

"Little House Computer Club: *A Model of Continual Learning*"

In their travels across the country to demonstrate Brøderbund software, our Ambassadors occasionally come across people who have used their computers to advantage in unique, imaginative ways. Recently we learned of their visit to the Little House Computer Club, where they found a group of senior citizens who do just that.

Curious, we visited the Peninsula Volunteers Little House, a senior community center south of San Francisco, which the Computer Club calls home. Club President George Simpson gave us a tour of the computer facilities in Little House's newly dedicated wing.

Our first stop on the tour was the well-lit and comfortably sized classroom, where the Club offers courses in programming, software use (*Bank Street Writer*™ is one of the favorite classes) and related computer skills. Across the hall from the classroom is a fully equipped computer room, with eight machines in place and four more on the way. In describing the Club, Mr. Simpson referred to its objective as "continuing education." From the activity in the computer room and classroom, it seemed that description fit well.

Matt Lehmann, 78, a former Stanford University professor, is

the creative force behind the Club's operation. In 1981 (the year of the IBM PC's release), Professor Lehmann began classes at the senior center to promote computer literacy. Working with five students and two borrowed computers, he began teaching the fundamentals of BASIC programming. As the size of the classes increased, former students Patti McKibben, Grace Young and Herb Wampner took on a portion of the increased teaching load, and the rapid growth of the Little House Computer Club began.

Though the Club now has nearly 100 students

and members, Professor Lehmann's concentration on BASIC programming has not changed. As Mr. Simpson described it, the emphasis at the Club is on mental exercise. "We want all our members to study BASIC, because it serves as a kind of calisthenics for the mind. In their first lesson, our students learn to make the computer say, 'I am your faithful servant.' Once they've done that, the computer is theirs to control."

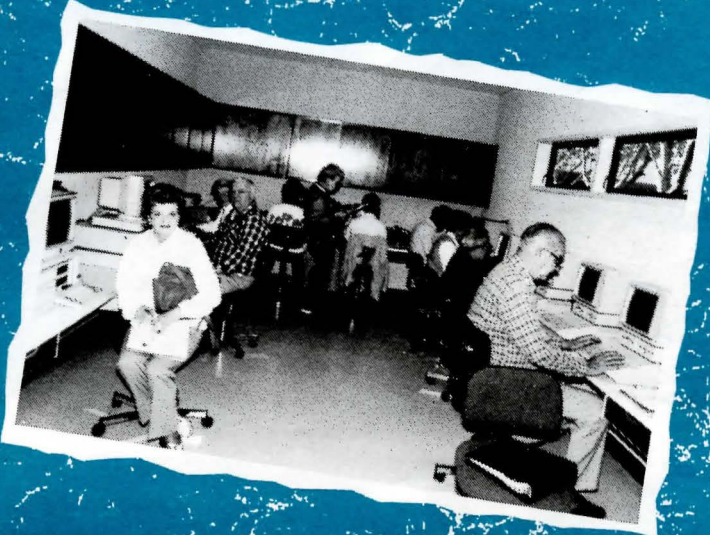
This emphasis on computer literacy encourages the students to take an adventurous attitude toward computers. "It's fun," Simpson said, "to wake up in

the middle of the night with the solution to some question you had during the day. Then you can sit down at your computer to see if the solution works. When you write a program that way, it's yours. You make it, you debug it, and then you can use it."

The success of the program speaks for itself. The classes are full, the computer room busy, and over 85% of the Club's members have been inspired to purchase their own computers. Impressively, the Club has started to produce substantial revenue of its own from the small fees that it charges for its classes and tutorials. In short, the seniors at Little House have created a facility, curriculum and faculty that would do justice to a small university.

Though BASIC programming has been the focus throughout, the Little House users are exploring the world of software as well.

Students are studying word processing, spreadsheets and database programs, and the Club has recently joined a telecommunications network to converse with user groups in other parts of the country. And if the Club's history is any indication, its brand of "continuing education" should continue quite successfully at Little House. ■



Our "Off The Wall" Winner Announced

Granny papered the walls with \$20 bills.

When we announced our "Off the Wall" contest this past winter to promote *On Balance*™, our financial management package for the Apple II series, we expected some bizarre stories about money matters.

Ms. Valerie Balavage of Monroeville, PA won the contest with a story about her grandmother's bookkeeping practices. As Ms. Balavage told us, her grandmother had a hard time doing arithmetic. She could, however, "do" moonshine whiskey, and ran a large bootlegging operation during Prohibition. With the success of her business, Granny needed to create a system for keeping track of her money and

hiding all that excess cash.

Inspiration was the mother (or grandmother) of invention in this case. Granny started papering the walls of her house with \$20 bills, and then covered the bills with wallpaper. When she needed ready cash, she would wait until she was alone, rip down a section of wallpaper and take down her bills, and then repaper the spot. Of course the bills were a bit sticky, but Granny would simply wash and dry them (hanging them up with clothespins) and they were quite soon serviceable.

For her tale, Ms. Balavage won a collection of Bröderbund software with a retail value listed at over \$1,000, including a copy of *On Balance* to help her with her own financial management. ■

Attention *On Balance* Owners:

On Balance owners and new purchasers will be happy to hear that Bröderbund is no longer copy protecting this invaluable tool for managing personal finances.

Marketing Manager Nanci Buck reports on the new policy: "*On Balance* will now be even more convenient to use. We are finding that our users are becoming dependent on the fast, easy way that *On Balance* helps them to manage their finances; so much so, in fact, that their concerns about disk failures or possible delays in back up disk fulfillment have prompted us to reconsider our protection policy on this product."

In addition, the new unprotected version of the program is packaged with both 5¼" and 3½" disks, to serve both the older

members of the Apple II family and the new Apple IIGs as well.

The procedure for obtaining the upgrade is simple. Present owners of *On Balance* need only send in their request for an upgrade along with a shipping address, and one of the following three forms of proof of purchase:

- * The original proof of purchase tab from the Backup Disk page of the *On Balance* manual.
- * The original Backup Disk coupon from the same page of the manual.
- * The original copy of the first page that appears inside the cover of the program manual.

Please note that the upgrade is available at no charge. As always, send your upgrade requests to Bröderbund Software-Direct, at the address listed on page eight of this newsletter. ■

Microcomputers: *On the Doorstep of the Graphics Revolution*

In 1955, scientists at M.I.T produced the Whirlwind I, the first computer ever to offer the possibility of on-screen graphics. The limits of its capabilities: primitive line-drawings produced on a monochrome display console.

Since that groundbreaking development, the computer industry has been swept by a revolution in graphics capabilities. Today's graphic workstations offer more than 65,000 different colors, in an almost limitless variation of shades and hues. With digitizing graphics tablets, ultra-high resolution monitors and sophisticated plotters and printers, these workstations have uncovered an increasing number of applications for computerized graphics and computer assisted design (CAD).

The graphics revolution has extended into the microcomputer market as well, where hardware advances are now offering home users some fairly sophisticated abilities. With the advent of "double hi-res" on the

Apple II series, for instance, home-users can work with up to sixteen different colors. Even more recently, the Apple IIGs and the Commodore Amiga have been released with up to 4,096 colors in their computerized "palettes." Screen resolution on many home computer monitors has risen to 640 X 200 and in some cases to 640 X 400, to provide greater detail and definition.

In the software industry, developments have begun to keep pace with these hardware advances. As Gene Portwood

Creative Director of Product Development maintains, "We've come a long way in terms of graphics quality since the early days of the microcomputer. In the late seventies, home computers were limited to graphics of the *Space Invaders*™ variety: flickering images and stilted, mechanical animation. Today, drawing utilities like *Dazzle Draw*™ and animation packages like *Animate*™, help the home user create realistic animation that rivals professional, televised



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Variable Feasts: The Best Guarantee of an Evening's Success

Microcomputers

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cartoon work."

Equally important is the ease of use that today's graphics programs offer. In many cases, these utilities allow the user to draw and animate with graphics tablet, mouse or joystick control. These intuitive controls let children experiment with the graphics capabilities of the home computer, creating their own cartoons and home-made movies. This combination of power and simplicity characterizes all of Brøderbund's drawing and graphics utilities, from *Dazzle Draw* to *Fantavision* to *The Print Shop*™.

The future for microcomputer graphics is bright with the promise of further development. In fact it's possible—perhaps even likely—that the home computer of tomorrow will possess the graphics capabilities of workstations that today cost more than \$100,000. As Senior Graphic Artist Michelle McBride asserted, "The work that we're doing here in Product Development, with graphics tablets on stock Apples, Commodores and IBMs, is starting to compare favorably with the graphics produced a few years ago on mainframe systems."

Some home computers offer 4,096 colors in their palettes

Just beyond the horizon of the microcomputer's future, then, lies a world of graphics potential that is yet to be tapped. What the Whirlwind I introduced in 1955, mainframe systems have developed and explored. The next phase in that progress, it seems, will bring those capabilities to the home computer in a form that is both affordable and easy to use. ■

Like a lot of Brøderbund's products, the new *Variable Feasts*™ is hard to describe. We could call it a creative cookbook. Or describe it as the program that takes the pain out of meal-planning and preparation.

But we think the best way to introduce *Variable Feasts* is to tell you the story of Bentley, one of the graphic designers down in the Art Department, who's discovered first-hand how helpful the program can be.

You see, Bentley's one of those guys who prides himself on his cooking. You know the type: the weekend chef who always relies on a few favorite recipes. Potato salad. Barbequed chicken. T-bone steaks. Not a bad cook at all; just one who isn't quite . . . versatile.

At the Valentine Day's Party one entertaining Friday afternoon, Bentley's friendliness got the better of him and he invited half the Marketing Department over to his place for dinner on Saturday night.

That sounded to us like an invitation for disaster. After all, what kind of menu could Bentley have planned? Barbequed spare ribs and corn on the cob? To see if he'd panicked, we called him at home on the day of the dinner:

Us: Bentley, how's the dinner coming along?

Bentley: Great. I've got a fantastic menu planned. We're going to start with fresh asparagus in lemon-cream sauce, move on to a soup of Dungeness crabmeat bisque, and go from there to the main course of barbequed swordfish with a Shaker salad. I'm still thinking about the wine: I know I want a sturdy Sauvignon Blanc, but I haven't decided on the vintage. Got any ideas?

Us: Bentley?

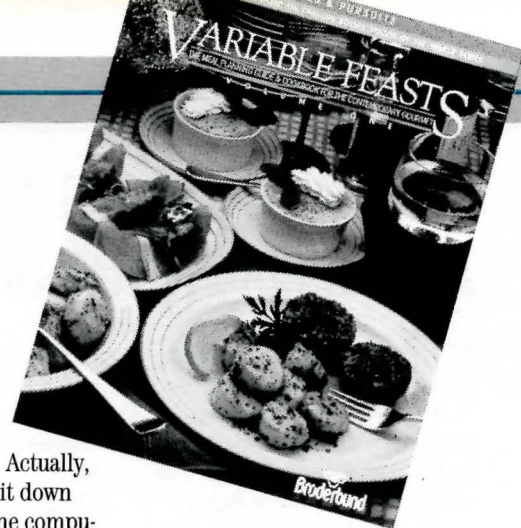
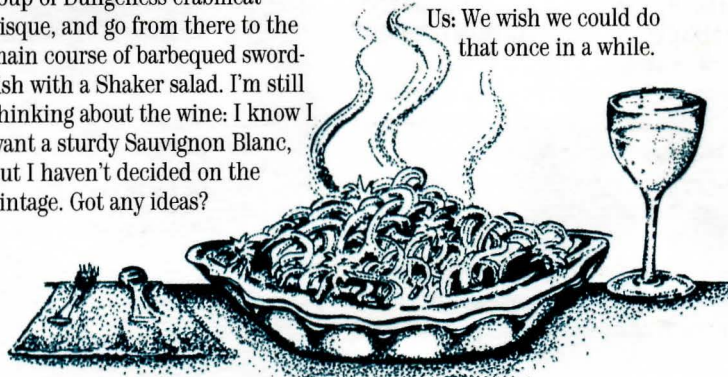
Bentley: Yes, it's me. Actually, it's *Variable Feasts*. I sit down with this program at the computer, and it helps me plan a perfectly coordinated dinner. It gives me a wide range of choices for each course in the meal, and then helps me select dishes that work well together. *Variable Feasts* has made the meal-planning process so easy and fun that I feel confident enough to be creative in the kitchen. With its help, I've selected a menu that I know my guests and I will enjoy.

Coming soon for the 128K Apple IIe/IIc/IIcs

Us: Sounds like you took a seminar in the art of fine cuisine. Is *Variable Feasts* difficult to learn?

Bentley: Not at all. The program talks to me in plain English, and it leads me by the hand through the entire meal-planning process. I select my menu, and then it helps me rescale my recipes for the number of guests that I'm having. After that it prepares a complete shopping list for the meal. I can also preview the shopping list and delete all the items I already have in the pantry, and then add other items that I need around the house. In a little while, I'll make one efficient trip to the store.

Us: We wish we could do that once in a while.



Bentley: Try it; it's fun. And the Reference File in *Variable Feasts* tells me just how long to roast meat and poultry to make sure they're done perfectly. I can also find emergency substitutions for many ingredients and save a trip to the store for something I don't have on hand. And the Equivalent Yields feature speeds up preparation time by giving me alternative measurements for all types of ingredients.

And *Variable Feasts* doesn't stop with the food. Right now, I'm selecting my wine from the comprehensive Wine List, and the program has recommended a bottle for my specific meal, and provided a list of alternatives. It's even lending a hand in selecting the vintage. With that help, I should pass as a real connoisseur.

But the best part comes when I head for the kitchen. The recipes in *Variable Feasts* are taken from the famed Time-Life Books™ *Foods of the World* cookbook series, and the program comes with its own cookbook to use during meal preparation. See, I can't miss on this one—I've got a great meal planned and all the help I need to create it.

Us: Have to hand it to you, Bentley. It sounds like the evening's success is pretty much guaranteed.

Bentley: Hand it to *Variable Feasts*. That's the best guarantee of an evening's success that I've seen.

Hanging up, hungry, we paused for a moment to wonder when Bentley got so smart about food. Maybe that's what happens when you hang around the Art Department long enough.

Something inside says it's time for a transfer. ■

news

An Innovation in Writing Productivity

Introducing ForComment

Take it from writers who work with lots of editors: when you have a text that has to be approved by multiple reviewers, the results can be confusing—and more than a little discouraging. You launch your original piece into a routing system for comments, and it returns to you covered by scribbled notes and cryptic criticisms. When you try to sort through this confusion you probably think (as we often do), "There's got to be a better way."

ForComment™, one of our recently released software packages, prevents this paper chase. As Marketing Manager Diane Sipes describes it, "*ForComment* is the first enhancement product to streamline the process of document review. A single copy of *ForComment* allows up to sixteen people to make comments on—or suggest revisions to—any text prepared on an IBM PC or compatible word processing program."

ForComment's functionality also makes it a powerful tool in a network environment. As *Business Software* points out, "*ForComment* is a . . . utility that takes advantage of a network's dynamic, interactive potential to allow people to work together more easily and efficiently."

Product Manager Roy Freborg comments on the program's applications: "*ForComment* is effective with all sorts of documents, from manuscripts to legal briefs to classroom creative writing projects. Virtually every kind of organization will have a department that can benefit from the advantages the program offers."

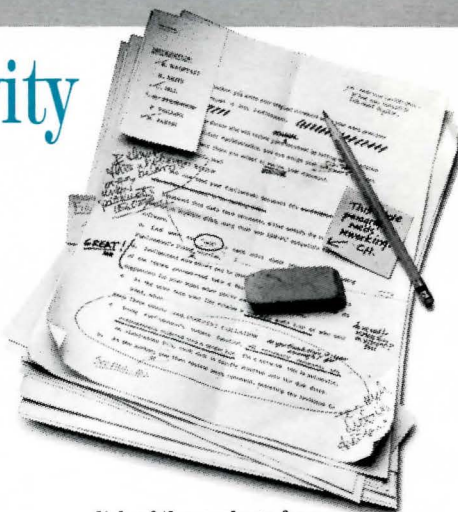
The operation of the program is simplicity itself: as the original author you import your document into *ForComment*—which accepts any ASCII file, and imports directly texts prepared in WordStar®, MultiMate® or

WordPerfect®—and it's ready to be sent to your reviewers.

For reviewers, the program provides two windows on screen, one that contains the original text, and another that contains ample space for each revision or suggestion. Reviewers can comment on the original text, suggest revisions, and even swap those revisions into the text to see how they work—without being cramped by space constraints.

ForComment also creates a clear audit trail by stamping each comment and revision with the date and the reviewer's initials. And *ForComment* will provide printouts with comments and revisions attached (either as footnotes or endnotes) so that you can take advantage of its benefits without being tied to your computer.

To learn more about *ForComment*'s special features and functions, you can order a demo



disk of the package from Bröderbund Software-Direct for only \$5.95.

To meet professional needs of all sizes, *ForComment* comes in two versions: a Single-Author Version that provides for one author, and a Network/Workgroup Version in which up to sixteen users can act as authors. In both versions each document may be reviewed by as many as 15 users. Priced at \$195 and \$995 respectively, both versions promise, in the words of *PC Letter*, "to show a different way for software to help people work by helping them to work together cooperatively." ■

Print Shop Users

A Surprise Awaits You . . .

The code you see to the right represents instructions for the creation of an all-new *Print Shop* graphic. If you use the Graphic Editor in any version of *The Print Shop* and follow the instructions, you'll create a graphic that isn't available on any library disk.

To complete the graphic, begin at the starting coordinates that you see listed, and follow the instructions that accompany each starting coordinate. Remember that "D" means "draw from left to right," "S" means "skip from left to right," and the numbers that follow each letter represent the number of pixels that you either draw or skip.

As an example, let's look at the first line of instructions. Our starting coordinates are: X=31, Y=07. From that point, draw six pixels to the right (31/07 through 36/07). Then, skip 15 pixels to the right, from 37/07 through 51/07. Finally, draw six pixels to the right, from 52/07 up to (and including) 57/07. Once you've finished those steps, you can go on to the next pair of starting coordinates.

As you follow the instructions you'll create your graphic line-by-line, from the top to the bottom. Remember when you've completed the graphic to save it to disk, so you can use it again in the future. ■

Starting Coordinates	Instructions
X=31/Y=07	D6, S15, D6
X=30/Y=08	D2, S4, D2, S13, D2, S4, D2
X=29/Y=09	D2, S2, D2, S2, D15, S2, D2, S2, D2
X=29/Y=10	D2, S1, D1, S2, D4, S11, D4, S2, D1, S1, D2
X=29/Y=11	D2, S1, D1, S1, D3, S15, D3, S1, D1, S1, D2
X=30/Y=12	D2, S1, D2, S19, D2, S1, D2
X=31/Y=13	D4, S19, D4
X=31/Y=14	D2, S6, D4, S3, D4, S6, D2
X=30/Y=15	D3, S5, D2, S2, D2, S1, D2, S2, D2, S5, D3
X=30/Y=16	D2, S6, D1, S4, D1, S1, D1, S4, D1, S6, D2
X=30/Y=17	D2, S5, D7, S1, D7, S5, D2
X=30/Y=18	D2, S6, D4, S2, D1, S2, D4, S6, D2
X=31/Y=19	D2, S4, D1, S4, D5, S4, D1, S4, D2
X=32/Y=20	D3, S1, D1, S3, D1, S2, D3, S2, D1, S3, D1, S1, D3
X=34/Y=21	D3, S3, D1, S3, D1, S3, D1, S3, D3
X=36/Y=22	D3, S2, D7, S3, D2
X=33/Y=23	D4, S1, D1, S11, D1, S1, D4
X=30/Y=24	D4, S5, D11, S5, D4
X=27/Y=25	D4, S27, D4
X=20/Y=26	D52
X=20/Y=27	D2, S48, D2
X=20/Y=28	D2, S1, D6, S1, D2, S2, D2, S2, D4, S2, D2, S2, D2
X=17/Y=29	D5, S3, D2, S3, D2, S2, D2, S1, D2, S2, D2, S1, D3, S2, D2, S1, D2, S2, D2, S1, D2, S5, D2, S2, D5
X=16/Y=30	D2, S1, D3, S3, D2, S3, D2, S2, D2, S1, D2, S2, D2, S1, D3, S2, D2, S1, D2, S1, D2, S2, D2, S5, D2, S2, D2, S1, D2

Starting Coordinates	Instructions
X=15/Y=31	D2, S3, D2, S3, D2, S3, D6, S1, D6, S1, D4, S1, D2, S1, D4, S4, D3, S3, D2, S2, D2, S2, D2
X=15/Y=32	D2, S3, D2, S3, D2, S3, D2, S2, D2, S1, D2, S2, D2, S1, D2, S1, D4, S1, D2, S1, D2, S5, D2, S2, D2, S2, D2, S2, D2
X=15/Y=33	D2, S3, D2, S3, D2, S3, D2, S2, D2, S1, D2, S2, D2, S1, D2, S2, D3, S1, D2, S2, D2, S4, D2, S6, D2, S2, D2
X=16/Y=34	D2, S1, D3, S3, D2, S3, D2, S2, D2, S1, D2, S2, D2, S1, D2, S3, D2, S1, D2, S2, D2, S1, D4, S3, D2, S2, D2, S1, D2
X=17/Y=35	D5, S48, D5
X=20/Y=36	D52
X=29/Y=37	D2, S24, D1, S1, D3
X=25/Y=38	D4, S2, D1, S22, D1, S5, D4
X=22/Y=39	D4, S6, D1, S20, D1, S9, D4
X=18/Y=40	D5, S10, D1, S18, D1, S13, D5
X=17/Y=41	D2, S2, D2, S11, D1, S16, D1, S14, D2, S2, D2
X=15/Y=42	D2, S5, D2, S11, D1, S14, D1, S14, D2, S5, D2
X=14/Y=43	D2, S8, D1, S9, D4, S10, D8, S8, D1, S8, D2
X=14/Y=44	D2, S8, D1, S7, D2, S4, D10, S7, D2, S7, D1, S8, D2
X=14/Y=45	D2, S8, D1, S5, D2, S25, D3, S4, D1, S8, D2
X=15/Y=46	D2, S6, D2, S2, D3, S30, D2, S2, D2, S6, D2
X=16/Y=47	D2, S4, D5, S35, S4, D2
X=17/Y=46	D5, S44, D6

Brøderbund's Shop:

Computer Care On A Grand Scale

Much as we love computers, we're pretty tough on our own around here. That's because we work with them so much—eight, ten hours a day. After a while we start to take them for granted.

That's where The Shop comes in. Peter LaDeau and his staff in the workshop keep our computers up and running, five and six days a week, all year long. They handle the cleanings, the adjustments and the alignments that are necessary to keep those nearly 200 machines in working order.

What's impressive about this operation is the ease with which the staff in The Shop handles its duties.

pressed Peter for a few more details.

"Well," he responded, "take cleanliness as a start. It should go without saying. Dust is the worst enemy of computer equipment; it can get in your interface slots, your disk drives, your keyboard, your printer. Pretty much everywhere."

"But even though dust is a serious problem, the solution is simple," said Peter. "Keep the equipment clean. Use a light brush to sweep dust off the keyboard. Sometimes a hand vacuum cleaner will help with a really dirty printer, to get at the paper and dust particles that pile up inside. Other than that, you just

about the dismantled specimens around us.

"Disk drives," Peter said. "Our most common job. But they're not really repairs. They're more like periodic maintenance. We usually bring the drives in here to clean them, realign them and adjust their speeds. Each one takes about a half hour. In fact, end-users can clean and adjust their drives themselves if they want to; there are a couple of instruction books out on the market that explain the procedure."

"Of course we get more complicated jobs down here," he continued, "which is why Brøderbund sent me to school in computer repairs. But really, you have to be doing something pretty crazy with your computer to cause a need for major work."

"There's another important point to remember if your computer at home goes on the blink," Peter waved at the work going on around him. "I think it's best to deal with computer repairs the way you'd deal with repairs on your car. Go to a technician you trust, find out his hourly labor charge, and then ask for an

estimate (if you can get one) on the job. As far as computers are concerned, most components can be replaced fairly easily, so you shouldn't need to pay for hours and hours of labor."

"One more thing," he concluded. "Try not to get so excited about the project you're working on that you forget to treat your computer nicely. One programmer I know, for instance, works with so many interface cards at once, that he sometimes ends up switching cards in the interface slot that's on line. So he ends up with a blown chip on his motherboard. Of course, he's the kind of programmer who likes to move faster than his computers at times. Most of us don't work our machines that hard."

We were about to ask Peter who this programmer was, but thought better of it at the last minute. After all, if he moves faster than his computer, he's bound to move quite a bit faster than us. ■

Given the proper environment and some common sense, a computer is no trouble at all to maintain

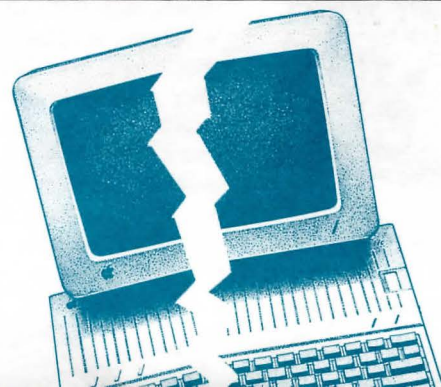
Peter explained: "Overall, computers are pretty low maintenance. You have to put them through some hard work before they begin to show signs of the strain." Behind him, two IBM machines were laid out on a worktable, innards exposed. Across The Shop, one of the crew was working on what appeared to be a Macintosh. Unidentified metallic objects hung on the opposite wall.

"In fact," Peter said, "given the proper environment and some common sense, a computer is no trouble at all to maintain." That seemed a little hard to believe, so we

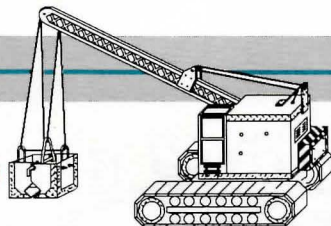
need to use a cleaning kit on your drives a few times a year, wipe off your surfaces every so often, and keep the monitor clean so you can see what you're doing. No big deal. Just common sense."

Since computers need so few repairs, we wanted to know

It's best to deal with computer repairs the way you would deal with repairs on your car



The Toy Shop



Makes It Big In Production

Since *The Toy Shop*™ was released last year, Al Sonntag and his team in the Production Department have taken a shine to the product. In fact, they liked the program so much that they sponsored a contest among themselves, to see who could create the most original and well-constructed toy.

In a flurry of activity (sort of a mini-production itself), 11 toys were built, customized, painted and decorated, and then submitted to Al and his fellow judges. Basing their decision on creativity, presentation and craftsmanship, they chose Sara Lucas' hand-painted crane as the winner.



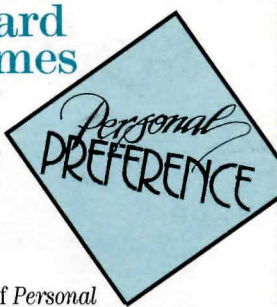
Mr. Sonntag reported on all of the entries: "The attention to detail was really impressive. Everybody worked on the finer points of painting and customizing the toys, and some really went to lengths in terms of precision."

Each of the contest's entries were full of ideas that added excitement to *The Toy Shop* creations. For instance, many of the contestants had their entries printed on colored paper to add a dash of personality. In fact from the enthusiasm and pride that went into the contest, it sounded like an exercise in creativity and craftsmanship.

Leave it to the team in Production to come up with an idea like that.

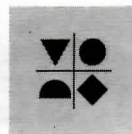
Brøderbund & Board Games

Our Latest Inspiration



Here at Brøderbund we start with a simple philosophy: good ideas deserve attention. And we just got a great idea. That's why a new division of Brøderbund Software, called Brøderbund Games, is gearing up right now for the production of a line of board games that feature the same quality and innovation that characterizes our software. That's right: we're expanding our efforts into an entirely new field, and you can bet that the results are going to be exciting. Brøderbund Games will kick off its operations this summer with

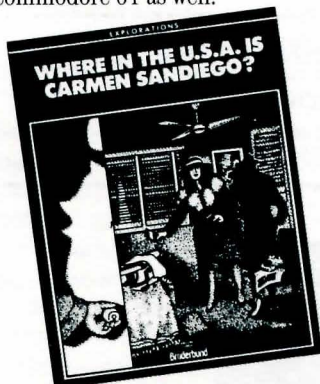
the release of *Personal Preference*™. If you wonder how well you know your friends, and how well your friends know you, *Personal Preference* will provide some entertaining—and surprising—answers. That's all we can say about Brøderbund Games right now, but keep an eye out for more news later, as the release of *Personal Preference* approaches. You just might be on the crest of the latest trend in boardgame entertainment.



Conversion Announcements

Where in the U.S.A. is Carmen Sandiego?

Released originally for the Apple II series, *Where in the U.S.A. is Carmen Sandiego?*™ is now available for the IBM and Commodore 64 as well.



With 16 villains, 51 different locations, and 10 different levels of difficulty, *Where in the U.S.A. is Carmen Sandiego?* features full

color animation and more than 1000 clues to help players track Carmen and her gang across the States in pursuit of their stolen treasures. As with the original package, these two new versions include *Fodor's® U.S.A. Travel Guide* to aid in the capture of the elusive Ms. Sandiego.

With memory requirements of 128K for IBM and 64K for Commodore, and with a suggested retail price of \$44.95 for IBM and \$39.95 for Commodore, *Where in the U.S.A. is Carmen Sandiego?* is available through dealers and through Brøderbund Software-Direct.



The Print Shop Graphics Library: Holiday Edition

More good news for IBM users: the *Holiday Edition* of our popular *Print Shop Graphics Library*™ is now available for the IBM PC, PC XT, PC AT, PCjr and 100% compatibles.

With 10 new fonts, 14 new borders, and 70 graphics, this new addition to *The Print Shop* family is the most comprehensive holiday-oriented graphics library available. From the Chinese New Year to Mardi Gras to Thanksgiving and Christmas, the *Holiday Edition* will help you celebrate 26 different festive occasions throughout the year.

As an added creative resource, the *Holiday Edition* features 7 full panel designs with larger sizes and higher resolution. Created by professional illustrators and produced with the quality that you've come to expect from *The*

Print Shop series, these designs will give your greeting cards, announcements and banners a polished air and a personal tone.



With a suggested retail price of \$34.95, *The Print Shop Graphics Library: Holiday Edition*, is a cause for a little celebration itself. See your local Brøderbund Software Dealer for more details, or contact Brøderbund Software-Direct at the address or phone number listed on page eight of this newsletter.

Student Scientists Win Toolkit Prize

In the Fall 1986 issue of *Brøderbund News* we issued a call to our *Science Toolkit™* users: to submit the most imaginative experiments developed using the *Toolkit*.

After reviewing the entries, Lauren Elliott (designer of the *Toolkit*) and a panel of judges have selected the winners: a team of students from Smithfield High School in Esmond, Rhode Island.

Led by Mr. John Lelli (their science teacher), Liza Ovadia, Ray Lavallee, Jay Mansolillo and Amy Fernald conducted an experiment measuring the efficiency of converting electrical energy into heat. Using the classroom's personal computer and a water-heating apparatus in their set-up, the students collected data with the *Toolkit's* Strip Chart feature, recording changes in water-temperature during ten-second intervals over a period of twenty minutes. Their results indicated that the water-heating apparatus operated with an efficiency of 93%.

On the basis of the lab reports that the four students supplied, Lauren and the other judges selected the project as "the most innovative and resourceful" of all the submissions received. As a result, Mr. Lelli's classes are now enjoying the use of the *Science Toolkit Module #2: Earthquake Lab* which should serve as a welcome addition to their standard science curriculum.

Brøderbund Sweatshirts:

A Fashion Statement In Software

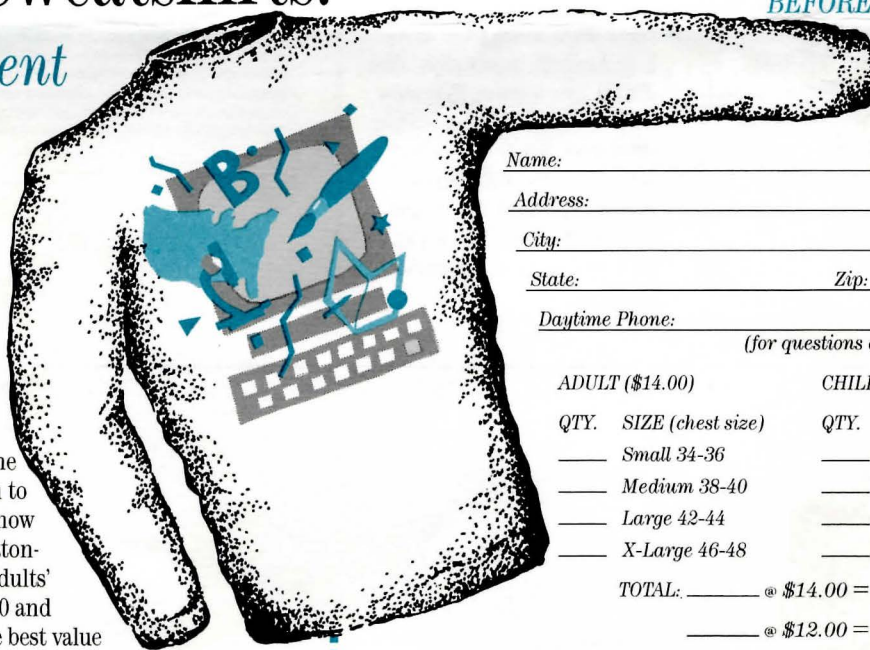
You might call it the gift that didn't stop giving.

As a surprise last Christmas, Brøderbund came up with a special sweatshirt for its employees, featuring the bold, five-color design that appears on last year's version of our product catalogue.

The sweatshirts were such a hit with the employees, that we decided to offer them to our loyal customers and fans as well. So now you can get one of these high-quality, cotton-blend sweatshirts too, in a full range of adults' and childrens' sizes. Priced at only \$14.00 and \$12.00 respectively, this sweatshirt is the best value around in the brand-new world of software fashion.

And like all our products, this one comes with the Brøderbund guarantee: if for any reason you aren't satisfied with the sweatshirt, just send it back to us within ten days of receipt and we'll refund the entire purchase price.

Supplies are limited, so fill out the attached coupon quickly and send it to us in care of Brøderbund Software-Direct, or call us with your credit card order. Allow four to six weeks for delivery and then, get ready to make a fashion statement about your relationship with the personal computer. And don't worry if your friends don't understand what that means: mystery is what fashion is all about. ■



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Brøderbund Software-Direct, P.O. Box 12947,
San Rafael, California 94913-2947

Helpful Hints

1. I'm having trouble running *Where in the World is Carmen Sandiego?*™ on my IBM PCjr. What do you think is the problem?

The problem lies in some copies of DOS 2.1. The versions of DOS that cause *Carmen* to crash can be corrected by a patch supplied by IBM customer support. The number to call for help is (800) 222-PCjr.

2. I have the IBM version of *The Print Shop* but I cannot use it on my Leading Edge Model D computer with the Hercules emulation. Is there anything you can do?

Yes. *The Print Shop* has recently been updated to work on systems that have monochrome graphic cards emulating the Hercules Monochrome Card. To receive the new disk, simply send your old disk and a note explaining the problem to Brøderbund Software-Direct. You should have the updated version of *The Print Shop* in a matter of weeks.

From The Desk of Technical Support . . .

Many times the Brøderbund Technical Support lines are busy with inquiries other than those concerning our products. Sometimes our customers just want to know a little about the proper care and handling of their disks. For these people, we'd like to offer some of the most useful tidbits of information that our Technical Support Staff can provide.

- a. *Backup your data disks regularly. It's very important to maintain an up-to-date backup copy of your data disk as insurance against any unforeseen disasters. You never know what may happen to destroy your working copy of a data disk and leave you with tedious hours of re-entry work.*
- b. *Store disks away from monitors, heaters, paper clips, disk drives, or anything that may emit an electrical/radioactive discharge. While our experience with disks proves that they are dependable for the most part, it never hurts to take some easy precautions.*

You've Always Got Brøderbund's Ear. . . .

We're always interested in what our customers have to say about our products and services. Whether it's a question for Technical Support, an order for Brøderbund Software-Direct, an inquiry for the *Brøderbund News*, or a difficulty or problem with one of our programs, your input is always welcome.

For answers and assistance in operating our programs, please call Technical Support at (415) 479-1170, anytime between 8:00 A.M. and 5:00 P.M. Pacific Standard Time.

For information on a new program or an update, or to order any of our products, you can call us at Brøderbund Software-Direct, at (415) 479-1185, again between the hours of 8:00 A.M. and 5:00 P.M. Pacific Standard Time. Unfortunately, we cannot accept collect calls. As an alternative to phone orders, please write to Brøderbund Software-Direct, P.O. Box 12947, San Rafael, CA 94913-2947.

If you have questions for the Brøderbund Staff or the *News*, please write in care of *Brøderbund News*, P.O. Box 12947, San Rafael, CA 94913-2947. ■

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