WHO IS EDU-WARE?

Edu-Ware Services is a producer of products complimentary
to microcomputers. We cannot point to our enormous size
or impressive longevity as the crux of our business. And,
yet, this "amoeba" corporation expects to become a force
to be reckoned with. If you're interested in what gives us
the gaul to carry such bold expectations, read on....

We consider ourselves to be very special amongst software
houses for a variety of reasons:

+++   Edu-Ware sells SERVICES. ("But don't you guys
      just sell Apple-II software?") Software is a service
      business.... that of taking your computer (a "good") and
      making it do something. Our job is not finished when
      we sell you a diskette or cassette ("goods")... in fact,
      it may have just begun. Our purpose is to unlock some
      of the capabilities of your computer ("services"). Our
      Warranty insures this. Service also implies that you
      don't just release a program and then disappear. Every
      Edu-Ware package has seen numerous updates.... and our
      earlier customers have always received them for no more
      than a shipping charge.

+++   Edu-Ware is a business. We're engaged in it to eat,
      not to have a good time. (The user is supposed to have
      the fun.) In running Edu-Ware as a responsible, repu-
      table and growth-oriented business, we have found many
      of the cornerstones of our competitors to be wholly un-
      acceptable. Least acceptable are unaccountable freelance
      authors (First our authors make our programs work, then
      they make sure they work, and finally they're charged with
      fixing them when they don't). Software authors have to
      be in the service business (or work for somebody else).

+++   We see no future in continually re-inventing the wheel.
      New software should really be new... (innovative, unique)
      When a user has plunked down his/her hard earned $2000
      for a system, it's hard to believe they wanted no more
      than an expensive arcade game.($2000 is a lot of quarters)
      In fact, we're betting that a large segment of personal
      computer owners are closet intellectuals.... hungering
      for a balanced diet of more than the junk food of the
      shooting of flying saucers (or aliens, battleships, sub-
      marines, mice....)

Given these premises, we have crafted two complimentary pro-
duct areas, each allowing the brain of the Apple to contribute
to the superior brain of the Apple user:

<1>   Educational products which teach or enhance the user's
      skills

<2>   Entertainment products which test, challenge and perhaps
      inspire that closet intellectual in all of us.

EDUCATION:

Despite the enormous quantities of microcomputer software
which boast of their educational value, there is a dearth of
true Computer Assisted Instruction products available.
Our instructional programs all have some commonalities which
differ significantly from those products we have seen others
market:

<1>   The learner is given specific measurable objectives in
      order that he knows what he is expected to learn.

<2>   The learner is pre-tested to assess current skill levels.

<3>   Sequenced learning units are presented to the learner
      and include post testing of new skills.

Just as $2000 would provide a lot of plays in a pinball ar-
cade, it could also buy a lot of practice workbooks. C.A.I.
is not the process of replacing the workbook, but of replacing
the tutor.

As of March 1980, direct instructional materials have been
prepared in reading skill enhancement, and in the development
of skills in the use of fractions. The latter is the first
in a series of K-12 Mathematics programs currently in devel-
opment. This series will be slow in coming. Instructional
Design (most notably video) is a key source of skills and
credentials in Edu-Ware. This background does not permit
a quick release of dozens of random drill and prompt routines.

ENTERTAINMENT

Our efforts in this direction have been almost exclusively in
various levels of simulations... often more intellectually
powerful, and educational, than the educational products them-
selves.   A good (Edu-Ware) simulation is a unique combina-
tion of reality and fantasy... the fantasy of playing through
someone else's reality.

Such diverse human endeavors as the current (and future)
terrorist threat, the oil crisis, network television program-
ming and swash-buckling adventures in space have all come to
life under the nimble (sic!) fingers of our special group of
programmers.

And so:
We could go on for hours (pages), but paper cloning is expen-
sive and unproductive. Having whetted your appetite, we hope
you will stop by and chat with us (or laugh at us). Our
business the is service of "unique software for unique minds."
If this for is you, then let us know you're out there, and
keep your eyes peeled.

Sincerely,

Edu-Ware Services, Inc.

Sherwin Steffin, President
Mike Lieberman,   Sales Manager

EDU-WARE

UNIQUE SOFTWARE FOR THE UNIQUE MIND.

PRODUCT CATALOG

March 1, 1980

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***********************************************************
*      All Edu-Ware products are written in Applesoft-    *
* II Basic.                                               *
*      Each is compatible with both Apple II and          *
* Apple II-Plus computers.                                *
*      (Products which state "ROM Applesoft Required"     *
* demand that Apple II users have an Applesoft            *
* firmware card.)                                         *
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*** EDUCATIONAL ***

EDU-PAK I

Edu-Ware's original educational package contains three sets
of skill-enhancing and utility programs:

COMPU-READ   (version 2.0)
     For those tired of fighting the paper jungle, four in-
dependent programs (and two file building routines) help you
rapidly increase comprehension and retention. In each you set
the initial difficulty level, and the computer matches itself
to your performance. The four programs are: Character
Recognition; High-speed Word Recognition, Synonyms and
Antonyms; Sentence Comprehension.

PERCEPTION
     Three separate programs which challenge and improve your
visual skills. I--Match Hi-res lines drawn by the computer,
with your own controlled by the paddle. (Game control paddles
required.) II--test your powers of observation with a World
War II test for spy candidates. A narrow mask travels over
a random figure, showing you only small glimpses at a time.
(48 Difficulty levels in all). III--your visual memory
must distinguish sizes of identical shapes. You control the
shape, display time and presentation format. (Perception I
requires ROM Applesoft).

STASTICS
     Provides the ability to carry on many of the statistical
calculations ordinarily found in FORTRAN drive SPSS
programs, including: mean, variance, standard deviation,
Pearson correlation, normal distribution, probability and
frequency, Chi-square distribution, Chi-square test, T-test.

```
Compu-Read            48K          disk only        24.95
Perception Package  48K          disk only        19.95
Statistics            32K, cassette 9.95,   disk 15.95
Edu-Pak I: all 3 on one diskette        39.95
```

COMPU-MATH I: FRACTIONS   (NEW!)

The first release in a brand new Edu-Ware instructional
series, this total instructional system is unlike anything that
has even before been available for the personal computer. More
than merely presenting problems in "drill and prompt" programs,
this series begins by testing the user's current skills, and
then recommends which of six learning units he should enter to
improve them.

Each learning unit teaches specific skills in the use of
fractions, provides the user with information as to how well
the skills have been learned, and generates random practice
problems.

Additionally, a liberal use of screen graphics holds the
learner's attention and increases comprehension. Ease of op-
eration allows young to learners work unassisted.

On two separate diskettes are included: a Pre-Test and
six learning units: Definitions; Common and Lowest
Denominators; Fraction Addition; Fraction Subtraction;
Fraction Multiplication; Fraction Division.   Each unit
includes the use of both common fractions and mixed numbers.
48K, diskette only   39.95

METRI-VERT

As today's society begins its transition to the Metric
system, this program allows anyone to be fluent in both the
English and Metric systems. Conversions available for
length/distance, area, volume, weight and temperature. In-
cludes a Display Page which stores up to 20 conversions for
easy reading and recall.
32K,   cassette 9.95, diskette 15.95

*** ENTERTAINMENT ***

SPACE

A unique epic game series which provides a multi-faceted
simulation of human life in an interstellar environment.
Two different game packages represent some of the decisions
which might be faced by a member of an interstellar society.
Play begins with the building of one or more "characters"
who may enter the various scenario games on each of the disk-
ettes. You are challenged not only to cope with the scenario
itself, but also to learn the strengths and weaknesses of your
characters.

SPACE includes Characters and the original scenario
games: First Blood, Defend, Explore, Trader and High
Finance.
48K, disk only 29.95

SPACE II contains Characters, Shaman (your char-
acter launches a carreer as a religious practicioner attempting
to build a cult following), and Psychodelia (gives clues to
your character's makeup through experiences with mind-altering
drugs... in a safe, computer environment).
48K, disk only 24.95

TERRORIST   (NEW!)

A frightening two-play game which puts you directly into
the hot seat, managing a life and death struggle with ruthless
terrorists. The paradoxes and pressures inherent in both
sides of the struggle are brought to life as the Apple allows
each to move against the other simultaneously.

Included are three interaction scenarios (capture of a
of a building and hostages, air piracy, and nuclear blackmail),
a parameter generator, a scoring routine, and an easy-to-use
turn-key system which brings all of these programs together.
Random and player-generated parameters generate that no two
confrontations will be exactly the same, making this package
a sobering and thought provoking experience for all. (The
hijacking scenario game requires ROM Applesoft.)
48K, disk only   29.95

WINDFALL,   The Oil Crisis Game   (NEW!)

Have high energy prices and short supplies left you more
time around your computer? Windfall will fill those empty
hours (though not, unfortunately, your gas tank), and alleviate
frustrations as your brain tangles with energy markets. As
the Chief Executive of Engulf Oil you join the other side
of the petro world, attempting to turn crisis into cash.
Screen displays show both graphically and numerically the
results of your manipulations, as a helpless public lines up
at your stations.
32K, cassette   14.95, diskette   19.95

NETWORK   (NEW!)

The thrill and frustration of being the head of Tele-
vison Programming for a giant network is experiences by two
players as they compete with each other and the computer.
You bid on new shows, schedule them, adjust to weekly ratings,
and then dump losers and try to recover from your mistakes at
the end of the thirteen week "sweep". Paddle control provides
real-time control over the rapidly changing situation.
48K, disk and paddles required: 19.95

PARTY-PAK

Three unique programs to launch on your friends:

E.S.P.

In still, small hours of the morning, have you ever won-
dered about Extra Sensory Perception? This enlightening
and fun-filled game gives you the chance to find out whether
you and your friends possess these seemingly magic powers.
One program tests for telepathic skills, another for Psych-
kinesis (the influencing of the behavior of inanimate objects
and phenomena).

SUBLIMINAL
     Used in much of the advertising to which we are all con-
stantly exposed, subliminals are hidden, emotionally charged
words or symbols. The impact of these emotionally charged
words is clearly demonstrated as they effect your preferences
in an ever-changing graphic design. The computer's summary
illustrates these effects. You can construct the word files
yourself, with an accompanying file-builder or use the words
provided.

ZINTAR
     This controversial "party" program was banned by Rain-
bow Computing A mind-expanding trip is created by Zintar's
wisdom, mind-blowing graphics (color and b/w versions inclu-
ded) and the inner brains of all who are willing to make the
"journey". (ROM Applesoft required).

E.S.P.   32K cassette 9.95, disk 15.95
Subliminal   32K disk only   15.95
Zintar   48K disk only   15.95
Party-Pak: all 3 on one diskette 39.95

*** UTILITY ***

TEXT FILE EDITOR (for sequential text files)
     This versatile editor can take the hassle out of working
with sequential files, as well as make them do more for you.
Editor can be used to create, combine or manipulate files
usuing 3.1 or 3.2 releases of DOS. A 17-page manual
contains instructional, reference and modification material,
suiting both the lifeline programmer and the beginning disk-
booter. Can also be used to unlock the secrets hidden in
the files of Compu-Read, Zintar, Subliminal, Network
and Terrorist.
          32K, disk   24.95

UNI-SOLVE, The Elecronics Designer
     Designed for the electronic hobbyist and engineer, this
series of programs provides you with 24 major solution sets to
problems encountered in engineering and design, at a fraction
of the cost of any similar software. Equations include such
diverse computations as transmission line formulae, reactance,
coil-winding models and modulation percentages, as well as
those required in everyday use. Clear and easy access is
provided to each of the subroutines through a master menu.
(Cassette version requires 48K and ROM Applesoft.)
          disk, 32K 24.95   cassette, 48K 19.95

****

All products listed covered by the Edu-Ware 120-day
Warranty.   Dealer inquiries welcome.

Edu-Ware Services, Inc.
22035 Burbank Blvd., #223
Woodland Hills, CA 91367

Telephone: (213) 346-6783

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