

"YOUR LIFE WILL NEVER BE THE SAME COMPUTER CLUB"

Vol. 1. No. 3

Congratulations are in order!

After months of hard work by writers and programmers at APF, the easy way to learn programming is here. The APF BASIC TUTOR program is complete. Complete and ready for all of you who own Imagination Machines. Ready for you who are ready to begin writing your own programs in BASIC, the computer language.

BASIC TUTOR is unique. It's a "hands-on" method. You learn to program at the Imagination Machine itself. (Not by having to plow through weighty volumes packed with theory and little practical application.)

This brand new method consists of 22 lessons. They are on two cassettes. Twelve lessons on one and ten on the other. You also receive a study guide, which does exactly that, guide you through the lessons as they appear on the screen of your monitor.

But the important thing about the new BASIC TUTOR program from APF, is that you progress at your own pace. You set the tempo. There's a special monitoring system in Lessons 1 through 12, that will correct you if you make a mistake. You can stay with a lesson as long as you like. Until you are confident you've learned all the programming principles being taught in the lesson.

There's even a special dictionary mode; you can refer to it at any time. And it will give you the definition of many terms used in BASIC TUTOR programming.

The whole idea of BASIC TUTOR is to get you to understand how the computer thinks, to make you familiar with the "language" the computer understands and how it thinks.

In Lesson 1, you come to understand how a computer adds, subtracts, multiplies and divides.

By Lesson 3, you're dealing with "loops". And understanding how the computer does it.

Lesson 7 gets you into using color and the music starts in Lesson 11. Come Lesson 21 you'll be composing, and you will have



learned animation in the meantime.

BASIC TUTOR is far and away, the best way to learn programming.

BUT: BASIC TUTOR is not for the beginner alone.

If you've tried programming, but gotten "lost" along the way, step into Chapter 2 of the BASIC TUTOR Study Guide. It will put you back on the programming track. Give you new insight into just what makes a computer tick, new insight into what makes a properly written program.

Or, if you've never gotten into color and motion, Lesson 18 will take you on an airplane flight with Snoopy. And soon have you understanding how you reached such a high level of programming sophistication.

Even accomplished programmers will be helped by BASIC TUTOR. You can use BASIC TUTOR as a resource. It's a library of program ideas. A way to compare how programs are put together, to learn how "the professionals" who put BASIC TUTOR together handle color and motion, for instance. And how they work with sound.

AND: Even if you don't think you're interested in learning to program, BASIC TUTOR should be of interest to you. For economic reasons.

Each of the 22 lessons in BASIC TUTOR contains a program you can run on its own. Math programs (which could help your children), game programs, practical financial programs. With BASIC TUTOR you can have 22 packaged programs that wind up costing \$2.27 each. That's the best program deal ever!

The entire BASIC TUTOR program is available now. It is Item MA-500. And the cost is just \$49.95. Check your dealer or use the order blank on the back page of this Newsletter. Soon you'll be writing your own programs, and then writing to us to tell us about them.

APFTM IMAGINATION MACHINE

APF electronics inc.
1501 Broadway, New York, N.Y. 10036

APF On Broadway

We're not going into "Show Biz", though there has been a lot of singing 'n dancing around here since BASIC TUTOR was completed. But, APF Electronics has moved to new office space in the "Big Apple". And what better place than Broadway!

So, from now on, when you correspond with us, use our brand new address: **APF Electronics, 1501 Broadway, New York, NY 10036.**

Bugs & Glitches

Well, we did it again. Another fine bug in the Basic Interpreter cartridge. Since it's your machine, we always want to tell you about bugs so you can try to program around them. This glitch concerns PRINT USING.

Format Definition

1. If you have text, mixed with a mask definition (the mask is the # symbols), there must be a space between the last letter of text and the first # symbol of a mask.

FIRST ### is ok

FIRST #### will not work correctly.

Text can follow directly after a field definition ### FIRST

2. Mask Size

For number values, the maximum mask size is 8 integer places (not 9). #####.#####

Spaces

You must have a minimum of 1 space between field definers. Basic automatically adds a space.

will have two spaces between fields

Strings

When printing strings in a PRINT USING Statement, some problems occur when the number of non null characters of the string are less than the mask size.

10: ####

20: PRINT USING 10, "AB" — this gives a wrong answer

30: PRINT USING 10, "AB" — this is OK

Others

After a PRINT USING Statement is executed the cursor always is placed at the beginning of the next line.

PRINT USING "###", 123: PRINT 567 — the 567 is printed on the next line.

If you find any other bugs, let us know.

LETTERS TO THE EDITOR:

From Richard T. Carmen, Mastic, New York

"I have written some game programs for my new APF Model IM 1 Computer. I would like to know if APF, Inc. is interested in buying programs. Also, if there is a set of guidelines for submitting programs. I would appreciate it if you could tell me the kind of programs you are most interested in purchasing."

As you who have been reading our Newsletter know, we are interested in having a way of sharing programs among Imagination Machine owners. And have invited our readers to send programs they would like to share, to us. (One such program is printed below.) If we do publish a program sent to us...they will usually be short programs...the sender whose program we publish will receive his or her choice of two game cartridges or cassettes from our software library. They are, of course, free.

APF is interested in purchasing programs developed for use with the Imagination Machine. These programs would be longer, more complex in nature. They could address any number of fields (the use of computers is so wide today) but their appeal would have to be broad enough, to make marketing the program practical.

Such program should not be sent to the YLWNBS Newsletter, however. Please send those programs to "Manager, Program Marketing" at our new address.

Ed.

From Bob Johnson, Spokane, Washington, comes a very short note...and a very good program.

"This may be a program you would want to print in your next Newsletter."

10 PRINT "CHECKBOOK BALANCER"

15 PRINT

20 INPUT "STATEMENT BALANCE \$", A

30 INPUT "CHECKBOOK BALANCE \$", B

40 PRINT "CHECKS NOT CLEARED BANK \$";

50 INPUT C

60 LET T=T+C

70 IF C < 0 THEN GOTO 150

80 PRINT "DEPOSITS NOT RECORDED \$";

90 INPUT D

100 LET U=U+D

110 IF D > 0 THEN GOTO 90

120 LET E=(A-T)+U

130 LET F=B-E

140 PRINT

150 PRINT

160 PRINT "-----"

170 PRINT "CHECKS NOT CLEARED BANK — TOTAL\$"; T

180 PRINT

190 PRINT "DEPOSITS NOT RECORDED — TOTAL\$"; U

200 PRINT

210 PRINT "ACTUAL BALANCES \$"; E

220 PRINT

230 IF F > 0 THEN PRINT "CHECKBOOK OVER BY \$"; F

240 IF F=0 THEN PRINT "CHECKBOOK BALANCES"

250 IF F < 0 THEN PRINT "CHECKBOOK UNDER BY \$"; ABS(F)

260 PRINT "-----"

270 END

Thank you, Bob. We do, and just did. Now you have your choice of two game cartridges or cassettes, from our software library.

WRITE ON READERS, WRITE ON!

We do invite your letters, your thoughts, your programs which you'd like to share. Write to:

APF Electronics, Inc.
c/o The Editor
YLWNBS Newsletter
1501 Broadway
New York, NY 10036

What's available in software

Game Cartridges

The following game cartridges can be used with the MP-1000 and the Imagination Machine:

MG1001	Catena	\$19.95
MG1003	Hangman/Tic Tac Toe/ Doodle	\$19.95
MG1004	Bowling/Micro Match	\$19.95
MG1005	Brickdown/ Shooting Gallery	\$19.95
MG1006	Baseball	\$19.95
MG1007	Blackjack	\$19.95
MG1008	Backgammon	\$19.95
MG1009	Casino I: Roulette/Keno/Slots	\$19.95
MG1010	UFO/Sea Monsters/Break It Down/Rebuild/Shoot	\$19.95
MG1011	Pinball/Dungeon Hunt/ Blockout	\$19.95
MG1012	Boxing	\$19.95

Cassette Tapes

The following **EDUCATION/ENTERTAINMENT** cassettes are designed for the Imagination Machine only:

MA-125	Music Composer/ Player Piano	\$19.95
MA-150	Typing Tutor	\$29.95
MA-200	Math Tutor	\$29.95
MA-225	Perception I	\$19.95
MA-325	Artist and Easel	\$19.95

Cassette Tapes —
Education/Entertainment (continued)

MA-375 The Word Factory	\$19.95
MA-400 Spelling Duel	\$19.95
MA-475 Billboards/ Message Center	\$19.95
MA-550 Jumbled Up Things	\$29.95
MA-575 Space Destroyers	\$19.95

The following **BUSINESS/PERSONAL & HOME MANAGEMENT** cassettes are designed for the Imagination Machine only:

MA-175 Checkbook/Budget Manager	\$29.95
MA-250 Space, Size and Surface Guide	\$29.95
MA-275 Personal Business Machine	\$29.95
MA-300 Budget Manager II	\$19.95
MA-350 Bar Charts	\$19.95
MA-425 Electronic Files	\$29.95
MA-475 Billboards/ Message Center	\$19.95
MA-500 Basic Tutor	\$49.95

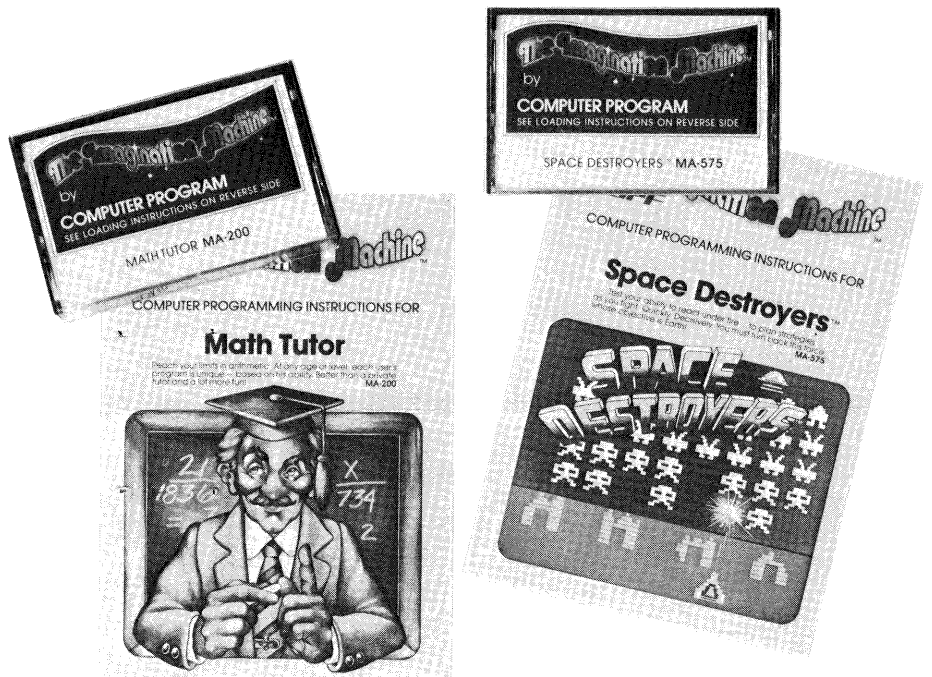
What's available in hardware

BB-1 Expansion Box With RS232 Cartridge	\$199.95
BB-2 Expansion Box With Floppy Disk Interface Cartridge	\$199.95
R8-K 8K Ram Memory Cartridge	\$99.95
SI-232 Serial Cartridge	\$149.95
FI-100 Floppy-Disk Interface Cartridge	\$149.95
D-100 Mini-Floppy Disk Drive	\$399.95
D100-1 2nd Mini-Floppy Disk Drive (must have D100 to use this)	\$399.95
D100-A Dual Mini-Floppy Disk Drives	\$799.00

What's available in documentation

L-TRM Technical Reference Manual	No charge
L-LRM Language Reference Manual	No charge
LBL-1 Listings, I/O Routines	\$14.95
LBL-2 Listings, Basic	\$19.95
LBL-A LBL-1 & LBL-2 Together	\$29.95
LIO-A Individual instruction books for peripheral equipment. Available for SI-232, FI-100 & R8-K. Includes schematics, operating instructions and other technical information for those who want to learn more about I/O equipment before buying. (Individual books are included with purchase of peripheral equipment)	\$3.00 ea.

SPOTLIGHT ON SOFTWARE



Math Tutor™ (MA-200) Winning at math is a serpentine path with MATH TUTOR. It's a race against the scoreboard, or against a whiz of an opponent.

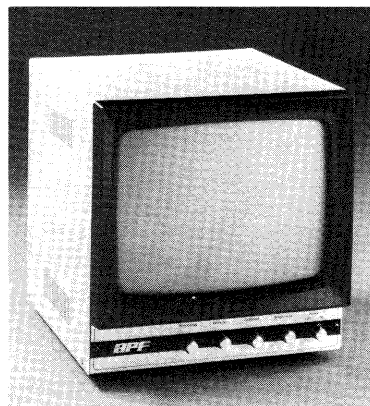
It takes a fast brain, fast eyes and fast hands to come out on top. And don't think this is just child's play. It's not. Because once you've passed the addition, subtraction, multiplication and division sets, there are 99 mixed algebra problems you can program into MATH TUTOR. Plus 143 other brain bogglers. Winning here takes your undivided attention.

Space Destroyers™ (MA-575) Space Destroyers are no longer on the horizon. They're here! Our inter-galactic program that pits your strategy and skill against an ominous force.

Hundreds of SPACE DESTROYERS descend upon Earth. You must defend your station against these aggressors who stop at nothing.

Armed with your laser-blaster, you carefully target your shots and fire. Again and again. Still they come on. Yet you must win...must win this ultimate space fight.

SPACE DESTROYERS is great. It'll knock your stars out!



Video Monitor available from APF
Here is a 9" diag. meas., black & white video monitor for use with Video Tape Recorders, closed circuit TV and computers. (But not with your Imagination Machine.)

Solid state, transistorized circuitry and stabilized power circuit. 10 Mhz band width. 117vac 60Hz power supply. Input impedance 75 ohms or High Impedance. Input level range 1.0 - 2.0V Model #TVM-10. Price \$149.95

ORDER BLANK



electronics inc. Call Toll Free 1-800-223-1264
1501 Broadway, New York, N.Y. 10036

Please send me the following for my Imagination Machine:

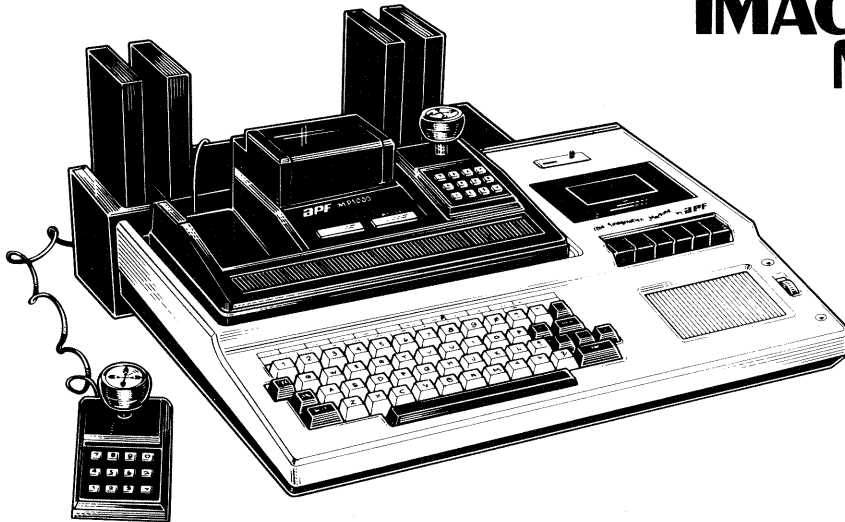
Item #	Name of Item	Price
_____	_____	_____
_____	_____	_____
_____	_____	_____

I have enclosed a Check, Money Order for \$ _____ Please charge my VISA, Total
 Master Charge

Account # _____ Expiration Date _____

Name _____ Address _____

City _____ State _____ Zip _____ Signature _____



APF™ IMAGINATION MACHINE

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