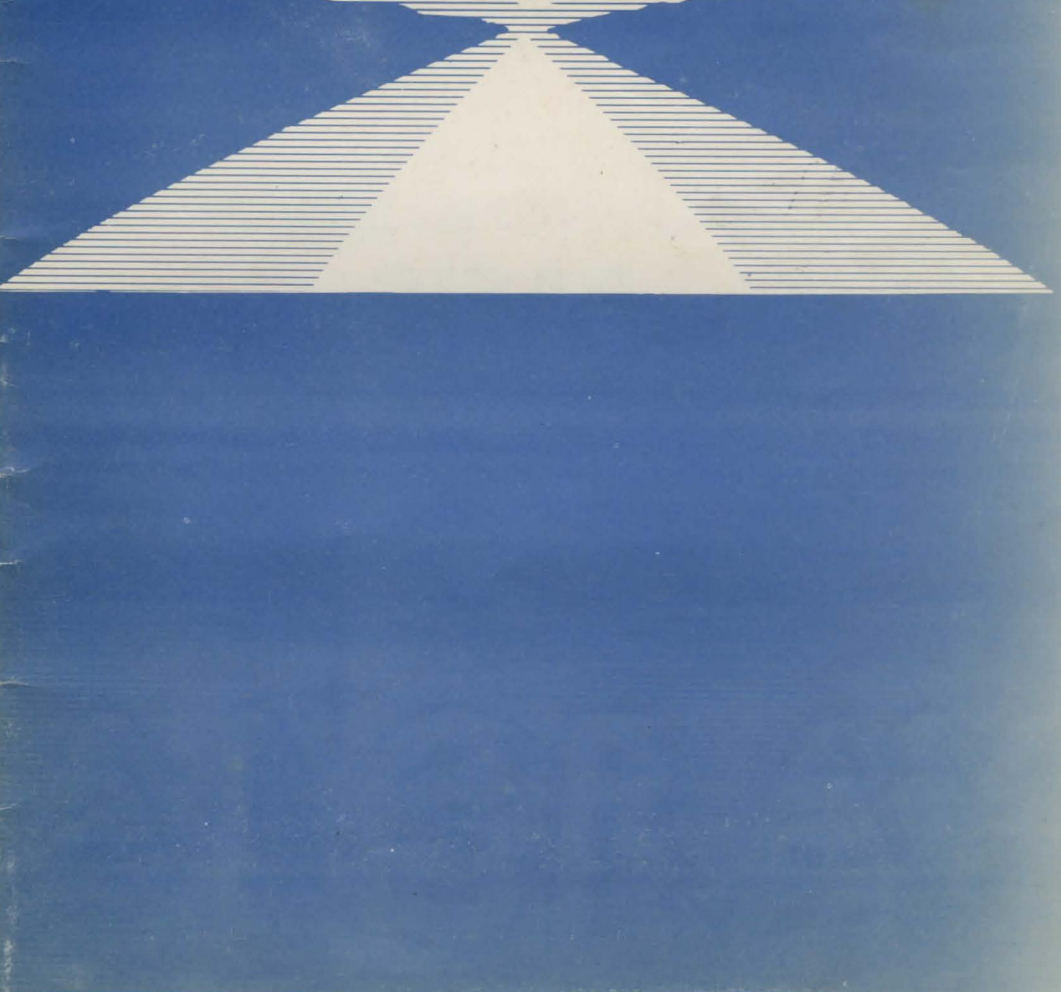




ALCRAY

software



Foreword

First may I say thanks for all the nice letters you have sent over the last 12 months, it's nice to receive compliments, but we also like to receive criticisms! It keeps us on our toes and helps to improve our service, and to this end we have included a small questionnaire in this catalogue, which if you complete and send to us then you'll be entitled to a 25% discount on any one program, and 15% on the Captain 80 Book of Adventures.

Second, you'll find enclosed several programs which fall within a pre-dealer release section marked with a star these programs are new releases at rock-bottom prices simply because the only place you'll find them are within these pages, they carry no margins for advertising, dealer costs etc., and as an added bonus, purchase any two and deduct an added 10% or buy three and get a 15% discount.

Third, we like to see programs that you feel are marketable, but please write your name and address and if possible your telephone number on the cassette or disk! Whilst on the subject of contributed software don't forget we pay top royalties and offer an outlet in the States. Also if you don't write programs yourself but know a good machine code programmer we will pay a £10 introduction bonus, to claim this bonus simply get your friend to send us some of his/her work and mention your name and if we publish any of his/her work then you get £10 and your friend gets top royalties.

Lastly, may I apologise for the late appearance of this Spring/Summer Catalogue, but we have been waiting for authorisation for publication of several new companies products, unfortunately trans-atlantic communication being what it is, we are still waiting, but never fear as soon as we receive authorisation we will send a separate flyer on these programs.

THE CAPTAIN 80 BOOK OF BASIC ADVENTURES

This book represents a startling departure from the normal books of programs in that ALL the programs contained in it have been previously published as best-selling individual programs retailing at up to £12 each!

Programs by Scott Adams, Lance Micklus, Greg Hassett, Don and Freda Boner and many more. Altogether 18 Adventures for the TRS-80, AND an Adventure Program Generator for those of you with a disk drive this program is worth double the price of the book on its own!

If you have never tried an Adventure or if you are a confirmed Adventure Player then this book contains Adventures that will provide you with many hours, days, weeks even months of playing time for you, your family and friends.

The book also contains hints on how to play adventures, how to write adventures, adventure ideas and how to market them!

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DUNJONQUEST

Sorcerer of Siva



£18.95

Apple 48k Disk
TRS-80 16k Cass & 32k Disk

Amulets, rings, necklaces, scepters, — oh, yes, and a pair of old boots — await you in the magical mines of Siva. Magic and riches abound. But wealth is not all you seek.

The only entrance seals behind you as you enter the dark stillness of the mine. Armed with only a dagger and your magical abilities, you have but a few short hours to seek out the secret exit (hidden somewhere on the fifth level) before you are sealed in for all time. But beware the wandering soulless creatures that dwell in the more than 300 chambers of the magical mine, guarding every treasure and lurking beneath every trap door.

A wizard you are, yes, who can hurl a fireball or lightning bolt to slay the blood-thirsty banshee; put an end to the deadly demon, or goad the goblin waiting to waylay you.

Your spells can create openings in solid walls and sealed entrances, heal your wounds, restore your strength, or give you the gift of weightlessness which lets you move effortlessly from room to room. Your own bravery will decide how many spells you shall bring into the mines. But beware the evil Sorcerer, who is waiting to cast his favorite spell — forgetfulness — to deprive you of your most valuable magic.

But all is not lost... You may regain a spell or two or, perhaps, even find one you had not before, if you can discover the wondrous touchstones no archaeologist has yet found — stones with powers to increase your magical abilities. Though, expect not that these, or others, always lie still, for the Sorcerer and his minions are afoot.

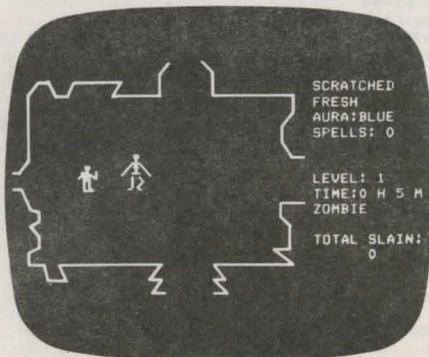
Be warned, too, that not all treasures you might find are true. Mysterious items might drain your life's blood and leave you in blackness. Will a ring bring you only wealth? Can a pair of old boots do more than protect your soles? In experience lies wisdom.

Good luck! And happy mining...

- **Graphics! Computer-generated map.** (Apple* and Atari* use color and sound.)
- **Real time.**
- **You play the role of a spell-wielding wizard in magical combat.**
- **For ages 10 through adult.**
- **Complexity: Intermediate.**
- **Playing time: 30 minutes to hours of fun.**
- **For one player.**

GAME CONTENTS:

- *Book of Lore*
- *Playing Summary Card*
- *Game program & data files for your computer*



SCRATCHED
FRESH
AURA: BLUE
SPELLS: 0

LEVEL: 1
TIME: 0 H 5 M
ZOMBIE

TOTAL SLAIN:
0



Dragon's Eye

Pet 32k
Apple 48k Disk



PROCLAMATION

IN THE NAME OF PHANTASMAL POWERS THAT GUARD THE GATES OF TIME, I, THE GOOD MAGICIAN AND MAGE OF THE SEVEN PROVINCES, DO HEREBY MAKE KNOWN AND PUBLICLY PROCLAIM THE NEED FOR A CHAMPION.

All ye who are skilled in battle and horrible of mein and great of cunning, ye who are familiars of the supernatural and initiates to the ways of spell-casting — come ye forth and declare yourself.

Great are the rewards to him who rescues the Seven Provinces from the curse of the Dragon's Eye. But great also are the perils. Treasures of true potency will be found by those who seek out the Eye — treasures that are guarded by foul dragons, golems, ghosts, and a variety of beasties and beings that go bump in the night.

He who accepts the challenge will behold the full graphic splendors of spell-casting and serpent slashing. His magic glass will reveal to him, as never before it could, in chillingly animated detail, the gory destiny that awaits his readied blade. Hidden treasures will be found that bedazzle the eye. Magic effects will confound the senses.

To him who finds the Dragon's Eye, know ye that your great prowess will have banished forever the curse of the Evil Necromancer. Your name will be garbed in glory, and you will receive the worthiest of rankings.

Apply within.

The Good Magician

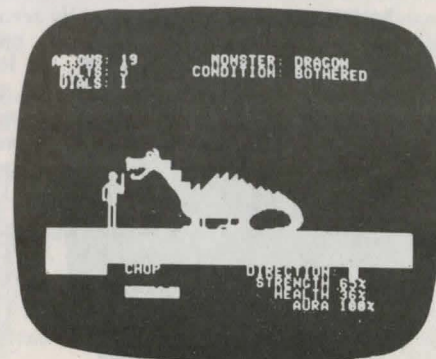
Dragon's Eye, an overland adventure, invites the player into a completely detailed world of fantasy involvement. Though the game is relatively easy to learn, the subtle interplay among magic effects, monsters, weapons, and treasures retrieved makes this a challenge.

Dragon's Eye is an outstanding introduction to fantasy role-playing adventures. Combining simplicity with variety and real time battle graphics, Dragon's Eye will captivate and entertain the younger player for hours.

For one player, ages 8 and up.

GAME CONTENTS:

- *Book of Lore*
- *Command Summary Card*
- *Game program & data files for your computer*



ARMOR: 19
DUALS: 1

MONSTER: DRAGON
CONDITION: BOTHERED

CRIP

DIRECTION: 0
STRENGTH: 92%
HEALTH: 100%
AURA: 100%

Crush, Crumble and Chomp!



Apple 48k Disk
TRS-80 16k Cass & 32k Disk

\$16.95

But wait! The National Guard is out to get you. The local police are sworn to your destruction. Even as you read this, a secret weapon is being readied against you by mad and skillful scientists. Are you truly prepared to face helicopters, tanks, artillery, and more, driven by those who are literally dying to get at you?

Sooner or later, humanity will triumph... maybe. Or maybe vengeance will be yours.

Breathe fire, terrorize cities, snack on a horrified populace, and further develop your villainous personality. CRUSH, CRUMBLE, and CHOMP!

Is there a particular city against which you crave to wreak revenge? Do you have a grudge against the Golden Gate Bridge? Lunch on San Francisco, then. Can't control your burning desire to consume the Pentagon? Dine on Washington, D.C. Fed up with cheap imports? Tokyo, perhaps. Do you hunger for the Big Apple? Munch on New York.

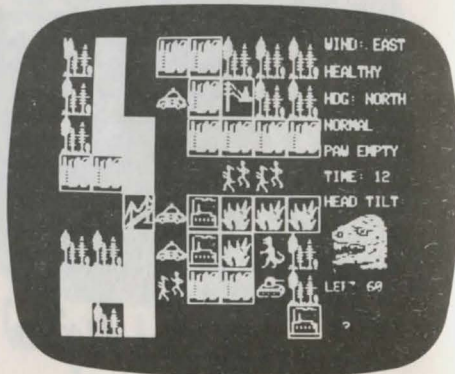
Be the deadly amphibian who longs to leave trails of poisonous nuclear pollution; simultaneously smash street cars with a single blow of your scaly tail, lunch on helpless humans, and radiate a ray of death from your malevolent eye.

Or would you like to be, perhaps, not even of the fallible flesh but, rather, of horrendously heartless steel? A lifeless, but life-like, mechanical gizmo preprogrammed by zero-population-growth professionals for the destruction of all things earthly.

If you were a giant winged creature, think of the aerial attacks you could make on the terrified but tasty tidbits beneath you.

Take on the persona of any of six demonic beasties (even more for those who have a disk). Select from four mouth-watering metropoli and five different objectives—over 100 possible scenarios, complete with graphic mayhem and the resounding thunder of your monsterly presence, await your beastly appetite.

- **Graphics. Computer-generated metropolis. (Apple and Atari use high-resolution color)**
- **Sound**
- **Real time**
- **You are the villain**
- **Six monsters, four cities, five game objectives—over 100 possible scenarios**
- **For ages 10 through adult**
- **Complexity: Intermediate**
- **Playing time: 10 minutes to 1 hour**
- **For one monster**



STARQUEST STAR WARRIOR



Apple 48k Disk
TRS-80 16k Cass & 32k Disk

\$16.95



In this STARQUEST, you are a star-faring knight bound tightly by your code, a mercenary with a cause. You are a Fury, an interplanetary avenger on a mission of justice and danger, called on by the people of the planet Fornax to free them from the rule of an oppressive military governor. You must take on an entire planetary occupation force—alone! Outnumbered by storm troopers of the Stellar Union, you'll always be on the lookout for hover craft, robot tanks, artillery—even the deadly, rapid firing "Mauler"—nine types of enemy vehicles in all. But you're far from helpless.

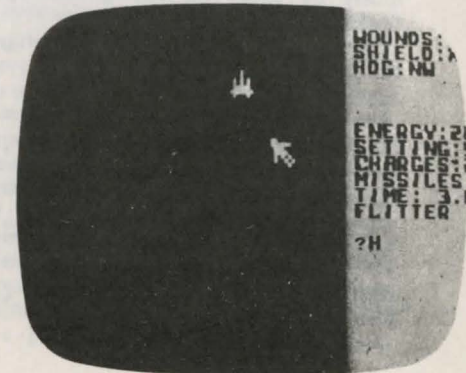
When you play "Star Warrior," you'll walk, jump—even fly—over swamps, forests and mountains. Six different sounds and even better graphics than our DUNJONQUEST series make "Star Warrior" more fun, and, the emphasis is on fast action and challenge.

Choose from 19 command options, several suits of powered armor, 5 levels of skill and 2 scenarios. In Scenario One, you must divert your enemy from the main attack. Your aim is to destroy—as many military installations and vehicles as you can before you are recalled. You can even set your own time limit, so you can play for as little or as long as you like! In Scenario Two, you must track down and destroy the tyrannical military governor and his staff. You'll use sophisticated electronic direction finding equipment to home in on your targets. You

have decoys to fool your enemy, and you are equipped with nuclear missiles, blaster and power gun. The governor is always on the move, so you never know where you'll find him next!

But like your mythical namesake, you are a Fury—a soldier of daring and courage, and the people of Fornax are depending on you!

- **Sound!**
 - **Real time!**
 - **Two different scenarios!**
 - **For one player**
-
- **Player's Handbook**
 - **Command Summary Card**
 - **Map Card**
 - **Game program & data files for your computer**





STARQUEST RESCUE AT RIGEL

Apple 48k Disk
TRS-80 16k Cass
Pet 16k Cass

16.95



The trouble started when a renegade High Tollah sought sanctuary in the Stellar Union. To get back at the renegade, this uncaring adversary ordered 10 men and women from the Orion colony of Ultima Thule taken prisoner. There, inside a secret base on a moonlet circling Rigel, Tollah scientists used these victims to find a means of reducing the human race to the status of Common Tollah. In the Tollah scheme of things, there was room in the cosmos for only one set of decision-makers: the High Tollah.

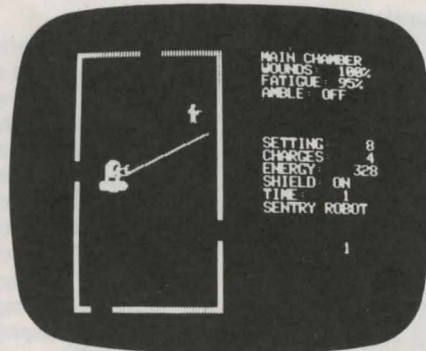
Although the Tollah race walks erect, their faceted eyes, mandibular jaws and long abdomens are clearly insectoid. Will the 10 prisoners be transformed into these aliens, or will they be saved miraculously by your role-playing alter-ego: Sudden Smith?

With "Rescue at Rigel," you can have the excitement of our fantasy role-playing system in the science-fiction universe of "Starfleet Orion" and "Invasion Orion." You take the part of the brave Smitty, and it's all up to you. You must find your way through a maze of corridors, chambers, gravshafts and teleports... trying to save the 10 humans held somewhere within. Their insectoid captors move them from room to room inside the complex, so each time you play, you must search again!

Armed with powergun and blaster, you must battle the aliens that lurk there, and then, somehow get *yourself* out of the moonbase alive! Your powergun and shield draw energy from your powerpack. Your blaster has only a handful of charges, and your rescue ship is under orders to leave—with or without you—in 60 minutes!

Can you rescue the 10 prisoners before your powerpack is depleted? Can you get back to your rendezvous point in time? Can you escape the dreaded clutches of the unmerciful High Tollah? Try it, Smitty. You're their only hope.

- **Graphics! Computer-generated map! (Apple uses high-resolution color & sound!)**
- **Real time!**
- **Different every time you play!**
- **For ages 10 through adult**
- **Complexity: Intermediate**
- **Playing time: 20 to 60 minutes**
- **For one player**



The Datestones of Ryn

Apple 48k Disk
TRS-80 16k Cass
Pet 16k Cass

\$14.95

A dastardly robber band led by the notorious rogue, Rex the Reaver, has stolen the precious Datestones from the ducal calendar of Ryn.

You're working against the clock to retrieve the stolen treasures. You must finish your quest before the sun sets! In The Datestones of Ryn™ the real-time action keeps you on the edge of your seat!

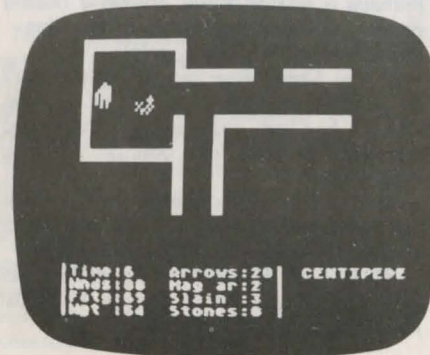
You play the hero, Brian Hammerhand—a mercenary at large—as you explore the cave complex where the robbers have taken refuge. But watch out for the other inhabitants! Especially the deadly slime!

The Datestones of Ryn is a fantasy role-playing adventure with more than a dozen real-time play options—and they're all easy-to-use single-key commands. Fight or flee, parry or thrust, heal your wounds or speak with monsters. The choice is always yours!

The Datestones of Ryn has a built-in competitive scoring system that lets you measure how well you do in successive playings and allows you to test your prowess against that of your friends. Can you snatch every last Datestone from the robbers' grasp? Remember, you've only got 20 minutes!

GAME CONTENTS:

- **Colorful 16-page Book of Lore**
- **Game program & data file for your computer**



Morloc's Tower

Apple 48k Disk
TRS-80 16k Cass
Pet 24k Cass

\$14.95

Morloc, the malevolent magic user, has sworn to level the city of Hagedorn by tonight, upon the rise of the new moon. Unless you Brian Hammerhand, can fulfill your quest, none of the inhabitants of the town, pursued by the awesome and evil power of the wizard, will live to see the next sunrise.

Morloc commands the fire that burns the soul and a host of evil and inhuman servitors, from a pack of ravenous hounds to a fiery salamander (a species of corporeal fire elemental) ... and worse. The foul warlock rests secure in his tower, but the seeds of his destruction are sown therein.

Can you, as Brian Hammerhand, puzzle out the workings of Morloc's possessions and so use them against their master? Will you slay the archvillain and save the fair maid Imelda for better than roasting in a fireball?

In Morloc's Tower, you'll find three kinds of rings, a magic sword, two amulets, a half a dozen other treasures, 30 rooms, 18 real time command options, and a dozen types of monsters, including crafty old Morloc himself.

Morloc's Tower is a fascinating game that's easy to learn but a real challenge to master a challenge of wit and the powers of deduction, where you should always expect the unexpected. Even after you've figured out all of the puzzles (or think you have), you'll play again and again to improve your score. But if the puzzle should prove too tough, the Book of Lore offers hints to help you find the solution.

Be warned: the optimal solution will prove to be even more elusive than the mad wizard!

- **Superb graphics. Computer-generated map.**
- **Real time**
- **A race against time!**
- **Competitive scoring system**
- **For ages 10 through adult**
- **Complexity: Intermediate**
- **Playing time: 10 to 30 minutes**
- **For one player**



DUNJONQUEST Temple of Apshai \$22.95

Now, you can enter a universe in which quick wit, the strength of your sword arm and a talisman around your neck might be what separates you from a pharaoh's priceless treasure—or the death-grip mandibles of a giant mantis.

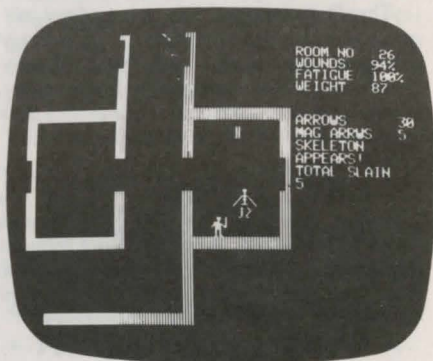
Enter the "Temple of Apshai," the first in our DUNJONQUEST series, the computer game that offers you the chance to undertake heroic acts in a labyrinth filled with treasures, traps and monsters.

"Temple..." is a role-playing game (RPG) that catapults you into a world of magic and monsters—doomed cities and damsels in distress. More than a game, it's an alter-ego experience. In an RPG, complex factors that make up a human being are abstracted into a few basic characteristics: strength, constitution, dexterity, intelligence and ego. Via your role-playing character, you'll venture into an essentially unknown world, and be at home with the likes of skeletons, zombies, spiders and wraiths.

When you play the "Temple of Apshai," you'll be both a character within and a reader of the epic you're actually helping to create. In this labyrinth, the choice is always yours... fight or flee, parry or thrust, slay the monsters or see if they'll listen to reason.

TRS-80 16k Cass & 32k Disk
Apple 48k Disk
Pet 32k Cass

We invite you to project yourself into the labyrinth. See and touch the treasures, hear and smell the creatures that inhabit the place. Discover for yourself the fantasy world of Apshai!



Upper Reaches of Apshai Apple 12.95 TRS-80

For the true Temple of Apshai aficionado, The Upper Reaches of Apshai is the first in a series of expansion dungeons for the award-winning "Temple."

The Upper Reaches of Apshai has four fun levels and over 150 rooms, gardens, berry patches and caverns. Horrible monsters, from giant tomatoes to killer chickens, lurk in the Innkeeper's backyard.

Discover the secrets of Benedic's Monastery and the cottage of Merlis the Mage. What of all those donations adventurers have made to Benedic over the years?

Perhaps a sizable horde, maybe a healing potion—or something even more intriguing—remain within the cleric's realm.

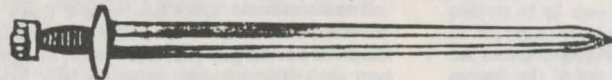
In The Upper Reaches of Apshai, you'll be walking on eggs in search of... Who knows? In Olias' cellar may lie the sword and shield he took from you, oh, so many moons ago.

Take your favorite character along, or have the Innkeeper generate a new one for a combined indoor and outdoor adventure.

Be warned, though, The Upper Reaches of Apshai is **not** a complete game. You must have Temple of Apshai to play.



DUNJONQUEST Hellfire Warrior \$22.95



The sequel to the best-selling "Temple of Apshai," "Hellfire Warrior" gives you the challenge of more command options and more detail than you've ever imagined!

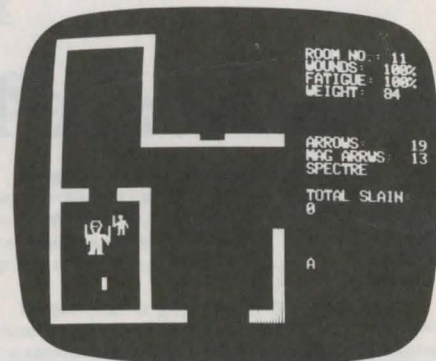
Four new levels with sixty rooms each will test the character of the most experienced, the most intuitive, the most intelligent adventurer. On Level 5, you'll have to outfit giant insects to stay alive. On Level 6, you'll discover that it's as much a puzzle to solve as a dungeon to explore—because the only exit is hidden somewhere within the complicated labyrinth. On Level 7, you're constantly trying to escape from skeletons, ghouls, mummies, and even invisible ghosts. But the culmination of your adventure is on Level 8, an underworld haunted by lost souls, guarded by dragons, riddled with bottomless pits and blasts of hellfire.

The object of your journey is to rescue the warrior maid Brynhild, to bring her back to sun and air, to break the spell that binds her.

But all is not lost, because "Hellfire Warrior" includes an Armory where you'll bargain for 5 kinds of swords, 5 types of

armor, shields in 2 sizes, for bows and arrows. You can visit the Apothecary and buy healing salves, 13 potions available by the vial or draught. You can enter the Magic Shoppe and turn ordinary weapons into enchanted ones.

To say that the challenges are great in "Hellfire Warrior" is the ultimate in understatement!



The Keys of Acheron \$12.95 Apple TRS-80

The mage spoke in low tones: "Your first quest will take you to a world not far separated from our own. Once there, you must find the secret passage to the cave where The Dragon has secreted the key..."

So begins your next adventure as a Hellfire Warrior. Four magical jewels, the keys, each in a different dimension, must be recovered from the rule of Kronus the Demon. One is guarded by The Dragon. Another by an evil cleric. Still another lies deep within a fiery volcano. The fourth is protected by Kronus himself.

On your journey, you'll meet a friendly unicorn with a magical necklace to help you in your search. But to reach him, you must cross the dark and fearsome mandrake forest. Other monsters inhabit the dim and frightful places through which you must pass to reach the four keys. But time is short and fame and fortune drive you onward to the end of your quest.

The Keys of Acheron is an expansion dungeon for Hellfire Warrior. You **must** have Hellfire Warrior to play.

Air Attack

8.95

From England's hottest new programmer comes this exciting new arcade-style game with a difference — 3-D attacks!

This is the best use of the TRS-80 graphics we have ever seen! Planes swoop out of the sky on strafing runs, twin engined bombers try to blast you out of your position — but the real deadlines are the VI's you have only a limited time to hit these and these never miss!

You are defending the East Coast against enemy aircraft during World War II, and if you find time swing your gun around to have a look at the sleepy town you are defending laid out around you. Your weapon is a four-barrel anti-aircraft battery and you have a thousand rounds of ammunition in four cases. Your object is to blast as many planes out of the sky while your

Moonbase Rescue

\$5.95

An exciting arcade style game with a difference, you have nothing to shoot down, you have to pilot your ship between showers of meteors so imagine a colony in space where disaster has struck.

A host of meteors rings the moon brought there by "Planetary Mining Corps" to be processed at leisure for the mineral Leuconite, this is then shipped to Earth.

But a load of meteors have been directed into polar orbit, this means that only a two-man

Frog Race

If you've been in any Arcades recently then you'll have seen froggo — but if you haven't then the scenario is: You have control of a frog and have to cross a Motorway and a Crocodile infested river to get back to your mud-hole and maybe pick-up a girl-friend on the way (get her back to your selected mudhole for a big bonus).

guns and shells last. From the firing position you can see all round the horizon by traversing your gun turret using the LEFT and RIGHT ARROW KEYS you can elevate and depress using the UP and DOWN ARROW KEYS. When a target appears your spotter signals to you its direction (N, S, E, W).

You fire via the space bar, hold it down for multiple shots. You will see a flash at the edge of the picture as the gun fires and a point of light as your shell explodes a few moments later. If you score a hit there is a big flash and the target disintegrates.

As you improve the challenge mounts twin-engined planes come in on a dive-bombing run and can knock out one of your guns.

The score and number of unused ammunition boxes is chalked on the blockhouse wall, and can be seen by those with time to point the guns inland!

Machine Code with Sound!!
TRS-80 16k and up Level II Model I & III

scoutship is able to penetrate the meteor showers, and the colony on the moon have only a freighter. It being too slow and big to avoid the meteors which come from both directions!

So you have to pilot your ship to land as many times as possible to pick-up and return to your mother ship in orbit before your fuel runs out.

Your task is not easy!
Machine Code with Sound!!
TRS-80 16k Level II

Fast action machine code written by the newest member of our band of happy authors, complete with SOUND, self-play mode and Hi-score table.

If you like arcade-type games or just like to load them in to show your friends, this will certainly give many challenging playing hours.

TRS-80 4k & 16k versions, Model I & III
Please state which machine

Nukewar

\$12.95

The time is the late twentieth century. Your country and a neighbouring country have recently developed nuclear capability. Never the best of friends in the first place your countries are now engaged in a massive arms race that has come to be known as "cold war". The stakes are as high as they come: literal survival for your citizens and your democratic way of life.

Each year, you must decide to allocate some resources into massive espionage efforts to locate enemy base and industrial centres, or concentrate effort into producing more engines of destruction. You must choose among jet fighter-bombers, land-based missiles, missile submarines or anti-ballistic missiles.

This computer simulation creates a hypothetical conflict between two abstract countries. NUKEWAR is very fast paced and easy to learn, and can be enjoyed equally by game players of all ages and levels of experience. Best of all, once the nuclear war is over, you can bring the two countries back to life and try it all over again!

This computer game can be played on the following systems:

ATARI 400/800 16k
APPLE II, Applesoft Basic, 16k memory beyond Basic
PET, 16k
TRS-80, Level II, 16k Memory

An Avalon Hill Game

Labyrinth of The Drongos

\$5.95

Within this 3-D labyrinth many treasures exist, but also many dangers.

So be prepared you are about to be teleported into the Drongo's Labyrinth. Great rewards can be won there, but disaster also awaits the unwary.

As well as 3-D perspective views of the maze, which is different each time you play you have the option of the normal plan view. You will appear in the N.W. corner and the exit is in the S.E. corner, you must try and reach it with as much as you can.

The Drongos teleport around their maze as do the ferocious but slow witted Grundhunds and have a nasty habit of booby trapping the treasure boxes!

To get past a Drongo you give him what he wants, but as Drongos love to haggle you can probably knock down his demands, to a more reasonable level, but beware being in the presence of a Drongo is very energy draining.

To get past a grundhund, you must either shoot him or throw up an invisibility shield. You usually have time to react before he does, as the grundhund is a very slow-witted beast especially after teleporting, but beware some are faster than others.

An excellent original program with superb graphics.

TRS-80 16k Level II

Rescue the President

\$5.95

To rescue the president you must shoot down a fleet of enemy craft guarding the approach to moon, make a manual landing to the surface, traverse the underground complex (different each time you play), battle killer robots, and finally make a manual ascent to dock with your mother craft in orbit.

If you're tired of the usual run of the mill arcade style games, then try something with a story to it, TRS graphics at their best give this original program an added zest.

Gauntlet of Death \$9.95

As Thoran the Barbarian, you must traverse the perils of the gauntlet. It is filled with invisible traps, avoidable by the experienced and the lucky.

You have to use the arrow keys to move around the rooms, so the older Video Genies can't run this the first of a series of gauntlets.

In your travels, you'll come upon potions marked by P's. Some potions will heal you, some may poison you, and others will allow you to see the traps. But don't drink a potion immediately on finding one. The ability to see traps only lasts a short while, and the final room is a doozy, and the healing potions don't help if you're not injured.

Scattered through the rooms are treasures

marked by T's. They will help you to survive the rigors of your travels.

During your travels you may see numbers chiseled into the walls. These may be significant.

One word of warning: a potion seemingly health-giving and innocent, may be your downfall.

This program is guaranteed to give weeks or months or years!! of playing time.

In fact anyone who sends us the map to the exit before 1st August, 1982 will receive a 50% discount to his/her next purchase.

TRS-80 Level II, Model I & III, 16k

Spaceship to Nowhere \$5.95

You awake on the bridge of a silent U.S.S. Ulysses with a feeling of something wrong, where's the crew, why is everything registering overload and why the hell has this got to happen to you on your first deep space mission, dimly you perceive you have just 600 time units to find the de-activate the megatron engines by entering the over-ride code, but things are not that simple!

A graphic excursion into an adventure without ever leaving your armchair. You move around the spaceship via the cursor control keys, but you still have to enter two word sentences to get and manipulate various things you find.

TRS-80 Level II, Cassette

I.R.V. \$12.95

I.R.V. is a machine code utility that is a must for anyone who writes their own programs in basic, it allows you to: INPUT SHORTHAND— one keystroke can enter a whole line! The feature you liked in Level II BASIC and T-short, now with all the keys user programable!

RELOCATE a line by editing the line number— renumber lines individually!

VIDEO EDITOR allows cursor orientated editing of your programs. Just move the flashing cursor to the line to be edited and type the

corrections, insert or delete.

All keys have auto repeat.

But the most useful feature is the ability to enter graphic characters into strings. Use some kind of sketch program to draw a figure on the screen. Then use the line editor to place quotes around the figure, with either PRINT or equating a string name and line number in front of the line.

TRS-80 16k, 32k, 48k cass. or disk Level II

Battle for the Stars \$5.95

Battle for the Stars in a Tactical battle for human survival in the far future.

You are the supreme general that Earth needs. The war against the Torks is going badly. Five of the ten sectors have been taken and Earth itself is in danger.

You have but 22,000 ships remaining of the once mighty fleet, and these are scattered among the remaining 5 sectors of human habited space.

Earth must not fall, but other sectors may be sacrificed, as long as the people of Earth do not starve! But for the long term security of the Empire it is imperative that the Torks be driven out of the Empire.

You are the last hope of the Empire.

TRS-80 16k Level II

Death Dreadnaught \$9.95

This adventure is unlike any adventure you have ever experienced. It is not for the squeamish or infirm! It allows no mistakes for they are fatal. Play Death Dreadnaught at your own risk.

You're really in a mess this time, you are trapped aboard a huge alien relic, a once proud battlecruiser of a vanished race. Evidence is everywhere of a violent carnage that decimated the occupants of this vessel. There are signs that something on board this death ship lives . . .

besides you. You have one chance for escape, locate the remaining shuttlecraft in its hangar, activate it, and leave this hovering horror behind you forever.

And if you survive to to tell the tale of this most gruesome and bone chilling of adventures, then let it be to warn all to stay clear of the Death Dreadnaught. FOR THE CREATURE LIVES!

TRS-80 Level II 16k

The Domes of Kilgari \$9.95

On the very edge of the known galaxy, deep in the far reaches of colonial space is Kilgari, the most desolate chunk of rock and sand in the universe.

After escaping from an alien relic floating in the void you find yourself out of fuel and no options left except slow starvation . . . or . . . the Ion Fuel station under the planet's surface.

At long last the sequel to the infamous Death Dreadnaught is here! All the complexity and tension that made Dreadnaught a smash hit is DOUBLED in The Domes of Kilgari.

- ★ DEATHTRAPS to please the most daring.
- ★ PUZZELS and MAZES beyond your ability to solve.
- ★ And the ever lingering feeling that you are NOT ALONE

So get set to enter the Interspatial Digitrons Ion Generating Station and prepare for the ADVENTURE of a lifetime under The Domes of Kilgari. You may make it to civilization yet . . .

One of the best Adventures from Americas Programmer's Guild.

TRS-80 Level II 16k

Base Numbers \$4.95

For any of you who struggled with converting numbers of Hex to Oct, or Decimal or even tried to do calculations within these bases then this superb program is equipped not only to do conversions of any base but also to carry out calculations in any base.

Menu driven for ease of use.

TRS-80 16k Level II Model I

Superscribe II

Superscribe II takes word processing with micro computer and moves it into the world of the big main frame units. As a total character orientated word processing system. Superscribe allows to enter and change text anywhere in your document with a minimum of keystrokes. This means you spend your time writing, not talking to your computer.

Superscribe has expanded features not found in most word processors, such as:

Upper & Lower case with no hardware
70 column display with no hardware

Printer spooling with no hardware
Built in form letter and mailing label capability
The ability to edit BASIC Text and Binary text files
Complete search and replace

With all these capabilities and more, Superscribe will become many things to many people. For example with the form letter capability you can create personalised letters or advertising mailings, and use the same files to address the envelopes.

APPLE 48k with 3.3 DOS

Sub Commander

Command second world war sub on a seek and destroy mission. Deep within enemy territory you find a harmless merchantman in your periscope sights, you decide to surface to sink it with your deck gun to preserve your dwindling supply of torpedos, this is an easy way to earn an hero's reception in the Fatherland. Your dreams of an Iron Cross are rudely awakened as the

sitting duck drops its guise and turns into a Q-ship.

All the equipment you need to command a mission, radar, radio, etc., and a supply ship nearby to replenish your supplies, extensive use of graphics give this program a play and play again necessity.

PET ROMS 2, 3 & 4

Conqueror Arrows

Command your armies and outwit the computer in a battle spread out over Europe, a must for all war-gamers to hone their strategy against a pitiless opponent who will without remorse invade and conquer any country you leave with the slightest weakness in defence, your only course is to wipe his forces from the face of Europe. Are you able to plan your battles effectively or will you fall in the face of relentless pressure, only you know.

A fast action arcade style game, written entirely in machine code with full control over your craft, your task is not easy: to destroy alien craft forming above you, but beware when the attack formation is complete they descend on a suicide mission to explode on impact, this mission is made more hazardous by the mother craft's excursion into the game, miss this one at your peril.

PET ROMS 2, 3 & 4

Video Monopoly

If you like the board game Monopoly but are having difficulty finding anybody to play then here's the ideal partner, always ready to play you and keep track of everything that needs keeping

track of, leaving you to concentrate on beating it.

TRS-80, Level II Cassette

Wordprocessor 2.02

This WORDPROCESSOR is designed for the user who needs to write some text occasionally and wants a POWERFUL, FAST and EASY to learn word processor to do the job.

It is suitable for users with 16k memory or any higher configuration. The amount of memory reflects the number of lines of text that the computer can hold. A lower case modification is useful, but not essential for the WORDPROCESSOR. The printer that is connected can be any type which can print 65 characters per line.

Users without the lower case modification will find that the cursor shifts half a line up whenever it encounters a capital letter. Pressing a key

without shift results in lowercase letters and using the shift means capitals, exactly like a typewriter.

Some of the features are TABS, Screen orientated editing, right justification, facility to embed printer control codes to enable the use of all type faces etc., that your printer can produce. Delete character, line, whole sections of text, Insert character, line or sections. Save text to tape and verify it!

AND it's in machine code so no waiting for garbage collection that some of the other cassette based word processors go in for.

TRS-80 Level II 16k & up, cass.

Word VII

A cassette based word processor for the Line Printer-VII it produces lower case decenders and a £ sign.

It is written entirely in machine-code for super-fast execution of all commands. It needs cassette facilities and the lower case hardware modification, coupled to a Radio Shack Line Printer VII.

The computer can hold up to 180 lines of text with a line width of 62 characters. Text can be manipulated in a variety of ways. It is possible to insert, delete and overtype, typing is confined to one line on the screen with text scrolling up as on a typewriter.

Left and Right margins can be set, plus page depth to give a powerful, easy to use system.

TRS-80 16k Level II

Graphic Basic

Graphic Basic is intended to add to Level II Basic Various commands which make the limited graphics capability of the TRS-80 and Video Genie more flexible.

With the hardware limitations imposed, Graphic Basic gives the TRS-80 some of the capabilities of more recent computers.

SOUND EFFECTS: The command DEFMUS (N,D) outputs a musical note (N) for a duration of (D). The note is output via port 255 (the cassette port on TRS-80) and uses port 254 to initialise the second cassette relay on the Video Genie. Therefore the note may be heard by attaching a small amplifier to the Mic. Jack of the cassette lead. On the V.G. the second cassette lead is used.

The program occupies approximately 3k and sets up a second buffer area for the screen, commands are available to draw lines, points, circles etc. both on the screen and in the buffer, also to exchange contents of buffer and screen also to merge them, to enable you to add Graphics and Sound to your program with no problems.

NOTE: This program uses the linkages provided by LEVEL II for Disk Basic. Therefore it cannot be run under Disk Basic.

Also this program comes with a short demonstration program, would you believe "Blowing in the Wind" in a couple of lines of code!

TRS-80 16k Level II

\$14.95

\$4.95

Planet Miners

\$12.95

1st JANUARY, 2050: After many decades of research and development of space travel, mankind is now ready to reach out into the solar system to establish mining rights. The survival of technological civilization depends on the rapid and efficient utilization of these mineral resources to replace the rapidly diminishing supply of industrial minerals on earth. For this reason the United Nations has formed a Mining Council and empowered it to grant mining concessions to anyone who can be the first to claim them.

There are only 4 large companies able to equip a space fleet to undertake this task, all deadly rivals, but to keep things 'friendly' the U.N. have a number of Patrol Ships stationed around the

system. But when they aren't around, well who knows — perhaps a spot of claim jumping? or maybe a little sabotage.

PLANET MINERS gives you the opportunity to guide your family to a commanding position in the solar system. From one to four players can play with the computer taking the part of all the other families.

PLANET MINERS is ready to run on any of the following computers:

ATARI 400/800 24k

APPLE II Applesoft BASIC, 16k beyond Basic PET 16k

TRS-80 Level II, 16k

An Avalon Hill Game

North Atlantic Convoy Raider

\$12.95

8th MAY, 1941: Your battleship slips quietly through the fog bank and suddenly emerges in the midst of the unsuspecting British convoy. All turrets open fire with deadly accuracy as the convoy ships scatter. Then just as suddenly, two British battleships appear from the fog bank.

You are captain of the German battleship Bismarck, the single most powerful ship in the Atlantic. Do you turn and run for cover in the fog bank, hoping to find another convoy, or stand and fight at bad odds? You must decide quickly, and a mistake could be fatal . . .

This game is a computer simulation of the Bismarck convoy raid of 1941. The computer controls the British convoys and British battleships. Will the Bismarck sink the Hood, only to be sunk by the King George V, and Rodney, as in history, or will, the Bismarck cripple or sink the British Home Fleet and go rampaging through the convoy lanes? Your decisions will determine the fate of the Bismarck.

This computer game can be played on the following systems:

ATARI 400/800 16k

APPLE II, Applesoft Basic, 16k memory beyond Basic

PET, 16k

TRS-80, Level II, 16k Memory

An Avalon Hill Game

Tower of Talos

\$5.95

The last of the Titans, Talos guards treasures that the Gods have left in the valley of Mygros. You have to enter the Tower of Talos and catch his minions who carry the treasures with them, but beware Talos who can assume different forms with different powers. Beware also the walls; Talos capable of heating some of them to vaporise you on touching them.

The tower is a multi-levelled multi-roomed palace of treasure, but the dangers are many.

If you are slain on your quest, you may be restored to life by a wandering Mage but he will expect payment for this deed, you may have to perform some task for him before you return to your quest.

TRS-80 Level II 16k

Asteroids

£9.95

From the arcades comes this fast-paced machine code version of **ASTEROIDS** with all the facilities, rotate, fire, hyperspace jump, high-score table.

You have been given the task of clearing the space lanes of asteroids, you have the latest anti-matter cannon and a stripped down cruiser, on hitting a large asteroid it will split into smaller fragments on different flight paths, it is up to your reactions to clear the space lanes as a direct hit from any rock fragments will shatter your fragile craft. To make things a little more difficult an alien craft is lurking around to disturb your concentration and your ship!

PET 8k, ROM 2, 3 & 4

Please specify your machine

Galactic Attack

Galactic Attack is a real time simulation of Space War, you the commander of the USS BLAISE PASCAL, has the difficult task of recapturing the planets of the solar system from the savage Kzinti Invaders.

To complete your mission, you must travel to planets, strafe off enemy armies, and transport human armies to the planets to gain control of them. At the same time you must carefully

Mazeman

Another fast machine code Arcade style game based on PUCMAN you have to manoeuvre around a maze filled with ghosts that are chasing you; scattered around the maze are power pills, get to these points and then chase and eat a few ghosts before the power wears off for extra points.

An added bonus of this game is the ability to set the number of monsters between 1—10 and the speed, for an unending challenge.

PET 8k, ROMS 2, 3 & 4

conserve your resources in order to be able to fight off Kzinti Star Marauders.

As Galactic Attack is a real time game, indecision, especially in battle, can be fatal. The ability to coolly plunge into a maelstrom of enemy ships, torpedoes, and explosions is the mark of an experienced commander.

APPLE 48k with 3.3 DOS

Wizardry

Bored by Computer Fantasy Game?

Maybe it's time you played the most challenging fantasy game ever created for a personal computer:

WIZARDRY

You can choose from five races and eight professions to create up to six characters, each with its own strengths and weaknesses.

Under your command the band of adventurers armed with surprising powers and as many as 50 spells, explore a mysterious dungeon in search of

treasure and glory.

But the treacherous dungeon (in 3-D perspective) holds some surprises of its own. Hundreds of monsters, many with powers to equal your own.

You'll even be able to challenge your present characters with additional scenarios!

APPLE 48k DOS 3.3

At ALGRAY we are constantly searching for new and better programmes to sell you at the best possible prices. You may in fact see a few programmes in this catalogue that are at a lower price than we have previously advertised at. Indeed you may very well have bought such a programme (see later).*

Our policy is to give good programmes and service at minimal cost and, by this means, we hope to keep you happy.

This policy is, in the vast majority of cases, successfully carried out. This is borne out by the many 'repeat' orders that we receive. However, we do receive some complaints and, if human nature is anything to go by, there are no doubt at least as many grievances that are not aired to us directly.

NOW IS YOUR CHANCE !!!

and, YOU CAN GET DISCOUNT FOR AIRING YOUR VIEWS !!!

What we want is to get as many facts as possible on the likes and dislikes of our customers. The feedback that you give us will enable us to plan ahead with confidence knowing that we will be offering what you yourselves wish to have and being able to offer the service that you deserve.

For those of you kind enough to fill in most of the form overleaf (if you object to answering any particular question just write N/A),

*If you have bought it at a higher price you may claim difference when you next order from us — just tell us roughly when you bought it and if possible enclose invoice number.

Offer valid until July 31st 1982.

Sundries

Cassettes (C12) per 10 **£6.50**

per 5 **£3.50**

The quality tape we use in production of our own programmes. Guaranteed.

Disks: Verbatim (Unformatted soft sector)

Single sided, single density) per 10 **£23.00**

Single sided, double density per 10 **£33.50**

(Prices include Hub Rings)

Name

City/Town

Machine: TRS (), Apple (), PET ()

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3. Do you feel (a) Very satisfied
(b) Satisfied
(c) It was almost acceptable
(d) Dissatisfied
(e) homicidal towards us

4. If it was almost acceptable, or worse, was it regarding:

- (a) Speed of service
(b) Faulty programme
(c) Misled by advert
(d) Programme too costly
(e) Other (please specify)

5. Did you complain to us YES/NO

6. If you did complain, was it sorted out entirely to your satisfaction. . . . YES/NO

7. Have you bought software from other software houses via mail order. . . . YES/NO

8. If so would you consider the service of these houses. Better/Same/Worse

9. Which are your favourite pieces of software:

- (a)
(b)
(c)

10. Which computer magazines do you read:

- (a)
(b)
(c)

N.B. Even if you don't want to purchase at the moment, we would still appreciate your filling the form in — Use the Freepost.

INVASION ORION

\$16.95



TRS-80 16k Cass
TRS-80 32k Disk
Apple II 48k Disk



You are Fleet Admiral, and as commander-in-chief, you alone can stop the alien forces! The robotic Klaatu have just invaded Stellar Union space!

You'll need all your wits about you to command up to nine starships—battle-cruisers, dreadnoughts, scouts—30 different types—even planetary defenses—against the alien hordes!

Your ships are armed with destructor beams, tractor beams, missiles and torpedos. Each has only a limited amount of energy to power its drive, energy screen and beams. However, you must decide how to allocate the energy to your best advantage. Will your ship's armor be enough to stop a torpedo? Or should you divert energy from your beam to your shield? Should you move in for the kill on your weakened opponent and risk a beam attack? Or try to outrun the enemy? The choice is up to you!

Choose from three levels of skill. Whether you are a beginner or an expert, Invasion Orion™ is challenging and exciting!

Invasion Orion comes with 10 fully-tested scenarios—from one-on-one starship combat to full-scale armageddon! And a special supplemental program lets you create more scenarios of your own.

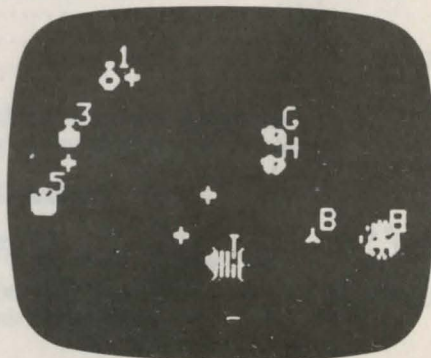
You can even design your own ships! Invasion Orion is infinitely expandable!

It's easy to learn, too, because the computer takes care of the details, so there are no complex rules to remember—and your computer prompts you for your orders. And the simultaneous combat is resolved quickly. With Invasion Orion you're always free to concentrate on your strategies for victory!

GAME CONTENTS:

- Illustrated Battle Manual
- Game program, scenario creation program & data files for your computer

- 10 different scenarios
- Create your own star fleet battles
- Design your own ships
- For ages 12 through adult
- Complexity: Intermediate
- Playing time: 20 minutes to 2 hours
- For one or two players



Calendar \$5.95

TRS-80 Cassette

A cassette based programme (for use with either cassette or Exatron Stringy Floppy) that allows the user to perform the following functions:

1. Enter event.
2. Recall events by date.
3. Recall events by name.
4. Recall events for a specified 7 day period.
5. Delete events.
6. Store date on tape. (cassette or stringy floppy)

In 3 above, the operator enters a string of three or more characters. The programme searches for all occurrences regardless of position in the event text and lists them sequentially. You will readily appreciate that this programme lends itself to being used as a mini-filing system.

e.g. February 20th 1982 Bills—Electricity
March 15th 1979 Bills—Gas

In this example, if you enter "Bill" under 3, you would have the two dates above displayed. If you were to enter "EI", you would get the February 20th information displayed.

Faulty/Damaged Programme Policy

"30 DAYS"

Any programme discovered faulty and returned to ALGRAY within 30 days of purchase will be replaced free of charge.

"OVER 30 DAYS"

Any programme discovered faulty and returned to ALGRAY outside the 30 day period may, at ALGRAY's absolute discretion, be re-recorded for a nominal sum.*

This offer applies also to accidental destruction of tape or disk, e.g. dog chews it.

Provided:

- (a) That ALGRAY produced it; i.e. our label is on it.
- (b) It is so identifiable.
- (c) That the programme is still in our lists.
- (d) That payment accompanies the request.

*At present, the nominal charge is £2.00 for re-recording and 0.70p and £2.00 for cassette and disc respectively (if required).

