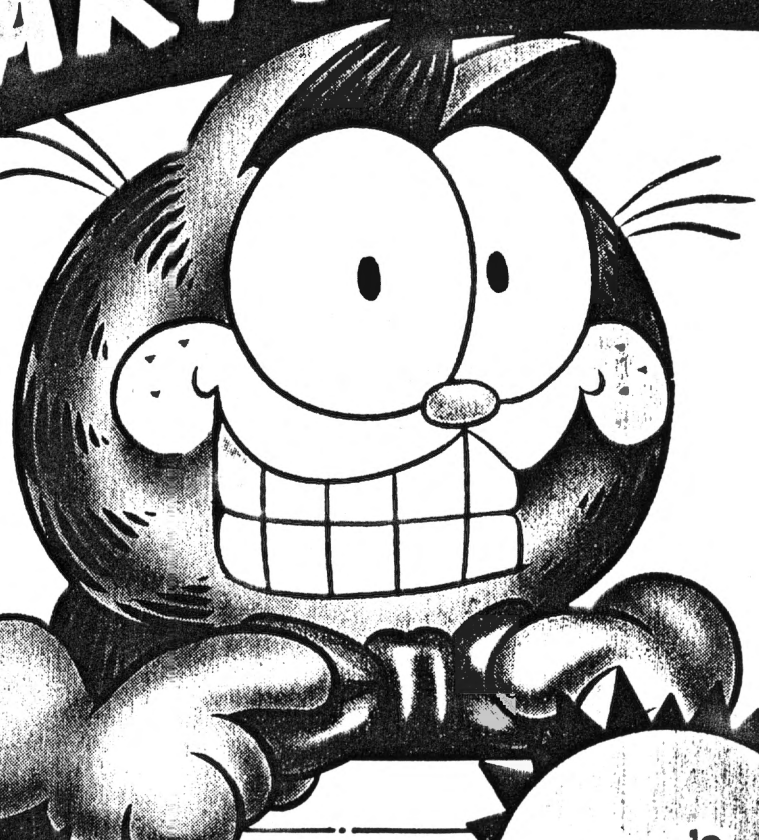


APPLE  
4K  
DISK

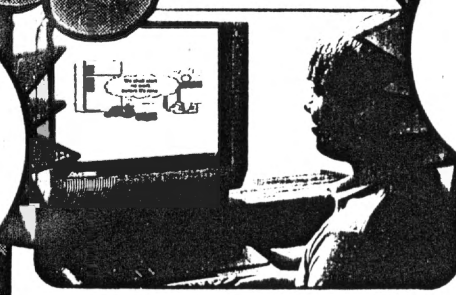
DLM  
Educational  
Software

# Create with GARFIELD!



- Fun
- Exciting
- Easy to Use

User's  
Guide



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GARFIELD: © 1978 United Feature Syndicate, Inc.

GARFIELD Characters: © 1978, 1979, 1980 United Feature Syndicate, Inc.

# Create with GARFIELD!

by AHEAD DESIGNS

## FEATURES

---

Create with GARFIELD! offers you:

- your favorite GARFIELD characters, plus colorful backgrounds and props for creating your own cartoons
- easy-to-use word-processing capabilities for writing your own captions—or use GARFIELD'S own comic quotes
- the ability to use your own backgrounds and props for an unlimited variety of cartoon settings
- an electronic comic feature, which displays your cartoons continuously, frame after frame
- the opportunity to print your creations as cartoons, posters, or labels and use them to personalize letterheads, books, name tags, announcements—anything you like!

## OBJECTIVES

---

The Create with GARFIELD! program:

- stimulates writing and artistic skills
- encourages humorous and creative thinking
- gives practice writing dialogue
- helps develop a sense of design, balance, sequencing, and spatial relations.

## ***INTRODUCTION***

---

Using *Create with GARFIELD!*, you become the cartoonist. Create comic situations with GARFIELD and his famous friends. Write humorous captions or use GARFIELD's own proven quotes. Colorful characters, backgrounds, and props included on the disk provide a variety of cartoon scenes. You can even use your own backgrounds and props to provide flexibility. When you are finished, you can print your pictures as posters, cartoons, or labels.

*Create with GARFIELD!* includes exciting, detailed graphics designed to stimulate creativity. Familiar GARFIELD cartoon settings are included as backgrounds for your creations. Characters and props are colorful stick-ons which you can easily move on the screen and place in a desired location with a simple keystroke. Word-processing capabilities allow you to write your own captions. The end result is an original GARFIELD creation.

## ***MEET GARFIELD AND HIS FRIENDS***

---

The GARFIELD characters are unique. Their individual personalities work together to create opportunities for humorous situations and dialogue.

GARFIELD is a fat cat . . . selfish, cynical, lazy, and generally endearing. He tolerates Jon, antagonizes Odie, loves Pooky, is pleasant to Arlene, and is extremely jealous of Nermal. His main motivation is food and "he never met a lasagna he didn't like."

Odie is a true dog . . . a totally mindless free spirit who loves everyone. He stares, slobbers, and utters the usual dog sounds. He reacts without thinking, but he sometimes manages to get the best of GARFIELD.



GARFIELD



ODIE

Jon is GARFIELD's owner . . . easy-going, day-dreaming, and wishy-washy. He provides shelter, love, food, and attention while GARFIELD provides the abuse.



JON

Arlene wants to be GARFIELD's love . . . although GARFIELD is so much in love with himself, there's precious little room for anyone else. She enjoys chasing mice and wishes GARFIELD were more of a romantic.



ARLENE

Nermal is the world's cutest kitten . . . which provokes GARFIELD's jealousy. In spite of GARFIELD's feelings for Nermal, Nermal loves GARFIELD and everyone else.



NERMAL

Pooky is GARFIELD's only confidant . . . since GARFIELD is not threatened by the inanimate teddy bear. The beloved Pooky is the only one to see GARFIELD's softer side.



POOKY

This basic information about GARFIELD and his friends gives you a starting point for hours of creative designing. Your imagination provides the only limits to the humorous situations you can create.

## **GETTING STARTED**

---

You will need an Apple\* II+, IIe, or IIc computer with one disk drive and a monitor or TV. Because of the vivid colors used in the program, a color monitor or TV is recommended. To fully utilize all of the program's features, the following items are also strongly recommended:

- a compatible dot matrix printer with graphics capabilities to print posters, cartoons, and labels. (See Hardware Specifications, page 27.)
- at least one data disk for storing creations for future use.
- a graphics tablet or drawing program to create additional props and backgrounds.

### **Loading**

---

1. Place the diskette in the disk drive (label up) and close the door on the disk drive.
2. Turn on the computer and the monitor or TV. If your system has autostart, the program loads automatically. If it does not, type **PR#6** and press **RETURN**.
3. You will see the Title and Copyright screens. Press any key to view the instructions for making a cartoon.
4. Read the instructions, then press **C** to view the Create! Menu.

\*Apple is the trademark of Apple Computer, Inc.

## GARFIELD'S KEY CHART

Create with GARFIELD! is fun and easy to use. These simple keystrokes will guide you through the entire program.

**SPACEBAR** moves the asterisk (\*) to options on program menus, displays various stick-ons and erase outlines included on the disk.

← → ↑ ↓

**RETURN** selects an option on a program menu, selects stick-ons and places stick-ons on your cartoon background, selects an erase outline and performs the erase function.

**CONTROL - C** returns you to the previous program screen. Use CONTROL-C anytime to back through the program.

**I** ↑ moves a stick-on up.

**J** ← moves a stick-on to the left.

**K** → moves a stick-on to the right.

**M** ↓ moves a stick-on down.



## USING THE CREATE! MENU

---

The Create! Menu is the main menu which guides you to all the various capabilities of this program. Select a particular activity, and sub-menu guide you step-by-step to the completion of that activity.

There are three easy steps to create a cartoon.

1. Always select a background first.
2. Select stick-ons (characters, props, or captions) one at a time and place them on the background.
3. Save your cartoon to an initialized data disk and/or print a cartoon, poster, or label.

<b>CREATE WITH GARFIELD!</b>	
* See Picture	Special Artwork
Get Background	Data Disk
Get Stick-ons	Cartoon Printer
Erase Stick-ons	See Instructions
SPACE BAR — move *      RETURN — choose	

Press the **spacebar** to move the asterisk (\*) to the menu option you want, then press **RETURN**.

### See Picture

---

Choose this option to view the progress you have made on your cartoon. The Create! Menu disappears revealing your cartoon on the full screen. If you have not yet selected a background, the screen will appear blank (white).

**Note:** After selecting this option, press **C** to return to the Create! Menu.

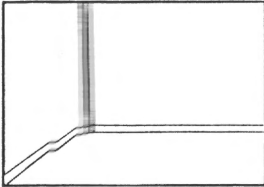
## Get Background

This option allows you to **view** and select the backgrounds included on this disk. To select a **background**, press the **space bar** to move the asterisk (\*) to the **item** of your choice, then press **RETURN**.

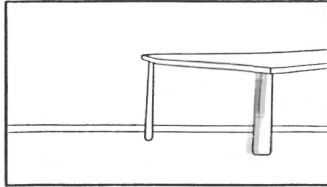


Save any finished or partially completed cartoons on a **data disk** before choosing a new background. Selecting a background will erase any cartoon in the computer's memory and replace it with the **new background**.

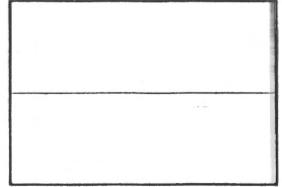
- The first seven menu options list specific backgrounds available for your use. In addition to a plain white background, they are:



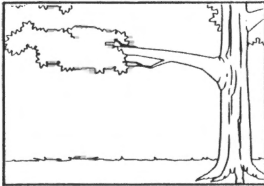
Room



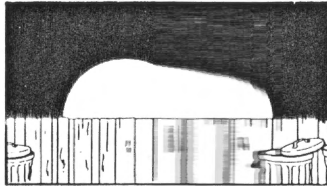
Table



Line



Tree



Fence



Label Outline

- Choose the Label Outline option if you want to create and print your cartoon as a label. Design your label so all stick-ons are located on the lower (white) half of the screen. Anything extending into the upper (blue) area will not be printed on your label.

The lower half of the screen is designed to fit a standard 4" x 1 7/16" fanfold label. If you are using a smaller label, you will need to plan your cartoon to fit the smaller space.

- The Create! Menu option returns you to the main menu.

## Get Stick-ons

---

Stick-ons are pieces of artwork that you can move around on your screen. This disk contains stick-ons for all your favorite GARFIELD characters, props, and captions. You can also write your own captions in a stick-on caption bubble, then place it anywhere on the screen.

GET STICK-ONS	
* GARFIELD	Props
Odie	Quotes
Jon	Write Captions
Friends	Create! Menu

SPACE BAR — move \*      RETURN — choose

### *Identifying the Stick-ons Categories*

- The principle GARFIELD characters are listed on the menu by name. Select GARFIELD, Odie, or Jon to view various stick-ons of each of those characters.
- The Friends option includes stick-ons of Arlene, Nermal, and Pooky.
- The Props option contains various pictures (lasagna, refrigerator, TV, etc.) and cartoon words (CRASH, BARK, WHAM, etc.) to be used as props.
- The Quotes option contains several of GARFIELD's most popular statements, already written and ready to use. To give you twice as many choices, there are two Quotes sections. You might want to view them all before making a selection.

**Note:** If you do not choose a quote, press **CONTROL-C** to return to the Get Stick-ons menu.

- The Write Captions option allows you to write your own statements in stick-on caption bubbles. (See *Writing Your Own Captions*, page 10.)
- The Create! Menu option returns you to the main menu.

## Selecting and Placing Stick-ons

1. Press the **spacebar** to move the asterisk (\*) to the option of your choice, then press **RETURN**.
2. Press the **spacebar** to view the available stick-ons in that option.
3. Press **RETURN** to select the stick-on of your choice.
4. Press the **I, J, K, or M** key. Your stick-on will appear on the upper left corner of your cartoon.
5. Use the **I, J, K, and M** keys to move your stick-on around the background.
6. When the stick-on is in the desired location, press **RETURN**. Stick-ons can be placed over other stick-ons to give depth to your cartoon.
7. The **Get Stick-ons** menu appears.
8. Repeat steps to select as many stick-ons as desired.



Stick-ons cannot be picked up and moved after RETURN is pressed. Use the Erase Stick-ons option from the Create! Menu to remove stick-ons once they have been placed.

## Writing Your Own Captions

1. Select the Write Captions option on the Get Stick-ons menu.
2. Press the **spacebar** to view the available sizes of caption bubbles.
3. Press **RETURN** to select a caption bubble.
4. A blinking cursor appears in the caption bubble. Type your caption.

*To make a change, use the **left arrow key** to delete letters to the left of the cursor.*

*To center a caption, press the **spacebar** to add spaces within the text.*

**Note:** To capitalize letters with the Apple II+, press **ESC** once to capitalize one letter. Press **ESC** twice to capitalize several letters, then press **ESC** again to return to lowercase letters.

5. Press **RETURN** when you are finished typing.
6. The screen prompts "Is this correct (Y/N)?" If your caption is correct, press **Y**. If not, press **N**.
7. Press the **I, J, K, or M** key. Your caption stick-on appears on the upper left corner of your cartoon.
8. Use the **I, J, K, and M** keys to move your caption around the background.
9. When the caption is in the desired location, press **RETURN**.
10. The Get Stick-ons menu appears.



*Captions **cannot** be picked up and moved after **RETURN** is pressed. Use the Erase Stick-ons option from the Create! Menu to remove captions once they have been placed.*

## Erase Stick-ons

---

This option allows you to erase stick-ons from your cartoon. Use this option to eliminate characters, props, and captions after they have been placed on your background. There are two ways to erase a stick-on.

- If the stick-on stands alone, select an outline large enough to enclose the entire stick-on.

**Note:** Any portion of any other stick-on extending into the outline will also be erased.

- If the stick-on is near other stick-ons, select a small outline and erase only part of the stick-on. Repeat the erase procedure.

### Erasing a Stick-on

1. Read the Erase instructions on the screen. Press **C** to continue.
2. Press the space bar to view the available outline sizes.
3. Press **RETURN** to select the outline of your choice.
4. Press the **I, J, K, or M** key. Your outline appears in the upper left corner of your cartoon.

**Note:** If your cartoon has a black background, the black erase outline will not show. For ease of use, move the outline until visible.

5. Use the **I, J, K, and M** keys to move the outline over the stick-on you want to erase.
6. Press **RETURN**.
7. Repeat steps if necessary.
8. When erasing is complete, press **CONTROL-C** to return to the main menu.

## Special Artwork

---

Before you proceed, you must first use a graphics tablet or drawing program to create new artwork and save it on a separate disk.

This option allows you to use your own original backgrounds and props in your GARFIELD cartoons. Draw your backgrounds or props using a graphics tablet or drawing program, then use the Special Artwork menu to load them into the *Create with GARFIELD!* program.

You can save your special artwork on the same initialized data disk you used to save your cartoons. However, using the same disk for both functions may cause the program to display a "Disk Full" message even though the menu appears to have room. Therefore, it is strongly recommended that you use two separate initialized data disks, one for saving cartoons and another for saving special artwork.

<p><b>SPECIAL ARTWORK</b></p> <p>* See Instructions Load a Special Background Capture a Special Stick-on Load a Special Stick-on Delete a Special Stick-on Create! Menu</p>
<p>SPACE BAR — move * RETURN — choose</p>

Press the **spacebar** to move the asterisk (\*) to the menu option you want, then press **RETURN**.

## See Instructions

Select this option to view general directions for using the Special Artwork features.

### Load a Special Background

1. Draw your special background using a graphics tablet or drawing program. Save your background on an initialized disk.
2. Select Load a Special Background from the Create with GARFIELD! Special Artwork menu.
3. The screen will prompt you to insert the disk containing your special backgrounds. Follow screen directions.
4. After pressing C, a list of the pictures you have saved appears.
5. Press the spacebar to move the asterisk (\*) to the picture title you want, then press RETURN.
6. The chosen background appears on the screen. Then the Special Artwork menu appears.

### Capture a Special Stick-on

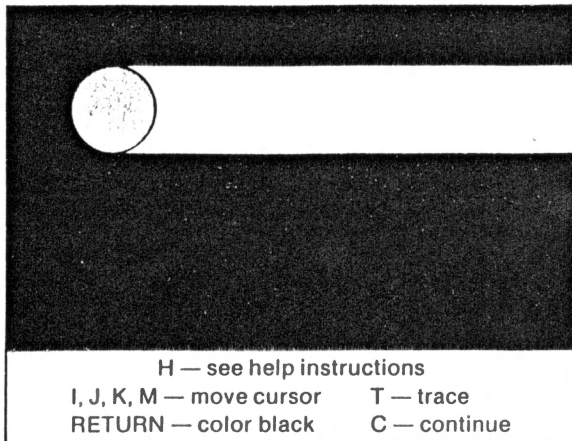
Since stick-ons are moveable pieces of artwork, they must be drawn on a white background and captured. "Capture" involves replacing your picture's white background with a black background. This enables the computer to recognize it as a moveable stick-on.

You only have to capture each special stick-on once. After you capture a stick-on and save it on a data disk, you can use it repeatedly.



## Steps to create and capture original stick-ons

1. Draw your stick-on on a **white** background using a graphics tablet. Save your stick-on on an initialized disk.
2. From the *Create with GARFIELD!* Special Artwork menu, select Capture a Special Stick-on.
3. The screen will prompt you to insert the disk containing your special stick-ons. Follow screen directions.
4. After pressing **C**, a list of the pictures you have saved appears. Press the **spacebar** to move the asterisk (\*) to the picture title you want, then press **RETURN**. If you select a picture that is too large to be a stick-on, the computer prompts you to select another picture.
5. Your picture appears on a white background, then it moves to the upper left corner of the screen. The computer automatically fills most of the background with black. Your stick-on casts a white shadow across the screen.



6. Read the directions on the screen, then press **C** to continue.
7. Locate the tiny flashing dot in the upper left corner of the screen. Use the **I**, **J**, **K**, and **M** keys to move the dot into the remaining white background.

8. Press **RETURN** and the computer fills the rest of the white background with black. If any unwanted white background remains, repeat Steps 7 and 8.



Make sure the flashing dot is outside your stick-on. If any portion of your stick-on is filled with black, that portion will be erased.

9. Make sure all of the white background is filled in with black. If your stick-on contains an area where you want your background to show through, move the flashing dot to that area and press **RETURN**.
10. To double-check the outline of your stick-on, press **T**. The computer flashes a white square behind your stick-on. Make sure the white tracing flashes through all areas you want the background to show. If it doesn't, repeat Steps 7 and 8.
11. When you are sure you have captured your stick-on, press **C**.
12. You will see the **Save a Special Stick-on** screen. You can save up to 10 special stick-ons on your disk.
  - A. Type a numeral (1—10) and press **RETURN**. If a stick-on already exists at that number, it will be erased and replaced by the new one.
  - B. Type a name (14 characters or less) for your stick-on and press **RETURN**.
  - C. A red flashing line indicates where your stick-on will be saved. The computer prompts "Are you sure (Y/N)?" If the information is correct, press **Y**. If not, press **N**.
  - D. The **Special Artwork** menu appears.

## **Load a Special Stick-on**

You must first capture and save your stick-on before you can use it in a GARFIELD cartoon. (See Capture a Special Stick-on, page 13.)

### **Steps to load a special stick-on**

1. Select Load a Special Stick-on from the Special Artwork menu.
2. The screen will prompt you to insert the disk containing your special stick-ons. Follow the screen directions.
3. After pressing **C**, the Load a Special Stick-on screen displays the names of all the stick-ons you have captured and saved on the disk.
4. Type the number of the special stick-on you want to load, then press **RETURN**.
5. A red flashing line indicates the chosen stick-on and the computer prompts "Are you sure (Y/N)?" If your selection is correct, press **Y**. If not, press **N**.
6. Press **I**, **J**, **K**, or **M**. Use these keys to move your special stick-on around the background, then press **RETURN**.
7. The Get Stick-ons menu appears.

### **Delete a Special Stick-on**

1. Select Delete a Special Stick-on from the Special Artwork menu.
2. The screen will prompt you to insert the disk containing your special stick-ons. Follow screen directions.
3. After pressing C, the Delete a Special Stick-on screen displays the names of all the stick-ons you have captured and saved on the disk.
4. Type the number of the special stick-on you want to delete, then press RETURN.
5. A red flashing line indicates the chosen stick-on and the computer prompts "Are you sure (Y/N)?" If your selection is correct, press Y. If not, press N.
6. The Special Artwork menu appears.

### **Create Menu**

Select this option to return to the main menu.

## Data Disk

---

The Data Disk features allow you to see the current cartoon, load, save, or delete a cartoon, and initialize a data disk. The initialize feature also enables you to create an electronic comic which displays your cartoons automatically in succession. (See *Creating an Electronic Comic*, page 25.)

You need a separate, initialized data disk to save your creations. You **cannot** save cartoons or special artwork on the *Create with GARFIELD!* disk.

DATA DISK	
*	See Instructions See the Current Cartoon Load a Cartoon Save the Current Cartoon Delete a Cartoon Initialize a Data Disk Create! Menu
SPACE BAR — move *	RETURN — choose

Press the **spacebar** to move the asterisk (\*) to the menu option you want, then press **RETURN**.

### **See Instructions**

Select this option to view general directions for using the Data Disk features.

### **See the Current Cartoon**

This option displays the cartoon on which you are currently working. Press **C** to return to the Data Disk menu screen.

## Load a Cartoon

Follow these simple steps to load a cartoon from your data disk into the computer's memory.

1. The screen will prompt you to insert your data disk. Follow screen directions.
2. After pressing C, the Load a Cartoon screen displays the names of all the cartoons you have saved on the disk.
3. Type the number of the cartoon you want to load, then press RETURN.
4. A red flashing line indicates the chosen cartoon and the computer prompts "Are you sure (Y/N)?" If your selection is correct, press Y. If not, press N.
5. The chosen cartoon appears. Then the Data Disk menu appears.

## Save the Current Cartoon

You can save up to 10 cartoons on your data disk.



You must initialize your data disk before saving a cartoon or you will erase your current cartoon from the computer's memory. (See Initialize a Data Disk, page 20.)

1. At the Save the Current Cartoon screen, type a numeral (1-10) and press RETURN. If a cartoon already exists at that number, it will be erased and replaced by the new one.
2. Type a name (14 characters or less) for your cartoon and press RETURN.
3. A red flashing line indicates where your cartoon will be saved. The computer prompts "Are you sure (Y/N)?" If the information is correct, press Y. If not, press N.
4. The Data Disk menu appears.

### **Delete a Cartoon**

Select this option to delete a cartoon from your data disk.

1. The screen will prompt you to insert your data disk. Follow screen directions.
2. After pressing **C**, the Delete a Cartoon screen displays the names of all the cartoons you have saved on the disk.
3. Type the number of the cartoon you want to delete, then press **RETURN**.
4. A red flashing line indicates the chosen cartoon and the computer prompts "Are you sure (Y/N)?" If your selection is correct, press **Y**. If not press **N**.
5. The Data Disk menu appears.

### **Initialize a Data Disk**

This feature allows you to initialize a data disk through the *Create with GARFIELD!* program. Your data disk can then be used to save your cartoons, and even create an electronic comic. (See *Creating an Electronic Comic*, page 25.)

**Note:** Initializing a disk will erase any information stored on that disk.

1. The screen will prompt you to insert your data disk. Follow screen directions.
2. Press **S**.
3. The screen will prompt "Are you sure (Y/N)?" If you are ready to begin initializing your disk, press **Y**. If not, press **N**.
4. The Data Disk menu appears.

### **Create! Menu**

Select this option to return to the main menu.

## Cartoon Printer

This feature enables you to print your creations as cartoons, posters, or labels. Check to see if your printer system is on the list of hardware compatible with the Create with GARFIELD! program. (See Hardware Specifications, page 27.) If your system is not on the list, try various combinations of printer specifications to see if your particular system is compatible.

### Steps to print your cartoon

1. Select Set up the Printer to define your printer specifications.
2. Use the current cartoon or use the Load a Cartoon option to select another cartoon.
3. Select a print option (Print a Cartoon, Print a Poster, or Print a Label) from the Cartoon Printer menu. Then follow screen instructions.

<b>CARTOON PRINTER</b>	
*	See Instructions
	See the Current Cartoon
	Load a Cartoon
	Print a Cartoon
	Print a Poster
	Print a Label
	Set up the Printer
	Create! Menu
SPACE BAR — move *      RETURN — choose	

Press the **spacebar** to move the asterisk (\*) to the menu option you want, then press **RETURN**.

### See Instructions

Select this option to view general directions for using the Cartoon Printer feature.



### ***See the Current Cartoon***

This option displays the cartoon on which you are currently working. Press **C** to return to the Cartoon Printer menu.

### ***Load a Cartoon***

Follow these simple steps to load a cartoon from your data disk into the computer's memory.

1. The screen will prompt you to insert your data disk. Follow screen instructions.
2. After pressing **C**, the Load a Cartoon screen displays the names of all the cartoons you have saved on the disk.
3. Type the number of the cartoon you want to load, then press **RETURN**.
4. A red flashing line indicates the chosen cartoon and the computer prompts "Are you sure (Y/N)?" If your selection is correct, press **Y**. If not, press **N**.
5. The chosen cartoon appears. Then the Cartoon Printer menu appears.

### ***Print a Cartoon***

1. Select Print a Cartoon from the Cartoon Printer menu.
2. The screen prompts you to turn on your printer and position your paper. Press **C** to begin printing.  
**Note:** Press the **spacebar** to stop and start the printer once printing has begun.
3. When printing is complete, the Cartoon Printer menu appears.

### ***Print a Poster***

1. Select Print a Poster from the Cartoon Printer menu.
2. The screen prompts you to turn on your printer and position your paper. Press **C** to begin printing.  
**Note:** Press the **spacebar** to stop and start the printer once printing has begun.
3. When printing is complete, the Cartoon Printer menu appears.

## **Print a Label**

1. **Select Print a Label from the Cartoon Printer menu.**
2. **The screen prompts you to turn on your printer and position your paper or labels. Press C to begin printing.**  
**Note:** Press the **spacebar** to **stop** and start the printer **once** printing has begun.
3. **When printing is complete, the Cartoon Printer menu appears.**

## **Set up the Printer**

**You must identify your hardware components to allow the printer and the Create with GARFIELD! program to communicate.**

**Before you begin,**

- **find the brand name of the printer and printer interface card used with your system.**
- **see Hardware Specifications, page 27, to determine if your system is compatible with the Create with GARFIELD! program.**
- **determine in which slot the printer interface card is located.**

**If you are unable to obtain this information or have equipment that is not listed as compatible, trial and error may be your only recourse.**

## ***RELATED ACTIVITIES***

---

1. Ask students to make original comics and paste them onto posterboard. Cut the comics into sections and place all the sections into an envelope. Have students trade envelopes and reassemble the sections.
2. Have students design comics to be placed in a book. Next, design and personalize a cover for the books.
3. Divide students into groups of four. Have each student design one section of a comic without help from the other students. Put the sections together. Ask "Does this make sense? Is this funny?" Discuss the concepts of planning, organization, and teamwork. Do this exercise again, working as a group. Compare the results.
4. Have students research the history of cartoons. When did cartoons begin? What is a cartoon? Who drew the first cartoon? Discuss the difference and purpose of each type of cartoon.
5. Develop incongruent cartoons for the class, such as Jon sitting on top of the TV or the window placed in the floor area. Begin a discussion by asking "What's wrong with this picture?" followed by "How would you fix it?" For children who have not yet learned directions, teachers could encourage the use of up, down, right, and left in the answers.
6. Take a poll of how many students have pets and their types. List the pets on a chart using the GARFIELD characters. You may have to add your own symbols for fish, birds, snakes, etc. Ask the students to make a cartoon demonstrating the care of their pets to share with the class. Make a bulletin board with the cartoons and care ideas.
7. Encourage students to use a newspaper. Have them locate and read the GARFIELD comic strip daily. Make a GARFIELD collection. Discuss the concept of humor. Ask students "Is it hard to be funny?" and "What makes something funny?"
8. Who is Jim Davis? What does a cartoonist do? If possible, invite a cartoonist to the classroom and discuss cartooning as a career.

## **HARDWARE SPECIFICATIONS**

This list contains the brand names for printers and interface cards known to be compatible with the *Create with GARFIELD!* program.

### **Interface Cards**

APPLE IIc SERIAL	CENTRONICS 351
APPLE CENTRONICS	CENTRONICS 739
APPLE PARALLEL	CENTRONICS GLP
APPLE SERIAL	CENTRONICS H80
APPLE SUPER SERIAL	CENTRONICS H136
CCS 7731 (California Computer System)	EPSON FX SERIES
DISPATCHER	EPSON JX-80 (B&W OUTPUT)
DUMPLING 64	EPSON LX-80
DUMPLING GX	EPSON MX SERIES
EPSON APPLE	EPSON RX SERIES
GRAPHICARD	MANNESMANN TALLY 85/86 (FX-80 compatible)
GRAPPLER	MANNESMANN TALLY 85/86 (IMAGEWRITER compatible)
GRAPPLER+	MANNESMANN TALLY 160
MICROBUFFER II	MANNESMANN TALLY 180
MICROTEK RV-611C	MPI 88G
MPI AUTO PLOT	MPI 99G
PRINTERFACE	MPI Printmate 350
PRINTERMATE	MPI SX
SeriALL	OKIDATA 82A with OKIGRAPH
TYMAC	OKIDATA 83A with OKIGRAPH

### **Printers**

ANADEX SILENT SCRIBE	OKIDATA 92 (IMAGEWRITER compatible)
APPLE DOT MATRIX	OKIDATA 93
APPLE IMAGEWRITER	OKIDATA 182
APPLE SCRIBE	OKIDATA 192
C. ITOH PROWRITER	OKIDATA 193
C. ITOH PROWRITER II	OKIDATA 193 (IMAGEWRITER compatible)
	OKIMATE 20
	STAR PRINTER SERIES

**NOTE:** When using a serial interface card, the card should be set to transmit eight bits.



## **LIMITED WARRANTY**

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Word Man  
Word Master  
Word Radar



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Freddy's Puzzling Adventures

#### *Arcademic Skill Builders In Math*

Alien Addition  
Alligator Mix  
Demolition Division  
Dragon Mix  
Meteor Multiplication  
Minus Mission

### WRITING

The Writing Adventure

### COMPUTER LITERACY

Getting Started With Basic  
Getting Started With Logo  
Turtle Tutor: A First Course in Logo

### GEOGRAPHY

U.S. Atlas Action  
World Atlas Action

### CREATE YOUR OWN CONTENT

#### *Arcademic Drill Builders*

### EARLY CHILDHOOD

Alphabet Circus  
Animal Photo Fun  
Comparison Kitchen  
Fish Scales  
Number Farm  
Shape and Color Rodeo

Alien Action  
Alligator Alley  
Idea Invasion  
Make-A-Match  
Meteor Mission  
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