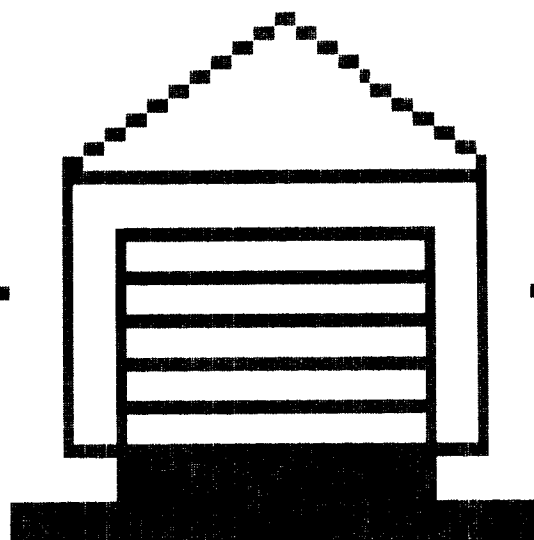
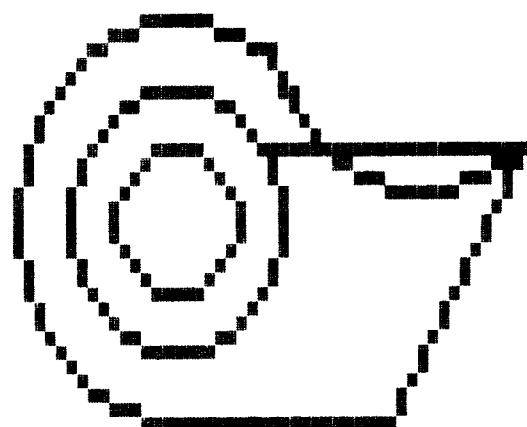
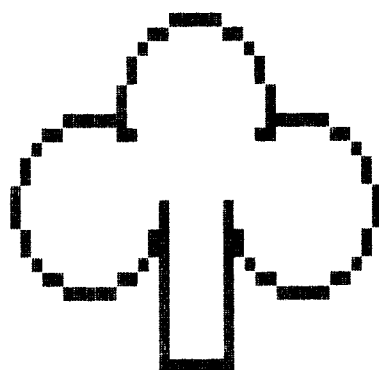
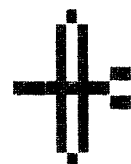
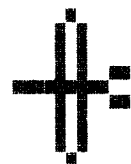
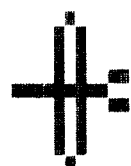


9-NE+A+



-GE



NIAGARA BUGS CLUB TAPE (SIDE 1)

ENTER>:INPUT [GO] [PLAY TAPE]
STOP TAPE WHEN PROMPT APPEARS ON SCREEN, BUT DON'T [RESET]
OR [REWIND]
ENTER MENU SELECTION ON KEYPAD
START TAPE PLAYING FROM WHERE IT WAS STOPPED
ALL PROGRAMS "FILE SEARCH" IN, AND "AUTO RUN"!

CROSSING SIGNAL

CHOOSE FLASHING MODE FROM KEYPAD
MANUAL-1 SIGNAL FLASHES ABOUT ONE MINUTE
AUTOMATIC-2 FLASHING REPEATS IN ABOUT 10 TO 20 MINUTES
TRIGGER #1 STARTS FLASHING REGARDLESS OF MODE SELECTED
(CONNECT TO SWITCH UNDER MODEL RAILROAD TRACK?)

AN ARTISTIC DISPLAY

SIT AND WATCH, LISTEN AND ENJOY

BOWLING

CHOOSE NUMBER OF PLAYERS FROM KEYPAD
KNOB POSITIONS BALL - TRIGGER THROWS BALL
JOYSTICK HOOKS BALL AFTER IT'S BEEN THROWN
7-10 SPLIT PICKUP IS IN THE CORNERS, BUT YOU MUST BE ACCURATE
THERE IS NO STRAIGHT IN STRIKE, SO YOU MUST LEARN TO USE THE HOOK
BUT BEWARE, THE HOOK IS ON A COMPOUND NUMBER
WARNING! WARNING!!
YOUR HAND CONTROLS ARE NOT GOING BAD!!!
THE KNOB IS PROGRAMED ERRATIC TO KEEP YOU FROM THROWING 300'S!!
YOUR KNOBS WILL LOOK DIRTY, BUT THEY ARN'T!
AS THE FRAME NUMBER INCREASES, YOUR CONTROL GETS WORSE
(PRESS ANY KEY FOR ANOTHER GAME)

FIREWORKS!

VIDEO ART TO WATCH AND LISTEN TO
THE LOOP MUST GO AROUND TWICE FOR YOU TO SEE ALL

HANGMAN

GAME PLAYS ENTIRELY ON KEYPAD, NO HAND CONTROLS ARE USED
PLAYERS?
CHOOSE 1, AND PLAY AGAINST THE 100 FOUR LETTER WORD VOCABULARY
CHOOSE 2, AND PLAY EACH OTHER, OR PLAY IN TEAMS
PLAYER (1 OR 2) ENTER WORD
UP TO 10 ALPHABETIC LETTERS ALLOWED!
(NO NUMBERS, SPACES, OR SYMBOLS, THAT'S TOO HARD!)
SPELL IT RIGHT!! PRESS [ERASE] TO START OVER
PRESS [GO], AND YOUR OPPONENT ENTERS A WORD FOR YOU!
PLAYER (1 OR 2) UP
KEY IN A SINGLE LETTER, BALLY WILL ANSWER:
YES - THE LETTER IS IN THE HIDDEN WORD
NO - IT ISN'T!
YES YES - THE LETTER APPEARS IN THE WORD, TWICE!
GUESS WORD?
PRESS THE ZERO KEY TO PASS THIS PORTION.
GUESS RIGHT, AND YOU WIN!
GUESS WRONG, AND YOU GET RAZZED!
PRESS [ERASE] TO CLEAR WORD
NO TRIES LEFT, AND YOU GET STRUNG UP!
BALLY WILL TELL YOU WHAT "THE WORD WAS"
(JUST BEFORE YOU "PULL THE HEMP"!)
(HINT) USE PENCIL + PAD TO AVOID A "NECKTIE PARTY"!
(HIT ANY KEY FOR ANOTHER GAME)

(CONTINUED ON BACK OF SHEET)

THE TIN PANTS GANG

THERE ARE 3 CLUES TO AID YOU IN UNDERSTANDING WHAT'S HAPPENING:

- 1 REMEMBER, THIS IS A CARTOON IT'S SUPPOSED TO BE SILLY
- 2 TURN THE SOUND UP A BIT. DON'T MISS ANYTHING
- 3 THE ROBOTS APPEAR IN THE SAME ORDER AS THEIR NAMES

(ON THE TITLE SCREEN) [THE MARQUEE]

CAN'T GET IT? WRITE ME!

(PRESS ANY KEY TO SEE A "RERUN")

PUT-PUT GOLF

CHOOSE NUMBER OF PLAYERS FROM KEYPAD (1 TO 4)

CHOOSE NUMBER OF HOLES FROM KEYPAD ALSO (1 TO 18)

JOYSTICK POSITIONS ARROW (ANGLE OF SHOT) 8 POSSIBLE WAYS

KNOB ADJUSTS FORCE OF HIT (DISTANCE) AND TRIGGER PUTTS THE BALL

BALL BOUNCES OFF OF INNER AND OUTER WALLS

YELLOW TRAPS ARE SAND [BALL STOPS]

BLUE TRAPS ARE WATER [BALL IS LOST, YOU WILL TEE OFF AGAIN]

BLACK TRAPS ARE LAND MINES <BOOM!!>

[MINE LOSES STRENGTH AND YOU TEE OFF AGAIN]

THERE ARE NO PENALTY STROKES GIVEN FOR HITTING A TRAP

THERE IS NO 6 STROKE LIMIT! ALL HOLES MUST BE MADE!

(PRESS ANY KEY FOR ANOTHER GAME)

BINGO CALLER

MAKE SURE EVERYONE HAS CARDS AND CHIPS

(TRY SETTING THE TV UP HIGH SO ALL CAN SEE IT!)

PULL TRIGGER #1 TO CALL A NUMBER

JOYSTICK #1 TO THE RIGHT REPEATS NUMBERS CALLED

AND JOYSTICK #1 TO THE LEFT ABORTS VIEWING PAGE 2 IF APPLICABLE

USE JOYSTICK #1 UP TO ENTER RECALL MODE, USE DOWN TO ABORT IT

KNOB #1 AND TRIGGER #1 DIALS IN RECALLED NUMBERS, VERIFYING A
BINGO!

NOTHING BUT 5 IN A ROW WILL WIN! (SORRY, NO CORNER BINGO'S ETC.)

("N FREE" CAN ONLY BE DIALED IN ON THE THIRD ENTRY)

PULL TRIGGER #1 TO START ANOTHER GAME

SPACE MISSION (2 PILOT)

PROGRAM IS IN 2 PARTS! STOP TAPE AS SOON AS PART 1 IS LOADED!!

AND DON'T REWIND OR REMOVE TAPE!

USE "HANDLE CONTROL DIAGRAM" TO COMPLETE THE MISSION

FLYING TIPS FOR [PART 1]

GANTRY MUST BE COMPLETELY BACK TO LAUNCH

HOLD TRIGGER IN FOR COUNT DOWN, LET UP, COUNTING STOPS

AFTER LIFTOFF IT FLIES SOMETHING LIKE A LASER DISK GAME

FLY ROCKET TILL "START TAPE" APPEARS ON THE SCREEN

THEN PLAY THE TAPE FROM WHERE IT WAS

(PART 2 WILL LOAD AND AUTO START AUTOMATICALLY)

FLYING TIPS FOR [PART 2]

STOP TAPE WHEN THE STARS COME OUT

ORBIT BEGINS IN THE LOWEST SCREEN, SO FLY UPWARD, NOT DOWN

YOU MUST BE FLYING BACKWARDS TO FIRE RETROS

YOU DESCEND THROUGH EVERY SCREEN YOU ASCENDED SINCE LAUNCH

OPEN THE PARACHUTE ON THE LAST SCREEN

GOOD LUCK!!!

NIAGARA BUGS CLUB TAPE (SIDE 2)

"FILE SEARCHES" AND "AUTO RUNS" SAME AS SIDE 1

(LOAD THE SAME AS "NIAGARA BUGS CLUB TAPE SIDE 1")

SOUND VARIABLES STUDY

JOYSTICK #1 UP + DOWN CHANGES SOUND REGISTERS

KNOB + TRIGGER #1 GIVE COARSE ADJUST

HOLDING JOYSTICK #1 LEFT OR RIGHT, THEN PULLING TRIGGER #1
GIVES FINE ADJUST

LIZZARD LUNCH

PULL TRIGGER #1 TO BEGIN
USE KNOB AND TRIGGER #1 TO "ENTER DIFFICULTY"
"MONITOR LIZZARD" IS THE HARDEST GAME, "TADPOLE" IS THE EASIEST
USE JOYSTICK #1 LEFT + RIGHT, AND KNOB #1 TO HUNT THE FLYS
TRIGGER #1 MAKES THE KILL
(YOUR LIZZARD WILL DIE OF STARVATION IF 20 FLIES ARE NOT CAUGHT)
(PULL TRIGGER #1 TO START PROGRAM OVER)
GOOD EATING!

TREASURE HUNT

THIS IS A TWO PLAYER RACE GAME
USING HAND CONTROLLERS #1 AND #2 SIMULTANEOUSLY
THE JOYSTICK CONTROLS THE MARKER ON YOUR SIDE OF THE SCREEN
GATHER UP ALL THE MAP PARTS FROM THE CHESTS
THEN RACE YOUR OPPONENT TO THE TREASURE
(WHILE AVOIDING THE PITS)
X MARKS THE SPOT!!!
THERE ARE 15 TREASURES PER GAME
PULL TRIGGER #1 TO START ANOTHER GAME
GOOD HUNTING!

CARNIVAL RAPTURE

THREE VOICE MUSIC TO SIT BACK, LISTEN TO, AND ENJOY!
PRESS THE #1 KEY ON THE KEYPAD FOR A "REPLAY" AND HEAR IT AGAIN!

PARASCHOT

THIS IS A ONE PLAYER GAME
THE OBJECT IS TO PARACHUTE TO A LANDING PAD
THEN PICK UP THE PARATROOPER
TRIGGER #1 STOPS THE CRAFT AND THE PARATROOPER JUMPS!!
JOYSTICK #1 DOWN OPENS THE PARACHUTE
JOYSTICK #1 LEFT OR RIGHT GUIDES YOU TO THE LANDING PAD
AND MOVES THE SPACECRAFT FOR "BEAM UP"
THE MOMENTARY ARROW SHOWS WIND DIRECTION, BUT NOT VELOCITY!!
(HINT) THE LONGER YOU WAIT TO OPEN THE PARACHUTE
THE GREATER YOU SCORE
YOU GET SIX JUMPS PER GAME
PULL TRIGGER #1 TO START ANOTHER GAME
HAPPY LANDING!

SIMON (MODIFIED)

GAME 1
REPEAT THE PATTERN USING JOYSTICK #1
DIFFICULTY 1-2-3-4 REPEATS 8-14-20-31 TIMES RESPECTIVELY
GAME 2
REPEAT YOUR OWN PATTERN USING JOYSTICK #1
(SIMON GIVES THE FIRST COLOR, THEN ADD 1 EACH TIME)
GAME 3
4 PLAYER GAME USING TRIGGERS ON ALL 4 HAND CONTROLS
(THE NUMBERS ON THE SCREEN CORRESPOND TO THE HAND CONTROLS)
(REPEAT THE PATTERN, MISTAKES ELIMINATE PLAYERS)
(THE LAST PLAYER TO BE ELIMINATED IS DECLARED THE WINNER)
LAST REPLAYS THE LAST PATTERN
LONGEST REPLAYS THE LONGEST PATTERN
START RESTARTS THE PROGRAM FOR A NEW GAME
(NOTE) (MODIFIED FROM VOL.1 PG. 35 ARCADIAN)

TREASURE ISLAND (MODIFIED)

THIS IS A TWO PLAYER GAME ONLY, USING THE KEYPAD FOR INPUT
THE OBJECT IS TO FIND THE HIDDEN TREASURE FIRST!
(UNDER ONE OF THE 60 BOXES)
INPUT H HORIZONTAL POSITION COUNTING FROM THE ISLANDS LEFT SHORE

1-LEFT EDGE 12-RIGHT EDGE, PRESS [GO] TO FINISH
INPUT V VERTICAL POSITION COUNTING FROM TOP OF THE ISLAND
1-TOP 5-BOTTOM, PRESS [GO] TO FINISH

IF YOU FIND:

\$ THE TREASURE, YOU WIN!! (PRESS ANY KEY FOR ANOTHER GAME)
↑, ↓, ←, OR → ARROW, POINTS TOWARD THE ROW THE TREASURE IS IN
* QUICKSAND, LOSE 2 TURNS
@ PIRATE LATRINE, LOSE 1 TURN
! PIRATE ATTACK, YOU ARE "FIRED ON" BY YOUR OPPONENT
(3 SHOTS SINK A SHIP, THEN YOUR OPPONENT GETS THE TREASURE)
NOTHING, KEEP DIGGING!!

(NOTE) (MODIFIED FROM VOL.2 PG.96 + 97 CURSOR)

"REPACK" (AB + 8K VERSION)

[UTILITY CHANGES TITLE SCREENS ON TAPED ASTRO BASIC PROGRAMS]

(NOTE) USES ASTRO BASIC + 8K OF ADDITIONAL MEMORY

MEMORY MUST BE FROM %(24576) TO %(32767)

PUT OBJECT PROGRAM TEXT ON A TEMPORARY TAPE, ALONG WITH:

VARIABLES, LINE INPUT BUFFER, STACK AREA POKES, AND ARRAYS
(TAPE ANYWHERE FROM :PRINT %(16384),1864 OR STANDARD :PRINT
TO :PRINT %(16384),1987 AND COVER HALF THE STACK)

PRESS [RESET] AND TAPE TITLE SCREEN ON A SEPARATE TEMPORARY TAPE

ENTER A PROGRAM THAT DRAWS YOUR PICTURE AND DUMPS TO TAPE
OR USE YOUR FAVORITE SCRIBBLING PROGRAM AND DUMP IT TO TAPE
(TAPE MUST HAVE PICTURE SHOWING!!!)

(NOTE) USE PUT%(16384),1850 IF EB WAS USED TO DRAW PICTURE

(USE :PRINT %(16384),1850 FOR BRB)

LOAD "REPACK"

LOAD TEXT WHEN "AWAITING INPUT OF TEXT" APPEARS

LOAD PICTURE WHEN "AWAITING INPUT OF PICTURE" APPEARS

(NOTE) DON'T [HALT] DURING UNPACK OR REPACK CYCLES!!

(DOING SO CAUSES "REPACK" TO GET LOST)

DO YOU WANT FILE SEARCH?

1=YES ASKS FOR THE NUMBER THAT "FILE SEARCHER" WILL LOOK FOR
(PROGRAM WILL DUMP OUT WITH FILE SEARCH ALL SET UP)

(NOTE) (SEE VOL.5 PG.125 ARCADIAN)

(OR VOL.2 PG.32-33 + 37 NIAGARA BUG BULLETIN)

2=NO BYPASSES FILE SEARCH PORTION OF UTILITY

GET OUT YOUR FINISHED TAPE, GET IT RECORDING, AND HIT ANY KEY
PLAY FINISHED TAPE BACK IN TO VERIFY

FOR MORE INFORMATION ON "REPACK" SEE:

VOL.6 PG.108+109 ARCADIAN,

VOL.2 PG.24-25 + 21 NIAGARA BUG BULLETIN,

OR WRITE TO:

MICHAEL D. WHITE
4585 COUNTY LINE #2
R.D.#1 BOX 373
WAKEMAN, OHIO 44889

SPACE MISSION (4 PILOT)

PROGRAM IS IN TWO PARTS! STOP TAPE AS SOON AS PART 1 IS LOADED!!

AND DON'T REWIND OR REMOVE TAPE!

USE "HANDLE CONTROL DIAGRAM" TO COMPLETE THE MISSION

FLYING TIPS FOR [PART 1]

SAME AS "SPACE MISSION (2 PILOT)"

FLY ROCKET TILL "START TAPE" APPEARS ON THE SCREEN

THEN PLAY THE TAPE FROM WHERE IT WAS

(PART 2 WILL LOAD AND AUTO START AUTOMATICALLY)

FLYING TIPS FOR [PART 2]

SAME AS "SPACE MISSION (2 PILOT)"

GOOD LUCK!!!

HANDLE CONTROL DIAGRAM FOR SPACE MISSION [PART 1]

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TRUCK 12
DOCKMASTER
TUNING AND
TUNING

[illegible]

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[PART 2]

SPACECRAFT

1

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TRC(1)
NO
FUNCTION

```

NO
FUNCTION TO IDENTIFY
PARACHUTIST'S
IDENTITY

NO
FUNCTION TO IDENTIFY
PARACHUTIST'S
IDENTITY

REF ID: A66666

DIAGRAM KEY

```

      JOYSTICK
      UP
JOYSTICK  X  JOYSTICK
      LEFT  RIGHT
      JOYSTICK
      DOWN

```

TRIGGER
NUMBER X
PULLED!!

PRESSING ANY KEY ON KEYPAD-

CLEAR "HOLD" IF GANTRY IS MOVED TO COVER LAUNCHPAD
OR RESTARTS PROGRAM AFTER AN EXPLOSION OCCURS FOLLOWING LIFTOFF

```

      BOOSTER
      FUEL ON
GANTRY 1 GANTRY
      LEFT RIGHT
      BOOST OFF
      FUEL OFF

```

[illegible]

SPACE OPERATOR ROLE CONTROL ENGINE CRAFT

PARACHUTE AFFECTIONATELY
 OPRETIZIRO FUEL
 RETRO FUEL
 4
 AFFECTIONATELY
 CHUTE

TRK 42
CAPSULE
SEPARATION

```

      JOYSTICK
      UP
JOYSTICK  [X]  JOYSTICK
      LEFT    RIGHT
      JOYSTICK
      DOWN

```

TRIGGER
NUMBER
PULLED

CLEAR "HOLD" IF GANTRY IS MOVED TO COVER LAUNCHPAD
OR RESTARTS PROGRAM AFTER AN EXPLOSION OCCURS FOLLOWING LIFTOFF