Program Catalog

For Your TRS-80® Color Computer

POLARIS

Project Nebula

COLOR FILE

SKIING

TYPING TUTOR
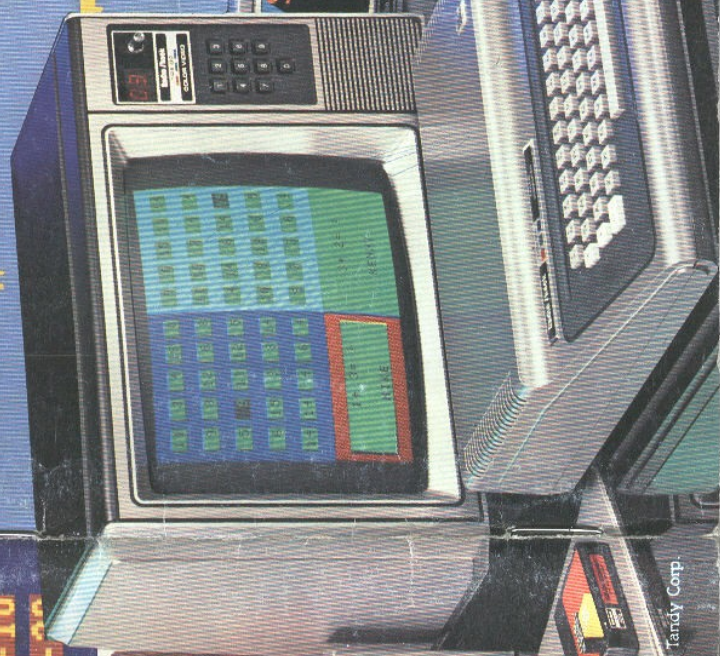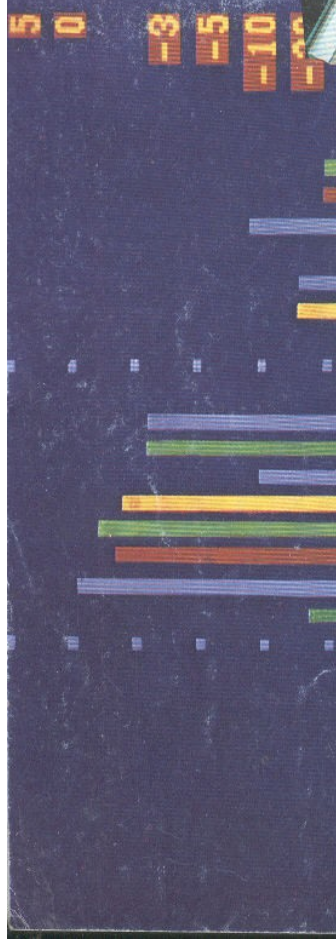
Radio Shack
TRS-80® COLOR COMPUTER

QUASAR COMMANDER

CHESS

DINO

SPACE ASSAULT

AUDIO SPECTRUM ANALYZER

BUSTOUT

Radio Shack®

The biggest name in little computers™

# You're about to discover why your TRS-80 Color Computer is . . .

. . . fun that never stops! Experience the excitement and challenge of playing action-packed video games! It's like having all the thrills, spills and chills of a coin-operated arcade right in your own home!

. . . something for the whole family! Flip through this catalog and you'll see programs that let you keep a budget, set up a household inventory, analyze investments, file and update recipes, solve problems, write themes and reports, store and retrieve data, access up-to-the-minute news and current stock quotes, make a home handyman's work easier, and much more.

. . . a great educational tool! Kids can learn to type, sharpen math skills, compose music, even improve reading. Get our "learning lab" package, and everyone will be writing their own programs with color and sound, too.

. . . expandable! Add more memory . . . an advanced BASIC language for high-resolution color graphics . . . . disk drives for greater data storage and to use our powerful disk programs . . . a printer . . . and more.

**. . . an adventure just beginning!**
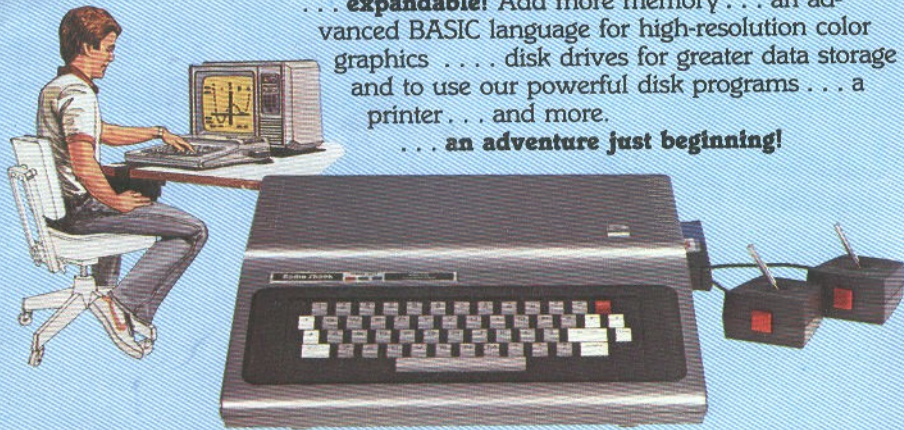
Project Nebula – assignment: save your home planet!

You're in control of a starship cruising the universe. Fiendish aliens are all around. If they destroy you, the Earth is next. Punch up your long-range sensors and enter hyper-space to search out targets. Get them in your sights, then fire away! Use your maneuvering skill to rendezvous with the "home" space station and renew your power. Four levels of play, ten levels of difficulty. Unlike any other space adventure!

26-3063

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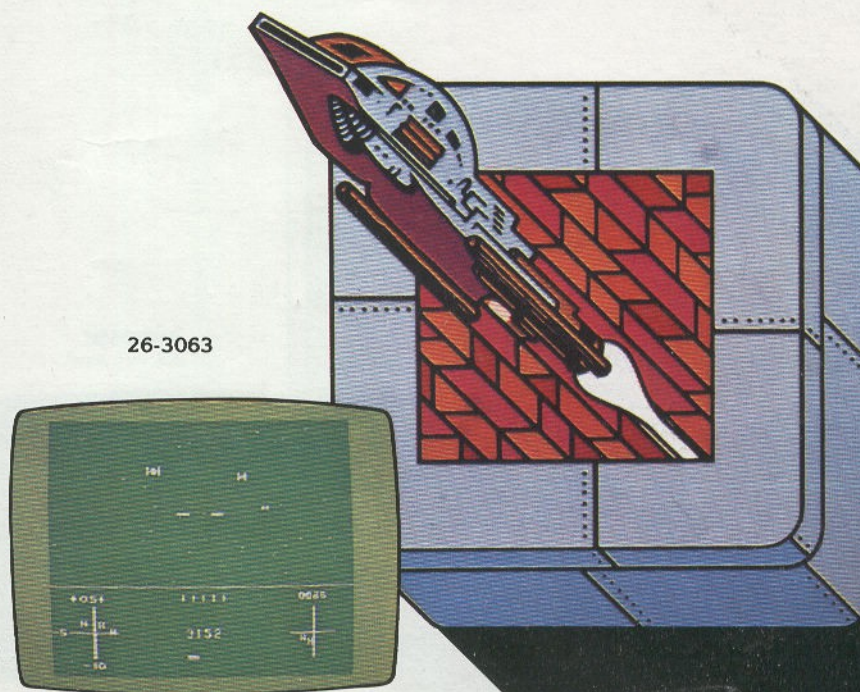
Polaris—a rain of terror is about to begin!

Red alert! Enemy missiles are headed straight for six friendly islands. Your orders—defend them with your fleet of three submarines. Intercept waves of smart bombs and multiple warhead missiles before they split up! You must be quick or you're doomed. Keep track of each sub's salvo or you'll run out at the crucial moment. Attack intensifies at each new level of play. Compete against yourself or with another "sub commander".

26-3065

4
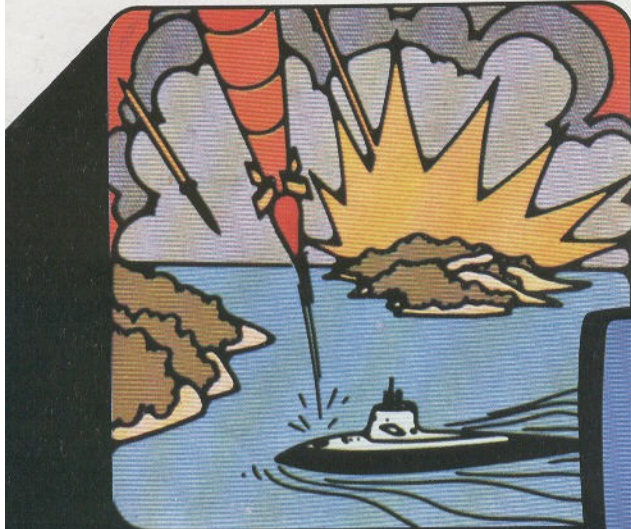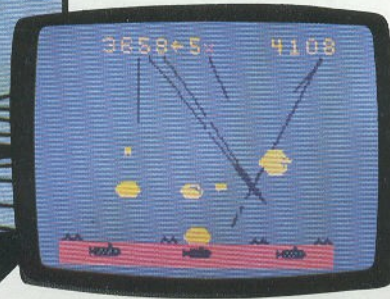
Clowns & Balloons—follow the bouncing clown!

Uh-oh, there he goes again! In the craziest circus act ever, you control two clowns with a firemen's net who keep bouncing a third clown up toward the ceiling. When the third clown gets high enough he begins popping the balloons floating by overhead—and collecting points in the process. But watch out! The better you get, the faster he bounces. If you miss him, he falls with a splat and a funeral march is played. Three levels of difficulty.

26-3087
Avail. Fall '82

BONUS PLAY
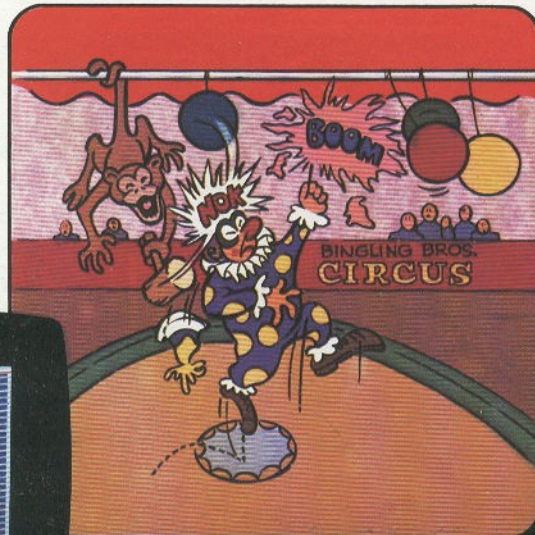
Space Assault—defend earth from attacking aliens!

Your small force is all that stands between the enemy hordes and the destruction of our world! As the attack starts, quickly maneuver from behind your protective bunkers and blast away at the invaders. Watch out for enemy missiles—they can knock out your defenders and disintegrate your bunkers! Wipe out the first wave and new waves appear, firing ever more aggressively. When you're ready, try the expert level for the ultimate challenge!
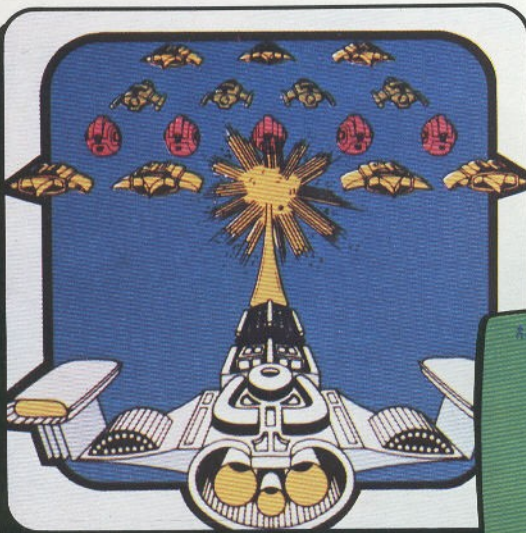
26-3060
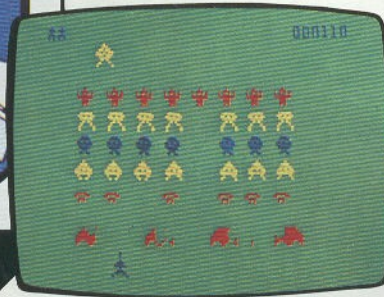
Microbes—wipe out deadly globs of bacteria!

While peering through your microscope, you make a dreadful discovery . . . a deadly plague is beginning to spread. No one is immune—not even you! Quick . . . the antibiotic spray is your only hope! But the bacteria is too strong, splitting apart again and again each time you spray it. But don't give up . . . the germ's growing weaker. Hurry—more spray—got it! Now for the others! Fifteen levels of difficulty increase the challenge.

26-3085
Avail. Fall '82
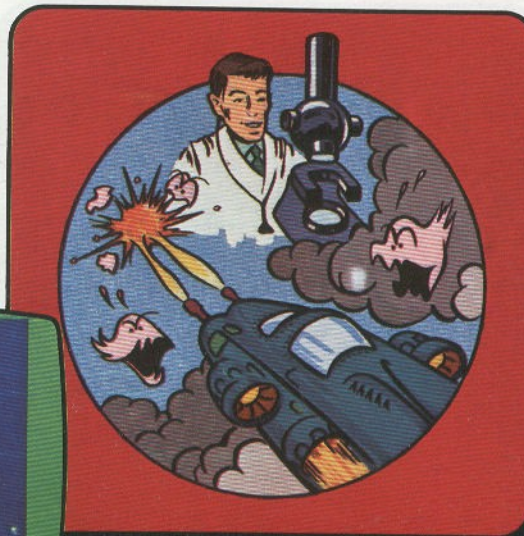
Galactic Attack—shoot invading enemy spaceships!

The assault is launched! Enemy spaceships peel out of formation and dive bomb your fortification. If you destroy this squadron of 8 ships, the enemy reverts to a special "night" attack. Your video screen changes to an ominous color. But all is not lost. Destroy the first wave of "night" attackers and your points are doubled! So steady your nerves, keep a sharp look-out and start racking up points—the enemy is upon you!
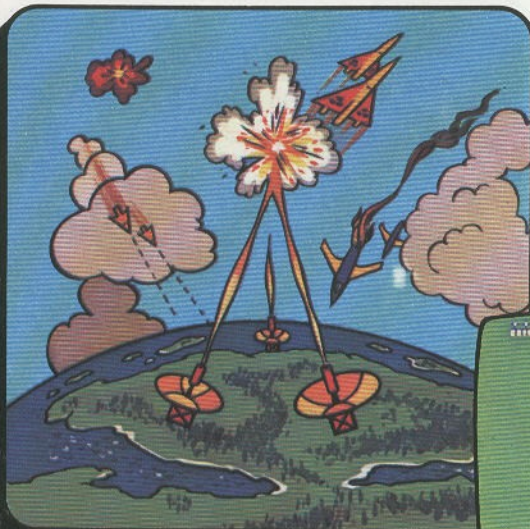
26-3066
Avail. Fall '82

8

Shooting Gallery—step right up, sharpshooters!

The carnival beckons—flashing lights, happy music, and the shooting gallery! Hit the moving targets—owls, ducks, rabbits, faces, rectangles and diamonds—each worth different points. Watch out for those faces! Hit 'em when they're smiling and you score. But hit a frowning face and it's no score and a wasted bullet. It even puts another rabbit in the game! Just one of the surprises, my friend. You get 10 turns—with fewer bullets each time!

26-3088
Avail. Fall '82
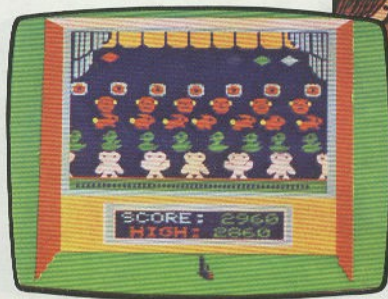
Super Bustout—an "off the wall" paddle ball game!

Get ready for some knock-down fun! Use your paddle to break through not one but three brick walls. The more bricks you knock out, the more points you get. It's doubly hard when you play with "gravity". You'll have to strike the ball hard, or it won't even reach the walls above you. It's a lot of fun, and there are several ways to play—alone or with up to 3 competitors, on the same or separate courts, with the wall running vertically or horizontally.
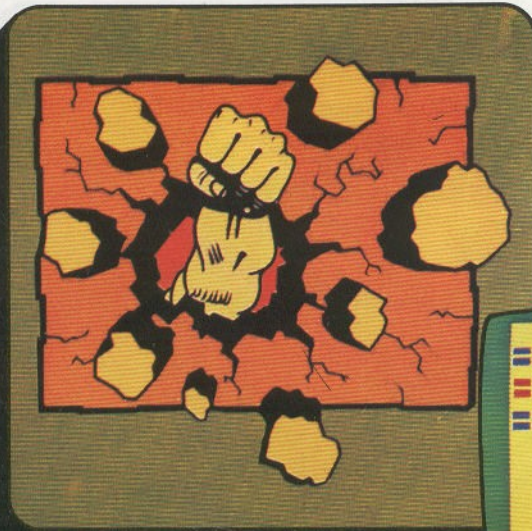
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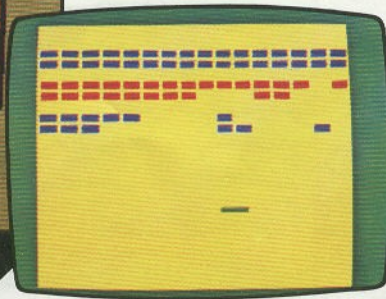
Popcorn—catch the kernels as they pop!

Above you: five rows of popcorn. Below you: a conveyor belt. In-between: five frying pans. The challenge: catch the popcorn with your pans before it reaches the conveyor. Miss one and you lose a pan. Catch five rows and you get an extra pan. Now the heat is really on, and the action is a-poppin'! Kernels are exploding faster and it seems they're all falling at once. Coordination is everything as you progress through nine levels of difficulty.

26-3090
Avail. Summer '82

SCORE   570   HIGH 1120
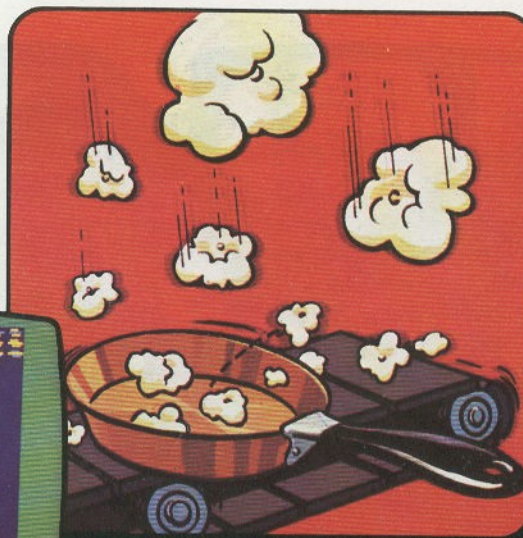
Pinball

You're a pinball wizard! Talk about realistic—you can even bump and tilt, just like a real pinball machine. Hit the circle poppers and knock-outs for points. Design your own customized playfield for faster, more complicated games. And with a cassette recorder, you can save your board designs on tape to play later!

26-3052

Football

Armchair quarterbacks arise! This is your chance to make a name in the big leagues. You quarterback the offense with a choice of five plays. Your opponent calls the defense to protect against the run or pass, or to blitz the quarterback. Cross the end zone for 7 points. Key players appear larger. Hut! Hut! Hut!

26-3053
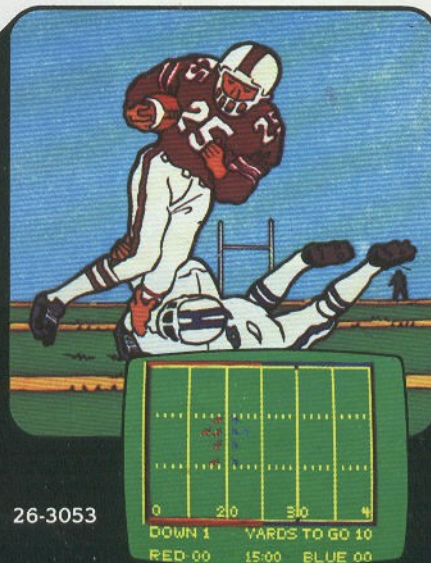
Quasar Commander

You're at the helm of a starship shooting through space on a seek and destroy mission. Use the Auto Pilot to lock in on enemy scouts, battle cruisers or decoys, then take command and fire the laser beams. "Home in" with radar option. You have complete speed and manuever controls. Ten levels of difficulty.

26-3051

Dino Wars

Dinosaurs roam the earth again! And the heat of battle fills the prehistoric air. Your dinosaur lumbers into position for a ruthless attack on your opponent's beast. It "screams" and hits the ground with a "thud." Dinosaurs "roar" and "yelp" as the conquest continues. Only the strongest will survive!

26-3057

13

Skiing

Hit the slopes in your own home with this challenging, three-dimensional "sport." Race against the clock as you maneuver through the "gates." You're greeted at the finish line with cheers, but your best time isn't recorded if you hit any flags or veered off course. Then master the ski poles and try other courses.
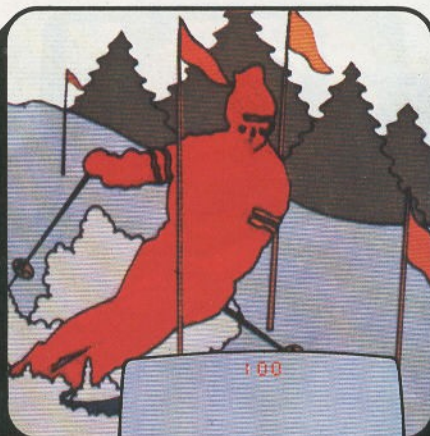
26-3058

Wildcatting

One to four wheeler-dealers pick drilling sites. A surveyor's report gives the chances of striking oil. Watch out for dry holes! Hit a gusher and you're in the money—for awhile, anyway. Production soon decreases, and taxes and drilling fees start to mount. Earn the highest profits in 10 rounds to win.
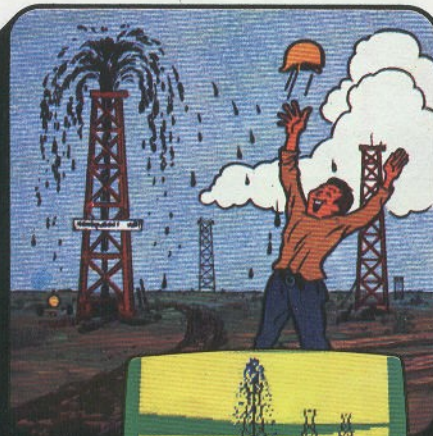
26-3067
Avail. Fall '82

Color Cubes

Play that maddening cube puzzle on your computer! Set up any number of possible solutions. You can make up to 255 moves—even undo and redo them. Retrace and analyze your moves step by step. A great way to study this ingenious puzzle. Save your position on tape with a cassette recorder and continue later!

26-3075

Micro Painter

An "electronic coloring book" that's fun for any age! Just load a picture into your computer and "paint" it the way you please. Choose from 3 palettes, each with 4 colors. Special "magnifier" aids in detail work. Draw your own pictures and save on tape with a cassette recorder. With 8 pictures (more on next page).

26-3077
Avail. Fall '82

Art Gallery—express yourself in color!

"Draw" landscapes, seascapes, still lifes, cartoons—whatever suits your artistic fancy! Use colors of your choice—red, blue, green, yellow, orange, magenta, buff and cyan! Special features let you change cursor size, connect points, fill outlines, draw triangles and diamonds, shrink the picture and add letters with simple commands. Those with 16K memory can add scrolling messages in a variety of formats. You can use joysticks (optional) like "paintbrushes"—one for the color, the other for the movement. Save your favorite creations on tape with a cassette recorder. Includes 27 images—add more below.

26-3061

Each display tape includes 12 scenes for use with Art Gallery (AG) and 12 for Micro Painter (MP).

Images 1—(AG): skier, unicorn, motorcycle, Washington, Lincoln—(MP): lion, castle, knight, witch, dinosaur, and more. 26-3300

Images 2—(AG): Christmas wreath, tennis, basketball, football, baseball—(MP): train, ducks, buffalo, flowers, Santa Claus, and more. 26-3301

Images 3—(AG): ballerina, cellist, pilgrims, deer, Tut's mask, Elvis, JFK—(MP): puppies, stagecoach, Nefertiti, chariots, and more. 26-3302

Bible Scenes—(AG): Noah's ark, David & Goliath, Nativity—(MP): Jesus & children, dove, Crucifixion, and more. 26-3303

Fantasy Scenes—(AG): dragon, warrior, elf, dwarf—(MP): wizard, orcs, runes, and more. 26-3304

16

Chess

Challenge this worthy opponent to
see who's really the champ. Com-
puter will take you on in a fast,
"blitz" game or a slow-paced, "mas-
ters" game—where it's thinking
three moves ahead! Eight levels of
difficulty in all. Handles castling and
"en passant" moves. Use it to work
out problems, play demonstrations.

26-3050

Checkers

Playing against Gramps was never
like this! Plug in this program and
your Color Computer becomes a
checkers champion. Beware of its
treacherous strategies and maneu-
vers as you climb the eight levels
of difficulty. Beat it at the top level,
and you can take on anybody. Plays
demonstrations, too.

26-3055

Roman Checkers

The classic game of strategic placement—as easy to learn as checkers but as rewarding to play as chess. You play against your computer—at the skill level you've gained. It doesn't hold a grudge, but generously offers advice. You can take back moves if you like—or save whole games on cassette tape.

26-3071
Avail. Fall '82
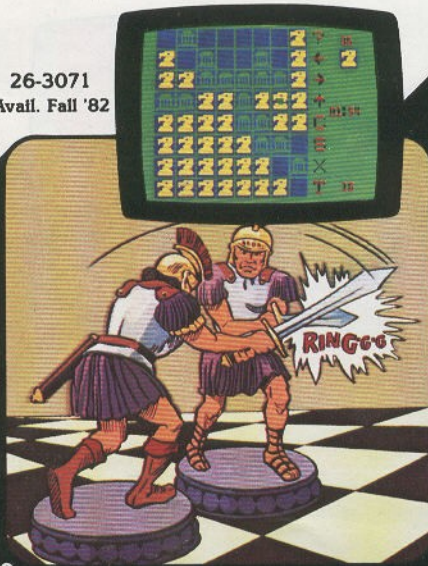
Backgammon

Challenge your Color Computer in this ancient, international favorite. It's as tough as playing the local champion . . . maybe tougher. The computer will even double the ante when it thinks it has a lock—unless you do it first! The only question is how to make it pay up when you finally beat it!

26-3059

Bridge Tutor

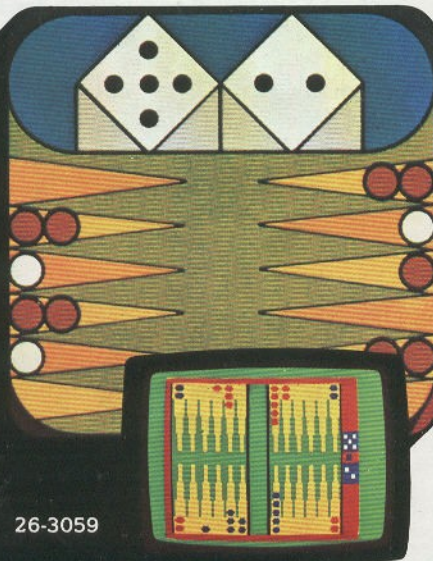A grand slam for beginning bridge players! One hundred different hands—each completely analyzed. You sit South and bid the hand you see. Computer will grade your bidding and give advice. During play, computer will handle East and West—but will still offer advice on your play from hand or dummy.
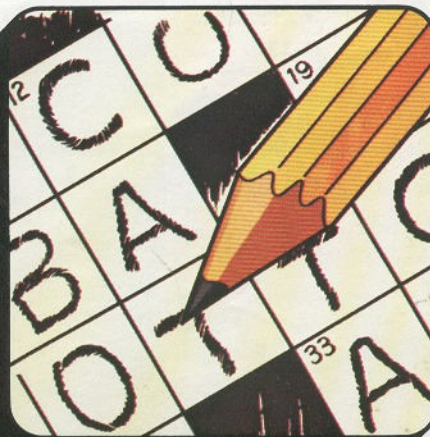
26-3158
Avail. Winter '82

Crosswords

Two great word games in one package—fascinating and educational for any age level. You work against the clock to make as many words as you can from letters on the screen. Or pick from a letter "pool" to make the highest-scoring word which will fit on the game board. It's the first word in fun!

26-3082
Avail. Winter '82

19

Pyramid

The ancient pyramid, dark and mysterious, stands before you. Does it still possess its treasures? What deadly curses must you overcome to retrieve them? By working carefully, the expert adventurer will pick his way past the hazards and gain the fabulous hordes. The neophyte—well, he'll learn in time.

26-3310
Avail. Summer '82

Raaka-Tu™

Temple of a forgotten civilization, Raaka-Tu lies open to the adventurer who is daring and clever enough to slip past its guards and reach the inner chambers. There are vast treasures to be gained here, but the way is tricky. You'll have to work skillfully, drawing on your knowledge of magic and medicine.

26-3311
Avail. Summer '82

Bedlam

You're "in" and you want to get out—but the whole place is crazy! Can you trust Napoleon? Or the guy who calls himself X-Ray? What about the one who looks like a doctor, but is restrained like a patient? And it keeps on being crazy because the way out changes every time through. It's Bedlam!

26-3312
Avail. Summer '82

Bingo Math

Makes math fun! Kids improve their arithmetic skills while competing against each other, their own previous scores or, in Speed Math, against the clock. Number Hunt helps pre-schoolers learn numbers. Bingo Math and Speed Math have graded difficulty levels so kids can take on older kids and parents.

26-3150
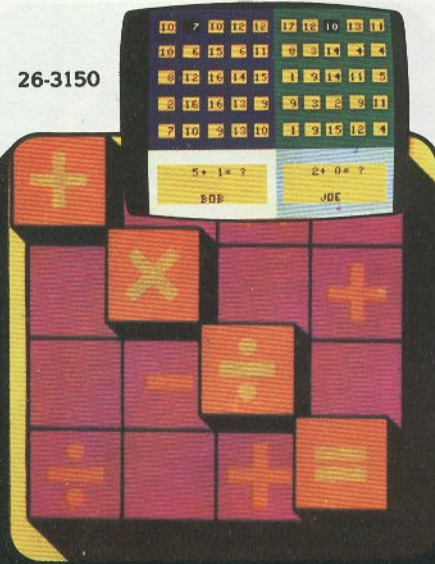
Music

Ever wonder how Bach—or the Beatles—did it? Get our Music program and try your wings as a composer. You don't even have to be a musician. Just follow the easy instructions and soon you'll be writing melody, harmony, counterpoint. Save your favorites with cassette recorder—maybe they'll be a hit!

26-3151

Typing Tutor

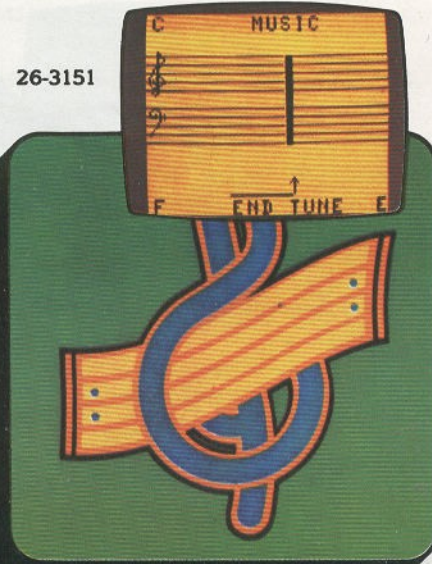Build your touch typing speed and accuracy. Start with the alphabet and work up to numbers and symbols—at your own rate. Program monitors your progress, reports on speed and errors, and designs further exercises to correct problems. Great for beginners and for review by experienced typists.
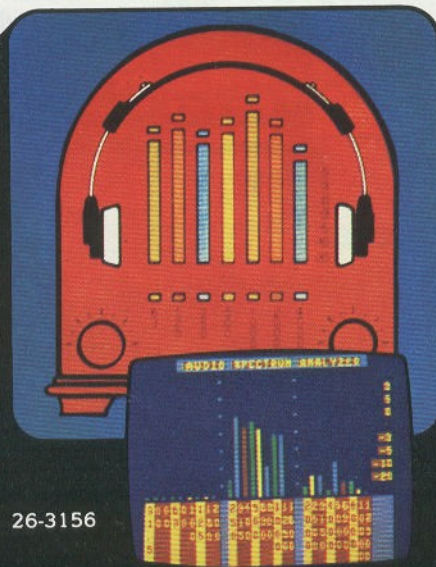
26-3152

Audio Spectrum Analyzer

Test your audio equipment—color bar graphs show power distribution over nine octaves in $1/3$ octave segments from 31.5 to 12,500 Hz. Or just enjoy a kaleidoscope of dancing patterns. Cassette cable, mini-amplifier, microphone needed for some features.

26-3156

Personal Finance

Want to know where your money is going, as compared to where you want it to go? You can make a complete budget breakdown with check register and balancing program. Set up to 26 budget categories, review expenditures on a year-to-date or category basis. Learn where to correct bad financial habits!

26-3101
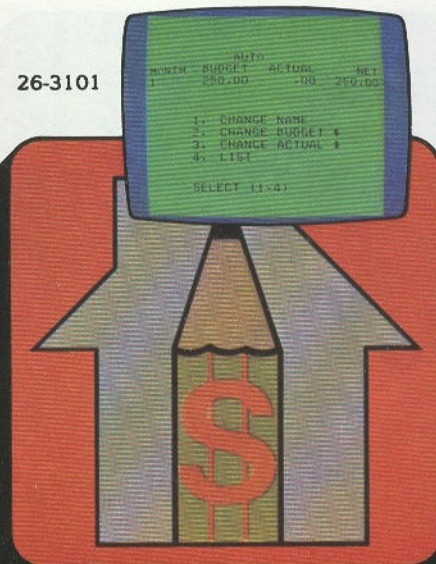
Investment Analysis

A tremendous help to both the novice and experienced investor in analyzing personal investments. Great for comparing various financial offerings. Easily figures interest, loan amortization, retirement needs, and stock and bond yields. Save on cassette tape to review or update records.

26-3102
Avail. Fall '82

23
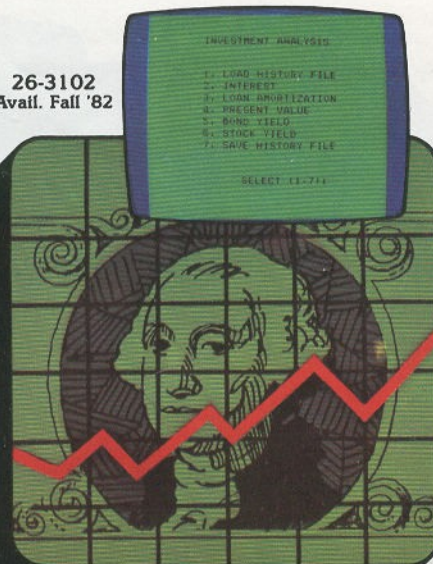
Color File

Say goodbye to cluttered drawers stuffed with addresses, warranties and personal records! Color File lets you quickly and easily store, retrieve and use information. Alphabetize, examine, print or change your info, then save it on tape with a cassette recorder. Seven ready-to-use files, or create your own!
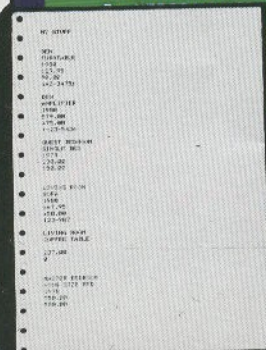
Handyman

Embarking on do-it-yourself home improvements? Lawn projects? Just feed in the measurements and Handyman will tell you how much lumber, paint, insulation, fertilizer, sand, gravel, etc. you'll need. Helps you compare prices, too.

26-3103
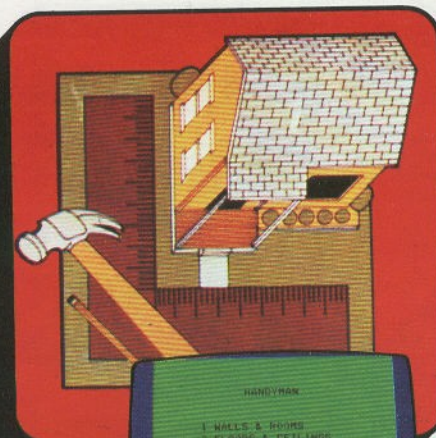
26-3154

Spectaculator—time-saving planning tool

Do your planning, forecasting and problem-solving with this "electronic worksheet." Just enter numbers and formulas, and Spectaculator calculates and displays the results automatically! Enter new figures and it updates every related number. Features up to 99 rows and columns. You can add headings and labels, and "erase" your worksheet while leaving the format and formulas intact. Print your worksheet or save it on cassette tape.

	1	2	3	4
1	125.95	125.95	125.95	377.85
2	15.80	15.80	15.80	48.20
3	1.99	1.80		
4	15.99			
5	111.99			
6	123.56		141.75	426.05
7				
8				
9				
10				
11				
12				
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26-3104

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                BUDGET FOR MARCH 1982
BUDGET              BUDGETED    ACTUAL      NET
CATEGORIES          AMOUNT      AMOUNT      AMOUNT

AUTO                175.00      175.00      0.00
CAR CARE            35.00       110.00      -75.00
FOOD                150.00      125.00      25.00
GAS                 60.00       75.00       -15.00
INSURANCE           15.00       15.00       0.00
RECREATION          75.00       190.00      +115.00
RENT                225.00      225.00      0.00

TOTAL               735.00      915.00      -180.00
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Color SCRIPSIT™ — low-cost word processing

Color SCRIPSIT word processing puts an end to erasing, strikeovers and messy correcting fluids! Type-in and edit your letters, themes and reports right on the TV screen, then print them "correction-free"! It's easy to insert, delete, move and duplicate words, sentences, even whole paragraphs. Includes advanced features, like text search and replace, too. Outputs upper and lower case to printer. Requires cassette recorder (for text storage) and printer.
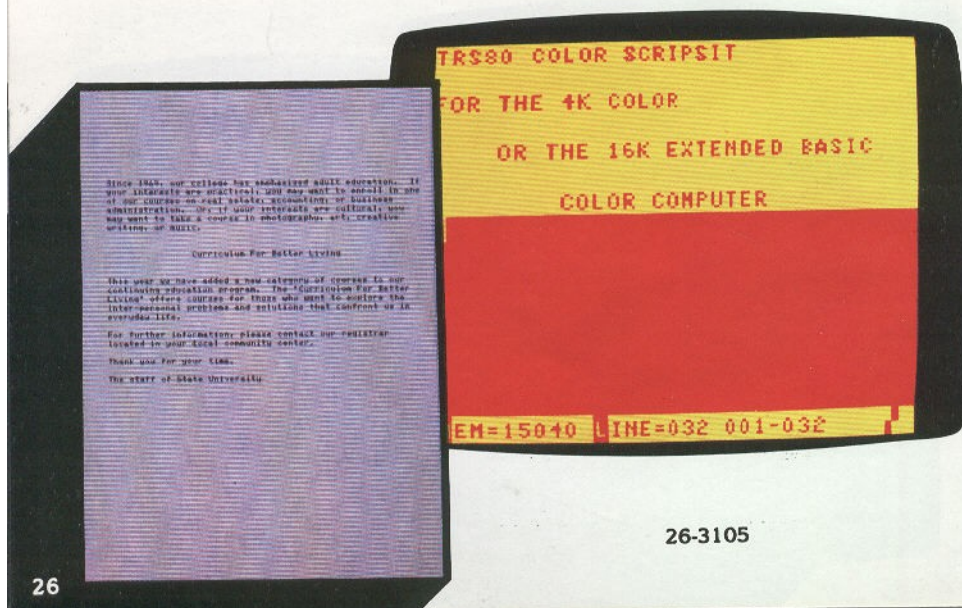
26-3105

TRS-80 VIDEOTEX—keeps you up to date

TRS-80 VIDEOTEX is like having a newspaper delivered right inside your Color Computer! You get access to news services like CompuServe® and Dow Jones News/Retrieval®. They bring you up-to-the-minute news day or night, major daily papers, current stock market information, reference material, "electronic mail," games, even workspace for programmers—all for a low hourly charge. Includes one free hour on both services! Requires modem.

26-2222

Direct-Connect Modem I
(shown at right)
#26-1172,
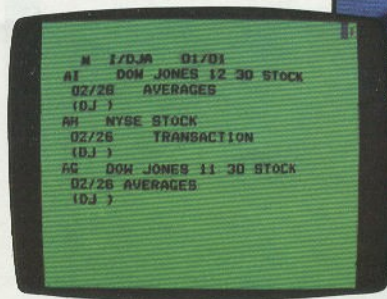
Card Games

Take a hit or stand? Computer plays the house hand expertly—can you beat it? Besides Black Jack, you can play Solitaire and Solo Poker. Small fry will go for Last Pirate—trying to keep from ending up with the last card, Go Fish—the kiddy classic of strategy, or an all-out, salvo-trading game of War.

26-3320

Diagnostic ROM

Make sure your Color Computer is in tip-top shape with this diagnostic program. You can test BASIC and Expansion ROM, RAM, video, RS-232, cassette and printer ports, sound and keyboard. Just for fun, the joystick test lets you "paint" the screen with dual cursors in four colors. Optional equipment may be required.
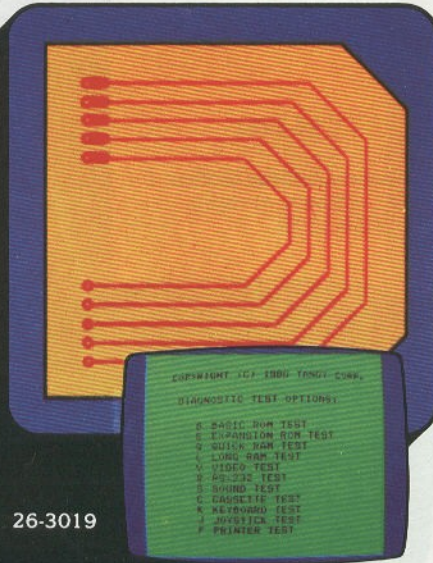
26-3019

Editor/Assembler with ZBug

If you want to by-pass BASIC and move directly to the speed and efficiency of machine language programming, then this program is for you. With it you can develop your own 6809 software for storing on audio cassette. Features include trial assembly and execution of your program in-memory before final assembly to tape, an editor that enables you to change your program and re-assemble, and ZBug for quick and easy debugging—all in one Program Pak.

26-3250
Avail. Summer '82

EDTASM+

MACHINE
LANGUAGE

EDITOR ASSEMBLER
WITH ZBUG

"Reading is Fun" Series

Radio Shack's "Reading is Fun" packages are an entertaining way to learn at home. Your child learns through reading, listening, and drill. Package includes an illustrated reader, a read-along audio cassette tape, and a computer tape which presents spelling and vocabulary exercises based on words in the story.

Dracula

The classic tale of the horrible vampire Count Dracula, his evil deeds and his final destruction by Dr. Van Helsing.
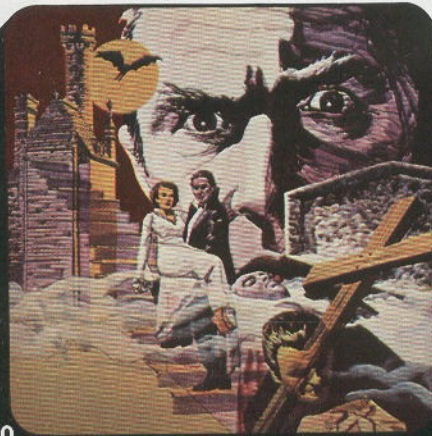
26-2550

The Hound of the Baskervilles

Master sleuth Sherlock Holmes expertly unravels the mystery surrounding the Baskerville family.

26-2551

"Reading is Fun" Series

Exercises are selected randomly by the computer from numerous exercises stored in the computer programs. This allows your child to repeat lessons again and again without seeing the same exercises in the same sequence. A great "home tutor" for children reading at grade levels 4-6.

Moby Dick

The timeless story of the ship Pequod's voyage and the mad Captain Ahab's fateful hunt for the great white whale, Moby Dick.

26-2552

20,000 Leagues Under The Sea

A fantastic under-sea journey around the world with Nemo, captain of the giant Nautilus submarine.

26-2553

31
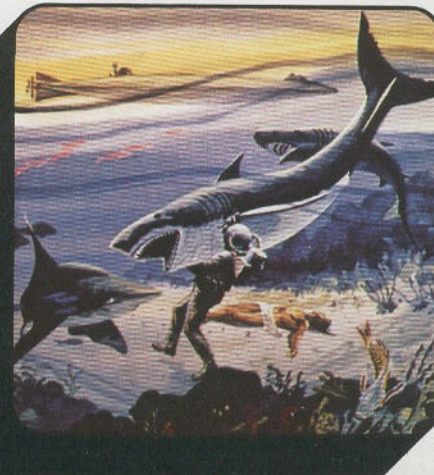
Color Computer Learning Lab

The best, most complete hands-on programming course we've ever seen. You'll learn Standard Color BASIC on your computer. Initial lessons have a "monitor" that watches your entries and indicates any mistakes. Each program teaches you something new and provides a game to apply what you've learned. There are 22 programs discussed in 30 lessons. Includes 200-page manual and eight cassette tapes. Cassette recorder required.
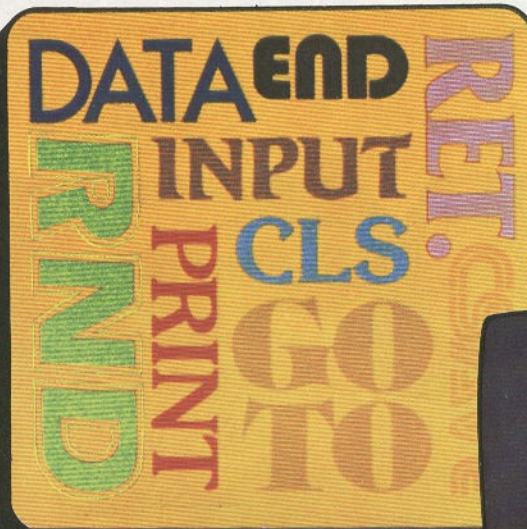
26-3153
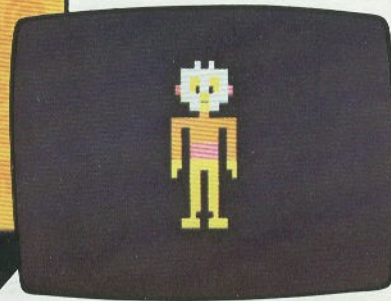
Expand for Added Versatility

Expand your TRS-80 Color Computer with high-resolution graphics and more memory for advanced applications!

16K RAM Upgrade Kit. Converts a 4K Color Computer to 16K. 26-3015, $99.

32K RAM Kit. Converts a 4K or 16K Color Computer to 32K. 26-3017, $149.

Extended Color BASIC ROM Kit. Upgrades a 16K or 32K Color Computer to 256 × 192 graphics. Create advanced graphics with just a few one-line commands! 26-3018, $99.

Joystick Controllers

26-3008

Joysticks give faster, more realistic action to many games! Use joystick instructions in your own programs, too! On-screen objects can be made to simulate 360° movement. Each has a "single-shot" button. Easy hookup.

Add Disk Storage to Your Color Computer

Now you can have increased capacity to store and quickly access complete programs and large amounts of data with your TRS-80 Color Computer. Just add a Color Disk Drive and you'll have a full 156,672 characters of storage. You can add up to three more drives for a total system capacity of over 626,000 characters. Installation is easy. You simply plug the Color Disk Drive cable with the attached Program Pak into the computer's cartridge port and you're all set. The Color Disk Operating System is completely contained in the Program Pak, so the full 156K-byte disk capacity is available for on-line data storage. If you're familiar with writing programs in Extended Color BASIC on your TRS-80 Color Computer, you won't even have to learn a special operating system language. Your first drive includes one 5¼" double-density, 35-track floppy disk drive, direct-connecting cable for up to two drives, plus Program Pak cartridge containing Color Disk BASIC, one blank 5¼" diskette, reference manual and operator's instructions. To use disk drives, your TRS-80 Color Computer must have at least 16K memory and Extended Color BASIC.

34 U. L. listed.

1st Drive

2nd, 3rd, 4th Drives

Each

26-3022

26-3023

Color SCRIPSIT—Disk Edition

A more powerful version of our Color SCRIPSIT word processing program (see page 26). Now get upper and lower case characters displayed on the screen as you're typing. You can even print one document while working on another. Print elongated characters with the TRS-80 Line Printer VII or VIII. Line Printer VIII also prints underlined characters. Quickly store and retrieve your text on disk for later use. Load text from cassette tape, too. Easy to use.

26-3255
Avail. Fall '82

The Excitement Never Ends with TRS-80!

Coming Soon—Filing System on Disk! No more hectic searching for needed info! It's a breeze to keep up with addresses, home inventories, warranties, investments and more because it's all on one convenient disk! This new disk filing system will let you store and retrieve information quickly and efficiently. You can alphabetize, select, examine, print, change and save data at will! Use the standard files already set up or create your own.

Coming Soon—Editor/Assembler on Disk! Program in machine language for more efficient memory use, faster execution, and when developing real-time games. You enter the source code, consisting of abbreviations and symbols. Then it's converted into an object code—which the computer understands— and is assembled directly into memory. This eliminates the constant loading and relocating of programs, and makes more of your computer's RAM space available to your program. A "debug" utility lets you test programs quickly.

Complete Your System With a Printer

Get high-density black and white printouts of Color Computer graphics with the Line Printer VII. Also prints 80 upper and lower case dot-matrix characters on an 8″ line. Uses standard 9½″ fanfold paper. (Requires cable, 26-3020 26-1167

Use This Handy Checklist and Add to Your

Programs—Check those you have	Page	Type	4K	16K	32K	Joysticks	Cassette	Printer
☐ Art Gallery	16	Program Pak	*	x	x	optional	optional	
☐ Audio Spectrum Analyzer	22	Program Pak	x	x	x			
☐ Backgammon	18	Program Pak	x	x	x	optional		
☐ Bedlam	20	Tape	.	x	x		required	
☐ Bingo Math	21	Program Pak	x	x	x	required		
☐ Bridge Tutor	19	Program Pak	x	x	x	optional		
☐ Card Games	28	Tape		xx	xx	optional	required	
☐ Checkers	17	Program Pak	x	x	x	optional		
☐ Chess	17	Program Pak	x	x	x	optional		
☐ Clowns & Balloons	5	Program Pak	x	x	x	required		
☐ Color Cubes	15	Program Pak	x	x	x		optional	
☐ Color File	24	Program Pak	x	x	x		optional	optional
☐ Color SCRIPSIT	26	Program Pak	x	x	x		optional	optional
☐ Computer Learning Lab	32	Tape	x	x	x	optional	required	optional
☐ Crosswords	19	Program Pak	x	x	x	optional		
☐ Diagnostic ROM	28	Program Pak	x	x	x	optional	optional	optional
☐ Dino Wars	13	Program Pak	**	x	x	required		
☐ Dracula	31	Tape	x	x	x		required	
☐ Editor/Assembler with Zbug	29	Program Pak		x	x		optional	optional
☐ Football	12	Program Pak	x	x	x	required		
☐ Galactic Attack	8	Program Pak	x	x	x	required		
☐ Handyman	24	Program Pak	x	x	x			
☐ Hound of the Baskervilles	31	Tape	x	x	x		required	
☐ Investment Analysis	23	Program Pak	x	x	x		optional	optional

* 4K for limited features, 16K or 32K for all features.
** 16K or 32K recommended for best animation.
xx Extended BASIC required.
Optional equipment may be required to utilize all program features.

Library of Color Computer Software

Programs—Check those you have	Page	Type	4K	16K	32K	Joysticks	Cassette	Printer
☐ Microbes	7	Program Pak		x	x	optional		
☐ Micro Painter	15	Program Pak		x	x	optional	optional	
☐ Moby Dick	30	Tape	x	x	x		required	
☐ Music	21	Program Pak	x	x	x		optional	
☐ Personal Finance	23	Program Pak	x	x	x		optional	
☐ Pinball	12	Program Pak	x	x	x	required		
☐ Polaris	4	Program Pak	x	x	x	required		
☐ Popcorn	11	Program Pak	x	x	x	required		
☐ Project Nebula	3	Program Pak	x	x	x	required		
☐ Pyramid	20	Tape		x	x		required	
☐ Quasar Commander	13	Program Pak	**	x	x	required		
☐ Raaku-Tu	20	Tape		x	x		required	
☐ Roman Checkers	18	Program Pak		x	x	optional	optional	
☐ Shooting Gallery	9	Program Pak		x	x	required		
☐ Skiing	14	Program Pak	**	x	x	required		
☐ Space Assault	6	Program Pak	x	x	x	required		
☐ Spectaculator	25	Program Pak	x	x	x		optional	optional
☐ Super Bustout	10	Program Pak	x	x	x	required		
☐ 20,000 Leagues Under the Sea	30	Tape	x	x	x		required	
☐ Typing Tutor	22	Program Pak	x	x	x			
☐ TRS-80 VIDEOTEX	27	Program Pak	x	x	x			
☐ Wildcatting	14	Program Pak		x	x	optional		