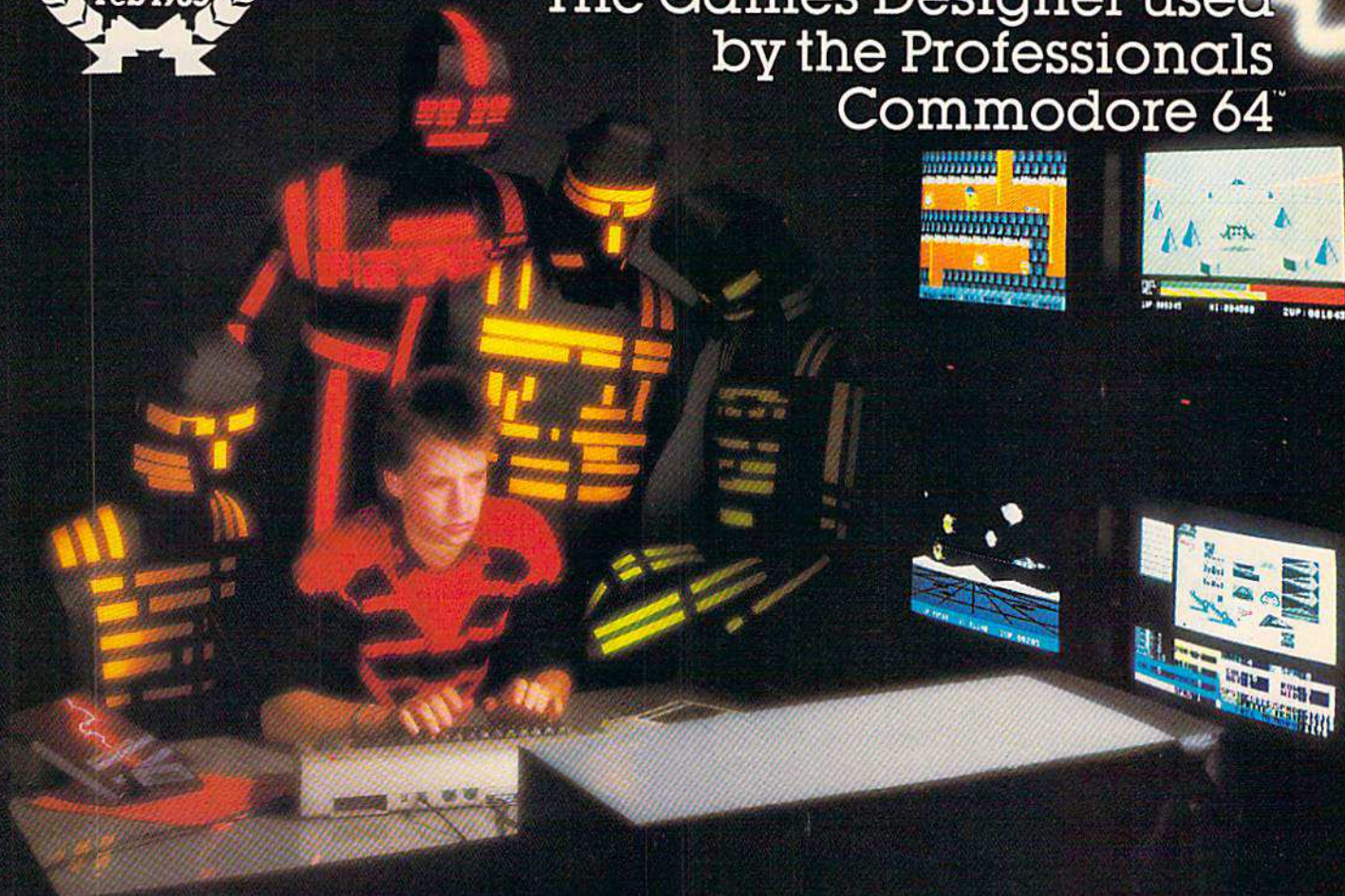




# White Lightning

## The Games Designer used by the Professionals Commodore 64™



Now, without any knowledge of machine code, you can write fast, smooth, professional, totally original games and market them without paying royalties.

Even if you have already mastered machine code, we believe that the time and problems saved by writing in White Lightning's **FORTH**-based high level language could revolutionize commercial games writing for years to come.

**IDEAL IDEAL** is an Interrupt Driven Extensible Animation sub-Language. Once you have mastered IDEAL's easy to learn set of over 100 commands and just a little **FORTH**, you will be ready to produce arcade-quality games even if you don't know machine code. Up to 255 software sprites, each with its own user-defined dimensions, can be moved around the screen (or memory), scrolled, spun, reflected, enlarged or inverted with amazing speed and smoothness. Operations are possible between screen windows, sprites and

sprite windows. Software sprites can even stretch across several screens, so those difficult scrolling landscapes that form the basis of so many games are easy to achieve. White Lightning also adds **PLOT**, **DRAW**, **POLY** and **CIRCLE** as well as fully supporting the Commodore's own excellent hardware sprites and sound facilities. The **IDEAL** routines operate in hi-res or 4-color modes.

**MULTI-TASKING** Because White Lightning uses Interrupts, you can effectively run two programs at once. This means, of course, that games like *Space Invaders* and *Defender* can be written without complex timing calculations. So while one program smoothly scrolls the landscape, the second animates the other characters. This is undoubtedly one of White Lightning's most powerful features.

**MARKETING AND PORTABILITY** Although White Lightning uses an integer **FORTH** as its host language, programs can be written in a combination of Commodore **BASIC**, **FORTH**,

**IDEAL** and machine language. The final program will run independently of White Lightning and absolutely no marketing restrictions are imposed.

**BASIC LIGHTNING** In addition to the White Lightning program itself, the package also includes an extended **BASIC**. This **BASIC** adds more than 200 reserved words including all the **IDEAL** commands, procedures and a full set of structured programming commands. Up to five tasks can be run simultaneously. **BASIC Lightning** is also available separately.

**SPRITE DESIGN** White Lightning comes complete with a separate sprite designing program. Two libraries of sprites are included and up to 255 sprites can be designed with loading and saving facilities between sessions.

The package comes complete with two 100-page manuals and a free demonstration program is included to show off the potential of the system.

If your local dealer doesn't stock White Lightning, just send off this order form for our rapid despatch service. All checks in \$US please.

Please send me \_\_\_\_\_ White Lightning System Packs at \$49.95 each.  
\_\_\_\_\_ Basic Lightning System Packs at \$39.95 each.

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