



Adventure[®]

INTERNATIONAL

A SUBSIDIARY OF SCOTT ADAMS, INC.

SOFTWARE FOR YOUR MICROCOMPUTER



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(see page 2)

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INDEX

	PAGE		
Adventures by Scott Adams	6, 7, 8	Maxi Mail	14
Adventure 13	8	Maxi Manager II	14
Adventure Hint Book	7	Merlin's Treasure/Sledge of Rahmul	10
Airline	11	Night Walker	10
Apple Spice	13	Preppie!	2
Arex	4	Preppie! II	2
Atari Basic Routines	13	Rally Speedway	2
Bug Off	5	Rear Guard	5
C'est La Vie	Back Cover	S.A.G.E.	13
Commbat	11	Saigon: The Final Days	9
C.R.I.S.	14	Sea Dragon	2
Curse of Crowley Manor	9	Search for Elsolado	10
Diskey	12	Sledge of Rahmul/Merlin's Treasure	10
Earthquake: San Francisco 1906	9	Spook House/Toxic Dumpsite	10
Eliminator	5	Stone of Sisyphus	8
Escape From Traam	9	Stratos	4
Fire Copter	4	Toxic Dumpsite/Spook House	10
Gnome Valley	Back Cover	Triad	Back Cover
Labyrinth of Crete	8	Tutti Frutti	5
Laser Ball	4	Ultra Disassembler	13
Maxi Accountant	15	War	11
Maxi CRAS	15		

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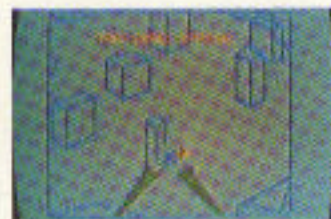
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ARCADE



Color Computer Version

CoCo

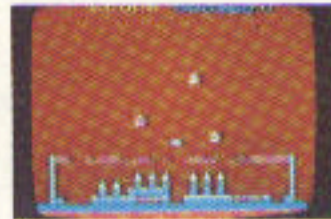
FIRE COPTER

by Dale Lear

FIRE COPTER serves up a tasty helping of coin-op realism as the player is treated to a bird's-eye view of flight over a huge city. The object of FIRE COPTER is to extinguish as many fires as possible before the entire city burns. Along the way, fire-starting androids may be encountered which should be dispatched with your lasers posthaste!

FIRE COPTER is joystick-controlled and accommodates one or two players. Ready for **three-dimensional realism**? Then you're ready for FIRE COPTER — the hot new game from Adventure International! Great sounds too!

COLOR COMPUTER 16K TAPE 060-0176
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Atari Version

ATARI
COM. 64
TRS-80

STRATOS

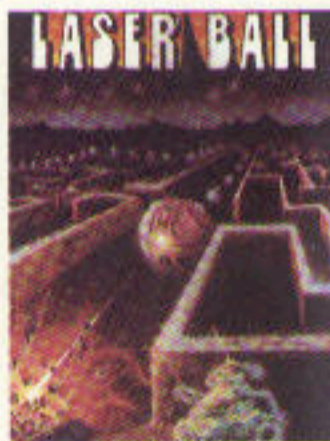
ATARI and COMMODORE 64 Versions by Neil Larimer

TRS-80 Version by John E. Cominio

This is STRATOS — a kaleidoscopic explosion of awesome graphics and other-worldly sounds. STRATOS puts you in TOTAL control of the devastating Armageddon Wave — the only weapon capable of decimating the attacking alien ships. STRATOS comes loaded with the professional features you've come to expect, including one or two player option, high score save, and mind-melting sounds.

Designed for the home arcader who takes his action white-hot, you can be certain the thrills don't let up with this scorcher! Joysticks optional on TRS version; required for ATARI version.

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COMMODORE 64 TAPE 200-0161 \$34.95 (£25.49 inc. VAT)
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TRS-80 Version

COM. 64
TRS-80

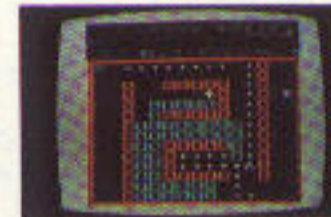
LASER BALL

by Neil Matson & Matthew T. McMahon

The action begins when your Laser Ball comes to life in the center of a twisting maze. Maneuver it using either joystick or keyboard controls. The object of the game is to fill the maze completely with dots while avoiding the deadly destructoids that inhabit this lethal network of twists and turns.

LASER BALL! All of the extras you demand are here: two player option, multiple skill levels, speedy machine language graphics, running high score, great sounds and action like you've never had with a micro!

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Color Computer Version

APPLE
ATARI
CoCo
COM. 64
IBM
TRS-80

AREX

by William Muk

Atari & Commodore 64 Versions by John Anderson

Apple Version by Gordon Eastman

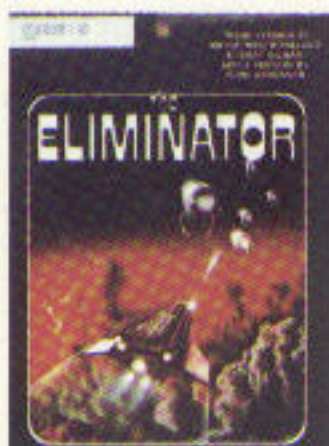
IBM Version by John White

Color Computer Version by Roger Schrag

AREX — Enter and neutralize at least 90% of the enemy's territory while avoiding 3 distinct types of alien ships. A successful invasion earns advancement to subsequent (and, of course, more difficult) levels of play.

AREX features phenomenal graphics routines, high score retention, one- or two-player option and multiple skill levels.

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Apple Version

APPLE CoCo
ATARI COM. 64
TRS-80

THE ELIMINATOR

by Wayne Westmoreland & Terry Gilman

APPLE Version by John Anderson

ATARI Version by Steve Coleman

COLOR COMPUTER Version by Britt Monk

Commodore 64 Version by Americomp

Your mission unfolds at a breakneck pace as you pilot your Eliminator craft over alien terrain and square off against hoards of marauding enemy ships. But the action doesn't stop there! THE ELIMINATOR pulverizes the competition with realistic sounds, superlative graphics, running high score and joystick compatibility on ALL versions — and these are just a few of the many "extras" included.

*TRS-80 16K TAPE Model 1 & 3 010-0134 \$24.95 (£17.99 inc. VAT)
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 *The TRS-80 version is licensed as a "Defender" game from Williams Electronics!



Atari Version

ATARI

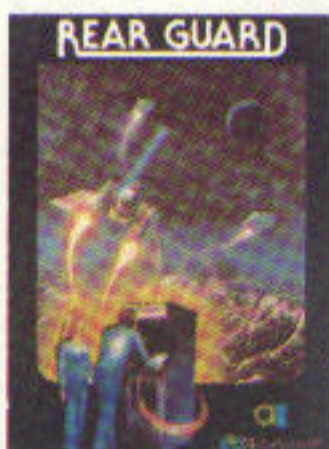
BUG OFF!

by Sparky Starks

Your garden has fallen into a Florida sinkhole where weird forces have mutated a bevy of bizarre bugs into a contingent of killers! In this case, relief is spelled D-D-T, and you'll need oodles of it to dispatch these pesky pests!

The object of the game is to control the seven different types of bugs that are threatening to run helter-skelter over everything. Features great sounds and multiple skill levels. For one or two players. Joysticks required.

ATARI 400/800 16K TAPE 050-0167
 \$9.95 (£6.42 inc. VAT)
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Atari Version

APPLE
ATARI
CoCo
TRS-80

REAR GUARD

by Wayne Westmoreland and Terry Gilman

Color Computer and Com-64 Versions by Coniah Software

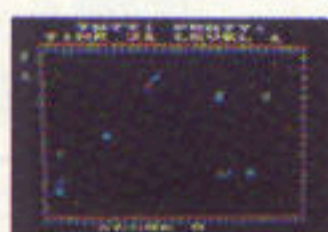
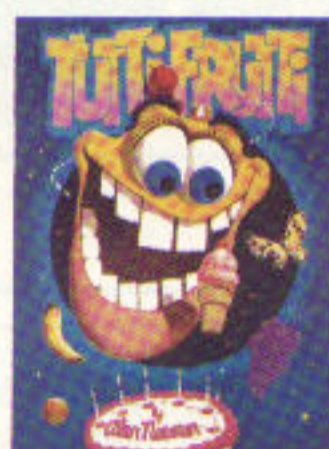
APPLE Version by John Anderson

ATARI Version by Neil Larimer, assisted by Sparky Starks

You are charged with protecting your mothership from the deadly waves of inhuman Cyborgs. Destroy them before they reach the mothership.

REAR GUARD flaunts the full range of your computer's sound capabilities, and features graphics so crisp and fluid that they actually seem to border on advanced computer animation! REAR GUARD also includes advanced play levels, running high score, sharp graphics, horizontal scrolling and truly mind-boggling sounds. For one or two players. Joysticks optional on TRS-80 version.

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 ATARI 400/800 32K DISK 052-0143 \$24.95 (£17.99 inc. VAT)
 APPLE 48K DISK DOS 3.3 042-0143 \$29.95 (£21.99 inc. VAT)
 COMMODORE 64 TAPE 190-0143 \$24.95 (£17.99 inc. VAT)
 COMMODORE 64 DISK 190-0143 \$24.95 (£17.99 inc. VAT)
 Apple version slightly different from above description.



Atari Version

ATARI

TUTTI FRUTTI

by Alan M. Newman

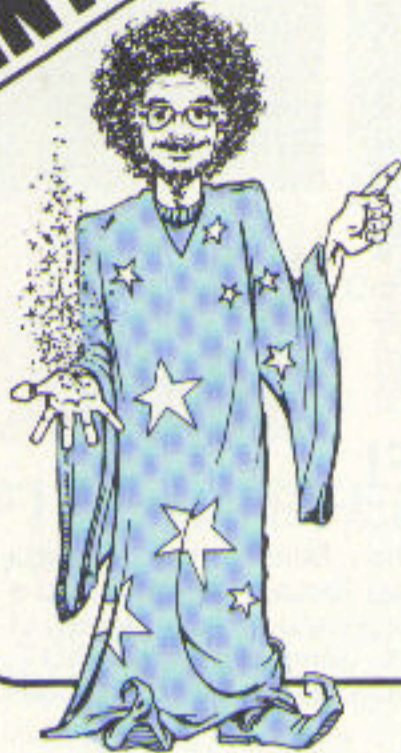
TUTTI FRUTTI is a colorful, machine language game for one or two players that'll have the whole family camped out around the ATARI! The action takes place in a jungle clearing where your joystick-controlled Hungry chows down on a variety of exotic fruits and pastries. Eat everything, and advance to the next level.

TUTTI FRUTTI will give your ATARI a real workout with its hi-res graphics, vivid colors, and lively sounds. And, you have complete control over numerous options, including the speed of the attacking bugs, the amount of fruit available on each level and lots more.

Guaranteed to be "grape fun" for one or two players!

ATARI 400/800 16K TAPE 050-0160
 \$9.95 (£6.42 inc. VAT)
 ATARI 400/800 32K DISK 052-0160
 \$9.95 (£6.42 inc. VAT)

ADVENTURE



THE ADVENTURE SERIES: AN OVERVIEW

By definition, an adventure is a dangerous or risky undertaking. On your personal computer, Adventure is that and more!

Playing any of the Adventures includes three elements: you, the user; the games themselves; and the author, Scott Adams of Orlando, Florida.

In beginning any Adventure, you will find yourself in a specific location: in a forest, maybe on board a small spaceship, or perhaps in a desert. The top portion of your video display will tell you where you are and what you see; the bottom section of the display is devoted to inputting commands to your robot computer and receiving messages that may arise as the result of your orders.

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

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

If you're tired of video games with bouncing balls, or bored with shooting at targets, and 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 micro, then invest in one of Scott Adams' games. An early Adventure (Adventureland or Pirate Adventure) is a good place to start, because the more Adams creates, the tougher his puzzles get.

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THE GRAPHIC ADVENTURES

As the name implies, the Scott Adams Graphic Adventures are Scott's classic text Adventures enhanced with exciting hi-res graphics — graphics which colorfully depict your voyage into wonderment each and every step of the way. Each Adventure challenges the player to accumulate points, crack a mystery or accomplish a goal using the unique tools of Adventuring: two-word commands, some common sense and a little ingenuity.

If you've never played an Adventure, here's the place to begin. If you're an experienced Adventurer, prepare for a magical encounter unlike any other. Remember. Anything can happen when you play a Scott Adams Graphic Adventure . . . and it usually does!

See individual descriptions on opposite page.



ADV. NO.	S.A.G.A.™ APPLE 2 PLUS 48K DISK Requires DOS 3.3	S.A.G.A.™ ATARI 48K DISK	STANDARD ATARI 400/800 24K TAPE 400/800	TEXAS INSTRUMENTS TAPE* *(Requires Command Module) See Below	STANDARD COLOR COMPUTER 16K TAPE	ADV. NO.	STANDARD ATARI 400/800 TRS-80 MODEL 1 & 3 32K DISK	NORTHSTAR CP/M HORIZON & ADVANTAGE 5 1/4" DISK
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3	042-0203 \$39.95	052-0203 \$39.95	050-0003 \$19.95	110-0003 \$29.95	060-003 \$19.95	†7-8-9	072-0012 \$39.95	152-0012 \$49.95
4	042-0204 \$39.95	052-0204 \$39.95	050-0004 \$19.95	110-0004 \$29.95	060-004 \$19.95	†10-11-12	072-0130 \$39.95	152-0130 \$49.95
5	042-0205 \$39.95	052-0205 \$39.95	050-0005 \$19.95	110-0005 \$29.95	060-005 \$19.95	Special Command Module & Adventure #2 Combination Package *(Command Module Required for all Adventures) Tape 117-0002 \$49.95 PRICE CONVERSION CHART U.S. DOLLAR TO POUNDS STERLING \$ 6.95 (£ 4.99 inc. VAT) \$19.95 (£14.49 inc. VAT) \$29.95 (£21.99 inc. VAT) \$39.95 (£28.99 inc. VAT) \$49.95 (£35.99 inc. VAT)		
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See page 8 for details on Scott's newest Adventure!

TRS-80 MODEL 2 - 8" DISK — Adventures 1 thru 12 (REQUIRES TRSDOS 2.0) . . . 022-0137 \$129.95 (£93.49 inc. VAT)

CP / M (Z-80) SINGLE DENSITY 8" DISK — Adventures 1 thru 12 122-0137 \$129.95 (£93.49 inc. VAT)

CP / M CONVERSIONS by Russ Wetmore — Color Computer versions by Roger Schrag

† Special Value Packs

New — Adventure #13, See Page 8



HINT AND SOLUTION BOOK

Our hint book provides additional clues to help you out of some of those sticky spots you've gotten into, while still letting you solve the Adventure yourself. So if you can't seem to get out of the bog or locate the pharaoh's heart, then you've come to the right place for help! This expanded edition includes hints for all 14 Adventures, and a special section on the making of Adventure maps.

\$7.95

SKILL KEY

BEGINNER: Ideal for younger players or first-time Adventurers. Minimum problem-solving skills required. Average completion time: 5 hours or more.

MODERATE: Some Adventuring experience needed. Moderate problem-solving skills required. Average completion time: 7 hours or more.

ADVANCED: Recommended for experienced players. Advanced problem-solving skills required. Completion time varies substantially with experience.

THE ADVENTURES

- #1 ADVENTURELAND** — Wander through an enchanted realm and try to uncover the 13 lost treasures. There are wild animals and magical beings to reckon with as well as many other perils and mysteries. This is the Adams Classic that started it all! Difficulty Level: Moderate
- #2 PIRATE ADVENTURE** — Only by exploring this strange island will you be able to uncover the clues necessary to lead you to your elusive goal — recovering the lost treasures of Long John Silver. Difficulty Level: Beginner
- #3 ADVENTURE #3** — In this exciting Adventure, time is of the essence as you race the clock to complete your mission in time — or else the world's first automated nuclear reactor is doomed! If you survive this challenging mission, consider yourself a true Adventurer! Difficulty Level: Advanced
- #4 VOODOO CASTLE** — The Count has fallen victim to a fiendish curse placed on him by his enemies. There he lies, with you his only possible hope. Will you pull off a rescue, or is he really down for the Count?! Difficulty Level: Moderate
- #5 THE COUNT** — It begins when you awake in a large brass bed in a castle somewhere in Transylvania. Who are you, what are you doing here and WHY did the postman deliver a bottle of blood? Difficulty Level: Moderate
- #6 STRANGE ODYSSEY** — At the galaxy's rim, there are rewards aplenty to be harvested from a long-dead alien civilization, including fabulous treasures and advanced technologies far beyond human ken! Prepare yourself for the incredible! Difficulty Level: Moderate
- #7 THE MYSTERY FUN HOUSE** — As Adventure #7 begins, you find yourself hopelessly lost in the middle of a carnival fun

- house. While escape may elude you, one thing is very clear — you're NOT here to have a good time! Difficulty Level: Moderate
- #8 PYRAMID OF DOOM** — This is an Adventure that will transport you to a dangerous land of crumbling ruins and trackless desert wastes into the PYRAMID OF DOOM! Jewels, gold — it's all here for the plundering — IF you can find the way. Difficulty Level: Moderate
- #9 GHOST TOWN** — You must explore a once-thriving mining town in search of the 13 hidden treasures. With everything from rattlesnakes to runaway horses, it sure ain't going to be easy! Includes a special bonus scoring system too! Difficulty Level: Advanced
- #10 SAVAGE ISLAND PART I** — A small island holds an awesome secret — will you be able to discover it? This is the beginning of a two-part Adventure. (The story continues in SAVAGE ISLAND PART 2, ADVENTURE #11.) NOTE: This one's a toughie — for experienced Adventurers only! Difficulty Level: Advanced
- #11 SAVAGE ISLAND PART II** — The suspense begun in Adventure #10 now comes to an incredible conclusion with SAVAGE ISLAND PART III! This Adventure requires you to have successfully finished #10, wherein you were given the secret password to begin this final half. NOTE: For experienced Adventurers only! Difficulty Level: Advanced
- #12 GOLDEN VOYAGE** — The king lies near death in the royal palace. You have only three days to bring back the elixir needed to rejuvenate him. Journey through the lands of magic fountains, sacred temples, stormy seas and gold, gold, GOLD! This one is for experienced Adventurers only! Difficulty Level: Advanced
- #13 SCORCERER OF CLAYMORQUE CASTLE** — New! See page 8.



ADVENTURE #13

Long ago, in times passed beyond remembrance, Solon the Master Wizard and wearer of the Secret Cloak lost the 13 Stars of Power. The grasping Vileroth believed the Stars to be the only source of Solon's expert wizardry. But, unbeknownst to Vileroth, it was the Secret Cloak that controlled the Stars and protected the wearer from their awesome power. Unable to master the Stars, Vileroth was undone.

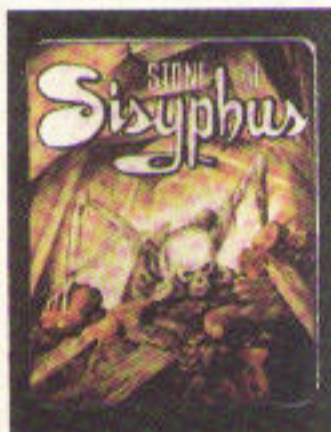
In his final days, as Vileroth's strength slipped from him, he concealed the 13 Stars of Power within the Castle of Claymorgue, determined that no one save he should possess them. Solon, learning of Vileroth's destruction, dispatched his faithful young apprentice Beanwick to retrieve the Stars.

"Tread carefully, O Beanwick! Would that I could assume this quest myself, but alas, I can only send with you these few spells. Claymorgue Castle harbors further spells, but beware - one unskilled in the magical arts cannot predict their outcome."

At last! The long-awaited Adventure #13 by Scott Adams!

The Scorerer of Claymorgue is Scott's best yet. Difficulty Level: Advanced

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COLOR COMPUTER 16K TAPE	060-0013	\$19.95	(£14.49 inc. VAT)
S.A.G.A. APPLE 2 PLUS 48K DISK	042-0013	\$39.95	(£25.77 inc. VAT)
Requires DOS 3.3			
S.A.G.A. ATARI 48K DISK	052-0013	\$39.95	(£25.77 inc. VAT)



Atari Version

STONE OF SISYPHUS

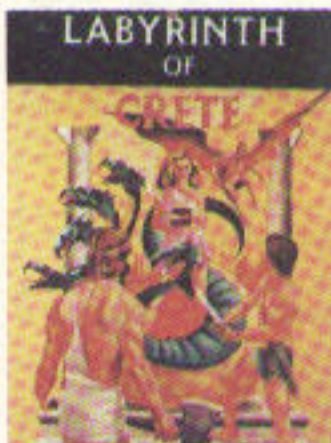
Chameleon Software

Graphic Versions by David Simmons

APPLE
ATARI
TRS-80

"Ah, welcome to our dungeon!" Yes there's adventure and treasure aplenty here. What's that you ask? Any monsters, trolls or orcs? Well, maybe a few teeny weeny ones. Not to worry though, we're very generous about giving your character hordes of "prime attributes" - you know, lots of strength, luck, charisma, and the like. And you'll find comfort in the fact that your character has three (count 'em, 3) lives! Course, I'd be less than honest if I didn't say I think you'll need them - but step inside. I think I've got a suit of armor you can't live without (heh, heh!). Skill Level: Moderate. Suggested age group 12-Adult. Graphics available on Apple Version. Includes Two Full Disks of Data! (will work on 1 or 2 Disk Drive Systems)

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TRS-80/III 48K DISK	032-0100	\$29.95	(£21.99 inc. VAT)
ATARI 48K DISK	052-0100	\$39.95	(£28.99 inc. VAT)
APPLE 2 PLUS or APPLE 2 - 48K with Applesoft in ROM WORKS ON 3.2 OR 3.3	032-0100	\$29.95	(£21.99 inc. VAT)



Apple Version

LABYRINTH OF CRETE

by Cliff Johnson and Allen Pinero

Atari and Commodore Versions by Ralph Jones

APPLE
ATARI
COM. 64

This graphic Adventure challenges you to guide Jason and Hercules (yes, TWO characters) through the Labyrinth of Crete to recover the captured golden fleece of Greek myth. Twice as many characters means double the trouble, but don't despair. We've included a complete map of the tri-level labyrinth along with a helpful hint sheet. Skill Level: Moderate

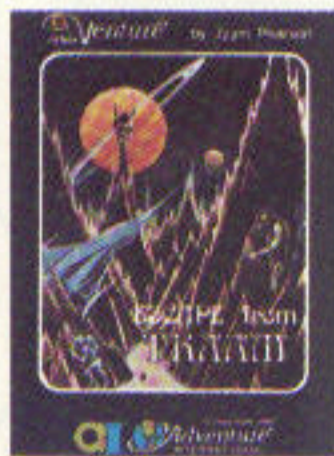
APPLE 2 PLUS 48K DOS 3.3	042-0162	\$29.95	(£21.99 inc. VAT)
ATARI 48K DISK	052-0162	\$29.95	(£21.99 inc. VAT)
COMMODORE 64 DISK	192-0162	\$29.95	(£21.99 inc. VAT)

JYYM PEARSON'S ADVENTURES

GRAPHICS BY NORMAN SAILER

ADVENTURE PARAMETERS

Suggested Age Group . . . 12 to Adult
 Game Save Feature Yes
 Graphics Oriented On Apple
 Number of Players 1/Unlimited



Apple Version

APPLE
ATARI
CoCo
TRS-80

ESCAPE FROM TRAAM

While on a routine patrol assignment, your small spacecraft's engine fails, forcing you to land on the most hostile planet in the galaxies. No one yet has lived to tell the story of Escape From Traam. You can only hope to be the first. Skill Level: Moderate-Advanced

TRS-80 16K TAPE Model 1 & 3	140-0109
\$24.95 (£17.99 inc. VAT)	
TRS-80 32K DISK Model 1 & 3	140-0109
\$24.95 (£17.99 inc. VAT)	
*APPLE 48K DOS 3.3 Applesoft ROM	042-0109
\$34.95 (£25.49 inc. VAT)	
ATARI 16K TAPE (Disk Version Below)	140-0109
\$24.95 (£17.99 inc. VAT)	
COLOR COMPUTER 16K TAPE	140-0109
\$24.95 (£17.99 inc. VAT)	

*Apple with full color hi-res pictures!



Apple Version

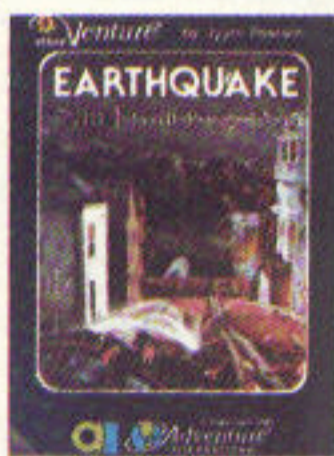
APPLE
ATARI
CoCo
TRS-80

THE CURSE OF CROWLEY MANOR

London 1913. You are Inspector Black of Scotland Yard, and though you *think* you've seen everything in the line of duty — **nothing** you've ever experienced has prepared you to solve the horrifying mystery of the Curse of Crowley Manor. Skill Level: Moderate-Advanced

TRS-80 16K TAPE Model 1 & 3	140-0108
\$24.95 (£17.99 inc. VAT)	
TRS-80 32K DISK Model 1 & 3	140-0108
\$24.95 (£17.99 inc. VAT)	
*APPLE 48K DOS 3.3 Applesoft ROM	042-0108
\$34.95 (£25.49 inc. VAT)	
ATARI 16K TAPE (Disk Version Below)	140-0108
\$24.95 (£17.99 inc. VAT)	
COLOR COMPUTER 16K TAPE	140-0108
\$24.95 (£17.99 inc. VAT)	

*Apple with full color hi-res pictures!



Apple Version

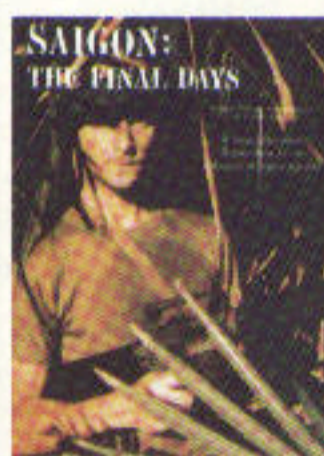
APPLE
ATARI
CoCo
TRS-80

EARTHQUAKE: SAN FRANCISCO 1906

As buildings crumble and the earth opens to swallow what remains, you stumble through the ruins of what was once beautiful San Francisco. Panic-stricken survivors flee around you, but you fear for more than your own life. When the quake hit, you were on your way to Oakland with the ransom for your kidnapped wife. Time is running out . . . which way do you go? Skill Level: Moderate-Advanced

TRS-80 16K TAPE Model 1 & 3	140-0139
\$24.95 (£17.99 inc. VAT)	
TRS-80 32K DISK Model 1 & 3	012-0139
\$24.95 (£17.99 inc. VAT)	
ATARI 16K TAPE (Disk Version Below)	140-0139
\$24.95 (£17.99 inc. VAT)	
COLOR COMPUTER 16K TAPE	140-0139
\$24.95 (£17.99 inc. VAT)	
*APPLE 48K DOS 3.3 Applesoft ROM	042-0139
\$34.94 (£25.49 inc. VAT)	

*Apple with full color hi-res pictures!



Atari Version

APPLE
ATARI
CoCo
TRS-80

Coauthored by
Robyn Pearson

SAIGON: THE FINAL DAYS

Vietnam, 5/75. Crashing through the dense jungle foliage, you hear the distant fire of the NVA camp guards. You've escaped, but you have a long way to go before you reach Saigon — if you ever do. Uncle Sam is pulling out, and Saigon holds your only hope of ever going home. Gritty realism and historic fact blend to form a unique adventuring experience that plunges you into a controversial chapter of recent history.

TRS-80 16K TAPE Model 1 & 3	140-0177
\$24.95 (£17.99 inc. VAT)	
COLOR COMPUTER 16K TAPE	140-0177
\$24.95 (£17.99 inc. VAT)	
ATARI 400/800 16K TAPE	140-0177
\$24.95 (£17.99 inc. VAT)	
*APPLE 48K DISK	042-0177
\$34.95 (£25.49 inc. VAT)	

*Apple with full color hi-res pictures!



TRS-80

THE SLEDGE OF RAHMUL

by Roger Schrag

MERLIN'S TREASURE

by Michael D. Wile

Each Graphic Adventure features an extensive vocabulary, game save, and, with THE SLEDGE OF RAHMUL, real-time game action. During the journey, you will be treated to screen after screen of quality graphics — and THE SLEDGE OF RAHMUL and MERLIN'S TREASURE both feature the kind of game depth and detail that you've come to expect from Adventure International.

Make an investment in fun today — pick up a copy of our latest double feature, THE SLEDGE OF RAHMUL and MERLIN'S TREASURE! No joysticks necessary. **Skill Level: Moderate.**

TRS-80 48K DISK 012-0179
\$39.95 (£28.99 inc. VAT)
(Contains Two Full Disks of Data!)



TRS-80 Version

TRS-80

SPOOK HOUSE AND TOXIC DUMPSITE

by Roger Schrag

Now your TRS-80 can hobnob with the best of 'em. Over 50 full screens of sharp, quality graphics breathe a realism and vitality into Adventuring, the likes of which you've yet to see on the TRS-80. Both Graphic Adventures feature game save, extensive vocabulary, real-time action (Yes — we said real-time!) and accept FULL sentences! Includes two great Adventures: Spook House and Toxic Dumpsite. **Skill Level: Moderate.**

TRS-80 48K DISK Model 1 & 3 012-0164
\$39.95 (£28.99 inc. VAT)
(Contains Two Full Disks of Data!)



TRS-80 Version

TRS-80

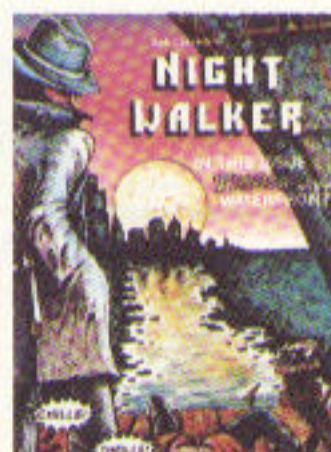
THE SEARCH FOR ELSOLIADO

by Stefan Schramm

THE SEARCH FOR ELSOLIADO is just that — an interstellar quest for an uncharted world. Since Elsoliado cannot be found by pure chance, information concerning its whereabouts must be purchased from deep-space Starbases — information which frequently sports an exorbitant price tag.

This real-time, strategy-action game features graphics, sound and game save. Average completion time: 6 hours. No joysticks required.

TRS-80 32K DISK 012-0178
\$29.95 (£21.99 inc. VAT)

COM. 64
IBM
TRS-80

NIGHTWALKER

TRS-80 and COM-64 by Bob Cassady
IBM Version by Fran Green

Nightwalker! Beautiful women. Dangerous men. A weird gravedigger. They're all here in this interactive tale that challenges you to gather enough evidence to crack a dangerous underground heroin ring. You must successfully gather enough evidence to present to the police for a bust.

Nightwalker is a text-oriented program that is beefed-up with some sharp graphics routines, and has an extensive data base that assures you of many, many hours of varied excitement — if you survive! For one or more players; includes game save feature.

TRS-80 48K DISK Model 1 & 3 012-0149 \$24.95 (£17.99 inc. VAT)
IBM 84K DISK 132-0149 \$34.95 (£25.49 inc. VAT)
COMMODORE 64 TAPE 190-0149 \$24.95 (£17.99 inc. VAT)
COMMODORE 64 DISK 192-0149 \$24.95 (£17.99 inc. VAT)



Atari Version

AIRLINE

by George Schwenk
 TRS-80 Version by Dave Simmons
 Color Computer Version by Roger Schrag

ATARI
 CoCo
 TRS-80

Enter the intriguing world of high finance where even the sturdiest of corporate empires can dissolve as quickly as they're built. AIRLINE is a no-holds-barred strategy game for one to four players. The object is to construct a sizable empire while competing against human and/or computerized opponents. Players purchase landing rights from any one of 36 major U.S. cities, buy planes and then station them on routes that will maximize their revenue from fares. And unlike many strategy games, the outcome of AIRLINE is solely determined by your playing skills.

Atari version requires joysticks and a basic cartridge.
ATARI 400/800/1200 / COLOR COMPUTER / TRS-80 Model 1&3 16K TAPE
 140-0169 \$24.95 (£17.99 inc. VAT)



Atari Version

WAR

by Stan Erwin

APPLE
 ATARI
 COM. 64

Start a WAR on your computer — WAR is a detailed war game for one or two players. Your army consists of armored units, infantry units, engineer units (which can either build or destroy all-important bridges), and aircraft. Set against a backdrop of forests, cities and rivers, you must move your units into battle and eventually destroy your opponent.

WAR comes complete with an extensive instruction manual that outlines all of the strategies and tactics that you'll need to execute a winning game. WAR is certain to provide the avid war gamer with many hours of colorful excitement and action-packed fun. Average completion time 4 hours. Includes game save feature, too!

- APPLE 2 48K DISK 102-0150 \$24.95 (£17.99 inc. VAT)
- (DOS 3.3 Required)
- ATARI 32K DISK 102-0150 \$24.95 (£17.99 inc. VAT)
- COMMODORE 64 TAPE 190-0150 \$24.95 (£17.99 inc. VAT)
- COMMODORE 64 DISK 192-0150 \$24.95 (£17.99 inc. VAT)



COMMBAT

by Bob Schilling

Requires 2
 Complete Computers

APPLE
 ATARI
 TRS-80

INCLUDED IN THIS PACKAGE — TAPE AND DISK VERSIONS FOR APPLE, ATARI AND TRS-80 SYSTEMS

Finally! A battle game that allows players on different computer systems to participate. You heard right, *different systems!* All you need is an APPLE, ATARI or TRS-80 microcomputer, a willing friend with one of the above systems, a full-duplex modem (or, a modem eliminator cable if the two computers are in the same room) and this package!

You and your opponent are located somewhere within a 4096-square-kilometer combat zone. The outcome of the game will be determined by two factors: the skills of the participants and a little luck. Your mission is to find and destroy the enemy's base before he can do the same. Look smart and remember — each enemy tank defeated in combat increases your survival odds.

COMMBAT requires two computer systems with RS-232 port and a 300 baud full duplex modem.

- TRS-80 16K TAPE Model 1 & 3 164-0123 \$49.95 (£35.99 inc. VAT)
 - TRS-80 32K DISK Model 1 & 3
 - ATARI 24K DISK
 - ATARI 24K TAPE
 - APPLE 48K DISK DOS 3.3
- Package contains one each of the above!

Nominated by Electronic Games Magazine for "1984 Most Innovative Videogame Computer Game"

DISKEY

UNLOCK THE SECRETS OF YOUR DISK SYSTEM!

DISKEY is a disk utility that allows you to examine your disks sector by sector, edit and copy files or sectors, and repair crashed disks. DISKEY is now available for the APPLE, ATARI, COMMODORE 64, and TRS-80 COLOR COMPUTER.

ATARI

by Sparky Starks

DISKEY is a remarkable utility program that gives ATARI disk drive owners the flexibility to accomplish tasks that other utilities either ignore or only hint at. With DISKEY, you can actually examine a disk and its directory, and repair files that might otherwise have been lost. DISKEY also performs a multitude of other functions essential to the serious ATARI user.

As an ATARI owner, you have extraordinary power and versatility at your disposal. Tap those resources effectively with DISKEY.

ATARI 400/800/1200 32K DISK
052-0158 \$49.95 (£35.99 inc. VAT)
(Note: Some features will require 40K)

TRS-80 Color Computer

by David D. McLeod

If you can only buy one program for your CoCo this year, DISKEY is the one to get! DISKEY is a powerful machine language utility which allows you to examine, modify, or copy almost any disk, sector by sector. DISKEY is designed to help you recover killed files and rescue data from crashed disks. Using DISKEY is also a great way to learn how your disk system operates.

Included with DISKEY is CCDIAG, a diagnostics program which tests all major functions and elements of your Color Computer system.

TRS-80 COLOR COMPUTER 32K DISK
062-0158 \$49.95 (£35.99 inc. VAT)

COMMODORE 64

by Ralph Jones

DISKEY gives your COMMODORE 64 the file-handling capabilities a serious user needs. Many users have complained about the inability of the C64 DOS to copy SEQ or PRG files, orUSR files of similar form, from disk to disk. DISKEY gives you not only this, but also the ability to examine, copy, or modify any disk. You can now rescue data from a crashed disk, and recover killed files. DISKEY comes complete with its own DOS.

The user-friendly instructions allow even the novice to use DISKEY quickly and efficiently.

COMMODORE 64 64K DISK
192-0158 \$49.95 (£35.99 inc. VAT)

APPLE

by Scott Smith

Here's a maintenance and repair package that lets you examine and repair your crashed APPLE disks, even if you don't have any special programming knowledge. DISKEY is a complete, menu-driven package that includes not only CATALOG EDITOR, DISKEY-COPY, DISKEY-ZAP, and FILE RESURRECTION, but also many other functions that the serious APPLE user will find indispensable.

APPLE II/IIe 32K DISK
042-0158 . . \$49.95 (£35.99 inc. VAT)

S.A.G.E.

Scott Adams' Graphics Editor

At last — an excellent graphics editor for ATARI owners! The Scott Adams Graphics Editor allows the user to draw and edit highly compressed (Graphics Mode 7 1/2) pictures using over 50 different colors & shades. This is the same editor developed and used by Scott Adams to create the vibrant graphics in his highly acclaimed S.A.G.A. Series. Here's why you need S.A.G.E.:

- ★ Drawing speed — pictures load & draw fast!
- ★ Picture Size — many of the pictures created with S.A.G.E. in the S.A.G.A. Series used only 300-400 bytes of memory — clearly an improvement over the "old way" which could eat up 4000-8000 bytes or more to store the same picture!
- ★ Pictures look identical on both the newer ATARIs (which use the GTIA chip) and the older models (which use the CTIA chip).
- ★ S.A.G.E. allows you to place graphics quickly and easily into your own programs.
- ★ S.A.G.E. package includes both tape and disk versions and an easy-to-use manual.

ATARI 400/800/1200 48K TAPE and 48K DISK Both in one package!

054-0166 \$49.95 (£35.99 inc. VAT)

ATARI



ULTRA DISASSEMBLER

by Ralph Jones

Ultra Disassembler is a superb new utility which enables the user to analyze and modify existing machine language programs. Ultra Disassembler not only directly translates machine language, but also formats the output into highly readable pseudo-source code, including standard system labels where appropriate. Additionally, Ultra Disassembler writes the source code to disk in a form suitable for editing and reassembly with all the major Atari assemblers. Anyone with a working knowledge of 6502 assembly language and the Atari operating system can put Ultra Disassembler to work quickly and effectively.

ATARI 400/800/1200 32K DISK 051-0174 \$49.95 (£35.99 inc. VAT)

APPLE SPICE

by Corey Kosak and David Fox

Apple Spice is a set of fast assembly language routines that alleviate the drudgery of writing programs in Applesoft BASIC. Apple Spice greatly expands Applesoft's capabilities by adding features found in many larger BASICs like, PRINT USING, STRING SEARCH (INSTR), IF-THEN-ELSE, and LINE INPUT. A complete user-friendly manual includes explanations of the examples found on the disk and shows you how to use Apple Spice.

Whether or not you have machine language skills, you'll find Apple Spice is all you need to extend your Applesoft BASIC.

APPLE 2 DISK 48K ROM APPLESOFT REQUIRED
042-0133 \$29.95 (£21.00 inc. VAT)

BASIC ROUTINES FOR THE ATARI

by Jerry White

Here's a self help system that allows the user to learn effective programming techniques fast! By using the extensive manual in conjunction with the program tape or disk, you'll see just how the actual routines work. Soon you'll be applying these useful sub-routines in your own programs. Explore the art of BASIC programming on your Atari with BASIC ROUTINES.

ATARI 400/800/1200 16K TAPE to DISK
051-0154 \$24.95 (£17.99 inc. VAT)
ATARI 400/800/1200 24K DISK
052-0154 \$24.95 (£17.99 inc. VAT)



C.R.I.S. ATARI

Cash Register Inventory System

by Scott Adams

"We've used this system in our retail store for over a year now, and it's great"

— Pete Bender, Manager Adventure International Computer Store

The computer age comes to your retail business via C.R.I.S. (Cash Register Inventory System) — a complete software package that will literally convert your ATARI 400, 800 or 1200 into a total point-of-sales terminal. With C.R.I.S., you can perform virtually any of the functions found on standard register systems costing up to 10 times the price. But C.R.I.S. is also a complete inventory control system, too! Information on backorders, total items sold, items in stock, stock ordered, vendor numbers — it's all here and at your fingertips. C.R.I.S. also prints complete inventory reports, including purchase order, stock inventory, end of period, AND it will print customer sales receipts, just like the "Big Machines" do!

If you manage a small business and have ever considered "going computer," now is the time to move up to the finest in point-of-sales and inventory management — now is the time to move up to C.R.I.S.

ATARI 400/800 32/48K DISK (Includes C.R.I.S. III) 052-0132 \$249.95 (£179.99 inc. VAT)



MAXI MAIL

TRS-80

by Dale Kubler

The **ultimate** in low-cost mail list management is now here — MAXI MAIL, the latest entry in the highly acclaimed MAXI series. MAXI MAIL is a powerful mail list management system that's easy to use and has **totally unlimited storage capacity**. Completely menu-driven and loaded with error trapping routines and safeguards, each MAXI MAIL data disk will hold approximately 1000 names and addresses; you can add as many extra data disks as you like! MAXI MAIL prints address labels, too — up to four across and in any configuration you want. An alignment test ensures that everything is just right before your data printing begins. MAXI MAIL also merges data, supports three numeric codes (of up to four characters each), and offers all of the features necessary for professional mail list management.

ORDER NOW!

TRS-80 48K DISK (2 drives required) Model 3 Only 012-0148 \$99.95 (£71.99 inc. VAT)

MAXI MANAGER II

DATA BASE MANAGEMENT SYSTEM

by Dale Kubler

Maxi Manager has been acclaimed by many as the finest Data Base Management System available for the TRS-80. But it's not any more — because we've just introduced Maxi Manager II! Maxi Manager II is far more powerful and flexible, and even easier to use.

FLEXIBILITY

Maxi Manager II has been designed to serve you, whatever your data management needs. Inventory, mail list management, client records, bibliographies, statistics, professional records, library files, customer data, and more are easily accommodated. Interfield mathematical functions let you perform sophisticated calculations.

In addition, you may change the size of your data base at any time by adding or subtracting fields, or changing field length WITHOUT reentering all your data!

HARD DISK COMPATIBLE

Maxi Manager II is designed to make efficient use of hard disk storage systems, running either the LDOS or DOSPLUS operating system. And because Maxi Manager II allows "named" files, you can store several Data Bases and other files and programs on a single disk (floppy or fixed). Switch quickly from one Data Base to another with a selection from the main menu.

EXPAND YOUR DATA HORIZONS!

Maxi Manager II expands your horizons with up to 60 characters per field and 50 fields per record, for a maximum

record size of 800 characters. The Maxi Manager II data entry video display is user-formatted. Graphics characters can be mixed with text, and you decide where each field appears.

FASTER PROCESSING

Maxi Manager II is much faster than its predecessor. Full-screen displays, the Multiple Filter Search function, and all other searches are speedier, thanks to new machine language modules. And with the aid of ProSoft's FASTER program, overall speed has been increased by 20 to 30 percent. Finally, the edit function now uses a non-destructive cursor, speeding up your changes.

EASIER ACCESS TO YOUR DATA

New features make printing out reports, labels, and sophisticated "non-form" letters easier. Maxi Manager is now directly compatible with Newsprint, Lazy Writer, SuperScripts, and Scripsit.

In addition, you can now transfer data to VisiCalc™. Large mailing list users will appreciate the new multiple mailing list module which permits the use of four-up Cheshire labels.

FULL MANUFACTURER SUPPORT

The Business Division stands behind Maxi Manager II with a technical staff ready to assist you, and newsletter is available to keep you informed of enhancements and new products.

TRS-80 Model I, II, or IV (48K, 1 drive required) \$199.95