July 15,1983

Dear Mr. Fabris,

I have owned a BALLY BASIC Programming Cartridge for some
time now and have created some games for it.I am sending you
a couple of games that my friend and I have created.

I also request information on your newsletter 'THE ARCADIAN'.
If possible,I would also like information from back issues
of 'THE ARCADIAN' that contain information on peripherals
that can be connected to the BUS port on the Master Component,
also any information on interfacing a printer to my Astrocade,and
lastly I would like any information on machine language.

                                    Sincerly,

                                    THADD * PRO

P.S.   By the way,THADD * PRO stands for--

       Tim
       Henson
       And
       David
       Dalke
       *

       PROgrams

CATERPILLAR

A CREATION BY   THADD*PRO

DIRECTIONS

CATERPILLAR IS A GAME OF LUCK AND SKILL.YOU CONTROL THE
DIRECTION OF TRAVEL OF YOUR CATERPILLAR AND TRY TO EAT THE
FLOPPY DISKS THAT APPEAR ON THE SCREEN.BE CAREFUL-IF YOU TOUCH
ANY WALLS OR THE TRAIL THAT YOU LEAVE YOUR HEAD GETS CRUSHED AND
YOU DIE.YOU ALSO DIE IF THE TIMER AT THE BOTTOM OF THE SCREEN RUNS
OUT.THERE ARE ? DIFFERENT SCREENS AND EACH ONE GETS HARDER.
SCORING WORKS BY THE MORE TIME YOU HAVE LEFT THE MORE POINTS YOU
SCORE.

    * = multiplication sign   ▮ = space

BC=32; FC=205

```
1 K=4;A=0
2 GOTO 9000
4 L=0;E=0;W=0
5 B=0;CLEAR
6 GOSUB 1000;X=0;Y=5;L=L+1
7 GOSUB 500
10 Z=M;Q=N
20 M=JX(1)*2;N=JY(1)*2
21 IF M=2IF N=2N=0;M=0
22 IF M=2IF N=-2N=0;M=0
23 IF M=-2IF N=-2N=0;M=0
24 IF M=-2IF N=2M=0;N=0
25 E=E+1
26 BOX -70+E,-42,1,3,3
27 IF E>140GOTO 7000
30 IF M=0IF N=0M=Z;N=Q
31 IF PX(X+Z,Y+Q)GOTO 7000
40 X=X+M;Y=Y+N
50 BOX X,Y,3,1,1;BOX X,Y,1,3,1
90 IF A=0GOTO 10
100 B=B+A
110 IF B>65A=-A
120 IF B<-65A=-A
130 BOX B,0,15,3,2;BOX B-(A*8),0,3,3,1
140 GOTO 10
500 G=RND (60)-RND (60);H=RND (35)-RND (35)
511 IF PX(G+2,H)GOTO 500
512 IF PX(G-2,H)GOTO 500
513 IF PX(G,H-2)GOTO 500
514 IF PX(G,H+2)GOTO 500
520 BOX G,H,3,1,3
530 BOX G,H,1,3,1
540 BOX G,H,5,5,3
550 RETURN
```

```
1000 D=0;BOX 0,0,150,80,1;BOX0,0,146,76,2
1001 BOX 0,-42,140,1,1
1002 IF L=1GOTO 1030
1003 IF L=2GOTO 1011
1004 IF L=3BOX 0,20,56,3,1;BOX -20,56,3,1;
            BOX 0,0,3,29,3,1
1005 IF L=4BOX 0,0,90,50,1;BOX 3,0,90,46,2
1006 IF L=5BOX -40,0,3,50,1;BOX 40,0,3,50,1
     ;BOX 0,0,80,3,1
1007 IF L=6BOX 0,0,60,20,1;BOX 0,0,56,16,2
     ;BOX 0,0,80,10,2;BOX 55,0,5,10,1;BOX
     -55,0,5,10,1
1008 IF L=7BOX 25,20,90,5,1;BOX 25,-20,90,5
     ,1;BOX -25,0,90,5,1
1009 IF L=8 BOX 0,0,150,3,1;A=1;BOX 0,20,20
     ,5,1;BOX 0,-20,20,5,1
1010 RETURN
1011 BOX 0,0,80,3,1
1020 RETURN
1030 BOX 0,20,56,3,1;BOX 0,-20,56,3,1
1040 A=0;RETURN
2011 TA=X;TB=Y
7000 IF X>G-5IF X<G+5IF Y>H-5IF Y<H+5GOTO 8000
7010 VA=15;TA=20
7060 FOR T=0TO 5
7065 MO=T-50
7070 BOX T+X,T+Y,1,1,1,BOX X+T,T+Y,1,1,1;
     BOX X+T,-T+Y,1,1,1
7080 BOX  X,T+Y,1,1,1;BOX X,-T+Y,1,1,1
7090 BOX -T+X,T+Y,1,1,1;BOX  -T+X,Y,1,1,1;
     BOX -T+X,-T+Y,1,1,1
7100 NEXT T
7110 FOR T=0TO 5
7115 MO=55-T
7120 BOX -T+X,T+Y,1,1,2;BOX X+T,T+Y,1,1,2;
     BOX X+T,-T+Y,1,1,2
7130 BOX X,T+Y,1,1,2;BOX X,-T+Y,1,1,2
7140 BOX -T+X,T+Y,1,1,2;BOX -T+X,Y,1,1,2;BOX
     -T+X,-T+Y,1,1,2
7150 NEXT T
7160 GOTO 9000
8000 W=W+(170-E)
8001 BOX 0,-42,140,3,2;BOX 0,-42,140,1,1
8003 NT=3;FOR J=0TO D;MU=D;NEXT J;NT=0
8005 D=D+1;E=0
8014 IF L=9IF D>KGOTO 10000
8015 IF D>KGOTO 6
8050 BOX G,H,5,5,2;GOTO 7
9000 ↓;CLEAR;CX=-25;CY=30;PRINT"THADD*PRO"
9004 PRINT;PRINT
9005 PRINT "██YOUR SCORE WAS█",W
9006 CX=-65;CY=-20;PRINT "C███T███R███I███L██
     █R"
9007 CX=-65;CY=-27;PRINT "██A███E███P███L███A"
```

```
9008 FOR V=-69TO 65STEP 24;BOX V,-20,5,7,3;NEXT V
9009 FOR V=-57TO 53STEP 24,BOX V,-27,5,7,3;NEXT V
9010 IF TR(1)GOTO 4
9020 GOTO 9008
10000 VA≠15;TA=10;FOR I=30 TO 80;MO=I;NEXT I
10010 FOR I=80TO 30STEP -1;MO=I;NEXT I
10040 CX=-45;CY=0;PRINT "1000 EXTRA POINTS!"
10045 IF TR(1)=0GOTO 10000
10050 ↓;W=W+1000
10060 A=0;K=K+1
10070 GOTO 5
```

OKIEDADA

Created by --- THADD*PRO

(■=space)   (*=multiplication sign)

DIRECTIONS

In OKIEDADA you try to defend your
city from falling meteors. You can
also accumulate points by hitting
the mini-space ship in the upper-
left hand corner of the screen, but
in doing so you may sacrifice a hit
on your force-field. There is a bonus
point meteor that is signified by
a series of tones that also falls.
Use your joystick for target-control
movement and your trigger for firing.

```
1 .OKIEDADA
2 .BY TIM HENSON
3 .& DAVID DALKE
4 &(9)=255;GOTO 9000
5 CLEAR ;Z=0;L=-75
15 BOX 0,-43,159,3,1
20 FOR A=-70TO 70STEP 5
22 C=RND (5);B=C+RND (3)-RND (3)
30 BOX A,-40,B,C,1;NEXT A
50 BOX 75,-35,3,18,1;BOX -74,-35,3,18,1
55 CX=-45;CY=0;PRINT "FORCE-FIELDS ON!"
56 FOR K=1 TO 50;VA=15;TA=K;VR=K;NEXT K;↓
59 MO=100;VA=15;VB=15;TA=-1;TB=-2
60 BOX L,-27,1,2,1;BOX -L,-31,1,2,1
65 FC=-L+1;L=L+1; IF L<75GOTO 60
71 ↓
72 BOX 1,0,99,9,2;M=38
90 Q=RND (60)-RND (60);P=35;BOX V,38,6,2,1;BOX V,39,2,1,1;R=RND (12)+
   1;U=RND(3)+1
100 X=X+JX(1)*3;Y=Y+JY(1)*3
101 P=P-U
102 BOX Q,P,3,3,1
103 IF R=3NT=5;MU="1";MU="3";MU="5";MU="7";R=0;E=1;NT=0
```

```
105 ↓
106 IF PX(Q,P-2)GOTO 800
110 BOX X,Y,2,4,3;BOX X,Y,4,2,3
111 BOX X,Y,2,4,3;BOX X,Y,4,2,3
112 IF Y<-23Y=-23
118 BOX Q,P,3,3,3
119 IF TR(1)=0GOTO 100
120 LINE 75,-24,4;LINE X,Y,1
122 ↓
130 LINE -75,-24,4;LINE X,Y,1
132 VB=10;TB=-12;VR=222;VA=15;TA=-3;MO=223;NM=44;NV=100;VF=1
140 LINE 75,-24,4;LINE X,Y,2
150 LINE -75,-24,4;LINE X,Y,2
151 IF X>Q-3IF X<Q+3IF Y<P+3IF Y>P-3GOTO 200
152 IF X>V-3IF X<V+3IF Y>36IF Y<40GOTO 1500
159 ↓
160 GOTO 100
200 FOR K=10TO 1STEP -1;F=RND (5)
210 BOX Q+F,P,1,1,3;BOX Q-F,P,1,1,3
211 VA=K;VB=K;NM=1;MO=15;NV=100;TA=K;TB=K-1;VF=2
220 BOX Q+F.P+F,1,1,3
230 BOX Q-F,P-F,1,1,3
240 NEXT K
250 BOX Q,P,15,15,2
255 Z=Z+100
257 P=35
260 GOTO 6000
800 VA=10;VB=10;FOR A=100TO 120 STEP 2
810 MO=111;NM=A;NV=100;VF=2;TA=A;TB=A+1;VR=A
815 FC=A
820 NEXT A
825 ↓
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```
830 BOX Q,P,20,7,2
835 IF P<-35GOTO.1000
837 Z=Z-50
839 FC=-A+49
840 GOTO 6000
1000 T=10;U=-15;H=0
1001 VF=1;FOR K=-75TO 0STEP 2
1002 VA=K;VB=10;TA=K;TB=K-2;VR=K
1003 NEXT K
1010 U=U+T;T=T-1
1011 H=H+1
1020 BOX Q+H,V+U,3,3,1
1021 BOX Q,V+U,3,3,3
1022 FC*RND (200)
1023 BOX Q+(H*2),V+U,3,3,1
1024 BOX Q+(H*4),V+U,3,3,1
1025 BOX Q-H,V+U,3,3,1
1026 BOX Q-(H*2),V+U,3,3,1
1027 BOX Q-(H*4),V+U,3,3,1
1029 IF T<-10GOTO 1040
1030 GOTO 1010
1040 ↓
1045 IF Z>J J=Z
1049 FOR K=1TO 500;NEXT K
1050 GOTO 9000
1500 ↓;FOR K=-200TO -50STEP 5;MO=K;VF=1;VA=K;VB=15;TA=K;TB=K+2;VR=K;NEXT
     K;Z=Z+25
5000 CX=10;CY=38;PRINT Z

5002 IF Z=3000FOR K=-75TO 75STEP 3;BOX K,-28,2,2,1;NEXT K
5005 BOX 36,38,40,9,3
5010 GOTO 100
6000 CX=10;CY=38;PRINT Z
6002 IF E=1Z=Z+100;E=0
6005 BOX 36,38,40,9,3
6010 GOTO 90
9000 CLEAR;CX=-48;CY=38;PRINT "HIGH-SCORE *",#6,J
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```
9011 CX=-20;CY=10;PRINT"OKIEDADA"
9030 CX=-24;CY=-20;PRINT "THADD*PRO"
9040 BOX 0,-4,60,40,3
9075 IF TR(1)GOTO 5
9076 FC+RND (185)
9080 GOTO 9075
```

(HINT-at 3000 points exactly shoot the mini-spaceship!)