

== ARCADE OWNERS ==

- IF YOU ENJOY -
- HOME BREWING PROGRAMS
 - CHALLENGING PROJECTS
 - INCREASING YOUR CAPABILITIES
 - JUST PLAYING GAMES

THEN THE  PUBLICATION

≡ FILLS YOUR NEEDS ≡

SINCE 1978, THIS NEWSLETTER HAS BEEN PROVIDING ITS SUBSCRIBERS WITH KNOWLEDGE OF THE TECHNIQUES AND FEATURES OF THE MACHINE THAT ENABLES US TO ENJOY & LEARN EVEN MORE.

WE PROVIDE:

- TUTORIALS - HOW AND WHY
- PROGRAMS - SUBSCRIBER-DONATED GAMES & UTILITIES
(OVER 80 MAJOR PROGRAMS IN 26 ISSUES)
- HARDWARE - INSIGHTS INTO THE ARCADE AND NEWS OF ASTROVISION ADDUNDER & VIDEOCADES
- EXPANSIONS - DATA AND NEWS OF NOW AVAILABLE 4K & 16+K RAM MEMORY ADDITIONS & ACCESSORIES
- AD SPACE - FOR SOFTWARE (PROGRAMS) AND EQUIPMENT
- INTERFACES - APPLE (NOW); TRS80 & S100 (IN WORK)

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ARCADIAN
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SAN JOSE CA 95127
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R. FABRIS

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VOL II - \$10.

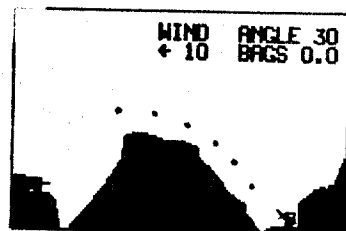
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3 .ARTILLERY DUEL
4 .BY JOHN PERKINS
10 :RETURN ;FOR A=0TO 9;0(A)=0;NEXT A
20 CLEAR ;H=RND (50)-44;A=-80;T=RND (9);LINE A,H,4;I=H
30 A=A+RND (10);H=H+RND (9)-T;IF HK-44H=-44;T=4
40 IF H>10T=6
50 T=T+(T>5)02-RND (3)+1;IF A>78A=79
60 LINE A,H,1;IF A#79GOTO 30
70 H=I;W=RND (51)-26
80 FOR A=-80TO 79;LINE A,-44,4;IF PX(A,H)GOTO 120
90 FOR Y=1TO 60;IF PX(A,H+Y)H=H+Y;GOTO 120
100 IF (PX(A,H-Y)+H-Y<-44)NEXT Y
110 H=H-Y
120 LINE A,H,1;NEXT A;S=RND (2)02-3;G=RND (3)+2
130 FOR P=0TO 5STEP 5;X=RND (31)-75+(P=5)0120;FOR H=-44TO 20;IF PX(X,H)NEXT H
140 Y=H+RND (5)-3;IF Y<-40Y=-40
150 BOX X+(P=0)04-2,Y+4,11,15,2;BOX X,Y,5,5,1;BOX X+(P=0)02-1,Y-3,3,1,1
160 LINE X,Y,4;LINE X+(P=0)012-6,Y,1;0(P+1)-X;0(P+2)-Y;NEXT P
170 P=(S-1)05;C=P05+1
180 FOR N=1TO 11;BOX 0(P+1),0(P+2)+1,3,1,3;NEXT N;NT=1
190 W=H+RND (9)-5;CX=-9;CY=40;PRINT "WIND";CX=-9;IF W TU=95+(W)002
200 PRINT #3,ABS(W)
210 CX=Sb51-22;CY=40;A=0(P+4);PRINT "ANGLE",#3,A
220 CX=Sb51-22;B=0(P+3);PRINT "BAGS ",#1,B010,".",RM
230 IF TR(C)GOTO 350
240 K=(KN(C)+128)05+(S#1)0255;IF ABS(K-E)<10GOTO 300
250 E=K;A=K01505;0(P+4)-A;CY=40;CX=Sb51+8;PRINT #3,A
260 GOSUB 280;X=0(P+1);Y=0(P+2);LINE X-30S,Y,4;BOX X-50S,Y+4,5,9,2
270 K=K0100;J=RM;LINE X-(3+K025)05,Y+J025,1;GOTO 300
280 GOSUB 500+Ab2b(AK45)+(90-A)02b(A)40;IF A>45K=K0100+R0b100
290 RETURN
300 IF JX(C)=0IF JY(C)=0GOTO 230
310 B=B+JX(C)010+JY(C);IF B<0B=0
320 IF B>99B=99
330 0(P+3)-B;CX=Sb51+8;CY=32
340 PRINT #1,B010,".",RM;GOTO 230
350 BOX 0,36,159,16,2;BOX 0(P+1),0(P+2)+1,3,1,1
360 GOSUB 280;X=K0100;Y=RM;R=9
370 X=-(Xb0100)05+02;Y=Yb0100
380 I=0(P+1)-305;J=0(P+2)010;FOR N=15TO 15STEP -1;&(21)=32;&(23)=Nb16;NEXT N
390 U=I010;V=J010;BOX U,U,1,1,3
400 K=U;L=V;Y=Y-G;I=I+X;J=J+Y;U=I010;V=J010;BOX K,L,1,1,3;BOX U,U,1,1,3;IF ABS(U)>79BOX U,U,1,1,2;U=99;GOTO 430
410 IF U<-40U=-40;GOTO 430
420 IF (PX(U,U))+U>20GOTO 400
430 LINE U,U,4;FOR N=240TO 0STEP -16;&(23)=N;BC=RND (3)013+86
440 LINE U+RND (R)-R02-1,U+RND (R)-R02,2;NEXT N
450 BC=7;T=0;E=(S#1)05;U=0(E+1);U=0(E+2);FOR X=U-2TO U+2;FOR Y=U-2TO U+2;IF PX(X,Y)T=T+1
460 IF T>135=-S;GOTO 170
470 NEXT Y;NEXT X;IF R=9R=19;GOTO 430
480 0(P)=0(P)+1;PRINT #5,0(0)," DESTROYED",0(0)
490 FOR N=0TO 3000;NEXT N;GOTO 28
500 K=9900;RETURN
510 K=9900;RETURN
    
```

b = multiply "x"
c = divide "÷"

This is a sample of the game programs we feature. (Bally BASIC videocade is required for all user-programmed items. List price is \$50, sale on this flyer, \$25,ppd))

This picture was taken from the tv screen:



ARTILLERY DUEL is an intriguing game by John Perkins. The machine sets up a random ground and adds two gun emplacements. As each player's turn is taken, he adjusts the knob for barrel elevation, moves the joystick to add or reduce the number of powder bags (by whole bags sideways; by tenths, back and forth). Then when ready, pull the trigger. There is gravity and a random wind. Anyway, the gun recoils and there goes the shell. There is an explosion when it lands. A gun is destroyed when less than half a gun remains (the repair crew can replace a gun barrel) The program us es all available space - don't enter lines 3 & 4. Be sure to exercise the joystick to see how the variables work.

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- 520 K=9817;RETURN
- 530 K=9625;RETURN
- 540 K=9334;RETURN
- 550 K=9042;RETURN
- 560 K=8650;RETURN
- 570 K=8157;RETURN
- 580 K=7664;RETURN
- 590 K=7070;RETURN

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"VIPER" Memory Expansion System

The basis of this new system is an attractive black and silver metal cabinet with a 5-slot motherboard, system interface card with bus cable, and fuse-protected 5 amp power supply.

A motherboard bus system is one in which a printed circuit board contains a number of parallel connectors. Optional capabilities are contained on cards which plug into any of the open connectors.

The standard features include a serial input specifically designed for the optional keyboard, an independent audio amplifier, a socket for 1 to 4K of ROM and 16K of RAM. The front panel provides a master power switch, ON/OFF indicator lamp, expansion system reset, and I/O status lights. The rear panel contains a 1 watt audio output connector, volume control, switched power output for the computer, and provisions for inputs and outputs to existing and future options.

Optional equipment includes additional 16KRAM cards, system I/O card and an ASCII keyboard. The RAM cards are 4K bank selectable and two more may be added to expand to 65K. The I/O card contains a 2400 baud cassette interface, dual tape machine control, bi-directional 300 baud RS-232 port, and audio dubbing/recording capability. The keyboard features full ASCII character set, electronic upper case lock, and indicator.

The system is compatible with the existing Basic and other software currently being written to further enhance its capabilities. Other option cards are also under development.

Specifications, prices and availability will be announced in coming issues of the ARCADIAN. ALTERNATIVE ENGINEERING P.O. BOX 128 GARDINER, ME 04345

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