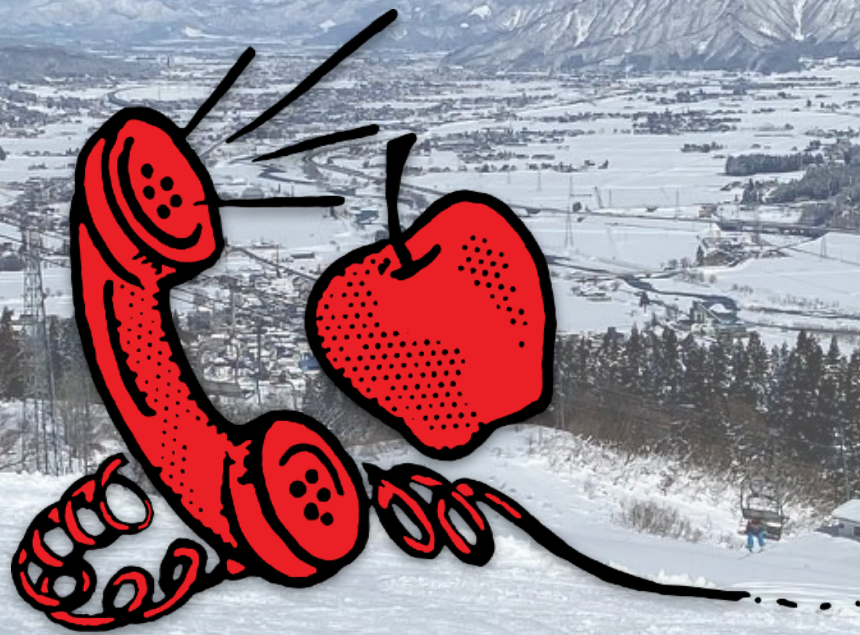


A.P.P.L.E. Catalog Winter 2021



Black Friday Edition

**Produced by:
A.P.P.L.E. Staff**



Apple PugetSound Program Library Exchange

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The Discount Codes

You can find the latest discount codes on the A.P.P.L.E. Main Page. The current code is **SAVE30** and offers a 30% discount off of all A.P.P.L.E. books. The Black Friday code will expire on the 29th of November. Stay tuned for more:

<https://www.callapple.org/call-apple/members-information/current-a-p-p-l-e-specials/>

Membership in A.P.P.L.E.

Are you a member? Great, thanks! Please consider renewing your membership at the next opportunity. If you aren't a member, please consider joining.

Apple Pugetsound Program Library Exchange (A.P.P.L.E.) was one of the first official Apple User Groups in the United States. Founded in February 1978 by Val J. Golding, A.P.P.L.E. grew quickly and grew to almost 50,000 members by 1985. Since many of our members have been Apple users since the first computers were produced, we have one of the most knowledgeable groups in the world.

The base level membership is only \$27.95 per year and is always due on the month you pay. Higher levels of membership are considered donation levels – the service provided is the same, but you get the satisfaction of knowing that your membership is helping to bring more software and other resources online. **To join, please click the SUBSCRIBE button** on the right side of this page. If you're already a member – thank you – please click the **LOGIN button** above and enjoy the extra menu contents.









A.P.P.L.E. supports users of all Apple computers and devices, both vintage systems like the Apple II and Macintosh and modern platforms like iOS. Through the "Users Helping Users" concept, our group provides a great resource for information, hardware, software, and documentation for Apple products.


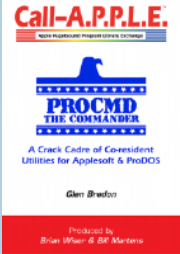
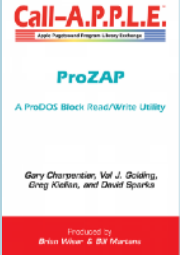
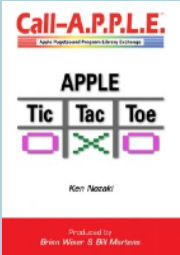

Member Benefits

- [Call-A.P.P.L.E. magazine](#) in PDF format: usually 50+ pages, full color, with lots of photos, technical articles, reviews, and interviews with legends of the industry. Members can **LOGIN to read it**.
- Access to the A.P.P.L.E. Members-only menu items.
- Apple User Group Discounts – Receive discounts on purchases of software, hardware, magazines, and other Apple related items with the exclusive official Users Group discounts provided by many manufacturers of Apple related items.
- A.P.P.L.E. Software Library – A user generated software library which is made available to all members at little or no cost. We also make new software available to our members for beta testing and for review when available.
- We hold occasional raffles for full licenses of software available only to our members.
- Access to A.P.P.L.E. legacy magazine archives of *Call-A.P.P.L.E.*, *Mac-A.P.P.L.E.*, *Mac Horizons*, */// Cheers*, *Co-Op Spirit*, and all other magazines produced by A.P.P.L.E.
- Access to a number of the legacy A.P.P.L.E.-produced Books and Floppy anthologies.
- Apple Inc. Information – There are many pieces of news available only to official Apple User Groups that come from Apple Computer Inc directly on a periodic basis.
- And many more items coming to the A.P.P.L.E. website as we receive them.

The Apps and Games

 <p>Call-A.P.P.L.E. Apple II Applesoft Program Library Catalog</p> <p>Big Mac Macro Assembler</p> <p>Glen Bredon</p> <p>Produced by Brian Wiser & Bill Martens</p>	<p>Originally published in 1981 by A.P.P.L.E. from author Glen E. Bredon, the new 128 page manual combines for the first time Big Mac, along with Big Mac.LC, Symbol Cross-Reference, and Symbol Symon that expand its capabilities.</p>	<p>Available in Paperback</p> <p>Includes Free Disk Image</p>
 <p>Call-A.P.P.L.E. Apple II Applesoft Program Library Catalog</p> <p>Turtlesoft Turtle Graphics for Applesoft</p> <p>Robert W. Gallup</p> <p>Produced by Brian Wiser & Bill Martens</p>	<p>Originally published in 1983 by A.P.P.L.E., the new Turtlesoft manual features revised formatting and now includes the 15 sample programs with screenshots. In addition to the original Turtlesoft DOS 3.3 version by Robert Gallup, John Brooks recently converted it to work with ProDOS. Both Turtlesoft disk images are available as a benefit exclusively for A.P.P.L.E. members. Besides Turtlesoft, the disk images also include the sample programs.</p>	<p>Available in Paperback</p> <p>Includes Free Disk Image</p>
 <p>Call-A.P.P.L.E. Apple II Applesoft Program Library Catalog</p> <p>The Scrambler Fast Disk Check & Password</p> <p>Jerry Jangerius</p> <p>Produced by Brian Wiser & Bill Martens</p>	<p>The Scrambler is a suite of DOS 3.3-based utilities that enable users to copy protect 5.25" disks and data, set a password for disks, and verify the integrity of disks. If you work in an environment that requires protection for your Apple II data, then this is the program for you.</p>	<p>Available in Paperback</p> <p>Includes Free Disk Image</p>
 <p>Call-A.P.P.L.E. Apple II Applesoft Program Library Catalog</p> <p>Blankenship BASIC</p> <p>John Blankenship</p> <p>Produced by Brian Wiser & Bill Martens</p>	<p>Blankenship BASIC expands the power of Applesoft BASIC by vastly expanding available commands and capabilities for Apple II programmers of all levels. Programs are written with a sophisticated line editor and complete compiler. BASIC will be easier, faster, more structured, more fun, and especially more useful.</p>	<p>Available in Paperback</p> <p>Includes Free Disk Image</p>
 <p>GBBS Pro BULLETIN BOARD SYSTEM</p> <p>Version 2.2</p> <p>Produced by Brian Wiser & Bill Martens</p>	<p>GBBS Pro 2.2 is a user-friendly, highly-modifiable Bulletin Board System (BBS) for communications and entertainment. It has advanced features that can be configured by a novice, yet challenge advanced programmers. Originally released between 1980 and 1993 for Apple II computers, this new 2.2 version features additional error checking and improved reliability. Experience the world of BBS's from days gone by and start your own BBS system!</p>	<p>Available in Paperback</p> <p>Includes Free Disk Image</p>

 <p>Ampermanager Amper Soft & DOS Manager</p> <p>Rick Stucille</p> <p>Produced by Brian Weber & Bill Martone</p>	<p>Ampermanager enhances the BASIC programming language on the Apple II by interfacing machine language routines directly to Applesoft with the ampersand (&) command. Three additional utilities will help you write EXEC files, launch commands from menus, and read or write disk blocks in ProDOS, and any Track/Sector pair in DOS 3.3.</p>	<p>Available in Paperback</p> <p>Includes Free Disk Image</p> <p>Source Available on our Github Page</p>
 <p>Appilot/W1</p>  <p>Bill Martone</p> <p>Produced by Brian Weber & Bill Martone</p>	<p>Appilot/W1 is a complete and interactive Pilot Programming Environment for the Apple II. <i>Appilot/W1</i> allows users to create and execute full-fledged Pilot programs in a single lightweight environment without sacrificing time or effort. Comes complete with built-in DOS, editor, and interpreter</p>	<p>Available in Paperback</p> <p>Includes Free Disk Image</p> <p>Source Available on our Github Page</p>
 <p>Applesoft Carpenter II</p>  <p>Seven Utility Programs for Applesoft Programmers</p> <p>Wayne Eastwood, Glen Bredon & Val J. Golding</p> <p>Produced by Brian Weber & Bill Martone</p>	<p>Applesoft Carpenter II is a collection of seven utility programs for Applesoft programmers that enhance programming productivity. The tools were written for the Apple II by three well-known programmers: Wayne Eastwood, Glen Bredon, and Val J. Golding.</p>	<p>Available in Paperback</p> <p>Includes Free Disk Image</p> <p>Source Available on our Github Page</p>
 <p>APPLESOFT PROGRAM EDITOR</p> <p>Richard Hackl</p> <p>Produced by Brian Weber & Bill Martone</p>	<p>Applesoft Program Editor (APE) is a popular Applesoft BASIC editor for DOS 3.3 and ProDOS that helps you enter lines and correct mistakes. It works in Applesoft, in the Monitor, and can even be used within the programs you write.</p>	<p>Available in Paperback</p> <p>Includes Free Disk Image</p> <p>Source Available on our Github Page</p>
 <p>Higher Text Plus</p>  <p>Ron Aldrich & Darrell Aldrich</p> <p>Produced by Brian Weber & Bill Martone</p>	<p>With Higher Text Plus, generate upper and lower case text in a variety of typefaces, sizes, and colors from your programs for display on the Apple II hi-resolution screen. Features an easy-to-use editor for creation of your own unique character sets, with over 90 fonts included. Several additional utilities enhance your creation of hi-res displays. This program assumes a working knowledge of Applesoft BASIC.</p>	<p>Available in Paperback</p> <p>Includes Free Disk Image</p> <p>Source Available on our Github Page</p>

	<p>ProBASIC enhances the Applesoft BASIC that is built-in to your Apple II computer. New commands and functions can be added to your programs. Programmers familiar with structured languages such as Pascal and C will quickly see the similarities between a <i>ProBASIC</i> module and a procedure or function.</p>	<p>Available in Paperback</p> <p>Includes Free Disk Image</p>
	<p>From the author who gave us <i>Big Mac</i> comes ProCMD: The Commander – a set of ProDOS utilities and 25 new ProDOS commands that greatly increase the power and flexibility of ProDOS in your Apple II. And you can create your own modules! Additional commands are included for Double Hi-Res Plotting, Animation, Color Fills, Hi-Res Proportional Fonts, and Mouse/Cursor movement.</p>	<p>Available in Paperback</p> <p>Includes Free Disk Image</p>
	<p>ProZAP is a ProDOS block read/write utility that is your key to unlocking many of the mysteries of Apple II disk directories, files and programs. It uses intrinsic ProDOS routines to read, edit and write any ProDOS block or DOS 3.3 sector all from the ProDOS environment.</p>	
	<p>Apple Tic-Tac-Toe is an age-old game which is great fun for kids of all ages – and programmed by a kid! This version is a completely designed and programmed version of the game intended to make the computer one of the toughest opponents possible.</p>	<p>Available in Paperback</p> <p>Includes Free Disk Image</p> <p>Source Available on our Github Page</p>
	<p>In Beyond Quest, you are a strong warrior commissioned by King Haetha of the Lividian Kingdown. The king's daughter, the Princess Belina has been kidnapped and taken to the Syrinx Dungeons on the outskirts of the Plevin Desert. Your commission is to find her, deliver her from the evil Wizard Marcova and bring her back. During your journeys through the ancient dungeon in search of the princess, you will come across four huge sapphires and other treasures.</p>	<p>Available in Paperback and Hardback</p> <p>Includes Free Disk Image</p> <p>Source Available on our Github Page</p>

	<p>Cater Killer is a multi-level action arcade game for the Apple II. The scenario is that you are alone in a world populated by Cater Killers which are very hazardous to your health. You must take food away from the baby Cater Killers and if you get all eight foodstuffs, you advance to the next level.</p>
	<p>Lordlings of Yore was originally published in 1983 by Softlore Corporation, a company run by Jon F. Baxley. The newly-designed 56 page manual includes remastered art for the cover and interior. The cover even showcases more art than the original game box, as an early production print was located and remastered. Author Jon F. Baxley also wrote a new preface and historical perspective for this A.P.P.L.E. release. The game is now free of copy protection and uses standard DOS 3.3. While a free download of the game disk is available, a limited edition box and floppy reproduction will be available soon for collectors.</p> <p>Available in Paperback and Hardback</p> <p>Includes Free Disk Image</p> <p>Source Available on our Github Page</p>
	<p>The Etch-a-Sketch and Other Fun Programs is a collection of Apple II software programmed by a student. BASIC and machine language programming were once taught in schools, and here you'll find a variety of useful graphics, education, utility, and game software. Brian Wiser also shares fun stories about his programming experiences in school. Programs include:</p> <p>The Etch-a-Sketch – fun drawing with keyboard, joystick, sound.</p> <p>The Apple – the six color logo in beautiful lo-res.</p> <p>Motherboard Simulation – navigate an Apple IIe motherboard.</p> <p>Annual Graph Matrix – graph monthly amounts for one year.</p> <p>Compound Interest – calculate investment interest over time.</p> <p>States & Capitals – learn about the U.S. through quizzes.</p> <p>Access Code – an alarmed gatekeeper for your disks.</p> <p>H – a powerful HELLO program for launching files in DOS 3.3.</p> <p>Random Access Filer – a simple text database for contacts.</p> <p>Tunnel Race – dodge obstacles through a text-based cavern.</p> <p>Joystick Calibration – optimize your entertainment device.</p> <p>Available in Paperback and Hardback</p> <p>Includes Free Disk Image</p> <p>Source Available on our Github Page</p>
	<p>The Multiple Input Handler is a BASIC routine which allows the user to control all input within their programs from a single input routine. Written by Bill Martens in Applesoft BASIC, this routine controls all of the forms of input, size, type, and words allowing the user to focus on functionality of the program being written.</p> <p>Available in Paperback</p> <p>Includes Free Disk Image</p> <p>Source Available on our Github Page</p>




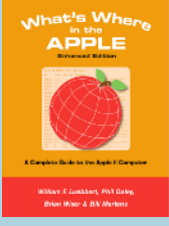


Ringoban is a completely Applesoft BASIC Apple II version of the game Sokoban. This version written by Mike Beaumont gives users a complete 90 levels of fun as well as the information necessary to create their own levels.

Available in Paperback

Includes Free Disk Image

Source Available on our Github Page

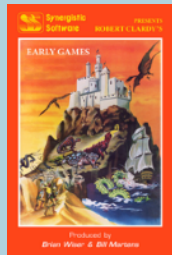
The Books

	<p>The WOZPAK Special Edition combines all of the unique materials in the WOZPAK and WOZPAK II, putting them into a single volume containing extensively restored original handwritten notes, printouts and drawings from Steve Wozniak and other contributors. The original material was provided directly by Steve Wozniak and then Apple Computer, Inc. president Mike Scott.</p>	<p>Available in Paperback and Hardback</p> <p>Includes Free Disk Image</p>
	<p>A comprehensive guide to the hardware and firmware organization and architecture of the Apple II computer, What's Where in the Apple: Enhanced Edition discusses concepts and programming techniques useful for mastering the inner workings and hidden mechanisms of the Apple II. 600 pages.</p>	<p>Available in Paperback and Hardback</p>
	<p>Last published by A.P.P.L.E. in 1979, this release returns The Apple II Monitor Peeled to print and for the first time in Hardcover. Writing programs for an Apple II computer is simplified by having a useful reference for the Apple II Monitor that describes how to make use of a particular feature. The Apple II Monitor Peeled examines the Apple II Monitor and ROM address range \$F800~\$FFFF, and provides a useful reference for Peeks, Pokes, and Calls.</p>	<p>Available in Paperback and Hardback</p>
	<p>Mike Harvey says, "I'm excited about my new Nibble Viewpoints book that is an organized culmination of my editorials from 12 years of Nibble magazine and over 30 years of experiences running large corporations. It contains a timeless array of shorthand management models that are interesting, powerful, and easy to use. The models cover a wide range of problems and solutions for businesses and individuals – they're short, easy to read, and sharply focused on workable solutions. Nibble Viewpoints also traces the rise and fall of the Apple II computer over its amazing history. I'm looking forward to people reconnecting with Nibble and finding guidance and insights to help them with their endeavors."</p>	<p>Available in Paperback and Hardback</p>
	<p>Produced in coordination with legendary editor and publisher David H. Ahl and originally published by Creative Computing in 1977, The Colossal Computer Cartoon Book: Enhanced Edition features a cover by Ned Sonntag from the first printing, 117 pages of original cartoons, and a new preface by David H. Ahl.</p>	<p>Available in Paperback and Hardback</p>
	<p>Contains over 250 restored and enhanced cartoons about Robots, Office, Computer Dating, Calculators, Computers, and related technology. Laugh, chuckle, giggle or groan and have a little cybernetic fun!</p>	



Cyber Jack chronicles Robert Clardy's adventures throughout his self-made career as a computer programmer. He shares business advice, humorous stories, and insightful experiences of creating and expanding Synergistic Software – a company best-known for popular computer games for the Apple II, Atari, IBM PC, Commodore 64, Commodore Amiga, and Mac.

Available in
Paperback and
Hardback

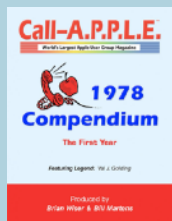


Synergistic Software, founded by Robert C. Clardy, established itself as a computer game company in 1978 and produced more than 160 titles over the next 20 years, encompassing games, business, educational, and utility software. **Synergistic Software: The Early Games** focuses on Synergistic's early games between 1978 and 1982, primarily for the Apple II computer, and includes enhanced manuals for:

Available in
Paperback and
Hardback

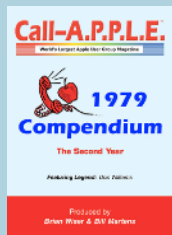
Includes Free
Disk Images

Apventure to Atlantis, Bolo, Crisis Mountain, Death Run, Doom Cavern, Dungeon Campaign, Escape From Arcturus, Microbe, Nightmare Gallery, Odyssey, Procyon Warrior, Sorcerer's Challenge, Tank Attack, U-Boat Command, and Wilderness Campaign. Additionally, two manuals for the Atari 800 are included: *Probe One* and *Warlock's Revenge*. Includes Bonus Materials!



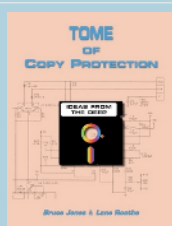
Call-A.P.P.L.E. 1978 Compendium is a complete collection of Call-A.P.P.L.E. magazine issues originally published in 1978 by Val Golding and the members of A.P.P.L.E. The 1978 Compendium is a fully enhanced version of the issues giving the reader a window into the past of the Apple computing revolution as it was happening. All 10 issues from the first year of Call-A.P.P.L.E. magazine are included. Over 100 pages of material, enhanced and restored in high-quality grayscale, complete with the advertisements and program listings from those issues.

Available in
Paperback and
Hardback



Call-A.P.P.L.E. 1979 Compendium includes all 9 issues from the second year of Call-A.P.P.L.E. magazine are included along with a four page forward by Don Williams. Over 340 pages are enhanced and restored in high-quality grayscale, complete with the advertisements and program listings from those issues. Relive the earliest days of the Apple II computer through the eyes of the creators and the users.

Available in
Paperback and
Hardback

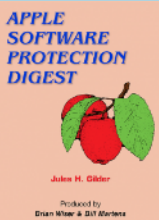




Copy protection is designed to keep people from making copies of a disk. Because of the complexity and 'hidden' aspects of copy protection, most people have little or no idea how this protection works. The **Tome of Copy Protection** is designed to help you understand what is going on with your protected Apple II disks, and possibly show you how to copy them, or create your own copy protection scheme. The principles discussed can be applied to other computer systems.






















Available in
Paperback and
Hardback

Includes Free
Disk Image

	<p>As a comprehensive guide to Applesoft BASIC, <i>All About Applesoft: Enhanced Edition</i> examines the construction and use of the BASIC programming language on a variety of levels. This new Enhanced Edition, encompassing 280 fact-filled pages, features the improved readability of modern fonts and typesetting, memory maps, example programs, many programming references, how-to's, and a glossary – making it the go-to reference for Apple II programmers of all levels.</p>	<p>Available in Paperback and Hardback</p> <p>Includes Free Disk Image</p>
	<p>As a guide to DOS 3.3 for the Apple II, <i>All About DOS</i> contains many useful programs and in-depth topics. This new <i>Enhanced Edition</i>, encompassing over 560 pages, is improved with a new design, art, glossary, and technical appendices. It includes a wide variety of references and how-to's, making it a great reference for Apple II programmers.</p>	<p>Available in Paperback and Hardback</p> <p>Includes Free Disk Image</p>
	<p>As a guide to the Pascal language for the Apple II, <i>All About Pascal</i> contains a wide range of useful programs and in-depth topics. This new <i>Enhanced Edition</i>, encompassing over 180 pages, is improved with new art, a glossary, and maintains most of the original layout with enhanced scans. It features many example programs, references, and how-to's – making it a great reference for Apple II programmers.</p>	<p>Available in Paperback and Hardback</p> <p>Includes Free Disk Image</p>
	<p><i>DOS 4.1</i> is a reimagined Disk Operating System for the Apple II computer, released in 2018. Programmed by Walland Philip Vrbancic, Jr., a professional programmer since 1983. It contains the power and the flexibility that he always thought DOS should have, while remaining compatible with DOS 3.3.</p>	<p>Available in Paperback and Hardback</p> <p>Includes Free Disk Image</p>
	<p><i>Graphically Speaking: Enhanced Edition</i> is a compilation of Mark Pelczarski's "Graphically Speaking" tutorial columns that appeared in <i>Softalk</i> magazine, and was originally published in 1983 by Softalk Books. Using the included programs, you will be able to create art, do animation for games, and have a bunch of fun on your Apple II computer. Once you learn the fundamentals of creating hi-res, 3-D, and animation, you will be limited only by your imagination.</p>	<p>Available in Paperback and Hardback</p> <p>Includes Free Disk Image</p>
	<p><i>The Apple House</i> was originally published in 1984 by Pearson Education, Inc, the new 186 page book is completely remastered and re-typeset. Additionally, all of John Blankenship's custom home automation software featured in the book has been retyped and made available on a free disk image. No digital copies of this software are otherwise available online or found in John Blankenship's personal disk archives.</p>	<p>Available in Paperback and Hardback</p> <p>Includes Free Disk Image</p>

 <p>APPLE SOFTWARE PROTECTION DIGEST</p> <p>Jules H. Gilder</p> <p>Produced by Brian Wheat & Bill Bartlett</p>	<p>With Apple Software Protection Digest, you will learn how to protect, unprotect and backup your Apple II software. Inside this collection are Jules H. Gilder's six rare issues published between 1985 and 1986. Programmers work long, hard hours to get their software working and they deserve to be compensated fairly for it. On the other hand, the honest consumer should not be penalized and limited in their application of a particular program simply because the publisher decided to protect it. You may have a legitimate need to backup a program and we hope to supply you with the knowledge you need to do that. Alternatively, you may wish to protect a program that you've written so that others can't copy it. We'll show you how to do that too.</p>	<p>Available in Paperback and Hardback</p> <p>Includes Free Disk Image</p>
 <p>What's Where in the APPLE</p> <p>Enhanced Edition</p> <p>A Complete Guide to the Apple II Computer Volume 1: Guide</p> <p>William F. Lenthgen, Phil Zeddy Brian Wheat & Bill Bartlett</p>	<p>What's Where in the Apple: Volume 1 contains "The Guide" from <i>What's Where in the Apple</i> in 382 pages. The comprehensive guide to the hardware and firmware organization and architecture of the Apple II computer, <i>What's Where in the Apple</i> discusses concepts and programming techniques useful for mastering the inner workings and hidden mechanisms of the Apple II. This is the guide that shows the inner working of the Apple II computer.</p>	<p>Available in Paperback and Hardback</p> <p>Includes Free Disk Image</p>
 <p>What's Where in the APPLE</p> <p>Enhanced Edition</p> <p>A Complete Guide to the Apple II Computer Volume 2: Atlas & Gazetteer</p> <p>William F. Lenthgen, Phil Zeddy Brian Wheat & Bill Bartlett</p>	<p>What's Where in the Apple: Volume 2 contains the "Atlas & Gazetteer" from <i>What's Where in the Apple</i> in 259 pages. The comprehensive guide to the hardware and firmware organization and architecture of the Apple II computer, <i>What's Where in the Apple</i> discusses concepts and programming techniques useful for mastering the inner workings and hidden mechanisms of the Apple II. This is the complete Atlas and Gazateer for the Apple II computer showing all of the memory locations and their usage, the routines and other pertinent information.</p>	<p>Available in Paperback and Hardback</p> <p>Includes Free Disk Image</p>

Coming Soon

<p>The keyCaps Typeface</p>  <p>by John Snape</p> <p>Produced by: Brian Wiser & Bill Martens</p> <p> Apple PugetSound Program Library Exchange</p>	<p>Terminal Boredom</p>  <p>Karl Bunker</p> <p>Produced by: Brian Wiser & Bill Martens</p> <p> Apple PugetSound Program Library Exchange</p>	<p>UTILITY DISKPAKS</p> <p>6B (For DOS 3.2.1) and 6B-16 (For DOS 3.3)</p> <p>PROGRAMS BY: PETE ROWE, ANDY HERTZFELD Et. Al.</p> <p>Produced by: Brian Wiser & Bill Martens</p> <p> Apple PugetSound Program Library Exchange</p>	<p>Volksfiler</p> <p>Glenn S. Hausler</p>  <p>Produced by: Brian Wiser & Bill Martens</p> <p> Apple PugetSound Program Library Exchange</p>
<p>TRIK 1.0 Contract Bridge For the Apple II</p>  <p>Jim Hilger</p> <p>Produced by: Brian Wiser & Bill Martens</p> <p> Apple PugetSound Program Library Exchange</p>	<p>A.P.P.L.E.</p> <p>PRESENTS:</p> <p>ONE PIC = 1K WORDS</p>  <p>Erv Edge</p> <p>Apple PugetSound Program Library Exchange</p>	<p>GrafMagic</p>  <p>Stuart Cowan Pat Presidente</p> <p>Produced by: Brian Wiser & Bill Martens</p> <p> Apple PugetSound Program Library Exchange</p>	<p>ApTest</p>  <p>Mike Butler Steve Wozniak Charles Suitor</p> <p>Produced by: Brian Wiser & Bill Martens</p> <p> Apple PugetSound Program Library Exchange</p>
<p>ApEdit: Program Line Editor</p>  <p>Neil Konzen</p> <p>Produced by: Brian Wiser & Bill Martens</p> <p> Apple PugetSound Program Library Exchange</p>	<p>ApGraphics: The Filler</p>  <p>James McBride</p> <p>Produced by: Brian Wiser & Bill Martens</p> <p> Apple PugetSound Program Library Exchange</p>	<p>Dueling Digits</p> <p>By Brian Crouch</p> 	<p>FlashBoot Apple II GS RAM Disk Management Utility</p>  <p>Jerry Kindall</p> <p>Produced by: Brian Wiser & Bill Martens</p> <p> Apple PugetSound Program Library Exchange</p>

About A.P.P.L.E.

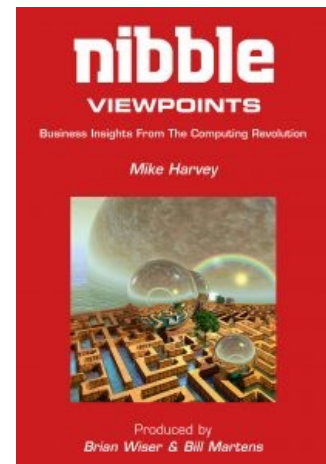
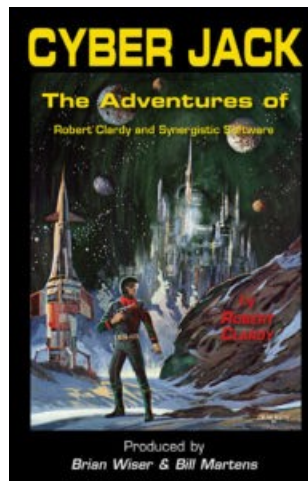
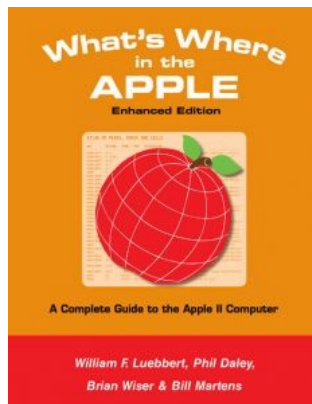
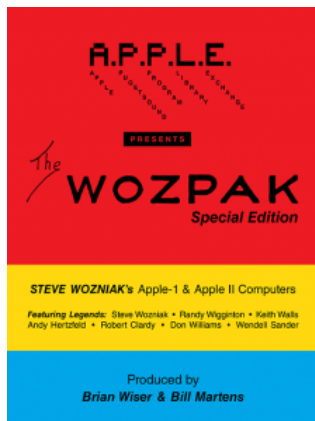
Overview – User Group, News, Magazines, Books, Apps, Sites

Apple PugetSound Program Library Exchange (A.P.P.L.E.) was one of the first official Apple User Groups in the United States. Founded in 1978 by Val J. Golding, A.P.P.L.E. grew quickly and membership peaked to almost 50,000 global members by 1985. Since many of our members have been Apple users since the first machines were produced, we have one of the most knowledgeable groups in the world. **Member benefits:** www.callapple.org/members



A.P.P.L.E. is also resource for news about retro and modern Apple products and other technologies at: www.callapple.org

Call-A.P.P.L.E. is the name of our magazine that started in 1978 and ran through 1990, and was one of the most widely-distributed magazines in the world. We restarted the magazine in 2002 and continue publishing the magazine as a PDF to our paid members, with extensive articles on programming, news, reviews, and interviews: www.callapple.org/magazines



A.P.P.L.E. is also a book publisher. In 2013, *The WOZPAK Special Edition* was released containing Steve Wozniak's restored hand-written notes and printouts about his Apple II computer, as well as a forward from Steve Wozniak and other Apple legends. We actively publish several retro books a year and recently released: *Cyber Jack: The Adventures of Robert Clardy and Synergistic Software*, *Nibble*

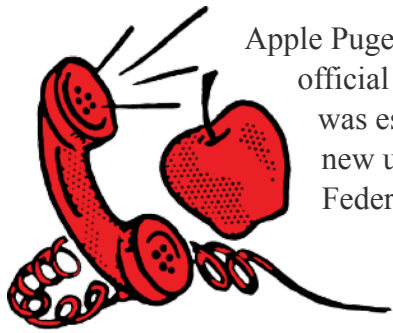
Viewpoints: Business Insights From The Computing Revolution, What's Where in the Apple: Enhanced Edition, and The Colossal Computer Cartoon Book: Enhanced Edition, among others. All of our books are listed at: www.callapple.org/books



Structris for iOS

As a game publisher, we released a retro block game called [Structris](#) that was originally programmed on an Apple II and enhanced for iOS. We also publish other websites. AppleArchives.com hosts a variety of other content we've produced about early computer companies like [Beagle Bros](#), [Applied Engineering](#), [MECC](#), and also links to resources around the Internet. VirtualApple.org online since 2003 will run Apple II software in a Web browser.

Brief A.P.P.L.E. History



Apple Pugetsound Program Library Exchange (A.P.P.L.E.) was one of the first official Apple User Groups in the United States. The A.P.P.L.E. Users Group was established February 21, 1978 by Val J. Golding. The first meeting of the new users group was called to order at 7pm by Val at ComputerLand in Federal Way, Washington with 13 people in attendance.

A.P.P.L.E. published *Call-A.P.P.L.E.* magazine and others, published books, and provided software, hardware and support services for over 50,000 members in the Apple world through 1990.

Distribution of *Call-A.P.P.L.E.* magazine reached over 100,000 in the mid 1980s. From 1990 to 2001, A.P.P.L.E. had a more limited focus providing support to computer users around the globe with many special interests.

Bill Martens, who worked for the founder Val J. Golding and A.P.P.L.E. from 1981 to 1982, started preserving the company's information and rebuilding the company in 1999 by contacting former writers, board members and staff. In February 2002, Bill continued this effort with a new issue of *Call-A.P.P.L.E.* magazine. However, this could not have been achieved without the help of Val Golding, Don Williams, Michael Thyng, Rick Sutcliffe, and Norman Dodge. Bill continued being a visionary, promoting A.P.P.L.E., restoring its archives, and expanding its offerings. Bill is currently A.P.P.L.E. Chairman of the Board and the Club President, and is in charge of distributing [Call-A.P.P.L.E. magazine](#), organizing this web site, and promoting news, among other things.

In 2008, Brian Wiser joined the executive staff, and made significant art and manual additions to our official [Beagle Bros](#) site, as well as creating our [Applied Engineering](#) site with his manuals, catalogs, and his self-created brochures. In 2013, with Bill Martens, he produced [The WOZPAK: Special Edition](#) as A.P.P.L.E.'s first contemporary book. Since then, Brian continues to design, edit and co-produce all books published by A.P.P.L.E., encompassing several a year. Brian is an A.P.P.L.E. Board member, Managing Editor of *Call-A.P.P.L.E.* magazine, and also shares news and his interviews with many luminaries.

Read more about our history: www.callapple.org/about/history

A.P.P.L.E. Today

A.P.P.L.E. is an all volunteer Apple / Macintosh users group. None of the members of the board or of the staff are paid and are dedicating their time to this project for the love of the computer world. The purpose of the group is to provide news, information, software, hardware, documentation, and support to all levels of users regardless of the Apple computer that they are using. For those wishing to support our efforts, please read the section below on volunteering. We always encourage the enhancement of the “user helping user” concept and continue to believe that this is the best way for those who need help to gain the assistance they need.

Volunteering

If you would like to help A.P.P.L.E., you can volunteer in one of several ways. We are always looking for people who would like to write for our magazine or site, with content that they would like to share with the Apple community. You can volunteer by emailing submissions@callapple.org. Please include the area or specialty you are volunteering for and your contact information. Read more about article submissions: www.callapple.org/contact

Donations



If you'd like to support our efforts, please become a [member of our A.P.P.L.E. User Group](#) and read our [Magazines](#), purchase one of our many [Books](#), or buy one of our [Apps](#). Lastly, consider using our [Amazon Link](#) before any purchases you may make.

You may have legacy A.P.P.L.E. software or publications we are seeking from the 1970s to 1990s. Any submission of materials is appreciated, either at cost or donation. Please email: webmaster@callapple.org.

If you are a former employee of A.P.P.L.E. and would like to be included in our directory, please send us your picture, time period you worked for the company, and a short paragraph about what you did.

Read more about donations: www.callapple.org/about/donations