

**ORION
SOFTWARE
ASSOCIATES
FOR
OHIO SCIENTIFIC**

Fellow Computerist,

Allow us to introduce ourselves, we're Orion Software Associates. Now, and in the future, we will be bringing you some of the best available OSI software, published both by us and by other software houses. We want to be your 'one stop' for OSI software.

We hope to bring you value and quality for your software dollar. Some of the advantages of Orion Software are: professionally duplicated cassettes, in 'Norelco' style hard boxes, for the best in quality control. Good documentation; loading instructions, directions for use and complete listings. Wherever possible each tape or disk will support all systems (C1/2/4/8), including color and sound. So if you upgrade to another OSI model, your software library will not become obsolete.

So take a few minutes to read our catalog. If you do order something, once you have used it for awhile, drop us a line with your comments. It is only by feedback from you, the end user, that we can improve our software and documentation.

Thanks,


Terry

VIDEO GAMES 1

Author: Mike Bassman
Published By: Orion Software Associates

Head-On

In this simulation of the popular arcade game, you are trying to cover all parts of a simulated hi-res maze. As you pass through the corridors, you wipe clean a trace of dots. The only thing preventing you from accomplishing your mission is a small man with a big stick, who intelligently tracks you down. An extremely difficult game to master, as the little man gets faster as you get better. Five levels of difficulty are automatically selected by the computer as you improve. Runs in 8K.

Tank Battle

A tank game with a difference -- two to four can play. Maneuver your tank through a blockade-studded battlefield. Runs very fast, even with four players. It's every man for himself!

Trap!

It's you against the computer or you against a friend in this blockade-style game with enhancements. You can choose a fast, medium, slow or increasing speed game. You can have wraparound, obstacles, both or neither. You select the number of crashes to win.

All of these games run in 8K or less, have color and sound, and will run on any C1, C2, C4, C8 ROM BASIC system.

Video Games 1 (3 games, tape)..... \$15.00

VIDEO GAMES 2

Author: Mike Bassman
Published By: Orion Software Associates

Gremlin Hunt

This is the same type of tasteless game that raised everyone's ire a few years back. One to three players compete to see who can kill the most gremlins first. When each gremlin meets its end, a tombstone is raised on the spot; adding blockades to the game and further complicating matters! You choose the number of gremlins to win.

Indy 5000

Control your acceleration and direction as you race on our twisty, curvy track. Play against the computer or a friend. The computer's strategy is rather difficult to beat. The track is in DATA statements and can be changed easily.

Gunfight

Gunfight pits you against another human or the lightning-quick computer in this duel of 'mobile artillery'. Move left, right, up, or down and blast away at houses and trees. But don't waste your six shells, or your opponent will hunt you down mercilessly.

All of the above programs run in 8K or less, have color and sound (for machines so equipped), and will run on any C1, C2, C4, C8 ROM BASIC system.

Video Games 2 (tape, 3 games)..... \$15.00

VIDEO GAMES DISK 1

The above six games on an OS 65D compatible disk. Either 5" or 8" disk (polled keyboard & 540 video on 8")

Video Games Disk 1..... \$30.00

BOARD GAMES 1

Authors: Dan Schwartz (Gomoku) &
Terry Terrance (Cubic)
Published By: Orion Software Associates

Mini-Gomoku

We call this game 'mini' because it plays on only a 10x10 board; however, there's nothing mini about its performance. This is the oriental game of 'five stones' gomoku. The object of the game is to get five 'stones' of your color in a row, either vertically, horizontally, or diagonally somewhere within the 10x10 grid. Written in machine language, the program returns with its move in a flash. The algorithm is sophisticated enough that you must work hard for a draw and wins don't come easily. A full-graphics display of the board, of course.

This tape is in our unique binary loader format. It does away with OSI's tedious checksum loader and allows you to load a machine language tape via a normal LOAD command.

Cubic

Play against your computer in this three-dimensional tic-tac-toe game on a 4x4x4 board. Although not as fast as its companion on this tape, it's no slouch either. You have to be careful to pull out a draw as the computer will catch your every misque. A graphics display of the board is included. (BASIC 8K)

Board Games 1 (tape)..... \$15.00

ADVENTURE: MAROONED IN SPACE

Author: Tom Cheng
Published By: Orion Software Associates

"You awake from suspended animation, on the Sunspint II, to find that the ship is heading into a star. To save yourself, you must activate the main computer banks, then the ship's reactors. Since you are only a farmer-colonist, you know almost nothing about ships, so be extremely careful."

So it begins. Amidst the carnage of a ship which shows the damage resulting from attack, you must accomplish your task. The admonition to be careful is very true. This is an extremely difficult Adventure-style game. Any mistake will lead to your demise.

Twenty rooms with good descriptions of each await your exploration. You face all of the problems that a person would in a real situation. You must guess, and have a lot of luck to figure out what you must do on a ship where, apparently, you are the only one alive.

This one is so tough that you might think there is no solution. So we include a sealed map so that, if you give up in frustration, you can see that there is a solution.

Adventure: Marooned In Space (tape).....\$12.00
(Adventure: BASIC, 8K)

Here's one for C1 or C4 disk users:

Poking 9791 for a C1 or 9761 for a C4 will allow you to control the amount of screen scroll at the top. This would create a 'protected' area at the top of the screen. As always, the numbers are stored in 6502 lo byte, hi byte format.

DUNGEON CHASE

Author: Mike Cohen
Published by: Orion Software Associates

Here's a great video game on the Dungeons and Dragons theme. You play an adventurer moving through the levels of a twenty level dungeon, collecting as much gold as you can. You must avoid the dragons on each level lest they do you in! This game has on-screen scoring and prompts for the command keys. Color and sound for machines so equipped. Runs on any C1, C2, C4, C8 ROM BASIC system.

Dungeon Chase (8K, tape)..... \$10.00

C1 SHORTHAND

Author: Mike Cohen
Published By: Orion Software Associates

This tape uses BASIC to POKE in a machine language routine that will save you much typing when you are writing programs. By using the REPEAT key and any of the alphabetic keys, you can enter any of the OSI BASIC commands and keywords. These include: END, FOR, NEXT, DATA, INPUT, DIM, READ, GOTO, RUN, IF, RESTORE, GOSUB, RETURN, REM, STOP, LOAD, SAVE, DEF, POKE, CONT, LIST, TO, THEN, INT, RND, and PEEK.

We are working on either a separate program for C2/4/8 users or a compatible version for all systems. But, at the moment, this program is only available for C1.

C1 Shorthand (tape)..... \$12.00

SUPER! BIORHYTHMS

Author: Fred Beyer
Published By: Orion Software Associates

This program has impressed people who project biorhythms professionally. It actually has more features than dedicated biorhythm machines costing more than your entire system!

This program queries you for your birthdate. It then asks for the start date of the chart. This done, it gets your next double caution day and plots, in full graphics, your chart for approximately the next month.

The program also calculates your next triple caution day and compatibilities in the rhythms of two people. A continuous plot mode is available so you can see your whole life pass before your eyes.

This program is a great party conversation piece and an excellent one to show off in response to the inevitable question about your computer: "But what does it do?"

Super! Biorhythms, written in BASIC, runs in 8K and has a unique checksum loader (copyright by and courtesy of Dwo Quong Fok Lok Sow) which we may be installing on future Orion Software. No color or sound on this tape, C1, C2, C4, C8 ROM BASIC.

Super! Biorhythms (tape)..... \$15.00

CASSETTE DATA BASE MANAGER

Author: Mike Cohen
Published By: Orion Software Associates

If you are like most of us who started out with a cassette-based system, when it came time to upgrade to disk you found that upgrading was rather expensive. And, if you are like most of us, you opted to go part way and buy more memory, leaving the purchase of the disk for the future.

If you are one of these people and have a cassette-based system with 16K or more of memory and you would like a program to keep track of, well, any collection of objects that you might have, we may have the program for you.

Our Cassette Data Base Manager is an excellent program for managing files on, say, phone numbers, slide collections, articles, membership lists and things in that genre. It does not have the speed of a disk-based DBM, but most all of the other features are there. You can create a file; load and save files to tape; add, change and delete any item within a file; sort a file by field; list (print) the contents of a file; or find any item in the file.

Our DBM does not use DATA statements as many similar programs published in magazines do. This program writes named files to tape making the storage of many files on a long tape simple.

Cassette Data Base Manager (tape)..... \$15.00

Here's one for C1 users. By POKEing 61440,3 then POKE 61440,16 will allow you to run your cassette port at 4800 baud. Unfortunately, you CAN'T write tapes at that speed. However, you can use this to service a fast peripheral.

DISASSEMBLER

Author: Don Schwartz
Published By: Orion Software Associates

This program gives you the ability to look at your computer's ROMs and figure out what it's really doing when it RUNs your BASIC program. You can also reconstruct the assembler source code for any machine language program to find out what makes it 'tick'.

It outputs the standard 6502 mnemonics as defined by MOS Technology (the company that developed the 6502). It also adds unique suffixes to identify the addressing mode being used: this is a tremendous help! Because the program is in BASIC, you can stop it at any time, execute your own BASIC statements, and then continue to see how you affected the computer's memory.

You can also use this program as an aid in developing your own machine-language programs.

We provide complete documentation, including a description of how to change the BASIC workspace so as not to conflict with a machine-language program.

Disassembler (tape)..... \$12.00

Coming Attractions

More (and better) Adventure-style games.
Tiny Pilot interpreter, an educational language.
More Utilities.
More Video Games.
More Intelligent Board Games.

We will also be putting more programs on disk as we get six or so similar programs to group together.

From: Dwo Quong Fok Lok Sow

By: Dwo Quong Fok Lok Sow

Somewhere along with this catalog you should find a brochure for WP6502. While the brochure tells a lot about WP6502, let us put in a few more (probably redundant) words. WP6502 is simply the only full-featured, professional, word processor which will run on a small OSI system. Written in machine language, it will run on an 8K system. It will drive any printer that your system will support directly. WP6502 was written for OSI machines, not adapted from some other 6502 system, so it will run right. Now, WP6502 has interfaces to MDMS or DMS name and address files so that you can personalize form letters (DMS or MDMS interfaces at additional cost).

Finally! Relief for the owners of single drive 5 $\frac{1}{4}$ " systems. No more will you have to copy disks one sector at a time. No more will you skip duplicating disks at all.

Whether you have a C1 cassette system or a C3 hard disk system, there is a version of WP6502 that will work for you. In fact, one tape version supports all tape systems and each disk (5" or 8") supports all similar disk systems. You can be sure of support for WP6502 from Dwo Quong Fok Lok Sow for some time to come.

Now there's DQ DUPLICATOR from Dwo Quong Fok Lok Sow. DQ DUPLICATOR will copy a whole disk in as few as two disk changes, depending on how much memory your system has and how full the disk is.

DQ DUPLICATOR asks you which track to begin copying and where to end. Put your disk in the drive and DQ DUPLICATOR loads as much of its data as your memory can hold. Now switch to your new disk. DQ DUPLICATOR empties the memory into it, and initializes every track. DQ DUPLICATOR works fast because it takes big "gulps" of data -- it isn't limited to one sector at a time. And DQ DUPLICATOR displays a running record of each track number it deals with. DQ DUPLICATOR ignores empty tracks so you don't waste your time and effort.

WP6502

Cassette.....	\$75.00
5" Disk (all systems).....	\$75.00
8" Disk (OS65D all).....	\$75.00
8" Disk (OS65 U & D).....	\$125.00

So as long as you are faced with copying disks manually, you'll be tempted not to bother making back-up copies of your disks at all. This is courting disaster. We suggest you motivate yourself to be prudent, by using DQ DUPLICATOR. It takes the labor out of single-drive copying.

You can get it from Orion!

DQ DUPLICATOR (5" disk)..... \$30.00

DQ SECRETARY

By: Dwo Quong Fok Lok Sow

Suppose you've written a long program. Or a lot of text using WP6502. The data is in computer memory, and now you want to save it. But you haven't set up a disk file, and can't remember which tracks are available.

If you look at the directory or create a new file using OSI's standard utilities, you'll wipe out the very data you want to save.

Now there's DQ SECRETARY. It allows you to check the directory, create, delete, and rename files, without disturbing data being held in memory. When you're ready to save data, DQ SECRETARY creates the file and puts the data in it in one swift operation. And DQ SECRETARY makes the file the right length and finds space for it on the disk, automatically.

If you want to store data in an existing file which isn't big enough, DQ SECRETARY automatically extends that file (with your permission). If there isn't room to extend it, DQ SECRETARY automatically shifts the file somewhere else on disk. And if the disk is almost full, DQ SECRETARY even repacks it for you, to group spare tracks together. At the same time it updates the directory. NONE OF THIS HAS EVER BEEN POSSIBLE BEFORE.

DQ SECRETARY is written in machine language so it's fast. You can incorporate it into any standard 65D systems disk or into WP6502. When used in conjunction with a systems disk, DQ SECRETARY borrows a mere 2K of available memory. When used with WP 6502, DQ SECRETARY doesn't reduce the workspace at all!

DQ SECRETARY (5" or 8" disk, for OS 65D)..\$50.00

C1 ULTRA UTILITIES

Author: Lawrence Harris

Published By: Orion Software Associates

This is simply the best utility package available for your C1. All of these programs are written in machine language. The package includes:

Renumberer: Renumbers your BASIC program in a flash. Updates all line numbers even if the number of digits in the line number goes up. Flags references to non-existent line numbers.

Auto Number: Automatically assigns line numbers to each line before you write it.

Line Delete: Deletes all the lines between two specified lines. No more tedious line-by-line deletion.

Tracer: Know which lines are executing as your program is running. Slows down program execution and prints the line number of the line currently being executed. Turn Tracer on and off under program control or from the keyboard. A great diagnostic tool.

Find: Finds all references to a specified variable within your program.

Renumber, Auto Number and Line Delete are designed to be constantly on line for your convenience in developing programs. They are linked together by our Utilities Operating System. Together they use less than 1K of the workspace in your system.

Tracer and Find are designed to be loaded as needed for your convenience in diagnosing program problems.

NOTE: These utilities will first be available for 8K C1 only. And they will be available on or about Oct. 1, 1980.

C1 Ultra Utility (tape)..... \$20.00

AFTERWORD

When we started this enterprise we looked around and took stock of what was available. The complaints heard most often were: poorly loading tapes, almost non-existent documentation and just plain poor software.

Of course, we intended to burst onto the scene with tons of super software, the last word in documentation and impeccably produced tapes.

Well, needless to say, it didn't quite happen that way. As you can see from this catalog our programs are modest in number, but superior in quality. We can honestly say that our catalog is not inflated with 'junk' that we wrote four or five years ago.

There is absolutely no excuse for poor documentation. We feel that we have done a good job in this respect. However, any product can always use improvement. We must rely on feedback from you, the end user, to help us improve our documentation.

Also, our preliminary batch of tapes suffered from a freak series of breakdowns here so that they contained one or so duplicating errors per tape. We have taken steps to try to prevent this in the future. But, no matter what the competition tells you, tapes made one at a time are not better loading tapes. There are too many variables that might be off when making tapes one by one. Head alignment, speed of tape, quality -- all of these can contribute to poorly loading tapes. These factors are eliminated by our professional duplicators and digital process.

It is an axiom of the business that "there's always one more bug." We use our own programs for countless hours before release, but, if we do find a 'bug' we tell you how to fix it.

All of this makes our software cost a bit more. But "you get what you pay for." Our multi-games packages actually cost less per program than the competition, and look at all that you get.

Limited Warranty

Orion Software Associates software is guaranteed to load and run on the recent model OSI machines for which it is designated in this catalog. Other than this, no warranty of suitability or fitness for a purpose, expressed or implied, exists.

Return Policy

Orion Software Associates software is the best that we can produce. Any tape (disk) which, on return to us, proves to be defective in recording will be replaced with a copy of the same program. You must pay postage both ways.

The above applies to a tape (disk) which has not been tampered with in any way. If you have tried to re-record the program or to put another program on your Orion tape (disk), it will not be replaced for any reason.

Copyright Notice

All software sold by Orion Software Associates is protected by copyright. This includes all listings, illustrations, descriptions, etc. included with it.

Challenger 1 Series II

We have not yet been able to examine a C1 SII machine. We understand that it comes up in the standard 24x24 video mode and that all video addresses in this mode are the same as older C1's so our software should run normally.

However, we have no information on the color or sound system. Until we do, we cannot say that our current programs will support color or sound on C1 Series II machines.

Orion Software Associates, Inc.
147 Main Street
Ossining, N.Y. 10562

BULK RATE
U. S. POSTAGE
PAID
Ossining, N.Y. 10562
Permit No. 186