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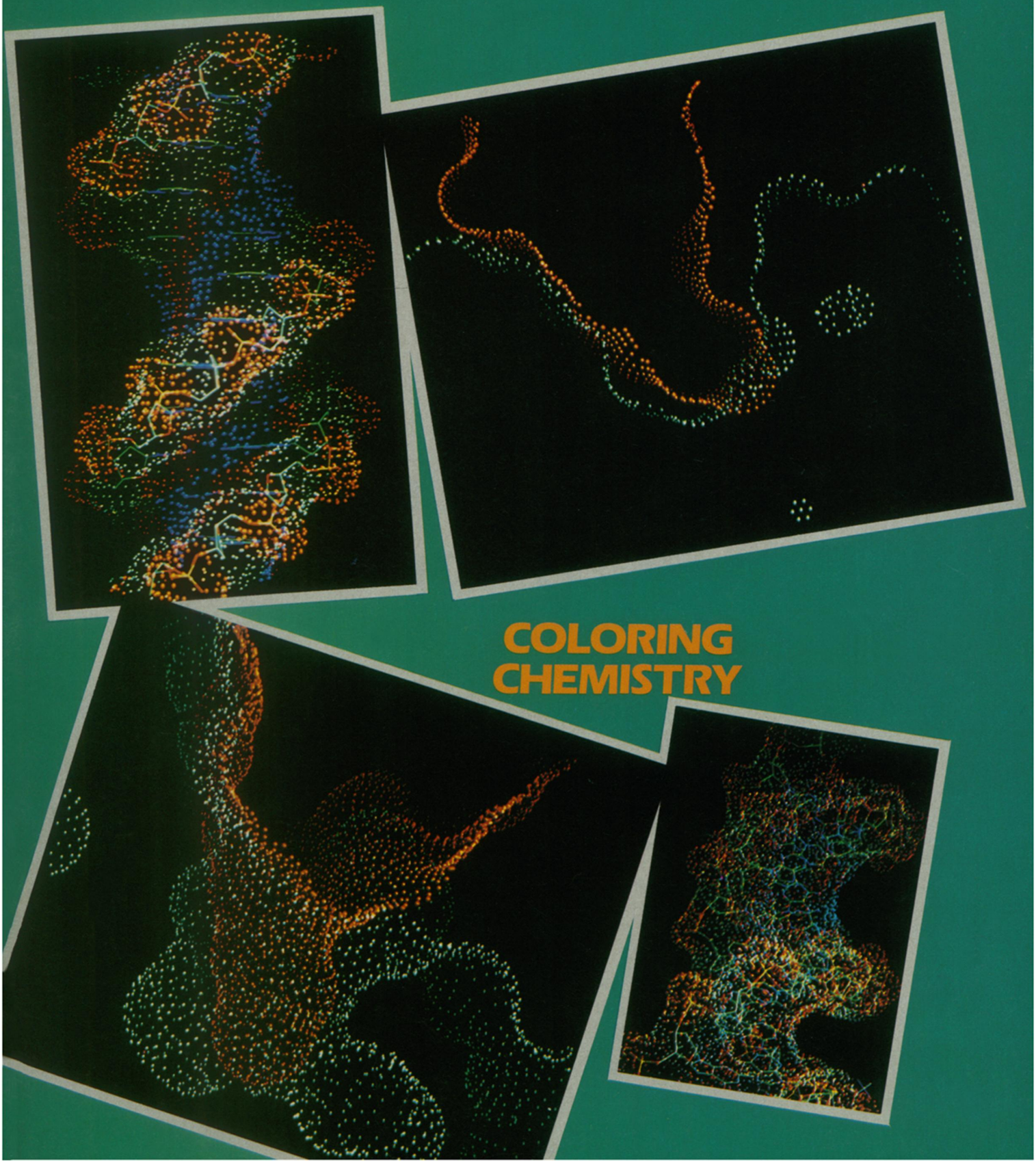

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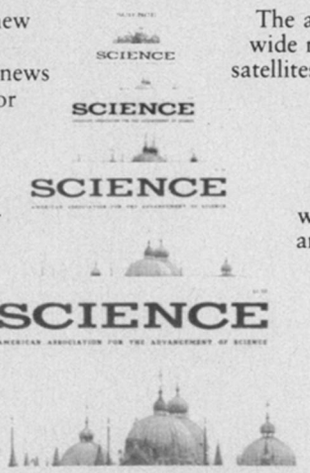

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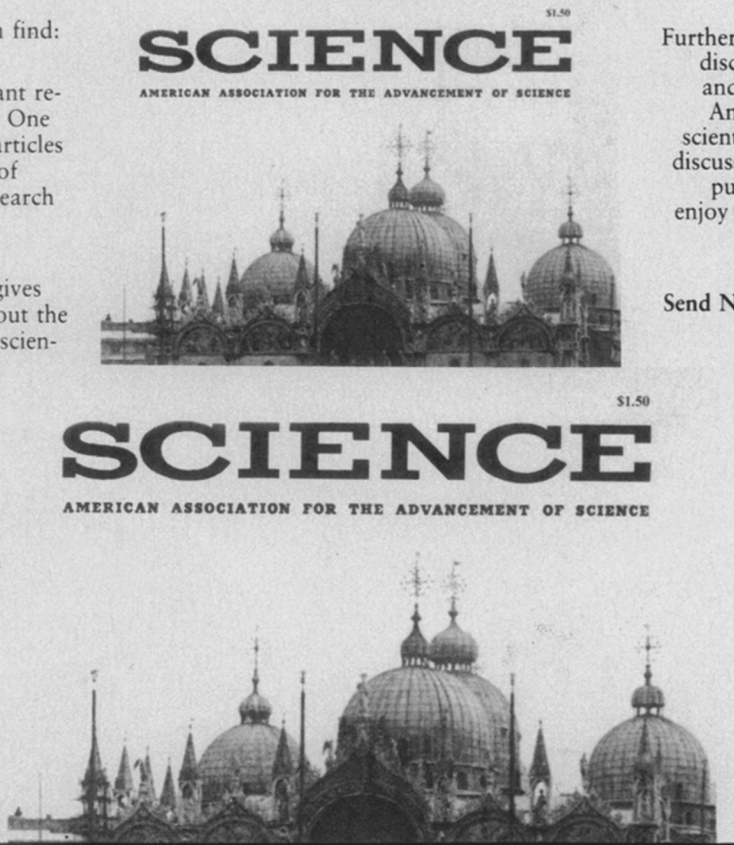

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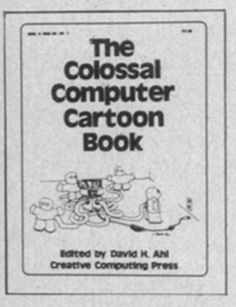
More Basic Computer Games

Edited by David H. Ahl and Steve North, this fantastic sequel to Basic Computer Games contains sample run, program listing and description for 84 new games. All games run in standard Microsoft Basic and a Basic conversion table is included. Dr. Dobb's says, "Whether you are interested in war games, gambling, sports, grids and mazes, space, psychology, drag racing or throwing mudballs, More Basic Computer Games has something in it for you." Evade a man-eating rabbit, crack a safe, tame a wild horse, become a millionaire, race your Ferrari, joust with a knight, trek across the desert on your camel, navigate in deep space. 200 pp. 8½ x 11" softbound. $7.95. To order, circle "F" on Reader Service Card.

More Basic Computer Games: TRS-80 Edition

Edited by David Ahl and Steve North, all 84 games are converted to run on Level II 16K TRS-80 machines. Radio Shack users will delight that the conversion work on these imaginative and challenging games has been done for them. Just type the listing in to your machine for endless hours of fun. 200 pp. 8½ x 11" softbound. $7.95. To order, circle "G" on Reader Service Card.



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The Best of Byte

Edited by David Ahl and Carl Helmers. This blockbuster of a book contains the majority of material from the first 12 issues of Byte magazine. It is crammed full of how-to articles on everything from TV displays to joysticks to cassette interfaces and computer kits. Also full of software and applications from on-line debuggers to games to a complete small business accounting system. A section on theory examines the how and why behind the circuits and programs, and one on opinion looks at where this explosive hobby is heading. All of these Byte issues are now out of print so this is the only source of this vital material. Large format, 386 pp. 8½ x 11" softbound. $11.95. To order, circle "J" on Reader Service Card.

Computer Music Festival Record

A recording of the Festival was made and is now available on a 12" LP record. It features eight different computer music synthesizers programmed to play the music of J.S. Bach, J. Pachelbel, Riskykorsakov, Scott Joplin, Neil Diamond, Lennon & McCartney and seven others. The music ranges from baroque to rock, traditional to rag and even includes an historic 1963 computerized singing demonstration by Bell Labs. $6.00. To order, circle "K" on Reader Service Card.

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Edited by David Ahl. This huge sourcebook contains sections on computer literacy, problem solving techniques, art and graphing, simulations, computer assisted instruction, probability, functions, magic squares, and programming styles. In one section alone there are over 250 problems, puzzles, and programming ideas.

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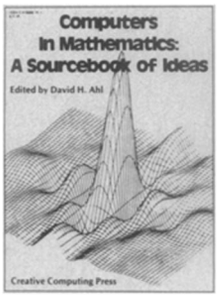

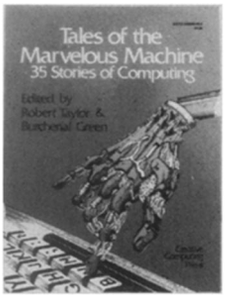

Tales of the Marvelous Machine: Thirty-Five Stories of Computing

Edited by Robert Taylor and Burchenal Green. In 35 wonderful stories about computers authors such as Frederick Pohl, Charles Mosmann, M.V. Mathews, Carol Cail, and George Chesbro depict a life in which computers effect the way people live, think, and relate to each other. Fiction wonderously reflects the marvels of computing and clearly reveals its impact on human life. It is the dramatization of what a computer-saturated future can be like. The stories on computers run the gamit of those in which the computer is a surrogate human to those in which the computer is used for a novel application. There are computers that improve, worsen or clarify the human condition. There are computers with today's capabilities and those that could only be possible in the future. Sports stories. Love stories. Detective stories. Science fiction. Philosophy. Parady. Whimsy. It's all here. Fully illustrated. 272 pp. 8½ x 11" softbound. $7.95. To order, circle "M" on Reader Service Card.

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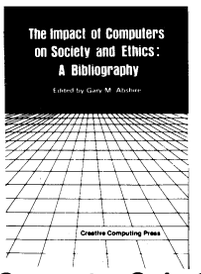

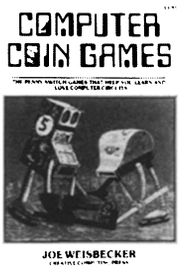

Computer Coin Games

By Joe Weisbecker. Learning how computer circuitry works can actually be fun. All you have to do is slide around a few pennies. Computer Coin Games presents a series of interesting games with full size playing boards that trace the paths of electronic signals through various simple computer circuits.

Beginning with the "basic penny switch flip flop" the games build in difficulty until the reader is creating intricate networks. Why binary math is used in computers, how it works, how the computer counts, adds, subtracts, uses a number base, and handles letters and words, are all explained.

Play "Tic Tac Toe," "Guess a Word," "Create a Pattern" and "Escape the Network." This book is an ideal introduction to the complicated concepts of computer circuitry.

Great cartoons by Sunstone Graphics. 96 pages, paperbound, $3.95. To order, circle "O" on Reader Service Card.

Computers For Kids

By Sally Greenwood Larsen. These wonderful books provide children with a complete, simple-to-understand, step-by-step guide to using the computer. Each book explains what a computer is, how to run the computer, how to load and save programs, how to write flowcharts, and how to program in BASIC. The use of graphics, PRINT, Variables, GOTO, INPUT, IF-THEN and FOR-NEXT is explained and sample programs are included. A glossary of statements and commands is featured.

For parents and teachers, a special section offers valuable teaching techniques, solutions to common hardware problems, and lesson ideas to accompany each chapter. Sample work sheets are provided. The large type makes the books easy to read. 11 x 8½" Softbound, Computers For Kids comes in three editions: TRS-80 Edition. To order, circle "P" on Reader Service Card; Apple Edition. To order, circle "Q" on Reader Service Card; Atari Edition. To order, circle "R" on Reader Service Card. Each book is $3.95.

Katie and the Computer

Fred D'Ignazio and Stan Gilliam have created a delightful picture book adventure that explains to a child how a computer works. Katie "falls" into the imaginary land of Cybernia inside her Daddy's home computer. In her journey she meets the Software Colonel, the Bytes, the Table Manager, and even a ferocious Program Bug. Her journey parallels the path of a simple command through the stages of processing in a computer, which introduces the fundamentals of computer operation to 4 to 10 year olds. Supplemental explanatory information on computers, bytes, hardware and software is contained in the front and back end papers. 42 pp. 11 x 8½" casebound. $6.95. To order, circle "S" on Reader Service Card.

Be A Computer Literate

By Marion J. Ball and Sylvia Charp. Used as a text in many schools, this informative, full color book is an ideal introduction to the world of computers. The book explains the kinds of computers, how they work, and how to write a flowchart and a simple program. The book contains brief explanations of how computers are used in over sixteen different fields, from medicine to law enforcement, art to business, transportation to education. Full color drawings, diagrams and photos on every page, coupled with large type, make this book easy to read and understand. The simple glossary provided will familiarize beginners with essential computer terminology. 66 pp. 8½ x 11" softbound. $3.95. To order, circle "T" on Reader Service Card.

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The all-new Fall 1980 Sensational Software Catalog lists 150 software packages for eleven popular systems including Apple II, TRS-80, Sol-20, Atari, Sorcerer, Pet and CP/M systems. Recreational, educational and professional applications software is described fully and accompanied by screen photos and illustrations.

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