

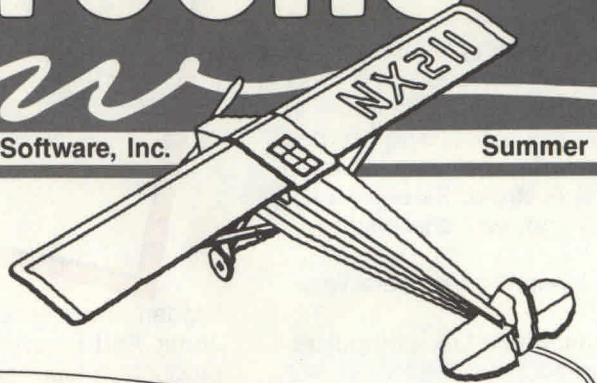
Brøderbund® *new*

Vol. 2, No. 3

From Brøderbund Software, Inc.

Summer 1986

*Marvelous Mechanical
Models That
Really Work*



THE TOY SHOP

stripping and balloons also are included. An illustrated,

200-page manual with step-by-step instructions makes assembling your toy easy – even if you aren't an experienced model maker.

If you make a mistake, this computerized model-building kit is very forgiving; it lets you replace parts any time. And when your toys wear out, you've got an endless supply at your fingertips.

"There's a creative satisfaction you get from making these toys and watching them work," Bird says.

From the imagination of commercial pilot Jim Calhoun of Miami, **The Toy Shop** is the product of an impressive cooperative effort between him and Brøderbund's in-house programmers and creative staff.

"All 20 toys are carefully designed, thanks to Jim's inventiveness and diligence," Bird says. She adds that his favorite toy is the Helicopter because of its superb aerodynamics. Calhoun reports that the contraption can hover at up to 30 feet!

Sound crazy? Just try **The Toy Shop** and see for yourself. Suggested price for the Apple program is \$59.99, \$64.95 for the Macintosh and IBM versions.

**BUY ONE, GET ONE FREE
SOFTWARE**

See Page 7

Katherine Bird. "The models are engineering marvels, complete with authentic details and moving parts."

Classic, old-time favorites like the Mercer Raceabout, Zoetrope, Steam Oil Pump, Equatorial Sundial and Pennypower Scale are joined on this program with the futuristic Starship, Jet Dragster, Experimental Glider and more. They're all so fun and interesting, you could go crazy trying to decide which one to build first.

At the computer, you customize your model by selecting "paints" (flood fill patterns) then adding graphics or "decals." You can even transfer graphics from **The Print Shop™** or add your own special text messages. If desired, you can save your designs to disk. When you're ready, just print out the ready-to-build toy on regular printer paper.

"You'll be amazed at the high resolution and intricate detailing in the printout," Bird says. "Mac users are familiar with this, but IBM and Apple owners will be surprised at what their computers can produce."

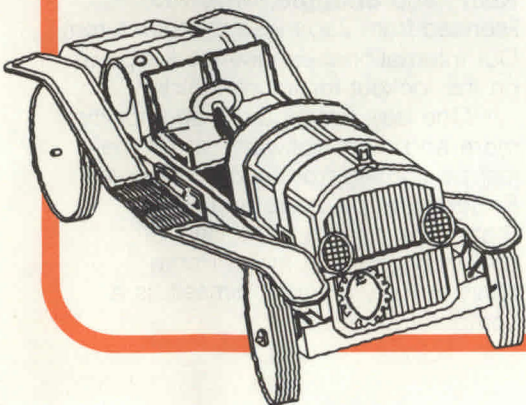
The toy printouts attach easily to adhesive cardstock included in **The Toy Shop** package. Then, just cut out and assemble your toy. Ranging from the easy Flying Propeller to the complicated Tractor Crane, construction time can be anywhere from a few minutes to a few hours. Special building materials such as wire, wooden dowels, rubber

Toys in your attic! America's gone nutty for toys. Better get in line, for the grand opening of **The Toy Shop™** is happening now.

You say you outgrew your playthings when you quit that paper route and started wearing business suits? It's been a lifetime since you built your last model Spirit of St. Louis or hand made a classic Steam Engine? Then it's time for your second adolescence, with a little help from **The Toy Shop**.

Your computer becomes a toybox full of designs for 20 ingenious toys and models to build yourself. Available for the Apple, IBM, Macintosh and coming this fall for Commodore, the amazing new three-disk program provides hours of creative fun and entertainment for the whole family. Everyone from 12 to 112 can get into the act, building marvelous mechanical models that really work.

"There's never been anything like **The Toy Shop**," says Product Manager





Our Changing Foreign Markets

By Doug Carlston

Home computing is fast becoming a universal pastime, and since 1983, Brøderbund has been right in the thick of the international licensing business, sending American software to Japan, Europe and Australia. It's been an educational and, yes, challenging prospect.

These foreign markets are very diverse.

In Japan where U.S. computers have little impact, we license our software through more than a dozen companies, which have converted one or more of our titles to the 18 different, incompatible machines available for the home market. Australia, on the other hand, relies heavily on Apple, Commodore and IBM computers; there's a regular, steady demand for

Brøderbund-licensed software down under. And Europe – where we license products in German, Dutch and French – has tremendous potential once floppy disks replace the current cassette-based systems.

What these three overseas markets do have in common is that they're still very heavily into games.

Brøderbund has several new games coming onto the market soon,

but since 1984 we have moved strongly into other areas such as creativity, home productivity and educational software. We think this is the wave of the future, led by such standouts as **The Print Shop**, **Fantavision™**, **Dazle Draw™**, and **The Toy Shop**.

In most foreign countries, however, this market has yet to emerge in strength.

So in February, we decided to take matters into our own hands and formed Brøderbund Japan. This was a radical step for an American company operating in Japan. We hired Henry Yamamoto, originally from Los Angeles, to help start the subsidiary.

Henry oversees Brøderbund Japan, which has a small office with just six people, in Tokyo. He has his programmers busily converting our most popular programs – not just literally, but by taking cultural differences into account as well. Before they are released, the programs are reviewed and tested at our headquarters in San Rafael, Calif.

This summer, Brøderbund Japan will be releasing **The Print Shop**, **The Toy Shop**, **Fantavision** and **The Ancient Art of War™**. Our approach seems to be paying off, because we're getting an enormous amount of advance publicity in the Japanese press.

We're excited about our international marketing because it allows a free exchange of ideas and products among many cultures. Programmers love it, too, when they keep getting those overseas royalty checks. The American market has benefited from such imports as **Apple Panic™**, **Alien Rain™** and **Snoggle™**, which we licensed from Japanese manufacturers. Our international experience keeps us on the lookout for future trends.

One day, America will be importing more and more software, and it may just be coming from such places as Eastern Europe, India and Africa. Right now, I see a great deal of growth potential in India. Prime Minister Rajiv Gandhi, himself, is a computer freak!



Brøderbund President Douglas G. Carlston's business card, printed in Japanese

Word Processing PLUS for IBM

Some word processing programs are so "powerful" that you need two weeks just to learn how to use them. If you would rather sit down at your IBM or IBM-compatible, and start to write immediately, Brøderbund has the program for you.

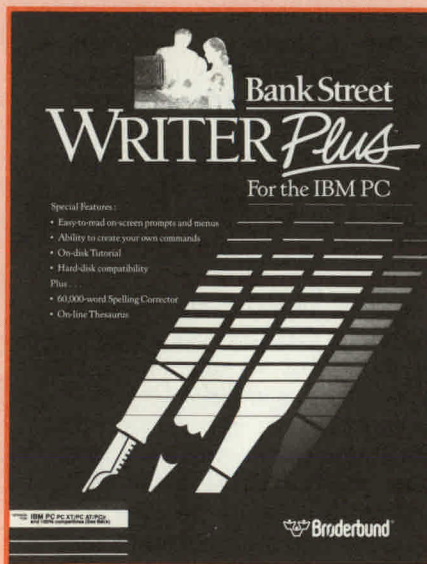
Perfect for home use but sophisticated enough for basic business functions, **Bank Street Writer Plus™** is an enhanced version of the easy-to-operate **Bank Street Writer™**. It is specially designed to take advantage of your IBM's capabilities. Just boot the program and within seconds you'll be typing. It's that simple.

At \$99.95, suggested retail, the **Bank Street Writer Plus** comes complete with pull-down menus and hard-disk compatibility, *plus* a 60,000-word spelling corrector, a thesaurus and an on-screen calculator. *Plus*, for ease of operation, you can create up to 40 custom macros that combine a string of commands into one or two keystrokes.

Bank Street Writer Plus supports the IBM PC, PC XT, PC AT, PCjr, and 100-percent compatibles

such as the Tandy 1000, 1200, 1200 HD, Compaq Portable, Deskpro-I-IV, Deskpro 286, AT&T PC-6300, Leading Edge Model D and Zenith Z-150-160.

If you already own an IBM version of **Bank Street Writer**, and would like to obtain the **Bank Street Writer Plus**, send your old disk and a check for \$30 to: Software-Direct, 17 Paul Drive, San Rafael, Calif. 94903.





Home Computer Software Sales Making the Retailers Smile

Lower prices, higher quality and a more sophisticated consumer are helping shape the home computer business and make it thrive. People who just a few years ago swore they wouldn't be caught dead working on a PC can be seen every day prowling the aisles of this country's biggest software retail stores.

Two top retailers – Gary Kusin, president and founder of Babbages, and Egghead Discount Software president and founder, Victor Alhadeff – have watched it evolve.

"We're making a nice living in the home market," admits Kusin, who has his headquarters in Dallas and other retail outlets in Houston, St. Louis, Chicago and Washington, D.C.

But today's software buyers are much more demanding.

"They're power-hungry," explains Alhadeff, the Egghead boss, whose 24 stores are spread throughout the West Coast. "People want their software to do as much as technology will allow.

"Yet it must be written so that mere mortals can use it without taking a two-week course," he adds. "Brøderbund's **Bank Street Writer** is a perfect example. You just load it and start writing letters."

It's this kind of easy-to-use software that has convinced even the diehards to join the electronic age, according to Alhadeff.

"There are more and more computers out there – finally," says Kusin. "Now a hit has the potential to sell hundred of thousands instead of tens of thousands."

That's good news for software authors and publishers as well as consumers. With more people enlisting in the computer revolution, "prices are definitely coming down," Kusin reports.

Cost isn't always the overriding concern for the savvy consumer, however. "It's a value issue," Alhadeff says. "If a product performs a service, as home productivity software does, customers are willing to pay a bit more."

As you might expect, sales in

home productivity software are still on the rise. Remarks Alhadeff, "I won't say **The Print Shop** is as popular as Coca-Cola, but it's getting there. It's a leader."

Alhadeff's view from Egghead's base in Redmond, Wash., near Seattle is that more serious home computing is the newest wave. "Offices are in homes today – whether you work there full time, or bring work home with you at night, there's a need for simple, powerful productivity software."

Games remain a hot item among these two chains, too. At Babbages, Kusin is particularly fond of them. The newest form of entertainment that turns his head is the rash of simulation software. Kusin sees sports, business and action simulators as trendsetters.

"Entertainment software," he reports, "definitely outsells educational software today."

Alhadeff agrees that games have an added dimension besides being lots of fun.

'People want their software to do as much as technology will allow'

"Even if the children are playing **Choplifter!**™ or **Lode Runner!**™ it's a way to get the kid to the keyboard," Alhadeff says. "Playing computer games can be very important education."

Just as the home stereo can play jazz records in the morning, rock in the afternoon and classical in the evening, "People are realizing the same machine that enables you to assemble a spreadsheet in the morning lets you play **Lode Runner** at night," Alhadeff says.

"Home computers are definitely becoming a part of our everyday life."



Victor Alhadeff, president of Egghead Discount Software, and the company mascot



news

Macintosh Explosion

The **Print Shop** and your Macintosh are a dynamite team. Letterheads, signs, cards and banners will be bursting with color. And this new release has some very explosive features.

"It will blow you away!" exclaims Group Manager Ann Kronen. "This new **Print Shop** takes full advantage of the Mac's best qualities."

Very powerful layout capabilities utilize the Mac's graphics potential. It includes more than 175 small, large and full-panel graphics; 17 fonts with multiple typestyles and sizes; and 38 borders ranging from simple to fanciful.

The **Print Shop** is compatible with programs like MacWrite™, MacPaint™ and clipart libraries, so you can create your own artwork or customize existing graphics from a variety of sources without complicated cutting and pasting.

With the Macintosh **Print Shop**, you can easily incorporate multiple graphics and fonts into a single design. Then, when it's time to print your creations, you can use Apple's ImageWriter II, LaserWriter, Scribe or any 100-percent ImageWriter-compatible printer.

And that's not all. Just pop a color ribbon into your ImageWriter II and you've got a Color Mac. There are seven different colors available for each design element: fonts, borders, graphics and background. The results are spectacular!

Suggested retail price is \$79.95.

Commodore Gets a Spelling Checker

Misspellers take heart. Especially if you own a Commodore 64/128. Now there's **Bank Street Speller**™ a 30,000-plus-word spelling checker to use with **Bank Street Writer**. You can customize this electronic dictionary by adding often-used names or unusual words not included in the dictionary. Global replacement fixes a persistent misspelling throughout the text with ease. **Bank Street Speller** will even produce alphabetical word lists and counts to show you how often you use certain words. Already out for Apple, suggested price for this new Commodore version: \$49.95.

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fd fds fdsa jk jkl jkl; fd fds fdsa jk jkl
as ask ask ad lad lad all fall all fall ask

Whether you're learning to type or trying to improve your speed and accuracy, you need something more than drills out of old typing books.

"These random-letter drills were not only boring, they were a hindrance to learning," says Greg Wrenn, Product Manager for **Type!**™ – the new Brøderbund program that comes to your rescue. "Research shows that people learn to type much better with real English text."

The creators of this state-of-the-art program took a well-thought-out, scientific approach that produces a lively teaching method. It's light-years ahead of anything else around.

"The uncanny diagnostic capacity of this program makes it seem like you have your own personal tutor right by your side," Wrenn says, adding that the software can print out customized progress reports for each person who uses it. "And you can pick up where you left off."

Bar graphs keep track of your particular strengths and weaknesses. Information is broken down between the left and right hands, each finger, each of the three rows, and each letter. An "errors" column even recognizes a half-dozen of the most common typing problems – like transposing or mirroring letters. Then, taking all of that information into account, **Type!** will recommend personalized drills tailored to your individual needs.

"The program might give you a weak-letter drill, for example," Wrenn says, "so you'll type those keys where your performance was not quite up to par."

Type! is serious about teaching you how to type, but that doesn't mean that learning cannot be fun. **Type!**-Athlon provides you with an action-packed arcade game. "All the

diagnostics and exercises are available in the game. This way though, you have a challenge and a goal."

Type! is available for the IBM PC, PC XT and PC AT* and 100-percent compatibles at a suggested retail of \$49.95, the Apple II series for \$44.95 and the Commodore 64 at \$39.95.

Type! brings typing into the 1980s – and beyond.

*Supports IBM Monochrome Display Adapter, IBM Color/Graphics Adapter, Hercules Monochrome Graphics Card.

More Tools for the

How is a fish like a sports car? How much baggage can an astronaut take into space? Inquiring minds want to know.

Science Toolkit Module 1: Speed and Motion is for inquiring minds – like yours.

"The beauty of the **Science Toolkit** series is that it extends the limits of your personal computer to the environment around you," says Product Manager Michael Shorrock.

With **Module 1**, you'll explore the physics of speed and motion through experiments involving thrust, acceleration, and angular movement.

You can check whether cars are speeding in front of your home or school, discover the rotational speed of a propeller on a model airplane, or prove that your TV screen flashes on and off more quickly than the human eye can see.

To do these experiments, you first must load the **Science Toolkit Master Module** – which features a photocell, thermistor and four on-screen instruments. **Module 1** has an additional photocell, a sensitive analog speedometer, a digital tachometer, a balloon-powered car, and a supplemental User's Manual and Experiment Guide chock-full of ideas for



news

You Are What You Play

By Gary Carlston

Listening to National Public Radio on the way to work this morning I heard an interesting essay about how the games we play reflect our cultural character.

The commentator was quite concerned about two games which have been popular in the United States for some time – Diplomacy and Dungeons and Dragons. Diplomacy because it rewards deceit and backstabbing; Dungeons and Dragons because players regard various beings as inhuman, then kill them. He was more enamored of the old favorites, Monopoly and Scrabble, because they teach capitalism and the value of education.

What do the games we publish say about us?

Here at Brøderbund we have an ongoing debate about whether we should publish "highbrow" games or the "other" kind. We agree that we want our games to be an extension of how we see ourselves.

I don't mind admitting that I'm fond of the "other" kind of game. The Bungeling Empire in **Choplifter!** and **Lode Runner** accurately portrays my own personal nemeses (school teachers, primarily) from which I daily save myself and my friends with just the right touch of guile, sympathy and reflexes. Some other folks around here – who can tie a tie and are capable of parallel processing – prefer to match wits with brilliant tacticians in **The Ancient Art of War** or relentless

options traders in **Wizard of Wall Street™**.

The question that goes to the heart of our game development is what do *you* want?

I admit to being surprised at how many of you want to kick the (bleep) out of things (**Karateka™**). From the popularity of **Where in the World is Carmen Sandiego?™** you seem to be an internationally minded bunch. And 2 million of you are **Lode Runner** players. Could one of you please write and tell us what you have in common? We would like very much to publish another game that you'll enjoy as much.

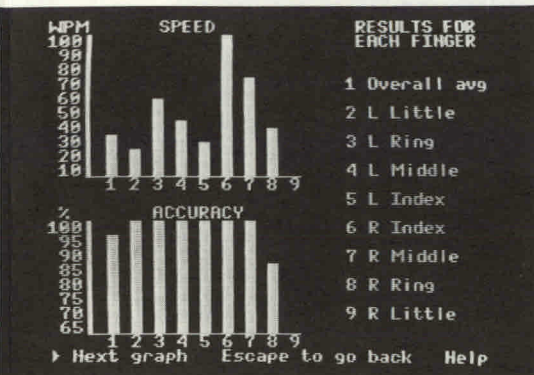
Cultural differences also play a part in this game business. It's just amazing how unabashed the Japanese are about playing games. We Americans write articles like this one, wondering what it all means while the Japanese are busy buying up computer games at 50 times the U.S. rate.

The National Public Radio commentator said that you never understand Japan until you know the game of Go. After seeing the National Lode Runner Championships being played on a 200-foot-high TV screen at the Tsukuba World Expo '85, in the rain, I'm inclined to think that Go won't explain it all.

One of our product managers in the games group just gave me what probably is the definitive assessment of this whole subject, "Games are fun. They don't mean anything."

What do you think? Is it that simple?

FW
TYPE!



Science Toolkit™

new experiments.

Suggested retail price is \$39.95. Like the **Master Module, Module 1** is available for the Apple IIe, IIc and 64K II+ (with joystick adapter).

School Version

Science Toolkit is not just an individual exploration tool; it is used by many science classes as well. Now, in response to teachers' requests, an inexpensive, easy-to-use school version of the **Master Module** has been designed for grades 4 through 12.

In addition to the **Master Module**, the school version contains a comprehensive Teacher's Guide with suggestions on managing the software in the classroom, objectives, questions and extension activities for each experiment.

The complete teacher's edition, identified by a "**School Version**" sticker on the box, has a suggested price of \$89.95. If you already have the **Science Toolkit Master Module**, you can get the Teacher's Guide and backup master disk by sending \$30 to Software-Direct, P.O. Box 12947, San Rafael, Calif. 94913-2947. This upgrade offer ends Dec. 31, 1986.

Apple Print Shop — In Living Color

The Apple version of **The Print Shop** – the one you know and love – has been changed.

It's better!

This upgrade now will support color printers (Okimate 20, Epson JX-80, Apple Scribe, Apple ImageWriter II, Okidata 292, Juki 5510, C.Itoh 8510 SCP). Select one of nine colors, including a special "rainbow" option, for each design element – font, border, graphics and background – to produce astonishing full color printouts. This program allows you to preview designs right on the screen. And you can even save the greeting cards, signs and letterheads you create to a data

disk for future use. In addition, the program runs much more quickly, and it includes a utility which will automatically upgrade your **Print Shop Companion™** for color compatibility.

The Print Shop for Apple now requires 64K of memory, and the suggested retail price is still \$49.95.

Current Apple **Print Shop** owners can receive this upgrade through the mail. Just send your old disk and a check for \$20 to: Software-Direct, 17 Paul Drive, San Rafael, Calif. 94903. If your **Print Shop** was purchased within the past 90 days, the upgrade is free. Just send us your disk and the dated sales receipt.



Brøderbund's

PROGRAMMERS

Behind-the-Scenes Heroes

ENTER

"The reason I come to work each day is because I get to create something from scratch.

If something goes wrong, it's my fault; if something goes right, it's my fault. There's a lot of satisfaction in that," confides Glenn Axworthy, one of more than a dozen in-house programmers at Brøderbund's headquarters in sunny Marin County across the Golden Gate Bridge from San Francisco.

"Being a programmer is like being a craftsman," Axworthy continues. "You're not really creating art, but you are hand crafting something from nothing. My goal is to make it simple and elegant."

Another programmer jumps in. "That's the key word – *elegant!*" says Louis Ewens, who has a "Music Is My Life" poster plastered on the wall above his computer.

Brøderbund's in-house programmers are responsible for creating original software and for conversions from one machine to another. They write all of the code that resides invisibly on the floppies. The tasks, often of monumental proportions, take them from drudgery to fascination as they probe the hidden reaches of the program.

"The whole fun of it," Axworthy says, "is to make the program perform as it should, and do it in a way that is personally satisfying."

Some frustrating times come with the job, too.

"We may spend three weeks programming something, and then someone comes in and says it needs re-designing," grouses Alick Dziabczenko. On other days, the program becomes all consuming. "The next thing you know, it's five o'clock, and we usually stay and work into the evening," Dziabczenko adds.

But these programmers do have outside interests.

Ewens composes music and plays keyboards. Dziabczenko does body building, plays the piano and is a movie buff. Axworthy does volunteer work at a local hospital and bowls.

In searching for common denominators among programmers,

Dziabczenko – who is of Ukrainian background and recently received U.S. citizenship – says, "Eight out of ten programmers have some kind of musical background."

"And they all like Chinese food," Axworthy quips.

This easy banter among these three programmers developed during the past year while sharing close quarters, tackling a revolutionary program called **The Toy Shop** (see story, Page 1). It's very rare for programmers to work on the same program simultaneously, and they admit it took some getting used to.

"Programmers, by nature, are independent, hard-headed people," observes Dziabczenko who programmed the IBM version.

Axworthy, who wrote the Macintosh program, concurred. "Learning to work together was probably harder than writing the program."

The idea of a model-making program was the brainchild of Jim Calhoun, an airline pilot from Miami who created his designs on a Macintosh using MacPaint. He produced about a dozen diskettes full of graphic data.

"We squished them all down – using compacting techniques we developed – into three disks," explains Ewens, who handled the Apple II programming.

Although in-house programmers are often the unsung heroes of the business, they do get credit at Brøderbund with their names listed on both the box and in the program.

Brøderbund programmers epitomize the overall company philosophy – a creative flair, dedication and a touch of wry humor to take the edge off the pressure in this very demanding job. Behind every Brøderbund program is hundreds of hours of work on the complicated coding that makes it operate smoothly and efficiently. So the next time you see the programmer's name, you might take just a second to appreciate the achievement, then dive right in and enjoy yourself. That's the biggest compliment you can give any programmer.

ESC

LETTERS

Computing Grandma

Dear Mr. Carlston:

I wish to take this opportunity to thank you and your brother for the creative use of your aptitude in the development of Brøderbund. In addition, with the publication of the Brøderbund News you are allowing for an interchange of information and communication between manufacturer and consumer. My words cannot express the appreciation I feel for the innovative approach you and your staff have developed.

I am a computing Grandma who uses your programs at home daily on my Apple IIc. My Brøderbund library contains approximately ten programs. My Print Shop graphics reach across the USA as a means of communication, and as a Registered Occupational Therapist who works at the V.A. Medical Center West Los Angeles, my signs are seen by patients and staff. At work, I use an Apple IIe for specific treatment with patients; and I use The Print Shop as an introduction to teaching computing . . .

Thank you for your fine programs and the information I have gotten by reading the Brøderbund News . . . Keep up the great work.

– Judith Klemper
Van Nuys, Calif.

Phone Diagnosis

Dear Technical Support,

. . . Thank you very much for your help recently in preventing me from throwing both my printer and your Print Shop software out the nearest window.

I realize how difficult it must be to troubleshoot via the telephone. With a bit of persistence, we did just fine. The Print Shop and my Apple IIc now get along great and I have a great deal of respect for tech support at Brøderbund.

. . . I appreciate you taking the time to track down the information I needed and getting back to me so quickly . . .

– Lynette Luff
Massapequa, N.Y.



How to Reach Us

You're always welcome to write us or call. Here's how:

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.

★★★★

If you have a specific question about one of our software programs,

call Brøderbund's Technical Support Department: **(415) 479-1170**.

★★★★

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.)

Carmen Wins Award

Brøderbund calls it "Explorations," but the software industry knows **Where in the World is Carmen San-diego?** has an educational side.

Despite its effective disguise as an intriguing game, **Carmen** was honored as this year's Best Learning Product by the Software Publishers Association. But don't tell anyone who's allergic to learning.

Players travel around the world and through the pages of The World Almanac® to help Interpol track down wonderfully wicked criminals.

FREE Software: It's Something Wonderful!

When you buy Brøderbund software, something wonderful happens.

You get another one FREE!

The only thing better than Brøderbund software is free Brøderbund software. And that's exactly what you'll get – from August 1 through October 31, 1986.

Buy absolutely any Brøderbund product and choose a freebie from the list. It's just our way of reminding you that when you buy Brøderbund software, something wonderful happens.

Especially now!

Take your pick:

APPLE II

Entertainment: Choplifter!
 Captain Goodnight
 Text Adventure: Mindwheel
 Essex
 Brimstone
 Education: Welcome Aboard
 (64K except II+)
 Productivity: Bank Street Filer 64K
 Bank Street Filer 128K
 Bank Street Mailer 64K
 Bank Street Mailer 128K

ATARI (Disk only)

Entertainment: Lode Runner's Rescue
 Spelunker
 Choplifter!
 Text Adventure: Mindwheel†
 Essex†
 Brimstone†
 †(Two disk drives required)
 Productivity: SynFile+
 SynCalc

IBM

Entertainment: The Ancient Art of War*
 Wizard of Wall Street*
 *(Requires color graphics adaptor)
 Text Adventure: Mindwheel
 Essex
 Brimstone

MACINTOSH

Entertainment: Cyborg (except Mac Plus)
 Text Adventure: Mindwheel
 Essex
 Brimstone

COMMODORE (Disk only)

Entertainment: Choplifter!
 Raid on Bungeling Bay
 Text Adventure: Mindwheel
 Essex
 Brimstone
 Education: Welcome Aboard
 Productivity: Bank Street Mailer
 Bank Street Filer

Buy One, Get One FREE! Send to: Get One Free, Brøderbund Software, P.O. Box 12947, San Rafael, Calif. 94913-2947. Make check payable to: Brøderbund Software.

Send my FREE software to: (Please print.)

Name _____	First choice of software* _____
Address _____	Second choice of software* _____
City _____ State _____ Zip _____	Computer you own _____
() _____	*Please check above list to make sure the product you want is available for your computer.
Phone _____	

It's Easy!

- Buy any Brøderbund product from your dealer between August 1, 1986, and October 31.
- Save the dated receipt.
- Also save the questionnaire card found in your software package.
- Enclose the following four items:
 - This completed coupon.
 - A check payable to Brøderbund Software for \$4.95 to cover shipping and handling. (Do not send cash.)
 - The dated cash register tape or receipt from your new purchase.
 - The completed questionnaire card.
- Your envelope *must* be postmarked by October 31, 1986.

Qualifying software purchase must be made by October 31, 1986. This completed coupon, required proof of purchase, completed questionnaire card, and \$4.95 for shipping and handling must accompany your request. Only valid requests postmarked by October 31, 1986, will be honored. No facsimiles or copies accepted. Brøderbund is not responsible for lost, misdirected or late mail. Please allow 4-6 weeks for delivery. Void where prohibited, taxed or restricted. Offer open to residents of U.S.A. and Canada only. Offer limited only to products and machine formats listed. All taxes are the responsibility of the recipient. This offer is not redeemable at your store.



Helpful Hints

Why won't The Print Shop run on my Leading Edge Model D computer through the standard Hercules Monochrome emulation port?

The Print Shop must use the actual Hercules Monochrome Graphics Card in order to work in any monochrome system. The program will not work on cards that claim to "emulate" the Hercules card.

How do I copy The Ancient Art of War?

Users of the IBM version can copy the game onto a hard disk (provided that it is designated as drive C). Once the game is on the C drive you must use the original disk to load the program. After that, the program will use the files stored on the hard disk to continue game play.

Users of the Macintosh version may copy their game to another disk. Once the game has been copied, boot the copy and then follow the prompts.

Help! I have several of your great Text Adventures but I am having some difficulties getting through them. Got any hints?

Many times our Technical Support staff hears these pleas from puzzled users of our popular adventures. Even though our representatives are busy handling calls concerning more technical questions, they are never too busy to lend a helping hand.

Mindwheel™:

*Irv the frog is your best friend.
Hold onto him until the end.*

Blood is not a thirst-quenching fluid.

*When given to the trapped soldier,
he may become much bolder.*

*The mind of Eva Fein is rather tricky.
The best way to solve this riddle
is to make a fiddle.*

Essex™:

*Nancy is vain. Be nice to her,
and knowledge you will gain.*

*Never judge a book by its cover.
You see,
Fred is not who he claims to be.*

*Got a question about Captain Dee?
The Scotsman is the one to see!*

Brimstone™:

*The coin you should save 'till last,
for a river you must pass.*

*If the Armor is what you need,
the castle flag is what you should
read.*

Software Giveaway

Drum roll, please!

Three more Brøderbund Software customers have been selected as winners of our monthly software giveaway.

You too can be a winner. It's easy! Just complete and return the questionnaire card included in each 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. A winning card is randomly drawn every month.

In April, Dr. Jerome R. Berman of Cincinnati, was the winner. He chose **The Print Shop Graphics Library™ Disk 2**.

May's winner, John Vogler of Houston, selected **Bank Street Writer**.

And in June, Jennifer A. Cisneros from Yonkers, N.Y., picked **The Print Shop Graphics Library Disk 1** as her free software.

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