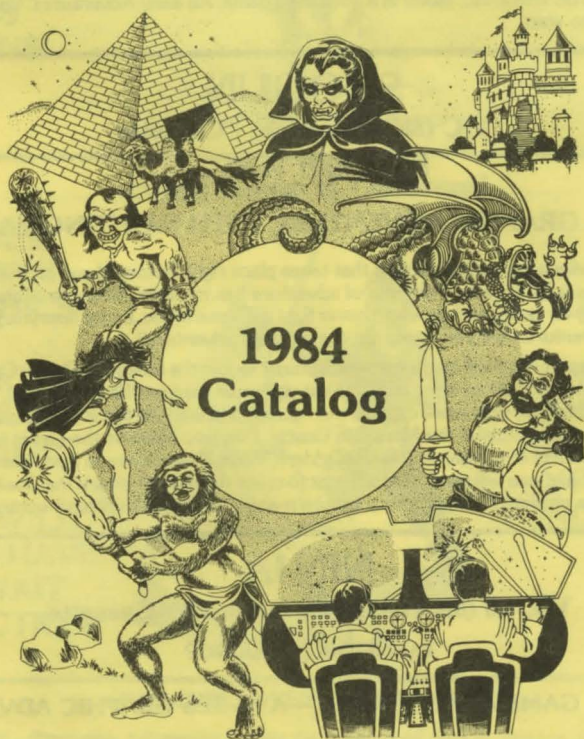


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*Home Arcade!*

**More Games, Challenging Problems  
and Programs Than You Can  
Shake A Joystick At!**



**FREE PROGRAMS**

*See Details Inside.*

## ADVENTURES - AN OVERVIEW

By definition, an adventure is a dangerous or risky undertaking; a novel, exciting, or otherwise remarkable event of experience. Adventure is that and more. Playing any of the Adventure series consists of 2 elements; you the user, and the games themselves. In beginning any Adventure, you will find yourself in a specific location: a forest, cave, spaceship, in a desert, etc. The video display will tell you where you are and what you can see. You then input commands to your robot computer and receive messages that may arise as the result of your orders. You have to get used to looking at the screen portions in order to find out what's going on the game but it doesn't take long for the reading to become a reflex. In fact, your will have to live in those imaginary worlds.

By using two-word commands you move from location to location (called "rooms" although some rooms represent outdoor sites such as a swamp), manipulate objects that you find in the different rooms (pick them up, put them down, carry them, etc.) and perform actions as if you were really there.

The object of a game is to amass treasure for points or accomplish some other goal. Successfully completing a game, however, is far easier to state than achieve. In many cases you will find a treasure but be unable to take it until you are carrying the right combination of objects you find in the various locations.

If you're tied to video games of bouncing balls or shooting at targets; if you're ready for an intellectual challenge that transports you to new worlds of experience; if you want to see what a skilled programmer can do with a VIC invest in a adventure game. An early Adventure ("Caves of Silver") is a good place to start.

---

### SHOGUN

VIC (8K expansion) - Cassette

by Robert Wallace

#### A HI-RES GRAPHIC ADVENTURE WITH FIGHTING SAMURAI

You will not believe the graphic action that takes place right in front of you on the screen as the Samurai warriors fight for you. This type of adventure has not been available on the VIC before. Now you can play for hours and days and never fight the same battle. Every time you play Shogun it is a different adventure. Are you ready for the ultimate adventure?

Welcome to Japan. You will lead a force of Samurai to join the attack on Osaka Castle. You will start with 50 men and build an army of 300. First you must capture the secret map, stolen by the enemy's Ninja. There are only a few capable men qualified to lead the force. Are you one of them? If you think you can then consult the Mountain Oracle. Can you discover the secret of training 300 men. How can you find 4 cannons and 4 seige ladders. You will need them all if you plan to attack the castle. One last thing, you will need to find a boat to cross the river to attack the Osaka Castle. Are you ready for the challenge? High quality graphics and animation. Keyboard control.

---

### NINJA

VIC 20 (8K expansion required) - Cassette

by Robert Wallace

#### IT'S A NEW GAME ALTOGETHER — A HI-RES GRAPHIC ADVENTURE

Welcome to Japan. Hattori Hanzo, leader of the Iga Ninja has ordered you to recover the Imperial Sword from the Khoga stronghold at Mikata. Select your equipment carefully. You are allowed your sword and only three other items. Each item will counter a specific threat. You have 2 seconds to respond when a threat appears. The cyan key opens the cyan doors. The jimmy opens the red doors. The blue key opens the door to the keep. If you find the keep it will reveal the sword. Can you find it in one of the rooms? You have 5 men to complete your mission. The sword must be returned to the emperor in time for his ascension ceremony on March 8th, 1644 or the government will fail. Good luck! High quality graphics and animation. Keyboard control.

## SAMURAI PAK

FOUR VIC-20 PROGRAMS INCLUDED

(8K Memory Expansion Required)

SHOGUN

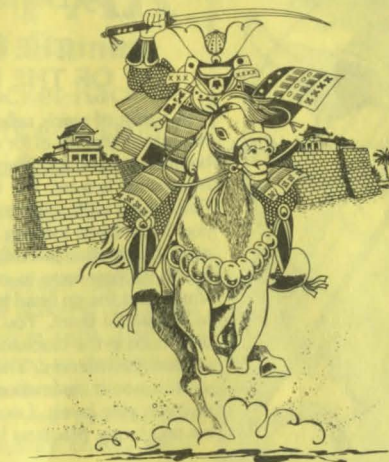
NINJA ADVENTURE

CAVES

---

**ACTION  
GRAPHICS.**

**YOU WILL  
NEVER  
TIRE  
OF THE  
HIRES  
ACTIONS!**



**NEVER  
THE  
SAME  
GAME  
TWICE!**

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DANGERS**

**YOU WILL  
NEVER HAVE  
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THE  
MOST  
EXCITING  
ADVENTURES  
YOU WILL  
UNDERTAKE.**

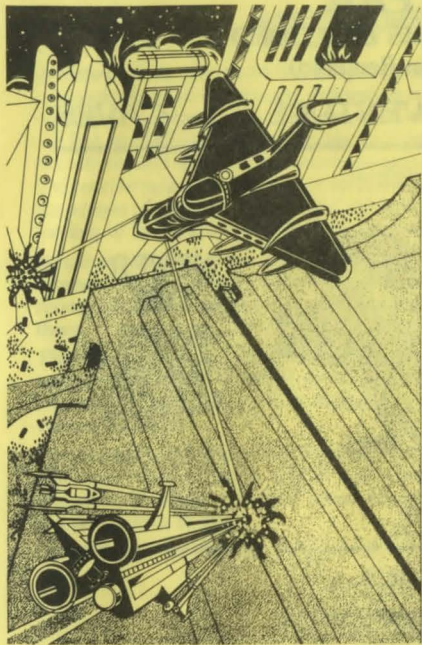
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TWO FREE ADVENTURES INCLUDED

**ADVENTURE - (Beginning Adventure)** Explore the underground maze of corridors, rooms and passages. Can you find the treasures. Do you dare go further. Where am I? — The Dungeon. Get ready to explore for hours. By using two word commands you tell the computer to move, take objects, climb and examine new found areas. Are you ready to fight the Dragon. Good luck — you will need it.

**CAVES OF SILVER - (Intermediate)** Long John Silver left his treasure chest somewhere deep in the maze of caves. Do you dare go in? You had better map out where you go or you will never see daylight again. Can you get the treasure before Long John Silver gets you. MANY HAVE TRIED, AND ONLY A FEW HAVE MADE IT! Be ready for new demensions of mystery, suspense and tension.

REQUIRES 8K or 16K MEMORY CARTRIDGE



**NEW**

## VARG

VIC 20 (unexpanded VIC)

Cassette

by Daniel Neault

**THE GAME  
OF THE FUTURE.**

A battle of quick reflexes and wits with a little fire power thrown in for excitement. Varg dares to be different and fun. Varg puts you in the cockpit. Maneuver around the blockades and hazards. Blast them with your lazer as fast as you can. If you have been looking for a fast paced arcade style game that is really different — you have found it! You have to out maneuver the deadly Vargs and the go head to head with them and try to out battle them. You will be attacked from all directions in the blockade and any contact means instant destruction. The graphics are beautiful with smooth animation, exciting sound and multiple play levels. Look out behind you. Need we say more. Machine language - Joystick.

**VIC 20**

By John Dondzila

# SPACE

## NEW PAK

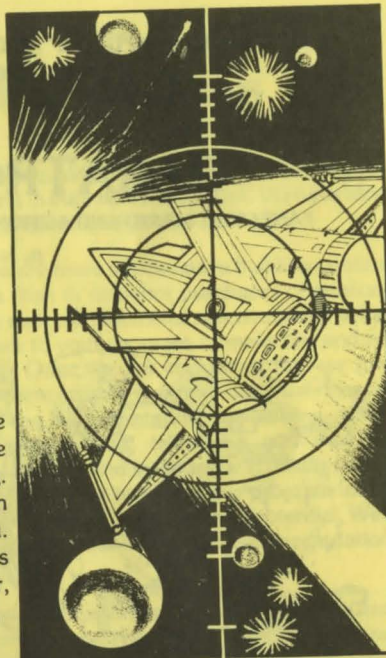
3 Games

1. Rocket-Race
2. Fence-A Tron
3. Raiders.

JOYSTICK OR KEYBOARD

Can you survive? 3 space games with the sights and sounds of arcade games. The excitement builds as the action is un-ending. Blast away at everything in sight. The alien attacks will stop at nothing to destroy you. Prepare for battle, there is no escape, unless you can help. Can you survive? Hi-Res, color, graphics and sound. Joystick or keyboard.

Runs in Standard VIC-20



## TRIPPLE PLAY

VIC 20 (unexpanded)  
Cassette

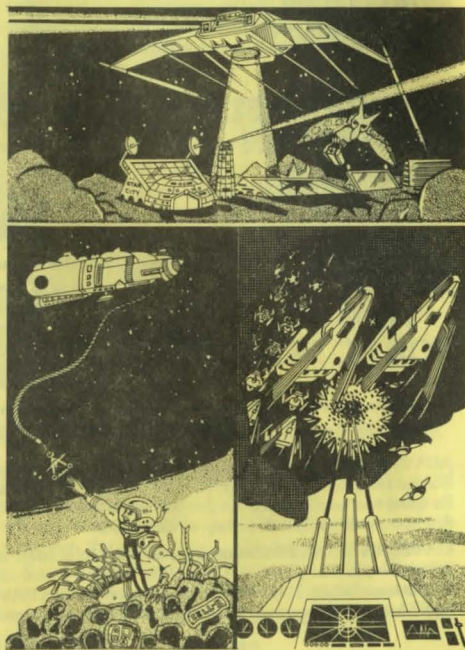
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HI-RES ARCADE  
GRAPHIC GAMES**

So you think you are one of the best fighter pilots in the galaxy. Tripple Play will let you find out how good you really are. Three great games to test your skills and challenge your powers of concentration. You are the peoples only hope.

**STELLAR DREADNAUGHT** - Wave after wave on the attack. They are all bent on your destruction. Will you still be alive in the end. The harder you try, the more they change. Machine language - Joystick.

**ORION RESCUE** - Only you are left to rescue the Orions. Descend down into the Semits and try to pick up and rescue as many as you dare. Move to the next level if you can. Joystick or paddle.

**ORBIT** - Protect us from the Zylons. Lay down your defense shields and build a protection barrier with a minefield. Joystick.



**NEW**



# MOW

By Andy Boham

**VIC-20**

Runs In  
Standard  
VIC-20

Color  
Graphic  
Sound

JOYSTICK  
OR  
KEYBOARD

Get ready for the fast and furious action of the craziest mower you have ever seen. How much grass can you cut? Joystick moves your mower around as fast as you dare. Watch out for granny's dafodils and grandpa's radio antenna.

OUR MOST POPULAR "ARCADE GAME" TAPE PROGRAM  
FOR VIC-20 COMPUTERS

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FANTASTIC SOUND AND ACTION WITH SUPER HI-RES GRAPHICS

By Nic Dudzik



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OR  
KEYBOARD

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LIST \$24.95 - SALE \$14.95

RUNS ON STANDARD VIC-20

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The High Resolution graphics helicopters are fantastic. They look exactly like helicopters! The paratroopers are super realistic. Their chutes open and then they drift down to earth. If this weren't enough the sounds are fantastic. There are helicopter blades whirring and you can hear the howitzer pumping shells. When you hit a parachute you hear this ripping sound and the paratrooper falls struggling to the ground! NOW HEAR THIS! - If you let three paratroopers land, they bring in a tank from either side and blast you!!! This game really shows off the sound and graphic capabilities of your VIC. PARATROOPER IS OUR NO. 1 SELLING ARCADE GAME - you've got to get this game to believe it - we are so sure you'll like it we'll give you "10 DAY FREE TRIAL."

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Unlike many other software marketers, we are more interested in building continuing working relationships with talented authors than in one-shot purchases of publication rights. Rather than drive a zero-sum bargain over the division of revenues from software sales, we try to add the value of our services to your program to make the end result worth more to both you and the customer. Once we are convinced that we have a marketable product on our hands, our experienced staff can take over and release the author of the burdens of editing and rewriting documentation, typesetting, artwork, photography and printing; preparation of packaging; telephone and mail order fulfillment; check and credit card handling; shipping and invoicing and dealer relations. Our full-time staff of programmers can give assistance to adapt your program for other computers, or to modify portions of the program itself to maximize its potential. We also offer the value of an increasingly recognized brand name, and a world-wide reputation for quality.

What we look for in authors is a combination of expertise in some application area of field of interest and a reasonable degree of programming skill. Ask yourself what special knowledge, skills or ideas you can offer through a software publisher to other personal computer owners. Although we are very interested in original ideas for computer games, especially with graphics, we do not need additional versions of the many public domain game programs which have appeared in many time-sharing systems, magazine articles, and advertisements. The range of applications in which we might be interested is very broad, but their common theme should be the satisfaction of personal needs. We are especially interested in professional or personal business applications such as engineering or financial analysis, statistics, and other tools for the busy executive.

If you plan to submit a program to us for possible publication, please consider the following guidelines. We would like to see an actual program as evidence of what you can do, but we are also interested in your background and experience, in other ideas you might have for programs, and in how much time you might have available in the near future to develop or modify and enhance your programs. Once we have evidence of what you can do and are convinced that you have a marketable program or idea, a cash advance against royalties or against final purchase payment is a real possibility. Both royalty arrangements and outright purchase of publication rights can be negotiated.

When calling or writing us, please remember that we are regularly deluged with inquiries from authors, dealers, and customers, and allow us two weeks to respond. If you have a preliminary version of a program or a very well thought out idea, we would like to hear about it as early as possible so that we can let you know whether we would be interested in marketing it. You are welcome to submit programs on cassette, and we promise to respect them as your property. We suggest that you include a self-addressed; postcard or envelope with your submission, which we will use to acknowledge its receipt. Address your correspondence to: ComputerMat Software Editor, P.O. Box 1664-S, Lake Havasu City, Arizona 86403. We are looking forward to more good relationships with prospective authors.

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Buy programs from us according to the list below. We will send you the coupon for the Free Programs. The more you buy, the more value you get in Free Programs. Then just return your coupon to us and we send you your free program(s).

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\$75. <sup>00</sup> - \$100. <sup>00</sup>	Get	\$34. <sup>95</sup> Coupon

# SPACE NEW PAK

VIC 20

By John Dondzila

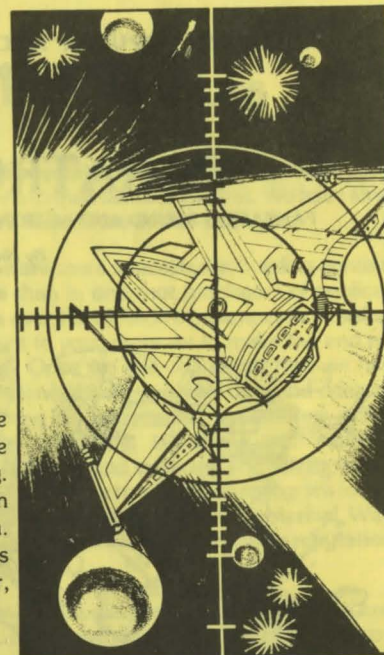
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## TO LOAD & USE YOUR VIC or CBM 64 CASSETTE TAPE

1. Be sure your computer, tape cassette recorder and TV display are connected properly and powered on. The last message displayed by the VIC should be the word READY.
2. Place the tape cassette in the recorder with the label side up. (Programs are recorded on each side of the tape.)
3. To move to the beginning of the tape, press the REWIND switch on the tape recorder. When rewinding stops, press the recorder's STOP switch.
4. On the keyboard, type in LOAD and press the RETURN key.
5. Your TV will display PRESS PLAY ON TAPE. After you press the recorder's PLAY switch, the words OK and SEARCHING are displayed. (Note: On the CBM 64 the screen goes blank.)
6. When VIC finds the program, it displays the word FOUND, followed by the name of the program, then tells you it's LOADING. (Note: On the 64 press the Commodore Key.)
7. When you see READY, first press the STOP switch on the tape recorder, then on the VIC/64 type in RUN and press the RETURN key.
8. See the specific instructions for your program on how to proceed further.

IF YOUR TAPE DOES NOT LOAD, FIRST REPEAT STEPS 4 THRU 7 ABOVE. IF THE PROGRAM STILL FAILS TO LOAD, TURN POWER OFF, THEN POWER ON AND REPEAT STEPS 3 THRU 7.

IF PROBLEMS STILL PERSIST REFER TO YOUR MANUAL AND/OR YOUR DEALER.

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## TO LOAD AND USE YOUR DISKS

1. Insert Disk.
2. Type LOAD "\$", 8 and Press Return.
3. Type LIST.
4. Select from the List A Program.
5. Type LOAD "Menu", 8 (or the name of the program you want.)
6. Type RUN.

## NO DEALERS PLEASE On Zork™, Deadline™ & Starcross™ AVAILABLE NOW!

Here comes the Big, Bright New Adventure Line  
On Disk — Commodore 64!

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*Our worlds, and welcome to them*

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*Your adventures have just begun. There, up ahead, lies the dynamic realism of Infocom's prose universe. Our worlds await you.*

*What really sets our worlds apart is the almost fanatical attention to quality and detail that goes into creating adventures. We write and rewrite, honing and perfecting. The result is the deft and descriptive style that brings our worlds to life before your eyes, and sets you and them in motion with situations and problems of the most logical, sophisticated, intriguing nature.*

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# 5 Great Adventures For Your CBM 64 ....

## SAMURAI PAK

ON CASSETTE OR DISK

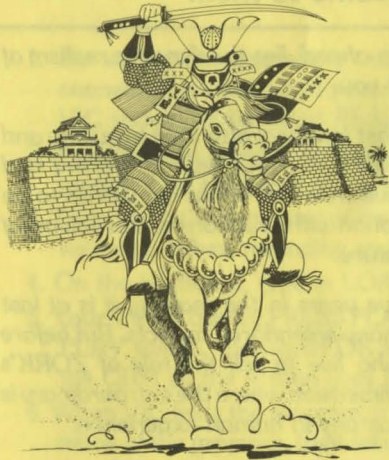
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ALTOGETHER — A HI-RES  
GRAPHIC ADVENTURE

Welcome to Japan. Hattori Hanzo, leader of the Iga Ninja has ordered you to recover the Imperial Sword from the Khoga stonghold at Mikata. Select your equipment carefully. You are allowed your sword and only three other items. Each item will counter a specific threat. You have 2 seconds to respond when a threat appears. The cyan key opens the cyan doors. The jimmy opens the red doors. The blue key opens the door to the keep. If you find the keep it will reveal the sword. Can you find it in one of the rooms? You have 5 men to complete your mission. The sword must be returned to the emporier in time for his ascension ceremony on March 8th, 1644 or the government will fail. Good luck! High quality graphics and animation. Keyboard control.



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## TO LOAD & USE YOUR VIC or CBM 64 CASSETTE TAPE

1. Be sure your computer, tape cassette recorder and TV display are connected properly and powered on. The last message displayed by the VIC should be the word READY.
2. Place the tape cassette in the recorder with the label side up. (Programs are recorded on each side of the tape.)
3. To move to the beginning of the tape, press the REWIND switch on the tape recorder. When rewinding stops, press the recorder's STOP switch.
4. On the keyboard, type in LOAD and press the RETURN key.
5. Your TV will display PRESS PLAY ON TAPE. After you press the recorder's PLAY switch, the words OK and SEARCHING are displayed. (Note: On the CBM 64 the screen goes blank.)
6. When VIC finds the program, it displays the word FOUND, followed by the name of the program, then tells you it's LOADING. (Note: On the 64 press the Commodore Key.)
7. When you see READY, first press the STOP switch on the tape recorder, then on the VIC/64 type in RUN and press the RETURN key.
8. See the specific instructions for your program on how to proceed further.

IF YOUR TAPE DOES NOT LOAD, FIRST REPEAT STEPS 4 THRU 7 ABOVE. IF THE PROGRAM STILL FAILS TO LOAD, TURN POWER OFF, THEN POWER ON AND REPEAT STEPS 3 THRU 7.

IF PROBLEMS STILL PERSIST REFER TO YOUR MANUAL AND/OR YOUR DEALER.

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## TO LOAD AND USE YOUR DISKS

1. Insert Disk.
2. Type LOAD "\$", 8 and Press Return.
3. Type LIST.
4. Select from the List A Program.
5. Type LOAD "Menu", 8 (or the name of the program you want.)
6. Type RUN.

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ON CASSETTE OR DISK

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by Robert Wallace

A HI-RES GRAPHIC ADVENTURE  
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You will not believe the graphic action that takes place right in front of you on the screen as the Samurai warriors fight for you. This type of adventure has not been available on the VIC 64 before. Now you can play for hours and days and never fight the same battle. Every time you play Shogun it is a different adventure. Are you ready for the ultimate adventure.

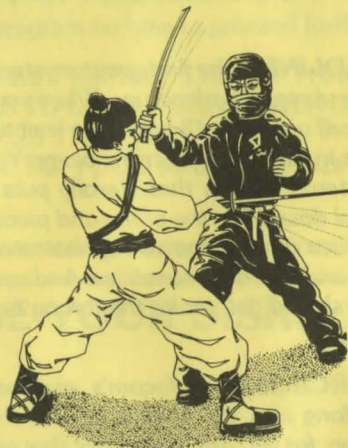
Welcome to Japan. You will lead a force of Samurai to join the attack on Osaka Castle. You will start with 50 men and build an army of 300. First you must capture the secret map, stolen by the enemy's Ninja. There are only a few capable men qualified to lead the force. Are you one of them? If you think you can then consult the Mountain Oracle. Can you discover the secret of training 300 men. How can you find 4 cannons and 4 seige ladders. You will need them all if you plan to attack the castle. One last thing, you will need to find a boat to cross the river to attack the Osaka Castle. Are you ready for the challenge? High quality graphics and animation. Keyboard control.

#### NINJA

by Robert Wallace

IT'S A NEW GAME  
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Welcome to Japan. Hattori Hanzo, leader of the Iga Ninja has ordered you to recover the Imperial Sword from the Khoga stronghold at Mikata. Select your equipment carefully. You are allowed your sword and only three other items. Each item will counter a specific threat. You have 2 seconds to respond when a threat appears. The cyan key opens the cyan doors. The jimmy opens the red doors. The blue key opens the door to the keep. If you find the keep it will reveal the sword. Can you find it in one of the rooms? You have 5 men to complete your mission. The sword must be returned to the emperor in time for his ascension ceremony on March 8th, 1644 or the government will fail. Good luck! High quality graphics and animation. Keyboard control.



ALSO INCLUDES TEXT PROGRAMS

ADVENTURE - SHUTTLE VOYAGE  
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64 TEXT

## THE WORD PROCESSOR FOR THE CBM 64

64 TEXT

A versatile and very inexpensive word processing package that has the capacity to handle virtually all your text creation and editing requirements. It has some features not found even in much more expensive models. 64 TEXT has some facilities which are common to most word processors, such as:

- Full Cursor Control: The cursor (the indicator on the screen which shows at which position you are currently working) can be moved by character, by word or line.
- Text Deletion: A character, a word, a line or a whole block of text can be deleted.
- Duplicate Text: Whole blocks of text which need to be repeated can be duplicated without the need for retyping.
- Tabulations: Fixing and removing tabulation points can be performed as desired.
- Right Justification: When printing, not only will the text be line up on the left, but also on the right.
- Text Storage: Text can be saved and retrieved either on cassette or disk.
- Merge Text: Text from another disk or cassette can be combined with the text being worked on.

But in addition, 64 TEXT has a number of features which make it outstanding:

- Mail Merge: Standard letter can be individualized by calling up from storage the names and addresses of the recipients and printing on per letter.
- Calculations: If there are calculations to be done and the results incorporated in the text, the programme will do this automatically. Addition, subtraction, multiplication, division and exponentiation can all be done.
- Programming the Text Editor: The Text Editor can be given up to 255 instructions to carry out and these will be done automatically.
- Restoration: If too much text has been deleted or deleted text needs to be recalled for whatever reason, the programme will allow this to be done as long as that section of memory has not been reused.
- Search and Replace: If required, the programme will search for a given word and replace it with another throughout the text.
- User Friendly: The programme is easy to learn and use.
- Machine Code: The system has been programmed in machine code for maximum speed and efficiency.

Combine these many features with low price and 64 TEXT would have to be the best value word processing package on the market.

# MAIL/LIST

## A Mailing List for Commodore 64

We always try to provide you with the best software on the market. The Mail/File mailing list program is so good that we want you to try it.

With the 5 inch drive, you can store up to 1000 names per disk. (If your list is larger than the single disk maximum, it can be distributed over several disks).

The program will record your data in nine fields: Two for NAME, and one each for ADDRESS, CITY, STATE, ZIP CODE, PHONE NUMBER, EXTENSION and a CODE field. When you print labels, you have a choice of different label formats.

The best feature of this program is the sort process that lets you determine which labels will be printed. You may specify either alphabetical or ZIP code order for all or any part of your list. For example, you can print labels for everyone on your list whose name begins with the letter A, or for all of those people who have the same ZIP code. You can even print labels for only those people named Jones, who are living in a given city or state. Furthermore, you can choose to print labels by using any single field (i.e., specific cities, states, phone numbers, etc.). You may assign specific codes to any name in the CODE fields. For example, ACT could stand for active accounts, and INACT for inactive accounts. If you wanted to send a letter to all of your inactive accounts, you would specify the CODE INACT, and labels would be printed only for your inactive accounts. When you print labels, you may specify different CODES at one time. If your data matches any one of the CODES, a label will be printed.

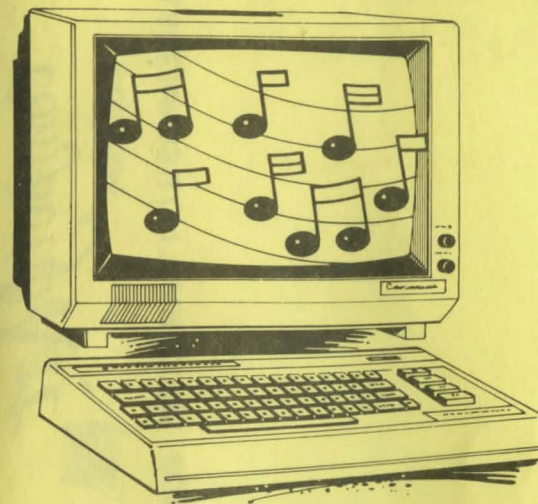
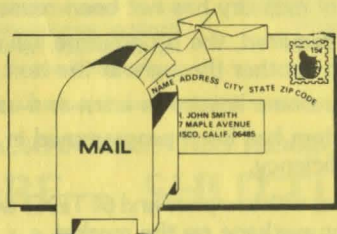
Disk versatility allows you to add, delete, or change the numerous details stored in the system.

### Features of The Mailing List include:

- Automatic name sort (alphabetically or by ZIP code).
- Rapid access to any name of file.
- Easy error correction and recovery.
- Prints selective name listings.
- Revise or up-date listings at any time.
- Up to 1,000 names on-line.
- Prints a list of all names on file.
- Prints mailing labels.

### Package requires the following minimum system:

1. A CBM 64 with 64K of RAM.
2. Disk drive.
3. A compatible printer (80 or 132 column).



# MUSIC MAKER

By  
John LeBeau

COMMODORE 64

(In Text)

Four Programs Include

1. Music Maker
2. Music Player
3. Player Utility
4. Music Demo

There is a music synthesizer in your Commodore 64 — and a rhapsody and a whole lotta rock 'n' roll. In fact your Commodore 64 can play many kinds of music.

We have put together a high performance software program for the Commodore 64. The Music Maker can be used by anyone — from the computer user with a musical background to the programmer with a song in their heart.

The Music Maker does for music what the word processor has done for words. It allows you to write, program and score musical compositions of up to 3 voices.

The Music Maker will play through your speaker or through your stereo by hooking your 64 to any auxiliary input on your stereo system.

Playing and programming the Music Maker is so easy that you don't have to be a musician — but if you are, you will appreciate the well thought-out instructions to use the Music Maker. Take some sheet music and input the notes. That's all there is to it.

We also include a utility program that allows you to add music to your existing programs. Are you ready Maestro?



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