

The
Q-N-LINE Letter

JUNE 1981
Volume 1 — Number 1
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Welcome to Cranston Manor

Winning Strategies
for Adventures

Questions & Answers
on **SuperScribe!**

PREVIEW of
Cranston Manor
HI-RES Adventure #3

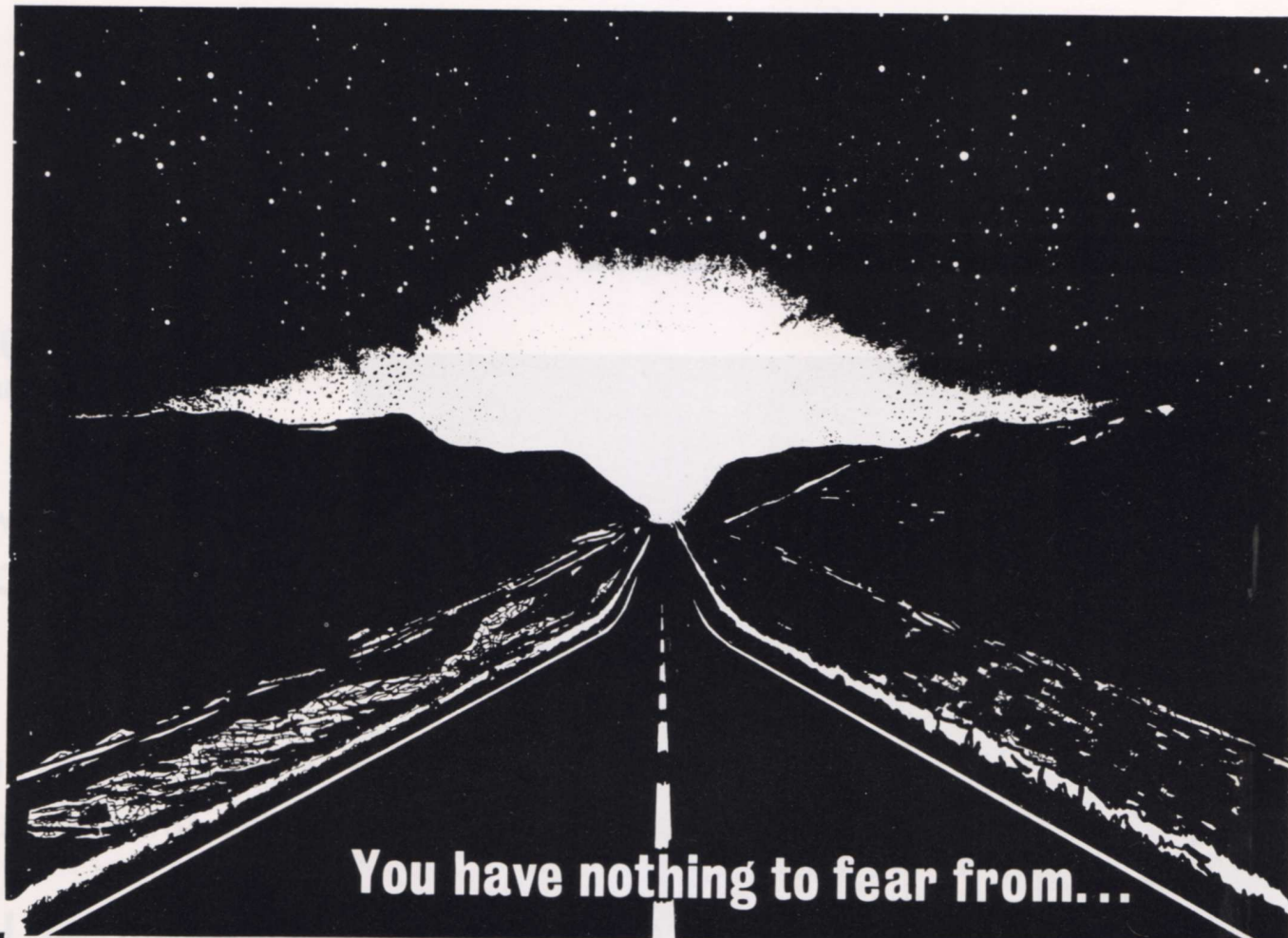
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ON-LINE'S
**Applesoft *
Compiler**

Introduction to
CRIBBAGE

Plus ON-LINE'S **1st**
ANNIVERSARY

Strategy at
SABOTAGE

plus more . . .



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*ON THE COVER . . . artist Duke Haubelt's rendition of
CRANSTON MANOR, On-Line Systems most recent addition
to a line of great adventure games for the Apple.*

*Cranston Manor is an adventure game set in contemporary times in
Coarsegold, California.*

It seems that old man Cranston was not exactly your
run-of-the-mill type millionaire. Exactly how he made his
fortune is unknown (it appears he wasn't a man known for

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**articles were contributed by
the On-Line staff**

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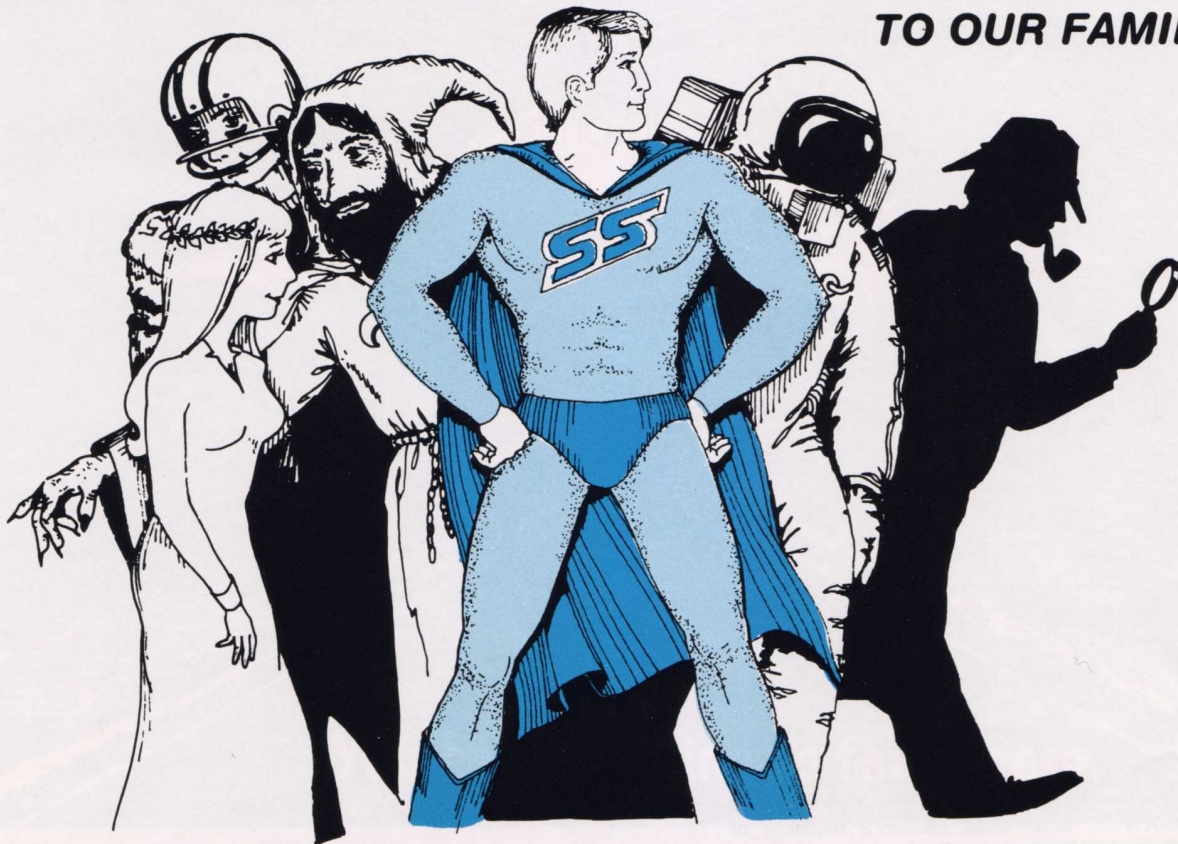
either scruples or morals). Before his untimely death, he
had amassed an uncalculated fortune in jewels, gold and
various other rare and expensive items. Cranston was
aware of the fact he was dying. He had lived a life of
excessive luxury, pleasure and sin, and knew that soon he
would end up "paying the piper"! Being a greedy and
covetous old man, he figured that if he couldn't take it
with him, no one would take it when he was gone. He hid
his treasures throughout the mansion and property
encompassing it.

Old man Cranston is now the "late" old man Cranston.
Rumor has it that his disembodied spirit roams the estate
guarding the hidden riches. You are placed in the
deserted town of Coarsegold (smothered by Cranston's
greed and plotting) and it is your goal to find the treasure
so that the town may once again become the center of life
for the thousands who once lived there. It won't be easy,
and it won't be without it's terrifying risks!

Cranston Manor has over 200 pictures in living Hi-Res
Color and is sure to bring you and yours many hours of
fun and adventure. Harold DeWitz, the author of
Cranston Manor, has worked long and hard to make his
game meet the quality standards of On Line Systems so
that you enjoy Hi-Res adventure at it's best. To get
started on this new adventure, check with your local
computer store or simply use the enclosed order
form . . . and watch out for the spirits of evil old men!

ON-LINE systems

**IS PROUD TO ANNOUNCE A NEW ADDITION
TO OUR FAMILY!**



SUPERSCRIBE

(Formerly SuperScript)

SuperScribe is the most powerful and easiest to use Word Processor available for your Apple II or II Plus computer. Besides leaping tall buildings in a single bound it:

- Gives true upper/lower case text on your screen with no additional hardware whatsoever.
- Works with documents larger than the amount of memory in your Apple - transparently to you!
- Edit not only letters but also any text or binary file, or even basic programs!
- Automatically generates up to 4 separate indices for your document!
- Save typing time through a unique ability to designate specified keys as commonly used words, phrases or even commands!
- Globally search for or replace character strings.
- SuperScribe has a built-in instruction capability such that if you forget how to use a command and the manual is not close by - you may simply ask SuperScribe!
- Supports multiple disk drives!
- Will support alternate character sets.
- Produces form letters using address files easily!
- Supports the shift key modification if made to your Apple.
- Lets you work with your text on a screen at a time basis - reducing typos and allowing you to see your document as you edit it.
- Works with any printer!
- Supports the language card or any 16K expansion Ram card to keep more of your document readily available in memory.

SuperScribe is 100% machine language and requires only a 48K Apple II or II Plus with a disk drive. It may be purchased through your local computer store or direct from us by sending \$89.95 plus \$2.50 to cover shipping to:

ON-LINE SYSTEMS - 36575 Mudge Ranch Road - Coarsegold, CA 93614 - 209-683-6858

C.O.D., Master Charge or Visa accepted

Questions and Answers on

SUPERSCRIBE

Are you thinking about using your Apple for more than games? Maybe you're considering a word processor or maybe the one you have isn't meeting your present needs. With so many on the market today, which one is right for you and your particular need. We have compiled a list of questions (with answers) regarding SuperScribe, On-Line's word processor, from a diverse background of word processing users. Those who use SuperScribe and those looking into purchasing SuperScribe or any word processor should find questions applicable to their use.

Q. Is it compatible with the Epson MX-80 printer?

A. Yes, SuperScribe provides capability to be used with the control commands that the MX-80 uses.

Q. Does SuperScribe support the functions of the Centronics 737 printer like: underlining, proportional print with full justification, subscripts, elongated print and tabs?

A. SuperScribe will work with any printer that uses an intelligent interface and provisions have been made to easily incorporate custom printer drivers.

Q. Will it send upper/lower case to the printer without additional hardware?

A. Yes.

Q. Is it compatible with 80-column boards?

A. Currently, SuperScribe cannot be used with an 80-column board. We will be supporting the Videx in the near future and plan to support most major boards soon thereafter. **

Q. How does it compare with CP/M system word processors such as Wordstar?

A. SuperScribe requires no additional hardware to run on an Apple computer. Whereas all CP/M word processors require such modifications as a Z80 softcard & a 80-column board (not to mention the price difference for the program itself).

Q. Can graphics be outputted on a line plotter, if so, are there limitations to plotter types?

A. SuperScribe will output to any device that works with a serial or parallel interface card.

Q. In line with CRT display and the preceding question, is color capability possible?

A. Yes.

Q. Capabilities such as formstop, lines per page, etc.?

A. Yes, these capabilities as well as continue printing, fast/slow print, pause at page end and more.

Q. How does it format text on the screen?

A. Text is displayed on the screen at 40-characters per line. If the last word of the line does not fit, it is brought down to the next line (no hyphenation needed). You are not limited to working with one line at a time; you may work with anything from one character to an entire text file.

Q. How is print formatting accomplished?

A. Report formatting is specified through use of embedded format commands such as; paragraph (.pa), start new page (.np) etc.

Q. Does it handle boldface and square bracket?

A. Yes.

Q. Does SuperScribe chain files for printing?

A. Yes.

Q. Does it have block commands like move, save and delete?

A. Yes, you can move and delete simultaneously from any portion of the text. Deletion alone can be done up to 255 characters or you can kill one line at a time.

Q. Are Files DOS compatible?

A. Yes, SuperScribe works with any standard sequential text or binary file.

Q. If SuperScribe only has a 40 column screen, how are wider documents supported?

A. When your document is printed it is formatted automatically to the form width specified at print time.

Q. Does SuperScribe have cursor positioning sensing & movement within the program?

A. Yes.

Q. Presuming that the lower case is done by hi-res screen, does this slow down the program enough to put a constraint on how fast new text may be typed in?

A. Lower case is accomplished through the use of hi-res screen. No, this will not put a constraint on how fast text may be typed in.

Q. Can tabs be set?

A. Yes, SuperScribe offers two flavors of tabbing. On the screen, moving cursor to desired location, or tabs can be set for the printed output.

Q. Will the screen adjust when a large insertion is made in a line so that words at the end of a line scroll down to the next line?

A. Yes, again the word at the end of the line(s) if it doesn't fit, will be brought down. Any amount of text may be inserted.

Q. How much text is displayed on the screen at once?

A. A full (screen) page, 20 lines consisting of 40 characters per line.

Q. What is the shift key modification mentioned in the SuperScribe ad?

A. The Apple II computer as shipped by Apple has no means by which a program can distinguish between a shifted letter and one which is not. The hardware simply

Continued on next page . . .

Q's and A's

Continued

was not designed with upper/lower case capabilities in mind. The "shift key modification" is a fairly standard operation most dealers can perform at a nominal (if any) charge. Basically, all that occurs is that a wire is run from the bottom of the shift key to the game paddle connectors inside your Apple. In no way does this modification affect the operation of your computer or game paddles except while using SuperScribe. SuperScribe does not require this modification and provides an alternate means of obtaining upper case, however, we do recommend it.

Q. How is shifting cases accomplished when the modification is not made?

A. Simply by hitting the escape key, once for the immediate next letter and twice to lock the keys into upper case.

Q. Does it have right justification?

A. Yes, SuperScribe will right justify on any standard printer. If you are using a typewriter for output, it may be different. Please check with us about any problems.

Q. How much text can SuperScribe edit?

A. 60K, 10K in memory without a RAM card, 20 with.

Q. What other special features does SuperScribe have?

A. SuperScribe allows you to replace frequently used words or sentences with just one character to make your typing easier. These can be tabled and saved to disk for future use. It also has automatic scrolling of text, unlimited formatting, saving of formatting parameters.

Q. Do you offer the semi-standard deal whereby documentation can be purchased separately with credit towards the purchase of the program?

A. Yes, On-Line Systems is making this offer available. Documentation is \$10.00 applied toward program purchase, should SuperScribe be purchased within 30 days.

Q. Can backup copies of the disk be made using standard copy programs?

A. SuperScribe is not copyable. A backup copy of SuperScribe can be obtained by sending \$5.00 with the product registration card.

Q. Can SuperScribe edit files created on another word processor like Pie or Applewriter?

A. Yes, SuperScribe will run any standard sequential file created on any other word processor.

**** NOTE:** We are pleased to announce, in version 3.0 of SuperScribe (which should be ready by July 1981), print preview capability. This allows you to see your text, as it will print, without printing. This is done using a compressed character set giving you a 70 column screen and requires no additional hardware. This 70 column mode will also be available from the editor simulating the use of an 80 column board. This release will also include proportional spacing.

We hope these questions and answers aid you in your search for the right word processor for you. We recommend that you check with your local dealer about a demonstration. If you have any more questions please call or write us.

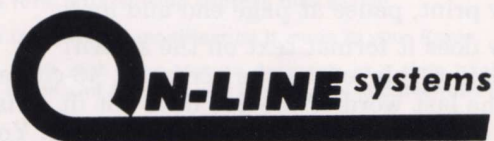


In this arcade-quality action game you command the Nation's missile defense center to defend against a foreign missile attack. As missiles drop from the sky, you must shoot them while trying to protect your six cities and three missile bases. An automatically escalated skill level ensures that the better you get the tougher missile defense gets!

- Fast machine language. Hi-Res animation and sound!
- Rapid fire capability - mark and shoot at many targets simultaneously!
- Works great with keyboard only, paddles or joystick!
- Separate control over all three missile bases!
- Bonus cities awarded for high scoring!

WARNING: This game has been known to cause addiction and should be used with extreme caution!!!

Missile Defense runs on any 48K Apple II or II Plus, DOS 3.2 or 3.3. Available now for \$29.95 on disk from your local computer store or you may order directly from:



36575 MUDGE RANCH ROAD
COARSEGOLD, CA 93614
209-683-6858

ORDERS MAY BE CHECK, VISA, MASTERCHARGE OR C O D

Winning Strategies For Adventures

— by Roberta Williams

My name is Roberta Williams and to date I have written three adventure games. These are: *THE WIZARD AND THE PRINCESS*, *MYSTERY HOUSE AND MISSION ASTEROID*. I am currently working on a fourth, (tentatively called, "*THE TIME ZONE*"), which will be on the market this fall. So far, these games run only on the APPLE, but will be available for the ATARI by the end of the summer.

I love adventure games because they take me away from the real world and make me feel as if I really were on an adventure in a strange land. I have always had a vivid imagination, which was a drawback as a little girl; day-dreaming instead of doing my schoolwork. I have played quite a few adventure games, notably; "*ADVENTURE*" by Willie Crowther and Don Woods, "*THE COUNT*", "*ADVENTURELAND*", "*STRANGE ODYSSEY*", by Scott Adams, "*JOURNEY*", by Softape and "*ZORK*", by Personal Software. I know there are many of you who have played more adventure games than that, but since I have started writing my own, I don't have time to play them anymore.

As a writer and player of adventure games, I feel qualified to give some helpful hints on solving them. Before I get started, however, let me explain what an adventure game is. This is for the benefit of those who have never heard of an adventure game, there are plenty. When people ask me what I do for a living, I hate to tell them. They just don't know what I'm talking about.

Adventure games are also known as "Fantasy Role Playing," games. They usually revolve around a certain story or theme. For instance: "*ADVENTURE*", is about traveling through a cave, "*THE COUNT*", is about Count Dracula and his castle, "*MYSTERY HOUSE*", is like a "whodoneit", in a spooky old house. No matter what the theme, they all have a goal, or goals, that the player has to accomplish. The goal may be to find treasure that is hidden in a mythical land and get out alive, rescuing a princess from an evil wizard, or saving the Earth from an asteroid that is about to smash into it. The trouble is, these goals you are to accomplish are always hampered by puzzles to solve, or monsters who are trying to stop you.

One of the most common and perturbing puzzles in adventure games, is the inevitable maze. Mazes can be anything from three places that seem alike, to forty places exactly alike that interchange and mingle among each other. Sometimes a maze can be random, (meaning that you don't get out, no matter what you do, until the computer decides you can). The confusing thing about most mazes is that all places look or seem alike. So, no matter what direction you go, you don't know where you are, where you've been, or where you are going. That makes mazes impossible to map, unless you can make each place look different. The answer to this problem is really quite simple: drop objects along the way. When you first enter a maze, drop an object there, right away. Then you will know that is the place to exit from the maze. Get as many objects as you can and drop one each place you go. Then try going all directions from each place and soon you will start seeing objects that you have dropped. Draw a map mark-

ing down what you dropped, the direction you went, what you dropped at the next place and what direction you went from there. After awhile, when you start running into previously dropped items, you should be able to look on your map and see how you got there. Sometimes treasure or items that you need are hidden in the maze and you have to find them using your map. There is a desert maze right at the beginning of "*THE WIZARD AND THE PRINCESS*", with fourteen different places that all look alike. Unfortunately, there are only four objects that you are able to carry at that time, which are not enough objects to enable you to map the maze. There is something different about each of the places, though. Half of the desert maze has a rock in the picture and the other half doesn't. Each rock is drawn in a slightly different position, so, the idea is to drop objects where there are no rocks then where there are rocks. Mark the positions where they are drawn. (HINT: There is one rock in the desert maze that you can get. Look at each rock before trying to get it.)

The most important thing to remember is to always map your way through this mythical land right from the very beginning. If you don't, you will get lost right away, or miss out on some important places to go. Try every direction that is possible everywhere. Don't be afraid of trying ideas. Try everything, say everything. You won't hurt the computer if you type in something it doesn't understand. Sometimes the most outlandish things will solve a puzzle, sometimes only the most logical. That is why you need to try everything. Most adventure games have provisions for saving and storing your games along the way. Save your game often. Especially right before you try to solve a puzzle or fight a monster. If you get killed, or lose an object in your endeavor, you can restore your game to right before the incident and try again. Objects almost always have a use somewhere. Sometimes a sneaky author will throw in something that you can carry around, that does absolutely nothing, but basically, objects have a use. Usually objects are used only once or only at one place, but not always. Weapons seem to have a higher percentage of being used more than once.

In some adventures you are limited by the number of objects you can carry at one time. When it comes to a decision as to whether you should keep carrying an object that you already used, or drop it so you can get a new one, I would be inclined to drop it in order to be able to carry a new one.

Be aware of anything in the game that the author is trying to point out to you, however subtle. For instance, if the game says there is a tree here larger than the rest, that probably means that you should do something about that tree. Climb it perhaps. Or if the game says that the book is covered with dirt, that could mean if you remove the dirt you might be able to read the book. Look for everything, items that are more prominent than others, or just somehow different. Examine all items, unless you examine it more closely, or open it to look inside.

I believe these are the most important hints to solving an adventure game. The rest is up to you. Be creative, use your imagination, don't overlook anything, and most of all . . . HAVE FUN!!!

Making Money With Your Computer

by Ken Williams

Since the success of ON-LINE SYSTEMS, many people have asked about the possibility of having their computer work for them.

First, can you make money with your computer? In answering this question let's look at some guesstistics (like statistics but based on debatable facts). There are approximately 200,000 Apple computers out there. Probably half (my guess) of those were bought by persons convinced fame and fortune would be theirs. In actuality I doubt 1% of those persons are earning an income from their computer.. So, the answer to our opening question is "yes" you can make money. What I hope to address in this article is those pitfalls that befell the other 99% of aspiring programmers.

WHAT IS REQUIRED

Certainly, the first thing you must own is a computer. It should reflect the average computer owned by the marketplace to which you wish to sell. Currently, for the Apple this is a 48K Apple II plus with at least one disk drive. For development purposes you may require additional hardware and software. Of course it depends on what you're developing, but I recommend; a 16K Ram card, a graphics tablet, a good monitor, a good assembler (I as well as most other professional authors I know are partial to Lisa 2.0), if writing in basic; an Applesoft compiler and perhaps a 3-D graphics package.

Another thing that is required and is usually a little rougher is time. In general, it is safe to say that there is no way that a marketable piece of software is going to come out of two weeks work. I would guess at 2-3 months development time on a game and 6+ months for any sort of business software.

Lastly, and most important of all, is talent. I see no way a Basic programmer regardless of skill is going to develop an arcade quality game. A Basic compiler will hide some inefficiencies, however, the Apple which just isn't that fast at animation anyway and really requires 6502 assembler. If all you know is Basic, direct your efforts toward non-performance critical software. Some business software and strategy games lend themselves quite nicely to Basic. One of my favorite games "The Prisoner" was implemented in Applesoft. In general make sure you're using an appropriate Language for the product you're writing. Also, make sure you're doing things fast enough for most Apple-ications. The best idea developed at great lengths using in-appropriate technology will not find a marketplace.

WHAT TO WRITE

I don't know . . . but I do know a good idea when I hear it. At one time I thought I knew but then I ran an ad requesting software authors to call for ideas. 1000 responses later I'm completely burned out. Instead I'd rather cop-out by giving you the same guidelines I'd use if I were going to try to develop a new product.

I see no way that my company would market an adventure game developed outside our own organization. This of course is due to our own line of adventure games toward which I'm slightly prejudiced. I would like to see someone take this form of entertainment one step further into an actual real-time animated simulation. I also suspect a great deal could be borrowed from Dungeons and Dragons to heighten the realism of an adventure game.

I'm fairly convinced (although I'm constantly proved wrong) that quarter style arcade games for the Apple are a passing fad. When someone owns a computer and has more than three minutes to play a game I think you have an obligation to challenge their mind as well as their manual dexterity. In designing an arcade game design into it a great deal of variety. I think that at this time I would only be impressed with an arcade game with a very realistic scenario behind it. Perhaps many different arcade games linked together by some ploy and even a save/restore game feature such that when a portion of the game is mastered it never need be bothered with again.

Sports simulations always seem to find a marketplace. I'm fairly convinced we shall not see a better Football or Soccer than my company markets, but will the day come when someone will implement a baseball game that can turn a double play? Still to be properly simulated are golf, bowling, ping-pong (I know it's been done but not in 3-D) arm wrestling, mud wrestling(?), Auto racing, boat racing, etc, etc. Most of these sports have been neglected because there is no easy means to control action or because the resulting game would be boring. Perhaps you have an idea?

Realistic simulations of events will always be popular. For instance Sub-Logics Flight Simulator (a favorite of mine). Simulations of this sort still need to be written. How about simulating piloting a helicopter, landing the space shuttle, or driving the Indy 500? A simulation in this vein should be complete with related instrumentation and realistic simulated motion. Before starting a project, give thought to implementing in such a way that a large portion of the code might be shared with future products.

A couple of things I might warn you about. First, stay away from products that have only some programming trick going for them. I put into this class some games I have seen lately that are boring but sell due to cute ideas with scrolling the Hi-Res screen. Gimmicks are nice but get old after a short period of time. Also, at least if your intention is to market through my organization, stay away from hardware specific applications. For instance I'd have a hard time mass marketing software to interface an Apple to a Porsche even though you spent six months getting it to work.

There will always be a need for more software develop-

ment tools. How about a debugging language for the Apple III which barely has a monitor, a 3-D animation package with clipping and hidden line suppression, a faster animation package, a complex debugger with conditional breakpoints for assembly program development, a generalized copy protection scheme or ???

I would like to see some other languages supported on microcomputers. For instance, RPG or COBOL. Also necessary are AD HOC query languages such as are available on the large mainframe computers. Also, and I'm not sure why this hasn't occurred yet, we greatly need some standardized ISAM file access techniques.

The business software marketplace is still wide open. Especially needed are financial modelling and forecasting tools. I still haven't seen a personal finance package or a personal tax preparation package I'm happy with. Also what about software to back up a secretary in a standard office environment (taking messages, logging phone usage, scheduling meetings)? How about software to compute UPS charges for companies like mine that ship dozens of packages a day? What about standard costing software?

Due to space limitations I will discontinue at this point listing possible products but hope this will have set you thinking. Please do not feel that if you have an idea and its not on this list it has no market. First, I may not have thought of it, and second, I've been wrong more times than I can count.

HOW ON-LINE SYSTEMS WORKS

On-Line Systems is a publisher of software and behaves much the same as I envision a book publisher must. All software we market is written by some author who receives a royalty on it. If we publish a game which does not sell, the author does not receive a cent. Of course, our intention is not to publish software that does not sell, rather, we need to sell almost 500 copies of a product each month just to consider ourselves to have broken even.

If you think you have a product that we might help you market, it should be submitted to us with whatever documentation you have on disk and by mail. We look forward to receiving submissions such as this and will open it and generally form an opinion immediately. I have to confess to a certain amount of bluntness in dealing with authors. There are products that simply cannot sell in the quantities needed for us to make money. Also there are products that are fantastic but simply do not fit our product line. In these cases I will simply reroute you to a publisher who I feel can make you more money.

Should On-Line Systems market your product we will provide a tech-writer for the documentation, provide all packaging materials, copy protect the software, advertise the product and help you find any hidden bugs. After you turn over a product to us you do nothing but wait for royalty checks. We do require that we are the only organization allowed to publish your software for some period of time (usually three years) and that you take all possible action to keep the product state of the art. Also, you are required to fix any bugs that may turn up, as fast as humanly possible.

Royalties are paid monthly based on any sales invoiced during the prior month and usually equal approximately 16% of the list price of the product.

HOW ON-LINE SYSTEMS CAN HELP

If you are now developing a product that you would like us to market upon completion, we would like to hear from you as early as possible. Usually I can tell you immediately how well it will sell and whether or not we would be interested. It saddens me greatly the number of months effort I have seen wasted on products that never had a chance.

I have a staff of terrific programmers in addition to myself that can aid you with technical support and suggestions. Also with hints on how to do things such as making it easy to move your software to another computer later. We also tend to be great to "blue-sky" with about possible additional features in a product.

Once I have some strong feeling that you will be able to make me money I am also able to help you with items such as hardware. For instance, I have loaned several people ATARI'S with which to convert existing APPLE software. Unfortunately due to the number of requests I get for this type of assistance it is highly unlikely I will be able to do anything for you until you have proven yourself by actually implementing something.

IN SUMMARY

I don't think we have begun to touch the limits of the capabilities of the Apple computer, yet I suspect even more powerful machines may fall into the personal computer price range soon. There will be a great deal of money made by those with the creativity and foresight to provide the software needed by this rapidly expanding audience. Realistically speaking, though, only a few persons have the talent and dedication required. I hope this article will have helped you decide if you have what it takes and to pick a direction.

AUTHORS WANTED!

Apple/Atari

Do you have what it takes to develop software for ON-LINE SYSTEMS? We require knowledge of 6502 Assembler, and the dedication to develop products other companies only dream about! If you can meet the challenge, here's what we can do for you:

- Highest royalties in the industry!
- Monthly royalty payments - based on sales during the month, no waiting for payment!
- We have a full-time person on the staff dedicated to copy protecting your products!
- We have a large collection of software development tools and graphics routines to aid you in your development!
- We have many ideas to get you started . . .
- We can supply any hardware you think you might need!
- I (Ken) will personally be available at any time for technical discussions, helping to debug, brainstorming, etc.
- We do all packaging, advertising, artwork & distribution for you!
- The chance for financial independence! No need to ever work anyone else's hours again . . .

For more information, contact **Ken Williams**

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Coarsegold, CA 93614

QN-LINE systems

Presents

EXPED

By Stewart Einstein

The Applesoft Compiler*

EXI

Expediter II provides an easy means by which Applesoft BASIC programs written for the Apple II/III Computer may be translated into machine language. As a result, the compiled version of the program will normally execute from 2-20 times faster. All features of Applesoft are fully supported including the use of the Hi-Res graphics, shape tables, Lo-Res graphics, defined functions and DOS commands.

There is no additional BASIC syntax to learn, and most compilations can be performed with one simple command.

EXPEDITER II

and Dennis Goodrow

EXPEDITER II is a registered trade mark of Einstein/Goodrow

- BASIC programs up to 1000 lines long may be compiled.
- Debugging of compiled code is aided through use of such tools as TRACE capabilities and a complete symbol table listing.
- All DOS functions are supported in exactly the same way as in the uncompiled BASIC program—nothing new to learn.
- All standard Applesoft error messages are supported.
- Erroneous statements are flagged during program compilation.
- Compiles BASIC programs at approximately 30 lines per minute.
- Comprehensive statistics are generated at compile times such as total memory requirement, starting address of the compiled machine code for each line of the Applesoft program, etc.
- Programs will normally execute 2 to 20 times faster after compilation.
- All capabilities of Applesoft are fully supported.
- Applesoft programs may be compiled to reside at any location in the Apple's memory. This feature permits multiple Applesoft programs to overlay each other and the use of compiled Applesoft programs as subroutines.
- Variables may be designated as "local" to an Applesoft program or "global" to all Applesoft programs in memory, thereby facilitating inter-program communications.
- Extensive use is made of pre-existing routines within the Applesoft ROM. This minimizes the memory required by compiled machine code.

Expediter II runs on any Apple computer with Applesoft in ROM, 48K and a disk drive. It will be available on July 1, 1981 for the introductory price of \$99.95.

ON—LINE CELEBRATES



Mr. and Mrs. Al Remers (California Pacific Computers)

On May 16, 1981 On-Line Systems celebrated its first year in business with a Western Dinner/Dance. Members of the computer industry from San Francisco to San Diego were present. In spite of Ken Williams' (the boss) embarrassing conduct, everyone managed to have a good time . . .



Vivian (Rainbow Computing) and Ken (On-Line Systems).



Dave Williams, left and John Williams (On-Line Systems).



Randy Hyde (Lazer Micro Systems), Ken Williams (On-Line Systems) and Phil Knopp (Sirius Software).



Bob Bishop, Mr. and Mrs. Roger Wagner (Southwestern Data Systems); Dave Gordon, Sherwin Steffen (Eduware); Mr. and Mrs. Phil Knopp (Sirius Software); Gary Kofler (Datasoft).

FIRST ANNIVERSARY



Ken with his "spellbound" audience.



Jean Bown, On-Line's Employee of the Year.



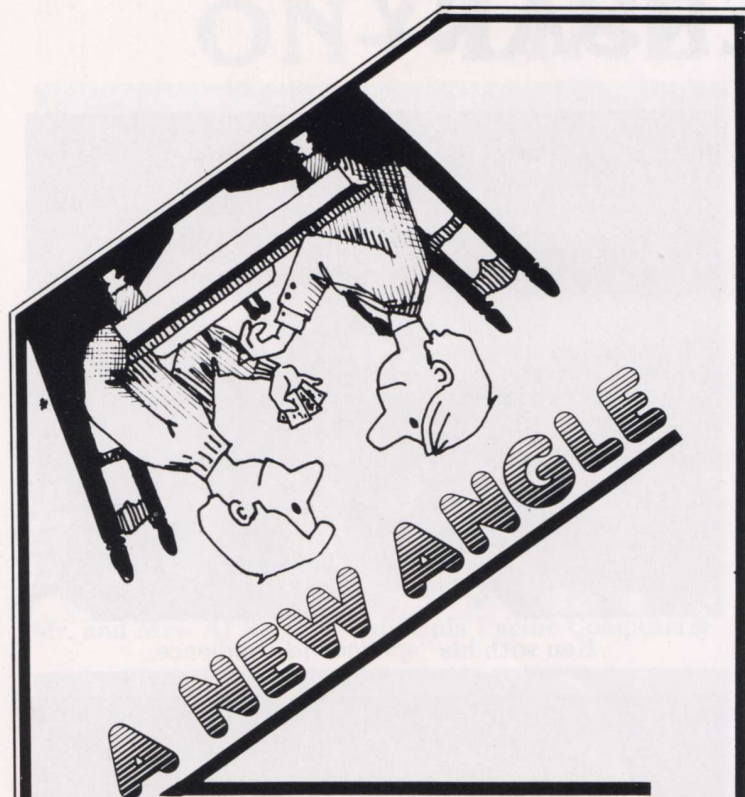
Roberta (and Dear Diary).



Terry Pierce (On-Line Systems) and Suzanne Jones (Ponderosa Printing).



Maria Stahl, Diane Siegal, Roberta Williams (On-Line Systems).



ON AN OLD FAVORITE!

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HI-RES CRIBBAGE

FOR THE APPLE II OR II PLUS COMPUTERS

ON-LINE SYSTEMS is now offering a Cribbage game to challenge even the best Cribbage player as you play against the computer. The cribbage board is done with beautiful Hi-Res Graphics and you can watch (and hear) the scores being pegged. The cards are dealt randomly; they actually look as if they are being turned over one by one by an invisible hand. If you're not careful, and don't play your cards right, the computer will skunk you. For the beginning Cribbage player, HI-RES CRIBBAGE comes with complete instruction and strategy aspects of the game. For the experienced Cribbage player, HI-RES CRIBBAGE offers a totally challenging game.

Hi-Res Cribbage is available now at your local computer store and requires a disk drive. To order directly send \$24.95 to:

On-Line Systems
36575 Mudge Ranch Road
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VISA, MASTER CHARGE, COD, CHECK ACCEPTED

HI-RES by Warren Schwader

CRIBBAGE

Cribbage- The best card game ever developed for two players! Everyone who plays Cribbage will agree with that statement, and since the introduction of Hi-Res Cribbage for the Apple II, it has now become the best two handed card game ever developed - for one player.

Cribbage was developed by an Englishman named Sir John Suckling. He derived the game from an earlier pastime called "Noddy." The rules of Cribbage are the same today as they were back in the 1600's, when Suckling developed the game. Suckling was a wealthy man who inherited his father's fortune, and was considered the best card player in Britain. He was also a poet and a playwright, as well as a soldier. He was elected to Parliament and was a favorite in the king's court and in great castles of England.

Most of us have seen people play this peculiar game before; peculiar to the spectator watching players leapfrog little pegs around what looks like a little race track. As dumb as the game seemed to me, I noticed that the players were always having fun. So, I decided to sit down and learn how to play Cribbage. I found out that Cribbage really is fun to play! In fact, not only did it become my favorite two handed card game, but my favorite card game.

THE GAME OF CRIBBAGE

At first, Cribbage seems to be complicated and confusing, but in fact it is straight-forward and in many ways similar to other card games that you may already know.

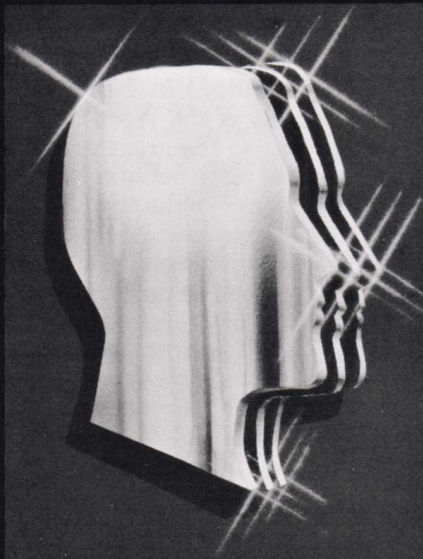
The game starts with both players receiving six cards dealt one at a time. The deal alternates every hand. After the cards are dealt, both players must choose any two of their cards to discard into a third hand called the "crib hand." The crib hand can be thought of as a bonus hand for scoring points at the end of each round or deal. The person that dealt the hand is the person who receives the points in the crib hand. Since the deal alternates every hand, both players will also alternate the "crib hand," with a straight advantage going to the player who dealt first.

THE PLAY

After both players have decided what to discard into the crib hand, 1 card is turned over from the deck of the remaining cards. This card is called "the starter" or "top-card." If the starter is a jack, the dealer automatically pegs 2 points. Cribbage players refer to this as "his nobs" (this term being taken from the original game of Noddy). Unless the top card is a jack, the starter is not used during the play of the game. The person who did not deal plays the first card and announces the value. Then, the dealer plays, and the round alternates thereafter, with each player announcing the value of the card played added to the previous count. The main object of play is to advance the count to come as close to 31 without going over. The player coming closest to 31 advances his peg one. If 31 is reached exactly, then they advance

Continued to page 18

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HIGH SCORES

The following is a list of known 'High' scores for the games listed.

Gobbler - 120,010 by Warren Schwader

Missile Defense - 72,060 by Peter Sullivan (with paddles!)

Sabotage - 4,931 by Terry Sullivan

Peter and Terry are the sons of Jay Sullivan.

Please let us know if you have a higher score!

Applefest Winners

ON-LINE wishes to congratulate the winners of our drawing contest held at Applefest '81 in Boston.

1st prize winner is Penny Von Haden of Eau Claire, WI, who won one of everything On-Line sells.

2nd prize went to Mark Alexander of Scarsdale, NY, and is the Expediter II. On-Line's Applesoft* Compiler.

3rd prize was Richard G. Aminault of Boston, MA, who received a Super Scribe, On-Line's word processor.

CONGRATULATIONS!

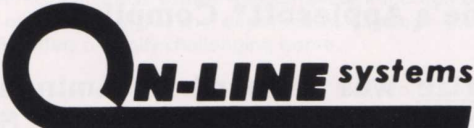


SABOTAGE

In this innovative game, you take command of a powerful gun base to shoot helicopters and aircraft out of the air. Beware! The opposing forces have plans to *Sabotage* your base. Can you defend yourself from the rain of bombs and paratroopers and keep your base in action?

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Strategy at Sabotage

by Ed Peters

If you like old war movies but are tired of the cliches or maybe you just want to get in on the action yourself, then Sabotage may be the game for you.

Sabotage has been a favorite around here for quite some time. It seems that whenever someone booted the game, it would draw recruits. But I must admit, when Sabotage was introduced at the West Coast Computer Fairs, we were surprised at the great reception it got.

Watching the 'novice' play Sabotage, one soon sees what a little experience has taught and also realizes that there are strategies for even this simple game. Simple in the effect that it takes more dexterity and less puzzle solving, though you have to be quick at times.

The plot of Sabotage is as wartime invasion. You are the "big gun" operator trying to shoot as many paratroopers, helicopters and bomber airplanes as possible. You must keep less than four paratroopers from landing and any bombs from hitting your gun. However, as any game player knows, staying alive is only part of it, one must also score points. The point structure for Sabotage is as follows:

- paratroopers = 2 points
- helicopter = 5 points
- airplanes = 5 points
- bombs = 25 points

and for each shell you fire, you lose a point. Well, it doesn't take an Einstein to see that if you fire one shell (-1 point) and get a helicopter (+5 points) you're ahead 4 points. Taking this further with one of the innumerable combinations, if you fire 10 shells (-10 points) and down a helicopter (+5 points) then you're -5 points. So the idea is to use your ammunition as conservatively as possible and shoot where it counts.

2 Birds with 1 stone !!!

One of the neat little things about this game that I like is the detail of exploding debris. I know this sounds violent and childish, but I can really appreciate the extra work that Mark Allen put into this game, especially when it can work for you. You see the helicopters fly at different levels, so if you hit one that's on the upper level, the falling debris will hit the helicopter that is right below. Most of this debris fades before hitting the ground, but some does manage to hit at times. It will hit a landed paratrooper but never the cannon, so you're safe there. Also, you can hit a parachute and the falling man will hit the landed paratrooper below (splat!).

As you hold your position, the game escalates, bringing more and more helicopters and paratroopers (the sky is full of them). Then !!! all is quiet on the western front when suddenly the bombers come. At this point all that ammo you've been conserving should now be put to use. Do what ever you can to hit those airplane and particularly the bombs they're dropping (why do you think they're worth 25 points). Spray that sky with shells, get that bomb headed for you, look out for that other plane!! Whew, mission accomplished. Now a brief pause until the next wave of invasion comes. War is hell!

Not as good as a John Wayne movie? Well the next time your watching TV, and hear a "you gonna send that kid up there in a crate like that?" or "you scared Sarge? Scared, sure I'm scared kid !!!"

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BY
Jay Sullivan

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Cribbage Continued from page 14

their peg two instead of one. Cards are face value with face cards worth ten, aces are worth one. There are many other ways to score during the play, such as . . .

- Pairing the previous card played
- Pairing it again (3 of a kind)
- Pairing it once more (4 of a kind very rare)
- Advancing the count to fifteen
- Playing the last card.

Also, one other way to score is to play into a sequence of 3 or more cards, such as playing an "eight" after a "six" and "seven" (other examples . . . 10-J-Q, 3-4-5-6-7, A-2-3-4). Playing for sequences is one of the main strategies of Cribbage.

COUNTING THE HANDS

The non-dealer hand, the dealer hand and his crib hand, are counted respectively. Scoring combinations after the play are similar to scoring during the play. The "starter" or "topcard" now comes into play. This card now becomes the "fifth card" in each players hand, including the crib hand. Scoring is as follows . . .

- PAIRS - 2 POINTS EACH
- PAIRS ROYAL (triple) - 6 points
- DOUBLE PAIRS ROYAL (4 of a kind) - 12 points.
- 15's - 2 points each (any combination of 2,3,4, or 5 cards that total 15 points).
- SEQUENCES - 1 point for each card in sequence
- FLUSHES - (4 or 5 cards) 1 point for each card in

the flush.

HIS NOB - If the suit of any jack in your hand matches the suit of the topcard - 1 point

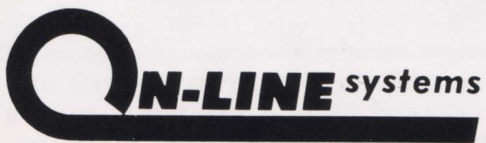
The perfect hand is 29 points. After all scoring is finished, the person who was the non-dealer, now becomes the dealer (and the person that scores the crib hand). The game continues until one player reaches 121 points or the last hole on the cribbage board. If the game is won by over 30 pegs, a "skunk" is scored, worth two game points. If the game is won by over 60 pegs, a "double skunk" is scored, worth 4 game points. A match is won by the first player to win six game points.

This article was only an introduction to the game of Cribbage, and was not meant to teach you all the rules and strategies of the game. Those things will be covered in the next article.

Editor's Note: Shortly after one year in business as a software publisher, On-Line Systems decided to provide a better channel to its customers, and all software users. *The On-Line Letter* is a result of this idea. The purpose of *The On-Line Letter* is to provide information about our products and to answer any questions you might have. With that last note in mind, we invite any inquiries you have, to be answered in future publications. Write to

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The On-Line Letter will be published bi-monthly.



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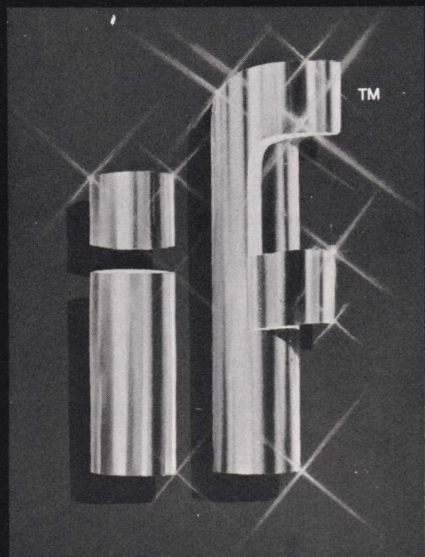


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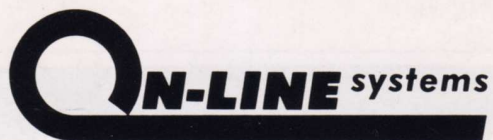
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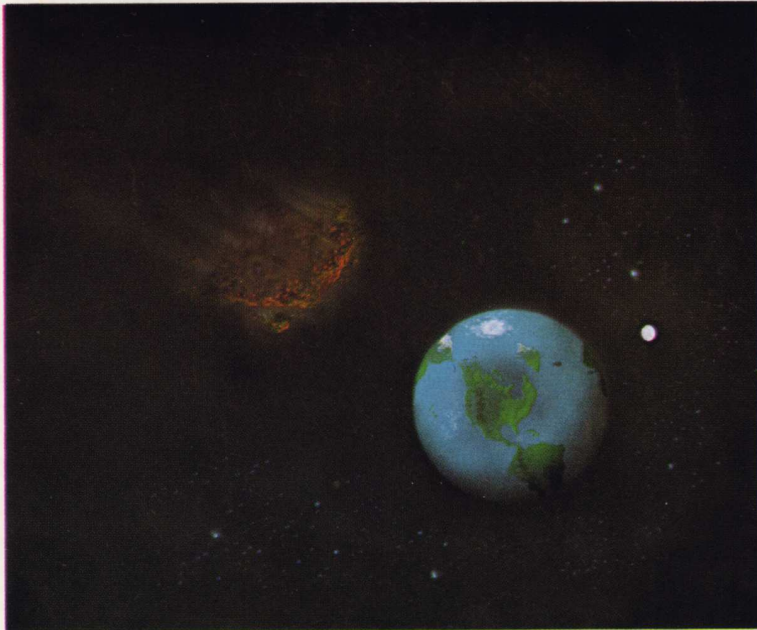
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