

OTHER FINE PRODUCTS

ACTION GAMES

SABOTAGE

In this innovative game, you take command of a powerful gun base to shoot helicopters and aircraft out of the air. Beware! The opposing forces have plans to SABOTAGE your base. Can you defend yourself from the rain of bombs and paratroopers and keep your base in action? Paddle or keyboard controlled.

48K APPLE II/II+ DOS 3.2 or 3.3

PRICE \$24.95

THRESHOLD

ON-LINE SYSTEMS introduces arcade gaming as an art form. THRESHOLD, by WARREN SCHWADER and KEN WILLIAMS, features fast smooth animation, HI-RES graphics, and more challenge than you'll find in any other arcade game on the market. THRESHOLD is an arcade game with alien attackers gallore. There are more monsters out there, in fact, than we expect that you'll ever even see. THRESHOLD was designed to be an arcade game that you won't get bored of, and that means a constantly changing game with a graduated skill level, but more than that, THRESHOLD means constant fun. Paddle or joystick controlled.

48K APPLE II/II+ DOS 3.2 or 3.3

PRICE \$39.95

CROSS FIRE

They've landed and are taking over the city. Steadily they're making their way across town, destroying everything in their paths. The town has been evacuated and your regiment has retreated leaving you, alone in the city, at the mercy of the aliens. They have you surrounded, and laser shots fly from all directions. Your movements are confined but you haven't given up. If you're going to live, you'll have to concentrate on where the shots are coming from and where you're going because if you don't, you'll get caught in the CROSS FIRE.

48K APPLE II/II+ DOS 3.2. or 3.3

PRICE \$29.95

JAWBREAKER

This arcade game takes you to the candy store for a wild game of tag with some of the rowdiest playmates you'll find anywhere. If you can eat all the sweets, the bratty kids will stop bothering you and after a quick stop and a brushing of the teeth, it's off to the store for another day of sweets and tag.

24K ATARI 400/800

PRICE \$29.95

48K APPLE II/II+ DOS 3.2 or 3.3

PRICE \$29.95

MOUSKATTACK

It's an invasion! Mice and rats are everywhere, and they're out to get you. If mice don't scare you now, wait until you see SUPER RAT. An arcade game for one or two players by John Harris (author of the bestselling game JAWBREAKER). Joystick or Keyboard control.

24K ATARI 400/800

PRICE \$39.95

48K APPLE II/II+ DOS 3.2 or 3.3

PRICE \$39.95

MARAUDER

Other companys have promised it- but only ON-LINE SYSTEMS can deliver the ultimate in extraterrestrial invasion. In MAURADER, you move through a barrage of lasers and bombs trying to land your ship on an alien planet. Once you land, the adventure really begins. Can you make your way through the vast corridors of the alien citadel to victory? Keyboard controlled.

48K APPLE II/II+ DOS 3.2 or 3.3

PRICE \$34.95

MISSILE DEFENSE

In this arcade quality action game you command the nations missile defense center to protect The United States against a foreign missile attack. As missiles drop from the sky, you must shoot them while trying to protect your six cities and three missile bases. An automatically escalated skill level insures that the better you get the tougher MISSILE DEFENSE gets! Paddle, joystick, or keyboard controlled.

48K APPLE II/II+ DOS 3.2. or 3.3

PRICE \$29.95

PEGASUS II

You are the pilot of the fighter PEGASUS II. Your mission: attack and destroy the enemy Gebellians. If you fail to destroy them completely, they will rise and take over your alliance of thirty worlds, making the universe unsafe for adventurers anywhere. PEGASUS II comes with utilities for you to define your own playing terrain. Paddle or joystick controlled.

48K APPLE II/II+ DOS 3.2. or 3.3

PRICE \$29.95

HI-RES ADVENTURES

MISSION: ASTEROID

HI-RES #0

MISSION: ASTEROID is an introduction to the HI-RES Adventure family of games. This adventure is slightly easier and a little shorter than our other HI-RES Adventure games. MISSION: ASTEROID is designed to acquaint beginning adventure players to the wonderful world of HI-RES Adventure. In this adventure you find that an asteroid is about to hit the Earth and destroy it. It is your mission, as an astronaut, to rocket to the asteroid and blow it up before it reaches the Earth.

48K APPLE II/II+ DOS 3.2 or 3.3

PRICE \$19.95

MYSTERY HOUSE

HI-RES #1

In this particular HI-RES Adventure game, you are transported to the front of a large, old victorian house. When you enter the house, you are pulled into the murder, mystery and intrigue and cannot leave until you solve the puzzles. Your friends are being murdered one by one. You must find out why, and who the killer is. Be careful, because the killer may find you! As you explore the house there are puzzles to be solved and hazards to overcome. The secret passage may lead you to the answer.

48K APPLE II/II+ DOS 3.2. or 3.3

PRICE \$24.95

THE WIZARD and the PRINCESS

HI-RES #2

Only ON-LINE SYSTEMS could deliver a HI-RES Adventure on such an epic scale. In this adventure you find you must do battle against an evil wizard in order to save the life of a princess. To find the wizard and his castle you must first cross oceans, deserts, mountains, travel to an island and encounter many strange beasts. You will be forced to learn magic, navigate at sea and dig for treasure. This game should provide months of adventure.

48K APPLE II/II+ DOS 3.2. or 3.3

PRICE \$32.95

CRANSTON MANOR

HI-RES #3

In this HI-RES adventure, you explore the estate of the late old man Cranston and find the riches that are hidden throughout the manor and surrounding grounds. Be CAREFUL! Rumor has it that the disembodied spirit of the old man still roams the estate guarding his fortune. It will take a bold heart to complete this adventure.

48K APPLE II/II+ DOS 3.2. or 3.3

Price \$34.95

ULYSSES and the GOLDEN FLEECE

HI-RES#4

The setting is ancient Greece and you are Ulysses. The king has requested an audience with you, to assign you the task of retrieving the Golden Fleece and returning it safely to him. In your journey you will encounter many foes, and it will take a daring and skilled seaman to triumph. Cast off with ULYSSES and see if you can find the GOLDEN FLEECE.

48K APPLE II/II+ DOS 3.3

PRICE \$34.95

TIME ZONE

HI-RES #5

TIME ZONE is the end product of the most intense project that ON-LINE SYSTEMS has ever embarked on. TIME ZONE is a multiple disk HI-RES Adventure game that is unmatched by any other adventure on any computer. TIME ZONE takes you back to the time when dinosaurs walked the Earth and lets you meet the likes of BEN FRANKLIN, CAESER, and ROBIN HOOD. TIME ZONE shows you the future where something is very, very wrong. If you have the courage, TIME ZONE will put you in a position to stop a war that could mean the end of the Earth; a war that takes place thousands of years in your future. TIME ZONE means the very best in HI-RES Adventuring by the APPLE's number one selling authoress ROBERTA WILLIAMS. This game should take over a year to play.

TIME ZONE is for the skilled adventurer only.

48K APPLE II/II+ DOS 3.3

PRICE \$99.95

SOFTPORN

FOR ADULTS ONLY!! This delightful game has more features than most adventures. The computer creates the fantasy world of LOST VAGUENESS complete with slot machines, black jack programs and everything else one would expect in an adventure game plus several new twists and surprises. Your objective? Find and seduce 3 girls!

As in real life, meeting this challenge is not an easy task. It requires money (which you must win at the casino); you must be creative in approaching your women; and there are many other dangers to avoid and puzzles to be solved. The subject matter is such that adult males should find this game quite interesting. Others may too - but be forewarned!!!

48K APPLE II+ or APPLESOFT in ROM DOS 3.2 or 3.3

PRICE \$29.95

"HI-RES" SIMULATIONS

HI-RES CRIBBAGE

HI-RES CRIBBAGE is a game designed to challenge even the best cribbage player as you play against the computer. The cribbage board is done in beautiful HI-RES color graphics and you can watch (and hear) the score being pegged. The cards are dealt randomly; they actually look like they are being turned over one by one by an invisible hand. If you're not careful, and don't play your cards right, the computer will skunk you. For the beginning player, HI-RES CRIBBAGE comes with complete instruction and strategy aspects of the game. For the experienced player, HI-RES CRIBBAGE offers a very challenging game.

48K APPLE II/II+ DOS3.2 or 3.3

PRICE \$24.95

HI-RES FOOTBALL

This is the football game that you always knew that your APPLE was capable of, but no one could deliver-UNTIL NOW. Skill and strategy are combined as you call the plays and control the players in this exciting real-time action game. You can run, pass, kick, sack the quarterback or fake out the defense-all in fully animated HI-RES graphics. Play against a human opponent or against the computer. Paddle controlled.

48K APPLE II/II+ DOS 3.2 or 3.3

PRICE \$39.95

HI-RES SOCCER

HI-RES SOCCER is the only real-time soccer game available for your computer. All tackling, goal kicking, throwing, corner kicks etc. are shown in full HI-RES graphics. This game features three levels of play, fully animated players, a real-time clock and HI-RES scoreboard. Play against a human opponent or against the computer. Paddle controlled.

48K APPLE II/II+ DOS 3.2 or 3.3

PRICE \$29.95

BUSINESS

The DICTIONARY

One small mistake can make all the difference when you're off to land that big job, sign that new account, or write that report. A misspelled word could be that "one thing" that loses you the big job, a promotion, or simply makes you feel like a fool. If you use an APPLE II or II+ in your writing, you can prevent spelling errors. THE DICTIONARY works in conjunction with your word processor, data base manager or other report generating software to find and flag possibly misspelled words in your documents. Over 25,000 words are supported by the dictionary, with over a thousand more for you to define for your personal business usage (for instance words like "byte", "defacto", and "ROM"). With the DICTIONARY and a little proof reading, there is no need to ever worry about misspelled words again (and isn't it nice to have that one less thing to worry about when you hand in that report?).

*THE DICTIONARY reads any standard DOS text or binary file.

48K APPLE II/II+ DOS 3.3

PRICE \$99.95

The GENERAL MANAGER

Now you have the power of a mainframe available for your APPLE. The GENERAL MANAGER is a data base system designed after large mainframe data base systems with one large difference, you don't have to be a programmer to understand and use it. The GENERAL MANAGER is the user friendliest, easiest accessed, most powerful data base management program available for the APPLE II/II+. The GENERAL MANAGER allows you to design and maintain your own data base quickly and easily. The GENERAL MANAGER is designed to allow you to use your data base with any word processor, mailing list data base or accounting package that uses standard DOS. Get The GENERAL MANAGER and see how productive you can make yourself and your APPLE.

48K APPLE II/II+ DOS 3.3

PRICE \$99.95

SUPERSCRIBE II

SUPERSCRIBE II is the first ever, totally software based complete word processor for the APPLE II/II+. No need to buy expensive hardware to get the features that SUPERSCRIBE II offers such as true upper and lower case, seventy columns on the screen, and a keyboard buffer. SUPERSCRIBE II does all that at no additional cost to you. SUPERSCRIBE II also does boldfacing, underlining, macros, global search and replace, form letters, support of multiple disk drives, automatic generation of up to four separate indices, and much more. SUPERSCRIBE II is supported by The DICTIONARY and The GENERAL MANAGER. Together they make a complete business system for your home or office.

48K APPLE II/II+ DOS 3.3

PRICE \$129.95

UTILITIES

EXPEDITER II

Provides an easy means by which Applesoft BASIC programs written for the APPLE II&III computer may be translated into machine language. As a result, the compiled version of the program will normally execute two to twenty times faster. All features of Applesoft are fully supported including the use of HI-RES graphics, shape tables, LO-RES graphics, defined functions and DOS commands. Debugging of compiled code is aided through use of such tools as TRACE capabilities and complete symbol table listing. Extensive use is made of pre-existing routines within the Applesoft ROM. This minimizes the memory required by compiled machine code. There is no additional syntax to learn and most compilations can be performed with one simple command.

48K APPLE II/II+ APPLESOFT in ROM DOS 3.2 or 3.3

PRICE \$99.95

LISA 2.5

ASSEMBLY LANGUAGE DEVELOPMENT SYSTEM FOR APPLE COMPUTERS

LISA 2.5 is a proven method for 6502 Assembly language development that has been in use in the homes and offices of both novice and professional programmers for over two and a half years. LISA 2.5 is by far the most popular assembler ever developed for the APPLE and is endorsed by masters of the field such as Steve Wozniak, Jay Sullivan, Ken Williams, Olaf Lubeck, Mark Pelczarski and Randy Hyde.

LISA 2.5 is complete and easy to use. The commands for programming procedures are easy to learn and the assembly is quick (20,000 lines a minute) The LISA 2.5 assembler uses over 30 pseudo opcodes (which turn your APPLE II into a 16 bit machine, requiring less code to perform a desired task); more extended mnemonics (a greater memory aid) and more commands which allow the flexible use of DOS. Will support your 16K extension board if it is present.

48K APPLE II/II+ DOS 3.2. or 3.3

PRICE \$79.95

LISA EDUCATIONAL PAK

This system is all the BASIC programmer needs to learn how to write fast, error free, 6502 assembly language programs. This package includes LISA 2.5 Assembler, SPEED/ASM assembly language subroutine package, and the bestselling book USING 6502 ASSEMBLY LANGUAGE. If these items were purchased separately they would retail at a total of almost a hundred and forty dollars.

48K APPLE II/II+ DOS 3.2 or 3.3

PRICE \$119.95

MMSII

MMSII is a new utility that relocates APPLE's disk operating system (DOS) onto your 16k memory expansion board. Once DOS is relocated, the memory an additional 10,700 bytes becomes available for your use (Imagine! A 75K APPLE). DOS is still active but it no longer takes up precious memory. Now you can use that extra memory to run or develop larger APPLESOFT or machine language programs, store more information in memory, or create larger arrays. MMSII also works great with EXPEDITER II to help compensate for any memory you might lose after compiling.

MMSII is designed to become the boot "hello" program on your DOS 3.2 or 3.3 work disk (MMSII is not copy protected) and works with all currently available 16K expansion boards. Under normal circumstances, MMSII is completely transparent to you and your programs.

48K APPLE II/II+ DOS 3.2 or 3.3

PRICE \$49.95

SPEED/ASM

Imagine being able to simulate common basic Statements and execute them in easy....

BASIC:	SPEED/ASM:	
10 FOR I=1to10		JSR FOR
20 PRINT I		ADR I,1,10
30 NEXT I		JSR PRTINT
		ADR I
		JSR NEXT

SPEED/ASM is a powerful new assembly language development tool that gives the BASIC programmer power to build complex assembly language programs. SPEED/ASM is a set of subroutines used to simulate BASIC, in developing an Assembly language program. Thirty-nine pages of well-written, informative documentation explain how you can use SPEED/ASM (and your knowledge of BASIC) to make programs of professional quality, quickly and easily. SPEED/ASM is an independent Assembly language subroutine package. Due to this, SPEED/ASM Programs produced on an APPLE Computer would be compatible with ATARI SPEED/ASM and vice-versa. Also, it is not necessary to own a "LISA" assembler in order to operate SPEED/ASM.

48K APPLE II/II+ DOS 3.2 or 3.3

PRICE \$39.95

Available at your local computer store or directly from....