

Ask your DEALER about our complete line of SYSTEMS DESIGN LAB software now available for the APPLE II Computer. If you have a new program you would like to see marketed from coast to coast, write or call us. Thank you for buying SYSTEMS DESIGN LAB software.

## Systems Design Lab

### MANDALA SUPREME side 2: game of thinkum

Creates Artistic 3 Dimensional-Like Objects  
For Apple II Computers (Requires 16k)

MANDALA SUPREME stock no. SDL7179

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**Systems Design Lab**

## MANDALA SUPREME INSTRUCTIONS

LOADING PROGRAM FROM CASSETTE: To load your program, use the standard approach. That is, rewind your tape, type the word LOAD without hitting the return key and start your recorder by depressing the PLAY button. Then hit the RETURN key and wait until you hear two beeps. If your program did not load, repeat this procedure.

MANADALA SUPREME will create artistic objects on the APPLE II similar to the popular Double Bessel Function within minutes. The program will ask you a series of 10 questions. Four of these questions will be on the term FREQUENCY, such as: X frequency, Y frequency, DIP frequency, and RIPPLE frequency. When you answer these FREQUENCY questions, it is suggested that you use a number from 0 to 5, although you may go higher.

You will also be asked 5 questions on IMPORTANCE, such as: X importance, Y importance, DIP importance, RIPPLE importance, and COMBINATION importance. When you answer these IMPORTANCE questions, it is suggested that you use a number from 0 to 40, although you could go higher.

The last question concerns HEIGHT and we suggest that you use a number from 10 to 50, again, you may use a higher number. The following four examples will give you a better idea of how the program works:

<u>QUESTION</u>	<u>EXAMPLE 1</u>	<u>EXAMPLE 2</u>	<u>EXAMPLE 3</u>	<u>EXAMPLE 4</u>
X FREQUENCY?	0	0	1	0
X IMPORTANCE?	0	0	40	0
Y FREQUENCY?	0	0	1	0
Y IMPORTANCE?	0	0	40	0
DIP FREQUENCY?	5	2	1	5
DIP IMPORTANCE?	10	20	40	5
RIPPLE FREQUENCY?	2	1	1	3
RIPPLE IMPORTANCE?	40	10	40	20
COMBINATION IMPORT?	0	1	40	0
HEIGHT?	50	50	50	30

Try it and see what you get. If you come up with a good one, call us at SYSTEMS DESIGN LAB and we'll use it in our examples.

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