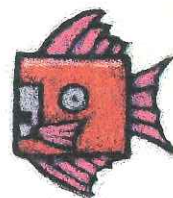


CATCH OF THE DAY



Look to the future of the Apple II: As commercial development declines, freeware and shareware programmers cut loose with a bounty of creative products for home, school, and small business.



FIRST IMPRESSIONS CAN BE deceiving. If you visit your local Apple dealer or software store, for example, you might get the feeling that Apple II software development is at a standstill. Don't let those near-empty shelves fool you: New Apple IIe/c and IIGs programs continue to appear at an astounding rate.

The trick is that they're mostly *shareware*, *freeware*, and *public-domain* programs — software created not by the major third-party development companies you're familiar with, but by individuals and groups who make their products available at very

• low cost via on-line services, user groups, and specialized mail-order vendors.

• If you're already using this type of software, chances are your program collection will last you well into the next millennium. • If the concept of freeware or shareware is new to you, you're in for a money-saving treat. Whether you're after fun and games, a boost in small-business or home-office productivity, or a supplement to your classroom lessons, literally thousands of programs are available. The adage "You get what you pay for" has been replaced by "The best things in life are free." • Or almost free.

By JOE KOHN * CONTRIBUTING EDITOR



TRY BEFORE YOU BUY

You probably assume that free or inexpensive software can't be very good — otherwise it would be sold commercially, right? Wrong. Some software authors care more about programming than marketing. They're content to write programs and give them away, or they may ask for \$10 or \$20 per program, if you find you like a product and intend to use it.

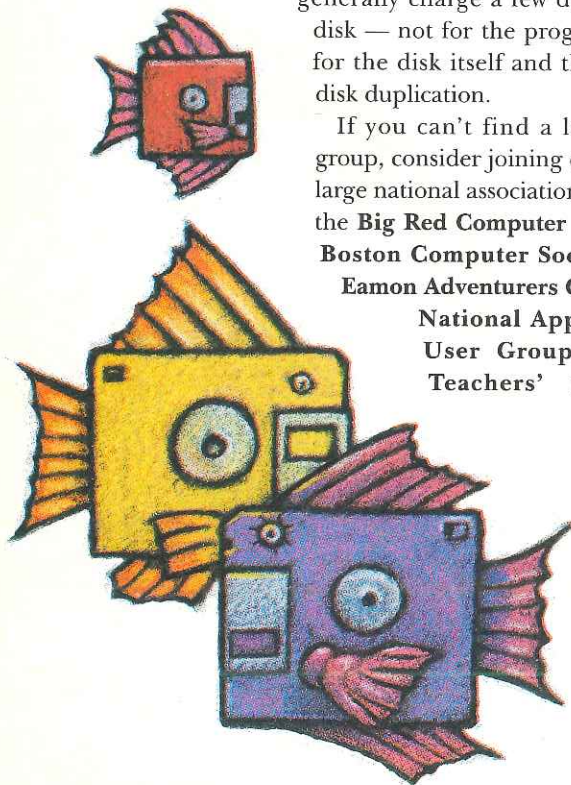
With freeware and public-domain software, the author expects no payment. Public-domain software comes with absolutely no strings attached: If you find a public-domain program and think you can improve it, you're allowed to. Freeware software, however, is copyrighted: You can use it, but not modify it. Shareware is akin to honor-system software: You're free to try it out for a specified period of time, but if you continue to use it you're expected to send a payment to the author. In many cases, upon the author's receipt of the shareware fee you'll receive printed documentation, a newer version, a technical-support phone number, or another shareware program.

Tapping into this vast collection of public-domain software, freeware, and shareware is easy. Basically, as we noted above, there are three ways to acquire these types of programs: from an Apple II user group or computer club, via modem from an electronic bulletin-board system (BBS) or commercial on-line information service, or from certain mail-order companies.

Locally, most Apple II user groups maintain large libraries of software. If you don't belong to one, access to shareware and public-domain software is reason enough to join. Clubs also offer convenient technical support and tips for getting the most from your Apple II. User groups

generally charge a few dollars per disk — not for the programs, but for the disk itself and the cost of disk duplication.

If you can't find a local user group, consider joining one of the large national associations, such as the **Big Red Computer Club**, the **Boston Computer Society**, the **Eamon Adventurers Guild**, the **National AppleWorks User Group**, or the **Teachers' Idea &**



Information Exchange. These groups all publish informative newsletters and maintain large libraries of public-domain software, freeware, and shareware. Because they must absorb the cost of mailing out disks, they generally charge a duplication fee, usually about a dollar or two more than a local club's.

If you've got the urge to go international, buying a modem will introduce you to fellow Apple II enthusiasts from around the corner and around the globe. If you subscribe to one of the large commercial networks, such as **America Online**, **CompuServe**, or **GEIE**, you'll be overwhelmed when you visit their on-line libraries, where you may find as many as 15,000 Apple II programs. These services charge annual or monthly membership fees and anywhere from \$5 to \$12 per hour connect time. There are no additional charges for accessing their libraries and downloading software. (For more information on on-line services, see "Working the Nets," May 1992, p. 28.)

If you're on a tight budget, consider the free **Internet/Usenet** network, connecting thousands of computer systems around the world. Most of the computers are located at universities or large corporations, so you may need to contact a local college to find out whether it allows public dial-up access to the system. Unlike the other on-line networks, this one has no central location. It's also not very easy to use, but it's free. If you can find a way to access Internet/Usenet, make sure to "subscribe" to the system's *comp.sys.apple2* and *comp.binaries.apple2* newsgroups.

If you're into catalogue shopping, you might want to check out mail-order vendors. The scope and size of their public-domain lists — the diversity of the software they carry — is amazing. (See the accompanying sidebar for names and addresses.) For maximum variety and price comparison, contact as many of these companies as possible, not just one or two.

Whether you decide to visit a user group, go on line, or shop a catalogue, you'll find just about anything you could imagine in the world of shareware, freeware, and public-domain software. Let's take a look at some of the best examples — but remember that this is only a small sampling of what's available.

FOR YOUR APPLE IIe/IIc

AIDS: An American Dilemma. Produced as a public service by Robert E. Lee, a professor at the Black Hawk College East campus in Kewanee, Illinois, this two-sided disk is designed to help educators and parents teach youngsters about a difficult subject, the AIDS epidemic. Professor Lee has written several books on the topic, and produced this program because he says many adults feel uncomfortable when dealing with sex education and AIDS.

This freeware program combines charts, maps, and 35 pages of text on AIDS and the social and health-care implications of this deadly disease. Information is presented in a straightforward, nonjudgmental manner. A five-question multiple-choice quiz follows each screen of

information. Expect to spend about two hours on the 175 questions and other materials.

AW.Patcher. When AppleWorks 3.0 was released, a number of bugs remained in the software. The freeware program AW.Patcher contains fixes from Beagle Bros Alan Bird, Randy Brandt, Mark Munz, and Rob Renstrom.

If you've ever experienced problems entering control codes, placing a tab ruler in a header or footer, printing more than one copy of a database report, deleting more than 255 rows in the spreadsheet, deleting the default printer, creating a database from ASCII text, saving to a locked file, or sorting a database file of more than 12,000 entries numerically, then you absolutely need AW.Patcher. It makes AppleWorks perform flawlessly.

Ceemac 1.62. Ceemac was re-released recently as freeware. With the help of ten kinetic artists, those wild and wacky folks from Whole Earth 'Lectronic Link have used this program-development software to create a presentation that'll stun, amaze, and dazzle you: their own super version of Brooke Boering's **Fire Organ**.

Fire Organ is computer art at its best: It turns your Apple II into a constantly evolving abstract digital canvas. Since its original release, Fire Organ has taught kids about art, algebra, and computer programming; helped create mind-boggling music-oriented home videos; and performed as attention-getting business displays.

The Ceemac disk contains 95 ever-changing works of art, and each piece is different every time you run the program. The software also includes instructions to help you create your own kinetic digital canvas or modify those on disk.

Clone Games. They say that imitation is the sincerest form of flattery. That certainly holds true for software, as a slew of freeware "clone" games will attest. Based loosely on their coin-operated counterparts, **Cubit**, by Edmund Pirali, looks and plays like Q*bert; **Nightcrawler**, by SAB, is remarkably similar to the classic Centipede; **Repton**, author unknown, supplies the same shoot-'em-up action as Defender; and **One World**, by Rod, is a faster-action version of Space Invaders. In addition, **Columns**, by Michael Foegelle, is a \$10 shareware variation of Tetris.

Computer Keyboarding. Charles Hartley is a middle-school teacher who couldn't find an affordable typing-instruction program that taught basic skills with an emphasis on accuracy, so he wrote his own. Computer Keyboarding is designed to help those with little or no experience learn the correct way to type.

The program is highly structured; you must attain a degree of mastery with one set of keys before you proceed to the next. Interspersed among the self-paced lessons are three games that continue typing practice, plus two that are strictly for fun. Extensive record-keeping and visual feedback provides an accurate picture of your performance.

Eamon Games. Some of the most popular adventure games ever released are from the freeware Eamon series. Originally developed by Donald Brown in the mid-1980s, this series of fantasy role-play games now boasts more

than 200 titles. All games will run on any Apple II. The series has become so popular that there's even an international Eamon user group called the **Eamon Adventurers Guild**, from which all Eamon games are available. The Guild has developed a rating system covering playability and satisfaction. Members receive a newsletter that includes reporting, reviews, design tutorials, bug fixes, and technical support for Eamon players and authors.

In addition, the program **Dungeon Designer** lets hardcore Eamon fanatics create their own adventures. If you've never played an adventure game before, contact the Guild or your local user group. To get started, you'll need the **Eamon** master disk, available in either DOS 3.3 or ProDOS, and **The Beginner's Cave**.

Math Word Problems. Word problems have always caused trouble for algebra students. This freeware disk, written by Cathy and Jim Barkley, is designed to help students learn the basic procedures necessary to solve those tricky conundrums. The program offers exercises in six areas, including number problems, mixture problems, rate/distance/time problems, investment/money problems, work problems, and geometric-figure problems.

Each exercise starts with a word problem. The program then instructs students how to determine the proper algebraic equation to solve it. The student then goes on to solve the equation and determine the answer. The program reinforces the analytical process by illustrating why that equation is correct. If you're a teacher or parent, or a student struggling with algebra, this disk may clear up a lot of confusion.

ON-LINE NETWORKS

America Online

Quantum Computer Services
8619 Westwood Center Drive
Vienna, VA 22182
(800) 827-6364
(800) 227-6364
\$5.95/month membership
\$5 to \$10/hour connect time

CompuServe

Information Service
P.O. Box 20212
Columbus, OH 43220
(800) 848-8199
\$39.95 membership
\$6 to \$12.50/hour connect time

GENie

General Electric Information Services
401 North Washington St.
Rockville, MD 20850
(800) 638-9636
\$29.95 membership
\$5 to \$18/hour connect time

APPLE II USER GROUPS

Big Red Computer Club

423 Norfolk Ave.
Norfolk, NE 68701
(402) 379-4680
\$19.95/year membership

Boston Computer Society

1 Kendall Square
Cambridge, MA 02139
(617) 252-0600
\$39/year individual
\$49/year family
\$28/year students
\$28/year seniors

Eamon

Adventurers Guild
7625 Hawkhaven Drive
Clemmons, NC 27012
(919) 766-7490
\$7/year

National AppleWorks User Group

P.O. Box 87453
Canton, MI 48187
(313) 454-1115
\$29/year membership

Teachers' Idea & Information Exchange

P.O. Box 6229
Lincoln, NE 68506
(402) 483-6987
\$39.95 + \$3 shipping (6 disks)
\$75.95 + \$3 shipping (12 disks)

User Group Locator

Apple Computer Inc.
20525 Mariani Ave.
Cupertino, CA 95014
(800) 538-9696 x500

Number Games 1. Noted Apple II educator Phil Shapiro of Balloons Software has created a \$10 shareware collection of simple math games covering estimation skills, mental arithmetic, and spatial reasoning for elementary- and middle-school children. Also included are a maze game that youngsters of all ages are bound to enjoy; a game introducing second- and third-graders to the concept of multiples and multiplication; a game to help children learn how to add and subtract large numbers in their heads; and a game that introduces fifth-graders to the concept of square roots.

Struggle for Guadalcanal. If you're into strategy games, there are none better than Jeffrey Roy's. *Struggle for Guadalcanal*, a detailed war-strategy game, covers the events that transpired in 1942 in the Pacific Theater of World War II. You play against an opponent, either in person or over a phone line via modem.

You command 170 naval vessels, hundreds of aircraft, and nearly 50,000 troops, and assemble task forces, which can move independently of each other. Air searches and attacks are computer assisted. All ships, airplanes, and troops are historically rated. Detailed maps are available if you're using a GS, or through the mail from the author of the program. *Guadalcanal* runs on a 128K enhanced Apple IIe, IIc, IIc Plus, or IIGs.

USA States and State Capitals. One of the best freeware drill-and-practice educational programs available is written by Robert C. Moore, the author of the Apple IIe hypermedia development system *StoryWorks*. *USA States and State Capitals*, often referred to as *USA.System*, is a great tool for learning United States geography.

The program includes eight exercises. One activity displays a high-resolution map of the United States, with one state flashing; the student must choose the correct name from a list of choices. Another activity shows the outline of a single state, and the student must type in the name of the capital. This program requires only 64K.

FOR YOUR GS

Blackjack Tutor 2.0. Blackjack Tutor, Dave Tribby's freeware gift to the Apple IIGS community, is the classic card game 21, set up to offer expert advice during game play. Tribby hopes you'll use Blackjack Tutor to learn how to play the game based on commonly accepted rules for winning, and then take your knowledge to Las Vegas or

Reno. Blackjack Tutor lets you customize the game so that it uses an actual casino's house rules. The program keeps track of all your winnings, gives advice, generates a running graph of your winnings or losings, and even lets you buy insurance or double down your bet. If you're an experienced card player, you'll like this game. If you're not already a card shark, you will be after a few sessions with Blackjack Tutor.

Clone Games. The Apple IIGs has its own share of freeware and shareware games based on popular coin-operated arcade games. **Columns 2.0**, a \$10 shareware program by Kendrick Mock and James Brookes, is a fabulous Tetris-like game that includes full super-hi-res color, a toe-tapping rock-'n'-roll soundtrack, and digitized sound. **Space Clusters**, freeware by the French United Crackers Klan, is a fast-action game based on the standard Galaxian; and **Dr. Mario**, by Blue Adept, is based on its more widely known Nintendo counterpart.

DreamVair. In the past year, a new type of graphics file that displays pictures in 3200 colors has gained acceptance among the GS community. DreamVair, from Stephen Chiang and Jason Anderson, the same people who programmed DreamGrafix, the commercially available 3200-color paint package, is a \$10 shareware program that displays all types of GS graphics, including 3200-color. What sets it apart from all other graphics utilities is that it lets you view images in slide-show fashion while listening to a Sound Smith rock-'n'-roll soundtrack.

Easy Dead. An early effort of the French Free Tools Association, this joystick-controlled action game recently made its way to the United States. It's a cross between Arkanoid and Crystal Quest: As colored balls chase you around the screen, your goal is simply to stay alive. After getting killed off in 30 seconds, you'll know why the FTA called this Easy Dead.

ExplorerGS. For a \$10 shareware fee you can experience ExplorerGS, a super-hi-res, graphics-oriented adventure game by Jason Smart. Three scenarios are included: *Valley*, *Island*, and *Forest*. In these games you'll battle monsters and search for hidden riches and vast wealth. As you move about the game board, an auto-mapping feature charts your progress. Other standard features of role-play adventure games are also included.

What's even more fun than playing a computer game? Creating your own from scratch, of course. Included with ExplorerGS is **Game Maker**, a \$10 shareware add-on module that lets you create monster-filled nightmare scenarios, or those old favorites in which you ride off into the sunset with the beautiful princess. No programming skills are required.

HyperStudio Developer Pack. HyperStudio is one of the best-selling GS programs of all time. If you're a shareware author, you may want to consider creating add-on programs and modules for the expandable HyperStudio system; if you're also a Merlin 16 Plus or ORCA/M programmer, the freeware Developer Pack will help you

MAIL-ORDER VENDORS

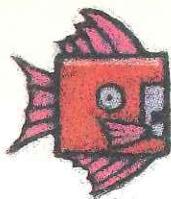
Caloke Industries
P.O. Box 18477
Raytown, MO 64133
free catalogue

Christella Enterprises
P.O. Box 82205
Rochester, MI
48307-9998
\$2 catalogue/demo disk

Computer Budget Shopper
2203 Park Avenue
Cheyenne, WY 82007
\$3 catalogue

Moonlight Software
P.O. Box 179144
San Diego, CA 92177
free catalogue

Public Domain Exchange
2076C Walsh Ave.
Dept. 932
Santa Clara,
CA 95050
(800) 331-8125
(408) 496-0624 (CA)
\$6.95 + \$2 postage
GS directory
\$3.95 + \$1 postage
file directory



reach a new market. With special stacks, documentation, source code, samples, and an *Extra Manager*, you'll be on your way to programming new transitions, button actions, and other goodies. Developer Pack requires HyperStudio 3.0 and a knowledge of computer programming.

Sensei. Miami Beach Productions, a French group, has now released Sensei — its final GS game. This ultimate karate simulation is visually stunning and contains some of the most beautiful computer graphics screens ever seen. It includes one- and two-player modes; in two-player mode, one person uses a joystick while the other uses the keyboard. The game allows for 11 different moves and provides 12 levels of challenge. Sensei includes realistic digitized sound effects and a fantastic soundtrack. This game was originally scheduled for a commercial release in France, and when the software publisher went out of business, Miami Beach Productions released it as freeware. Thanks, guys.

Simple Animation Program. If you like the Free Tools Association's animation demos and wish you could create similar software, you can — thanks to Kenrick Mock's freeware Simple Animation Program. SAP 0.5 lets you create animated sequences complete with jazzy Sound Smith soundtracks. You can add digitized sounds easily as well. No programming skills are required. All you need are 1.25 megabytes of RAM, an active imagination, and a paint program. Use your graphics package to create backgrounds, then add animated actors, dancing letters, and Sound Smith songs.

SAP includes three modules: *Projector*, to run the animations; *Actoredit*, to create action; and *Scenedit*, to piece your animation together. Also included are complete documentation and a step-by-step tutorial.

Sounds of History. Joel Helton, an educator from Tennessee, has produced a series of HyperStudio stacks called Sounds of History — multimedia in the truest sense of the word. Using a Quickie hand-held scanner, Helton input a number of photographs of historical people and events, then added associated recordings and other relevant text information.

Volume I includes memorable occasions such as the speech given by Edward VII as he abdicated his throne for the woman he loved; an account of the Hindenburg disaster; a rare sound recording of Thomas Alva Edison from 1912; a speech by Charles Lindbergh upon his return to the United States after his 1927 solo crossing of the Atlantic; and a version of the World War I-era tune *Over There*, sung by Enrico Caruso.

Volume 2 is devoted primarily to the sights and sounds of World War II. You'll hear Neville Chamberlain, prime minister of England, announcing the start of World War II in 1939. You'll hear his successor, Winston Churchill, proclaim during the Battle of Britain that "this was their finest hour." You'll hear General Dwight D. Eisenhower announce that Allied Forces have landed on the beaches of Normandy on D-Day. You'll hear Harry S Truman announce both the surrender of Germany on VE Day and the dropping of the first atomic bomb on Hiroshima. Jumping ahead 40 years, you'll hear the last words transmitted by the crew of the space shuttle *Challenger*.

Volume 3 could be called "Baseball's Greatest Moments." In this stack, you'll hear Lou Gehrig's 1939 farewell address at Yankee Stadium, when he calls himself "the luckiest man on the face of the earth." You'll also hear Babe Ruth's 1947 farewell address at Yankee Stadium; the announcer losing his composure as the New York Giants win the 1951 National League pennant on Bobby Thompson's famous home run; and the conclusion of Don Larsen's 1956 World Series perfect game. Perhaps the most famous of all baseball expressions, Abbott and Costello's "who's on first," concludes this stack.

Star Trek Classic. Joe Jaworski has updated a classic text-based adventure and created a stunning super-hi-res, mouse-driven version of one of the earliest games ever written for the Apple II: Star Trek Classic (\$20 shareware fee, 1.5 megabytes of RAM required).

As Captain Kirk, you'll discover that your next mission is to make the galaxy safe from the Klingons. As the game begins, you'll hear the *Star Trek* theme song, digitized from the TV show. You'll soon learn that 21 invading Klingon ships have been spotted. If you don't stop them in 31 days, Federation headquarters will come under attack.

Just as on the USS *Enterprise*, you have access to the ship's computer, navigation system, and short- and long-range sensors. You'll be able to assess damage control, launch photon torpedoes, and direct phasor fire toward the enemy. Will you save the Federation? Stay tuned.

SOFTWARE, SOFTWARE EVERYWHERE

No one will dispute the statement that the number of new commercial programs for the Apple IIe/c and IIGS is somewhat limited now. A trip to a retail software store may be more frustrating than fun these days, but the silver lining to that cloud is the enhanced visibility of some very creative public-domain and shareware programs. You may have to spend some time poring over the huge number of options available, as quality in this genre varies greatly — but don't let *anyone* tell you there's no new software for your Apple II. □

CONTRIBUTING EDITOR JOE KOHN IS THE AUTHOR OF *inCider/A+*'s MONTHLY "SHAREWARE SOLUTIONS" COLUMN IN THE WHAT'S NEW SECTION. WRITE TO HIM AT 166 ALPINE STREET, SAN RAFAEL, CA 94901. ENCLOSE A SELF-ADDRESSED, STAMPED ENVELOPE IF YOU'D LIKE A PERSONAL REPLY.