PRINT 5

▶ 5 GREAT PROGRAMS IN ONE!

- Easy to Use Word Processor
- Phone Log & Calendar
- Calculator
- Club Maker
- Code Maker & Breaker

PRINT 5

CONTENTS

WHAT IS PRINT 5?

Print 5 is a computer software package that has everything you need to have fun with your friends and complete your homework, too. There are five different programs to help you write, calculate, create a phone log and calendar, and keep records. Plus, you can print everything you create.

Word Writer makes writing notices, business letters, friendly letters, and even homework assignments a snap. Examples show you how to use several different letter formats.

Phone Log & Calendar records the names, addresses and telephone numbers of your friends and relatives. You can use the calendar option to plan for club meetings, trips, holidays and birthdays.

Club Maker allows you to form a new club with its own secret password and club seal which appears on all important documents. Examples help you write your club's charter, official rules, and club minutes, all of which can be saved and printed.

Calculator displays your math calculations. It is especially handy for updating club treasury reports.

Code Maker and Breaker allows you to write and decode secret messages and play the Make It Or Break It game.

Disk Options lets you print, save, and load your work.

GETTING STARTED

Loading Instructions

IBM
- Insert DOS 2.1 or higher in the disk drive and close the disk drive door.
- Turn on the computer and monitor.
- Follow the instructions on the screen until you see A>.
- Remove the DOS disk from the drive and insert the **Print 5** disk. Close the disk drive door.
- Type PRINT5 and press RETURN.
- The title and credit screens appear briefly. Then the **Print 5** main screen appears.

Apple
- Insert the Print 5 disk into the disk drive and close the disk drive door.
- Turn on the TV or monitor and the computer.
- The title and credit screens appear briefly. Then the **Print 5** Main Screen appears.

Printer Setup

In order to print each of the program's options, you must select a printer. Press *F1/Control A* to move to the Main Menu which contains the Activity Icons. Move the cursor using the Arrow keys to select the DISK OPTIONS icon and press RETURN. The DISK OPTIONS menu appears. You will see a flashing box around the Current Printer option. Press the Space Bar to cycle through the list of printers. When the name of your printer appears, press the ESC key. Then, press *F1/Control A* to return to the Main Menu. You only need to repeat this step if you change printers. Now, use the Arrow keys to select an activity from the Main Menu and press RETURN.

Save to Disk Setup

Make sure you have a formatted diskette available if you want to save your **Print 5** files. You can save your work from all five activities under your club's secret password or the filename of your choice. Remember to write down each password and/or file name and put it in a safe place for easy reference. Each time you use the Save option, the program adds your new file to the work you saved at an earlier session. If you want to create more than one club, use a new password or file name for each one. Before you begin editing club information, remember to select DISK OPTIONS from the Main Menu and follow the instructions to load the information you have stored on your data disk.

Note: In this manual, the keystrokes are printed in italics. When the command keys differ between the IBM and Apple computers, the IBM keys are listed first, followed by the Apple keys. See Using the Keyboard section for more information.

2

USING THE KEYBOARD

APPLE	IBM	
Control A	*F1*	Moves the cursor among the Main Menu area containing the Activity Icons, the Side Show and the Work Space.
Control C	*F2*	Clears the Work Space.
Control W	*F3*	Prints only the text found in the Work Space.
Control P	*F4*	Prints the whole screen.
Control E	*F10*	Escapes from the Program.
ESC	*ESC*	Moves the cursor to the Work Space area.
RETURN	*RETURN*	Makes selection.
SPACE BAR	*SPACE BAR*	Moves the cursor to view the sub-menu options.
ARROW KEYS	*ARROW KEYS*	Moves the cursor up and down and left and right within the Work Space, Main Menu and Activity Icons, and the Side Show areas.
Control T	*INS*	Inserts text to the right of the cursor in the Work Space.
DELETE	*DEL*	Deletes the character the at the cursor in the Work Space.
Control H		Accesses Help Screen.

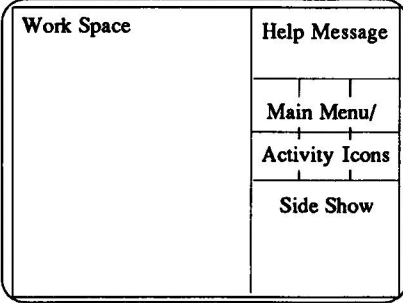Note For IBM Users: Make sure *NUM Lock* is off.

Note for Apple Users: Each activity must be saved separately. Therefore, save your work before going on to a new activity. Use a different name for each activity saved.

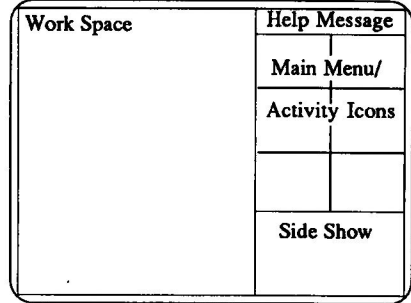IMPORTANT: See CALCULATOR section for instructions describing how to use the calculator.

WHAT YOU SEE

Main Screen

IBM

```
Work Space          Help Message
                    ┌──┬──┐
                    Main Menu/
                    ├──┼──┤
                    Activity Icons
                    └──┴──┘
                    Side Show
```

APPLE

```
Work Space          Help Message
                    Main Menu/
                    Activity Icons

                    Side Show
```

The CLUB MAKER appears first in this program. You can choose a CLUB MAKER activity by using the Arrow keys and pressing RETURN. If you want to select a different activity or modify the Side Show animation, move the cursor to the Main Menu by pressing *F1/Control A*. Then use the Arrow keys to move the cursor among the Activity Icons. Press RETURN to make a selection.

Now, a new sub-menu appears on the left side of the screen, indicating the available activities. The **Print 5** program choices are always visible in the Main Menu on the right side of your screen. The box above the Main Menu indicates the help prompt.

WORK SPACE. This is where all sub-menus appear, disk operations are executed, club documents and letters are word processed, calculations are made and games are played.

ACTIVITY ICONS. This is the Main Menu. It includes these activity choices:

- Club Maker
- Code Maker
- Phone Log
- Calculator
- Word Writer
- Disk Options

SIDE SHOW. This entertaining attraction features several animated sequences. The Next, Stop, and Start options allow you to cycle through, view, and turn on and off each animation.

WHAT YOU GET

Club Maker

Move the cursor to the Main Menu, select the CLUB MAKER icon, and press RETURN.

MENU

Move the cursor to one of the eight CLUB MAKER menu options and press RETURN. Your options include:

- Create A Club
- Club Charter
- Official Rules
- Officers and Members
- Membership Cards
- Attendance
- Club Minutes
- Club Treasury

CREATE A CLUB

Once you select CLUB MAKER, the cursor appears on the Create A Club option. If you are creating a new club, select the Create A Club option and press RETURN. If you have previously saved club information on your own formatted disk and wish to use it, move the cursor to DISK OPTIONS, press RETURN, and select the Load option. Follow the instructions on page 16.

CLUB SEAL, NAME, AND DATE ESTABLISHED

The cursor appears on the Club Seal option. There are ten club seals. Press the Space Bar to view the seals. When you find the seal you like, use the Arrow keys to move down to the next option. The seal you choose will appear on all the printouts for this club. Type your Club Name (up to ten characters) in the Club Name box and press RETURN. Next the cursor appears around a Date box. To enter a date, press M. Cycle through the list of months until you find the month you wish to use. To enter the day, press D to cycle through the days of the month. Press Y to view a list of years up to the year 1999.

After you enter the date, press RETURN to move the cursor to the Secret Password box. Type in your secret password (up to 9 characters), and press RETURN. Now, you are ready to enter the club house. Press the ESC key to return to the CLUB MAKER menu.

Note: Be sure to write down your password and put it in a safe place for easy reference.

CLUB CHARTER

Move the cursor to the Club Charter option and press RETURN. The cursor appears in the Club Charter Work Space where you can write your own charter. If you want to see a sample charter, move the cursor to the Example option at the bottom of the screen and press RETURN. You can edit the sample charter by typing over it. Or, press *F2/Control C* to clear the Work Space and write your own charter.

Move the cursor to the Page Down option to move to the next page or the Page Up option to move back one page. The Charter may be a maximum of three pages long. Press *F3/Control W* to print copies of your Club Charter.

Press the ESC key to move to the CLUB MAKER menu.

OFFICIAL RULES

Move the cursor to select Official Rules from the CLUB MAKER menu, and press RETURN. You may type in your club rules or review and edit the sample rules in the Example option as described above.

The Page Down option moves you to the next page and the Page Up option moves you back one page. Press *F3/Control W* to print copies of your Club Rules.

Press the ESC key to move to the CLUB MAKER menu.

OFFICERS AND MEMBERS

Move the cursor to the Officers and Member option and press RETURN. Move the cursor and type the names of your club President, Vice-President, Treasurer, and Secretary. Press RETURN after each name entered. To enter more officers, move the cursor to the More Officers option, and press RETURN. You can add up to six more titles. Type the titles and names you wish to add and press RETURN after each entry. Now, move the cursor to the Members option, press RETURN and type the name of each club member. You can type thirteen names. Press *F3/Control W* to print a list of the Officers and Members.

Press the ESC key to move to the CLUB MAKER menu.

MEMBERSHIP CARDS   Move the cursor to the Membership Cards option and press RETURN. Type a club member's name in the flashing box. Press *F4/Control P* to print the Membership Card, which includes your club seal. Once you print the card, you can write in the expiration date and have the club President sign it.

Press the ESC key to move to the CLUB MAKER menu.

ATTENDANCE   Move the cursor to Attendance and press RETURN. All names previously entered on the Officers and Members screens appear on the left side of the screen. A series of columns appears on the right side of the Attendance screen. The cursor appears in the first column. Type X to mark a member present or A to mark absent. The cursor automatically moves to the next name. If you wish to change an entry, move the cursor to the desired location and type the correction over the X or A. At the next meeting, move the cursor to the second column to mark each member present or absent. Press *F3/Control W* to print copies of the Attendance list.

Press the ESC key to move to the CLUB MAKER menu.

CLUB MINUTES   Move the cursor to the Club Minutes option and press RETURN. You can type current club minutes or review the notes from your last meeting. To see minutes previously saved, press the ESC key, use *F1/Control A* to access the Main Menu, and choose the DISK OPTIONS icon. Now, select the Load option to access the information stored on your data disk. You can add to or edit your last minutes until you have filled a total of three pages. When you have reached the three page limit, press *F3/Control W* to print . Save these minutes on a separate data disk and use *F2/Control C* to clear the Work Space and type in new text on the screen. Move the cursor to the Example option and press RETURN to see a sample of club minutes. You can edit this text by typing over it, or clear the screen as directed above.

Press the ESC key to move to the CLUB MAKER menu.

CLUB **TREASURY**	Move the cursor to Club Treasury and press RETURN. To see all the names previously entered on the Officers and Member screens, press the ESC key, use *F1/Control A* to access the Main Menu, choose the DISK OPTIONS icon, and press RETURN. Now, select the Load option to access the information stored on your data disk. To the right of the list of names is a series of columns. The cursor appears in the first column. Type P to mark paid and O to mark dues owed. The cursor automatically moves to the next name. If you wish to change an entry, move the cursor to the desired location. Type the correction over the entry. At the next meeting, move the cursor to the second column to mark dues paid or owed. Press *F3/Control W* to print the Treasury report. Press the ESC key to move to the CLUB MAKER menu.

Phone Log

Move the cursor to the Main Menu, select the PHONE LOG icon, and press RETURN.

MENU	The cursor appears in the Work Space. Move the cursor to choose from four PHONE LOG menu options. Your options include: • Add Name • Browse • Search • Calendar If you are planning ahead, select the Calendar option and press RETURN.
CALENDAR	The cursor now appears in the month box. To set up your Calendar, press the Space Bar to cycle through the months. Move the cursor to the year box and press the Space Bar to cycle through the year dates. Press *F3/Control W* to print each month. **Note:** All important occasions must be entered by hand after the calendar is printed. Press the ESC key to move to the PHONE LOG menu.
ADD NAME	Move the cursor to the Add Name option and press RETURN. Type the first name of the person you wish to enter into your PHONE LOG and press RETURN. The cursor automatically moves to the last name box.

Type the last name and press RETURN. The cursor then moves to the phone number box. Type in the phone number and press RETURN. The cursor then moves to the address box which can hold five lines. Type an address and press RETURN. Finally, press RETURN until the cursor moves to the Comments box. Three lines are available to write comments such as birthdays, school events, holidays, or special happenings. When you are finished, move the cursor to the Add This Name option and press RETURN. The program automatically adds the name and moves the cursor to the next PHONE LOG page. Each entry is alphabetized by last name. Press *F/3 Control W* to print your Phone Log.

Note: If you hear a long beep when you press RETURN on Add This Name, you forgot to type in the last name in the entry.

Press the ESC key to move to the PHONE LOG menu.

BROWSE   Move the cursor to the Browse option and press RETURN to review the names in the PHONE LOG. Each entry is listed in alphabetical order by last name. The cursor appears on the Page Down box. Press RETURN to review more listings. Continue pressing RETURN to move forward through the list. To go backward through the list, move the cursor to the Page Up box and press RETURN. Continue pressing RETURN to go backward through the listings. To edit any part of the individual listing, move the cursor to the Work Space and retype the entry. Move the cursor to the Delete box to delete an entire entry. If you delete the current listing, the previous entry will appear.

Press the ESC key to return to the PHONE LOG menu.

SEARCH   Move the cursor to Search and press RETURN to look up specific names and telephone numbers quickly. The cursor appears in the Name box. Simply type the last name of the person you wish to find and press RETURN. You can move forward and backward in the Phone Log, and edit or delete an entry as you did in the Browse option. If you type a name and hear a long beep, it means that the name you have typed cannot be found. Either your have misspelled the name, typed the name differently than you did when you first entered it, or forgot to add that name to your Phone Log.

Press the ESC key to return to the PHONE LOG menu.

Word Writer

Move the cursor to the Main Menu, select the WORD WRITER icon, and press RETURN.

WORD WRITER The cursor appears in the Work Space input area. You may communicate with friends, relatives, club members and the community by writing a variety of letters and notices. Or, impress your teachers by typing your homework assignments and reports! Before you begin, you can review the letter samples that are provided in the program. Move the cursor to the Example or Formats option and press RETURN. The samples menu will appear in the Work Space. Choose the Example or Formats you wish to review. You can use this format by typing over and editing it, or you can clear the Work Space by pressing *F2/Control C*. You must clear each page separately. When you get to the bottom of page one, move the cursor to Next and press RETURN. Page two appears and you can begin typing again. Word Writer has twenty blank pages you can fill before you need to print them.

KEYSTROKES The TAB key moves the cursor to the choices on the right side of the screen.The INS key moves all text one space to the right of the cursor each time it is pressed. You can insert new text in the letter, notice or homework page without losing the text you have already typed. INS is also helpful when you wish to indent parts of the text such as when writing an outline.

The DEL key deletes the letter at the cursor each time it is pressed without destroying the text that follows the cursor. The program automatically closes the gaps in the edited line. Move the cursor to Next and press RETURN to go to a new page. Move the cursor to Back and press RETURN to bring the previous page to the screen.

MARGIN You may wish to set the margin width for printing your document. Move the cursor to the Margin option and press RETURN. Then select the margin option you want: .5", 1", 1.5", 2" or 3" and press RETURN. Press *F3/Control W* to print what you have written.

Press the ESC key to return to the Main Menu.

Code Maker

Move the cursor to the Main Menu, select the CODE MAKER icon, and press RETURN.

The Code Maker menu offers five options:

- Code #1 Switcher
- Code #2 Shifter
- Code #3 Scatter
- Create A Message
- The Decoder Game

If you are ready to try and stump your friends and relatives with your own secret code, move the cursor to Code #1 Switcher on the Decode menu and press RETURN.

CODE #1 SWITCHER   The alphabet and punctuation marks appear in columns on the screen. The code letters appear to the right of each letter of the alphabet. They will replace the letters in your message. Notice that the computer has switched the letter A to Z and Z to A.

The computer can generate a secret code randomly. Move the cursor to Random and press RETURN. See how the letters are switched! To return the original alphabet to the screen, move the cursor to the Clear option and press RETURN.

Now, try a little code-making of your own! Assign the letter substitutions yourself. First, move the cursor to the Work Space. It appears to the right of the arrow at the first letter of the alphabet. Type a different letter or punctuation mark. Now, move to the letter B and type another code letter. Continue until you have assigned code letters to the entire alphabet. Do not repeat any letters when you make assignments. Move the cursor to make any changes. When you are done, move the cursor to the Check option at the bottom of the screen and press RETURN. If you have duplicated a letter in your code (for example, A=C; and B=C) you will hear a low-pitched beep, and one of the repeated code letters will flash to show you the error. Change the letters in the code until the Check option no longer finds any mistakes. It will make a series of high-pitched beeps when your code is correct. If you move the cursor to the Clear option, the program returns the original, decoded alphabet to the screen.

When you are ready to try out your code, press the ESC key to return to the Decode menu, move the

cursor to the Create a Message option and press RETURN. Type in a message, move the cursor to Code #1 at the bottom of the screen, and press RETURN. Watch your message change into secret code instantly! For further instructions see the Create a Message section on page 13.

If you are ready for the next coding challenge, press the ESC key to return to the Decode menu.

CODE #2
SHIFTER

Move the cursor to Code #2 and press RETURN. The Shifter codes messages by exchanging each letter of the alphabet with another letter in sequence. You determine the shift by indicating the number of spaces (0-25) to the right of the original letter the code letter will reside. For example, if the shift factor is four, the A=E, B=F, C=G and so on. To increase and decrease the shift factor, move the cursor to the Shift Up or Shift Down option and press RETURN. Set the shift factor to 0 to restore the original, uncoded alphabet. Please note: The alphabet will not appear on the screen.

Press the ESC key to return to the Decode menu and select Create a Message to test your code. Now, type a message in the Message box, move the cursor to Code #2 and press RETURN. The letters in your message will be replaced with the letters determined by the shift factor you selected. Move the cursor to Code #2 and press RETURN again. The program will turn off the coder and automatically decode your message.

Now, you are ready for the most challenging level of the CODE MAKER, Code #3 Scatter. Press the ESC key to return to the Decode menu.

CODE #3
SCATTER

Move the cursor to Code #3 Scatter and press RETURN. The Scatter code changes the order of the letters in your message. There are twenty-two spaces per message line (0-21). Blank spaces between words count as letter spaces. The coder assigns each letter space a number from zero to twenty-one as seen in the two columns on the screen. For example, in the message, "I love my cat," the I is letter space 0, the blank space is letter space 1, L is letter space 2 and so on. This message is 13 letter spaces long, the remaining letter spaces on the message line (14-21)

12

are considered blank spaces. To create a Scatter Code, use the cursor to reassign the letter space numbers. Type in a new number for each letter space (0-21) without repeating a number in the code. The coder will scatter each letter in your message according to your assignment. Reassign all or just a few of the letter spaces.

Using the example above, if you change letter space 2 to 5, 3 to 4, and 5 to 2, the coded message will read "I evol my cat".

When your code is complete, press the ESC key to return to the Decode menu. Select Create A Message and press RETURN. Make sure the other coding methods are turned off, select Code #3, and press RETURN. Watch the letters of your message scatter to their new places!

CREATE A
MESSAGE

You must create a coding system using one of the methods described above before you can create a secret message. Select Create a Message from the Decode menu and press RETURN. The cursor appears in the Message box. Type any message you wish to encode. The Code Maker can code a maximum of ten, fourteen line pages. Now, move the cursor to select the coding method you would like to use and press RETURN. See how your message has been transformed! The program has substituted the letters in your message with the code letters. An asterisk will appear next to your code selection, indicating it is in use. If you press RETURN again while the cursor is on the code number you chose, the program turns off the coder and automatically returns your message to its original form. Make sure the other coding methods are turned off before using a second or third code.

Use *F2/Control C* to clear the Work Space and type a new message. To print any of your messages, move the cursor to the Work Space and press *F3/Control W*.

THE DECODER
GAME:
MAKE IT
OR BREAK IT

There are five levels of game play in the Make It or Break It game. The Print 5 program contains secret messages for you to decode. If you accept the challenge, choose a level of difficulty, move the cursor to your choice on the Game Menu, and press RETURN.

The coded message appears in the work space. The total number of guesses given the player to break the code is displayed at the top of the screen. An empty box appears on the right side of the Work Space. Each time the player tries to decode a letter, a section of the box is shaded to represent the number of guesses that have been made. The harder the message, the fewer number of guesses allowed. On the game's easier level of play, some letters of the message are not coded and appear on the screen in red.

Move the cursor to the Work Space to begin the Make It Or Break It Game. The program uses Code #1 for each message. Now, move the cursor over each letter to be decoded. Type the correct letter over each code letter. If the player's choice is correct, the letter will change color and the substitution will be made for each occurrence of this letter in the message. However, if the choice is incorrect, the player has one less choice. The box to the right of the screen indicates the number of guesses remaining in the game. When the box is full and the code remains unbroken, the game is over.

Take notes to help you remember your guesses. Each guess pertains only to the letter the cursor box is on, not any of the other letters in the code. You may have to guess the same letters more than once.

Decode all letters and punctuation in the message to win the game. Press *F3/Control W* to print any coded or decoded message.

Press the ESC key to return to the Decode menu.

Calculator

Move the cursor to the Main Menu, select the CALCULATOR icon, and press RETURN.

FEATURES   CALCULATOR can assist you in a variety of tasks such as ADDING your club dues or SUBTRACTING expenses from your club funds to discover your balance. MULTIPLY the number of club members by the amount of the dues to see how much money the club has. DIVIDE the number of club members by the cost of a particular club event to see how much the event will cost each member.

The CALCULATOR appears in a window in the Work Space. The cursor appears at the top of the window.

Simply type in your first figure (a maximum of 8 digits), then select the command key assigned to the mathematical operations you desire as shown on the screen (see page 3 for the keys to use). A unique feature of the **Print 5** CALCULATOR is that it displays the operations +, -, *, / as well as the figures and totals. For example:

$$
\begin{array}{r}
25 \\
+\underline{12} \\
37 \\
-\underline{9} \\
28
\end{array}
$$

Memory (press the *M* key) allows you to store the last number on the screen to memory. Restore (press the *R* key) allows you to restore the number you have saved in Memory whenever it is pressed. To clear the screen, press the *C* key.

When you are done, press *F1/Control A* to return to the Main Menu.

The Command Keys listed below are for use only with the CALCULATOR:

APPLE   **IBM**

| SHIFT | + = | | SHIFT | + = | Addition |
| | | or | + | |

| — - | | — - | Subtraction |

| SHIFT | * 8 | | SHIFT | * 8 | Multiplication |
| | | or | PrtSc * | |

| ? / | | ? / | Division |

| + = | | + = | Equals |

| R | | R | Restores memory. |

| C | | C | Clears theWork Space. |

| M | | M | Puts last number into Memory. |

15

Disk Options

Move the cursor to the Main Menu, select the DISK OPTIONS icon, and press RETURN.

A sub-menu appears in the Work Space listing the options:
- Current Printer
- Save to Disk
- Load From Disk.

Move the cursor to select an option and press RETURN.

PRINTER   Move the cursor to the Current Printer option. Press the Space Bar to cycle through the list of the printers. Stop when you have found your printer. You do not have to reset the printer, unless you change the printer you are using.

Press *F3/Control W* to print the text in the work space. Press *F4/Control P* to print the whole screen.

SAVE   Remove the **Print 5** program disk from the drive. Replace it with a formatted disk. Follow the instructions in your computer's User's Guide. To Save, type in a password at the cursor. All the information you have entered in each Activity area will be saved under the club name.

Note for Apple Users: Each activity must be saved separately. Therefore, save your work before going on to a new activity. Use a different name for each activity saved.

LOAD   To make changes to your club file, move the cursor to the Load option and press RETURN. Type in your password and press RETURN. Move to the Activity Icon you want to change, make your corrections, and return to Disk Options. Save your work using the same secret password.

Press the ESC key to return to the Main Menu containing the Activity icons.

LIMITED WARRANTY

Hi Tech Expressions™ warrants the physical diskette furnished by Hi Tech Expressions to be free from defects in material and workmanship under normal use for a period of 90 days from the date of delivery to the original purchaser as evidenced by a copy of the purchase receipt. Hi Tech Expressions will replace any such defective diskette which is promptly returned to it free of charge.

Hi Tech Expressions™ does not warrant that the functions contained in any computer software program will meet customer requirements or that operation of any program will be uninterrupted or error-free. This product is sold "AS IS" as to quality and performance. The entire risk of use is assumed by customer.

THE FOREGOING WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES EXPRESSED OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT WILL HI TECH EXPRESSIONS BE LIABLE FOR SPECIAL OR CONSEQUENTIAL DAMAGES EVEN IF HI TECH EXPRESSIONS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

The MicroMosaics Software Development Team:

Lary Rosenblatt
Josie Koehne
Mark Sutton-Smith
Mark Gollin
Catherine Ramos

PRINT 5 REGISTRATION

To be eligible for customer support on this product, include a copy of your original sales receipt and return it with this form to: Hi Tech Expressions, **Print 5** Registration Dept., 584 Broadway, New York, New York 10012.

NAME_____ AGE _____

STREET_____ PHONE _____

CITY_____ STATE_____ ZIP_____

OCCUPATION _____

PLACE PURCHASED_____ DATE OF PURCHASE_____

COMPUTER BRAND AND MODEL _____

PRINTER BRAND AND MODEL_____

PRINTER BRAND AND MODEL_____ INTERFACE_____

Where did you first hear about **Print 5**?
- ☐ STORE   ☐ MAGAZINE
- ☐ NEWSPAPER   ☐ AD
- ☐ ARTICLE   ☐ OTHER

Do you have any recommendations for improvement of this product?_____
_____
_____

Do you own any other Hi Tech Expressions products?_____Which ones?
_____

Are there any other types of programs not presently on the market you would like to buy? Please explain:_____
_____

Additional comments: _____
_____
_____

All of our customers are very valuable to us. By answering these questions, you have helped us to serve you better in the future. Thanks.

—The Reorder Department