

Washington Apple Pi

Updated as of 7-3-84

WASHINGTON APPLE PI 3.2" LIBRARY

Type	Program	Type	Program	Type	Program	Type	Program	Type	Program
-----WAP" Volume 001-----	* UTILITIES I * Free Sectors = 84(21K)	Free Sectors = 11(2.5K)	* GAMES III * Free Sectors = 10(2.5K)	A IDS 440 HI-Res Screen Dump	A Annual Interest Rate on Loan	A Stat			
I Hello	I Towers of Hanoi	I Intro	I Hello	B Lazarus	A Greatest Common Denominator	A Map Check			
I Improved Catalog	I Tennis	I Color Text	I Black Box	B Line/Ref	A Prime Factors	A Misc			
I Disk Aide Doc.	I Roulette	I Merry Christmas	I Shoot Out	B Pack&Load	A Morf Amort Table				
I Disk Aide	I Midway	I Bagels	A Hunt the Wumpus	B Page List	A Area of Polygon				-----WAP" Volume 011-----
B Disk Aide Mac.	I Color Text	I Spelling Bee	I Beginner Math	A PIMS	A Vector Analysis	* GRAPHICS I * Free Sectors = 194(48.5K)			
B Disk Map	I Merry Christmas	I AppleStand	I Spelling Bee	B Print IDS 440	A Parts of Triangle	I Hello			
I Tony's Subroutine Pak	I Bagels	I Legacy/Take It	I Spelling Bee	B Relocate	A Vector Operations	I Assembler			
I Lock Disk	I Drip	I Lo Res Football	I Spelling Bee	B ReN/Append	A Coordinate Conversion	A Bullet			
I Disk Program Eliminator	I Digital Clock	I Tognazzini Chess	I Spelling Bee	I Shape Generator	A Coordinate Plot	B Cards			
I SuperCatalog.Doc	I Poker	I NightMare GamePak	I Spelling Bee	B Single Drive Copy	A Angle Conversion	I Cards Menu			
B SuperCatalog.0	I Keno	I Simple Simon	I Spelling Bee	B Symbol XRef	A Polar Equation Plot	I Color Eater I			
I Disc Speed info	I Sea Chase	I Brain Busters	I Spelling Bee	B Tape Verify	A Function Plot	A Easter Egg			
I Disc Speed Test	I Nightmaro #6	I CryptoGram	I Spelling Bee	I Taped III+	A Linear Interpolation	I Fast Shuffle			
B DSpeed.Obj	I Slot Machine #2			-----WAP" Volume 009-----	A Curvilinear Interpolation	I Fifty-Two Pickup			
I L O O P	I Color Worm	-----WAP" Volume 006-----		* EDUCATIONAL I * Free Sectors = 86(21.5K)	A Simpson's Rule	I Flag			
I Slow Mem Test	I Xmas Tree	* GAMES IV * Free Sectors = 37(9.25K)		I Apple Hello	A Gaussian Quadrature	I Graphic Craps			
I Fast Mem Test	I MasterMind	I Hello		I Color Math	A Trapezoidal Rule	I Hidden Lines			
I Memory Spy	I Kaleidoscope	A Trader		I Conventions	A Derivative	I HIRes Art			
I Cat. to Menu	I Mouse Maze	I Death Star		A EchoCardIOGraph	A Quadratic Formula	I HIRes End			
B Symbol Table XRef	I Sandys Folly	B Space Adventure		I Flash Card	A Roots of Poly Newton	I HIRes Lines/Function			
B Lino / XRef	I Saucer War	I HI-Res BreakOut		I Flash Code	A Roots/Poly/Half-Inter-Searc	I HIRes Sketch			
I Stop List Doc	I The Maze	B HI Res BreakOut,MC		I Integer Instruction Set	A Trig Polynomial	B HIRes.Obj			
B Stop List	I Blackjack	I InterActive BaseBall		I Math Tutor	A Linear Programming	A Impact			
I Split Catalog	I Shooting Stars #2	A Inspector Clow-SO		A Morse CW	A Simple Matrix Operations	I Lincoln			
I Free Sectors	I A Trillion Stories	A Role-Playing StarWars		A QuizBull	A Matrix Multiplication	I Object Drawing			
B Okidata.Obj	I Poet	A Trok 79		I Northern Constellations	A Matrix Inversion	I Playing Cards			
I B/BSTAT	I Garys Quicky	I Pit 2		I QuizBull	A Permutations and Combinations	A Shape Menu			
	I Color Life	-----WAP" Volume 007-----		I Simulation-6502	A Mann-Whitney U Test	A Shaper			
	I Awarl	* GAMES V * Free Sectors = 106(26.5K)		A States/Capitals	A Mean-Var-St Deviation	A T.Circles			
	I Sevons	I Hello		A Titration	A Geometric Mean	I Washington			
	I Othello	I Spolunker		I Top Down Programming	A Binomial Distribution				
	I Mad-Lib	I Chess		I Typing Practice .	A Poisson Distribution				
	I Biorhythm	B Ch 800.FFF			A Normal Distribution				
	I Bananas	A SpaceMaze		-----WAP" Volume 010-----	A Chi-Square Distribution				
	I Andromeda Strain	A Kingdom		* MATH / SCIENCE * Free Sectors = 49(12.25K)	A Chi-Square Test				-----WAP" Volume 012-----
	I Craps	A StarLanes		I Hello	A Student's T-Distribution				* GAMES VI * Free Sectors = 83(20.75K)
	I Squares	A Fur Trader		A Future Value of an Investment	A Student's T-Distribution Test				I Hello
		I BattleShip 2		A Annuity	A F-Distribution				I Menu
		I Oregon Trail		A Regular Deposits	A Linear Correlation Coefficient				A Football
				A Regular Withdrawals	A Multiple Linear Regression				I Mini Trek
	-----WAP" Volume 004-----			A Initial Investment	A Linear Regression				I Gosoem
	* GAMES II * Free Sectors = 13(3.25K)			A Min Invest for Withdrawals	A Nth Order Regression				I Air Defense
	I Hello			A Effective Interest Rate	A Geometric Regression				A Super Hockey
	A Pro Football			A Earned Interest Table	A Exponential Regression				I Handball-Pong
	I Atom 20			A Depreciation Rate	A Alphabetize				I Bouncing Ball
	I Civil War			A Depreciation Amount	A System Reliability				I Space Navigator
	A Lem			A Salvage Value	A Average Growth Rate				B Space Nav/A\$800/L\$20
	I Dr. Z			A Discount Commercial Paper	A Federal Withholding Taxes				I Airport
	A Red Gnik			A Principal on a Loan	A Tax Depreciation Schedule				A Lunar-500
	A DeepSpace			A Regular Payment on a Loan	A Check Writer				A Checkers
	A Adventure			A Last Payment on a Loan	A Recipe Cost				A Gunner
	A Eliza			A Remaining Balance on Loan	A Day of the Week				A Lunar-120
	I Quest			A Term of a Loan	A Ang to Metric				A Poker-
	A Stock Market				A Days Between two Dates				A Apple Kingdom
	I StarShip Attack				A Anglo to Metric				I TV Trivia
					A Nominal Interest Rate				I Go Back
					A Business				I DodgeBall
-----WAP" Volume 003-----	* GAMES I * Free Sectors = 11(2.5K)	-----WAP" Volume 005-----	B HIRes		A Math				I Flying Saucer

WASHINGTON APPLE PI 3.2™ LIBRARY (CONTINUED)

Type	Program	Type	Program	Type	Program	Type	Program	Type	Program	
I	Scramble	B	Integer HI-Res	-----WAP™ Volume 019-----		A	Flash Cards	A	Dogflight	
A	Golf-Revised	I	Air-Sea	* COMMUNICATIONS **		A	Hex-Doc Conv	I	Golf	
-----WAP™ Volume 013-----		B	Air-Sea Subs	. Free Sectors =190(47.5K)		I	Spaco Trip	I	Jig-Saw	
* GAMES **		A	Spaco Maze	I WAP		I	EPROM Code for LowerCase Mod	I	Juggle	
. Free Sectors = 86(21.5K)		-----WAP™ Volume 016-----		I Telephone Alarm Clock Program		I	To Apple-Writer.	A	Martian Invasion	
I Backgammon		* UTILITIES V **		I Dumb Terminal Program		B	ASCII \$4000 \$800	A	Pork Barrel	
A Black Box II		. Free Sectors =210(52.5K)		A Modem Chess		-----WAP™ Volume 022-----		I	StarFire	
I Bowler		I WAP		A MicroModem Text Transfer		* UTILITIES VI **		I	MasterMind	
A Connection		B OldMan		A Pick Up Phone In Answer Mode		. Free Sectors = 78(19.5K)		-----WAP™ Volume 024-----		
A Cribbage		A Sequential Text Everything		A MicroModem Self Test Program		I WAP		* GAMES IX **	A	Direct Reduction Loan Calc
A Dog Star		A Personify		A MicroModem II Auto Dialer		B	Bas,Cat,48K	. Free Sectors = 87(21.75K)	A	Transportation Cost Minimize
A Fort		A Converter		A MicroModem Program Exchange		I	TED V5.4	I	A	Stock Option/Covered Hedge
I Hello		A Hex-ASCII.B Instructions		I Self Test Prog MicroModem II		A	Elec File Cabinet	I	A	Stock Portfolio Valuation
B O.M./Chargen/Tables		I Apple Typar		I Demo Prog 1 for MicroModem		B	PTH0	A	A	Treasury Bill Valuation
B O.M./Tones		I Apple Typar II		I Demo Prog 2 for MicroModem		I	Disk Full-3,2,1(Inverse)	A	A	Budget
A Orbit Match		B Hex-ASCII.B		I MicroModem Store & Forward		I	Dana's Hex Loader	I	A	T Household
I Shooting Gallery		A Hex-Dec Conv		A CBBS From Bill Hyde		A	Allon	A	A	A Future Value of an Investment
I Sub Killer		B LoadMon		A Binary Transfer		I	Program Development Package	A	A	A Regular Deposits
A Super Nim		A Track Sector Reader		A Pickup		I	Capture	A	A	A Regular Deposit Annuity
-----WAP™ Volume 014-----		A LoadMon Instructions		I TotaPong		I	Catalog to &	A	A	A Finance
* IAC UTILITIES IV **		I Update DOS Fast Init		B DataMover		A	Ctrl-Char Reveal	A	A	A Regular Withdrawals
. Free Sectors =202(50.5K)		B NowMon		-----WAP™ Volume 020-----		I	FixeLog	-----WAP™ Volume 027-----		
A Apple II+ Mini/Asm		-----WAP™ Volume 017-----		* MUSIC **		A	Toxt Copy	* MATH **		
A Antrovoal		* GRAPHICS II **		. Free Sectors =153(38.25K)		I	DOS Command Changer	. Free Sectors =180(45K)		
I Disk Halpor		. Free Sectors =303(75.75K)		I WAP		B	Niffum	I	WAP	
A Disk Sort		A Alex's Calendar Part I		I Johann,Sebastian,Apple		B	FID	A	A	A Florul Spectrum Analyzer 10
I Disk/Disk Xfer		I Ticker Tapo		I Andy's,Synthesizer		B	RWTS,Doc	A	A	B FFT
A IAC Apple II+ Disk		B Driver		B Small,Small,World		B	RWTS,I	I	A	I FFT,Src
I Improved Catalog		B Expanded Dump,B		I Music,For,a,Closo,Encounter		I	Papor Tiger Hires Dump	-----WAP™ Volume 025-----		
A Integer @ \$6000-Tapo		I Expanded Dump		I Ludwig's,Fantasy		I	Disk Full-3,2,1(Flashing)	* UTILITIES VII **		
A Integer @ \$4000-Tapo		B Isometric #1		B Score		I	DCC	. Free Sectors =264(66K)		
B Integer Basic-Disk		I Vincent*		I Four Voices		B	FIR	I	WAP	
I Master Key		B HI-Res Low Level		I Bach2		I	FileMover	A	A	A GrandApplo
B Memory Chock 6502		B ShTable Loc		I MusicPak I		I	Scroll Down	I	A	I Display Colors
I Memory Chock 6502 A2048 L512		B Character ShTable		I Applodlan		I	Make Save Tape Exec	B	A	B DP2
I Memory Test		A Alex's Calendar Part 2		I The Hart Piano		I	SvTp	A	A	A Box 3D
B RWTS		T Choice File		I Odo to Joy		I	ResTp	A	A	A Box Paddio
B Supplement		-----WAP™ Volume 018-----		I Apple Piano Doc		-----WAP™ Volume 023-----		A	A	A HIRes Big Boxes
I TUBS		* EDUCATIONAL II **		B Apple Piano		* GAMES VIII **		A	A	A HIRes Boxes
-----WAP™ Volume 015-----		. Free Sectors =159(39.75K)		I Phila Organ		. Free Sectors = 56(14K)		A	A	A HI-Res Char Table Generator
* GAMES VII **		I WAP		I Tognazzini Tutorial		I	WAP	B	A	B Dual Char Set,Bin
. Free Sectors =101(25.25K)		A Flash Cards		-----WAP™ Volume 021-----		A	BattleShip	B	A	B HI-Res Character Generator
I Hello		I Spelling Bee		* APPLE ORCHARD **		A	Four	A	A	A Char Gen Help
A Deep Space		I Preschool Letter Recognition		. Free Sectors =297(74.25K)		A	Grocery Store	A	A	A Suporose III
I Dragon Load		I Shapes		I WAP		A	Hangman	A	A	A Suporose II
B Dragon		I Guess my Word		A Menu		A	J Mason Menu	I	A	I Papor Tiger HIRes Dump
A MadLib		I Secret Message		B LoMem		A	That's Right	B	A	B Persian Rug
I Madamo Dupro		I Musical Math Teacher		B LoMem		A	Twenty Questions	I	A	A Chess Clock
A Guided Missile		I Apple Education Pak		B Driver,S		A	US Presidents	B	A	B HIRes,Sketch Bin
I Laser Cannon		I Photography CAI		B Driver,B		A	Trolls Gold	B	A	I HIRes Skotch
A FizzBin		I Photography Quiz		I Apple Typar		A	Color Wumpus III	-----WAP™ Volume 026-----		
I One Player FootBall		I Ing Endings		I Apple Typar II		I	Country Driver	* STOCKS / INVESTMENTS **		
I Save the World		I Long Division		B Hex-ASCII,S		I	Dodger	. Free Sectors = 31(7.75K)		
I Star Attack		I Morse Code Instructor		B Hex-ASCII,B						
B Star Subs										

WASHINGTON APPLE PI 3.2™ LIBRARY (CONTINUED)

Type	Program	Type	Program	Type	Program	Type	Program	Type	Program
-----WAP™ volume 028-----		T	NeptuneB	I	Carrying-Balloon	-----WAP™ Volume 033-----		.	Free Sectors = 80(20K)
.	PLANETFINDER 04	T	NeptuneR	I	New Fly Killer	.	ACCOUNTING 04	I	WAP
.	Free Sectors = 19(4.75K)	T	NeptuneV	A	Notes on Programs	.	Free Sectors = 42(10.5K)	B	ICBM
I	WAP	T	NeptuneU	I	AppleSoft	I	WAP	I	Apple-Star Bowling
I	Hello	T	NeptuneW	A	Cros	B	Bowling-X	I	Haunted Mansion
T	VenusU	T	JupiterL	A	Cros-Prs	I	6In Rummy	B	Pcard
A	Create Array	T	JupiterB	A	Cros-RS	I	Blaster	I	Concentration
T	MercuryU	T	JupiterR	A	Cros-TE	A	Notarun0	A	CharSet
T	SunL	T	JupiterV	A	Cros-CR	A	Xoxo	A	SkyWriter
A	Amend	T	JupiterU	A	Cros-Bod	A	Puzzle	I	Roed Racer Intro
T	SunB	T	JupiterW	A	Cros-Pad	I	Roed Racer	B	Racer Machine
T	SunR	A	Print All Arrays	A	Cros-See	I	An Applo Users Meeting	I	An Applo Users Meeting
T	SunV	A	PP3	A	Cros-Car	.	-----WAP™ Volume 037-----		
T	SunU	A	AN	B	Cros-Se	.	UTILITIES IX 00	.	Free Sectors = 152(38K)
T	SunW	B	Upper Case	A	Cros-Tre	I	WAP-Utilities IX	.	Free Sectors = 3(.75K)
T	MoonL	B	Lower Case	T	BT-Init1	B	AmperSort II	A	Menu
T	MoonB	A	Pie Chart (Uses CPlot+)	T	BT-Init2	I	General Disk Utilities	A	Cat Init
T	MoonR	T	Development Data	T	BT-Acab1	I	Flaw Bits	T	Cat
T	MoonV	T	Population Data	T	BT-Acab2	I	Integer Renumber	A	Sydney Group Australia Disk I
T	MoonU	A	CPlot+ Setup and Run	T	BT-Susp1	I	Program Sectors Map	A	Hgr Demo1
T	MoonW	I	CPlot Info	B	Chain	B	Dsk.Obj	A	Biorhythm
T	SaturnL	I	Hello Int	T	BT-Tren1	I	Restore	I	Target Shoot
T	SaturnB	B	CPlot	T	BT-Acen1	A	Renumber Mach	B	Ldata
T	SaturnR	B	CPlot PA	T	BT-Acen2	A	Catalog Management	T	LWords
T	SaturnV	B	Upper Case Int	A	Balance Sheet (Tape/Disk)	T	Catalog Management - Edit	I	Calculator Start
T	SaturnU	B	Lower Case Int	A	Savings Bond (Tape/Disk)	B	PrettyList	A	Applesoft Shape Maker
A	Print Array	B	Hires.Bin	A	Family Budget (Tape/Disk)	A	PrettyList Info	A	Mastermind
A	Append Array	I	CPlot Int Into	.	-----WAP™ Volume 034-----		.	-----WAP™ Volume 038-----	
T	SaturnW	I	CPlot Setup and Run	.	SOLAR TUTOR 00	.	GAMES XIII 00	.	Free Sectors = 146(36.5K)
T	PlutoL	I	CPlot Sample Program	I	WAP-Solar Tutor	I	WAP-Games XIII	B	Marlions
T	PlutoB	T	Prog.Filo	A	Hello	A	Journey to Center Earth	I	Color StarTrek
T	PlutoR	B	SAndy's Rem Stripper	B	Chain	I	Color StarTrek	B	Invaders Logo
T	PlutoV	I	Disk Access Utility	A	Tutorial Part 1	A	Old McDonald	B	Invaders
T	PlutoU	B	Silentypo Bold Print	A	Tutorial Part 2	A	Garden Planner	B	Sound
T	PlutoW	I	Bold Print Demo	A	Tutorial Part 3	A	Garden Accounting	I	Le Mans for Two
T	MercuryL	A	Rem Stripper Info	A	Tutorial Part 4	I	AppleSoft	A	Insults
T	MercuryB	B	Satellite	A	Tutorial Part 5	T	Harvest	I	Yellow Brick Road
T	MercuryR	B	Satellite1	B	Solar Shape Header	T	Crop	I	Wipe Off
T	MercuryV	B	Orbit	B	Solar Shape Table	T	Expense	I	Le Mans for One
T	MercuryW	B	Small Hole	A	Solar Start	.	-----WAP™ Volume 036-----		
T	VenusL	T	Lister	.	GAMES XII 00	.	GAMES XII 00	A	Disk Summary
T	VenusB	A	Catalog Management	.	-----WAP™ Volume 035-----		.	-----WAP™ Volume 039-----	
T	VenusR	A	Catalog Management - Edit	.	GARDEN MANAGEMENT 00	.	IAC VII 00	.	Free Sectors = 146(36.5K)
T	VenusV	.	-----WAP™ Volume 030-----		.	Free Sectors = 255(63.75K)	I	WAP,IAC VII	
T	VenusW	.	GAMES X 00	I	WAP	I	Hello1	I	T Z Prog.List
T	MarsL	.	Free Sectors = 95(23.75K)	I	Juggle	A	Disk Summary	A	A Disk Summary
T	MarsB	I	WAP	I	Jig-Saw Puzzle	A	StratoLaser	A	SkyWriter (Instructions)
T	MarsR	I	Hello	A	At The Track	I	Hires Pong	A	SkyWriter (OneLiner 1)
T	MarsV	A	Menu	I	Juggle	A	Word-Doodles	A	SkyWriter (OneLiner 2)
T	MarsW	B	Allivader	I	Jig-Saw Puzzle	B	Character Table	A	SkyWriter (Snoopy)
T	MarsU	I	Lunar-Lander	A	StratoLaser	B	Character Table 180	A	Insults
T	UranusL	I	Death Star	I	Juggle	B	Hicher.Obj	A	Error Handler
T	UranusB	I	Hi-Res Dragon Maze	I	Jig-Saw Puzzle	I	Maze Maker	A	AppleSoft Line Writer
T	UranusR	I	Air Force Bomber	A	StratoLaser	A	RoadRunner	A	Dpring
T	UranusV	I	Air Attack1	I	Juggle	I	Maze Maker	A	Gen Ledger
T	UranusU	I	Submarine	A	StratoLaser	I	RoadRunner	A	Print G/L
T	UranusW	I	Space-War V	I	Juggle	T	Crop	T	G/L Date
T	NeptuneL	I	Space-War V	A	StratoLaser	T	Expense		

Number of Programs:

Int + FP + Text + Mach + Relocat. + Pascal + CP/M + Forth = Total:-> Volumes:
 333 330 89 120 0 0 0 0 872 40

Type	Program	Type	Program	Type	Program	Type	Program	Type	Program	
----WAP™ Volume 041----		A Slide Show		----WAP™ Volume 044----		----WAP Volume 070----		A Student's T-Distribution		
* IAC 25 - MACH. LANGUAGE UTIL	B A.Pic	* IAC 29 - UTILITIES H 0 *	B A.Pic	* UTILITIES I 0 *	BUSINESS/MATH/STATISTICS	A Student's T-Distribution Test	A F-Distribution	A Linear Correlation Coefficient	A Multiple Linear Regression	
. Free Sectors = 0(OK)	B B.Pic	. Free Sectors = 27(6.75K)	B C.Pic	. Free Sectors = 37(9.25K)	A WAP Hello	A Linear Regression	A Nth Order Regression	A Geometric Regression	A Exponential Regression	
A Hello	B D.Pic	A WAP™43	B E.Pic	A WAP™44 - Utilities I	A "Business"	A Future Value of an Investment	A Mean-Var-St Deviation	A System Reliability	A Average Growth Rate	
A Hello.Beu	B F.Pic	B Bug	B G.Pic	B Documentation	A Annuit	A Regular Deposits	A "Misc"	A Tax Depreciation Schedule	A Recipe Cost	
A Beu.Instructions	B H.Pic	A Bug Hello	B IntBeu.1	A FileHandler.2	A Regular Withdrawals	A Initial Investment	A Map Check	A Day of the Week	A Days Between Two Dates	
B Beu.48K	----WAP™ Volume 043----		B BinLoad	A Column Updates	A Min Invest for Withdrawals	A Nominal Interest Rate	A System Reliability	A Average Growth Rate	A Tax Depreciation Schedule	
B IntBeu.1	* IAC 29 - UTILITIES H 0 *	. Free Sectors = 27(6.75K)	B IntBeu.1	B AmperSort IIN2	A Effective Interest Rate	A Earned Interest Table	A Day of the Week	A Days Between Two Dates	A Anglo to Metric	
A Masm Instructions	. Free Sectors = 27(6.75K)	A WAP™43	A Masm	T AppleStuff HeaderFile	A Depreciation Rate	A Depreciation Amount	----WAP Volume 71----			
T Masm	A WAP™43	B Bug	B MasmA	T AppleStuff IndexFile	A Salvage Value	A Discount Commercial Paper	MUSIC			
B MasmA	B Bug	A Bug Hello	B Masm Doc	T BaseNameFile	A Principal on a Loan	A Regular Payment on a Loan	A WAP Hello	I Johann.Sebastian.Apple	I Andy's.Synthesizer	
B Integer Basic	A Bug Hello	A Display Bug Doc	B Integer Basic	A FileCabinet	A Last Payment on a Loan	A Remaining Balance on Loan	I Small.Small.World	I Music.For.A.Close.Encounter	I Ludwig's.Fantasy	
B Sweet16	A Demo1	T Bug OverView	B Sweet16	B GarbageIK16	A Term of a Loan	A Annual Interest Rate on Loan	I Four Voices	I Bach2	I Musickpak 1	
I Masm Sample	A Demo2	T Bug Instructions	I Masm Sample	A Hello	A Mort Amort Table	A Mort Amort Table	I The Hart Piano	I Ode to Joy	I Apple Piano Doc	
B All Purpose Disasmb.(800)	A Demo3	T Bug Instructions	B All Purpose Disasmb.(800)	B Input	A Greatest Common Denominator	A Prime Factors	I Ode to Joy	I Apple Piano Doc	B Apple Piano	
B All Purpose Disasmb.(8800)	A Demo4	T Bug Instructions	A Bfile List	T Demo BaseNameFile	A Area of Polygon	A Vector Analysis	I Phila Organ	A Bach1	I Tognazzini Tutorial	
A Bfile List	A Demo5	T Bug Instructions	A Mem/Dump to Text File	B Relocate DOS to Memory Card	A Parts of Triangle	A Simultaneous Equations	I Called Programs	B WAP Menu	B Hello.Obj	
A Mem/Dump to Text File	B ASCII.Set	T Bug Instructions	A Memory Interpreter	T File	A Simultaneous Equations	A Vector Operations	B Description-Volume 71	B Score	----WAP Volume 72----	
A Memory Interpreter	B Blippo Black.Set	T FileCabinet.Doc	A Mini-Assembler Instructions	T FileCabinet.Doc	A Simultaneous Equations	A Coordinate Conversion	KEYBOARD GAMES		A WAP Hello	
B Mini-Assembler (\$800)	B Byte.Set	A Intro Comm-Term	B Mini-Assembler (\$5400)	A Intro Comm-Term	A Simultaneous Equations	A Coordinate Plot	B Hello.Obj	B Description-Volume 71	B Score	
B Mini-Assembler (\$5400)	B Pinocchio.Set	B SSC.Source.S	I Mini-Assembler Tutorial	A Intro Dallas	A Simultaneous Equations	A Angle Conversion	B Description-Volume 71	B Score	----WAP Volume 72----	
I Mini-Assembler Tutorial	B Slant.Set	T Comm-Term Description	A M/L Tutorial	A FC4CNC	A Simultaneous Equations	A Polar Equation Plot	KEYBOARD GAMES		A WAP Hello	
A M/L Tutorial	A Make Ltxt	A Comm-Term	T M/L Tutorial	A Change File Type In Catalog	A Simultaneous Equations	A Function Plot	KEYBOARD GAMES		B Hello.Obj	
T M/L Tutorial.Text	A I.M.C. Hello	A Change File Type In Catalog	A HCL Maker	T APP-IBM	A Simultaneous Equations	A Linear Interpolation	KEYBOARD GAMES		B WAP Menu	
A HCL Maker	A Improved Master Catalog	A Intro Dallas	B Documentation	A FC4CNC	A Simultaneous Equations	A Curvilinear Interpolation	KEYBOARD GAMES		B Hello.Obj	
B Documentation	B Relocate DOS to Memory Card	A FC4CNC	I CPU 6502	T Apple Calls HeaderFile	A Simultaneous Equations	A Simpson's Rule	KEYBOARD GAMES		B Description-Volume 71	
I CPU 6502	B New.Mas.Cat.48K	T Apple Calls HeaderFile	A WAP™Chucker	T Apple Calls IndexFile	A Simultaneous Equations	A Gaussian Quadrature	KEYBOARD GAMES		B Score	
A WAP™Chucker	B New.Mas.Cat.Dm	T Apple Calls RptFmtNameFile	B Chucker.Obj	T Apple Pokes HeaderFile	A Simultaneous Equations	A Trapezoidal Rule	KEYBOARD GAMES		B Score	
B Chucker.Obj	T T.New.Mas.Cat.48K	T Apple Pokes HeaderFile	T Disk List	T Apple Pokes IndexFile	A Simultaneous Equations	A Derivative	KEYBOARD GAMES		B Score	
T Disk List	A Run I.M.C. Instructions	T Apple Pokes RptFmtNameFile	T Disk CheckSums	T Apple Pokes RptFmtNameFile	A Simultaneous Equations	A Quadratic Formula	KEYBOARD GAMES		B Score	
T Disk CheckSums	T I.M.C. Instructions	T Apple Pokes RptFmtNameFile	----WAP™ Volume 042----		A Simultaneous Equations	A Real Roots:Newton	KEYBOARD GAMES		B Hello.Obj	
----WAP™ Volume 042----		* ONE KEY DOS - Send \$9 to BB	* ONE KEY DOS - Send \$9 to BB		A Simultaneous Equations	A Real Roots:Half-Interval Search	KEYBOARD GAMES		B Hello.Obj	
* ONE KEY DOS - Send \$9 to BB	. Free Sectors = 26(6.5K)	. Free Sectors = 26(6.5K)	. Free Sectors = 26(6.5K)		A Simultaneous Equations	A Linear Programming	KEYBOARD GAMES		B WAP Menu	
. Free Sectors = 26(6.5K)	A Hello	A Hello	A Hello		A Simultaneous Equations	A Simple Matrix Operations	KEYBOARD GAMES		I Apple-Star Bowling	
A Hello	B Cover.01	B Cover.01	B Cover.01		A Simultaneous Equations	A Matrix Multiplication	KEYBOARD GAMES		I At the Track	
B Cover.01	A Menu	A Menu	A Menu		A Simultaneous Equations	A Matrix Inversion	KEYBOARD GAMES		I Battleship 2	
A Menu	B Audrey	B Audrey	B Audrey		A Simultaneous Equations	A "Stat"	KEYBOARD GAMES		I Blackjack	
B Audrey	B @Intro	B @Intro	B @Intro		A Simultaneous Equations	A Permutations and Combinations	KEYBOARD GAMES		I Color Startrek	
B @Intro	B @Features	B @Features	B @Features		A Simultaneous Equations	A Mann-Whitney U Test	KEYBOARD GAMES		A Connection	
B @Features	B @Which DOS	B @Which DOS	B @Which DOS		A Simultaneous Equations	A Geometric Mean	KEYBOARD GAMES		I 6In Rummy	
B @Which DOS	B @Converting	B @Converting	B @Converting		A Simultaneous Equations	A Binomial Distribution	KEYBOARD GAMES		A Hangman	
B @Converting	B @Licenses	B @Licenses	B @Licenses		A Simultaneous Equations	A Poisson Distribution	KEYBOARD GAMES		I Jig-Saw Puzzle	
B @Licenses	B @Tech Notes	B @Tech Notes	B @Tech Notes		A Simultaneous Equations	A Normal Distribution	KEYBOARD GAMES		A Low Score II	
B @Tech Notes	A Connle	A Connle	A Connle		A Simultaneous Equations	A Chi-Square Distribution	KEYBOARD GAMES		I Slot Machine #2	
A Connle	B Vert	B Vert	B Vert		A Simultaneous Equations	A Chi-Square Test	KEYBOARD GAMES		I Slot Machine #2	
B Vert	B Dkey	B Dkey	B Dkey		A Simultaneous Equations	A Chi-Square Test	KEYBOARD GAMES		I Slot Machine #2	
B Dkey	B Subs	B Subs	B Subs		A Simultaneous Equations	A Chi-Square Test	KEYBOARD GAMES		I Slot Machine #2	
B Subs					A Simultaneous Equations	A Chi-Square Test	KEYBOARD GAMES		I Slot Machine #2	

Type	Program	Type	Program	Type	Program	Type	Program	Type	Program	
I	Towers of Hanoi	T	Sum Blank.S Leahy	A	Transfer	T	DataFile5	A	Hello	
T	Called Programs	T	Stock Bk.S Leahy	A	Switch 3.2.1/3.3.1	T	DataFile6	B	Hello.Catalog.Obj0	
B	A-S Bowl	T	Bond/Corp Bk.S Leahy	I	WOZBoot13	T	DataFile7	A	Hires Blackjack	
B	Gin.Charset	T	Bond/Muni Bk.S Leahy	T	Prog.List	T	DataFile8	B	Hires Character Generator	
B	Gin.Pcard	T	Stock Example.S Leahy	B	Chain	B	Driver	B	Hires Character Table	
B	Low Score.B	T	Portvall.A Baker	I	Copy	T	File #1	I	Interna-Maze	
B	Description-Volume 72	T	MktData1.A Baker	A	CopyA	A	Hello	A	Keno 11	
----WAP Volume 073----		T	P & L 1.A Baker	B	Relocate DOS to Memory Card	B	Hello.11.B	A	MadLib 1	
TEXT GAMES		T	Net Present Value.S Myers	I	Fast Copy 3.3	A	Initialize File #1	A	Meteor Storm	
A	WAP Hello	T	Amort.S Myers	B	Fast FRE(0) A8192 L505	A	Inventory #1	I	Not One	
A	Adventure	T	Budget.J Liu	A	Fast FRE(0) Relocator	A	Loan Cash Flows & I.R.R.	A	Number Guesser	
A	Civil War			A	Catalog Management	A	World of Chu	A	Rock Scissors Paper	
A	Color Mumpus			A	Catalog Management - Edit	T	CashFlow2	B	Shapes	
A	Dog Star			A	Huffin			I	TV Trivia 11	
B	Dog Star Instructions			----WAP™ Volume 102----				A	Who Am I?	
A	Inspector Clew-So			* GAMES A *					A	Wishing Well
A	Starwars			. Free Sectors = 189(47.25K)					----WAP™ Volume 105----	
A	Super Star Trek			I WAP Games A					* FIG-FORTH / UTILITIES *	
B	Description-Volume 73			A Hello					. Free Sectors = 72(18K)	
B	WAP Menu			I Apple-Simon					A AppleSoft Search/Change	
----WAP™ Volume 090----				B SimonShapes					B Catalog.Obj0	
SPREADSHEET C - GEN BUS MODE				A Black Box					A Data Statement Create	
. Free Sectors = 28(7K)				I Black Hole					I Fig-Forth Hello	
A	Hello			A Caribbean cruise					B Fig-Forth78	
T	Fee Analysis.P Bussey			I Concentration					T ForthDoc	
T	Instrct.F Klappenberger			I Digital Clock					A GIIIR	
T	Sample.F Klappenberger			A Horse Race					A Hello	
T	Six Mos.F Klappenberger			A I am Buddha					B Read Forth Documentation	
T	Nine Mos.F Klappenberger			A It's a Small World					A Reminder Generator	
T	Twelve Mos.F Klappenberger			I Magic Cave					A Reminder Generator W/O Rems	
T	AMWAY Instr.J Waak			I No MIS					A RowTser	
T	AMWAY Order Form.J Waak			I Reverse					A RowTser W/O Rems	
T	Shipping Form.S Gordon			I Rom the Robot					A Screen Dump.No Num.Center	
A	Atlanta Urban Sim.M Curtis			I Stop Watch					A Screen Dump.Numbered	
T	Atlurb.M Curtis			A Sound Demo					A Screen Dump.Plain	
T	Truth Table.M Curtis			A Dog Fight					T Data.Scratch	
T	Fibonacci.M Curtis			A Fifteen Game					----WAP™ Volume 106----	
T	Horse/Barn.M Curtis			A The Small Marquee					* SCIENCE ENGINEERING *	
T	Word Problem Demo.M Curtis			A Hangman					. Free Sectors = 90(22.5K)	
T	Phil/Father.M Curtis			B Cat					A Hello	
T	NIH Grant Form.R Hakins			----WAP™ Volume 103----				T Annulus	----WAP™ Volume 109----	
T	Vizblzm.B Miller			* MERRY CHRISTMAS *					* IAC 11 (APPLESOFT TUTOR) *	
T	MexPl.B Miller			. Free Sectors = 277(69.25K)					. Free Sectors = 72(18K)	
T	Vizblzc.B Miller			I WAP Merry Xmas					T Washington Apple PI	
T	Exp2.B Miller			A Christmas Tree					T Vol 109 - IAC 11	
T	DIF1.B Miller			I Merry Christmas					A Apple Tutorial	
T	Pricing1.J Liu			I Xmas Tree					A Menu	
----WAP™ Volume 091----				I Christmas					A Strt	
SPREADSHEET D - INVEST MODEL				I Holiday Greeting Pak					A Help	
. Free Sectors = 16(4K)				I Joy to the World					A Pt.1	
A	Hello			I Deck the Halls					A Pt.2	
T	Inst.J Lacey			A Xmas Tree & Msg					A QRef	
T	Money Market Fund.J Lacey			B Apple-Music SubRoutines					----WAP™ Volume 110----	
T	Monthly Exp Acct.J Lacey			B Cat					* PERSONAL / EDUCATION *	
				I Run Me First					. Free Sectors = 6(1.5K)	
				B Integer Basic-Disk					A Alex's Calendar Part 1	
				----WAP™ Volume 104----				A Alex's Calendar Part 2		
				* BUSINESS A *					T Apple Blossoms	
				. Free Sectors = 63(15.75K)					B Chain	
				A Automatic Curve Choice					B Character ShTable	
				B B-Curve Fits					T Choice File	
				A Billing #8					A Class Grades	
				A Business Services					A Class Grades Init	
				T CashFlow1					B Doc.Personal/Education	
				B Catalog.Obj0					A FracOp1	
				T CatalogFile					A FracOp2	
				A Curve Fit Instructions					A Fraction Drill Program	
				A Curve Fits (L16)					A Hello	
				T DataFile1					A Home Inventory	
				T DataFile2					A Home Message Center	
				T DataFile3					A Human Physiological Parameters	
				T DataFile4					A Improv	
				----WAP™ Volume 107----						
				* GAMES B *						
				. Free Sectors = 31(7.75K)						
				I Apple Trivia						
				A Artillery						
				I Brain Teaser						
				I Clue						
				A Collision						
				A Connect-a-Dot						
				A Craps						
				A Darts						
				I FoolsBall						
				A Football						

Type	Program	Type	Program	Type	Program	Type	Program	Type	Program
A	Life Management and Finances	B	Shapes		----WAP™ Volume 117----	B	RVS 6502 Dvr.0	T	WAPABBS Notes 3
A	Life Time	I	Slow Scroll	*	PICTURE PACKER © *	T	RVS 6502 Dvr.0.T	T	WAPABBS Notes 4
A	Loan Calculator	B	TxFiler	.	Free Sectors = 19(4.75K)	B	RVS 6502 Dvr.S		----WAP™ Volume 122----
A	Mathematical Designs	A	TxFiler Info	A	AACompress Picture	I	Simulation-6502	*	IAC 17 MISCELLANEOUS © *
A	Mini-Pilot II	B	Utilities C Doc.	A	AAShow	A	System Configuration Checker	.	Free Sectors = 94(25.5K)
A	Optical Illusion	A	Vertical Banner Printer	A	AASlide Show	A	The Lo-Res Assembler	I	Automatic Bingo
A	Perpetual Calendar		----WAP™ Volume 113----	A	Haley's Slide Show	A	VTOC Report	I	Beginning
A	Perpetual Julian Calendar	*	BUSINESS B © *	B	Hello	B	VTOC Report.Obj	I	Bingo
A	Reduce	.	Free Sectors = 79(19.75K)	B	HR.Packer		----WAP™ Volume 119----	I	Bingo Card
B	Shapes	A	Caamm Master	B	HR.Unpacker	*	IAC 15 MISCELLANEOUS © *	I	Blackjack
B	Shtable Loc	A	Decision	B	Instructions	.	Free Sectors = 9(2.25K)	I	Color Math
A	Simple Text Processor	B	Chain	B	Apple Computer.Comp	A	Tulsa Menu	I	Computer Art
A	Text Organizer	B	Regr Data	B	Baby Jane.Comp	B	Menu.1	I	Cryptogram
A	Victory Drill	A	BIVar Regr	B	Big Dipper.Comp	B	Menu.2	I	Data Display and Save
T	Victory Drill Words 1	A	BIVar HIRes	B	Brain.Comp	A	Arithmetic Tac Dough	I	Fast Mem Test
T	Victory Drill Words 2	A	MIVar Regr	B	Character Set.Comp	I	Awari	A	Hangman
T	Victory Drill Words 3	A	LinProg	B	Chicken.Comp	I	Decision	A	Hangman 2
T	Victory Drill Words 4	T	BIDemo	B	Churchill.Comp	B	Computers.Decsn	A	Hello
	----WAP™ Volume 111----	T	BITest	B	Dollar.Comp	A	Herb's Calculator	I	Instructions
*	GAMES C © *	T	BITest2	B	Donald Duck.Comp	B	Herb's Calculator Display	I	Las Vegas Slot Machine
.	Free Sectors = 47(11.75K)	T	LPDemo	B	Double Bessel.Comp	A	Inverse Field Input	I	Life
I	AppleStar 1990	T	Numal131	B	Forest Pic.Comp	B	Inv.Input.Inst	I	Moon Lander
I	Bowling	T	M2	B	Hat.Comp	T	Life Exec	I	Music
A	Caesar's Watch	T	MulDemo	B	Hopalong Cassidy.Comp	I	Life (LoMem	I	Nevada Craps
I	City	T	TempFile	B	Lace.Comp	I	MadLib	I	NJ Lottery
B	Doc.GamesEB4111	T	TF	B	Leonardo.Comp	I	Othello	I	Phila. Color Organ
I	EarthQuest	T	Numal 131	B	Map.Comp	A	Screen Print Instructions	I	Phila. Pinball
I	EarthQuest.Instr	T	LP Demo	B	Maze.Comp	B	Scr.Print.Inst	I	Random Lines
I	EarthQuest.Space	T	DecDemo	B	Moire.Comp	B	Screen Print	I	Skunk
A	Hello	T	TPDemo	B	Music.Comp	A	Screen Write Instructions	I	Slotts
I	InterStellar		----WAP™ Volume 115----	B	N.Bin.Comp	B	Scr.Wri.Inst.1	I	Slow Mem Test
A	Magic Square	*	IAC 12/13 MISCELLANEOUS © *	B	Pic1.Comp	B	Scr.Wri.Inst.2	I	Starwars Rescue
I	Planet	.	Free Sectors = 128(32K)	B	Pic2.Comp	B	Scr.Wri.Inst.3	I	States and Capitals
A	Ski Racer	A	AppleSoft Lister Instructions	B	Schematic.Comp	B	Screen Write 2.1	I	The Hart Piano
A	Spencerville Manor 2	B	AppleSoft ListPrinter	B	Spiral.Comp	A	Screen Edit	I	Title Demo
	----WAP™ Volume 112----	I	Authorship	B	Spock.Comp	I	State Capitals	A	Twine (Type GR First)
*	UTILITIES C © *	B	Bin.Hello	B	Squeeze.Comp	A	Text Editor Instructions	I	Two Circles
.	Free Sectors = 192(48K)	A	Calendar	B	The Time Machine.Comp	B	Text.Ed.Inst	I	Wings(Type GR First)
A	AppleSoft Relocate	I	Concentration	B	Uncle Sam.Comp	A	Text Editor.50		----WAP™ Volume 123----
I	AppleTest	I	Connection	B	World Map 3.Comp	T	Text Editor TestFile	*	FRENCH VOCABULARY © *
A	ASCII Disassembler	I	CrIbbage	B	World Map.Comp	I	Towers of Hanoi Solved	.	Free Sectors = 31(7.75K)
A	Catalog to Dir	A	DM II		----WAP™ Volume 118----		----WAP™ Volume 120----	A	French Tester
B	D/SCrunch.Obj1	A	Hello	*	UTILITIES D © *	*	IAC 16 MISCELLANEOUS © *	A	French Tester Instructions
B	D/SCrunch.Obj2	A	HexCon	.	Free Sectors = 24(6K)	.	Free Sectors = 148(37K)	A	French Text Entry
A	Data Statements from Ram	I	Hoover Dam	A	Alphabetize a Directory File	A	Algebra 1	A	French Text Entry Instructions
B	Dayton Menu	A	Johannes	B	B.Mas.Cat.48K	A	AppleWriter Reader	A	Hello
I	Disk Documentation	B	Page Dump	A	DateSoft	A	Dan's Option Writer	B	La Deuxieme Lime
A	Embed Assy In A'Soft	B	SofSymRef	A	Disk Zap	A	Dan's Switch	B	La Premiere Lime
A	Exec Filer	B	SofSymRef.S	B	Documentation	B	DOS Pointers	B	Les Exemples
A	Exec Writer	B	Stock Trader	B	Dsk.Obj	A	Gambler	B	Les Verbes
A	Fast Primes	B	TeDissembler.S	B	Dump	B	H-Dice		----WAP™ Volume 124----
B	Field Input	I	Video Test	B	Dump.Auto	A	Memory Game	*	UTILITIES E © *
A	Field Input Demo		----WAP™ Volume 116----	A	Event Reminder	A	Production of Light	.	Free Sectors = 43(10.75K)
A	Field Input Instructions	*	IAC 14 MICROMODEM II © *	B	Fast.IntBasic	A	Ruther	A	A.S. Line Locator Description
B	Field Input Mod3	.	Free Sectors = 381(95.25K)	B	Fast.Loader	B	RWDisc	B	A.S. Line Locator
A	Field Input Tester	A	Alarm	B	Fast.RWTS	A	Ship Captain Crew	A	Address/Length Finder
T	Field.Instr	A	Answer on Nth Ring Modified	A	FastBoot Maker	A	Simon	B	Ampersort Doc. (Brun)
A	Floating Point Routines	A	Auto Dial	I	General Disk Utilities 3.3	T	Spelling List	B	Ampersort II
A	Hello	A	Basic Extractor	A	Get A and L for a Binary File	A	Spelling Test	A	Boot Changer
A	Hex-Decimal-Hex Conversion	A	Dial a Human	A	Hello	A	Static Electricity	B	Breaker A37D00 L\$268
A	HI-Res Sketcher	A	DJ Converter	A	Hex-Dec Conv	B	Text.ApNote-B2	I	Breaker Instructions
B	Input.Line	I	Dumbo	B	Hex/ASCII Dump	A	The Green Apples	I	Colorwheel
A	Letter Typer	A	Hayes Menu	A	Hex/ASCII Dump Info	A	Tom's Disk Modifier	I	Compare Capturer
A	Magic PaintBrush	A	Hello	B	Integer Basic-Disk	A	Tom's Math Drill	A	Compare Programs Routine
B	Numerals	A	Micromodem Flags	A	LAM Routine Utility	A	Tom's Trash Compactor	A	Disk Verifier
I	PI	A	Pickup	B	LHS Disk Map	A	Two Drive Copy	B	DiskScan 1.0
A	Protect	A	SelfTest II	A	Make a Directory File		----WAP™ Volume 121----	A	FileHandler
A	Rem Line Formatter	A	SourceOn	A	Mas.Cat.48K.Re-Revise11/22/81	*	WAPABBS 1.1 Documentation © *	A	Flower Comments
A	Reset to Monitor	A	Store & Forward	T	Mem	.	Free Sectors = 146(36.5K)	A	Flower I
A	Screen Write/File Doc.	A	Transfer	A	Printer Dump Doc	A	Run this First	A	Flower II
B	Screen Write/File Hex			A	Program Map	T	WAPABBS Notes 1	A	Graphic Hello
B	Screen Write/File Instructions			A	Real Var Study	T	WAPABBS Notes 2	A	Hello
I	Scrunch			B	RVS 6502 BDH Driver.0				
A	Shape Omnl								

WASHINGTON APPLE PI 3.3™ LIBRARY (CONTINUED)

Type	Program	Type	Program	Type	Program	Type	Program	Type	Program
I	Int Print Writer	T	Banjo.Avalon Quickstep (Oops)	-----WAP™ Volume 128-----	A	Address Index.LC	A	LaPlace Inversion	
A	Low's Peek and Poke	T	Banjo.Blackberry Blossom	* GAMES D *	A	Birth/Anniversary List	A	LaPlace Inversion.Document	
A	Line Draw	T	Banjo.Blackberry Blossom (G1)	. Free Sectors = 19(4.75K)	A	Convert AppleWriter	T	Listing	
I	NoPeek	T	Banjo.Blackberry Blossom (G2)	B AWAC Shapes	T	CRAE/AP *****	T	LowerCase Assem List.Text	
A	Paddle Pot Correction Cap	T	Banjo.Cowboy's Dream	A AWACS	A	CRAE/APA	A	Menu Magic	
A	Program Packer	T	Banjo.Devil's Dream	A Black Friday	A	CRAE/APA.Instructions	A	MoonLanding	
A	Program Packer--Unpacked	T	Banjo.Devil's Dream**Music Box	A Chase	I	Disk Sector Map	A	Morse Code	
A	Read at Demo	T	Banjo.Ducks On The Millpond	A D&D Magic Items	T	Display ASC Page by page ****	B	Morse Code.Obj	
B	Read at.Bin	T	Banjo.Frosty Morning	A Dive Bomber	A	Display ASC Page by Page.Inst	A	PrettyPrint	
B	Restore	T	Banjo.Goin' Back To Kentucky	B Documentation	B	Display ASC Page by Page.Obj	A	Shuffle	
B	Short DOS Commands	T	Banjo.Goin' Back To Kentucky 2	A Gold	A	Hello	A	Space Canyon	
A	Short DOS Instructions	T	Banjo.Grasshopper Sittin'	A Hello	T	Huffin *****			
A	Speed Loader	T	Banjo.Nancy Rowland	A Hello	A	Huffin			
B	Utilities E Doc.	T	Banjo.Old Virginia Reel	I Lit'l Red Bug	A	Huffin.Instructions	-----WAP™ Volume 134-----		
		T	Banjo.Puncheon Floor	A Lost Treasure Hunt	T	JoyStick *****	* NEW MEMBER'S DISK *		
		T	Banjo.Putney's Run	A Real Time Lander	B	JoyStick Wiring Diagram	. Free Sectors = 33(8.25K)		
		T	Banjo.Putney's Run (Fiddle)	A Rest AWACS	T	JoyStick.info	A	Hello	
		T	Banjo.Rachel	A SubScan	A	JoyStick.Instructions	A	Shape Menu	
		T	Banjo.Rye Straw	B SubScan.Tab	T	LC-Killer *****	A	Shaper	
		T	Banjo.Salem Hornpipe	B Title	T	LC-Killer.Instructions	A	Assembler	
		T	Banjo.Seneca Square Dance	B Wall	B	LC-Killer.Instructions	A	Demo of Shape Use	
		T	Banjo.Sugar Babe	B Wall Source-LIZA Assembler	B	LC-Killer.Obj	B	Demo.Table	
		T	Banjo.Test Pattern	A Wall-Instructions	A	Loan Program	B	CPlot+	
		T	Banjo.Texas Quickstep	T Wiz	T	MEMap (Exec)	B	CPlot+ Info	
		T	Banjo.Turkey In The Pea Patch	A Wizard's Castle	A	Paddle Test	B	Upper Case	
		T	Banjo.Wooden Nickel		T	Poke 33 *****	B	Lower Case	
		T	Banjo.Zippity Doo Dah	-----WAP™ Volume 129-----	A	Poke 33.Instructions	A	Super File Cabinet	
		A	Bill Music	* GLAQ *	B	Poke 33.Obj	B	AmperSort II	
		I	Caveat (Rnd)	. Free Sectors = 19(4.75K)	R	Poke 33.Obj0	B	LHS Disk Map	
		I	Contrastoscope	A GLAQ	T	Poke 33.Source	A	Master Catalog	
		I	Cramscope III	T GLAQDoc	T	Puf *****	B	B.Mas.Cat.48K	
		A	Drunken Sailor	A GLAQDoc-Upper	A	Puf.Instructions	A	Catalog Management	
		A	Graphic Recursion	T GLAQHelp	B	Puf.Obj	A	Catalog Management - Edit	
		I	Harmoniscope	T GLAQHelp Upper Case	A	Puf.Source	A	Screen Dump.No Num.Center	
		A	Hello	A GLAQHelp-Upper	A	Ram Test 48K	A	Screen Dump.Numbered	
		A	Kinetic String	A GLAQHelp-Upper/Lower	A	Sector List	A	Screen Dump.Plain	
		B	Music.ML	A Hello	A	Text to AppleWriter	A	Perpetual Calendar	
		I	Nolsy	-----WAP™ Volume 130-----	B	Text to AppleWriter.X	B	Integer Basic-Disk	
		A	OP-ART	* DIVERSI - DOS *	T	Text.JoyStick.info	A	Disk Zap	
		A	Paddle Tunes	. Free Sectors = 357(89.25K)	T	Track 35 *****	B	AmperSort Doc. (Brun)	
		A	Plow	A Hello	A	Track 35.Instructions	A	Huffin	
		I	Random Walk	B ASMDIV	B	Track 35.Obj	A	Editor	
		B	Simple Shapes 3		R	Track 35.Obj0	A	CPlot+ Sample Program	
		A	Simple Shapes Graphics	-----WAP™ Volume 131-----	T	Track 35.Source	A	CPlot+ Char Set Editor	
		A	Spiro-Graph	* PERSONAL / EDUCATION 2 *	T	Un-New *****	A	CPlot+ SetUp and Run	
		A	Stan(Printer)	. Free Sectors = 58(14.5K)	A	Un-New.Instructions	B	HiRes.Bin	
		A	Staten Island	A Arithmetic Tables	B	Un-New.Obj	A	Supplement.Doc	
		A	Wild Line	A Calendar	T	Un-New.Source	B	Supplement	
				B Documentation			I	Disc Speed Info	
				B Documentatation	-----WAP™ Volume 133-----		I	Disc Speed Test	
				A Flash Spelling	* IAC 20 (DO NOT BOOT!) *		B	DSpeed.Obj	
				A Food Values	. Free Sectors = 0(0K)		B	Documentation	
				A Geography	A Address Search.Instructions				
				A George's Morse Code	B	Address Search.Obj	-----WAP™ Volume 135-----		
				A Grade Average	R	Address Search.Obj0	* WAPABBS 1.1 Disk 1 *		
				A Hello	T	Address Search.Source	. Free Sectors = 44(11K)		
				A Ideal Body Weight	T	APPRINT	T	Messages	
				I Life Expectancy Test	A	ApPrint:File Maker	A	WAPABBS 1.1	
				I Math Practice	A	BenchMark	T	Bulletin	
				I Music Compiler	A	Canyon Run - Colour	B	Edit Users.Obj0	
				A Recipe Box	A	Disk Free Space	T	Meetings	
				A Recipe Calorie Cost	A	DiskScan	B	ABBS1.Obj0	
				A Remember Numbers Game	T	BBS	T	BBS	
				A Telephone Acronyms	B	DiskScan.Obj1	T	Startup	
				A Time Between Dates	B	DiskScan.Obj2	T	Club Store	
				A Time Teacher	A	Error Handler	T	T.Edit Users	
				A Twelve Month Reminder	B	Fast.Loader	A	Update Users	
				A Vocabulary	B	Fast.RWTS	B	BBS1.Obj0 Slot 2	
				T Words.S	A	FastBoot Create			
					T	GetFile			
				-----WAP™ Volume 132-----	A	GetFile Info	-----WAP™ Volume 136-----		
				* IAC 19 - UTILITIES F *	B	GetFile.Obj	* WAPABBS 1.1 - DISK 2 *		
				. Free Sectors = 0(0K)	T	GetSect	. Free Sectors = 166(41.5K)		
				T Address Index *****	B	GetSect.Obj	A	Run This First	
				A Address Index.Instructions	A	Hello	T	Upload2	
					A	Hello CRAE/APA	T	Upload1	
					A	Hybrid Huffin	T	To SYSOP	

Type	Program	Type	Program	Type	Program	Type	Program	Type	Program
T	Eamon.Monsters		----WAP™ Volume 197----	T	Eamon.Monsters		----WAP Volume 206----		
T	Eamon.Name		* HOGARTH CASTLE ◊ *	T	Eamon.Artifacts		THE LOST ADVENTURE		
T	Eamon.Room Names		. Free Sectors = 116(29K)	T	Eamon.Desc	A	Hello		----SigMac Disk 1----
T	Eamon.Rooms	A	WAP™	A	Main Pgm	A	-> Eamon Adventure #35 <-		MICROSOFT BASIC UTILITIES
B	Adven	A	A -> Eamon Adventure #18 <-	T	Fresh Meat	A	The Lost Adventure		
A	New Character	A	Hogarth Castle	T	Mission	T	A		
T	Characters	T	A		----WAP™ Volume 202----	T	Eamon.Name		MacTEP
	----WAP™ Volume 193----	T	Eamon.Name		* NUCLEAR NIGHTMARE ◊ *	T	Eamon.Rooms		Real Mouse MacTEP
*	THE ABDUCTOR'S QUARTERS ◊ *	T	Eamon.Rooms		. Free Sectors = 125(31.25K)	T	Eamon.Room Names		Mouse MacTEP Loader
.	Free Sectors = 168(42K)	T	Eamon.Room Names	A	WAP™	T	Eamon.Monsters		Animation
A	AAA Eamon 8 Abductors Quarters	T	Eamon.Monsters	A	Eamon Adventure #25	T	Eamon.Artifacts		Clear Screen
A	Adventure #8	T	Eamon.Artifacts	A	Nuclear Nightmare	T	Eamon.Desc		Eliza
T	Characters	T	Eamon.Desc	T	A	T	Eamon.Desc		flash
T	Eamon.Artifacts	A	Main Prg	T	Eamon.Name	A	House Main		MacArt
T	Eamon.Desc	T	Fresh Meat	T	Eamon.Rooms	T	Victims		MacGlobe
T	Eamon.Monsters		----WAP™ Volume 198----	T	Eamon.Room Names	A	Maint		MGLOBE.DAT
T	Eamon.Name		* DEATH TRAP ◊ *	T	Eamon.MONSTERS	T	Fresh Meat		Menu Demo
T	Eamon.Room Names		. Free Sectors = 74(18.5K)	T	EAMON.ARTIFACTS		----WAP Volume 207----		House Demo
T	Eamon.Rooms	A	WAP™	T	EAMON.DESC		THE MANXOME FOE		Disk Dump
T	Last Char	A	Eamon Adventure #19	T	FRESH MEAT	A	Hello		Disk Dump II
A	Main Prg	A	Death Trap	A	MAIN PGM	T	Eamon Adventure #36		LstFix
A	The Abductorss Quarters	T	A		----WAP Volume 203----	T	Fighting the Manxome Foe		MacCopy
	----WAP™ Volume 194----	T	Eamon.Name		FEAST OF CARROLL	T	A		MacWidth
*	THE QUEST FOR TREZORE ◊ *	T	Eamon.Rooms	A	Hello	T	Eamon.Name		MakeWrite
.	Free Sectors = 185(46.25K)	T	Eamon.Room Names	A	-> Eamon Adventure #32 <-	T	Eamon.Rooms		Shape
A	AAA Eamon 12 Trezore Quest	T	Eamon.Monsters	T	Save Altered Base Program Here	T	Eamon.Room Names		Text Editor
A	Adventure #12	T	Eamon.Artifacts	T	A	T	Eamon.Monsters		1984 Script
T	Characters	T	Eamon.Desc	T	Eamon.Name	T	Eamon.Artifacts		Mac Error List
A	Combine	A	Main Pgm	T	Eamon.Rooms	A	Main Program		QDraw Notes I
T	Desc0		----WAP™ Volume 199----	T	Eamon.Room Names	A	The Manxome Foe		QDraw Notes II
T	Eamon.Artifacts		* THE BLACK DEATH ◊ *	T	Eamon.Monsters	T	Fresh Meat		RS-232 PINS
T	Eamon.Desc		. Free Sectors = 167(41.75K)	T	Eamon.Artifacts	T	Characters		
T	Eamon.Monsters	A	WAP™	T	Eamon.Desc	T	The Adventurer		
T	Eamon.Name	A	A -> Eamon Adventure #20 <-	T	Eamon.Room Names		----WAP Volume 204----		----SigMac Disk 2----
T	Eamon.Room Names	A	The Black Death	T	Eamon.Monsters		MASTER'S DUNGEON		BILL ATKINSON'S GOODIES
T	Eamon.Rooms	T	A	T	Eamon.Artifacts	A	Hello		Life
A	Main	T	Eamon.Name	T	Eamon.Desc	A	-> Eamon Adenture #33 ->		Screen Maker
A	Split	T	Eamon.Rooms	T	A	A	The Master's Dungeon		HexDump
T	The Adventurer	T	Eamov.Room Names	T	Eamon.Name	T	A		Rolodex
A	The Quest for Trezore	T	Eamon.Monsters	T	Eamon.Room Names	T	Eamon.Name		Rolodex file
	----WAP™ Volume 195----	T	Eamon.Artifacts	T	Eamon.Monsters	T	Eamon.Artifacts		Release Note
*	THE UNDERGROUND CITY ◊ *	T	Eamon.Desc	T	Eamon.Rooms	T	Eamon.Desc		Hello
.	Free Sectors = 179(44.75K)	T	Eamon.Monsters	T	Eamon.Room Names	A	House Main		Borders
A	AAA Eamon 14 Underground City	T	Eamon.Name	T	Eamon.Rooms	A	Victims Zero		MacColor
A	Adventure #14	T	Eamon.Room Names	T	Eamon.Room Names	T	Victims		trim
T	Eamon.Artifacts	T	Eamon.Rooms	T	Eamon.Monsters		----WAP Volume 205----		crude.v1
T	Eamon.Desc	T	Only for Powerful Players!	T	Eamon.Artifacts		THE CRYSTAL MOUNTAIN		split
T	Eamon.Monsters	T	A The Underground City	T	Eamon.Desc	A	Hello		SNDF.F.BAS
T	Eamon.Name	T	Underground City-Main Prg.	A	House Main	A	Eamon Adventure #34		SNDSW.BAS
T	Eamon.Room Names	T	----WAP™ Volume 196----	A	Victims Zero	T	Crystal Mountain		SND4T.BAS
T	Eamon.Rooms		* MERLIN'S CASTLE ◊ *	T	Victims	T	A		PictureMusic
A	Main		. Free Sectors = 115(28.75K)		----WAP Volume 205----	T	Eamon.Name		
A	WAP™	A	A Main Pgm		THE CRYSTAL MOUNTAIN	T	Eamon.Rooms		
A	A -> Eamon Adventure #17 <-	A	A Pgm SetUp	A	Hello	T	Eamon.Room Names		
A	Merlin's Castle	A	EndGame	A	Eamon Adventure #34	T	Eamon.Monsters		
T	A	B	Chain	T	Crystal Mountain	T	Eamon.Artifacts		
T	Eamon.Name		----WAP™ Volume 201----	T	A	T	Eamon.Desc		
T	Eamon.Rooms		* BLACK MOUNTAIN ◊ *	T	Eamon.Name	A	Crystal Mountain Base		
T	Eamon.Room Names		. Free Sectors = 61(15.25K)	T	Eamon.Rooms	T	Fresh Meat		
T	Eamon.Monsters	A	WAP™	T	Eamon.Room Names	T			
T	Eamon.Artifacts	A	Eamon Adventure #24	T	Eamon.Monsters				
T	Eamon.Desc	A	Black Mountain	T	Eamon.Artifacts				
A	My Castle	T	A	T	Eamon.Desc				
T	Fresh Meat	T	Eamon.Name						
		T	Eamon.Rooms						
		T	Eamon.Room Names						

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Type	Files	Ext	Size	Bytes	Ext	Type	Files	Ext	Size	Bytes	Ext	Type	Files	Ext	Size	Bytes	Ext	Type	Files	Ext	Size	Bytes	Ext	Type	Files	Ext	Size	Bytes	Ext		
----	WAP™ Volume 401----	C	PAStoCPM	Asm	91	12k	1	C	BitMap	Com	5	1k	1	C	/	Com	5	1k	1	C	-CPMSig5	...	0	0k	1	C	Cd	Com	32	4k	1
*	MASTER CATALOG	C	PAStoCPM	Com	9	2k	1	C	CPMSIG#4	Doc	21	3k	1	C	/	Dqc	8	1k	1	C	Xann	Doc	2	1k	1	C	Compar	Com	37	5k	1
.	Bytes Remaining = 0k	C	Apixfr	Doc	6	1k	1	C	D	Com	14	2k	1	C	CPMSig#5	Doc	10	2k	1	C	Difft	Com	43	6k	1						
C	Catalog	Doc	627	79k	5	C	Display	Com	18	3k	1	----	WAP™ Volume 405----	C	Ws30Cust	Doc	110	14k	1	C	Du2	Com	78	10k	1						
C	Catalog	Doc	38	5k	1	C	Display	Dqc	13	2k	1	*	UTILITIES 3	C	CrCkList#5	9	2k	1	C	Echo	Com	5	1k	1							
C	Cat	Com	6	1k	1	C	Go	Com	0	0k	1	.	Bytes Remaining = 0k	C	Help2	Com	23	3k	1	C	Ld	Com	33	5k	1						
C	UCat	Com	15	2k	1	*	COMMUNICATIONS	C	DU-V77	Doc	45	6k	1	.	Bytes Remaining = 4k	C	LdirZ	Com	45	6k	1										
C	FMap	Com	14	2k	1	.	Bytes Remaining = 0k	C	Cursor	Com	1	1k	1	C	Mcopy	Com	85	11k	1												
C	FMap	Doc	14	2k	1	C	MList	Com	10	2k	1	C	AZCPR2	Doc	9	2k	1	C	Menu	Com	16	2k	1								
C	Mast	Cat	244	31k	2	C	Modem	Ada	203	26k	2	C	AZCPR2	Doc	40	5k	1	C	Menu	Cpr	4	1k	1								
C	Cat2	Com	5	1k	1	C	Bye	Aqd	194	25k	2	C	AZCPR2	Sub	6	1k	1	C	MkDir	Com	59	8k	1								
C	CPMSIG1	Doc	6	1k	1	C	XModem	Aqm	158	20k	2	C	AZPatch	Hox	2	1k	1	C	Page	Com	58	8k	1								
----	WAP™ Volume 402----	C	RBSB	Bas	123	16k	1	C	NewList	Com	8	1k	1	C	Road	Mo	12	2k	1	C	Path	Com	36	5k	1						
*	UTILITIES ONE	C	DCHayes	Par	27	4k	1	C	NewList	Dqc	4	1k	1	C	Z2rat	Wq	272	34k	3	C	pHelp	Com	58	8k	1						
.	Bytes Remaining = 0k	C	TurnKey	Asm	20	3k	1	C	PIP	Com	58	8k	1	C	Z2rath	Wq	24	3k	1	C	Print3	Com	62	8k	1						
C	UnSp32	Doc	109	14k	1	C	Boot	Com	4	1k	1	C	CO	Com	18	3k	1	C	Prd	Com	34	5k	1								
C	NewSp	Com	14	2k	1	C	MdzProto	Dqc	39	5k	1	C	Status	Com	10	2k	1	C	Z2uq	Wq	374	47k	3								
C	CPMSIG02	Doc	11	2k	1	C	AppIHalt	Asm	11	2k	1	C	Swoop	Com	215	27k	2	C	Z2uq	Wq	59	8k	1								
C	PasToCPM	Doc	7	1k	1	C	Halt	Asm	18	3k	1	C	Swoop	Dqc	51	7k	1	----	WAP™ Volume 407----												
C	Squozzer	Doc	184	23k	2	C	Tag	Asm	39	5k	1	C	Hap	42	6k	1	.	Bytes Remaining = 4k													
C	Sq-15	Com	107	14k	1	C	MList	Doc	12	2k	1	C	Tod	Com	132	17k	2	C	Z2ug1	Wq	341	43k	3								
C	Usq-15	Com	80	10k	1	C	Tag	Doc	7	1k	1	C	TexClean	Com	4	1k	1	C	Z2ug2	Wq	269	34k	3								
C	FLS-11	Com	66	9k	1	C	TypesQ	Com	75	10k	1	C	TextClose	Doc	7	1k	1	C	Z2ug3	Wq	231	29k	2								
C	Roff	Doc	59	8k	1	C	U	Com	4	1k	1	C	PrintSq	Com	66	9k	1	----	WAP™ Volume 408----												
C	Roff	Com	142	18k	2	C	UnEra	Com	8	1k	1	C	UN	Com	34	5k	1	.	Bytes Remaining = 4k												
----	WAP™ Volume 403----	C	UnEra	Dqc	21	3k	1	C	UN	Doc	3	1k	1	*	ZCPR2 - UTILITIES																
*	COMMUNICATIONS	C	UnEra11	Hap	16	2k	1	C	Mx80plus	Bas	37	5k	1	.	Bytes Remaining = 0k																
.	Bytes Remaining = 0k	C	Move	Com	5	1k	1	C	Cursor	Doc	6	1k	1	----	WAP™ Volume 409----																
----	WAP™ Volume 404----	----	WAP™ Volume 404----	----	WAP™ Volume 404----	----	WAP™ Volume 404----	----	WAP™ Volume 404----	----	WAP™ Volume 404----	----	WAP™ Volume 404----	----	WAP™ Volume 404----	----	WAP™ Volume 404----														

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Type	Program	Type	Program	Type	Program	Type	Program	Type	Program	Type	Program
----	WAP™ Volume 700----	4	LD-Automatic Load	4	Tidy	4	Get-User-ID	4	Forth and Arithmetic	4	Constant Comments
*	FORTH ASSEMBLER/DISASSEMBLER	4	Char - ASCII Literal	4	Variable & Constant Definition	4	Control Character Definitions	4	Sum Times	4	'Variable' Cloudiness
.	Free Sectors = (OK)	4	Dmp-DmpW-Dump Ram to Smartom	4	Cursor Positioning Vectors	4	Control-Char	4	What's the Difference	4	Those *!*+ Variablos
4	Text Line	4	Dmp Ram-Smartom 6809 Version	4	Description of Cursor Commands	4	E-OverStrike	4	Go Forth and Multiply	4	'PLUS' A Whole Lot More
4	Line Editor	4	Print-Print Screens Nos -TOS	4	Description	4	E-Insert	4	The Great Divide	4	Lesson 2 - Summary
4	Line Editing Commands	4	CurPos+CurPos Move-Cursor	4	Buf-Adr BufPos	4	E-Init	4	It's a Mod	4	Lesson 2 - Review
4	Screen Editing Commands	----	WAP™ Volume 701----	4	E	4	Two for the Price of One	4	That sums it up	4	Lesson 3 - Entry and Display
4	String Editing Primitives	*	FORTH FULL SCREEN EDITOR	4	Ask User About His Terminal	4	That sums it up	4	Give and Yo shall Receive	4	Why do we need a Text Editor?
4	Empty Screen	.	Free Sectors = (OK)	4	No Such Terminal	4	Give and Yo shall Receive	4	Put It There	4	'T' Time
4	String Editing Commands	4	Acknowledgements	4	Perkin-Elmer Cursor Routines	4	A Second Helping	4	Operator	4	How You See It
4	String Editor Commands	4	Full Screen Editor-Instruction	4	ADM-3 Cursor Routines	4	Fast Operators	4	Drop Over & ROT	4	The 1's have It
4	Editor - Instructions	4	Instructions	4	Apple II & Smartom Cursor Rtn	4	Compos	4	Lesson 1 - Summary	4	There's no place like Replac
4	Forth-6502 Assembler	4	Load Screen-System Generation	4	Apple II Cursor Routines	4	Lesson 1 - Review	4	Lesson 1 - Review	4	Between the Lines
4	Assembler - 6502	4	Forth Development System Doc.	4	The Rest is Silence	4	Lesson 2 - Definitions	4	Lesson 2 - Definitions	4	I've Heard that Line Before
4	UpMode	4	Cursor Movement Commands	4	Copy.CopyRange	4	Quotable Quotes	4	I Shall Return	4	What's the Point?
4	M/CPU - MultiMode OpCodes	4	Cursor Hints	----	WAP™ Volume 702----	4	GO FORTH TUTORIAL	4	What's In a Name?	4	'Finders Keepers
4	Conditionals-6502 Assembler	4	Text Entry and Deletion	.	Free Sectors = (OK)	4	Welcome to going Forth	4	My Word!	4	Current Events
4	Use of Assembler	4	Spreading Lines	4	Delate-Line UpDate&Flush	4	My Intentions Sir?	4	Course Outline	4	Pulling Your Own Strings
4	Lock Assembler into System	4	Text Deletion	4	Ins-Char	4	Course Outline	4	(Missing from Original)	4	Unforgettable Characters
4	Flg-Forth DoCompiler	4	Deleting Text	4	Dol-Char	4	Lesson 1 - Back to Basics	4	Lesson 1 - Back to Basics	4	SOS (Save Our Screen)
4	DoCompiler-Instructions	4	Exiting from the Editor	4	Arrow Commands	4	I'm OK You're OK	4	When Forth does not Understand	4	Prints Charming
4	Instructions - Assembler	4	Cursor Positioning Words	4	Comment to End of Line	4	When Forth does not Understand	4	If at first You don't Succeed	4	A La Modes
4	Dump Ram Utility	4	Comment to End of Line	4	P documentation Words	4	Great Expectations	4	Loop Hops	4	No Comment!
4	CryptoRam ClearCbuf GetLine	4	Depth-Return Depth of Stack	4	L-Intelligent Screen Lists	4	You're as Good as your 'Word'	4	How do '!' Loop Thoe?	4	Loop! See Loop
4	Table - Single Letter TOCFA	4	L-Intelligent Screen Lists	4	Drop 2" Beep	4	The Numbers Game	4	Life inside a Loop	4	How Do You 'DO!'
4	Init-TrTab SubSt	4	Bounds Do Loop SetUp	4	Move Do Loop SetUp	4	I've got your Number	4	Living with Your Relationals	4	How Do You 'DO!'
4	TransLine Translate	4	Move Do Loop SetUp	4	Move Cont'd	4	Move-Left-Word	4	More or Less	4	Branching can be a Problem
4	Subl..3 Next-Sub Init-Subs	4	Move Cont'd	4	Move High Level	4	Move-Right-Word	4	OR 'ELSE' What?	4	Branching in a Nested 'IF'
4	Yes Clear Undo	4	Move Works in Either Direction	4	Decrement-1-2-	4	Decrement-1-2-	4	Don't blow your Stack	4	Until Death do us Part...
4	Casting Pstring Scout GetStrI	4	Decrement-1-2-	4	Conditionals-><>=>U>	4	ReForth- ReEnter-Forth for I L	4	Display-Status	4	Cover Your Bases!
4	Move-Sub New-Sub	4	ReForth- ReEnter-Forth for I L	4	Case	4	Dup-Same as-Dup for Forth-79	4	Case	4	Creative Solution
4	DoSub	4	Case	4	Case	4	Case	4	Case	4	Creative Solution