Why you should buy an Apple II-something instead of an IBM PC-anything.



Here's 10,000 reasons to start with.

Let chaos cease.

If you've been stumbling about in the crossfire of conflicting computer claims, we'd like to make 10.000 things perfectly clear:

Any Apple® II Personal Computer-IIe or IIc -can do more for you than any other computer by any other name. Not to mention initials.

Because only an Apple II can run the world's largest library of personal computer software. Well over 10,000 different programs.

Not only the latest advanced programs for all the standard business applications—but also thousands of highly specialized programs for every area of human endeavor.

The Apple IIe can even be configured to run IBM® software

Unfortunately, we only have room here for a fraction of the programs both Apple II's can run. And, naturally, no one dealer could stock them all.

But the most popular ones for business, education, entertainment and home management are available almost anywhere.

Just visit any authorized Apple dealer. And they'll help you find just the reasons you've been looking for.

WORD PROCESSOR	
General	
AppleW	riter II (ProDos)
AppleW	riter Ile
AppleW	riter II
FORMA	F)(,1.30
	Window II
Microw	
	n Word Processor
pfs: Wri	ite
	Writer II
Word H	
	iggler lle
ZARDA	Word Processor, 5.2
Home '	Word Processing

Bank St. Writer Bank St. Writer (1984) Out & Paste HomeWord

Spelling Checkers HomeWord Speller Lexicheck IIe

AppleWriter IIe PTP AppleWriter II PTP

DATA BASE

General DB Master 4 Plus DB Master 4.0 Desk Top Planner List Handler nfs: Report Ouick File Ile Ouick File Ile PTF VersaForm VisiDex, 1.1 VisiFile 11

Report Writing

SPREADSHEET 32 VisiCalc Worksheets Advanced VisiCalc Ile

MagiCalc MagiCalc (1982) MultiPlan (1984) MultiPlan, 1.06 Senior Analyst FlashCalc

INTEGRATED AppleWorks (1984) Incredible lack 1.3

lane lane Ilc Magic Office Systems

BUSINESS MANAGEMENT General

Accounting

BPI Accounts Payable II+ BPI Accounts Pay (ProDOS) BPI Accts Pay Ile (DOS) BPI Accts Rec (ProDOS) BPI Accts Rec Ile (DOS) BPI Accts Rec II+ BPI Business Analyst BPI Gen Accounting II+ BPI Gen Acctg (ProDOS) BPI Gen Acctg Ile (DOS) BPI Inventory Control II+ RPI Inventory Ctl (ProDOS) BPI Job Cost II+ BPI Payroll (ProDOS) BPI Payroll II+ General Ledger Job Cost

Agriculture Corn/Soybean Mgt Crop/Livestock Profit Pro Machinery Met (Ag Disk) Swine Management

Business Management Black's Law Dictionary Construction Desk Top Planner Forms Foundry General Manager II ('82) Project Planner Tax Preparer VersaForm Catalyst Ilc Medical/Dental

Client Dental Client Medical Dental I Dental II Medical I Medical II Real Estate Property Management Real Estate Anal II (82) Real Estate Bus. Mgmt, 2. Real Estate Tool Kit, 2.0 Simple Condominium Bill 2 Simple Tenant Billing, 1 Tax Prenarer

VersaForm

Catalyst IIc

HOME COMMUNICATIONS Acress Ile Apple Access II (1984) pfs: Access ZIP-Comm Communicat, 1.4 Easy Com/Easy Go

General Dollars and Sense (1984) Financial Cookbook Pers. Tax Plan (83/84) Personal Banker Personal Money Matters Personal Pavables Winning on Wall St. Ser.

Personal Tax Personal Tax Plan. ('84) Tax Manager Tax Preparer The Tax Advantage (1983) PERSONAL DEVELOPMENT Dr. C. Wacko's Miracle Gd Hands-on Basic Programming Programming Your Apple

Teach Your Apple Basic Basic Electronics Charles Goren: Learning Br MicroSpeedRead Spanish for the Traveler Speed Reader II Speed Reading 1.1 Teach Yourself Ess of Acc Understanding Computers Wizard of Words Test Preparation

CBS S.A.T (1984) Computer ACT Computer GRE Computer SAT (1983) English SAT I & II Funbunch College Prep Mastering the College Board SAT English I US Constitution Tutor

Typing Master Type MasterType (1984) Micro Typing II (1984) Boing Tutor II, 2.0 Typing Tutor III Wizard of Id's WizType

ENTERTAINMENT

General Ankh Apple Cider Spider Aquatron Anchon Ardy the Aardyark Argos Axis Assasin Bandits Bats in the Belfry Bermuda Race Bilestoad Blister Ball Bolo Bop-A-Bet Borg Boulder Dash

Bouncing Kahungas Cannonball Blitz Canvon Climber (1983) Cauer Creatures Caverns of Freitag Chivalry (1983) Conquering Worlds (1983) Cranston Manor Crisis Mountain PERSONAL FINANCE Critical Mass Crime and Punishment Cyborg (1981) Dark Crystal Death in the Caribbean Dino Eggs Dragon's Keep

> Dueling Digits (1982) Earthly Delights Enchanter Epoch Expiditer Falcons FasTrack Quizzer

Fortress (1983) Genetic Drift Gnosis VII Golden Flutes & Great Esc Great Computer GameWorks Grid Search Games lenny of the Prairie King Cribbage Lafpak Lancaster Legacy of Llylgamyn Lemmings Linear Search Games Lunar Leeper Mahel's Mansion Marander Mask of the Sun Masquerade Mating Zone (1983) Mazetalk Adventures Microbe (1982)



Minit Man Monster Smash (1983) Mouskattack Mr. Cool Mr Robot Music Construction Mystery House Mystery Master: Murder by Nightmare Gallery

Oil Barons Oil's Well Old Ironsides One on One Operation Apocalypse Outpost Pegasus II Philistine Ploy (1983) Pie-man Planet Master Planetfall Police Artist Prisoner Prisoner 2 (1982) Pulsar Ouest for Tires Renton (1982) Round About Sammy Lightfoot Sentry Shamus (1983) Sheila Sherwood Forest Shuffleboard Sierra Championship Boxing Sky Blazer Skyfox Sneakers Soft Images Space Ark Space Quarks Spare Change (1983)

Spectre (1982)

Spy's Demise

Super Bunny

Suspended

Super Taxman 2 (1982)

Swashbuckler (1981)

Star Maze

Temple of Apshai (1982) The Alpine Encounter The Arcade Machine The Coveted Mirror ('83) The Eating Machine



The Sands of Egypt The Sement's Star The Shattered Alliance The Standing Stones The Warp Factory Threshold Tic Tac Show (1982) Time Zone Titan Empire (1983) Transylvania Trolls Tale Illtima II Ulvsses Vindicator Witness

Wizard and the Princess

Wizplus

Action (Arcade-Style) Alien Typhoon Apple Panic (1982) Asteroids Aztec Chooliffer Crime and Punishment David's Midnight Magic Defender Demon Attack Dragon Fire Frogger Gorgon Gumball Hard Hat Mack Jawbreaker II Lode Runner (1982) Microsoft Decathlon Miner 2049er Missile Defense Mission Asteroid Phantom's Five Picnic Paranoia Pinhall Construction Set. Raster Blaster Seafox Sementine

Snake Attack (1981) Snake Byte Zaxxon Zaxxon (1984)

Adventure Adventure in Time Bevond Castle Wolfenstein Castle Wolfenstein Deadline Infidel (1983) Knights of Diamonds Someren Wizardry (1981) Zork I

Zork II Zork III Card/Board Games

ADV. Black Tack (1983) Checkers (1982)

Chess How About ... Backgammon How About... Checkers How About ... Odin How About ... Chess MvChess II

Hobby Music Construction Robot War

Simulations Computer Baseball (1981) Crime and Punishment Flight Simulator Flight Simulator II Hi-Res Computer Golf 2 President Elect Pro Golf Challenge Sargon II Three Mile Island Torpedo Fire

EAMILY ENRICHMENT Crypto Cube Crypto Cube (1984) Dinosaur Dig Dinosaur Emie's Ouiz FZ Draw Facemaker Fact & Fiction Tool Kit Gertrude's Secrets ('82) Gertrude's Puzzles (1982) Injured Engine Instant Zoo KoalaWare Micro Cookbook Micro Cookbook (Recipes) Micro Cookbook, 1.0C Microzine 1.2 Microzine 13 Microzine 14 Microzine 1.5 Mix and Match Music Construction Picture Writer (1983) Puzzle Mania (1984) Rockv's Boots Rocky's Boots (1984) Story Teller Story Tree

Webster: The Word Game EDUCATION

General Addition Magician Aida Statist Anal, 9/82 All About Division ('83) Alphabet Beasts & Co. Amazing ThinkTanks America Coast-to-Coast Antonym Antics Apple Logo II (1984) Apple Pascal II, 1.1 Apple Super-PILOT Log Basic Building Blocks Basic Subs-Apple X-Ile Bearlam Birth of the Phoenix



Computers in the Workplace Counters

Discrimination Attribs DNNS Math Demo Dolphin's Pearl Double Feature Adventure Double Feature Mystery Dr. C. Wacko's Miracle GD Dueling Digits (1982) Elemen., My Dear Apple Elementary Math Extra! Extra! FourWord/WordLift Fractions 3.0 French: Le De 'Management French: Paris en Metro French: Un repas Français Funbunch College Prep Funbunch Elementary Funbunch Intermediate Game of the States Gen. Chemistry Demo Go to the Head of the Class Grading Hadrian's Treasure Map Heath Management: Math Heath Management: Reading Heath Plus Gen. Management Hey Taxi! Highrise Human Anatomy Imagination: Music

Day

Dinosaurs

Jeepers Creatures (1983)

Imagination: Picture Prog

Imagination: Ouilt

Intelectual Decathlon

Lauren of 25th Century Learning with Fuzzywomp Learning with Leeper Leo's Links LLP: Things that Go Logo Robot Look 'N Hook Lpp: Nursery Rhymes Master Match (1983) Match-Wits Memory Castle (1983) Math Maze (1983) Micro Division (1983) Micro Habitats Micro Mother Goose Micro Multiplication Micro Subtraction (1983) Micro Typing II (1982) Microcomputer Graphics MicroMaestro MicroSpeedRead Middle of the Road Lizard Midterm Mirror of the Mind Ser Moviemaker MusicMath Mystery Master: Murder hv Pick the Numbers Picture Writer (1983) Pixit Library #1 Pixit Library #2 Pixit, 3.2

Police Artist (1983)

Pop 'R Spell/Pop 'R Chal

Poster Programming Your Apple Programming Kit Puzzle Mania (1984) Race Car 'Rithmetic Readability Formulas Reading for

Comprehension Reading Keys Report Card Robot War Scheduling Science 4 Demo-Insect Wor

Science 5 Demo: Heat Energy Science 6 Demo: elect & Ma Secret Filer Sensible Speller Sensible Speller IV Shapes in Color (1982) Shell Games Shoos Ahov Solving Equations Spanish for the Traveler Speedy Spides Spellagraph 1983 Spellakazam (1983) Spellicopter (1983) Spelling Spelling B Games 1.0 Study Gde for Trigonometry

Success W/Math: Add/Su Success W/Math: Dec-Add/Su Success W/Math: Dec-Mul/Di Success W/Math: Frac-Add/S Success W/Math:

Frac-Mul/D Success W/Math: Linear Equ Success W/Math: Multi/Div Success W/Math: Quadratic Teach Yourself Apple Basic Ten Little Robots The Eating Machine The Function Game The Grahit Factory The Great Number Chase The Hurricane Tracker The Isle of Famell The Learning Line The New Step by Step 2 The Sweet Shoppe The Weather Analyst Tick Tock Clock Tobbs Learns Algebra Trap-A-Zoid (1983) Trickster Covote Understanding Computers

Word Radar Classroom Management Academic Secretary Apple Super-PILOT Log Attendance

Unlocking the Map Code

Webster: The Word Game

Whatsit Corporation

Wizard of Id's Wiztype

Weather or Not

Wizard of Words

Word Attack!

Discovery CARIS Dinosaur Dig Explorer Metros (1982) Grandma's House GULP/Arrow Graphics Hev Diddle Diddle (1983) Incredible Lab Instant Zoo Juggle's Rainbow Juggle's Rainbow (1982) Mix & Match MopTown Hotel MopTown Hotel 2.0 MopTown Parade

MopTown Parade 2.0 Odd One Out Polynomial Pract. Using... Stickybear ABC Stickybear ABC (1982) Stickybear Basket Bounce Stickybear Boo Stickybear Numbers Stickybear Opposites Stickybear Shapes Stickybear Shapes ('84) Word Spinner

Spotlight Drill & Practice Square Pairs Algebra 4 The Pond Basic Electronics Tic Tac Show (1982) CBS S.A.T (1984) Wizware Square Pairs Challenge Math Word Flip Chemistry - Acids & Bases Chemistry - Stoichiometry Wordman (1983) Wordwright Compu-Math: Arith Skills Compu-Read Productivity Compu-Read 3.0 Fact & Fiction Tool Kit Computer ACT Story Machine (1982) Computer Connect: A BGTB Story Tree

Computer GRE Computer S.A.T. (1983) Problem Solving English SAT 1 & II Code Ouest Getting Ready to Read & A Grammar & Writing Mastering the College Bd Math Blaster Math SAT I & II Math Skills: Elem Level Math Skills: Ir. Hi Level



Speed Reader II Speed Reading 1.1 The Reading Machine The Spelling Machine Typing Tutor II, 2.10 Typing Tutor III US Constitution Tutor

Learning Games Algebra Arcade (1983) Aliencounter/Face Flash Alphabet Zoo Battling Bugs/Concentrac Bumble Games (1982) Bumble Plot (1982) Color Keys Creature Creator Crypto Cube Crypto Cube (1984) Delta Drawing (1982) Early Games for Young Chi

Emie's Ouiz

Facemaker

Fat City

Fraction Fever Frenzy/Flip Flop (1982) Game Show Gertrude's Secrets ('82) Gertrude's Puzzles (1982) Golf Classic/Compubar In Search of the Most Am Kid Writer King's Rule Kindercomp (1983) M-ss-ng L-nks: Young People M-ss-ng L-nks: Classics Magic Spells

Magic Spells 2.0 Master/Ripe MasterType (1984) Math Wars



Fun House Maze Snell It. Teasers by Tobbs Programming 32 BASIC Programs ABC's of Programming Apple Logo

Apple PILOT Apple Super - PILOT Hands-on Basic Programming Karel the Robot (1982) Terrapin Logo (1982-83) Wizware Turtle Tracks

Simulations Adventure Alpha Managing for Success: PD Managing for Success: PM Rocky's Boots Rockv's Boots (1984) Spooper Troops I 1.0 Snooper Troops II

Survival Math

The Factory 1.0

The Apple Ed Classics

The Island of Beta Tutorial Biology - Energy & Life Biology - Genetics Biology - The Cell Charles Goren: Learning Br Co-PILOT Daily Living Skills Series Library Skills School Tool

10 reasons to buy an Apple IIe.



On the preceding pages, we ran up an enormous typography bill giving you thousands of reasons an Apple II-anything can do more for you than an IBM* PC-anything.

But since there's more than one II, which II is better for you?

To help you distinguish the separate-butequal advantages of both machines, we'll give you two shopping lists, starting with this one for the Apple IIe.

1) Expandability Theory 101

There are two basic approaches to expandability. Open-ended and built-in.

The Apple IIe represents the open-ended approach.

You add accessories and peripherals to the system by adding "interface cards."

Each additional interface card does cost extra. But the advantage is that your growth potential is totally unlimited. So you can customize an Apple Ile to perform outrageous and unheard of acts, unrestrained by the realities of what "nost" people want a computer to do. For instance:

2) Think bigger.

The basic memory of the IIe is 64K RAM. Which is more than adequate for most tasks in business and education

By adding an Extended 80-Column Card, you can increase that to 128K—sufficient for running sophisticated integrated business software. Like AppleWorks, capable of handling word processing, spreadsheets and filing.

For even bigger jobs, you can double its memory again to 256K, or even redouble that to 512K*

3) Think faster.

All by itself, the Apple IIe can process information in the blink of an eye. But for you real fanatics who want your information in half-a-blink, you can add enhancements like the Accelerator IIe from Titan Technologies, Inc. and more than *triple* the IIe's processing speed. So you can give much bigger machines

a run for less of your money.





Interface cards can grow a He any which way

4) Think IBM.

Just to prove we don't let personal prejudices get in the way of good software, we'll graciously admit that—with a gizmo called a RANA® 8086/2—the IIe can run programs written for the IBM PC.

Like Lotus®1-2-3™and WordStar®

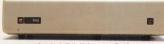
Add a CP/M®card, and the IIe can run about 5,000 more programs written for that operating system.

5) Store more, better.

The Apple IIe also gives you more ways to store information than any other computer.

Starting with our Old Reliable, Disk II* and our Newer Reliable DuoDisk™(twin half-high drives in one sleek package).

And with our ProFile™5-megabyte or 10megabyte hard disks you can store 2400 or 4800 pages



A 5-megabyte ProFile Hard Disk stores reams of bard facts.

of information. (Of course, you can buy bigger hard disks. But they've been known to suffer total amnesia if you look at them sideways.)

6) Teaching credentials.

If one of your reasons for buying a computer is your kids' education, this is the only reason you need:

The Apple IIe is the leading computer in all levels of education-from pre-school to post grad.

It can run more educational software than all of IBM's personal computers combined.

7) More ways to get the words out.

At the risk of being redundant, the Apple IIe also runs virtually every kind and type of printer and plotter on the market.

The ones closest to our hearts, of course, are Apple's Imagewriter impact printer and the Apple Daisy Wheel letter quality printer for heavy duty office work

The IIe can even drive the latest laser printers. Not to

mention professional typesetting equipment. In case you'd like to publish an underground newsletter in your spare time.

8) The great communicator.

With the help of an Apple Modem, an Apple IIe can talk to other computers over the phone. So you can do home banking. find the lowest air fares, or converse civilly with your company's IBM mainframe



Several companies An Apple Modern connects you to I also offer local area networks that can link 30 or more He's in an office or classroom

9) Song, dance & other routines.

The IIe can be expanded to do a lot of things beyond the ken of most personal computers.

Like sing, talk and, more remarkably, listen and

respond to voice commands. It can tell a robot to fetch the newspaper or do the tango.

It can turn on your sprinklers or run an automated production line.

All because of its open-minded design and the thousands of peripherals offered by hundreds of independent manufacturers.

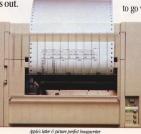
10) Safety in numbers.

There are more people in more places doing more things with Apple II's than with any other personal computer in the world.

> Which means vou'll never have to go very far for advice and support. In fact, if you'd like

to know more, just ask one of the more than 4.000 authorized dealers from here to Kuala Lumpur who sell them.

Or one of the 2,000,000 people who own them.



*512K card available from independent manufacturers for use with specialized software

10 reasons to buy an Apple IIc.



The newest member of the Apple II family has its own reasons for being.

It can run more software than any other personal computer in the world, save one—the Apple IIe.

But it offers some advantages the Apple IIe doesn't. And a whole passel of advantages the IBM PCjr can't touch.

For starters, it comes with everything you need to start computing, including a free 4-diskette course to teach you how—the most comprehensive how-to tutorial available with any personal computer.

Which makes it the most perfect computer for most of the people most of the time.

1) Expandability Theory 202

While the IIe has open-ended expandability, the IIc has *built-in* expandability—it's a complete computer solution.

The most popular interfaces are already built into the machine. So you can simply plug in a

printer, an extra disk drive, a modem—in fact, any of the peripherals almost anyone would want—without adding interface cards.

(Not to alarm you, but adding interface cards does require some skill — if you do it wrong you could blow up your shiny new computer and perhaps ruin your carnet.)

And since interface cards can cost up to \$200 each, that can save you up to \$550 on the cost of a fully configured system.

2) 100% more brainpower.

The Apple IIc has 128K of internal memory—or twice the power of the basic Apple IIe system.

And while you can expand the IIe's memory all the way to four times that, 128K is more than enough power

to handle sophisticated integrated business software like AppleWorks.

3) The drive within.

The Apple IIc comes with a built-in disk drive. Which would cost over \$400 if it weren't.

But there's nothing to hook-up or connect—the IIc comes ready to run.



Built-in ports for making family connections

Disk drives, as you may or may not know, are the most vulnerable components of any computer system. So it's nice to know that the Ilc's is as close to fail-safe as a drive can be. It's a half-high version of one of the most reliable drives in the world—the Apple Disk II.

4) The drive without.

And you can easily add a second IIc disk drive. In tan- The IIc can run a vast array of printers, plotters, dem with its built-in drive, an external drive doubles the capability and capacity of the machine.

So you can run integrated business software like AppleWorks without doing the floppy disk shuffle.

Apple IIc that can store reams and reams (20 of them, actually) of information.



5) Other inner strengths.

To keep it compatible with the most software, the IIc has a built-in switchable 40/80 column display.

It also has a built-in switch that allows you to change the keyboard from its standard typewriter



layout to DVORAK, an improved layout that lets you type 20-40% faster once you get used to it.

The IIc also features built-in color capability-it'll show you 16 ultra high

An Apple Modern gives the 11c phone privileges. resolution hues.

6) An improved School System.

The IIc is a more powerful, full-featured version of the most popular computer in schools

-our very own Apple IIe. Which means it works the same way as the computers your

kids are probably using in school right now. And it can access the same huge library of educational software.

Everything from "Mother

Goose Rhymes" to "Elementary Numerical Techniques for Ordinary Differential Equations."



An Apple Scribe can also make things perfectly clear in color.

7) The Hernia Factor.

At 71/2 pounds, the IIc won't give you internal injuries when you move it from office to office or office to home. And its sleek, sexy body takes up just 12" by 114" on a busy desktop.

Yet-thanks to its VLSI technology-it's still twice as powerful as computers twice its size.

*Not including monitor, power pack or jogger's bar bells.

8) An extended family.

modems and other accessories that are compatible with the Apple IIe.

But it also has its very own family of accessories that are aesthetically as well as technically compatible.

Including the Apple Scribe®color/b&w text/ graphics printer. An AppleMouse IIc that replaces

complex keystroke commands with a simple point-and-click. And its standard matching 9" green phosphor monitor.

So buying an Apple IIc is just as easy as buying a matched component stereo system.

Independent manufacturers are extending the IIc's talents even further-with compatible accessories ranging from music synthesizers to home security systems.



9) Travel Accessories.

The IIc can be a perfect travelling companion with a few simple additions. Like the first LCD Flat Panel Display** that can show you as much as a regular computer monitor-80 characters by 24 lines. And a carrying case with room for all of the above.

And a toothbrush.

10) And now, for our next number...

Unless you've been skimming this from back to front, you know by now that the IIc can run over 10,000 different programs.

But there are many new programs designed specifically to

bring out the limitless talents of the IIc.

Like FlashCalc, a revised low-cost version of the popular spreadsheet program, VisiCalc."

And even as we write, famous software authors are writing new IIc programs. Including interactive educational software from leading textbook publishers.

Which means you'll never run out of things to do with an Apple IIc.

Or for that matter, reasons to buy one.

**Available early in 1985

And two reasons to buy now.



First, if you buy either an Apple IIe or an Apple IIc before Ianuary 15–like for Christmas

(hint hint)—we'll throw in a coupon book worth hundreds of dollars off on accessories and software.

Like an Apple Scribe printer. An AppleMouse. And an Apple Modem 1200.

Plus generous discounts on the most popular software packages for business, education and home management.

Second-and for a similarly limited time-you

can take either Apple II home with absolutely no money down.

All you have to do is qualify for an Apple Credit Card. Which you may do instantly if you have



any other major credit card*with your name on it and a valid I.D. (also with your name on it).

That instantly gives you up to \$2500 credit that you can dither away on the high tech goodies of your choice.

And as an extra special Christmas present from Apple, just forget about paying us back. We don't care.

Until February. Then we care. Boy, do we care. Just read the asterisk below.**



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