

W & W SOFTWARE SALES  
6594 Swartout Road  
Algonac, Mich. 48001

TAPE #1

**Othello**

Uses hand controller. Enter 0 players and machine will play itself to demonstrate how the game is played. Score is displayed on the screen throughout the game. Moves are made by pushing the joystick forward and turning knob to select letter, then with the joystick in the normal position, turn knob to select number; pull the trigger to make your move. If your move is put on the screen and then removed, you have made an illegal move. Board is lettered and numbered for tournament Othello. Use hand controller #1 to select the number of players. 2 to 2 players.

**Van Gam**

Entries are made via the keypad with overlay. The game starts with 2 piles of matches, which you input from the keypad. Up to 99 each. Object is to take the last match. You may take any number of matches from either pile, or the same number from both. IE. 6R takes 6 matches from the right pile. 8L takes 8 from the left pile. 5B takes 5 from both piles. Answer questions with Y for yes and N for no. 1 player.

**Flight Simulator**

Uses hand controller. Flies a little slow, but just like a real plane on instruments. Turn knob to right for thrust, and to left for flaps, and in the middle to maintain speed. Pull back on joystick to increase altitude. Joystick to right turns plane to right, etc. Get going over 50 before attempting to take off! When you get over a thousand feet or so, you can try shooting down the plane that will appear on the screen. 1 player.

**Sub Search**

Uses hand controller. The screen is divided into X and Y coordinates. X coordinate is a horizontal line from left, a negative 80, to right a positive 80. Y coordinate is a vertical line with the top a positive 40, and the bottom a negative 40. Your sub is always at Y-40 and X 0. The enemy sub starts somewhere above Y positive 20, and moves towards your ship. Knob is turned for number. Pull trigger to shoot. 1 player.

**Hangman**

Uses hand controller, to play. Keypad with overlay is used to enter the 10 words. When game starts a zero will appear on the screen. At this point you will input from the keypad how many letters the first of the ten words has. The number will advance to one. You then type in the first letter of the first word. The number will advance to two. You then type in the second letter of the first word. Etc. When you are finished typing in the letters of the first word, up to 9 letters per word; you will enter spaces until the number ten appears on the screen. At this point you will input the number of letters in the second word. When the number eleven appears, you will input the first letter of the second word; each time the number advances you will input the letters from the second word; in their correct order. After inputting a word, fill up the unused portion with spaces. Words are always started by inputting the number of letters in the word at 0, 10, 20, 30, 40, 50, 60, 70, 80, & 90. When you reach 99, the machine will start playing. For letters A to O put joystick forward and turn knob. For letters L to Z with joystick in the normal position, turn the knob. When the letter you want appears on the screen, pull trigger. 1 player.



W & W SOFTWARE SALES  
6594 Swartout Road  
Algonac, Mich. 48001

TAPES # 2

Concentration

Uses hand controller. Object is to match letters to score points. With joystick forward or straight back, turn knob to select tens digit. With joystick in the normal position, turn knob to select units digit. Pull trigger to uncover square. 2 to 4 players.

Space Chase

Uses hand controller. Joystick controls movement of ship. Knob all the way to the right for shields up, all the way to left for shields down. Pull trigger and hold to fire laser. Game is a little slow, but as fast as it can be. Input (0) from keypad (using overlay), to play again. 2 player.

Slot Machine

Uses hand controller. Pull trigger to start. Joystick acts the same as arm on one arm bandit. 1 player.

Game Of Life

Entries are made via the keypad with overlay. Game is played out on a 20 by 20 grid. Rules of life for machine are: If a square has one cell in it, and is surrounded by 2 or 3 other cells, it lives. More than 3 it dies, and less than 2 it dies. If an empty square has exactly 3 cells around it, it becomes a cell. It takes a while because it is written in basic, but it works. Start out with 6 cells in positions 187, 188, 189, 190, 191, and 192; and watch it die out after 13 generations. To start with a cell above or below the center, add or subtract 20.

Math Quiz

Entries are made via the keypad with overlay. Key in answer, use negative sign when applicable. Push go. Computer will give 10 problems, depending on your answers the computer will adjust to the level of your ability.

W & W SOFTWARE SALES  
6594 Swartout Road  
Algonac, Mich. 48001

TAPE # 3

**Biorhythms**

Entries are made via the keypad with overlay. Press zero to clear. Center arrow points to date entered. Other arrows point to critical days.

**Alien Patrol**

Entries are made via the keypad with overlay. Computer asks you to select 1 of 3 options. Option #3, refueling, only appears in sector 0 (home base); it is used when you do not find another fuel station and need one; you may reverse and return to sector 0. When computer reaches a fuel station it will automatically refuel if you are below 500 units of fuel or out of missiles. When under computer control the computer will stop to fight aliens, refuel if needed, at sector 0, and at sector 66 (outer limits). Whenever it stops you can exercise your options. If you run out of missiles when fighting an alien you may leave to find a fuel station and return to complete battle. 1 player.

**Tic Tac Toe**

Uses hand controller. Knob is used to select number, pull trigger to move. 1 player.

**Mastermind**

Entries are made via the keypad with overlay. Value - Correct number, but in wrong position. Position - Correct number, and in right position. 1 player.

**Calendar**

Entries are made via the keypad with overlay. Input month with number of month. IE. March is 3, etc. Then enter the year. Desired calendar will be printed on the screen.



W & W SOFTWARE SALES  
8594 Swartout Road  
Algonac, Mich. 48001

TAPE # 4

**Cylon Raiders**

Uses hand controller. You are in a viper and the cross-hares on your scope are moved with the 8 positions of the joystick. When the Cylon is in the center of your scope you pull the trigger to shoot him down. 1 player.

**Checkers**

Uses hand controller. The 8 positions of the joystick are used to move the flashing square from one square to the next. Position the flashing square on the checker you want to move, pull the trigger until the flashing square shuts itself off momentarily. Then position the flashing square on the next square you wish to move to, pull the trigger again and computer will move your checker. In the case of a double jump, only make the first part of the jump, the computer will automatically jump the second checker; and the same on a triple jump. When the computer is ready to make his move, it will make a noise, and after it has moved the flashing square will indicate the piece it moved or jumped. 1 player.

**Block Buster**

Uses hand controller. Knob is used to direct the paddle into position. Paddle will become smaller after you have broken through the wall. Score is kept continuously, and the high score for the day is recorded. 1 player.

**Mensa Test**

Entries are made via the keypad with overlay. Answer the questions and computer will give you your score. 1 player.

**Russian Roulette**

Uses hand controller. Computer explains the rules. 1 player.



W & W SOFTWARE SALES  
6594 Swartout Road  
Algonac, Mich. 48001

TAPE # 5

Bowling

Uses hand controller. Pull trigger when ball is where you want to throw it. 1 player.

W & W Racetrack

Entries are made via the keypad with overlay. Place bets and watch the race. 1 to 4 players.

Space Dock

Uses hand controller. Use 5 position joystick to dock your ship. 1 to 4 levels of difficulty. 1 player.

Riddle

Entries are made via the keypad with overlay. Do not turn off the tape until the program starts running, answer goes in on blank screen. Don't give up easily. 1 player.

Sequence

Entries are made via the keypad with overlay. Answers may be positive or negative integers. 1 player.



W & W SOFTWARE SALES  
6504 Swarlow Road  
Algonac, Michigan 48001

TAP 576

**Brain Reader**

Uses hand controller. Computer gives directions. Object is to form a square with the solid squares on the outer edge and leaving the center square empty. Each square has a pattern of squares it affects. 1 player.

**Amortization Program**

Entries are made via the keypad with overlay. Computer asks for principal; enter the dollar figures, decimal point and cents or two zeros. Computer asks for interest; enter a whole number, decimal point, and two figures. Computer asks for payment; enter dollar figures, decimal point, and two figures. If payment is entered, computer will start printing each payment until loan is paid off. If payment is unknown, press go. Computer asks for number of payments; enter whole number, no decimal point, press go. 18. For 3 years enter 36. Computer then tells you the amount of payment, then proceeds to print each payment, until the loan is paid off. Each monthly figure may be up to .01 off on the cents due to lack of rounding figure on printout.

**Checkbook Balancer & Compound Interest Program**

Entries are made via the keypad with overlay. Computer asks questions. All entries are made with dollar figures, decimal point, and cents (or two zeros). Interest figures are entered as whole number, decimal point, and 2 figures. 18. 4 1/2 % would be 4.50; 5% would be 5.00. Computer asks for checks; enter first check; computer asks for checks again and again until you have no more checks; at this point you press go. Computer will take as many check inputs as you desire. Computer then asks for deposits not on statement; enter deposit; computer asks again, if no more deposits press go. Computer then computes your balance. Compound interest entries are for money, dollar figures; decimal point, and cents. Use of decimal point also required on interest entry. For number of years; use a whole number and press go, or use whole number and decimal point with two figures and press go. Compound interest computing time is 180 computations per minute. 18. Interest compounded daily for 2 years takes 2 minutes. Interest compounded quarterly for 90 years takes 2 minutes.

**Lazer Blazer**

Uses hand controller. Asteroids and space ships appear. You score points for blowing them up. Trigger fires lazer. Joystick controls the lazer beam movement by use of its 8 directional movement. Knob is used to control the amount of change of the beam movement, to the left more change, to the right less change. 1 player.

**Peckit Puzzle**

Uses hand controller. Object is to arrange the numbers in the correct order. Same game may be played again, and if it is shows how many moves it took you the first time on the upper part of display. 1 player. Joystick controls the movement of flashing square.



W & W SOFTWARE SALES  
6594 Swartout Road  
Algonac, Michigan 48001

Tape # 7

**Robo Chase**

Uses hand controller. Object of the game is to eliminate Robots before they eliminate you. Computer asks for difficulty level, make selection with knob. Pull trigger to start. You are the small cross, columns are the larger crosses, and the boxes are the robots. To destroy the robots, you must line up with a column between you and the robot, when the robot touches the column he is eliminated. If you collide with anything, you are eliminated. Computer shows the score after 5 games, and gives high score for the day. Movement controlled by 8 position joystick. 1 player.

**Reddies Diggies**

Uses hand controller. Put joystick to left, normal, or to the right to select moves 1, 2, or 3; hold in position and pull trigger. Computer gives instructions. 1 player.

**Words of Wisdom**

Aphorisms. Computer composes sayings for every situation.

**Enhanced Lunar Lander**

Uses hand controller. Trigger is used to fire retro rockets. Joystick left and right for movement left and right. You may only land on a flat surface. Landing velocity must be greater than -4. After landing, push #3 on keypad with overlay to build lunar station. Ship can be launched into orbit providing you have fuel left. Due to program capabilities no matter what you run into you will explode, such as stars and even the words on the screen. Once the ship is in orbit, docking sequence will commence. Maneuver cross-hairs to center for docking via joystick. After successful docking. Game restarts.

**Jukebox**

Selections are made with keypad using overlay. Plays 7 tunes.