

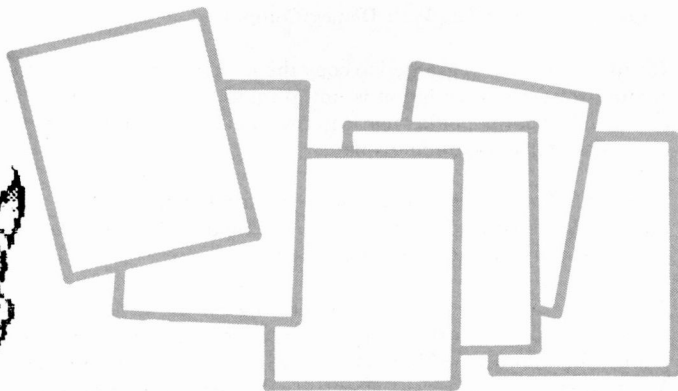
# WALT DISNEY

# COMIC STRIP

M A K E R

## INSTRUCTION MANUAL

Apple Version





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If you've ever wanted to make your own comic strips, now's your chance!

Mickey and his friends are here to help you build lots of different comic strip designs. You can work with comic strips we've created, mixing frames and adding your own text. You can also create totally new designs by choosing your own backgrounds, characters and objects, and writing words to fit the pictures. Using the Disney characters, create your own clever, personalized comics for special occasions.

There's no limit to the comic strips you can create. The comic strips in this manual will give you some ideas. (They and all the artwork you see were created using Walt Disney Comic Strip Maker.) Make your own designs or make changes to a Disney design—the possibilities are endless! Then, when you're done, you can save your designs, and, if you have a printer, you can print them out and share them with your family and friends.

But, enough talk, let's get started!!



Walt Disney Comic Strip Maker includes the following:

- Two-sided Walt Disney Comic Strip Maker Disk\*
- Instruction Manual
- Graphics Card—showing all graphics available for use in Walt Disney Comic Strip Maker
- Blank Comic Book—to make your own comic collection
- Personal Disk Label—to mark the disk on which you will save your comic strips

## EQUIPMENT YOU'LL NEED

To use the Walt Disney Comic Strip Maker, you'll need the following equipment:

- Apple *II+*, *IIe*, or *IIc* with 64K and one or two disk drives
- Color or monochrome monitor or television
- Printer is recommended (see list on page 50)

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\* **Note:** Side A of the disk is copy protected and cannot be duplicated. Should anything happen to your disk, refer to the replacement information on the enclosed warranty card.



## LOADING THE PROGRAM

Here's how to load the Walt Disney Comic Strip Maker into your computer:

- Insert the Walt Disney Comic Strip Maker Disk into Drive 1. Be sure the label marked Side A is facing up. Close the disk drive door.
- Turn on your monitor and then turn on the computer.
- The Walt Disney Comic Strip Maker program will load automatically, and the copyright, credit, and title screen will appear. You're ready to go.

## MAIN MENU

The first thing you'll see when you load Walt Disney Comic Strip Maker into your computer is the Main Menu. The Main Menu takes you to the five different parts of the Walt Disney Comic Strip Maker program.



You can move the flashing cursor on the Main Menu and on all menus in Walt Disney Comic Strip Maker by using either a joystick, the arrow keys or letters **I, J, K, M** on the keyboard, or the **SPACE BAR**. (On the Apple II+ you can use **CONTROL-A** and **CONTROL-Z** instead of the up and down arrows.)

- To choose an option from the Main Menu, press the **SPACE BAR**, letter or arrow keys, or use the joystick to move the flashing cursor to the option you want, then press **RETURN**.

**NOTE:** If you are using a joystick, anytime the **RETURN** key is mentioned in this booklet, you can press either **RETURN** or Joystick Button 1.

For *IIC* and *IIE* systems, the **OPEN-APPLE** key  can also be pressed instead of **RETURN**.

You can return to the Main Menu from any point in Walt Disney Comic Strip Maker by retracing your steps back through the pro-

gram. Simply move the cursor to  on any screen, then press

**RETURN**. The previous screen will reappear. Choose the back arrow again, as many times as needed, until the Main Menu reappears.



**Important:** If you want to save design changes, be sure to save them before returning to the Main Menu.

**Note:** If you are a beginner, we recommend that you use the Walt Disney Comic Strip Maker program in the order outlined in this manual. However, because the program is so easy to use, you can jump in and use one of the more advanced sections.

5. **SELECTING PRINTER INTERFACE SLOT** (If your computer is an Apple *IIfx*, you won't be asked to enter this information.)

Printer interface cards can go in slots numbered from 1-7. If you're not sure what slot your interface card is in, it's likely that it is in slot 1.

Once you've entered this information about your printer and disk drives, it will immediately be stored on the Walt Disney Comic Strip Maker disk, and you're ready to create your comics!

**Note:** After you have set up your system, place a write-protect tab over the notch on the Walt Disney Comic Strip Maker disk. If you need to change your set up, remember to remove the write-protect tab so that the new information can be saved.

## **TESTING YOUR PRINTER SETUP**

After your last Setup question you'll be asked if you want to test the printer. It's a good idea to test the printer to be sure you've entered the correct information into the Walt Disney Comic Strip Maker program.

- To do a test, first check to be sure the printer is hooked up to your computer, that it has paper, is turned on, and is ready to print.
- Then, to start the test, press **RETURN**.

The words "Walt Disney Comic Strip Maker Ready to Print" should begin to print out automatically. If the printer doesn't print these words, you may have entered the wrong information during the Setup, or something may be wrong with the way your computer system is set up. Go through the Setup procedure again, checking your answers carefully. If you still have problems, check the Printer Tips section on p. 49.

- To go on without testing your printer, press **ESC**.

A blank comic strip frame will appear, along with a message that asks you to put Side B of the Walt Disney Comic Strip Maker disk into Disk Drive 1. Here's what to do:

- Take the Walt Disney Comic Strip Maker disk out of the drive and turn it over so that the label marked Side B is facing up. Then slip the disk back in the drive, close the drive door, and press **RETURN**.

**Note:** This manual describes how to use the program with one disk drive. The instructions on screen will be for one or two disk drives depending on your set up. If you have two disk drives, see Using Two Disk Drives on p. 44, and then simply follow the instructions on the screen as you go through the program.



Just for your information, all the menus and programs for Walt Disney Comic Strip Maker are stored on Side A of the disk. All the graphics are stored on Side B. From time to time during the program, you'll need material from the other side of the disk. When this happens, if you are using one disk drive, there will always be instructions on the screen to prompt you to flip the disk.

## USING CANNED TEXT

Here you go! The first frame of your comic strip will appear on the screen. You can tell it's the first frame because the number 1 is printed on the bottom left of the screen. If you chose the comic strip called LEISURE TIME, this is what you'd see:



Of course, the speech balloon in the frame is empty. It's your job to fill in the words you want or use the canned text already in the program.


Now look at the left side of the screen. You'll see a picture menu that shows the choices a comic strip writer has. We'll call this the Comic Writer Menu. For a quick start, choose **CANNED TEXT**.

- Use the **SPACE BAR**, arrow keys, or joystick to move the flashing cursor to **CANNED TEXT**, then press **RETURN**.

Presto! The Disney message that goes with Frame 1 of the comic strip you chose will appear in the speech balloon on the screen, and the cursor will flash around **CANNED TEXT** again. (There is one canned text message for each frame in the Disney comic strips.)



Your first frame is finished! Now, on to Frame 2.

- To move to the next frame of your comic strip, move the cursor down the menu to the hand that points to the right  . Then press **RETURN**.

In a flash, Frame 2 will appear. Fill in the words for this frame the same way you did for Frame 1—by choosing **CANNED TEXT** from the Comic Writer Menu. Then, move the cursor to the right-pointing hand on the menu, press **RETURN**, and watch Frame 3 appear on the screen.

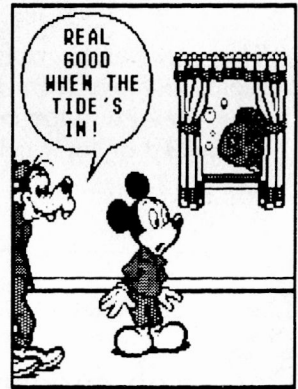
You got it—Frame 3 works just like Frames 1 and 2. What's more, it's the last frame in your comic strip. Once you fill the speech balloon for this frame, your comic strip will be complete!



FRAME 1



FRAME 2



FRAME 3

Now, you can review your comic strip by going back to look at the frames again, name your strip and go the the End Menu to print it or save it, or start a brand new comic strip.

## REVIEWING YOUR COMIC STRIP

- To go back and look at your comic strip again, move the flashing cursor down the Comic Writer Menu to the hand that points to the left.



Choosing the left hand will take you back to the previous frame. If you start on Frame 3, you'll have to choose the left hand two times, once to go back to Frame 2, and again to go to Frame 1.

Then you can move forward again by choosing the right hand on the menu to move from Frame 1 to 2, and again to move from Frame 2 to 3. Review your comic strip as many times as you want, going backward or forward!!



**IMPORTANT:** ONCE FRAME 1 IS ON THE SCREEN, IF

YOU CHOOSE



THE QUESTION "ARE YOU SURE?

Y/N" WILL APPEAR ON SCREEN. IF YOU PRESS **Y**, YOU WILL GO BACK TO THE PREVIOUS MENU AND LOSE YOUR COMIC STRIP UNLESS YOU HAVE ALREADY SAVED IT!

## CHOOSING A TITLE

When you've finished your comic strip, you must give the strip a title before you can save it or print it out.

- To name your comic strip, be sure Frame 3 is on the screen, then move the cursor to the picture of the printer and disk on the menu and press **RETURN**.

If you're using one disk drive, the program will ask you to turn over your disk and press **RETURN**.

The Disney title will appear on the screen. You can keep this title, or write your own title for the comic strip.

- To keep the Disney title, press **RETURN**.
- To erase the Disney title and type your own comic strip title, press the **SPACE BAR**.
- Next, type the title you want (up to 25 letters). To erase letters at any time, press **DELETE** or ←. When your title is complete, press **RETURN**.
- Finally, sign the comic, by typing in your name (up to 21 letters) and pressing **RETURN** once more.



The word "BY:" will appear on your print out, along with the name you type. To delete the word "BY:", simply press ← or the **DELETE** key to erase the letters before you type your name.

## THE END MENU

After you sign your name, the End Menu will appear on the screen. This menu lets you save or print your comic strip, go back to change your strip, or return to the Main Menu.



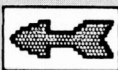
SAVE MY COMIC STRIP



PRINT OPTIONS



RETURN TO MAIN MENU





Go Back to Work on Comic Strip

- To choose an option from the End Menu, use the **SPACE BAR**, arrow keys, or joystick to move the cursor to your choice, then press **RETURN**.



**Remember**, if you choose to return to the Main Menu, the comic strip you just created will be lost! To keep your comic strip you must either save it or print it out on a printer.

If you choose  , you will go back to the last frame of your comic strip. Choose  if you want to make any changes.



If you choose **PRINT OPTIONS**, you will see the Print Options Menu. For more information about how to save or print the comic strip you've made, turn to page 32 (Saving A Comic Strip) or page 35 (Printing A Comic Strip).

## WRITING YOUR OWN WORDS

Hey, wait a minute, you say, there's more to being a comic strip writer than just filling in Disney words. You're right, you can write your own words!

If you've tried **BE A COMIC WRITER** using **CANNED TEXT**, how about trying to write your own text for a Disney comic strip? Here's what to do:

- Choose **BE A COMIC WRITER** from the Main Menu, and follow the steps described in Quick Start—until you see the Comic Writer Menu and the first frame of the comic strip you chose.
- Then select the picture of the empty speech balloon from the Comic Writer Menu, and press **RETURN**.

Your screen will look like this:



Now type the words, numbers, or punctuation you want.

The flashing cursor in the speech balloon shows where the letters you type will appear. To see how many letters fit in the speech balloon, take a look at page 29.

When you are typing your own text, you can also use the following keys:

**RETURN** to move the cursor from the end of a line to the end of the next line

**DELETE** or ← to erase letters you've typed

↑ or ↓ to move the cursor up to the previous line or down to the next line

**SPACE BAR** or → to move the cursor one step to the right on a line

**CONTROL-C** to move the cursor back to the menu when you are finished typing words (press the **CONTROL** key and the **C** key at the same time)

**ESC** to erase all the text you've just typed in a speech balloon




When you reach the end of a line in a speech balloon, you'll hear a beep. If you're in the middle of a word you might want to erase the unfinished word and move to the next line to continue typing. When you reach the last letter of the last line, the cursor will disappear. Press **CONTROL-C** to stop typing. Or, press ← to erase and change your words.

---

When you've finished typing the words for Frame 1, press **CONTROL-C** and the cursor will again flash around the empty speech balloon on the Comic Writer Menu. **Note:** If a frame has two speech balloons, first type your words for the balloon on the left. Then press **CONTROL-C**, and the flashing cursor will move to the second balloon. Type your words for balloon 2, press **CONTROL-C**, and the cursor will move back to the menu.

To go on to Frame 2, and later to Frame 3, move the cursor down the Comic Writer Menu to the right hand, then press **RETURN**. Create your own text for all three frames, or mix and match by typing new text for some of the frames and using canned text for others.

You can go back to look at the frames of your comic strip at any time by moving the flashing cursor down the menu to the left hand, and then pressing **RETURN**. But, remember, don't choose the  from the menu on Frame 1 before you save, or you'll lose all the text you've typed.

Go back just to look at your comic strip, or to make as many changes as you want. (Don't forget, you can use the speech balloons shown in this manual as a guide for planning your text changes.) The choice is up to you—after all, you are the comic writer!!

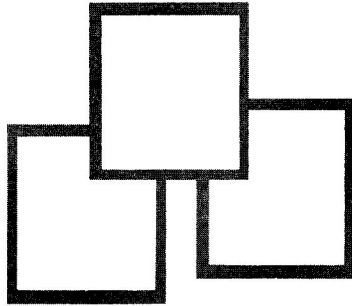


When you are typing text, pressing the **ESC** key will erase all the text you've typed in a balloon. You can also press **ESC** when you are creating a comic strip picture to erase the last move you made.

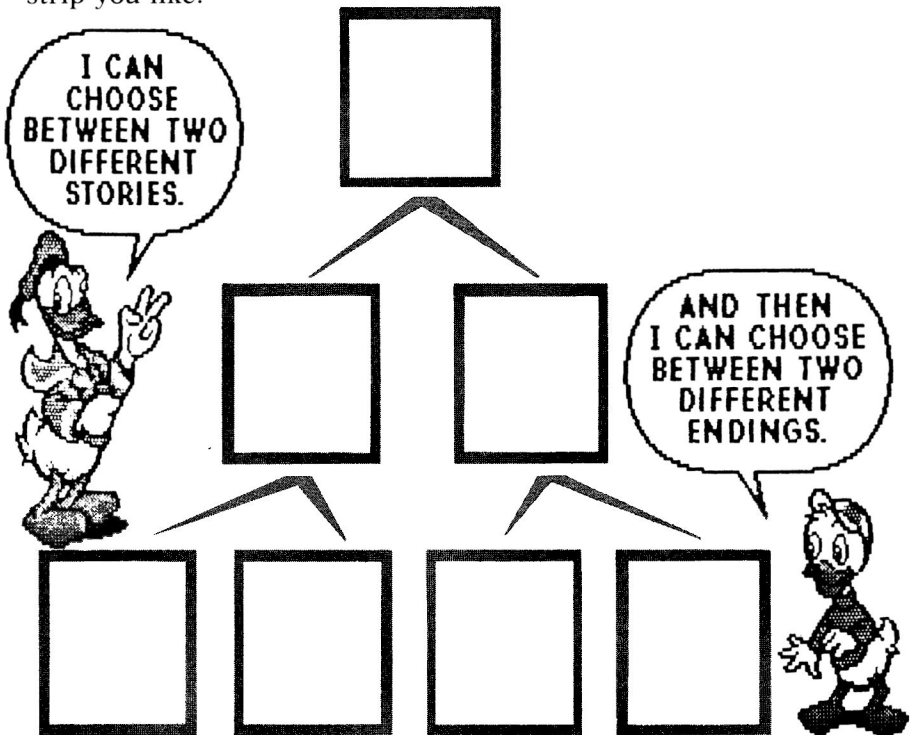
**Note:** **ESC** works *only* for your very last move.

When you've finished your comic strip, you can give it a title and byline, and save it or print it if you'd like. For a reminder about how to do this, see page 11 (Choosing a Title), page 32 (Saving A Comic Strip) or page 35 (Printing A Comic Strip).

# BRANCH-A-COMIC



In **BRANCH-A-COMIC**, just like in **BE A COMIC WRITER**, you work with comic strip frames we've created for you. But now, you not only get to choose the words for the speech balloons in the frames, you also get a chance to choose between different frames to build a comic strip you like.



Here's what to do:

- Choose **BRANCH-A-COMIC** from the Main Menu.
- Next, choose the comic strip you want (for a reminder, see Quick Start p. 6). Then, flip the Walt Disney Comic Strip Maker disk and insert Side B into Disk Drive 1. If you are using two disk drives, make a separate disk for Side B (see Using Two Disk Drives on p. 44) and insert it into Drive 2.

When you see the Comic Writer Menu and the first frame of your comic strip, you're ready to go!

Start by choosing the text that appears in the speech balloon, or choose the empty speech balloon from the menu and write your own words for Frame 1. When Frame 1 is done, move the cursor down the Comic Writer Menu to the right hand, and press **RETURN** to go to Frame 2.

## CHOOSE A STORY

Now comes the fun. There are two different stories for each comic strip title. Sometimes the stories will be totally different, sometimes only the words in the speech balloons will be different. You can choose the one you want. Look at the screen. You'll see that the cursor is flashing around the big comic strip frame. This means that you can cycle to see the other story choice.

- To see the two frame choices, press the **SPACE BAR**.
- To choose the frame you want, press **RETURN**.



Be careful to make the right choice, because once you press **RETURN** to lock in a frame, the picture can't be changed (unless you start over).

What next? Of course, choose the text for the frame that you've picked. Choose canned text or write your own message, then zip on to Frame 3.

## CHOOSE AN ENDING

In Frame 3 you choose the ending for your comic strip story. Build Frame 3 in the same way you did Frame 2. First, press the **SPACE BAR** to see the two possible ending pictures. Then, choose the frame you want to use by pressing **RETURN** when the picture you like is on the screen. Last, choose a message for the speech balloon.

That's three simple frames, and you've made a branching comic!

You can go back and review or change the text of your comic strip if you choose. (But remember, you can't change the pictures.) Or, if you like what you've made, you can give the comic strip a title, and then save or print out your design by going to the End Menu.

- To give your comic a title and then go to the End Menu, move the cursor to the picture of the printer and disk on the Comic Writer Menu. Then press **RETURN**. Turn your disk over and press **RETURN** once more.

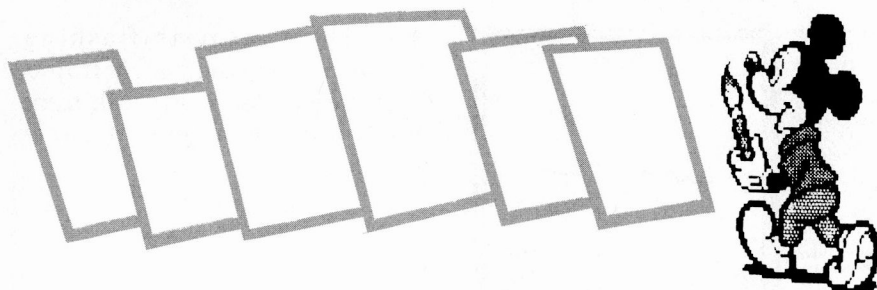
Choose a title just like you did in **BE A COMIC WRITER**. Next, sign your comic and the End Menu will automatically appear. **Remember**, the End Menu gives you the choices shown on page 12.

- To choose an option from the End Menu, use the **SPACE BAR**, arrow keys, or joystick to move the cursor to your choice, then press **RETURN**.

If you choose to return to the Main Menu, the comic strip you just created will be lost. To keep your comic strip, you must either print it out or save it on your personal disk.

For more information about how to save or print the comic strip you've made, see page 32 (Saving A Comic Strip) or page 35 (Printing A Comic Strip).

# CREATE YOUR OWN COMIC STRIP



Okay, you've been a comic writer, you've made a branching comic, and now you're ready for the ultimate challenge—creating your own totally new comic strip. Well then, let's get to it!

Here's what to do:

- Choose **CREATE MY OWN COMIC** from the Main Menu.
- Flip the Walt Disney Comic Strip Maker disk and insert Side B into Disk Drive 1.

## CHOOSING A BACKGROUND

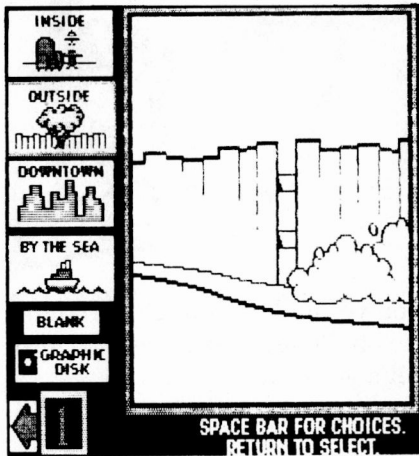
The first screen you'll see after you insert Side B in the disk drive shows two things—an empty comic strip frame, and the Background Menu. You guessed it; it's time to choose the background for Frame 1 of your comic strip.

There are different kinds of backgrounds from which to choose. Your scene can take place inside, outside, downtown, or by the sea. Or, if you'd prefer, you can choose a blank background. For a preview of the backgrounds you can choose, take a look at the Graphics Card included with the program.\*

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\* **Note:** There is one other option on the Background Menu, marked **GRAPHIC DISK**. If additional artwork becomes available for the Walt Disney Comic Strip Maker program, you will be able to select and use the new graphics by choosing the **GRAPHIC DISK** option.

- Move the cursor to the type of background you want, then press **RETURN**.



Aha! The cursor is flashing around the big comic strip frame. That means there are different choices for each type of background.

- To cycle between the different choices for each type of background, press the **SPACE BAR**, letter or arrow keys. When you've seen all of the backgrounds, keep pressing the **SPACE BAR** to see them again.
- When you see the background you want, press **RETURN**. If you don't want any of the backgrounds you see, press **ESC**. Then choose a different type of background.



Once you've chosen a background it can't be changed without erasing the entire frame you've created. So choose your backgrounds carefully.

There's one more thing you can do with your background. After you select your background, you can flip it over so the picture faces the other way.



- To flip the background, move the cursor to **FLIP** on the menu, then press **RETURN**.
- When you like the way the background looks, flipped or unflipped, move the cursor to the right arrow on the menu and press **RETURN**.

## THE COMIC MAKER MENU

Once you've set your background for Frame 1, a new menu will appear on the left side of the screen—it's called the Comic Maker Menu.



lets you choose characters for your comic strip



lets you choose pictures of objects to put in your comic strip



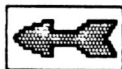
lets you choose speech or thought balloons and write text for your comic strip



lets you erase the design in your frame



lets you name, and then save or print your comic strip



lets you go back to the previous menu where you choose your background

**Note:** If you choose this option from Frame 1, you will lose all work that you have done in that comic strip unless you have saved the design.

## CHOOSING CHARACTER PICTURES

- To choose characters for your comic strip, move the cursor to the picture of Mickey and Donald on the Comic Maker Menu, then press **RETURN**.

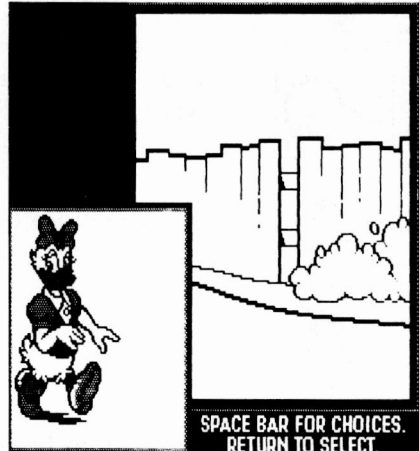
The Character Menu will appear. It shows pictures of eight Disney characters: Mickey, Minnie, Goofy, Pluto, Donald, Daisy, Scrooge, and Donald's nephew Huey.\*



All of the characters you can use in Walt Disney Comic Strip Maker are shown on the Graphics Card included with the program. You can save lots of time by keeping this card handy to review all the picture choices you have. Then, you can easily move to the ones you want as you build your comic strip.

- Move the cursor to the picture of the character you want to choose, then press **RETURN**.

The character you choose will appear in the picture box at the bottom of the menu. If you choose Daisy, your screen would look like this:



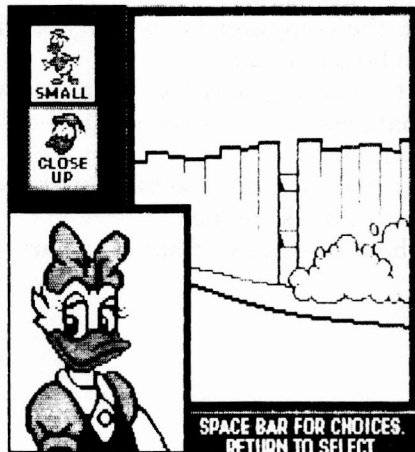
\* **Note:** On the Character Menu, as on the Background Menu, there is a **GRAPHIC DISK** option. If additional character artwork becomes available for the Walt Disney Comic Strip Maker program, you will be able to select and use the new graphics by choosing **GRAPHIC DISK**.

You'll notice that the cursor is flashing around the picture box, and you know what that means—there are different Daisy pictures from which to choose. (There are also different pictures for all the other characters.)

- To cycle between the different Daisy pictures, press the **SPACE BAR**.
- When you see the picture you want, press **RETURN**. If you don't see a picture you want, press **ESC**. Then choose another character from the Character Menu.
- Next, decide whether you want to use a small or close-up version of your character. Move the cursor to small or close up, then press **RETURN**.



A small version shows the character's whole body. A close-up version shows only the character's head. (Look at the Graphics Card to see both small and close-up versions of all the characters.)



## CHANGING A CHARACTER PICTURE

What's this—another menu! Before moving a character from the picture box to the comic strip frame, you might want to make some changes. What kind of changes? Well, you can flip the character so it faces the other direction, you can cut out and use only part of the character, or you can decide you don't want to use the character at all.

- To flip the character over, move the cursor to **FLIP** on the menu and press **RETURN**. The picture in the box will flip automatically.
- To cut out part of the character, move the cursor to **CUT** and press **RETURN**. Then follow the directions below.
- To go back to the Comic Maker Menu, move the cursor to the **LEFT ARROW**, then press **RETURN**. The Comic Maker Menu will appear, and you can choose a new character.

## MAKING A CHARACTER CUT-OUT

To make a character cut-out, you have to draw a box around the part of the character you want to use. Here's what to do:

1. Imagine a box around the part you want to keep. (*Step 1*)
2. Move the cursor with the arrow keys so that it is at the upper left corner of the imaginary box.
3. Press **RETURN** so the computer knows this is where you want to start drawing the box. (*Step 2*)
4. Use *only* the right arrow key and the down arrow key to draw the box around the part you want to keep. (The box can only grow to the right and down.) (*Step 3*)
5. If you accidentally make the box too big, use the left arrow key and the up arrow key to shrink the box.
6. When you have the box exactly around the part you want to keep, press **RETURN**.



STEP 1



STEP 2



STEP 3



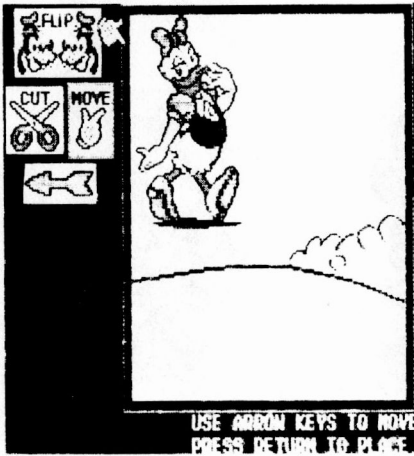
If you have made a cut-out and moved it into the design frame, you can erase the cut-out and return to the Comic Maker Menu by pressing **ESC**.

Once you've flipped or cut out part of your character, the cursor will again flash on the menu. Then you can make more changes by flipping or by making a new cut-out, or you can move the character into the comic strip frame by choosing **MOVE**, just like you would with an unchanged character picture.

## MOVING A CHARACTER PICTURE

Once you've changed your character, you can move it to the comic strip frame. Of course, you don't have to make changes. If you like the picture just as it is, you can move it to the frame right away!

- To move your character from the picture box into the comic strip frame, be sure the cursor is around **MOVE** on the menu, then press **RETURN**.



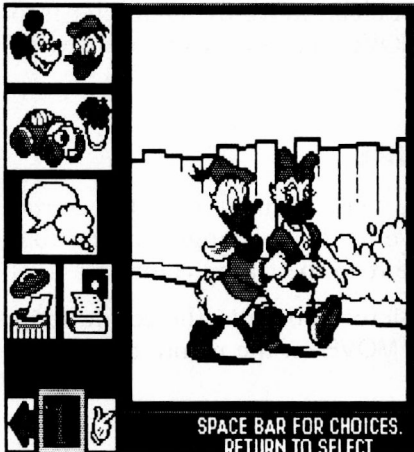
The character will pop into the top left corner of the comic strip area. Now you can move the picture anywhere you want in the frame.

- To move a character to the place you want in the comic strip frame, use the letter or arrow keys, or the joystick.
- To glue the character in place, press **RETURN**.

After a character has been glued in place, the Comic Maker Menu will reappear on the screen, and you can make a new choice.



If you decide you don't like the way a character looks, before or right after you glue it down, you can press **ESC** to erase the character and go back to the Comic Maker Menu.



Add as many characters as you want to a comic strip frame. As you move a new character in the frame, you'll see that you can place it next to, or on top of any character already on the screen. If you plan to overlap characters, be sure to choose and place them in the right order.

## CHOOSING OBJECT PICTURES

- To choose pictures of objects for your comic strip, move the cursor to the picture of the car and flowers on the Comic Maker Menu, then press **RETURN**.

The Object Menu will appear. It lists the names of six objects you can use in your comic strip.

- To see a picture of one of the objects listed on the menu, move the cursor to the name of the object you want.



The object will appear in the picture box at the bottom of the menu. If you move the cursor to a different name on the list, a new picture will appear in the box.

- To see more objects, move the cursor to **MORE** and press **RETURN**. A list of six new objects will appear.

Look at these in the same way you looked at the objects in the first list. You can keep choosing **MORE** to see all of the comic strip objects.

- When you see an object you want to use in your comic strip, press **RETURN**.

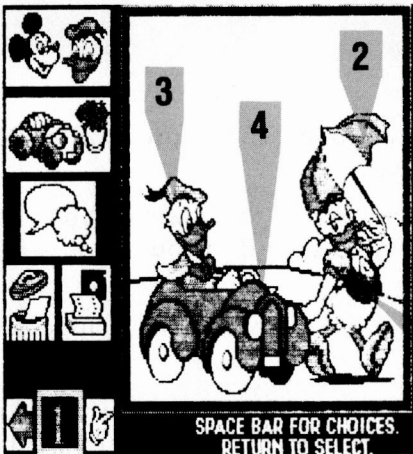
Just like with characters, you can flip or cut out part of your picture before you move it to the comic strip frame. For a reminder about how to do this, see *Changing a Character Picture*, page 24.

- When you're ready to move the object to the comic frame, with or without changes, choose **MOVE** from the menu. The object will pop into the frame.
- To move the object in the frame, use the letter or arrow keys, or the joystick.
- To glue the object in place, press **RETURN**.

All the objects that you can use in Walt Disney Comic Strip Maker are also shown on the Graphics Card included with the program. Each object is listed by number.\*



When the Object Menu is on the screen, instead of using the menu list, you can also choose an object by typing the number that appears on the Graphics Card, and then pressing **RETURN**. The object will pop into the picture box, and its name will be shown in the object list. Then you can move the object to the comic strip frame, or cycle to another picture.



Just like with characters, you can add as many objects to your comic strip frame as you want. You might want to look at lots of different pictures and plan your comic strip before moving objects into the frame. It's all up to you! The comic at left shows the order in which we placed the characters and objects.

\* **Note:** On the Object Menu there is a **NEW DISK** option. If additional artwork becomes available for the Walt Disney Comic Strip Maker program, you will be able to select and use the new graphics by choosing **NEW DISK**.



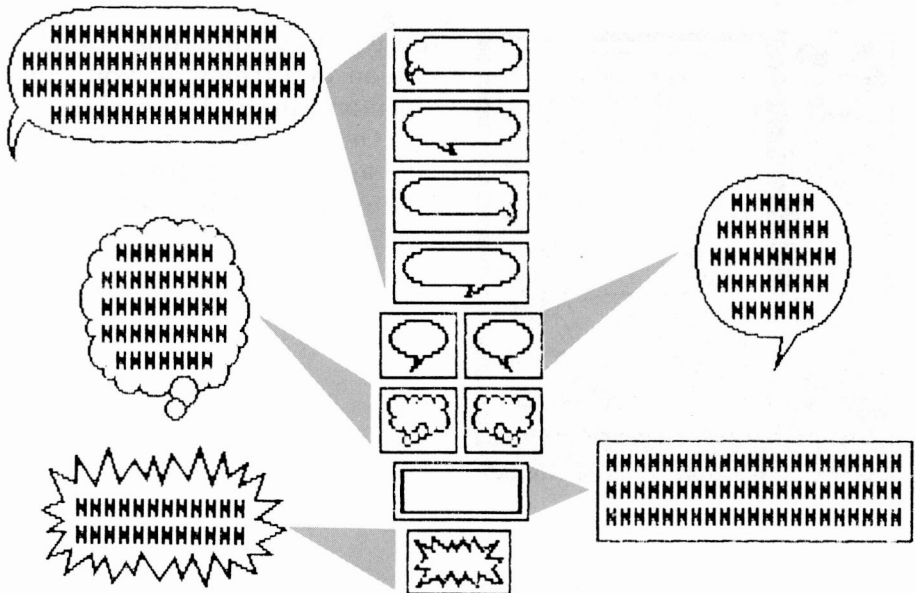
## ADDING SPEECH BALLOONS

Well, now that you've built the picture for your comic strip frame, you can decide if you want to add a speech balloon and words to the frame. You don't have to add a comic message; sometimes a picture can speak for itself. But most often, what the characters say is a very important part of a comic strip.

## CHOOSING THE RIGHT SPEECH BALLOON

Do you want your characters to talk? Think? Shout? There are different types of speech balloons to use in different situations. There are also different size and shape speech balloons to use, depending upon how much you want to say.

To help you choose the balloon that's right for your comic strip frame, we've included illustrations here that show you how many letters will fit on each line in a balloon. (We've filled in the balloon with Ns just as an example.) If you have a lot to say, by all means, pick a big balloon!



- To add a speech balloon to your comic strip frame, be sure you're on the Comic Maker Menu, then move the cursor to the picture of the word balloon and press **RETURN**.
- Then move the cursor to the speech balloon you want to use and press **RETURN** once more. Your speech balloon will pop into the top left corner of the comic strip frame.
- If you decide that you don't like the speech balloon you chose, press **ESC**. The balloon will disappear and you can choose a different balloon.
- If you like the balloon, move it to the spot you want in the frame, then press **RETURN** to glue it down.

When you've glued a speech balloon into a frame, it's time to add your comic message. Type your words in the balloon in the same way that you did in **BE A COMIC WRITER**. (For a reminder, see pages 13-15.)

- When you finish typing words, press **CONTROL-C**. The words will be glued down and the Comic Maker Menu will reappear on the screen.



You can have only one speech balloon in a frame, or you can add more, if you have more to say. Or, if you want, you can have a comic strip frame without any speech balloons at all!

## PATCHING YOUR PICTURE

You've worked hard to design your picture. It looks great except there's something in the frame you wish you could erase. Don't panic! You don't need to trash the entire frame. You can patch or cover up the part you don't want. Simply choose the white patch from the object list (number 43). Cut the patch to the size you need. Then move the patch into your comic frame and cover the part of your picture you don't want.



If you want to change the words or the position of the words in a word balloon, reselect that same balloon. Then position your new balloon over your old balloon. Now you're ready to retype your words.

## FINISHING A COMIC STRIP FRAME

Once you've added all the characters, objects, and speech balloons you want to a comic strip frame, you'll find yourself back on the Comic Maker Menu. Now, choose one of these options:



If you like your frame, and want to go on to Frame 2 or 3, move the cursor to the right hand and press **RETURN**.

A blank comic strip frame will appear and you can build the picture for the next frame of your comic.



If you don't like the comic strip frame you've created and want to start that frame over again, move the cursor to the trash can and press **RETURN**. You'll be asked if you're sure.

If you're sure you want to trash the picture, press **Y**. The whole picture will disappear and you'll be zipped back to the Background Menu so you can start building the frame again.



If you're working on Frame 2 or 3 of your comic strip, and want to go back to work on an earlier frame, move the cursor to the left hand and press **RETURN**.

The previous comic strip frame will appear and you can make changes if you'd like.

**Remember:** If you choose this option from Frame 1, you will lose all work that you have done in that comic strip unless you have saved the design.



If you've finished all three frames of your comic strip, or want to save or print a comic strip with just the one or two frames you've completed, move the cursor to the picture of the disk drive and printer and press **RETURN**.

The title screen will appear, and you can name your one-, two-, or three-frame comic strip and give it a by-line. Then you'll go directly to the End Menu.

Just a reminder—if you go to the End Menu you'll see the choices shown on page 12.

If you choose to return to the Main Menu, the comic strip you just created will be lost. To keep your comic strip you must either save it or print it out on a printer.

## SAVING A COMIC STRIP

- To save a comic strip you've created, move the cursor to **SAVE MY COMIC STRIP** on the End Menu, then press **RETURN**.

### MAKING AN INITIALIZED DISK

Saving a comic strip is a cinch—but you first need to create an initialized disk. After you select **SAVE MY COMIC STRIP**, you'll be asked the following question:

DO YOU WANT TO INITIALIZE A PERSONAL DISK?

- If you need to initialize a personal disk, move the cursor to **YES** and press **RETURN**. (If you already have a personal disk, select **NO** and press **RETURN**.)
- You will be instructed to place your personal disk into Drive 1.

Remove the Walt Disney Comic Strip Maker disk and insert the disk that will become your personal disk. Be sure your personal disk does not have a write-protect tab over the notch. (If you're using two disk drives, place the personal disk into Drive 2.) Close the disk drive door and press **RETURN**.



**IMPORTANT:** Initializing a disk destroys any information previously stored on that disk. It's best to use a new disk, or to check your disk carefully before initializing to avoid erasing important information.

- A message that initialization is in progress will appear. After about 30 seconds, initialization will be complete. Press **RETURN** to save your comic strip.
- When you have pressed **RETURN**, your comic strip with the title you chose earlier is automatically saved on your personal disk. Following the instructions on the screen, remove the personal disk and insert Side A of the Walt Disney Comic Strip Maker disk into Drive 1. (If you're using two disk drives, remove your personal disk and insert Side B into Drive 2.) Press **RETURN**.
- Be sure to use the Personal Disk Label we've included to mark the disk you have just created.

You'll be able to save approximately eight three-frame comic strips on each initialized disk you create.


## SAVING

If you already have an initialized personal disk, saving a comic strip is a cinch!

- When the question **DO YOU WANT TO INITIALIZE A PERSONAL DISK?** appears, select **NO** and press **RETURN**.
- You'll be asked to insert your personal disk into Drive 1. Be sure your personal disk does not have a write-protect tab over the notch. (If you're using two disk drives, remove Side B and insert your personal disk into Drive 2.) Press **RETURN**.

**NOTE:** As long as there's room on disk, you can save your Walt Disney comic strips on any disk that has been initialized by DOS 3.3.

- Soon you'll see a message that your comic strip has been successfully saved. Your comic strip is saved with the title that you chose earlier. Remove your personal disk and insert Side A of the Walt Disney Comic Strip Maker into Drive 1. (If you're using two disk drives, remove your personal disk and insert Side B into Drive 2.) Press **RETURN**.

The End Menu will appear once again on the screen, and you can go back to look at the comic strip by selecting  , print it out, or return to the Main Menu to create a new masterpiece!

## IF YOUR PERSONAL DISK IS FULL

If your personal disk is full or if it is damaged, the message **COULD NOT SAVE THE COMIC STRIP** will appear. You can still save your comic strip, but you will need to use another initialized disk.

- Following the instructions on screen, remove your personal disk and insert Side B of the Walt Disney Comic Strip Maker disk into the disk drive and press **RETURN**.
- Move the cursor to **SAVE MY COMIC STRIP** and press **RETURN**.
- Select **YES** when the question **DO YOU WANT TO INITIALIZE A PERSONAL DISK?** appears.

Then follow the instructions on page 32 for making an initialized disk and saving your comic strip.

**NOTE:** The message **COULD NOT SAVE THE COMIC STRIP** also will appear if you have a write-protect tab over the notch of your personal disk. To save your comic strip on this disk, you have to remove

the write-protect tab. Follow steps one and two of the preceding instructions. Then select **NO** when the question **DO YOU WANT TO INITIALIZE A PERSONAL DISK?** appears and follow the steps for saving.

## DELETING A COMIC STRIP YOU'VE SAVED

If you want to delete a comic strip from your personal disk because you don't like it or want to make room on the disk, follow these steps:

- Insert the DOS 3.3 System Master disk in Drive 1. Close the drive door and turn on your Apple II computer.
- When the flashing cursor appears, type: **NEW** and press **RETURN**.
- Remove the DOS disk from the disk drive and place your personal disk in the drive. (Two-drive users should place the personal disk in Drive 2.)
- Type: **DELETE** [-----] then press **RETURN**.  
*name of comic strip*

For example, if the name of the comic strip you wanted to delete was **POOR DONALD**, you'd type: **DELETE [POOR DONALD** (users of two disk drives should type: **DELETE [POOR DONALD, D2** )

Your comic strip will automatically be erased from the personal disk.

**IMPORTANT!** Once you erase a comic strip from your personal disk, unless you have saved it on another disk, it will be gone forever!!

## PRINTING A COMIC STRIP

### SETTING UP

Before you can print out a comic, you must go through the Setup procedure that tells the Walt Disney Comic Strip Maker program how to work with your computer and printer. If you have gone through this procedure already, you can print right away. If you haven't set up your system, you must do so now.

- To see how to set up the program with your system, turn to **SETTING UP YOUR PRINTER AND DISK DRIVE(S)**, pages 41-44.



We suggest going through the Setup procedure even before you start making comic strips. This way, you will always be ready to print out any strip you create. However, you can also get to Setup by choosing **PRINT OPTIONS** from the End Menu, then choosing **SETUP** from the Print Options Menu.

## PRINTING

Once you've gone through the Setup procedure, it's easy to print out a comic strip.

Each time you create and title a comic strip, you automatically go to the End Menu.

- To print out a comic you have created, choose **PRINT OPTIONS** from the End Menu.

The Print Options Menu will appear on the screen.

- To print one copy of your comic strip, move the cursor to **PRINT MY COMIC STRIP**, then press **RETURN**.
- Check to be sure the printer has paper, is turned on, connected to the computer, and is ready to print. Make certain the top edge of the paper is just above the print head. Then press **RETURN** again to start the printing process. The word **PRINTING** will appear on your screen.
- To stop printing at any time, press **ESC**. Then press **ESC** once more to return to the menu from which you came.



If you have printed your comic strip before saving it, don't forget that the strip will be lost if you return to the Main Menu or turn off the computer. Be sure to save a comic strip on your personal disk if you want to be able to look at it or print it out in the future. (For a reminder about how to do this, see page 32.)



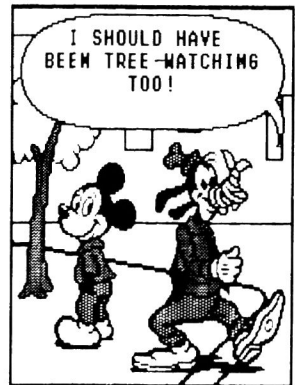
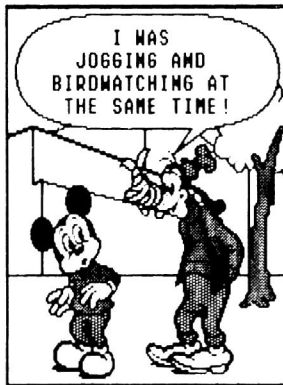
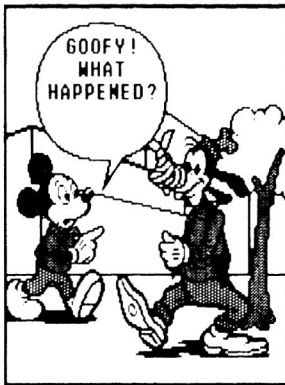
- To print more than one copy of your comic strip, move the cursor to SET NUMBER OF COPIES, then press **RETURN**.
- Type in the number of copies you want to print (up to 99), and press **RETURN**.
- Then choose PRINT MY COMIC STRIP.
- The computer will begin printing the number of copies you have requested.
- To stop printing, press **ESC**. Then press **ESC** once more to return to the menu from which you came.

When the computer is finished printing, the Print Options menu will reappear. You can print out more copies of your comic strip if you want or you can go back to the End Menu.

**Note:** If you have printed more than one comic strip by setting the copy number at any number other than one, the computer will automatically reset the copy number to 1 when it has finished printing.

Here's an example of a three-frame comic strip printed out:

CLUMSY GOOBY



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# LOADING A SAVED COMIC STRIP

You can load any comic strip you have saved from your personal disk into the computer so you can look at the comic again, change it, or print it out.

- To load a comic strip from your own disk, choose **LOAD A SAVED COMIC** from the Main Menu.
- Then, take out the Walt Disney Comic Strip Maker disk from Drive 1 and insert your personal disk. (If you have two disk drives, insert your personal disk in Drive 2.) You'll see a list of the comic strips you've saved on the disk.
- Move the cursor to the name of the comic strip you want to load, then press **RETURN**. The comic strip will load automatically.

Once your comic strip is loaded, and you've followed the screen instructions to remove your personal disk and insert Side A, and then pressed **RETURN**, a new menu will appear on the screen. There are three things you can do with a comic strip you've loaded.



**SEE MY COMIC STRIP:** lets you look at your comic strip design, and move back and forth between frames



**CHANGE MY COMIC STRIP WORDS & PICTURES:** lets you change your original comic or even one of our Disney comics in all the ways you change a new comic strip by taking you to the Comic Maker Menu



**PRINT MY COMIC STRIP:** lets you print out a copy of your loaded comic



**Go Back to Main Menu:** takes you back to the Main Menu—be sure to save all changes before going to the Main Menu or the changes will be lost!

## TAKE A LOOK AT YOUR COMIC

- If you want to take a look at the comic strip you have loaded, choose **SEE MY COMIC STRIP** and press **RETURN**.

You'll automatically see the first frame of the comic strip. Now you can see the frames in order, and go back and forth between frames if you'd like.

- To see Frame 2, move the cursor to the right hand on the menu, then press **RETURN**. To see Frame 3 (if there is one), choose the right hand once more.
- When you're finished looking at your comic strip, choose **STOP**. You'll automatically go back to the menu.



If you are on Frame 1 and decide you want to end, you can also choose



to go back to the menu.

If you choose **SEE MY COMIC STRIP** and find something in your comic strip that you would like to change, you must go back to the menu, choose **CHANGE MY COMIC STRIP WORDS & PICTURES**, and then make your changes. You cannot change a comic strip in the **SEE MY COMIC STRIP** section of the program.


## CHANGING A COMIC STRIP YOU'VE LOADED

Changing a saved comic strip is a good way to make variations on a single design, or simply to alter a design that you haven't had time to finish or don't like. You can also load a saved Disney design and then add your own design ideas to one of our comic strips.

- If you want to make changes to your comic strip, choose **CHANGE MY COMIC STRIP WORDS & PICTURES** from the menu. Then insert Side B of the disk into your disk drive. (If you're using two disk drives, Side B should already be in Drive 2.)

The Comic Maker Menu and the first frame of your comic strip will appear. A comic strip you've loaded can be changed in the same way as a new comic strip can be changed. You can add characters, objects or text, and you can also erase any part of the old design. (For a reminder about the different options on the Comic Maker Menu, see page 21.)

Make as many changes as you like to the comic strip.

- When you have finished making changes, if you want to save your new design, choose the picture of the disk and printer from the Comic Maker Menu. Then you can title and save your comic strip as you would any strip.
- If you don't want to save your design, you can return to the Main Menu by choosing  from the End Menu, or by choosing the back arrow from each menu until the Main Menu reappears.



**REMEMBER!! IF YOU WANT TO SAVE DESIGN CHANGES, BE SURE TO SAVE THEM BEFORE GOING TO THE MAIN MENU!** If you go back to the Main Menu without saving your new design, all the changes you've made will be lost.

## **PRINTING A COMIC STRIP YOU'VE LOADED**

- If you want to print out a loaded comic strip, choose **PRINT MY COMIC STRIP** from the menu.

You'll automatically see the Print Options Menu, and you can print the number of comic strip copies you want. (To review how the Print Options Menu works, see pages 35-37).

# SETTING UP YOUR PRINTER AND DISK DRIVE(S)

Since the Walt Disney Comic Strip Maker program will work with different equipment, before you can print out any design you have made, you must set up the program so it will work with your system. Choose **SETUP** from the Main Menu.

First, you need to tell the program if you will be using one or two disk drives. Then, if you will be using a printer with the Walt Disney Comic Strip Maker program, you must let the program know what kind of printer you have. The printer and disk drive information you enter will be saved on the Walt Disney Comic Strip Maker disk, so you only need to go through this Setup procedure once (as long as you don't change the printer you use).



We suggest going through the Setup procedure the very first time you load the program, before you start making comic strips. This way, you will always be ready to save or print any comic strip you create. However, you can also get to the Setup procedure from the End Menu by choosing **PRINT OPTIONS**.

- To go to the Setup procedure, move the cursor to **SETUP** on the Main Menu or Print Options Menu, then press **RETURN**.

Enter the following information:

## 1. HOW MANY DRIVES?

Walt Disney Comic Strip Maker will work with either one or two disk drives. Using two drives will make it easier to save your own comic strips and to load saved strips into the computer.

Move the cursor to 1 or 2, depending on your system.

**Note:** If you are using two disk drives, please read Using Two Disk Drives on p. 44 to learn how to create a second disk.

## 2. SELECTING YOUR PRINTER

Walt Disney Comic Strip Maker will work with all the printers listed on the screen. Move the cursor to the name of your printer and press **RETURN**.



If your printer isn't included on the list, it may be compatible with one of the printers listed. If so, choose that printer. The most common printers to choose in such a situation are the Epson or the Apple Imagewriter. Refer to your printer manual for more information.

## 3. DO YOU HAVE A COLOR RIBBON? (Y/N) (If your printer cannot print in color, you won't be asked this question.)

If your printer prints in color, and you're using a color ribbon, type **Y**.

## 4. SELECTING YOUR PRINTER INTERFACE (If your computer is an Apple IIc, you won't be asked to enter this information.)

The printer interface card allows your printer and computer to communicate. Move the cursor to the name of the interface card and press **RETURN**.



If your interface card isn't included on the list, it may be compatible with one of the cards listed. Refer to your manual for assistance. If you are still not sure which card to choose, try experimenting with either the Apple Parallel or Apple Super Serial card selections.

5. **SELECTING PRINTER INTERFACE SLOT** (If your computer is an Apple *IIC*, you won't be asked to enter this information.)

Printer interface cards can go in slots numbered from 1-7. If you're not sure what slot your interface card is in, it's likely that it is in slot 1.

Once you've entered this information about your printer and disk drives, it will immediately be stored on the Walt Disney Comic Strip Maker disk, and you're ready to create your comics!

**Note:** After you have set up your system, place a write-protect tab over the notch on the Walt Disney Comic Strip Maker disk. If you need to change your set up, remember to remove the write-protect tab so that the new information can be saved.

## **TESTING YOUR PRINTER SETUP**

After your last Setup question you'll be asked if you want to test the printer. It's a good idea to test the printer to be sure you've entered the correct information into the Walt Disney Comic Strip Maker program.

- To do a test, first check to be sure the printer is hooked up to your computer, that it has paper, is turned on, and is ready to print.
- Then, to start the test, press **RETURN**.

The words "Walt Disney Comic Strip Maker Ready to Print" should begin to print out automatically. If the printer doesn't print these words, you may have entered the wrong information during the Setup, or something may be wrong with the way your computer system is set up. Go through the Setup procedure again, checking your answers carefully. If you still have problems, check the Printer Tips section on p. 49.

- To go on without testing your printer, press **ESC**.

## USING TWO DISK DRIVES

If you're using two disk drives, be sure to copy Side B of the Walt Disney Comic Strip Maker disk to another blank disk. You will then be able to have access to both sides of the disk by putting Side A in Drive 1, and your copy of Side B in Drive 2.

To copy Side B of the Walt Disney Comic Strip Maker disk onto a blank disk, here's what to do:

- Insert the DOS 3.3 System Master disk in Drive 1. Close the drive door and turn on your Apple II computer.
- When the flashing cursor appears, type: **NEW** and press **RETURN**.
- Type: **RUN COPYA** and press **RETURN**.
- You'll see the words "ORIGINAL SLOT: DEFAULT=6". The "slot" means the slot in your computer where your disk drive(s) are connected. If you've followed the instructions in your Apple manual, the correct slot will be slot #6 as shown. So, simply press **RETURN**.
- Then the words "DRIVE: DEFAULT=1" will appear. The computer needs to know which drive your original disk (the Walt Disney Comic Strip Maker disk) will be in. Since Drive 1, as shown, is the correct drive, press **RETURN**.
- Next you'll see the words "DUPLICATE SLOT: DEFAULT=6". The slot number for the second disk will also be #6, so simply press **RETURN**.
- Next the words "DRIVE: DEFAULT=2" will appear. Since you are using two drives, the duplicate disk will go in Drive 2, as shown, so press **RETURN**.
- Once you have selected your slot and drive numbers and pressed **RETURN**, the message "PRESS 'RETURN' KEY TO BEGIN COPY" will appear. Remove the DOS disk from Drive 1. Then insert the Walt Disney Comic Strip Maker disk into Drive 1, with the label marked Side B facing up. If you are using two drives, insert your duplicate disk in Drive 2. Press **RETURN**.

Keep following the directions on the screen until your duplicate disk is ready.



# KEYS OR CONTROLS USED IN WALT DISNEY COMIC STRIP MAKER

**SPACE BAR** To move the cursor in menus, and to cycle picture options

---

←                    ↑                    →

↓

**J**

**I**

**M**

**K**

To move the cursor in menus, and to move objects to their places in a comic strip frame

Joystick

**CONTROL-A (↑)**

**CONTROL-Z (↓)**

(Apple II +)

---

**CONTROL-C**

To glue down words in a comic strip speech balloon

---

**RETURN (or ␣ )**

or

Joystick

Button 1

To indicate choices on a menu, to glue pictures in a comic strip frame, or to lock in a comic strip title or other typed information

---

**ESC (or ⌘ )**

or

Joystick

Button 2

To erase last move

---

**CONTROL-S**

To toggle sound on or off

---



**Watch out!** If you hold down a key, the computer will count it as more than one key press. So press the keys quickly.

---

# OTHER WAYS TO USE WALT DISNEY COMIC STRIP MAKER

## SENDING SPECIAL MESSAGES

You can use Walt Disney Comic Strip Maker to send messages to your family and friends. What you say is up to you. You can use one frame, two frames, or three frames for your message. You'll soon find that the more messages you create, the more ideas you'll have. Here are some ideas to get you started.

THINKING OF YOU  
BY:



CONGRATULATIONS!  
BY:

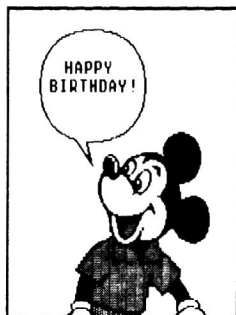


ONE-FRAME COMIC STRIPS

THERE'S A PARTY  
BY:



ON YOUR BIRTHDAY  
BY:



TWO-FRAME COMIC STRIPS

I LOVE YOU!  
BY:



© THE WALT DISNEY COMPANY 1986

YOU'RE THE GREATEST!  
BY:



© THE WALT DISNEY COMPANY 1986

### THREE-FRAME COMIC STRIPS

## FILL IN THE PICTURES

Here are a couple of scripts to use for comic strips, but there aren't pictures to go with the words. You might like to try creating pictures for the following comic strips.

**Frame 1** Mickey says:

MINNIE, WHAT HAPPENED?

**Frame 2** Mickey says:

HOW DID YOU DO THAT TO YOUR CAR?

**Frame 3** Minnie says:

GEE, MICKEY, I GUESS THE OTHER DRIVERS WEREN'T WATCHING WHERE I WAS GOING!

**Frame 1** Donald says: WELL, DAISY, WE'RE FINALLY OFF ON OUR VACATION!

**Frame 2** Donald says: THANKS TO MY CHECKLIST, I DIDN'T FORGET A THING.

**Frame 3** Daisy says: . . . EXCEPT GAS!!

You might want to try writing your own scripts and letting your friends fill in the pictures for you!

## MAKE YOUR OWN COMIC BOOK

Where do you usually find comic strips? In a comic book, of course! It's easy to make your own comic book—simply fill in the pages of the blank comic book included with this package with your own comic strip designs.

As you create each comic strip and print it out, you can paste the frames in the pages of the blank book. One three-frame comic will fit on a spread of two pages. You can include lots of different short comic strip stories in the book, or you can make stories that are longer than three frames, by combining two or more three-frame strips.



To make a six-frame strip, for example, you'd first complete three frames and save them. Then you'd go on with the story in the next three frames, with the first frame of the second strip being the fourth frame of the entire story.

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You can put all of your designs in the comic book or save it for the comic strips you like best. You'll find you've filled all the pages in no time!

# PRINTER TIPS

1. Make sure that your printer is set up correctly, following both the instructions in your printer manual and those that came with your printer interface card. If this is the first time you are using the printer, it's a good idea to try out the self-test feature that's built into the printer.
2. Insert paper into your printer, following the instructions in the printer manual.
3. Be sure to test your printer immediately after you go through the Set up procedure.
4. What you should check if . . .

The printer is turned on, but nothing happens:

- Are all cables properly connected?
- Are the DIP switches on your printer set correctly? (Refer to your printer manual for information.)
- Is the printer interface card in the correct slot?
- Did you enter the correct interface slot number when you set up?
- Is the printer on-line? (Is the SELECT light on?)
- Is the paper correctly lined up in the computer?

The printout is blurred, or has other problems:

- Have you set up the computer correctly?
- Is the paper correctly lined up in the computer?
- Are the DIP switches on your printer set correctly?
- Is the computer ribbon correctly installed?
- Is the computer ribbon worn out? Does it need to be replaced?



**Remember**, if you change to using one disk drive after setting up the program to work with two disk drives, you have to reset the Disk Drive option to 1.

# PRINTERS YOU CAN USE WITH WALT DISNEY COMIC STRIP MAKER

Apple Dot Matrix Printer  
Apple Imagewriter I  
Apple Imagewriter II  
Apple Scribe  
C. Itoh ProWriter 8510  
Epson JX-80  
Epson RX  
Epson FX  
Epson LQ-1500  
Mannesman Tally MT 85/86  
Mannesman Tally 490  
Okidata Imagewriter-Compatible  
Okidata 84\*  
Okidata 92/93  
Okidata 182/183  
Okidata 192/193  
Okidata Pacemark 2350/2410  
Okidata Okimate 20  
Panasonic KXP-1080  
Panasonic KXP-1091  
Panasonic KXP-1092  
Panasonic KXP-1093  
Panasonic KXP-1592  
Panasonic KXP-1595  
Star Gemini 10X  
Star Gemini 15X  
Star Micronics NX-10

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\* Okidata 84 users should print only one copy of each comic strip at a time. For more details, see instructions on p. 36.

# INTERFACE CARDS YOU CAN USE WITH WALT DISNEY COMIC STRIP MAKER

ALS Printermate	Prometheus Versa Card
Apple <i>I/c</i>	Street Electronics Alphabits II
Apple Parallel	Street Electronics Businesscard
Apple Super Serial	Texprint PRINT-IT!
Apple Serial	Thirdware Fingerprint + Serial
Apricorn Parallel card	Thirdware Fingerprint + Parallel
Apricorn Serial interface	SSM AIO-II
Apricorn Super Serial Imager	SSM APIO
AST Multi I/O*	SSM APPIC
Epson Apple	SSM ASIO
Interactive Structures PKASO	Tiger Graph
MicroTek Dumpling-GX	Tiger Print
MicroTek RV-611	Tiger Serial
MicroTek SV-622	Tiger Writer
Orange Micro Grapppler	Tymac The Tackler
Orange Micro Grapppler + Parallel	Tymac PPC-100
Orange Micro Grapppler + Serial	Videx PSIO
Prometheus PRT-1	Videx Uniprint

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\* When using the AST Multi I/O with the Imagewriter I/II printers, set the switches on the interface card and printer to 2400 baud. When using the AST Multi I/O with a Scribe printer, set the switches to 1200 baud. Refer to your manuals for the proper switch settings.

INTERFERENCE HAZARD FOR USE WITH  
READ THE FET (FET) MAKER



*Cut on dotted line.*







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