

WINTER '78-'79



presenting

SOFTAPE  T.M.

and our complete line of

Software For The Apple II Computer

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SOFTAPE



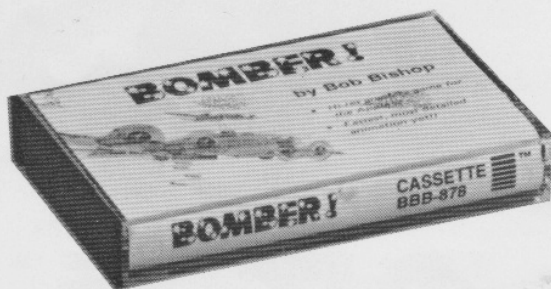
Best-Of-Bishop

Finally, the best programs for the APPLE II, all written by BOB BISHOP, together on one SOFTAPE DISKETTE!

APPLE-VISION
STAR WARS
SPACE MAZE
ROCKET PILOT
SAUCER INVASION
DYNAMIC-BOUNCER

Never before have so many quality programs been offered on one software album.
Get yours today!

BOB-878D



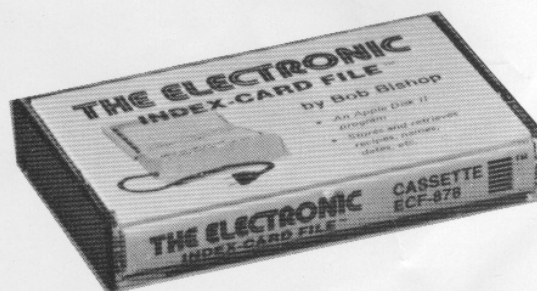
Bomber!

This HIRES program uses the fastest APPLE HIRES routines ever created.

You are the bombardier and your assignment is to drop a bomb on the moving tank below! You must allow for the speed of your plane and the force of gravity. The bomb will follow a parabolic curve, as it would in real life. If your aim is correct you will hit the tank and blow it to pieces before your eyes!

There is no way to describe the explosion of the tank. You will agree that BOMBER is the best HIRES program you have ever seen!

BBB-878C



The Electronic Index-Card File

The ELECTRONIC INDEX-CARD FILE is an APPLE II computer program which uses the APPLE DISK for storing and retrieving information such as telephone numbers, recipes, etc. The information is stored in alphabetical order on "index-cards", each of which is 40 columns wide by up to 12 lines long!

The program is written in integer BASIC, is very powerful and is easy to use. The program will be distributed on cassette. The INSTRUCTION BOOK will explain about the use of this program! Instead of using actual 3x5 paper index cards, the ELECTRONIC INDEX CARD FILE USES THE APPLE DISK to store the information in magnetic form. Your index cards are kept in alphabetical order and finding or changing information is just seconds away!

ECB-878C



Appletalker™

Give your Apple II computer the power of speech! Any Apple with 16K of memory or more, can use this program. The Appletalker, which accepts voice or audio information through the cassette input port, digitizes the information and stores it in numbered tables in your computer's memory (ram). The stored information may then be played back using the Apple's on board speaker. You can also save the tables to disk or tape for later use.

Audio tables or "Talker Tables" are created using your cassette recorder and microphone.

By using the Appletalker subroutine package (written in assembly language) and a few lines of basic, you

can use the "Talker Tables" you create to give any Apple program the power of speech without hardware costs!

APPLETALKER comes complete with all the routines and instructions you will need. A DEMO program is also supplied for you to examine.

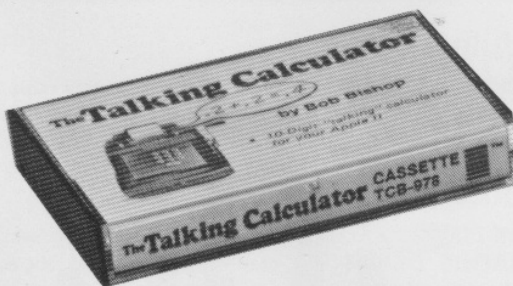
ATB-878C



Music Kaleidoscope

Create a fascinating color light show using your Apple II computer. Using any audio input to the cassette port, this program will display many colored patterns for your enjoyment. Each pattern is unique to each input! Written in machine language for speed, you can use input from your stereo to produce a demonstration unlike any other. Use it at your next party and show your friends the abilities of your computer. MUSIC KALEIDOSCOPE is easy to use and self documented.

COB-878C



The Talking Calculator™

The TALKING CALCULATOR™ is a Software program which transforms your APPLE II into a talking, 10 digit calculator. This program uses APPLE TALKER™ sub-routines (included) and will "say" the answer to math problems as well as print them on the screen. Simply load "THE TALKING CALCULATOR"™ and discover the real power of your APPLE II microcomputer. Great for home, office or school work. Fixed or floating point Arithmetic.

TCB-978C



Apple-Lis'ner™

APPLE-LIS'NER™ is an APPLE II Software program which allows you to communicate with the APPLE II computer via spoken words. By using your cassette recorder and a microphone, APPLE-LIS'NER™ will listen for the words or phrases it has learned and respond under program control.

The package is easy to use and comes complete with a "PREFIX" program and all documentation needed to make your own programs with voice recognition.

APPLE-LIS'NER™ occupies less than 1K of memory for a 31 word vocabulary. It is also compatible with APPLE TALKER™ for real Conversational Software™.

ALB-978C

Tic-Tac-Talker™

Side A: Tic-Tac-Talker is the first in a series of Conversational Software™. It contains voice recognition and response software to create an exciting new way to communicate with your Apple II Computer, i.e. hands off voice communication. Comes complete with a colorful lo-res display of the game board. Requires 24K memory.

Side B: Spectrum analysis uses voice recognition software to produce a histogram of audio frequency distribution. Great for study of audio phenomenon and voice recognition methods. Produces an eight band audio frequency analysis.

TTT-978C

Apple '21'

Here is a true Las Vegas Blackjack Game. One, two or three players can challenge the 'Dealer' to win on the table. Four decks are used and each deck has a different back. This game keeps track of all your winnings and losses and gives you a balance when you leave the table. This game is constructed for ease of operation. Any player can quit or join at any time without disturbing the game!

You can choose the table limit and maximum for your table. You can also change tables at any time. Don't worry, the house will 'loan' you money when you're out!

BJD-378C

Softape Software Exchange — General Information

The largest problem in personal computing today is the lack of organization and distribution of software. Much software exists, but is not readily obtainable. SOFTAPE is committed to filling this void. Since you had the insight to join the microcomputer revolution, we have no doubt that you will recognize the value of this opportunity.

The SOFTAPE Software Exchange was created to interface the microcomputer *owner* and the microcomputer *programmer*. Through the exchange, every kind of program will be available quickly and inexpensively.

Programmers, both novice and professional, can have their software distributed nationally. If the software is 'top notch' and of sufficient interest, SOFTAPE will contact you about royalties. No program will be distributed until the author has given his permission, and a mutually beneficial agreement has been agreed upon.

SOFTAPE Software Exchange presently has an extensive library for the Apple II Computer.

All programs in SOFTAPE Software Exchange are reviewed and documented when necessary and distributed with loading instructions and any other information needed for operation. Software will be reproduced and distributed on the media of your choice: Tape, disc or printed. The only cost to members will be for the media, postage and duplication. Module lists and order forms are included in every mailing. The charge will typically be \$2.00 for the cassette media.

SOFTAPE is actively seeking any new software for personal computers to be distributed in SOFTAPE Software Exchange. Members will receive \$25.00 when their software is published in SOFTAPE Software Exchange. The exchange is not based on any product line and will support all personal computers.

When you contribute your software to the library it will pay for your membership. Those who contribute software will not be required to renew membership. You don't have to contribute software. There is no demand on you from SOFTAPE Software Exchange. However, a contribution form will be included in every mailing.

If you have any questions or suggestions about SOFTAPE Software Exchange, please call 213-985-5763. We will be glad to hear from you. After all . . . the SOFTAPE Software Exchange is as strong as it's members, and limited only by their creativity.

INSTANT LIBRARY

Start your Apple library with 8 tapes of programs that utilize the special abilities of the APPLE II Computer.

Each tape or 'MODULE' contains 1 to 9 programs. Load any one of the modules into your computer and a menu will appear on the screen automatically. Select a program and the computer will execute it instantly! Included in the price of the INSTANT LIBRARY is a trial membership in the SOFTAPE SOFTWARE EXCHANGE, one of the largest clubs in the country! As a member of the exchange you will receive other MODULES for only the cost of the cassette, postage and duplication. This cost is typically \$2.00 per module. You will also receive SOFTALK the official newsletter and catalog of the exchange.

8AMC \$39.95

Your first 8 tapes contain the following programs:

Module 1

ADVANCED DRAGON MAZE - Improved version with a real time dragon.

DIGITAL DERBY - Animated horse race in lo-res, with music.

SAUCER WAR - Two player game; saucers shoot phasers.

Module 2

3-D PLOT - Hi-res plot of seven equations.

ETCH-A-SKETCH - Use the paddles to draw Hi-res shapes.

STAR - Hi-res color demo of a star burst.

Module 3

OTHELLO - GR board game and you can watch the computer think.

MASTERMIND - Challenge your ability to think ahead.

SEVENS - Card game. Like crazy 8 and computer plays 1-7 hands.

Module 4

APPLEODION - A comprehensive music interpreter with 5 octaves and 12 voices, write your own. COMES WITH TWO SETS OF MUSIC!

Module 5

AWARI - Ancient game of logic and skill in graphics.

TOWERS OF HANOI - Challenge your logic with this graphic game.

HEX PAWN - Pawn chess game and the computer learns to beat you!

Module 6

BLACKJACK - Play '21' and test your skill at this table. split or double down! This is the best game in town!

Module 7

HYPER-LIFE - Fast Lo-res population study. 3 gen/sec.

8 GRAPHIC DEMOS - 8 graphic programs to show Apple's colors.

Module 8

PROJECT UFO - Shoot down the ufo's and save the earth.

CLEAN SWEEP - Pong type game. Try and clean the screen.

STAR WARS - Lo-res game of skill and agility.

LUNAR LANDER - Land your ship on the moon.