

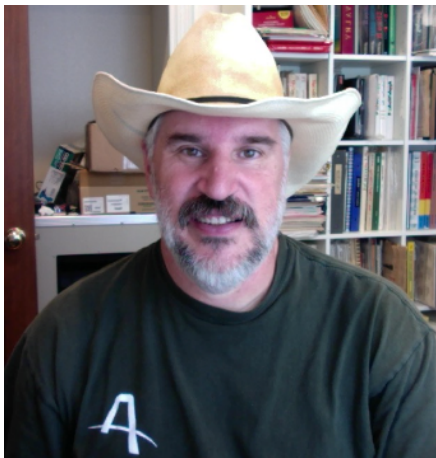
Call-A.P.P.L.E.™

World's Largest Apple User Group Magazine



CATALOG

KansasFest 2026



Bill Martens
A.P.P.L.E. President

For the past 47 plus years, Apple Pugetsound Program Library Exchange has meant the best in Apple software, books, and other related items. This fall is no different. With our world class monthly magazine and highly praised books and software, we continue to provide our members with the best of the Apple II and retro Macintosh related materials.

When we took over from Norman Dodge, we never believed that 25 years later we would still be here. But here we are and things are continuing with the release of the highly acclaimed **GS+** Magazine and several David Ahl publications this fall, our library has now reached nearly 100 titles. And that is just the books.

Since it was David Ahl who inspired most of the computing industry, we pay tribute to to the 50 years of the *Creative Computing* legacy with the style in this catalog.

None of the fun we have with retro computing would have been possible were it not for our predecessors' help, input, and most of all support. Most of all, it is the support of our members that allows us to continue producing and publishing the best materials and software for your retro computing hobby. Also, our T-Shirts are the best and highest quality available.

A Truly Remarkable Users Group and Magazine

Call-A.P.P.L.E. Users Group

"I look forward to the Magazine every month as it always brings me up to date with all of the stuff I miss each month." -- Daniel H.

Old Projects

This year, we re-visited a number of old projects that were still on the back burner. *GBBS Pro*, *MECC*, and of course our favorite, Penguin Software, *Nibble* magazine among others. More news will be coming in the pages of Call-A.P.P.L.E. Later this fall as we complete some of these projects.

The Team

For those of you who wonder about the team that makes these projects possible, well there is a number of people who each day contribute time and effort to these projects.

Brian Wiser - Our primary book and graphics production specialist, who is also on our Board of Directors. It has been Brian's high level of attention to detail that make our books not only high quality but low error rate on everything we produce for our members.

John Snape - John's efforts have helped to continue the Tony Diaz legacy of Apple manual production with the continuation of the effort to bring all of the Apple manuals back to the table. He also is a highly valued member of our reproduction team.

Paul H. Lee - *GBBS Pro* - Paul has been programming the latest

additions to the communications package as well as refreshing the *GBBS Pro* website.

Forest Lowe - Our proofreading Apple II series expert extraordinaire. Forest is involved in nearly every project that we need technical reviews on. He even works on projects on his own with us.

Raphael Oliveira de Rezende - The programmer who has brought a number of new game packages to the Apple II over the past few years.

Others hobbyists who have worked with us over the years include Antoine Vignau, Jim Maricondo, Kay Koba and many others. Numerous additional folks have written articles for the magazine over the years. It is all these folks that make the A.P.P.L.E. users group great!

Our Stores

You will not want to miss out on the great Apple II series materials from A.P.P.L.E. from our physical and digital book library as well as our apparel. Get your goodies today!

Book Store:

www.callapple.org/books

Online Shop

www.callapple.org/store

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Check out our News, Magazines (free 40th anniversary PDF on our Magazines page), 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 in a permanently pinned post on the A.P.P.L.E. main page:

<https://www.callapple.org/specials/current/>

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.

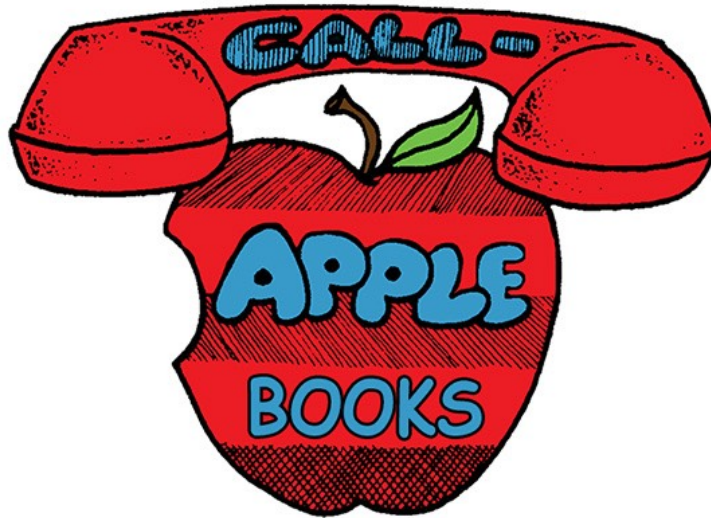
Apple Pugetsound Program Library Exchange (A.P.P.L.E.) was one of the first official Apple User Groups in the United States. Founded in 1978 by Val J. Golding, A.P.P.L.E. grew quickly and grew to almost 50,000 members by 1985. Since many of our members have been Apple users since the first computers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

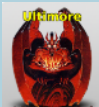
Programming Tools, Utilities, Games

Title	Description	Media
	** NEW GAME ** ZION-X — you are now in the warehouse with a seemingly endless stream of robots of various types attacking you. You need to maneuver through the warehouse, collecting the keys, eliminating all of the attacking robots at the same time. Wave after wave of robots come and you keep chasing the illusion of completion until you have collected 10 of the keys. And watch out for the floating orb which also will kill you. Once you have collected 10 keys, the staircase will appear to go to the next level	Paperback & Hardback Disk Image Available Box Available for Order

Title	Description	Media
	** NEW GAME ** ICE DEMONS — They were never really quite sure what to call them. Some were squat and mottled and one-eyed. Some were tall and thin and wisp-like. Some were small and pointed and lightning-fast. Some were just plain disgusting. But one thing was for sure: these things which crawled up from the frozen wastes were deadly killers. So they called them Ice Demons.... ...and chose you to kill them.	Paperback & Hardback Disk Image Available Box Available for Order

Title	Description	Media
	** Coming Soon ** THE TOWER —Thirty years ago, the Seafirst Tower housed the Seattle First National Bank. The bank closed mysteriously, and the tower fell dormant. A skeleton crew maintains the building, but they fiercely guard it against intruders. You have been hired to: 1. Recover a spaceship that landed on the tower but never reappeared 2. Discover the fate of Levi Ablehurst, the bank's biggest account holder 3. Find Ablehurst's missing fortune of diamonds and gold	Paperback & Hardback Disk Image Available Source Available on our Github Box Available for Order
	** NEW GAME ** LOST DUTCHMAN'S GOLD: Revisited — Welcome, tenderfoot, to the burning deserts and treacherous canyons of the Arizona Territory. Somewhere among the Superstition Mountains lies the Lost Dutchman's Mine — a legendary hoard of gold that has claimed the lives of countless prospectors who dared to seek it. You are guided by the ghost of Back-Pack Sam, an old prospector who met his own end searching for the mine. Sam speaks in the colorful tongue of the frontier, and he'll give you hints when you're stumped — just type HELP. Your goal: find four treasures hidden throughout the mine and the surrounding desert, and return them to the Saloon in the ghost town of Frontier town to claim your score. Find all four and you win the game.	Paperback & Hardback Disk Image Available Source Available on our Github Box Available for Order

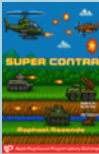
Title	Description	Media
	** NEW GAME ** ATOM 20 — The year is 2130. Sixty-one days ago, the world ended. You emerge from an underground shelter into the ruins of suburban America, two months after a global nuclear exchange. Your food is gone. Your water is almost gone. A shortwave radio that once carried faint signals from a place called Sanctuary has gone silent. The only certainty is this: if you stay underground, you die. <i>Atom 20: Wasteland Survivors</i> is a post-apocalyptic interactive fiction game in which you must explore a devastated landscape, gather supplies, recruit fellow survivors, and lead your group north to Sanctuary — a military settlement that may represent humanity's last organized hope.	Paperback & Hardback Disk Image Available Source Available on our Github Box Available for Order
	** NEW GAME ** Ultima III is the original Ultima II on steroids. This version is the long awaited port of the Lairware version of Ultima III, made for the latest version of Mac OS along with all of the cool bells and whistles that modern platforms can provide to the game. Use any of the tile sets from the original versions of Ultima III and play this unlocked version that has all of the towns, castles, and areas of the original and plays just a hard. Officially blessed by Lord British, this is the game that really was the first fully graphical RPG from Lord British.	DIGITAL Disk Manual

Title	Description	Media
	** NEW APP ** Ultimate III Cheater is the ultimate in Ultima III tools, intended for those users who are having a heck of a time getting started or that want to hasten their game play in order to complete the game as soon as possible.	DIGITAL Disk Manual
	** NEW GAME ** Ultimore - A World Divided is the original Apple II game built upon the Ultima III engine. Created by Joel Fenton, this game uses all of the elements of the original Ultima III, while changing up the maps, the towns, and the castles. Enjoy a new puzzle to solve and a lot of tongue in cheek fun while completing this game, now completely re-made for Mac OS.	DIGITAL Disk Manual
	** NEW APP ** Ultimore - A World Divided Cheater is the ultimate in Ultima III tools, intended for those users who are having a heck of a time getting started or that want to hasten their game play in order to complete the game as soon as possible. This version is specifically tuned for Ultimore Spaceship Crash.	DIGITAL Disk Manual

Title	Description	Media
	** NEW GAME ** Ultimore - Spaceship Crash is the original Apple II game built upon the Ultima III engine. Created by Joel Fenton, this game uses all of the elements of the original Ultima III, while changing up the maps, the towns, and the castles. Enjoy a new puzzle to solve and a lot of tongue in cheek fun while completing this game, now completely re-made for Mac OS. Unlike A World Divided, this Ultimore is a lot more polished and complete.	DIGITAL Disk Manual
	** NEW APP ** Ultimore Spaceship Crash Cheater is the ultimate in Ultima III tools, intended for those users who are having a heck of a time getting started or that want to hasten their game play in order to complete the game as soon as possible. This version is specifically tuned for Ultimore Spaceship Crash.	DIGITAL Disk Manual
	** NEW APP ** Twilight II GS comes to Mac OS. The best screen saver for the Apple II GS is now available to cure all of your retro desires on the latest versions of Mac OS. Complete with a total of 63 modules, this screen save will not just save your display from burnout but it will also remind you of all that was once good with the world.	Digital Program and Manual

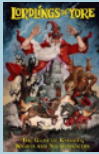
Title	Description	Media
	** NEW APP ** Twilight II GS comes to Windows 10 and 11 The best screen saver for the Apple II GS is now available to cure all of your retro desires on the latest versions of Windows. Complete with a total of 63 modules, this screen save will not just save your display from burnout but it will also remind you of all that was once good with the world.	Digital Program and Manual
	** NEW APP ** This Is the new Structris 2.0, a high speed arcade style game in which you avoid getting squished while blocks fall from the sky. In version 2.0, the playing field stays the same but the blocks get bigger and the speed increases as you complete levels. No limit on the levels in the game. Available for MacOS and iOS through the Apple App Store.	DIGITAL App Only
	** NEW APP ** This is the app that was 12 years in the making. What's Where in the Apple is the original book including the Atlas, the Gazetteer and of course the entire Guide. The WWA app has the entire 600 plus page book built into the app, ready for use on your Mac or your iPad. Do not settle for 2nd rate. If you are a serious Apple II developer, this is the App you have to have in your arsenal.	DIGITAL App Only

Title	Description	Media
	** NEW GAME ** THE YEAR IS 2157. Fifteen years ago, Moon Base Alpha - humanity's first permanent lunar colony - went silent. All 87 crew members vanished without a trace. When rescue teams arrived, they found the base intact but abandoned, as if everyone had simply stepped out for a moment and never returned. You are Commander Alex Reeves, sent to finally solve the mystery. Your investigation will take you through over 50 rooms of the vast lunar facility, from the surface installations to the deepest mining tunnels, and ultimately to a discovery that will challenge everything humanity knows about reality itself. Based on the novel of the same title by Bill Martens	Paperback & Hardback Disk Image Available Source Available on our Github Box Available for Order
	** NEW GAME ** Space Jockey is a high speed arcade style game for the Apple II. The game includes elements which make it a challenge for even the best of the gamers on the Apple II and is sure to challenge you. You are now the pilot of a lunar buggy and the moon is being attacked by the aliens. Your job is to prevent the invasion and to eliminate all the aliens while at the same time, avoiding the obstacles of craters, mines and boulders on the moon's surface. You are the Space Jockey. But beware, the aliens are coming as fast as they can in order to destroy you either by bombing your ship or making you run into the moon based obstacles..	DIGITAL Disk Manual
	Lunar Mission is a game which is combination Lunar Lander and Asteroid avoidance, in which your main task is to rescue all of the astronauts from the base on the moon. You move your ship up, down, left and right, avoiding the asteroids and the various alien ships, in an attempt to rescue all of the astronauts from the surface of the moon. Watch as some of these alien ships really have it in for you and will not hesitate to indiscriminately shoot at you while you are on your mission. Package includes the Disk Image for the Apple II, Disk Label image, and PDF Manual for the game.	DIGITAL Disk Manual

Title	Description	Media
	DROID RAID —A new, exhilarating arcade-style Apple II 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, <i>Droid Raid</i> promises to deliver a challenging and unforgettable gaming experience as you maneuver through the grid, battling the endless levels of aliens.	DIGITAL Disk Manual
	Super Contra is a high speed arcade style game for the Apple II. The game includes elements which make it a challenge for even the best of the gamers on the Apple II and is sure to challenge you. You are a gunship pilot taking on the invading armada of fighter jets, helicopters, tanks, and even Space Shuttles. You need to shoot down the airborne elements, bomb the ground based elements all the while recovering the parachuting pilots from your side as they glide to the ground. These aliens are relentless and since they have the base surrounded, they will try to eliminate you from the edges of the grid with high speed arrows. Keep supplied and just keep shooting lest you become the latest victim of the Super Contra. Package includes 5.25 inch Apple II Floppy Disk Image, Floppy Disk label in PDF format and PDF manual	DIGITAL Disk Manual
	Caverns is a game based on a Tim Hartnell game called Caverns of Terror from an early 80s programming book. In the game, you traverse a network of ten caverns, each of which has twenty tunnels. Package contains Disk image, floppy label, and manual for the game.	DIGITAL Disk Manual

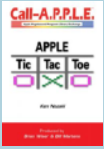
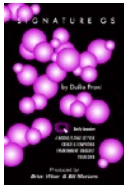
Title	Description	Media
	Star Fury — a high speed arcade style game for the Apple II. The game includes elements which make it a challenge for even the best of the gamers on the Apple II and is sure to challenge you. You are now the pilot of a high speed space fighter and the earth is being attacked by the alien armada. Your job is to prevent the invasion and to eliminate all the aliens. But beware, they are coming as fast as they can in order to destroy you either by running into your ship or by shooting you down.	DIGITAL Disk Manual
	** NEW GAME ** Devil's Dungeon — an Apple II adventure game which was first released by C. William Engels and Apple Pugetsound Program Library Exchange in 1978 and is considered to be the first RPG game to be commercially available. Originally programmed and provided to A.P.P.L.E. by C. William Engel, Devil's Dungeon has been modified to run under Integer BASIC on the Apple II by Val J. Golding as part of the 1978 release of the <i>A.P.P.L.E. Nightmare Gamepack</i> , and further produced to include a full manual.	DIGITAL Disk Manual
	This particular Apple II version of Colossal Cave Adventure, officially titled Adventure II , holds a unique place in the legacy of early home computer gaming. It was originally distributed as the sole content of disk number 142 in the A.P.P.L.E. and Apple Avocation Alliance's Public Domain Software (PDS) library. Like many early Apple II titles found in the PDS collection, <i>Adventure II</i> was a grassroots effort—a labor of love crafted by an individual developer working outside the commercial software scene, at a time when home computing itself was still in its infancy.	DIGITAL Disk Manual

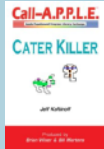
Title	Description	Media
	SMART DICE — is an Apple II Series game of Dice in which two game modes are available for play. The first BOSS is a Dice game in which the object of a game is to win two out of three hands (horses). The winner of each hand is determined by the higher poker hand. The second game, LIARS, the objective is to guess the highest hand. The game goes to the one who wins two out of three hands (horses).	DIGITAL Available Soon
	Ringoban 2 — is an Applesoft BASIC version of the game Sokoban for the Apple II. This new version by Mike Beaumont contains 931 levels of brain-warping fun! Work through the levels one-by-one and become the master of the Ringoban. It provides a great challenge for even the best puzzlers as well as the information necessary to create your own levels.	Paperback Manual Disk
	GENIUS1 — for the Apple II - Release 20 - Genius is an arcade action game developed for the Apple II family of computers: Apple II+, IIe, IIc and IIGs. The minimum requirements are 48k of RAM and a floppy disk drive. The game includes sound and music. If you have a Mockingboard (or other compatible sound card), additional music is provided during game play.	DIGITAL
	GENIUS2 — for the Apple II - Release 20 - Genius is an arcade action game developed for the Apple II family of computers: Apple II+, IIe, IIc and IIGs. The minimum requirements are 48k of RAM and a floppy disk drive. The game includes sound and music. If you have a Mockingboard (or other compatible sound card), additional music is provided during game play.	DIGITAL
	GENIUS3 — for the Apple II - Release 20 - Genius is an arcade action game developed for the Apple II family of computers: Apple II+, IIe, IIc and IIGs. The minimum requirements are 48k of RAM and a floppy disk drive. The game includes sound and music. If you have a Mockingboard (or other compatible sound card), additional music is provided during game play.	DIGITAL

Title	Description	Media
	Mission Mainframe — Some time in the recent past, the main computer of a big corporation went mad due to some electrical disturbance. It gained control over its operator and began to influence other employees. Your mission is to find the main frame, defeat the operator and return to the lobby alive.	DIGITAL Disk Manual
	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 Disk Image Available Source Available on our Github Box Available for Order
	E-Z Pilot — an easy-to-use version of the Pilot programming language, created by Earl L. Keyser for the Apple II in 1983. It is especially useful for school teachers and parents. You will enjoy interactive computer sessions.	Paperback Disk Image Available
	Big Mac — 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 Disk Image Available
	Turtlesoft — 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 Disk Image Available

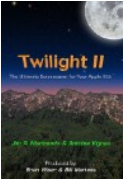
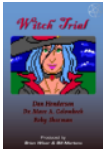
Title	Description	Media
	The Scrambler — a suite of DOS 3.3-based utilities that enable users to copy protect 5.25" disks and data, set a password for disks, and verify the integrity of disks. If you work in an environment that requires protection for your Apple II data, then this is the program for you.	Paperback Disk Image Available
	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 Disk Image Available
	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 Disk Image Available Source Available on our Github
	Appilot/W1 — 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 Disk Image Available Source Available on our Github Box Available for Order
	Applesoft Carpenter II — 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 Disk Image Available Source Available on our Github

Title	Description	Media
	Applesoft Program Editor (APE) — 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 Disk Image Available Source Available on our Github
	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 Disk Image Available Source Available on our Github
	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.	Paperback Disk Image Available
	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 Disk Image Available
	ProZAP — 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 Disk Image Available

Title	Description	Media
	Apple Tic-Tac-Toe — 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 Disk Image Available Source Available on our Github
	Signature GS — 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. <i>Six Pack</i> , 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 <i>Six Pack</i> 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
	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 Disk Image Available Source Available on our Github Box Available for Order

Title	Description	Media
	Cater Killer — 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 Disk Image Available
	The Etch-a-Sketch and Other Fun Programs — 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, and 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 Disk Image Available

Title	Description	Media
	The Multiple Input Handler — 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 Disk Image Available Source Available on our Github
	Directory Title Writer 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 Disk Image Available Source Available on our Github
	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 Disk Image Available Source Available on our Github
	Terminal Boredom — 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 Disk Image Available Source Available on our Github

Title	Description	Media
	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 <i>Twilight II</i> , 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. <i>Twilight II</i> works with most GS/OS System 6.0 desktop programs.	Paperback & Full color Paperback
	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.	Paperback & Hardback Disk Image Available Box Available for Order

Title	Description	Media
	Trik — 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 Disk Image Available
	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 2 — 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, <i>Space Intruder</i> promises to deliver an unforgettable odyssey through space.	Paperback and Hardback Free Disk Image Box Available for Order
	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 Font Files Available to Members
	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;	

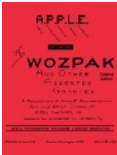
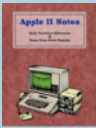
Title	Description	Media
	One Pic = 1K Words — a selection of useful command line tools for the Apple II computer and DOS 3.3, created to be not only useful but also loaded at boot time and memory friendly. The tools on this disk are so user friendly, they will change the way you use DOS 3.3 forever.	Digital Download PDF and Disk Image
	GBBS Pro 2.4 — 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 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! Updated November 2024!	Paperback , Hardback, Coil Free Disk Images
	GBBS Pro 2.3 — 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 — 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!	Paperback & Hardback Disk Image Available

Title	Description	Media
	Net-Works II — 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. Over 100 pages of enhanced documentation.	Paperback * Hardback, Coil Free Disk Image
	Word Weaver III — the Apple III computer can be used for a wide variety of word processing applications. Use it to generate letters, tables and other short documents, or to write reports totalling many pages. Includes PDF Manual and Disks	Digital Download

BOOKS:

Technical, Novels, Magazines



Title	Description	Media
** NEW RELEASE **		
	The WOZPAK Original Edition is the complete original version of the A.P.P.L.E. 1978 produced WOZPAK. While the print is largely improved from the real originals, this is as close as you can get to owning the original 1978 print of the WOZPAK, complete with all of Steve Wozniak's original notes and other good stuff.	Paperback Hardback
** NEW RELEASE **		
	GS+ V8 N1 is the long awaited next "issue" of the great 1990's GS+ Magazine by Steven W. Disbrow. V8 N1 combines new content from Diz, new articles, and legacy content. I brings some closure to the shutdown of the 1990s of the magazine and is a journal of what happened after V7 N1. It also compiles all of the reference materials and a number of manuals that came with EGO Systems software items. If you have GS+ Magazine in your library, this is one issue you will not want to miss including in that library.	Paperback Hardback
** NEW RELEASE **		
	Apple II Notes — This collection came from the original owner in a similar color manila folder. Several of Dr. Richard C. Eden's notes and programs were among these pages, along with his letters to Steve Wozniak, and Woz's replies. Apart from Dr. Eden's personal content, these Apple II Notes were not unique, but instead assembled for some of the first Apple user groups.	Paperback Hardback

Title	Description	Media
** UPDATED **		
	The WOZPAK Special Edition (4th Edition) – newly-expanded in 2026 to 420 pages – 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. The 4th Edition include lots more newly discovered materials.	Paperback, Hardback, Coil Disk Image Available
** NEW RELEASE **		
	The WOPAK II — First published in 1979, <i>The WOZPAK II</i> was an expanded and typeset version of the original 1978 <i>WOZPAK</i> . <i>The WOZPAK</i> was the first official technical resource for the Apple II computer, with original material provided directly by Steve Wozniak and Apple Computer president Mike Scott to the A.P.P.L.E. User Group.	Paperback, Hardback, Coil Disk Image Available
** NEW RELEASE **		
	Disassembly Lines: Volume 1 – DOS 3.3 — This is Nibble's famed Disassembly Lines column now in a complete all inclusive three volume set. This series covers the entire run of the article including some that were not included in the original four volume set. Volume I covers all of the Monitor ROM, DOS 3.3 and Applesoft articles.	Paperback, Hardback, Coil Disk Image Available

Title	Description	Media
	** NEW RELEASE ** Disassembly Lines: Volume 2 – ProDOS — This is Nibble's famed Disassembly Lines column now in a complete all inclusive three volume set. This series covers the entire run of the article including some that were not included in the original four volume set. Volume II covers all of the ProDOS articles. It also includes other Sandy Mossberg articles from Call-A.P.P.L.E. related to ProDOS.	Paperback, Hardback, Coil Disk Image Available
	Coming Soon!!! Disassembly Lines: Volume 3 — This is Nibble's famed Disassembly Lines column now in a complete all inclusive Three volume set. This series covers the entire run of the article including some that were not included in the original four volume set. Volume III covers all of the Apple IIGS Related 16 Bit articles. It also includes other Sandy Mossberg articles from Call-A.P.P.L.E. as well as the Co-Op Spirit newsletter.	Available Soon!!!
	Coming Soon!!! Now, with the introduction of this book, there is a complete guide to not only what is available in the EAMON adventure world but also a guide to writing, editing, and creating your own EAMON games with all of the bells and whistles that are included with additional programming. It also includes all of the elements of Bill Martens' EAMON adventure, <i>The Tower</i>.	Available Soon!!!
	Understanding the Apple IIe: Enhanced Edition — the definitive source of information about how the Apple IIe works. Jim Sather has followed up his exhaustive analysis of the inner workings of the Apple II computer with an even more detailed analysis of the Apple IIe. His findings are documented in a way that will benefit everyone interested in microcomputer technology. 450+ pages.	Paperback, Hardback, Coil Disk Image Available

Title	Description	Media
	Nibble Viewpoints (expanded color 2nd edition) — This new color edition adds 45 pieces of Mike's art, over 80 magazine covers, plus an interview with Mike, a historic presentation, and stories of friendship and production details. It also includes over 60 editorials encompassing Apple and Nibble historical news, predictions, and analyses at the dawn of the computing revolution! A chronology of events, philosophy, and management models that guided the birth and growth of the Apple magazine "Nibble," created by Mike Harvey. It starts with the history and the seeds that became Nibble using Mike's editorial pages from 1980 to 1992. The management models evolved from his experience running large corporations, but became capsules of experience that guided the strategy and growth of Nibble through the years. They have universal relevance to business operations, planning, problems, and opportunities in business ... and in life. Nearly 50 editorials are included that apply to large and small businesses – they're timeless and universal. Mike Harvey said in 2016, "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

Title	Description	Media
	"Navigating the Business Maze" is a chronology of events, philosophy, and management models that guided the birth and growth of the Apple II magazine "Nibble," created by Mike Harvey. It starts with the history and the seeds that became Nibble using Mike's editorial pages from 1980 to 1992. The management models evolved from his experience running large corporations, but became capsules of experience that guided the strategy and growth of Nibble through the years. They have universal relevance to business operations, planning, problems, and opportunities in business ... and in life. Nearly 50 editorials are included that apply to large and small businesses – they're timeless and universal:	Paperback Hardback
	What's Where in the Apple: Enhanced Edition – A comprehensive guide to the hardware and firmware organization and architecture of the Apple II computer, it 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, Coil Disk Image Available
	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

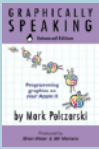
Title	Description	Media
	** NEW RELEASE ** The Complete GS+: Part 1 includes the first three years of GS+ – an Apple IIGS bi-monthly magazine by EGO Systems Inc / Steven W. Disbrow. This collection, in PDF format, encompasses all 18 issues from their first three volumes – September-October 1989 to July-August 1992.	Digital Download PDF Format
	** NEW RELEASE ** The Complete GS+ Magazine Disk Library is the complete library of all 37 GS+ Magazine 3.5" Disks in various formats. Emulator ready disk images	Digital Download Disk Images Zipped
	** NEW RELEASE ** The Complete GS+: Part 2 includes the last four years of GS+ – an Apple IIGS bi-monthly magazine by EGO Systems Inc / Steven W. Disbrow. This collection, in PDF format, encompasses all 19 issues from their last four volumes – September-October 1992 to September-October 1995	Digital Download PDF Format
	The Complete GS+ APPS: This package includes all 5 of the EGO Systems-produced software packages in a single Pack, saving you time and money. The officially-distributed package consists of Disk Images and Manuals for: AutoArk 1.1, Addressed for Success, AWGS Translator for GraphicWriter III, Balloon 2 and TypeSet.	
	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

Title	Description	Media
	Produced in coordination with legendary editor and publisher David H. Ahl and originally published by Creative Computing in 1977, <i>The Colossal Computer Cartoon Book: Enhanced Edition</i> features a cover by Ned Sonntag from the first printing, 117 pages of original cartoons, and a new preface by David H. Ahl. 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!	Paperback & Hardback
	** NEW RELEASE ** <i>Cyber Jack (color 2nd edition)</i> — 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

Title	Description	Media
	** NEW RELEASE ** <i>Synergistic Software: The Early Games (expanded color 2nd edition)</i> — 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. <i>It</i> focuses on Synergistic's early games between 1978 and 1982, primarily for the Apple II computer, and includes 20 enhanced manuals for: <i>Adventure to Atlantis, Bolo, Both Barrels, Campaign Trilogy, Crisis Mountain, Death Run, Doom Cavern, Dungeon Campaign, Escape From Arcturus, Microbe, Nightmare Gallery, Odyssey, Procyon Warrior, Sorcerer's Challenge, Star Cruiser, Tank Attack, U-Boat Command, and Wilderness Campaign. Two Atari 800 manuals are included: Probe One and Warlock's Revenge.</i> As a bonus, Clardy shares detailed insights into what makes a good computer game and the programming challenges he experienced.	Paperback & Hardback, Disk Image Available
	<i>Call-A.P.P.L.E. 1978 Compendium</i> 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,

Title	Description	Media
	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,
	Tome of Copy Protection — 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. It 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, Disk Image Available
	All About Applesoft: Enhanced Edition — a comprehensive guide to Applesoft BASIC, it 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, Disk Image Available
	All About DOS — a guide to DOS 3.3 for the Apple II, it 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, Disk Image Available

Title	Description	Media
	All About Pascal — As a guide to the Pascal language for the Apple II, it 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, Disk Image Available
	A.P.P.L.E. Pascal Anthology — 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 Disk Image Available
	All About Pilot — the ultimate collection of award-winning articles about the PILOT programming language. Written by the original creators of the language on many retro computing platforms, this resource provides tools and instruction to begin using the language effectively. Includes software necessary for creating PILOT programs and executing them in real time.	Paperback, Hardback, Coil Disk Image Available
	DOS 4.1 — 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.	<u>Paperback & Hardback</u> Disk Image Available

Title	Description	Media
	Graphically Speaking: Enhanced Edition — 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, Disk Image Available
	The Apple House — 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, Disk Image Available
	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, Disk Image Available

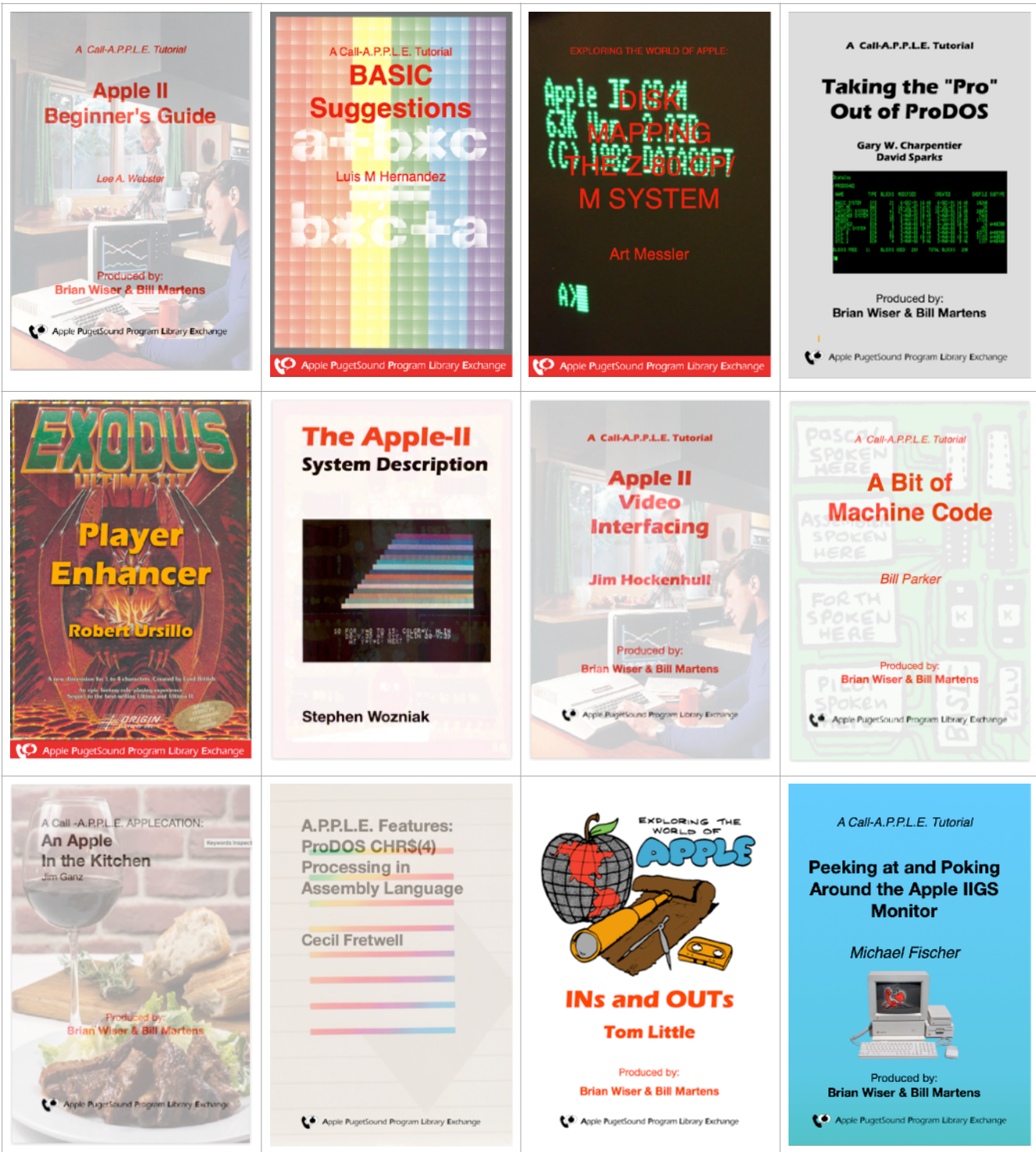
Title	Description	Media
	What's Where in the Apple: Volume 1 — contains "The Guide" from <i>What's Where in the Apple</i> in 382 pages. The comprehensive guide to the hardware and firmware organization and architecture of the Apple II computer, What's Where in the Apple discusses concepts and programming 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 Disk Image Available
	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, What's Where in the Apple 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 Disk Image Available
	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 <i>Call-A.P.P.L.E.</i> 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. 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 Disk Image Available

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	Peeking at Call-A.P.P.L.E. 1979 — 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 Pugetsound 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 Disk Image Available
	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 Pugetsound 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 Disk Image Available

Title	Description	Media
	Big Computer Games — Third in the Creative Computing series of best-selling computer games books, it 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 Disk Image Available 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 Disk Image Available Source on our Github

TUTORIALS

A.P.P.L.E. tutorials are a collection of full length articles from our magazines or from relevant documents from over the years that allow users to get an introductory perspective of some of the Apple related computing concepts and information. These tutorials are available to A.P.P.L.E. members as a free download.

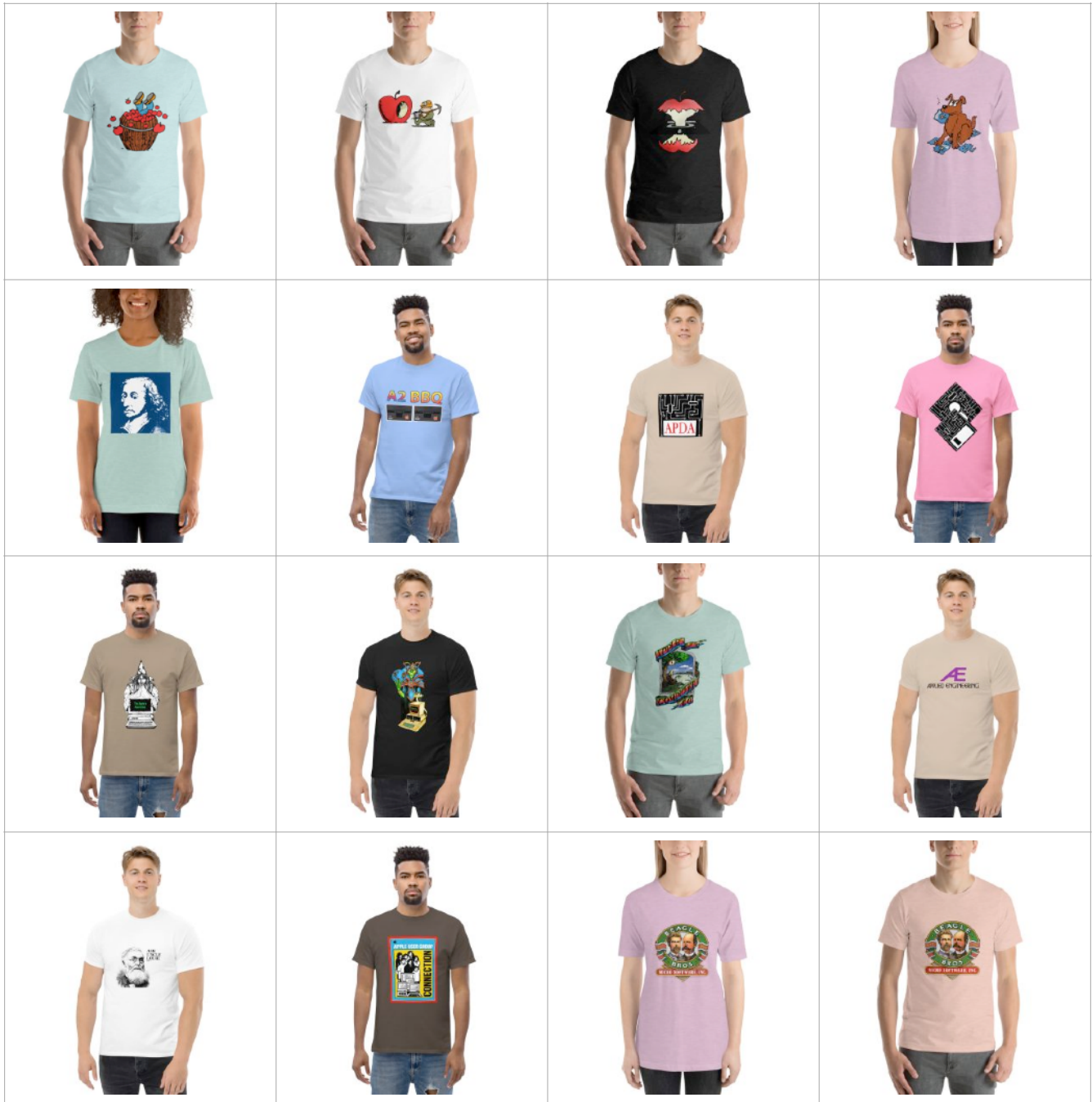


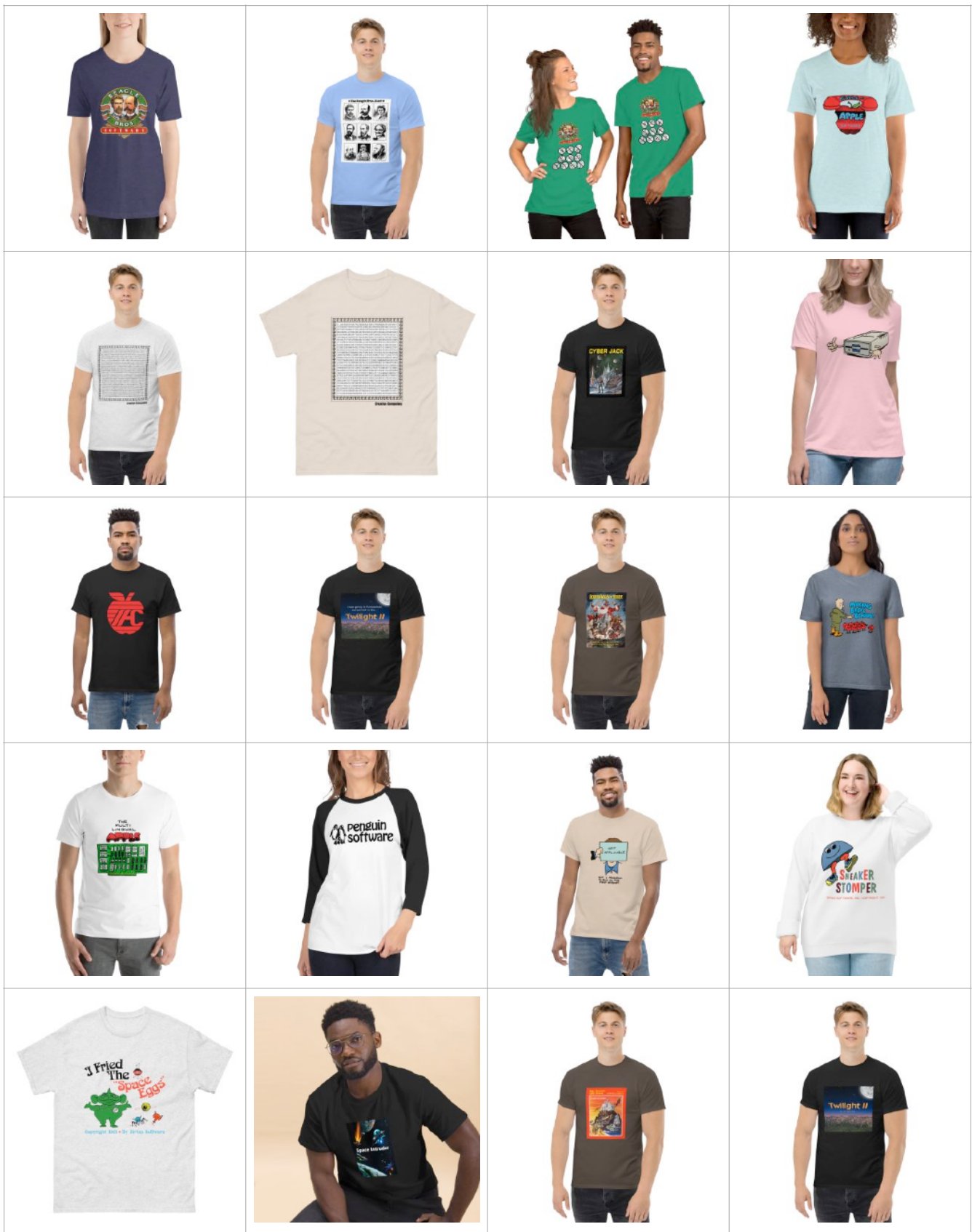
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A.P.P.L.E. has a bevy of T-shirts, Mugs, Mousepads, Hats and other items that bear the logos of our retro computing world including some from yesteryear that are accurately reproduced and licensed from the original license holders. Do not miss your chance to show your retro computing pride with the best T-Shirts from A.P.P.L.E. today! Check out the A.P.P.L.E. Store for other great items as well!





About A.P.P.L.E.

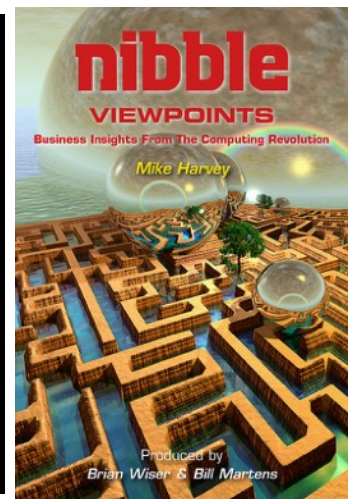
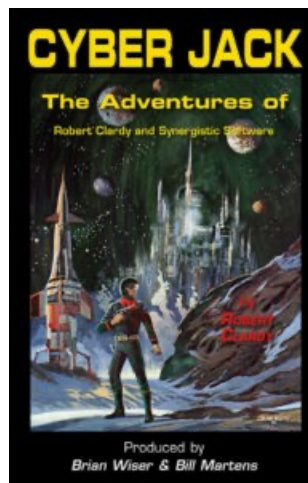
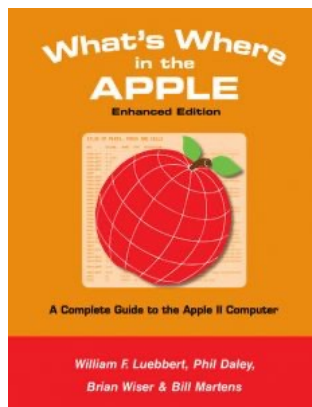
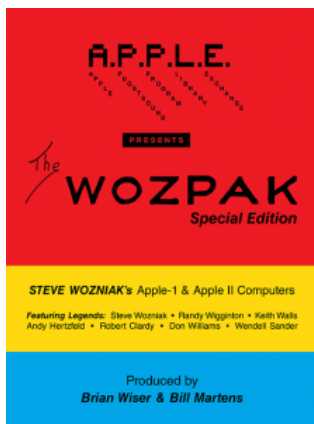
Overview – User Group, News, Magazines, Books, Apps, Sites

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

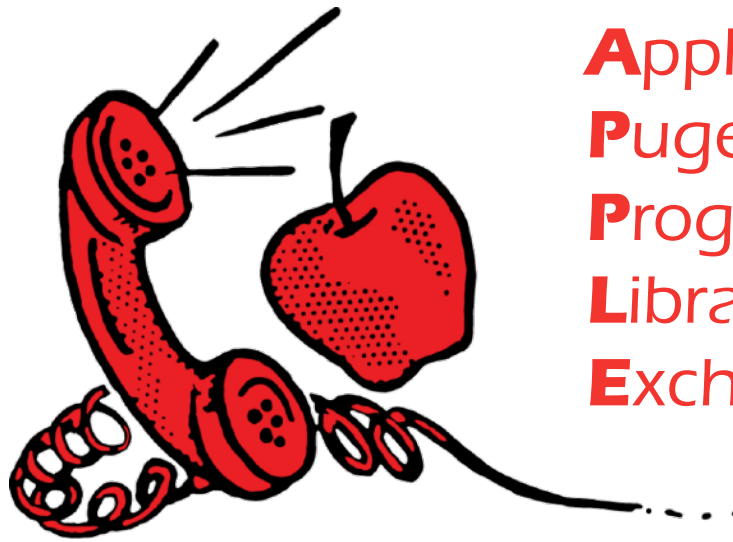


If you'd like to support our efforts, please become a [member of our A.P.P.L.E. User Group](#) and read our [Magazines](#), purchase one of our many [Books](#), or buy one of our [Apps](#). Lastly, consider using our [Amazon Link](#) before any purchases you may make.

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



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Exchange

www.callapple.org