Brøderbund news

A Quest for Programming Talent

You'll probably not find your ticket to fame and fortune in the classifieds—and Brøderbund doesn't really advertise for software authors this way. But the message is the same, and Brøderbund's busy acquisitions group proclaims it loudly and often.

"We want great new software—programs that push the boundaries, try new technologies and are unique and refreshing."

This office is the heart and soul of Brøderbund's operations. Prospective authors and established freelance programmers submit their software here for review and possible acceptance for development as a new Brøderbund product.

Well-known and best-selling programs like **Lode Runner,**™ **Choplifter,**™ **Karateka,**™ **Fantavision,**™ **The Ancient Art of War**™ and **The Print Shop**™ have all come from authors who submitted their work to the men and women in acquisitions.

As many as a hundred submissions a month are received here. And the members of this team—Jan Almeida, Roger Retke and Patty Costelli—promise that each program is carefully considered and every author is answered.

Currently, software for home productivity, entertainment and education are the submissions most likely to grab the attention of the acquisitions group. Software developers in other fields, including business and utility applications, are never discouraged from making submissions, however, for Brøderbund is interested in all kinds of personal use products.

No matter what the category, "try to write your program for a fairly broad market with several skill levels,

so there's real depth and versatility," Jan always advises freelancers. It is also a good idea to write the program for a popular computer, one with the greatest number of likely users.

"And we definitely don't want 'me-too' programs. If it's similar to what's already out there, your software better take that idea a step or two—or three—farther," says Roger.

"We're looking for spectacular products that are innovative and original. That's our motto," Patty chimes in.

Adds Roger: "There are things that come in, and you can just feel the enthusiasm build. We'll put it up on the screen and all of a sudden the whole team is cheering."

But if it's such a superb program to begin with, why not publish it on your own?

For one thing, because Brøderbund's Product Development Department can help authors make their new programs as exciting, interesting and bug-free as possible. In addition, Brøderbund boasts one of the industry's broadest bases of distribution in the United States and abroad.

Generous royalties make this partnership very rewarding, too. And

Send In for Your Authors' Kit

If you've got a program to submit right now, great! The acquisitions group is ready to see it.

But first, before sending anything, write—or call— to request an authors' kit.

This booklet, "Information for Authors," explains how Brøderbund operates with freelance authors and suggests ways you can help get your program noticed.

More importantly, it includes a "non-disclosure agreement" for you to sign and return with your submission. This document, also signed by Brøderbund President Doug Carlston, promises that your program will be kept confidential and safeguards it from ever being published by Brøderbund without your permission.

This procedure is always recommended, as it protects both the writer and Brøderbund.

For your authors' kit, write to Acquisitions, c/o Brøderbund Software, Inc., 17 Paul Drive, San Rafael, Calif. 94903.

news

Are There Any Limits to Software?

By Doug Carlston

What software is there left to write? It's certainly one of the most commonly asked questions I get—from people both inside and outside the industry.

I don't have a crystal ball—I can't predict what will be the ten best-selling software programs of 1996, any more than you can tell me what books will be bestsellers that year. But I do know this: Software publishing is still in its infancy; its future is boundless.

I'm a student of history. About 500 years ago, there was a similar discussion about whether, in fact, there was a need for universal literacy. At the time, most books were written for the clergy. There was the underlying thought that *everything* there was to be written had been written; people even thought there was too much material, and perhaps they should get rid of some of it.

Obviously, that was a very limited perception.

Today, people have the same, very specific preconceptions about what a computer can—or can't—do. They believe that everything has either been developed or it's been a disappointment. What we need to realize is that the computer is just the medium. And software is the vehicle for human expression.

It was only about 30 years ago that television executives wondered how to fill a whole evening on the air. Now, the

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What we need to realize is that the computer is just the medium.

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great number of channels you can tune in and all those 24-hour stations prove there was plenty of material—once they looked at people's special needs.

All of these illustrations are simply to show that people have a wide range of interests. And the computer—as its use grows and expands—will reflect those interests.

Brøderbund has stayed in the consumer marketplace because consumers have the broadest range of needs. I think that's where development is going to come from. Software must answer to a myriad range of personal interests.

We feel we have the technical competence to help guide that future development of software. We see to it that new developments are of high quality and that those products carry with them a sense of responsibility to the user.

But clearly, we're still in a time when software is hardware-constrained.

Current human interface with the computer—through a keyboard, or even a mouse—is still a slow and tedious process. Future use of hand-held devices like a bar wand to "read" and input text, and oral devices with sophisticated voice recognition will make the home computer's processing capabilities much more powerful. This evolution is certain: As costs plunge, development increases exponentially.

It's possible that within ten years, virtually anybody can expect to have a reasonably fluent conversation with a computer.

And then, the future of software will be limited only by our imagination.

Acquisitions Wants New Talent

From Page 1

once the software is on the market, Brøderbund's Technical Support Department provides the follow-up with end users, leaving the author free to return to programming his or her next hit product.

To catch Brøderbund's eye, the acquisitions group recommends that authors send as fully realized a program as possible. That lets them know what you can do.

"We prefer authors to take the program as far as they can; give it their all before showing it to us," Jan says.

Roger adds quickly, "But even a kernel of a strong idea can spark our interest."

Being the first to decide the fate of a new product idea or a potential new freelance programmer is a big responsi-

bility. Luckily for Brøderbund, a lot of talent, enthusiasm and dedication is centered in this one office.

"We've taken a few calculated risks that have more than paid off," Roger says happily. "We feel it's important to lead the market, rather than react to it. That's why we're always looking for new technologies—like we found in **Dazzle Draw™** and **Fantavision**—or for programs that really push the boundaries of what's already out there, as **The Ancient Art of War** has done for war games."

Brøderbund's many success stories are encouraging, but it takes a lot of searching to find the next hit product.

"Less than one percent of all submissions are eventually accepted as new products," Patty says.

"It's a discouraging reality," adds Jan, "but we don't want to mislead anybody."

They also don't want to discourage anybody. And they try to personalize their letters—even their rejection

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Your Submission Is Your Resume

Your resume for Brøderbund is a well-constructed, well-thought-out program that demonstrates your talent and highlights your strong points. That's your foot in the door—whether the software is saleable or not.

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letters—to help keep authors thinking positively.

Just realize that no longer can a young computer whiz write a simple spinoff of a shoot-the-aliens game and come away with a cool million. The computer buyers of today are far more sophisticated than they were even three years ago—and authors of computer programs have to keep one step ahead of the public.

If you truly believe you've got what it takes to create next year's best seller, BRØDERBUND'S ACQUISITIONS GROUP WANTS YOU!

news

STARS
of the
SOFTWARE
INDUSTRY

These Awards Mean Better Software for You

One day, perhaps in the not-too-distant future, you may turn on your television just in time to hear a Don Pardo-type voice booming through the speakers:

"LIIIIIIIIIiiiiiiive from New York! It's the Software Publishers Association Awards, featuring America's TOP computer programs."

These awards may take their place next to the Oscars, Grammys, Tonys and Emmys, but *this* awards show will be much more important for you, the computer enthusiast.

"The consumer will definitely benefit," says Ken Wasch, the executive director of the Washington, D.C.-based Software Publishers Association. "Our providing these awards, and the nominating and balloting process that goes along with it, is going to result in better software every year."

Wasch, an attorney by profession, talks about the "Excellence in Software Awards"—and anything that has to do with home computers—with the exuberance of a cheerleader. He says this "friendly competition" among software producers will spur them on to even greater achievements.

The Excellence in Software Awards program honors 16 categories ranging from "Best Software Product" to "Best Adaptation from Another Medium." To be eligible for the awards presented this spring, the first shipment of the software product must have occurred within 1985.

In the final balloting, 29 different companies received nominations.

The 150 software-related companies that belong to the SPA were instructed to nominate no more than three of their own programs.

"That forces our members to take a look at new developments in the state of the art. They get to see programs they might not otherwise ever look at," Wasch says.

He reports that Brøderbund's **Fantavision**, for instance, has been nominated in four categories, including "Best Software Product" and "Best Technical Achievement."

"To get these nominations, **Fantavision** had to be noticed by other publishers. It really breaks new ground," Wasch says of the home computer program that features automated animation with tweening and transformations.

The Software Publishers Association was formed two years ago by a

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'It takes courage and creativity to develop whole new categories.'

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handful of software publishers to share industry insights and promote the use of computers. Today 150 software and software-related companies are members. Brøderbund President Doug Carlston was a founding member and has served as the association's president since its inception.

Wasch points out that Brøderbund's contributions to the industry have been great—even before this awards program was established.

Ken Wasch

"Brøderbund virtually invented the home productivity category as we know it today, with programs like **Fantavision**, **The Print Shop**, **Dazzle Draw**, and **Bank Street Writer,™**" says Wasch. "It takes courage and creativity to develop whole new categories."

The software industry is alive and vibrant—ever changing and growing, according to the SPA Executive Director. "It's a very exciting industry to be a part of," Wasch says with satisfaction.

"We're working to encourage the belief that owning a personal computer makes a person more creative and more productive. There's a mission—and Brøderbund is one of the most successful missionaries I know—in convincing the American public that a computer in the home is a very valuable tool."

news

WHAT'S NEW

Atari and Commodore Won't Be Left Out

In The Print Shop Family

The wait is over for Atari and Commodore owners. **The Print Shop Companion™** has arrived. **The Companion** expands **The Print Shop's** capabilities with a variety of new borders, fonts and graphics.

Even better, new editing features in **The Companion** make your **Print Shop** doubly valuable.

"We're very happy to be able to offer **The Companion** to our loyal Atari and Commodore customers," says Product Manager Ann Kronen. "We appreciate how much they love **The Print Shop** and we know **The Print Shop Companion** will give them added enjoyment."

*You can create everything from letterheads to banners with **The Print Shop.***

Now, custom calendars are a breeze to create. Easy-to-use border and font editors let you personalize material or create a whole new look. A "creature maker" gives you imaginative, "touch-of-a-button" output. And "tile magic" provides you with dozens of artistic background patterns. Create original graphics with amazing ease using the powerful new Graphic Editor + that gives you a wide variety of sophisticated new drawing tools like flood fill, mirrors, inverting and flipping just to name a few.

The Atari version is compatible with the 800XL, 1200XL, 130XE and 65XE. (It also supports the 800 or 600XL—with expanded memory only.)

Both the Atari and Commodore 64 versions require 64K of memory and carry a suggested retail price of $34.95.

Graphics Library Disk 2 Available For IBM

The Print Shop Graphics Library™ Disk 2 is now available for the IBM PC, PC XT, PC AT, and PCjr. Personalize and beautify your greeting cards and banners, newsletters and memos with this exciting new addition. At $34.95, suggested retail price, it offers 175 designs, including international symbols, hobbies, travel, seasons and a new myth and fantasy category.

Karate Adventure in Wide Release

Enjoy a "movie" and play a computer game at the same time with Brøderbund's **Karateka**.

This action-packed game has a dramatic story line, fascinating characters and such remarkably realistic animation and sound that you'll feel like the hero in your own adventure film. As a karateka—karate student—you must use your martial arts skills to save your beloved princess from an evil warlord and his menacing warriors.

'Along the way, "there are plenty of subtle dangers and surprises," says Brøderbund's Creative Director, Gene Portwood. "You have to pay attention just as if it were all really happening to you."

Karateka will be available this summer for the IBM PC, PC XT, PC AT, PCjr, Tandy 1000, Compaq and 100 percent IBM-compatible computers. IBM PC, PC XT, PC AT, Compaq and 100 percent IBM-compatibles require a color graphics adapter card or Hercules™ monochrome graphics adapter. Priced at $34.95, suggested retail, the IBM version requires 128K of memory. Also available for the Commodore 64, Atari 400/800/XL and the Apple II series.
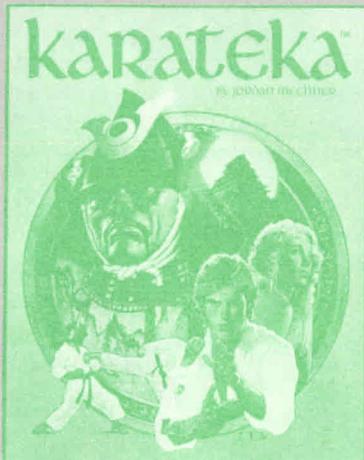
In Explorations

Carmen and Friends Are on the Loose Again!

There's been a burglary of international impact, and it has the world's best crime-busters stumped. Now, it's up to you to solve the case.

Your every move is rife with mystery, intrigue and danger as you try to find out **Where in the World is Carmen Sandiego?**™ an entertaining and educational program available for the Commodore 64 at $34.95, suggested retail price. (Already out for Apple!)

You'll have to travel the globe to uncover the elusive Sandiego and her despicable friends from the Villains' International League of Evil (V.I.L.E.). To help you unravel important clues as you go along, the current edition of *The World Almanac and Book of Facts*® is included with this program.

"Players can't help but learn about world geography, since all the clues include facts about different countries," says Brøderbund Product Manager Michael Shorrock "What's more, as you look up these facts in *The World Almanac*, you learn that reference materials can be both useful and fun."

Solve the case by selecting multiple-choice options from the menus. Full-color animation and sound effects show the results of your decisions. And with 10 villains and 30 different countries for them to hide in, the mystery is always different and challenging.

Can you catch these notorious evil-doers? Interpol can't. As the newest employee of Acme Detective Agency, what have you got to lose?

In Electronic Novels™

Don't just curl up with a good book and read yourself to sleep. Pick up Brøderbund's **Electronic Novels.** You'll be on the edge of your seat until the last scene.

Mindwheel,™ **Brimstone**™ and **Essex**™ are now available for the Atari 520ST, each at a suggested retail price of $44.95. "We are supporting the ST *right now*," says Product Manager Richard Sanford. "And they can be installed on the Atari ST hard disk for faster game play."

Unlike a traditional, static paperback, these well-written stories by award-winning authors let you interact with the characters—live out the plot.

In **Mindwheel**, you'll travel through the memories of four deceased geniuses to save the universe. **Brimstone** takes you twisting and turning through a medieval underworld. Aboard the Starship **Essex**, you are challenged to save the cosmos by leading a mission into deep space.

For the Atari ST

"This Atari ST program makes good use of the drop-down menu interface," Sanford notes. "And we've added a feature to allow you to store commands and dialogue on the menus for later use.

"We're very pleased to release them so quickly for the ST."

WHAT'S NEW

New Way to Learn Geometry

Here's a distinctly different way to spend your summer vacation. You'll have fun and learn something, too. The subject is geometry.

Really!

Having to take geometry class in high school is a fact of life—and *not* the kind that is fun finding out about. Points, lines and planes, congruences, right triangles, areas of polygons, volumes of solids—and the dreaded proofs of theorems—must be covered.

Brøderbund has just published a fascinating new educational program by Sensei™ Software called **Geometry**, appropriately enough, to take some of the sting out of the course. It will be your own private tutor to give you a headstart this summer, or to help you through the course by bringing the standard textbook material alive on the computer screen. This is the first in a series of math, science and liberal arts software from Sensei, all geared to help students achieve mastery of key concepts and to improve their performance in school.

With **Geometry's** interactive graphics, you can create and move lines or angles at will on your screen to actually "see" solutions. Why, Pythagoras himself would be amazed!

This comprehensive two-disk product is available for the Macintosh Plus or a Mac with 512K, external disk drive recommended, at a suggested retail price of $99.95.

"We deliberately designed it to be compatible with the student's textbook," says **Geometry** co-author Steve Patrick. "This is not intended to supplant the teacher. It's the classic curriculum taught in nearly every school in America, but it's oriented toward home use."

"We remembered our own grim past," says co-author Tomi Pierce. "So we made a product we would have wanted."

This tutor is eminently patient, letting you cover a full school-year's worth of material at your own pace, giving you hints when you need them, and telling you immediately whether you're right or wrong.

In addition, a specially developed proof module helps you complete a proof, then check it step by step. And each of the 90 major theorems is fully proven.

Use **Geometry** now, to prepare for next year's class or use it during the school year to supplement the course. But whatever you do, if you have to learn geometry, get **Geometry**.

news

WIZARD OF WALL STREET

The Big Challenge

Who Won; Who Lost

Who Went Bankrupt

Is This the Beginning Of a Grudge Match?

Buy low; sell high.

That's the savvy, ages-old maxim for tackling the stock market in real life. A brisk test of that rule held true in game form, too, when the Finance Club from Stanford University's Graduate School of Business won the **Wizard of Wall Street™** MBA Challenge.

For two days in February, MBA graduate students from Stanford, Harvard and Wharton played **Wizard of Wall Street**, a stock market simulation game from Brøderbund, for bragging rights—and a $1,000 cash prize.

Some practice and a lot of fun helped Stanford win this unique national competition, according to Garry Jones, Finance Club president.

When it came down to the day of the competition, they got serious—well, almost.

"We played the game in just one afternoon and had great fun—phoned out for pizza and drinks and really enjoyed the camaraderie of our team," he says.

The other schools did not have it *quite* so easy.

Each team began the game with $1 million to invest. When the closing bell rang, Stanford had virtually broken the bank, raking in $21,469,827. Wharton finished with just over $9 million, and Harvard was bathed in red ink.

Stanford's final tally was "more money than anyone else has earned playing the game, as far as we know," reported Brøderbund President Doug Carlston.

"We traded only options," Jones says, giving away his secret. "No stocks. We felt that some options were mispriced and took a very short time to mature, so we'd buy them and then turn right around and sell them at much higher prices."

As each "day" ticked by on the simulated ticker tape that late winter afternoon, Stanford students concentrated on a frenzied search for those underpriced options to accrue their impressive wealth.

All three schools were awarded engraved crystal balls, symbolic of the **Wizard of Wall Street** game, but the competition left little doubt that Stanford's own soothsaying was the most impressive.

Since its overwhelming victory, the Finance Club has been enjoying widespread celebrity status with the media. The win was described in newspapers across the country, in *Business Week* magazine and on the PBS nightly business news.

Jones says that each of the six members of his team has had experience working on the real Big Board. He was a financial futures manager for a commodities broker in London before returning to school.

"There were no novices," he says in his British accent. "But having experience really doesn't matter. It's a game, after all. I think anyone can play it and do well with some practice."

He's having a hard time trying to convince Harvard.

"Their business school is getting a lot of ridicule," says Jones. "I've challenged them to a rematch—just to show them we can do it again." Will Harvard venture a rematch? Stay tuned.
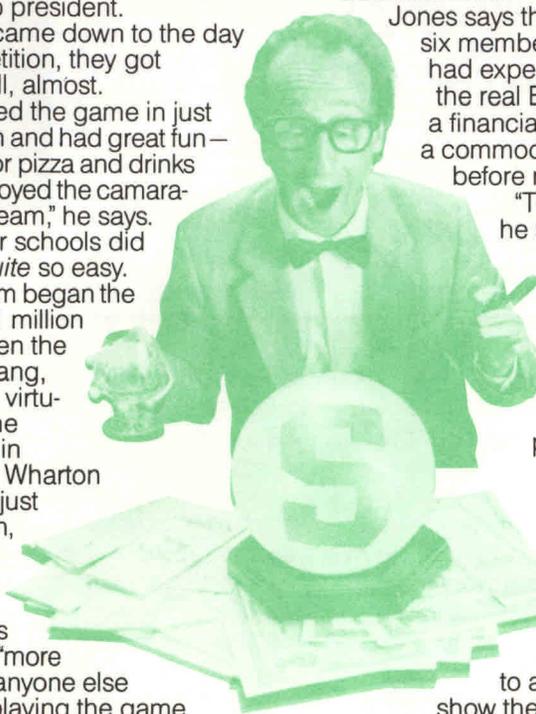
'Ambassador Bill' Wants to See You

"Ambassador Bill" is on the road again—*isn't he always?*—traveling to all parts of the country to discuss Brøderbund products with user groups and to make guest appearances on radio and TV shows to talk about computer software.

"There is a lot of warmth and support in these intimate user groups," says Bill Holt. "They are a phenomenon in the country, bringing together people, ages 14 to 89. They are real special. On recent visits, the Santa Clara Apple User Group was wonderful—a very professional, fun group—the Miami Apple User Group was terrific, and there should be more groups like the one in Clearwater, Fla.

"I would love to do more television, cable TV, and computer TV shows, presenting products and explaining how they work—because we can reach a vast audience," says Holt.

But this self-described people-person promises he'll never stop going to user groups. "They're full of such super people."

In each club, there's a core of "five or six dedicated individuals who make those groups run smoothly. They deserve a lot of credit because they make those clubs work," Holt emphasizes.

"You really have to hand it to them, running a group voluntarily with a membership of 300 people. They turn out newsletters, book the meeting place and have a program ready each time," says Holt with admiration.

Brøderbund Ambassador Bill Holt also appears at department stores and computer stores nationwide, and recently added teachers' groups to his tours.

"This is something new because our educational line is expanding so much," Holt says. "There's lots of excitement for **Science Tool Kit™** and **Where in the World is Carmen Sandiego?** keeps generating interest. Now I'm looking forward to showing **Geometry**."

Holt is currently working on his tour schedule and would be pleased to consider an appearance in your area. To invite Brøderbund Ambassador Bill Holt, call (415) 479-1700.

Software Giveaway

Congratulations to three more winners of our monthly free software giveaway!

Katie Bieber of Shoreham, N.Y., was January's winner. She selected **The Music Shop**.™

February's winner, Jeff Weissberg from Wappingers Falls, N.Y., chose **Relax**.™

And in March, winner Hiroshi Kawai of Whittier, Calif., picked **The Ancient Art of War** as his free program.

Wouldn't you like a chance to win? Just complete and return the card included in each new Brøderbund Software package you purchase. Or, if you prefer, write to us at: P.O. Box 12947, San Rafael, Calif., 94913-2947 to request a card (one card per request, please).

No purchase is necessary and you may enter as many times as you like.

Each month we randomly select a winner. Maybe you'll be next!

How to Reach Us

We want to hear your suggestions for our newsletter or for software products you would like to see, questions about programs, and, yes, even complaints. Please help us direct your letter or call to the right department.

★ ★ ★ ★

If you're having trouble finding a Brøderbund program, write: Software-Direct, P.O. Box 12947, San Rafael, Calif. 94913-2947. Or call us at: **(415) 479-1185** between 8:30 a.m. and 5:00 p.m. Pacific Time. (Sorry, we cannot accept collect calls.)

★ ★ ★ ★

If you have a specific question about one of our software programs, call Brøderbund's Technical Support Department: **(415) 479-1170**.

★ ★ ★ ★

If you are sending a letter to the Brøderbund staff or to Doug Carlston, please write in care of **Brøderbund News, P.O. Box 12947, San Rafael, Calif. 94913-2947**.

LETTERS

Key to Teenager's Success

Dear Sirs,

Last week was a "BIGGIE" for my 14-year-old daughter, Tracy, and it occurred to me that Brøderbund played a part in each of the accomplishments which made it so special.

1) She was elected Student Council President by a big margin. Although she is capable and well qualified, I think her victory was due in part to her terrific campaign posters, which were created using **The Print Shop**. Compared to other posters, hers were a knock-out— and were turned out in a single evening! 2) Tracy completed her first issue as Editor of the school paper. She used **Bank Street Writer** to print out the copy and **The Print Shop** to produce both headlines and graphics. The newspaper isn't back from the printer yet, but the paste-up looked great! 3) Her essay "Alexander Hamilton, Champion of the Constitution," was selected by her social studies teacher for entry in a national (Daughters of the American Revolution) competition (and earned an A+). The DAR requires that all entries be handwritten (ugh), but she typed her final draft using **Bank Street Writer** and checked it with **Bank Street Speller**.™ Her final product was free of spelling errors—a first for Tracy!

I thought you might enjoy knowing about her good fortune—and about some of the ways your software really works. What's more, Brøderbund has turned my computer-hating daughter into an enthusiastic computer user.

Thank you for being such a productive part of our software library . . .

— M. Lynne Wilson
Saddle River, N.J.

Only modesty prevents us from taking credit for the success of political campaigns and fund-raising efforts, higher grades in class, improved office efficiency, higher IQs and cavity-free dental checkups all around the world. We will let *you* tell our readers about it, however, so keep those cards and letters coming!

Sirs:

As you can see, I am returning our

Print Shop program disk. It has been "physically damaged" by going through a trash compactor.

Somehow the disk got mixed with a bunch of Christmas wrap, thus the results.

Since this was a Christmas present, I was reluctant, and embarrassed, to obtain proof of purchase. I have returned your questionnaire card stating the same.

I enclose a check for $7.50 to cover replacement and handling.

—Name withheld by request

Whatever you do in the privacy of your own home . . . Anyway, this gives us an opportunity to explain Brøderbund's 90-day limited warranty.

As a service to customers, it is our policy to replace products that have been damaged by accident or even through abuse or misapplication. In such cases, the user is required to return the damaged disk, along with $5.00 plus $2.50 for postage and handling. Defective disks— a rarity—are replaced free of charge within 90 days of purchase when the disk is returned with an explanation and original dated receipt. After 90 days, defective disks are replaced for $5.00 plus $2.50 postage and handling.

Service With a Smile

Just a note of THANKS!

I received a copy of your **The Print Shop** Reference Manual and Reference Card today . . . barely three days after I asked for your help! Now I can use my **Print Shop** and **Print Shop Graphics Library**™ Disk 1 and 3 with confidence!

Many thanks for replacing my lost copies of these NECESSARY tools! You are a company with intelligence . . . and with a heart.

I look forward to doing more business with a firm as cooperative and helpful as you have shown yourself . . . or selves . . . to be. Again, MANY, MANY thanks.

—Louis McNicoll
Mesa, Ariz.

news

Helpful Hints

Will the IBM version of The Print Shop work with a Hercules Monochrome Card?

Yes, in addition to working with the IBM Color Graphics Adapter Card, **The Print Shop** now works with the Hercules Monochrome Card. What you see on the screen will be elongated, though your printed version will be correctly proportioned.

If you already have **The Print Shop** for the IBM and need the updated version, send in your original master disk with proof of the date of purchase for a free exchange, if the program is less than 90 days old. If it has been more than 90 days since it was purchased, send $20 and your master disk to: Software-Direct, 17 Paul Drive, San Rafael, Calif. 94903.

Why won't my Print Shop Companion update my Apple-version Print Shop?

The Print Shop Companion has been designed to check for the copy protection scheme of **The Print Shop** disk. If the **Companion** does not find the copy protection it is looking for, **The Print Shop** disk will just spin in the disk drive. When this happens, it usually means you are using a copy of the program which is not the original disk or it is an unauthorized copy of the program. If this is the case, you should purchase an authorized copy of **The Print Shop** from your local dealer or from us directly at Software-Direct.

How do I turn off the SynCalc™ headings on my printouts?

The headings are toggled on and off by using the HEADINGS command from the command menu.

How many records will SynFile+™ handle in a single file?

This depends on a variety of factors including the record length, the number of characters indexed on, and the total RAM of the computer. A standard mailing list, indexed on two characters, will be between 1200 and 1500 records.

How can I increase my SynFile+ capacity?

The file capacity shown is the total possible number of records. The only way to increase the capacity is to re-index on fewer characters and fields.

Can I use Mouse Paint™ and The Print Shop hi-res screens as backgrounds in Fantavision?

Certainly.

To load screens you've created with Mouse Paint, be sure you are using the PRODOS version of the program. Once you have saved a Mouse Paint graphic to the disk, just load it into the **Fantavision** program.

If you would like to load Screen Magic graphics created by **The Print-Shop**, you must:

1. Save the Print Shop screen to a data disk.
2. Use the DOS 3.3 to PRODOS utility (found on the PRODOS disk) to convert the graphic to PRODOS.
3. Once you have converted the graphic to PRODOS you can LOAD it into the **Fantavision** program.

TEASERS

Tricks to Try

Who says programmers don't have a sense of humor? Try these tips for insight into their warped minds.

So, you think you're pretty good at Karateka, huh?

Try booting the back side of the Apple version, and then see if you can rescue Mariko.

Ever try to boot the back side of the Apple version of Print Shop Companion?

If you have, you've probably received a boring error message.

However, try it again. When the error message comes up, press the <ESC> key and then press the <CTRL> and <6> keys simultaneously. (On the II+ version, press CTRL shift.)

Ready for a new approach in creating original graphics, fonts and borders with the Apple version of The Print Shop Companion?

Next time you boot the program, type STEVEN and tap the <ESC> key. Have fun!