

ISSUE #22 2 DISKS-\$9.95 AUGUST 1983

- DELAY ROUTINE**
This is a tutorial that shows you how to write a delay routine.
- MOUNTAIN CLIMB**
A fun way to practice your addition.
- THE MYSTERY**
Just one word: BEWARE. (Don't worry, it's harmless.)
- INDEX OF CATALOG FILES**
Have your computer keep track of all the programs you've collected.
- PARAPSYCHOLOGY TESTER**
Do you have ESP?
- GAS MILEAGE**
How good is your car's gas mileage?
- ARD'S SCREEN MAKER**
A utility to help you make neat looking text screens.
- COSMIC HANGMAN**
Here's an arcade game with a difference!
- SUBMARINE WAR**
Can you sink the enemy submarine?
- MAZE**
How well you can find your way through this maze?
- APPLE SKETCH**
Sketch your pictures on the screen, then save them on disk to look at again.
- FIDGET**
An improved version of FID
- MACHINE MAGIC PART 2**
Find out some more about machine language.
- APPLESOFT FROM THE GROUND UP PART 3**
Learn some more. Applesoft commands the easy way.

ISSUE #23 2 DISKS-\$9.95 SEPTEMBER 1983

- HI-LO**
See your lo-res pictures in print with this helpful utility.
- BLIP IS THE BLAP OF BLEEP**
Here's your chance to create your own aphorisms.
- EDISON**
Did you know about this new computer language? This one's for me!
- APPLEWAIT**
Use this tutorial to learn about a helpful machine language routine.
- AUTO-NUMBER**
Sick of typing in line numbers? Here's the cure!
- TEXT-TRICKS**
Spice up your screen display with this set of programs.
- F-SOLITAIRE**
Shuffle the computer cards and give this one a try.
- APPLIC**
Use logic to guess five letter words.
- ANIMATED AMAGRAMS**
Watch hi-res letters move around the screen, but don't get too interested - the object is to guess the word they spell out.
- EVOLUTION**
Based on the Game of Life, you have two versions to choose from.
- FACTORS**
Compute the integral factors of a number.
- RIGHT TRIANGLE**
Do you remember how to find a side in a triangle? You won't have to with this neat program.
- EQUIPMENT INVENTORY**
Keep track of all your equipment.
- PACKAGE MAILING LABELS**
Here's a label program that prints labels for packages. Choose from two sizes.
- MACHINE MAGIC PART 3**
Continue your education in machine language.
- APPLESOFT FROM THE GROUND UP PART 4**
Find out some more about Applesoft.

ISSUE #24 2 DISKS-\$9.95 OCTOBER 1983

- AUTO PROGRAM**
Write a menu-driven program in half the time with this utility.
- HI-RES IMAGE MOVER**
Move an image around on hires page 1.
- DISPLAY VARIABLES**
Display variables and their values.
- NIM**
Here's a hi-res version of an old favorite that's hard to beat!
- RAT MAZE-**
Find out how a rat feels!
- BLACKJACK**
Place your bets, folks. At least if you lose, you'll only owe your Apple!
- KILLER BAT**
A chiller for Halloween, or any other time!
- DUNGEON OF ARBEGLA**
Into adventure games? Here's one you can learn something from.
- LANGUAGE FLASH CARDS**
Learn Spanish, French, Hawaiian, or substitute a different language.
- CHARGE**
What does it feel like to be a particle accelerator?
- FAMILY BUDGET**
Keep track of your expenses.
- FLEXIBLE AMORTIZATION**
Can you afford to buy a house? This program will tell you.
- IT'S A SMALL WORLD AFTER ALL**
Not only music, but graphics, too!
- MACHINE MAGIC PART 4**
Find out how to use hi-res text and graphics.
- APPLESOFT FROM THE GROUND UP PART 5**
Continue your education with another tutorial on BASIC.

ISSUE #25 2 DISKS-\$9.95 NOVEMBER 1983

- CATALOG TOOL**
Make professional looking catalogs with this utility.
- CATALOG PRINTER**
Make the printed catalog look just like the fancy one you see on the screen.
- RAM DISK**
Here's a "small" extra drive for you. (Requires a 64K Apple.)
- CYCLE JUMP**
See how far you can jump the cycle before crashing. (Requires paddle or joystick.)
- MONTE CARLO**
One of the best solitaire games around. What more can we say?
- LINEAR GRAPHER**
Plot and analyze linear equations with this nifty program.
- SHUFFLE MATH**
Get ready for a surprise with this math drill.
- COUNTRIES & CAPITALS**
Better get the atlas out for this one. It will really test your knowledge.
- ALARM CLOCK**
The only problem with this clock is how do you carry it around?
- STROBE LIGHT**
NOTEBOOK
Here's the best kind of notebook easy to use and it never runs out of paper.
- GLUE GUIDE**
Do you know which glue to use with what? Run this program and you'll find out.
- COUPON MANAGER**
Keep track of store coupons the easy way.
- MACHINE MAGIC PART 5**
Learn how to use animation and shapes in machine language.
- CHRISTMAS MUSIC**
This will make any Christmas brighter!
- APPLESOFT FROM THE GROUND UP PART 6**
This wraps up the interactive tutorial on Applesoft.

ISSUE #26 2 DISKS-\$9.95 DECEMBER 1983

- NOTEBOOK**
This unique program saves data by modifying itself.
- BUILT IN BASE CONVERTER**
A technique for converting from base 10 to 16 without leaving your program.
- SIGNIFICANT DIGITS**
A neat way to line those decimal places up.
- DOS 'N' STUFF PART 1**
We all want to know how to read and write on the disk. This series will teach us.
- HISTORY OF THE COMPUTER PART 1**
A humorous spoof on the origin of the computer.
- SANDY'S LAWS**
Murphy's Law as applied to home computers.
- HOUSEHOLD FRENCH**
A pictorial lesson.
- TRAP**
Be quick on the paddle. Avoid those moving walls.
- BREAKOUT**
A hard to beat, fast machine language version.
- THE HEAVEN HUNT**
So you think you know the Bible?
- STOCKS**
This one will help you keep track of your portfolio. Data is saved on the disk.
- CALENDAR**
Print a calendar of any month since 1753 on printer or screen.
- SOFTDISK ENVELOPE MAKER**
Have hi-res picture, will cut and paste your own homemade disk envelope.
- TOUCH TYPING TUTOR**
This is a lot better than Typing 101!
- FUNCTION KEYS**
Yes, Virginia, your Apple can have function keys, too.
- VARIABLE DISPLAY**
A valuable programming aid, this gives a complete look at variable values after your program has run.
- DISK EDIT**
Another nice utility from Chad Adams.
- PROGRAM MENU**
A self-modifying menu program.
- SOUNDS OF APPLE**
Here's some great music made the Apple way.
- BACK ISSUE DATA BASE (1983)**
Find out what was on each issue for 1983.

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