of Graphics Screen \*

Well, if you want a package that makes it ultra-simple to use these features, then you want ULTRABASIC 64. 50 powerful commands are added to your Commodore 64 including all of the graphics commands found in the SCREEN GRAPHICS 64 package listed in the GRAPHICS section of this catalog. These commands cover graphics, sound and music, sprites and games. No longer are you forced to use those hard-to-remember PEEKs and POKEs. ULTRABASIC 64 removes many of the rough edges of using built-in BASIC. And if that isn't enough, included are TURTLE GRAPHICS commands which let you draw with the friendly turtle. Just position him and let him go. He's quite fast, too! You can get hardcopy of your graphics screen in either of two different sizes onto your VC-1515, VC-1525E, or Epson or Gemini printers. Stop struggling with built-in BASIC. Get ULTRABASIC 64 and add 50 powerful commands to your library of software tools.

CATALOG # 22-125 ... ULTRABASIC 64 for the C64 on cassette ..... \$39.95 (1.60)  
 CATALOG # 22-126 ... ULTRABASIC 64 for the C64 on diskette..... \$42.95 (1.60)  
 CATALOG # 22-127 ... ULTRABASIC 64 manual alone..... \$ 5.00 (1.60)

## SUPER EXPANDER SCREEN DUMP for the VIC-20 (Abacus)

VIC-20

If you have a VIC printer, then you need this software. SE SCREEN DUMP copies your high resolution or multicolor graphics screen directly to the VIC printer. And it can copy it with magnifications or 1X, 2X, or 3X. But thats not all! Using the 3X magnification, you can select one of three algorithms to create enhanced images of your graphics pictures. SE SCREEN DUMP is fully compatible with the SUPER EXPANDER CARTRIDGE - VC1211A. Simply load SE SCREEN DUMP, type a symple SYS and SE SCREEN DUMP hides itself. Plot your pictures using normal SUPER EXPANDER commands. And when you want to put SE SCREEN DUMP into action, just issue a simple BASIC command. PRESTO! Your printer starts up and begins to produce exact or enhanced copies of your graphics screens for you to show off. Requires SUPER EXPANDER CARTRIDGE and VC1515 or VC1525 printer.

CATALOG # 22-128 ... SE SCREEN DUMP for the VIC-20 on cassette ..... \$14.95 (1.60)  
 CATALOG # 22-129 ... SE SCREEN DUMP for the VIC-20 on diskette ..... \$17.95 (1.60)

# ■■ LANGUAGES, ASSEMBLERS & COMPILERS ■■

BASM - BASIC compiler and assembler for the C64

(Computer Alliance)

C64

A new concept in program development tools. BASM is a hybrid BASIC and assembly language, having the advantages of both. It assembles standard 6502 assembly language, and in the same program, compiles BASIC code. BASM will automatically recognise which is which. You can even mix them on the same line. The BASIC used by BASM is a dialect of BASIC adapted to the assembly language environment. For instance the BASM GOTO command uses a name for it's destination rather than a line number. The normal BASM data type is byte integer, like assembly language, and you can use the 6502 special addressing modes in the BASIC statements. This means that BASM BASIC statements translate very directly into machine code. Using one of the list options, you can print out the assembly produced by your BASIC code. Writing programs in BASM is like writing in assembly language, but the syntax in much faster to use. You can write a program in BASM in a third to half the time it would take you to in assembly, but with nearly the same program efficiency. BASM allows you to do block structured programming with the IF...ELSE...ENDIF, WHILE...ENDWHILE, and DEF...ENDDF structures. The DEF command allows you to create your own high level commands and pass parameters to them, or even re-define many of the existing ones. BASM has an easy to use library system for allowing your custom commands to be used by different applications. BASM comes with a built in BASIC-like editor, but with advanced editing commands. The BASM library comes with utilities such as graphics sound, sprites, 16 bit arithmetic, or disk access. BASM compiles/assembles from disk file to disk file, so you will have no difficulty with large programs (BASM also allows multiple files for the source code). BASM locates your program anywhere in memory, and generate ROM-able code. BASM is now being used by many software development companies. BASM comes on disk with a comprehensive 88 page manual. Software updates are available for a small charge when released.

## TECHNICAL SPECIFICATIONS:

Execution speed :	217 times faster than Commodore 64 BASIC (Clear Screen routine timed)
Compilation speed:	3-4 lines per second
Final code size:	Comparable to assembly language
Compiler size:	17K
Royalties:	None
Program size limits:	No limitations on code size except symbol table
Native 6502 code:	No P-Code

Variable names up to 32 characters in length  
IF, WHILE, and FOR nesting up to 100 deep  
Symbol table can handle thousands of symbols  
User editable run-time library  
A growing library of stock utilities and subroutines  
Simple 2-pass compiler/editor  
Built in editor  
Monitor supplied as a utility program  
No limit to the number of data statements  
Create your own BASIC statements using DEF...ENDDF  
Block structured programming: IF...ELSE...ENDIF, WHILE...ENDWHILE  
Use 6502 indirect addressing in BASIC statements  
Native data type is byte integer (0-255)  
Freely mix BASIC with standard 6502 assembly

CATALOG # 28-101 ... BASM for the C64 on diskette ..... \$99.95 (2.00)

TINY PILOT for the VIC-20

(Abacus)

VIC-20

An educational language that is easy to learn, easy to use. TINY PILOT is compact, and runs on a VIC-20 without any memory expander. And there will be enough room left over for a good-sized PILOT program. Your program runs quickly since TINY PILOT is written in fast machine language. Save your program to cassette or disk. Includes sample programs and manual.

CATALOG # 22-135 ... TINY PILOT for the VIC-20 on cassette ..... \$14.95 (1.60)

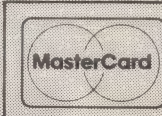
CATALOG # 22-136 ... TINY PILOT for the VIC-20 on diskette ..... \$17.95 (1.60)



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For those C64 owners that have been waiting for the popular Pascal language, now there is ZOOM PASCAL. ZOOM PASCAL is fast running because it produces 6502 machine language, not P code. ZOOM PASCAL gives you the programming convenience of a structured, high level language. Data types include floating point reals, integers, strings and scalars. You can access conventional text files on disk or tape with ZOOM PASCAL 64. The ZOOM PASCAL package consists of: \* EDITOR - so you can create, save, and modify your Pascal source language statements \* COMPILER - to translate the Pascal source language statements into intermediate code \* TRANSLATOR - to translate the intermediate code into actual 6502 machine language \* Comprehensive users manual \* Sample programs to show you how to get the most from ZOOM PASCAL 64. (2.00)

CATALOG # 22-130 ... ZOOM PASCAL 64 for the C64 on diskette ..... \$39.95 (1.60)

## TINY FORTH

(Abacus)

C64 &amp; VIC-20

An exciting and affordable high level language to run on your C64 or VIC-20. TINY FORTH comes with well over 200 words in it's vocabulary. And if that's not enough, TINY FORTH is extendable - you can add your own words to this built in library. TINY FORTH includes a full screen editor for creating new "screens" that you can save to disk or tape. TINY FORTH comes with a 45 page manual that leads you through the "Basics" of the FORTH language.

CATALOG # 22-131 ... TINY FORTH for the VIC-20 on cassette ..... \$19.95 (1.60)  
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## DEVELOP 20

(French Silk)

VIC-20

Five powerful software development tools plus the exciting new book INSIDE THE VIC. Assembler/Editor/Loader/Decoder/Monitor - Full featured Assembler allows use of labels, comments, and arithmetic expressions to create machine language programs. Create, save, modify Assembly language programs with the Editor. Load and link machine language modules with the Loader. Decode machine language for study or input to the Editor. Single-step program execution with the Monitor. Extended features combines the Assembler and Editor into one complete program for maximum ease of use (VIC Extended features require minimum 8K). Included is the book INSIDE THE VIC, giving a complete, clear explanation of machine language, Assembly language, VIC-20 architecture, graphics, joystick and sound effects programming. Detailed step-by-step guide to the use of the development tools. How to combine BASIC and machine language, make auto start cartridges, interface with the internal ROM-based programs or BASIC and the Kernal. Sample programs fully explained. The set of programs are supplied on cassette or disk including book. VIC-20 extended features as described above are and additional \$5.00.

CATALOG # 27-101 ... DEVELOP 20 for the VIC-20 on cassette ..... \$49.95 (1.60)  
 CATALOG # 27-102 ... DEVELOP 20 for the VIC-20 on diskette ..... \$54.95 (1.60)  
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 CATALOG # 27-104 ... DEVELOP 20 w/ext. features for the VIC-20 on diskette ..... \$59.95 (1.60)

## DEVELOP 64

(French Silk)

C64

Same as above DEVELOP-20 program, except includes the book INSIDE THE COMMODORE 64. Extended features described above are included. Supplied on cassette or disk, including book.

CATALOG # 27-105 ... DEVELOP 64 for the C64 on cassette ..... \$54.95 (2.00)  
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## ASSEMBLER/MONITOR 64

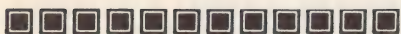
(Abacus)

C64

Use this package to develop machine language programs on your Commodore 64. This low cost software combination has high priced features. Both the ASSEMBLER and MONITOR are written in machine code for speed and efficiency. ASSEMBLER/MONITOR 64 comes on diskette complete with the user's manual. Some of the features of this assembler are:

- \* Complete symbol table listing \* Source file chaining capabilities \*
- \* Standard MOS Technology syntax \* Hunt (for characters) \* Disassemble code \*
- \* Transfer blocks of data \* Compare blocks of data \* Assembler can co-exist with Monitor \*
- \* Full screen editing of source programs \* Object code assembles to memory, disk or tape \*

CATALOG # 22-137 ... ASSEMBLER/MONITOR 64 for the C64 on diskette..... \$32.95 (1.60)



# GRAPHICS



SCREEN GRAPHICS 64

(Abacus)

C64

Here's one of the finest graphics software packages available for your C64. SCREEN GRAPHICS 64 gives you high resolution, multicolor and sprite graphics all in one package. You get a full 320 X 200 points in hires mode; 160 X 100 in multi color mode, and sprite graphics in either hires or multicolor mode. SCREEN GRAPHICS 64 gives you two screens - one for normal text and the other for graphics displays. You can switch back and forth between the screens in either command mode or from within a program. And you can mix both hires and multicolor sprites on the same screen. You'll be amazed at the speed which graphics can be made to dance on your screen using SCREEN GRAPHICS 64. It's the nearest thing to writing in machine language. SCREEN GRAPHICS 64 is also interactive. Simply type in a command and watch the graphics appear on the screen immediately. You get instant feedback at your keyboard with this truly interactive capability. Furthermore you can save your displays on cassette or disk. You can restore those same displays for viewing at a later time. SCREEN GRAPHICS 64 runs on any C64 and comes on either cassette or disk with a detailed user's manual, sample programs that demonstrate the power and simplicity of SCREEN GRAPHICS 64, and a tutorial that eases you into these new capabilities. The users manual alone and the SCREEN GRAPHICS 6502 listing are also available.

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- CATALOG # 22-141 ... SCREEN GRAPHICS 64 6502 listing ..... \$25.00 (1.60)

GRAPHVICS Super Graphics for the VIC-20

(Abacus)

VIC-20

Utilize both Hires and Multicolor graphics with the most versatile graphics package yet available for the VIC-20. GRAPHVICS give you two screens, one for text and one for graphics displays. Control over 24,000 points on the graphics screen. Mix both HIRES and MULTICOLOR graphics on the same screen to create spectacular graphics pictures on the VIC-20. GRAPHVICS adds 18 powerful commands to VIC BASIC - commands to set colors, plot points, draw line and boxes, even display texts along side of graphics. Commands are simple to use and make programming with GRAPHVICS easy. GRAPHVICS runs on any VIC-20 that has either a 3K, 8K, or 16K memory expansion, and comes with the user's manual and sample programs on either cassette or disk. The manual itself and the VIC GRAPHVICS 6502 listing are available seperately also.

- CATALOG # 22-142 ... GRAPHVICS for the VIC-20 on cassette..... \$19.95 (1.60)
- CATALOG # 22-143 ... GRAPHVICS for the VIC-20 on diskette ..... \$22.95 (1.60)
- CATALOG # 22-144 ... GRAPHVICS User manual alone ..... \$ 5.00 (1.60)
- CATALOG # 22-145 ... GRAPHVICS 6502 listing ..... \$20.00 (1.60)

HIRES/MULTICOLOR GRAPHIC UTILITIES for the VIC-20 without memory expander

(Abacus)

VIC-20

For you VIC-20 owner's without extra memory, you can try this package which adds eith high resolution or multicolor graphics - HIRES gives you 104 X 152 points; MULTICOLOR gives you 52 x 76 points. Each utility adds 7 commands. Included are four sample programs to demonstrate dynamic displays, 3-D pictures, how to build color displays, etc. The user manual explains each command. Available on cassette or disk. The manual alone and the 6502 listing are also available.

- CATALOG # 22-146 ... HIRES/MULTICOLOR for the VIC-20 on cassette ..... \$14.95 (1.60)
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SPECIAL CHARACTER GENERATOR

(Microbrain)

VIC-20

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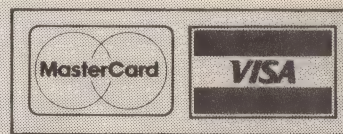
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## PIPER for the VIC-20

(Abacus)

VIC-20

An exciting way to turn your VIC into a music machine. Piper lets you compose, conduct, and play your own musical scores with ease. And you'll be amazed at the speed with which you can enter music using PIPER. PIPER lets you enter music using familiar notation. With PIPER you don't have to POKE to play a C note. And you don't have to use a FOR-NEXT loop to decide when a quarter note is complete. With PIPER, you play a quarter note by using /4, an eighth note using /16, and so on. You can speed up the overall tempo of your music with a single command. PIPER even lets you sing along - you can display the lyrics as your music plays. PIPER provides commands that make music compositions on a micro similar to reading sheet music. You have the ability to repeat or reuse common stanzas, control the volume, change the tempo, etc. And, after writing your compositions, you can save them to cassette or diskette for replaying at a later time. With PIPER, you enter music as lines as if you were writing sheet music. PIPER is immediately ready to play back these compositions, since PIPER interpretively performs your music. It's so simple to use. Also included is a comprehensive manual and several samples of musical compositions. Runs on VIC-20 without any additional memory expansion.

CATALOG # 22-156 ... PIPER for the VIC-20 on cassette..... \$14.95 (1.60)  
 CATALOG # 22-157 ... PIPER for the VIC-20 on diskette..... \$17.95 (1.60)

# BOOKS

THE COMMODORE 64 PICTURE BOOK (Hayden)  
 THE VIC-20 PICTURE BOOK

Here's the best way for first time VIC-20 and C64 owners to get started - simple pictorial guides that explain all operating and programming functions, from opening the box to setting up hardware to programming. Everything is explained and demonstrated in sequential photos. You follow along visually. No confusing instructions. No "computerese". Even programming exercises are illustrated. You check your results against the photo of what should appear on the screen. A quick way to advance to more sophisticated techniques and routines.

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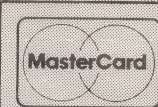
A collection of 39 programs for every member of the household. Includes home budget programs, educational games, and programs for managing finance, arranging schedules, and more. Each program is documented with a description of it's function, a listing in Commodore 64 BASIC, a symbol table, sample data, and a sample run.

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**ANATOMY OF THE COMMODORE 64 (Hayden)**

Aimed at the C64 owner who wants to better understanding his computer. It is a 300 page detailed guide to the lesser known features of the 64. For those readers who need to delve deeply into their computer, it includes a fully commented listing of the ROMs. Here's an authoritative source for C64 information. Topics well covered include:

- \* GRAPHICS PROGRAMMING \* INPUT AND OUTPUT CONTROL \* ROM LISTINGS.\*
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**VIC MACHINE LANGUAGE GUIDE (Abacus)**

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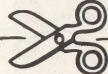
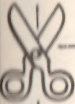
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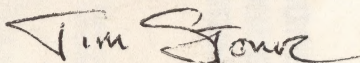
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