

The unique heavy duty design meets the latest industry Surge Voltage Standards and provides the highest level of commercially available two-way protection. It assures electronic equipment of clean incoming AC power ... and it prevents disturbances generated by equipment from being conducted back into the power line. The VOLTECTOR® Series 6 Plug-In Power Conditioner supplies the positive surge-protection and filtering that most manufacturers have left out of their equipment.

Available with current ratings of 1, 2, 5, 7 and 10 amps.

Prices: Begin at \$79.50
Delivery: Stock

Manhattan Software Announces Four Atari Game Programs

Manhattan Software, long a publisher of programs for the TRS-80, has begun issuing a series of programs for the Atari Computer. The first four releases are:

Gin Rummy 3.0, with color card graphics and sound, which plays a full regulation game of Gin, and can hold its own against even skilled Gin players. Prices at \$19.95, the program requires 32K memory and one joystick.

Casino Blackjack/Counter, a realistic simulation of playing at a casino table — card graphics show five hands dealt, and the user plays the center hand while the computer plays the rest. A major purpose of the program is to teach card-counting, a method which is claimed to give the player a statistical advantage over the house in some situations. Priced at \$19.95, for 24K and one joystick.

Labyrinth Run, a test of skill and coordination, using the joystick to

guide a fast-moving runner through twists, turns, reverses and slaloms, with thunderous crashes when the runner hits a wall. Three skill levels. \$14.95, the game requires two joysticks.

These programs are available at dealers, and direct from Manhattan Software, P.O. Box 35, Pacific Palisades, CA 90272. Telephone (213) 454-8290.

Atari Adds Missile Command To Its Video Computer System Game Library

Missile Command™, a popular coin operated video game currently in arcades, is now available in a home video game version, it was announced today by Atari, Inc., creator and manufacturer of both products.

Largely due to Missile Command's success as an arcade game and in response to considerable consumer demand, Atari designed the game cartridge for its Video Computer System™ programmable TV game.

The Missile Command game cartridge is a one or two player game that uses joysticks and offers 34 game variations.

According to Michael J. Moone, president of the Consumer Electronics Division, "Missile Command is one of the most challenging skill and action video games ever created. We believe its popularity will be as pervasive as that of its predecessors, Space Invaders and Asteroids."

The game begins with wave after wave of enemy missiles raining down on an earth missile base and 6 surrounding cities. The player, as base commander, is responsible for protecting and defending the territory from enemy attack. To combat each wave of enemy missiles, the base commander is given 30 guided

defense missiles which when exploded in the path of attacking missiles destroys them. Each successive wave of attacking missiles comes faster than the previous one and the game continues until all cities and the missile base are lost.

Additional features include game difficulty adjustment to correspond to player skill levels, slow game variations designed for young children and screen color changes as game progresses to reduce eyestrain during extended game play.

Suggested retail price is \$31.95 and cartridges will be available nationwide by April.

New Product releases are selected from submissions for reasons of timeliness, available space, and general interest to our readers. We regret that we are unable to select all new product submissions for publication. Readers should be aware that we present here some edited version of material submitted by vendors and are unable to vouch for its accuracy at time of publication.