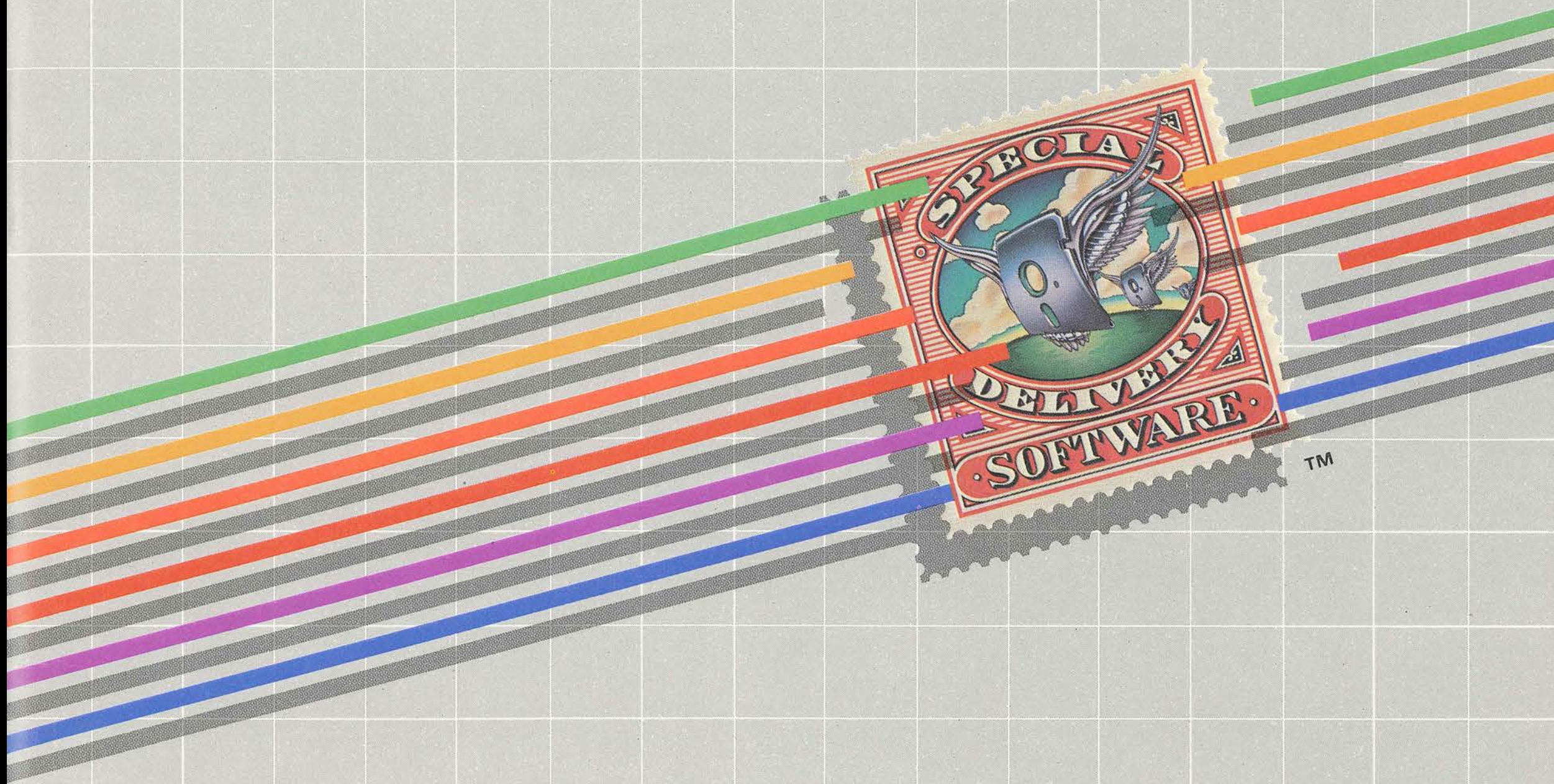


PAUL HAGSTROM, KANSASFEST 2022

# SPECIAL DELIVERY SOFTWARE



A P P L E





# YOU CAN... UH... KEEP RECIPES ON IT.

- It's 1980. Most of the software we know for the Apple II today has not yet been written. A bunch of people like VisiCalc, but not everyone.
- Apple developed and published some of its own software.
- Some proportion of it was under the name *Apple Software Bank*, though I am not sure what the boundaries of that were.
- But, Apple clearly wanted to expand its offerings, which it decided could be accomplished by soliciting programs from the community.



# apple at a glance

## PERSONAL COMPUTER SYSTEMS

**APPLE II** Apple II's are typewriter-sized tools that can make working more productive, learning more exciting, and leisure time more creative. Their built-in BASIC language (Applesoft Floating-Point BASIC in the Apple II Plus, Integer BASIC in the Apple II), makes it easy to create programs that do things for you. Color and sound capabilities keep your interest (and the kids', too); and 48K bytes internal memory capacity means your Apple can handle sophisticated business and scientific tasks. Eight accessory slots let the system grow with your needs.

## APPLE II SOFTWARE BANK

Apple and more than 170 other companies offer programs for use with your system. Whether you're looking for help with accounts receivable records or a new type of entertainment, you'll find it in the Apple Software Bank. And just as important—you'll find the documentation you need to get started quickly, even if you've never used a computer before!

**THE CONTROLLER**  
Small Business Management and Accounting The Controller helps a business manager handle his General Ledger, Accounts Receivable, and Accounts Payable computer software. Designed for non-technical people, it easily maintains the ledger, and customer and vendor accounts of many small businesses. The Controller helps control cash flow, reduces paperwork, eliminates "catch-up" accounting, and provides concise summary reports that allow managers to make better decisions. The Controller is packaged in an attractive 3-ring binder with a manual and diskettes. It requires 48K RAM, dual disk drives, Applesoft BASIC language, and Printer IIA.

**THE CASHIER**  
A New Concept In Store Management The Cashier simplifies a retailer's job by monitoring inventory levels and creating sales documents. It processes backorders, down payments, and refunds, and can manage an inventory of more than 800 stock numbers. Transaction and customer account information is automatically used to generate sales receipts, billing records, mailing lists, and accounting summaries. The result is better control of inventory, resulting in reduced shrinkage. The system is packaged in a binder with a manual and diskettes. It requires 48K RAM, dual disk drives, Applesoft BASIC language, and Printer IIA.

**APPLE WRITER**  
Text Editing Made Simple Apple Writer helps you create and edit memos, letters, even a novel. You can enter text, save and insert segments from a diskette, and search the document to replace letters, words, or phrases automatically. An optional printer puts your thoughts on paper, letter-perfect every time. Apple Writer is packaged with a manual and program diskette. It requires 48K RAM and one disk drive. For printing documents, a printer and interface are necessary.

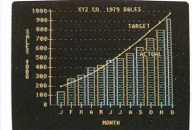
## APPLE AT A GLANCE



## APPLE PLOT

"Charting" the Way

Apple Plot helps you turn any information (from sales and stock activities to caloric intake and miles per gallon), into dramatic, comprehensive bar, line or scatter charts. The program allows you to update and change information as needed, and to label the charts exactly as you wish. Add a printer, and you can put your graphs on paper for presentations or later analysis. Apple Plot is packaged with a manual and program diskette. It requires 48K RAM, Applesoft BASIC language, and one disk drive. For printing charts, a printer and interface are required.



## APPLE POST

Mailing List Maintenance the Apple Way

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## DOW JONES SERIES: PORTFOLIO EVALUATOR

The Stockmarket at Your Fingertips

Get the most from your stock investments. Use Portfolio Evaluator to maintain up to 50 stock portfolios per diskette, analyzing each for short and long term gains and losses, and current values. The Portfolio Evaluator is packaged including a manual, program diskette, and Dow Jones News Retrieval Directory. It requires 32K RAM, Applesoft BASIC language, and one disk drive. For printing portfolios, a printer and interface are required.



## SHELL GAMES

An Entertaining Approach to Learning

The Shell Games is a library of teaching aides for the home or classroom. Starting with an introductory color cartoon called "The Animated Apple", selection expands to include matching, multiple choice, and true/false quizzes on a variety of subjects. The Shell Games also contains an editor, so you can create your own quiz problems to place in each "shell." (You don't have to be a programmer.) In a few short minutes, you can enter a complete set of questions into any one of the three quiz programs; revisions can be made just as quickly. The Shell Games is packaged with a manual and program diskette. It requires 48K RAM, the Integer BASIC language, and one disk drive.

## APPLE II LANGUAGE LIBRARY

### APPLE PILOT

The Teacher's Aide (available early third quarter 1980)

Apple PILOT is a powerful system for the courseware author. Without becoming a programming expert, you'll quickly become proficient in developing courseware for your particular classroom needs. And your student users will learn more, too, because Apple PILOT lets you offer much more than simple language capabilities. Color graphics, sound effects, and a character set editor encourage you to build around words, pictures, and sounds. Apple PILOT is packaged with a manual and program diskettes. It requires 48K RAM, DOS 3.3 or the Apple Language System, and one or two disk drives. For printing lessons, a printer and interface are required.

## APPLE AT A GLANCE

### APPLE PASCAL

The Powerful, Flexible Language

Apple Pascal, is one of the most sophisticated, structured programming languages available on a small computer. Its advanced capabilities boost program performance and cut software development time for large business, scientific, and educational applications. Apple Pascal is packaged with the Apple Language System. It requires 48K RAM (giving the Apple system 64K after Language Card installation), and one disk drive (up to six drives are supported).

### APPLE FORTRAN

For the FORTRAN Programmer (available early third quarter 1980)

FORTRAN is a powerful programming language for mathematics, engineering, and scientific applications. Apple FORTRAN is the ANSI Standard Subset of the recently-defined FORTRAN 77, with many enhanced features and capabilities. The package is supplied and documented for those who are already familiar with the FORTRAN language, so that they may develop, modify, and use FORTRAN programs on an Apple II. Apple FORTRAN is packaged with a manual and program diskettes. Apple FORTRAN requires 48K RAM, the Apple Language System (which increases RAM to 64K), and one disk drive (although two drives are recommended).

### APPLESOFT AND INTEGER BASIC

How to Program an Apple Without Really Trying

When you purchase an Apple II, you buy more than hardware—you receive a built-in programming system as well. This "firmware" makes it easy to create interesting and useful software, even if you've never programmed before. In the Apple II computer, the resident firmware is Integer BASIC; in the Apple II Plus, it is Applesoft Extended Floating-Point BASIC. Both are versions of the very popular BASIC programming language.

## OPERATING SYSTEM

### DOS 3.3

The Apple Disk II "Housekeeper" (available third quarter 1980)

DOS 3.3 helps you take advantage of your Disk II Floppy Disk Subsystem by keeping track of files, saving and retrieving information, and performing a variety of other "housekeeping" chores. If you are using a previous version of DOS (e.g., DOS 3.2.1), you'll need the DOS Update Kit (available third quarter 1980), which boosts the capacity of older disks to 143K bytes to accommodate the new software. DOS 3.3 will be packaged with all Disk IIs with controller card and includes a manual and appropriate diskettes. (Your system must have at least 32K RAM to support a Disk II drive and DOS 3.3.)

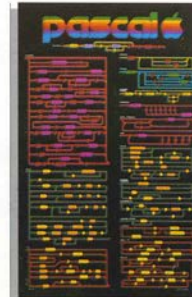
## PERSONAL AND ENTERTAINMENT SOFTWARE

### CHECKBOOK

Maintains check records, including the date, amount, recipient, and classification code for each check. It allows records to be saved, sorted, searched, and displayed. Trial balances can be run and the account can be reconciled against a bank statement. Requires 16K RAM and Integer BASIC; available in cassette tape only.

### MICROCHESS

Try your skill at this ancient game of strategy. Plays at eight levels of skill, so you're always evenly matched. Requires 16K RAM and Integer BASIC for tape; 32K RAM and Integer BASIC for diskette.



## APPLE AT A GLANCE

## STELLAR INVADERS

You're being attacked by alien invaders! All that stands between you and them is your "tank." While the aliens are dropping bombs, you must fire at their ranks and destroy them before they destroy you. Requires 48K RAM, either Applesoft or Integer BASIC, and one disk drive.

## APPLE BOWL

Enjoy this realistic simulation of a bowling alley. You control the ball; Apple keeps the score. Requires 16K RAM and Integer BASIC for cassette tape; 32K RAM and Integer BASIC for diskette.

## ACCESSORIES

### DISK II FLOPPY DISK SUBSYSTEM

Dynamic and Versatile Data Storage

Disk II expands the capability of your Apple II through the use of flexible, or "floppy," disks for data storage. Extended data storage capacity, fast data retrieval speed, and random access to stored data—all of these, and more, are available through the Disk II Subsystem. Disk II comes with or without controller card. It is packaged with the current version of DOS (Disk Operating System) and a complete manual. A minimum of 32K RAM is required to support Disk II.



### SILENTYPE™ THERMAL PRINTER

The Silentype is a quiet, versatile, and compact thermal graphics printer. It offers increased flexibility over other printers in its class because it receives both its power and intelligence from your Apple computer. With a few simple keystrokes, you can change margins and line spacing, specify printing intensity, even print finely detailed charts and graphs. It's the right choice for clear, readable, draft-quality hardcopy. The Silentype is packaged with its own interface card, a roll of heat-sensitive paper, and manual. A minimum of 16K RAM is required to support the Silentype.

### INTERFACE CARDS

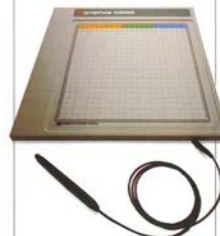
Intelligent Interfaces to Expand Your Apple System

Apple provides four intelligent interface cards to expand your Apple system. The Serial Card allows an Apple computer to exchange data with computers, printers, and other devices in serial format (one bit at a time). It is intended for use (in place of the Communications Interface Card) in applications that use data rates other than 110 or 300 baud, and that involve serial printers that don't require "handshake." The Communications Card allows you to connect an Apple to modems, CRT terminals, and other devices employing a serial RS-232C interface. The card's built-in intelligence lets you control these devices easily, in BASIC. The Parallel Card lets you generate reports, listings, labels, and letters with your Apple, using a variety of parallel-interfaced printers. The Centronics Card, a special version of the Parallel Interface Card, is available for use specifically with the Centronics 779 printer.

### GRAPHICS TABLET

Creative Electronics for the 80s

The Graphics Tablet is an image input device that allows you to enter pictorial information directly (by sketching or tracing). Powerful software provides a comprehensive set of menu-selectable functions. The Graphics Tablet is packaged with its own interface card, connecting cable and stylus, control firmware in ROM, and software programs on diskette. It requires 48K RAM, Applesoft BASIC, and one disk drive.





# APPLE SOFTWARE BANK



## PERSONAL COM

### APPLE II



needs.

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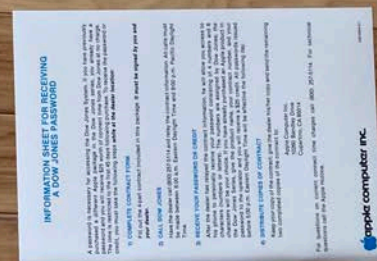
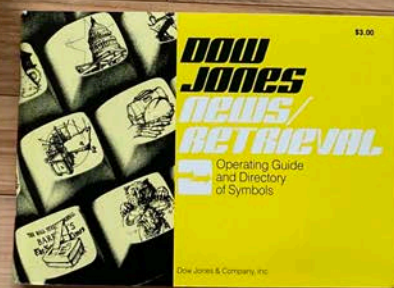
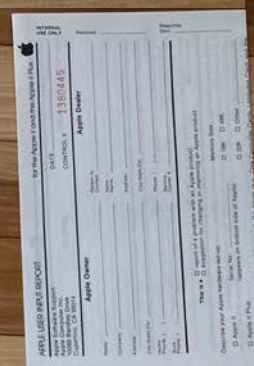
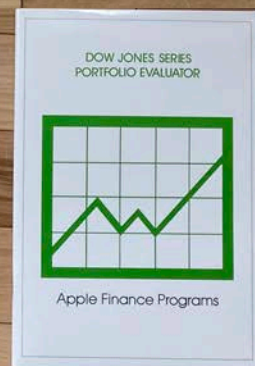
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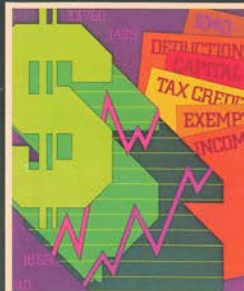
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# Apple® New Products



**MAKE EVEN MORE BRILLIANT DEDUCTIONS**  
Reap the benefits of sound tax planning! Apple's Tax Planner program lets you construct various income scenarios and compare the Federal income tax impact of each. When selling property, for example, will your tax liability be higher this year than next? Tax Planner performs computations for you instantly, revealing the importance of different income-affecting decisions. You can print your tax plan, too. **Tax Planner, A2D0040, \$120.00.**



**TEXT EDITING MADE QUICK AND CLEAN...**  
Tired of the mess and delay of correcting typos? Still retyping entire pages of text just to move sentences and paragraphs around? Replace your typewriter with Apple Writer! A powerful text editing system, Apple Writer lets you write, revise, edit, and print documents quickly and neatly. Among its many features are "Search and Replace"—which automatically locates and corrects errors throughout a document—and "Move Blocks," which allows you to quickly reposition blocks of text within a document. Requires Disk II (13-sector) PROMs, or (16-sector) PROMs with the BASICS diskette. **Apple Writer, A2D0026, \$75.00.**

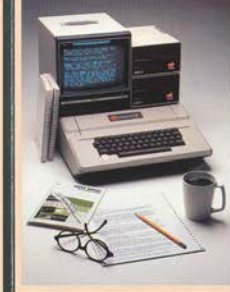


**MAKE YOUR MARK PROFESSIONALLY**  
Improve the quality and impact of your business communications with the Qume Sprint 5™ Daisy Wheel Printer. You can produce all kinds of documents with it, from form letters printed on letterhead to financial statements with 198 characters per line. With the optional bidirectional Forms Tractor (Apple Product Number: A2M0047) you can use the Sprint 5 to print continuous forms—invoices, mailing labels, and payroll checks, to name a few. The printer's fully-formed, highly-readable characters give reports and correspondence a professional look that's difficult to achieve with most typewriters. For Apple II or II Plus systems, requires a High Speed Serial Interface Card (Apple Product Number: A2D0005). Package includes printer, pressure feed platen, paper guide, cover for power supply, interface cable and connector, "Prestige Elite" printwheel, fabric ribbon cartridge, operating documentation, and warranty. **Qume Sprint 5 Printer, A2M0045, \$2995.00.**

**PLOT YOUR WAY TO THE TOP**  
With Apple Plot you can display and interpret any numerical information—sales figures, budgets, forecasts—on accurate bar, line, and scatter charts. On the same axes, plot and compare two different data graphs, each with up to 100 points. Choose from six graph formats. Enter data points, and Apple Plot will produce your charts automatically, saving hours of work. Print them out to accompany your reports as well. Requires Applesoft BASIC and Disk II (13-sector) PROMs, or (16-sector) PROMs with the BASICS diskette. **Apple Plot, A2D0023, \$70.00.**



**WHY SHELL OUT FOR THE UNEXPECTED?**  
Protect your Apple II or II Plus for peanuts. For \$16.25 a month—the lowest-cost protection in the industry—the Apple Extended Warranty Package provides service for all your Apple-produced hardware, and corrective updates to all Apple system software, for one full year. (That's in addition to any previous warranty you currently have in force!) This limited warranty also covers any Apple products you might acquire during the period. More than 800 Apple Authorized Service Centers nationwide are guaranteed to honor it—added insurance should you move. Package includes folder, warranty and service program booklet, warranty agreement, and validation labels. **Apple Extended Warranty Package, A2G0003, \$195.00.**



**MORE ROOM TO BOOT WITH DOS 3.3**  
Expand your Apple with DOS 3.3, the new Disk Operating System for the Apple II/II Plus, which increases your storage capacity by more than 20 percent. DOS saves and retrieves information automatically, maximizing available storage through efficient allocation of diskette space. Apple Disk II's with 16-sector interfaces come with DOS 3.3 (Apple Product Number: A2M0044). If you're using a previous version of DOS, the DOS 3.3 Kit will simplify upgrading. Requires 32K RAM; comes with two 16-sector PROMs. **DOS 3.3, A2D0022, \$60.00.**



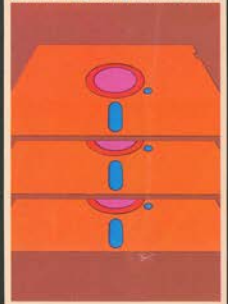
**A SILENT PARTNER FOR YOUR APPLE II/II PLUS**  
Quiet, versatile, and compact, the Apple Silentype prints at a price you can afford. Because it gets its power and intelligence from your Apple, the Silentype offers increased flexibility over other printers, at a fraction of the cost. Using just a few simple keystrokes, you can change margins and line spacing, specify printing intensity, or print finely detailed charts and graphs—all without doing any programming. To use Silentype, you just need any Apple II or II Plus system. Package includes printer, Silentype Interface Card, one roll of heat-sensitive paper, operation and reference manual, and warranty card. **Apple Silentype Printer, A2M0036, \$595.00.**



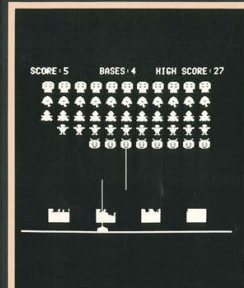
**BRING SMALL BUSINESS MANAGEMENT UNDER CONTROL**  
The Controller is a comprehensive accounting system that lets you do sophisticated book-keeping simply and automatically. The system maintains general ledger, accounts receivable, and accounts payable. This new, 1.1 Revision of The Controller utilizes Apple's newest disk operating system, providing even faster access to data, as well as error-free computation and centralized record-keeping. It also lets you print out business reports on the Qume Sprint 5™ letter-quality printer. Package includes diskettes and binder, instruction manual, business forms kit sample, and order form. **The Controller (Rev. 1.1), A2D0012, \$625.00.**



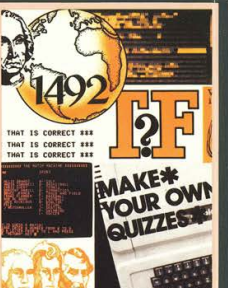
**APPLE-ENHANCED FORTRAN**  
Programmers, engineers, scientists: Apple FORTRAN now lets you use your Apple system to develop new FORTRAN programs and modify existing ones. Apple FORTRAN is the ANSI 77 standard Subset. It operates in the Apple Language System, which provides a complete software development environment. Requires Apple Language Card, Apple FORTRAN, A2D0032, \$200.00.



**GET YOUR CLASSES OFF THE GROUND WITH APPLE PILOT**  
Create innovative courseware with exciting graphics and sound effects to heighten students' interest and retention. When you're ready to build your own education programs, Apple PILOT can be a tremendous help to you. Develop lessons in its "Author Mode," then store them on lesson diskettes for use by your students. Save libraries of pictures, sounds, and character sets, for use in future lessons. A second Disk II is required for the Author Mode. **Apple PILOT, A2D0028, \$150.00.**



**ZAP OR BE ZAPPED...**  
Stellar Invaders are zeroing in! To survive, you must destroy their bomber squadrons with your heavily outnumbered missile launcher. If you get hit five times, or if the enemy captures your base, the game's over. Annihilate them before they get to you! Requires Disk II (13-sector) PROMs, or (16-sector) PROMs with the BASICS diskette. **Apple Stellar Invaders, A2D0051, \$20.00.**

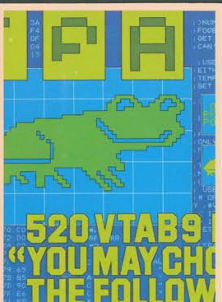


**EASIER SAID THAN DONE**  
Elementary, My Dear Apple is a challenging collection of four educational programs that help children 12 years and older sharpen their spelling, mathematical, and problem-solving skills. "Lemonade," for example, simulates the operation of a lemonade stand, testing math ability and business sense. "Darts," "Supermath," and "Don't Fail" (a program that lets you create your own quiz questions), help children understand fractions, solve basic arithmetic problems, and improve word recognition and spelling. Requires Integer and Applesoft BASICs. **Elementary, My Dear Apple, A2D0015, \$30.00.**



**NOW YOU CAN PLUG YOUR APPLE INTO WALL STREET...**  
Get the edge with the Dow Jones News & Quotes Reporter, a new software package that lets you access the latest financial news and stock quotes. Just dial the Dow Jones databank (a local call in most areas), enter your password (included with the package), and voila! At your fingertips are all the published (and unpublished) stories filed for the last three months with the Dow Jones News Service. The Wall Street Journal and Barron's. Plus stock quotations for more than 6,000 securities on the major exchanges. Requires a modem and interface. **Dow Jones News & Quotes Reporter, A2D0030, \$95.00.**

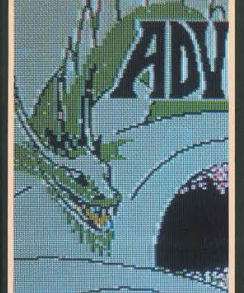
**DEEP INSIDE YOUR MICROPROCESSOR LIES THE COLOSSAL CAVE...**  
There you'll find fortunes in treasure and gold, and perhaps the road to Grand Master. Apple Adventure challenges your perseverance, intuition, and deductive powers, presenting increasingly difficult problems to solve as you move deeper into the cave. Learn to use magic words and strange tools, escape sinister opponents, and outwit the toll collector. Save games in progress, while on your way to the 350-point, Grand Master rating. Requires Applesoft BASIC and Disk II (13-sector) PROMs, or (16-sector) PROMs with the BASICS diskette. **Apple Adventure, A2D0034, \$35.00.**



**DID YOU KNOW THAT GALILEO—NOT EINSTEIN—FIRST POSTULATED THE THEORY OF RELATIVITY?**  
Or that the American Indian came to the New World 15 to 20 thousand years ago? Or that Jack Benny's real name was Joseph Kubelsky? The Shell Games present a wealth of surprising facts and information in quiz form, while providing hours of entertainment. The quizzes were designed to teach, not test, so learning takes place easily. There is no penalty for missing a question. Teachers and parents can also use the Editor program to create quizzes on special subjects. Requires Integer BASIC and Disk II (13-sector) PROMs, or (16-sector) PROMs with the BASICS diskette. **The Shell Games, A2D0014, \$30.00.**



**...AND JUGGLE UP TO 5,000 STOCKS IN PORTFOLIOS**  
Track the progress of your holdings, or test dozens of possible investment combinations with the Dow Jones Series Portfolio Evaluator. You can store, modify, and update 100 different portfolios per diskette, with as many as 50 stocks per portfolio. And you can use the included password to access current quotes on more than 6,000 securities. Requires 32K RAM, Applesoft BASIC, a modem and an interface, and Disk II (13-sector) PROMs, or (16-sector) PROMs with the BASICS diskette. **Dow Jones Series Portfolio Evaluator, A2D0007, \$50.00.**



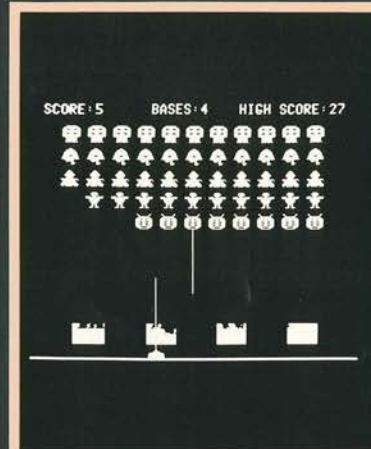
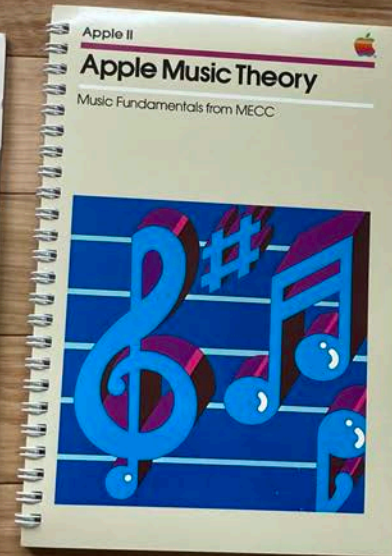
**HANDY PROGRAMMING TOOLS FOR THE HOBBYIST AND PROFESSIONAL**  
Reduce programming time with Apple's DOS Tool Kit, a collection of routines that help you develop Applesoft BASIC and 6502 Assembly Language programs. Included are an assembler and source editor for use under DOS on Apple II and II Plus systems—plus an assembly language program that Renumbers, Merges, and Deletes remarks from Applesoft BASIC programs. Two special, high-resolution graphics programs are also included—Animatrix, which helps you create and edit high-res character sets, and the Hi-Res Character Generator, which lets you display characters on the high-resolution graphics screen. Requires Applesoft BASIC, DOS Tool Kit, A2D0029, \$75.00.



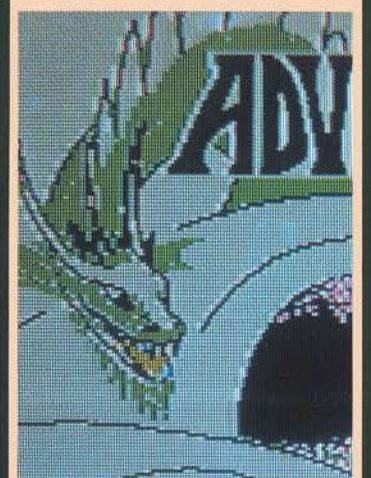
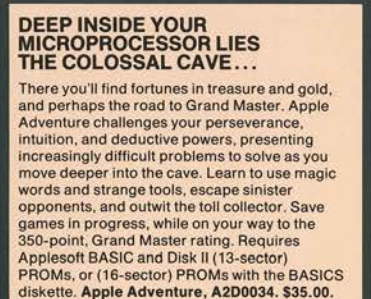
**SOUND THEORY PUT INTO PRACTICE**  
Apple Music Theory makes learning music fundamentals entertaining and interesting—whether you're starting from scratch, or simply in need of a refresher. The program displays notes on an "electronic music sheet," letting you see and hear compositions simultaneously. Its challenging drill and practice exercises let you learn—at your own pace—what otherwise might take hours of private lessons to master. Requires 32K RAM and Applesoft BASIC. **Apple Music Theory, A2D0038, \$50.00.**

Apple's extensive line of powerful business systems has been developed to meet your particular needs. See your dealer for a demonstration of these and other fine products for your Apple.





Stellar Invaders are zeroing in! To survive, you must destroy their bomber squadrons with your heavily outnumbered missile launcher. If you get hit five times, or if the enemy captures your base, the game's over. Annihilate them before they get to you! Requires Disk II (13-sector) PROMs, or (16-sector) PROMs with the BASICS diskette. **Apple Stellar Invaders, A2D0031. \$20.00.**



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Or that the American Indian came to the New World 15 to 20 thousand years ago? Or that Jack Benny's real name was Joseph Kubelsky? The Shell Games present a wealth of surprising facts and information in quiz form, while providing hours of entertainment. The quizzes were designed to teach, not test, so learning takes place easily. There is no penalty for missing a question. Teachers and parents can also use its Editor program to create quizzes on special subjects. Requires Integer BASIC and Disk II (13-sector) PROMs, or (16-sector) PROMs with the BASICS diskette. **The Shell Games. A2D0014. \$30.00.**



Elementary, My Dear Apple is a challenging collection of four educational programs that help children 12 years and older sharpen their spelling, mathematical, and problem-solving skills. "Lemonade," for example, simulates the operation of a lemonade stand, testing math ability and business sense. "Darts," "Supermath," and "Don't Fall" (a program that lets you create your own quiz questions), help children understand fractions, solve basic arithmetic problems, and improve word recognition and spelling. Requires Integer and Applesoft BASICs. **Elementary, My Dear Apple, A2D0015. \$30.00.**



*These software tools were created by Apple with students and teachers in mind. Contact your dealer for demonstrations of Apple's innovative educational programs.*

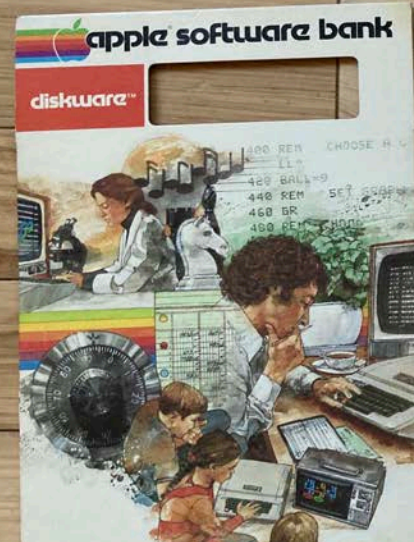
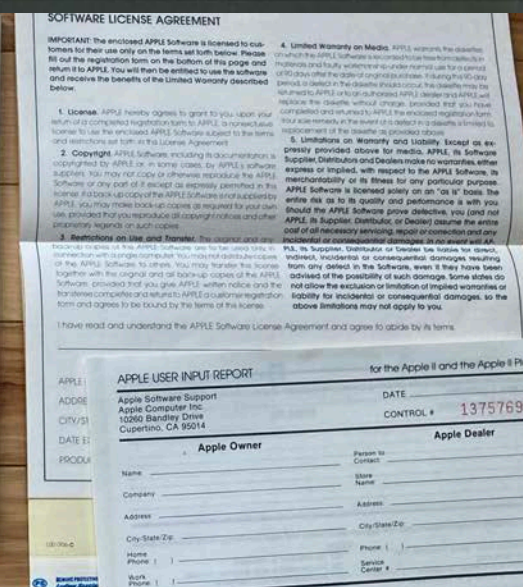


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Get the edge with the Dow Jones News & Quotes Reporter, a new software package that lets you access the latest financial news and stock quotes. Just dial the Dow Jones databank (a local call in most areas), enter your password (included with the package), and voila! At your fingertips are all the published (and unpublished) stories filed for the last three months with the Dow Jones News Service, The Wall Street Journal and Barron's. Plus stock quotations for more than 6,000 securities on the major exchanges. Requires a modem and interface.

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A2D0030. \$95.00.**





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E—Education

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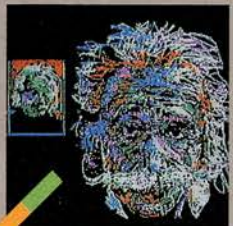
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# Apple® In Depth



A reference guide to apple products

Spring/Summer 1980



Suggested Price: \$3.00



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Creative Electronics for the '80s

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Printer IIA

Clock/Calendar Card

Monitor IIB

Tape Recorder

System Furniture

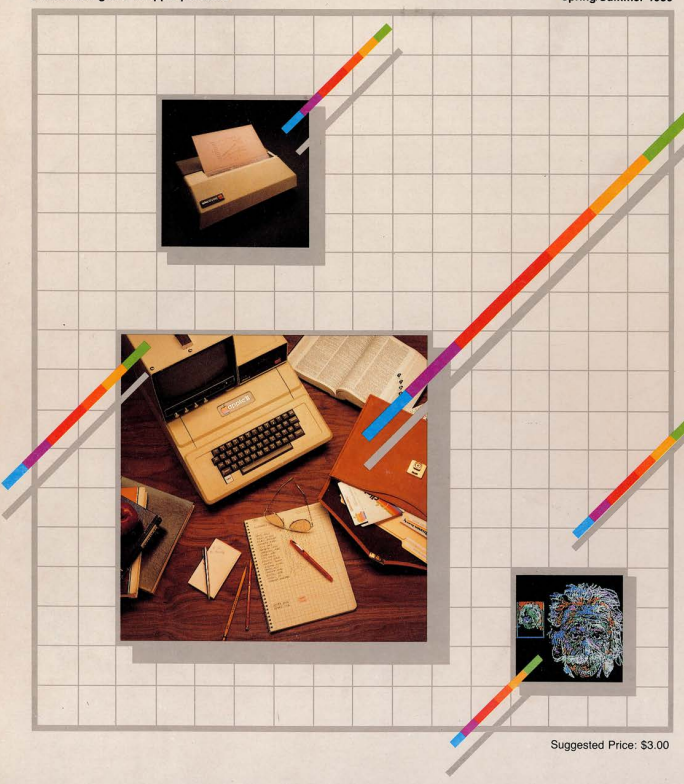
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## Apple In Depth



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- **B**—Business
- **E**—Education
- **S/I**—Scientific/  
Industrial
- **P/E**—Personal/  
Entertainment



# Apple Pot Pourri

Personal and Entertainment Programs for Your Apple

Misc. Software

## Checkbook Cassette

Order No. A2T0001-Tape

Maintains a data base of transactions: the date, amount, recipient, and classification code for each check. It allows check records to be saved, sorted, searched, and displayed. Trial balances can be run, and the amount can be reconciled against a bank statement. The program eliminates most of the drudgery associated with checking account management.

Requires Integer BASIC, 16K RAM.

## Microchess

Order No. A2D0009-Diskette

A2T0013-Tape

Try your skill at this ancient game of strategy. Plays at eight levels, so you're always evenly matched.

For diskette, requires Integer BASIC and 32K RAM; for tape, requires Integer BASIC and 16K RAM.

## Apple Stellar Invaders

Order No. A2D0031-Diskette

You're being attacked by alien invaders! All that stands between you and them is your "tank." While the aliens are dropping bombs, you must fire at their ranks and destroy them before they destroy you. If your tank is hit five times, or if the invaders reach the ground, the game ends. The player has the option of controlling the game with game paddles or with the keyboard.

Requires Applesoft or Integer BASIC and 48K RAM.

## Apple Trek/Space Wars

Order No. A2T0002-Tape

Apple's version of the popular galactic warfare game. Man the guns of a rebel starship and try your marksmanship!

Requires Integer BASIC, 16K RAM.

## Brick Out

Order No. A2T0003-Tape

Knock all the bricks out of the playing field and you're a winner!

Requires Integer BASIC, 16K RAM.

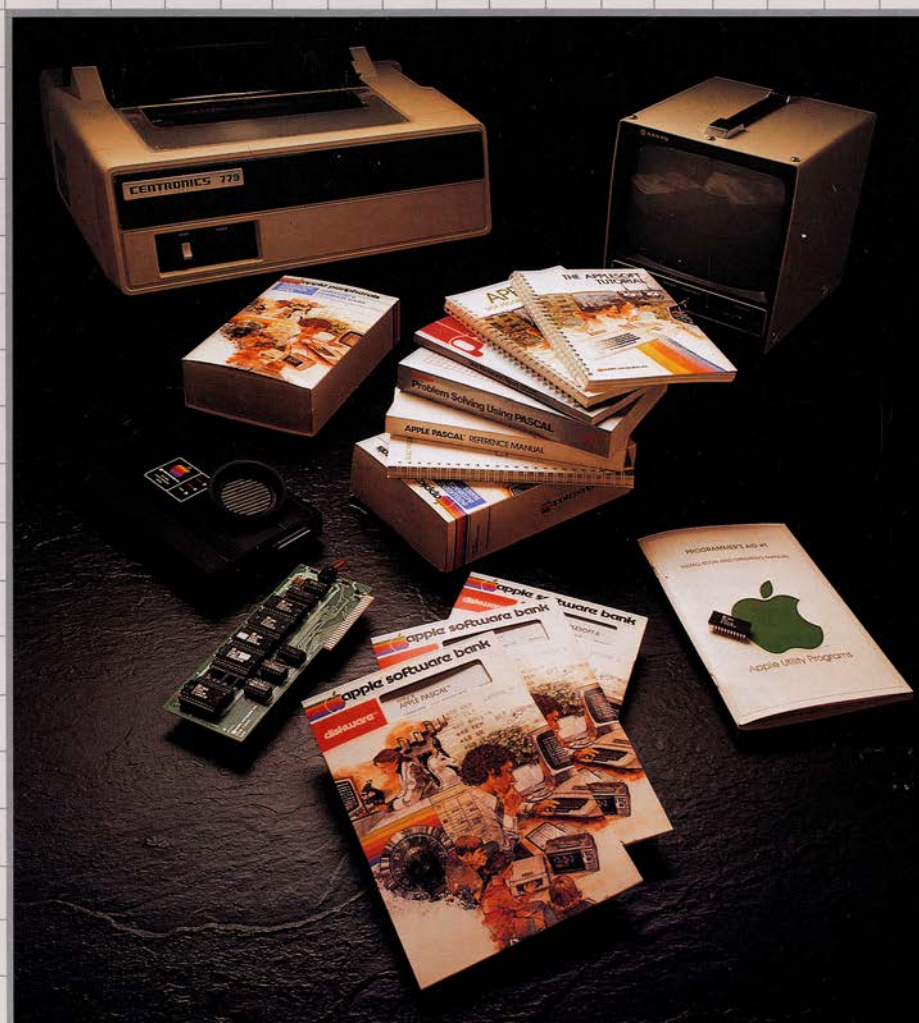
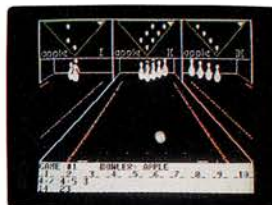
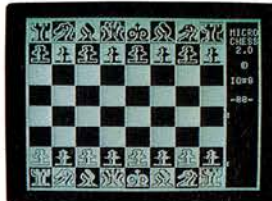
## Apple Bowl

Order No. A2D0018-Diskette

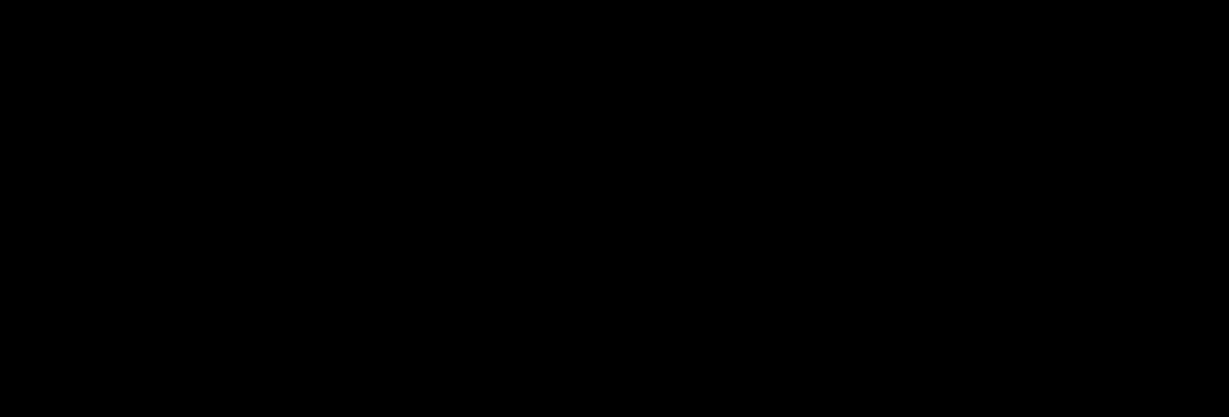
A2D0015-Tape

Enjoy this realistic simulation of a bowling alley in full color. You have complete control of the ball; Apple keeps the score.

For diskette, requires Integer BASIC, Programmer's Aid #1, 32K RAM; for tape, requires Integer BASIC, Programmer's Aid #1, and 16K RAM.







# Apple® In Depth



A reference guide to Apple products

Fall 1981 / Winter 1982



Suggested Price: \$3.00



## For Your Information

Published twice a year, Apple In Depth is the official reference to Apple's growing spectrum of "mainline" products. Catalog entries describe products in terms of their user benefits, features, and specifications. Each entry also tries to give you a feeling for what it's like to use that particular product, and points out specific limitations you should consider before purchasing it (see below).

In addition, many excellent software programs are described in another Apple publication, the Special Delivery Software Catalog. Published three times yearly, this catalog showcases a wide variety of unique programs for many applications, all specially chosen by Apple—programs such as APM (Critical Path Management for the Apple), PILOT Animation Tools, Hand Holding BASIC, Personal Finance Manager, Bridge Tutor, and "The World's Greatest Blackjack Program." You can get Special Delivery Software as well as the Special Delivery Software Catalog from your local, authorized Apple dealer.

At your dealer's you'll find the Magazine on sale. Now three times a year, Apple In Depth shows many ways people are using personal computers to make their lives. Features include application stories, and interviews with known authors. (Isaac Asimov's "The New Learning" featured in the issue.)



### Building Your System A Few Words of Advice

No data sheet or catalog for a "hands on" demo at your Apple Dealer, where you can see how the product is set up—and if it will work on your Apple or Apple-compatible system. For instance, you should be able to use the UniDisk II interface Card, which is compatible with Apple III, with an Apple II, or better read over the UniDisk II manual (both these products are available to produce beautiful graphics on a black and white screen—though some people

Compatibility is especially important when building or adding to your system. Even though Apple guarantees they'll work

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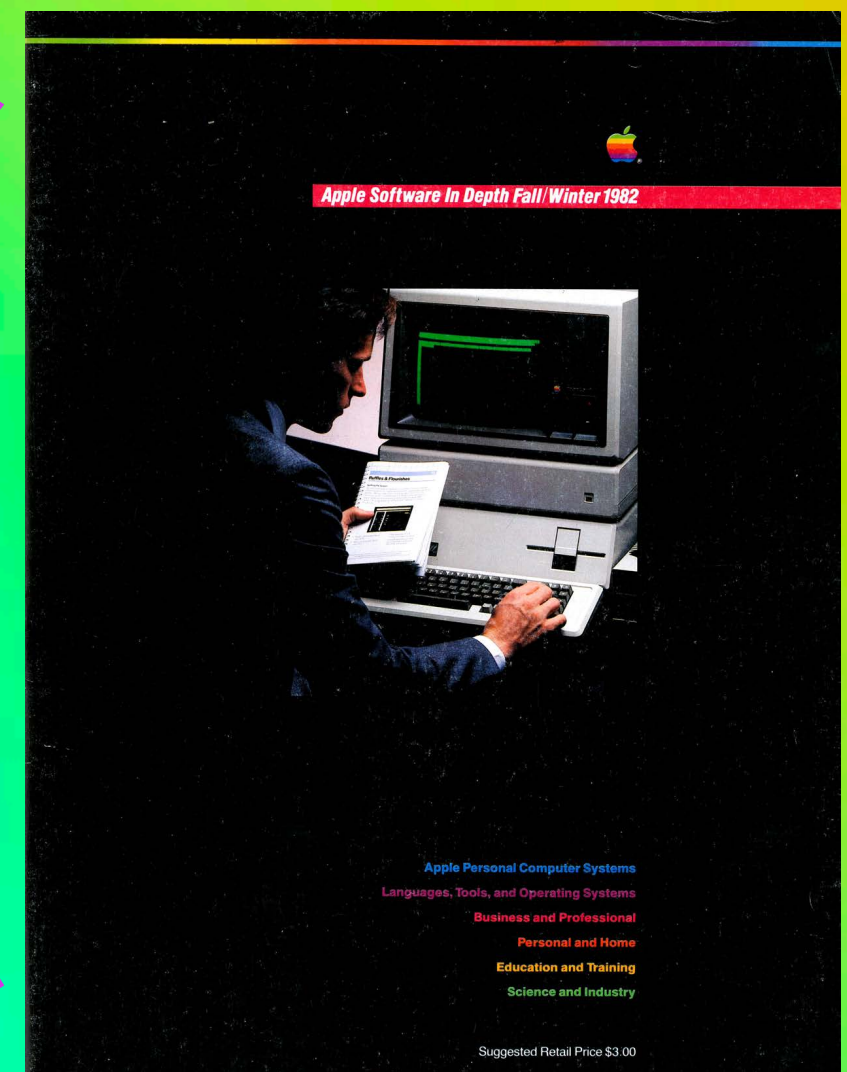
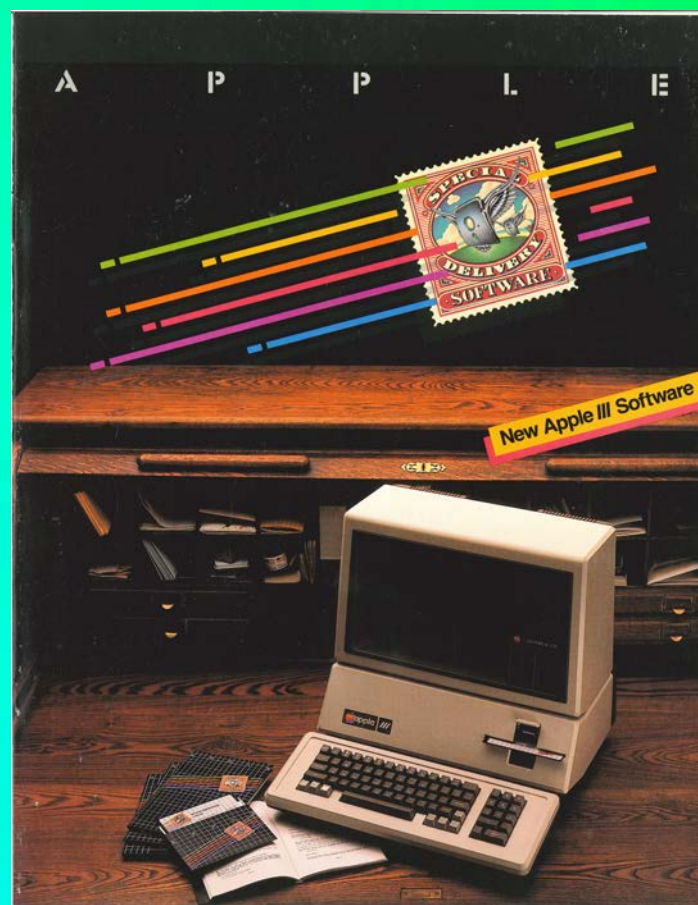
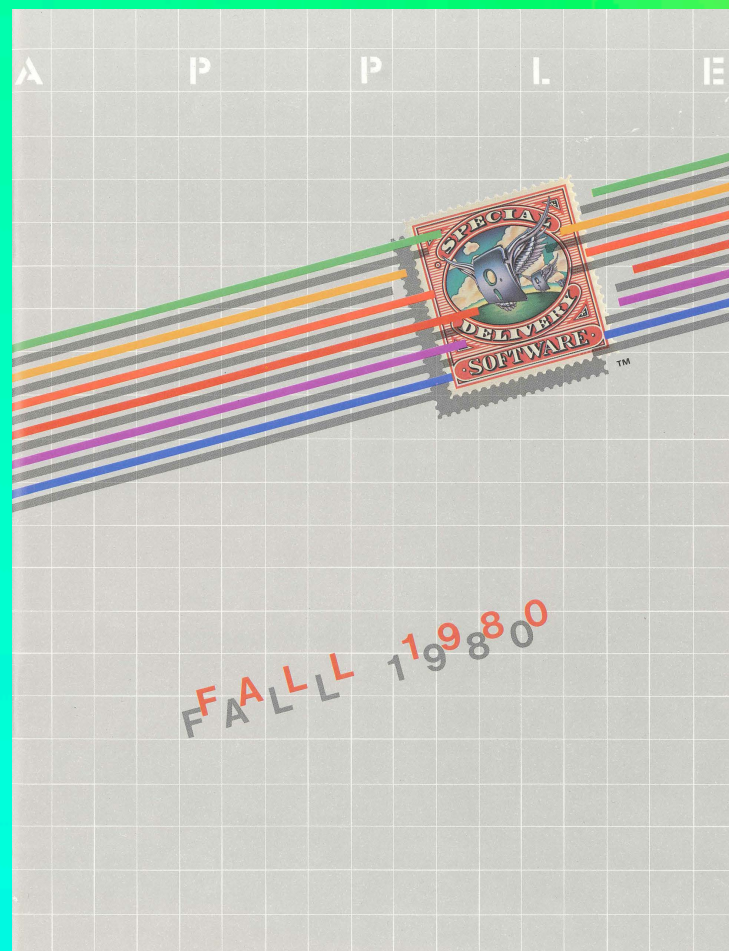


## New "Apple How To!" Program Now Available

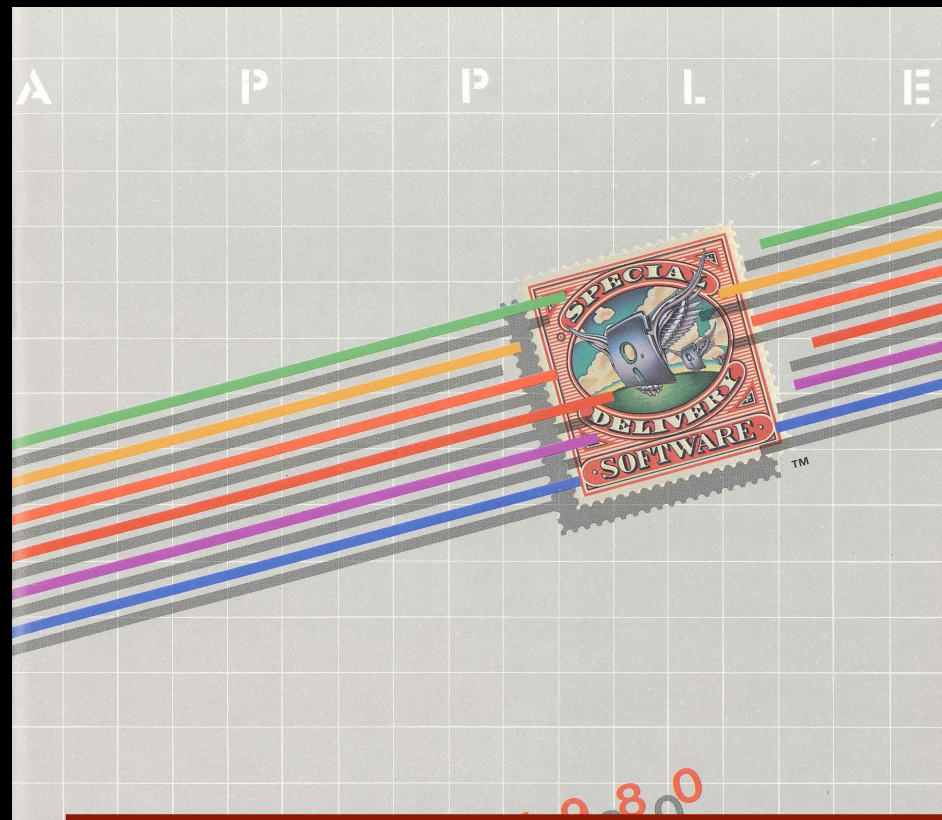
Just released but too late to make it into this edition of the catalog is "Apple How To!", a collection of four interactive programs that teach important math and computer literacy principles. RPN CALCULATOR turns your Apple into a key-stroke calculator, based on the popular "Reverse Polish Notation" system, for performing simple and complex calculations; ROD'S COLOR PATTERN helps users understand how the BASIC language works; SCROLLING WINDOW TUTOR teaches how to create text windows; and the ASSEMBLE IT YOURSELF MULTI-TONE KIT introduces you to assembly language programming that utilizes the Apple's sound capabilities.











# INTRODUCTION

When Apple introduced the first mass-market, personal computer in 1977—the Apple II—many of us recognized that it would change the way people lived and worked. Of course, we knew this revolution wouldn't happen overnight. It would depend to a large extent on the availability of software—good, reliable, easy-to-use software that answered people's real needs.

So Apple has strived, over the years, to develop and bring you the software you want. Software like Apple Writer and Apple II as Apple Pascal and IIAN, as versatile as II and The Shell Games. Software for business, education, industrial, or entertainment.

Apple software has been marked by its high quality and excellent support. The needs are extremely varied. Developing software to address those needs is an enormous task, requiring the contributions of many different people and companies. Apple wants to encourage these independent contributions. We also want to help spread the word about existing software which—even though it may not have been developed by Apple—is so well done, or fills such a need, that more people ought to know about it.

And that's how Special Delivery Software came to be—a way to select and distribute good software directly to you, the Apple owner.

This first catalog was put together to spotlight some well-done, fairly-priced programs that can help you get greater value from your Apple computer system. Each program has been carefully selected for applicability, quality, and ease of use. Above all, we've insisted on software that could stand by itself to be put to work immediately—without requiring any special training. Software, in other words, that has its own "special delivery"—the ability to make itself useful fast. Special Delivery Software also stands for the way we've tried to make ordering

Your program could prove valuable to thousands with similar needs. And Apple would like to make it available to every one of them.

Every program in this catalog won't apply to everyone. And considering the quantity and variety of good software that's still largely unknown, we realize that we've barely scratched the surface. However, we intend to expand the coverage and number of products contained in the catalog, and are confident that future issues will address an ever broadening audience of Apple computer users.

Apple's personal computers have brought value and enjoyment to thousands of people. We think they'll continue to be valued and enjoyed for a long time to come, primarily

of the catalog.

There's another reason behind the catalog, too, an important one. If you've written software with the same high, professional quality of these programs, we'd like to have a look at it and possibly include it in a future edition of Special Delivery Software. It makes no difference whether you're a software professional, or an amateur with a good idea. What interests us is the quality and potential application of your software to other Apple users.





# Introduction

The first Special Delivery Software catalog was released in November 1980, and the response has been very positive.

"Personal Finance Manager is the most complete, versatile, easy-to-use program of its kind I've seen," wrote one satisfied customer. Another, an Apple owner who has been programming for years, said he was finding the Pascal Animation Package "really useful." A new Apple user who had no previous experience with computers praised Musicomp for being "a well-designed package, with a good, clearly written manual!"

Your kind words have been an inspiration. And as we promised, our second catalog has expanded the coverage and the number of products offered through Special Delivery Software to reach an even broader audience of Apple computer users.

Inside you'll find more than two dozen unique software packages, including all your old favorites plus a variety of new programs. Many—such as APM, PLAN80, VisiCalc Real Estate Templates, and Order Tracking System—are powerful business planning tools available for the first time anywhere. Some (Circuit Analysis, for example) are designed primarily for use by engineers, professionals, or hobbyists. Still

others, such as the Bridge Tutor series or "The World's Greatest Blackjack Program," will be enjoyed by everyone.

Special Delivery Software packages come complete with easy-to-understand user manuals, and now—for your convenience and security—a free, back-up program diskette. As always, all Special Delivery Software products have been carefully chosen for quality, ease of use, and a "stand-alone" capability that allows users to put them to work immediately, without any special training. It's software, as we say, with its own "special delivery!"

Special Delivery Software also stands for software you can lay your hands on quickly and easily. And now there's really no waiting, because you can get every one of these programs from your local dealer. Your dealer can also demonstrate the programs, and provide the kind of after-purchase support you've come to expect with Apple products. Apple has nearly 1500 dealers worldwide to serve you.

You may also order Special Delivery Software by phone or mail, if you prefer. For fast service, simply call our new toll-free number, or use the convenient mail order form in this catalog.

As you may be aware, Special

Delivery Software is committed to bringing Apple users good, independently written software at a reasonable price. But we can't do this on our own. If you've written programs with the same professional quality as the ones in this catalog, we'd like to hear from you. It makes no difference whether you're a software professional, or an amateur with a good idea. What interests us is whether your program would prove valuable to thousands of other people with similar needs. If it would, Apple would like to make it available to every one of them. Send your programs, along with documentation and a cover letter, to Special Delivery Software's Software Evaluation Group.

We hope you enjoy the programs in this catalog. Future issues should be even bigger and better, especially with your support—which is truly appreciated.





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T.M.



# Welcome...

...to the third edition of Special Delivery Software—Apple's outstanding collection of independently-written computer programs for the Apple II...and now the Apple III as well. The programs have all been designed to support you in business, entertain you at home, and even tutor you (and your children) in subjects like computer programming, bridge, and reading.

Inside you'll find more than 40 unique software packages, including all your old favorites plus a collection of promising new ones. Some programs—such as **Senior Analyst** and **Apple III Business Graphics**—are powerful business tools available for the first time anywhere. Others, such as **Apple Writer II** and **Apple Writer III**, make light work of sophisticated text processing. For designers, engineers, and hobbyists, **Designer's Toolkit** offers a way to computerize the drafting table. Other programs, such as **Moptown** and **The World's Greatest Blackjack Program**, will be enjoyed by everyone.

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# CF. ATARI PROGRAM EXCHANGE, AND INFOWORLD'S DISLIKE FOR BOTH.

## InfoViews

### Viewpoint

### *None of the Support You'll Need*

By Paul Freiburger, IW Staff

Ah, how I long for the good ol' days. Remember how easy it was to buy an item from a store. If you needed a lawn mower, you simply brought it home, fully confident that if it didn't work you could return or exchange it. At the very least, you knew that store personnel would answer the phone and explain to you in a cooperative spirit that the engine you bought would not work without gasoline.

But now we're in the computer age, and apparently the consumer must be all-knowing; if he isn't, a company's attitude is "tough luck buddy." I believe a book has been published on this sort of mental attitude. It's called *I'm OK, You're a Jerk*.

What brings this to mind is the level of software support that many companies are now offering under their multitiered approach to the customer-service problem.

Since last November, Apple Computer has had a line of software that they call "Special Delivery Software." Basically, the SDS line consists of products that are contributed by independent programmers on a free-lance basis. Because the products were not developed by Apple programmers, the company refuses to provide the same degree of support that they do for their other products.

Now Atari has established a similar program. Known as the Atari Program Exchange (APE[!]), it will offer relatively inexpensive applications software with the understanding that Atari won't support the programs.

Atari is spending a good deal of money promoting APE, and it is offering \$100,000 in total cash prizes to the programmers with the best products. Yet Atari claims it "cannot afford to support the software" in the APE line. Perhaps I am exaggerating in perceiving some misrepresentation, but one normally doesn't file for bankruptcy while on a Caribbean vacation either.

The Osborne Computer Corporation has a similar idea. It will also solicit software from outside programmers and provide a minimum of support. Adam Osborne sees his company serving as a conduit for software houses, which, he believes, should provide the support. But I am concerned when he notes, "There are people who put their diskette in the wrong way; you can't expect a hardware company to support those people." Such thinking hardly puts the consumer first.

All of these companies should really get together and start a counseling service for frustrated customers. These firms are not the only ones providing multitiered support services. In fact, more and more it is becoming common practice.

The question is: Where does this leave the unwary consumer? It leaves him stranded with as much chance for assistance as the fellow who has a flat tire on his new car and discovers it doesn't have a jack.

If one of these products fails to function, the user will get little assistance from the company. (Apple does have a seven-day no-questions-asked return policy, but after the week is up, the company accepts returns only for defective material.)

Support is clearly an area in which the software branch of our industry is well behind the hardware branch. Software manufacturers must recognize that products are not always going to work as well as originally anticipated.

It's up to the consumer to complain about this problem and to act. If we continue to buy something we don't like, that's just what we'll get. Why did it take so long for American car manufacturers to begin designing economy models?

If we keep on accepting software without reasonable guarantees and customer service, we'll see more and more of it. It's up to the consumer to take a stand.

Infoworld, June 8, 1981. ■



# CF. ATARI PROGRAM EXCHANGE, AND INFOWORLD'S DISLIKE FOR BOTH.

## InfoViews

### Viewpoint

### *None of the Support You'll Need*

By Paul Freiberg

Ah, how I long for a company that will buy an item from a customer, bring it home, fully assembled, and then either exchange it or answer the phone and tell you the engine you bought was defective.

But now we're in the age of the "buddy." I believe a buddy must be all-knowing; he must be a buddy. It's called *I'm a Buddy*.

What brings this to mind is that many companies are now offering customer-service programs that are nothing more than a "buddy" system.

Since last November, Apple Computer has had a line of software that they call "Special Delivery Software." Basically, the SDS line consists of products that are contributed by independent programmers on a free-lance basis. Because the products were not developed by Apple programmers, the company refuses to provide the same degree of support that they do for their other products.

Now Atari has established a similar program. Known as the Atari Program Exchange (APE[!]), it will offer relatively inexpensive applications software with the understanding that Atari won't support the programs.

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Infoworld, June 8, 1981.



# Product Information

PRODUCT NUMBERS	DESCRIPTIONS	MINIMUM SYSTEM CONFIGURATION	ADDITIONAL HARDWARE OR SOFTWARE	PRICE	PAGE
C2B0004	APM	II A48K1BR		\$235.00	14
C2H0006	Agenda Files	II A48K1BO		35.00	16
C2H0004	Artist Designer	II P48K1CN		65.00	13
C2E0006	Bridge Tutor	II I48K1BN		40.00	7
C2E0007	Bridge Tutor with Scientific Club & Precision Bidding	II I48K1BN		60.00	7
C2S0003	Circuit Analysis	II A48K1BR		40.00	23
C2H0007	Diet Analysis	II A48K1BN		45.00	4
C2B0005	Formulex	II P48K1BO		75.00	19
C2H0003	Galactic Wars	II A32K1CN		35.00	11
C2E0002	Geometry & Measurement Drill & Practice	II A32K1BN		50.00	18
C2B0006	Goodspell	II A48K1BR	W	60.00	3
C2E0001	Hand Holding BASIC	II S48K1BO		100.00	15
C2H0002	Musicomp	II I32K1BN		45.00	22
C2B0008	Order Tracking System	II A48K2BO	T	50.00	17
C2B0001	Pascal Animation Tools	II P48K1BN		75.00	10
C2H0001	Personal Finance Manager	II A48K1BO		75.00	2
C2E0004	PILOT Animation Tools	II F48K1BN	F	75.00	24
C2B0007	PLAN80	II P48K1BO		185.00	5
C2B0003	PSORT	II P48K1BN		85.00	21
C2S0001	Stepwise Multiple Regression	II A48K1BO		150.00	26
C2E0003	Supermap	II A48K1CN		35.00	6
C2E0005	Topographic Mapping	II A48K1CN		65.00	25
C2B0002	VT-100 Emulator	II A48K1BN	UM	75.00	9
C2B0009	VisiCalc Real Estate Templates	II S48K1BO	V	65.00	12
C2H0005	Utopia Graphics Tablet System	II A48K1CN	G	75.00	20
C2H0009	"The World's Greatest Blackjack Program"	II S48K1BN		50.00	8

System configuration notes:

SYSTEM	LANGUAGE	MEMORY	DISK DRIVE*	VIDEO DISPLAY**	PRINTER
II ) Apple II	A) Applesoft BASIC	16K	1	B) B/W	N) None
III) Apple III	I) Integer BASIC	32K	2	C) Color	O) Optional
	S) Assembly	48K			R) Required
	P) Pascal				

## ADDITIONAL HARDWARE OR SOFTWARE

U) Unmodified Apple Communication Card	V) VisiCalc Program
M) Acoustic Coupler or Modem	F) PILOT Author Disk
G) Graphics Tablet	T) Silentye only
D) Clock—Calendar Card	W) Apple Writer

\* All disk drives are DOS 3.3.

\*\* Video monitors or televisions lacking vertical hold controls may not work with an Apple Computer System.  
(RF modulator required with TV.)

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C2B0010	Apple Writer II
C2H0004	Artist Designer
C2E0006	Bridge Tutor
C2E0007	Bridge Tutor with Scientific Club and Precision Bidding
C2S0003	Circuit Analysis
C2B0013	Comm-Pac
C2S0002	Datatree
C2S0004	Designer's Toolkit
C2H0007	Diet Analysis
C2B0005	Formulex
C2H0003	Galactic Wars
C2E0002	Geometry and Measurement Drill and Practice
C2B0006	Goodspell
C2E0001	Hand Holding BASIC
C2E0012	Magic Spells
C2E0010	Math Strategy
C2E0011	Moptown
C2H0002	Musicomp
C2B0008	Order Tracking System
C2S0005	Paralax
C2B0001	Pascal Animation Tools
C2H0001	Personal Finance Manager
C2E0004	PILOT Animation Tools
C2B0007	PLAN80
C2B0003	PSORT
C2B0011	Script II
C2B0012	Senior Analyst
C2E0008	Speed Reader
C2E0009	Spelling Strategy
C2S0001	Stepwise Multiple Regression
C2E0003	Supermap
C2E0005	Topographic Mapping
C2H0005	Utopia Graphics Tablet
C2B0009	VisiCalc Real Estate Templates
C2H0009	"The World's Greatest Blackjack Program"
C2H0010	The Wreck of the B.S.M. Pandora
C3B0003	Apple Access III
C3B0002	Apple III Business Graphics
C3S0001	Apple III Pascal Utility Library
C3B0001	Apple Writer III
C3B0004	Script III

## Configuration notes:

Language	Notes
AB — Applesoft BASIC	1. Graphics Tablet
IB — Integer BASIC	2. D.C. Hayes Micromodem
P — Pascal (64K)	3. PILOT Author Disk
AS — Assembly (AB or IB)	4. Apple Writer

<sup>1</sup> All disk drives are DOS 3.3 (16 sector) and 48K Apple systems unless noted.  
Video monitors or televisions lacking vertical hold controls may not work with an Apple  
All Apple III Systems use the standard configuration with 128K.

<sup>2</sup> U.S. dollars.



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C2B0008	Order Tracking System
C2B0001	Pascal Animation Tools
C2H0001	Personal Finance Manager
C2E0004	PILOT Animation Tools
C2B0007	PLAN80
C2B0003	PSORT
C2S0001	Stepwise Multiple Regression
C2E0003	Supermap
C2E0005	Topographic Mapping
C2B0002	VT-100 Emulator
C2B0009	VisiCalc Real Estate Templates
C2H0005	Utopia Graphics Tablet System
C2H0009	"The World's Greatest Blackjack Program"

• C2B0004

• Always C

2=Apple II, 3=Apple ///

B=Business, H=Home,

E=Education, S=Scientific

00xx=product number (optimistic)

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C2E0002	Geometry and Measurement Drill and Practice
C2B0006	Goodspell

C2H0001	Personal Finance
C2E0004	PILOT Animator
C2B0007	PLAN80
C2B0003	PSORT
C2S0001	Stepwise Multiple Regression
C2E0003	Supermap
C2E0005	Topographic Mapping
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## Apple Software In Depth Fall/Winter 1982



Apple Personal Computer Systems  
 Languages, Tools, and Operating Systems  
 Business and Professional  
 Personal and Home  
 Education and Training  
 Science and Industry

Suggested Retail Price \$3.00

### Elementary, My Dear Apple

#### Problem Solving and Spelling for Youngsters

Elementary, My Dear Apple is a collection of four programs on one diskette, designed to help youngsters learn to spell, understand arithmetic concepts, and sharpen problem-solving skills. Recommended for children 12 years of age and up, Elementary, My Dear Apple is an entertaining way to learn some basic educational concepts.

The first program is LEMONADE, a business simulation game for one or two players. The remaining three, each designed for a single player, are DARTS, SUPERMATH, and DON'T FALL. Respectively, they help students understand fractions, solve basic arithmetic problems, and improve word recognition and spelling. Elementary, My Dear Apple:

- is an excellent teaching aid, because it turns rote learning into friendly competition with an Apple computer...
- absorbs children's attention for hours while they learn by offering four different educational games that are all challenging to play...
- provides wholesome home entertainment that can be enjoyed by all family members.

The package includes: 1) program diskette; 2) instructions.

### The Shell Games

#### An Entertaining Approach to Learning

Apple's Shell Games turn your Apple Computer System into an excellent teaching aid for the home or classroom. The Shell Games diskette contains four programs. The first is "THE ANIMATED APPLE," an introductory color cartoon. The remaining three are: THE MATCH MACHINE (matching), MR. MULTIPLE (multiple choice), and PROFESSOR TRUE (true/false quizzes). Combined, these three programs contain over 180 ready-to-solve problems on a variety of subjects. The Shell Games:

- provide excellent teaching assistance to the educator by turning standard testing into exciting, challenging computer games...
- hold children's attention in the classroom by offering a variety of quiz and drill formats from which to choose...
- motivate children to perform well by rewarding correct responses with audio and video feedback...



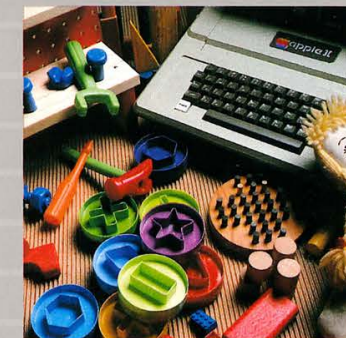
- offer parents a means of helping children with schoolwork at home, because quizzes and drills can be easily created for extra study in weak areas.

The package includes: 1) games diskette; 2) instructions.

### Moptown

#### Join in Moptown Games

Moptown is a self-paced learning program that combines the Apple II's sound and color graphics



with a delightful community of Moppets—16 whimsical characters who have turned all the "rules" that govern Moptown into 11 absorbing games.

Youngsters will discover hours of learning enjoyment with a collection of fun and interesting logic





## Apple Software In Depth Fall/Winter 1982

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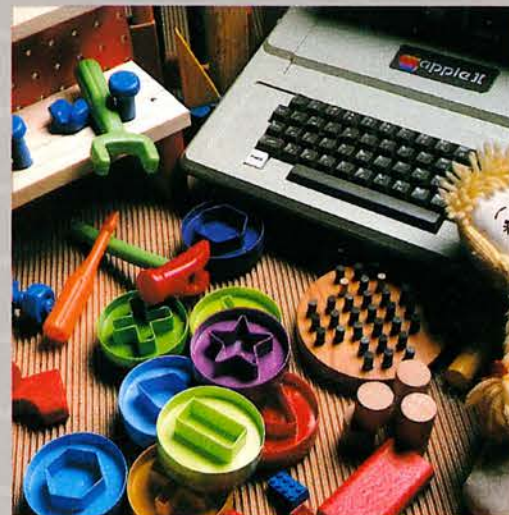
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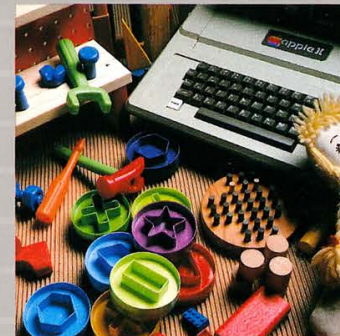
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Apple Personal Computer Systems

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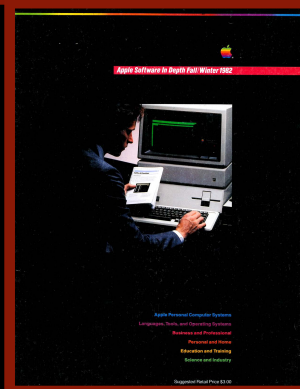
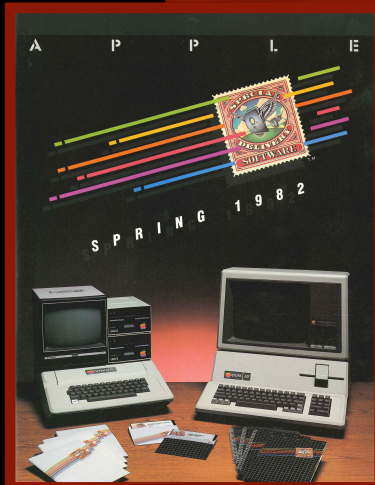
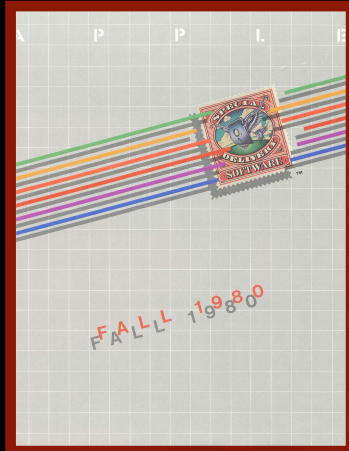
Education and Training

Science and Industry

Suggested Retail Price \$3.00



# C2E00XX - EDUCATION



- C2E0001 Hand Holding BASIC
- C2E0002 Geometry and Measurement Drill & Practice
- C2E0003 Supermap
- C2E0004 PILOT Animation Package/Tools
- C2E0005 Topographic Mapping
- C2E0006 Bridge Tutor (basic version)
- C2E0007 Bridge Tutor (expanded version)
- C2E0008 Speed Reader
- C2E0009 Spelling Strategy
- C2E0010 Math Strategy
- C2E0011 Moptown
- C2E0012 Magic Spells
- C2E0013 CTW Ernie's Quiz
- C2E0014 CTW Spotlight
- C2E0015 CTW Mix and Match
- C2E0016 Instant Zoo



# C2H00XX - HOME



- C2H0001 Personal Finance Manager

- C2H0002 Musicomp

- C2H0003 Galactic Wars

- C2H0004 Artist's/Artist Designer

- C2H0005 Utopia Graphics Tablet System

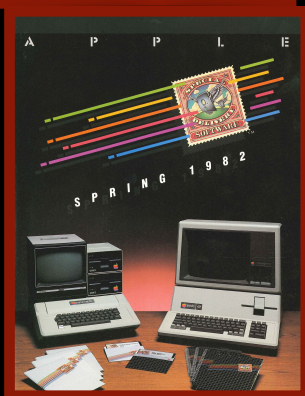
- C2H0006 Agenda Files

- C2H0007 Diet Analysis

- C2H0008 ?

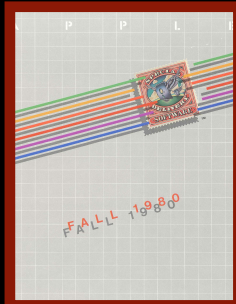
- C2H0009 The World's Greatest Blackjack Program

- C2H0010 The Wreck of the B.S.M. Pandora





# C2B00XX - BUSINESS



- C2B0001 Pascal Animation Package/Tools
- C2B0002 VT100 Emulator
- C2B0003 PSort
- C2B0004 APM
- C2B0005 Formulex
- C2B0006 Goodspell
- C2B0007 Plan80
- C2B0008 Order Tracking System
- C2B0009 VisiCalc Real Estate Templates
- C2B0010 Apple Writer II
- C2B0011 Script II
- C2B0012 Senior Analyst
- C2B0013 Comm-Pac



# CXS00XX - SCIENTIFIC (II/III)

## C3B00XX - APPLE III BUSINESS



- C2S0001 Stepwise Multiple Regression
- C2S0002 Datatree
- C2S0003 Circuit Analysis
- C2S0004 Designer's Toolkit
- C2S0005 Paralax



- C3B0001 Apple Writer III
- C3B0002 Apple III Business Graphics
- C3B0003 Apple Access III
- C3B0004 Script III
- C3S0001 Apple III Pascal Utility Library



# GEOMETRY & MEASUREMENT DRILL & PRACTICE

Studying angles and circumferences? Try sharpening your understanding with these effective Geometry and Measurement Drill and Practice programs.

Recommended for students in junior high school and above, the programs test users on areas, perimeters, lengths, angles, polygons, volumes, circles—even on clock time intervals. Material is presented on two separate diskettes, or "volumes," one elementary and one advanced.

You learn fast, because Geometry and Measurement Drill and Practice uses your Apple's high-resolution graphics to emphasize key points, and provides short explanations to help you when you get stuck. And, since you select the drills you want from a menu of options, the program is easy to use, too.

**The Geometry and Measurement Drill and Practice program also:**

- provides study information, drill options, and correct answers...
- so you can use the program as a comprehensive learning tool;
- lets you select the number of problems you want to attempt...
- so you control the time you spend on any single drill;
- summarizes the number of correct answers on your first and second tries...
- so you can judge your progress.

It's simple to use Geometry and Measurement Drill and Practice. For instance, suppose you choose the Volume 1 diskette. Its main menu lists the drills focusing on polygons, lengths, perimeters and areas, and clock time. To choose any drill, just type its menu number on your Apple keyboard.

Let's say you choose the Polygon Drill. You can specify the polygon you'd like to be tested on—triangles, for instance—and the number of problems you want to attempt. When you've finished with the drill, your results will be automatically tabulated,

summarizing how well you did. Then you'll be able to: 1) repeat the same type of drill (but with different questions); or 2) return to the main menu to try a different type of drill; or 3) stop the program.

The more advanced Volume 2 programs include drills on circles, angles, perimeters/areas, and volumes/areas. If you make a mistake on your first attempt to answer a question, the program provides more assistance.

Geometry and Measurement Drill and Practice is written in Applesoft BASIC. To use it, you'll need:

- an Apple II Plus with at least 32K bytes RAM; or
- an Apple II with 32K bytes RAM and an Applesoft BASIC Firmware Card; or
- an Apple II with the Apple Language System.

Plus:

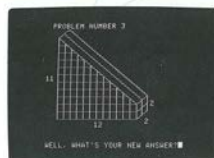
- Auto-Start ROM;
- a video monitor or television (black & white, or color);
- an Apple Disk II with controller (16-sector PROMs).

With the Geometry and Measurement Drill and Practice package, you'll receive: 1) Geometry and Measurement Drill and Practice program diskettes (Volumes 1 and 2); 2) user instructions.

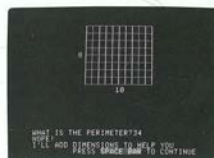
**Order Number: C2E0002**  
**Price: \$50.00**



Volume 1 Main Menu



High-Res Graphics Used in Volume Drill



Hi-Res Graphics Used in Perimeters/Area Drill

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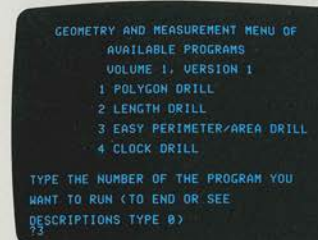
You learn fast, because Geometry and Measurement Drill and Practice uses your Apple's high-resolution graphics to emphasize key points, and provides short explanations to help you when you get stuck. And since you select the drills you want from a menu of options, the program is easy to use, too.

**Geometry and Measurement Drill and Practice:**

- provides study information, drill options, and correct answers... so you can use the program as a comprehensive learning tool;
- lets you select the number of problems you want to attempt... so you control the time you spend on any single drill;

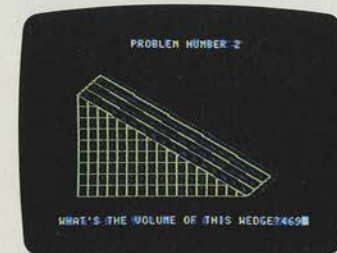
- summarizes the number of correct answers on your first and second tries... so you can judge your progress.

It's simple to use Geometry and Measurement Drill and Practice. For instance, suppose you choose Volume 1 diskette. Its main menu lists the drills focusing on polygons, lengths, perimeters and areas, and clock time. To choose any drill, just type its menu number on your Apple keyboard.

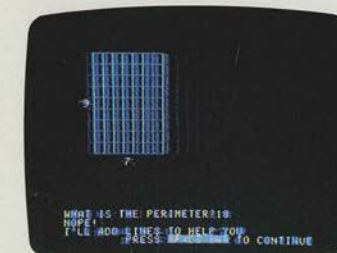


Let's say you choose the Polygon Drill. You can specify the polygon you'd like to be tested on—triangles, for instance—and the number of problems

you want to attempt. When you've finished with the drill, your results will be automatically tabulated, summarizing how well you did. Then you'll be able to: 1) repeat the same type of drill (but with different questions); or 2) return to the main menu to try a different type of drill; or 3) stop the program.

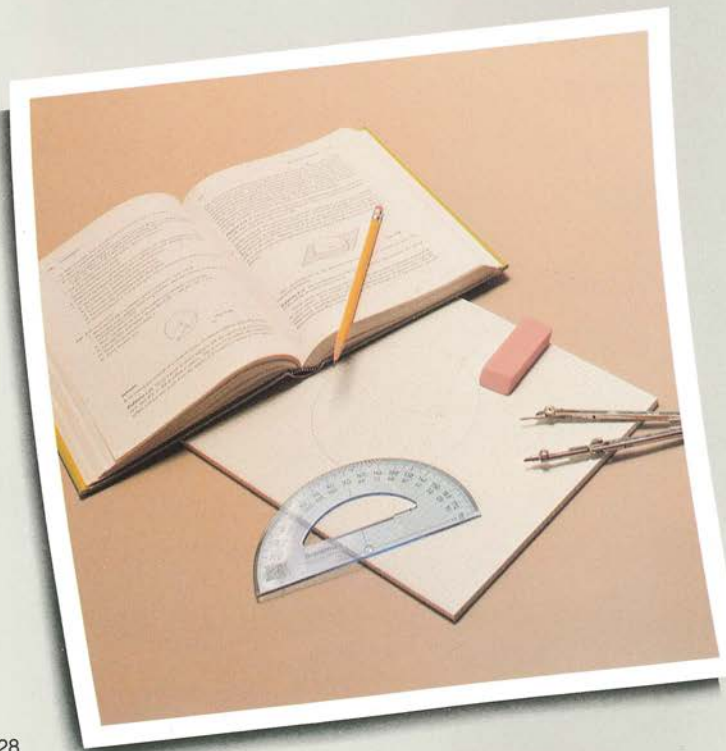


The more advanced Volume 2 programs include drills on circles, angles, perimeters/areas, and volumes/areas. If you make a mistake on your first attempt to answer a question, the program provides more assistance.



Geometry and Measurement Drill and Practice is written in Applesoft BASIC.

With the Geometry and Measurement Drill and Practice package, you'll receive: 1) Geometry and Measurement Drill and Practice program diskettes (Volumes 1 and 2); 2) back-up diskettes; 3) user instructions.



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## Geometry & Measurement Drill & Practice

Studying angles and circumferences? Try sharpening your understanding with these effective Geometry and Measurement Drill and Practice programs.

Recommended for students in junior high school and above, the programs test users on areas, perimeters, lengths, angles, polygons, volumes, circles—even clock time intervals. Material is presented on two separate diskettes, or "volumes," one elementary and one advanced.

You learn fast, because Geometry and Measurement Drill and Practice uses your Apple's high-resolution graphics to emphasize key points, and provides short explanations to help you when you get stuck. And, since you select the drills you want from a menu of options, the program is easy to use, too.

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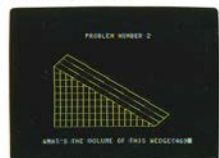
- provides study information, drill options, and correct answers...
- so you can use the program as a comprehensive learning tool;
- lets you select the number of problems you want to attempt...
- so you control the time you spend on any single drill;

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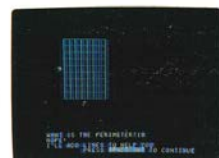
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type of drill (but with different questions); or 2) return to the main menu to try a different type of drill; or 3) stop the program.



The more advanced Volume 2 programs include drills on circles, angles, perimeters/areas, and volumes/areas. If you make a mistake on your first attempt to answer a question, the program provides more assistance.



Geometry and Measurement Drill and Practice is written in Applesoft BASIC. With the Geometry and Measurement Drill and Practice package, you'll receive: 1) Geometry and Measurement Drill and Practice program diskettes (Volumes 1 and 2); 2) back-up diskettes; 3) user instructions.

**Order Number: C2E0002**

### Geometry & Measurement Drill & Practice

#### Bone Up on Math

Recommended for students in junior high school and above, the programs test users on areas, perimeters, lengths, angles, polygons, volumes, circles—even clock time intervals. Material is presented on two separate diskettes, one elementary and one advanced.

Students learn quickly, because Geometry & Measurement Drill & Practice uses the Apple's high-resolution graphics to emphasize key points, and provides short explanations to help in problem areas. Geometry & Measurement Drill & Practice:

- provides study information, drill options, and correct answers...



- lets you select the number of problems you want to attempt and therefore control the time you spend on any single drill...
- summarizes the number of correct answers on your first and second tries, so you can judge your progress.

The package includes: 1) master program diskettes; 2) back-up diskettes; 3) instructions.



# GALACTIC WARS

Man your battle stations! Galactic Wars is a captivating game of strategy and skill that demands your boldness and cunning. As commander and warrior, you'll position baseships, build your fleet of fighter craft, and try to outmaneuver and outshoot your opponent in battle. With bravery and persistence—and if The Force is with you—you may ultimately capture the enemy's capital star system, establishing your supremacy in the galaxy.

**Galactic Wars:**  
■ allows you to start playing with small, medium or large fighting forces... so you control the approximate length of the game;  
■ offers a pre-game training mode... so you can improve your fighting skills before entering the game's battle phase;  
■ lets you save games in progress... so you can resume play at your convenience.

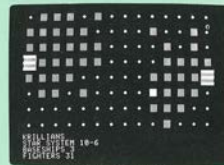
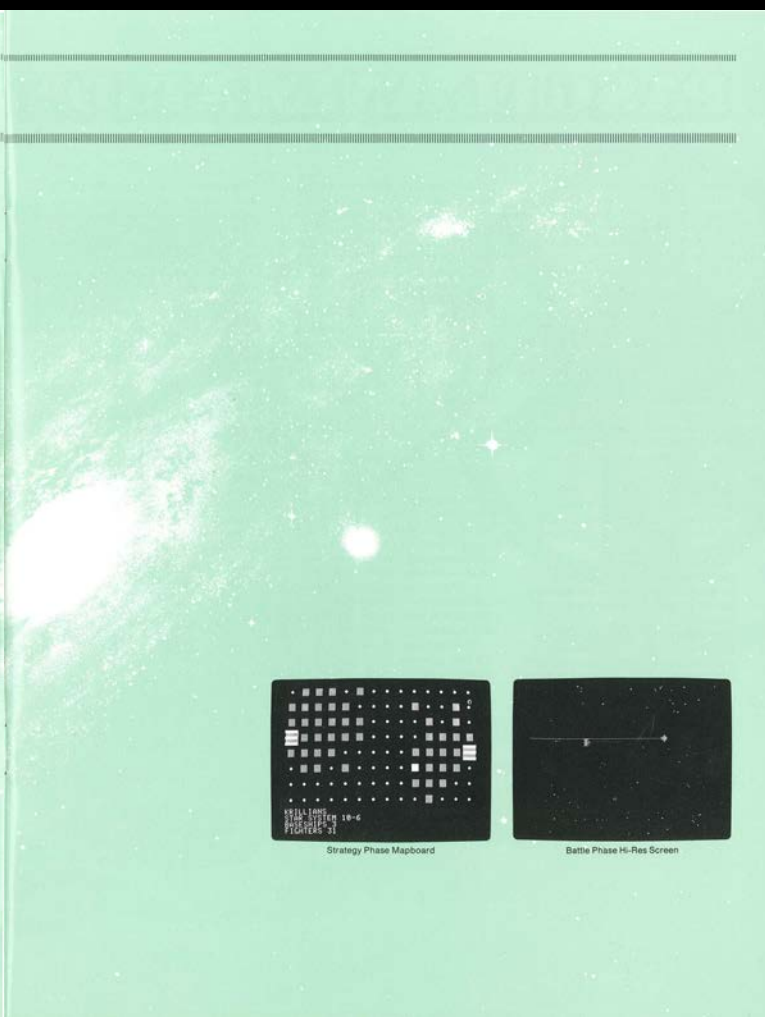
Galactic Wars requires two players, teenage or older. It pits two long-standing, outer space foes—the Centrons and Krillians—against each other in tactical combat. The object of the game is to capture your opponent's capital star system.

Each player defends his own capital, while trying to capture his opponent's. When taking the offensive, you try to advance your baseships and fighters toward the "enemy's" capital system, occupying sectors of the galaxy as you proceed. This is the strategy phase of the game, played on a multi-colored mapboard of the galaxy. It is most fun when played using a color television or monitor.

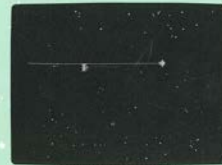
The battle phase begins when a sector is occupied by opposing forces. Two rival fighter craft at a time are matched in laser combat (on a 3-D-like, star-studded, high-resolution screen). Success depends on your shooting skill and the size of the fighter craft fleet you already have garrisoned in the sector. As you swallow up more and more sectors and zero in on the enemy capital, control of the galaxy becomes yours! Galactic Wars is written in assembly language. To use it you'll need:  
■ an Apple II or Apple II Plus with minimum 32K bytes RAM;  
■ an Apple Disk II with controller (16-sector PROMs);  
■ Auto-Start ROM;  
■ a video monitor or television (color recommended).

With the Galactic Wars package, you'll receive: 1) Galactic Wars program diskette; 2) instructions.

**Order Number:** C2H0003  
**Price:** \$35.00



Strategy Phase Mapboard



Battle Phase Hi-Res Screen

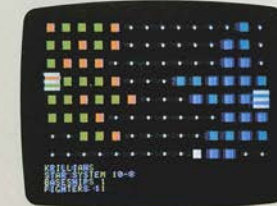
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- offers a pre-game training mode... so you can improve your fighting skills before entering the game's battle phase;
- lets you save games in progress... so you can resume play at your convenience.

Galactic Wars requires two players, teenage or older, and the use of game paddles. It pits two long-standing, outer space foes—the Centrons and Krillians—against each other in tactical combat. The object of the game is to capture your opponent's capital star system.



Each player defends a capital while trying to capture his or her opponent's. When taking the offensive, you try to advance your baseships and fighters toward the enemy's capital system, occupying sectors of the galaxy as you proceed. This strategy phase of the game is played on a multicolored

mapboard of the galaxy. It is most fun when played using a color television or monitor.

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Galactic Wars is written in assembly language.

With the Galactic Wars package, you'll receive: 1) Galactic Wars program diskette; 2) back-up diskette; 3) instructions.



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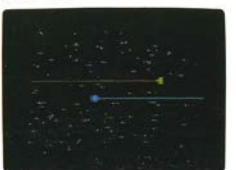
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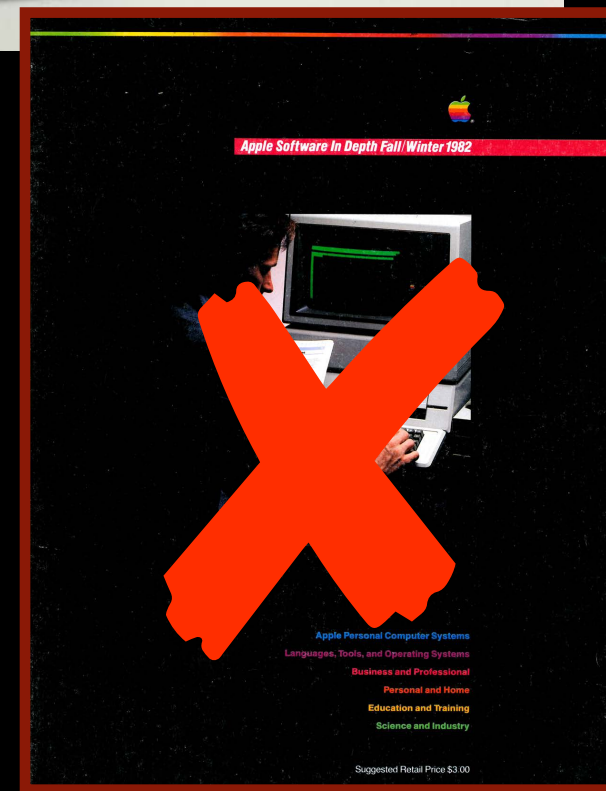
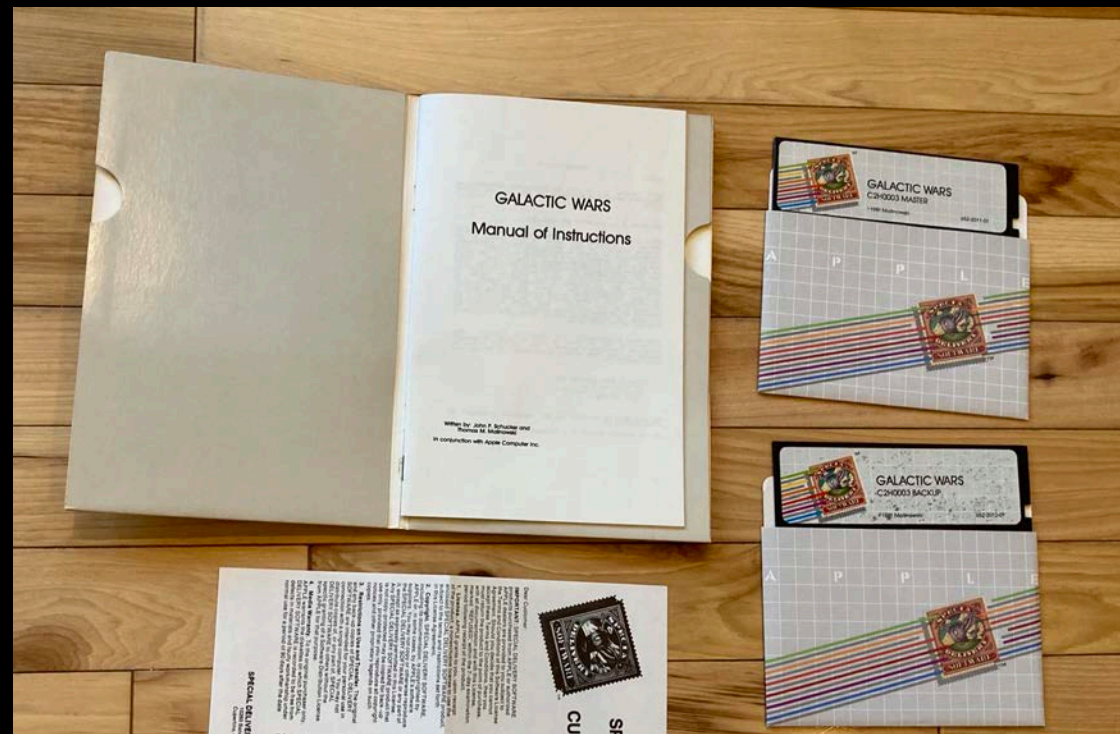
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# PASCAL ANIMATION PACKAGE

Has the trick of animation been eluding you? Or are you just tired of programming high-resolution shapes in cumbersome assembly language? With the Pascal Animation package you can produce exciting, animated graphics as quickly and as easily as text.

Add life to your graphics! The Pascal Animation Package lets you develop distinctive fonts of graphic shapes or pictures—a horse font, for instance, with stop-action pictures of a horse in various stages of running—then string these “snapshots” together in sequences that mimic movement. This approach also allows you to build a library of useful shapes that can be accessed quickly and used over and over again in your animations.

**The Pascal Animation Package:**  
■ lets you use Pascal to write and manipulate programs with complex, animated graphics...so you save time developing software;

■ allows you to print out high-resolution shapes at text speed...so you're able to create animations that behave more smoothly and realistically;

■ provides a ready-made, efficient way to create libraries of shapes, many of which can be animated with the same movement codes...so you reduce software development costs, and manage animation projects more efficiently;

The Pascal Animation Package uses a special-developed, binary input/output system (BIOS) that knits the Apple's high-resolution screen to its text facilities. This innovation allows you to create a set of images—the shapes of a bird in flight, for example—and treat it exactly like a character font.

In other words, if you let “A” correspond to the bird's “wings up” and “B” to its “wings down” shapes, a Pascal program that printed A, then B, then A, then B (and so on) would result in a bird flapping its wings—slowly or quickly, as wished. Intermediate images could also be added, to make the motion as smooth as desired.

The Pascal Animation Package contains a number of programs, all extremely helpful for programming animated graphics. The Animation program—provided in source code—lets you do character cell animation under control of the Apple's HIRES1 programmable character generator. Seven demonstration programs—provided in source code—are also included in the Pascal Animation Package to illustrate the simplicity and flexibility of Animation.

Another program, “Charedit,” is a fast, powerful, high-resolution character editor which you can control either with your Apple's keyboard or game paddles. Teamed up with Animation, “Charedit” lets you use a variety of dramatic animation techniques.

Also included in the package are: two Pascal source programs that provide string-to-numeric conversions (either real or integer); source code examples showing how to interface the Apple Graphics Tablet to Pascal programs; and a helpful assembly language routine that lets you use Apple's Communications Interface Card to achieve bidirectional (full duplex) communications from Pascal. Detailed source code has been provided in lieu of extensive documentation.

To use the Pascal Animation Package, you'll need:

■ an Apple II or II Plus with 48K bytes RAM;

■ the Apple Language System;

■ a video monitor or television;

■ an Apple Disk II with controller (16-sector PROMs).

With the Pascal Animation Package, you'll receive: 1) two Pascal Animation Package diskettes; 2) user instructions.

**Order Number: C2B0001**

**Price: \$75.00**

Dual Master Eight Emulation



Pascal Animation Package Main Menu



Original Animation



Horse Race

## Pascal Animation Tools

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Pascal Animation Tools Main Menu

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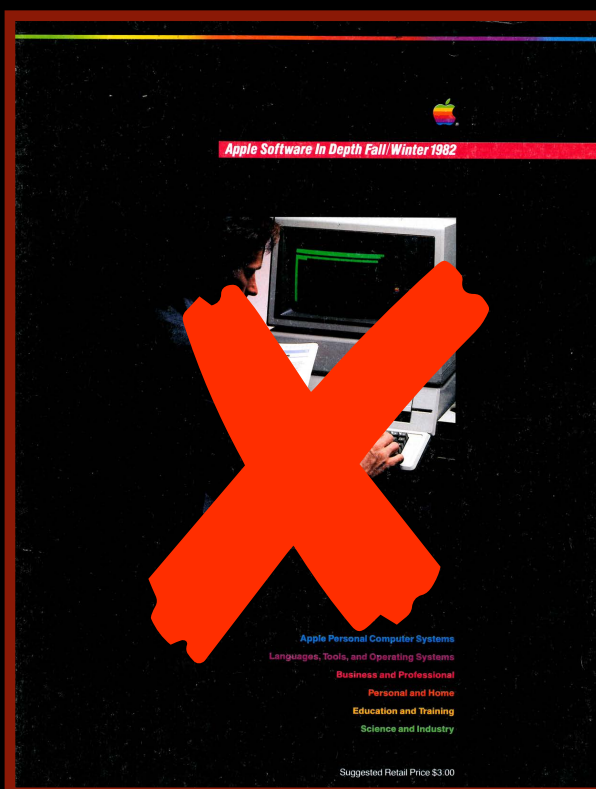
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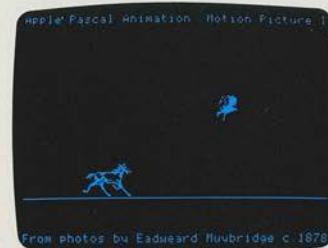
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# MUSICOMP

Looking for a way to express the music in your soul? Roll over, Beethoven! Musicomp provides an electronic music sheet that lets you compose, arrange, store and play your very own tunes, using the Apple's built-in speaker, or an external sound system. Musicomp also turns your Apple II or II Plus into a coin-free "computer jukebox," with 24 sample selections that demonstrate the kinds of compositions you can create with the program.

If you've had any training in music or music theory, you can quickly begin using Musicomp to play, record, and edit your own compositions. And even if you don't have much musical aptitude, you can enjoy Musicomp's pre-programmed tunes, while showing off your Apple in a unique way.

**Musicomp:**  
■ lets you edit your compositions note by note... so you get precisely the music you want;  
■ displays each note it plays on a music staff centered on your screen... so you learn music symbols as you hear their corresponding sounds;  
■ can be connected through the cassette output jack to a stereo system, letting you use your personal computer to play music, with or without adding expensive equipment.

In addition to setting key and time signatures, you also set the tone of every piece you create. Musicomp has three "voice" and four "timbre" settings that alter tone, allowing you to arrange as well as compose. One combination of settings produces a tone suggestive of woodwinds, for example, while another combination sounds like a harpsichord.

Musicomp is written in Integer BASIC. To use it, you'll need:

- an Apple II with 32K bytes RAM; or
- an Apple II Plus with 32K bytes RAM and an Integer BASIC Firmware Card; or
- an Apple II Plus with the Apple Language System.

- Plus:
- Auto-Start ROM;
  - an Apple Disk II with controller (16-sector PROMs);
  - a video monitor or television.

With the Musicomp package, you'll receive: 1) Musicomp program diskette; 2) instructions.

Order Number: C2H0002

Price: \$45.00

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Musicomp is written in Integer BASIC.

With the Musicomp package, you'll receive: 1) Musicomp program diskette; 2) back-up diskette; 3) instructions.

Musicomp's Play and Create options allow you to key in your own music, edit it, store, recall, and play it back. Use your Apple keyboard as you would a piano keyboard—over a full four-octave chromatic range.

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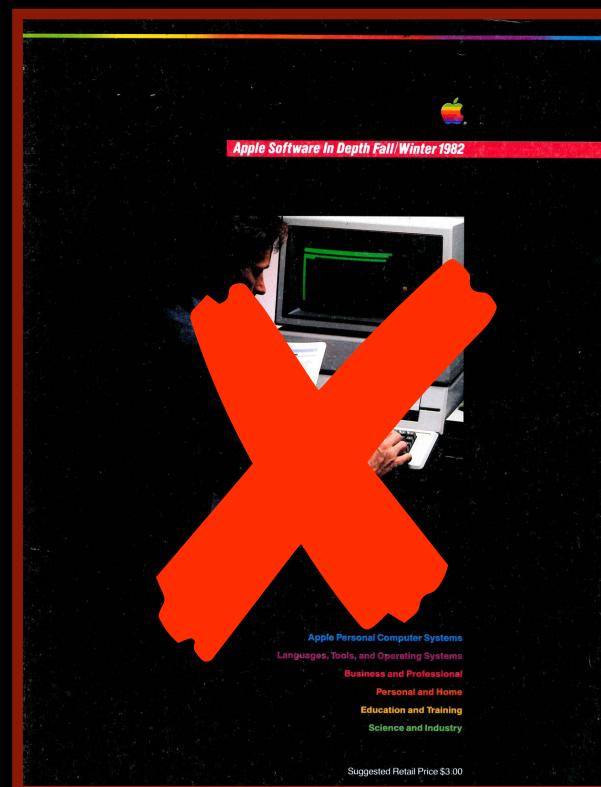
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# VT100 EMULATOR

Turn your Apple into a remote timesharing terminal! The VT-100 Emulator program allows you to use your Apple II or II Plus computer as a conversational terminal (with 40-character/line, upper-case-only display) on RSTS/E-based, PDP-11™ systems. With this program and an Apple Communications Interface Card, your Apple computer can communicate at 110 or 300 baud with large timesharing systems, either directly or via telephone link (through an acoustic coupler).

You save money on hardware, because your Apple computer performs many of the functions of Digital Equipment Corporation's expensive VT100 terminals. And since your Apple is a powerful microcomputer, you can develop programs on it locally and reduce on-line charges. That's the kind of cost-effectiveness you just can't get with an ordinary terminal.

**The VT-100 Emulator also:**

- automatically configures your Apple computer as a recognizable terminal to the PDP-11 system...so you save time;

- allows you to transfer files easily between your Apple computer and the timesharing system...so you work more efficiently;

- lets you use your Apple with systems having modified RSTS/E prompt sequences...so you get greater system flexibility.

To log on to any RSTS/E system, you must already have an account number and password for that system. The VT-100 Emulator then simplifies connection procedures. A few keystrokes and a telephone call are all that's usually required.

The VT-100 Emulator's helpful menu makes the program easy to use. Select Auto Set Up (option A), for instance, to configure your Apple system as a "recognizable" terminal to the host PDP-11. A series of commands automatically handles the task. Or select File Transfer (option F), to transfer files between your Apple computer and the timesharing system. The program leads you step-by-step into making your file transfers correctly.

By selecting Set Expected Prompt (Option P), you're able to change the "prompt" anticipated by your Apple, to communicate with RSTS/E systems that don't use the standard "READY" prompt. Choosing Resume Terminal Operation (option R) clears your monitor screen and returns operator control. Lastly, choosing EXIT (option E) automatically "logs off" your Apple, and terminates the VT-100 Emulator program.

The VT-100 Emulator program is written in Applesoft BASIC. To use it, you'll need:

- an Apple II Plus with 48K bytes RAM; or
- an Apple II with 48K bytes RAM and an Applesoft BASIC Firmware Card; or
- an Apple II with the Apple Language System.

Plus:

- Auto-Start ROM;
- a video monitor or television;
- one or more Apple Disk IIs (one with controller and 16-sector PROMs);
- an unmodified Apple Communications Interface Card;
- an acoustic coupler or modem;
- an account and password for logging on to a RSTS/E timesharing system.

With the VT-100 Emulator package, you'll receive: 1) VT-100 Emulator program diskette; 2) user instructions.

**Order Number:** C2B0002  
**Price:** \$75.00

RSTS/E and PDP-11 are registered trademarks of Digital Equipment Corp.



## VT-100 Emulator

Turn your Apple into a remote timesharing terminal! The VT-100 Emulator program allows you to use your Apple II system as a conversational terminal (with 40-character/line, upper case-only display) on RSTS/E-based, PDP-11™ systems. With this program and an Apple Communications Interface Card, your Apple computer can communicate at 110 or 300 baud with large timesharing systems, either directly or via telephone link (through an acoustic coupler).

You save money on hardware because your Apple computer performs many of the functions of Digital Equipment Corporation's expensive VT-100 terminals. And since your Apple is a powerful microcomputer, you can develop programs on it locally and reduce on-line charges. That's the kind of cost-effectiveness you just can't get with an ordinary terminal.

**The VT-100 Emulator:**

- automatically configures your Apple computer as a recognizable terminal to the PDP-11 system...so you save time;

- allows you to transfer files easily between your Apple computer and the timesharing system...so you work more efficiently;

- lets you use your Apple with systems having modified RSTS/E prompt sequences...so you get greater system flexibility.

To log on to any RSTS/E system, you must already have an account number and password for that system. The VT-100 Emulator then simplifies connection procedures. A few keystrokes and a telephone call are all that's usually required.

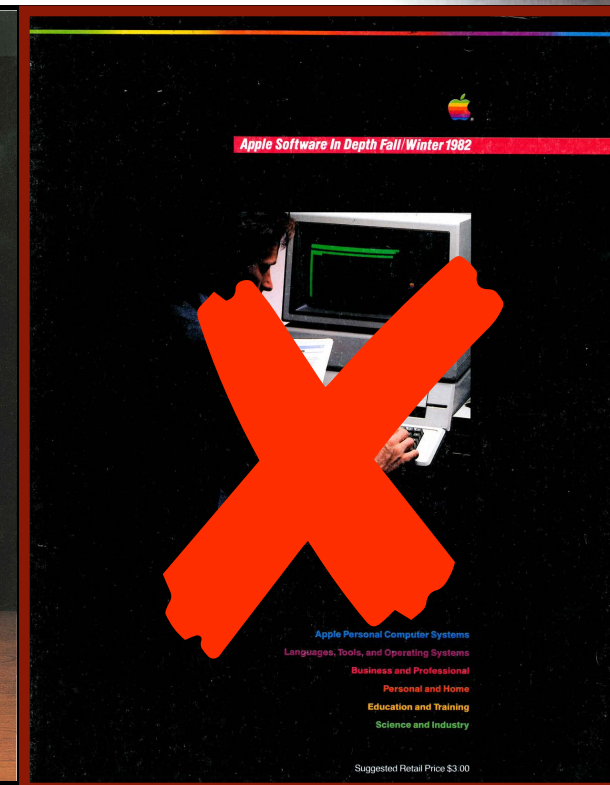
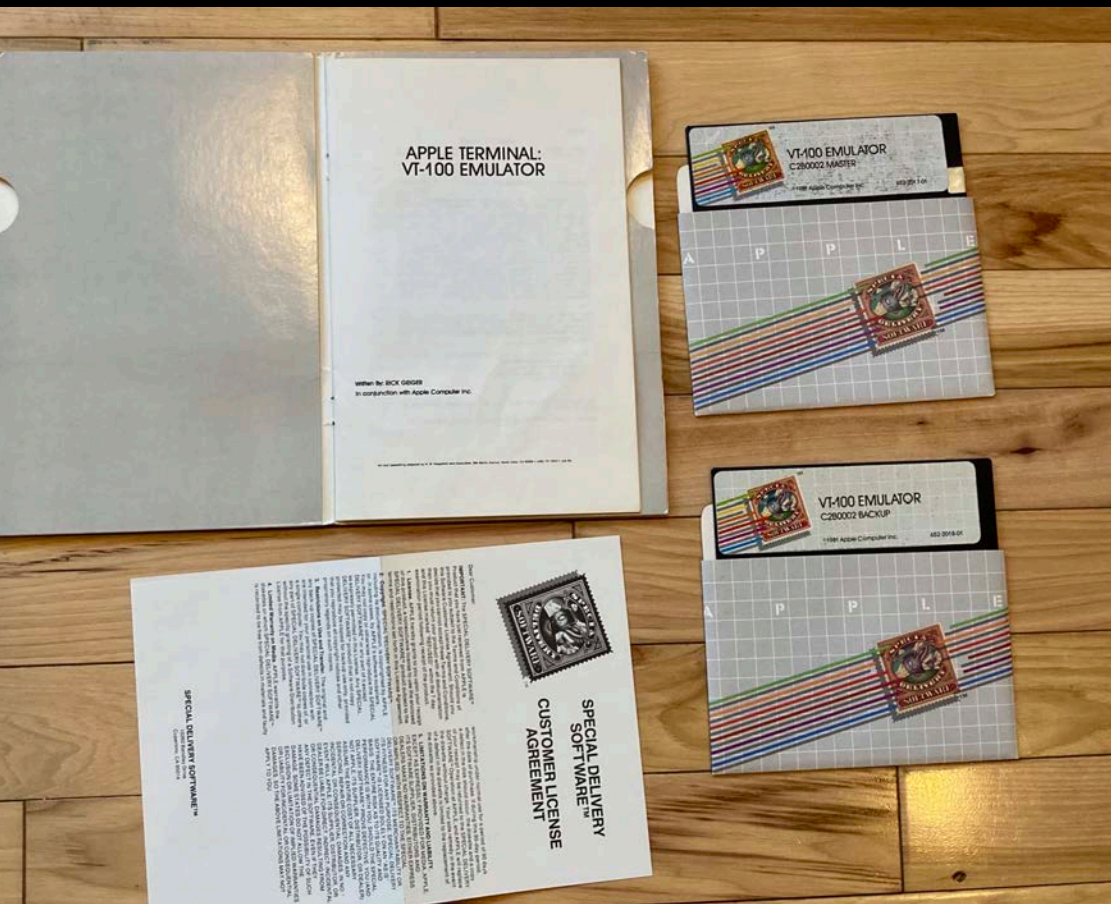
The VT-100 Emulator's helpful menu makes the program easy to use. Select *Auto Set Up* (option A), for instance, to configure your Apple system as a "recognizable" terminal to the host PDP-11. A series of commands automatically handles the task. Or select *File Transfer* (option F), to transfer files between your Apple computer and the timesharing system. The program leads you step-by-step into making your file transfers correctly.

By selecting *Set Expected Prompt* (option P), you're able to change the "prompt" anticipated by your Apple so you can communicate with RSTS/E systems that don't use the standard "READY" prompt. Choosing *Resume Terminal Operation* (option R) clears your monitor screen and returns operator control. Lastly, choosing *Exit* (option E) automatically "logs off" your Apple, and terminates the VT-100 Emulator program.

The VT-100 Emulator program is written in Applesoft BASIC.

With the VT-100 Emulator package, you'll receive: 1) VT-100 Emulator program diskette; 2) back-up diskette; 3) user instructions.

**Order Number:** C2B0002





# HAND HOLDING BASIC

Have you wanted to try programming in BASIC, but wished there was an easier and more effective way to learn? Hand Holding BASIC is for you.

A new implementation of the ANSI 78 Minimal BASIC interpreter for the Apple II, Hand Holding BASIC employs a dramatic, graphical approach to teaching programming and debugging in BASIC. As you write programs, Hand Holding BASIC not only checks your input character by character, but also signals errors and displays suggestions to correct them. And when you run a completed program, Hand Holding BASIC lets you use six special display screens to follow the computer's every step. If you're just beginning to learn the BASIC language, Hand Holding BASIC will give you a clear understanding of how its commands, statements, and other features work together to form programs. If you already know the language, Hand Holding BASIC gives you a "play-by-play" view of your favorite programs, and helps improve both your programming and debugging abilities.

Hand Holding BASIC also:

- automatically checks your input, character by character...so you save time locating mistakes and learning correct syntax;
  - provides a complete, easy-to-use debugging environment...so you learn how to debug programs even as you learn how to write them;
  - uses special displays to monitor how your Apple interprets your BASIC programs...so you spot awkward routines easier, and learn how to write more efficient programs.
- Hand Holding BASIC has four distinct learning "levels" that let you learn BASIC in stages, and at your own pace. You choose the programming level you want.

Level 1 encompasses arithmetic expressions only, and syntax checking restricts itself to your use of numbers, pluses and minuses, asterisks, obliques, left and right parentheses, and carriage returns. In Level 2, simple variables are added, along with the corresponding syntax checking abilities. Level 3 programming introduces powers and functions. And when you choose Level 4, ANSI Minimal BASIC becomes available to you—along with complete syntax checking on all characters entered. Level 4 also automatically triggers display of a helpful selection array (which shows valid "next" characters), if you make two successive errors.

Hand Holding BASIC provides six special display screens that monitor programs as they run in your Apple. You control execution speed—which can be slowed all the way down to single step mode, and lets you switch back and forth between display screens.

A Command Screen is used to enter stored programs and commands, and an Execution Screen simply displays output from print statements in your program. The List Trace Screen shows control passing through your BASIC statements, while the Chronological Trace Screen presents a scrolled display of source statements as they're being interpreted. A Monitor Screen shows the return stack, and displays monitored variables. And a For Loop Screen displays information about the interpretation of "FOR" and "NEXT" statements.

Hand Holding BASIC has four distinct learning "levels" that let you learn BASIC in stages, and at your own pace. You choose the programming level you want.

Hand Holding BASIC provides a sophisticated debugging environment, too. You're able to set or clear breakpoints on statements; to give cross reference listing for variables or line numbers; and to stop or restart at will. To use Hand Holding BASIC, you'll need either:

- an Apple II Plus with 48K bytes RAM; or
- an Apple II with 48K bytes RAM; or
- an Apple II with 48K bytes RAM and the Apple Language System.

Plus:

- Auto-Start ROM;
- a video monitor or television;
- an Apple Disk II with controller (16-sector PROMs).

With the Hand Holding BASIC package, you'll receive: 1) Hand Holding BASIC master diskette; 2) user instructions.

Order Number: C2E0001

Price: \$100.00



## Hand Holding BASIC

### An Easier Way

Hand Holding BASIC for the Apple II is a learning environment that employs a dramatic, visual approach to teaching programming and debugging in ANSI Minimal BASIC. As you write programs (in minimal BASIC in the Hand Holding BASIC environment), the program not only checks your input character by character, but also signals errors and displays possible responses. And when you run a completed program, Hand Holding BASIC lets you use six special display screens to follow the computer's every step.

- provides a complete, easy-to-use debugging environment, so you learn how to debug programs as you learn how to write them...
- helps you learn to write more efficient programs and spot awkward routines more easily, because special displays are used to monitor how your Apple interprets your BASIC programs...

(Note: Hand Holding BASIC is ANSI Minimal BASIC, not Applesoft BASIC. Some of the extensions of Applesoft are not present in Hand Holding BASIC; however, the latter's screens allow you to see program execution. To convert a program from one BASIC to the other, you must retype the program and reformat the disk.)

The package includes: 1) master program diskette; 2) back-up diskette; 3) instructions.



If you're just beginning to learn the BASIC language, Hand Holding BASIC will give you a clear understanding of how its commands, statements, and other features work together to form programs. As you become more familiar with the language, you can use Hand Holding BASIC to give you a "play-by-play" view of the programs you write and to help improve both your programming and debugging abilities. Hand Holding BASIC:

- saves you time locating mistakes and learning correct syntax, because it automatically checks your input, character by character...

## Hand Holding BASIC

Have you wanted to try programming in BASIC, but wished there was an easier and more effective way to learn? Hand Holding BASIC is for you.

A new full implementation of the ANSI 78 Minimal BASIC interpreter for the Apple II, Hand Holding BASIC employs a dramatic, graphic approach to teaching programming and debugging in BASIC. As you write programs, Hand Holding BASIC not only checks your input character-by-character, but also signals errors and displays suggestions to correct them. And when you run a completed program, Hand Holding BASIC lets you use six special display screens to follow the computer's every step.

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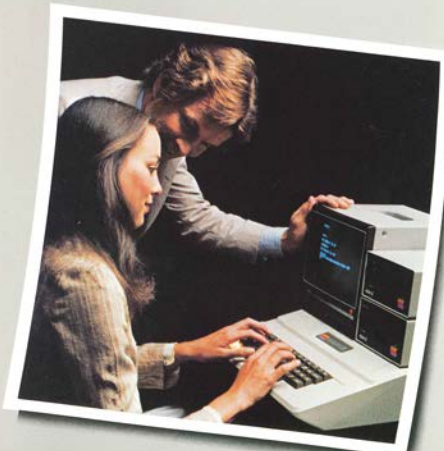
Hand Holding BASIC is written in assembly language. With the Hand Holding BASIC package, you'll receive: 1) Hand Holding BASIC master diskette; 2) back-up diskette; 3) user instructions.

Order Number: C2E0001

Hand Holding BASIC has four distinct learning levels that let you learn BASIC in stages—and at your own pace. You choose the programming level you want. Level 1 encompasses arithmetic expressions only, and syntax checking restricts itself to your use of numbers, pluses and minuses, asterisks, obliques, left and right parentheses, and carriage returns. In Level 2, simple variables are added, along with the corresponding syntax-checking abilities. Level 3 programming introduces powers and functions. And when you choose Level 4, ANSI Minimal BASIC becomes available to you—along with complete syntax

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# PSORT

Solve your Pascal disk file sorting problems with PSORT, a stand-alone program that can also be incorporated into other Pascal programs as a ready-made routine. PSORT lets you sort files through a wide variety of user-defined keys, such as name, ZIP code, age, account number, and more. A unique selection option lets you further specify which records are to be included or excluded in sort and merge processes.

With PSORT, you can choose between fixed or variable-length records and fields, and text or string files—so you enjoy a high degree of programming application flexibility and convenience. You can also select all critical system parameters, including number of sort keys, files to be merged, fields per fixed-length record, characters per record, and characters per field. And full source code is provided, so you can even modify PSORT's procedures to meet your particular needs.

## PSORT also:

- can be called as a procedure from a user program...so you cut costs by reducing development time;
- provides up to 10, user-redefinable sort keys with mixed ascending/descending sequences...so you have comprehensive sorting capabilities at your fingertips;
- can merge up to 10, user-redefinable, pre-sorted files...so you consolidate large files more efficiently;
- supports multiple disks for input, output, and work files...so you can fully utilize diskette storage space;
- lets you supply parameters either through interactive prompting, or through a control file that's set up only once...so it's easier for you and others to use the program.

Anyone with Pascal programming experience will find PSORT easy to use. Just compile the PSORT programs—provided in Pascal source code—and execute them in the usual way. PSORT leads you step-by-step through the sorting process. Merging is easily done, too. Just enter the file names of the input files to be merged, whether they reside on the same or different disks.

Using PSORT's include/exclude option is simple and straightforward. Suppose you're sorting a mailing label list, and you want to exclude all labels in a certain ZIP code area. Just indicate "Exclude" when prompted, specify the field number, and enter the excluded ZIP code as the selection value. Automatically PSORT will omit any label with the undesired ZIP code when sorting.

To use PSORT, you'll need:

- an Apple II or Apple II Plus with 48K bytes RAM;
- an Apple Language System;
- an Apple Disk II with controller (16-sector PROMs);
- a video monitor or television.

With the PSORT package, you'll receive: 1) PSORT program diskette, containing source code, executable code, a parameter program to set up a control file, and a sample Pascal program that uses PSORT as a procedure; 2) PSORT user manual.

Order Number: C2B0003

Price: \$85.00



PSORT Source Code



Sort Program Setup

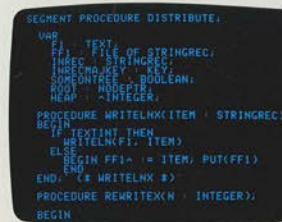


PSORT Catalog

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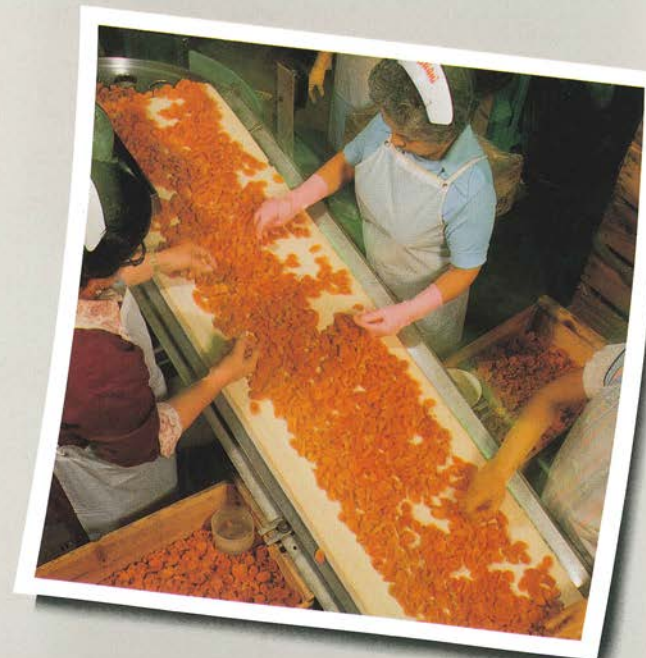


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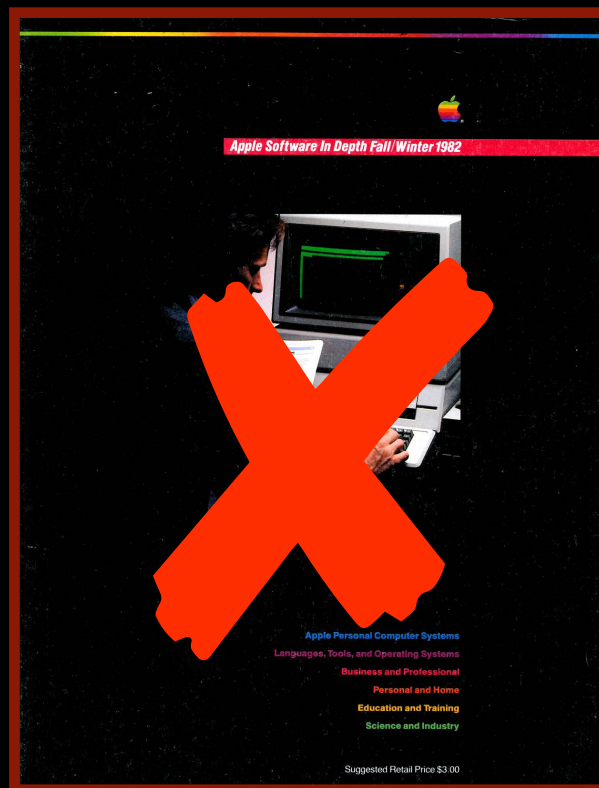
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Order Number: C2B0003



Apple Personal Computer Systems  
Languages, Tools, and Operating Systems  
Business and Professional  
Personal and Home  
Education and Training  
Science and Industry

Suggested Retail Price \$3.00



# ARTIST'S DESIGNER

Set aside your paints, brushes, and canvas—now you can create works of art with your Apple II or II Plus computer! Artist's Designer is an exciting program that makes the most of your Apple's superb color graphics capabilities. Designed by an art instructor for computer art enthusiasts, it lets you "draw" and "paint" virtually any color graphics composition you wish, using your color monitor or color television screen as a "canvas."

Unlike more conventional graphics systems, Artist's Designer produces irregular shapes, curves, and other forms. And you can use colored dots to fill defined areas or to introduce textures. The five vibrant colors at your command—green, yellow, orange, violet, and red—can also be mixed with black or white to produce hundreds of color tints, mixtures, and shades. You can save your masterpieces, too. Up to 35 finished or in-progress compositions fit on a single storage diskette.

One of Artist's Designer's unique features redraws your designs, step-by-step—so you can "re-run" your process of creation and examine the artistic choices you made. This feature can likewise be used to experiment with "art animation," an exciting new performance art.

**Artist's Designer also:**

- has a special LINK feature that lets you "link together" designs from different storage files...so you can build detailed compositions piece by piece;
- allows you to create "slideshows" of designs...so you can make tutorial presentations for use in the classroom, office, or anywhere else;
- provides complete editing capabilities, including selective erase/redraw features...so you save time by refining rather than redrawing compositions;

Artist's Designer uses menus and display prompting to give you the control you need as an artist. The program's main menu allows you to draw, edit, erase, or save compositions, and to choose or change their background colors.

Once you've made a selection from the main menu, sub-menus let you focus specifically on what you want to do. Selecting DRAW, for instance, produces a sub-menu that allows you to draw either with blocks, dots, lines, curves, or semicircles. Other sub-menus let you redraw, edit, fill-in shapes with colors, and link designs stored in separate files.

Artist's Designer comes with 20 predrawn designs, which you can modify and use in your own compositions. A special "playback" feature will redraw successively—and continuously, if you like—up to 25 designs of your choosing. Artist's Designer's Playback feature lets you create a wide range of self-operating displays and exhibitions, without programming a line.

Artist's Designer is written in Apple Pascal. To use the program, you'll need:

- an Apple II or II Plus with 48K bytes RAM;
- the Apple Language System;
- a color video monitor or color television;
- an Apple Disk II with controller (16-sector PROMs).

With the Artist's Designer package, you'll receive: 1) Artist's Designer master diskette, containing modifiable demonstration designs and a disk initialization program; 2) instruction manual.

Order Number: C2H0004  
Price: \$65.00



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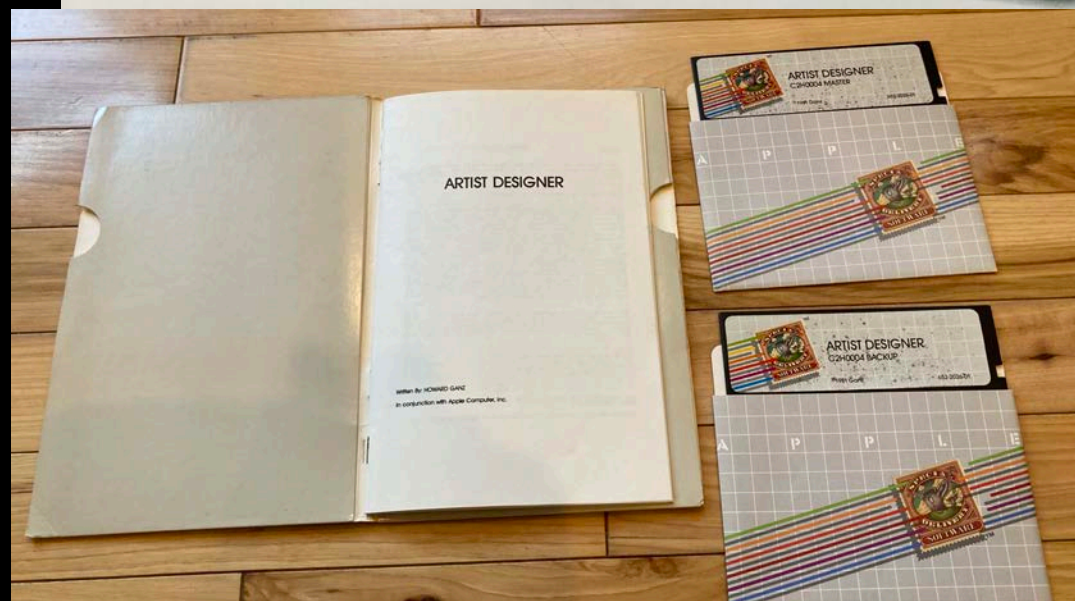
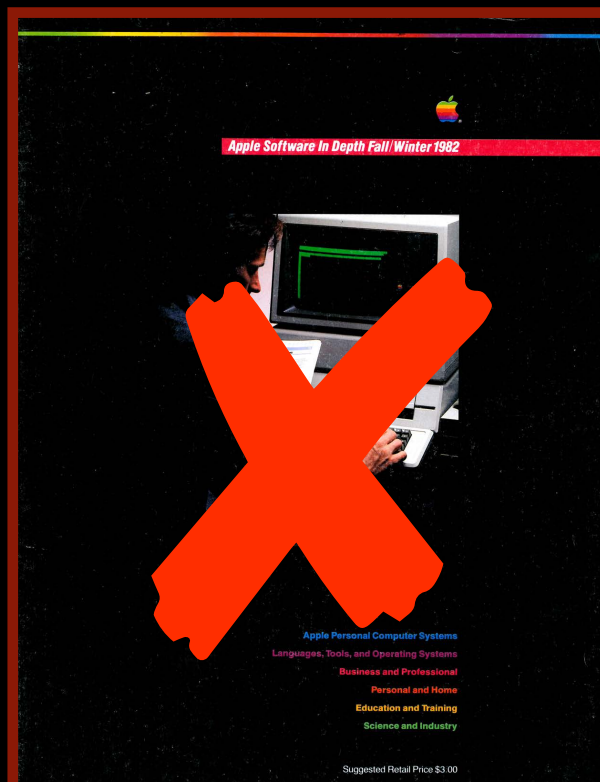
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Order Number: C2H0004





# PILOT ANIMATION PACKAGE

Teachers: bring your Computer-Assisted Instruction (CAI) programs to life with the PILOT Animation Package. Used in conjunction with the PILOT Author System, this program is a complete animation "tool shop." Put it to work to illustrate important points, dramatize concepts and principles, and capture your students' attention.

**The PILOT Animation Package:**

- lets you write complex graphics programs without prior software expertise;
- provides an easy-to-use environment...so your animation task is simplified;
- stores animation sequence files...so you can quickly access and reuse them.

When used with the PILOT Author diskette, the PILOT Animation Package's Animator program lets you build and edit special data files of images. Then you can call these files in sequences in such a way as to animate the images.

You'd begin, for instance, by visualizing the particular image you wish to animate, and breaking down the various stages of its motion into key "snapshot" images. Simply use the Standard PILOT Author System's character generator to construct these key images—or assemble them from an existing character font "library" of images that you've already created and stored. Next, use the Animator program to put the images in motion. You'll end up with a data file of key images in sequence which—like the individual frames of a motion picture—create the illusion of movement. This animated sequence can also be called easily from any PILOT lesson.

The PILOT Animation Package lets you manipulate shapes with simple PILOT statements. If the character set happens to represent a kangaroo, for example, you can easily command the appropriate frame-by-frame options to make the animal bounce across the screen. Then, by transferring Animator files to your PILOT lesson diskettes, you can incorporate the animation sequence into your desired program.

The PILOT Animation Package also includes "Maxwell"—a program demonstrating the simplicity and flexibility of PILOT animation—as well as "Hormuz" and "Dr. Memory," two excellent, sample PILOT lessons. In addition, the PILOT lesson "Immediate"—also included in the package—allows you to review your animations on the spot, without having to insert them into complete PILOT programs.

The PILOT Animation Package is written in PILOT. To use it you'll need:

- an Apple II or II Plus with 48K bytes RAM;
- an Apple Disk II with controller (16-sector PROMs);
- Auto-Start ROM;
- a video monitor or television.

In addition, to incorporate animation sequences developed with this package into PILOT lessons, you'll also need:

- the Apple PILOT Author system.

With the PILOT Animation Package, you'll receive: 1) PILOT Animation Package program diskette; 2) instructions.

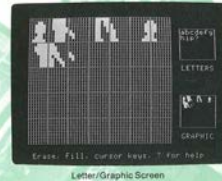
Order Number: C2E0004  
Price: \$75.00



Pilot Font Editor



Maxwell



Letter/Graphic Screen

## PILOT Animation Tools

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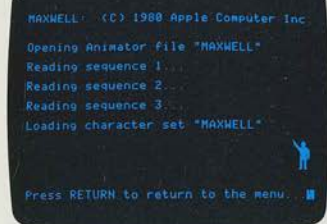
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frame-by-frame options to make the animal bounce across the screen. Then, by transferring Animator files to your PILOT lesson diskettes, you can incorporate the animation sequence into your desired program.

PILOT Animation Tools also include Maxwell—a program demonstrating the simplicity and flexibility of PILOT animation—as well as Hormuz and Dr. Memory, two excellent sample PILOT lessons. In addition, the PILOT lesson Immediate—also included in the package—allows you to review your animations on the spot, without having to insert them into complete PILOT programs.



To incorporate animation sequences developed with this package into PILOT lessons, you will need the Apple PILOT Author system (A2D0028).

The PILOT Animation Tools program is written in PILOT.

With PILOT Animation Tools, you'll receive: 1) PILOT Animation Tools program diskette; 2) instructions.



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## PILOT Animation Tools

Teachers: bring your Computer-Assisted Instruction (CAI) programs to life with the PILOT Animation Package. Used in conjunction with the PILOT Author System, this program is a complete animation "tool shop." Put it to work to illustrate important points, dramatize concepts and principles, and capture your students' attention.

**The PILOT Animation Package:**

- lets you write complex graphics programs without prior software expertise;
- provides an easy-to-use environment...so your animation task is simplified;
- stores animation sequence files...so you can quickly access and reuse them.



When used with the PILOT Author diskette, the PILOT Animation Package's Animator program lets you build and edit special data files of images. Then you can call these files in sequences in such a way as to animate the images.

You'd begin, for instance, by visualizing the particular image you wish to animate, and breaking down the various stages of its motion into key "snapshot" images. Simply use the Standard PILOT Author System's character generator to construct these key images—or assemble them from an existing character font "library" of images that you've already created and stored. Next, use the Animator program to put the images in motion. You'll end up with a data file of key images in sequence which—like the individual frames of a motion picture—create the illusion of movement. This animated sequence can also be called easily from any PILOT lesson.

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With the PILOT Animation Package, you'll receive: 1) PILOT Animation Package program diskette; 2) instructions.

Order Number: C2E0004

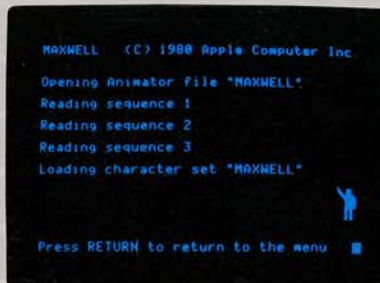
## PILOT Animation Tools

### Bring Programs to Life

Used in conjunction with the PILOT Author System, this program is a complete animation "toolbox." Put it to work to illustrate important points, dramatize concepts and principles, and capture your students' attention. PILOT Animation Tools:

- let you write complex graphics programs without prior software expertise...
- provide an easy-to-use environment to simplify your animation tasks...
- store animation sequence files for quick access and reuse.

The package includes: 1) program diskette; 2) instructions.





# SUPERMAP

Wish you could make geography more enjoyable and capitals more captivating? Try Supermap, an easy, fun way to learn about the continental United States. Simply type in the name of a city. If it's contained in the program's data base (which has over 300 cities), Supermap will show you where the city's located on any one of four, full-color maps, and provide you with some important facts about the city—including population, ZIP code, longitude and latitude.

**Supermap also:**

- displays the distance between two cities in both miles AND kilometers... so you become familiar with metric equivalents;
- puts maps, facts, and figures at your fingertips... so you save time searching through atlases and almanacs;
- electronically highlights the locations of cities... so you're left with a lasting sense of geographic relationships.

Supermap's main menu lets you choose five options. The State Capital Quiz prompts you with a state name, then waits for you to spell correctly the corresponding capital name. If you're right, Supermap blinks the city's location and beeps that you're correct; if you're wrong, you get two more guesses before Supermap fills you in. A special Scan Cities option lets you run through the entire list of cities in the data base at your own speed, lighting up locations and beeping as you go.

Other options let you view the continental United States in four different ways. The State Map, with the 48 states highlighted in dazzling colors, allows you to study the states in relation to one another. A Features Map displays the five, dominant ecological regions of the U.S.: crops, forest, grasses, desert, and swamp. When you instruct Supermap to locate a city on the Features Map, you'll have a good idea whether its inhabitants grow cactus or cucumbers. The January and July Sun Maps show mean daily solar radiation (in langleys) at ground level during those months.

Supermap is written in Applesoft BASIC. To use it, you'll need:

- an Apple II Plus with 48K bytes RAM; or
- an Apple II with 48K bytes RAM and an Applesoft Firmware Card; or
- an Apple II with the Apple Language System.

Plus:

- Auto-Start ROM;
- an Apple Disk II with controller (16-sector PROMs);
- a video monitor or television (color recommended).

With the Supermap package, you'll receive: 1) Supermap program diskette; 2) instructions.

**Order Number:** C2E0003  
**Price:** \$35.00

## Supermap

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Supermap is written in Applesoft BASIC. With the Supermap package, you'll receive: 1) Supermap program diskette; 2) back-up diskette; 3) instructions.  
**Order Number:** C2E0003

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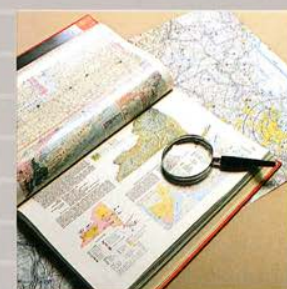
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Supermap is written in Applesoft BASIC. With the Supermap package, you'll receive: 1) Supermap program diskette; 2) back-up diskette; 3) instructions.

## Supermap

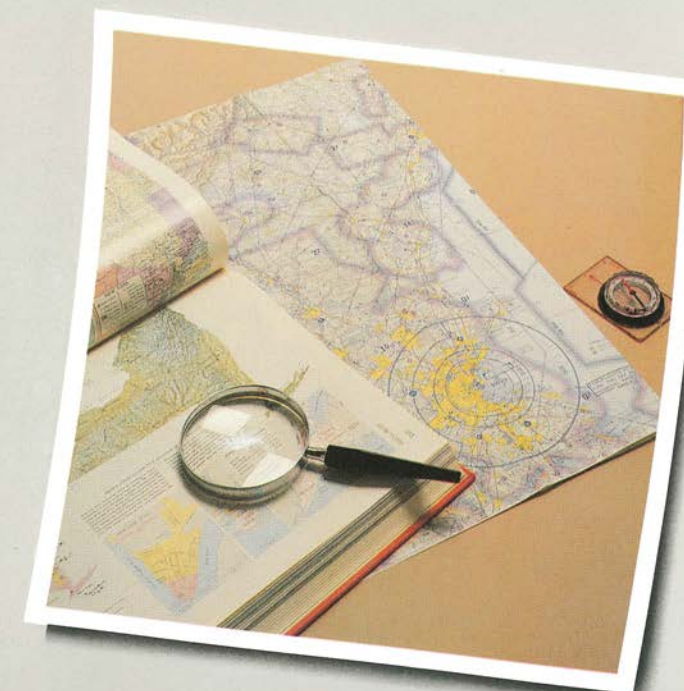


### Study the U.S.

Wish you could make the study of geography and capitals more enjoyable? Try Supermap, an easy, fun way to learn about the continental United States. Simply type in the name of a city. If it's contained in the program's data base (which has over 300 cities), Supermap will show you where the city is located on any one of four full-color maps, and provide you with some important facts about the city—including population, ZIP code, longitude, and latitude. Supermap also quizzes you on state capitals, presents the states in full color, and displays ground terrain and solar radiation data. Supermap:

- displays the distance between any two cities in both miles and kilometers, providing familiarity with metric equivalents...
- puts maps, facts, and figures at your fingertips to save you time searching through atlases and almanacs...
- electronically highlights the locations of cities, leaving a lasting impression of geographic relationships.

The package includes: 1) master program diskette; 2) back-up diskette; 3) instructions.





# STEPWISE MULTIPLE REGRESSION

Designed especially for the professional researcher, Stepwise Multiple Regression is a statistical analysis program patterned after the UCLA BIOMED multiple regression series. The program allows you to use stepwise regression analysis to test accurately the strength of relationships between variables—up to 60 in a single run. Data is saved to and read from diskettes, with a single diskette capable of storing up to 64 observations for each of 100 variables.

Stepwise Multiple Regression determines all the customary descriptive statistics for any multivariate linear regression, including means, standard deviations, regression coefficients, multiple correlation coefficients,  $R^2$ , residuals, correlations, F-values, and others. The program also provides the correlation matrix and the "stepwise" additions (or deletions) of variables to the explanatory model.

A unique feature of Stepwise Multiple Regression is that it plots residual values using Apple's high-resolution display capability. If your system includes an Apple Silentyper printer, you can obtain hardcopy output of these detailed graphs, too.

**Stepwise Multiple Regression also:**

- reduces your use of large, expensive timesharing systems to perform regression analysis in your research... so you save money on computer time charges;

- frees you from the downtime, restricted availability, and other disadvantages of timesharing systems... allowing you to work at your convenience;

- keeps confidential data out of large mainframe environments... so you avoid security risks;

- lets you conduct remote investigations on-site, anywhere there's an electrical outlet... so you're able to compute and use statistical information faster.

The Stepwise Multiple Regression system consists of 11 programs contained on a single master diskette—five programs for data management, four for calculations and reporting results, and two for system integration.

All of the programs are easily selected from a main menu, and all are linked to simplify running the system. By choosing the appropriate option on the main menu, you can: configure your system; create and prepare variable data diskettes and backups; update, list, and add observations to existing variable diskettes; and perform or repeat stepwise multiple regression analyses. To use Stepwise Multiple Regression, you'll need:

- an Apple II Plus with 48K bytes RAM; or
- an Apple II with 48K bytes RAM and an Applesoft BASIC Firmware Card; or
- an Apple II with the Apple Language System.

Plus:

- Auto-Start ROM;
- a video monitor or television;
- an Apple Disk II with controller (16-sector PROMs);
- a printer (optional).

With the Stepwise Multiple Regression package, you'll receive:

- 1) Stepwise Multiple Regression master diskette; 2) instruction manual.

**Order Number:** C2S0001  
**Price:** \$150.00



Main Menu



List of Predictors



Regression Analysis Output

## Stepwise Multiple Regression

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The Stepwise Multiple Regression system consists of 11 programs contained on a single master diskette—four programs for data management, four for calculations and reporting results, and three for system integration.

All of the programs are easily selected from a main menu, and all are linked to simplify running the system. By choosing the appropriate option on the main menu, you can: configure your system; create and prepare variable data diskettes and back-ups; update, list, and add observations to existing variable diskettes; and perform or repeat stepwise multiple regression analyses.

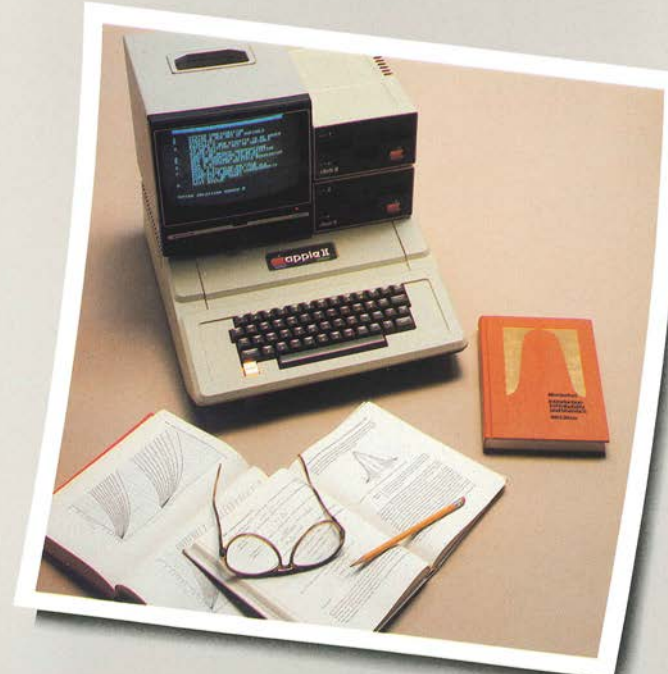
Stepwise Multiple Regression is written in Applesoft BASIC.

With the Stepwise Multiple

Regression package, you'll receive:

- 1) Stepwise Multiple Regression master diskette; 2) back-up diskette;

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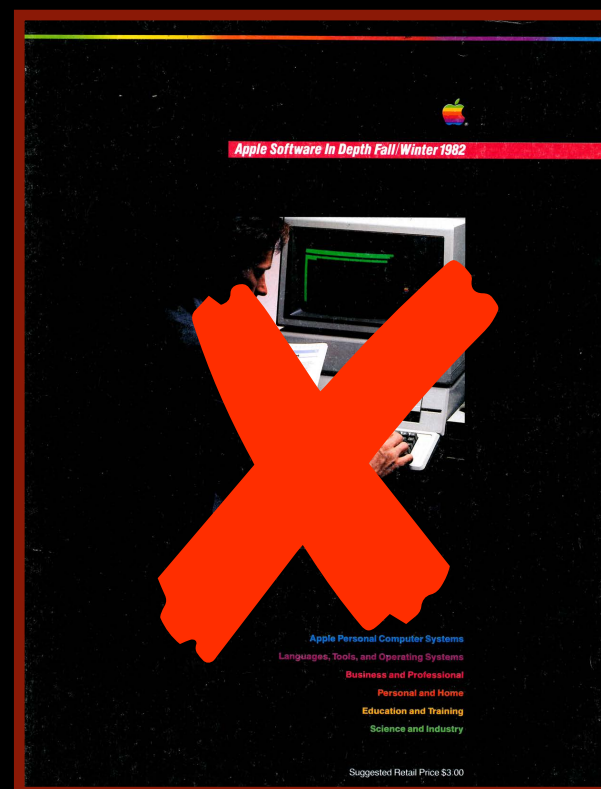
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Apple Software In Depth Fall/Winter 1982

Apple Personal Computer Systems  
Languages, Tools, and Operating Systems  
Business and Professional  
Personal and Home  
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Science and Industry

Suggested Retail Price \$3.00



## Personal Finance Manager

Wonder where the money went? Personal Finance Manager is an easy-to-use family budget management program that puts important financial information at your fingertips. It helps you keep better records of expenditures, analyze your spending patterns, validate checkbook statements, and maintain tax records. And you don't need any special expertise to use it, either.

With Personal Finance Manager you can organize your family's finances so they make sense, while at the same time sparing yourself the clutter and confusion of paperwork. On a single diskette, you can store a full year's worth of family financial records (200 entries a month for 12 months)—including detailed information on all check transactions, deposits, cash and credit card expenditures. You can even classify expenditures as tax deductible, consolidate the information for easier itemization when filing taxes, and "roll over" automatically to the next year.

**Personal Finance Manager:**

- lets you define or modify up to 24 budget categories... so you can compare spending habits (by cash, check, or credit cards) with budget limits you've set;
- lets you define or modify as many as 12 credit card expenditure accounts...

so you know instantaneously just how much money you owe;

- provides monthly and year-to-date summaries of expenditures... so you can tell at a moment's glance how realistic your budget is;
- plots budget category activity, providing quick graphic comparisons of dollar amounts;
- lets you print out information at the touch of a key... so you can take your financial records to the bank, the IRS, or wherever they're needed.

Keeping a budget that works is not just a matter of motivation—it's based on your ability to access and maintain financial information easily. Personal Finance Manager lets you do exactly that.



Using the program's **Enter Data** option, you can add or modify financial transactions—such as cash and credit card expenditures—quickly and easily. The **Data Search/Sort** option provides simple listings of monthly budget entries you specify, such as all

tax-deductible expenditures for any particular quarter. This is extremely useful when you file taxes, for example, because it allows you to quickly isolate the information you need.

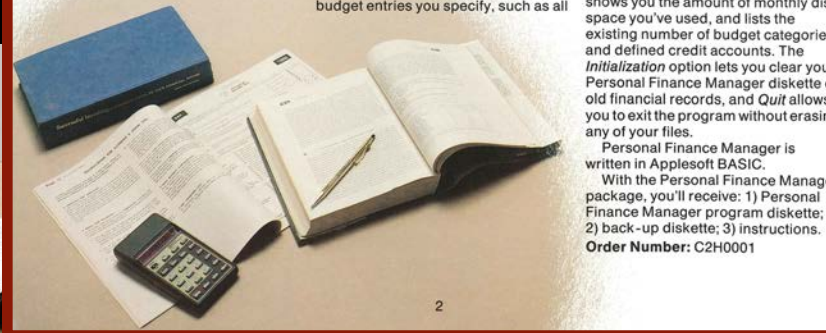
Another helpful option, **Reconcile Checkbook**, lets you account for all checking account transactions that appear on your bank's monthly statement. The program will indicate the amount of any discrepancy it detects, helping you determine the source of the error.



**Budget Category Summary** lets you analyze the status of any budget area you've defined. Three different summaries are available, two of which can be plotted as low-resolution graphs. **Credit Account Summary** works in a similar fashion, providing summaries and graphic presentation of defined credit accounts so you can readily analyze your charging habits.

In addition, a **Status Report** option shows you the amount of monthly disk space you've used, and lists the existing number of budget categories and defined credit accounts. The **Initialization** option lets you clear your Personal Finance Manager diskette of old financial records, and **Quit** allows you to exit the program without erasing any of your files.

Personal Finance Manager is written in Applesoft BASIC. With the Personal Finance Manager package, you'll receive: 1) Personal Finance Manager program diskette; 2) back-up diskette; 3) instructions. **Order Number: C2H0001**



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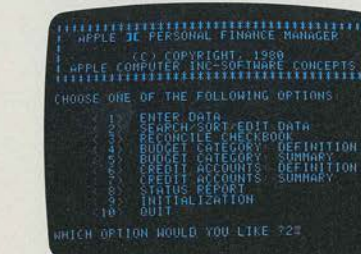
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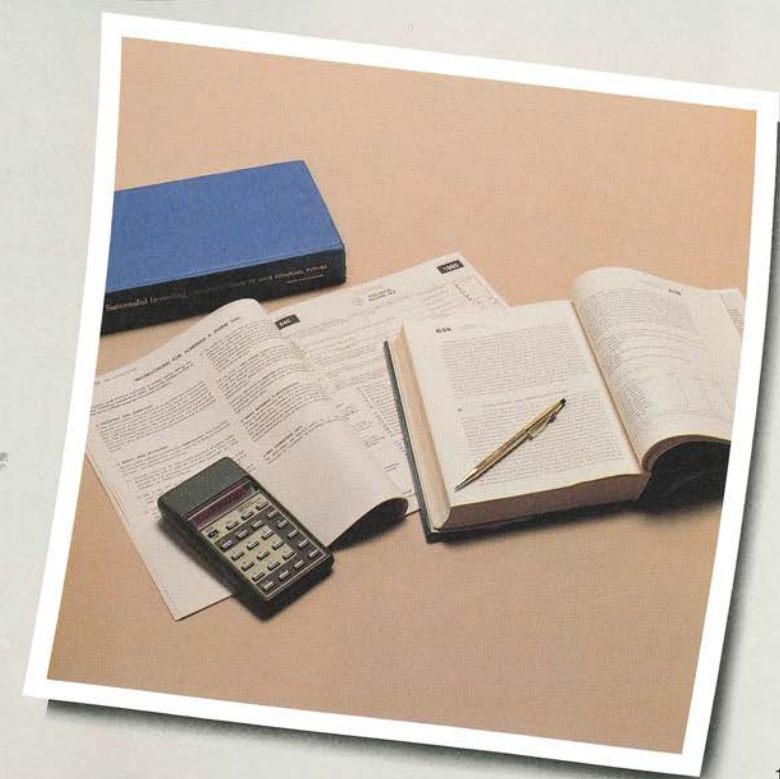


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## Personal Finance Manager

### Budget Management at Your Fingertips

Personal Finance Manager helps you record and monitor expenditures, analyze your spending patterns, validate checkbook statements, and maintain tax records.

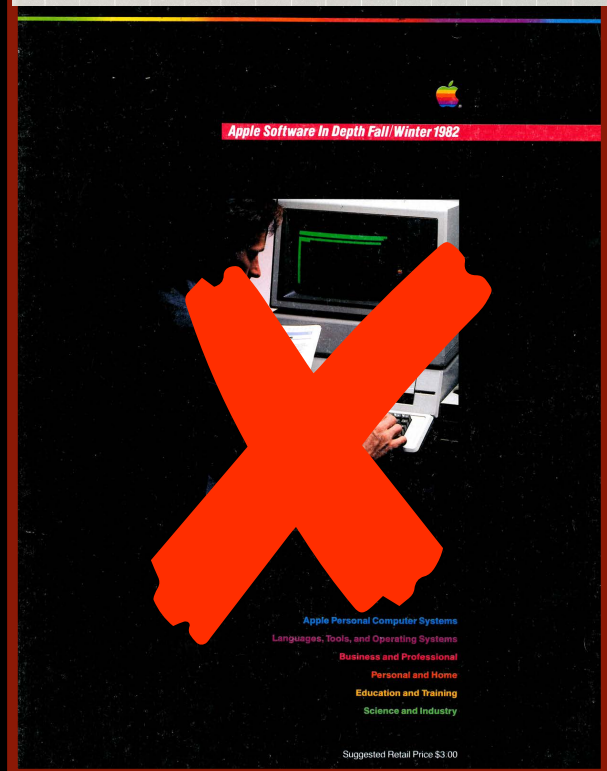
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- plots budget category activity, providing quick graphic comparisons of dollar amounts...
- prints out information at the touch of a key, so you can take your financial records to the bank, the IRS, or wherever they're needed.

The package includes: 1) master program diskette; 2) back-up diskette 3) instructions.







## Goodspell

Make your Apple Writer text files letter-perfect every time!

A fast, reliable spelling verification system, Goodspell safeguards against misspellings. It helps rid your text of embarrassing typographical errors, allowing you to produce letters, documents, and presentations more accurately than ever before.

Goodspell carefully checks your every word against its 14,000-word dictionary, immediately alerting you when it comes across one it doesn't recognize. Its 3000-word-a-minute processing speed allows you to check an average text file in 60 seconds or less.

An indispensable tool for Apple Writer users, Goodspell makes it easier for you to express yourself more clearly.

**Goodspell:**  
■ is simple to operate...so you need little computer experience to use it;  
■ allows you to temporarily add new words to its dictionary as you verify them...so individual text files can be checked for foreign, technical, and other uncommon words.

To use Goodspell, simply boot up the program diskette, verify the printer and driver slots, and wait 20 seconds while the Goodspell dictionary is loaded. You can either place your Apple Writer diskette in a second disk drive, or replace the Goodspell master with an Apple Writer diskette after the dictionary is loaded. You will be prompted for the name of the Apple Writer file you want checked. (If you don't remember the exact name, Goodspell will catalog your Apple Writer diskette for you.)



The program will quickly read your text file from start to finish, stopping at each word it doesn't recognize (misspellings or words not in its vocabulary). It will display the word with surrounding text, and ask you to verify the spelling. If the word is spelled correctly but is not in the program's permanent memory, Goodspell will add the word to its "incremental" dictionary, and pass over subsequent appearances.

The program will automatically print out a hard copy of each misspelling. You can verify as many text files as you want at one sitting, and Goodspell will label the error printouts for easy correction later.

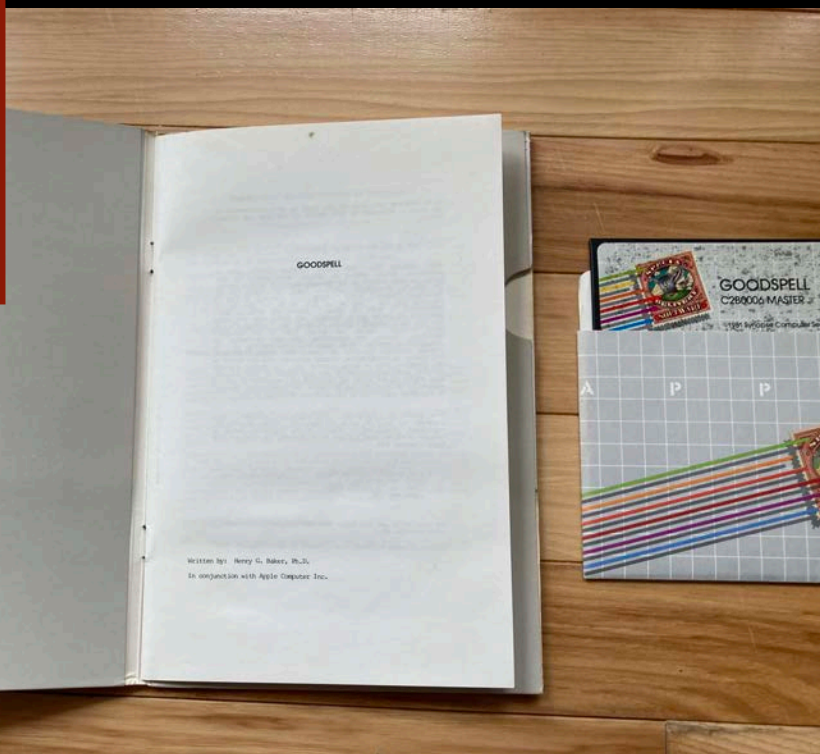


Goodspell is compatible only with 16-sector Apple Writer diskettes. (Note that you can convert 13-sector Apple Writer to 16-sector using the "muffin" routine on the DOS 3.3 master diskette.)

Goodspell is written in Applesoft BASIC.

With your Goodspell package, you'll receive: 1) Goodspell master diskette; 2) back-up diskette; 3) user manual.

Order Number: C2B0006



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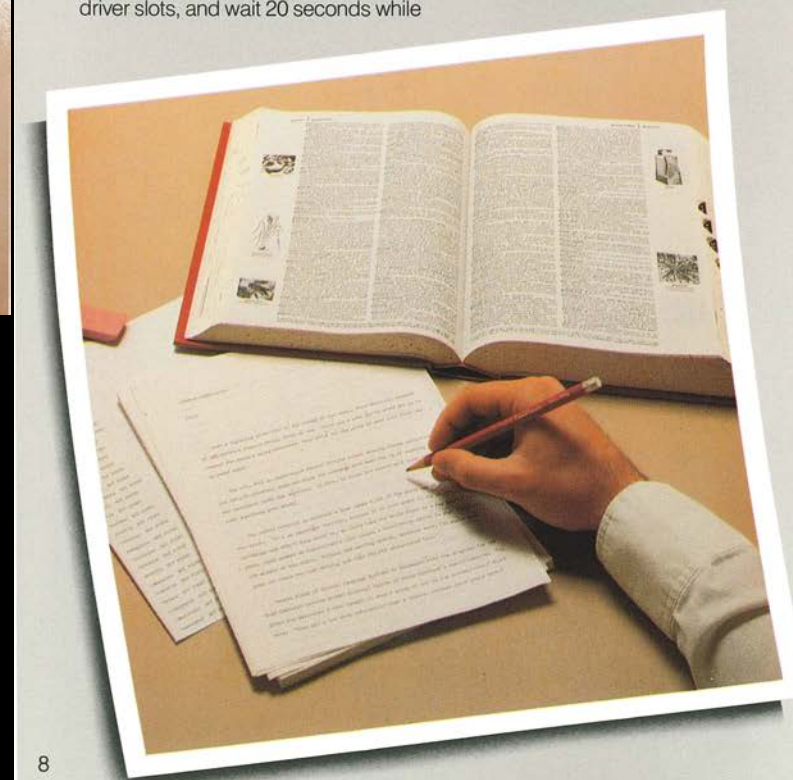
The program will automatically print out a hard copy of each misspelling. You can verify as many text files as you want at one sitting, and Goodspell will label the error printouts for easy correction later.



Goodspell is compatible only with 16-sector Apple Writer diskettes. (Note that you can convert 13-sector Apple Writer to 16-sector using the "muffin" routine on the DOS 3.3 master diskette.)

Goodspell is written in Applesoft BASIC.

With your Goodspell package, you'll receive: 1) Goodspell master diskette; 2) user manual.







# Diet Analysis

Are corn flakes acceptable on a low-cholesterol diet? Are bananas fattening? How much protein is there in an apple?

Diet Analysis helps you analyze your diet for carbohydrates, calories, and protein, as well as for 21 vitamins, minerals, and other components, such as saturated fats and fiber. The program produces daily analyses, weekly averages, and monthly comparisons showing three different data breakdowns. It lets you monitor your intake of specific elements, or keep track of your overall diet. It also compares your diet with USDA recommended daily requirements for your age and sex.

Diet Analysis allows you to shelve your nutrition charts, calorie tables, and vitamin schedules—and monitor your diet easily and accurately on your Apple computer.

- Diet Analysis:**
- stores data for up to 10 people ...so you can use it for your whole household;
  - tracks your intake of specific elements, such as sodium ...so you can maintain dietary limits prescribed by your doctor;
  - lets you use the power of your Apple to calculate diet information ...so you save hours of calorie counting and nutrition analysis;

■ compares your vitamin and mineral consumption with USDA recommended requirements ...so you can monitor vital aspects of your diet;

■ contains an exhaustive list of foods ...so you can analyze almost anything you eat.

Diet Analysis automatically analyzes your diet for calories, carbohydrates, protein, cholesterol, saturated fats, unsaturated fats, total fats, fiber, iron, calcium, magnesium, phosphorus, sodium, potassium, folic acid, niacin, pantothenic acid, and vitamins A, B1, B2, B6, B12, C, and E. Doctors may find Diet Analysis useful for quickly evaluating patients' dietary deficiencies.



Simple entry displays on your video screen lead you through the program—helping you enter your daily intake, compute and display analyses, and update general information, such as weight or level of physical activity.

The food entry procedures are thorough and flexible. You can make your entries at your convenience, once a day, or after each meal. You can use the **Quick Entry** option to set up standard meal menus for some or all of your daily meals. With the **Recipe** routine, you can input foods which are not in the program's data base.

The **See Data** routines let you analyze your diet in several different ways. You can study nutritional breakdowns for the past 30 days of data entry, either one day at a time or in groups of consecutive days. The program automatically calculates averages for each 15-day period, and stores the data for your inspection. You can also calculate averages for any time period you choose, and display up to five averages at once.



A special weight analysis routine calculates your ideal weight on the basis of your height, sex, and frame size. The weight summary will then itemize your changing weight, caloric intake, and level of activity over any time period you choose.

Diet Analysis is written in Applesoft BASIC. With the Diet Analysis package, you'll receive: 1) Diet Analysis Master Programs diskette; 2) back-up diskette; 3) Diet Analysis Composition diskette; 4) instruction manual.

Order Number: C2H0007



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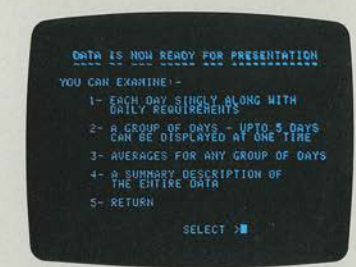
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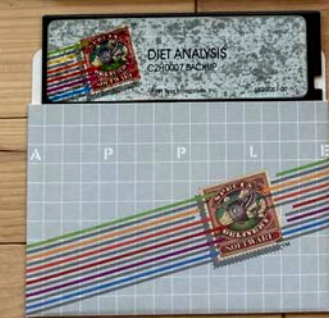
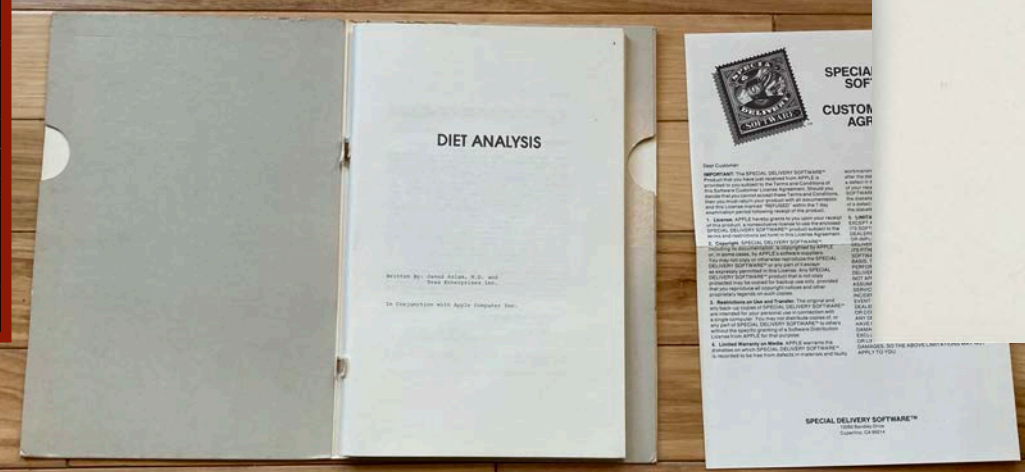
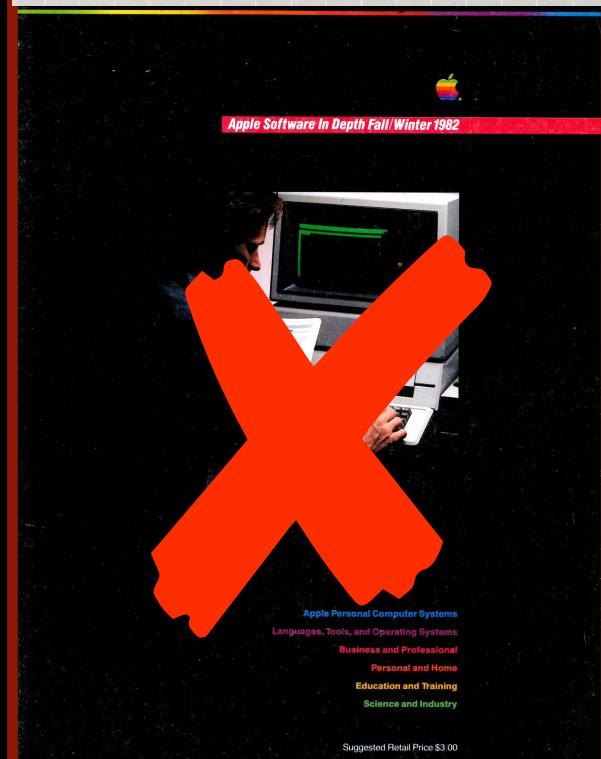
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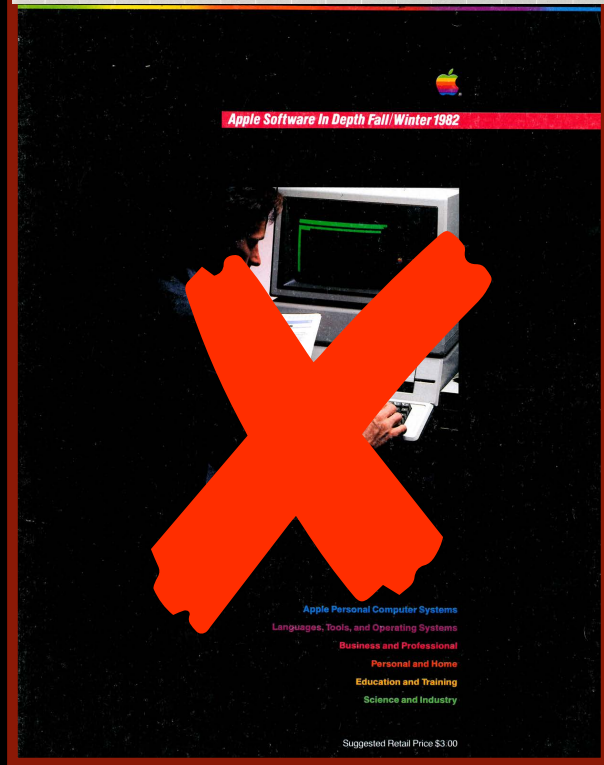


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## PLAN80

Financial decision making is a demanding, difficult job requiring accurate information. The conventional pencil, paper, and calculator approach to developing business plans is highly error-prone and time-consuming, however. Producing finished reports by typewriter only heightens the inefficiency and margin for error involved.

PLAN80 is a powerful modeling tool for financial planning and analysis that lets you tackle any numerical problem that can be defined in row and column format. It performs complex calculations quickly and precisely, letting you examine "What if?" questions so you can evaluate more planning alternatives in greater detail—without tiresome erasing and recalculation.

With PLAN80, you'll get more than your calculated results—you'll know how you got them. Calculation rules are defined by simple and familiar names, such as "SALES = UNITS x PRICE," so you can review your assumptions and methods with people who have never seen PLAN80, and remember how you produced your results months after constructing a model.

PLAN80 doesn't require any knowledge of programming. Anyone in your organization can add or change data to generate updated budgets, forecasts, and financial reports in minutes. Freed from tedious clerical activity, you'll have more time to use the results to plan, analyze, and manage.

**PLAN80:**  
 ■ allows for consolidation of models ... so the task of designing a complete model can be shared by several people;  
 ■ lets you format and store reports exactly to your specifications ... so you can create polished business

plans for your screen, printer, or to be included in written reports;

■ has the ability to use separate files as the program is running ... so you can define one set of modeling rules to be used by many applications, or use one application to handle an unlimited number of data sets;  
 ■ allows you to transfer files from one disk to another ... so you can use the same data in different applications, or consolidate data from various files into a single, summary file.

PLAN80 can be used for any application requiring a worksheet, including cost estimating, cost center budgeting, cash management, sales projection and analysis, resource allocation, inventory planning, risk analysis, profit planning, and tax planning.

Creating a model is as simple as writing a letter, except with PLAN80 you use statements instead of sentences. First you define the framework of your model, listing row and column names in familiar terms such as UNITS, SALES, and APRIL. You may also specify heading, description, line spacing, decimal position, and other features to make your reports more visually effective.

```
*** FILE: "EX01.TEXT" ***
TITLES:  "FIVE YEAR PROFITABILITY MODEL"
COLUMNS:
  UNITS      "UNITS"
  PRICE      "PRICE"
  SALES      "SALES"
  COST       "COST"
  OVERHEAD  "OVERHEAD"
  TAXES      "TAXES"
  NET        "NET INCOME"
RULES:
  UNITS      "UNITS"
  PRICE      "PRICE"
  SALES      "SALES"
  COST       "COST"
  OVERHEAD  "OVERHEAD"
  TAXES      "TAXES"
  NET        "NET INCOME"
```

Next you enter data values and calculation rules. Powerful mathematical functions are built into PLAN80 to help you perform complicated calculations with a single statement.

At any point in the PLAN80 model you can display or print results on your screen or printer, save all or part of those results for use by another model, or play "What if?" by inputting new values, recalculating, and then displaying or printing the new results. Because headings, rules, and data are all listed together in the program, you can instantly make changes in your model.

```
SALES      "DOLLARS ('000'S)"
COST       "COST ('000'S)"
OVERHEAD  "OVERHEAD ('000'S)"
TAXES      "TAXES ('000'S)"
NET        "NET INCOME ('000'S)"
DATA:
  UNITS      "100"
  PRICE      "1.10"
  COST       "0.80"
  OVERHEAD  "0.10"
  TAXES      "0.05"
  NET        "1.10"
```

PLAN80 is written in Pascal. With your PLAN80 package, you'll receive: 1) two PLAN80 program diskettes, including eight sample application programs; 2) back-up diskettes; 3) PLAN80 Tutorial and Reference Manual.

Order Number: C2B0007



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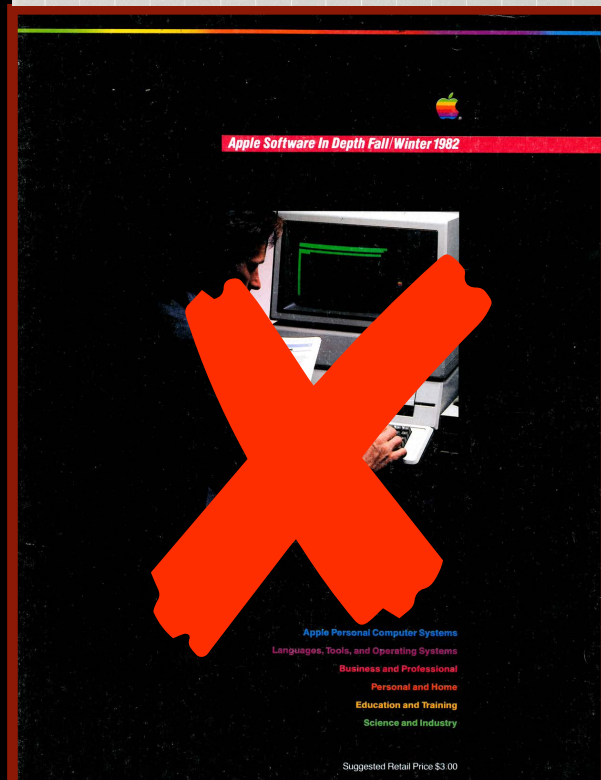
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## Bridge Tutor

Are you a beginner at bridge, confused by all the rules about counting and conventions? Or are you a more experienced player, looking for a way to learn and practice advanced bidding systems?

Bridge Tutor teaches all the tricks of better bridge, starting with the basics and building to tournament-level exercises. Endorsed by world champions Michel Lebel and Pierre Jais, Bridge Tutor allows you to practice whenever you want, specialize in areas where you need improvement, and take all the time you need to consider each move. Since the program lets you run through more hands in 10 minutes than you'd see in an entire night of playing, you can take advantage of your spare time to help you develop your skills.



### Bridge Tutor:

- generates practice hands randomly ... so you can use the program over and over again;
  - gives you immediate, detailed feedback on your bid or lead ... so you quickly learn exactly why your move was right or wrong;
  - helps you learn the Standard American bidding system, and, in the expanded version, the Precision Club and Scientific bidding systems ... so you can train for any level of social or tournament play;
  - has standardized "conventions" built in for each of the different systems ... so you gain familiarity with widely used bridge bidding practices.
- If you don't know how to play bridge, or want a "refresher" on the

fundamentals, Bridge Tutor offers a comprehensive course with full-color graphics and challenging questions to teach you rules and strategy.



Once you know the game, the program's *Bridge Quiz* format lets you practice the range of decision making you face in actual game situations. Because the expanded version of *Bridge Quiz* employs any of the three standard bidding systems, even advanced players can use it for learning and practice. It includes drill exercises that help you learn how to count points, make opening leads against no-trump hands, and make opening leads against suit contracts.

Highly interactive, Bridge Tutor asks you to identify appropriate bids and leads. If your bid or lead is incorrect, you can either try again, or ask the program to tell you the proper move and the logic behind it.



(Experienced players will appreciate Bridge Tutor's special shuffling system that produces four truly random hands with every shuffle.)

Bridge Tutor is written in Integer BASIC.

With the Bridge Tutor package, you'll receive: 1) two Bridge Tutor program diskettes, containing computerized lessons and *Bridge Quiz*; 2) back-up diskettes; 3) instructions.

The basic version includes exercises in the Standard American bidding system; the expanded version includes the Precision Club and Scientific bidding systems in addition to the basic version.

Order Numbers: C2E0006 (basic version)  
C2E0007 (expanded version)



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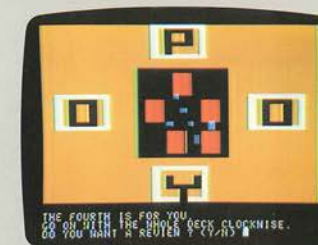
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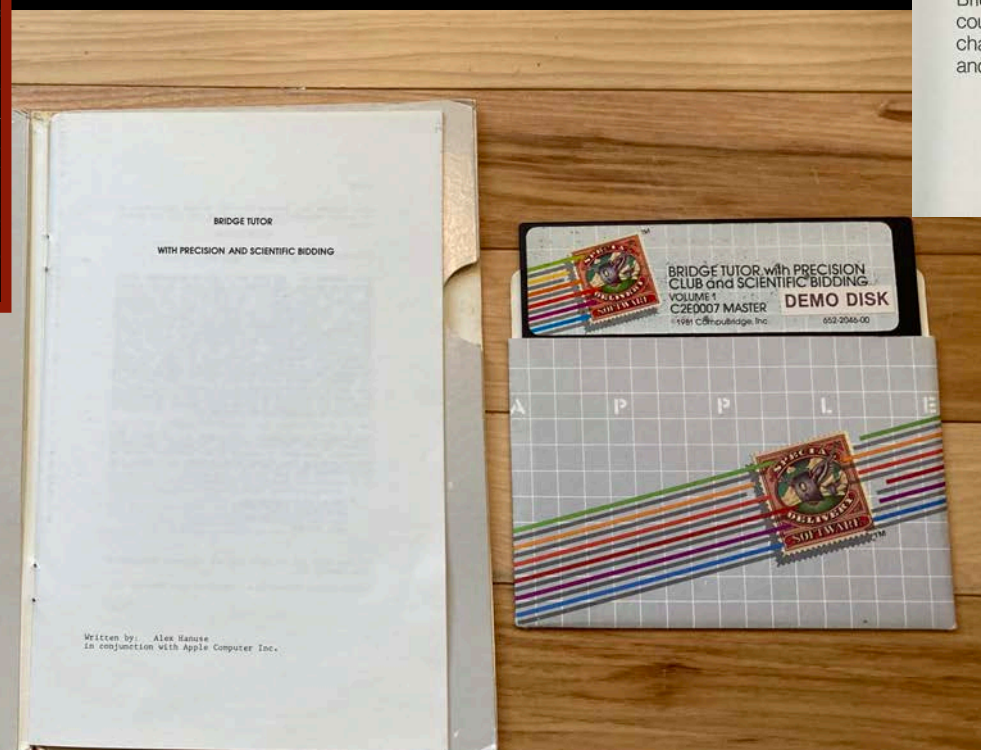
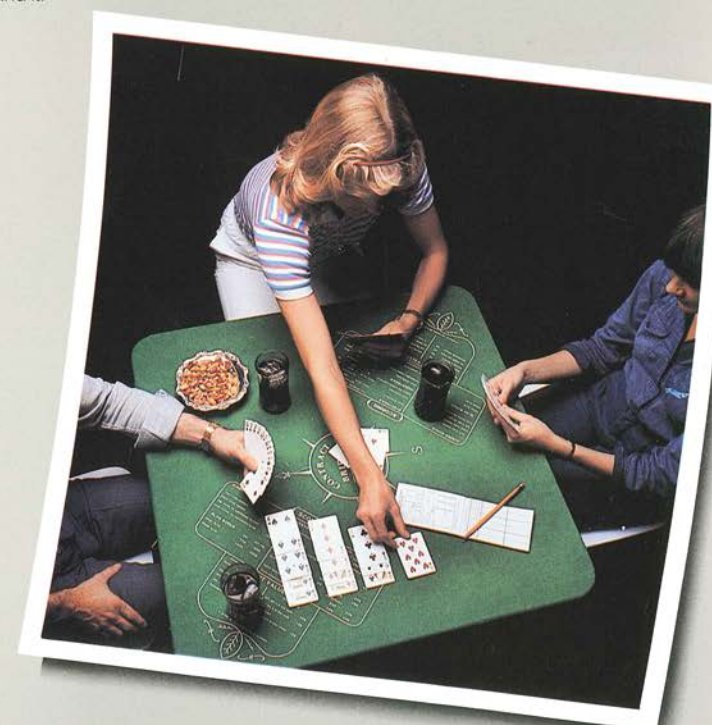
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## "The World's Greatest Blackjack Program"

Midnight: Las Vegas. You've got a hundred dollars riding on this bet. You hold a king and a two; the dealer shows a three. What to do?

You'd know if you had practiced with "The World's Greatest Blackjack Program." The program combines high-resolution graphics with a professional card counting system to teach you the best betting and playing strategy. It turns your Apple into your own home blackjack casino, complete with built-in dealer and opponents.

Based on *The World's Greatest Blackjack Book* by Dr. Carl Cooper and Dr. Lance Humble, the program coaches you in blackjack basics as well as the "Hi-Opt I" card counting strategy. Unlike other professional systems, Hi-Opt only requires you to count three card categories, so even the casual user can gain proficiency with it.

You can use the program to practice whenever you want, or let your Apple deal the cards and tally bets for your next game among friends.

**"The World's Greatest Blackjack Program":**

- allows you to choose from nine

standard sets of rules (from Las Vegas, Reno, Atlantic City, and the Bahamas), or to introduce other standards... so you can simulate the rules at any casino;

■ teaches basic blackjack strategy as well as the Hi-Opt card counting system... so you acquire professional-level blackjack tools;

■ measures response time to quiz questions, then brings back problems that held you up the longest... so you get extra practice at troublesome blackjack situations;

■ acts as the dealer for you and up to five other real or imaginary gamblers... so you can use it for both social and solitary play.



To play "The World's Greatest Blackjack Program," simply add your name, strategy, and stake to its built-in list of programmed players, then enter the *Play Blackjack* command. A high-resolution color display will appear on the screen while the computer shuffles the cards, asks for bets, and then deals. When it's your turn, you can choose any standard casino option—hit, stand, double, pair-split, cash in on a natural, or ask for insurance.

The program allows you to change the rules or the players automatically. You can either set up your own rules or choose from pre-set options.



Two built-in practice drills help you learn advanced playing techniques that can improve your game. The *Strategy Drill* teaches both basic strategy and the Hi-Opt I system in a step-by-step instruction program. The *Count Drill* helps you build speed and expertise with Hi-Opt counting, so you'll be ready for even the fastest dealer. Your cards are quickly displayed on the screen and then erased, so you only get a brief look at each. You control how fast the cards appear—up to 75 hands per minute.

"The World's Greatest Blackjack Program" is written in Pascal, but a special run-time operating system makes it possible to run the program without the Apple Language System.

With "The World's Greatest Blackjack Program" package, you'll receive: 1) program diskette; 2) back-up diskette; 3) instructions.

Order Number: C2H0009

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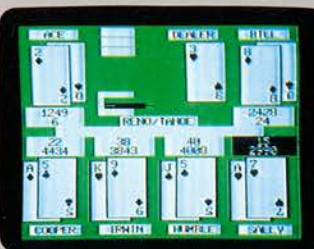
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■ coaches you in troublesome blackjack situations, because it measures response time to quiz questions, then brings back problems that held you up the longest...

■ allows both social and solitary play, because it acts as the dealer for you and up to five other real or imaginary gamblers.



The package includes: 1) master program diskette; 2) back-up diskette; 3) instructions.



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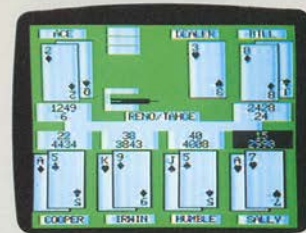
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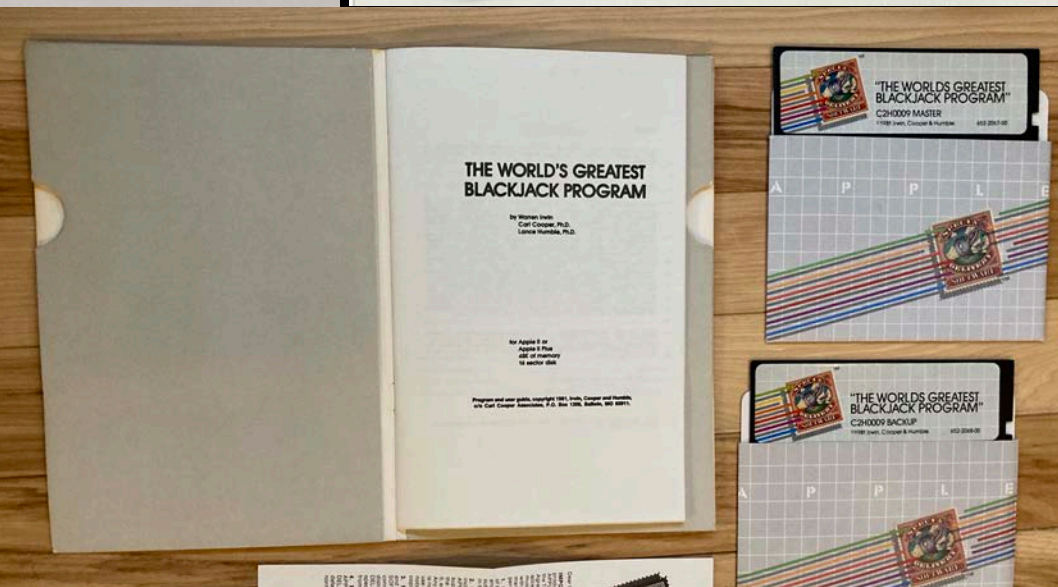
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## VisiCalc™ Real Estate Templates

### Sound Planning for Property Investment

The Real Estate Analyst Series of VisiCalc Templates helps you scrutinize potential realty ventures to minimize risk—and maximize yield—when investing in income properties.

Based on the popular VisiCalc financial modeling program, the VisiCalc Real Estate Templates utilize built-in calculations that enable property managers, brokers, realtors, and speculators to automate time-consuming property analyses. The program simplifies investment analysis, and also features comparative depreciation, amortization, and mortgage loan analysis options, useful for projecting cash flows and estimating income tax deductions. VisiCalc Real Estate Templates:

- simplify data checking and comparison through a split-screen capability, which lets you view and modify different entries side by side and see the results...
- meet your special needs and circumstances by letting you revise the built-in template calculations...
- offer you a variety of investment strategies by providing comparative analyses of depreciation, amortization, and payment methods...
- serve as a vehicle for client reports, letting you generate selective printouts while screening out sensitive information.

**Note:** You'll need the 13-sector VisiCalc II program diskette, available from your Apple dealer.

The package includes:

- 1) two program data diskettes;
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Want to earn the best return on your investments? The Real Estate Analyst Series of VisiCalc Templates helps you scrutinize potential realty ventures, so you minimize risk—and maximize yield—when investing in income properties.

Written using the popular VisiCalc financial modeling program, the VisiCalc Real Estate Templates utilize built-in calculations that enable property managers, brokers, realtors, and speculators to automate time-consuming property analyses. In addition to simplifying income property investment analysis, the templates feature comparative depreciation, amortization, and mortgage loan analysis options useful for projecting cash flows and estimating income tax deductions.

With the VisiCalc Real Estate Templates, you're able to pinpoint sound property investments, and screen out those that don't appear to be worthwhile.

### VisiCalc Real Estate Analyst Templates:

- simplify data checking and comparison through their "split-screen" capability...so you can display, move, and modify widely separated entries side-by-side and see the results;
- include built-in template calculations that can be revised...so you can adjust them for special circumstances;

- provide comparative analyses of depreciation, amortization, and payment methods...so you can choose from a variety of investment strategies;
- generate selective printouts...so you can show reports to clients without exposing sensitive information.

The **Income Property Investment Templates** let you calculate various combinations of financing, sales price, inflation rate, depreciation techniques, changes in income and expenses, and other investment components. Analyses can be performed using all three of the standard depreciation methods. In addition, you can project future investment performance simply by entering a new analysis date. With the **Personal Financial Statement Template** you can change, update, and quickly print out fiscal information, so you're just a keystroke away from presenting it to the bank. You save hours of preparation each time your financial statement requires revision.

The three amortization template options (**Monthly Calculator**, **Monthly Schedule**, and **Annual Summary**) allow you to compare the financial repercussions of both fully-amortized and balloon payment loans. For example, **Monthly Calculator** lets you substitute values for loan variables (i.e., purchase price, down payment percent, annual percent rate, and loan term) before choosing the most affordable plan.

The **Monthly Schedule** option details your first 36 months of payments, providing information on principal and interest payments, and balances after payment. This option also makes it possible for you to forecast a three-year cash flow.

Finally, the **Annual Summary** option allows you to quickly calculate the yearly payment schedule for the life of a loan, even if the first and last years are partial years. Loans for 31 years or longer take only 50 seconds to compute.

The **Mortgage Loan Analysis Template** (which can keep track of up to five mortgages) calculates: (1) the principal balance on the acquisition date; (2) cumulative interest and principal from the acquisition date; and, (3) the interest and principal paid during the past 12 months. Partial-year payment calculations can be made for property owned less than one year.

Using the **Comparative Depreciation Schedule Template**, you can calculate the tax consequences of property depreciation by three methods: straight line, declining balance, and sum-of-the-year's digits. It allows you to display all three methods side-by-side for convenient comparison. The template also automatically switches from declining balance to straight line depreciation in the year during which the straight line method is more advantageous to the taxpayer.

The ability to ask "What if?" helps you select investments with the greatest likelihood of generating optimal returns.

To use the Real Estate Analyst Series of VisiCalc Templates, you'll need the VisiCalc Computer Software Program diskette, which is available from your Apple/Personal Software dealer.

With the VisiCalc Real Estate Analyst Templates package you'll receive: 1) two VisiCalc Real Estate Analyst Templates data diskettes; 2) user manual.

Order Number: C2B0009

## VisiCalc™ Real Estate Templates

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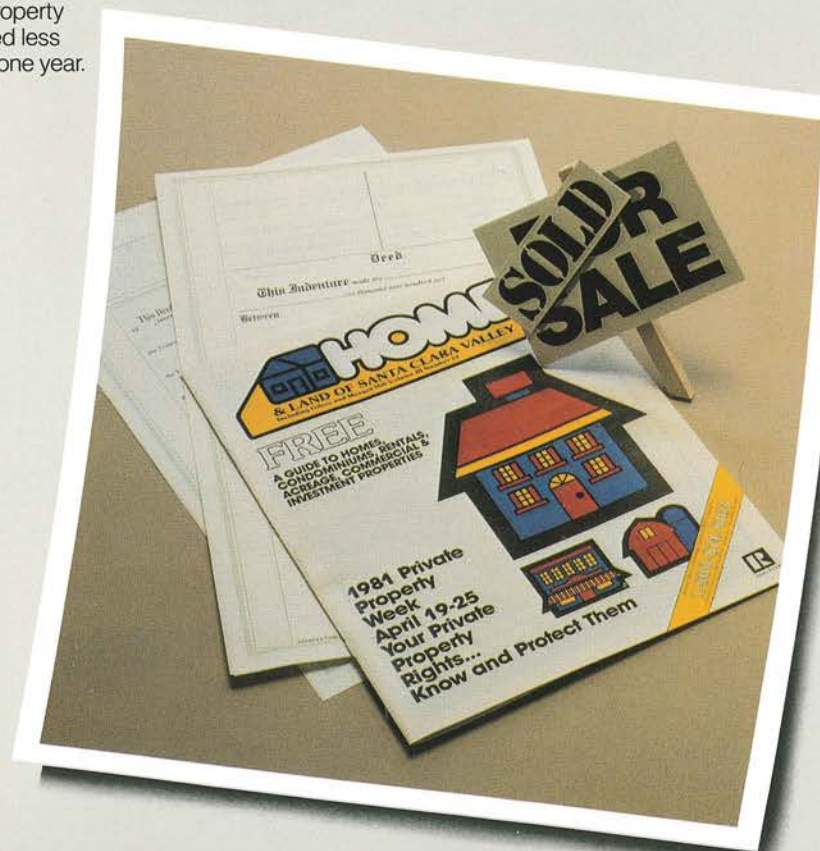
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To use the Real Estate Analyst Series of VisiCalc Templates, you'll need the VisiCalc Computer Software Program diskette, which is available from your Apple/Personal Software dealer.

VisiCalc Real Estate Templates is written in assembly language, in a 13-sector format.

With the VisiCalc Real Estate Analyst Templates package you'll receive: 1) two VisiCalc Real Estate Analyst Templates data diskettes; 2) user manual.







## APM

Project management can be mind-boggling and unwieldy, a tangle of a million and one details. But now you can use APM to schedule, track, and analyze the sequence of events crucial to a project's timely completion.

APM is CPM (Critical Path Management) for the Apple. Designed for large-scale production planning, it is a powerful, easy-to-use critical path method (or "network analysis") program especially useful for contractors.

Before building a house, for example, sub-contract work and delivery of materials must be strategically scheduled so construction proceeds smoothly. Orchestrating the efforts of suppliers, masons, carpenters, plumbers, and electricians requires a great deal of planning.

With APM you can organize hundreds of chores and activities into a single network of interrelated tasks. Approximately 2000 activities can be organized on a single diskette—enough for eight average-sized networks.

Based on time estimates you assign each task, the program computes your project's schedule and its critical path—the succession of deadlines that must be met for your work to finish according to plan.

APM is a valuable tool that can help you run complex operations more effectively. With it, you'll know if you're ahead, behind, or right on schedule.

### APM:

- lets you use the power of your Apple to plan and track networks, as well as to generate reports...so you avoid time-consuming clerical activity;
- provides an easy-to-use interactive alternative to timesharing...so you can process data whenever you want, and analyze results immediately;
- is a powerful modeling tool...so you plan with greater foresight than you would using pencil and paper.



In order to prepare a network, you need to define and number your sequence of tasks, then estimate the amount of time each one will take. Enter this information using APM's *Create/Change Network* menu option.

Next, establish real-date calendar parameters—including "month/year" project start and finish dates, and working/non-working days in your week. You can either load a calendar format you've previously created (and saved to the program diskette), or choose the *System Maintenance* menu option to generate a new one. Projects will be scheduled according to your calendar parameters.

APM's *Analyze/Print Current Network* option then processes and transforms your input into a schedule that indicates the project's critical path. With this option, you can print

out any one of five reports to help you evaluate and refine your network, then incorporate modifications using the *Create/Change Network* option.

Once your task sequence has been refined and your project is under way, you can edit and update your network on a regular basis. All revised time estimates, as well as new, cancelled, and completed activities are entered using the *Create/Change Network* option. When you want to make changes, APM will first ask you the "Time Now," so that subsequent network analysis reflects changes made through that calendar date.

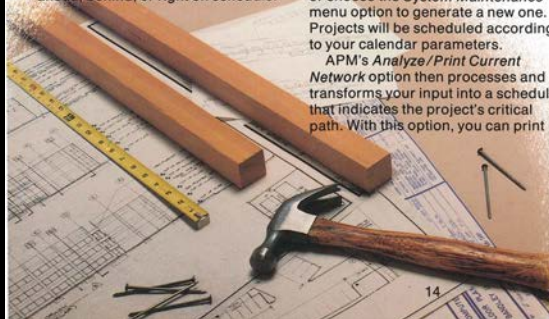
Printouts generated by the *Analyze/Print Network* option include: *Standard Report*, *Selective Report*, *Milestone Report*, and *Short- and Long-Term Bar Charts*. The *Standard Report* lists network activities, your time estimate for each, "Earliest Start," "Earliest Finish," and "Latest Start" dates computed by the program, and the current date. The report also includes a "float" column, indicating the leeway time you have to start or finish each task. The *Selective Report*, identical in format to the *Standard Report*, provides information only about network activities you specify.

The *Milestone Report* reveals the status of key network activities designated by you during the *Create Network* phase.

*Short- and Long-Term Bar Charts* graphically display the working and non-working days in your schedule. They allow you to visualize a network calendar from start to finish, clearly indicating your project's critical path. APM allows you to determine—based on your printer's capabilities—the length (duration) of your bar charts. (Eighty-column printers can be used to produce APM reports, although a 132-column printer is necessary to generate the long bar chart.)

APM is written in Applesoft BASIC. With the APM package you'll receive: 1) APM master diskette; 2) back-up diskette; 3) user instructions.

Order Number: C2B0004



## APM

Project management can be confusing and unwieldy, a tangle of a million and one details. But now you can use APM to schedule, track, and analyze the sequence of events crucial to a project's timely completion.

APM is CPM (Critical Path Management) for the Apple II. Designed for large-scale project planning, it is a powerful, easy-to-use critical path method (or "network analysis") program.

With APM you can organize hundreds of chores and activities—almost 1700—into a network of inter-related tasks. You also can store the equivalent of eight average-size networks on each diskette, avoiding the expense of costly storage through a large time-sharing network.

Based on time estimates and resource requirements you assign to each task, APM will compute the completion time of each stage of the task, identify the resources you'll need, and tell you which tasks are of critical importance.

APM is a valuable tool that can help you schedule complex operations more effectively. With it, you'll know if you're ahead, behind, or right on schedule.

### APM:

- lets you use the power of your Apple II to plan and track projects...so you can avoid time-consuming clerical activity;
- provides an easy-to-use alternative to timesharing...so you can process data whenever you want and get immediate results;
- allows you to generate 14 different project status reports and charts...so you can easily track a project's costs and critical path;
- is a powerful modeling tool for "What if?" scenarios...tasks too complex for pen-and-paper planning.



To prepare a network, first define and number your sequence of activities or events. Then estimate the duration of each activity. You may also estimate the resources you expect to allocate to each task. Enter this information into the computer, using APM's *Create/Change Menu* option.

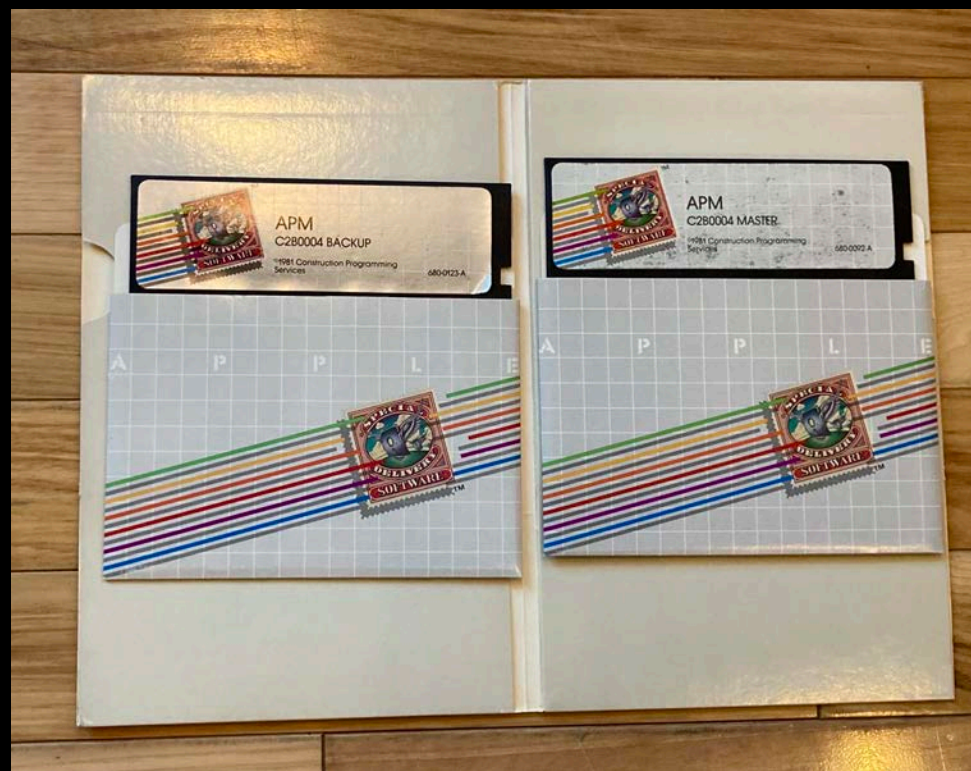
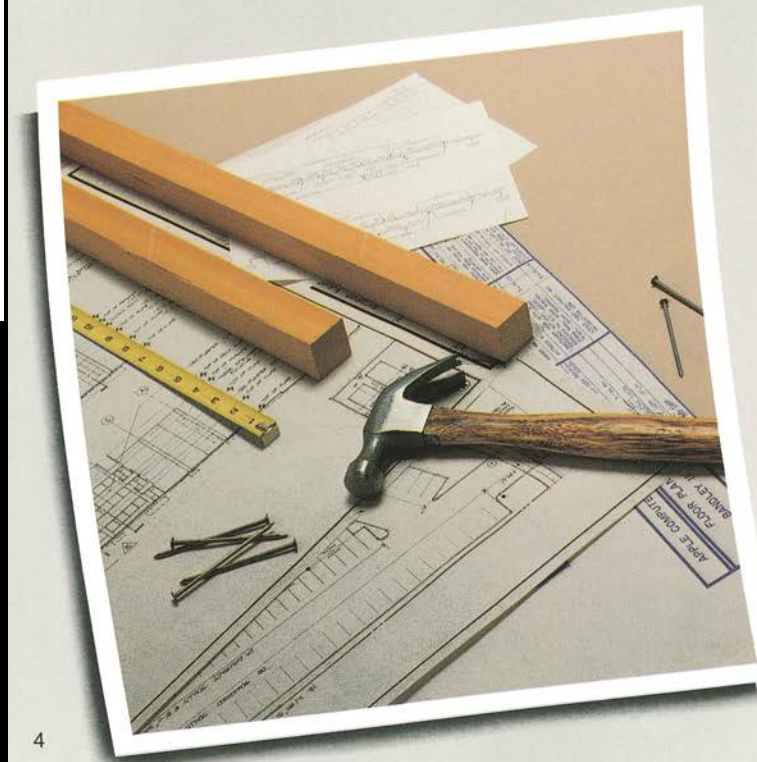
Next, use any of the calendar formats APM provides to establish real date calendar parameters—including month/year, project start and finish dates and working/non-working days. Or, you may use any of the calendar formats that you have previously created and saved on diskette.

APM's *Analyze/Print Current Network* option then processes and transforms your information into a critical path schedule. With this option you can also print any of APM's 14 reports to help you evaluate these results. You may then (or any time in the future) update and refine your network to represent the progress and changes that occur, and have the network reanalyzed. You'll also find with APM that you can transfer elements from one network to another—a time saver when you prepare schedules for similar projects.

When you want to generate reports, you can choose printouts of an overall project barchart, period barchart, histograms of resource demand, standard reports, and selective reports. The overall project barchart will produce a "stitch together" barchart for all project activities, so you get a graphically-displayed schedule that's easy to understand. You also may request selective reports for a specific department or project phase, a "milestone" summary report, and cash flow curves.

APM works with Activity on Arrow network convention and is compatible with almost any printer.

APM is written in Applesoft BASIC. With the APM package you will receive: 1) APM master diskette; 2) back-up diskette; 3) instructions.



## APM

### Critical Path Management and Scheduling

Designed for large-scale project planning, APM is a powerful, easy-to-use critical path method (or "network analysis") program.

With APM you can organize up to approximately 1700 chores and activities into a network of inter-related tasks. You also can store the equivalent of eight average-size networks on each floppy diskette, and avoid the expense of costly storage on a large time-sharing network.

Based on estimates and resource requirements you assign to each task, APM will compute the completion time of each stage of the task, identify the resources you'll need, and tell you which tasks are of critical importance. APM:

- lets you use the power of your Apple II to plan and track projects, thereby avoiding time-consuming clerical activity...
- provides an easy-to-use alternative to timesharing, so you can process data locally whenever you choose and get immediate results...
- allows you to generate 14 different project status reports and charts and easily track a project's costs and critical path...
- is a powerful scheduling tool for complex "What if?" scenarios.

The package includes: 1) master program diskette; 2) back-up diskette; 3) instructions.





## Agenda Files

Business people shouldn't have to depend on paperwork in order to stay well-organized. If your desk is strewn with calendars, reminders, and lists of things to do, chances are your productivity's suffering.

Agenda Files is a versatile, easy-to-use calendar filing system that allows you to schedule appointments and special occasions until the end of the 20th century. It also reminds you—like a tickler system—when important dates you've designated draw near.

Ideal for personal as well as business use, Agenda Files encourages a punctual approach to meeting responsibilities. With it, you can keep your future in order—and your daily schedule running on time.

### Agenda Files:

- permits flexible data entry... so you can type in any descriptions you want, without fixed-format constraints;
- allows you to search, re-order, and selectively print out file listings... so you avoid time-consuming clerical activity;

■ lets you store unscheduled events into its *File for the Future*... so you're able to keep track of tentative plans, then later determine their timing.

With Agenda Files you can enter information in each of the program's six files—*Today*, *Tomorrow*, *Day After Tomorrow*, and *Future* files, as well as the *First* and *Second List* files. These lists can be used to store phone numbers, addresses, "To Do" lists, grocery lists, client lists, or any other information that might be useful in planning your agenda.



When entering an item into all files other than the *List* and *Today* files, the program will automatically ask if you want notice in advance of, or on, the date associated with the event. You can specify up to 90 days' advance notice, or indicate you want none at all. This is especially effective for anyone who has to meet deadlines or file reports.



The Agenda Files menu options allow you to: delete appointments; transfer entries from one file to another; search your calendar or list for items containing a specific keyword; and re-order the contents of any file. The print option lets you print out all or any portion of an agenda file. With it, you can quickly generate up-to-date, legible, appointment schedules to take with you on the run.

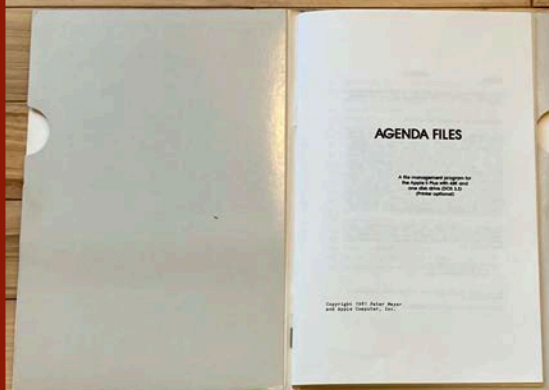
Agenda Files is written in Applesoft BASIC.

With the Agenda Files package you'll receive: 1) Agenda Files master diskette; 2) back-up diskette; 3) user instructions.

Order Number: C2H0006



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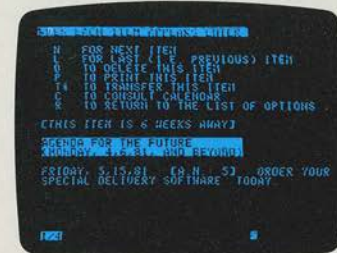
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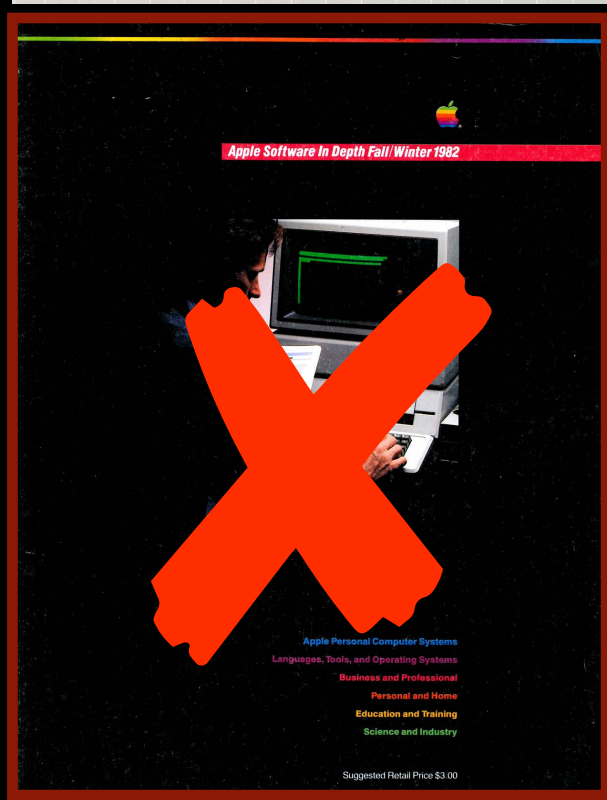


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18



Apple Software In Depth Fall/Winter 1982

Apple Personal Computer Systems  
Languages, Tools, and Operating Systems  
Business and Professional  
Personal and Home  
Education and Training  
Science and Industry

Suggested Retail Price \$3.00





## Order Tracking System

If you're an independent sales representative, you can stay on the inside track to sales success with the Order Tracking System. Not only does this program track your commissions, it lets you see where time and energy are being spent unprofitably.

Designed for independent sales professionals, Order Tracking System helps you process, locate, and analyze sales information. It's an easy-to-use sales management program that lets you keep tabs on principal revenue generators, calculate commissions, maintain monthly sales reports, and analyze sales effectiveness.

Order Tracking System eliminates the clutter and time-consuming drudgery of conventional record keeping. With it, you can help ensure that your business grows in a profitable, orderly fashion.

### Order Tracking System:

- helps track and analyze customer, product, and sales force activity... so you know exactly where your strengths lie;
- tabulates daily sales information cumulatively... so you can instantly generate up-to-date monthly reports;
- stores up to 100 random purchase orders per diskette, or uses separate diskettes for each product or customer... so your records stay organized as your sales grow;
- computes complicated multiple commission rate orders automatically... so you avoid performing inaccurate, time-consuming calculations.

option and enter the date. Next, *Order Maintenance* lets you log orders, whether you're entering a new order or updating an existing one. For supplementary data, choose the *Order Inquiry* option, which allows you to add or recover information on partial shipments, status of purchase orders, and special commission rates. This is especially useful for keeping in touch with customer-related problems.



Order Tracking System's *Compile Sales Data* option lets you process and store diskette data, taking only a few moments to separate order information into proper categories. With it you can compile the necessary information to print all sales reports.

The *Printed Reports* option gives you a *Reports Menu*, which lets you generate various printouts to interpret sales factors and performance.

*Sales Reports* (commission status, salesman, customer, principal, and monthly analyses) lets you generate reports on updated sales activity.

As an example, *Salesman Analysis* compares the performance of your individual salespeople on a month-to-month basis. Used with *Commission Status*, it identifies which products and customers fatten your commission paycheck, and those that amount to a waste of time.

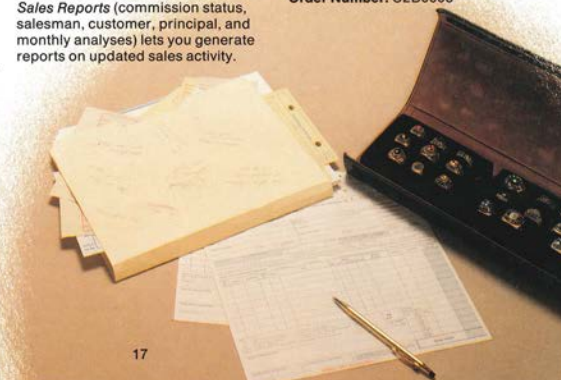
A second *Printed Reports* option, *Order Reports* (which lists orders by customer or principal, and lists all expedited orders) lets you instantly verify orders and list corresponding action items. Access to this data can save you lots of trouble. Suppose you get a phone call about a "shorted" order that has to be settled immediately. First select *List Orders by Customer* to verify the order. Then write a reminder to trace the shorted merchandise in *List All Expedited Orders*.

A third *Printed Reports* option, *Copy of Purchase Order*, lets you print out purchase order data for hard-copy files. It tactfully omits commission rate information when generating customer copies.

Order Tracking System is written in Applesoft BASIC.

With the Order Tracking System you'll receive: 1) Order Tracking System program diskette; 2) back-up diskette; 3) instruction manual.

Order Number: C2B0008



17

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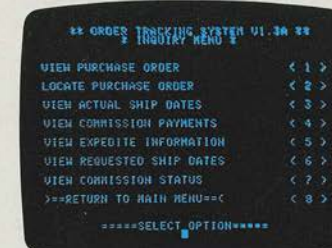
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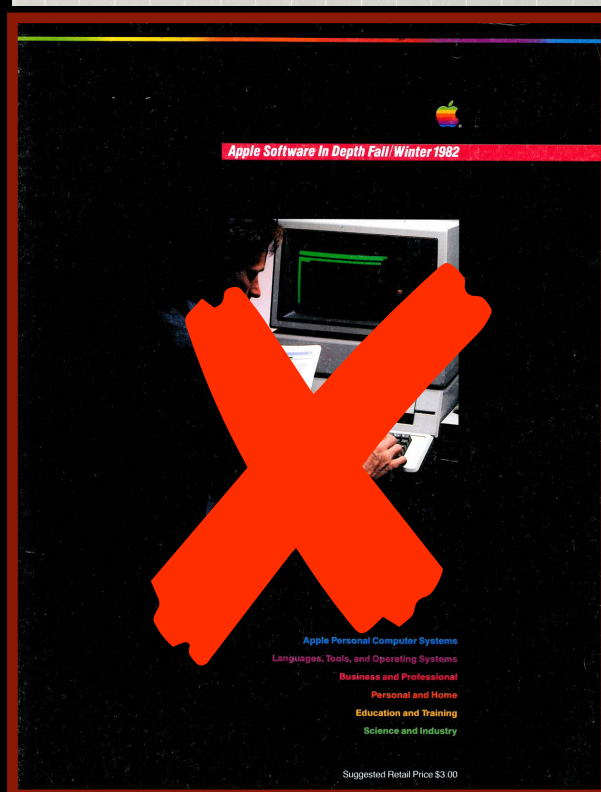
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10



Apple Software In Depth Fall/Winter 1982

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Languages, Tools, and Operating Systems  
Business and Professional  
Personal and Home  
Education and Training  
Science and Industry

Suggested Retail Price \$3.00





## Formulex

Take control of your business forms with the Formulex Forms Package. Formulex lets you organize your paperwork into a comprehensive data system tailored to your specifications.

With Formulex, you design data entry screens that match your paperwork—whether you're using shipping orders, invoices, questionnaires, or other business forms. Once you set up the system, anyone who can use a typewriter keyboard can enter information quickly and accurately.

### Formulex:

- uses simple commands for formatting screens, saving data, and retrieving forms in the Pascal system ... so it saves you programming time;
- incorporates easy-to-use forms features that aren't otherwise available in the Pascal language ... so it simplifies data entry requirements;
- allows you to define exactly what kind of information should appear in each field, and what information is required on the form ... so it ensures thorough handling of each transaction;
- fills redundant fields automatically ... so it saves input time;
- searches files selectively for the information you specify ... so it simplifies data retrieval.

Formulex organizes data entry, the "front end" of most applications programs. Anyone—with or without programming experience—will find it easy to set up a sophisticated input procedure using Formulex's simple screen formatting commands. And since Formulex makes standard Pascal text files, you can edit files or write your own programs to access your Formulex data.

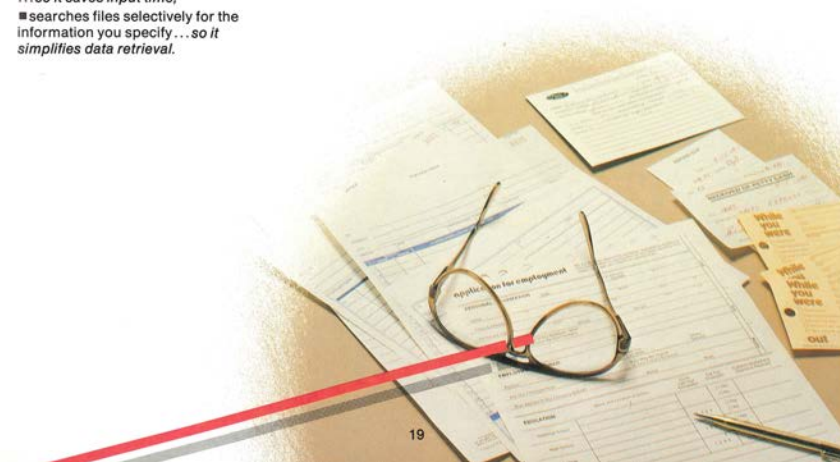


You can use up to 10 field specification commands to define precisely what kind of information will go into each field. You can instruct Formulex to reject an invalid transaction code, for example, or an incomplete mailing address.

Formulex contains built-in commands which let you add, modify, delete, and list your data files—without any programming.

Formulex is written in Pascal. With the Formulex Forms Package, you'll receive: 1) Formulex program diskette; 2) back-up diskette; 3) Formulex reference guide.

Order Number: C2B0005



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- searches files selectively for the information you specify ... so it simplifies data retrieval.

Formulex organizes data entry, the "front end" of most applications programs. If you have some Pascal programming experience and familiarity with the Pascal editor, you'll find it easy to set up a sophisticated input procedure using Formulex's simple screen formatting commands. And since Formulex makes standard Pascal text files, you can edit files or write your own programs to access your Formulex data.

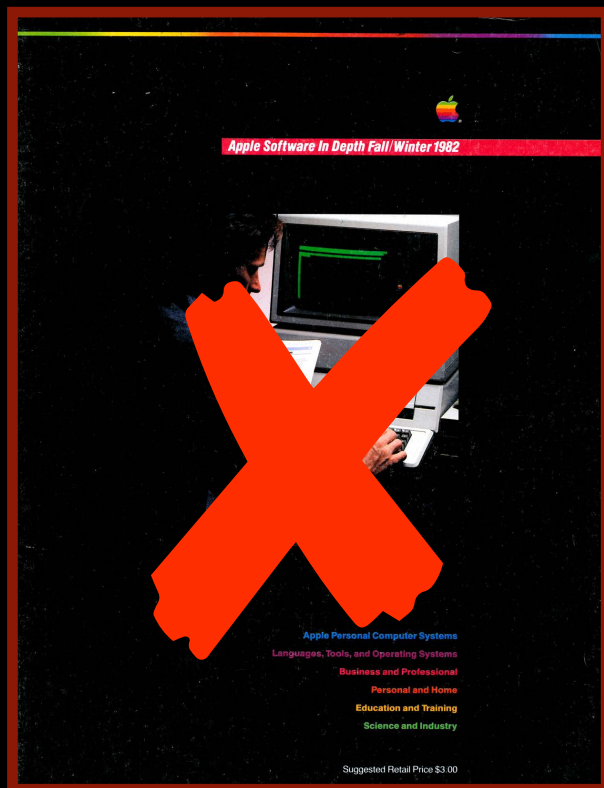
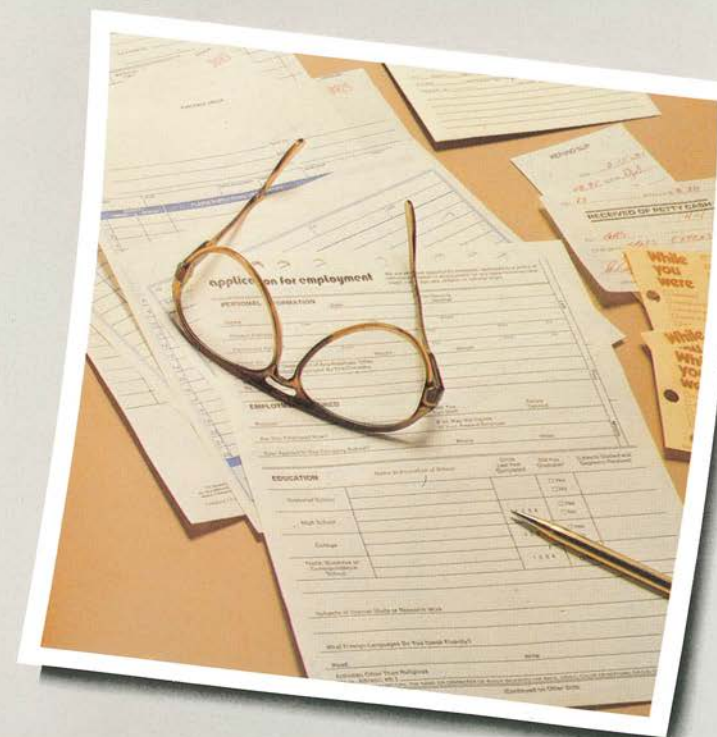


You can use up to 10 field specification commands to define precisely what kind of information will go into each field. You can instruct Formulex to reject an invalid transaction code, for example, or an incomplete mailing address.

Formulex contains built-in commands which let you add, modify, delete and list your data files—without any programming.

Formulex is written in Pascal.

With the Formulex Forms Package, you'll receive: 1) Formulex program diskette; 2) back-up diskette; 3) Formulex reference guide.







## Utopia Graphics Tablet System

Liberate the masterpiece within your Apple Graphics Tablet. Utopia Software's hi-res Graphics Tablet System expands your Graphic Tablet's capabilities, giving you the features and convenience of larger graphics systems—at a fraction of the price.

The Apple Graphics Tablet turns your Apple II system into an artist's canvas. The tablet offers an exciting medium with easy-to-use "tools" and techniques for creating and displaying pictorial information. When used with the Utopia Graphics Tablet System, the number of creative alternatives available to you multiplies before your eyes.

The Utopia Graphics Tablet System includes a wide array of brush types for creating original shapes and functions, and provides 64 color options that can generate 40 unique brush shades. It also has programs to help you design patterns, charts, graphs, and animated screens, as well as a digitizer option that lets you calculate the distance and area of any shape traced on the Graphics Tablet.

**Utopia Graphics Tablet System:**  
 ■ provides a relatively easy way to create intricate designs, brilliant colors, and animated graphics...

so you obtain precisely the effects you want in the shortest amount of time;  
 ■ allows you to save "galleries" of canvases... so you can make a wide variety of home, office, and classroom presentations;  
 ■ gives you pen-controlled editing capabilities... so you save time by refining rather than redrawing canvases.

The Utopia Graphics Tablet System frees you to experiment with shapes, designs, and colors. The author, recording artist and record producer Todd Rundgren, has developed some extraordinary graphics programs for the system's Paintbox, Digitize, Make-a-Brush, Shaper, Fill In, Global Options, Label/Graph, The Gallery, and Animate menus.



"I want to make computerized graphics as uncomplicated and as much fun as possible, while still allowing users maximum control over their Apple II Graphics Tablet hardware," says Rundgren.

**Make-a-Brush's Finger Paint** program, for example, combines your chosen palette color with its "complement," such as blue with green. It then draws this new color on the screen in a ragged, finger-painted design. The Paintbox menu's Dyna-size feature allows you to expand and shrink any shape you're working with for your artistic convenience. With the Append option from the Shaper menu, you can assemble complex new shapes using parts of original or traced canvases stored in memory.



The Utopia Graphics Tablet System is highly interactive. Its menus, sub-menus, colors, and graphics options can be selected at the touch of your pen-controlled cursor. Simply press the pen down outside the tablet's grid whenever you want to enter a menu, and without menu overlays or keyboard commands, your menu will immediately appear. It lets you build a library of useful shapes to access quickly and use over and over again.

The Utopia Graphics Tablet System is written in Applesoft BASIC. With the Utopia Graphics Tablet System, you'll receive: 1) Utopia Graphics Tablet System master diskette; 2) back-up diskette; 3) user manual.

Order Number: C2H0005



20

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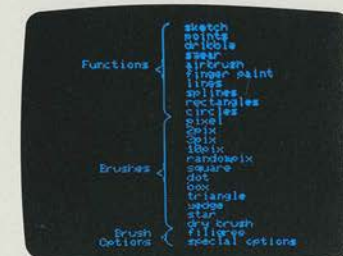


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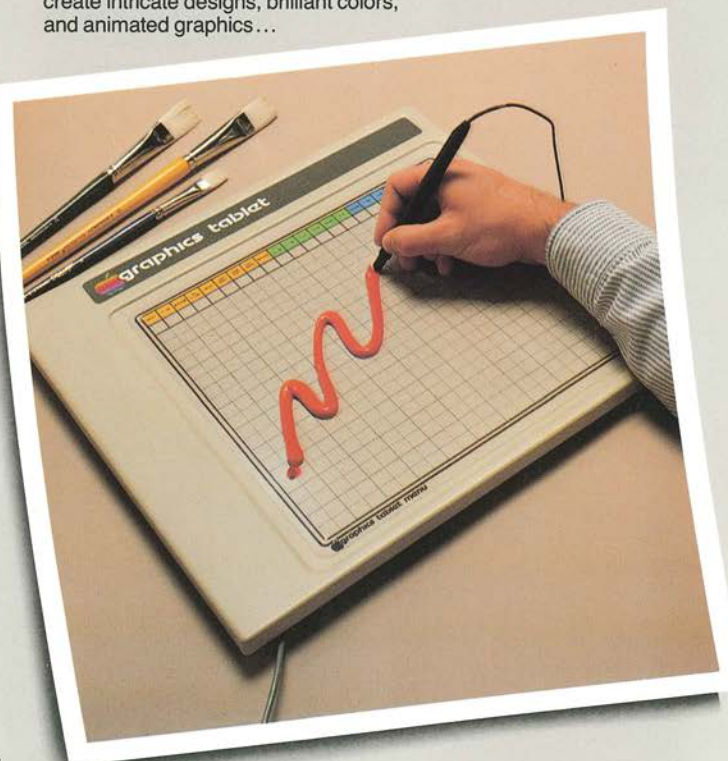
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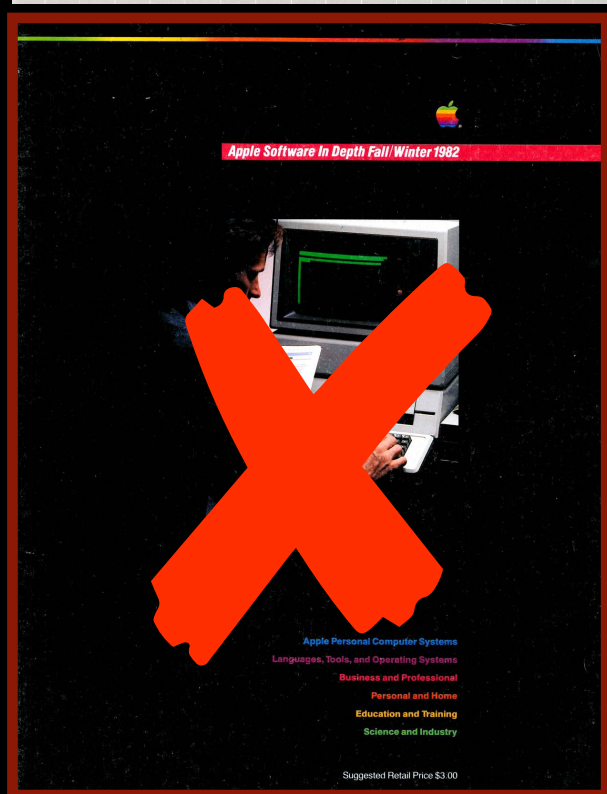
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The Utopia Graphics Tablet System is written in Applesoft BASIC.

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Apple Software In Depth Fall/Winter 1982

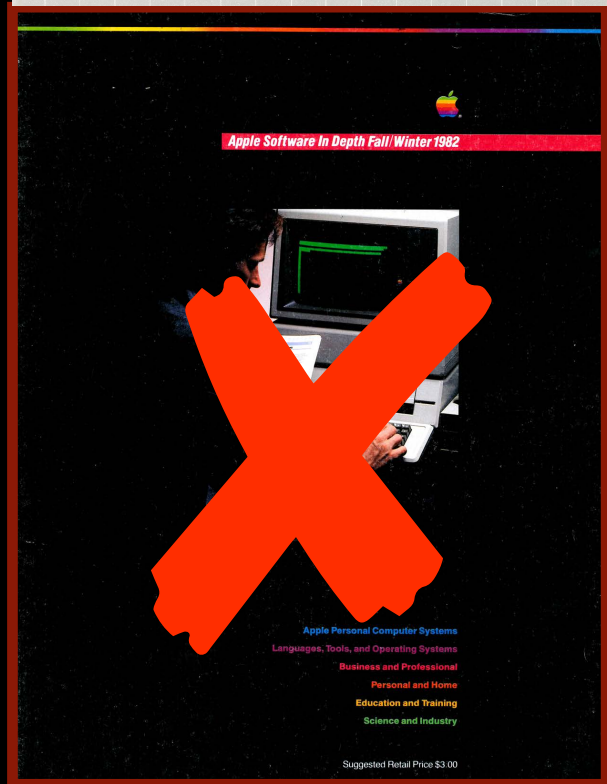
Apple Personal Computer Systems  
 Languages, Tools, and Operating Systems  
 Business and Professional  
 Personal and Home  
 Education and Training  
 Science and Industry

Suggested Retail Price \$3.00





FALL 1980



## Circuit Analysis

Tired of endless breadboarding and testing every time you design a circuit? Circuit Analysis lets you modify and improve your circuits as much as you want—without picking up a soldering iron.

Whether you design circuits for profit or pleasure, Circuit Analysis allows you to quickly adapt AC or DC circuits to your required specifications. And, by connecting an Apple Silentype or Apple-compatible printer to your system, you can quickly record test results.

**Circuit Analysis:**  
■ calculates the effect of individual components on an entire circuit...so you can zero in on the most significant parts when experimenting with changes;  
■ shows which components' tolerances are most critical to the success of a circuit...so you'll know exactly where it's safe to economize;  
■ allows you to plot data using the Frequency Analysis option...so you can instantly visualize your circuit's performance;  
■ lets you redefine output nodes...so you can easily run any of the program's tests using any suitable output.

In order to use Circuit Analysis, you must first diagram your circuit, substituting equivalent subcircuits as necessary. You then assign numbers to each part and node. Using the *Make A New File* option, enter this positional data along with values and tolerances for the components—up to 60 parts and 30 nodes for an AC circuit; 80 parts and 40 nodes for a DC circuit.

The Circuit Analysis program's *Nominal Output* option helps you determine the nominal voltage gain, output level, and phase shift of your circuit at a given frequency. The *Frequency Response* option provides a complete check. Circuit Analysis will list up to 30 frequency steps in increments of your choice, then

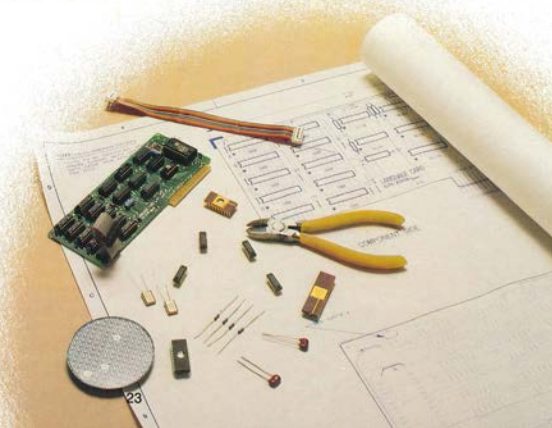


offer you the option of seeing the information displayed graphically.

*Part Effects & Worst Case* will alert you to exactly how each component is affecting your circuit, and the possible results if they all performed at the negative limits of their tolerances. The *Optimize a Part* option will vary a specific component's value to produce the voltage gain, output level, or phase shift you request. *Trial Run & Test Limits* provides statistical analysis of a circuit's performance under assembly line conditions telling you what the test limits should be for a one percent reject rate.

Circuit Analysis is written in Applesoft BASIC. With the Circuit Analysis package, you'll receive: 1) Circuit Analysis program diskette, including sample circuits; 2) back-up diskette; 3) instructions.

Order Number: C2S0003



## Circuit Analysis

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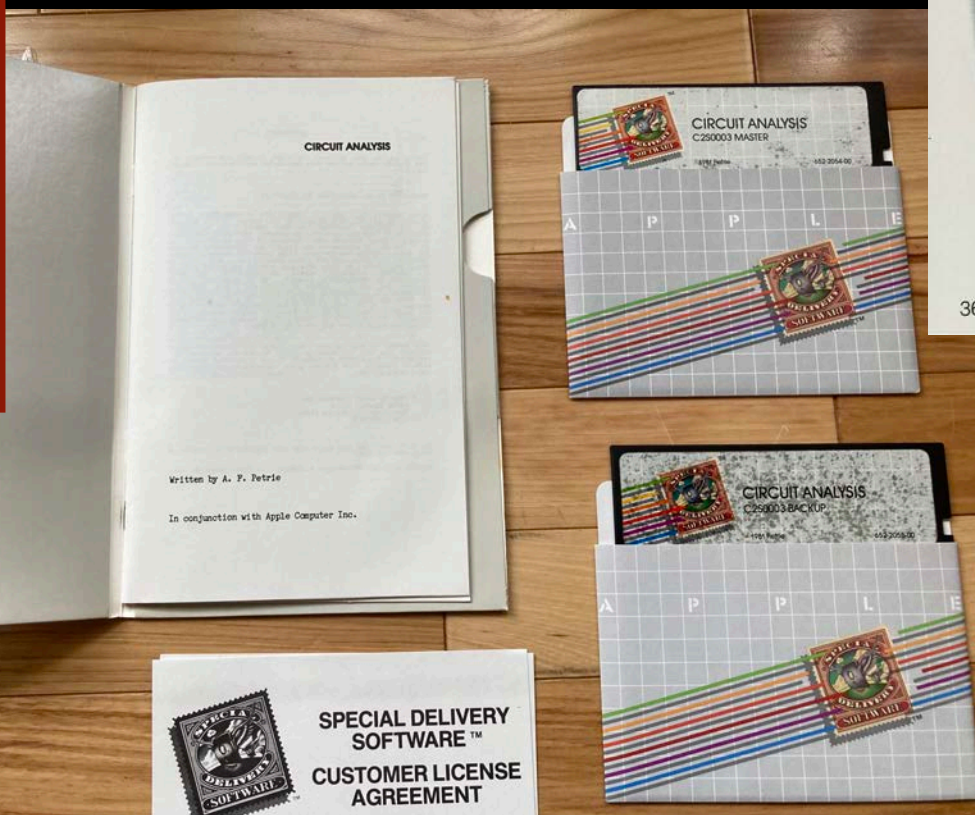
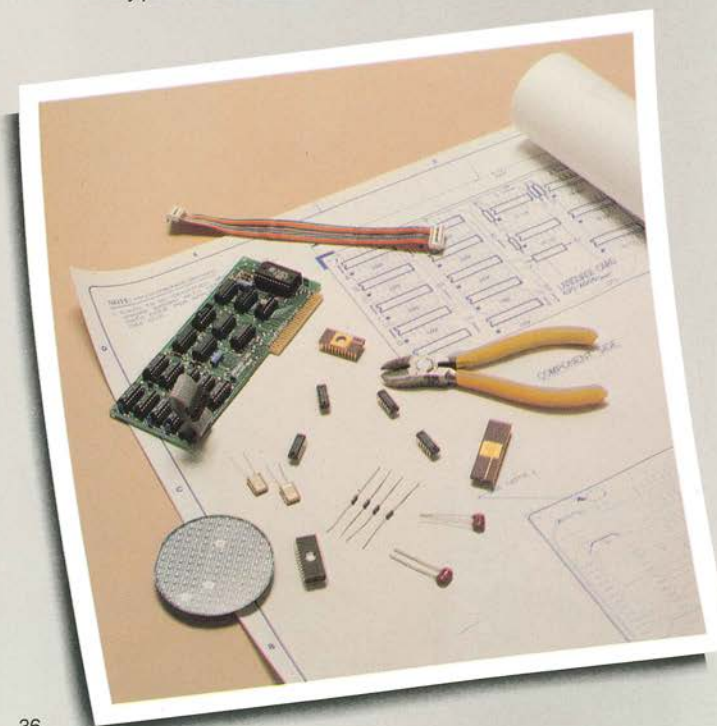
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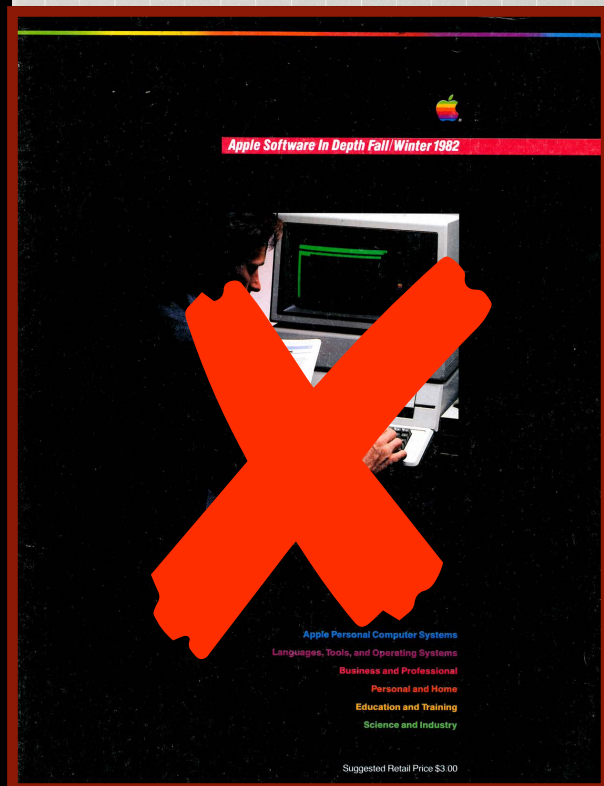
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FALL 1980



## Topographic Mapping

This versatile package allows you to present topographic information with three-dimensional realism. You can create seven different types of video displays on your Apple II system, all from a single set of data. The Topographic Mapping package also lets you display climatological trends, socio-economic data, mathematical functions, engineering models—any information, in fact, that varies continuously with location.

**Topographic Mapping:**

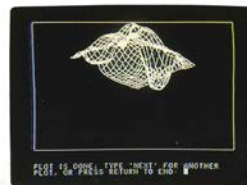
- provides a comprehensive library of graphics programs... so you can choose the most effective way of displaying your data;
- includes two programs that let you use the full 16-color graphics capability of the Apple... so you can highlight and differentiate data for the most accurate, easy-to-view graphical information;
- has five programs that let you use Apple's high-resolution graphics capability... so your three-dimensional displays give you accurate and useful topographical information;
- redraws maps from different points of view... so you can experiment to find just the right perspective for your needs;
- provides two data entry programs that help you generate your own displays... so you can study a mountain you want to climb, map population densities or rainfall data, even create science fiction worlds—your imagination is the only limit!

There are nine Topographic Mapping Programs and seven types of displays in the software package. Each is selected from a main menu. Two low-resolution display programs take advantage of the Apple's ability to produce 16 different colors. One, *Layer*, depicts specified elevation ranges, producing a multicolored, "layer cake" graphic effect. The other program, *Slope*, uses color to highlight different slope gradients in the terrain under study.



Five black-and-white display programs—*Contour*, *Inclined*, *Block*, *View*, and *Plastic*—exploit the high-resolution graphics capability of your Apple system. *Contour* provides a standard topographic map, showing points along grid lines of equal elevation. *Inclined* is similar, but instead of being limited to horizontal planes, you can actually choose the inclination angle of planes intersecting the terrain.

One of the most unique programs in the package is *View*, which produces a view of the landscape as seen from a selected point, looking in a selected direction. The effect is



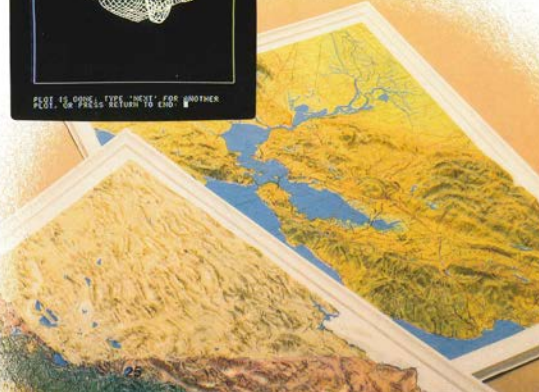
startling, as you're thrust into the program's field of view where you can get an accurate look at the landscape from whatever perspective you've chosen.

With the *Block* program, you can produce an oblique view of a map area in orthogonal perspective. *Plastic*, another program, produces a shaded relief map of terrain that looks remarkably like a photograph.

To create your own maps and data bases for Topographic Mapping, you can use either of two data entry programs. *Regular* lets you take data from standard topographic maps or any other sources which have a regularly spaced grid, and convert it into a video display. If your data points don't fall into regularly spaced rows and columns, you can use a second program, called *Irregular*, to enter the x, y, and z coordinates of relevant data points. The display programs then interpolate the data, just as they do with *Regular*.

Topographic Mapping is written in Applesoft BASIC.

With the Topographic Mapping package, you'll receive: 1) Topographic Mapping master diskette, including two demonstration files; 2) instructions. **Order Number: C2E0005**



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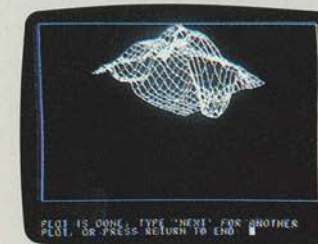
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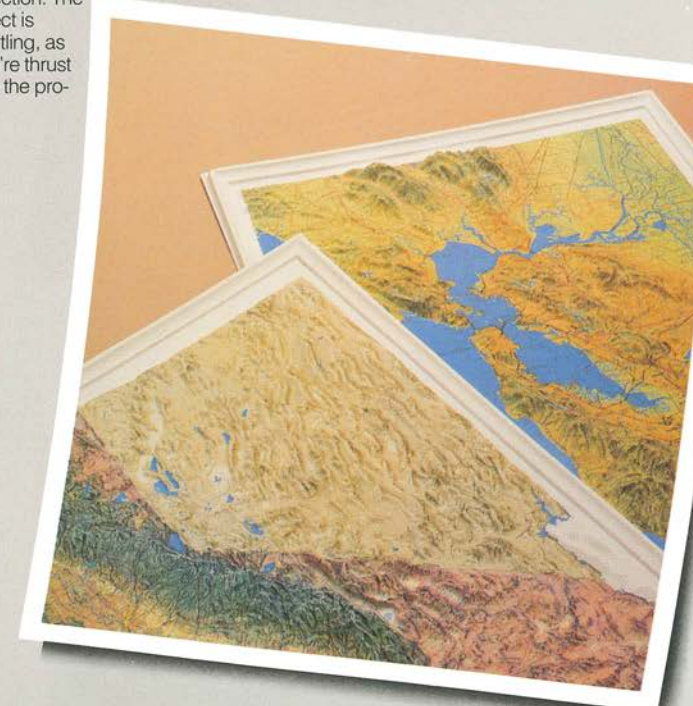
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## Senior Analyst II

### Financial Modeling for the Corporation

Senior Analyst II is a financial tool that lets you create and consolidate budgets, profit and loss statements, cash flow projections, forecasts, and more.

Because Senior Analyst was designed for the busy professional, you needn't spend much time learning to use it. And you won't consume time explaining what your report means. Senior Analyst automatically formats your model to look like a typical company report and prints out the assumptions used to create the report. Even co-workers who are unfamiliar with the program will be able to read, understand, and use the information.

Senior Analyst's consolidation feature is particularly useful to a corporation—or any business where people need to share information. The program lets you merge as many models as you wish into one. For example, budgets from all divisions could

- lets you consolidate models or pull information from existing models to create new reports...
- makes "what-if" analysis easy with its built-in numerical functions, including regression, net present value, three kinds of depreciation, sum, minimum, maximum, and more...
- performs complex calculations quickly and accurately, saving valuable time and reducing the margin of error...
- uses easy-to-follow commands so that everyone in your organization can quickly learn the program...
- automatically creates reports and documents assumptions so others in your company can understand your work, even if they aren't familiar with the program.

The package includes: 1) master program diskette; 2) back-up diskette; 3) sample data diskette; 4) tutorial and program instructions.



be combined into a total corporate budget, even if each division's budget contains different items. Senior Analyst II:

## Senior Analyst

If you are a business professional, imagine using only a fraction of your time developing financial models, budgets, and the forecasts you need to make astute, timely business decisions. Imagine using more of your time working *with* results rather than just getting them.

With Senior Analyst, you can. Senior Analyst is a powerful, flexible corporate planning and financial modeling tool that eliminates the tedium of pencil-and-paper (and erasure) planning in favor of planning by computer. Planning that is time, resource, and cost effective.

With Senior Analyst, for example, you can quickly create "What if?" scenarios to see how changes in cost of goods or production can affect your business—a task which ordinarily would take hours. Use Apple's keyboard to enter the data, labels, and titles you want to build into a model. Then, working with built-in functions or functions you create, Senior Analyst will automatically calculate and recalculate as you experiment with different scenarios.

In a multi-manager environment, you'll find you can use Senior Analyst to link models to share values, calculation rules, or column-and-row definitions.

Senior Analyst is designed to offer even the computer

novice an easy way to create and display different budget and planning models, profit and loss reports, cash flow projections, forecasts, and much more. The program provides easy-to-follow commands that are always visible on the screen, and built-in functions that make it easy to perform complex calculations.

### Senior Analyst:

- turns your Apple computer into a powerful corporate planning tool, which you can use to tackle any numerical problem you have;
- requires no programming experience, because easy-to-follow commands make it possible for you or anyone in your organization to put the program to work immediately;
- performs complex calculations quickly and accurately, saving time and reducing your margin of error;
- displays commands at every stage of your work, freeing you from clumsy procedural rules;
- lets you pass data and/or calculation rules from model to model, so you can use the same data or rules for different applications or new models.

Follow Senior Analyst's clear, simple commands (they're always displayed) to construct models of virtually any size and format. On a single diskette, for example, you can create a model spread over nine computer "pages." Each page can store up to 800 values in up to 20 columns by 99 rows. Pages may stand alone, or be linked horizontally or vertically to share common row/column definitions. And since models can span several disks, you can use them to link and compare values as well as calculation rules.

To construct a model, simply use the ROW and COL (column) commands to create alphabetic titles to use in your calculations. Senior Analyst arranges them into a "worksheet" format for numbers you'll enter with the VALUES command.

To perform calculations, choose from the 20 functions built into Senior Analyst. Senior Analyst provides standard functions like SUM, MAX, MIN, AVE (average), and PCT—important time savers. Other built-in functions let you quickly program your model to run cumulative totals, cyclic amounts, and amounts that are functions of previous amounts.

There are advanced functions as well—for three kinds of depreciation, compound growth rate, net present value, and linear regression forecast.

Or you can quickly and easily build your own calculations—PRFT = SLS - COST, for example—into the program. Because calculation rules appear in abbreviated English, it's easy to see *how* you arrived at your results when you (or others) review your models months later.

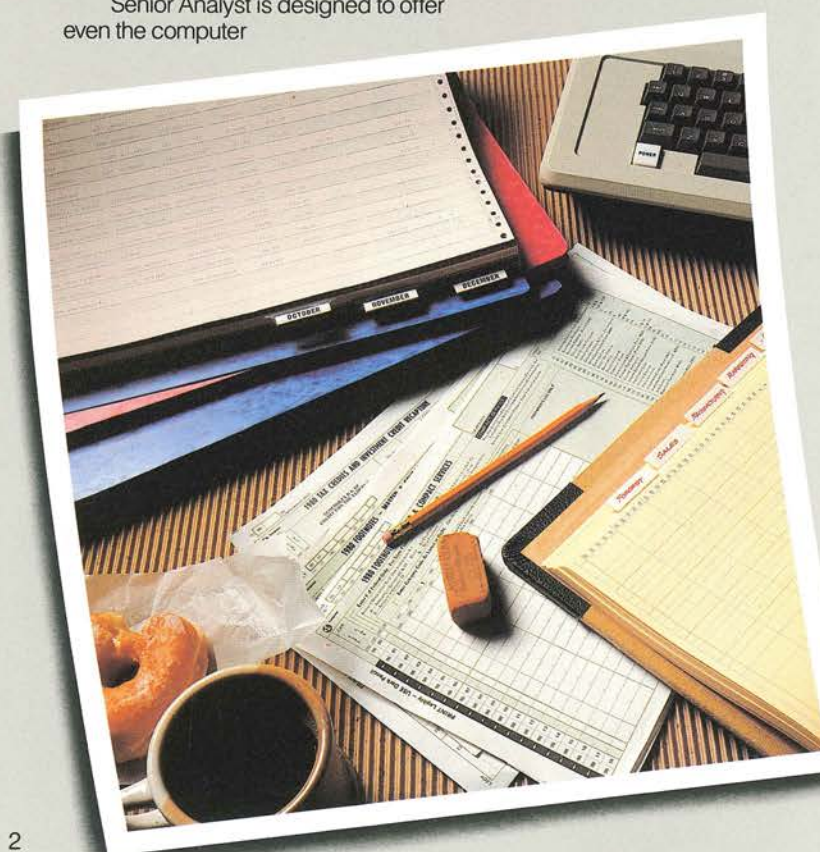
The GLOBAL command makes Senior Analyst particularly powerful, because it lets you borrow and consolidate information from other Senior Analyst models—information such as regional sales figures that are stored on several disks. With the GLOBAL command, type in the location of the information you want to borrow. Then, one more keystroke, and Senior Analyst does the rest, instantly supplying your model with new data, and recalculating values.

You'll also find it easy to store, retrieve, and print your models. In fact, Senior Analyst lets you effectively print materials and do computer modeling at the same time.

Senior Analyst is written in Pascal.

With Senior Analyst, you'll receive:

- 1) a Senior Analyst program diskette;
- 2) sample data diskette; 3) back-up diskette; 4) tutorial instructions; and
- 5) reference manuals.







## Apple Writer II

### A Powerful Word Processing Tool

Eliminate time-consuming re-typing and editing tasks—and turn your attention to more important matters in progress. Apple Writer II allows you to create, edit, format, and print a wide range of written materials quickly and accurately—from memos and personalized form letters, to business plans and book-length manuscripts.

Apple Writer II provides sophisticated features professionals look for in word processing systems, including paragraph and column tabulation, underlining, and automatic print formatting. You also get an easy-to-use Word Processing Language (WPL) which allows you to create your own time-saving word processing functions. With the Optional Sup'R'Terminal™ board, you can convert your 40-character-line screen into an 80-character-line screen. Apple Writer II:

- gives you: find and replace; replace; overstrike; ability to transfer, copy, and delete blocks of text; and 80-character-line screen with Sup'R'Terminal...
- provides built-in Help screens for a handy reference guide to all Apple Writer II features...

- provides powerful functions—such as tab files, glossary and split screen—making it easy to set up complex business forms and generate standard letters...
- lets you link several different text files together, so you can easily insert a quotation, a page—even an entire report—into your documents...



- includes a special utilities program that allows you to transfer text files between Apple Writer 1.1 and Apple Writer II.

The package includes: 1) master program diskette; 2) back-up diskette; 3) instructions.



## Apple Writer II

A powerful new word processing program for the Apple II computer, Apple Writer II allows you to create, edit, format, and print a wide range of written materials quickly and accurately—from memos and personalized form letters to business plans and book-length manuscripts.

With Apple Writer II, you get all the sophisticated features professionals look for in word processing systems, including paragraph and column tabulation, underlining, and automatic print formatting. You also get an easy-to-use Word Processing Language (WPL) which allows you to create your own time-saving word processing functions. (And with a Sup'R'Terminal™ board, you can convert your 40-character-per-line screen into an 80-character-per-line screen.)

Apple Writer II eliminates time-consuming retyping and editing tasks—allowing you to turn your attention to more important matters in progress.

### Apple Writer II:

- gives you all the advantages you'd expect to find in a sophisticated word processing system (including an 80-character-per-line screen when used with the Sup'R'Terminal board) at a fraction of the cost;
- offers built-in Help screens, so you have a handy, useful reference guide to all of Apple Writer II's features;
- provides powerful functions, making it easy for you to set up complex business forms and generate standard letters;
- lets you link several different text files together, so you can easily insert a quotation, a page—even an entire report—into your documents.

Anyone familiar with a typewriter will find Apple Writer II simple to use. Text entry is straightforward and fast; editing requires only a handful of simple keystrokes.

You can, for instance, display your text either black-on-white or white-on-black. You can move the cursor by character, word, or paragraph, or jump to any part of the text. You can transfer, copy, or delete blocks of text as well.

And Apple Writer II's convenient "Find and Replace" feature can quickly locate and replace words throughout your copy.



The program also provides several powerful functions previously available only on high-priced word processing systems:

**TAB FILES:** Apple Writer II allows you to store up to 32 tab settings for quick-formatting of standard letters and intricate forms.

**GLOSSARY:** Allows you to use short-hand commands to insert frequently-used words and phrases.

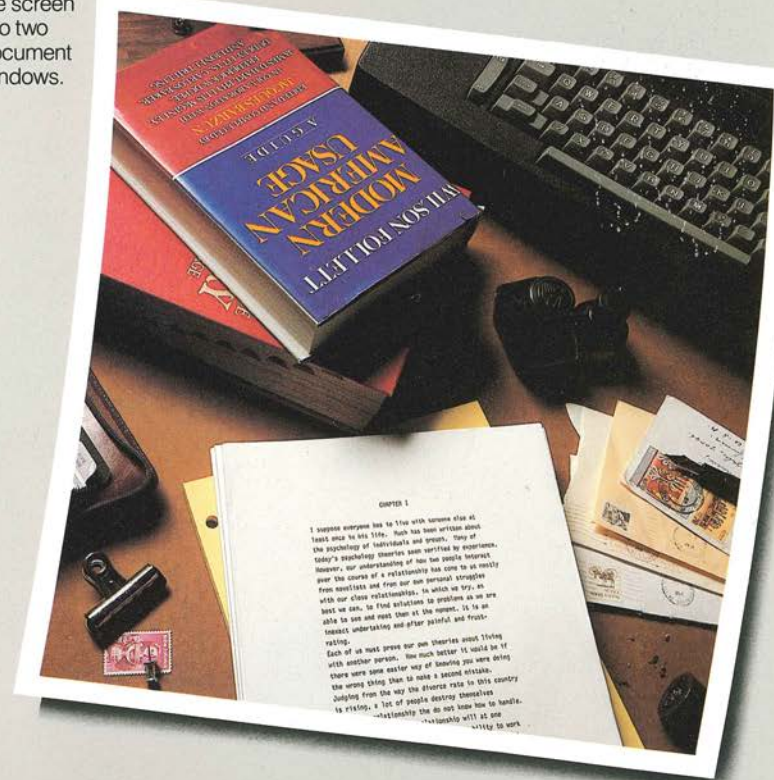
**SPLIT SCREEN:** Lets you display and process two separate portions of a document simultaneously by splitting the screen into two document windows.

**WORD PROCESSING LANGUAGE (WPL):** A special language containing standard Apple Writer II commands that makes it easy to generate form letters and to customize your own word processing applications.

Apple Writer II works with any Apple II-compatible printer. Automatic formatting controls let you specify margins, headers, footers, line spacing, and center, left, and right justification. (With many printers, you can produce superscripts, subscripts, and underlines as well; check with your dealer about your system's specific capabilities.) Before committing text to paper, you can also "print" it to the screen to see how the document will appear.

Finally, the Apple Writer II package includes a special utilities program that allows you to transfer files between Apple Writer 1.0 and your new Apple Writer II.

With your Apple Writer II package you will receive: 1) Apple Writer II master diskette; 2) back-up diskette; 3) instruction manual.







## Comm-Pac

### Send and Receive Information Worldwide

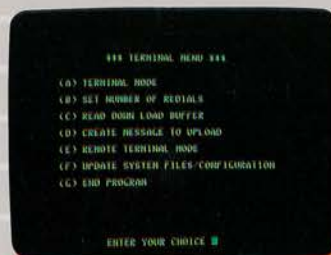
With Comm-Pac and a D.C. Hayes Micromodem™, you and your Apple II can communicate over the phone with other computers, timesharing systems, networks, newswires and more.

Comm-Pac lets you quickly tap into stock reports, information services, Apple Bulletin Board Systems (ABBS), and computerized data bases—anywhere in the world. It can also be the link to your company computer for collecting or entering data, communicating with employees, or working with company software programs.



Once you've told the program which exchanges you frequently call, Comm-Pac does all the work of dialing and "logging on" with passwords, account numbers, and other appropriate protocol. There's even an automatic re-dial feature that dials busy lines as many times as you designate—while you continue working. Comm-Pac:

- provides instant access, with "auto-dial" and "auto-log-on" features, to as many as 35 exchanges...



- supplies dummy log-on files for The Source,™ CompuServe,™ Dow Jones News/Retrieval service, and ABBS, so you can easily create your own log-on files...
- allows you to transfer and work off-line with information from larger computers, cutting your timesharing costs...
- lets you enjoy the advantages of large computer data bases for greater system flexibility.

The package includes: 1) master program diskette; 2) back-up diskette; 3) instructions.

## Comm-Pac

Put the world at your fingertips. With Comm-Pac and a D.C. Hayes Micromodem™, you and your Apple II can communicate easily over the phone with other computers, timesharing systems, networks, newswires, and more... so you can send and receive information instantly.

Comm-Pac is a convenient, easy-to-use program that lets you quickly tap into stock reports, information services, Apple Bulletin Board Systems (ABBS), and computerized data bases—anywhere in the world. It can also be the link to your company computer for collecting or entering data, communicating with employees, or working with company software programs.

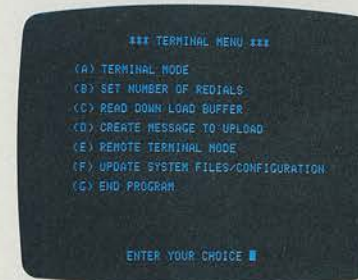
Comm-Pac makes communicating with other computers especially easy—because once you've told the program which exchanges you frequently call (it stores up to 35), Comm-Pac does all the work of dialing and "logging on" with passwords, account numbers, and other appropriate protocol. There's even an automatic re-dial feature that dials busy lines as many times as you designate—while you continue working. You save the time and trouble of having to remember tedious logon procedures for each exchange you use.

### Comm-Pac:

- provides instant access, with "auto-dial" and "auto-log-on" features, to as many as 35 exchanges... saving you time typing tedious logon data;
- supplies dummy logon files for the Source, CompuServe, Dow Jones, and ABBS, so you can easily create your own logon files;
- allows you to transfer and work off-line with information from larger computers, cutting your timesharing costs;
- lets you enjoy the advantages of large computer data bases, so you get greater system flexibility.

To use Comm-Pac, you must already have an account number and/or password to computerized information sources and data bases you want to use. (Exception: Apple Bulletin Board Systems usually require nothing more than a telephone call.) Your Apple II must also be linked to your telephone via a D.C. Hayes Micromodem (a device that

converts the computer's electrical signals into sounds a telephone can transmit). Note that Comm-Pac only works with the Micromodem.



Comm-Pac's main menu makes it easy for you to retrieve, send, edit, and store information. Simply select **Terminal Menu**, for instance, to dial an exchange. The program will automatically display the list of exchanges on file. A single keystroke identifies the number you want to reach, and Comm-Pac dials until it gets an answer or until it reaches the re-dial limit that you've preset.

With **Down Load Menu**, you can scroll through data and save part or all of it as text or binary files, and also print,

read, rename, or delete previously stored screen buffers.

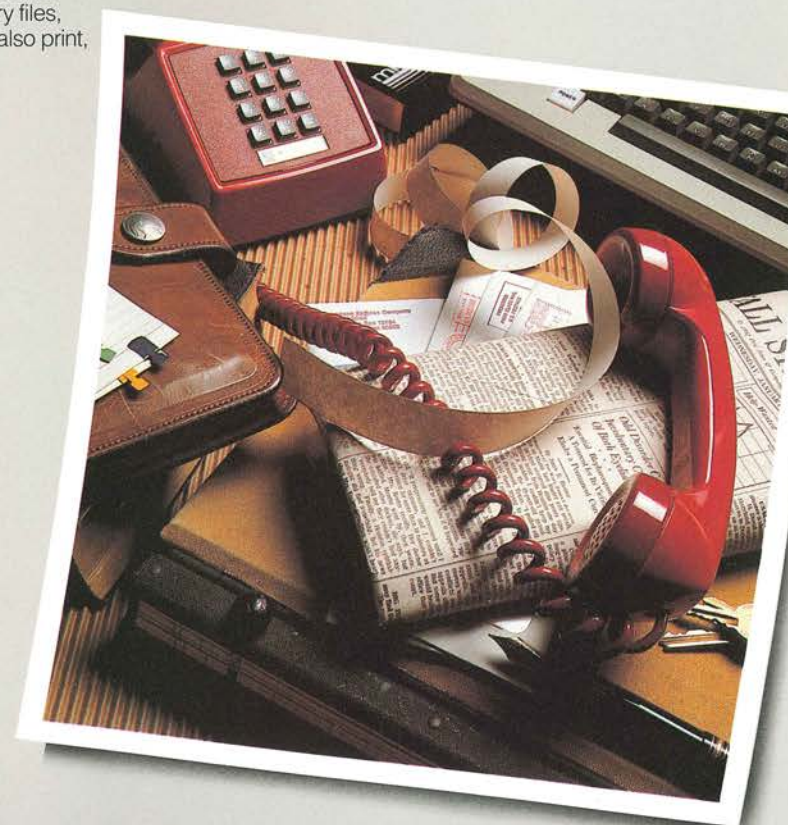
Comm-Pac makes it possible for you to "download" to your Apple II information from larger computers that you want to store on diskette for later reference or printout. In addition, you can use Comm-Pac to transfer files from one computer to another. Or you can receive messages in **Remote Terminal Mode**, which makes your Apple II accessible from another terminal.

The **Upload Menu** lets you create messages for future uploading. You can also edit previously stored messages.

By selecting **Systems Menu**, you can enter names, phone numbers, and system prompts needed to dial and logon automatically to the exchanges you want to reach. You also can add or delete exchanges in the file, and create and update bulletin board answers.

Comm-Pac is written in Applesoft BASIC.

With the Comm-Pac package, you'll receive: 1) Comm-Pac program diskette; 2) back-up diskette; 3) instruction manual.







## Script II

### Add Style to Your Pascal Text Files

Script II allows you to format programs, documents, or any text written using the Apple Pascal Editor, with greater ease and flexibility than ever before.

This powerful program enables you to embed text-formatting commands in Apple II Pascal text files and get layout-perfect printouts every time. You can also print Script-formatted files on the screen or save them on diskette.

Script II works with a variety of Apple-compatible dot matrix and impact printers. You can designate line spacing, margins, and page breaks; paginate using headers or footers; underline; center-, left- and right-justify text; and more. Script II:

- speeds recognition of bugs while you're debugging programs, because you can print Pascal procedures on individual pages and underline key words within them...



- lets you selectively print any portion of an Apple II Pascal text file, eliminating the time devoted to re-saving small text segments...

- simplifies document production, because it allows you to "chain" text files together for uninterrupted printing...
- gives you the option of saving formatted text files to diskette, which lets you generate attractive, highly readable printouts directly with the Apple II Pascal Filer and Editor...



- allows you to represent multiple command sequences with simpler, single macro commands, so you can quickly embed print instructions over and over again.

The package includes: 1) master program diskette; 2) instructions.

## Script II

Add style to your printed Pascal text files. Script II allows you to format programs, documents—any text written using the Apple Pascal Editor—with greater ease and flexibility than ever before.

This powerful program enables you to embed text-formatting commands in your Apple II Pascal text files and get layout-perfect printouts every time. (You can also print Script-formatted files on the screen or save them on diskette.)

Script II works with a wide variety of Apple-compatible dot matrix and impact printers. With it, you can: designate line spacing, margins, and page breaks; paginate using headers or footers; underline; center-, left-, and right-justify text; and much, much more.

Now you can produce attractive, easy-to-read Pascal documents and program listings—custom-tailored to your specifications with Script II.

### Script II:

- speeds recognition of bugs while you're debugging programs, because it enables you to print Pascal procedures on individual pages and underline key words within them;
- lets you selectively print any portion of an Apple II Pascal text file (page 19, for example), so you don't waste time and diskette space re-saving small text segments;
- simplifies document production, because it allows you to "chain" text files together for uninterrupted printing;
- gives you the option of saving formatted text files to diskette, letting you generate attractive, highly readable printouts directly with the Apple II Pascal Filer and Editor;
- allows you to represent multiple command sequences with simpler, single macro commands, so you can quickly embed print instructions over and over again.

Script II is extremely easy to use. Simply load the program into memory and insert your Apple Pascal diskette in the disk drive. Script will read the file you indicate, executing your print formatting commands.

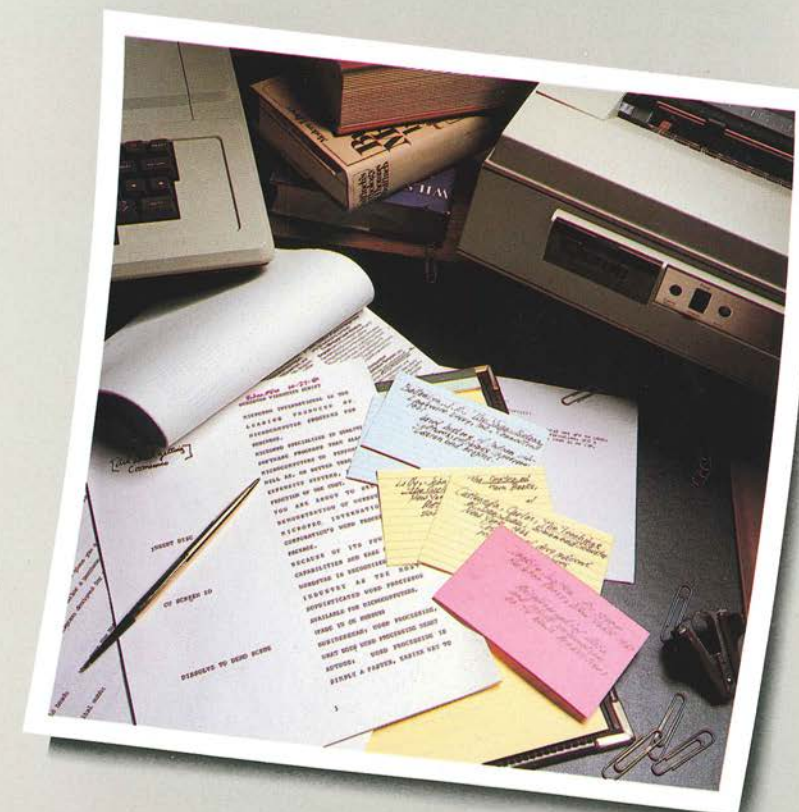
Script II offers numerous run-time options that let you see formatted files to the screen, save them on diskette, or print them on an Apple-compatible printer. With a Qume printer, you can get true microspace justification.



There are nine Script run-time options you can use in a variety of combinations. "Q-Z12-K-03-8," for example, indicates your file is to be outputted to a Qume-like printer (-Q), set with a left margin of 12 (-Z12) with all Pascal keywords underlined (-K), and pages 3 through 8 only to be printed (-03-8).

Script II is written in Pascal.

With the Script II package, you will receive: 1) Script II master diskette; 2) instruction manual.







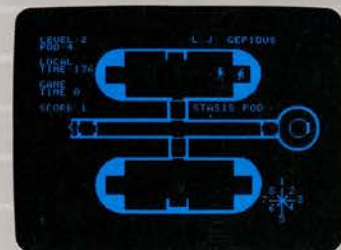
## The Wreck of the B.S.M. Pandora



### An Outerspace Race Against Time and Aliens

Emergency in deep space! Returning to base after a long mission gathering exotic alien specimens from the frontiers of exploration, your ship has just been damaged in a freak accident. You must repair the Pandora's damage as well as ward off attacks by alien creatures now freely roaming the corridors and "pods" (cabins). This exciting science fiction adventure is designed for one to seven players, teenage or older. The Wreck of the B.S.M. Pandora:

- provides unlimited challenge, because each time you start a



new game, the ship's layout is different, and crew and aliens have different strengths and weaknesses...

- invites participation by one to seven players, for social or solitary enjoyment...
- offers five levels of difficulty to challenge both beginning and seasoned players.

The package includes: 1) master program diskette; 2) back-up diskette; 3) instructions.

## The Wreck of the B.S.M. Pandora

Emergency in deep space! Returning to base after a long mission gathering exotic alien specimens from the frontiers of human exploration, the B.S.M. Pandora has just been badly damaged in a freak accident. You are one of the crew members abruptly jarred out of a peaceful, cold sleep in suspended animation.

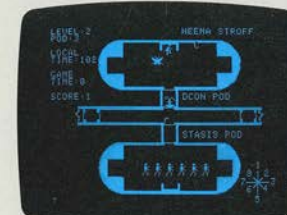
Suddenly, you face a heart-pounding race against time to repair the Pandora before it fails utterly and you meet certain death. Working with fellow crew members, you attempt to repair the desperate damage problem as you ward off attacks by once-captive alien creatures now freely roaming Pandora's corridors and "pods" (cabins).

This is The Wreck of the B.S.M. Pandora, an exciting, problem-solving, science fiction adventure game designed for one to seven players, teenage or older.

### The Wreck of the B.S.M. Pandora:

- provides unlimited challenge, because each time you start a new game, the ship's layout is different, and crew and aliens have different strengths and weaknesses;
- invites participation by one to seven players, so you can use for social or solitary enjoyment;
- lets you interrupt and save games, so you can stop and resume play whenever you like;
- offers five levels of difficulty to challenge both beginning and seasoned players.

To play The Wreck of the B.S.M. Pandora, you assume the role of one or more of the ship's crew. Other players also operate one or more crew characters. Then, making use of the deck plan shown on the computer's monitor, you race against time to locate and repair the pods necessary to restart the ship. You collect points for each alien you kill or stun and return to captivity.



Each time you start a new game, you'll find the ship arranged a little differently, a crew with different strengths and weaknesses, and a collection of aliens with varying ferocities. Equipment, weapons, tools, and robots in different states of repair lie scattered about the multi-level ship as well. They are there for you to find and use as you attempt to repair the ship's damage and defend yourself against alien creatures and short-circuited robots on the attack.

The Wreck of the B.S.M. Pandora is written in Applesoft BASIC.

With The Wreck of the B.S.M. Pandora you'll receive: 1) Pandora master diskette; 2) back-up diskette; 3) instructions.







## The Speed Reader®

### Increase Reading Speed and Comprehension

The Speed Reader can help you double—even triple—your reading speed and increase your comprehension as well. Speed Reader's challenging lessons and exercises are designed to correct sluggish eye movements and sharpen peripheral vision, so you can absorb information faster than ever before.



You'll find in Speed Reader a complete reading development course, containing exercises to help build your reading speed—with just 30 minutes' practice each day. Speed Reader:

- teaches you to rely on peripheral vision to take in groups of words and thus read more efficiently...
- offers 10 increasingly difficult practice sessions that let you build reading skills steadily...
- measures your reading speed, so you can gauge your progress...
- includes quizzes after each lesson, so you can check your understanding of each passage while you build speed.

The package includes: 1) master program diskette; 2) back-up diskette; 3) data diskette; 4) instructions.

## Speed Reader

Do you often find yourself swamped with too much to read? Speed Reader can help you double—even triple—your reading speed...and increase your comprehension as well.

Most people read inefficiently, plodding through material one or two words at a time. Speed Reader's challenging lessons and exercises are designed to correct sluggish eye movements and sharpen peripheral vision, so you can absorb information faster than ever before. It's an ideal program for students and business people with lots of reading—and little time—on their hands.

You'll find in Speed Reader a complete reading development course, containing exercises that help build your reading speed—with just 30 minutes' practice each day.

### Speed Reader:

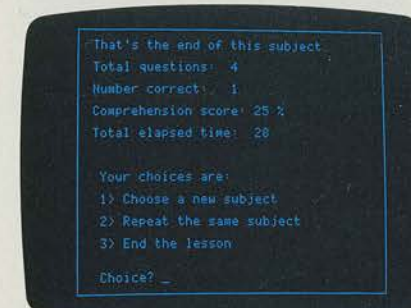
- teaches you to rely on peripheral vision to take in groups of words, so you read more efficiently;
- offers 10 increasingly difficult practice sessions that let you build reading skills steadily;
- measures your reading speed, so you can gauge your progress;

- includes quizzes after each lesson, so you can check your understanding of each passage while you build speed;
- provides interesting and informative exercises with numerous readings that cover a wide range of topics.

Speed Reader provides 10 stages of exercises for you to master. Each stage builds on skills you've developed in earlier exercises. Your lessons will begin with **Warm-Up Exercises**. They flash single letters at each side of the screen, at varying speeds, to teach you to take advantage of your peripheral vision. As you develop speed, you'll find that peripheral vision makes it easy for you to read large groups of words with a single glance.

**Eye Movement Lesson** is designed to help you "unlearn" lazy eye movements that make reading a time-consuming chore. Select any one of 20 articles to read, at a reading speed you feel comfortable with. Each article breaks down into sentence fragments that flash left-to-right in zig-zag fashion down the margins of your screen. Using peripheral vision, you "slalom" through the article—much faster than if you were reading only

one or two words at a time. A multiple-choice quiz tests your comprehension at the end of the article.



**Column Reading Lesson** offers the same selection of 20 articles, but line by line in single-column format down the center of the screen. Again, choose a story and reading speed. Use your peripheral vision and newly acquired eye movement techniques to zip through the selection; then complete the multiple-choice quiz to check your success in both speed and comprehension.

**Reading Passage Lesson** offers 14 passages. Select one, indicate your reading speed, and specify a column width from 1 to 12. (The wider the column, the more your speed reading skills will be tested.) Then see how you do on the quiz.

Speed Reader is written in Applesoft BASIC.

With Speed Reader, you'll receive:

- 1) Speed Reader master diskette;
- 2) back-up diskette; 3) data diskette;
- 4) instruction manual.



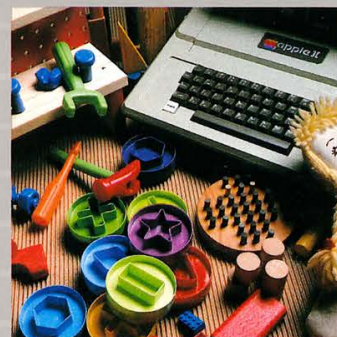




## Moptown

### Join in Moptown Games

Moptown is a self-paced learning program that combines the Apple II's sound and color graphics



with a delightful community of Moppets—16 whimsical characters who have turned all the “rules” that govern Moptown into 11 absorbing games.

Youngsters will discover hours of learning enjoyment with a collection of fun and interesting logic

games (for one or more players) they can play at home or in the classroom. Parents and teachers introducing children (four and older) to Moptown will discover a great way to sharpen youngsters' reasoning and conceptual skills. Moptown:

- teaches basic reasoning skills that children can transfer to every other discipline...
- is easy for young children (4 and up) to use, requiring only simple keyboard commands...
- uses colorful graphics and music to provide immediate feedback with each game move, reinforcing correct decisions...
- helps very young children draw comparisons between simple graphic images; and provides more complex tests in deductive reasoning, association, and concept development.



The package includes: 1) master program diskette; 2) back-up diskette; 3) instructions.

## Moptown

Come to Moptown, and join in the Moptown games!

Youngsters visiting Moptown will discover hours of learning enjoyment with a collection of fun and interesting logic games they can play at home or in the classroom. Parents and teachers introducing children to Moptown will discover a great way to sharpen youngsters' reasoning and conceptual skills.

Moptown is a self-paced learning program that combines the Apple II's sound and color graphics with a delightful community of Moppets—16 whimsical characters, each different, who have turned all the “rules” that govern Moptown into 11 absorbing games.

Recommended for children four and up, Moptown's games offer challenges at a number of learning levels. The easiest games help very young children draw comparisons between simple graphic images. The more difficult games offer more complex tests in deductive reasoning, association, and concept development.

### Moptown:

- teaches basic reasoning skills that children can transfer to every other discipline;
- is easy for young children to use, because only simple keyboard commands are required;
- provides unlimited opportunities to improve skills, because it generates new problems to solve with each new game;
- uses colorful graphics and music to provide immediate feedback with each game move, reinforcing correct decisions;
- offers games for one and two players, so children can use it for social or solitary play.

Moptown's main menu lets children choose among 11 games. All of them involve the colorful, fanciful Moppets (and sometimes their cousins), who share certain attributes. Each is either tall or short, fat or thin, dressed in red or blue, and either a big-footed Bibbit or tailed Gribbit.

The first and simplest game, **Make My Twin**, challenges youngsters to create a twin for the Moppet shown on

the screen. Using simple keyboard commands, children specify characteristics for the Moppet, and the Apple II will draw the Moppet specified.

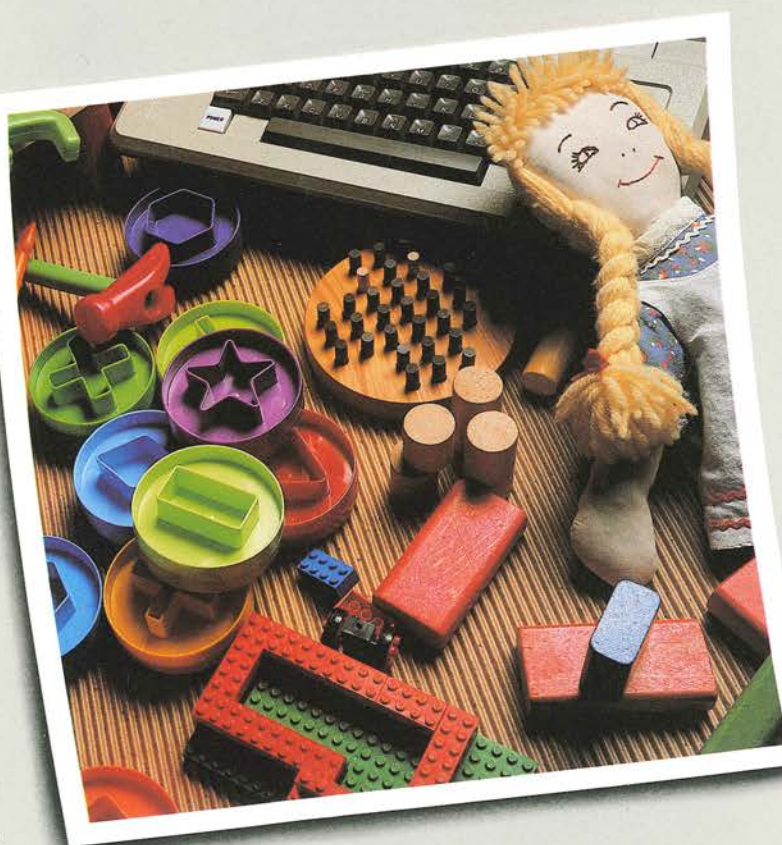
Other games—**Who's Different?** and **Who's the Same?**—are patterned after matching games in school. Players must choose which, in a group of Moppets, is different, or which trait is the same for all the Moppets in the group.



Other games invite children to arrange a **Moptown Parade**, change one Moppet into another in just three moves, and guess the rules for membership in the **Moptown Clubhouse**. More difficult is **Moptown Hotel**, a game for two players. Each tries to register the most Moppets into the hotel, but rules govern which Moppets can stay in which rooms. Players must try to comply with the rules as they register hotel guests.

Moptown is written in Applesoft BASIC.

With Moptown, you'll receive:  
1) Moptown diskette; 2) back-up diskette; 3) user instructions.







## Magic Spells

### Turn Children into Spelling Wizards

In the Kingdom of Magic Spells, "this week's spelling list" is transformed into a captivating adventure game complete with castles, treasure, demons, and a sage wizard. The player moves through the Castle of Spells unscrambling each "Spell" (spelling word) to open a treasure chest of gold and precious jewels. Music, colorful graphics, and large text combine with this absorbing game format to hold the player's interest while sharpening spelling skills.

With the "Spells Writer" editing program, you can customize word lists appropriate to any skill level and save them on a diskette. Existing lists may be viewed, deleted, or listed on a printer. Magic Spells:

- teaches correct spelling in school or home, providing immediate feedback to the student...
- motivates and maintains interest through use of scrambled words, large text, color graphics, music, and an absorbing game format...
- is appropriate for any skill level, because words may range from two to 15 letters, and lists from one to 20 words...
- allows you to add word lists to those on the diskette, create separate diskettes of word lists for multiple users, or delete old word lists.

The package includes: 1) master program diskette; 2) back-up diskette; 3) instructions.

## Magic Spells

A-b-r-a-c-a-d-a-b-r-a — a program that turns children into spelling wizards!

In the Kingdom of Magic Spells "this week's spelling list" is transformed into a captivating adventure game complete with castles, treasure, demons, and a sage wizard. The player moves through the Castle of Spells unscrambling each "Spell" (spelling word) to open a treasure chest of gold and precious jewels. Music, colorful graphics, and large text combine with this absorbing game format to hold the player's interest while sharpening spelling skills.

With the Spells Writer editing program, customized word lists appropriate to any skill level can be easily created and saved on a diskette. Existing lists may be viewed, deleted, or listed on a printer.

Recommended for children at all reading levels, this program may be used at home or school to improve spelling skills.

### Magic Spells:

- uses large, easy to read text, upper and lower case;
- teaches correct spelling, because it provides immediate feedback;
- motivates and maintains interest through use of scrambled words, color graphics, music, and an absorbing game format;
- is appropriate for any skill level, because words may range from two to 15 letters, and lists may be one to 20 words long;
- allows you to add word lists to those on the diskette, create separate diskettes of word lists for multiple users, or delete old word lists;
- lets you view word lists and (optionally) print them.

Merlapple, the sage wizard who reigns over the Kingdom of Magic Spells, offers 11 word lists of spelling "demons" — words that challenge youngsters at all learning levels. The player simply chooses the Magic Spells option from the main menu and selects a word list.



Merlapple gives the player a chance to examine the list of words selected. Then he sweeps the words from the screen, scrambles them, and introduces them randomly, one at a time. A player who needs help unscrambling a Spell can type a star (\*) to see the unscrambled word.

As the player unscrambles each Spell correctly, a treasure chest opens with a musical flourish. Clues are provided for words incorrectly spelled and the Spelling Demon gets some of the player's treasure.

Skillful players enter a magic land at the end of the game, where they can make a wish on a unicorn or win the pot of gold at the end of the rainbow.

Magic Spells is written in Applesoft BASIC.

With Magic Spells, you'll receive:

- 1) Magic Spells program diskette;
- 2) back-up diskette; and 3) user instructions.







## Math Strategy/Spelling Strategy

### An Innovative Approach to Math and Spelling

Math Strategy and Spelling Strategy are two effective, innovative programs that teach youngsters how to use the mind's eye to sharpen math and spelling skills. (Note: Math Strategy and Spelling Strategy are two programs, ordered and purchased separately.)

Math Strategy and Spelling Strategy both incorporate the latest developments in Neuro-Linguistic Programming (NLP), an approach to education that makes use of the interplay between eye movement and memory. Each offers self-paced instruction, helping children learn to make lasting mental pictures of words or math tables they can easily recall. Math Strategy and Spelling Strategy:

- provide challenging, interactive drills and exercises designed to hold a child's interest...



- let you create your own math and spelling lessons, ideal for both home and classroom...
- include self-paced beginning and intermediate exercises, suitable for students at a number of learning levels...



- take advantage of your Apple's sound and color graphics capabilities to reward correct answers, providing strong positive reinforcement.

The Math Strategy package includes: 1) master program diskette; 2) back-up diskette; 3) instructions.

The Spelling Strategy package includes: 1) master program diskette; 2) back-up diskette; 3) instructions.

## Math Strategy/Spelling Strategy

Try to picture the Mona Lisa.

Do you see her? If you're right-handed, you probably looked up and to the left to visualize the painting. If you're left-handed, you probably looked up and to the right. Either way, you made a mental image to "see" the Mona Lisa.

Math Strategy and Spelling Strategy are two effective, innovative programs that teach youngsters how to use the mind's eye to sharpen math and spelling skills. (Note: Math Strategy and Spelling Strategy are two distinct programs, ordered and purchased separately.)

Math Strategy and Spelling Strategy both incorporate the latest developments in Neuro-Linguistic Programming (NLP), an approach to education that makes use of the interplay between eye movement and memory. Each offers self-paced instruction, helping children learn to make lasting mental pictures of words or math tables they can easily recall.

Math Strategy and Spelling Strategy are fun and easy to use. And they encourage effective learning habits that will last the young student a lifetime.

### Math Strategy and Spelling Strategy:

- provide challenging, interactive drills and exercises, so they hold a child's interest;
- are ideal for both home and classroom use, because they let you create your own math and spelling lessons;
- include self-paced beginning and intermediate exercises, suitable for students at a number of learning levels;
- take advantage of the Apple Computer's sound and color graphics capabilities to reward correct answers, providing strong positive reinforcement.

Math Strategy and Spelling Strategy each offer a brief but intriguing demonstration illustrating the relationship between eye movement and memory.

Math Strategy lessons present the student with equations in addition, subtraction, division, or multiplication— $8 \times 7 = 56$ , for instance. Then the computer asks the child to visualize the equation. Spelling Strategy lessons similarly present the child with a single word to visualize.



Once the image is clearly in mind, Math Strategy and Spelling Strategy give the youngster three chances to type in the word or equation correctly. When the youngster enters a correct answer, the program provides another cue to "see" the image one more time—then asks to have the word or equation typed backward. This ensures that, rather than rote memorizing number or letter sequences, the child actually has stored a complete image.

A multiple-choice quiz follows each exercise, presenting the correct word or equation and four incorrect answers. Once again, the child is encouraged to rely on mental images to recall the correct answer.

The last segment of Math Strategy lessons provides completion exercises, such as  $4 \times 7 = ?$ . Spelling Strategy asks the child to approve the spelling of a word in the context of a sentence.

The Math Strategy and Spelling Strategy programs also provide author options that allow parents and teachers to create an unlimited number of lessons, each containing up to 10 words or equations.

Math Strategy and Spelling Strategy are written in Applesoft BASIC and sold as separate packages.

With Math Strategy, you'll receive: 1) Math Strategy master diskette; 2) back-up diskette; 3) instruction manual.

With Spelling Strategy, you'll receive: 1) Spelling Strategy master diskette; 2) back-up diskette; 3) instruction manual.







## Designer's Toolkit

### Computerize the Drafting Table

Designer's Toolkit is a remarkably flexible, easy-to-use collection of design tools that lets you generate ambitious graphics for mapping, architecture, drafting—anything you once used your drafting table for. Emulating pen, pencil and brush on paper, Designer's Toolkit and the Apple II Graphics Tablet let you work with a variety of artistic techniques. You can choose, for instance, from 10 different pen and brush styles permanently built into the program, or you can create and work with any set of as many as 10 of your own "brush" techniques—including, if you like, symbols for mechanical or electrical blueprints.

In addition, Designer's Toolkit lets you draw from a palette of colors that can produce more than 300 color combinations. Working with the two high-resolution "pages" in Designer's Toolkit, you'll also

make modifications on the other, then merge what you like of the two into a final draft...

provides 20 different pen and brush techniques, so you can draw in the manner you're most comfortable with...



can explode any image on the screen up to 64 times its normal size, providing intricate details when you want them...

can label your designs as you work, saving on typesetting, press type, and mechanical costs...

provides for color separation, letting you change colors in mid-design without having to clear the screen and start over.



The package includes: 1) master program diskette; 2) demo diskette; 3) overlay for Graphics Tablet; 4) instructions.

be able to quickly transfer part of one drawing to another, magnify sections to add fine detail, invert, and even label your illustrations. Designer's Toolkit:

- gives you two "pages" to work with, so you can retain your original design on one page,

## Designer's Toolkit

Now there's a way for professional designers to computerize the drafting table—at a fraction of the cost of expensive computer graphics systems.

Designer's Toolkit is a remarkably flexible, easy-to-use collection of design tools that let you generate ambitious graphics for mapping, architecture, drafting—anything you once used your drafting table for. Emulating pen, pencil and brush on paper, Designer's Toolkit and the Apple II Graphics Tablet let you work with a variety of artistic techniques. You can choose, for instance, from 10 different pen and brush styles permanently built into the program, or you can create and work with any set of as many as 10 of your own "brush" techniques—including, if you like, symbols for mechanical or electrical blueprints.

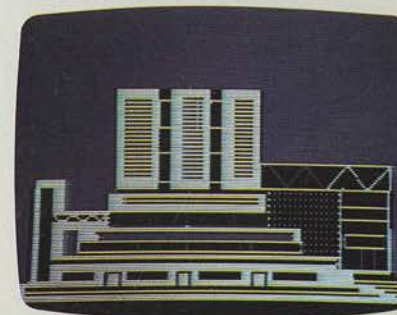
In addition, Designer's Toolkit lets you draw from a palette of colors that can produce more than 300 color combinations. Working with the two high-resolution "pages" in Designer's Toolkit, you'll also be able to quickly transfer part of one drawing to another, magnify sections to add fine detail, invert, even label your illustrations.

What makes Designer's Toolkit particularly easy to use is its menu—it's on the surface of the special Graphics Tablet overlay, so all you do is touch the appropriate box to switch color, technique, or shape.

### Designer's Toolkit:

- gives you two "pages" to work with, so you can retain your original design on one page, make modifications on the other, then merge what you like of the two into a final draft;
- lets you work with as many as 20 different pen and brush techniques, so you can draw in the manner you're most comfortable with;
- lets you explode any image on the screen up to 64 times its normal size, so you can provide intricate details when you want them;
- allows you to label your designs as you work, so you save on typesetting, press type, or mechanical costs;
- provides an easy-to-follow menu, so with a single touch you can quickly move from one technique to another, change colors, merge illustrations, and create any number of shapes;

- provides for color separation, so you can change colors in mid-design without having to clear the screen and start over.



With Designer's Toolkit, you draw on the Apple II Graphics Tablet with a stylus, and watch the results on the computer's monitor. The program's menu, always displayed for you on one part of the tablet, gives you instant access to the program's full range of colors, techniques, shapes, and textures.

Using the stylus, simply press the appropriate box on the menu to choose the brush stroke and the color or color

combination you want to work with. Other boxes on the menu allow you to generate any shape you want—dots, lines, travel lines, rectangles, circles, and triangles. Other commands let you draw freestyle, fill in images with color, fan out other images, and invert them.

Drawing a "window" around a section of your illustration allows you to magnify and work on it while you keep the rest of the drawing intact. This way, you can zoom in on difficult areas, draw in the details, then return the image—with modifications—to its normal size.

To label drawings, you also can choose from 15 fonts, in three sizes, that have been built into the program. There's also room for you to design up to 10 of your own fonts, symbols, or text pictures.

Designer's Toolkit is written in Applesoft BASIC.

With the Designer's Toolkit package, you'll receive: 1) Designer's Toolkit master diskette; 2) back-up diskette; 3) demonstration diskette; 4) instruction manual; 5) overlay for Graphics Tablet.







Datatree™

## Delegate File Management to Your Apple

Datatree helps you organize, search, update, sort, and print out detailed information. With it, you can format and maintain a wide variety of data, including client lists, mailing lists, bibliographies, job estimates, patient records, and inventories of business and personal items. Datatree:

- requires little or no computer experience, because it is menu-driven and highly interactive...
- provides password protection for your files, preventing unauthorized access to records...
- allows you to design printouts of entire files or any portion of them, so you can generate reports tailored to your specifications...
- lets you allocate up to a whole diskette for each file, so you can organize a variety of information on one diskette or create a data base library...
- includes five demonstration files, providing you with hands-on experience with the program before setting up a data base.

The package includes: 1) master program diskette; 2) back-up diskette; 3) demo diskette; 4) data diskette; 5) tutorial; 6) instructions.

## Datatree™

A powerful, easy-to-use, file management system, Datatree helps you organize, search, update, sort, and print out detailed information. With it you can format and maintain a wide variety of data, including client lists, mailing lists, bibliographies, job estimates, patient records, and inventories of business and personal items.

Datatree lets you keep important information organized, up-to-date, and at your fingertips.

### Datatree:

- is completely menu-driven and highly interactive, so you need little or no computer experience to use it;
- provides password protection for your files, so you prevent unauthorized access to records;
- allows you to design printouts of entire files or any portion of them, so you can generate reports tailored to your specifications;
- lets you allocate up to a whole diskette for each file, so you can organize a variety of information on one diskette or create a data base library;
- includes five demonstration files, so you get hands on experience with the program before setting up your own data bases.

To create your own data base with Datatree, you first must set up a file using the **Choose/Create File** option. A **File Creation Form** will ask you for file information, including the name of the file, a brief definition of it, and its size and complexity. A record can hold a maximum of 1020 characters, although fewer characters can be allocated without wasting any space.

Once the file is created, you next design a template, assigning "field names" to the different kinds of information you want included in your file. If you own a coin collection, for example, your data base inventory might list characteristics common to the coins—condition, circulation, market value, date, mint, denomination, etc.

The **Choose/Create File** option's **Field Descriptor Form** will ask you to list field names, and their "row" and "column" template coordinates. Other field descriptions allow you to designate "index" fields for search and sort purposes; to reference field names by one-character mnemonic keys; and to limit the amount of data that can be stored in any field.

You can print out, edit, delete, and update your template and **Field Descriptor Form** using the **Field Descriptor Maintenance** option. **File Creation Form** descriptors can be revised by choosing the **File Descriptor Maintenance** menu option.



Datatree's **Update File** option offers an additional range of capabilities. With it, you can add, change, list, and delete records, as well as "krunch" (compress) the data file to absorb disk space vacated by deleted records.

The file's powerful **Find a Record** feature lets you search for templates according to your own criteria, or according to field. (Datatree uses a modified and enhanced B-TREE indexing system for rapid retrieval.) For example, you could use Datatree to search your coin collection data file for all nickels in excellent condition minted in 1943. And you can generate printouts of located records, or list them on your monitor screen.

The **Update File's Sort the Records** feature enables you to arrange templates into a meaningful order. You could organize the records in your coins data file, for example, so that templates are grouped according to denomination, mint, or in order of market value.

Datatree's **Report Program** allows you to print out all or any portion of your data files. And a **Report Creation Form** lets you design the printouts—including mailing labels—to meet your specifications. Using its handy cross- and sub-totalling options, you can tally and print out numerical field data, like income, inventory, and sales figures.

Datatree is written Apple Pascal.

With the Datatree package you'll receive: 1) Datatree master diskette; 2) back-up diskette; 3) Datatree demonstration diskette; 4) data diskette; 5) user manual; 6) tutorial.







## Paralax

### High-resolution Graphics for Applesoft BASIC

Paralax is a versatile collection of graphics utilities which let you develop and manipulate high-resolution shapes for Applesoft BASIC programs.

With Paralax you're able to design any shape you want—without time-consuming machine language programming. Once you've generated a shape, you can automatically copy it, change its scale, merge it with other shapes, rotate it, and even animate it.

The Paralax package also includes a library and demo diskette that supply already-



developed shapes and six type fonts ready for immediate use in your programs. Paralax:

- saves time spent plotting shapes byte-by-byte, because it lets you quickly create detailed figures containing up to 10,260 points...
- lets you see each shape as you create it and allows you to



modify it directly on the screen...

- uses disk and memory space sparingly, making it possible to retrieve shapes quickly and to include them in long graphics programs...
- allows you to adapt shapes automatically for animation, so you don't spend time recalculating, redesigning, and re-entering data for each figure in the animation.

The package includes: 1) master program diskette; 2) back-up diskette; 3) library diskette; 4) demo diskette; 5) instructions.

## Paralax

Paralax is a versatile collection of graphics utilities which let you develop and manipulate high-resolution shapes for Applesoft BASIC programs.

With Paralax, you're able to design any shape you want—without time-consuming machine language programming. And, once you've generated a shape, you can automatically copy it, change its scale, merge it with other shapes, rotate it, even animate it.

In addition, the Paralax package includes a library and demonstration diskette that supplies already-developed shapes—including circles—and six type fonts ready for immediate use in your programs.

Whether you're looking for a tool to handle lettering chores, or a shortcut to the tedium of creating shape tables, Paralax lets you produce ambitious, highly creative graphics more quickly than ever before.

### Paralax:

- lets you quickly create detailed figures containing up to 10,260 points, so you don't have to spend time plotting shapes byte-by-byte;
- lets you see each shape as you create it and allows you to modify it directly on the screen;
- uses disk and memory space sparingly, making it possible to retrieve shapes quickly and to include them in long graphics programs;
- allows you to adapt shapes automatically for animation, so you don't spend time recalculating, redesigning, and re-entering data for each figure in the animation.

Paralax simplifies the tasks required to create and use Applesoft BASIC shape tables, allowing you to produce sophisticated graphics for audio-visual presentations, computer games, and other programs. Creating shapes with Paralax requires only a few simple keystrokes. Working in any of 24 different grid sizes displayed on the screen, you design figures by moving the screen cursor up, down, right and left.

Complicated shapes suddenly become easy to generate. To create a highly detailed figure, for instance, you might develop it on a large grid and shrink it down to size after it's completed. Or you might want to construct a shape



in segments and put the pieces together later.

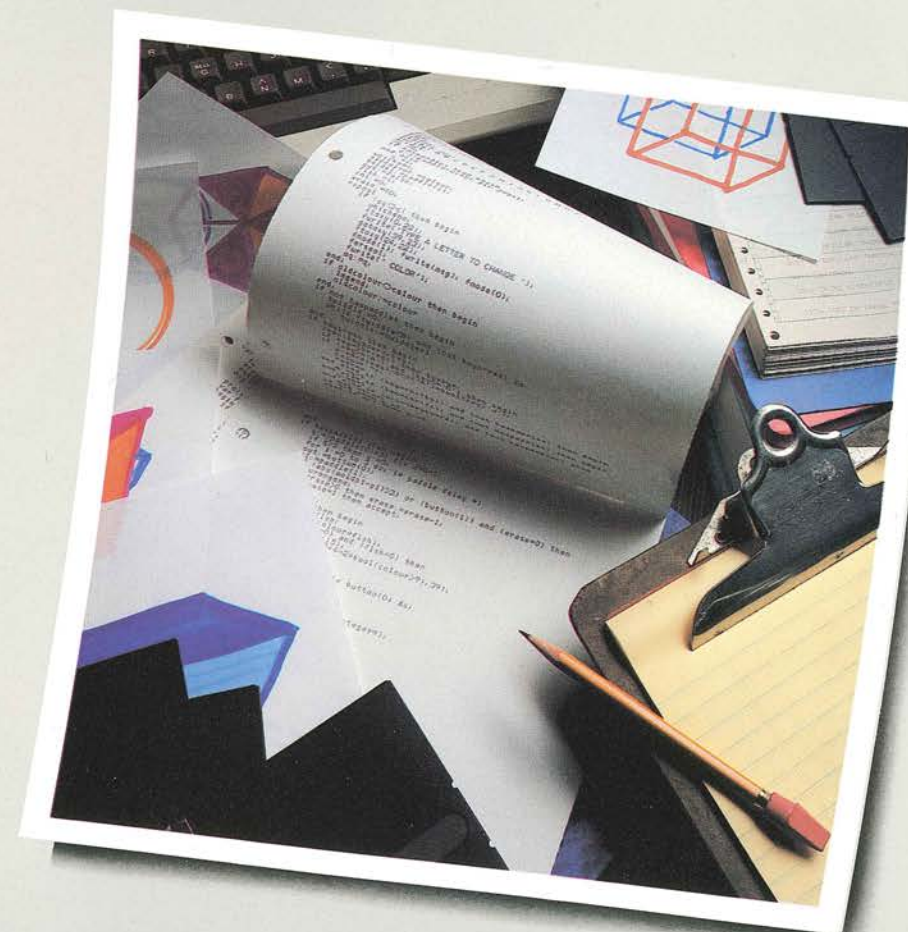
Once you've completed a shape, the computer automatically calculates the fastest way to draw it, and allows you to view it in different sizes and colors.

Producing new type fonts is just as easy. Starting with an alphabet of thin-lined characters, enter a simple code that makes the letters thicker, adds color to them, or changes the letter type to outline, shadow, or other appearance. You can create an entire alphabet by styling a single letter; or you can fashion each letter individually.

Paralax also lets you animate any shape or character you create without error-prone and time-consuming redrawing. You define the type of movement you want, and Paralax makes the calculations necessary to develop the shapes needed for animation.

Paralax is written in Applesoft BASIC.

With the Paralax package you will receive: 1) Paralax program diskette; 2) back-up diskette; 3) library diskette; 4) demonstration diskette; 5) instruction manual.







## Apple Writer III

A powerful new word processing program for the Apple III computer, Apple Writer III allows you to create, edit, format, and print a wide range of written material quickly and accurately—from memos and personalized form letters to business plans and book-length manuscripts.

With Apple Writer III, you get the sophisticated features professionals look for in a word processing system, including paragraph and column tabulation, underlining, and automatic print formatting. You also get an easy-to-use Word Processing Language (WPL) which allows you to create your own time-saving word processing functions.

Apple Writer III lets you take advantage of the Apple III Computer System's convenient built-in features: 80-character-per-line upper/lower case display, a sculptured keyboard designed for maximum typing speed and accuracy, and an ample, 128K memory (expandable to 256K) that allows you to process large documents with ease.

Apple Writer III eliminates time-consuming retyping and editing tasks—allowing you to turn your attention to more important matters in progress.

**Apple Writer III:**

- offers built-in Help screens accessible with a single keystroke, so you have a handy, useful reference guide to all of Apple Writer III's features;
- works with Apple III Mail List Manager files, freeing you from tedious addressing chores;
- is able to read VisiCalc™ III files, allowing you to integrate VisiCalc results directly into your reports;
- lets you link several different text files together, so you can easily insert a quote, a page—even an entire report—into your documents.

Anyone familiar with a typewriter will find Apple Writer III simple to use. Text entry is straightforward and fast; editing requires only a handful of simple keystrokes.

Apple Writer III contains all the features you'd expect to find in a sophisticated word processor. You can, for instance, display your text either black-on-white or white-on-black. You can move the cursor by character, word, or

paragraph, or jump to any part of the text. You can transfer, copy, or delete blocks of text as well. And, Apple Writer III's "Find and Replace" feature can quickly locate and replace words throughout your copy.

The program also provides several powerful functions previously available only on high-priced word processing systems.

**TAB FILES:** Apple Writer III allows you to store up to 32 tab settings for quick formatting of standard letters and intricate forms.

**GLOSSARY:** Allows you to use short-hand commands to insert frequently used words and phrases.

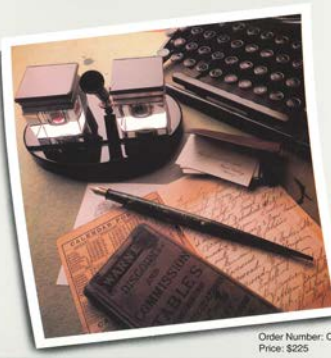
**SPLIT SCREEN:** Lets you display and process two separate portions of a document simultaneously by splitting the screen into two document windows.

**WORD PROCESSING LANGUAGE (WPL):** A special language containing standard Apple Writer III commands that makes it easy to generate form letters and to customize your own word processing applications.

Apple Writer III works with any Apple III-compatible printer. Automatic formatting controls let you specify margins, headers, footers, line spacing, and center, left, and right justification. (With many printers, you can produce superscripts, subscripts, and underlines as well; check with your dealer about your system's specific capabilities.) Before committing text to paper, you can also "print" it to the screen to see how the document will appear.

If you're using Apple II's in addition to Apple III's, the Apple Writer III package includes a special utilities diskette that allows you to transfer files between computers.

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Order Number: C380001  
Price: \$225

## Apple Writer III

### Powerful Word Processing for the Apple III

Apple Writer III allows you to type, edit, format, and print a wide range of written material quickly and accurately—from memos and personalized form letters to business plans and book-length manuscripts.

With Apple Writer III, you get the sophisticated features professionals look for in a word processing system, including paragraph and column tabulation, underlining, and automatic print formatting. You also get an easy-to-use Word Processing Language which allows you to add your own customized, time-saving functions.

Apple Writer III lets you take advantage of the Apple III Computer System's convenient built-in features: an 80-character-per-line, upper/lower case display, a sculptured keyboard designed for maximum typing speed and accuracy, and an ample 128K memory that allows you to process large documents with ease. Apple Writer III:

- provides built-in Help screens accessible with a single keystroke, so you have a handy reference guide to all Apple Writer features...
- works with Apple III Mail List Manager and VisiCalc III files, allowing you to integrate them into your mailings and reports...
- lets you link several different text files together, so you can



easily insert a quote, a page—even an entire report—into your documents...

- gives you a wealth of useful features, including: 80-column width; split-screen imaging; tab file settings; control of margins, headers, footers, line spacing and left/center/right justification; a library of commonly-used words and phrases; and more.

The package includes: 1) master program diskette; 2) back-up diskette; 3) utilities diskette; 4) instructions.

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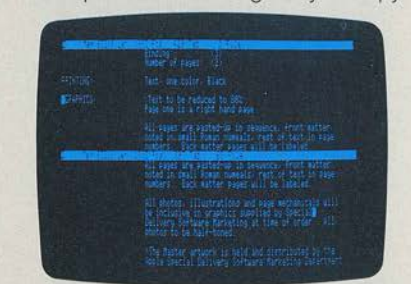
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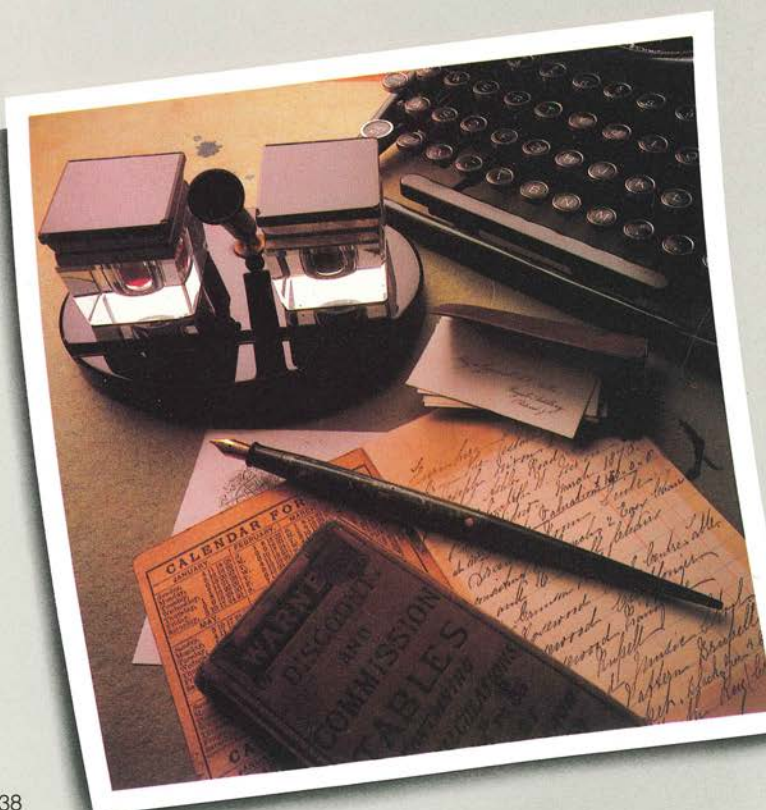
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With the Apple Writer III package you will receive: 1) Apple Writer III master diskette; 2) Apple Writer III back-up diskette; 3) Apple Writer III utilities diskette; 4) instruction manual.







### Apple Access III

Now you can use your Apple II to tackle stand-alone and timesharing tasks as well. Access III transforms your Apple II into a conversational terminal that can communicate with a variety of computers and timesharing systems, providing you with time- and money-saving desktop control.

This powerful program allows your Apple II to emulate Digital Equipment Corporation's popular VT-100 and VT-52 terminals. It even enables you to hook up your computer to remote information services—including the Dow Jones News/Retrieval Service and The Source—making a wide range of highly useful programs, data bases, and financial information available to you.

Tired of waiting for data processing services to get around to your top priority jobs? Using an Apple II, you can complete the work according to your schedule, then transmit the information with Access III to mainframe or minicomputer systems directly or via telephone link. By connecting a modem to your Apple II's built-in RS-232 interface, you can communicate at 110, 300, 1200, 2400, 4800, or 9600 baud.

The Apple II's local processing power gives you the added advantage of being able to "download" data from remote systems and work with it off-line, significantly cutting your timesharing charges and total computing costs.

- Apple Access III:**
- allows you to upload and download files to and from other Apple systems, as well as larger computers, expanding your communications capabilities;
  - offers a cost-effective timesharing alternative, because it lets you process downloaded data off-line, at your own pace;
  - allows you to revise recorded data by using your Apple II Pascal Editor, giving you added flexibility;
  - provides auxiliary keypad codes compatible with VT-52 and VT-100 Application Mode sequences, facilitating data input;
  - offers four programmable function "PF" keys, allowing you to communicate more effectively with remote computers.

By using Access III's SET-UP MENU, you define communication speed and other parameters affecting data transmission. Access III offers full 80-column, upper/lower case display.

TEAM ELECTRONICS  
3365 E. WASHINGTON AVE.  
MADISON, WIS. 53704

The SET-UP MENU lets you select either normal or inverse text modes. Simple commands allow you to save menu constants to your data diskette and load them quickly for repeated use.



Apple Access III's main menu offers five options. **Terminal Mode** provides you with the necessary environment for communicating with remote computers. If you're using a modem, simply turn it on and dial the host computer. If you have a direct connection, you should immediately be on-line. (Information and timesharing services generally will prompt you for a password and account number before you can log on to their systems.)

Access III's powerful **Recording Mode** feature allows you to selectively



Order Number: C380003  
Price: \$150

## Apple Access III

### Telecommunications On Your Apple III

Access III transforms your Apple III into a conversational terminal that can communicate with a variety of computers and timesharing systems. This powerful program allows your Apple III to emulate Digital Equipment Corporation's VT-100 and VT-52 terminals. It also enables you to hook up your computer to remote information services—including the Dow Jones News/Retrieval service and The Source—making available a wide range of highly useful programs, data bases, and financial information.

You can complete work according to your schedule, then transmit the information with Access III to mainframe or minicomputer systems directly or via telephone link. By connecting a modem to your Apple III's built-in RS-232 interface, you can communicate at 110, 300, 1200, 2400, 4800, or 9600 baud. Apple Access III:

- allows you to upload and download files to and from other Apple systems, as well as larger computers...
- offers a cost-effective timesharing alternative, because it lets you process downloaded data off-line, at your own pace...
- gives added flexibility, allowing you to revise recorded data by using your Apple III Pascal Editor...
- facilitates data input, providing auxiliary keypad codes compatible with VT-52 and VT-100 Application Mode sequences...
- offers four programmable function "PF" keys, which allow you to communicate more efficiently with remote computers.

The package includes: 1) program diskette (containing Apple III Pascal and Apple Business BASIC versions); 2) instructions.

## Apple Access III

Now you can use your Apple III to tackle stand-alone and timesharing tasks as well. Access III transforms your Apple III into a conversational terminal that can communicate with a variety of computers and timesharing systems, providing you with time- and money-saving desktop control.

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- provides auxiliary keypad codes compatible with VT-52 and VT-100 Application Mode sequences, facilitating data input;
- offers four programmable function "PF" keys, allowing you to communicate more effectively with remote computers.

By using Access III's SET-UP MENU, you define communication speed and other parameters affecting data transmission. Access III offers full 80-column, upper/lower case display.

The SET-UP MENU lets you select either normal or inverse text modes. Simple commands allow you to save menu constants to your data diskette and load them quickly for repeated use.



Apple Access III's main menu offers five options. **Terminal Mode** provides you with the necessary environment for communicating with remote computers.

If you're using a modem, simply turn it on and dial the host computer; if you have a direct connection, you should immediately be on-line. (Information and timesharing services generally will prompt you for a password and account number before you can log on to their systems.)

Access III's powerful **Recording Mode** feature allows you to selectively

save host-transmitted data to your data diskette or printer. You can take advantage of it by entering a simple command. If you're recording more than one file, Access III's **Change the Name of the Recording File** option lets you organize the data into separate files on your diskette and output any of the host files directly to your printer.

**Transmit a File** allows you to quickly transfer any type of file to remote computers. ASCII files developed using your Apple III Pascal Editor will appear to the remote computer exactly as if you had typed them on your keyboard.

The program's handy **Help** option displays all the Access III commands available in **Terminal Mode**, as well as the name of the recording file currently open and active. **Exit** automatically "logs off" your Apple III and terminates the program.

Apple Access III is written in assembly language and is compatible with either Apple III Pascal or Apple Business BASIC.

With the Apple Access III package, you'll receive: 1) Apple Access III program diskette, containing Apple III Pascal and Apple Business BASIC versions; 2) user instructions.







## Apple III Business Graphics

### Add Visual Impact to Business Planning

Apple III Business Graphics allows you to convert sales and stock activities, production schedules, manpower projections, quality and control data—any numerical information, in fact—into charts and graphs.

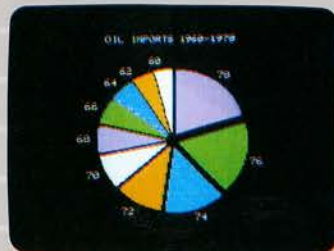


Based on an easy-to-master command language, the program will help you create point graphs, line graphs, and bar and pie charts that give greater impact to reports and proposals. When used with a high-resolution color monitor, this flexible program lets you generate eye-catching slide shows for audience presentations. Apple Business Graphics:

- allows you to plot two or more graphs on the same set of axes, so you can juxtapose, for example, overhead, sales, and profits, and analyze their interdependence...
- lets you generate hard copy output with a variety of printers and plotters...

- extends your resources, letting you incorporate and convert data files from DIF™, VisiCalc III, Apple III Business BASIC, and Apple III Pascal formats...
- gives you complete control of all graph parameters, as well as a wide range of creative alternatives—including the ability to plot colors...
- lets you examine important trend lines by enlarging any area of a graphic for close study...
- generates effective, attractive charts and graphics that are ideal for both video and print presentations, and is ProFile compatible.

The package includes: 1) master program diskettes; 2) back-up diskettes; 3) tutorial and instructions.



### Apple III Business Graphics

One picture's worth a thousand words. Apple III Business Graphics allows you to convert sales and stock activities, production schedules, manpower projections, quality and control data—any numerical information, in fact—into easy-to-read, comprehensive charts and graphs. Numbers alone can't offer the insight you need to run your business successfully. Apple III Business Graphics helps you see the "big picture," providing valuable new perspectives on the figures affecting your organization. Curve fitting, for example—one of Apple III Business Graphics' powerful statistical analysis features—can help make forecasting a breeze. The program is highly interactive, based on an easy-to-master command language. Use it to create point graphs, line graphs, bar and pie charts that give greater impact to your reports and proposals. Apple III Business Graphics can also help you get ideas across more convincingly in meetings and presentations. When used with a high-resolution color monitor, this flexible program lets you generate eye-catching "slide shows" that will captivate your audience—and effectively demonstrate your point of view.



Apple III Business Graphics:

- allows you to plot two or more graphs on the same set of axes, so you can juxtapose Overhead, Sales and Profits, for example, and analyze their interdependence;
- works with DIF™, VisiCalc III, Apple III Business BASIC, and Apple III Pascal, allowing you to incorporate and convert data files from a variety of programs;
- gives you complete control of all graph parameters, as well as a wide range of creative alternatives—including the ability to plot colors;
- lets you enlarge any area of a graph and study it closely, so you can examine important trend lines;
- generates attractive charts and graphs ideal for video and print presentations.

Apple III Business Graphics is easy to use. With it, you can generate line, dash, and area-filled graphs; horizontal and vertical bar graphs; pie charts and scattergrams. You choose the graph type that will best display your data.

This powerful program also allows you to customize graphs according to your parameters. It gives you the flexibility to specify: labels for each axis; "floating" labels that identify plotted graphs; plot colors; as well as horizontal and vertical axis ranges.

Apple III Business Graphics' simple command language is based on literal verb-noun and verb-noun-modifier statements. By typing DRAW BAR, for example, you can instruct the program to draw a bar graph. The program also recognizes abbreviated commands, further simplifying data entry. SET COLOR BLUE, for instance, can be accomplished with only six keystrokes—SE CO BL.

Apple III Business Graphics even enables you to replace multiple command sequences with macro commands, allowing otherwise lengthy instructions to be entered simply and efficiently. This handy feature makes it possible for you to combine "SET COLOR BLUE" and "DRAW BAR" commands into a "GR1" macro command, for example. With Apple III Business Graphics, you can load, plot, and analyze data from VisiCalc III print files, DIF format, Apple III Business BASIC, and Apple III Pascal text files. You can perform statistical analysis on data files to determine minimum, maximum, sum, mean, standard deviation, and variance. Or establish data trends through fitting least squares, constant, parabola, exponential, logarithmic, and sine curves. You can also plot line curves alongside analyzed data. In addition to supporting Apple Silentype and Qume Sprint 5™ printers, Apple III Business Graphics is also compatible with Hewlett-Packard 7225A and Houston Instruments DMP-3, -4, -6, and -7 plotters.

Apple III Business Graphics is written in Pascal. With your Apple III Business Graphics order, you will receive: 1) Apple III Business Graphics (BOOT, /PLOT, and /DATA diskettes); 2) back-up diskettes; 3) Apple III Business Graphics Tutorial; 4) user instructions.

Order Number: C3B0002  
Price: \$175

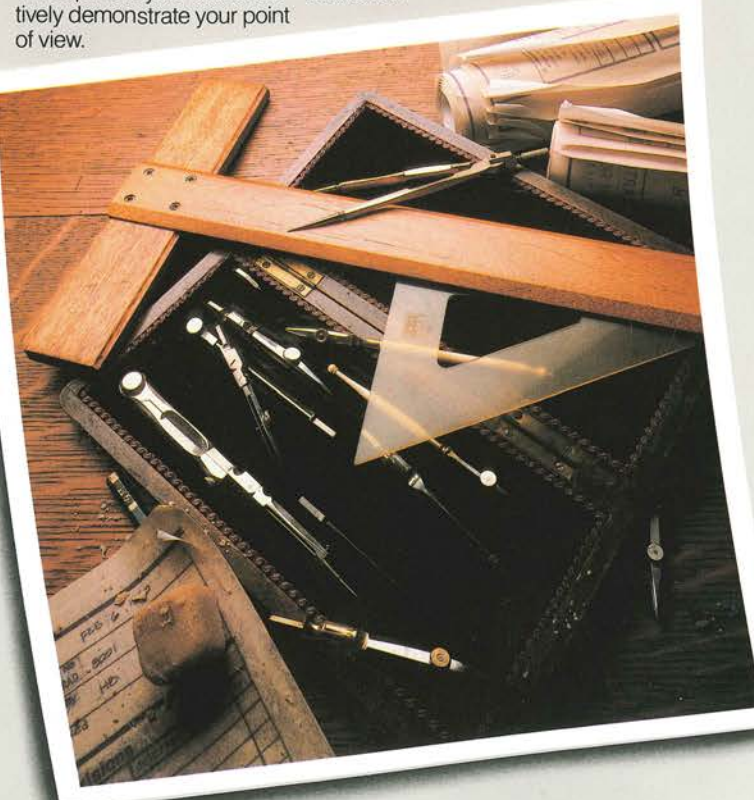
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One picture's worth a thousand words. Apple III Business Graphics allows you to convert sales and stock activities, production schedules, manpower projections, quality and control data—any numerical information, in fact—into easy-to-read, comprehensive charts and graphs.

Numbers alone can't offer the insight you need to run your business successfully. Apple III Business Graphics helps you see the "big picture," providing valuable new perspectives on the figures affecting your organization. Curve fitting, for example—one of Apple III Business Graphics' powerful statistical analysis features—can help make forecasting a breeze.

The program is highly interactive, based on an easy-to-master command language. Use it to create point graphs, line graphs, bar and pie charts that give greater impact to your reports and proposals.

Apple III Business Graphics can also help you get ideas across more convincingly in meetings and presentations. When used with a high-resolution color monitor, this flexible program lets you generate eye-catching "slide shows" that will captivate your audience—and effectively demonstrate your point of view.



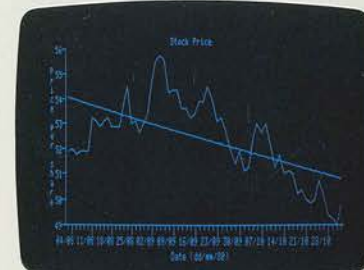
### Apple III Business Graphics:

- allows you to plot two or more graphs on the same set of axes, so you can juxtapose Overhead, Sales and Profits, for example, and analyze their interdependence;
- works with DIF™, VisiCalc III, Apple III Business BASIC, and Apple III Pascal, allowing you to incorporate and convert data files from a variety of programs;
- gives you complete control of all graph parameters, as well as a wide range of creative alternatives—including the ability to plot colors;
- lets you enlarge any area of a graph and study it closely, so you can examine important trend lines;
- generates attractive charts and graphs ideal for video and print presentations.

Apple III Business Graphics is easy to use. With it, you can generate line, dash, and area-filled graphs; horizontal and vertical bar graphs; pie charts and scattergrams. You choose the graph type that will best display your data.

This powerful program also allows you to customize graphs according to your parameters. It gives you the flexibility

to specify: labels for each axis; "floating" labels that identify plotted graphs; plot colors; as well as horizontal and vertical axis ranges.



Apple III Business Graphics' simple command language is based on literal verb-noun and verb-noun-modifier statements. By typing DRAW BAR, for example, you can instruct the program to draw a bar graph. The program also recognizes abbreviated commands, further simplifying data entry. SET COLOR BLUE, for instance, can be accomplished with only six keystrokes—SE CO BL.

Apple III Business Graphics even enables you to replace multiple command sequences with macro commands, allowing otherwise lengthy instructions to be entered simply and efficiently. This handy feature makes it possible for you to combine "SET COLOR BLUE" and "DRAW BAR" commands into a "GR1" macro command, for example.

With Apple III Business Graphics, you can load, plot, and analyze data from: VisiCalc III print files; DIF format; Apple III Business BASIC, and Apple III Pascal text files. You can perform statistical analysis on data files to determine minimum, maximum, sum, mean, standard deviation, and variance. Or establish data trends through fitting least squares, constant, parabola, exponential, logarithmic, and sine curves. You can also plot sine curves alongside analyzed data.

In addition to supporting Apple Silentype and Qume Sprint 5™ printers, Apple III Business Graphics is also compatible with Hewlett-Packard 7225A and Houston Instruments DMP-3, -4, -6, and -7 plotters.

Apple III Business Graphics is written in Pascal.

With your Apple III Business Graphics order, you will receive: 1) Apple III Business Graphics (BOOT, /PLOT, and /DATA diskettes); 2) back-up diskettes; 3) Apple III Business Graphics Tutorial; 4) user instructions.





## Apple III Pascal Utility Library

### Pascal Programming Made Much Easier

The Pascal Utility Library offers the experienced programmer a set of solutions to problems frequently encountered in user input validation, disk file handling, report generation, and screen display. In addition, it gives the student of Pascal a ready set of answers to many of the problems that can slow down the programming process. The Apple III Pascal Utility Library:



- speeds program development by eliminating time-consuming writing, testing, and debugging of commonly used procedures...
- includes a powerful, easy-to-use screen text editor...
- provides the source code from which the library was created, so you can modify and recompile it to fit your needs.

The package includes: 1) two program diskettes with system library and demo programs; 2) instructions.

### Apple III Pascal Utility Library

At last—a program that uses the power of Pascal to make Pascal programming easier. The Apple III Pascal Utility Library allows you to program quickly and efficiently by eliminating the time you spend developing data entry and manipulation routines. It frees you to concentrate on the content of each program, rather than wasting time reinventing solutions to recurrent programming problems.

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The Apple III Pascal Utility Library not only makes programming faster and easier, but gives you the capabilities—and time—to develop more sophisticated programs.

#### The Apple III Pascal Utility Library package:

- speeds program development by eliminating time-consuming writing, testing, and debugging of commonly used procedures...
- lets you compile programs quickly because utilities are stored in a central library file instead of in individual programs...
- uses diskette space more efficiently by creating compact CODE files, allowing you to save several programs on the same diskette...
- provides source code from which the library was created, so you can modify and recompile it to fit specialized needs.

To use the program, "boot" your Apple III Pascal diskette in the Apple III's built-in drive, then transfer the Utility Library onto your Pascal diskette.

From that point on, you can utilize the library's utilities by calling them into your programs the same way you would with Pascal's APPLESTUFF or TURTLE-GRAPHICS units. The library is divided into three sections: General Utilities Modules, File Access Modules, and B-tree Modules.

The General Utilities unit allows you to evaluate user input and manipulate data by using any of 21 general-purpose procedures and functions. With these

utilities, you can control report formats, manipulate characters and strings, evaluate strings as either integers or long integers, and utilize many other often-used routines, including:

**DATECOMPARE:** Compare two dates and return a value that defines their relation;  
**FMTDATE:** Format a numeric string as a date in a variety of different formats;  
**GETCHR:** Get a character from the keyboard and prevent the input of invalid characters;

**JUSTIFY:** Left-, right-, or center-justify a string, with a background of any specified character;  
**MAKESTRG:** Make a single character into a string;

**PROMPT:** Put a prompt on the screen and wait for the user to give a response of a specified length;

**ROOMONPAGE:** Test whether there is enough room on the current page for printing or skipping the specified number of lines, and maintain a line count;

**VALIDDATE:** Validate a date and convert it to a packed format.

By using **TESTUNIT**, a highly interactive program included in the Pascal Utility Library package, you can experiment with these General Utility Modules, or test any changes you might make within them.

The **File Access Modules** provide routines that let you create, analyze, and modify untyped Pascal files. **CREATE-FILE** enables you to reserve space on a disk for an untyped file of any length; **LISTSTATUS** will list the control information contained in any file. Other functions in the modules allow you to open and close files, find the next active or inactive record in the file, read or write to an untyped file, and change the header of a file to reflect the current status of any specified record.

The **B-tree Modules** allow you to work with standard B-tree structures in RAM to rapidly sort, search, and index data.

With the Apple III Pascal Utility Library package, you will receive: 1) two Apple III Pascal Utility Library master diskettes with system library and demonstration programs; 2) instruction manual.



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## Script III

### Add Style to Your Printed Pascal Text Files

Script III allows you to format programs, documents, and any text composed with the Apple III Pascal Editor—with ease and flexibility.

This powerful program enables you to embed commands in your Apple III Pascal text files and get layout-perfect printouts every time. You can also print Script-formatted files on the screen or save them on diskette.

Script III works with a wide variety of Apple III-compatible dot matrix and impact printers. You can designate line spacing, margins, and page breaks; paginate using headers or footers; underline, center-, left- and right-justify text; and more. Script III:

- speeds recognition of bugs, because it enables you to print Pascal procedures on individual pages and underline keywords within them...
- gives you the useful option of selectively printing any portion of Apple III Pascal text files, saving you time and effort of re-saving small text segments...
- lets you "chain" text files together for uninterrupted printing...
- aids in directly generating attractive, highly readable printouts with the Apple III Pascal Filer and Editor, which gives you the option of saving formatted text files to diskettes...
- streamline print instructions that can be quickly embedded over again, by permitting multiple command sequences via simpler, single macro commands.

The package includes: 1) master program diskette; 2) instructions.

#### Script III

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Script III works with a wide variety of Apple III-compatible dot matrix and impact printers. With it, you can designate line spacing, margins, and page breaks; paginate using headers or footers; underline, center-, left- and right-justify text; and much, much more.

Now you can produce attractive, easy-to-read Pascal documents and program listings—custom-tailored to your specifications with Script III.

Script III is extremely easy to use. Simply load the program into memory and insert your Apple III Pascal diskette.



Order Number: C280004  
Price: \$20

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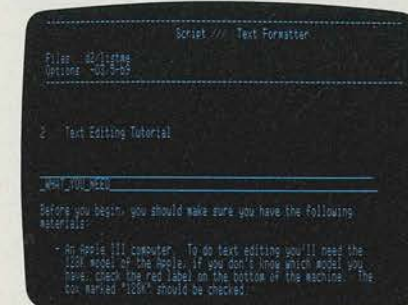
### Script III:

- speeds recognition of bugs while you're debugging programs, because it enables you to print Pascal procedures on individual pages and underline keywords within them;
- lets you selectively print any portion of Apple III Pascal text files, so you don't waste time and diskette space re-saving small text segments;
- allows you to "chain" text files together for uninterrupted printing;
- gives you the option of saving formatted text files to diskette, letting you generate attractive, highly readable printouts directly, with the Apple III Pascal Filer and Editor;
- allows you to represent multiple command sequences with simpler, single macro commands, so you streamline print instructions that can be quickly embedded over and over again.

Script III is extremely easy to use. Simply load the program into memory, and insert your Apple III Pascal diskette

in the Apple III's built-in disk drive. Script will read the file you indicate, executing your print formatting commands.

Script III offers a wide range of options that enables you to output formatted files to the screen, to diskette, or to an Apple III-compatible printer.



There are nine Script output options you can use in a variety of combinations. "-Q-Z12-K-03-8," for example, indicates your file is to be outputted to a Qume-like printer (-Q), set with a left margin of 12 (-Z12) with all Pascal keywords underlined (-K), and pages 3 through 8 only to be printed (-03-8).

A helpful tutorial, included in the appendix of the Script III manual, offers beginners an easy-to-follow, step-by-step approach to using the Apple III Pascal Editor and Filer with Script to generate formatted text. It is an extremely handy tool for anyone just learning to take advantage of the Apple III's powerful text editing and text formatting capabilities.

Script III is written in Pascal.

With the Script III package, you will receive: 1) Script III master diskette; 2) instruction manual.







Apple Software In Depth Fall/Winter 1982



Apple Personal Computer Systems  
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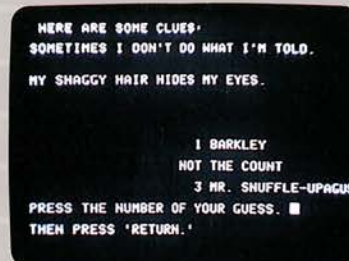
## Discovery Games from Children's Television Workshop

### Entertaining Games for Kids 4 to 13

Apple and CTW bring you four different packages with a total of 16 programs designed to delight your whole family with hours of captivating fun. Every dynamic computer capability—including animation, sound, color, and interactive dialogue—is included. With an Apple computer and color television or monitor, children can play their favorite games and practice skills, use problem-solving and recall, exercise creativity and cooperation, learn basic computer operations, and more.



**Ernie's Quiz** (ages 4 to 7) These four delightful games will captivate little audiences. "Guess Who" and "Ernie's Quiz" feature Jim Henson's Muppets™. As clues are given, your child guesses the Muppet. (Watch out for tricks by Ernie and Cookie Monster.) In "Jelly Beans," your child counts colorful jelly beans in a jar.



**Spotlight** (ages 9 to 13) These four advanced games will furrow brows and keep players glued to their chairs. In "Reflect" and "Spotlight," moving a mirror reflects a light beam toward different targets. Aim carefully—it takes time and practice to become a pro. Try to guess the computer's three-digit number in "Hot Stuff." The key to this strategy game is to pay careful attention to clues. Capture squares



by outwitting the computer in "Boxed In." But be careful—what is captured now can be lost later. (Written in Integer BASIC; hand controls are required.)

**Mix & Match** (all ages) Your whole family will enjoy these four games (plus a word list editor). "Mix & Match" allows you to create your own mixed-up Muppets. Mix parts of Big Bird, Bert, and Cookie Monster to get an all-new character. In "Animal," you think of an animal and the computer will try to guess what it is. Practice elementary logic by teaching the computer about animals. In the "Layer Cake" computer kitchen, the task is to



medium, or hard word lists provided. In "Scramble," your child must unscramble letters wearing tennis shoes before they jog to the bottom of the screen. Choose words about sports and other topics or create a list of your own. (Written in Integer BASIC.)



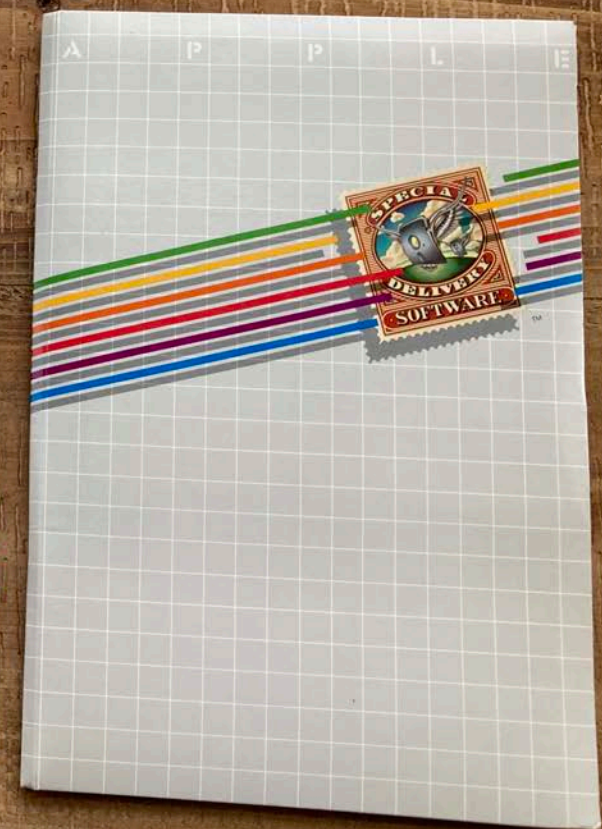
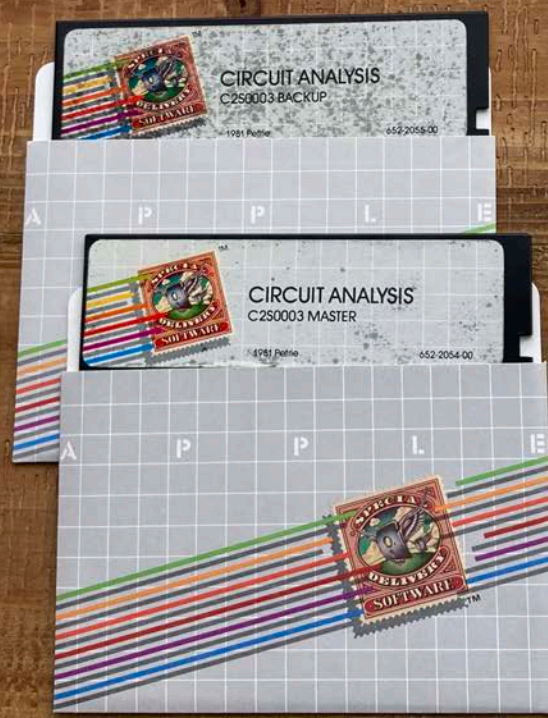
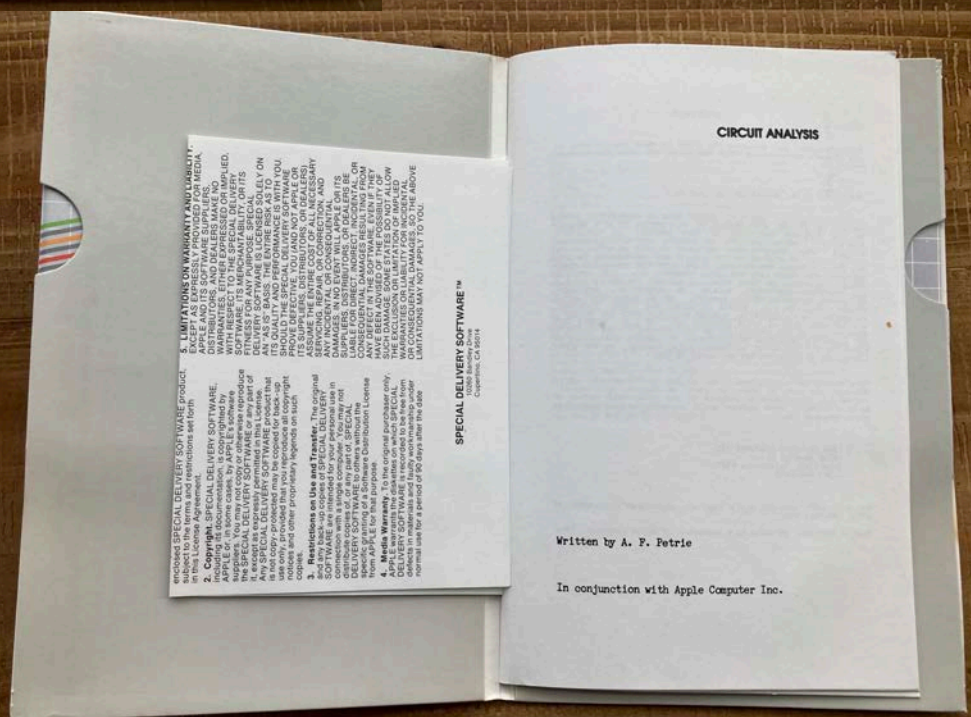
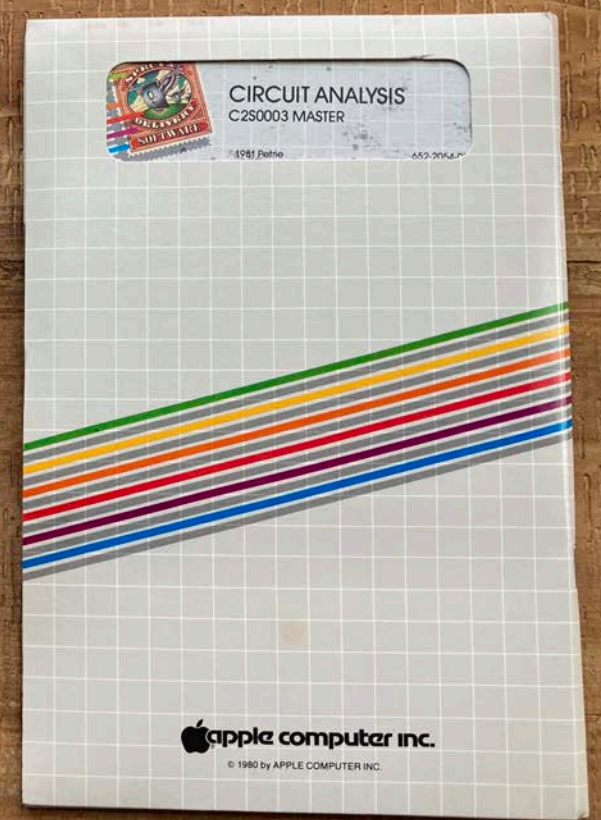
move a cake, layer by layer, from a small plate to a larger one. You can change the complexity of the task by changing the number of layers in the cake. Try to guess the secret word in "Raise the Flag." A busy master of ceremonies raises a flag for each correctly guessed letter. Use one of the included word lists or create your own. (Written in Applesoft BASIC.)

Each package in the Discovery Games series:

- provides hours of challenging activities, including a manual full of playtime suggestions from CTW to complement game skills...
- builds confidence in slower learners as well as fast learners, because the pace and choice of games is entirely up to the user...
- helps youngsters become familiar with basic computer operations...
- gives you a wide selection for your school or family, because each of the four packages matches age level expectations...
- emphasizes the quality in educational content that you expect from CTW, with emphasis on using numbers, words, sentences, sequential logic, problem-solving, reflexes, coordination, creativity, and more.

**Each package includes:** 1) master program diskette; 2) back-up diskette; 3) playtime suggestions; 4) instructions.







# DOS 3.3P

- Copy protection scheme Apple sold to developers and used on (most?) of the Special Delivery Software titles.
- See 4am's write-up of the crack of Ernie's Quiz for a discussion of just how intricate the protection is.
- Also relates to the "SSAFE" internal Apple memos and notes, where the topic of discussion was largely how to protect Apple /// software, and what the protection philosophy should be. Based on what's written there, DOS 3.3P seems likely to be a Randy Wigginton creation.
- Also near-certain that someone listening to me say this knows much more about the history of DOS 3.3P. Didn't I actually see it in some price list/catalog? Could have sworn I did but I wasn't able to re-locate it.



# SOME ARE VERY HARD TO FIND

- I have not personally had my hands on every one of the SDS titles. I have had many of them. But probably many of these sold very few.
- *Wreck of the B.S.M. Pandora* took a very long time to find. That was kind of the one I'd been hunting for the hardest.
- *Parallax, Plan80, Datatree, Designer's Toolkit* have also been elusive. I have a *Comm-Pac* disk that someone wrote over.
- Sort of weird collectors' items. They are SO BORING TO LOOK AT. And they are so niche that their numbers are quite small. So, in some cases it's hard to find out what they look like. *WotBSMP* didn't look like what I was expecting, it's got an Apple-looking slipcover, but it's thin.



# SOME WENT ON TO BE SOLD ELSEWHERE

- *Moptown and Magic Spells* went on to be published by The Learning Company.
- *Hand Holding BASIC* went on to be published by EduWare (as *Hands On BASIC Programming*) and then I think also Hayden/Spinnaker (as *How To Program in Applesoft BASIC*).
- I think Behavioral Engineering continued selling *Math Strategy/Spelling Strategy* on their own after SDS.

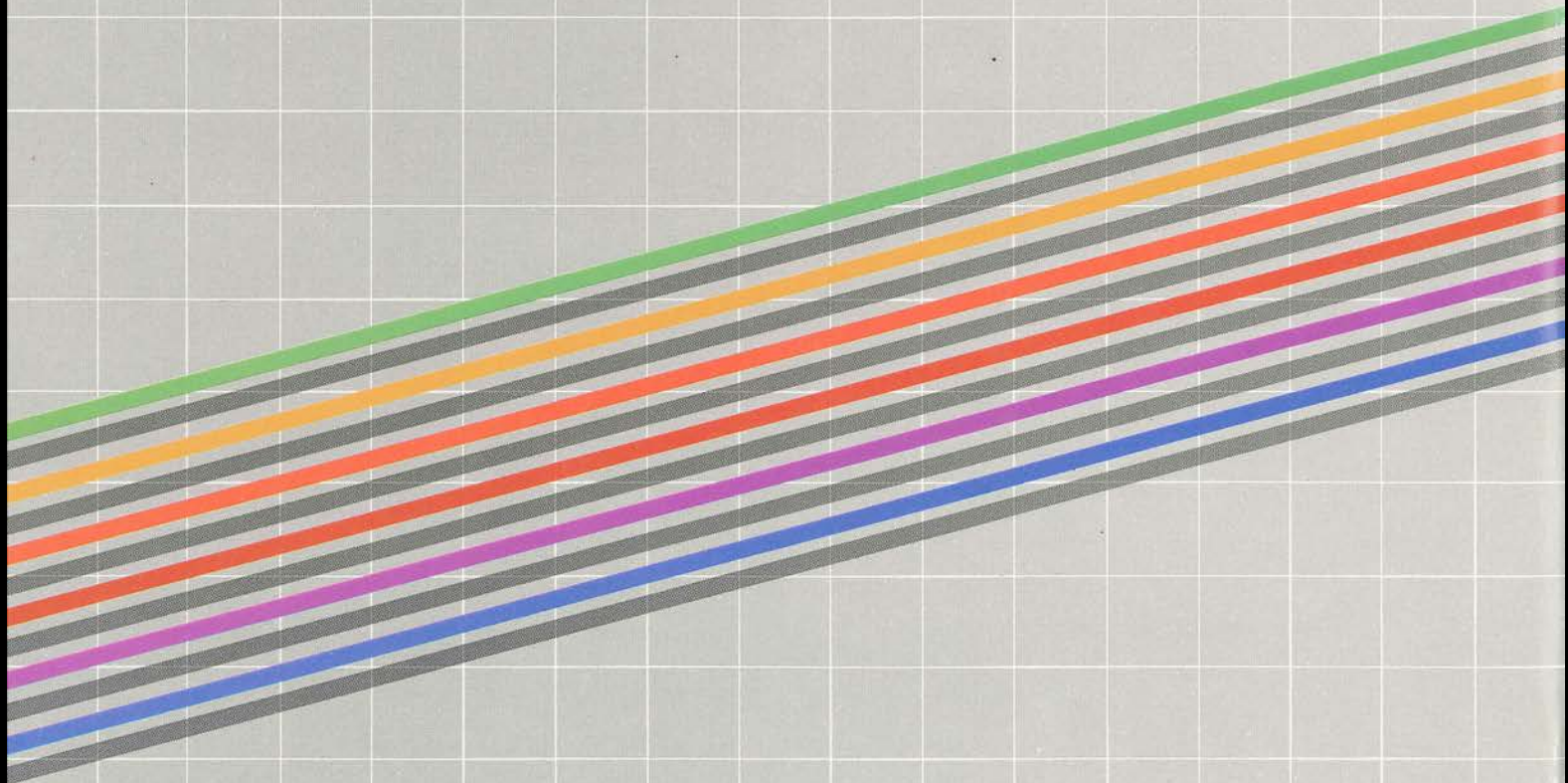


# SOMETHING EVERYONE MENTIONS ABOUT SPECIAL DELIVERY SOFTWARE

- *The Utopia Graphics Tablet System* was written by Todd Rundgren.
- At which point people nod knowingly, open their eyes wide, and say "Yes... THAT Todd Rundgren."
- Which I'm sure lands more effectively when speaking to people who knew Todd Rundgren from some other context ahead of time.
- Turns out: he's a music guy that is famous for doing music and being a music guy. He's not famous for being a programmer, but is anyway, and that's pretty cool.



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