

*Cauzin Apple
Sampler Library*

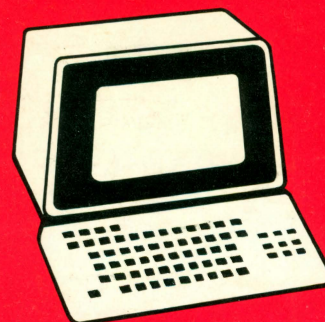
SoftstripTM
COMPUTER READABLE PRINT



Welcome to the world of paper software. Using your reader with Cauzin Softstrip™ data strips, you will quickly discover how the printed page can come alive on your computer monitor. The Softstrip System opens the door to what will be an ever expanding world of computer programs.

This Sampler is a showcase of the type of materials you'll find in data strip form. There are utilities, games, tutorials, home finance, educational programs, and much more. You'll recognize some of the most popular names from computer magazines, book publishers, and software authors.

Whether it is in the pages of your favorite magazines, books, or Cauzin's StripWare™ titles, you'll find printed paper and computer technology joined together to bring you the best of both worlds.



Cauzin Apple Sampler Library

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Illustrations by Fermo Giancesello and Larry Wirta.

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TAKING A SAMPLE RUN

The owner's manual included in your Accessory Kit explains how to connect the reader to your Apple II and how to use the Cauzin Communications program. You will need two formatted disks to hold all the programs in this Sampler. Most of these programs work with either DOS 3.3 or ProDOS, and with any Apple II model.

Simply attach your reader, run the communications program, and you're ready to go. Align the reader with a strip and press RETURN to transfer a program from paper to your disk.

You can RUN the program from the Cauzin menu, or RUN it later as you would with any other BASIC program. After you read a data strip onto a disk, you can put the strips away. You don't have to read the strips each time you want to use the program.

READ, BUT NOT FORGOTTEN

The programs are mostly in Applesoft BASIC. So, you can LIST, print, modify, and even rewrite them. There's no need to be gentle. Even if your cat eats a disk full of programs, the originals are safe — here in the Sampler.

Data strips never wear out. They can be read hundreds of times. Some can even be duplicated using a copying machine and shared with your friends.

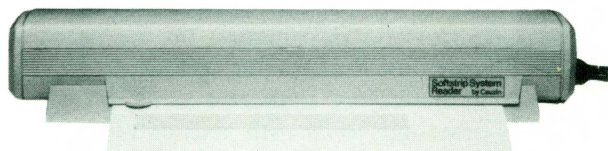
HAVING TROUBLE?

We've tried hard to make sure that each strip reads first time, every time. However, sometimes there are problems. If you have trouble reading a data strip, try some of these hints.

— Try, try again. Read the strip a few more times. Most problems are so minor that re-aligning the strip and pressing RETURN will solve them.

— If the communications program gives you an error message, refer to the manual that came with your reader for the solution.

— Review the manual that came with your reader. Make sure that your system is properly connected.



Available only through:
Cauzin Systems, Inc.
835 Main Street
Waterbury, CT 06706



Program Description

The challenge is to create the most interesting, attractive, useful, and clever program that can be typed in one program line. The line must be enterable directly from the keyboard.

The One-Liner contest is on-going in **Nibble** magazine, and this strip features eight winners from Volume 6 (1985). It includes graphics, sound, animation, and an arcade game.

Operating Instructions

After you read in the strip, run the program. It is menu-driven.

Press CONTROL-C to return to the menu at any time. To exit the program, press CONTROL-RESET.

ONE-LINER WINNERS are from issues of **Nibble** January-August, 1985 Volume 6

EDUCATION CORNER

Program Description

This two-player game combines the excitement of the famous television game-show with math drills. The result is an entertaining game that develops basic math skills and improves memorization.

The "Concentration"-style game is for two players or two teams. Once you make a match, you face a math drill designed for elementary-school children. To score, you must not only win at hi-res Concentration, but also solve a math problem.

Operating Instructions

After you read in the strip, run the program.

The object of the Concentration portion of the game is to match a box from the left grid with a box in the right grid. To get complete credit, answer a simple math problem after a match is made. Exit early by pressing CONTROL-RESET.

MATH
CONCENTRATION
by Steven Wong
appeared in
Nibble December, 1984
Vol. 5, No. 12



LIGHTNING COPY

EDUCATION
CORNER

Program Description

This speedy disk copy program allows you to ignore bad sectors and to skip initialization of the target disk. It copies an entire unprotected disk in just 70 seconds and lets you decide how to proceed when there is an error in copying.

LIGHTNING COPY is helpful in copying damaged disks. It can ignore bad sectors and save as much data as it finds. **The program requires DOS 3.3 and is completely menu-driven.**

Operating Instructions

After you read the strip into your computer, run the program.

If you use the program from the disk, you'll have to BRUN the program.

The menu item TYPE refers to error handling: STOP copying when an error is found, IGNORE all errors, and MANUAL to let you decide each time.

LIGHTNING COPY
by Todd J. Wood
appeared in
Nibble July, 1985
Vol. 6, No. 7

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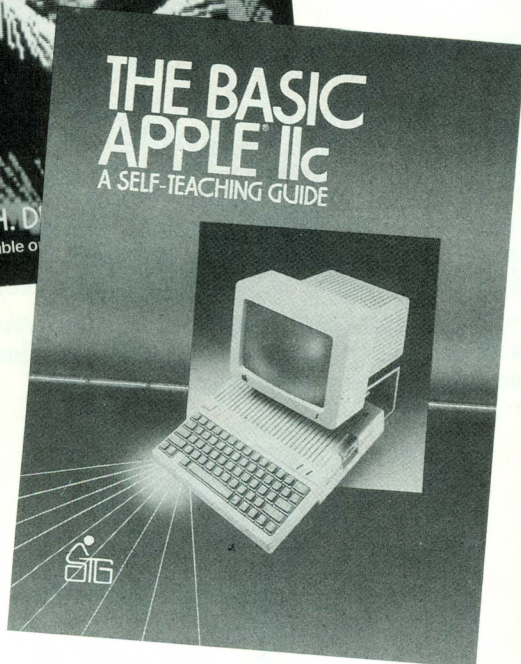
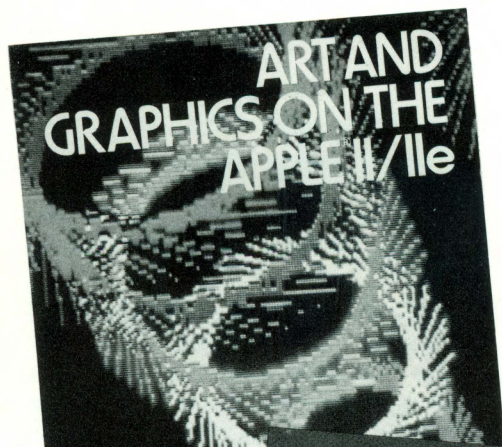
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C2SW-71



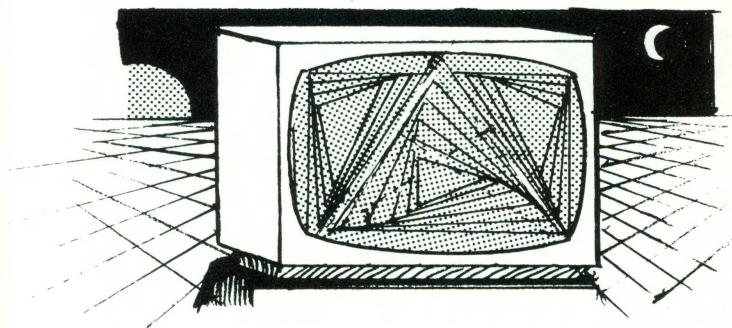
JOHN WILEY & SONS, Inc., of New York City, is a leading publisher of scientific and technical materials. Wiley currently has over 800 computer books in print, each designed to reach a broad range of educational, professional, and consumer audiences.

Now in its 178th year, Wiley first entered the computer publishing field during the 1940's. With an impressive, ever-expanding list of computer books, periodicals, professional and educational softwares, and database publications to its credit, Wiley embraces the full spectrum of rapidly emerging information technologies.

Wiley Press and Wiley Professional Software have established a tradition as industry leaders in serving the needs of personal computer users . . . most recently by providing programs for the innovative Cauzin Softstrip™ System.

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ART AND GRAPHICS ON THE APPLE II/IIe.
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TRIANGLES



Program Description

Ever think that you could use straight lines to draw curves within curves? Well, first this program draws a triangle. Then, it tells your Apple to move each corner a certain percent of the way towards the next corner and draw a new triangle. This process keeps repeating and shrinking. Interestingly, the result is anything but linear.

Operating Instructions

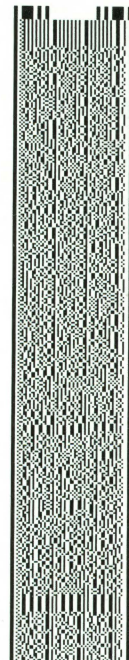
After you read in the strip, run the program.

Type in a "tightness" value (between .85 and .95 is best) to measure how close the lines are to each other.

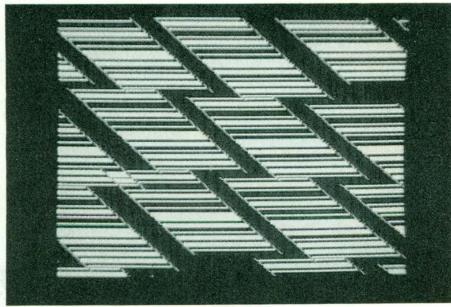
Also enter a color from 1 to 15 (try 2). Try a resolution of 15, but the higher the resolution, the longer it takes. Exit by pressing CONTROL-RESET.

TRIANGLES

is from
The Basic Apple IIc
by Gary Cornell &
William Abikoff
John Wiley & Sons



BIG ZEEZ



Program Description

Now for an excursion into an abstract domain. Try this space-walking shape maker to create your own special art show. Produce a variety of effects by manipulating one shape.

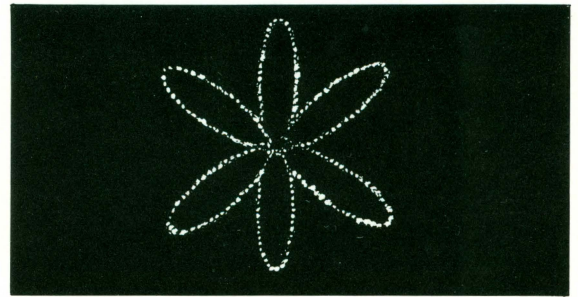
BIG ZEEZ produces the illusionary effect of lines and planes in space. It demonstrates how effectively one of the simplest of shapes in an Apple shape table can produce complex designs.

Operating Instructions

After you read in the strip, run the program. The display continues until you press the CONTROL and RESET keys at the same time.

BIG ZEEZ appeared in Art and Graphics on the Apple II/IIfx by William DeWitt
John Wiley & Sons

POLAR COORDINATES



Program Description

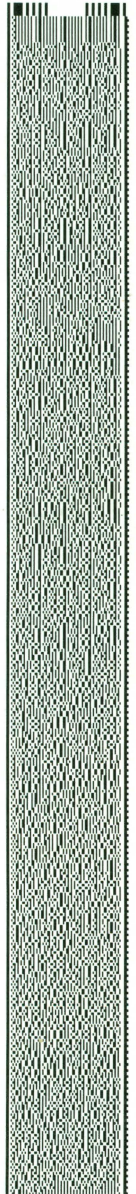
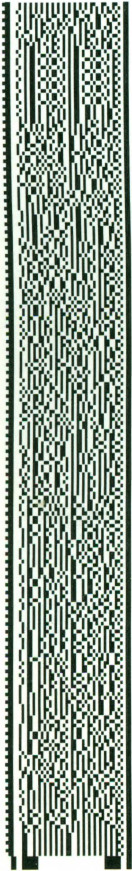
Plotting sine and cosine functions wouldn't be of much interest if not for the beautiful designs they draw — hearts, roses, and four-leaf clovers.

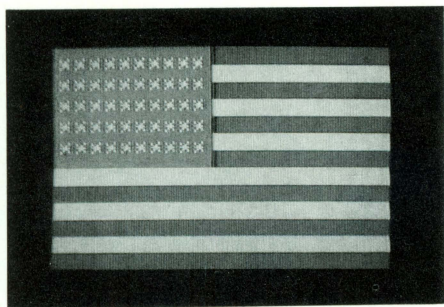
This program randomly displays one of the standard polar coordinate graphs. The key you press to start the program is used to generate the design, so try different keys each time. Discover what POLAR COORDINATES can do.

Operating Instructions

Read the strip into your computer and run the program. The program is menu-driven. Exit any time you want by pressing CONTROL-RESET.

POLAR COORDINATES is from The Basic Apple IIc by Gary Cornell & William Abikoff
John Wiley & Sons





Program Description

This program puts a rippling flag on your screen faster than Betsy Ross ever imagined possible. It's not really hard to do; just LIST this BASIC program to see the techniques used.

With hi-res animation, you can add humor and excitement to your programs' graphics. Imagine what you could do with blinking eyes and facial movements in cartoons.

Operating Instructions

Read the strip into your computer and run the program. The flag continues to wave until you press CONTROL-RESET.

OLD COMPUGLORY appeared in *Art and Graphics on the Apple II/Ile* by William DeWitt
John Wiley & Sons

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Bruce Hicks and Sylvia Baron

Through a series of short, interactive programs, this book and software package teaches BASIC programming as it shows how to create full-color computer graphics. And its powerful *Painting Program* lets you actually paint your way to more advanced programming techniques. The program's unique "paint brush" appears on your computer screen to help you paint everything from simple dabs and lines to original block prints. The disk contains the complete *Painting Program*, along with a number of other graphics subroutines—all ready to run and error free.

\$16.95

**More books to help
you do more
with your Apple...**

ART AND GRAPHICS ON THE APPLE® II/Ile

William H. DeWitt

This book/disk set lets you write your own graphics programs—games, art, business charts, and more—without the trouble of keying in hundreds of statements! The book is a complete guide to graphics programming that introduces "conceptual programming," a new technique for manipulating sophisticated graphics.

\$14.95

THE BASIC APPLE IIC

Gary Cornell &
William Abikoff

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5-1239

NOTE: The books listed above contain essential information on the use of StripWare™. We do not recommend the use of StripWare™ without the accompanying book.

SHEEP STATION



Program Description

In this simulation, you have to make a number of decisions to successfully manage a sheep station. The station starts with a value of \$50,000. It's your job to increase its value by making wise decisions.

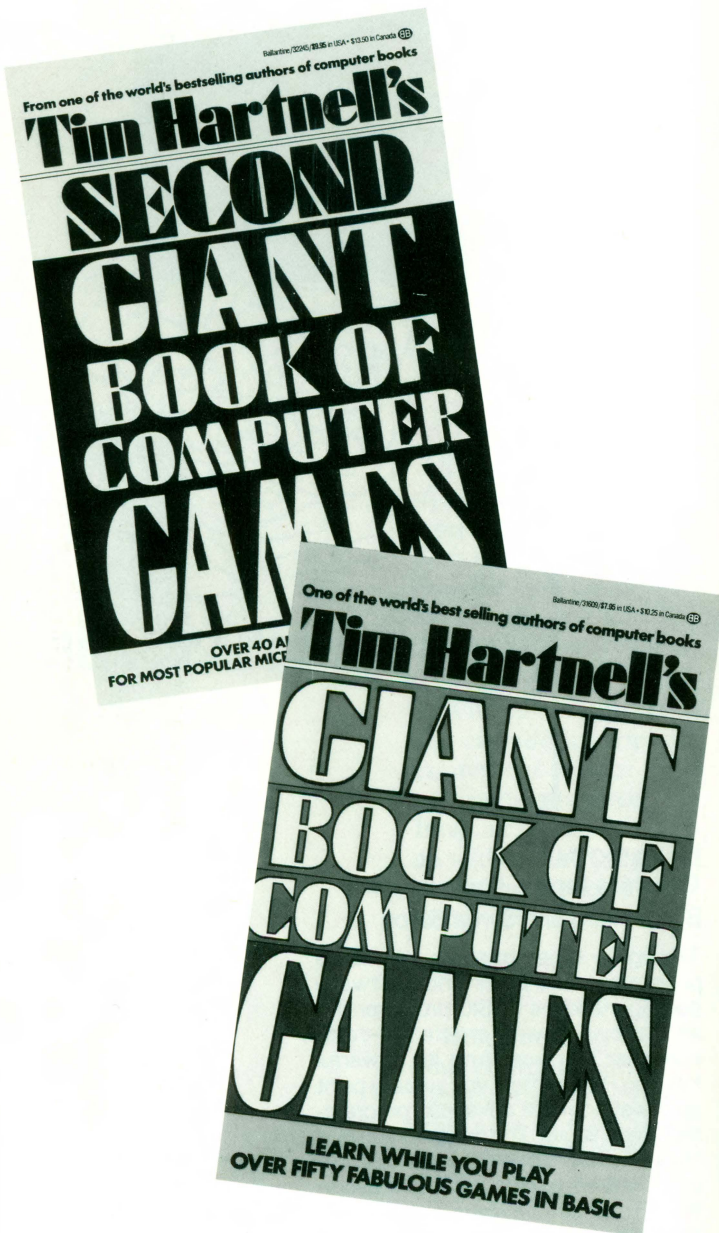
Each year, you make ten decisions regarding the station. You will be told such things as: number of sheep born, number of sheep that died, grain harvested per acre, and value of land and grain.

Operating Instructions

Read in the strip and run the program.

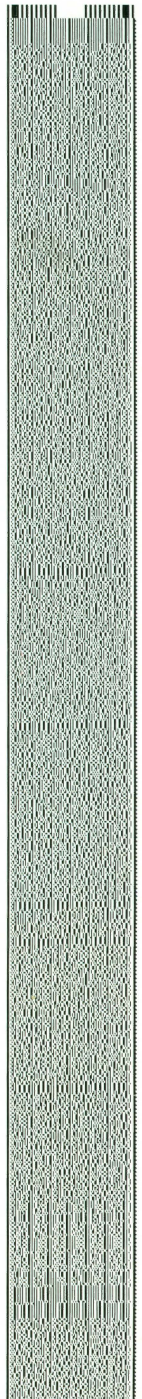
The opening screen contains valuable hints for winning the game. Type 666 for help or 999 to quit. You can also exit by pressing CONTROL-RESET.

SHEEP STATION
by Philip Coates
appeared in
Tim Hartnell's
Second Giant Book of
Computer Games
Ballantine Books



TIM HARTNELL, author of such current best-selling computer books as *Creating Adventure Games*, is an Australian journalist who enjoys writing on any computer-related topic. He has written more than 30 books on personal computers, including many game books.

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FASTERMIND



Program Description

It's become something of a classic in many different forms and incarnations, the most recent being Mastermind.TM Basically, your objective is to crack a code.

In FASTERMIND, the computer thinks of a four-digit number. It uses the digits from 1 to 9. A digit may be used more than once in the same number. You have to try and work out what the number is within eight guesses.

Operating Instructions

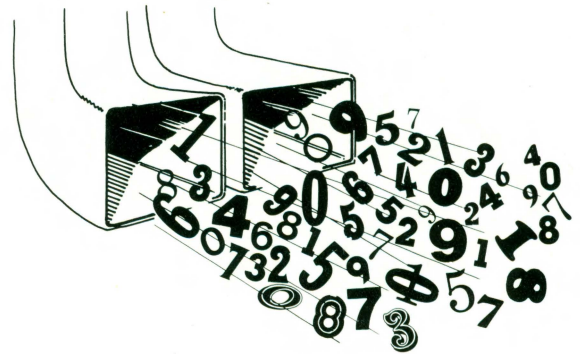
After you read in the strip, run the program.

The computer will print "WHITE" for each digit that is correct, but in the wrong position. It prints "BLACK" for each correct digit in the right position. Based on this information, and your skills at logical thinking, you have to crack the code and correctly guess all four digits.

Press CONTROL-RESET to exit early.

FASTERMIND
by Tim Hartnell
appeared in his
Giant Book of
Computer Games
Ballantine Books

JUMPING FALLOUT



Program Description

In this fascinating game, you have to shuffle the digits one through nine from the top of a grid to the bottom. The object of the game is to get all the digits to "fall out" the bottom with the fewest number of moves.

You start with 200 points, and points are subtracted from your score with each move. You lose more points for moving the lower rows than the top ones. For a greater challenge, get the numbers out in sequential order.

Operating Instructions

After you read in the strip, run the program.

You'll see the grid with the digits along the top, and level numbers along the left-hand side. On each turn, you pick a level (from 1 to 8) and number of moves to the left for that level. To exit during a game, press CONTROL-RESET.

JUMPING FALLOUT
by Neal Cavalier-Smith
appeared in
Tim Hartnell's
Second Giant Book of
Computer Games
Ballantine Books

GOLDEN DAYS — BIORHYTHMS



Program Description

Some days, everything goes wrong! We feel out of sorts and irritable. Other days are golden. We sail through situations and feel good, in control, and happy.

Try checking your biorhythms. Some people believe that these cycles affect our lives. The physical cycle is 23 days, the emotional cycle is 28 days, and there are 33 days in the intellectual cycle.

If your cycles are low, you are less effective. If the cycles peak together, you're in for golden days.

Operating Instructions

After you read in the strip, run the program. Follow the menu for entering your date of birth and the current month. The program plots a month on the screen. To quit the program, press CONTROL-RESET.

GOLDEN DAYS — BIORHYTHMS appeared in Tim Hartnell's Second Giant Book of Computer Games Ballantine Books

From board games to brain games, instructions for programming 50 exciting games in BASIC. Includes:

- Board Games—Checkers & Othello
- Simulations—like Mistress of Xenophobia
- Dice Games—Snakes, One and Twenty
- Unique Games—like Proboscidean, computerized "Concentration"

Features tips on how to create your own games, how to modify standard game programs, and a glossary of common computer terms.

An all new collection of more than 40 original games to program in BASIC. Includes:

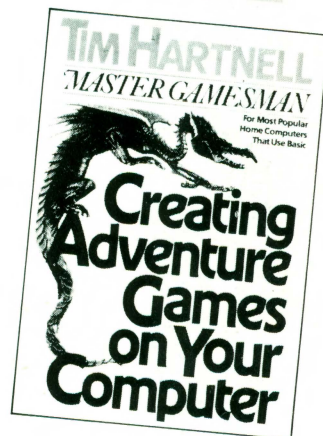
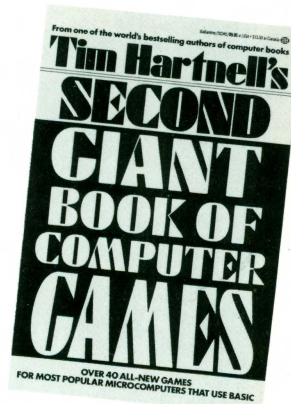
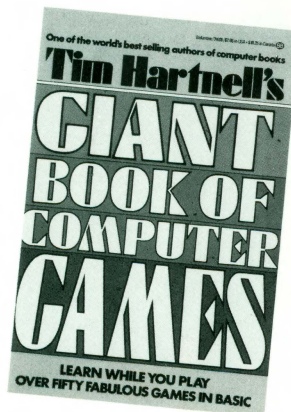
- Board Games
- Brain Teasers
- Space Games
- Simulations

With tips on how to create your own games and modify existing games, this book is all you need to have fun (with a computer).

The master gamesman shows how to program four basic games—from the simple "Werewolves and Wanderers" to more sophisticated adventures—and teaches you adventure addicts everything you need to know to:

- Construct adventure worlds and maps
- Create labyrinths, magic spells & daring heroes
- Keep track of player's movements
- Design battles with hideous monsters

All programs are written in the BASIC computer language.



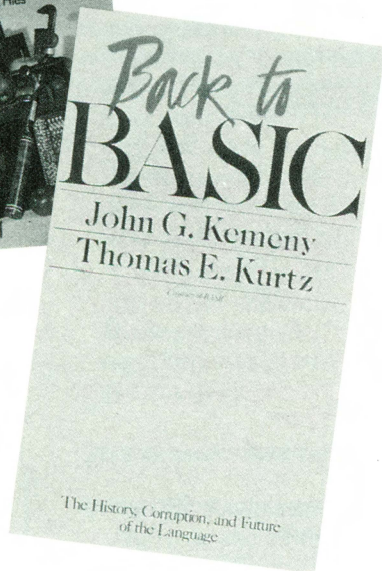
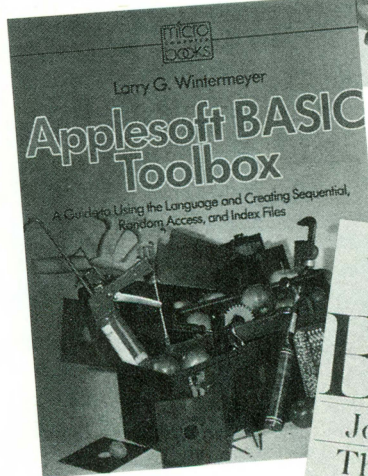
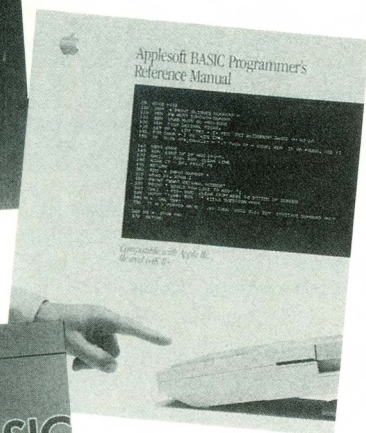
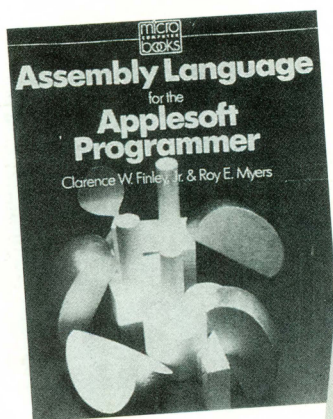
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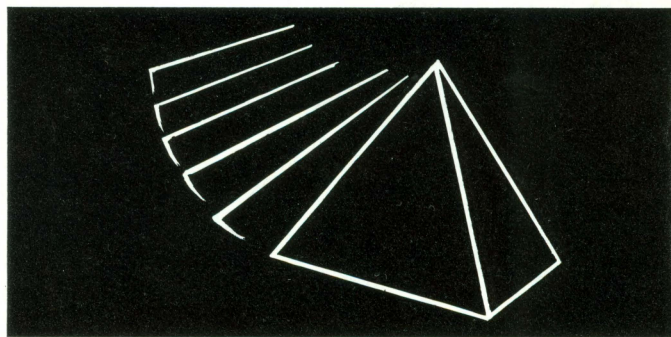
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ROTATING PYRAMID



Program Description

This program won't unravel the mysteries of ancient Egypt, but it will demonstrate the techniques of 3-D animation on Apple hi-res screens. It starts with a simple 3-D pyramid and then rotates it about the three axes.

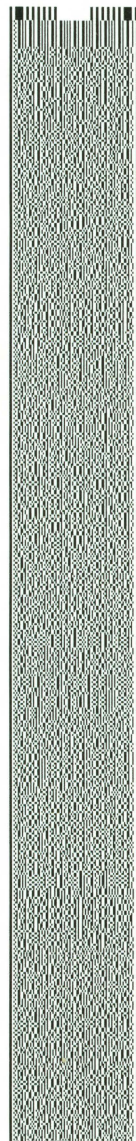
ROTATING PYRAMID presents different sides to the viewer; hidden lines have to be calculated and removed. All these calculations are done first, and stored in an array. You see the count on the screen as your Apple computes. Then the images are drawn on hi-res screens. The program flips between pages one and two to produce animation.

Operating Instructions

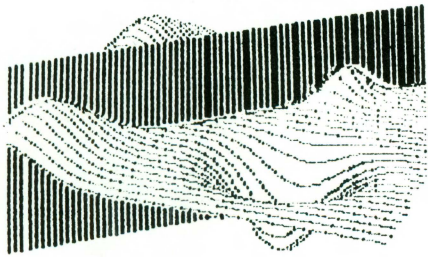
After you read in the strip, run the program.

It takes some time before drawing, but shows you which triangle it is computing. Exit anytime by pressing CONTROL-RESET.

ROTATING PYRAMID appeared in
Microcomputer Graphics
for the Apple Computer
by Roy E. Myers
Addison-Wesley
Publishing Company



SURFACE/PLANE



Program Description

This complicated image demonstrates some advanced graphics techniques. It draws a vertical plane bisecting a curving 3-D surface in high-resolution graphics. Be very patient with this program; it requires a substantial amount of time.

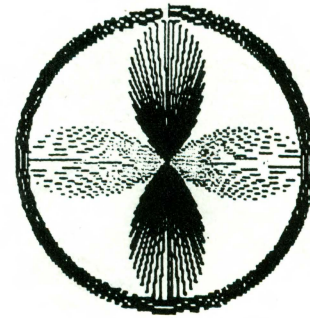
The program first draws the front part of the 3-D surface, then the vertical plane, and finally the farther part of the surface. The math includes multivariable calculus, perspective, and removal of hidden lines. To take a close look at the techniques, LOAD the program and LIST it.

Operating Instructions

Read the strip into your Apple and run the program. To exit at any time, press CONTROL-RESET.

● SURFACE/PLANE appeared in Microcomputer Graphics for the Apple Computer by Roy E. Myers Addison-Wesley Publishing Company

POLAR HEX SIGN



Program Description

This image, resembling a Pennsylvania Dutch hex sign, shows off both Apple hi-res graphics and mathematical functions. It makes a pleasing design and also shows you some interesting graphics techniques.

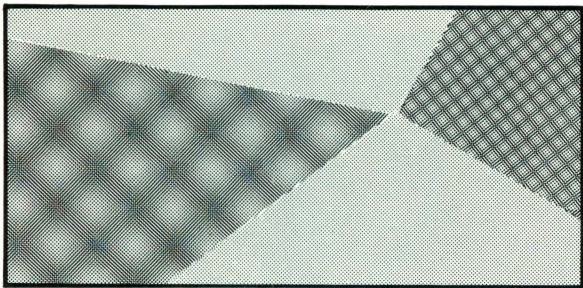
The program combines boundary circles with a figure-8 design defined by the polar coordinate equation: $R = \cos(2 * \text{THETA})$. To study the commands of this program, LOAD it into your Apple, type LIST, and press RETURN.

Operating Instructions

After you read in the strip, run the program. Press CONTROL-RESET to return to BASIC.

POLAR HEX SIGN comes from Microcomputer Graphics for the Apple Computer by Roy E. Myers Addison-Wesley Publishing Company

MOIRE



Program Description

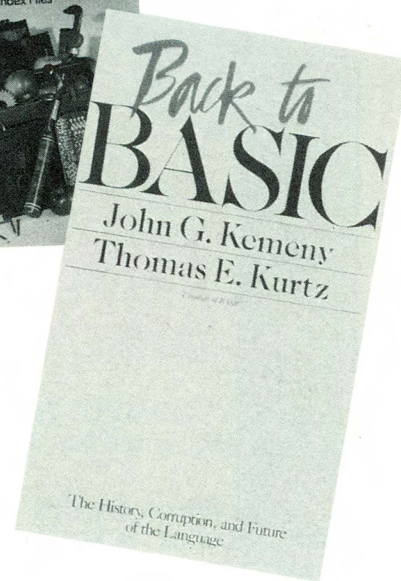
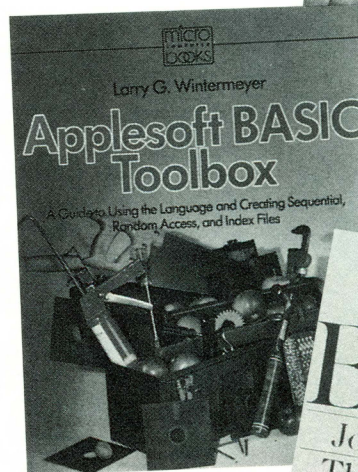
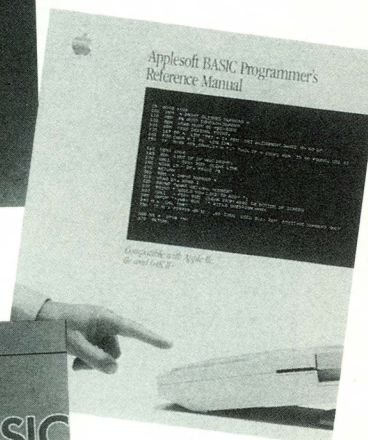
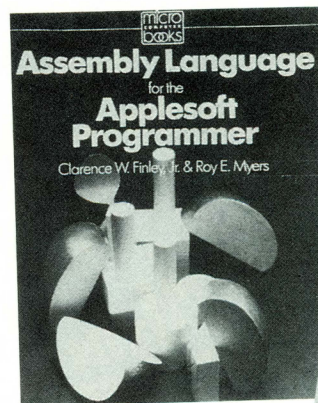
This program is brief and simple in design. The resulting pattern looks like the Moiré patterns of watered silk. It demonstrates the use of color graphics on the high-resolution screen (HGR2).

First, the program fills the screen with colored lines bursting from a random center. Then it continues to draw consecutive designs over one another, changing colors between designs. There is a brief pause to allow time to view the pattern between each color change.

Operating Instructions

After you read in the strip, run the program. You can exit anytime by pressing CONTROL-RESET.

MOIRE appeared in Microcomputer Graphics for the Apple Computer by Roy E. Myers
Addison-Wesley Publishing Company



◆Addison-Wesley

Reading, Massachusetts 01867

Assembly Language Programming for the Applesoft Programmer ISBN 0-201-05209 \$16.95

Applesoft BASIC Programmer's Reference Manual ISBN 0-201-17722 \$22.95

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PERPETUAL CALENDAR



FAMILY COMPUTING

FAMILY COMPUTING, a publication of Scholastic Inc., is the No. 1 magazine for computing families.

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Program Description

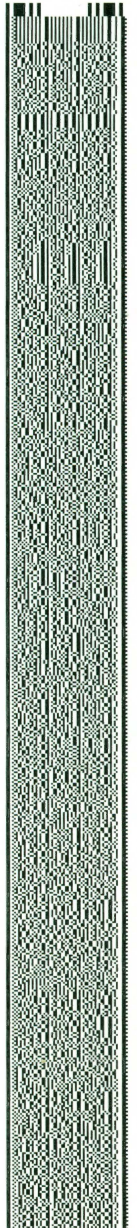
Will February 17, 1987, be a Monday? Don't scurry for your 1987 appointment book. PERPETUAL CALENDAR can pinpoint any date from 1801 through 2399.

Not only will your computer tell you on what day of the week a date falls, it'll also show you the calendar for the whole month. By the way, February 17, 1987, will be a Tuesday.

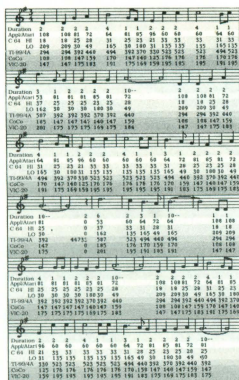
Operating Instructions

Read in the strip and run the program. Your computer prompts you to enter a date numerically — month, day, and year. Exit anytime by pressing CONTROL-C.

PERPETUAL CALENDAR by Joey Latimer appeared in **Family Computing®** January, 1985



HOME ON THE RANGE



Program Description

The best way to learn how to program music on your computer is to start experimenting with a simple one-line melody.

LIST this program to see how it can be done. HOME ON THE RANGE provides an excellent exercise for discovering the musical power of your computer.

You can also study this BASIC program to learn about coding melody, pitch and rests, duration, tempo, and how to pull everything together.

For now, begin the process by saddling up ol' Apple and riding off into the sunset to that old favorite — HOME ON THE RANGE.

Operating Instructions

Read the strip into your computer and run the program. To quit before the song is done, press CONTROL-RESET.

HOME ON THE RANGE
by Michael Howard
and Alan Arthur
appeared in
Family Computing®
December, 1984

BLACK MASK



Program Description

Who is that stranger in the room with you — the one wearing the BLACK MASK? Look at those beady eyes darting back and forth behind the slits in the mask. They look so suspicious. Who is hiding behind that BLACK MASK?

Why, it's your computer, that's who! Now you can dress up your computer in disguise and catch the attention of the whole neighborhood on Halloween! And look closely: Sometimes the eyes cross!

Operating Instructions

Read in the strip and run the program. The eyes continue until you press CONTROL-RESET.

BLACK MASK
by Joey Latimer
appeared in
The Best of Family
Computing
© 1985 Scholastic, Inc.

MONSTER IN THE MARSH



Program Description

If you're the type who enjoys slushy, foggy places, then MONSTER IN THE MARSH is for you.

You are 15 steps from the edge of the marsh, but the monster is 15 steps behind you. Each turn you miss, the monster gets closer, and you're surrounded by water. Can you find a safe path by tossing rocks and listening for a splash?

Sooner or later, it's sink or swim in this marsh!

Operating Instructions

Read in the strip and run the program.

The object is to get out before you get caught.

On each turn you can:

- Stay where you are.
- Monster gains one.
- Toss a rock.
- One rock per turn.
- Take a step:
- Dry...gain a step.
- Water...drown.

To exit the program, press CONTROL-C.

MONSTER IN THE MARSH

by Joey Latimer

appeared in

K-Power Collection

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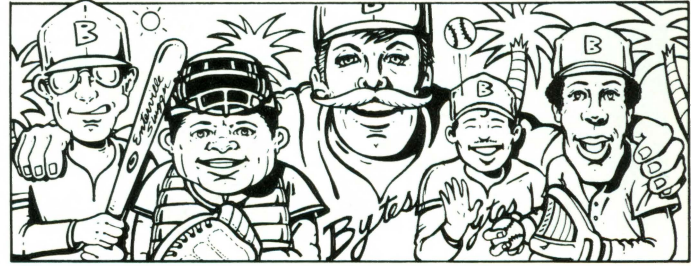


3-2-1 CONTACT magazine unravels the mysteries of science and technology for young children 8 to 14 years old. Each issue is packed with exciting articles on everything from a trip to Antarctica to computer-designed sneakers. 3-2-1 CONTACT doesn't just explain science; it keeps up with the newest developments in every field. That includes the fast-changing worlds of personal computers, robots, video, and home hi-tech.

In its ENTER section, 3-2-1 CONTACT offers programs, software reviews, puzzles, and activities for the young computer enthusiast.

3-2-1 CONTACT is modeled on the Emmy-award-winning TV show of the same name. It is published by the Children's Television Workshop, producers of "Sesame Street."

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Program Description

It's time to get into the swing of things with this baseball simulation. In this text game, you're up against the computer. As manager, you have to set your team's line-up and choose from a roster of players.

Be careful, the computer's team is tough. They randomly score between zero and three runs every inning. And if they fall behind in the score, they'll change pitchers on you. So, get ready and play ball!

Operating Instructions

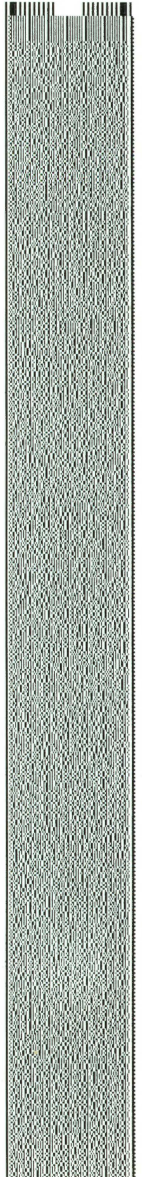
After you read in the strip, run the program.

You pick the batting order and must go through the roster once before you can use any player again. Batters with higher batting averages have a better chance of getting a hit.

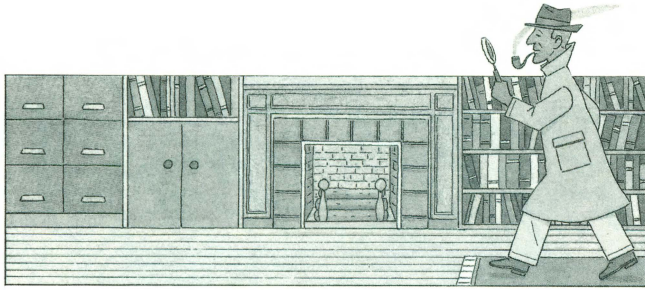
Exit by pressing CONTROL-RESET.

DIGITAL DIAMOND
by Richard Chevat
appeared in **Enter**
May, 1985

Illustration by
Brad Hamann



CODES MASTER



Program Description

./6/BM6/>>>
3<32MB=MB63M2=<
93GM7<M9=<93GMx
=<51

The sentence above is not a rocket-fuel formula or a message from an alien life form. It is a coded message from the 3-2-1 CONTACT/ENTER staff.

Are we going to tell you what it means? Of course not! To find out, you're going to have to use the CODES MASTER program.

Use it to decode our message or to trade coded messages with your friends.

Operating Instructions

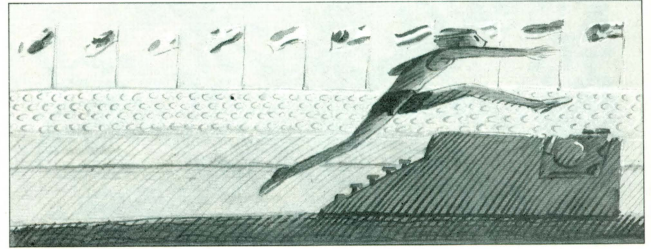
Read the strip into your computer and run the program. It lets you encode or decode a message, and the code is based on a secret number that only you know. Exit anytime by pressing CONTROL-RESET.

To decode the lines above, use secret number "45."

CODES MASTER
by Daniel E. Cohn
originally appeared in
Enter June, 1984

Illustration by
Kurt Vargo

TYPING TRAINER



Program Description

What's the most important skill you need to use a computer? Logic? Algebra? The cash to buy one? Sorry, if you said any of these, you're wrong. The most important computer-related skill is typing.

This program helps to improve your typing. Letters start appearing on the screen. If you type the matching key, the letter disappears. But type quickly, there are more letters on the way.

Operating Instructions

After you read in the program from the strip, run it.

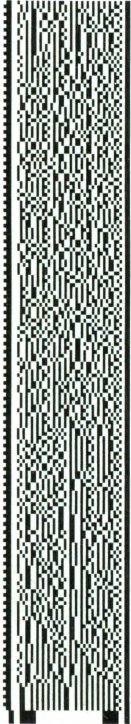
If you don't hit the correct key, a second letter appears next to the first. The more you miss, the longer the line becomes. If it reaches the other side, you lose and the computer shows your score.

Changing the difficulty changes the speed of the letters. Exit anytime by pressing CONTROL-RESET.

TYPING TRAINER
by Daniel E. Cohn
appeared in **Enter**
October, 1984

Illustration by
Bachrun Lomele

KALEIDOSCOPE



Program Description

Paint your screen a quilt of ever-changing colors. This program was written by Philip Millwood, age 15, of Anchorage, Kentucky. It's a short but fun graphics program that creates a video kaleidoscope.

To see how it works, type LIST and press RETURN. The colors are contained in a DATA statement on line 160. Change those numbers (anything from 1 to 15) or add some more for a new mixture.

Operating Instructions

After you read in the strip, run the program. To exit KALEIDOSCOPE, press CONTROL-RESET.

KALEIDOSCOPE by Philip Millwood appeared in **Enter** March, 1985



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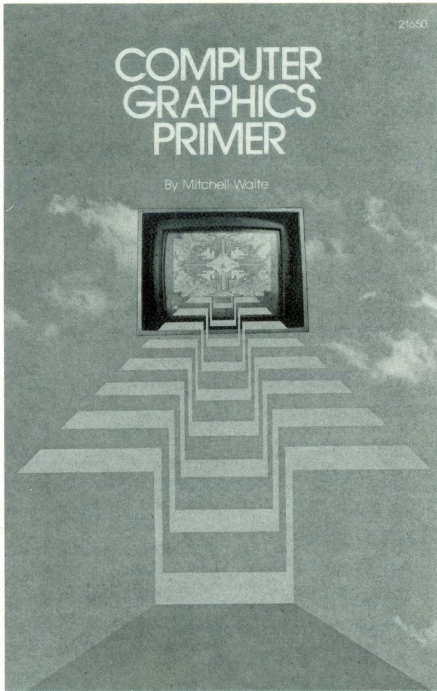
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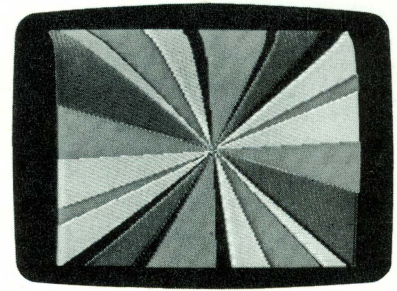
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ROTATING FAN



Program Description

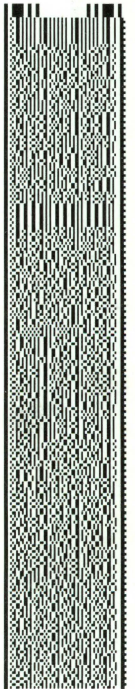
Computer graphics present unlimited possibilities for the programmer interested in art or the artist interested in programming. What is really appealing about computer-art programs is that they are usually short and sweet.

The ROTATING FAN is built around four FOR/NEXT loops that draw lines across the screen. Both the size and color of the fan segments are random and demonstrate the use of Apple's HPLOT and HCOLOR commands.

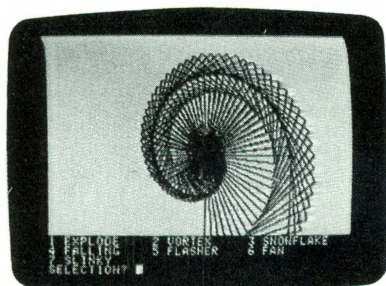
Operating Instructions

Read in the strip and run the program. To stop the fan, press CONTROL-C at any time. To exit the program and return to the text screen, press CONTROL-RESET.

ROTATING FAN
appeared in
Computer Graphics
Primer
by Mitchell Waite
Howard W. Sams & Co.



VORTEX



Program Description

Apple's shape-table feature lets you draw a whole design with one command. It takes a bit of time to design the table, but then DRAW quickly puts your shapes on the screen. This program uses a shape table to create a whirlpool.

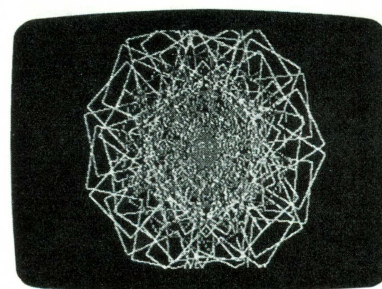
Only one shape is used by VORTEX, but the size and the rotation are changed to create the whirlpool effect of twisting and expansion. It demonstrates the power of a simple shape used in a loop.

Operating Instructions

Read in the program on this strip and run it. After six designs, it ends when you press any key. You can exit early by pressing CONTROL-RESET.

VORTEX appeared in Computer Graphics Primer by Mitchell Waite
Howard W. Sams & Co.

SNOWFLAKE



Program Description

Here is a simple program that draws a complicated and colorful SNOWFLAKE. It demonstrates the use of the SCALE command to change the size of images in an Apple shape table.

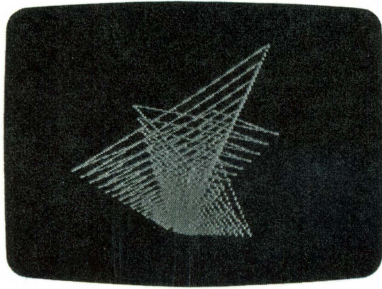
A square is the only shape used. It is rotated 360 degrees before the next SCALE is used. The result is a spinning display that alternates between growing outward and inward.

Operating Instructions

Read in the program and run it. It will draw four different snowflakes and end when you press any key. To exit early, press CONTROL-RESET.

SNOWFLAKE appeared in Computer Graphics Primer by Mitchell Waite
Howard W. Sams & Co.

SLINKY



Program Description

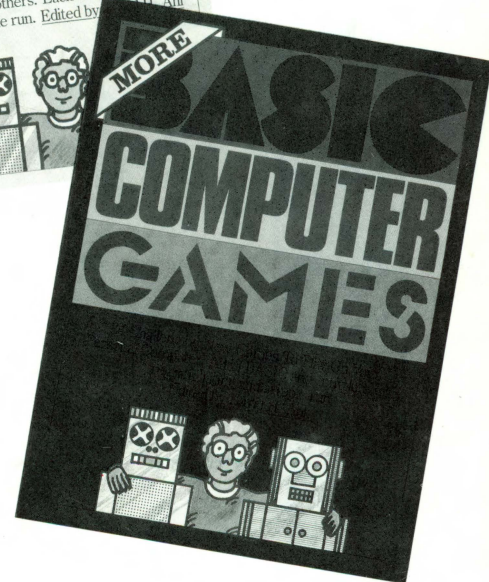
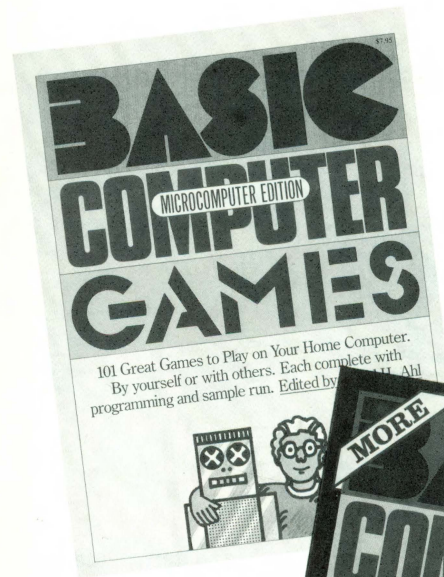
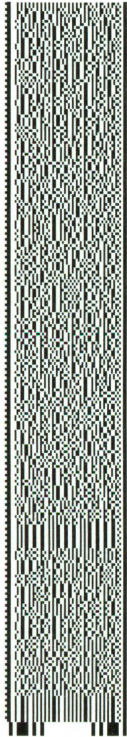
See what masterpiece of art you can create with random dots. This program connects a random set of dots, and then shrinks them all toward one point.

SLINKY demonstrates the use of arrays to store variables. This speeds up graphics when HPLOT is used and lets your graphics flow more like animation. It can also be an easier way to compute and store your variables.

Operating Instructions

Read the strip into your Apple and run the program. Press CONTROL-RESET to exit.

SLINKY appeared in Computer Graphics Primer by Mitchell Waite
Howard W. Sams & Co.



DAVID AHL has a BEE from Cornell University, MBA from Carnegie-Mellon University and has done further work in educational psychology at the University of Pittsburgh.

Two years in the Army Security Agency were followed by four years with Management Science Associates working on computer models and analysis of new consumer products.

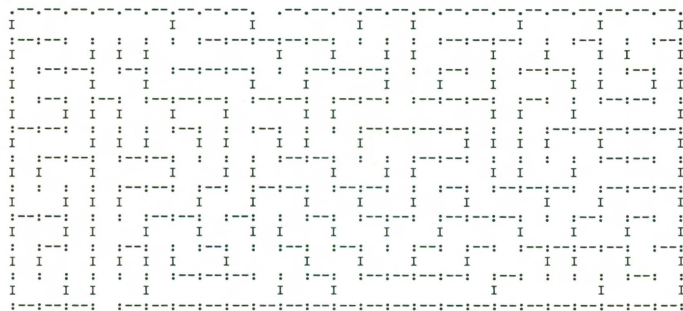
He joined Digital Equipment Corporation in early 1970. As Education Product Line Manager, he formulated the concept of an educational computer system consisting of hardware, software, and courseware (Edu-System) and helped guide DEC into a leading position in the education market.

He started CREATIVE COMPUTING as a hobby in late 1974 after joining AT&T. As CREATIVE COMPUTING grew, Mr. Ahl left AT&T in 1978 to devote full time to it.

Mr. Ahl is a frequent lecturer and workshop leader at colleges and professional conferences. He is a member of ACM, AEDS, AERA, COSMEP and NCTM.

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AMAZING



Program Description

Maze games always seem to captivate the imagination. This AMAZING program will generate a custom maze to entertain you, and challenge your friends.

The program creates a totally new maze each time you run it, with only one right path to get from beginning to end. You choose the dimensions, but after that the program is on its own.

Operating Instructions

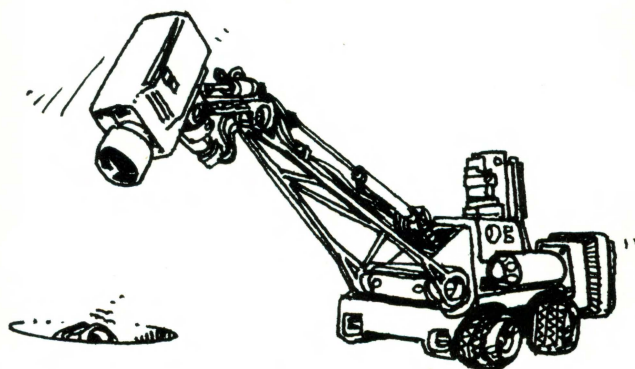
After you read in the strip, run the program.

Enter two numbers, separated by a comma, for number of squares wide and long.

To send the maze to your printer, type PR#1 and press RETURN before running the program. To exit, press CONTROL-RESET at any point.

AMAZING
by Jack Hauber
appeared in
BASIC Computer Games
Edited by David H. Ahl
Workman Press

MUGWUMP



Program Description

There are four mugwumps hiding on a 10-by-10 grid. Your objective is to find them in 10 tries. After each guess, the computer tells you how far away the mugwumps are. Sounds easy? Try it.

Homebase (lower left) is position 0, 0. Each guess is a pair of whole numbers (0 to 9), separated by a comma. The first number is units to the right of home; the second number is units above home.

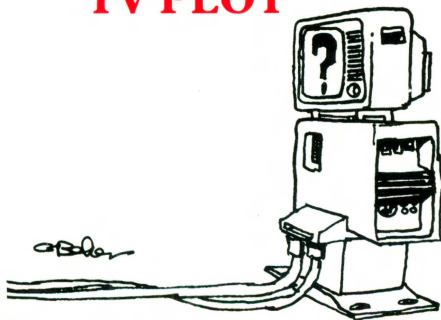
Operating Instructions

After you read the strip into your computer, run the program. There are full, on-screen instructions. To exit the game, press CONTROL-RESET.

MUGWUMP
appeared in
BASIC Computer Games
Edited by David H. Ahl
Workman Press

Artist: George Beker

TV PLOT



Program Description

So you've always felt you could do better as head of television network programming? Well, now is your chance to play around with scheduling your own video fare.

TV PLOT automatically devises plots for television. These series, specials, and reports are guaranteed to appeal to the masses and win high ratings. By changing the words throughout this BASIC program, you can devise names for new breakfast cereals, prepare PhD theses, or name government agencies.

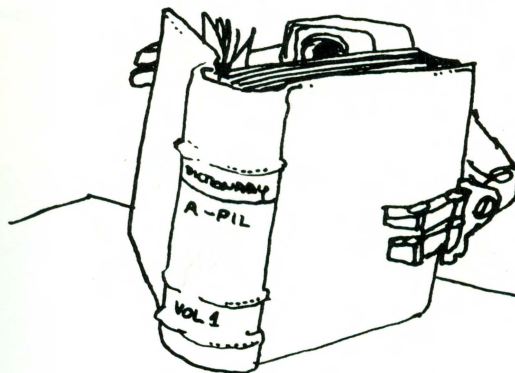
Operating Instructions

Read the strip into your computer and run the program. You can exit the program anytime by not asking for more titles.

TV PLOT
by Mary Cole
appeared in
More BASIC Computer Games
Edited by David H. Ahl
Workman Press

Artist: George Beker

WORD SEARCH



Program Description

Word-search puzzles are exceedingly popular games of scanning a grid of letters for hidden words: names of presidents, states, types of animals, or car models. This program creates puzzles from your list of words.

You determine the size of the grid, and then enter words you would like hidden in the matrix. The computer will do all the work, but the bigger the grid, the longer it takes. The final puzzle is sent to your printer, along with an answer sheet, if you wish.

Operating Instructions

After you read in the strip, run the program. There are full, on-screen instructions.

The program assumes you have a printer in slot #1. You can exit at any time by pressing CONTROL-RESET.

WORD SEARCH
by Leor Zolman
appeared in
More BASIC Computer Games
Edited by David H. Ahl
Workman Press

Artist: George Beker

WORKMAN



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Edited by David H. Ahl

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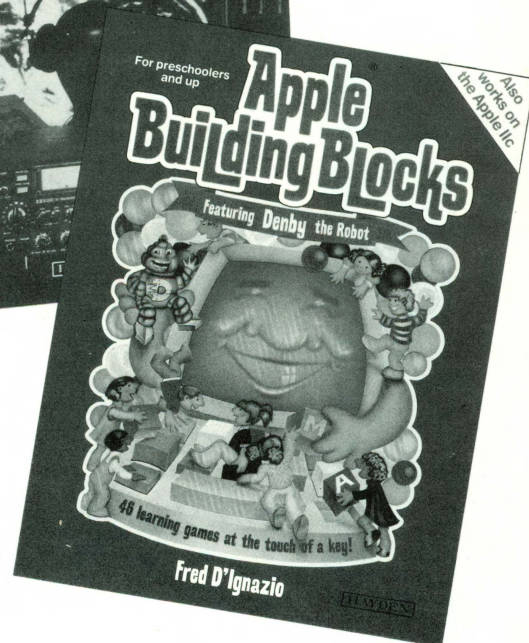
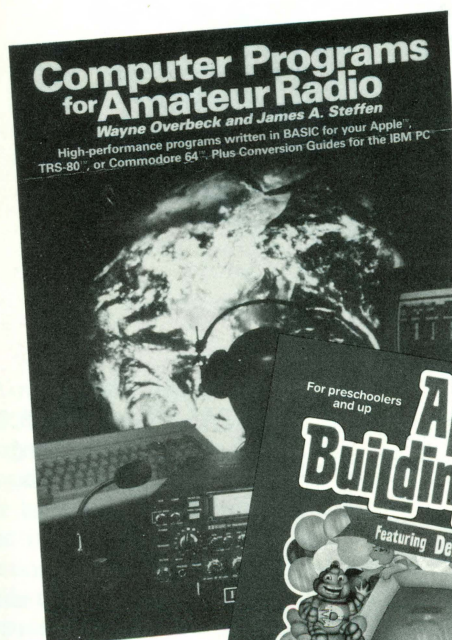
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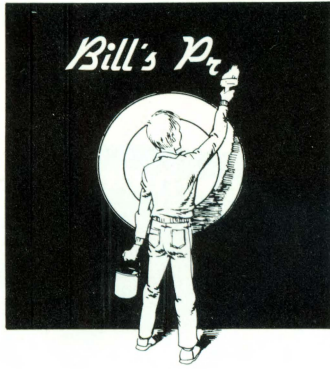
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APPLE BUILDING BLOCKS.
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PERSONAL DISK HEADING



Program Description

Every time you CATALOG a DOS 3.3 disk, you see the words "Disk Volume." This handy utility replaces that phrase with a heading of your own choice. *It works only with DOS 3.3, so don't move it to a ProDOS disk.*

The new heading can be your name or a title for the contents of the disk. You could make this part of the HELLO program for your disk. Also, any disk you initialize, after making this change, will carry the new title as a permanent part of its DOS.

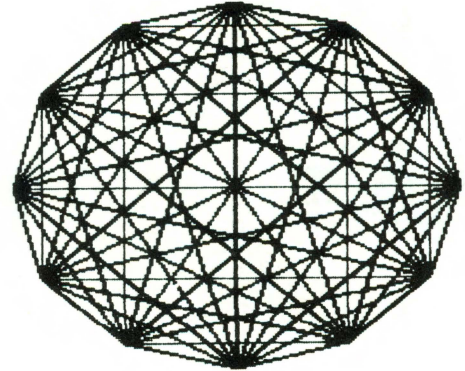
Operating Instructions

Read in the program from the strip and run it. Enter a new heading of 12 characters or less. Every time you CATALOG, you will see your new heading.

PERSONAL DISK HEADING

appeared in
Applesoft BASIC
Subroutines & Secrets
by Jeanette
& Dave Sullivan
Hayden Book Company

STRING CIRCLE



Program Description

Your Apple can generate numerous interesting designs, images, and illusions. The built-in trig functions of sine and cosine help in computing the locations.

This program draws a circle by connecting points with lines. It goes through a loop from one point to 15 points. Even though it is made of lines, the resulting illusion is one of a circle, or mandala.

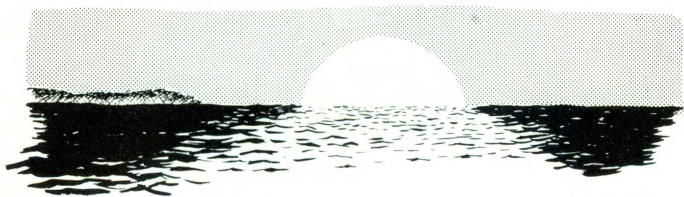
Operating Instructions

Read in the program from the strip and store it on a disk. Then, just run the program. To stop the program but keep the design on the screen, press CONTROL-C. To return to text mode, press CONTROL-RESET.

STRING CIRCLE

appeared in
Applesoft BASIC
Subroutines & Secrets
by Jeanette
& Dave Sullivan
Hayden Book Company

SUNRISE/SUNSET



Program Description

With this program you can calculate and print out a table of sunrise and sunset times for any location on Earth. All it needs is your longitude and latitude location. The results can be sent to the screen or to your printer in slot #1.

The program computes actual times, not the apparent times that result from atmospheric refraction. Also, all times are in Greenwich Mean Time and have to be adjusted for your own zone.

Operating Instructions

Read the strip into your Apple and run the program.

Enter the month and day you wish to start at (e.g., 7,4). Next, enter your exact longitude and latitude measurements. The program will ask for a location to use as a title for the printout. Finally, tell it how many days to list.

You can exit at any time by pressing CONTROL-RESET.

SUNRISE/SUNSET appeared in
Computer Programs
for Amateur Radio
by Wayne Overbeck
and James A. Steffen
Hayden Book Company

TORNADO



Program Description

And now one for the children. There's a tornado coming and you have to rescue the chickens and get them safely into the barn before the storm gets both the chickens and you.

TORNADO is a simple arcade-style game to help children develop hand-eye coordination and get used to handling the computer. Catch each of the three chickens in the basket and then run for the shelter of the barn. Each chicken the tornado gets lowers your possible score. If the tornado gets you, the turn ends.

Operating Instructions

Read the strip into your computer and run the program. Move around the screen using the I-J-K-M keys. Pressing ESCAPE exits the program at any time.

TORNADO appeared in
Apple Building Blocks
by Fred D'Ignazio
Hayden Book Company

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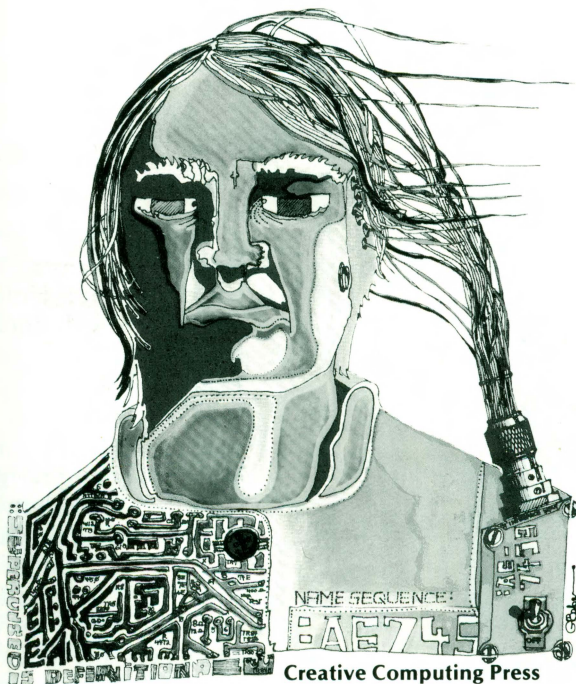
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CREATIVE COMPUTING, the oldest of the personal computing magazines, was committed to helping the personal computer user get the most from his computer, whether he used it at home, in the office, or in the classroom.

David Ahl started the magazine in 1974 as an aid to the educators he saw “reinventing the wheel” as they attempted to integrate computers into their curricula. Less than half a year later, hobbyists had begun to buy and build microcomputers to use in their homes. Once the machines were built, however, they found that there was no software for them. They, too, discovered CREATIVE COMPUTING and its entertaining and educational articles and applications.

As the personal computer industry grew and became more sophisticated, CREATIVE COMPUTING kept pace with articles on the latest technology and unbiased reviews of the newest hardware and software on the market.

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LOVE

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**CA      YSTEMS**COMPUTER-RE D      PRINT**CA      MS**
**CA      YSTEMS**COMPUTER-R D      RINT**C      MS**
**CA      YSTEMS**COMPUTER- D      INT**      MS**
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Program Description

Imitation is the greatest form of flattery. So it is with this program that was designed to reproduce Robert Indiana's great work, "Love."

However, there is also a subtle difference, with this computerized rendition, that allows you to be a bit more creative. Not only do you get a printout of the familiar four letters, but you can add a personal touch with a message of your own.

Operating Instructions

Read the strip into your Apple and run the program.

You can enter a message of up to 60 characters. The program assumes you have a printer in slot #1. To exit the program early, press CONTROL-RESET.

LOVE
by David H. Ahl
appeared in
The Best of Creative
Computing
Vol. 1
Creative Computing
Press

HAMMURABI



Program Description

In this classic game, you become Hammurabi, administrator of Sumer. You begin with 1000 acres of land, 100 people, and 3000 bushels of grain. Your goal is to survive for ten years.

Each year you may buy or sell land, and use grain to feed your people or to plant for crops. You quickly find that a certain number of people consume a certain amount of grain, and can only tend a certain amount of land. There is also the unexpected to contend with: plagues, rats, and variable harvests.

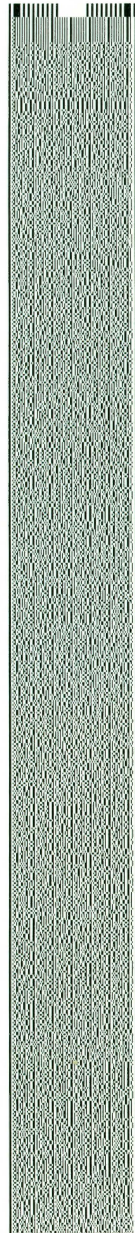
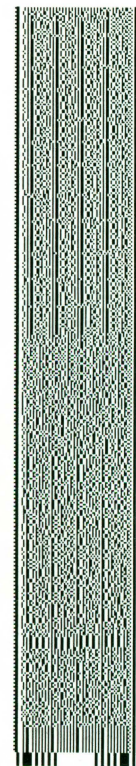
Operating Instructions

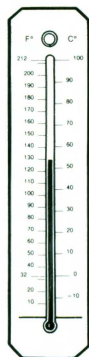
Read in the strip and run the program.

Follow the on-screen instructions to administer the city. Don't be discouraged if it takes a while to sharpen your judgment. To exit early, press CONTROL-C.

HAMMURABI
by David H. Ahl
appeared in
Computers in Science
and Social Studies, 1983
Creative Computing
Press

Illustration Courtesy of
Metropolitan Museum of Art.





Program Description

Many calculations depend on the temperature. This conversion program gives you the answer in Fahrenheit, Centigrade, Kelvin, and Rankine.

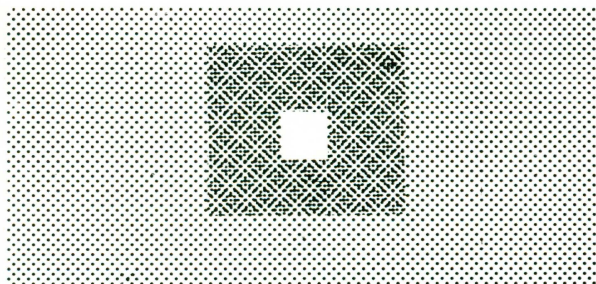
Most people are familiar with Fahrenheit and Centigrade, and the program easily converts between the two. The Kelvin scale starts at absolute zero (-273.16 C) and measures in Centigrade degrees. Rankine is the Fahrenheit equivalent, using -459.69 F as zero degrees Rankine.

Operating Instructions

Read in the strip and run the program.

First, choose the system you are presently using, and give the temperature in that system. The program will give you the equivalent temperatures in the other three systems. You can exit the program after any calculation.

TEMPERATURE
CONVERSION
appeared in
Computers for
Sea & Sky
by Stephen J. Rogowski
Creative Computing
Press



Program Description

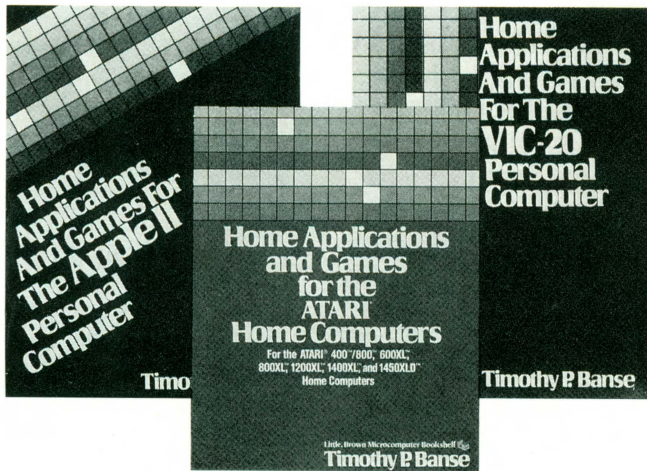
The characteristic image of artist Josef Albers was three overlapping squares, usually drawn in close or contrasting colors. The image is easy to recreate on a computer, and you can even produce subtle color contrasts.

To see how the program works, type LIST and press RETURN. Look at the color combinations in the DATA statements at the end. You can change them by retyping the lines with new combinations (from 0 to 15).

Operating Instructions

After you read in this strip, run the program. To end the program and keep a particular screen, press CONTROL-C. To return to the text mode, press CONTROL-RESET at any point.

ART A LA ALBERS
by Michael Crichton
appeared in
Creative Computing
February, 1985



TIMOTHY P. BANSE is the author of *Home Applications & Games*, published by Little Brown & Company, Boston. During the Vietnam War, the author was trained in army intelligence, became a paratrooper, and was assigned to a Green Beret unit. These days he's a free-lance writer and has been published in the U.S., UK and Australia. His biography is listed in Marquis Who's Who in The World.

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Program Description

The Apple is a maestro when it comes to making music. **MUSIC COMPOSER** lets you mimic a synthesizer keyboard boasting three octaves.

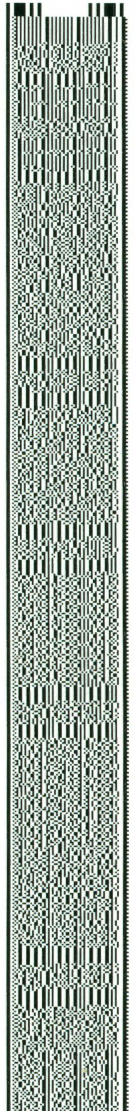
Improvise your own tunes. Let your imagination be your guide. "Play" the letters of your name; what words are spelled out by popular tunes? Perhaps you'll find yourself transported to a Gothic cathedral, a cobwebbed castle, or a rock concert sound stage.

Operating Instructions

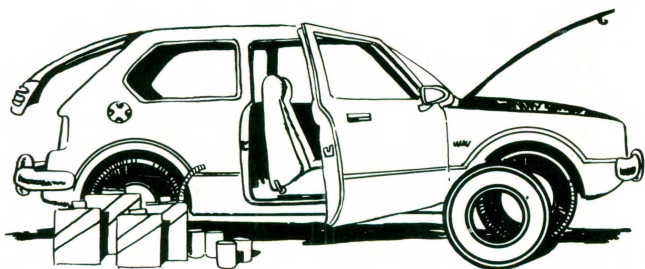
After you read in the strip, run the program.

Pressing any key in the A-K row plays the middle octave. The row of keys from Q to I plays the high octave, and the low octave is keys Z through the comma key. Press **CONTROL-RESET**, to exit.

MUSIC COMPOSER appeared in *Home Applications and Games for the Apple II Computers* by **Timothy P. Banse**



CAR OWNERSHIP



Program Description

Are you thinking of buying a car? How much will it really cost to own it: per year, per month, per mile? This program puts you in the driver's seat of owning and maintaining a car.

Some costs are fixed: yearly depreciation, car loan payments, insurance, taxes, and registration. Variable costs cover everything from fuel and oil to tires, batteries, and shock absorbers.

Operating Instructions

Read the strip into your Apple and run the program.

Enter values (with no commas) for annual mileage, gas price, car loan, annual insurance, and costs of tune-up, shocks, tires, oil change, etc. Exit at any time by pressing CONTROL-RESET.

CAR OWNERSHIP appeared in Home Applications and Games for the Apple II Computers by **Timothy P. Banse**

I-CHING COIN TOSS



Program Description

The I-Ching ("yee-ching") is an ancient Chinese method for determining your fate. Pre-Computer Age practitioners tossed tortoise-shell coins and analyzed the patterns.

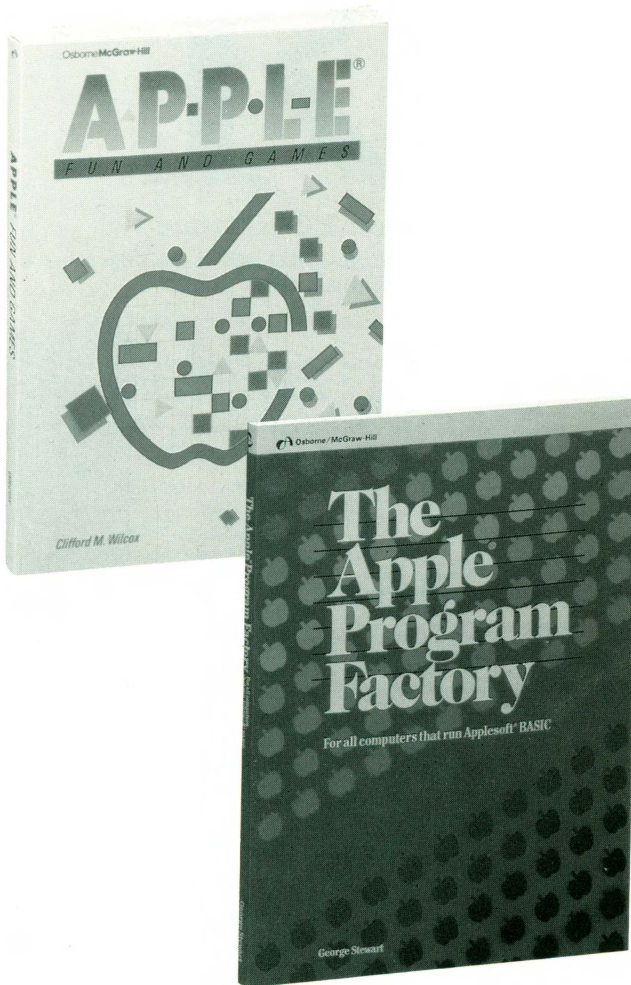
This computer version shows two sets of three color bars. They represent the result of randomly tossing those six ancient coins. To effectively use the program, you must consult a book of I-Ching interpretations for the answer to your questions.

Operating Instructions

To toss the coins, read the strip into your Apple and run the program.

Every time you hit a key, you get a new pattern. To exit, press CONTROL-RESET.

I-CHING COIN TOSS appeared in Home Applications and Games for the Apple II Computers by **Timothy P. Banse**



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APPLE FUN AND GAMES.
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SPEED DRILLS



Program Description

Ever try to double-check the cashier at a grocery checkout-counter, but find you can't keep up? This program helps you to add, subtract, multiply, and divide quickly and easily.

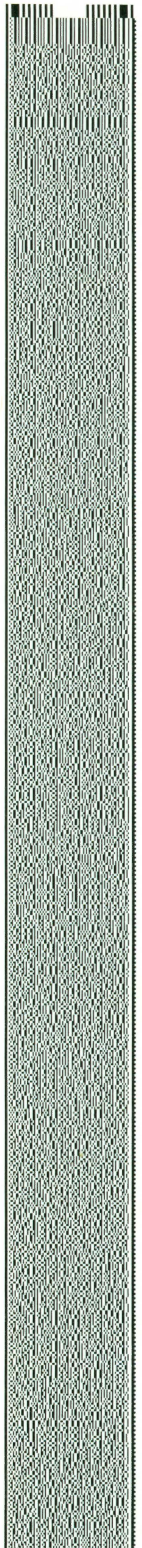
The method is drill and practice, but with a timer added. You specify the range of numbers to be used and the time limit per question. You can even set an error tolerance of up to 25% to help you learn to make quick estimates more than exact answers.

Operating Instructions

Read in the strip and run the program. The main menu shows the current settings and lets you change them. Press zero to start or CONTROL-RESET to stop at any time.

For each problem, type in your answer and press RETURN. Enter C to continue, N to set new parameters, or S to stop.

SPEED DRILLS
appeared in
The Apple Program
Factory
by George Stewart
Osborne/McGraw-Hill



BLAZING TELEPHONES



Program Description

Harry was plain old 468-5477 until he found out he was "hot-lips." Want to add a little "ring" to your telephone number? BLAZING TELEPHONES helps you find out what words (if any) are hidden in those seven digits.

The technique of replacing digits with letters is often used to make a number more memorable. You can also start with the letters and see what phone number to ask for. Numbers 1 and 0 have no corresponding letters, while letters Q and Z are not used. Who knows what bright new name may be hiding inside your telephone number?

Operating Instructions

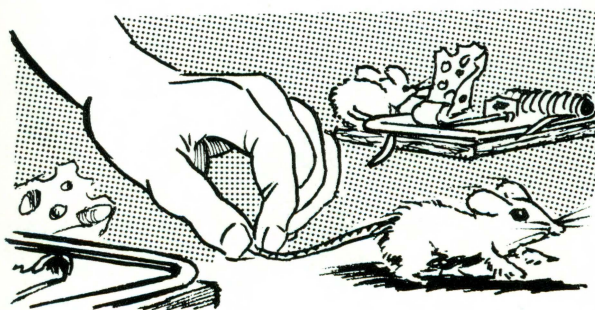
Read in the strip and run the program.

Choose to convert from a number or a word. Enter a phone number without a hyphen (try converting just part of the number at a time).

Press CONTROL-RESET to quit at any time.

BLAZING TELEPHONES appeared in The Apple Program Factory by George Stewart
Osborne/McGraw-Hill

MOUSE BUSTERS



Program Description

You get two games in one with MOUSE BUSTERS. First, try to catch as many of the ten mice as you can. In the next game, avoid the mousetraps that randomly appear.

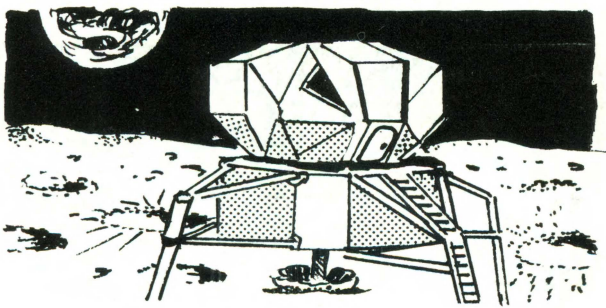
In both games, you play the part of a long, vicious snake. Your turn ends if you hit the edge of the screen, run out of time, reverse direction, or cross your own body. In MOUSE BUSTER, you get points for each mouse you catch. TRAP ATTACK gives you points for the time you survive.

Operating Instructions

Read in the strip and run the program. Use the A and Z keys for up and down movement, and the right and left arrow-keys. Any other key will pause the action. Exit the program at any time by pressing CONTROL-RESET.

MOUSE BUSTERS appeared in Apple Fun and Games by Clifford M. Wilcox
Osborne/McGraw-Hill

LUNATIC



Program Description

You will need a joystick for this hi-res arcade game as you try to pilot your lunar lander to a safe touchdown in LUNATIC. Your mission is to land gently at the center of a lunar platform. Just make sure to keep your eyes on the instrument panel.

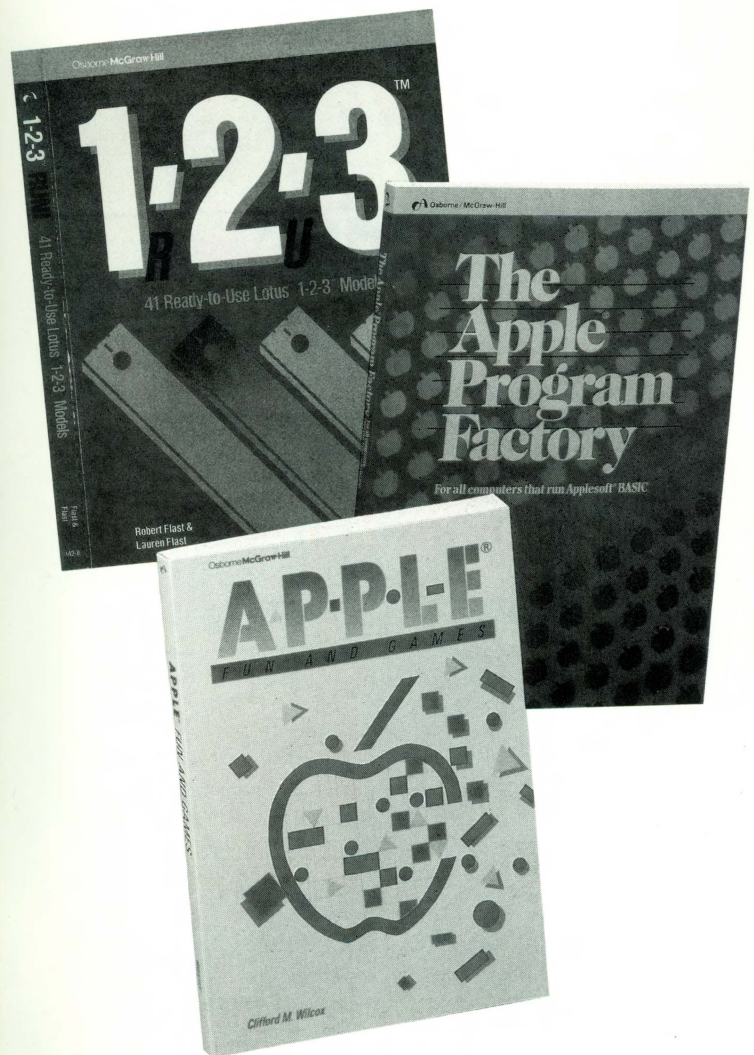
Scoring is based on remaining fuel, descent rate at touchdown, horizontal speed, and location on the pad. Both steering and thrust are controlled by the joystick.

Operating Instructions

After you read the strip into your Apple, run the program.

Use a joystick to control the lander. The controls are sensitive, but the ship responds slowly. You can exit at the end of any landing, or press CONTROL-RESET to exit at any time.

LUNATIC appeared in Apple Fun and Games by Clifford M. Wilcox
Osborne/McGraw-Hill



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0-07-881132-5, 150 pp. 8½x11, Osborne. \$12.95 p.

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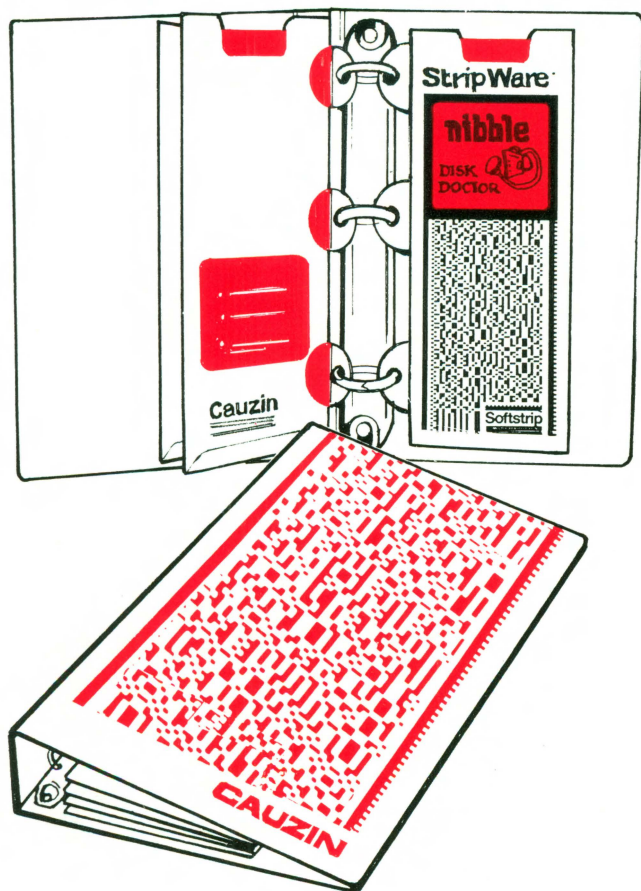
0-07-881168-6, 194 pp. 6½x9¼, Osborne. \$13.95 p.

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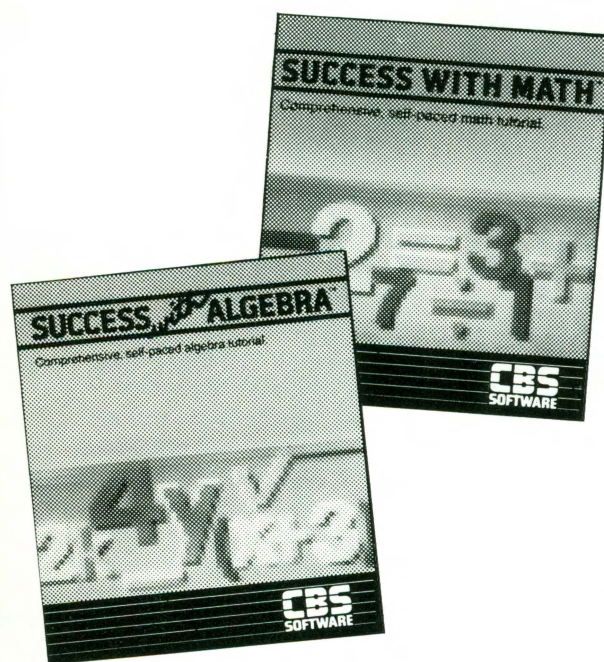
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level, problems are
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time a program is run.

Program Description

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CBS
SOFTWARE

2

3

2

1

Program Description

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