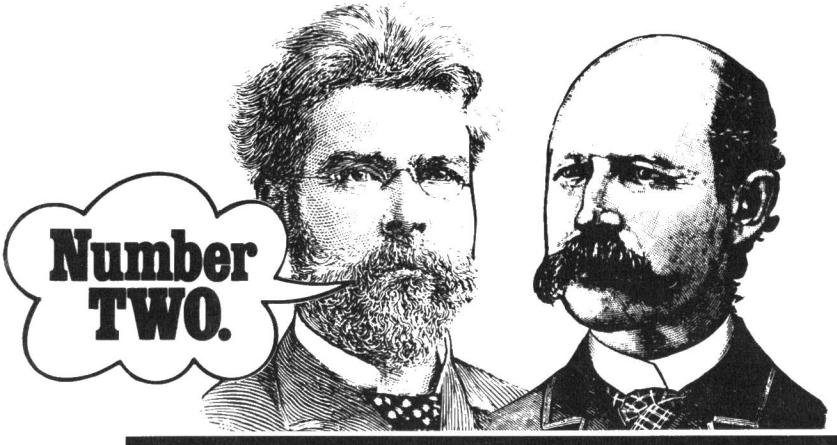


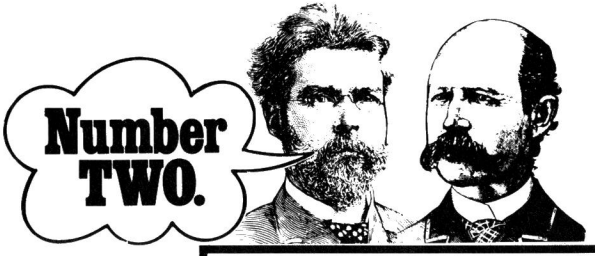
Beagle Bros™ MICRO SOFTWARE

CATALOG & TIP BOOK

AND GUIDE TO MORE ENJOYMENT FROM YOUR

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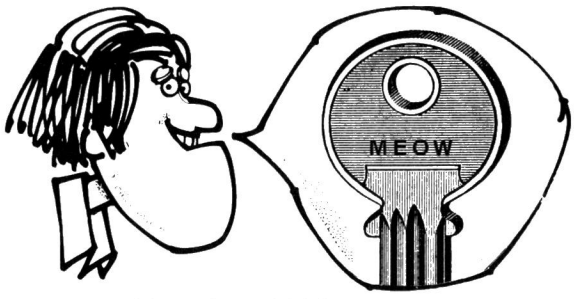
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Telephone (714) 296-6400



KEY-CAT ENHANCEMENT

The Dos Boss disk (see page 7) contains a nice program called Key-Cat that allows ONE KEYSTROKE PROGRAM SELECTION and shows free space left on your disks. Used as your boot program, it makes a great turnkey system with an easy-to-turn key! Upon booting, your disk's file names are presented (without the sometimes confusing sector & file codes) with an inverse letter next to each. Simply pressing the appropriate key runs, bruns or execs the program you want.

Ron Maleika of Cheyenne, Wyoming, wrote and asked if it was possible to leave the normal sector and file code info on the screen. Our answer: Sure, just load Key-Cat and add these lines:

```
20 COL = 1: REM    (LETTER-COLUMN;
      CAN BE 1, 3, 4 OR 7)

960  HTAB COL: INVERSE : PRINT N$
     ;: NORMAL : IF N$ <  > " " THEN
      HTAB 38: PRINT "."

1110  VTAB VSEL: HTAB 1: PRINT  SPC(
     37): HTAB COL: INVERSE : PRINT
      SPC( 8 - COL);"SELECT:";

1120  POKE  - 16368,0: GET A$: VTAB
     VSEL: HTAB 15: INVERSE : PRINT
     A$;"  ";:TSC =  SCRN( 14,2 *
     VSEL - 2):BSC =  SCRN( 14,2 *
     VSEL - 1): NORMAL

1260  FOR I = 0 TO 46 STEP 2: IF
     ( SCRN( COL - 1,I) = TSC AND
      SCRN( COL - 1,I + 1) = BSC)
      THEN 1360

1360 SCT =  SCRN( 1,I): IF SCT =
     1 OR SCT = 9 THEN T$ = RU$

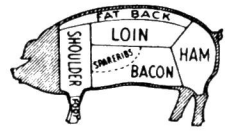
1410  IF SCT = 2 THEN T$ = BR$

1460  IF SCT = 4 THEN T$ = EX$
```

VISI-SORT









Alphabetizing is no big deal for Applesoft. You can compare strings just like you compare numbers. **PRINT "FISH"<"STICKS"** (return) will produce a "1", meaning "true" ("fish" IS lower in the alphabet than "sticks"). Here is a clunky little sorter that lets you SEE each step of its sort. Try it with a dozen words or so at first.

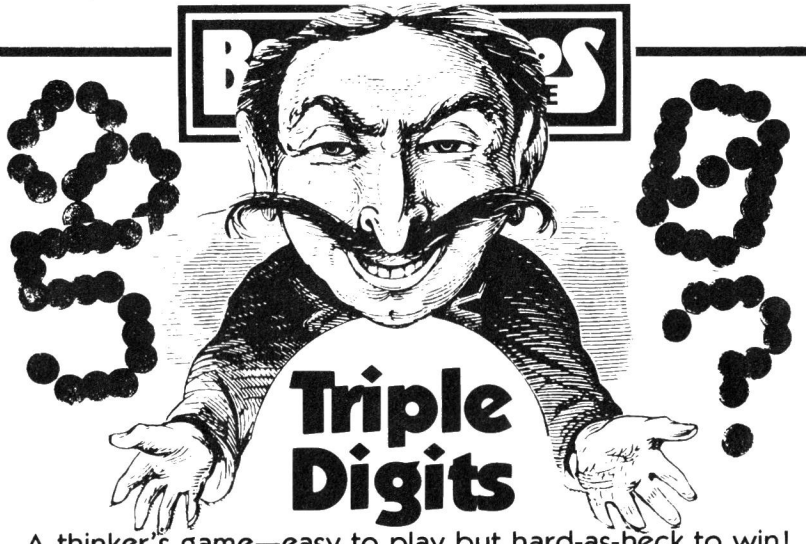
```
20   DIM A$(255):D$ =  CHR$ (4)
30   TEXT : HOME : INVERSE
40   PRINT " VISI-SORT ";: NORMAL : PRINT
     " TYPE '*' TO QUIT"
50   PRINT : POKE 34,2
60   REM === GET WORDS ===
70 I = I + 1
80   PRINT "WORD #";I;"-> ";
90   HTAB 13: PRINT ".....................";
100   HTAB 12: INPUT " ";A$(I)
110   IF  LEFT$ (A$(I),1) = "*" THEN 140
120   GOTO 70
130   REM === SORT ===
140 A$(I) = "----------": PRINT
150 N = I: TEXT : HOME
160 X = N: IF N > 22 THEN X = 22
170 F = 0:I = 1
180   VTAB 2: FOR J = 1 TO X: HTAB 5: PRINT
      A$(J); SPC( 9): PRINT : NEXT
190   IF A$(I) <  = A$(I + 1) THEN 230
200 T$ = A$(I + 1)
210 A$(I + 1) = A$(I)
220 A$(I) = T$:F = 1
230 I = I + 1: IF I < N THEN 190
240   IF F = 1 THEN 170
250   REM === PRINT LIST ===
260   VTAB 1: POKE 34,2
270   PRINT "ALPHABETICAL LIST": PRINT "---
      ---------------"
280   FOR X = 2 TO I
290   PRINT  SPC( X < 11);X - 1;
300   PRINT ". ";A$(X): NEXT
310   PRINT : PRINT D$;"PR#0"
320   FOR J = 1 TO 999: NEXT
330   PRINT : VTAB 24: PRINT "  (TO PRINT,
      TURN ON PRINTER & GOTO 999";: POKE
      2039,169
340   TEXT : VTAB 23: END
999   HOME : PRINT : GOTO 260
```

If you don't have anything better to do, alphabetize numbers spelled out ("one", "two", "three", etc.). It gives good old number 8 a new priority!

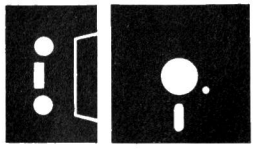
AND MORE . . .

```
]LIST

1  REM
==========
ZZYZX ROAD
==========
2  HOME : HGR
3 F = 0:C = C + 1: POKE  - 16304,0: POKE  -
      16302,0: POKE  - 16297,0:X = 140:Y =
      20:XR = X:XL = X:YT = Y:YB = Y: HCOLOR=
      3: ONERR  GOTO 3: IF C > 6 THEN C = 1
4 F = F + 1: HCOLOR= C:XL = XL - 2: HPLOT
      XR,YT TO XL,YT:YB = YB + 2: HPLOT XL,
      YT TO XL,YB:XR = XR + 2: HPLOT XL,YB TO
      XR,YB:YT = YT - F / 11.5 + 3: HPLOT X
      R,YB TO XR,YT: GOTO 4
```



A thinker's game—easy to play but hard-as-heck to win! Two players are given thirteen numbers each to distribute on the Triple Digits screen layout. Scoring can be done in four ways, and your Apple keeps track and posts all possibilities. Plan-ahead strategy, both for scoring and blocking, is the key to winning at Triple Digits. All skill levels enjoy this one.



Part of GAME PACK #4

BEAGLE BROS. COMMAND CHART INCLUDED WITH EACH ORDER!

ORDER FORMS ON PAGE 17



```
]LIST

10  REM
================
DAUGHTER OF EYES!
================
20  HOME
30 II = 1
40 I1 = 11
50  VTAB I1: INPUT "INPUT:";I$
60 II$ = "INPUT:" + I$: FOR I = 1
     TO  LEN (II$):I1$ =  MID$ (
    II$,I,1)
70  VTAB I1: HTAB II: PRINT I1$: VTAB
    I1 + 1: HTAB II: PRINT  CHR$
    (32);: IF I1$ =  CHR$ (73) THEN
     VTAB I1 - 1: HTAB II: PRINT
     CHR$ (46);: VTAB I1 + 1
80 II =  PEEK (36) + 1:I1 = I1 +
    2 * (II = 1 AND I > 1): NEXT
```

FILE ARRANGER

If you are creating a disk where you want files in a certain order in your catalog, you normally have to SAVE files in the order you want them. Not so with Beagle Bros.' File Arranger! First, INIT a new disk. Then type and RUN this . . .

```
]LIST
10 D$ =  CHR$ (13) +  CHR$ (4): REM
    (Carriage Return + CTRL-D)
20  FOR FILE = 1 TO 15
30  PRINT D$;"SAVE A";FILE
40  NEXT FILE
50  END
```

Now your catalog shows files named A1 through A15 (or as many as you want). Now, to place a file at any position, say position A7, just LOAD PROGRAM from another disk, DELETE A7 from the new disk, and SAVE PROGRAM. It will appear in your catalog at position A7! Enter all of your other files where you want in the same manner. When you are finished, you can simply DELETE all of the A-numbers that are remaining, or RENAME them "^" or "^^^" as separators. The **DOS BOSS BOOK** (comes with our DOS BOSS program) describes many more file name tips and tricks including how to put blank file names in your catalogs.

(Drizzle, continued)

```
470   NEXT
480   HLIN 29,33 AT 2: HLIN 20,23 AT 3: HLIN
      28,34 AT 3: HLIN 18,24 AT 4: HLIN 27
      ,35 AT 4: HLIN 17,35 AT 5: HLIN 16,3
      5 AT 6: HLIN 15,35 AT 7
490   HLIN 16,36 AT 8: HLIN 13,37 AT 9: HLIN
      12,38 AT 10: HLIN 11,38 AT 11: HLIN
      11,38 AT 12: HLIN 10,38 AT 13: HLIN
      10,38 AT 14: HLIN 10,37 AT 15
500   HLIN 10,37 AT 16: HLIN 10,37 AT 17: HLIN
      11,14 AT 18: HLIN 16,36 AT 18: HLIN
      12,13 AT 19: HLIN 16,34 AT 19: HLIN
      16,34 AT 20: HLIN 17,34 AT 21
510   HLIN 31,33 AT 22
540   FOR I = 1 TO 22
545   IF I -  INT (I / 2) * 2 = 0 THEN  COLOR=
      SCRCLR
546   IF I -  INT (I / 2) * 2 = 1 THEN  COLOR=
      GUNCLR
550   FOR J = 1 TO 2 * I: NEXT
560 HRZ =  INT ( RND (1) * 40):YFALL =  INT
      ( RND (1) * 20) + 20: GOSUB 640: PLOT
      HRZ,YFALL: NEXT
566   COLOR= 0
570   FOR I = 0 TO 39: HLIN 0,39 AT I: FOR
      J = 1 TO 9: NEXT : NEXT : FOR J = 1 TO
      222: NEXT
580   POP : GOTO 88
590   FOR I = 1 TO 500: NEXT
600   REM === NOISE ===
610   COLOR= 9: HLIN 23,25 AT 35: HLIN 22,
      23 AT 34: HLIN 25,26 AT 34
620   FOR J = 1 TO 10:S =  PEEK (BUZZ) -  PEEK
      (BUZZ) -  PEEK (BUZZ): NEXT
630   COLOR= 0: HLIN 23,25 AT 35: HLIN 22,
      26 AT 34: RETURN
640   FOR J = 1 TO 2
650 S =  PEEK (BUZZ) -  PEEK (BUZZ) -  PEEK
      (BUZZ) -  PEEK (BUZZ) -  PEEK (BUZZ)
       -  PEEK (BUZZ) -  PEEK (BUZZ): NEXT
      : RETURN
660   REM === SCOREBOARD ===
670   VTAB 24: HTAB 4: PRINT SAUCER;: HTAB
      14: PRINT SHOT;
680   HTAB 24: PRINT HIT;: IF  NOT HIT THEN
       RETURN
690   HTAB 34: PRINT  INT ((100 * HIT) / S
      AUCER);"%:";
700   RETURN
800 YFALL = Y1:Y1 =  INT ( RND (1) * 25) +
      3: RETURN
900   POKE 0,100 - (3 * N): POKE 1,5
902   CALL 771
904   RETURN
32000  FOR I = 771 TO 789: READ A: POKE I
      ,A: NEXT : RETURN
33333  DATA  173,48,192,136,208,4,198,1,2
      40,8,202,208,246,166,0,76,3,3,96
```

dos boss™

DISK COMMAND EDITOR

by Bert Kersey & Jack Cassidy

NEW BEAGLE BROS. DISK + BOOK UTILITY PACKAGE!

Dos Boss is an extremely versatile, easy-to-use Apple utility package that will customize your disk system and personalize your personal computer! Here are just SOME of Dos Boss's useful features—

Rename DOS Commands by simply entering the command you want changed (say "CATALOG") and your new command (say "CAT"). Now "CAT" will catalog your disks. Other changes are just as easy . . .

Change the Disk Volume heading to anything you want; your name, disk title or code; with or without the Volume Number. Inverse, Flash or Normal! **Save-Protect your programs!** An unauthorized copy attempt will produce a "NOT COPYABLE!" message.

One-key program selection! Run programs by pressing only the key indicated on the screen. Instant free-space on disk with one key too! **Customized Catalogs!** Create multi-columned catalogs that fit more file names on the screen. Catalog only the file-types you want (A, I, B and/or T). Omit or alter sector numbers and language codes too!

Rewrite Error Messages! "SYNTAX ERROR" can be "TRY AGAIN!" or "NO COMPRENDE"; "DISK FULL" can be "BURP!" . . . anything you want!

All of DOS BOSS's change features may be appended to any of your programs, so that anyone using your disks on any Apple (booted or not) will be formatting DOS the way you designed it!

Plus the DOS BOSS BOOK!

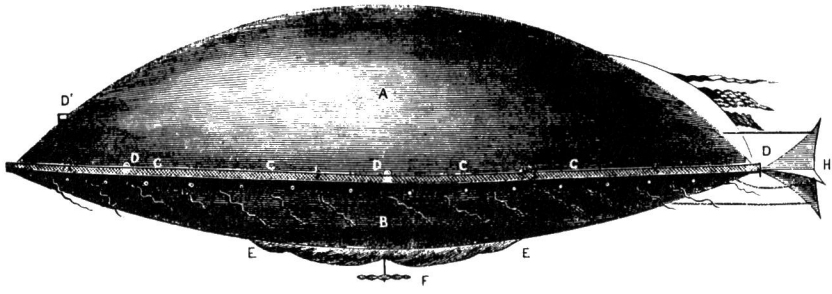
36 pages of valuable Apple info! An excellent learning tool covering all DOS BOSS features PLUS a new collection of Beagle Bros. Apple tips & tricks; a great companion to our Beagle Bros. Apple Tip Book (also included free!).

Inside the DOS BOSS BOOK:

- Discover some strange Apple bugs!
- Put Inverse REM Statements in your listings!
- Two-sided Apple disk tips!
- Make your programs un-listable!
- Custom-format your catalogs!
- Change DOS with some creative POKING!



ORDER FORMS ON PAGE 17




```
]LIST

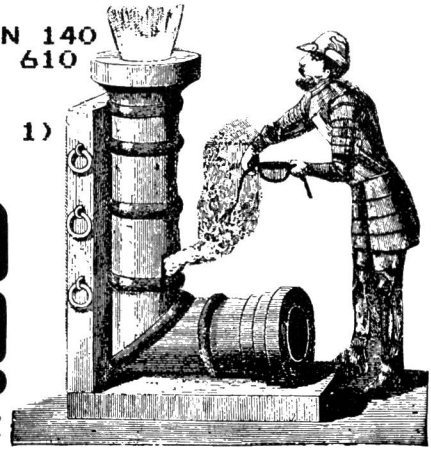
  20  GOSUB 32000: HOME : INVERSE
  40 SWEAR$ = "  @#&!  "
  50 Q =  - 16384:BUZZ = Q + 48:BEEP$ =  CHR$
     (7)
  70  GR
  80  VTAB 23: HTAB 1: PRINT ":SAUCERS:";: HTAB
      11: PRINT "::SHOTS::";: HTAB 21: PRINT
      "::HITS:::";: HTAB 31: PRINT ":PERCE
      NT:"
  85  VTAB 24: HTAB 1: PRINT ":::::::::";: HTAB
      11: PRINT ":::::::::";: HTAB 21: PRINT
      ":::::::::";: HTAB 31: PRINT ":::00%
      :::";
  88  GOSUB 370:SLUGHT = 35:XFALL = 1:YY =
      0:HRZ = 0:SCRCLR =  INT ( RND (1) *
      14) + 1: GOSUB 800
  90  VTAB 21: HTAB 1
  95  PRINT " SPACE TO FIRE,
      ANY KEY TO STOP BULLET "
  97  GOSUB 800
 100   REM === GUN ===
 110 GUNCLR =  INT ( RND (1) * 14) + 1: IF
      GUNCLR = SCRCLR THEN 110
 115  COLOR= GUNCLR: HLIN 22,26 AT 39: HLIN
      23,25 AT 38: VLIN 36,37 AT 24
 120 K =  PEEK (Q): IF K <  > 160 THEN 220
130  IF SLUGHT <  > 35 THEN 140
132 SHOT = SHOT + 1: GOSUB 610
135  GOSUB 670
140  COLOR= 15
150  IF  SCRN( 24,SLUGHT - 1)
     = 0 THEN 200
```

(continued next page)

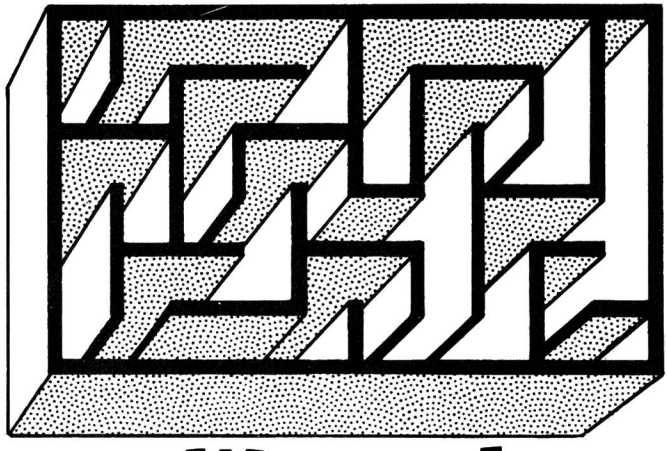


Alien Drizzle!

The Poor Person's Applesoft Saucer Shooter



Beagle Bros™
MICRO SOFTWARE

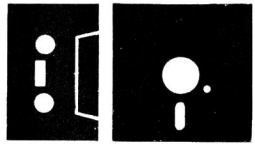


Wowzo!

Beagle Bros' real-time Apple maze game!

Each player moves his or her own name through a constantly-changing maze towards five targets. Maze gates are opened and closed through keyboard commands to gain access to targets or to strategically block an opponent. All moves are time-limited to keep the game moving. Players input the game clock's speed as well as their names, abilities and target information to make each game unique. Your Apple adds its own touches with extensive sound effects, an animated clock and a constantly visible scoreboard. All move and gate commands are presented with player names and move/gate requests.

Wowzo is a strategy game you can grow with. Add it to your Apple library!



Part of GAME PACK #2

BEAGLE BROS. COMMAND CHART INCLUDED WITH EACH ORDER!

ORDER FORMS ON PAGE 17

```
0  REM  R.F.MODULATOR-- SAN DIEGO, CA
1  POKE  - 16304,0: POKE  - 16302,0: POKE  -
     16297,0:X = 140:Y = 95:XR = X:XL = X:YT
     = Y:YB = Y: HCOLOR= 3: ONERR  GOTO 1
2 C = C + 1: HCOLOR= C -  INT (C / 6) * 6:XL
     = XL - 3: HPLOT XR,YT TO XL,YT:YB = YB
     + 2: HPLOT XL,YT TO XL,YB:XR = XR + 3:
     HPLOT XL,YB TO XR,YB:YT = YT - 2: HPLOT
     XR,YB TO XR,YT: GOTO 2
```

```
>LIST  (INTEGER PROGRAMS)
    0 REM  CHRIS VOLPE-- TRUMBULL, CT
    1 CALL -936: CALL -12288:XO=YO=COLR:P=-11506
      :D=32767: FOR I=0 TO D:COLR=127:X=A:Y=
      B:A= RND (279):B= RND (191):XO=X:YO=Y:
       CALL P
    2 XO=A:YO=B: CALL P+6:COLR=0:XO=X:YO=Y: CALL
      P:XO=A:YO=B: CALL P+6: POKE -16336, PEEK
      (-16336): POKE -16336, PEEK (-16336): NEXT
      I
32767 REM  NEEDS PROGRAMMER'S AID #1
```

```
    0 REM  CHRIS VOLPE AGAIN
    1 FOR I=0 TO 255:A= PEEK (76)+( PEEK (77
      )-( PEEK (77)>127)*256)*256-2: POKE A,
      I: PRINT "HIT ANY KEY TO SEE LINE 2->"
      ;: CALL -756: LIST 2: NEXT I: END
    2 PRINT
```

```
    0 REM  BRUCE JOHNSON AGAIN
    1 GR :X=X+1:Y=39-X: COLOR=0: HLIN 0,39 AT
      20: COLOR= RND (16)+1: PLOT X,20: PLOT
      Y,20:B=39: IF X=20 THEN 2: GOTO 1
    2 COLOR= RND (16): HLIN A,B AT X: VLIN A,
      B AT Y:A= RND (40):B= RND (40):X= RND
      (40):Y= RND (40):C=A: IF A>B THEN A=B AND
      B=C: GOTO 2
```

MORE-THAN-TWO LINER

```
]LIST
0  REM  REED RIGHTHEAD-- SAN DIEGO, CA
1  HOME : HGR : ONERR  GOTO 2
2 F = 0:C = C + 1: POKE  - 16304,0: POKE  -
     16302,0: POKE  - 16297,0:X = 0:Y = 0:XR
      = X:XL = X:YT = Y:YB = Y: HCOLOR= 3: IF
     C > 6 OR C = 4 THEN C = 1
3 F = F + 1: HCOLOR= C:XL = XL + F / 11.5 +
     2: HPLOT XR,YT TO XL,YT:YB = YB + 4: HPLOT
     XL,YT TO XL,YB:XR = XR + F / 7.5 + 2: HPLOT
     XL,YB TO XR,YB:YT = YT - F / 11.5 + 3: HPLOT
     XR,YB TO XR,YT: GOTO 3
```

WHY DOES THIS DO THIS?

```
]LIST

10   HOME
15   SPEED= 200
20   FOR N = 0 TO 1 STEP .001
40   PRINT "N = ";N
50   NEXT N
55   SPEED= 255
```

MISSING CHARACTER DEPARTMENT

When they designed the Apple keyboard, they forgot to print the] above the M. If you want to type a], type a shift-M.

EASY RUNNER

To run, brun, load, bload, exec, save, bsave, delete, verify, lock or unlock (whew!) a program from the catalog without having to type the program's name, simply move your cursor up the left margin (with esc-D or esc-I),

```
DISK VOLUME 123

*RUN    OLD RECIPES  ← (RETURN)
*I 075 STAR BORES
*A 033 DATA BASE
*T 011 NAIL FILE
*T 041 KLUGE FILE
*A 024 NOISES
*A 041 ETC.

]
```

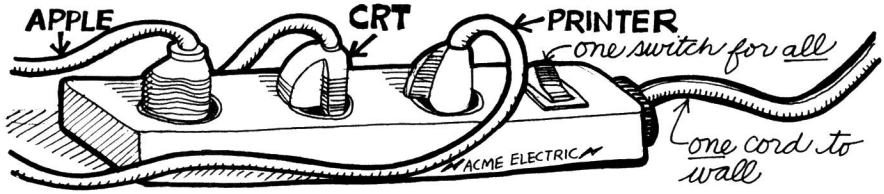
type RUN (or whatever), TRACE OVER the file name with the right arrow and the rept key and hit return. Guaranteed no spelling errors!

DE-WINDOW

To set your Apple text window to normal, you could type "POKE 32,0: POKE 33,40: POKE 34,0: POKE 35,24". Or you could type "TEXT".

MULTI-PLUG

Tired of having to turn on your Apple, your monitor AND your printer every time you power up? Why not buy a multiple outlet box with a power switch? Then you can set everything into action with one switch. You won't have to remember to turn everything OFF either. One switch does it all!

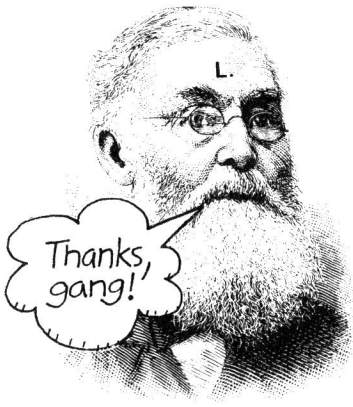


```
>LIST
    5 REM ============================
          INTEGER->APPLESOFT CONVERTER
            by Bert Kersey
    6 REM    CREATES A TEXT FILE FOR
            EXEC-ING I.B. INTO A.S.!
          ============================
    7 REM  YOU MUST CORRECT APPLESOFT SYNTAX
    WHEN FINISHED. (See page 2, Tip Book #1)
   10 DIM FILE$(40)
   15 QUOTE=130: COLOR=2
   20 D$="": REM (CTRL-D)
   25 PRINT D$;"NOMON C,I,O"
   30 TEXT : CALL -936
   35 PRINT D$;"CATALOG": PRINT
   40 GOSUB 135: PRINT : PRINT "INTEGER->APPL
    ESOFT CONVERTER": GOSUB 135: PRINT
    : PRINT
   45 INPUT "NAME OF INT PROGRAM: ",FILE$
    : CALL -936
   50 IF LEN(FILE$)=0 THEN 35
   55 GOSUB 1055
   75 PRINT : PRINT "LOAD ";FILE$
   80 IF LEN(FILE$)<4 THEN FILE$( LEN(FILE$
    )+1)="XXX"
   85 FILE$=FILE$(1,4):FILE$( LEN(FILE$)
    +1)="FILE.AS"
   90 PRINT : PRINT "32766 PRINT D$;'";:
     GOSUB QUOTE: PRINT "OPEN ";FILE$(
    1,4);"FILE.AS'";: GOSUB QUOTE
   95 PRINT ":PRINTD$;'";: GOSUB QUOTE: PRINT
    "WRITE ";FILE$;"'";: GOSUB QUOTE
  100 PRINT ": CALL -936: POKE33,127: LIST 0,
    32765: PRINT D$;'";: GOSUB QUOTE: PRINT
    "CLOSE'";: GOSUB QUOTE: PRINT : REM
    SPACE AS SHOWN!
  105 PRINT : PRINT "32767 TEXT:CALL-936: PRI
    NT: PRINT'";: GOSUB QUOTE: PRINT " FP'"
    ;: GOSUB QUOTE
  110 PRINT ":PRINT: PRINT'";: GOSUB QUOTE:
     PRINT " EXEC ";FILE$;"'";: GOSUB
    QUOTE
  115 PRINT ":VTAB 1:END"
  120 PRINT : PRINT "GOTO 32766"
  125 TEXT : VTAB 5: END
  130 PLOT PEEK (36),2* PEEK (37): RETURN
    : REM  CONVERTS APOSTROPHES TO QUOTE MA
    RKS!
  135 PRINT "-----------------------------
    ------";: RETURN
 1055 POKE 32,1: POKE 33,39: TAB 2: GOSUB
    135
 1060 PRINT "USE THE -> KEY & THE REPT KEY TO
     TRACE OVER COMMANDS. '";: GOSUB QUOTE:
     PRINT "RETURN'";: GOSUB QUOTE: PRINT
    " AFTER EACH."
 1065 POKE 50,63: VTAB 2: TAB 9: PRINT "->"
    ;: TAB 22: PRINT "REPT": POKE 50,255
    : VTAB 4
 1070 GOSUB 135: PRINT : RETURN
```

A PERPETUAL Contest!

O.K., Gang, our Uncle Louie only has an 0.6K Apple and needs some programs for it. So here's a contest—Let's help him out!

RULES: Programs must be written in Applesoft or Integer BASIC only, and be NO LONGER THAN TWO PROGRAM LINES. There is no limit to the number of multiple statements on or length of each line, as long as we can type them and not get a "*** TOO LONG ERR" message. Please submit legible copy. Nothing can be returned.



Programs will be judged on . . .
(a) how impressive the program is when run.

Decisions of the Beagle Bros. judges is semi-final (Uncle Louie gets the last say).

PRIZES:

1st PRIZE: Dos Boss or any Game Pack
2nd PRIZE: Dos Boss or any Game Pack
3rd PRIZE: Dos Boss or any Game Pack
4th-9th PRIZES: Haven't decided.
10th PRIZE: Uncle Louie

The most impressive 2-liners will be printed in our next printing.

Here are a couple of 2-liners we found in an old trunk in the attic:

```
]LIST

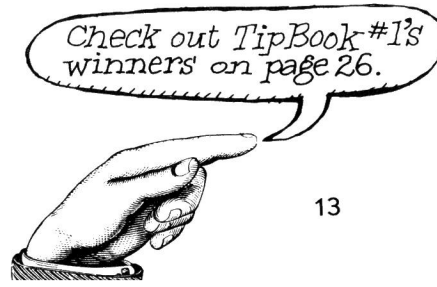
 1  POKE  - 16304,0: POKE  - 16302
      ,0: REM APPLESOFT
 2  PRINT  PEEK ( - 16384) - 192;:
       GOTO 2: REM HIT ANY KEY TO
      OPERATE.
>LIST
    1 DIM A$(80):A$="ABCDEFGHIJKLMNOPQ
      RSTUVWXYZABCDEFGHIJKLMNOPQRSTUVW
      XYZABCDEFGHIJKLMNOPQRSTUVWXYZ"
      : POKE -16304,0: POKE -16302
      ,0
    2 B=B+1: IF B>35 THEN B=1:A=A+
      1: FOR I=1 TO A/9: PRINT " "
      ;: NEXT I: PRINT A$(B,B+10)
      ;: GOTO 2: REM INTEGER
```

and last year's LOSER. . .

```
]LIST

1  POKE 33,99
2  PRINT  CHR$ (4);"CATALOG"
```





HUMUNGOUS TIP BOOK

Buy the APPLE II USER'S GUIDE by Lon Poole. We don't sell it, but Osborne/McGraw-Hill does (and they're not paying for this plug). Ask for it at your computer store. 385 pages of all kinds of excellent Apple information for around $15. Don't think about it, BUY IT! You'll be glad you did.

SPLIT SCREEN LIST

POKE 34,5: LIST (return) will freeze the top five lines on the screen as you list. The 5 can be any number, 1-23, of course. Very handy in many circumstances. Reset will normalize things.

SAVE/1 SAVE/2 SAVE/3 . . .

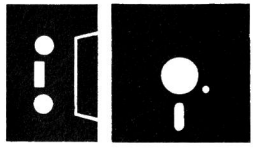
Make progressive back-up copies as you program, but give each a different name (PROGRAM/1, PROGRAM/2, etc.). That way, you can back up a step or two if some permanent damage occurs. A new save every ten minutes or so is a good idea.



Pick-a-Pair

Pick-a-Pair is Beagle Bros.' version of the old "Concentration" matching game. Apple-fied and ready to play. Match the symbols behind the numbers to score. Beeps, buzzes and players' names enhance the scorekeeping, and full-color graphics and no-return keyboard input, makes this an easy-to-play, FUN-to-play computer game.

A great Apple demo game for non-computerers (you have noticed THEM, haven't you?).!

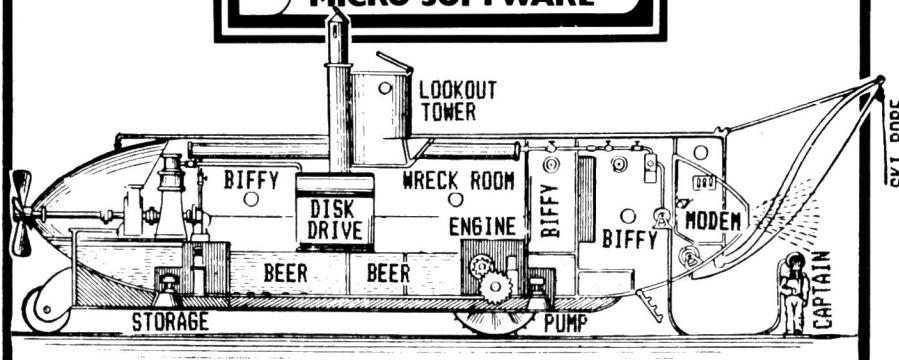


Part of GAME PACK #1

BEAGLE BROS. COMMAND CHART INCLUDED WITH EACH ORDER!

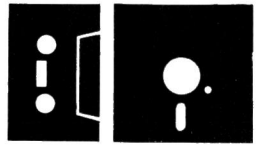
ORDER FORMS ON PAGE 17

Beagle Bros™
MICRO SOFTWARE



Sub Search

Find the invisible subs on your Apple color graphics scope before your oxygen and fuel run out! Use your deep-sea scanner switch and watch for the blips that give clues to each sub's whereabouts. A scan-tracer shows you where you have looked, and if you are unable to locate all subs, the computer reveals their locations in comparison to where you have searched. A final score printout lets you compare your success with others.

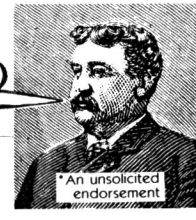


Part of GAME PACK #1

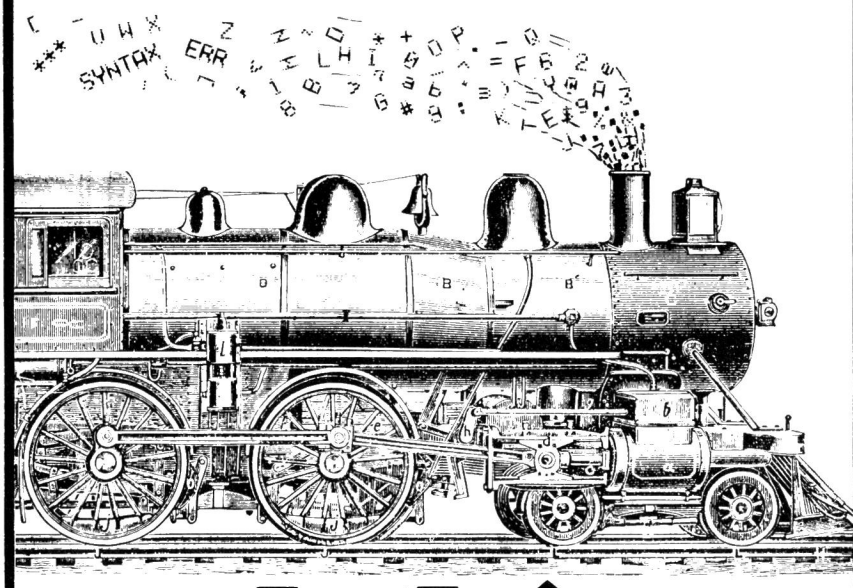
BEAGLE BROS. COMMAND CHART INCLUDED WITH EACH ORDER!

ORDER FORMS ON PAGE 17

```
]LIST
10  REM
==========
HANDY-WIPE
==========
20 LO = 1:HI = 24:S = LO
30  LIST : LIST
40  FOR I = LO TO HI STEP S
50  INVERSE : VTAB I
60  PRINT  SPC( 40): NORMAL
70  VTAB I: CALL  - 868: NEXT
80 X = LO:LO = HI:HI = X
90 S = S *  - 1: GOTO 30
```



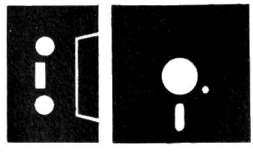
Beagle Bros™
MICRO SOFTWARE



TextTrain

For all you ELECTRIC TRAIN fans, here's TextTrain! You completely control a text-format freight train on your Apple's video layout! Forward, reverse, track switches, coupling & uncoupling, the works! Switching and coupling strategies become critical as you are timed by an on-screen clock while you attempt to couple together a pre-defined trainload of goods. A Freight-On-Board chart constantly updates your cargo.

If you avoid a game-ending collision and complete your assignment, your train will be inspected and your time recorded and posted for comparison on future tries. For one or more players, this one will keep you up till next Wednesday!



Part of GAME PACK #1

BEAGLE BROS. COMMAND CHART INCLUDED WITH EACH ORDER!

ORDER FORMS ON PAGE 17

Beagle Bros Order Form

Hello. Each Beagle Bros disk purchased by mail *or* from your Apple Dealer comes with a Peeks & Pokes Chart and the Tip Book listed below. Sorry, we can't make tip book substitutions.

Check a few:

- ☐ **ALPHA PLOT** **$39.50**
  Plus Tip Book 4
- ☐ **DOS BOSS** **$24.00**
  Plus Tip Book 2
- ☐ **UTILITY CITY** **$29.50**
  Plus Tip Book 3
- ☐ **APPLE MECHANIC** ... **$29.50**
  Plus Tip Book 5
- ☐ **GAME PACK 1** **$24.00**
  Plus Tip Book 2
- ☐ **GAME PACK 2** **$24.00**
  Plus Tip Book 2
- ☐ **GAME PACK 3** **$24.00**
  Plus Tip Book 2
- ☐ **GAME PACK 4** **$24.00**
  Plus Tip Book 2
- ☐ **TIP DISK 1** **$20.00**
- ☐ **Text/Lo-Res Plotting Pad** **$4.00**
- ☐ **Command Chart** **$2.50**
- ☐ **Peeks/Pokes Chart** ... **$2.50**
- ☐ **Add me to your mailing list.**
- ☐ **I'm already on your list.**

(If you've registered before or received *anything* from us by mail, you're on it.)

Sub Total: _____

+6% if California: _____

Shipping: **$1.50**
(overseas add $4)

TOTAL: _____

VISA master charge THE INTERBANK CARD

VISA/MASTERCARD, see other side.

Mail to—

BEAGLE BROS, Dept. F
4315 Sierra Vista
San Diego, Ca 92103

All orders shipped immediately via 1st Class mail. COD orders, please add $3.00.

Beagle Bros Order Form

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- ☐ **GAME PACK 2** **$24.00**
  Plus Tip Book 2
- ☐ **GAME PACK 3** **$24.00**
  Plus Tip Book 2
- ☐ **GAME PACK 4** **$24.00**
  Plus Tip Book 2
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- ☐ **Command Chart** **$2.50**
- ☐ **Peeks/Pokes Chart** ... **$2.50**
- ☐ **Add me to your mailing list.**
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(If you've registered before or received *anything* from us by mail, you're on it.)

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VISA master charge THE INTERBANK CARD

VISA/MASTERCARD, see other side.

Mail to—

BEAGLE BROS, Dept. F
4315 Sierra Vista
San Diego, Ca 92103

All orders shipped immediately via 1st Class mail. COD orders, please add $3.00.



Alpha Plot Hi-Res image dumped to printer

alpha plot

Hi-Res Apple Graphics/Text Utility
by Bert Kersey & Jack Cassidy 48K REQUIRED

HI-RES DRAWING: Create hi-res pictures & charts, **appendable to your programs.** Keyboard or Paddle control; Optional Xdraw Cursor (see lines before you draw!); Any color mix or REVERSE (opposite of background); Circles, Boxes & Ellipses, filled or not. Bonus Programs too—**SCRUNCHER** stores hi-res in as little as 1/3 normal disk space. **SHIFTER** transfers any portion of the hi-res screen. Also superimpose hi-res images and convert Hi-Res to Lo-Res & back for fascinating abstracts!

HI-RES TEXT: Beautiful upper & lower case with Descenders; color or reverse; Positionable anywhere (NOT restricted by Htabs & Vtabs). Professional looking **PROPORTIONAL SPACING!** Adjustable Type Size, Leading (line spacing) & Kerning (letter spacing). Multi-directional typing; up, down, even backwards!

PLUS . . . APPLE TIP BOOK NUMBER FOUR!
PAGES of tips for making the most of your Apple's advanced graphics capabilities. Alpha instructions plus shape table tips, new titling & color tricks and fascinating animation experiments!

- ✔ **Alpha Plot** on Applesoft Disk.
- ✔ Beagle Bros Apple Tip Book # 4
- ✔ Apple PEEKS, POKES & POINTERS Chart.

ALPHA PLOT was actually written as a keyboard plotter to draw the above portrait for our animated "Talking Heads" demo, which you've probably seen on our games disks or Dos Boss. Since then, Alpha Plot has expanded feature-wise to become a really complete graphics package with sophisticated TEXT features as well. Our favorite is PROPORTIONALLY-SPACED TYPE, quite a bit more attractive, we think, than the normal Apple text. Also, you can SHIFT ALL OR PART of a picture to a new screen location. It's kind of like being able to append a subroutine to your programs. For example, you can imprint your logo on all of your hi-res charts or graphs. You can also temporarily or permanently SUPERIMPOSE hi-res pages, handy for comparing images or setting up animation layouts. There's also a program called SCRUNCH that compresses Hi-Res. The picture above occupies only 17 sectors instead of the normal 34. One-third compression is not uncommon; it depends on the amount of detail in the image. HI-LO PLOT is still another program on the Alpha Plot disk. With it, you can make a Lo-Res "impression" of your Hi-Res picture. The list goes on... I'm sure you'll like Alpha Plot.

Bert Kersey



Mail to:
BEAGLE BROS., Dept. Y
4315 Sierra Vista
San Diego, CA 92103
Or phone:
(714) 296-6400





Check One:
☐ Personal Check
☐ Money Order
☐ MasterCard/VISA

ACCOUNT NO. _____

NAME$ = _____ **EXPIRATION DATE** _____

ADDR$ = _____ **TELEPHONE** _____

CITY$ = _____ **ZIP =** _____ **SIGNATURE** _____



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Check One:
☐ Personal Check
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ACCOUNT NO. _____

NAME$ = _____ **EXPIRATION DATE** _____

ADDR$ = _____ **TELEPHONE** _____

CITY$ = _____ **ZIP =** _____ **SIGNATURE** _____

utility city

21 of our most-asked-for Apple Utilities

by Bert Kersey 48K Applesoft ROM

For YOUR Big Apple—Our 21 most-asked-for Apple Utilities on one big disk—**List Formatter** makes properly spaced & indented listings with printer page breaks. Each program statement is on a new line with If-Then's & Loops called out; a great de-bugger! **Catalog in any number of columns** & any page-width to CRT or printer. Automatically post the Run-Number & last-used Date in your programs. **Make any command invisible** in your listings; Access program lines in memory for garbage repair & "illegal" alteration; Quickly sort & store info on disk; Run any Applesoft file while another stays intact; Renumber to 65535; Save inverse, INVISIBLE & trick file names; Convert dec to hex & binary, or INT to FP; Append programs; dump the text screen to ANY printer . . . More too: **21 Programs Total!**

PLUS . . . APPLE TIP BOOK NUMBER THREE!

PAGES of new tips, tricks & articles— DOS Trickery . . . Copy Stoppers . . . Programming the Reset Key . . . & much more. Plus understandable explanations of how each U-City Program works— One of the best Apple learning tools on the market today!

- ✔ **Utility City** on Applesoft Disk.
- ✔ Beagle Bros Apple Tip Book # 3
- ✔ Apple PEEKS, POKES & POINTERS Chart

UTILITY CITY is a huge collection of Applesoft utilities that will keep you off of the streets for a LONG time. My favorite is XLISTER, a listing printout routine, demonstrated at the left. Everything is properly spaced; Each program statement appears on a new line; If-thens are called out, and. Loops are indented. Here's the entire list of U-City programs, in no particular order:

FILENAME ZAP:
Invisible, inverse & trick file names

MULTI-CAT:
Multi-column catalogs to any-width printer

SCREENWRITER:
Layout & format text directly on the screen.

XLISTER:
A properly-spaced lister. See above.

COMMAND ZAP:
Puts invisible commands in your programs.

DOUBLE LOADER:
Run a file while another stays intact.

HEX, DEC & DEX:
Hex conversions while your program stays intact.

INT CONVERTER:
Convert Integer BASIC to Applesoft.

KEY-CAT:
1-key program selection (also on Dos Boss).

LINE SEARCH:
Locates program lines for "illegal" alteration.

BIGLINER:
Renumber to 65535 for program protection.

CONNECT:
Append two Applesoft programs to make one.

KILL-CAT:
Allows a ctrl-C clean escape from long catalogs.

RUN/DATE COUNTER:
Posts an updated run number or date when run.

TEXT DUMP:
Send your text screen to any printer.

ADDRESS CHECKER:
Learn while you snoop through memory.

BFIND:
Finds binary program start address and length.

SORTFILE:
Sort, store and manipulate data on disk.

CHR$ POKER:
Finds text screen locations.

REM ZAP:
Puts invisible rem statements in your listings

REM FIND:
Converts zapped rems to temporary INVERSE

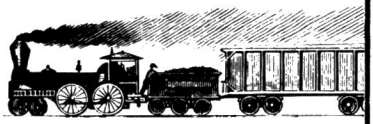
NORMAL LISTING:

```
530  SCALE= J: ROT= 32 * (X2 > XN
     ): XDRAW 4 AT XN,YN: XDRAW 4
      AT XN,Y2: SCALE=  ABS (YN -
     Y2) - 1 + 2 * (YN = Y2): ROT=
     16 + 32 * (Y2 > YN): XDRAW 4
      AT XN,YN + 1 - 2 * (YN > Y2
     ): XDRAW 4 AT X2,YN + 1 - 2 *
     (YN > Y2): ROT= R: SCALE= 1
535  IF  ABS (XN - X2) > 255 THEN
       SCALE=  ABS (XN - X2) - 254
     : ROT= 0 + 32 * (XN > X2): XDRAW
     4 AT X2,YN: XDRAW 4 AT X2,Y2
560  HPLOT X2,YN TO XN,YN TO XN,Y
     2 TO X2,Y2 TO X2,YN: IF C =
     4 OR C = 7 THEN J = X2 + 1 -
     (X2 = 279): HPLOT J,YN TO J,
     Y2:J = XN + 1 - (XN = 279): HPLOT
     J,YN TO J,Y2
```

RE-FORMATTED LISTING:

```
530   SCALE= J
    : ROT= 32 * (X2 > XN)
    : XDRAW 4 AT XN,YN
    : XDRAW 4 AT XN,Y2
    : SCALE= ABS (YN - Y2) - 1 + 2 *
        (YN = Y2)
    : ROT= 16 + 32 * (Y2 > YN)
    : XDRAW 4 AT XN,YN + 1 - 2 * (YN > Y2)
    : XDRAW 4 AT X2,YN + 1 - 2 * (YN > Y2)
    : ROT= R
    : SCALE= 1
--------------------
535   IF ABS (XN - X2) > 255 THEN
        SCALE= ABS (XN - X2) - 254
  * : ROT= 0 + 32 * (XN > X2)
  * : XDRAW 4 AT X2,YN
  * : XDRAW 4 AT X2,Y2
--------------------
560   HPLOT X2,YN TO XN,YN TO XN,Y2 TO
        X2,Y2 TO X2,YN
    : IF C = 4 OR C = 7 THEN J = X2 +
        1 - (X2 = 279)
  * : HPLOT J,YN TO J,Y2
  * : J = XN + 1 - (XN = 279)
  * : HPLOT J,YN TO J,Y2
--------------------
```

Game Pack #1*

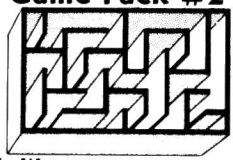


1. TextTrain: Race the on-screen clock with your text-format video "freight train." Real-time track switching & coupling simulations; hours of fun!

2. Sub Search: Find & capture the invisible enemy subs on your Apple color graphics scope! Sound-enhanced scanner, tracer & instrument panel!

3. Pick-a-Pair: A colorful Apple party game for all ages and skill levels! Uncover and remember the hidden graphics symbols to score big & win!

Game Pack #2*



1. Wowzo: Our challenging changeable maze game! Capture targets in a flexible maze, and outmaneuver your opponent before time runs out!

2. Elevators: Keyboard control 4 elevators at one time in your CRT skyscraper. You'll need a computer to solve this one!

3. Quick-Draw!: You command two colorful gunmen who shoot it out on your Apple screen!

Game Pack #3*

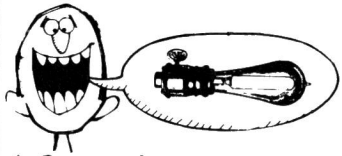


1. Magic Pack: Four mind-bending tricks in one fantastic Magic Show! Only you and your Apple know how to perform these amazing feats!

2. Slippery Digits: A challenging & colorful number-action game for all ages. A great demonstration of your Apple's capabilities!

3. Oink! A nerve-racking sound-enhanced video dice game with unpredictable results and lots of laughs!

Game Pack #4*



1. Buzzword: A comical story-creator with endless possibilities. 5 changeable stories in memory plus a fascinating "Create Your Own Story" program!

2. Triple Digits: A thinker's game with numbers. Score in four ways and outfox your opponent!

3. Corn Game: A kids' guessing game involving 3 farm animals and endless supply of corn!

*In addition to the games listed, each disk contains AT LEAST TWO additional Bonus Programs, powerful little goodies that will further demonstrate the versatility of your Apple!

"Apple II" and the Apple logo are registered trade marks of The Apple Computer Company

dos boss™

DISK COMMAND EDITOR

by Bert Kersey and Jack Cassidy

Dos Boss is an extremely versatile, easy-to-use Apple utility package that will customize your disk system and personalize your personal computer! Here are just SOME of Dos Boss's useful features—

Rename DOS Commands by simply entering the command you want changed (say "CATALOG") and your new command (say "CAT"). Now "CAT" will catalog your disks. Other changes are just as easy . . .

Change the "Disk Volume" heading to anything you want; your name, disk title or code; with or without the Volume Number. Inverse, Flash or Normal!

"Save-Protect" your programs! An unauthorized copy attempt will produce a "NOT COPYABLE!" message.

One-key program selection! Run programs by pressing only the key indicated on the screen. Instant free-space on disk with one key too!

Customized Catalogs! Create multi-columned catalogs that fit more file names on the screen. Catalog only the file-types you want (A, I, B and/or T). Omit or alter sector numbers and language codes too!

Rewrite Error Messages! "SYNTAX ERROR" can be "TRY AGAIN!" or "NO COMPRENDE"; "DISK FULL" can be "BURP!" . . . anything you want!

All of DOS BOSS's change features may be appended to any of your programs, so that anyone using your disks on any Apple (booted or not) will be formatting DOS the way you designed it!

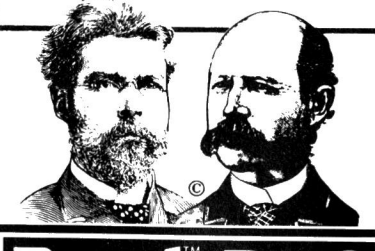
Plus the DOS BOSS BOOK! 36 pages of valuable Apple info! An excellent learning tool covering all DOS BOSS features PLUS a new collection of Beagle Bros. Apple tips & tricks; a great companion to our original Beagle Bros. Apple Tip Book (also included free!).

Inside The DOS BOSS BOOK:

- Discover some strange Apple bugs!
- Put Inverse REM Statements in your listings!
- Two-sided Apple disk tips!
- Make your programs un-listable!
- Custom-format your catalogs!
- Change DOS with creative POKING!

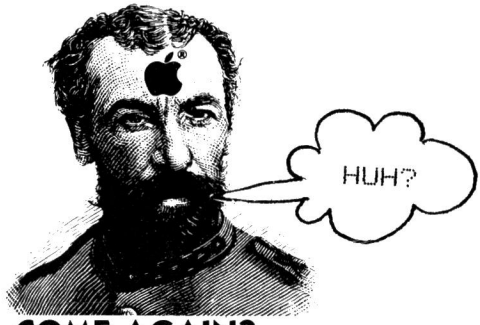


DOS BOSS © and The DOS BOSS BOOK
3.2 or 3.3 Applesoft



Beagle Bros™ MICRO SOFTWARE

4315 Sierra Vista, San Diego, CA 92103



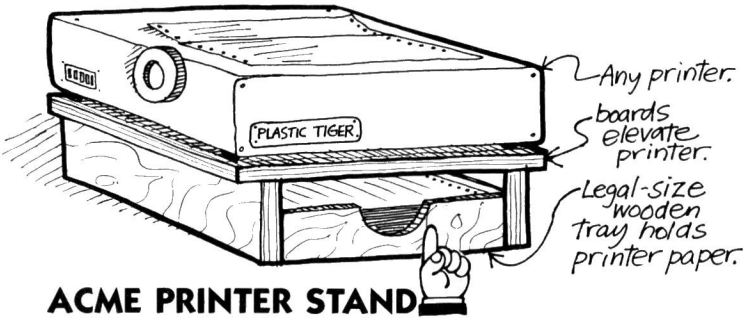
COME AGAIN?

Many of us learn Computerese by READING and don't know how to pronounce certain words. Like . . .

"DOS" rhymes with "boss".

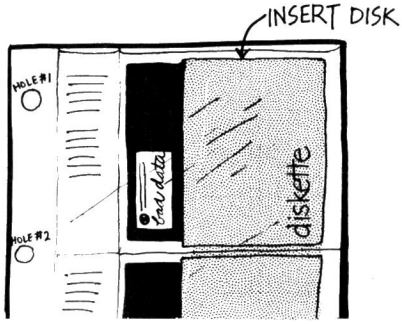
"Modem" rhymes with "rode 'em".

"Eprom" doesn't rhyme with anything. In fact, no one has ever said "Eprom" out loud.



ACME PRINTER STAND

Uncle Louie built this dandy printer stand for our printer. Maybe it will work for yours.



EASY INSERT

If you use three-ring vinyl inserts to store your disks, you may think you have to remove each disk from its protective sleeve for it to fit in the page pocket. Have you tried inserting the disk plus sleeve in the pocket SIDEWAYS? It works AND gives your disks double protection. Now you know what to do with all of those extra disk sleeves!

DOS 3.?

3.3 VS. 3.2

If you recently purchased your Apple disk system, it is the newer 16-sector "3.3" version which has replaced the old 13-sector "3.2" (actually "3.2.1") version. "3.2" and "3.3" are just stuffy ways of saying version 2 or version 3 or whatever. The same guy probably named these that named "MUFFIN" and "FID"! 3.3 has one basic advantage over 3.2; you can get more data on a disk; period. Anyway, as a 3.3 user, you will undoubtedly encounter software programmed in 3.2. There are two ways you can probably use this software on your system—

1. MUFFIN it onto a 3.3 disk to make a permanent usable copy.
2. BRUN BOOT13. Then boot the 3.2 disk (necessary on uncopyable disks).

The best of both systems is to have both systems. You can use BOTH 3.2 and 3.3 controller cards in your Apple. Then you have your choice of DOS's. If you have the Auto-Start ROM, the higher numbered slot will attempt to boot when you power up, so put your most commonly-used DOS in slot 6 an the other one in slot 5. To boot from slot 5, hit reset and do a PR # 5. We use both cards as described here, and occasionally have problems like the dreaded I/O ERROR when using a 3.2-connected drive while operating in 3.3. Vice versa, not so.

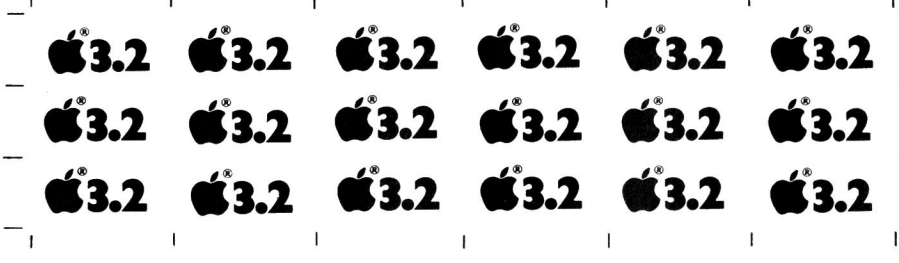
DE-MUFFIN

You die-hard 3.2 users will want to use 3.3 software. Several "De-Muffin" (or "NIFFUM") programs have been published. Check recent back issues of Nibble (vol. 1, no. 8 and vol. 2, no. 2). One of the first things to de-Muffin is the 3.3 FID program (DIF?); handy to have around in any format. (Note: in 3.2 FID, Free Space on Disk will read high by 93 sectors.)

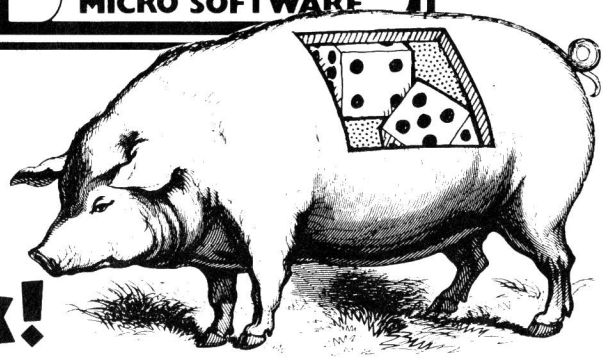
3.2 STICKERS

Apple gives you a bunch of 16-sector disk stickers with various products. What you really need are 13-SECTOR stickers for those few 3.2 disks you have, right? You can buy nice little round blank stickers from the stationery store, any color you want. Mark them with 13'S or 3.2's and you've got it!

OR cut these out and tape them on:

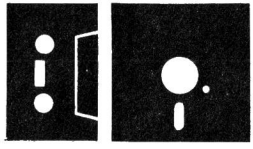


Beagle Bros™
MICRO SOFTWARE



Oink!

Pork out with Oink!—an exciting and nerve-racking dice game with unpredictable results. The tame will never win . . . well, not USUALLY! Sound effects, dice graphics, player names and two-key operation make this one of our most popular games!

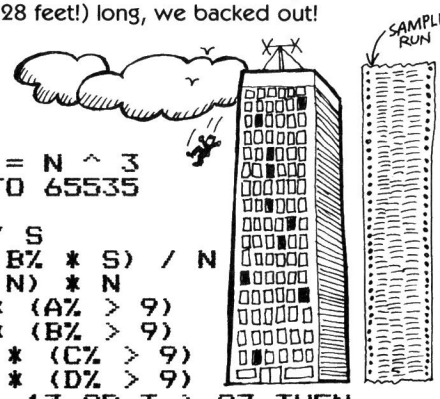


Part of GAME PACK #3

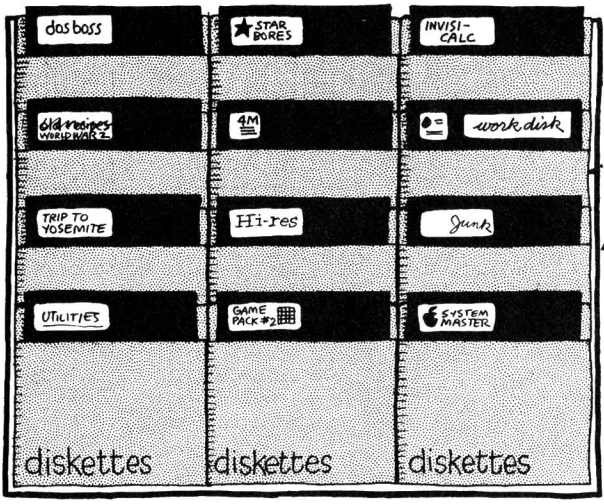
BEAGLE BROS. COMMAND CHART INCLUDED WITH EACH ORDER!

INSTANT (?) HEX CONVERTER

We considered printing a sample run of this program in the Tip Book, but when it turned out to be 364 PAGES (228 feet!) long, we backed out!




```
]LIST
10  REM
==================
ALL-HEX CONVERTER
==================
20 N = 16:S = N ^ 2:C = N ^ 3
30  HOME : FOR X = 0 TO 65535
40 A% = X / C
50 B% = (X - A% * C) / S
60 C% = (X - A% * C - B% * S) / N
70 D% = X -  INT (X / N) * N
80 A% = A% + 176 + 7 * (A% > 9)
90 B% = B% + 176 + 7 * (B% > 9)
100 C% = C% + 176 + 7 * (C% > 9)
110 D% = D% + 176 + 7 * (D% > 9)
120 T = T + 13: IF T = 13 OR T > 27 THEN
      PRINT :T = 1
130  HTAB T + (X < 10000) + (X < 1000) +
     (X < 100) + (X < 10)
140  PRINT X;"=$"; CHR$ (A%); CHR$ (B%)
     ; CHR$ (C%); CHR$ (D%);
150  NEXT
```



DISKRACK

Tape or glue a bunch of disk sleeves together and mount them on a board for a handy disk rack. This way, all of your most commonly-used disks are always findable and reachable!

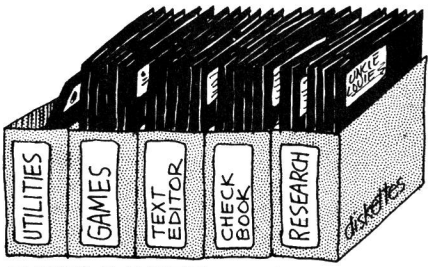
NO-TEAR SLEEVES!

Next to creating shape tables, one of the hardest things to do is tear up a disk sleeve! Try it sometime. Certain ones (3M & BASF for example) are made of special no-tear paper. Extensive research by an independent testing lab shows that no one knows why.

2-SIDED DISKS

No problem. Just punch a write-protect notch with a 1/4" punch directly opposite the existing notch. Then INIT the new side of the disk.
WARNING: Many disks have flaws on their wrong sides.

BUT: Most don't.



DISK BOXES

Here's another tasty way to store your disks. Use the ten-disk boxes with the lids removed and store your disks sorted by category. Labels on the sides of the boxes finish things off nicely.



TWO-LINERS!

Here are some of the WINNING ENTRIES in Uncle Louie's semi-perpetual Two-Liner Contest. Give them a try!

```
]LIST  (APPLESOFT PROGRAMS)

0  REM  JERRY KRAMER-- PHILADELPHIA, PA
1  HOME : HGR : HCOLOR= 3: FOR A = 80 TO 0 STEP
     - 8:B = 80 - A: FOR C = 0 TO 6.3 STEP
     .1: IF D = 0 THEN  HPLOT A *  COS (C) +
     140,B *  SIN (C) + 80:D = 1
2  HPLOT  TO A *  COS (C) + 140,B *  SIN (C)
     + 80: NEXT :D = 0: NEXT : VTAB 24
```

```
0  REM  JERRY KRAMER AGAIN
1  HOME : HGR : HCOLOR= 3: DIM X(21),Y(21): FOR
     T = 2 TO 21:X(T) = 78 *  SIN (.314 * T)
     + 140:Y(T) = 78 *  COS (.314 * T) + 80

2  NEXT : FOR T = 2 TO 21: FOR Q = T TO 21: HPLOT
     X(T),Y(T) TO X(Q),Y(Q): NEXT: NEXT: VTAB 24
```

```
0  REM  BRUCE JOHNSON-- REARDAN, WA
1  READ A,B: POKE A,B: DATA 770,173,771,48,7
     72,192,773,136,774,208,775,5,776,206,77
     7,1,778,3,779,240,780,9,781,202,782,208
     ,783,245,784,174,785,0,786,3,787,76,788
     ,2,789,3,790,96:N = N + 1: IF N <  > 21
     THEN 1
2  HTAB 81: INPUT "FREQUENCY (1 TO 255) ";F:
     INPUT "DURATION (1 TO 255) ";D: POKE 7
     68,F: POKE 769,D: CALL 770: PRINT : PRINT
     "ANOTHER TONE (Y/N)?": GET X$: IF X$ =
     "Y" THEN 2
```

```
0  REM  G.BELL-- SAN DIEGO, CA
1  HOME : HGR : POKE  - 16304,0: POKE  - 163
     02,0: POKE  - 16297,0:X = 2:Y = 2:XR =
     X + 2:XL = X - 2:YT = Y - 2:YB = Y + 2:
     HCOLOR= 3
2 F = F + 1:XL = XL + F / 9: HPLOT XR,YT TO
     XL,YT:YB = YB + 2: HPLOT XL,YT TO XL,YB
     :XR = XR + 2: HPLOT XL,YB TO XR,YB:YT =
     YT + F / 20: HPLOT XR,YB TO XR,YT: GOTO 2
```

```
0  REM  DENNIS MARTINEZ-- ALBUQUERQUE, NM
1  HGR2 :E =  INT (191 *  RND (1)):D =  INT
     (279 *  RND (1)):C =  INT (3 *  RND (1)
     ) + 2: FOR B = 0 TO 191 STEP C: HCOLOR=
     INT (6 *  RND (1)) + 1
2  FOR A = 0 TO 270 STEP C: HPLOT D,E TO A,B
     : NEXT : NEXT : CALL 62454: FOR T = 1 TO
     100:Z =  PEEK ( - 16336): NEXT : GOTO 1
```

Beagle Bros™
MICRO SOFTWARE



Four great magic tricks on one program—

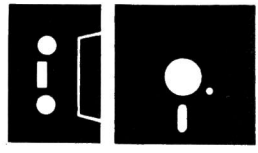
These four tricks, with a little help from you, will have them rolling on the rug. About the time they suspect that you (of all people) have something up your cuffs and have been pulling some fast ones with your Apple (which you have), you turn it over to an audience member and the computer still does the impossible! Four tricks are included—

1. PLENTY-QUESTIONS: Think of an object; the computer asks some key questions; the computer tells you what your object is. A real cage-rattler!

2. CARD SCANNER: The computer reads cards through the TV screen. Just press any playing card against the screen and watch it work!

3. NEXTWORD: Audience members test their wits on this one. Can they figure out what the Apple is up to? Most can't. Only you know its secret.

4. 21 NUMBERS: An Apple switch on a mix-'em-up card trick that never fails!

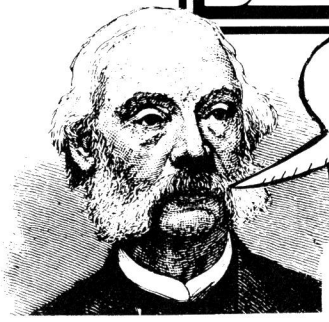


Part of GAME PACK #3

BEAGLE BROS. COMMAND CHART INCLUDED WITH EACH ORDER!

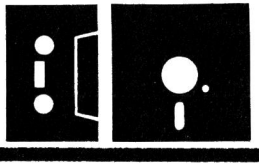
ORDER FORMS ON PAGE 17

Beagle Bros™ MICRO SOFTWARE



Elevators!

You'll need a computer to conquer this one! Four elevators in a 12-story color graphics building. The object is to see how quickly and efficiently you can get rush-hour passengers to the first floor. A real-time keyboard challenge for one or two players!



Part of GAME PACK #2

BEAGLE BROS. COMMAND CHART INCLUDED WITH EACH ORDER!



Corn Game

A great kids' guessing game that sneaks in a little math practice without them knowing it! With full-color graphics of farm animals, the object is to guess how many ears of corn each animal will eat. Probability comes into play as it becomes evident who the big corn-eater is.

Part of GAME PACK #4

BEAGLE BROS. COMMAND CHART INCLUDED WITH EACH ORDER!

ORDER FORMS ON PAGE 17

SECRET DE-CODER

Uncle Louie just came up with an advantage to NOT having a lower-case chip in your Apple. If your Apple is upper-case only, try this Applesoft program:



```
]LIST

10  TEXT : HOME
20  VTAB 22
30  PRINT "TO REVEAL THE ANSWER,
     MOVE THE CURSOR->."
40  VTAB 5: PRINT "QUESTION:": PRINT
     "---------"
50  PRINT "HOW DO YOU GET DOWN
     OFF OF AN ELEPHANT?"
60  VTAB 9: PRINT "ANSWER:": PRINT
     "------"
70 ANS$ = " YOU DON'T; YOU GET
     DOWN OFF OF A DUCK!"
80  GOSUB 90: VTAB 10: END
90  VTAB 11: HTAB 2
100  FOR LTR = 1 TO  LEN (ANS$)
110 ASKY =  ASC ( MID$ (ANS$,LTR,
     1))
120  IF ASKY < 64 THEN ASKY = ASK
     Y - 32
130  PRINT  CHR$ (ASKY + 32);
140  NEXT LTR: RETURN
```

Tracing over the answer with the arrow keys spells it out one letter at a time! Create your own quizzes!

MULTI-STATEMENTS

In Applesoft, you can type multiple commands in immediate mode separated by colons. For example:

```
HOME: INVERSE: VTAB 10: PRINT "FUB FUB"
```

It doesn't work so well with some DOS commands, though. Try this, then catalog your disk:

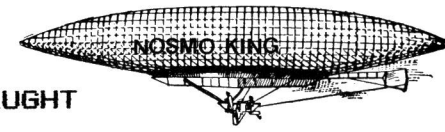
```
SAVE PROGRAM: DELETE PROGRAM
```

WHO ARE THE BEAGLE BROS.?

Applers from all over the world have written and asked who the Beagle Bros. really are and how we got our start in the software business. Well, it was quite by accident, really. Just before the war, we bought a full-blown

continued on page 255 ($FF)

(Drizzle, continued)



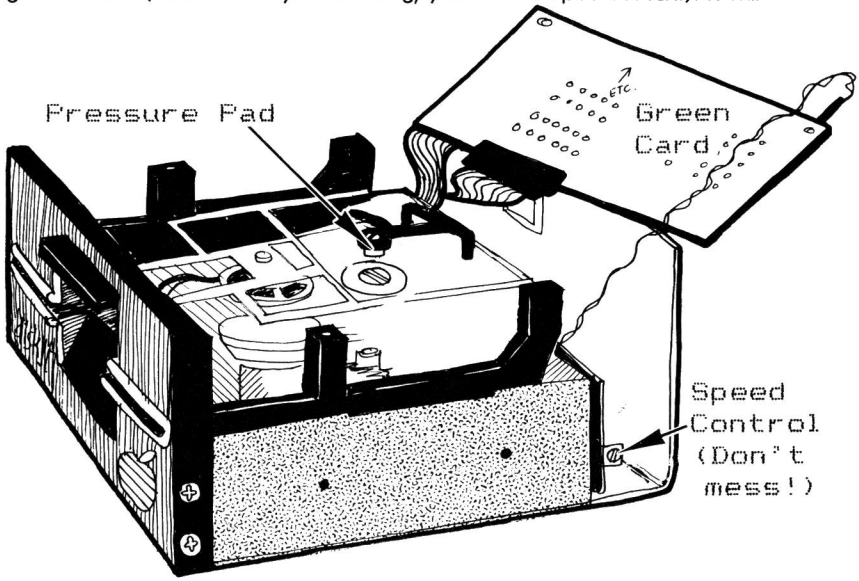

```
151   REM === HIT! ===
152   PLOT 24,SLUGHT - 1:
      COLOR= 0: PLOT 24,SLUGHT
161   COLOR= 9
162   PLOT 22,SLUGHT - 3: PLOT 23,SLUGHT -
      2: PLOT 23,SLUGHT: PLOT 24,SLUGHT -
      1: PLOT 25,SLUGHT: PLOT 27,SLUGHT -
      2: VLIN SLUGHT - 3,SLUGHT - 2 AT 25
166   FOR I = 1 TO 9: GOSUB 620: NEXT :KIL
      L = 1
170   COLOR= 0: FOR I = 22 TO 27: VLIN SLU
      GHT - 3,SLUGHT AT I: NEXT
180 HIT = HIT + 1: GOSUB 670
190 YY = 1:XFALL = 0
195   POKE Q + 16,0: GOSUB 240
200   PLOT 24,SLUGHT - 1: COLOR= 0: PLOT 2
      4,SLUGHT
210 SLUGHT = SLUGHT - 1: IF SLUGHT > YFAL
      L - 3 THEN 220
211   COLOR= 0: VLIN 0,35 AT 24:SLUGHT = 3
      5: POKE Q + 16,0
220   GOSUB 240
230   GOTO 120
240   REM === SAUCER ===
250   COLOR= SCRCLR
270   HLIN HRZ + 2,HRZ + 3 AT YFALL: HLIN
      HRZ + 1,HRZ + 4 AT YFALL + 1
280   COLOR= 0
290   PLOT HRZ + 1,YFALL: PLOT HRZ,YFALL + 1
300   IF KILL THEN  PLOT HRZ + 4,YFALL: HLIN
      HRZ,HRZ + 5 AT YFALL - 1: HLIN HRZ,H
      RZ + 5 AT YFALL - 2
305   IF YY = 0 THEN 310
306 N = 41 - YFALL: GOSUB 900
307 XFALL = XFALL +  INT ( RND (1) * 3) -
      1: IF HRZ + XFALL < 19 THEN XFALL = 1
308   IF HRZ + XFALL > 25 THEN XFALL =  - 1
310 HRZ = HRZ + XFALL:YFALL = YFALL + YY:
      IF HRZ > 35 THEN 340
320   IF YFALL > 38 THEN  GOSUB 390
330   RETURN
340   HLIN 36,39 AT YFALL + 1: HLIN 37,38 AT
      YFALL
360   GOSUB 800:SCRCLR =  INT ( RND (1) *
      14) + 1: IF SCRCLR = GUNCLR THEN 360
370 SAUCER = SAUCER + 1: GOSUB 670
380 HRZ = 0: RETURN
390   REM === EXPLOSION ===
400   VTAB 21: HTAB HRZ: PRINT SWEAR$:KILL= 0
420   COLOR= 15
422   PLOT HRZ,37: PLOT HRZ + 1,38: VLIN 3
      5,37 AT HRZ + 2: PLOT HRZ + 2,39: VLIN
      38,39 AT HRZ + 3: VLIN 36,37 AT HRZ +
      4: PLOT HRZ + 5,37
425   POP : PRINT BEEP$;BEEP$;BEEP$;BEEP$;
427   COLOR= SCRCLR
430   FOR I = 39 TO 6 STEP  - 2
450   HLIN 19,29 AT I - 1
460   HLIN 19,29 AT I: GOSUB 640
```



(continued next page)

SQUEEKY DRIVE?

If your disk drive is driving you up the wall with a squee-eee-eek as is does its thing, it probably has a worn pressure pad. If you're good at taking things apart (aren't we all?) AND getting them back together properly (we aren't all), take the four Phillips screws out of the bottom of your drive and slide off the metal case. Remove the two Phillips screws that hold down the horizontal green board inside. CAREFULLY unmount the green board (watch what you're doing; you have to put it BACK!). It will



remain connected to the drive by wires. Now, insert a disk in the drive and close the drive door. You will see the pressure pad (a little cottony thing about 1/4" in diameter mounted on the end of a black arm) on top of the oval slot of the disk. Turn the pressure pad's black screw about a QUARTER TURN. This should rotate it just enough to stop the squeeking. Or you can fluff the pad up with a screwdriver or something. **WARNING:** All of the above will undoubtedly void your warranty if anyone finds out what you've done . . . but it's YOUR equipment, right?

> If you mess up your drive, forget where you read this.

While you've got the cover off, watch your drive work; it's fun! INIT a disk, DELETE some files, CATALOG, etc., and watch the pressure pad move. The read/write head is directly under the pressure pad contacting the BOTTOM of your disk. Disk drives are indeed amazing.

WARNING: Never pour creme soda in your disk drive.

CASSETTE USERS TIP-OF-THE-YEAR

Buy a disk drive.

```
>LIST
  100 REM
==================
RANDOM DOT PLOTTER
(INTEGER BASIC)
==================
  105 REM CONVERT THIS TO APPLESOFT &
      REVEAL SOME BAD BUGS!
  110 GR : CALL -936: COLOR=9
  120 VTAB 21: FOR X=1 TO 120: PRINT "-"
      ;: NEXT X
  130 VTAB 22: TAB 1: CALL -868: PRINT "ATTEM
      PTS:";: TAB 17: PRINT "HITS:";
  140 HRZ= RND (40):VRT= RND (40):TRY=TRY+
      1: VTAB 22: TAB 10: PRINT TRY;
  170 POKE 50,255: IF SCRN(HRZ,VRT)=0 THEN
      200
  180 POKE 50,63: VTAB 22: TAB 29: PRINT
      "MISSES";: COLOR=15: PLOT HRZ,VRT:
       FOR X=1 TO 33: NEXT X: COLOR=9: PLOT
      HRZ,VRT
  190 MISS=MISS+1: POKE 50,255: TAB 29: PRINT
      "MISSES:";MISS: GOTO 140
  200 COLOR=9: PLOT HRZ,VRT
  210 VTAB 22: TAB 17: POKE 50,63: PRINT
      "HITS";
  220 POKE 50,255:HIT=HIT+1: TAB 22: PRINT
      HIT;: TAB 37: IF HIT MOD 100=0 THEN
      PRINT "";: REM (CTRL-G)
  230 POKE 50,255: FOR X=1 TO 3:BUZZ= PEEK
      (-16336): NEXT X: VTAB 22: TAB 17:
       PRINT "HITS:";
  240 IF HIT<1600 THEN 140
  250 VTAB 23: END
```

INTEGER ADVANTAGE

One of the gigantic advantages of Integer BASIC is the ability to use variables as line numbers, a great self-documentation feature. For example, if you have a card-shuffling routine at Line 2416, you can **LET SHUFFLE = 2416.** Then every time you want to shuffle, simply **GOSUB SHUFFLE.** Try that in Applesoft, and the computer goes, "huh?".

UNSTABLE LABELS

We suspect that most disks are made of Teflon just to keep labels and write-protect tabs from sticking. We've had better luck with certain "permanent" pressure sensitive labels (not "removable"). Visit your stationery store.

CTRL-EQUIVALENTS

Hitting ctrl-M is the same as hitting return. Ctrl-H is a backspace. Ctrl-U is a forward space. Ctrl-[is escape. Ctrl-J moves the cursor down one line. Just thought we'd mention it.

USER OPTIONS

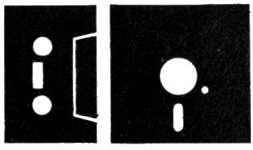
In Applesoft, there are different ways to say the same thing—

This . . .	**is the same as . . .**
`LET X = 7`	`X = 7`
`IF X > 0 THEN PRINT`	`IF X THEN PRINT`
`IF X = 0 THEN END`	`IF NOT X THEN END`
`IF X=8 THEN GOTO 10`	`IF X = 8 THEN 10`
`IF X=2 THEN INVERSE`	`POKE 50,255-192*(X=2)`
`?2+2`	`PRINT 2+2`
`PRINT "HELLO."`	`PRINT "HELLO.`
`NEXT X`	`NEXT`



Slippery Digits

Remember your old 15-numbered Whatchamacallit with the sliding numbers? Wait till you play with a computerized one! Completely keyboard controlled, Slippery Digits features full-color graphics and different degrees of difficulty, complete with music signals when you're on the right track and disappearing numbers when you're not! Each level's scores are kept in memory so players can compare their skills. Not as easy as it might seem. Slippery Digits is a proven winner for all ages!

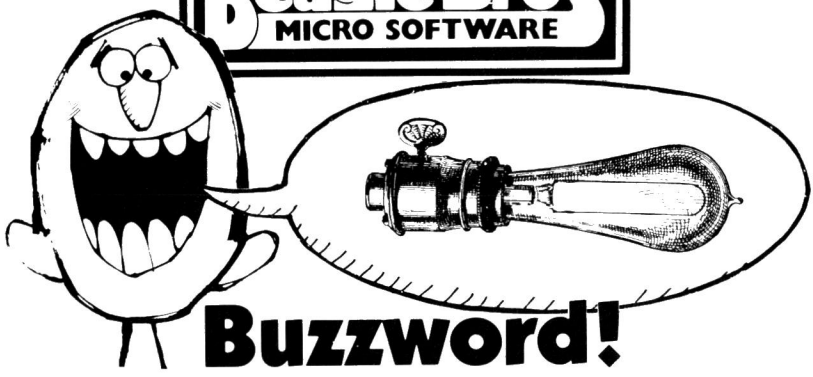


Part of GAME PACK #3

BEAGLE BROS. COMMAND CHART INCLUDED WITH EACH ORDER!

ORDER FORMS ON PAGE 17

Beagle Bros™
MICRO SOFTWARE



Buzzword!

A real laugher! Actually two games—The Apple types a story and you trigger the missing "Buzzwords", a different one for each key; OR you type a story and the Apple supplies the Buzzwords. Four stories in memory with endless possibilities, and a "create your own" program too.



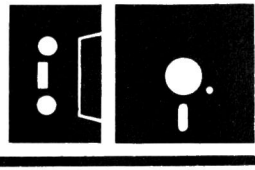
Part of GAME PACK #4

BEAGLE BROS. COMMAND CHART INCLUDED WITH EACH ORDER!



Quick-Draw!

Two players control two full-color gunmen on the screen. Flashing code symbols tell you when to "shoot." But don't draw at the wrong time—your gun won't fire, and you're in for a surprise. Rated NV (Non-Violent) by the Beagle Bros. staff. Try it anyway!

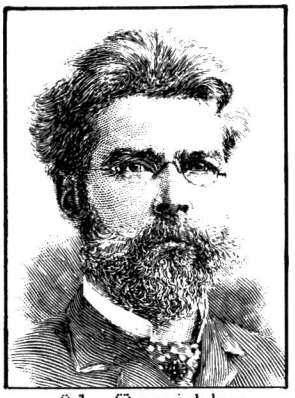


Part of GAME PACK #2

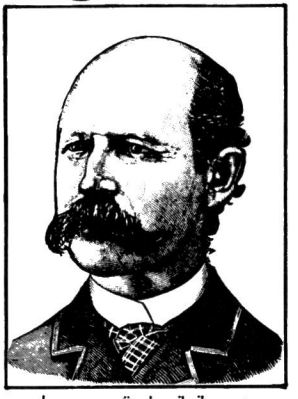
BEAGLE BROS. COMMAND CHART INCLUDED WITH EACH ORDER!

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● The Beagle Bros. Staff ●



Al Gorithm



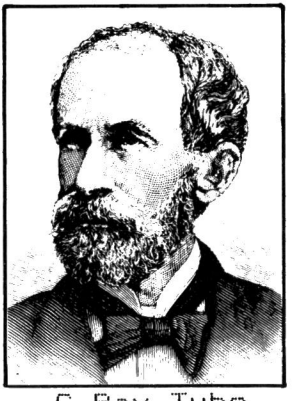
Len Adollar



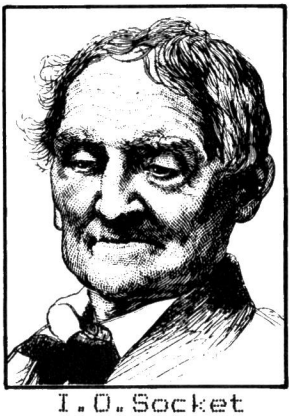
Flo Chart



Tex Window



C.Ray Tube



I.O.Socket



Max Files



Minnie Assembler



J.Modulo DeBug

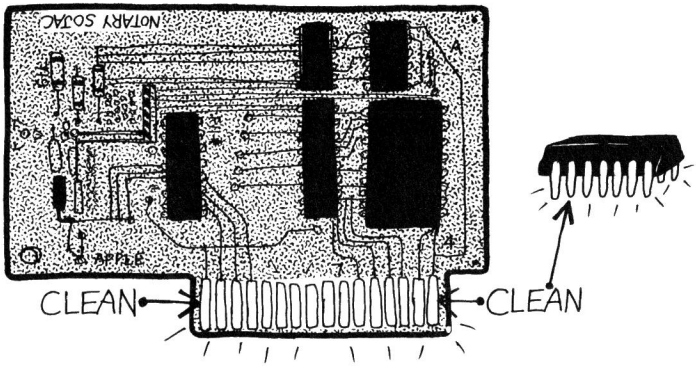
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CLEAN YOUR HEAD!

If you buy the disk drive head-cleaning kit that we bought, you'll notice that they forget to tell you WHERE the head is (top or bottom) on the Apple. It's on the BOTTOM. Don't get cleaning fluid on your pressure pad; it's on the TOP.

AND FLOSS YOUR DOS!

Certain unexplainable, unpredictable and completely maddening memory losses and other errors can be caused by an accumulation of Gunk (technically, "Crud") on the little feet of your ROM chips and the metal "teeth" of your various cards. You can clean these metal surfaces with a



non-abrasive pencil eraser and/or a cotton swab and denatured alcohol. BUT BE CAREFUL! First, turn off your computer (leave it plugged in). Ground youself by touching the metal power supply box inside your Apple. Pull the chips with a chip-puller (ask your dealer for one; tell him you just want to borrow it to show to your wife). Carefully and GENTLY clean things one at a time so you don't get them mixed up. Get rid of all eraser dust, finger prints and cat hairs. Carefully insert everything exactly the way you found it.

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