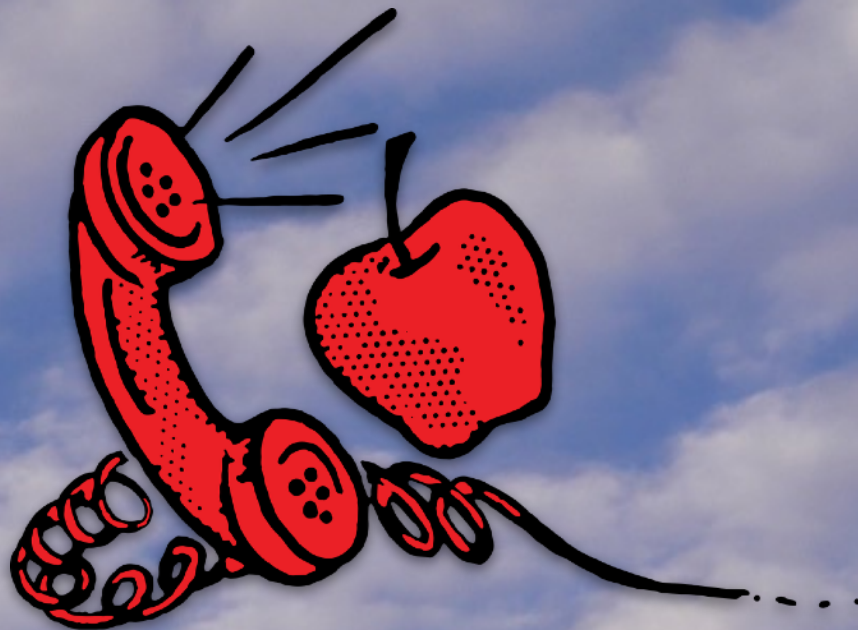




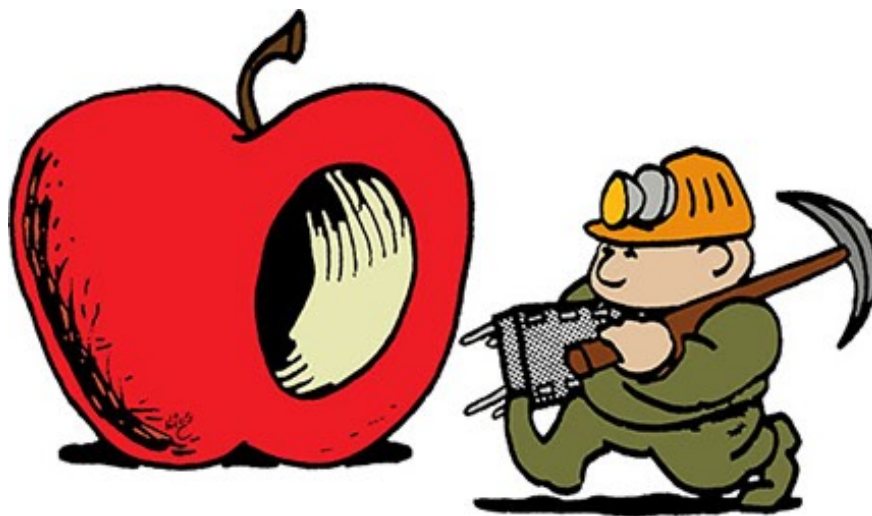
A.P.P.L.E. Catalog Black Friday 2023



Apple PugetSound Program Library Exchange

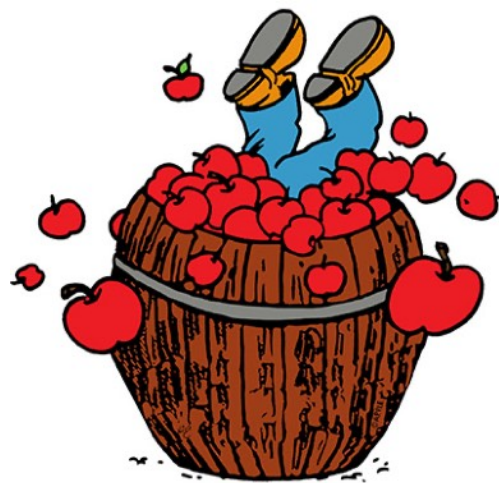
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Key Site Links

Check out our News, Magazines (free 40th anniversary PDF), many Books, Programs, and Apparel. Join the A.P.P.L.E. User Group, established in 1978. Members can log in to see more content on the menus and access our current magazine:



News: <https://www.callapple.org>

Membership: <https://www.callapple.org/members>

Magazines: <https://www.callapple.org/magazines>

Books: <https://www.callapple.org/books>

Programs for Books: <https://www.callapple.org/apps>

Extra Sites (Beagle, AE, Penguin, Virtual Apple...): <https://www.callapple.org/extras>

Apparel Store: <https://www.callapple.org/store>

Book Discount Codes

You can find the latest Lulu book discount codes on the A.P.P.L.E. main page. 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.:

<https://www.callapple.org/members>

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

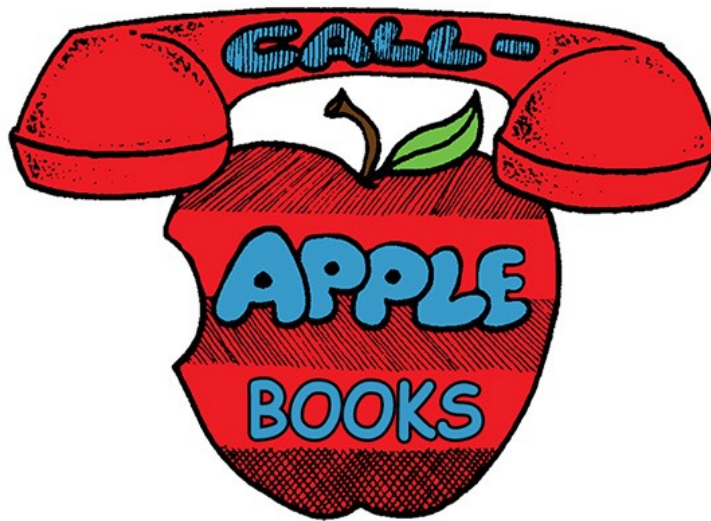
Apple Pugetsound Program Library Exchange (A.P.P.L.E.) was one of the first official Apple User Groups in the United States. Founded in 1978 by Val J. Golding, A.P.P.L.E. grew quickly and grew to almost 50,000 members by 1985. Since many of our members have been Apple users since the first computers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

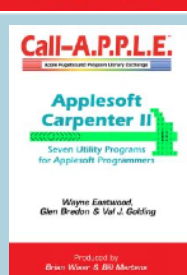
- [Call-A.P.P.L.E. magazine](#) in PDF format: usually 50+ pages, full color, with lots of photos, technical articles, reviews, and interviews with legends of the industry. Members can **LOGIN to read it**.
- Access to the A.P.P.L.E. Members-only menu items.
- Apple User Group Discounts – Receive discounts 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.

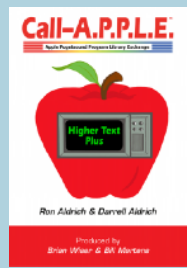
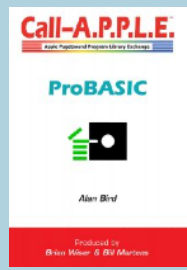
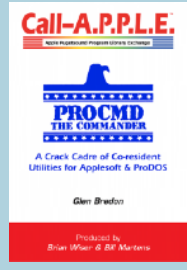
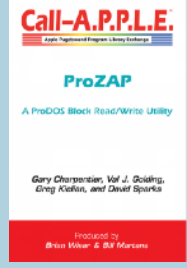
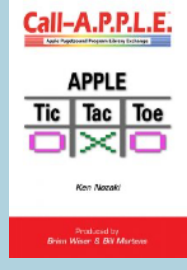


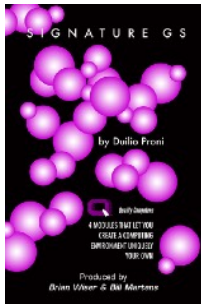
<https://www.callapple.org/books>

Manuals: Programming Tools, Utilities, Games

	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.	Paperback Includes Free Disk Image
	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.	Paperback Includes Free Disk Image
	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.	Paperback Includes Free Disk Image

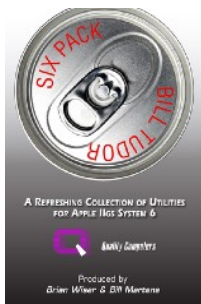
	Blankenship BASIC expands the power of Applesoft BASIC by vastly expanding available commands and capabilities for Apple II programmers of all levels. Programs are written with a sophisticated line editor and complete compiler. BASIC will be easier, faster, more structured, more fun, and especially more useful.	Paperback Includes Free Disk Image
	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.	Paperback Includes Free Disk Image Source Available on our Github Page
	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	Paperback Includes Free Disk Image Source Available on our Github Page
	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.	Paperback Includes Free Disk Image Source Available on our Github Page
	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.	Paperback Includes Free Disk Image Source Available on our Github Page

	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.	Paperback Includes Free Disk Image Source on our Github page
	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 ProBASIC module and a procedure or function.	Paperback Includes Free Disk Image
	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.	Paperback Includes Free Disk Image
	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.	Paperback Includes Free Disk Image
	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.	Paperback Includes Free Disk Image Source on our Github page



Signature GS is a collection of Control Panels (CDEVs) that make your Apple IIGS easier and more fun to use by adding a Screen Blanker, a Desktop Pattern Editor, a Sound Selector, and a Boot Setup Utility to GS/OS version 5.0 or later. Originally published by Quality Computers, Inc. in 1992, this redesigned edition was produced in coordination with and licensed from Quality Computers president Joe Gleason and author Duilio Proni.

Paperback



Six Pack: A Refreshing Collection of Utilities for Apple IIGS System 6 by Bill Tudor. *Six Pack*, the first collection of Apple IIGS Finder Extensions, adds 13 new features to System 6. Just click the icons you want to work with, then select the *Six Pack* functions you want to perform from the Extras menu. Originally published by Quality Computers, Inc. in 1992, this redesigned edition was produced in coordination with and licensed from Quality Computers president Joe Gleason.

Paperback

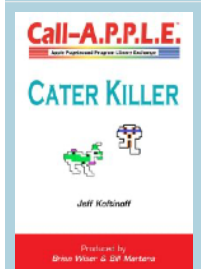


In ***Beyond Quest***, you are a strong warrior commissioned by King Haetha of the Lividian Kingdown. The king's daughter, the Princess Belina has been kidnapped and taken to the Syrinx Dungeons on the outskirts of the Plevin Desert. Your commission is to find her, deliver her from the evil Wizard Marcova 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.

Paperback & Hardback

Includes Free Disk Image

Source on our Github page



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.

Paperback

Includes Free Disk Image

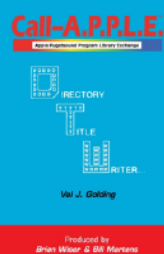


Lordlings of Yore was originally published in 1983 by Softlore Corporation, a company run by Jon F. Baxley. The newly-designed 56 page manual includes remastered art for the cover and interior. The cover even showcases more art than the original game box, as an early production print was located and 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.

Paperback & Hardback

Includes Free Disk Image

Source on our Github page

	<i>The Etch-a-Sketch and Other Fun Programs</i> 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: The Etch-a-Sketch – fun drawing with keyboard, joystick, sound. The Apple – the six color logo in beautiful lo-res. Motherboard Simulation – navigate an Apple IIe motherboard. Annual Graph Matrix – graph monthly amounts for one year. Compound Interest – calculate investment interest over time. States & Capitals – learn about the U.S. through quizzes. Access Code – an alarmed gatekeeper for your disks. H – a powerful HELLO program for launching files in DOS 3.3. Random Access Filer – a simple text database for contacts. Tunnel Race – dodge obstacles through a text-based cavern. Joystick Calibration – optimize your entertainment device.	Paperback & Hardback Includes Free Disk Image
	<i>The Multiple Input Handler</i> 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.	Paperback Includes Free Disk Image Source on our Github page
	<i>Ringoban</i> 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.	Paperback Includes Free Disk Image Source on our Github page
	<i>Directory Title Writer</i> is a DOS 3.3 utility that lets you create elaborate and fancy file names on your Apple II disk catalog. Type inverse, flash, and lower case directly from the keyboard.	Paperback Includes Free Disk Image Source on our Github page

Call-A.P.P.L.E.
Apple II Software Series



Robert C. Clerly & Alan B. Clark

Produced by
Brian Wiser & Bill Martens

Double High gives you the ability to generate text in different typefaces, sizes, colors, and angles from your Apple II programs on the Double Hi-Resolution screen. Features an easy-to-use editor for creation of your own unique character sets, with 46 fonts included. Assumes a working knowledge of Applesoft BASIC.

Paperback

Includes Free
Disk Image

Source on our
Github page

Call-A.P.P.L.E.
Apple II Software Series

Terminal Boredom



Karl Bunter

Produced by
Brian Wiser & Bill Martens

Terminal Boredom is an illustrated Apple II game of the "adventure" type. However, rather than the usual slay-the-dragon / destroy-the-giant-robot / find-the-hidden-treasure stuff typically found in such games, the primary object is simply to keep your on-screen alter ego from falling asleep. In addition to giving it something to occupy its sleepy little mind, you'll have to make sure that your alter ego begins and completes a study of Applesoft BASIC. Because your character seems to be perpetually on the verge of being bored to unconsciousness, neither of these is too easy. Winning requires planning, careful observation and the experience that comes from losing the game a few (or many) times over. You'll have to find ways to keep your character awake, and you'll have to avoid various sleep-inducing obstacles that are thrown in your path.

Paperback

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Disk Image

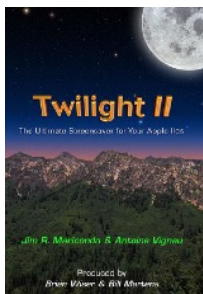
Source on our
Github page

Twilight II: The Ultimate Screensaver for Your Apple IIGS:

programmed by Jim R. Maricondo in 1993. The new release 2.0 is the culmination of many efforts, with Antoine Vignau fixing bugs and compiling this final version in 2020. Bill Martens has been the project leader, working with multiple aspects of the release. Brian Wiser designed and edited the new manual and cover, like he does for other books. For the first time, over 65 modules are included to make the screensaver even more fun and useful. Extensive technical documentation to help with programming new modules has been added. Nothing else can match the variety of effects included with *Twilight II*, the ultimate Apple IIGS screen saver! What good is a screen saver that comes with only a few meager effects? We include over 65 different, colorful and stunning screen saver modules. *Twilight II* works with most GS/OS System 6.0 desktop programs.

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&

Full color
Paperback



Twilight II

The Ultimate Screensaver for Your Apple IIGS

Jim R. Maricondo & Antoine Vignau

Produced by
Brian Wiser & Bill Martens

Witch Trial



Dan Henderson
Dr. Marc A. Golombek
Rely Sherman

Produced by
Brian Wiser & Bill Martens

Witch Trial takes you back in time to 1600s England! You have been accused of witchcraft and must prove your innocence in this one-of-a-kind Double Lo-Res point and click adventure game for the Apple II. With over 40 locations and lots of medieval villagers to speak with, you have every chance of avoiding an unjust death. The 45 page manual is printed in color on premium paper, and includes a complete walkthrough with pictures, a redesigned color map, and an art gallery featuring all game screens and Easter eggs.

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Disk Image

Call-A.P.P.L.E.
New Applesoft Program Library Exchange

Trik
Contract Bridge for the Apple II



Jim Hager

Produced by
Brian Wear & Bill Martens

Trik is a full-featured single player Contract Bridge game for the Apple II computer. Features include playing a straight up game, building a hand, duplicating other games, sample hands for learning the game, and many others. Trik is written in Apple II Integer BASIC.

Paperback

Includes Free
Disk Image

The game uses standard codes during play, allowing the user to display the hands, play out the current hands, re-bid with the same hands, or restart with a new deal. This manual includes basics such as How to Play, Play Codes, and Savings Hands. Background information on Contract Bridge, History of the Game, Rules, Strategy, Bidding, and Play Techniques are also included.



Space Intruder
Raphael Rezende

Produced by
Brian Wear & Bill Martens

Space Intruder 2 is an exhilarating arcade-style space action game developed by Raphael Rezende. It offers a captivating experience that puts players' skills and endurance to the ultimate test. With fast-paced gameplay, endless levels, and challenging mechanics, *Space Intruder* promises to deliver an unforgettable odyssey through space.

Paperback
and Hardback

Free Disk
Image

Box, Disk
Available Soon

Call-A.P.P.L.E.
New Applesoft Program Library Exchange

**Apple II
KeyCaps Font**



Julie Snaps

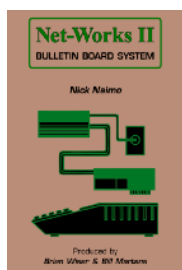
Produced by
Brian Wear & Bill Martens

Apple II KeyCaps OpenType font allows you to make key presses clear in your text such as [A], and includes many glyphs and ornaments for Apple II and Mac documents, including the Open-Apple and Solid-Apple keys.

Paperback

File
Downloadable
for free

Over 160 fun and useful OpenType icons are included, such as high-resolution and low-resolution MouseText, Computer icons, Beagle Bros and Penguin Software floppy disk warning icons, and Cassette Tape Transport buttons;



Net-Works II
BULLETIN BOARD SYSTEM

Nick Naimo

Produced by
Brian Wear & Bill Martens

Net-Works II is a Bulletin Board System written by Nick Naimo for the 300 baud Hayes Micromodem. For a time, it was the most popular BBS software for the Apple II computer. As many as 60 BBS's were using the software in 1984.

Paperback,
Hardback, Coil

Free Disk
Image

Over 100 pages of enhanced documentation.



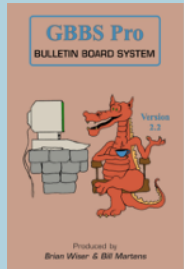
GBBS Pro
BULLETIN BOARD SYSTEM

Produced by
Brian Wear & Bill Martens

GBBS Pro 2.3 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 2.3 version has many refinements, including an updated Mail and File Transfer system. Experience the world of BBS's from days gone by and start your own BBS!

Paperback,
Hardback, Coil

Free Disk
Images

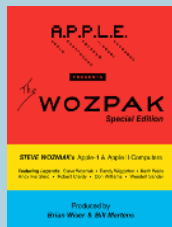


GBBS Pro 2.2 is a user-friendly, highly-modifiable Bulletin Board System (BBS) for communications and entertainment. It has advanced features that can be configured by a novice, yet challenge advanced programmers. Originally released between 1980 and 1993 for Apple II computers, this new 2.2 version features additional error checking and improved reliability. Experience the world of BBS's from days gone by and start your own BBS system!

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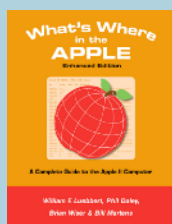
Books: Technical, Novels, Magazines



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.

Paperback & Hardback

Includes Free Disk Image



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. Also available in two separate volumes.

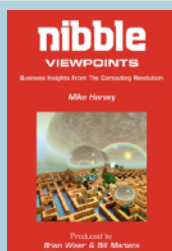
Paperback & Hardback

Includes Free Disk Image



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.

Paperback & Hardback



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."

Paperback & Hardback



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.

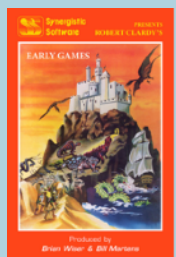
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Contains over 250 restored and enhanced cartoons about Robots, Office, Computer Dating, Calculators, Computers, and related technology. Laugh, chuckle, giggle or groan and have a little cybernetic fun!



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.

Paperback & 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:

Paperback & 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!



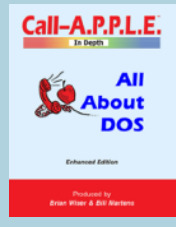
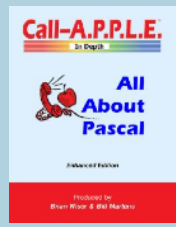
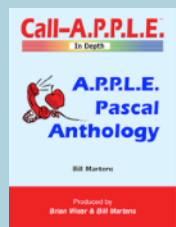
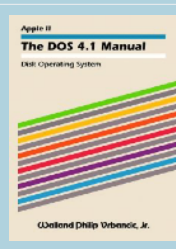
Call-A.P.P.L.E. 1978 Compendium is a complete collection of Call-A.P.P.L.E. magazine issues originally published in 1978 by Val Golding and the members of A.P.P.L.E. The 1978 Compendium is a fully enhanced version of the issues giving the reader a window into the past of the Apple computing revolution 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.

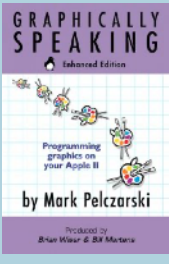
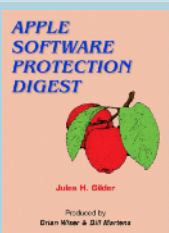
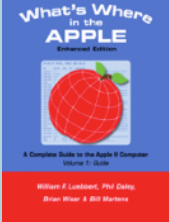
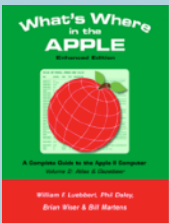
Paperback & Hardback



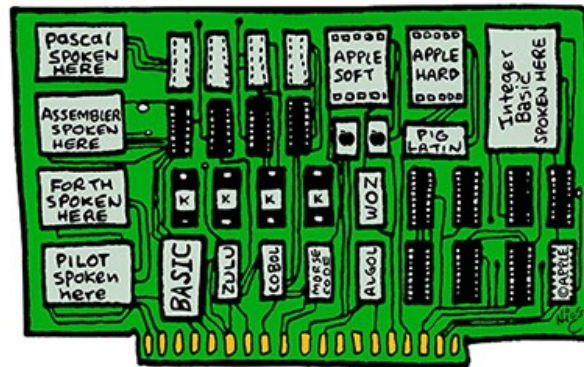
Call-A.P.P.L.E. 1979 Compendium includes all 9 issues from the second year of Call-A.P.P.L.E. magazine are included along with a four page forward by Don Williams. Over 340 pages are enhanced and restored in high-quality grayscale, complete with the advertisements and program listings from those issues.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

Paperback & 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 <i>Tome of Copy Protection</i> 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.	Paperback & Hardback Includes Free Disk Image
	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.	Paperback & Hardback Includes Free Disk Image
	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.	Paperback & Hardback Includes Free Disk Image
	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.	Paperback & Hardback Includes Free Disk Image
	<i>A.P.P.L.E. Pascal Anthology</i> provides an extensive dive into the Pascal programming language on the Apple II computer. Many utility programs and in-depth topics are included, encompassing over 225 pages. Featuring a variety of example programs, references, and a handy glossary – guiding you further in your understanding of the Apple II Pascal language.	Paperback, Hardback, Coil Includes Free Disk Image
	<i>DOS 4.1</i> is a reimagined Disk Operating System for the Apple II computer, released in 2018. Programmed by Wendell 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.	Paperback & Hardback Includes Free Disk Image

	Graphically Speaking: Enhanced Edition 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.	Paperback & Hardback Includes Free Disk Image
	The Apple House 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.	Paperback & Hardback Includes Free Disk Image
	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.	Paperback & Hardback Includes Free Disk Image
	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.	Paperback, Hardback, Coil Includes Free Disk Image
	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 Gazetteer for the Apple II computer showing all of the memory locations and their usage, the routines and other pertinent information.	Paperback, Hardback, Coil Includes Free Disk Image

THE MULTI LINGUAL APPLE



Peeking at Call-A.P.P.L.E. 1978 is a nostalgic look back at the early years of the Apple computing revolution through the eyes of *Call-A.P.P.L.E.* magazine and the Apple Pugetsound Program Library Exchange (A.P.P.L.E.) user group. These books have been out of print for over 40 years.

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Articles from each respective year of *Call-A.P.P.L.E.* magazine are organized into categories such as: Applesoft BASIC, Integer BASIC, Color Graphics, Disks, DOS, Printing, Utilities, and the Monitor. All pages are enhanced and restored, complete with advertisements and program listings. Relive the earliest days of the Apple II computer through the eyes of the creators and users.

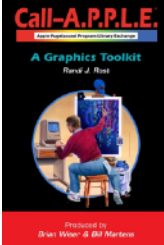


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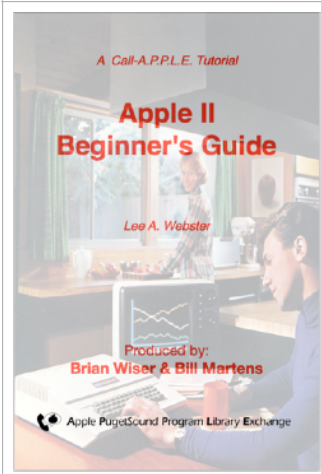
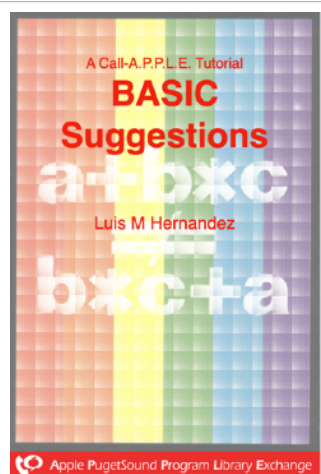
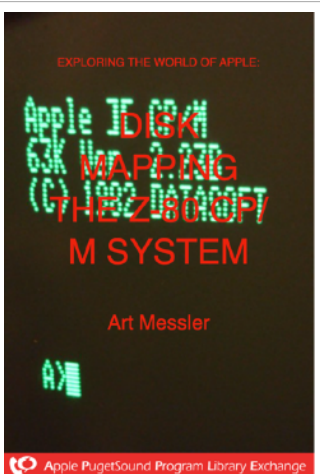
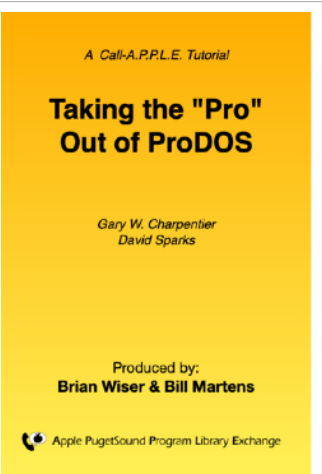
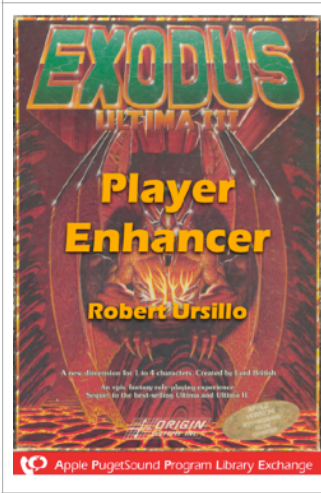
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	Peeking at Call-A.P.P.L.E. 1980 is a nostalgic look back at the early years of the Apple computing revolution through the eyes of <i>Call-A.P.P.L.E.</i> magazine and the Apple Puget Sound Program Library Exchange (A.P.P.L.E.) user group. These books have been out of print for over 40 years. Articles from each respective year of <i>Call-A.P.P.L.E.</i> magazine are organized into categories such as: Applesoft BASIC, Integer BASIC, Color Graphics, Disks, DOS, Printing, Utilities, and the Monitor. All pages are enhanced and restored, complete with advertisements and program listings. Relive the earliest days of the Apple II computer through the eyes of the creators and users.	Paperback, Hardback, Coil Includes Free Disk Image
	Third in the Creative Computing series of best-selling computer games books, Big Computer Games contains 12 challenging games for solo and group play – Lost & Forgotten Island, Trucker, Dukedom, Cribbage, Star Merchant, Mu-Torere, Streets of the City, Eliza, Presidential Campaign, Monster Combat, Survival, and Rollercoaster. Also included are sections on how to write your own adventure game and how to integrate action video with your computer games. This "Enhanced Edition" has a new preface from David H. Ahl. Program listings, sample runs, and descriptions are presented with each game, and all games are written in standard Microsoft Basic, which is adaptable to most micro-computers. David H. Ahl is the editor-in-chief and founder of Creative Computing magazine	Paperback & Hardback Includes Free Disk Image Source on our Github
	A Graphics Toolkit teaches you the art of creating graphical libraries for use in games and other programs on the Apple II computer. Tutorial articles guide you through machine language and BASIC programs that can be used in your own games.	Paperback & Hardback Includes Free Disk Image Source on our Github
	Apple IIc Technical Reference – the technical reference manual for the Apple IIc and Apple IIc Plus personal computers, encompassing over 700 pages. It contains descriptions of all the hardware and firmware that are used in the Apple IIc family, and provides technical information that hardware designers and programmers need when developing products to be used with Apple IIc-family computers. The information in this manual is aimed at assembly language programmers and experienced hardware designers, but others interested in the internal operation of the Apple IIc and Apple IIc Plus can also benefit from reading it.	Paperback Hardback

Tutorials

 A Call-A.P.P.L.E. Tutorial Apple II Beginner's Guide Lee A. Webster Produced by: Brian Wiser & Bill Martens Apple PugetSound Program Library Exchange	 A Call-A.P.P.L.E. Tutorial BASIC Suggestions a+b*c b*c+a Luis M Hernandez Produced by: Brian Wiser & Bill Martens Apple PugetSound Program Library Exchange	 EXPLORING THE WORLD OF APPLE: Apple II 63K 1MB 2-ATB (C) 1992 DATACRAFT DISK MAPPING THE Z-80 CP/ M SYSTEM Art Messler Produced by: Brian Wiser & Bill Martens Apple PugetSound Program Library Exchange	 A Call-A.P.P.L.E. Tutorial Taking the "Pro" Out of ProDOS Gary W. Charpentier David Sparks Produced by: Brian Wiser & Bill Martens Apple PugetSound Program Library Exchange
 EXODUS ULTIMA III Player Enhancer Robert Ursillo ORIGIN Apple PugetSound Program Library Exchange			

Coming Soon

DOS Master DOS 3.3 for PRODOS Glen Bredon Produced by: Brian Wiser & Bill Martens  Apple PugetSound Program Library Exchange	FlashBoot Apple II GS RAM Disk Management Utility  Jerry Kindall Produced by: Brian Wiser & Bill Martens  Apple PugetSound Program Library Exchange	UTILITY DISKPAKS 6B (For DOS 3.2.1) and 6B-16 (For DOS 3.3) PROGRAMS BY: PETE ROWE, ANDY HERTZFELD Et. Al. Produced by: Brian Wiser & Bill Martens  Apple PugetSound Program Library Exchange	Volksfiler Glenn S. Hausler  Produced by: Brian Wiser & Bill Martens  Apple PugetSound Program Library Exchange
Dueling Digits By Brian Crouch 	A.P.P.L.E. PRESENTS: ONE PIC = 1K WORDS  Erv Edge  Apple PugetSound Program Library Exchange	GrafMagic  Stuart Cowan Pat Presidente Produced by: Brian Wiser & Bill Martens  Apple PugetSound Program Library Exchange	ApTest  Mike Butler Steve Wozniak Charles Suitor Produced by: Brian Wiser & Bill Martens  Apple PugetSound Program Library Exchange
ApEdit: Program Line Editor  Neil Konzen Produced by: Brian Wiser & Bill Martens  Apple PugetSound Program Library Exchange	ApGraphics: The Filler  James McBride Produced by: Brian Wiser & Bill Martens  Apple PugetSound Program Library Exchange		

About A.P.P.L.E.

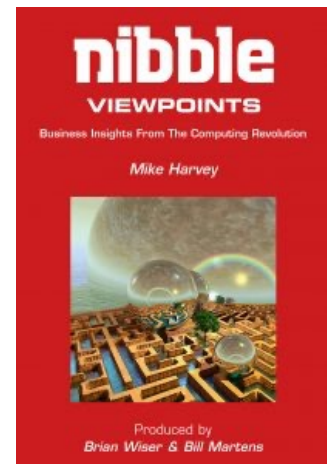
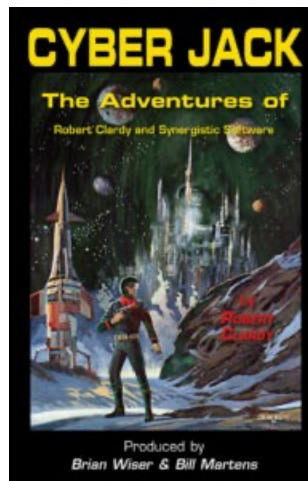
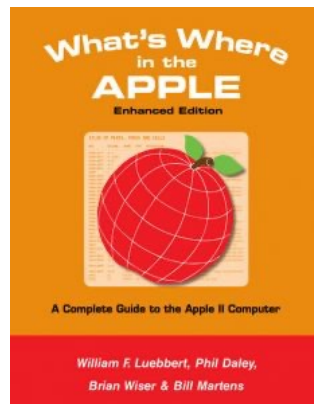
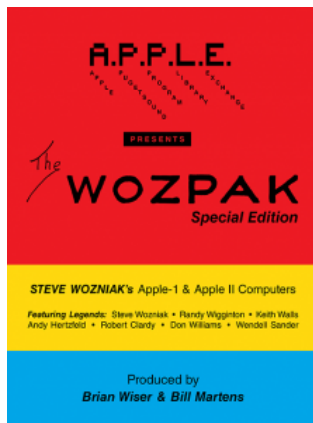
Overview – User Group, News, Magazines, Books, Apps, Sites

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](#) in 2016 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.

services

A.P.P.L.E. published *Call-A.P.P.L.E.* magazine and others, published books, and provided software, hardware and support 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.*, 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