

# Brøderbund

## news

### Personal PREFERENCE™

#### A Breakthrough in Board Games

**D**o you sometimes wonder what makes your friends tick? Or what ticks them off? What tickles their fancy, and what gets their goat?

Brøderbund just came up with an answer to those questions and more. It's called *Personal Preference™* and it's a board game designed by Don Carlston and produced by Brøderbund Games™, a new division of Brøderbund Software, Inc. *Personal Preference* brings people together for conversation without confrontation, and diversion without the need for a post-graduate education. Brought to you with the quality and careful thought that characterizes all Brøderbund products, *Personal Preference* is a game where friends and family try to guess what you like and what you don't. Then it's their turn.

The heart of the game is its 400 double-sided cards (800 topics in all), divided into the categories of People, Activities, Food and Drink, and Potpourri. In each round of play, four cards from any one of these categories are placed on the board. One player, designated "it" for that round, secretly ranks the cards in the order of his or her "personal preference." If you're it, you might find yourself faced with people like Ronald Reagan or Howard Hughes; activities that range from scuba diving to sleeping on satin sheets; foods as diverse as beef tongue and tuna fish salad. Which do you like best? It's for you to know and your friends to guess.

Once you've made your decisions the real fun begins, as your opponents and teammates take turns trying to figure out how you ranked the topic cards. They'll probe their memories for clues to your behavior, ponder the nature of your true personality, and you'll get to eavesdrop the whole time. The closer their estimates come to your actual ranking, the faster their pieces move around the playing board in the race to the finish line. And since the player who is it changes every round, everybody gets a chance to be in the spotlight and find out who knows the most about their pet peeves and private passions.

Designed for team or individual play, *Personal Preference* is a perfect icebreaker

for parties and get-togethers. Its illustrated topic cards promise to inspire discussion on virtually every subject under the sun, with full-color photographs and artwork that will provoke your curiosity and jog your imagination. Learning to play is as easy as reading the back of the box, so there's no need to pore over instructions or figure out rules. Just choose your teams, select the player to be it and the game begins.

With a suggested retail price of \$28.95, *Personal Preference* is already appearing in department, discount, and toy stores across the country. As Vice President of New Ventures Ed Bernstein noted, Brøderbund Games has a special *Personal Preference* information line that consumers can call to find

the store nearest them carrying the product. "We are supporting our dealers and distributors in every way possible," Ed explained, "because they have been so instrumental in making *Personal Preference* available on a nationwide basis." To reach the *Personal Preference* information line, call (415) 492-3190.

As an added incentive, Brøderbund Games is pleased to offer its customers a \$5 rebate on any purchase of *Personal Preference* made before December 31, 1987. To receive your rebate, simply send in the coupon that you'll find on page 8 of this newsletter, along with the original sales receipt from your dealer and the response card included with the game. We'll have your check in the mail as soon as possible.

#### Brøderbund Software-Direct At Your Service as Well

If there is any difficulty in finding *Personal Preference* in your area, rest assured that Brøderbund Games and Brøderbund Software-Direct have teamed up and are standing by to fill your order as quickly as possible. To place your direct order, simply call or write to Brøderbund Software-Direct at the number and address noted on page 8 of this newsletter. And if you place your order before December 31, 1987, the \$5 rebate offering will be discounted automatically from the purchase price.

So if you want to know how well you know your friends, and how well your friends know you, try *Personal Preference*, and find out how enlightening an evening of light entertainment can be. ■







# THE ANCIENT ART OF WAR AT SEA

For Those Who "Have Not Yet Begun to Fight!"

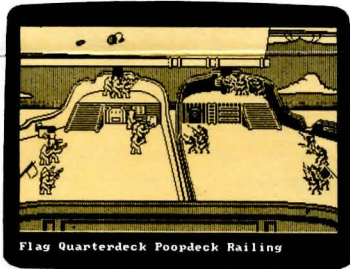
Return with us to the days when "Britannia ruled the waves," and John Paul Jones commanded The Bonhomme Richard. Delve into the history of the most famous naval battles of all time in *The Ancient Art of War at Sea™*, our new strategy and tactics simulation game for the IBM PC®/Tandy® and 100% compatibles.

If you already own *The Ancient Art of War™* by Dave and Barry Murry, then you know the kind of quality you can expect from their *Ancient Art of War at Sea*: rich graphics and animation, historical and strategic accuracy, and an innovative system of game-play that allows you to follow all the action from fleet movements to hand-to-hand combat.

Product Manager Ed Badasov describes the simulation in greater detail. "*The Ancient Art of War at Sea* puts you in direct command of a sailing fleet with three kinds of ships: Frigates (fast and maneuverable), Ships-of-the-Line (with greater firepower) and Flagships, (the most powerful vessels on the seas). At the beginning of the game, you choose an opponent from the six different admirals included, and then map out your strategy. You can start out with Thor Foote, who has a tough time loading

his cannon, or pit yourself against Admiral Nelson, the craftiest and most ruthless of opponents."

With the intuitive commands that *The Ancient Art of War at Sea* employs, even beginners can enjoy the thrills and romance of a full-scale naval campaign. And since the program lets you alter



key variables in each battle, you can increase or decrease the level of difficulty to suit your own abilities.

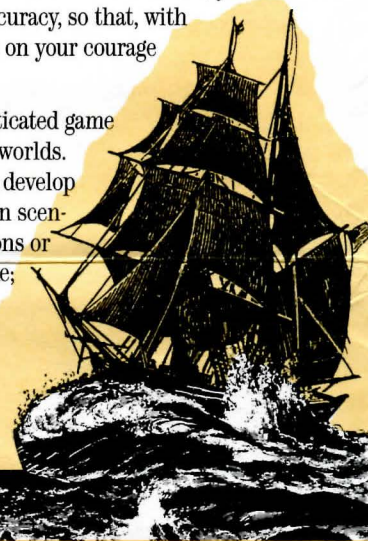
No matter what your level of expertise, the rules of strategy and the dictates of the sea prevail; you'll have to adjust your movements for wind direction and speed, maneuver around treacherous shoals and rough waters, and keep in mind the strengths and weaknesses of your opponent. And since the games occur in "real-time," the action is as fast-paced as it is realistic, confronting you with all the challenges, thrills, and dangers of combat command.

To give you the most control over this combat complexity, *The Ancient Art of War at Sea* has three different levels of "zooming." The first level is a geographic overview of the battle area, where you can map out your overall strategy. At the next level of zooming, you will control a squadron of vessels, adjusting your sails to close with the enemy, loading your cannons as you turn into the wind, and firing as you come along broadside.

The third level of zoom will put you on the deck of a ship, in control of your crew's movements as they attempt to board the enemy vessel or as they defend themselves against marauders. At each level of zoom, you can control your fleet's movements with accuracy, so that, with nothing left to chance, everything depends on your courage and cunning.

*The Ancient Art of War at Sea* has a sophisticated game editor that you can use to design your own worlds. Create whole islands and continents as you develop the sites for your original battles, and design scenarios involving single ships, roving squadrons or even entire armadas. Play as long as you like; you'll never see the same battle twice!

So break out your foul weather gear and find your sea-legs quick; *The Ancient Art of War at Sea* has made port at your local software dealer with a suggested price of only \$44.95.



Imagine dumping all your random notes into a huge desk drawer, and then discovering that, magically, whenever you want to find something it's right on top. That's how it feels to work with

## MEMORYMATE: Memory-Resident Magic for IBM

*MemoryMate™*, our new memory-resident productivity tool for IBM/Tandy and 100% compatibles. All those details that you're too busy to remember, *MemoryMate* will remember for you.

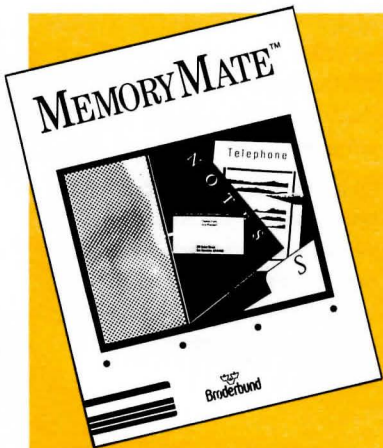
*MemoryMate* is a unique data manager that provides an easy way to store all your important but random notes and then retrieve them in seconds. It is a godsend of a tool that lets you store jotted notes, to-do lists, phone numbers, and reminders in any form you please—no matter how haphazard—and then retrieve that information quickly and efficiently.

As a memory-resident program, *MemoryMate* remains in the background as you work with your word processor, spreadsheet, or other primary application. Positioned there, it can be easily reached without interrupting your workflow. Simply jump into *MemoryMate* from your primary application (Alt-Z does the trick), and then create a record in any form you like, from a jotted note to a list of addresses to a memo up to sixty lines long.

Retrieving a record from *MemoryMate* is just as easy as entering one. Since the program indexes every word in every record, all you have to

do is specify any word or combination of words that appear in the record you are looking for. *MemoryMate* will provide a list of all the records containing the word you specified. Page through the list until you arrive at the record you need, or narrow your search with another qualifier if the list is too long, and your information appears.

You might, for instance, be looking for the name of a salesman you met at last year's sales convention. When you came home from the convention, you made complete notes on *MemoryMate*, but now, six months later, all you can remember is that you played tennis with him. If you had included the tennis match in your notes about him (as many of us do on the back of a business card),





# Cauldron: Two Bewitching New Games For Commodore Owners

**G**ames-players beware: if your trigger finger is itching and you're aching for a dose of magical mayhem, you may be at the mercy of a mind-bending addiction that keeps you glued to your Commodore® for hours on end.

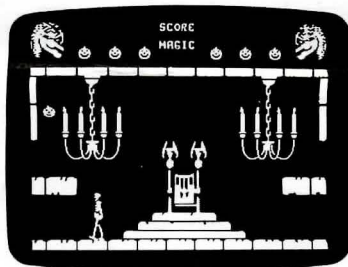
Brøderbund has concocted a deal with Palace Software of London, England, to bring their two best-selling arcade games—*Cauldron™ I* and *II*—to the United States for our Commodore fans. Even better, we've put both games on a single disk, so that you'll face twice the villains, and get twice the value, of any ordinary arcade game.

Journey to the nether reaches of the Pumpking's evil kingdom in *Cauldron I*, and ride with a whimsical witch, as she flies on her broomstick over enchanted forests and shark-infested seas, in search of the ingredients for a spell that will vanquish the Pumpking and transform her into the new Witch-Queen.

In *Cauldron I*, everything depends on the strategy you use in collecting the spell's ingredients, and on your skill in controlling the witch's turbo-

charged broomstick. Game play demands a high degree of dexterity and coordination from the most seasoned game-playing veterans. And with 64 different underground chambers in the Pumpking's fortress, you'll find yourself exploring for hours to come, facing gremlins and guardians, bats and booby traps at every turn.

Flip the disk and you'll find yourself in *Cauldron II*, where the witch, corrupted by her power as Queen, has become an oppressive tyrant. Here, you become the ally of a tiny pumpkin (the guardian of the Pumpking in *Cauldron I*), who must bounce his way past the witch's henchmen to procure a lock of her hair and combine it with other ingredients



Juice of toad and eye of newt,  
wing of bat and hemlock root,  
collect these treasures from  
places unknown,  
and lead the Witch to the  
Pumpking's throne . . .

Instead, you'll find yourself wrapped up in the mystery of the Witch-Queen's realm, struggling to vanquish her guardians and avoid the pitfalls she has lying in wait for you.

One warning, however, before you rush out to buy the *Cauldron* series, which is packaged on a single disk at a price of \$29.95. The two games have such addictive power that they may pose a threat to players who don't have a strong grip on reality. As one of our best game-testers informed us upon returning, visibly shaken, from a journey through the medieval mysteries of *Cauldron II*, "Beware the Witch-Queen's Palace, friend. That way madness lies." ■

to break her magical power. In *Cauldron II* the challenge lies in controlling the tiny pumpkin's bouncing movement, as you struggle to avoid the terrors of the Witch-Queen's palace. With 128 different chambers to explore, *Cauldron II* is even more complex than *Cauldron I*, so be prepared—this isn't a game that you'll master in a matter of moments.

you could just enter "tennis" as your search word, and soon enough you'd have the salesman's name and all the other information on screen. Much quicker and easier than shuffling through your entire stack of business cards!

*MemoryMate* provides the benefits of database organization with a flexibility that makes it supremely easy to use. There's no need to spend time creating "data fields" or "record formats," because *MemoryMate* indexes and cross-indexes every word in every record. Search for any word or combination of words you like, and *MemoryMate* will find the information you need instantly. For example, *MemoryMate* will search 180K on a PC XT® in less than three seconds.

And with the program's "Reminder" feature, you can specify records to be recalled automatically on certain dates. Note the time and place of an important meeting, the date of an approaching deadline, or your secretary's birthday; the Reminder feature will remind you of each event on the appropriate day as soon as you boot *MemoryMate*.

With a suggested retail price of \$69.95, *MemoryMate* is a program whose value and usefulness will increase with time. The more you use *MemoryMate* the more you will find further uses for it. While the program only takes up 82K RAM, it can hold up to 2MB of data on a hard disk; and since all its commands appear on screen at all

times, it offers a combination of power, speed, and flexibility without sacrificing ease of use.

To understand just how much help *MemoryMate* can be, you can order

a demo disk from Brøderbund Software-Direct, using the coupon you see below. The price of the demo-disk can be rebated when you purchase the program itself. ■

### THE MEMORYMATE DEMO DISK . . .

To order a demo disk of *MemoryMate*, just fill out the information requested below, and send it to us at Brøderbund Software-Direct with a check or money order for \$5.95, or your AmEx, Visa or MasterCard number. You can also call us with your credit card order.

Name \_\_\_\_\_  Check/  
Money Order  
Address \_\_\_\_\_  AmEx  
City \_\_\_\_\_ State \_\_\_\_\_  Visa  
Zip \_\_\_\_\_ Day Phone \_\_\_\_\_  MasterCard

Credit card number \_\_\_\_\_ exp. date \_\_\_\_\_

Signature (required for credit card orders)



# THE ST DIRECTOR SERIES

## Make the Most of Your Money and Your Machine

It almost goes without saying that if you own an Atari® ST, you're an avid graphics enthusiast. You dream of producing professional-quality artwork and animation on-screen. And you search constantly for the software that will let you take advantage of all the potentials your new ST offers.

Your search may well be over, because we've taken two exciting new graphics programs—*Art Director* and *Film Director*—and combined them into a unique “bundle package” called the *ST Director Series*™. *Art Director* is a comprehensive drawing and painting program and *Film Director* is a state-of-the-art, cel-animation program. With these two products packaged together and priced at only \$79.95, the *ST Director Series* is without question the best value available for those enthusiasts who want to delve into the ST's graphics capabilities without delving too far into their pockets.

Product Manager Rich Tornai described the features of the *Director Series*. “*Art Director* offers all the benefits of the best painting and drawing programs, with 512 colors available and sixteen colors on-screen at any one time. The program adds sophisticated options of its own, letting you control perspective and perform color-cycling animation.” Combine these capabilities with the host of other visual effects that the *Art Director* provides, and your ST becomes an impressively powerful graphics workstation. “The program's toolbox gives you a number of options,” Rich continued, “including brushes, pencils, scrapers and even a spray can with variable paint flow and spray size. And with the zoom window you can work on a magnified portion of the screen.”

Considering its capabilities, *Art Director* alone would be a bargain at the price of \$79.95. But Brøderbund has bundled the program with its companion *Film Director*, a cel-animation program that will create

animation as detailed and sophisticated as some you'll see on television.

As Rich explained, “*Film Director* combines all the tools necessary to produce great cel-animation in one program. It provides seven editors, special effects, filming and screening, help prompts and screens, and a host of special productivity tools that can be used to create detailed cel-animation faster and easier than with any other ST animation program. *Film Director* can add or delete frames or blocks of animation; overlay layers of cels or peel layers off to show animation underneath; run animation backward and forward at variable speeds, and control the depth of animation by specifying the order of cels on the screen. It can even change palettes and background colors on a frame-by-

frame basis. Finally, *Film Director* comes with libraries of sound effects, music, and sample animation to make adding the finishing touches easy.”

The *Director Series* is so versatile that programmers have already put it to work, employing it in the design of the ST version of *Karateka*™. Even further, the programs combine their power with an ease of use that will have you working productively in a matter of minutes.

The *Director Series* is designed to shine in the hands of people who want to achieve the very best in computer graphics. The package will be available in the fall from dealers and Brøderbund Software-Direct. ☐



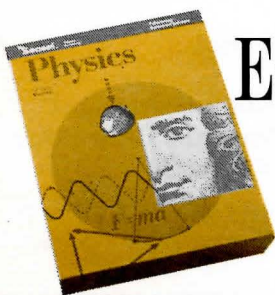
## Software Giveaway

### WINNERS ANNOUNCED

April, May, and June have produced three more winners of our software giveaway drawing.

The Software Review and Training Center of the LA County Office of Education in Downey, CA, chose *Where in the World is Carmen Sandiego?*™ for its Apple; Mrs. K. Johnson of Hanover High School in Hanover, KS, chose *The Print Shop*™ for her Apple; and Kenneth E. Jones of Milwaukee, WI, selected *The Ancient Art of War* for his IBM.

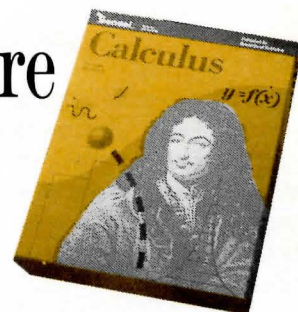
To get your chance at a free Brøderbund product, just fill out the questionnaire card you'll find in every one of our packages. Or, if you prefer, you can write to us and request a card.



New

## Educational Software

### Physics and Calculus for the Macintosh



With the highly acclaimed *Geometry*™ demonstrating the effectiveness of curriculum-based software both in the home and in schools, Sensei Software™ has teamed up with Brøderbund again to create two new “personal tutor” programs for the Macintosh™.

Like their predecessor, both *Physics*™ and *Calculus*™, bring to life abstract theories and formulas through vivid animation and interactive exercises and lessons. Both

offer well-designed graphics, precise explanations, and intriguing questions that lead the student through the complexities of their respective subjects with confidence and clarity.

Both programs offer students an inviting and intriguing environment for learning, encouraging progress with three different levels of on-screen help and hints.

In *Physics*, students cover major topics of introductory physics, investigating subjects like momentum, work and energy, the wave and particle theories of light, and Newton's Laws of Thermodynamics. *Calculus*,

meanwhile, investigates topics like inverses, logarithmic and exponential functions, and the derivative. Used in conjunction with physics or calculus courses, for remedial work, or in preparation for tests, both *Physics* and *Calculus* offer opportunities for intellectual growth and stimulation.

*Physics* and *Calculus* are available through dealers or through Brøderbund Software-Direct at a suggested price of \$99.95 each. ☐



# Software Authors and Acquisitions

## *Some Keys to Programming Success*

**H**ave you ever wondered how software authors get their work "acquired" by a publisher? Recently, we discussed the acquisition process with Doug Carlston, Brøderbund's President and Director of Product Development. "Authors are really the heart of this company and as such they're one of our first responsibilities. We're here to lend them a helping hand, and to see that their products receive nationwide attention and nationwide sales."

### Developing a Product that Sells

The acquisitions process helps Brøderbund to find authors whose products show promise of popularity and sales potential. As Doug explained, "Our job in Acquisitions isn't to reject products—it's to find the best software and then facilitate its publication and sales. The best way to explain the process is to say that we're looking for programs that get us excited when we first see them on-screen. When a program shows that kind of potential, we start looking into the possibility of publication."

"The first thing to consider once you've come up with an idea for a product," he continued, "is its potential marketplace. Since Brøderbund's programs sell in home, school, and business markets, you should try to determine which market your product will appeal to and what kind of need it will fill. A good thing to remember is that Brøderbund likes to find products that sell in a combination of markets, the way *The Print Shop™*, and *Where in the World is Carmen Sandiego?* both sell well to consumers and to schools. I think one of the keys to success is coming up with cross-over products that appeal to different kinds of users."

"You also need to take into account the competition that your product will face in the marketplace. We like to see programs that offer something different from the competition, or that are in other ways clearly superior, so it's important to know what other programs out there might compete with your own."

"Once you've identified potential marketplaces and competition," Doug explained further, "you'll need to consider your program in terms of its ease of use and overall quality. Since Brøderbund products are known for their intuitive user interfaces, it's important to make your program simple to use, even when it has many features. And while we always work with an author in developing and refining the user interface, we like to see submissions that have already addressed this issue. We especially like to see programs that have been written in high-level languages like 'C' or assembler, because those make programs run fast and allow for richness even with memory restrictions."

Doug went on from there to emphasize the importance of innovation in new products. "As you develop your product," he said, "you should ask yourself if it offers something new or better to the

user. Try to make sure that your product offers something truly unique, something that hasn't been available before."

Doug paused to clarify this point somewhat. "The real idea," he explained, "is not just to come up with something unique. What we really look for are products that are carefully planned and executed, that take into account both the marketplace and the competition, and that have at their hearts something genuinely exciting. It's that combination of quality, originality and sales potential that really captures our interest."

### Submitting a Proposal that Sells

Once you've developed a good idea and written a substantial portion of the code, the next step in the submissions process is the product proposal. As Doug explained it, a proposal needs to convey a sense of your program's "personality" by discussing its features, its possible applications and its existing competition. And while a sense of professionalism is important in a proposal, a sense of formality is not. As Doug explained, "What I look for is thoughtfulness in the presentation. It doesn't matter to me if a proposal is ten typed pages or two handwritten paragraphs. As long as it shows that the author has spent some time planning the product, then it will help us in making an evaluation and a decision."

For more information on submission procedures, software authors can write to ask for our submissions package, including an "Information for Authors" pamphlet and a non-disclosure agreement that guarantees the confidentiality of any proposal you submit to Brøderbund.

### Why Submit to Brøderbund?

"The most important advantage an author can expect," said Doug, "is the support that Brøderbund can provide in product development, and the high profile that our products have in the software marketplace. Our authors are backed-up by a team of professionals here at Brøderbund, who work with them to improve everything from the graphics and sound capabilities of their programs to the functionality and user interface. We also provide the resources of our marketing and sales departments to ensure that Brøderbund products receive the widest possible exposure to dealers, press and consumers. Finally, the greatest resource we offer is the Brøderbund name itself, because in the software industry that name is synonymous with quality."

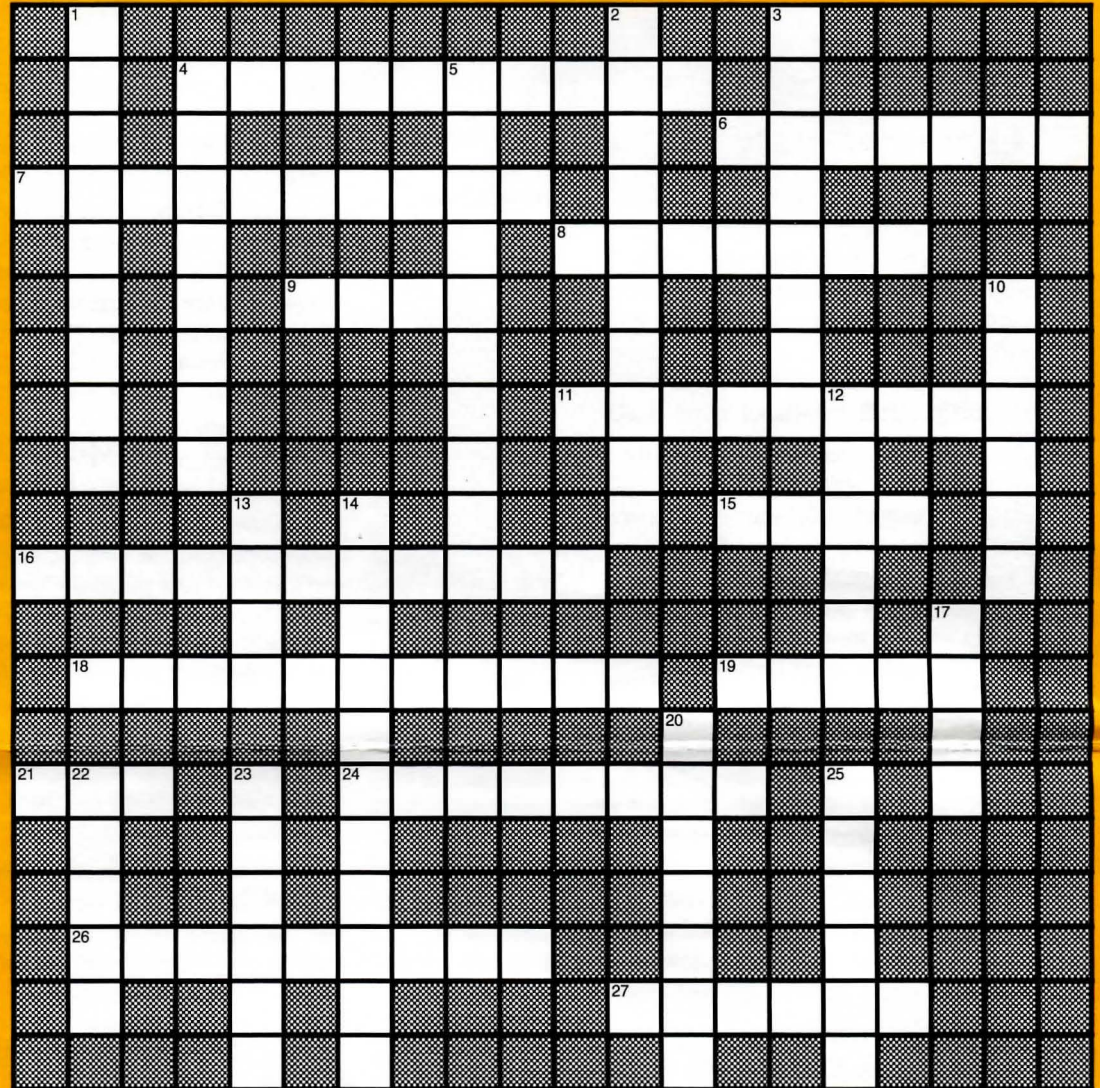
Doug summed up his comments by stressing the importance of software authors in Brøderbund's publishing efforts. "We want our authors to know that we understand the time and effort it takes to create a quality program, and that we're here to provide all the resources we possibly can to successfully launch their products in the software marketplace." ■



news

# A BRØDERBUND BONANZA!

We've come up with a crossword puzzle to help you while away some time. Answers to the following clues appear in Brøderbund products, so the better you know our line, the quicker you'll fill in the blanks.



Look for the crossword's solution in the next issue of the *Brøderbund News*.

## Across Clues

- The speed typing game found in *Type!*
- The newest *Print Shop* graphics library disk is called the \_\_\_\_\_ Edition.
- The Bungelings are always out to get \_\_\_\_\_.
- The *Print Shop* design elements include graphics, text and \_\_\_\_\_.
- The *Dazzle Draw* function that magnifies a small section of a picture for pixel-level work.
- The pre-designed cards in *The Print Shop* are called \_\_\_\_\_ cards.
- The third item the Spirit Guardians command the Airheart hero to retrieve.
- Dazzle Draw* and *Animate* both utilize this Apple graphics mode.

- This *Print Shop* feature lets you print hi-res graphics screens with super-imposed text fonts.
- The *Science Toolkit Earthquake Lab* device that measures seismic activity is the seismo\_\_\_\_\_.
- Where does the action take place in the sequel to *Where in the World is Carmen Sandiego?*
- In *Where in the World is Carmen Sandiego* what organization issues arrest warrants for Carmen and her cronies?
- What *Science Toolkit* sensory probe measures light?
- It is very difficult for the Airheart hero to approach this enemy robot.

## Down Clues

- On Balance* lets you \_\_\_\_\_ your accounts with the bank's records.
- This program allows multiple users to review a single document.
- What program brings abstract mathematical theorems to life on the computer screen?
- Fantavision* uses this technique to automatically generate up to 64 in-between frames of animation.
- What *Science Toolkit* sensory probe measures temperature?
- What can you give yourself on the back of a *Print Shop* card?
- The Karateka hero is on a mission to rescue her from the clutches of the evil warlord Akuma.
- What do you get when you investigate a location in *Where in the World is Carmen Sandiego?*
- Brøderbund's outline processing program for the Commodore.
- Animate* uses traditional \_\_\_\_\_ animation techniques.
- Using the \_\_\_\_\_ you can customize and build working mechanical models.
- In *The Ancient Art of War at Sea* the player commands Frigates, Ships-of-the-Line and Flag\_\_\_\_\_.
- Who is the supreme *Ancient Art of War* opponent?
- The *Bank Street* line includes the Filer, Mailer, Speller, and \_\_\_\_\_ programs.

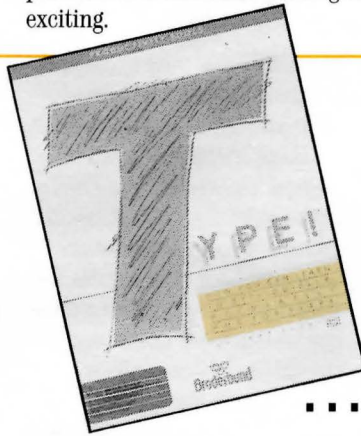
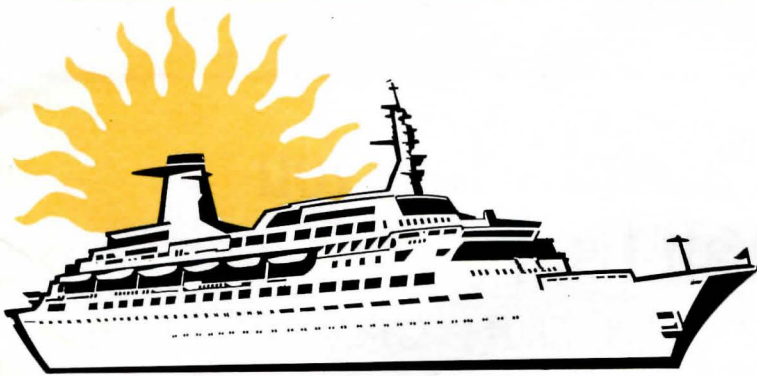


news

# Brøderbund's Summer Promotions

**Y**ou know the old saying, "Summertime, and the living is easy . . ." We wanted to make the living a little easier ourselves, so we cooked up two special promotions that you can take advantage

of from now until September 15. Both offer savings on Brøderbund products that can make the long days of summer a bit more exciting.



## DON'T TAKE OUR WORD FOR IT . . .

## . . . TAKE OUR MONEY!

### YOU CAN TAKE THE MONEY . . .

**I**n our "Take the Money" rebate, you can get \$5 back on every Brøderbund purchase of \$15 each or more. To receive your rebate, just fill out the "Take the Money" coupon that you'll find below and send it to us along with a dated receipt of your purchase. While there is a limit of one rebate per purchase there's no limit to the number of purchases you can make. The more you buy, the more you save; it's as simple as that.

Send your coupon and receipt (postmarked no later than September 15) to:

Brøderbund's Take the Money Rebate  
P.O. Box 880  
San Francisco, CA 94101-0880

### . . . AND RUN!

But wait, there's more. In addition to our rebate offering, there's our "Win a Cruise" Sweepstakes. The Grand Prize is a 7-day Caribbean cruise for two on Princess Cruises' "Sun Princess," including all shipboard meals and transportation to and from the port of embarkation. There's no purchase necessary; just fill out the entry blank that's available wherever Brøderbund products are sold, and you'll have a chance at spending seven days in the tropical sun. Entries must be postmarked no later than September 15, so make sure to visit your Brøderbund dealer and fill out your entry form soon. ☐

### Get Up to \$15 Back on the Purchase of Type!

**W**hen we first released *Type!*™, our interactive touch-typing instruction program, we were proud that it outperformed every other typing program on the market. Based on scientific research on how people learn to type, *Type!* uses lively, entertaining sentences as exercises instead of boring, random letter drills. Even more, *Type!* provides personalized instruction, showing you where you perform best, and where your typing needs the most improvement.

But even with these sophisticated diagnostics and engaging exercises, you may not believe that *Type!* is the best way to improve your technique. So now, we want to give you the chance to make a comparison of your own. We're so confident that you'll find *Type!* superior to all the other touch-typing programs available, that we're willing to offer you five good reasons for purchasing the program.

Five good dollars.

From now until September 15, 1987 we're offering a \$5 rebate on the purchase of *Type!*. Just send in the attached coupon along with a dated sales receipt from your *Type!* purchase, and we'll send you a check for \$5.\* Mail coupons and receipts to:

Brøderbund Money-Back Deal  
P.O. Box 880  
San Francisco, CA 94101-0880

\* You can use either this coupon or the "Take the Money" coupon for your \$5 rebate. Limit of one \$5 rebate per purchase.

And if you already own a typing instruction program and trading up to *Type!* sounds like a good idea, we'll give you ten more reasons why *Type!* is a better alternative.

Ten more dollars.

Just fill out the second portion of the attached coupon and send it to us along with your old program disk and a *Type!* sales receipt dated before September 15. We'll respond by sending you a check for \$10.00. Add it all up and it comes out to a \$15 savings on the best typing instruction program on the market today. ☐

#### "TAKE THE MONEY" COUPON

Name _____	Hardware Format _____
Address _____	<input type="checkbox"/> Apple
City _____	<input type="checkbox"/> Mac
State/Zip _____	<input type="checkbox"/> IBM/Compatible
Daytime Phone _____	<input type="checkbox"/> Commodore
Product Purchased _____	<input type="checkbox"/> Atari

#### Type! \$5 Money-Back Coupon

Name _____	Hardware Format: _____
Address _____	<input type="checkbox"/> Apple
City _____	<input type="checkbox"/> IBM/Compatible
State/Zip _____	<input type="checkbox"/> Commodore
Daytime Phone _____	

#### Type! \$10 Buy-Back Coupon

Name _____	Hardware Format: _____
Address _____	<input type="checkbox"/> Apple
City _____	<input type="checkbox"/> IBM/Compatible
State/Zip _____	<input type="checkbox"/> Commodore
Daytime Phone _____	



# Helpful Hints

1. Will the IBM version of *The Print Shop Companion*™ run in monochrome on the Leading Edge® Model D computer?

Yes. *The Companion* has been updated to support cards and machines that emulate the Hercules™ Graphics Card. To receive the updated disk, just send your program disk to Brøderbund Software-Direct, along with a short note explaining that you would like the Hercules update.

2. Will *Lode Runner*™ work on an IBM PC AT? Also, will the game run on a system that emulates the Hercules Graphics Adapter Card?

Yes. We recently updated the game to run on the AT and on machines that have or emulate the Hercules Graphics Card. To trade your program disk for a

new one, just send it in to Brøderbund Software-Direct with a brief description of what you need.

3. I just received a new *Print Shop* disk for my IBM. How do I copy it onto my hard drive?

The utility that used to copy the program onto a hard drive has changed names, so now, instead of typing PSBACKUP at the A > prompt, you should type PSHD. Once you've done this, follow the prompts to copy the program onto your hard disk. Detailed instructions for hard disk installation are included on the back of the enhancement card you received with the updated disk.

4. Why won't the Apple version of *Carmen USA*™ boot on the Apple Duo-Drive?

We have found that some programs have trouble loading if the monitor is located too close to the Duo-Drive. Simply move the monitor away from the drive and the program should load. ■

### One Final Note

With the summer months upon us and temperatures beginning to soar in certain parts of the country, be sure to keep your disks in areas that don't receive direct sunlight,

and to maintain a relatively moderate temperature wherever your disks are stored. These two simple steps will help to ensure the longevity of your programs. ■

## Careful When You Call Us...

### OUR NUMBER HAS CHANGED!

For answers and assistance in operating any of our programs, for information on a new product or update, or to order any of our products, you can call Technical Support or Brøderbund Software-Direct at (415) 492-3500, between the hours of 8:00 AM and 5:00 PM Pacific Time. Unfortunately, we cannot accept collect calls. As an alternative to phone-ordering, you can write to Brøderbund Software-Direct at P.O. Box 12947, San Rafael, CA 94913-2947.

For information on *Personal Preference*, please call our special hot-line at (415) 492-3190.

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.

### Personal Preference Rebate Coupon

Enclosed is the sales receipt from my purchase of *Personal Preference*, dated prior to December 31, 1987, and the response card included with the game. Please send me my \$5 rebate.

Name \_\_\_\_\_

Address \_\_\_\_\_

City/State \_\_\_\_\_

Zip \_\_\_\_\_ Day Phone \_\_\_\_\_

Mail to: *Personal Preference Rebate*  
17 Paul Drive  
San Rafael, CA 94903-2101

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