You are the last Wizard of Akturnis, the strange and mystical world where magic can be worked by anyone with the will to do so. But, in the past few years, people have lost their faith in Wizards and magic. Now the evil Demon Birds have begun to plague them, and you are their only hope.

To save the people of Akturnis, you must enter the dreaded Valley of Death and destroy all of the Demon Birds found there.

Your Wizard starts the game with four lives and fifty units of energy. For every bird you destroy, you will gain two units of energy. However, every time you cast a fireball, you lose one unit of energy.

You move your Wizard left and right at the bottom of the screen, using the joystick. You may cast a fireball by pressing the red button while moving in the direction in which you wish it to travel.

Ridding your people of the Demon Birds will not be easy. If you are struck by one of the evil birds, or are hit by a meteor from the sky, you will lose one life. You’ll also lose a life if your energy reaches zero. Furthermore, the ground in the valley is very unstable, because it sits on top of a pool of lava. If you stand in one place for too long, the ground will open up, and your Wizard will be lost.

**Disk instructions.**

1. Type in Listing 1 and SAVE it to disk under the filename “D.BIRDS”. You must have 48K and the Action! cartridge.
2. Reboot your computer and enter the monitor. Type C “BI RDS”.
3. When the disk drive stops, type W “AUTO- RUN.SYS” to save the object code to disk.
4. Whenever you want to play Demon Birds, insert the Action! cartridge into the left slot. Insert the disk with the AUTORUN.SYS file into drive one and turn on the computer. The program will load and run automatically.

**Cassette instructions.**

1. Type in Listing 1 and SAVE it to cassette. You must have at least 48K and the Action! cartridge.
2. Reboot your computer and enter the monitor. Type C "C:"
3. When the cassette stops, type W "C:" to save the object code to cassette.
4. Whenever you want to play Demon Birds, insert the Action! cartridge into the left slot. Insert the cassette with the object code into the cassette recorder. Turn on the computer and enter the monitor. Type R "C:". The program will load and run automatically.

That’s all there is to it. You’re ready to do battle with the Demon Birds.
CTR=101 dir, fx, fy, fireflag, df, 
Mx=101, My=101, Chad, Men=141, 
Memory, gflag=111

;Hardware registers
BYTE pbase, cnum=54280, colp2=53270, 
colp1=53271, colp2=53272, 
colp3=53273, wsysnc=54282, 
Chbase=54280, random=53270, 
consol=53279, rtclock=0, ch=764
CARD pbase, ac, bc, cc, vdlist=512, 
dli; vec=10, energy=50)

PROC Dis2()
;Changes color of text window to red
[72 169 60 141 10
212 141 24 200
169 0 141 23 200]
vdlist=dli; vec
[104 64]
RETURN

PROC Dis()
;Changes color of ground to Brown
[72 169 20 141 10
212 141 23 200]
vdlist=dli; vec
[104 64]
RETURN

INT FUNC DeltaX()
;Returns Delta-X value of stick(0)
BYTE aa
INT xx

aa=Stick(0)
IF aa<12 THEN xx=0
ELSEIF aa<6 THEN xx=1 dir=80
ELSE xx=-1 dir=0
FI
RETURN(xx)

PROC Center(CARD cnum, TIME xx, vy)
;Right-justifies number
IF cnum(10) THEN
Position(basx, basy)
PrintD(6, "$")
ELSEIF cnum(100) THEN
Position(basx-1, basy)
PrintD(6, "$")
ELSEIF cnum(1000) THEN
Position(basx-2, basy)
PrintD(6, "$")
ELSE
Position(basx-3, basy)
PrintD(6, "$")
FI
PrintD(6, cnum)
RETURN

PROC Delay(CARD cnt)
;Delay loop
CARD cnt
FOR cnt=1 TO cnt DO OD
RETURN

PROC PMove(CARD pm, add, 
BYE PM, dir, pix, dir, pix)
;Moves player
;Variables passed:
;PM: address of pbase 
add: address of sprite image 
pix: N of player to move 0-3

px=148
px=142 ;add screen margin offsets
ac=pm+1024+plr*256 ;add work space
Zero(ac, 5, pix*10) ;clear area out
MoveBlock(ac, ey, add, pix)
Poke(53248+plr, px)
RETURN

PROC BirdPos()
;BYTE xpos, ypos, char1, char2
;Puts two bytes, char1 & char2
;At xpos, ypos on screen
CARD scmem=88
ac=scmem+xpos*40
Poke(ac, char1)
Poke(ac+1, char2)
RETURN

PROC Song()
FOR a=0 TO 7 DO ;eight notes in song
b=NOTE(a)
c=DIR(a)
d=10
e=NOTE(a)
FOR ac=1 TO 144 DO
IF ac MOD 100=0 THEN
d=d+1 ;decrement volume
FI
Sound(0, b, 10, d)
Sound(1, e, 10, d)
OD
Sound(0, 0, 0, 0)
Sound(1, 0, 0, 0)
OD
RETURN

PROC Init()
;Initialize chset.png & playfield
Poke(1006, memory) ;reset top of memory
Graphics(0)
Poke(559, 0) ;turn ANTIC off
;Display List
ac=PeeK(560)
FOR a=0 TO 24 DO
Poke(ac+64, 4) ;IR Mode 4
OD
Poke(ac+25, 164) ;DLI & VSCROLL on
Poke(ac+26, 164)
Poke(ac+27, 34) ;VSCROLL Set
Poke(ac+28, 34)
;colors
Poke(765, 30)
Poke(762, 34)
Poke(786, 68)
Poke(789, 123)
Poke(710, 120)
Poke(712, 120)
Poke(752, 1) ;cursor off
Poke(82, 0) ;left margin=0
;Character Set
ac=PeeK(106) ;
chad=a
Poke(106, 0)
Poke(758, a)
FOR ac=0 TO 1023 DO
b=PeeK(57344+ac)
Poke(ac*256+b, c)
OD
MoveBlock(a*256+512, chset, 224)
MoveBlock(a*256+776, chset, 160)
;Player Missile graphics
ac=-16
Poke(106, a)
Poke(54279, a)
Poke(53277, a)
Poke(621, 52)
;Display list
ac:=PeekC(5600)
Poke(ac+13,7)
Poke(ac+15,4)
Poke(ac+17,7)
Poke(756,chad2)
Position(5,2)
Print(06,"BEEF"")
Position(5,3)
Print(06,"ABCD"")
Position(5,4)
Print(06,"BEEF"")
Position(5,5)
Print(06,"ABCD"")
Position(5,6)
Print(06,"BEEF"")
Position(5,7)
Print(06,"ABCD"")
FOR e=8 TO 19 DO ;reset x & y values
cordinate(x,e)=0
FOR e=20 TO 29 DO ;random wing flaps
    cordinate(x,e)=Rand(2)
    if cordinate(x,e)=0
        FOR e=20 TO 29 DO
            FOR f=20 TO 29 DO
                ;disable meteor
                if cordinate(x,f)=1
                    FOR e=20 TO 29 DO
                        FOR f=20 TO 29 DO
                            ;check what under fireball
                            if a=fx2 AND b=fy2
                                bexist(b)
                                if a=fx2 AND b=fy2
                                    THEN
                                        if bexist(b)
                                            THEN
                                                BirdPost(x,b,0,0)
                            END IF
                            END IF
                        END FOR
                    END FOR
                END IF
            END FOR
        END FOR
    END IF
    END FOR
END FOR
PROC Gameover()
;Game over message
SendSt(0)
gflag=1
Poke(106, memory)
Poke(623,4)
Poke(5277,9)
GraphicS(17)
Poke(559,0)
Poke(788,14)
Poke(789,76)
Poke(710,128)
Poke(711,0)
Poke(712,126)
ac:=PeekC(5600)
Poke(ac+7,2)
GraphicS(2) at line 4
Position(5,4)
PrintD(6,"Game over")
Position(4,18)
PrintD(6,"final SCORE")
Position(7,12)
PrintD(6,"GAME OVER")
Center(scroe,10,12)
Position(4,18)
PrintD(6,"Score")
Poke(559,54)
WHILE consol==0 DO
    wsync=8
    colp3=vcount+rtclock/2
OD
END FOR
PROC Cntfire()
;Continue firing
cc:=PeekC(80)
bx:=bx+c
fy:=fy+c
sound(0, fy+100, 10, fy+150)
Poke(cc+bx+c,0) ;Erase fireball
;Check for illegal coordinates
if bx2 OR fy2
    THEN
        sound(0,0,0,0)
RETURN
FI
;Increment positions
bx:=bx+c
fy:=fy+c
cc:=PeekC(80)
bx:=bx+c
fy:=fy+c
;Object under fireball
Poke(cc+bx,c) ;fireball character
Poke(68,90)
;If c THEN ;check what under fireball
;FOR e=20 TO 5 DO ;Which bird hit?
if bexist(e)
    THEN
        a=coordstore(e)
b=coordstore(e)
if a==bx AND b==fy
    THEN
        bexist(b)
        BirdPost(x,b,0,0)
Pmove(pbbase,ball2,3,fx4,
fy4)
            
    END IF
END IF
sound(0,150,8,10)
Delay(2000)
;Clear player & area
zero(pbbase+fx8+1024,8)
energy:=2
fireflag=0
sound(0,0,0,0)
score:=sc
;increase score
Poke(cc+bx,c)
FI
POKE cc+bx+c
RETURN
PROC Title()
;Prints out title page
GraphicS(17)
Poke(559,0); turn ANTIC off

PROC NewMan()
;Materialize New Wizard
Zero(pwbase,2040)
Poke(704,78) Poke(705,78)
FOR a=3 TO 100 STEP 2 DO
FOR b=0 TO 7 DO
ballz(b)=ballz(b)&random
Sound(1,a+a,0,a,10)
OD
PMove(pwbase,ballz,0,a,y,0)
PMove(pwbase,ballz,1,200-a,y,0)
OD
Zero(pwbase,2040); clear pm area
b=10
;materialize man
FOR a=0 TO 20 STEP 2 DO
b=10-a/2
PMove(pwbase,p0+b,0,100,y+b,a)
PMove(pwbase,p1+b,1,100,y+b,a)
Poke(704,30-a/10)
Poke(705,140-a/2)
PMove(pwbase,p0+b,0,100,y+b,0)
PMove(pwbase,p1+b,1,100,y+b,0)
c=255-c
Sound(1,d,10,10-a/2)
OD
OD
Sound(1,0,0,0)
Poke(704,20)
Poke(705,130)
x=100
y=154
fireflag=0
rtclock=0
RETURN

PROC Die()
; Death of wizard
; puts player data in missile area
; and blows player apart into 4 pieces
BYTE ARRAY image(20)
Poke(704,14)
Poke(705,14)
; puts player around
FOR a=0 TO 15 DO
PMove(pwbase,p0+48,0,x,y,0)
Delay(1000)
PMove(pwbase,p0+120,0,x,y,0)
Delay(1000)
PMove(pwbase,p0+180,0,x,y,0)
Delay(1000)
PMove(pwbase,p0+155-aw,180,x,y,0)
OD
Sound(0,155-aw,180,0)
OD
SndRst()
Zero(pwbase,2040)
FOR a=0 TO 20 DO
image(a)=p(o+14)Xp1(a)
OD
FOR a=0 TO 20 DO
image(a)=image(a) RSH 1 OD
MoveBlock(pwbase*800+y,image,20)
Poke(711,14)
; blows player apart
FOR a=0 TO 100 DO
Poke(53254,x-48)
Poke(53254,x-248)
Poke(53255,y+401)
Poke(53255,y+240)
Sound(0,a/3,8,a/12)
Delay(a)
OD
ShellSt() RETURN

PROC Move()
; move wizard
ctr=ctr+1 ; image counter
IF ctr=80 THEN
ctr=0; reset counter if too big
FI
x=x+y+deltaX
IF x>142 THEN x=142 FI
IF deltaY=0 THEN
crt=20; if player is not moving
Delay(250)
IF crtv>60 THEN crtv=60 FI
; if player stood still too long,
; make him sink in the mud
IF rtclock>80 THEN
Birdpos(x/10,1,21,0,0)
Birdpos(x/4+1,21,0,0)
SndRst()
FOR c=0 TO 24 DO
PMove(pwbase,p0+c,0,x,y+ct,16-c)
PMove(pwbase,p1+c,1,x,y+ct,16-c)
Delay(1000)
Sound(0,c+150,18,0,5)
OD
Sound(0,0,0,0)
difflag=1
FI
ELSE
Poke(20,0)
PMove(pwbase,p0+c+cr+dir,0,x,y,20)
PMove(pwbase,p1+c+cr+dir,1,x,y,20)
FI
IF ctr>40 AND deltaY=0 THEN
; click feet
Poke(533279,0)
Poke(533277,0)
ELSE
Delay(250)
FI
IF fireflag THEN
CntrFire()
ELSEIF STrig(0)=0 THEN
fireflag=1
fx=x/4+1
fy=20
df=deltaX()
enenergy=1
ELSE
Delay(300)
FI
RETURN

PROC GetReady()
Graphics(130)
Position(5,5)
Print(66,"GET ready")
Poke(623,4); players behind playfields
Poke(53277,0)
FOR a=1 TO 20000 DO
WSYNC=0
colp0=128-vcount+rtclock RSH 2
colp1=vcount+rtclock RSH 2
do
RETURN

PROC MainLoop()
BYTE mcunt, lum
; Infinite Loop
DO
; 7 player moves to one bird move
FOR mcunt=1 TO 7 DO
IF random(10 AND fallflag=0 THEN
fallx=Ran(140)+10 ; drop meteor
fally=10
fallflag=1
ELSEIF fallflag THEN
fallx=0
fally=Ran(5)-2
FOR b=0 TO 7 DO ; random ball
ballz(b)=ballz(b)&random 0D
PMove(pwbase,ballz,2,fallx,fally,0)
Sound(0,a/3,8,a/12)
END
FI
ENDIF
Poke(533278,1); hitcl

PMove(pbase,p+ctrl+dir,i,x,y,20)

IF a bird isn't on screen, put it there if random()30
FOR e=0 TO 50 DO
IF bexist(e)=0 AND random(30) THEN
bexist(e)=1
IF e MOD 2=0 THEN
cordstore(e)=0
ELSE
cordstore(e)=39
FI
FI
OD
CENTER score and energy
Center(score,13,22)
Center(energy,14,23)
Position(i,12,23)
Print("M")
PrintC(Men)
;Start Key ends the game
;Option Key stops the program
;Any key pauses game
IF consol=6 THEN
EXIT
ELSEIF consol=3 THEN
Poke(106, memory)
Graphics(0)
Break(0)
ELSEIF ch=255 THEN
ch=255
WHILE ch=255
DO OD
ch=255
PRINT(0)
rtclock=0

PMove all 6 birds
FOR bc=0 TO 50 DO
bx=cordstore(bc)
by=coordstore(bc)
BirdPos(bx,by,0.0)
IF bexist(bc)=1 THEN
bflag=coordstore(28+bc)
char=201+bflag+bflag+4
INC(bcount MOD 2)
char2=char+1
bflag=flipnc(bflag)
coordstore(28+bcount)=bflag
bx=bx+increase(bcount MOD 2)-1
IF bx=40 THEN
bx=0
FI
FX
bx=255 THEN
bx=39
FI
coordstore(bc)=bx
by=strafe(by,bc,0)+bx
by=by
coordstore(bc)=by
Birdpos(bx,by,0,0)
char=char2
FI
OD
RETURN

PROC Game()
MEMORY=peek(106); Get top of memory
DO:
reset variables
Men=4
Score=0
Energy=50
Initi(); Title(); Title screen
Init();
Song()
Newman()
Mainloop()
; Play song when game is over
Graphics(17)
Poke(712,134)
Poke(623,4)
Poke(53277,0)
Song()
Gameover()
OD
RETURN

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