SUMMER
FALL '79

# SOFTAPE
# CATALOGUE
## Software For The Apple II Computer

## jupiter express

**by Gary J. Shannon**

- Command your ship thru the hazards of an asteroid belt

SOFTAPE

10432 Burbank Boulevard • North Hollywood, CA 91601

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# FORTÉ By Gary Shannon

FORTÉ is an interpretive language devoted to the playing of music. This language allows the operator the use of the music playing capabilities of the APPLE II computer in a way that, up until now, required hours of tedious calculations and coding to play only a few notes. With FORTÉ, ALL OF THE HARD WORK has been DONE for you.

The programs written in FORTÉ are as easy to enter, list and edit as programs written in APPLE's Integer BASIC. Debugging a program is even easier. If the operator is familiar with the procedures used to write a BASIC program on the APPLE, using FORTÉ will be a breeze!!

FORTÉ can play music from either one of two operator specified outputs. By using the appropriate command, the operator can play music from the speaker built into the computer, or from the cassette output for recording on to a high fidelity music system plugged into the output port.

Programs written in FORTÉ are easily saved to disk or cassette and can be listed to a printer.

FORTÉ was developed to be easy and fun for the beginner, yet capable of handling the most complex passages the veteran musician can devise.

Here are the commands available to the FORTÉ user: FORTÉ will run on any APPLE with 16K of memory and is the most powerful music language yet. Here are the commands . . .

FORTÉ QUICK REFERENCE GUIDE

| | |
|---|---|
| CAS | Specifies cassette port as current music output. |
| CON | Continue after a Cc or S (STOP) |
| Cc | Keyboard entry. Halts program execution. |
| DEL | Deletes specified program lines from memory. |
| FREE | Displays number of bytes free for program. |
| LIST | Lists FORTÉ program. |
| LOAD | Loads FORTÉ program From cassette. |
| NEW | Deletes current program from memory. |
| NOTRACE | Cancels both TRACE and TRACEN modes. |
| RESTORE | Restores program if used immediately after NEW. |
| RUN | Runs program currently in memory. |
| SAVE | Save a FORTÉ program onto a cassette. |
| SPD | Sets speed of listing display. |
| SPK | Specifies speaker port as current music output. |

| | |
|---|---|
| STEP | Steps through program each time a key is pressed. |
| TRACE | Displays current line number being played. |
| TRACEN | Displays current note and octave number being played. |

Line numbers may run from 1 to 65535. RESET's can be recovered from by typing *800G and RETURN.

| | |
|---|---|
| H | Clears the screen and homes the cursor. |
| " " | Prints on screen all characters between quotes. |
| * | Remark. All characters to end of line. |
| J | Jump. Similar to GOTO. |
| U | User subroutine. Similar to GOSUB. |
| X | Exit subroutine. Returns to statement after the U. |
| S | Stop. Displays line number where Stop occurred. |
| Q | QUIT. Ends execution of FORTÉ program. |
| (n:) | Repeat passage inside parens n number of times. |
| N | Repeat modifier. |
| V | Voice number. Between 1 and 6. |
| P | Pause. Between 1 and 255 seconds. |
| T | Tempo. Number of Quarter Notes to be played each minute. |

Octave Notes R=Rest

A A# B C C# D D# E F F# G G#

Octave Numbers Voices 1 thur 6

Time Values

| | |
|---|---|
| /1 | whole note |
| /2 | half note |
| /4 | quarter note |
| /8 | eighth note |
| /16 | sixteenth note |
| /32 | thirty-second note |
| /64 | sixty-fourth note |

Comes with manual and two music programs.

FES-279

# MUSIC KALEIDOSCOPE By Bob Bishop

Create a fascinating color light show using your APPLE II computer. Using any audio input to the cassette port, this program will display many colored patterns for your enjoyment. Each pattern is unique to each input!

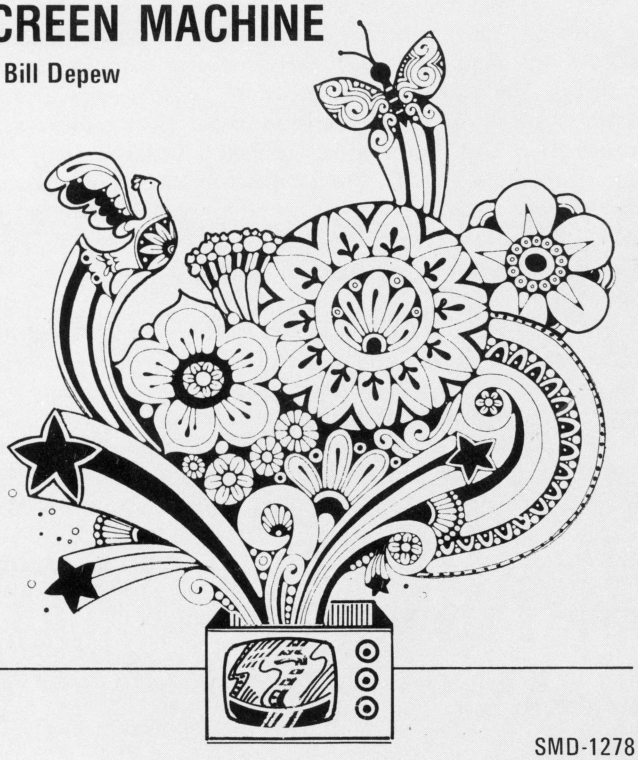
Written in machine language for speed, you can use input from your stereo to produce a demonstration unlike any other. Use it at your next party and show your friends the abilities of your computer. MUSIC KALEIDOSCOPE is easy to use and self documenting.

COB-878

SOFTAPE

## SCREEN MACHINE

**By Bill Depew**



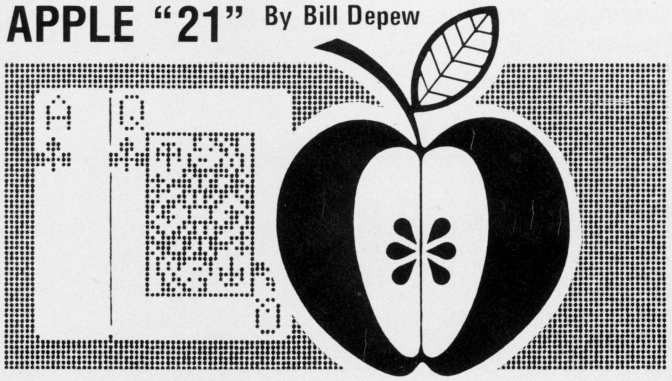
SCREEN MACHINE—Open the manual and LOAD the cassette. Then get ready to explore the world of Programmable Characters with the SCREEN MACHINE. You can now create new character sets—foreign alphabets, electronic symbols and even Hi-res playing cards, or, use the standard upper and lower case ASCII character set. The SCREEN MACHINE lets you redefine any keyboard character. Just create any symbol using a few easy key strokes and the SCREEN MACHINE will assign that symbol to the key of your choice. For example: create a symbol, an upside-down "A" and assign it to the keyboard "A" key. Now every time you press the "A" key, or when the Apple prints an "A", the "A" will appear upside-down. Any shape can be assigned to any key!

The SCREEN MACHINE gives you the option of saving your character symbols to disk or tape for later use. No complicated "patching" is needed. The SCREEN MACHINE is transparent to your programs. Just print the new character with a BASIC print statement. The SCREEN MACHINE is very easy to use.

Included on the cassettes are Apple Hi-res routines in SOFTAPE'S prefix format. You can use both Apple's routines and the SCREEN MACHINE to create the best graphics in microcomputing. Use SCREEN MACHINE with your APPLESOFT programs also. 24K memory required.

SMD-1278

## APPLE "21" By Bill Depew



APPLE "21"—Here is a true Las Vegas Blackjack game with Hi-res playing cards. One, two, or three players can challenge the "Dealer" to win on the table. This game keeps track of all your winnings and losses and gives you a balance when you leave the table. This game is constructed for ease of operation. Any player can quit or join at any time without disturbing the game!

You can choose the table limit and maximum for your table. You can also change tables at any time. Don't worry, the house will "loan" you money when you're out.

This Hi-res program was created using the screen machine to define the cards. Requires 24K.

BJD-378

## CRAZY 8s

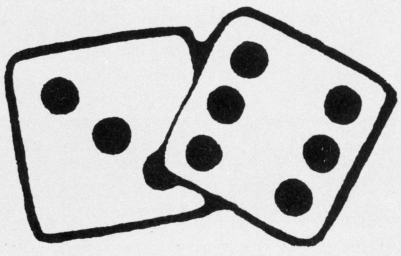
**By Bill Smith**

CRAZY 8s—Tired of Solitaire? Then play CRAZY EIGHTS with a worthy opponent. The Apple plays with its cards face up or hidden—your choice. And, if you'd like, the Apple will help you choose playable cards. Great for adults and easy enough for children. CRAZY EIGHTS means hours of fun! (24K)

CES-579

## CRAPS

**By Roger Walker**



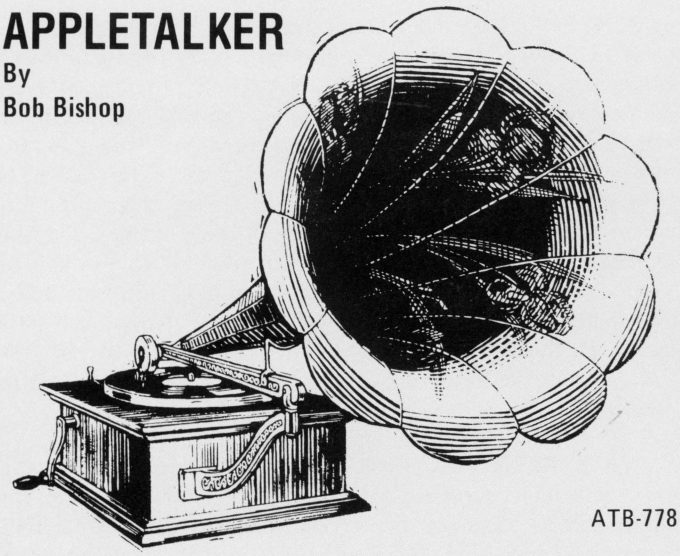
CRAPS—Play Las Vegas Craps on a high resolution playing table created by your APPLE. Place bets, play the field, passline and hardway rolls . . . all are possible with this detailed simulation. Dice rolls are animated on the screen. Improve your game or devise your own "system". Craps requires INTEGER BASIC and 24K or memory. BONUS!! Included on the back side of the tape is Bright Pen™ Craps for those lucky guys with the SOFTAPE Light Pen. You will be amazed how easily moves are made and how fast the game progresses!!

ACW-479

SOFTAPE

## APPLETALKER

**By**
**Bob Bishop**



ATB-778

APPLETALKER—Give your Apple II computer the power of speech!! Your programs can now talk to you with spoken words! Any Apple with 16K of memory or more can use this program. The APPLETALKER, which accepts voice or audio information through the cassette input port, digitizes the information and stores it in numbered tables in your computer's memory (RAM). The stored information may then be played back using the Apple's on board speaker. You can also SAVE the tables to tape for later use. Audio tables or "Talker Tables" are created using your cassette recorder and microphone.

By using the APPLETALKER subroutine package (written in assembly language) and a few lines of BASIC, you can use the "Talker Tables" you create to give any Apple program the power of speech without hardware costs!!

APPLETALKER comes complete with all the routines and instructions you will need. A DEMO program is also supplied. SAVE your APPLETALKER to your Apple diskette. (16K)

## APPLE-LIS'NER

**By**
**Bob Bishop**

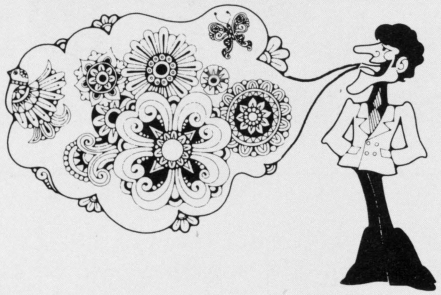
ALB-978

APPLE-LIS'NER—An Apple II Software program which allows you to communicate with the Apple II computer via spoken words requiring no additional hardware. By using your cassette recorder and a microphone, APPLE-LIS'NER will listen for the words or phrases it has learned and respond under program control.

The package is easy to use and comes complete with a "PREFIX" program and all documentation needed to make your own programs with voice recognition.

APPLE-LIS'NER occupies less than 1K of memory for a 31-word vocabulary. It is also compatible with APPLE-TALKER for real Conversational Software. SAVE your APPLE-LIS'NER to your Apple diskette.

## TIC-TAC-TALKER By Bill Depew



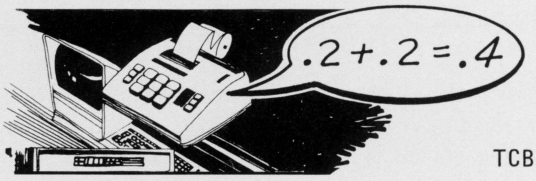
TTT–978

TIC-TAC-TALKER—Side A: TIC-TAC-TALKER is the first in a series of Conversational Software. It contains voice recognition and response software to create an exciting new way to communicate with your Apple II Computer, i.e. hands off voice communication. Comes complete with a colorful Lo-res display of the game board. Requires 24K memory. No additional hardware required.

Side B: Spectrum analysis uses voice recognition software to produce a histogram of audio frequency distribution. Great for study of audio phenomenon and voice recognition methods. Produces an eight band audio frequency analysis. (4K)

## THE TALKING CALCULATOR

**By**
**Bob**
**Bishop**




TCB-978

THE TALKING CALCULATOR—A software program which transforms your Apple II into a talking, 10 digit calculator. This program uses APPLETALKER subroutines (included) and will "say" the answer to math problems as well as print them on the screen. Simply LOAD the TALKING CALCULATOR and discover the real power of your Apple II microcomputer. Great for home, office, or school work. Fixed or floating point addition and subtraction. (16K)

## MONSTER MAZE

**By Gary Shannon**

MONSTER MAZE—Guaranteed the most complicated maze ever created. The poster was created by the Apple computer in 5 minutes!! There is only one-way through. Maybe you'll find it too. 23"x35"

MMS-479

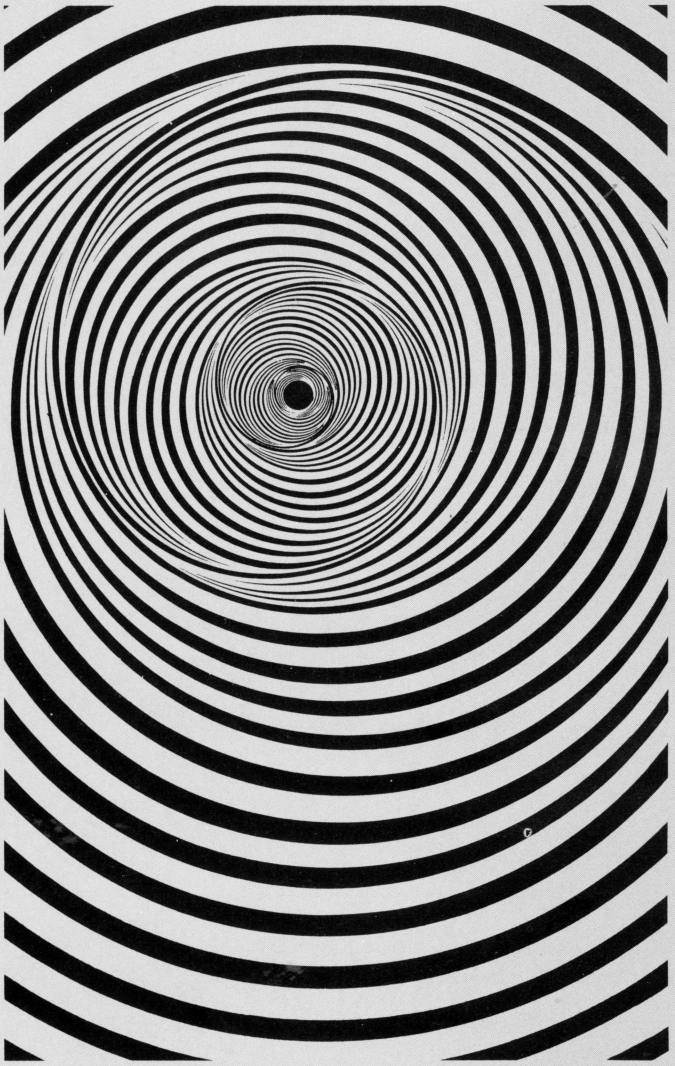
SOFTAPE

# FORTH II

SOFTAPE is proud to introduce FORTH II for the Apple II Computer. FORTH is a fully recursive, stack-oriented language originally developed in the late 1960's at the National Radio Astronomy Observatory. It has been used on mini-computers for the accurate control of very large telescopes. FORTH still posesses a very large following after the passage of almost a decade and a half! This popularity persists due to several strong points of the language;

1. It is inherently structured. There are no GOTO statements in FORTH, nor is there any possibility of poor nesting of language constructs.
2. FORTH provides a true, high-level language capability for small computers with very little overhead.
3. FORTH is FAST!! A compiling language, FORTH is many times faster with execution speeds ten times that of BASIC!
4. FORTH provides a language structure which allows rapid debugging of smaller code sections. The program development process proceeds with the construction of larger segments built from the smaller ones. At each stage, rapid and simple procedures are available to test the code. In certain operations, FORTH code can call on itself!!
5. FORTH is a relatively simple language to implement. This is especially true for micro-computers such as the Apple.

FORTH II has been designed to take full advantage of the Apple's unique characteristics. FORTH II comes in its own 3-ring binder with 90 pages of documentation explaining its use. FORTH II comes on an Apple Diskette and includes 2 demonstration programs and a library of useful routines. Also included is a registration card which allows you to receive future supplements to the FORTH II Reference Manual. FORTH II requires at least 24K of memory and an Apple Disk II Drive.



FOG-279

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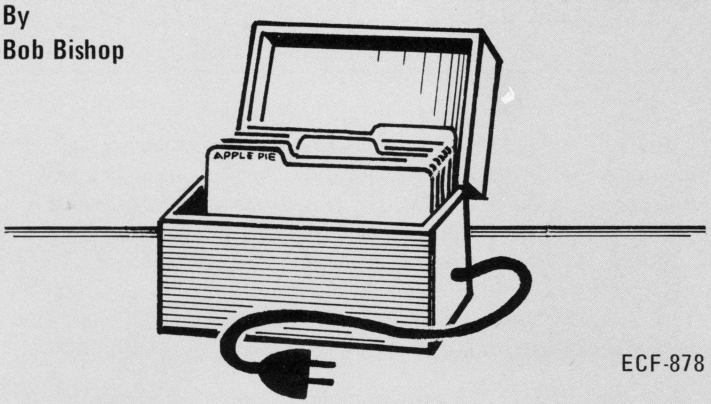
## THE ELECTRONIC INDEX-CARD FILE

**By**
**Bob Bishop**

THE ELECTRONIC INDEX-CARD FILE—An Apple II computer program which uses the Apple Disk for storing and retrieving information such as telephone numbers, recipes, etc. The information is stored in alphabetical order on "index-cards", each of which is 40 columns wide by up to 12 lines long!

This program, written in Integer BASIC, is very powerful and easy to use. The program is distributed on cassette. The INSTRUCTION BOOK will explain the use of this program! Instead of using actual 3x5 paper index cards, the ELECTRONIC INDEX-CARD FILE uses the Apple Disk to store the information in magnetic form. Your index cards are kept in alphabetical order and finding or changing information is just seconds away!

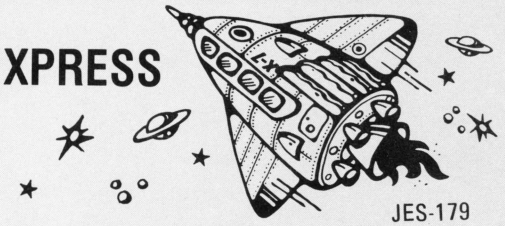



ECF-878

JUPITER EXPRESS—Command your ship through the hazards of the Asteroid belt between Mars and Jupiter. Select your own degree of difficulty. The graphics used in this game make it unique to all similar games on the market. (16K)

## JUPITER EXPRESS

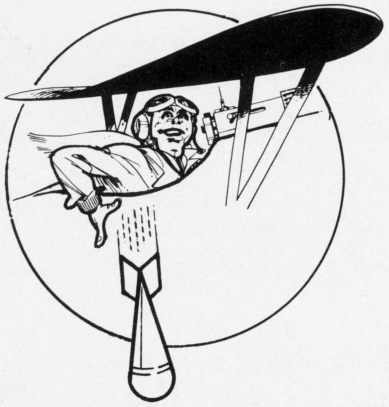
**By Gary Shannon**



JES-179

## BOMBER

**By Bob Bishop**



BOMBER—This Hi-res program uses the fastest Apple Hi-res routines ever created.

You are the bombardier and your assignment is to drop a bomb on the moving tank below! You must allow for the speed of your plane and the force of gravity. The bomb will follow a parabolic curve, as it would in real life. If your aim is correct, you will hit the tank and blow it to pieces before your eyes! There is no way to describe the explosion of the tank! You will agree the BOMBER is the best Hi-res program you have ever seen! (16K)

BBB-878

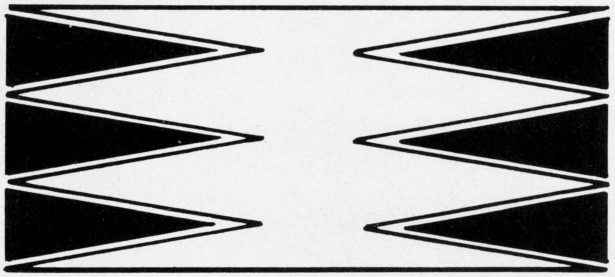
## OTHELLO HIRES

# COMING SOON...

OHS-279

## MICROGAMMON 1.0

**By Steve Baker**



MICROGAMMON 1.0—Pit your mental skill and luck against that of the Apple with this computer implemented version of the popular board game Backgammon. All the moves are displayed on the video screen along with the board layout and pieces.

This program requires at least 16K of memory to run from cassette and 32K of memory to be stored and played from an Apple II Disk System. No additional hardware is needed.

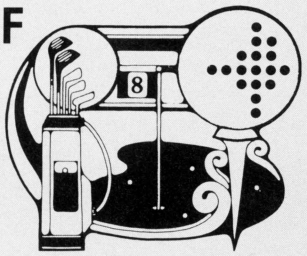
Learn, practice, and enhance your Backgammon ability a true competitor. (To our knowledge, the Apple doesn't cheat!!!)

MGB-279

PRO GOLF—Now, even on rainy days, you can improve your game with PRO GOLF. With the Apple II as your caddy, you choose your own clubs and irons on each shot on this full 18—hole course. Every fairway has its own challenging sandtraps and water hazards, but distractions disappear when the screen displays only the green as you begin to putt. Your Apple—caddy keeps track of your score. Have fun, and remember . . . keep your eye on the ball!

## PRO GOLF

**By Jim Wells**




PGW-379

SOFTAPE

# BEST OF BISHOP

Finally, the best programs for the Apple II, all written by Bob Bishop, together on one SOFTAPE Diskette!

APPLE-VISION—Animated demonstration of Hi-res graphics, including a song and dance routine that's a show stopper!

STAR WARS—The enemy leader and his squandron fighters must not get away! It's up to you. From the cockpit in your fighter, you zero-in on the enemy ships on the cross hairs of your lazer site and . . . FIRE! Explode them out of existence! Hurry, time is running out!*

SPACE MAZE—The enemy has enveloped your space ship in a mysterious maze to contain you in its grip. They discourage your escape by telling you if you touch the walls, you'll damage your ship. Can you maneuver your ship to safety in time?! *

ROCKET PILOT—Your crew is depending on you! Strategically, you must maneuver your ship over the mountainous terrain to safety. This is a delicate procedure, very tricky. It's up to you. Fuel is low and time is running out. Can you do it? *

*These programs also available on cassette.

SAUCER INVASION—You command an underground missile base. Your base is being attacked by a series of flying saucers on a scouting mission preparitory to the actual invasion. It is your job to destroy as many of the saucers as you can before time runs out. Some of the saucers, flying higher, are carrying officials of the alien planet and are worth more. Every miss will count against you. Steady now. Ready. Aim. FIRE!!! *

DYNAMIC BOUNCER—And you think you've had a hard day! Wait until you see the obstacles thrown in the path of Dynamic Bouncer.

BOB-878

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What is the difference between a Light and a Bright Pen? Intelligent Software and extensive documentation from SOFTAPE.

The Bright Pen has been designed as an alternative to keyboard or game paddle input for the Apple II Computer.

- Bright Pen software is designed to append to your application program resulting in a single Integer Basic Bright Pen program.
- Pen Locator Prefix. General purpose locator that can be appended to a Basic program to allow determination of pen position to nearest lo-res point. Enables you to get pen position into your Basic program to generate data tables effortlessly and much more!
- Powerful screen oriented Integer Basic Source Editor. Bright Pen allows for easier and faster editing. Editing time is cut in half. The Editor is in assembly language, but is handles as Integer Basic for storage. Editor commands have been selected for speed and ease of use.
- Alternative to keyboard for menu selection, game plays, graphic generation, and more. Fast and effortless.
- As an alternative when keyboard input is beyond the sophistication of user. Use in schools from kindergarten on up. Kids can just point to the right answers for fast response.
- As an aid to the handicapped when keyboard input is difficult.

# BRIGHT PEN™

## THE *Intelligent* LIGHT PEN

- Bright Pen will determine whether or not your video display is of sufficient quality to produce accurate and reliable Bright Pen operation. It will aid you in finding the proper balance between brightness and contrast for your particular display.

These sophisticated programs come complete with documentation for users at every level of technical expertise.

### SOFTWARE SUPPORT

- Includes Control Software and CALIBRATOR
- Bright Pen Editing of Integer Basic Programs
- Menu Selection Demo
- Prefix programs for easy BASIC loading

### PACKAGE CONTENTS

- A manual that completely guides the user's first programming efforts.
- 2 Demonstration Tapes
- Bright Pen which comes fully assembled and tested, ready to plug in and use.

BPE-279

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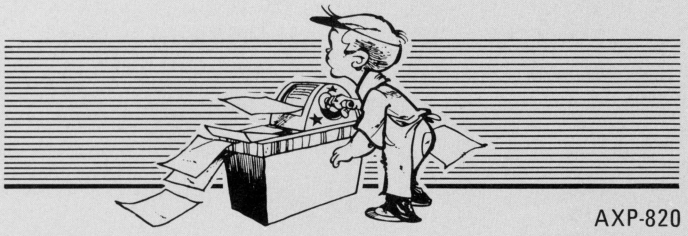
# AXIOM-820

AXIOM-820 PRINTER with SOFTAPE INTERFACE CARD—Complete with firmware to enable quick hard copy from your screen pictures. Hi-res screen dumps, text dumps, Integer and Applesoft program listing, upper and lower case, and much more!



AXP-820

SOFTAPE
10432 BURBANK BOULEVARD
NORTH HOLLYWOOD, CA 91601

BULK MAIL
PERMIT NO. 583
No. Hollywood
California, 91603

# SOFTALK

SOFTALK—The official newsletter of the SOFTAPE Software Exchange. Its goal—to supply Apple owner with the proper procedures to aid their programming efforts. SOFTALK provides advanced and novice programmers a forum for dialog, questions and answers, and discoveries.

Subscription price . . . . . only $5.00/year

# INSTANT LIBRARY

Start your Apple library with 8 tapes of programs that utilize the special abilities of the Apple II Computer.

Each tape or "MODULE" contains 1 to 9 programs. Load any one of the Modules into your computer and a menu will appear on the screen automatically. Select a program and the computer will execute it instantly!

Included in the price of the INSTANT LIBRARY is a membership in the SOFTAPE Software Exchange, one of the largest clubs in the country!

8AMC . . . . . $39.95

Your first 8 tapes contain the following programs:

## MODULE 1

ADVANCED DRAGON MAZE—Improved version with a real time dragon.

DIGITAL DERBY—Animated horse race lo-res, with music.

SAUCER WAR—Two player game; saucers shoot phasers.

## MODULE 2

3-D PLOT — Hi-res plot of seven equations.

ETCH-A-SKETCH—Use the paddles to draw Hi-res shapes.

STAR—Hi-res color demo of a star burst.

## MODULE 3

OTHELLO—GR board game and you can watch the computer think.

MASTERMIND—Challenge your ability to think ahead.

SEVENS—Card game. Like crazy 8 and computer plays 1-7 hands.

## MODULE 4

APPLEODION—A comprehensive music interpreter with 5 octaves and 12 voices, write your own. COMES WITH TWO SETS OF MUSIC!

## MODULE 5

AWARI—Ancient game of logic and skill in graphics.

TOWERS OF HANOI—Challenge your logic with this graphic game.

HEX PAWN—Pawn chess game and the computer learns to beat you!

## MODULE 6

BLACKJACK—Play '21' and test your skill at this table. Split or double down! This is the best game in town!

## MODULE 7

HYPER-LIFE—Fast Lo-res population study. 3 gen/sec.

8 GRAPHIC DEMOS—8 graphic programs to show Apple's colors.

## MODULE 8

PROJECT UFO—Shoot down the UFOs and save the earth.

CLEAN SWEEP—Pong type game. Try and clean the screen.

STARWARS—Lo-res game of skill and agility.

LUNAR LANDER—Land your ship on the moon.