AARDVARK LTD.

2352 S. COMMERCE RD
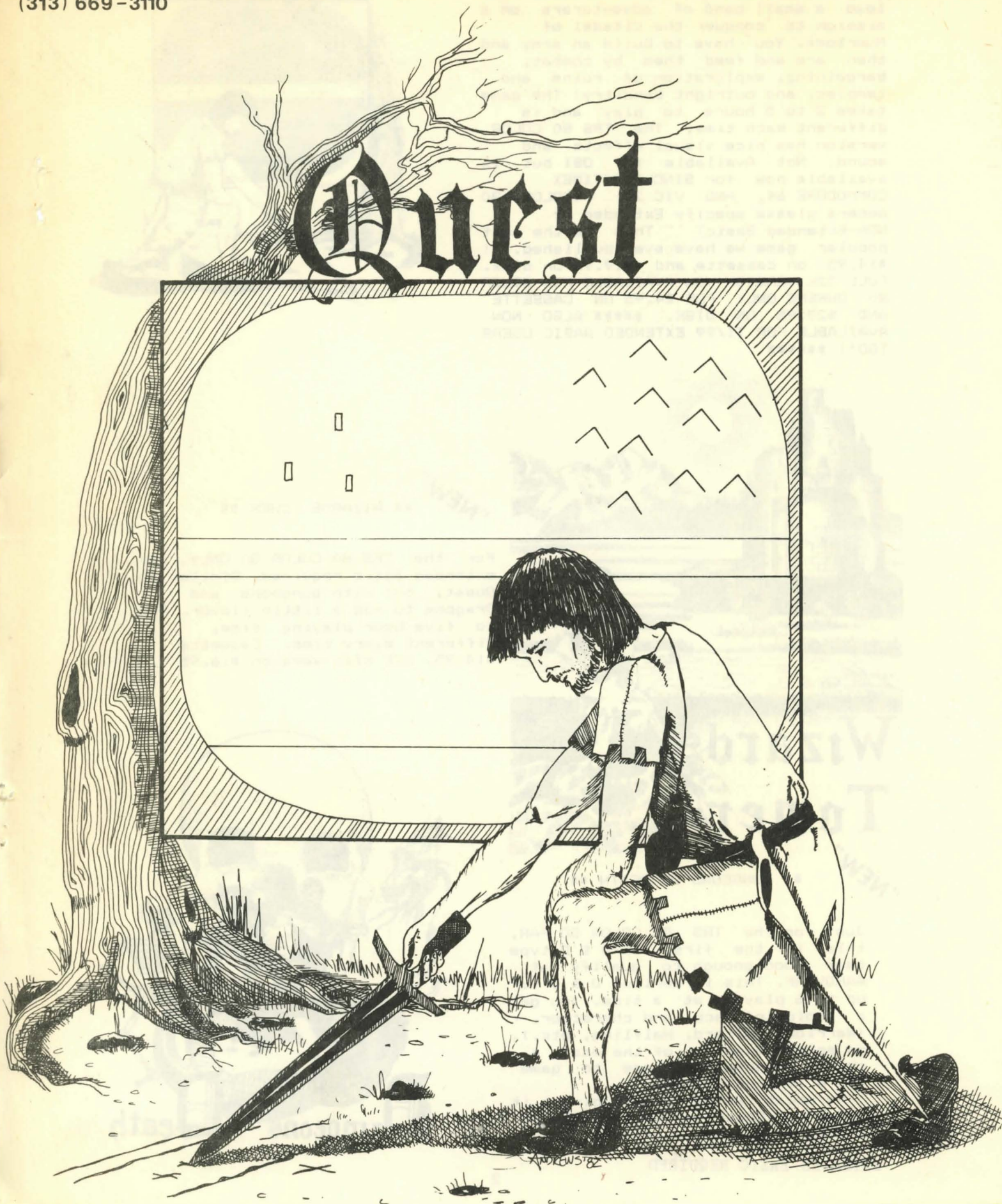
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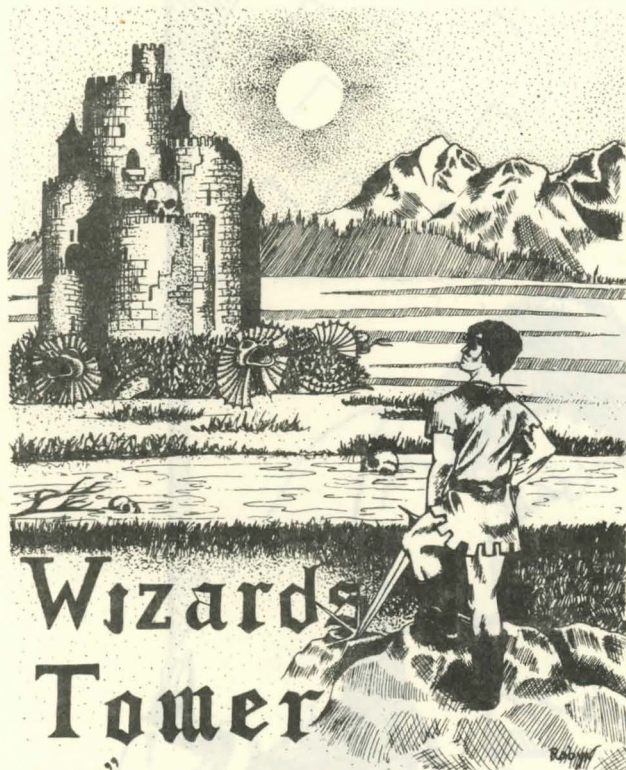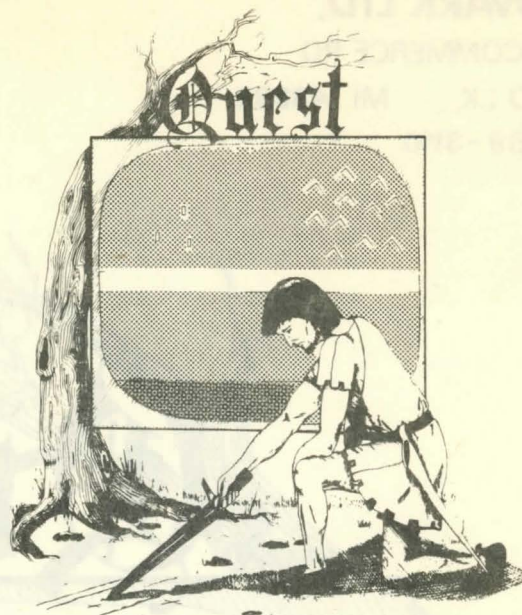
$1.00

Catalog

MAY 83"

Quest

AARDDENST'82

** QUEST ** by Bob Retelle and Rodger Olsen

THIS IS DIFFERENT FROM ALL THE OTHER GAMES OF ADVENTURE!! It is played on a computer generated map of Alesia. You lead a small band of adventurers on a mission to conquer the Citadel of Moorlock. You have to build an army and then arm and feed them by combat, bargaining, exploration of ruins and temples, and outright banditry! The game takes 2 to 5 hours to play and is different each time. The TRS 80 COLOR version has nice visual effects and sound. Not Available for OSI but is available now for SINCLAIR/TIMEX COMMODORE 64, AND VIC 20. (COLOR 80 owners please specify Extended or NON-Extended Basic) This is the most popular game we have ever published. !! $14.95 on cassette and $19.95 on disk. FULL 32K VERSION NOW AVAILABLE FOR COLOR 80 OWNERS ONLY FOR 24.95 ON CASSETTE AND $29.95 ON DISK. ***** ALSO NOW AVAILABLE FOR TI/99 EXTENDED BASIC USERS TOO!! ******

"NEW"

** WIZARDS TOWER **

For the TRS 80 COLOR 80 ONLY. 16k extended Basic required. Similar to Quest, but with Dungeons and Dragons to add a little flavor. Two to five hour playing time, different every time. Cassette $14.95, 32k disk version $16.95

"NEW"

** DUNGEONS OF DEATH **

Just for the TRS 80 COLOR SO FAR, this is the first 16K D & D type game good enough to qualify at AARDVARK. This is serious D & D for up to 6 players at a time. You get a choice of race and character, (Warrior, Wizard, Halfling, etc.), on screen mapping of the maze, a chance to grow from game to game and a 15 page manual!
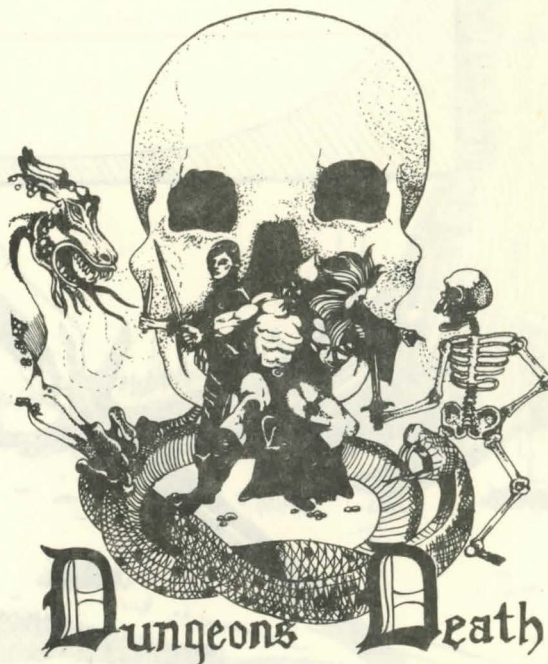
As usual we're almost giving it away!!!!! Cassette verion $14.95 and 32K disk version $19.95.

EXTENDED BASIC REQUIRED

16K TRS 80 COLOR   TIMEX/SINCLAIR   13K VIC 20   ANY COMMODORE 64
TI/99 ANY BASIC - TI/99 EXTENDED BASIC

ADVENTURES are interactive fantasies. It's like reading an exciting book, except that you're one of the characters. You explore a new world as you try to think or fight your way out of a jam. You give the computer plain English commands such as "look in the coffin" and "light the torch" and it carries out your bidding.

Each ADVENTURE normally takes from 15 to 30 hours to play, spread out over several days. If the FDA ever catches us, we are going to have to add a warning label. These are definately addictive!!!

These ADVENTURES are in BASIC—but they are full featured, full plotted, fast action adventures. ADVENTURES ARE $14.95 each EXCEPT FOR HAUNTED HOUSE & EARTHQUAKE WHICH ARE ONLY $9.95 ON ANY COMPUTER. FOR DISK VERSIONS ADD AN ADDITIONAL $5.00 TO THE STANDARD CASSETTE PRIC

## ** EARTHQUAKE **   by Bob Anderson & Rodger Olsen

A kids adventure, you are trapped in a shopping center during an Earthquake. There is a way out, but you need help. To save yourself, you have to be a hero and save others first.

Authors note to players - This one feels good. Not only is it designed for the younger set (see note on Haunted House), but it also plays nicely. Instead of killing, you have to save lives to win this one. The player must help others first if he/she is to survive - I like that. $9.95 on Cassette and $14.95 on disk. NOT YET AVAILABLE FOR TI/99(4A).

** PYRAMID ** by Rodger Olsen

This is one of our toughest Adventures. Average time through the Pyramid is 50 to 70 hours. The old boys who built this Pyramid did not mean for it to be ransacked by people like you.

Authors note to players - This is a very entertaining and very tough adventure. I left clues everywhere but came up with some ingeniou problems. This one has captivated people so much that I get calls daily from as far as New Zealand and France from bleary eyed people who are stuck in the Pyramid and desperate for more clues. $14.95 on cassette and $19.95 on disk. NOW AVAILABLE FOR TI/99(4A) ANY BASIC.
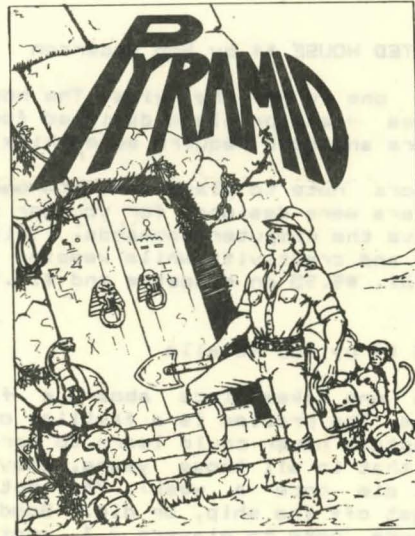
** MARS ** by Rodger Olsen

Your ship crashed on the Red Planet and you have to get home. You will have to explore a Martian City, repair your ship, and deal with possibly hostile aliens to get home again.

Authors note to players - This is recommended as a first Adventure. It is in no way simple - playing time normally runs from 30 to 50 hours but it is constructed in a more "open" manner to let you try out Adventuring and get used to the game before you hit the really tough problems. $14.95 on cassette and $19.95 on disk. NOW AVAILABLE FOR TI/99(4A) ANY BASIC.
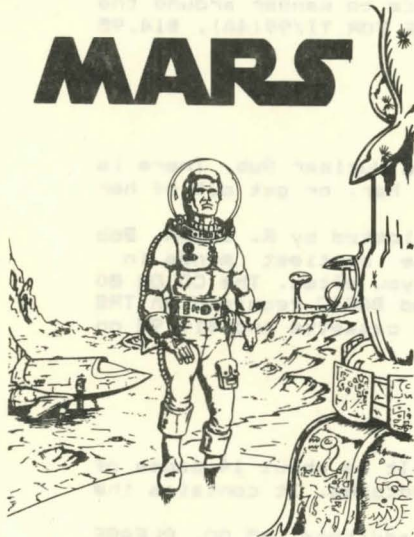
ADVENTURES ARE STANDARD ON CASSETTE BUT DISK VERSIONS AVAILABLE FOR
13K VIC 20 - CMD 64 - 32K TRS 80 COLOR

** DERELICT ** by R. Olsen & B. Anderson

For Wealth and Glory, you have to ransack a thousand year old space ship. You'll have to learn to speak their language and operate the machinery they left behind. The hardest problem of all is to live through it.

Authors note to players – This adventure is the new winner in the "Toughest Adventure at Aardvark Sweepstakes". Our most difficult problem in writing this adventure was to keep it logical and realistic. There are no irrational traps and sudden senseless deaths in Derelict. This ship was designed to be perfectly safe for its' builders. It just happens to be deadly to alien invaders like you! 16K Extended BASIC required for TRS 80 COLOR. NOT YET AVAILABLE FOR TI/99(4A). $14.95 on cassette and $19.95 on disk

** CIRCLE WORLD ** by Bob Anderson

The alien culture has built a huge world in the shape of a ring circling their sun. They left behind some strange creatures and a lot of advanced technology. Unfortunately, the world is headed for destruction and it is your job to save it before it plunges into the sun!!

Editors note to players – In keeping with the large scale of Circleworld, the author wrote a very large adventure. It has a lot of rooms and a lot of objects in them. It is a very convoluted, very complex adventure. One of our largest. 16K Extended BASIC required for TRS 80 COLOR. NOT YET AVAILABLE FOR TI/99(4A). $14.95 on cassette and $19.95 on disk.

** HAUNTED HOUSE ** by Bob Anderson

This one is for the kids. The house has ghosts, goblins, vampires and treasures – and problems designed for the 8 to 13 year old. This is a real adventure and does require some thinking and problem solving – but only for kids.

Authors note to players – This one was fun to write. The vocabulary and characters were designed for younger players and lots of things happen when they give the computer commands. This one teaches logical thought, mapping skills, and creativity while keeping their interest. NOT YET AVAILABLE FOR TI/99(4A). $9.95 on cassette and $15.95 on disk.

** TREK ** by Bob Retelle

This one takes place aboard a familiar starship and is a must for Trekkies. The problem is a familiar one – the ship is in a "decaying orbit" (the Captain never could learn to park!) and the engines are out (You would think that in all those years, they would have learned to build some that didn't die once a week). Your options are to start the engine, save the ship, get off the ship, or die. Good luck.

Authors note to players – I wrote this one with a concordance in hand. It is very accurate – and a lot of fun. It was nice to wander around the ship instead of watching it on T.V. NOT YET AVAILABLE FOR TI/99(4A). $14.95 on cassette and $19.95 on disk.

** NUCLEAR SUB ** by Bob Retelle

You start at the bottom of the ocean in a wrecked Nuclear Sub. There is literally no way to go up. Save the Ship, raise her, or get out of her before she blows or start WWIIII.

Editors note to players – This was actually plotted by R. Olsen, Bob Retelle and someone you don't know – three of the nastiest minds in adventure writing. It is devious, wicked, and kills you often. The COLOR 80 version has nice sound and special effects. Extended BASIC required on TRS 80 COLOR. NOT YET AVAILABLE FOR TI/99(4A). $14.95 on cassette and $19.95 on disk.

** ADVENTURE WRITING / DEATHSHIP ** by R. Olsen

This is a data sheet showing how we do it. It is about 14 pages of detailed instructions on how to write your own adventures. It contains the entire text of Deathship. Data sheet $3.95
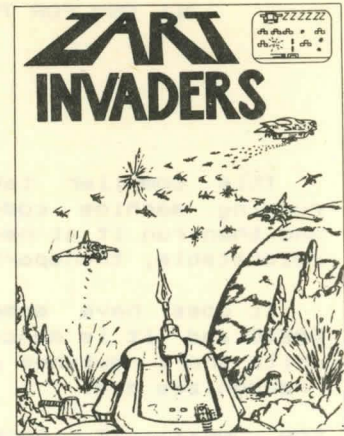
You can also get the TAPE of DEATHSHIP for an additonal $5.00. PLEASE SPECIFY WHICH COMPUTER YOU HAVE EVEN IF ONLY ORDERING DATA SHEET NOTE: THE DEATHSHIP TAPE IS AVAILABLE FOR THE COMMODORE VIC 20, CMD 64, TRS 80 COLOR, TIMEX/SINCLAIR AND NOW ALSO FOR THE TI/99(4A).

** TINY COMPILER **

This compiler takes your BASIC program and turns it into a fast running machine code program. You write and debug the program BASIC, and then run it at machine code speeds. The compiler turns out native, relocatable, transportable 6502 and 6809 code.

It does have some limitations. It compiles a very small subset of BASIC and it is memory hungry. 8K is the absolute minimum needed to write short routines and I recommend more. The keywords it recognizes are:

FOR...NEXT...IF...GOSUB...GOTO... $\langle , \rangle$,=...PEEK...POKE...RETURN...
REM...STOP...END...USR(X)...PRINT
ARITHMETIC OPERATORS ARE +, -, *, /
LEGAL VARIABLES ARE A-Z, A SUBSCRIPTED VARIABLE

It recognizes positive integers from 0 to 64K. Tiny compiler is written in BASIC and is modifiable by the user. In fact, if any user writes and submits to us a unique addition or change, we will refund his purchase price and give a gift certificate from $25 to $100 depending on the modification. Tiny compiler comes with an instruction manual and a line by line commentary.

$24.95 on Cassette or Disk for Color 80, Vic 20, OSI, and CMD 64

** MAXI PROS - A GREAT WORD PROCESSOR **

Why is it so great? 'Cause it's easy to use.' It is designed for the office that can't afford to send every new girl out for training on a word processor and for the individual that wants to spend more time on his correspondence and less on learning to use the processor.

It is line oriented (you put in lines of text rather than blocks) and is written in BASIC so that it is easy to modify to fit any printer/computer combination.

That simplicity of use does not imply a simple word processor. This one has all of the features of a major word processing system. Its commands include right and left margin justification, (it will print in any width), Insert Lines, Delete Lines, Text Centering, Save and Get text (from tape or disk), Automatic paging, Page numbering, Single, Double or Triple spacing, and Global and Line editing capabilities (it will make a change in a whole file or allow on screen editing of individual lines).

It also has imbedded command capability that will make it change margins and spacing during printing, which will make it stop foran input or read names from a file and which will cause it to chain together several files from disk or tape to print an entire tape or disk of material with a single command.

Maxi requires 16K on Color 80, 13K or more RAM on Vic 20 and CMD 64 and OSI. As with any word processor, the more memory you have, the better it works.

Maxi-pros was used to typeset this entire catalog - including this page.

Maxi-pros also comes with a manual that contains a training guide, a listing, an explanation of the program, and a programmers guide to help with modifications.
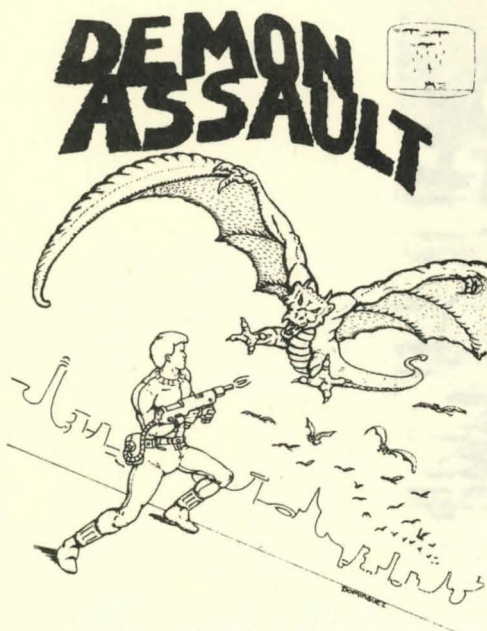
You get all of that at an unbelievable introductory price.
19.95 on tape or $24.95 on disk

Please specify system when ordering!!!!

** PACTRON **

ALL NEW 64 ARCADE GAME!! ALL MACHINE CODE!! FAST! There are a lot of "PAC" type games on the market. We feel that this is one of the best and most faithful versions. Commodore 64 only. (coming soon for the VIC20). Tape $19.95 Disk $24.95

PACTRON

DEMON ASSAULT

** DEMON ASSAULT **

NEW FOR THE TRS-80C!. Defend your base from wave after wave of demon assaults. It gets harder and harder - up to the nasty Invisible Demon Wave. A nasty all Machine Code arcade game for the 16k Extended BASIC TRS-80C. $19.95 on Tape ONLY.
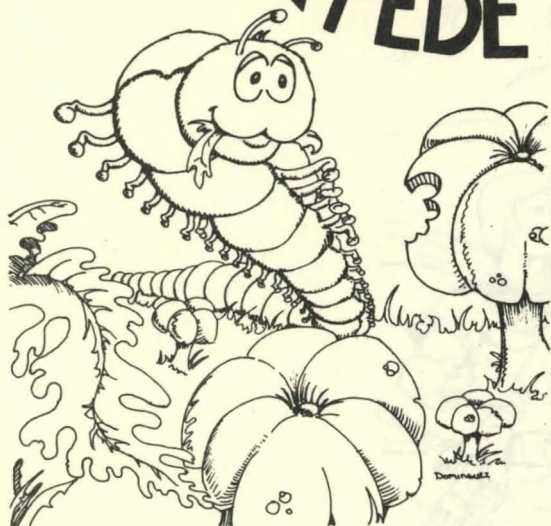
** SPACE STATION ZETA **

You'll need fast reflexes and a joystick to defend Space Station Zeta. All machine code, fast action game for the Commodore 64 ONLY! $19.95 on tape and $24.95 on disk.
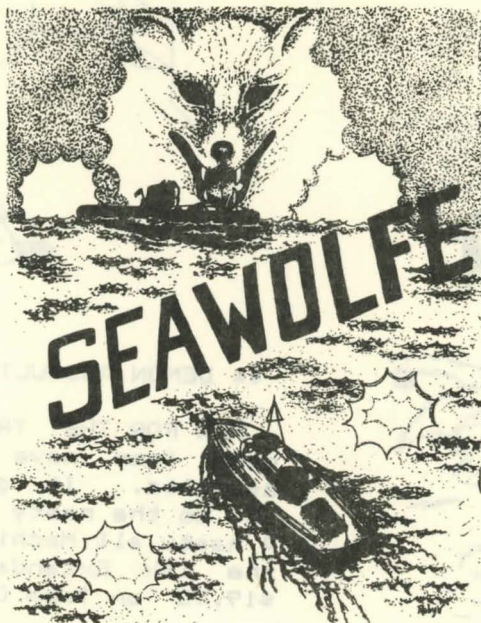
SPACESTATION ZETA

TRAK-A-PEDE

** TRAKAPEDE **

All new for the Commodore 64 - High speed- High resolution game. You manuever your worm (the Trakapede) across the screen to eat the food while trying not to hit anything else. Not as easy as it sounds. Lots of fun. Keyboard or Joystick control. $14.95 on cassette and $19.95 on disk. CMD 64 ONLY for right now!

7

8

Machine Code Games
## by
DAVE EDSON
FOR TRS 80 COLOR ONLY!!!

** CATERPILLAR **

O.K., the Caterpillar does look a lot like a Centipede. The COLOR 80 version also has spiders, falling fleas, monsters traipsing across the screen, poison mushrooms and a lot of other familiar stuff. (The OSI version is somewhat simpler and priced accordingly.) COLOR 80 requires 16K and Joysticks. $19.95 on cassette and $21.95 on disk for Color 80 and only $14.95 on cassette only for OSI.

** TUBE FRENZY **

This is an almost indescribably fast action arcade game. It has fast action, an all new concept in play, simple rules, and 63 levels of difficulty. (Even the author hasn't gotten past level 30.) It is all machine code for fast action and does require JOYSTICKS. Another great game by Dave Edson. TRS 80 COLOR ONLY. 16K and Joysticks required $19.95 on cassette and $21.95 on disk.
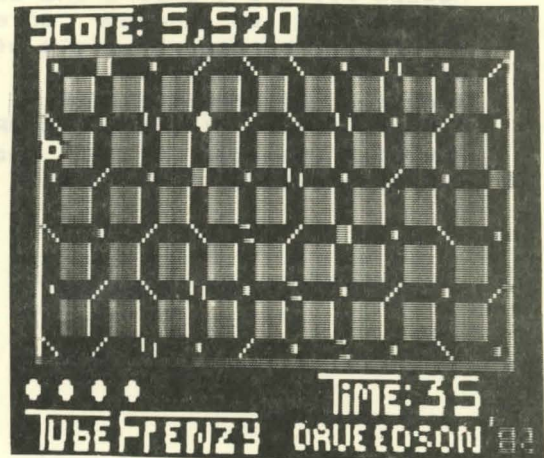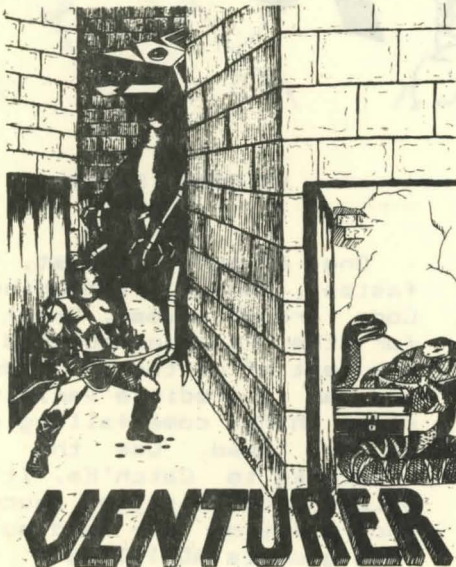
** VENTURER **

A fast action all machine code Arcade game that feels like an Adventure. Go berzerk as you sneak past the DREADED HALL MONSTERS to gather treasure in room after room, killing the NASTIES as you go. Great color, high res graphics, sound and Joystick game for the TRS 80 COLOR or OSI machines. (B/W silent on OSI) CASSETTE ONLY $19.95

** EDSON PAK (CASSETTE)

Three of Dave Edson's machine code games, TUBE FRENZY, VENTURER, an CATERPILLAR which normally sell for $59.95 – NOW for only $44.95. TRS 80 COLOR ONLY

** EDSON PAK (DISK)

Disk version of the Edson Pak contains TUBE FRENZY, CATCH'EM, and CATERPILLAR also for the low price of $44.95. TRS 80 COLOR ONLY!

PLEASE NOTE DIFFERENCE OF GAMES IN EDSON PAK (CASSETTE OR DISK)

EDSON'S BEST!¡!¡

** PLANET RAIDERS **

Not just another copy of Defender, this is an original program good in its own right! You pilot a one-man ship across a planetary surface dogfighting with invader ships, dodging and blasting ground based installations ad rescuing stranded troopers. Rescue all the troopers and be transported to another more difficult battle. 3 Levels of difficulty. Joysticks required. All MACHINE CODE , EDSON'S BEST!!!! TRS 80 COLOR ONLY 16K Cassette $19.95 and 32K disk $21.95
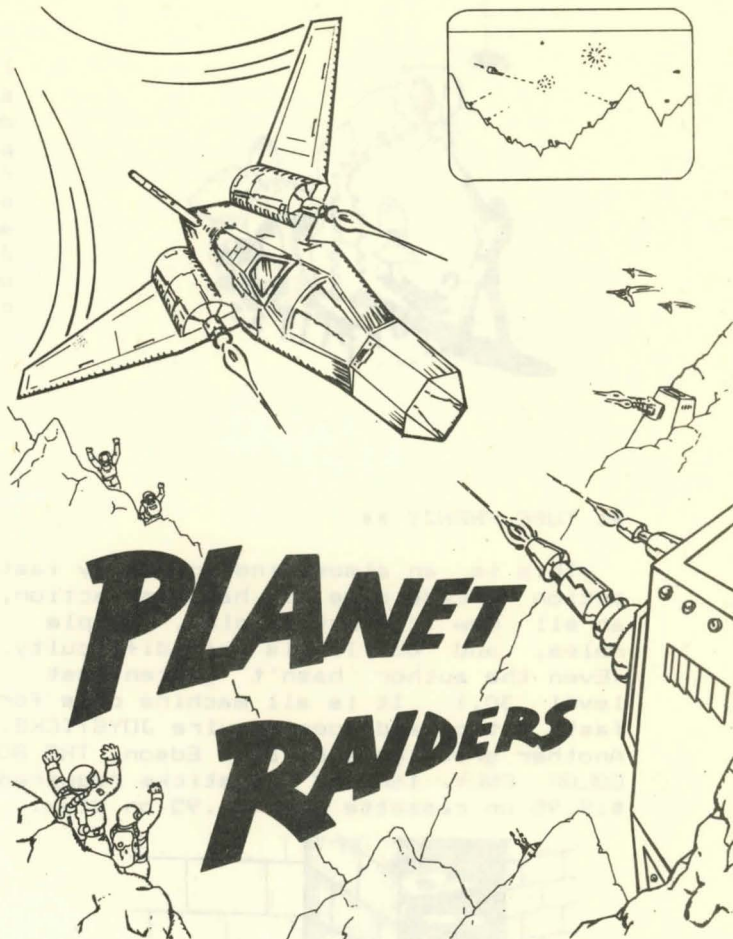
** CATCH'EM **
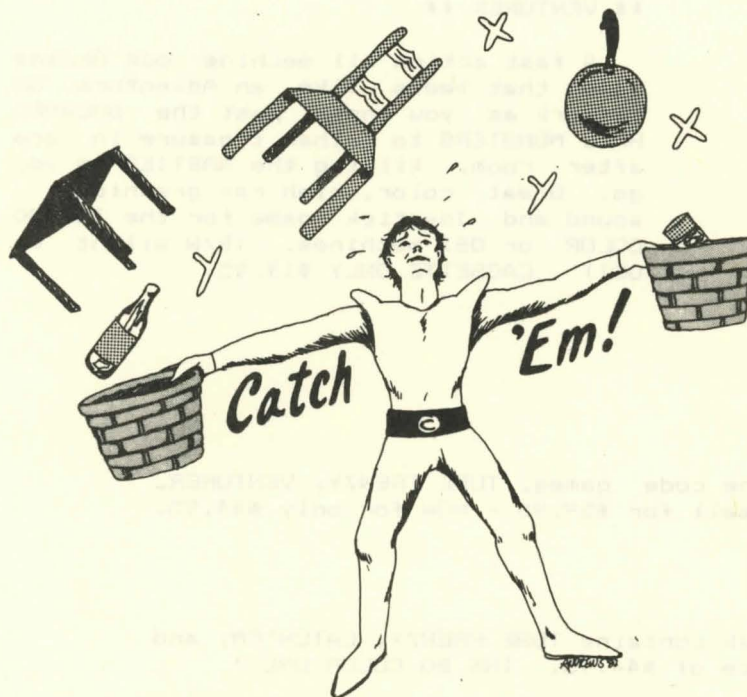
One of our simplest, fastest, funest all Machine Code arcade games. Great fun for the kids and not bad for the rest of us too!! Raindrops and an incredible variety of other things come falling down on your head. Use the Joysticks to Catch'Em. It's a BALL!- and a flying saucer!- and a flying Y!- and so on. This game is ADDICTING!! $19.95 on cassette and $21.95 on disk for TRS 80 COLOR ONLY!

** STARSHIP HERCULES **

The ultimate Trek type game — a full 32K of klingon killing, galaxy searching, torpedo and phaser firing Trek. In BASIC, requires a full 32K EXTENDED BASIC for the TRS 80 COLOR ONLY!!! Comes with an extensive manual. $19.95 on Cassette and NOW AVAILABLE ON 32K EXTENDED BASIC DISK FOR $24.95.

** BREAKAWAY **

All machine code, fast, colorful, Joystick version of Breakout. It has 15 levels of difficulty and allows you to put 'English' on the ball! A quality game at a real bargain price! Lots of fun for the entire family. Available for TRS 80 COLOR ONLY in EXTENDED BASIC and NON-EXTENDED BASIC VERSIONS. 16K or more. Please specify. $9.95 on CASSETTE ONLY!

** BIORHYTHM **

NEW FOR SINCLAIR!

The ultimate Biorhythm package. Predicts, plots, and displays biorhythms and will even predict compatibility between two different people. 16K EXTENDED BASIC REQUIRED for TRS 80 COLOR $9.95 on cassette and $11.95 on disk.

** KILLERBOT **

Real time action as you run, sneak and dodge your way through a bloody field of death traps and radar equipped killer robots. Get across or die! Joysticks or Keyboard control. 4K or more for TRS 80 COLOR or OSI. $9.95 on cassette and $11.95 on disk.

** BATTLEFLEET **

This is battleship grown up. One player against the computer and NO LUCK INVOLVED. You shoot volleys of 6 shots at a time at a fleet of two dimensional ships of various shapes. Harder than it sounds. Full Graphics. Available for 8K OSI and 16K TRS 80 COLOR ONLY. $9.95 on cassette and $11.95 on disk.

** SPACE WALL **
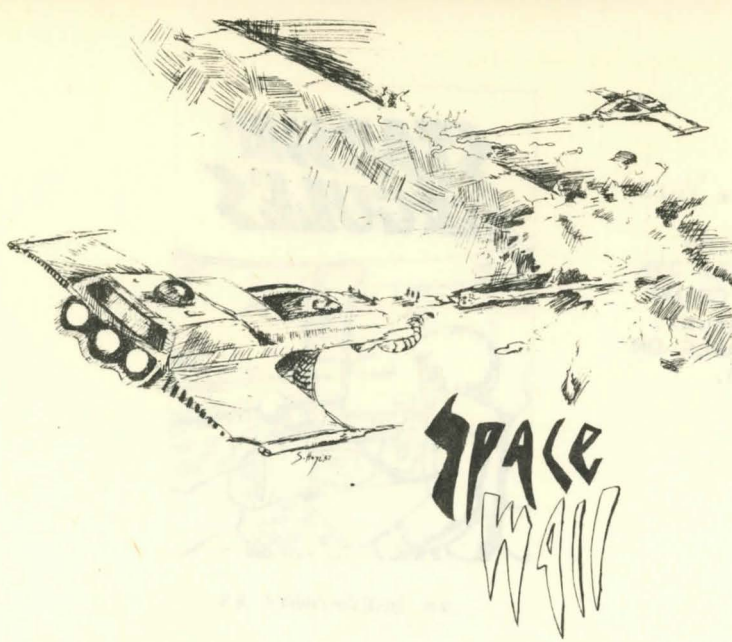
This is a 'Compiler Written' all Machine Code arcade game where two players batter each other through the Spacewall. It comes with a basic version and a machine code version on the same cassette. AVAILABLE on CASSETTE ONLY! Requires 16K or more on the TRS 80 COLOR ONLY. $9.95
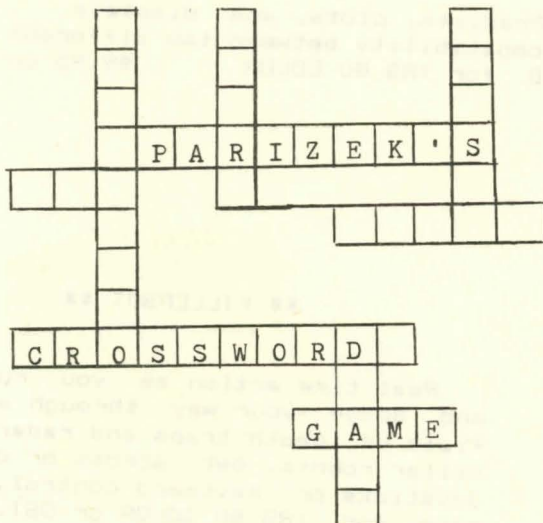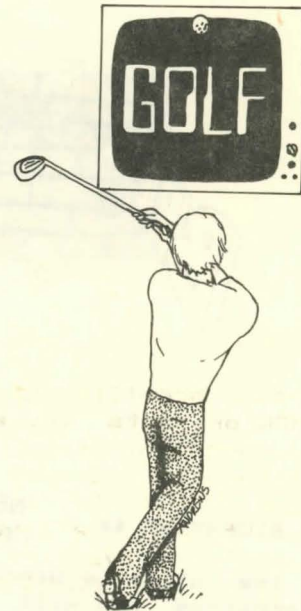
** GOLF **

Colorful High Res Golf simulation. Play 9 holes on a tough par 36 course. This is a very accurate simulation and beats staying home on a rainy day! 16K Extended Basic TRS 80 COLOR ONLY. $9.95 on cassette and $11.95 on disk.

** CROSSWORDS **

By Dennis Parizek this game combines the fun of Crosswords with the challenge of Scrabble and NIM. Players take turns placing words on computer generated grids. Lots of fun, written in Basic for the TRS 80 COLOR computer ONLY! 16K Extended Basic required. $9.95 on cassette and $11.95 on disk.

** SPACE SHUTTLE **

Your mission is to dock with an orbiting space platform — but you may have to land on the planetary surface for refueling first. A real value in a high res real time game. TRS 80 COLOR ONLY. $9.95 on cassette and $11.95 on disk.

** BLACKJACK/ACEY DUCEY (high-low)

TWO ON ONE FOR TRS 80 COLOR AND VIC 20.
A Blackjack game so accurate that it can test Vegas betting systems!
One player against the house, it has Double-Down, Split a pair,
(except on Vic 20) Insurance, and pays for 5 under and more! Very
accurate version of the game as played in Vegas.

ACEY-DUCEY is a tough but simple gambling game for up to 10 players
at once. Has selectable pot size, minimum bets, and player holdings.
Both games have good graphics and sound. Requires a minimum of 8K
ON COLOR 80 AND VIC 20 ONLY. $9.95 on Cassette and $11.95 on disk.
Watch soon for Commodore 64 version to be available.

** SPACE ZAPPER **

Protect your central starbase
from alien ships by zapping them
first. High res, High speed
graphics, right out of the
Arcades. TRS 80 COLOR ONLY. $14.95
on 16K cassette and $16.95 on 32K
disk.

** TIMETREK - REAL TIME GRAHPICS TREK **

No more scrolling displays or forgetting where the Klingons are.
TIMETREK presents you with a FULL TIME display of a starship control
panel. Sensors, Scans, Status and Damage levels are displayed
simultaneously (except for the Galactic Map and Battle computer which
just wouldn't fit). Time Trek is in REAL TIME! The Klingons don't wait
for you to make a move - they keep shooting back! If you like STAR
TREK, you'll love TIME TREK. 16K EXTENDED BASIC FOR TRS 80 COLOR
ONLY. $14.95 on CASSETTE ONLY.

** STARFIGHTER **

You pilot a cruiser on a mission
where you will face up to ten alien
vessels. You will be armed with a
variety of weapons with realistic
charcteristics. STARFIGHTER features a
full low Res display of the alien
vessels and working instrumentation.
Your speed, range, weapons status and
damage status are displayed
continuously. It also has ten levels of
difficulty. 16K EXTENDED BASIC TRS 80
COLOR ONLY. $9.95 on CASSETTE ONLY

** GAMES DISK #1 **

We have put together a special package of 5 games for the TRS 80
COLOR disk system. These games would normally retail for $60.00, your
cost is only $39.95! Includes, 'QUEST' - 'KILLERBOT' - 'MARS' -
'SLASHBALL' and 'BATTLEFLEET' for hours of enjoyment. See descriptions
of each by their individual name headings. 32K TRS 80 COLOR DISK
SYSTEMS ONLY. $39.95

** AARDVARK GUARANTEE **

All Aardvark products are guaranteed to be functional and to be as advertised. Any product may be returned during the first 15 days for a full and unconditional refund. Returns after the first 15 days require a reason and may be limited to replacement of the product rather than a refund.

All programs are recorded at least once on each side, so try both sides before panicking and returning the program. If you ever get a bad tape from us or a program that doesn't run, please let us know as soon as possible. It could save others from getting the same problems. We would appreciate some note of explanation for any program that you are returning as well as the original tape tape you recieved.

REMEMBER TO ENCLOSE FULL NAME AND ADDRESS ON ANY ORDER SENT IN.

$$ USED AND BUNGLED TAPE SALE $$

We have C10's and C20's with errors in the programs, or which were returned by Customers, or were used in program developement, were mislabled or have discontinued programs on them. All are erased and can be reused!

They are all the same high quality computer grade tapes that we use for commercial production. The brands may vary and they are mostly mixed. Most have labels on them which have nothing to do with the contents.

We won't give any choice on color or length but we will sell them at a fantastic price. Take a chance - buy a handful at this bargain price!!!!
ORDERS WILL BE FILLED UPON AVAILABILITY AND QUANTITY!!!!!!!!!
.40 EACH OR 3/$1.00

** COMPUTER SUPPLIES **

COMUTER CASSETTE TAPES

C-10 (5 min per side)   .70 each   C-20 (10 min per side)   .90 each

DISKS 5-1/4 "   3.25 each (single sided, soft sectored. brands may var

All are high quality tapes and disks. Same as we use for our programs.

** YOU TOO CAN BE AN AUTHOR **

Aardvark does publish programs from outside programmers. We traditionally pay the highest royalties in the industry and can often get a program into the market place in a few weeks. To submit a program, send a disk or tape with your name and address on it and all the necessary information you feel we need to test the program out. Also specify for which computer your program is for and make sure it is either recorded twice or you have tested the load. For further information write for our authors agreement letter. Please send a self addressed stamped envelope for prompt response.

** NOTE ** DEALER INFORMATION AVAILABLE AT REQUEST

OSI OWNERS PHONE OR WRITE FOR OSI CATALOG