

READING

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MICROCOMPUTING

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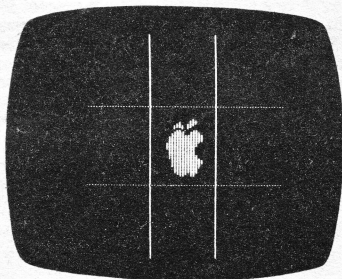
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INSTANT SOFTWARE

Designed
for use on
APPLE*
24K

Mimic

* A trademark of Apple Computer Inc.



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Peterborough, NH 03458 USA

0025A

MIMIC

How good is your memory? Here's a chance to find out! In Mimic, your Apple will flash on the screen a sequence of figures on a 3 x 3 grid. You'll have to respond with the same sequence. It sounds easy, but don't be fooled. There are five different, increasingly difficult versions of the game — including one that will keep going until you're ready to quit. Mimic for the Apple is exciting, fast-paced, and challenging — a fun game for family and friends.

DISCLAIMER

Nothing in this world is completely perfect, including this program. I say this despite the yeoman efforts of the programmer who originally wrote and debugged it and the people in the Instant Software lab who worked far into the New Hampshire nights, all toward providing you with the best possible program.

Please enjoy it. If you come up with any improvements, you should let me know so I can pass along your ideas to other users.

Please note that there is no warranty expressed or implied that this program is going to do anything other than load and work. We don't guarantee that you will enjoy the game programs, that you will make or save money with business programs, or learn anything from educational programs. We don't guarantee that you will lose weight with a dieting program or avoid disasters with a biorhythm program. But if any program causes suffering (other than acute aggravation) or misfortune, we want to hear about it by mail, not through your lawyer. You are entirely on your own in using the programs.

If you run into problems while using a program, you can communicate with us . . . preferably by mail, and we'll try to help out. If a problem turns out to be commonplace, we'll put the update information in MICROCOMPUTING. You are supposed to read MICROCOMPUTING anyway.

Wayne Green

APPLE LOADING

The Instant Software programs for the Apple computer are written in either Integer BASIC or Applesoft II BASIC. Be sure that you have the correct Basic language in your computer before attempting to load the program.

Apple Computer, Inc., recommends using the Panasonic model RQ-309 cassette recorder. If you are using this model, set the tone control to ten and the volume control to seven. If you are using a different recorder, you may have to experiment to find the optimum setting for your Apple computer.

To load a program, you must:

1. Insert the program tape into the recorder and rewind it to the start of the program.
2. Hold the control key (CTRL) down while you press the B key.
3. Release both keys and press the RETURN button. The prompt should appear — a right arrow (➤) for Integer BASIC or a right bracket (]) for Applesoft II BASIC. (If you get an error message, press the RESET key and repeat steps 2 and 3.)
4. Press the play button on the recorder.
5. Type LOAD and press the RETURN button.
6. You should hear a beep after about 15 seconds, indicating that loading is in progress. If you get an error message, press the RESET key and try again.

If you must load Applesoft II BASIC from a cassette, follow the same routine. Then, place your program tape into the recorder and follow the loading routine from step 4 onward.

If you are still unable to load the program, try this routine:

A. Remove the MONITOR or EARPHONE plug from the recorder.

B. Press the play button on the recorder and listen until you can hear the header tone that precedes the data on the tape.

C. When you hear the tone, immediately press the recorder's stop button.

D. Replace the MONITOR plug and remove the MICROPHONE plug from the recorder.

E. Type in LOAD.

F. Press the recorder's play button and then press RETURN.

If the program still does not load, fastforward the tape to the second dump and start again.

Should you be unable to load, check the cassette with another Apple computer. If still no go, return it to:

Instant Software Miseries

Peterborough, NH 03458

We'll see whether the cassette or your system was awry — and get you a replacement. Things can go wrong . . . go wrong . . . go wrong.

ACCIDENTAL ERASING

Until you've tried it, you won't believe how easy it is to screw up a data cassette. For instance, the magnet in any loudspeaker can do a fantastic job of removing part of the data... and you'll find loudspeakers in portable radios, cassette recorders, TV sets, etc. Power supplies will do even better. No one can even estimate how many tapes have been wiped out by these little TRS-80 power units... or by putting cassettes on top of the monitor, where its electromagnetic field can weave its subtle work.

Do not treat your cassettes casually. Give them extra care and attention. Keep them away from anything electrical, magnetic or dusty at all times.

Well, accidents can happen, even to the most careful of us. One of your kids can try out a data cassette and push the record button... etc. You should ward this off by punching out the tabs on the back of the cassette to prevent recording. If things do go awry, we'll redo your cassette for you for a nominal service charge of \$2. Just send back the original cassette, a note as to what went wrong (we like to keep statistics) and the \$2. We'll fix it up for you and get it back as quickly as we can. Try not to get worried if it takes three weeks... one week each way for the post office (when they are up to that rigorous a schedule) and a week for us to horse around.

COPYRIGHT

This program is protected by copyright. This means that it is illegal to make a copy of the tape or of a listing of the program. *Any* copy. We feel strongly enough about this to offer a \$10,000 reward for the conviction of anyone copying this program. This means that when your life-long friend and bosom buddy asks you to run off a copy for him, you have, at that moment, to decide whether he wants the program or the ten thou. If you do decide to make the copy, you'd better be very nice to said friend from then on.

Better if someone is insistent, is to give them the money to buy a cassette of their own. It could be cheaper in the long run.

Why the fuss? We want to make sure that programmers are paid for their programs and paid well. The more money we can pay in royalties, the better programs you'll have.

IMPROVEMENTS

There are very few programs which cannot be improved. If you work out some improvements to this program, it could be worth your while to send them in for possible use in an updated version of the program. Those who contribute to an updated program will share in the royalties which result. Instant Software Inc., Peterborough NH 03458.

MIMIC

Mimic is a fast-action memory game that's played on a 3 x 3 grid of squares. Your computer will flash a sequence of figures in different squares. Then it's your turn to press the corresponding keys on the keyboard within three seconds.

These are the keys used to play the game:

T	Y	U
G	H	J
B	N	M

Press the corresponding key to enter your response.

This package includes five different versions of the game. Just enter the appropriate number listed in the menu. You can return to the menu at any time by pressing RETURN.

In **Mimic Level 1**, you must work your way up to remembering five figures to win. In **Level 2**, you need to remember ten figures. The **Level 3** version can continue endlessly or until you give up. In **Reverse Mimic**, you must enter the figures in the reverse sequence of what you see. **Super Mimic** will give you a different set of figures every time.

You and your friends can compete to see who has the best memory or who's the most persistent.

• GOLF

Without leaving the comfort of your chair, you can enjoy a computerized 18 holes of golf with a complete choice of clubs and shooting angles. You need never cancel this game because of rain. One or two players can enjoy this game on the Apple with Applesoft II and 20K.

Order No. 0018A \$7.95

● BOWLING TRILOGY

Enjoy two of America's favorite games transformed into programs for your Apple.

Bowling: Up to four players can bowl while the Apple sets up the pins and keeps score. Requires Applesoft II.

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This fun-filled package requires an Apple with 20K.

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... or check the programs you want and fill out the order form on the next page.

SOFTWARE OPPORTUNITIES

Anyone interested in writing software for fun and profit should send for our instruction sheet: "Dear Programmer." This describes, step by step, the process used by Instant Software for producing these programs. In addition to being able to make rather remarkable money as an author of a program, there are also opportunities to work on a freelance basis (at home) evaluating programs or converting them from one microcomputer system to another.

If you are thinking in terms of distributing your own programs, you can do worse than find out the benefits of having Instant Software do this job for you. Write for: "Selling Your Software The Easy Way."

Instant Software is looking for programs to publish and distribute — business programs, games, home programs, educational programs, scientific programs, etc. For more information please write to Instant Software, Peterborough NH 03458.

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