
PcDex Annual

1985 EDITION

APRIL 1984/MARCH 1985

**Magazine Resource Guide
for Commodore
Personal Computers**

..... The Complete Reference Companion
To The Most Popular Commodore Microcomputer
Magazines and Journals

COL. & MRS. MELVIN KERNAN
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Mount Vernon, Wash. 98273

PcDex Annual

Magazine Resource Guide
for Commodore
Personal Computers

1985 Edition
April 1984/March 1985

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Preface

PcDex is a subject and title index to Commodore specific and related magazine and journal literature. In addition, there are separate indexes to program listings, software reviews, and hardware reviews. Subject entries are cross-referenced and arranged alphabetically by title under heading and subheading. Review entries are arranged alphabetically by product name under heading and subheading. Literature directed specifically toward computers other than Commodore is not indexed.

Selection of subject headings is determined by the publisher based upon a reasonable range of subject areas and topics specific to Commodore computers and to personal computers in general. While effort is made to assign separate headings to every subject, it is not practicable to do so in every instance. As an example, all articles dealing with the subject of graphics are assigned to the heading **GRAPHICS** under the subheading Character, High resolution, Sprite, etc.

While some subjects, as in the preceding example, are easily identified and assigned, specificity becomes a problem in the area of BASIC programming; therefore, the following convention is followed:

For beginning instruction in programming in BASIC, refer to **PROGRAMMING INSTRUCTION**. For specific methods of programming in BASIC, refer to **PROGRAMMING TECHNIQUES**.

These two headings are selected to identify all entries dealing with BASIC commands, statements, functions, etc. Please note, however, that while this division is not arbitrary, neither is it perfect. Therefore, both categories should be considered when referencing a relevant subject.

How to use

PcDex is divided into five separate indexes to fit individual reference needs. The Subject Index is cross-referenced and includes all articles, columns, and letters published inclusive of this edition. All program entries are included in the Program Listings Index, unless they contain information of an instructional nature; in that case, they are also included in the Subject Index. The Title Index includes only those subject entries designated as articles (ART) in the Subject Index; columns and letters have titles that are often not discernable, or have been assigned by the editor. The Software Reviews Index and Hardware Reviews Index are arranged alphabetically by product. Note that review citations are indexed as originally published, and where more than one product review is cited there may be inconsistencies in exact name or manufacturer. No effort is made to make these entries conform, as it is beyond the intent and capability of this index.

An attempt is made to identify a specific computer model, if any, covered in an entry. While this convention serves a useful purpose as a general guideline, it is not always conclusive, and individual judgment is recommended as to whether an entry is suitable. For reference to any notes, updates, or revisions published in later issues, refer to the end of an entry. This is a useful, time-saving feature and has been included when available. To facilitate locating a specific subject heading, refer to **Headings at a Glance** preceding the subject, program listings, software reviews, and hardware reviews, indexes.

Sample entries

1 COMAL: a closer look. **2** Rotenberg, Howard. **3**
ART **4** *Commander* **5** 1:19-22 **6** Jan'83 / **7** PET/64 **8**
LIST **9** [rev. Feb'83, p54]

1 Flight Simulator II. **2** SubLogic. *Run* 1:14-18
Sep'84 / 64 / **3** Jim Stephens

Key to sample entries

1	Title
2	Author
3	Type of entry
4	Publication
5	Volume and page
6	Month and year
7	Computer model
8	Program listing
9	Revision or update
1	Product
2	Manufacturer
3	Reviewer

Key to abbreviations

ART	Article
BIB	Bibliography
COL	Column
GEN	General interest
GLO	Glossary
LET	Letter
REV	Reprint
RPT	Review

Magazines indexed in this edition of PcDex Annual

- Commander** Micro Systems Specialties, 3418 S. 90th St., Tacoma, WA 98409 †
- Commodore Microcomputers** Commodore Business Machines, Inc., 1200 Wilson Drive, West Chester, PA 19380
- Compute!** Compute! Publications, Inc., P.O. Box 5406, Greensboro, NC 27403
- Compute!'s Gazette** Compute! Publications, Inc., P.O. Box 5406, Greensboro, NC 27403
- Creative Computing** 39 East Hancock Ave., Morris Plains, NJ 07950
- Family Computing** Scholastic Inc., 730 Broadway, New York, NY 10003
- Home Computer Magazine** Emerald Valley Publishing, P.O. Box 70288, Eugene, OR 97401
- Micro** P.O. Box 6502, Chelmsford, MA 01824 †
- Microcomputing** CW Communications/Peterborough, Inc., 80 Pine St., Peterborough, NH 03458 †
- The Midnite Software Gazette** 523 Maple, Mt. Zion, IL 62549
- Power/Play** Commodore Business Machines, Inc., 1200 Wilson Drive, West Chester, PA 19380
- Run** CW Communications/Peterborough, Inc., 80 Pine St., Peterborough, NH 03458
- TPUG Magazine** Toronto Pet Users' Group, 1912A Avenue Road, Suite 1, Toronto, Ontario M5M 4A1
- The Transactor** 500 Steeles Avenue, Milton, Ontario L9T 3P7

† These titles are no longer published.

Note to publishers

If your publication is not included in this edition and you believe your readers would benefit by having it indexed in *PcDex*, please send us the title, description, and address, or send a sample copy.

Subject Index

Subject Headings at a Glance

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Application generators	Lasers
Artificial intelligence	Light pens
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B-128	LOGO
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Cassette recorders	Marketing
Character sets	Mathematics
Children and computing	Memory
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Computers [General]	Printers and printing
Copy protection	Program design
CP/M	Programming aids
Cryptography	Programming instruction
Database systems and management	Programming technique
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Disk drives	Robotics
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Employment and income	Software
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Files and file handling	Software piracy
Floppy disks	Sound
Forth	Spreadsheets
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Graphics	Technical
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Home	Television
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Interviews and profiles	Video monitors
Joysticks	Video screen
Keyboard	Voice synthesis
Keypad	Word processing

Subject Index

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Telecommunications

Adding transmit capability to the command post RTTY TX. Grubbs, Jim. COL **Commander** 2:10-12 Apr'84 / VIC/64 / LIST [rev. 2:11 June'84]

A program to help take the tedium out of ham radio paperwork. Grubbs, Jim. COL **Commander** 2:12+ May'84 / VIC/64 LIST

Radio active software. Thurber, Karl T. ART DIR **Run** 1:48+ July'84 / VIC/64

Sending programs in data files. Grubbs, Jim. COL **Commander** 2:61+ June'84 / VIC/64

TPUG Ham operators. DIR **TPUG** 1:17 Mar/Apr'84 / GEN

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Program generators. Rotello, Joe, Jr. ART REV **Run** 1:80-84 Aug'84 / 64

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AVAIL: a very artificial intelligence lesson. Prendergast, Tom. ART **Comp Gazette** 3:74+ Mar'85 / VIC/64/Plus/16 LIST

Discussion of artificial intelligence and technology. Gallun, Raymond Z. ED **Ahoy** 1:8-9 Mar'84 / GEN

IF-THEN intelligence. Halfhill, Tom R. COL **Compute!** 7:105-106 Feb'85 / ALL

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Printing and asking. Alonso, Robert. COL **Compute!** 6:28+ Aug'84 / ALL LIST

Using the kernal [clearing the screen]. Mansfield, Richard. COL **Comp Gazette** 3:115+ Jan'85 / ALL

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The Commodore B-128 computer. Butterfield, Jim. ART REV **TPUG** 1:26-27 Oct'84 / B

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Microsoft BASIC variable annihilation. ed. LET **Compute!** 6:25 Dec'84 / ALL

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That's my program!?!?! the mysterious underworld of BASIC program storage. Kleinert, Michael and Barron, David. ART **Ahoy** 1:62+ May'84 / VIC/64

TransBASIC installment #2. Sullivan, Nick. ART **Transactor** 5:19-21 No.6 / 64 LIST

What is the meaning of BASIC 2.0, BASIC 5.1, etc? Halfhill, Tom R. COL **Comp Gazette** 2:84 Apr'84 / ALL

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- Computers in the workplace. Thornburg, David D. COL **Compute!** 6:128+ May'84 / GEN
- Computers that earn their keep: 10 ideas for moonlighting jobs. Raskin, Robin. ART **Family Comp** 2:18+ July'84 / GEN
- Duty rota [scheduling] program. Baker, Clarice A. ART **Midnite** 21:57-60 Nov/Dec'84 / 64 LIST
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- Forecasting with the 8032, part 5. Shepherd, John. ART **TPUG** 1:39-40 Dec'84 / PET/CBM
- Forecasting with the 8032, part 6. Shepherd, John. ART **TPUG** 2:20-22 Feb'85 / CBM
- A happy marriage [husband and wife combine crafts and computer skills]. Pantiel, Mindy and Petersen, Becky. ART **Family Comp** 2:34+ Nov'84 / GEN
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Free computer camp directory. ed. **ART Power/play** 3:12 June/July'84 / GEN

Lincoln College Commodore campers key in on computers. Widmer, Robert D. **ART Transactor** 5:54-55 No.4 / GEN

Lincoln College Commodore Computer Camp. **REV Midnite** 21:33 Nov/Dec'84 / GEN

What I did at computer camp. Fogerty, Mimi. **ART Power/play** 3:56-59 Oct/Nov'84 / GEN

COMPUTER FURNITURE

Computing desk. Johnson, Scott. **ART Transactor** 5:77 No.5 / GEN

COMPUTER INSTRUCTION

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Education—Computer literacy
Program design
Programming instruction
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COMPUTER LITERACY

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Education—Computer literacy

COMPUTER SHOWS

See also
Marketing

1984 Winter Consumer Electronics Show. Ahl, David H. **ART Creative Comp** 10:132-53 Apr'84 / GEN

Commodore II Show dazzles. Cox, Ken. **ART TPUG** 2:8-10 Feb'85 / GEN

Commodore products at 1984 Winter CES. Anderson, John J. COL **Creative Comp** 10:214-21 Apr'84 / ALL

Commodore's new computer family: news from the Winter CES. Bateman, Selby. ART **Comp Gazette** 2:16+ Apr'84 / GEN

Land of silicon and glitter. Benford, Tom. ART **Run** 1:118-20 Apr'84 / GEN

Music, education and games for the 64 headline Summer CES. ART **Power/play** 3:21+ Oct/Nov'84 / 64

New computers at the CES show. Bennett, Chris. ART **TPUG** 2:16-17 Feb'85 / GEN

Reaction from exhibitors and spectators. Koma, Stan. ART **TPUG** 1:20 Feb'84 / GEN

Software power: the Summer Consumer Electronics Show. Bateman, Selby. ART **Compute!** 6:32 Aug'84 / GEN

The Summer CES: a smorgasbord for the 64. Elko, Lance. ART **Comp Gazette** 2:16+ Sep'84 / ALL

TPUG at the World of Commodore Show. Wright, Ian. ART **TPUG** 1:19 Feb'84 / GEN

Under the big top: the 1984 Summer CES. Herrington, Peggy. ART **Commodore** 5:6+ Nov/Dec'84 / GEN

The Winter Consumer Electronics Show. Bennett, Chris. ART **TPUG** 1:36-37 Mar/Apr'84 / GEN

The World of Commodore Show. Giquere, Eric. ART **Commander** 2:84-85 May'84 / GEN

COMPUTERS [GENERAL]

See also

Computer shows

Individual name of computer

Maintenance

Marketing

Peripherals

Are computers a home appliance? D'Ignazio, Fred. COL **Compute!** 6:126-27 Aug'84 / GEN

Build a computer in your mind. D'Ignazio, Fred. COL **Compute!** 6:102-104 Sep'84 / GEN

Buyer's guide to computers. ed. **Family Comp** 2:61-66 June'84 / GEN

Can the 64 crack the peanut? Springer, Steve. ART **Ahoy** 1:39+ Jan'84 / 64

The Commodore Amiga. Anderson, John J. COL **Creative Comp** 10:219-20 Dec'84 / GEN

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Intelligent appliances, Canadian showers, toddlers, and mice. D'Ignazio, Fred. COL **Compute!** 7:58+ Mar'85 / GEN

Introducing Commodore's B-Series computers. Rotenberg, Howard. ART **REV Commander** 2:70-78 Apr'84 / B

Looking for a Summer job: ten ways to earn \$\$\$\$ with the help of your computer. Aronin, Eugene. ART **Family Comp** 2:50-53 June'84 / GEN

Microcomputer accuracy. Whitcombe, D.W. ART **Home Comp** 4:185+ No.1 / ALL

More ways computers made me smarter.... D'Ignazio, Fred. COL **Compute!** 6:112+ Nov'84 / GEN

The morning after: anti-computer backlash and the arrival of the mass-market home computer, part 1. D'Ignazio, Fred. COL **Compute!** 6:132+ May'84 / GEN

The morning after: anti-computer backlash and the arrival of the mass-market home computer, part 2. D'Ignazio, Fred. COL **Compute!** 6:78-81 June'84 / GEN

- Myth #1: the home computer industry is dying. Thornburg, David D. COL **Compute!** 7:84-85 Mar'85 / GEN
- New computers at the CES show. Bennett, Chris. ART **TPUG** 2:16-17 Feb'85 / GEN
- 1984 revisited. Thornburg, David D. COL **Compute!** 7:42-43 Jan'85 / GEN
- PCjr vs. Commodore 64. Brannon, Charles. COL **Comp Gazette** 2:94+ June'84 / 64
- Reflections on computers, technology, and change. Gallun, Raymond Z. ED **Ahoy** 1:4+ Aug'84 / GEN
- Reply to 60 Minutes' attack on personal computing. Mansfield, Richard. ED **Compute!** 6:6 July'84 / GEN
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- Health problems**
- Terminal illness [physical discomfort associated with computer use]. Vogel, Gary L. ART **Midnite** 22:59 Jan/Feb'85 / GEN
- History of**
- John Von Neumann: the genius behind computers. Ritchie, David. ART **Ahoy** 1:60+ Jan'84 / GEN
- Operation of**
- Cold starts [64]. ed. LET **Comp Gazette** 2:12 Aug'84 / 64
- Commodore & Atari cold start reset. ed. LET **Compute!** 7:22 Mar'85 / 64
- Cool computing. ed. LET **Compute!** 7:12+ Jan'85 / ALL
- The evolution of a computer system. Early, Lynn. ART **TPUG** 1:7 Nov'84 / VIC/64
- How a computer works. ed. **Family Comp** 2:129-30 June'84 / GEN
- How to turn on a computer. ed. LET **Compute!** 6:10 June'84 / ALL
- Installing your computer system. Rotello, Joe. ART **Commodore** 5:48-51 May/June'84 / ALL
- Plugging in a computer system. Halfhill, Tom R. COL **Compute!** 6:134 Aug'84 / ALL
- Power-up procedure with a power strip. Halfhill, Tom R. COL **Comp Gazette** 3:45 Feb'85 / ALL
- Proper sequence for power-up. ed. LET **Power/play** 3:6 Dec'84/Jan'85 / ALL
- Saving wear on the on/off switch. McDonald, Shawn. LET **Compute!** 6:176 Nov'84 / ALL
- Warm resets. Shirinian, George. ART **TPUG** 1:10 Mar/Apr'84 / ALL
- Purchasing**
- Buyer's guide to computer systems: how to build a system in three stages. ed. ART DIR **Family Comp** 2:63-67 Dec'84 / 64/GEN
- Buyers beware! Jaques, Mark. ART **TPUG** 2:21 Jan'85 / GEN
- Choosing a system: an important part of computer literacy. Gracely, Jim. ART **Commodore** 5:52-54 May/June'84 / ALL
- Diary of a computer shopper. Raskin, Robin. ART **Family Comp** 2:60-62 Dec'84 / GEN
- Undercover consumer [problems associated with buying a computer]. Staples, Betsy and Anderson, John J. ART **Creative Comp** 10:126+ June'84 / GEN
- Where can I buy a used computer? ed. LET **Family Comp** 3:24 Jan'85 / GEN
- Travel with**
- Commodore in South America. Staley, Joern. LET **Run** 2:128 Jan'84 / 64
- The globetrotting computer. Kiell, Matthew. ART **Commodore** 5:25+ Sep/Oct'84 / ALL
- Safe to transport computers by plane? Halfhill, Tom R. COL **Compute!** 6:134 Aug'84 / ALL
- Taking it on the road: a personal guide to traveling with a micro. Ross, Steven S. ART **Family Comp** 2:44-47 July'84 / GEN
- 220/V150 Hz transformer for the C-64? Strasma, Jim. COL **Run** 1:16 Apr'84 / VIC/64

Travel with a computer. Walter, Joseph F.
LET **Commodore** 6:6 Jan/Feb'85 / GEN

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Computers in the workplace. Thornburg, David D. COL **Compute!** 6:128+ May'84 / GEN

Cops, robbers and computers. Adamec, Christine. ART **Run** 1:87-90 Sep'84 / 64/GEN

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Life with bachelor father and his computer. Harper, Jon Patrick. ART **Family Comp** 2:51-56 Nov'84 / GEN

The sporting life [how sports celebrities use their computers]. Condor, Bob. ART **Family Comp** 2:65-67 Nov'84 / GEN

What a computer does. ed. COL **Family Comp** 2:129 June'84 / GEN

What else can I do with it? home uses for non-programmers. Levin, Stephen S. ART **Commodore** 6:66+ Jan/Feb'85 / GEN

COPY PROTECTION

See also

Software piracy

Legal issues

Damaged disk drives. ed. LET **Comp Gazette** 2:12 Aug'84 / ALL

Disk lock. Hawkins, Kevin. ART **Comp Gazette** 3:70+ Feb'85 / VIC/64 LIST

How to identify copy protected diskettes. Strasma, Jim. LET **Run** 1:18 Apr'84 / GEN

List lock revisited. Lecompte, Nancy. ART **TPUG** 1:34-35 May'84 / VIC/64 LIST

Piracy vs. protection: who loses? Zamara, Chris. ART **Transactor** 5:53 No.3 / GEN

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Reset protection. Jones, Chris. LET **Transactor** 5:17-18 No.5 / 64 LIST

Secrets in software. Butterfield, Jim. ART **TPUG** 2:44 Jan'85 / ALL

Two password protection tools. Denis, G. ART **Transactor** 5:60-63 No.3 / PET/CBM/64 LIST

Unlistable programs. Smith, Shawn K. LET **Compute!** 6:176 Nov'84 / VIC/64

Unveiling the pirate, part 1: current methods. Evers, Richard. ART **Transactor** 5:40-43 No.3 / GEN

Unveiling the pirate, part 2: programming sleight of hand. Evers, Richard. ART **Transactor** 5:44-50 No.3 / GEN

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Yet another protection scheme. Boyle, Adrian. LET **Commodore** 5:10 July/Aug'84 / 64

Complex disk copies for the 64. Butterfield, Jim. ART **Compute!** 6:159-60 Apr'84 / 64

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CP/M

Converting Zenith CP/M files for C-64 CP/M. Strasma, Jim. **Run** 1:32 Apr'84 / 64

CP/M compatibility? Ryan, Todd N. **LET Run** 2:128 Jan'84 / 64

Intro to CP/M on the 64. Niggemann, Mark. **ART Midnite** 20:55-56 Aug/Sep'84 / 64

Overview of CP/M for C-64. Brannon, Charles. **COL Comp Gazette** 2:106 Apr'84 / 64

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Backwards! for the VIC 20 and Datassette. Curryfavor, Dr. Petrie. **ART Power/play** 3:78-80 June/July'84 / VIC/64 LIST

Beale's buried treasure. Nicklow, Douglas. **ART Run** 1:48+ Aug'84 / 64 LIST

Cypherighter and decypherighter. Curryfavor, Dr. Petrie. **ART Power/play** 3:52+ Dec'84/Jan'85 / VIC/64 LIST

The file sleuth: an investigation of sequential files. Rupert, Dale. **COL Ahoy** 1:59+ July'84 / ALL LIST

Public-key cryptography update. Hessel, Craig R. **LET Commodore** 5:6 Sep/Oct'84 / ALL

Quick cipher routine: protecting your information. Matheny, Art. **ART Micro** 76:65-66 Oct'84 / ALL

Scrambling a BASIC program. Bertrand, Michael. **ART Transactor** 5:57-59 No.3 / PET/CBM/64 LIST

Two password protection tools. Denis, G. **ART Transactor** 5:60-63 No.3 / PET/CBM/64 LIST

CURSOR

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Programming instruction
Programming technique

DATABASE SYSTEMS AND MANAGEMENT

See also

Files and file handling
Disk drives--Files

The ABC's of data bases. Brannon, Charles. **ART Compute!** 6:40-42 July'84 / GEN

Buyer's guide to VIC and 64 databases. Bihlmayer, Larry. **ART DIR Ahoy** 1:25-28 July'84 / VIC/64

Checkbook arithmetic [The Manager]. Bell, Don. **COL Transactor** 5:27 No.2 / 64

Commodore 64 in community service. Crowley, W.J. **ART Commodore** 5:20+ Sep/Oct'84 / 64

Commodore's Manager compatible with WordPro? Strasma, Jim. **LET Run** 1:20 Apr'84 / PET/64

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Get organized! put a little database in your life. Salkind, Neil, et al. **ART REV Run** 1:96+ May'84 / 64

A home budgeting application [The Manager]. Bell, Don. **COL Transactor** 5:14-18 No.6 / 64

How to choose a home data program. Yakal, Kathy. **ART Compute!** 6:38-42 July'84 / GEN

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How to write your own database ticket. Hassler, Donald E. ART **Commodore** 5:24-25 July/Aug'84 / ALL

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An introduction to database management with The Manager. Ziegler, Thomas. ART **Commodore** 5:124-27 May/June'84 / 64

Mail lists / data entry / file revision / index search [The Manager]. Bell, Don. COL **Transactor** 5:26-27 No.5 / 64

The Manager arithmetic, part 1: how arithmetic mode works. Choate, Timothy. ART **Commodore** 6:97-99 Jan/Feb'85 / 64

Partial string search. Sturdivant, Jerry. ART **Commander** 2:51+ May'84 / ALL LIST

Productivity software for Commodore computers. DIR **Commodore** 5:64-73 Sep/Oct'84 / ALL

Relative file handling [CBM Manager]. Evers, Richard. COL **Transactor** 5:24 No.4 / CBM

Report generator tutorial [The Manager]. Bell, Don. COL **Transactor** 5:26-33 No.1 / 64

Reports for your wordprocessor [The Manager]. Bell, Don. COL **Transactor** 5:13 No.6 / 64

Search functions; scratching a DATA file [The Manager]. Bell, Don. COL **Transactor** 5:13 No.6 / 64

Searching techniques. Bennett, Chris. ART **TPUG** 1:31-32 July'84 / ALL LIST

A simplified theory [inventory program using DATA]. Regena, C. COL **Comp Gazette** 2:112+ Sep'84 / ALL

Software specifications for terminal and data base programs. Strasma, Jim and Strasma, Ellen. ART REV **Midnite** 19:54-57 June/July'84 / 64

Using the SuperPET's Micro editor to maintain small mailing lists. Barnes, Dick. COL **Commodore** 6:103-105 Jan/Feb'85 / SPET LIST

DEBUGGING

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Programming technique--Debugging

DIRECTORIES [PRODUCT]

The best ever shopping guide for computer lovers. ed. DIR **Family Comp** 2:47-51 Dec'84 / ALL

Buyer's guide to disk drives. ed. ART DIR **Family Comp** 2:68-70 Sep'84 / VIC/64

Buyer's guide to hardware. ed. DIR **Run** 1:140-53 Nov'84 / ALL

Buyer's guide to computers. ed. **Family Comp** 2:61-66 June'84 / GEN

Buyer's guide to keyboard alternatives: touch tablets, light pens, mice and software. Dickson, W. Patrick. ART DIR **Family Comp** 3:47-51 Feb'85 / VIC/64

Buyer's guide to joysticks. Coach, Ken. ART DIR **Family Comp** 3:59-61 Jan'85 / VIC/64

Buyer's guide to monitors. ed. DIR **Family Comp** 2:68-70 Nov'84 / VIC/64/Plus/16

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Commodore 64 software vendors. DIR **Commodore** 5:84 Nov/Dec'84 / 64/ALL

Educational software: products that may change our world. Byrne, Betsy. ART DIR **Commodore** 5:91-94 Nov/Dec'84 / ALL

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Software buyer's guide vendors list. ed. DIR **Run** 1:137-42 Dec'84 / GEN

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Subject-oriented educational software for the Commodore 64. Commodore Education Specialists, compilers. DIR **Commodore** 5:70-83 Nov/Dec'84 / 64

DISK DRIVES

Aligning the Commodore 1541 disk drive. Drake, Bob. ART **Transactor** 5:64-65 No.6 / 1541

Are any two disk drives compatible? ed. LET **Family Comp** 2:22 Dec'84 / GEN

Atari versus Commodore disk drives. ed. LET **Compute!** 6:20+ Nov'84 / ALL

Automatic VIC 20 disk starter. Leven, Stephen S. ART **Power/play** 3:108-111 June/July'84 / VIC LIST

The beginner & the disk, part 1. Hook, David A. ART **TPUG** 1:26-29 June'84 / ALL

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The beginner and the disk, part 3. Hook, David A. ART **TPUG** 1:22-23 Aug/Sep'84 / ALL

The beginner and the disk, part 4. Hook, David A. ART **TPUG** 1:22-24 Oct'84 / ALL

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Buyer's guide to disk drives. ed. ART DIR **Family Comp** 2:68-70 Sep'84 / VIC/64

Commodore diskette compatibility. Halsey, Jim C. ART **TPUG** 1:34-36 July'84 / ALL

Commodore compatibility. ed. LET **Compute!** 6:20 Nov'84 / PET/CBM/64

Complex disk copies for the 64. Butterfield, Jim. ART **Compute!** 6:159-60 Apr'84 / 64

Disk operations. Isaacs, Larry. COL **Compute!** 6:172-76 Oct'84 / 64 LIST

Disk tips for beginners. Thurber, Karl, Jr. ART **Run** 2:86+ Jan'85 / 64 LIST

Disk/extramon 64. Forani, Mike. ART **Transactor** 5:68-70 No.6 / 64 [note: the program described in this article is available on **Transactor Disk #5**]

DiskMod: examine diskettes sector by sector. Butterfield, Jim and Hildon, Karl J.H. ART **Transactor** 5:70-76 No.3 / ALL LIST

Disks, compatibility, and inner secrets. Butterfield, Jim. ART **TPUG** 1:10 Feb'84 / ALL

1541 disk drive: a guided tour. Kevelson, Morton. ART **Ahoy** 1:34+ Feb'84 / VIC/64

4040 ROM memory map. **Midnite** 20:53-54 Aug/Sep'84 / 4040

Life with the 1541. Quigley, Michael. ART **Transactor** 5:45 No.5 / VIC/64

The MSD [SD-2] dual disk drive: an indepth report. Kevelson, Morton. ART REV **Ahoy** 1:42+ July'84 / ALL

New hardware [MSD Super Disk Drive]. Brannon, Charles. COL REV **Comp Gazette** 2:108+ May'84 / ALL

Overview of MSD's SD-1 and SD-2 disk drives. Thompson, Colin F. COL REV **Commander** 2:12-16 June'84 / ALL

RAM disk on C-64? Halfhill, Tom R. COL **Comp Gazette** 3:68+ / ALL

Speed up your system [with Blitz and 1541 Flash]. Brannon, Charles. COL **Comp Gazette** 3:83+ Jan'85 / 64

Talking to a disk. Mansfield, Richard. COL **Comp Gazette** 2:116+ Apr'84 / ALL LIST

Two disk or not two disk? Powell, Dave. ART **TPUG** 1:22-23 Mar/Apr'84 / VIC/64

Upgrading your Commodore [1540] disk drive. Martino, Ted. ART **Home Comp** 4:90 No.2 / VIC/64

Warning light [on 1541]. ed. LET **Comp Gazette** 3:10+ Jan'85 / 1541

What is a scratch disk? ed. LET **Compute!**
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Device numbers

Changing the 1541 device numbers. ed. LET
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Commodore disk drive device number update.
ed. LET **Compute!** 6:12+ July'84 / VIC/64

Disk drive device number change. ed. LET
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Installing a device # selection switch on the
1541 disk drive. Benford, Tom. ART **Ahoy**
2:93-95 Jan'85 / VIC/64

Switching 1541 device numbers. Deal,
Elizabeth. ART **TPUG** 2:45 Feb'85 / 1541

Switching 1541 device numbers. Deal,
Elizabeth. ART **TPUG** 2:18 Jan'85 / VIC/64

Directory

Calling your disk directories to order.
Broussard, Michael. ART **Run** 1:122-25
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Directory assistance [disk directory tutorial].
Woods, Joycelyn Sue. ART **Ahoy** 1:39-41
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Listing the 1541 directory. ed. LET **Compute!**
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DOS

Automatic LOAD and RUN for Commodore.
ed. LET **Compute!** 6:120 Apr'84 / ALL

BAM read & print for the C-64 and VIC-20.
Kevelson, Morton A. ART **Ahoy** 1:53+
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Commodore disk pattern matching, part 1.
Butterfield, Jim. ART **Compute!** 6:136-37
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Commodore disk pattern matching, part 2.
Butterfield, Jim. ART **Compute!** 6:157-58
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Commodore sequential append. ed. LET
Compute! 6:10 May'84 / ALL

Disk and DOS wedge commands. Deal,
Elizabeth. DIR **Commodore** 5:26+
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Disk tricks. Sanders, Gerald E. ART **Comp
Gazette** 2:126+ Sep'84 / 1540/1541 [rev.
2:150 Oct'84; 2:221 Nov'84]

Enhanced Commodore DOS support.
Melsheimer, Stephen S. ART **Compute!**
6:163+ Nov'84 / 64 LIST [rev. 7:151 Feb'85]

Expanding the Commodore 1541 disk drive
[USER command]. Peltier, Michael G. ART
Micro 76:53-54 Oct'84 / VIC/64

Getting acquainted with DOS. Alonso,
Robert. COL **Creative Comp** 11:150 Mar'85
/ 64 LIST

The great Commodore save/replace debate.
ed. LET **Compute!** 7:10+ Feb'85 / ALL

How do you format a disk? Lee, Linda. COL
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Incomplete disk saves. ed. LET **Comp
Gazette** 2:10 July'84 / VIC/64

Learning the language of DOS. Evers,
Richard T. ART **Transactor** 5:45-51 No.5 /
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Menu autorun fix. Anderson, John J. COL
Creative Comp 10:202+ Sep'84 / 64 LIST

Mysteries of the wedge revealed. Sanders,
Louis F. ART **Run** 1:59+ Sep'84 / 64 LIST

A new wedge for the Commodore 64.
Munshaw, Brian. ART **Transactor** 5:22-25
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NEWing a new disk. ed. LET **Comp Gazette**
3:10+ Feb'85 / VIC/64

Protection reflection [half-track copy
protection]. ed. LET **Transactor** 5:10 No.6 /
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Quick disk load for BASIC 4.0. Garber, Ross.
ART **Midnite** 20:50 Aug/Sep'84 / PET/CBM

Renaming disks. ed. LET **Comp Gazette** 2:14
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SAVE@ replaced [avoiding save with replace
errors]. Ryan, Jack. LET **Run** 1:12+ Apr'84
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- Upgrades and info. ed. LET **Transactor** 5:9 No.6 / ALL
- Using the Commodore [DOS 5.1] wedge in your programs. Palmer, Dave. LET **Compute!** 7:16+ Feb'85 / VIC/64
- Using the wedge. Wood, Roger. ART **Home Comp** 4:154-55 Aug'84 / VIC/64
- Wedge commands [VIC-20]. Lambert, James. LET **Run** 2:116 Feb'85 / VIC
- Wedge commands. ed. LET **Comp Gazette** 3:16+ Feb'85 / 64
- What's DOS? ed. LET **Compute!** 7:10 Feb'85 / ALL
- What's DOS? using and understanding the Commodore disk operating system. Rupert, Dale. COL **Ahoy** 2:53-58 Mar'85 / 1541
- When VERIFY doesn't. William, David. ART **TPUG** 1:47 Mar/Apr'84 / ALL
- Files**
- Appending sequential disk files. Winn, John S. COL **Comp Gazette** 2:120+ June'84 / VIC/64
- Commodore 1541 PRG problems. ed. LET **Compute!** 6:10 Oct'84 / VIC/64
- Disk editor 64. Lampton, Christopher. ART **Run** 1:70+ Apr'84 / 64 LIST
- Disk files [difference between PRG, SEQ, REL, and USR files]. ed. LET **Comp Gazette** 3:14 Mar'85 / ALL
- Relatively speaking, part 2. Brooks, David R. ART **Run** 1:138-40 May'84 / 64 LIST
- Relatively speaking, part 3. Brooks, David R. ART **Run** 1:108+ June'84 / VIC/64 LIST
- Saving incomplete programs. ed. LET **Compute!** 6:122 Apr'84 / ALL
- Scratching files. ed. LET **Comp Gazette** 2:12 Aug'84 / ALL
- Sequential files on your disk drive. Kleinert, Michael and Barron, David. ART **Ahoy** 1:67-68 Jan'84 / VIC/64 LIST [rev. 1:61 Feb'84]
- A solution for the unscratchable comma file. Hickam, Fred Q. LET **Comp Gazette** 3:16+ Jan'85 / ALL
- Solving relative file problems on the 1541. Greenley, Larry. ART **Commodore** 5:82-83 July/Aug'84 / VIC/64 LIST
- Tape to disk program transfers. Halfhill, Tom R. COL **Comp Gazette** 2:82 Sep'84 / ALL
- Tape to disk transfers. Gross, Herb. ART **Midnite** 17:41 Feb/Mar'84 / ALL LIST
- Unwanted files. ed. LET **Comp Gazette** 2:12+ Oct'84 / ALL
- When it comes to using disk files, it's all relative. Brooks, David R. ART **Run** 1:100+ Apr'84 / VIC/64 LIST
- Maintenance**
- Cleaning Commodore disk drives. ed. LET **Compute!** 6:18 Aug'84 / ALL
- Cleaning disk drive heads. ed. LET **Comp Gazette** 2:12 June'84 / ALL
- Commodore 1541 head alignment. ed. LET **Compute!** 6:10 Nov'84 / VIC/64
- Correct power-up sequence for multiple disk drives. Halfhill, Tom R. COL **Comp Gazette** 2:134+ Oct'84 / ALL
- Disk drive door dust defense. ed. LET **Compute!** 6:10 June'84 / ALL
- A disk saver for the 1541 users [prevent disk chatter]. Norman, Mike. **TPUG** 2:37 Feb'85 / 1541
- Foolproof your 4040 disk drive [to prevent disk crashes]. Vanderkooy, John. ART **TPUG** 2:34 Feb'85 / 4040
- Inserting diskettes into disk drives. Halfhill, Tom R. COL **Comp Gazette** 2:16 Aug'84 / ALL
- Shifting gears [1541 with VIC-20]. Carmichael, Dan. COL **Comp Gazette** 2:152 Nov'84 / VIC
- Spinning the disk drive [to clean head]. ed. LET **Comp Gazette** 2:16 Dec'84 / ALL

Stacking disk drives. ed. LET **Comp Gazette** 2:10 Aug'84 / ALL

Problems

Bad vibrations [vibration protector]. ed. LET **Comp Gazette** 2:16 Dec'84 / ALL

Commodore 1541 drive grounding error. Restivo, Ron. LET **Compute!** 6:22 Sep'84 / VIC/64

Constant 1541 errors. ed. LET **Compute!** 6:14 May'84 / VIC/64

Cool disk drives. Banon, Gerry. LET **Comp Gazette** 2:12 Dec'84 / 1540/1541

Curing the single-floppy bug. Williams, David. ART **TPUG** 1:28-29 May'84 / ALL LIST

Damaged disk drives. ed. LET **Comp Gazette** 2:12 Aug'84 / ALL

An end to disk drive chatter. Helland, Gilbert D. LET **Comp Gazette** 2:10 Dec'84 / 1541 [note 3:144 Jan'85]

A 1541 disk formatting disaster. ed. LET **Compute!** 6:110-11 Apr'84 / ALL

1541 problems and how to solve them. Wright, Ian A. ART **TPUG** 2:8-9 Jan'85 / VIC/64 LIST

Incompatible disk drives. ed. LET **Comp Gazette** 2:10 Oct'4 / 1541

Let's talk disk. D'Angelo, Tom. ART **Midnite** 19:48-49 June/July'84 / VIC/64

Rattling Commodore 1541. ed. LET **Compute!** 6:22-23 Oct'84 / VIC/64

Sending commands to an empty disk drive. Halfhill, Tom R. COL **Comp Gazette** 2:26 June'84 / ALL

Single disk-drive bugs. Williams, David. ART **TPUG** 1:19 Mar/Apr'84 / ALL

Spinning disks. ed. LET **Comp Gazette** 2:12 July'84 / ALL

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Choosing Microcomputers for education. Kaspar, Elizabeth A. **Midnite** 17:42-43 Feb/Mar'84 / GEN

College over the phone. Murphy, Brian J. COL **Creative Comp** 10:184-86 May'84 / GEN

Commodore kids win science honors. Miller, Janis. ART **Power/play** 3:39-43 Oct/Nov'84 / GEN

Commodore's continuing commitment to the educational market. Walkington, Patricia. ART **Commodore** 5:98 Nov/Dec'84 / GEN

Commodore's matching grant program. McGillin, Carroll. ART **Commodore** 5:99 Nov/Dec'84 / GEN

A computer program grows in Brooklyn. Uhl, Michael. ART **Family Comp** 2:12+ July'84 / GEN

Contest for the 80's: how to set up your school's computer fair to be a winner. Baldrige, Ann. ART **Family Comp** 3:12+ Feb'85 / GEN

The electronic university brings the classroom into your home. Weaver, Bill. ART **Commodore** 6:70-71 Jan/Feb'85 / GEN

Grade Master 64. Jeandell, Rick. ART **Commodore** 5:28-29 July/Aug'84 / 64 [note 6:128 Jan/Feb'85]

Harborfront Computer Center. Sherbanowski, Janet. ART **TPUG** 1:13 July'84 / GEN

High-tech fund-raising: asking your computer to join the committee. Raskin, Robin. ART **Family Comp** 3:14+ Jan'85 / GEN

ICCE [International Council for Computers in Education] publications. David, John. ART **REV TPUG** 1:47 July'84 / GEN

- The latest in learning: new trends in educational computing. Bateman, Selby. ART **Compute!** 6:44+ Sep'84 / GEN
- 1984 olympics of the mind. McGillin, Carroll. ART **Commodore** 6:88-93 Jan/Feb'85 / 64/GEN
- New standards for home learning, part 1. D'Ignazio, Fred. COL **Comp Gazette** 2:26+ May'84 / GEN
- New standards in home learning, part 2. D'Ignazio, Fred. COL **Comp Gazette** 2:74+ June'84 / GEN
- Playing the thank-you note game. Duquin, Lorene Hanley. ART **Family Comp** 3:50-51 Jan'85 / GEN
- Putting out the welcome mat: 12 ways to get to know your school's computers. Frederick, Anthony D. ART **Family Comp** 2:16+ Sep'84 / GEN
- Student software: who owns what a student creates? Fant, Alfred, Jr. ART **Power/play** 3:85 June/July'84 / GEN
- Superb support: Commodore's Education Resource Center. Marlino, Joseph A. ART **Commodore** 5:96-97 Nov/Dec'84 / GEN
- Teachers of the 21st century [humor]. Anon. **Ahoy** 1:33 Mar'84 / GEN
- Tomorrow's visifarmers [teenagers use Visicalc to help parents manage farm]. Nathan, Joe. ART **Family Comp** 2:18+ Jan'85 / GEN
- 21st century educator [Kenneth Komoski]. Camarda, Bill. ART **Family Comp** 2:54-56 Sep'84 / GEN
- Two schools win Commodore matching grants. Byrne, Betsy. ART **Commodore** 6:84-86 Jan/Feb'85 / GEN
- Computer-assisted instruction [CAI]**
- Discovery-based learning and teenagers. Thornburg, David D. COL **Compute!** 6:24+ Sep'84 / GEN
- Five-year-old authors. Powell, Beth. ART **Family Comp** 2:58-60 June'84 / GEN
- German language lessons on C-64. Strasma, Jim LET **Run** 1:18 Apr'84 / 64
- Getting back to basics: computers can lead the way. Maier, Eugene. ART **Family Comp** 2:38+ Nov'84 / GEN
- Learning about what kids are learning: CAI, computer literacy, drill-and-practice. Holloway, Karel. ART **Family Comp** 2:12+ Dec'84 / GEN
- Mathematics software for high school students. Geist, Ronnie and Geist, Harry. ART REV **Creative Comp** 10:85-98 Apr'84 / PET/64
- Preparing for the Scholastic Aptitude Test. Linzmayer, Owen. ART REV **Creative Comp** 10:101-107 Apr'84 / 64
- Programming for learning: spelling drill. Van Duyne, Andy. COL **Commander** 2:68-72 May'84 / VIC/64 LIST
- Software for learning mathematics. Ahl, David H. ART REV **Creative Comp** 10:76-91 Oct'84 / 64
- Speller: a drill program using vectors. Drake, Robert. ART **Transactor** 5:56-58 No.4 / ALL LIST
- Teaching music with computers. Regena, C. COL **Comp Gazette** 2:74+ May'84 / VIC/64 LIST
- Telelearning: the computer brings the classroom home. Schulman, Roger. ART **Family Comp** 2:50-53 Sep'84 / GEN
- 250 digit arithmetic. Miller, William. ART **Commodore** 5:76+ May/June'84 / ALL LIST
- Using the computer to help your child learn. Anon. ART **Commodore** 6:87 Jan/Feb'85 / GEN
- Word processing: for kids too. Pantiel, Mindy and Petersen, Becky. ART DIR **Family Comp** 2:18+ Nov'84 / 64/GEN
- Computer literacy**
- Choosing a system: an important part of computer literacy. Gracely, Jim. ART **Commodore** 5:52-54 May/June'84 / ALL

- Computer literacy: different things to different users. Winchester, E. Anne and Attebury, Darlene K. ART **Commodore** 5:45-47 May/June'84 / GEN
- Connecting home and school. Sullivan, Nick. ART **Family Comp** 3:52-55 Jan'85 / GEN
- Coping with the high cost of computer literacy: how parents can and should get involved. Frederick, Anthony D. ART **Family Comp** 2:16+ Oct'84 / GEN
- Educators learn computer literacy at Vermont resort. ed. ART **Commodore** 5:27-28 May/June'84 / GEN
- Get literate: resources for computer literacy. LeBold, Diane. ART **Commodore** 5:38+ May/June'84 / GEN
- Have you been programmed to learn programming? Wilson, David. ART **Family Comp** 2:32B+ Oct'84 / GEN
- Is pascal the right language to be taught in schools? Mansfield, Richard. ED **Compute!** 6:16 May'84 / GEN
- Kids+computers+schools=?? Gracely, Jim. ART **Power/play** 3:44-51 Oct/Nov'84 / GEN
- Learning to program. Halfhill, Tom R. COL **Compute!** 6:110+ Dec'84 / ALL
- Messy comment [defense of structured programming in the classroom]. Norman, Michael W. LET **TPUG** 1:46 Nov'84 / GEN
- Messy is beautiful! [programming method] Williams, David. ART **TPUG** 1:48 Mar/Apr'84 / GEN [see Messy comment, 1:46 Nov'84]
- The Microcomputer revitalizes education. Kunz, Daniel W. ART **Commodore** 5:101-102 Nov/Dec'84 / GEN
- Programming for learning, part IV: getting into inputs. Van Duyne, Andy. COL **Commander** 2:21+ Apr'84 / VIC/64 / LIST
- Still a main road to computer literacy: books. Strasma, Jim. ART DIR REV **Commodore** 5:56-61 May/June'84 / ALL
- Tutor to go [in-Home Computer instruction]. Rogoznica, June. ART **Family Comp** 2:24+ Sep'84 / GEN
- The wonderful, slightly screwy world of computer literacy. Fenton, D.X. ART **Commodore** 5:34-37 May/June'84 / GEN
- Networking**
- Networking your PETs and C-64s at school. Herralá, Walter, Ph.D. ART **Commander** 2:78-79 May'84 / ALL
- No-nonsense news about networking. Walkington, Pat, et al. ART **Commodore** 5:25-26 May/June'84 / GEN
- Update on networking. Bussey, James and Austin, Gail. ART **Commodore** 6:94-96 Jan/Feb'85 / GEN
- Software evaluation**
- Back to basics. Salkind, Neil. ART DIR REV **Run** 1:26-45 Sep'84 / 64/GEN
- Choosing the best educational software. Bateman, Selby and Darling, Sharon. ART **Compute!** 6:52+ Sep'84 / GEN
- Education or entertainment? Staples, Betsy. ART REV **Creative Comp** 10:59-63 Apr'84 / 64
- Educational software: a guide for parents, part I. Herring, Richard. ART **Ahoy** 1:41-44 Mar'84 / ALL
- Educational software: a guide for parents, part II. Herring, Richard. ART DIR REV **Ahoy** 1:65-68 Apr'84 / ALL
- Educational software: a guide for parents, part III. Herring, Richard. ART REV **Ahoy** 1:41+ May'84 / ALL
- Educational software: a guide for parents, part IV. Herring, Richard. ART REV **Ahoy** 1:43+ June'84 / ALL
- Educational software: a guide for parents, part V. Herring, Richard. ART **Ahoy** 1:63+ July'84 / ALL
- Educational software: a guide for parents, part VI. Herring, Richard. ART **Ahoy** 1:63+ Aug'84 / ALL

Educational software: a guide for parents--summary. Herring, Richard. ART **Ahoy** 1:62-63 Oct'84 / ALL

Evaluating educational Software. Caprio, M.W. ART **Commodore** 5:26-27 July/Aug'84 / GEN

The latest look in software. Strasma, Jim. ART **Run** 1:94+ Dec'84 / GEN

SAT software: does it make the grade? Webster, Jonathan. ART DIR REV **Family Comp** 2:57-61 Sep'84 / 64

Software to challenge your children. Alper, Lynne. ART **Family Comp** 2:60-64 Nov'84 / ALL

What makes good software? D'Ignazio, Fred. COL **Comp Gazette** 2:66+ Aug'84 / GEN

Special education

The computer in special education. Miller, Marya. ART **TPUG** 1:11-12 July'84 / ALL

Computers make special education more effective and fun. Kleiman, Glenn M. and Humphrey, Mary M. ART **Creative Comp** 10:96-101 Oct'84 / GEN

Handicapped kids are computing too. Mason, Susan. ART **Power/play** 3:50-51 Oct/Nov'84 / GEN

Using the VIC 20 with exceptional individuals. Spring, Arthur J., Jr., Ph.D. ART **Commodore** 5:23-24 May/June'84 / GEN

EMPLOYMENT AND INCOME

Bartering your computer skills. Ball, Jeff. ART **Family Comp** 2:54-55 Oct'84 / GEN

Computers that earn their keep: 10 ideas for moonlighting jobs. Raskin, Robin. ART **Family Comp** 2:18+ July'84 / GEN

Looking for a Summer job: ten ways to earn \$\$\$\$ with the help of your computer. Aronin, Eugene. ART **Family Comp** 2:50-53 June'84 / GEN

More about freelance programming. Sheldon, George. ART **Power/play** 4:69 Feb/Mar'85 / GEN

Tutor to go [in-home computer instruction]. Rogoznica, June. ART **Family Comp** 2:24+ Sep'84 / GEN

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Discussion of 80-column cards. Brannon, Charles. COL **Comp Gazette** 2:112-14 May'84 / VIC/64

An 80-column board for ye olde pette. Bartoff, Tom G. ART **TPUG** 2:36 Feb'85 / PET

Enhancing your VIC with the Super Expander. Carmichael, Dan. COL **Comp Gazette** 2:106-107 Aug'84 / VIC LIST

Expansion memory [VIC]. ed. LET **Comp Gazette** 3:12 Jan'85 / VIC

5K emulator [VIC]. Reesor, Glen. ART **Comp Gazette** 2:133-34 June'84 / VIC

Memory management on the VIC-20 and C-64. Kevelson, Morton A. ART **Ahoy** 1:29-33 May'84 / VIC/64 LIST

More on connectors. Halpers, Dick. LET **Run** 1:11 Apr'84 / VIC

What is a mother board? Halfhill, Tom R. COL **Compute!** 6:126 May'84 / ALL

Cartridges

Dirty cartridges. ed. LET **Comp Gazette** 2:10+ Oct'84 / VIC/64

How cartridges work. Bingamon, Daniel. ART **Transactor** 5:74 No.1 / VIC/64 LIST

Modify your 8K cartridge to include ROMs. Henry, Thomas. ART **Commander** 2:45+ June'84 / VIC

Modifying the VIC-20 3K RAM pack for use with EPROMs. Henry, Thomas. ART **Transactor** 5:64-66 No.5 / VIC

FILES AND FILE HANDLING

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Database systems and management

Disk drives--Files

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Programming technique

Commodore information handyman. Walker, F. Joseph. ART **Compute!** 6:112+ June'84 / ALL LIST

Creating program listing files. Wilfong, Richard N. COL **Comp Gazette** 2:142+ Nov'84 / VIC/64

Decoding word processor files. Williams, David. ART **TPUG** 1:22-23 June'84 / ALL

Disk operations. Isaacs, Larry. COL **Compute!** 6:172-76 Oct'84 / 64 LIST

Files in LOGO: a response to Muller's Challenge II. Kirchner, Roger B. ART **Home Comp** 4:81+ No.2 / 64 LIST

Locking disk files. Stone, Gerald R. LET **Run** 1:12 Apr'84 / ALL

More open Commodore files. Comstock, Mitchell S. LET **Compute!** 6:10 Sep'84 / VIC/64

Program image file structures. Kevelson, Morton. ART **Ahoy** 1:61 Nov'84 / 64

Program to sequential file. D'Attore, Alfred. ART **Midnite** 20:51-52 Aug/Sep'84 / ALL LIST

Scratching files. ed. LET **Comp Gazette** 2:12 Aug'84 / ALL

A solution for the unscratchable comma file. Hickam, Fred Q. LET **Comp Gazette** 3:16+ Jan'85 / ALL

STP: execute from a sequential file. Zamara, Chris. ART **Transactor** 5:54-55 No.6 / 64 LIST

Tape data files for VIC and 64. Prescott, Brian. ART **Comp Gazette** 2:130+ June'84 / VIC/64 LIST

Unwanted files. ed. LET **Comp Gazette** 2:12+ Oct'84 / ALL

Relative

Bennett's tutorial--relative files. Bennett, Chris. ART **TPUG** 1:19-20 Oct'84 / ALL LIST

Datafile. Konshak, Mike. ART **Run** 1:75+ Nov'84 / 64 LIST [rev. 2:118 Feb'85]

Datafile, part II. Konshak, Mike. ART **Run** 1:80+ Dec'84 / 64 LIST [rev. 2:11 Feb'85]

Programming relative files on the Commodore 64. Kleinert, Michael and Barron, David. ART **Ahoy** 1:27+ Feb'84 / 64 LIST

Random files on the Commodore 64. Kleinert, Michael and Barron, David. ART **Ahoy** 1:37+ Mar'84 / 64 LIST

Record split. Olsen, Helen. ART **TPUG** 1:45 Aug/Sep'84 / ALL

Relative file handling [CBM Manager]. Evers, Richard. COL **Transactor** 5:24 No.4 / CBM

Relatively speaking, part 2. Brooks, David R. ART **Run** 1:138-40 May'84 / 64 LIST

Relatively speaking, part 3. Brooks, David R. ART **Run** 1:108+ June'84 / VIC/64 LIST

Solving relative file problems on the 1541. Greenley, Larry. ART **Commodore** 5:82-83 July/Aug'84 / VIC/64 LIST

When it comes to using disk files, it's all relative. Brooks, David R. ART **Run** 1:100+ Apr'84 / VIC/64 LIST

Sequential

Appending sequential disk files. Winn, John S. COL **Comp Gazette** 2:120+ June'84 / VIC/64

Commodore sequential append. ed. LET **Compute!** 6:10 May'84 / ALL

Commodore tape sequential access. ed. LET **Compute!** 6:14 Dec'84 / ALL

The file sleuth: an investigation of sequential files. Rupert, Dale. COL **Ahoy** 1:59+ July'84 / ALL LIST

Multi-file ASCII-to-WordPro conversions.
Deal, Elizabeth. ART **Commodore** 5:101-103
May/June'84 / PET LIST

Sequential files on your disk drive. Kleinert,
Michael and Barron, David. ART **Ahoy**
1:67-68 Jan'84 / VIC/64 LIST [rev. 1:61
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FINANCES

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The beginner & the disk, part 1. Hook, David
A. ART **TPUG** 1:26-29 June'84 / ALL

Can disks be mailed. ed. LET **Compute!** 6:10
May'84 / GEN

Commodore diskette compatibility. Halsey,
Jim C. ART **TPUG** 1:34-36 July'84 / ALL

Disk flipping. Vernham, David William. LET
Run 1:12 Apr'84 / ALL

Diskette dangers [from heat and X-rays]. ed.
LET **Comp Gazette** 2:20 Oct'84 / ALL

Disks and databases [defined]. ed. LET **TPUG**
2:7 Feb'85 / GEN

Double-sided floppies. ed. LET **Comp Gazette**
2:10+ June'84 / ALL

How long does a floppy disk last? Halfhill,
Tom R. COL **Compute!** 6:30 Sep'84 / ALL

Quick diskette erasing [bulk erasing]. ed. LET
Comp Gazette 2:10 Oct'84 / ALL

What is a scratch disk? ed. LET **Compute!**
6:18 July'84 / ALL

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Factoring fermat numbers [in forth].
Zimmermann, Mark. COL **Commodore**
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Forth: a new language for your C-64.
Rukavina, Peter. ART **TPUG** 1:22-23 July'84
/ 64

Introduction to forth. Butterfield, Kenneth.
ART **BIB Micro** 75:15-17 Sep'84 / GEN

Is forth headed for first? Moore, John and
Moore, Robert. ART **Run** 1:39-44 Dec'84 /
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Multi-tasking in forth. Butterfield, Kenneth.
ART **BIB Micro** 75:18-23 Sep'84 / ALL LIST

Structure trees in forth. Dougherty, Michael.
ART **Micro** 75:24-26 Sep'84 / ALL LIST

Tiny FORTH in LOGO. Malmberg, David. Col
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Why forth. Dougherty, Mike. ART **Micro**
75:7-8 Sep'84 / GEN

FORTRAN

FORTRAN. Baker, Robert W. ART **Run**
1:66-68 Oct'84 / CBM/SPET/64

Nevada COBOL and Nevada FORTRAN.
Koppenhaver, April M. ART **REV**
Commodore 5:84-86 July/Aug'84 / 64

FUNCTION KEYS

Function keys. Brown, Willie. ART **Comp**
Gazette 2:160+ Nov'84 / VIC/64 LIST

Functionally yours...[programming the
function keys]. Adam, Ian. ART **Commander**
2:70+ June'84 / VIC/64

PEEKing function keys. ed. LET **Comp**
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Programming B128 function keys. Fragola,
Al. ART **Commodore** 5:113-15 May/June'84
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Programming the VIC-20 function keys.
Bruey, Alfred. ART **TPUG** 1:46-47 Feb'84 /
VIC LIST

- Superkeys [C-64]. Simmons, Jack W. ART
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- The unknown Super Expander key functions.
Hinshaw, Mike. ART **Power/play** 3:90+
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- FUNCTIONS**
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- The ABCs of gaming: how to make learning
fun. Delson, James. COL DIR REV **Family**
Comp 2:30+ Sep'84 / 64/GEN
- Dear JL [joystick lunatick]. Finkel, Steve.
COL **Power/play** 3:74+ Oct/Nov'84 / GEN
- The future of Computer games: software
that thinks for itself. Bateman, Selby. ART
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- Game gripes. O'Brien, John. ART **Power/play**
3:69+ Aug/Sep'84 / GEN
- Games people play: the state of the art and
your gaming habits. Delson, James. COL
Family Comp 2:32 June'84 / GEN
- Gaming etiquette: the do's and don'ts of
having fun. Delson, James. COL **Family**
Comp 2:20 Oct'84 / GEN
- Having it both ways: common sense about
software [violence]. Skelton, Andy. ART
Midnite 21:53 Nov/Dec'84 / GEN
- High scores. ed. **Power/play** [See individual
issues of **Power/play**]
- Hint hot line. COL [See individual issues of
Family Computing's K-Power]
- How do games play? Card, Orson Scott. COL
Ahoy 2:33+ Feb'85 / ALL
- The joystick lunatic home gamer workout.
Finkel, Steve. COL **Power/play** 4:38+39
Feb/Mar'85 / GEN
- Playnet, a true story. Lounsbury, Walt. COL
Power/play 3:69+ Dec'84/Jan'85 / GEN
- Steering wheel controller for C-64? Halfhill,
Tom R. COL **Comp Gazette** 2:82+ Sep'84 /
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- Strategies: tips, tricks, and hints [Archon II,
Bruce Lee, Choplifter, Transylvania] COL
LET **Family Comp** 3:104-105 Jan'85 / 64
- Strategy: tips, tricks and hints [Fahrenheit
451, Ghostbusters, M.U.L.E.]. ed. COL
Family Comp 3:68-69 Mar'85 / 64
- Strategy: tips, tricks, and hints [Summer
Games, Spy vs. Spy]. ed. COL LET **Family**
Comp 3:88 Feb'85 / 64
- That's not a game, that's a Micro world.
Thornburg, David D. COL **Compute!**
6:154-56 Oct'84 / GEN
- A trend indeed [commentary on the video
educated gamer]. Finkel, Steve. ART
Power/play 3:30-31 Aug/Sep'84 / GEN
- VIC game buyer's guide. Salm, Walter. ART
REV **Ahoy** 1:49+ Mar'84 / VIC
- Videogame Micro worlds. Thornburg, David D.
COL **Compute!** 6:132-33 Nov'84 / GEN
- Action**
- Arcade challenge. Hyckie, Paul. ART **TPUG**
1:41-43 June'84 / GEN
- Calling all ghostbusters. ed. **Family Comp**
3:101 Jan'85 / 64
- Children of [Donkey] Kong. Harris, Neil. ART
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- Ghost Busters: an **Ahoy** exclusive. Sodaro,
Robert J. ART REV **Ahoy** 2:59-60 Jan'85 /
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- Jumpman bug. Bradley, David. ART **TPUG**
1:10 Mar/Apr'84 / 64
- Some like it hot [Satan's Hollow]. O'Brien,
John. ART REV **Power/play** 3:89
Dec'84/Jan'85 / 64
- Take the Solar Fox challenge. Lounsbury,
Walt. ART REV **Power/play** 3:90+
Dec'84/Jan'85 / 64

Adventure

Along the adventure game trail. Dart, Fred. ART **Commander** 2:54-55 Apr'84 / VIC/64

Is a picture worth a thousand words? Bateman, Selby. ART **Compute!** 6:32+ Oct'84 / GEN

Murder at 220 Merrill: a text-adventure mystery [fiction]. Ransom, Jeanie Franz. **Family Comp** 2:74-76 Dec'84 / GEN

A parser's tale: how adventure games work. Brannon, Charles. ART **Compute!** 6:26+ Oct'84 / ALL

Telengard: an adventure in terror. Merten, Cyndie and Hindorff, Bill. REV **Power/play** 3:50 53 June/July'84 / 64

Simulation and strategy

Archon: chess, magic & monsters. Saberhagan, Eric and Saberhagan, Tom. ART REV **Power/play** 3:54-57 June/July'84 / 64

At war with your computer [war gaming]. Wright, Scott. ART DIR **Power/play** 4:80-81 Feb/Mar'85 / 64

Can you survive M.U.L.E.? Harris, Neil. ART REV **Power/play** 3:38-43 June/July'84 / 64

Chess. Krauss, John. ART **Compute!** 6:84+ Dec'84 / VIC/64 LIST

Chess: a combinatorial explosion. Bateman, Selby. ART **Comp Gazette** 2:32 Dec'84 / GEN

The fantastic computer olympics. Finkel, Steve. ART **Power/play** 3:22-23 June/July'84 / GEN

For bridge players only. Marlino, Joe. ART REV **Power/play** 3:45 June/July'84 / 64

More than just another chess game. Campbell, John. ART REV **Power/play** 3:34-37 June/July'84 / 64

On the court: computer sports simulations. Koberstein, Wayne. ART **Home Comp** 4:20-22 No.4 / GEN

Star Trek VI. [TPUG CT6] Neale, Dave. ART **TPUG** 1:50-51 May'84 / 64

Suicide mission on the Russian front. Gracely, Jim. ART REV **Power/play** 3:46-49 June/July'84 / 64

Triad and true. Finkel, Steve. ART REV **Power/play** 3:92-93 Dec'84/Jan'85 / 64

War and games. Vickers, Earl. ART **Creative Comp** 10:146-56 Sep'84 / GEN

What if...? the popularity of strategy games. Bateman, Selby. ART REV **Comp Gazette** 2:23+ Dec'84 / ALL

Worms? for the 64. Keizer, Gregg. ART REV **Comp Gazette** 2:66-70 June'84 / 64

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Printers and printing

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Computer graphics: misunderstood and underutilized. Ahl, David H. ED **Creative Comp** 11:34 Feb'85 / GEN

Computers and colour. Beasley, R.E. ART **TPUG** 1:14 Feb'84 / VIC/64

The digital palette: fundamentals of computer graphics. Bateman, Selby. ART **GLO Compute!** 6:20+ May'84 / VIC/64

Discussion of C-64 graphics and graphics input devices. Brannon, Charles. **COL Comp Gazette** 2:136+ Dec'84 / 64

Enhancing your VIC with the Super Expander. Carmichael, Dan. **COL Comp Gazette** 2:106-107 Aug'84 / VIC LIST

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Tom Snyder: educational software developer. Yakal, Kathy. COL **Comp Gazette** 2:32+ Oct'84 / GEN

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Buyer's guide to joysticks. Coach, Ken. ART **DIR Family Comp** 3:59-61 Jan'85 / VIC/64

Cloning joysticks. ed. LET **Comp Gazette** 2:12 July'84 / VIC/64

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Joystick joust [results of reader survey]. Benford, Tom. ART **REV Run** 2:27+ Feb'85 / VIC/64

Joystick TV interference. ed. LET **Compute!** 7:16 Mar'85 / VIC

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The real story behind joysticks. Jordan, Mark. ART **Run** 2:40+ Feb'85 / 64 LIST

Tank mania: adding a second joystick to the VIC. Gibbons, Ken and Rich, Curtis. ART **Comp Gazette** 2:102-103 Apr'84 / VIC LIST

Using joysticks in LOGO. Malmberg, David. COL **Power/play** 3:60+ Dec'84/Jan'85 / 64 LIST

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Keypad

Adding a simple keyboard to the VIC. Strasma, Jim. LET **Run** 1:18 Apr'84 / VIC

Albert zap, won't you please come home? D'Ignazio, Fred. COL **REV Comp Gazette** 2:60+ Apr'84 / VIC/64

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- The Commodore 64 keyboard, part 1: the kernel routines. Stanley, Aubrey. ART **Transactor** 5:39-43 No.5 / 64
- The Commodore 64 keyboard, part 2: keywizard-an amazing keyboard driver. Stanley, Aubrey. ART **Transactor** 5:26-30 No.6 / 64 LIST
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- Custom keyboard at your fingertips. Kula, John. ART **Run** 1:108-115 July'84 / VIC/64
- Disabling STOP. Anon. LET **Run** 1:14 Apr'84 / VIC/64
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- The keyboard funnel. Daly, Anthony James. COL **Comp Gazette** 2:114+ Dec'84 / VIC/64
- Keyboard lockup using a modem. ed. LET **Family Comp** 2:22+ Dec'84 / 64
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- PEEKing the VIC shift keys. ed. LET **Compute!** 6:118 Apr'84 / VIC
- Reading the C-64 keyboard. Sidney, Ray. ART **Power/play** 3:122 June/July'84 / 64
- The RESTORE key [problem]. ed. LET **Comp Gazette** 3:20 Mar'85 / VIC/64
- Slowing things down on VIC, 64, or PET/CBM. ed. LET **Compute!** 6:14 Aug'84 / ALL
- The VIC-20/Atari connection [Atari Kid Controller with VIC]. Lowrey, David W. ART **Run** 1:136-39 Nov'84 / VIC LIST
- A visit with Sweetums the Ogre. D'Ignazio, Fred. COL **Comp Gazette** 3:44+ Jan'85 / 64
- What is...the Dvorak keyboard? ed. LET **Family Comp** 3:34 Jan'85 / GEN

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Adding a hex keypad to your PET/CBM. Randolph E. ART **Commodore** 5:91-93 Sep/Oct'84 / PET/CBM

Easy keypad [add a numeric keypad]. Stephens, Jim. ART **Run** 1:76-79 Oct'84 / 64 [rev. 2:118 Feb'85]

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Beyond BASIC. Thornburg, David D. COL **Compute!** 6:64-66 Apr'84 / GEN

What computer language is best? Halfhill, Tom R. COL **Compute!** 7:114+ Jan'85 / GEN

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Computers and laser disks. ed. LET **Compute!** 6:10+ Nov'84 / 64

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Playing the light fantastic. Herring, Richard. ART **Ahoy** 1:41+ Apr'84 / GEN

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Coin side one [commentary on piracy]. Marotta, Michael E. LET **Transactor** 5:18 No.5 / GEN

Coin side two [commentary on piracy]. Van Eden, James. LET **Transactor** 5:18-19 No.5 / GEN

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In touch with your computer: graphics tablets and light pens. Yakal, Kathy. ART **REV Comp Gazette** 2:16+ July'84 / VIC/64

The inside story: how graphics tablets and light pens work. Cowper, Ottis R. ART **Compute!** 6:40+ May'84 / GEN

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XY coordinate changes on C-64. Strasma, Jim. LET **Run** 1:16 Apr'84 / VIC/64

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The city of truth. Rupert, Dale. COL **Ahoy** 1:17+ Mar'84 / ALL LIST

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Two kinds of logic [IF-THEN; ON-GOTO; ON-GOSUB]. Halfhill, Tom R. COL **Compute!** 7:28+ Mar'85 / ALL

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Advanced LOGO: keeping up with the turtle. Pantiel, Mindy and Petersen, Becky. ART **Family Comp** 3:34+ Feb'85 / ALL

Animating turtle graphics. Muller, Jim. COL **Creative Comp** 10:182-83 Sep'84 / ALL

The binary forest. Keller, Robert S. ART **Home Comp** 4:41+ Aug'84 / 64 LIST

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Educate your turtle. Pantiel, Mindy and Petersen, becky. ART **Family Comp** 2:30+ Nov'84 / ALL

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Lyrical LOGO: recursion lets loose the poet in your console. Gorman, Henry, Jr. ART **Home Comp** 4:123-26 No.1 / 64 LIST

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Sparkling up your routines: learn how to add color to simple procedures. Pantiel, Mindy and Petersen, Becky. ART **Family Comp** 2:34+ Dec'84 / ALL

Theme and variations: make your work procedures work harder with variables. Pantiel, Mindy and Petersen, Becky. ART **Family Comp** 3:38+ Jan'85 / ALL

Tiny FORTH in LOGO. Malmberg, David. Col **Power/play** 4:104-111 Feb/Mar'85 / 64 LIST

Tools for learning and doing. Pantiel, Mindy and Petersen, Becky. ART **Family Comp** 2:28+ Oct'84 / ALL

Turtle target practice. Muller, James. COL **Creative Comp** 10:147-48 Oct'84 / ALL LIST

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All you need to know to begin programming in machine language, part 1. Karcher, John L. ART **Power/play** 3:112-116 June/July'84 / VIC

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- Automatic RUN. Mansfield, Richard. COL **LET Comp Gazette** 2:104 Aug'84 / ALL
- Customizing. Mansfield, Richard. COL **Comp Gazette** 2:108 Dec'84 / ALL LIST
- DATA in machine language. Mansfield, Richard. COL **LET Comp Gazette** 2:104-105 Aug'84 / ALL
- Disk operations. Isaacs, Larry. COL **Compute!** 6:172-76 Oct'84 / 64 LIST
- An introduction to tools & techniques for machine language programming. Housinger, Phil. ART **Transactor** 5:55-57 No.2 / ALL
- Just numbers in memory [using MLX]. ed. **LET Comp Gazette** 3:18+ Feb'85 / 64
- Machine and assembly language defined. Halfhill, Tom R. COL **Comp Gazette** 2:26 June'84 / ALL
- Machine language print loader...PRINT...not POKE....machine language programs. Nyman, Noel. ART **Transactor** 5:48-63 No.6 / VIC/64 LIST
- Machine language backup on tape. Schaij, Willem. **LET Compute!** 6:176 Nov'84 / ALL
- Memory. Mansfield, Richard. COL **Comp Gazette** 3:103-104 Mar'85 / ALL LIST
- MLX [entered programs] tape to disk. ed. **LET Compute!** 7:22 Mar'85 / VIC/64 LIST
- MLX upgrades. ed. **LET Comp Gazette** 3:12+ Mar'85 / 64
- Mods and bombs [ML game design]. Mansfield, Richard. COL **Comp Gazette** 2:104+ May'84 / VIC/64 LIST
- Nine easy pieces [examples of ML programming]. David, Carl W. ART **Transactor** 5:62-65 No.4 / 64 LIST
- Play me a color [ML color organ tutorial]. Woyton, Joseph T. ART **Run** 1:148-52 Dec'84 / 64 LIST
- A program critique. Mansfield, Richard. COL **Compute!** 6:124-27 Apr'84 / 64
- A program critique, part 2. Mansfield, Richard. COL **Compute!** 6:162-64 May'84 / ALL
- A program critique, part 3. Butterfield, Jim. COL **Compute!** 6:106+ June'84 / 64 LIST
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- Retrospective: assembly vs. machine language; mathematics; problems and discipline. Butterfield, Jim. COL **Compute!** 7:114-15 Mar'85 / ALL
- Same game, different players. Butterfield, Jim. COL **Compute!** 6:145-46 Oct'84 / ALL
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- Talking to a disk. Mansfield, Richard. COL **Comp Gazette** 2:116+ Apr'84 / ALL LIST
- What is machine language? Butterfield, Jim. COL **Comp Gazette** 2:94+ July'84 / ALL

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All about the status register, part 2. Sanders, Louis F. ART **Compute!** 6:134+ Nov'84 / ALL

Indirect addressing. Butterfield, Jim. COL **Comp Gazette** 2:114+ June'84 / ALL

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The assembler maze. Butterfield, Jim. ART **REV TPUG** 1:14 June'84 / 64

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First questions [about assembling]. Mansfield, Richard. COL **Comp Gazette** 2:122-23 Sep'84 / ALL

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Mansfield, Richard. COL **Comp Gazette**
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BASIC/ML data transfer. Johanson, Mark.
ART **Micro** 76:30-34 Oct'84 / VIC/64

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Getting BASIC to communicate with your
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LET **Compute!** 6:116 Apr'84 / ALL

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ART **Transactor** 5:66-71 No.2 / 64 LIST

Translating machine language routines into
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Loops and branches. Mansfield, Richard. COL
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Explorations with assembly language: part II
[the kernal and jump tables]. Giquere, Eric.
COL **Commander** 2:52-53 May'84 / VIC/64

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Math and tables. Butterfield, Jim. COL **Compute!** 6:134-35 Sep'84 / ALL

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A closer look at the B Series: the machine language monitor. Rotenberg, Howard. ART REV **Commodore** 5:111-12 May/June'84 / B

DIS/MON [disassembler/monitor]. Giquere, Eric. COL **Commander** 2:31-44 Apr'84 / VIC/64 LIST

Disk/extramon 64. Forani, Mike. ART **Transactor** 5:68-70 No.6 / 64 [note: the program described in this article is available on **Transactor Disk #5**]

Monitor meanderings. Easton, John. ART **TPUG** 1:35-37 June'84 / ALL

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A few of the stranger 6502 op codes explained. Evers, Richard. ART **Transactor** 5:72-75 No.2 / ALL

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Which one is the real machine language? [source code/object code]. Mansfield, Richard. COL **Comp Gazette** 3:123 Jan'85 / ALL

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Stack tricks. Butterfield, Jim. ART **Compute!** 6:155-56 Nov'84 / ALL

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Clearing the 64 screen from ML. ed. LET **Compute!** 6:122 Apr'84 / 64

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Using the kernal [clearing the screen]. Mansfield, Richard. COL **Comp Gazette** 3:115+ Jan'85 / ALL

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Another kerosene warning. Tolonen, W.J. LET **Compute!** 6:18 May'84 / GEN

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Can disks be mailed. ed. LET **Compute!** 6:10 May'84 / GEN

- Cleaning Commodore disk drives. ed. LET **Compute!** 6:18 Aug'84 / ALL
- Cleaning disk drive heads. ed. LET **Comp Gazette** 2:12 June'84 / ALL
- Commodore 1541 head alignment. ed. LET **Compute!** 6:10 Nov'84 / VIC/64
- Commodore repairs. ed. LET **Compute!** 7:29 Jan'85 / VIC/64
- Commodore repair tips. ed. LET **Compute!** 6:25-26 Dec'84 / ALL
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- Cool computing. ed. LET **Compute!** 7:12+ Jan'85 / ALL
- Dirty cartridges. ed. LET **Comp Gazette** 2:10+ Oct'84 / VIC/64
- Disk drive door dust defense. ed. LET **Compute!** 6:10 June'84 / ALL
- Diskette dangers [from heat and X-rays]. ed. LET **Comp Gazette** 2:20 Oct'84 / ALL
- The globetrotting computer. Kiell, Matthew. ART **Commodore** 5:25+ Sep/Oct'84 / ALL
- How to turn on a computer. ed. LET **Compute!** 6:10 June'84 / ALL
- The 91st Day [out-of-warranty service]. Wright, G.S. ART **Run** 1:36-40 June'84 / 64/GEN
- Out of warranty repair. Lee, Linda. COL **Power/play** 3:16+ Oct/Nov'85 / ALL
- Plugging in a computer system. Halfhill, Tom R. COL **Compute!** 6:134 Aug'84 / ALL
- Protect your computer from the power line monsters. Ahl, David H. ART REV **Creative Comp** 10:44-56 May'84 / ALL
- Saving wear on the on/off switch. McDonald, Shawn. LET **Compute!** 6:176 Nov'84 / ALL
- Spinning the disk drive [to clean head]. ed. LET **Comp Gazette** 2:16 Dec'84 / ALL
- A step-by-step guide to the care and maintenance of your computer. Austin, Jacqueline. ART **Family Comp** 3:39-43 Feb'85 / ALL
- Warranty costs to software companies. Strasma, Jim LET **Run** 1:18 Apr'84 / GEN
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- A Commodore note [Butterfield going commercial?]. Butterfield, Jim. ART **TPUG** 1:28 Aug/Sep'84 / GEN
- Disappearing VIC? ed. LET **Compute!** 6:12 June'84 / VIC
- For what market is Commodore designing computers? Kaspar, Elizabeth A. ART **Midnite** 17:30-31 Feb/Mar'84 / GEN
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- Freeware. Campbell, Gordon. ART **TPUG** 1:20 Nov'84 / GEN
- The future of Commodore? Leemon, Sheldon. ART **Ahoy** 1:44+ May'84 / ALL
- The great \$.25 experiment. Butterfield, Jim. ART **TPUG** 1:15-16 July'84 / GEN
- Jack is back [former Commodore CEO Jack Tramiel]. Sullivan, Nick. ART **Family Comp** 3:54-57 Feb'85 / GEN
- Legal issues in marketing software. Swartz, Herbert. ART **Power/play** 4:73+ Feb/Mar'85 / GEN
- The morning after: anti-computer backlash and the arrival of the mass-market home computer, part 2. D'Ignazio, Fred. COL **Compute!** 6:78-81 June'84 / GEN
- The morning after: anti-computer backlash and the arrival of the mass-market home computer, part 1. D'Ignazio, Fred. COL **Compute!** 6:132+ May'84 / GEN
- Myth #1: the home computer industry is dying. Thornburg, David D. COL **Compute!** 7:84-85 Mar'85 / GEN

Myth #2: all the good software is available in the stores. Thornburg, David D. COL **Compute!** 7:85-86 Mar'85 / GEN

New CBM boss wants more in the family. Cox, Ken ART **TPUG** 2:11 Feb'85 / GEN

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Base conversions for the C-64 and VIC-20. Gibson, Drexel B. ART **Ahoy** 1:77 Sep'84 / VIC/64 LIST

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See also

Expansion boards
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Multitasking

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Butterfield, Jim. ART **Transactor** 5:23-25
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David. **Commodore** 5:30+ Nov/Dec'84 /
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- MENUS**
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A buyer's guide to modems. Darling, Sharon.
ART DIR **Comp Gazette** 2:30+ Nov'84 /
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Buying the right modem. ed. LET **Compute!**
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Stone, M. David. ART **Ahoy** 1:17-19 Jan'84
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Sandler, Corey. COL **Creative Comp** 11:30+
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Levitan, Arlan R. COL **Compute!** 7:87
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A window to the world: modems in the home. Darling, Sharon. ART **Comp Gazette** 3:38+ Jan'85 / ALL

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Machine language--Monitors

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Autoswap: a multiprocessing system on the C-64. Zamara, Chris. ART **Transactor** 5:69-76 No.4 / 64 LIST

Multi-tasking in forth. Butterfield, Kenneth. ART **BIB Micro** 75:18-23 Sep'84 / ALL LIST

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The 20th century one-man band. Herrington, P. ART **Commodore** 5:59+ Nov/Dec'84 / 64

A Christmas assortment [music techniques]. Tomczyk, Michael S. COL **Comp Gazette** 2:100+ Dec'84 / ALL LIST

Commodore 64 music: happy birthday. Butterfield, Jim. ART **Compute!** 6:177-78 Oct'84 / 64 LIST

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Construction Set. Yakal, Kathy. ART **Comp
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OP CODES

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Machine language--Op codes

PASCAL

About pascal. Hayes, Robert. LET **Run** 2:128
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Amiga will run Turbo Pascal. Anderson, John
A. COL **Creative Comp** 11:150 Mar'85 /
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Choosing a system: an important part of
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Commodore peripheral ports. Cowper, Ottis
R. ART **Comp Gazette** 3:40+ Mar'85 / ALL

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An introduction to plotters. Sims, Robert.
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Starkey, Herbert H. LET **Comp Gazette**
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The CES report [on the Commodore 264].
Anderson, John J. COL **Creative Comp**
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Butterfield, Jim. ART **Transactor** 5:23-25
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Commodore prepares to roll out the Plus/4.
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Leemon, Sheldon. ART REV **Creative Comp**
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Las Vegas and the Commodore 264.
Butterfield, Jim. ART REV **TPUG** 1:29-30
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The Plus/4's spreadsheet and graph-maker.
Morabito, Margaret. ART REV **Run** 2:76+
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The quest for increased productivity [Plus/4
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Abbreviated printer codes. Crookshank, John.
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- Elusive MPS-801 printer ribbons. Manning, George J. LET **Comp Gazette** 2:10 Sep'84 / VIC/64
- 1520 Printer/Plotter replacement pens. Starkey, Herbert H. LET **Comp Gazette** 2:18 Dec'84 / ALL
- Fire writing [Okimate-10 color printer]. Brannon, Charles. COL REV **Comp Gazette** 3:74+ Feb'85 / VIC/64
- From dot matrix to laser print: the challenging face of printers. Bateman, Selby. ART **Compute!** 6:18+ June'84 / GEN
- The inexpensive printers of 1984. Yakal, Kathy. ART **Compute!** 6:34 June'84 / ALL
- Lower case descenders with the VIC 1515/1525 printers. Kevelson, Morton A. ART **Ahoy** 1:53-54 Apr'84 / VIC/64
- Missing Commodore ribbons. Fife, Frank W. LET **Compute!** 6:10 Sep'84 / VIC/64
- New Commodore printers. Brannon, Charles. COL **Comp Gazette** 2:120+ Aug'84 / VIC/64
- New life for old ribbons. ed. LET **Compute!** 6:10 Dec'84 / ALL
- Printer device number changes. ed. LET **Compute!** 6:18 Sep'84 / ALL
- Selecting the right printer. Strasma, Jim. ART REV **Run** 2:56+ Jan'85 / ALL
- A survey of printers for the VIC-20 and Commodore 64. Yakal, Kathy. ART DIR **Comp Gazette** 2:24+ Aug'84 / VIC/64
- Three printers from Commodore. Benford, Tom. ART REV **Run** 2:80+ Jan'85 / ALL
- Using a printer. Regena, C. COL **Comp Gazette** 2:84+ Aug'84 / ALL LIST
- What printer should I buy with my Commodore computer to print Commodore graphics? Lippert, E.J., III. ART **Midnite** 17:54 Feb/Mar'84 / 64
- What's a thermal-transfer printer? Dr. Kursor. COL **Family Comp** 3:103 Jan'85 / GEN

Interfacing

- Apple to Commodore 1525 printer? ed. LET **Compute!** 7:20 Mar'85 / 1525
- Bridging the gap: Commodore to printer interfaces. Benford, Tom. ART REV **Run** 1:92-96 Nov'84 / VIC/64
- Connecting the SX-64 to a non-Commodore printer. Benford, Tom. ART **Ahoy** 2:38 Feb'85 / SX
- Getting the words across: printer interfaces for the Commodore computers. Kevelson, Morton. ART REV **Ahoy** 2:103-108 Feb'85 / VIC/64
- Going off-line with Gemini [10X and Card?/+G]. ed. LET **Comp Gazette** 3:18+ Mar'85 / 64
- Overview of printer interfacing. Halfhill, Tom R. COL **Compute!** 6:110-11 Oct'84 / VIC/64
- A primer on printers. Benford, Tom. ART DIR **Ahoy** 1:15+ Dec'84 / ALL
- Printer interfacing revisited, part I: the 1525 printer--a tutorial. Kevelson, Morton. ART **Ahoy** 1:19+ Dec'84 / VIC/64
- Printer interfacing for the Commodore 64 & VIC-20. Kevelson, Morton. ART **Ahoy** 1:27-30 Mar'84 / VIC/64

Printer interfaces for the Commodore computers. Kevelson, Morton. ART **Ahoy** 2:101+ Mar'85 / VIC/64

Printer interfacing for the Commodore 64 & VIC 20, part II. Kevelson, Morton A. ART **Ahoy** 1:19+ Apr'84 / VIC/64

Selecting a printer interface. Lambert, J. Blake. ART **Comp Gazette** 2:34+ Aug'84 / VIC/64

Supercord interface on Corona typewriter? Strasma, Jim. LET **Run** 1:18 Apr'84 / VIC/64

Tandy TP-10 thermal printer on a VIC or 64? Strasma, Jim. LET **Run** 1:18 Apr'84 / VIC/64

Printing

Borderline and type setter. Stare, Richard K. ART **Power/play** 3:87-92 June/July'84 / VIC LIST

Graphic print for Commodore 64, part 1. Keryan, Michael J. ART **Micro** 73:22-29 July'84 / 64 LIST

Graphic print for C-64, part 2. Keryan, Michael J. ART **Micro** 74:28-31 Aug'84 / 64 LIST

Graphic print for C-64, part 3. Keryan, Michael J. ART **Micro** 75:31-34 Sep'84 / 64 LIST

How do I print a hardcopy of a program? Lee, Linda. COL **Power/play** 3:12+ Oct/Nov'85 / ALL LIST

Line formatting. Rotello, Joe. ART **Commodore** 5:106-108 Sep/Oct'84 / PET/CBM LIST

Print gothic or bold on your VIC 1525 Printer. Miller, Brent. ART **Power/play** 3:93-96 June/July'84 / VIC/64 LIST

Printing high resolution screens using kernal routines. Giguere, Eric. COL **Commander** 2:57-59 June'84 / 64 LIST

Why can't I print graphics on my 1526 Printer. Lee, Linda. COL **Power/play** 3:16 Oct/Nov'85 / ALL

Problems

Avoiding printer problems. Lambert, J. Blake. ART **Compute!** 6:34 June'84 / ALL

Eliminate paper feed problems. Peden, Bill. LET **Commodore** 6:6 Jan/Feb'85 / 1525/1526

The incompatible 1526 [printer]. Carmichael, Dan. COL **Comp Gazette** 2:154 Nov'84 / VIC/64

A Printer's gremlin [output problems]. ed. LET **Comp Gazette** 3:18 Mar'85 / ALL

Software/interface problems. ed. LET **Comp Gazette** 3:18 Feb'85 / ALL

Subscript and superscript problems on the Mannesmann-Tally 160L printer. Cohen, William. LET **Creative Comp** 10:199-201 June'84 / ALL

WordPro 3 and 1526 incompatibility. Professional Software. LET **Comp Gazette** 2:12 July'84 / 64

PROGRAM DESIGN

See also

Programming instruction
Programming technique

Games

Anyone's adventures in wonderland [programming a text adventure]. Card, Orson Scott: ART **Ahoy** 1:17 Sep'84 / ALL LIST

Birth of a computer game. Darling, Sharon. ART **Compute!** 7:48+ Feb'85 / GEN

Byron Priess and Ronald Martinez, Trillium Software designers. Darling, Sharon. COL **Comp Gazette** 2:52+ Dec'84 / 64

Creative Computing chats with Bill Budge. Leyenberger, Arthur. ART **Creative Comp** 10:166-70 Sep'84 / GEN

Design for living: the team behind Archon II: Adept, and its strategy for success. Delson, James. ART **Family Comp** 3:22+ Feb'85 / 64/GEN

The designer behind M.U.L.E. Yakal, Kathy. COL **Comp Gazette** 2:28+ June'84 / 64

- Don't get trapped in the maze. Miller, James. ART **Run** 2:22+ Jan'85 / VIC LIST
- The formal proposal [to a software publisher]. Sheldon, George. ART **Power/play** 4:66+69 Feb/Mar'85 / GEN
- Free Fall Associates: the designers behind Archon and Archon II: Adept. Bateman, Selby. COL **Comp Gazette** 2:52+ Nov'84 / 64
- How do games play? Card, Orson Scott. COL **Ahoy** 2:33+ Feb'85 / ALL
- An interview with Ihor Wolosenko [president of Synapse Software]. Moriarty, Tim. ART **Ahoy** 1:41-46 Feb'84 / GEN
- Jumping ahead with game programming. Balthrop, William K. and Stoffers, Bob. ART **Home Comp** 4:26-30 No.5 / 64 LIST
- The making of a game programmer. Braddick, Judy. ART **Power/play** 4:70+ Feb/Mar'85 / GEN
- Michael Crichton: reflections of a new designer. ART **Compute!** 7:44-45 Feb'85 / GEN
- More about freelance programming. Sheldon, George. ART **Power/play** 4:69 Feb/Mar'85 / GEN
- A parser's tale: how adventure games work. Brannon, Charles. ART **Compute!** 6:26+ Oct'84 / ALL
- Pentaminos: a simple puzzle-solving program. Butterfield, Jim. ART **Compute!** 6:106+ May'84 / ALL LIST
- Planning a game program. Regena, C. COL **Comp Gazette** 2:88+ June'84 / VIC/64 LIST
- Programming: the name of the game. ed. ART **Home Comp** 4:140-43 Aug'84 / ALL IST
- Who will design the perfect game? Beeck, Kellyn. ART **Power/play** 4:66+ Feb/Mar'85 / GEN
- Checksums for early [**Compute!**] **Gazette** programs. ed. **Comp Gazette** 2:163-71 Apr'84 / VIC/64
- Enhanced Commodore DOS support. Melsheimer, Stephen S. ART **Compute!** 6:163+ Nov'84 / 64 LIST [rev. 7:151 Feb'85]
- Extra functions for SuperBASIC 64. Tyson, Charles. LET **Compute!** 6:112+ Apr'84 / 64 [see SuperBASIC 64, 5:198-214 Dec'83]
- Generator programs. Butterfield, Jim. ART **Transactor** 5:75-77 No.1 / 64/ALL
- Graphics and Super Expander [VIC]. Bleich, Robert. LET **Compute!** 6:18 May'84 / VIC
- Introducing transBASIC. Sullivan, Nick. COL **Transactor** 5:30-35 No.5 / 64 LIST
- Introducing VERIFIZER: the **Transactor's** new foolproof program entry method. ed. ART **Transactor** 5:11-12 No.6 / ALL LIST
- Just numbers in memory [using MLX]. ed. LET **Comp Gazette** 3:18+ Feb'85 / 64
- Lessons on using Simons' BASIC [INSERT, INST, PLACE, DUP]. Balthrop, William K. COL **Home Comp** 4:39 No.5 / 64
- Lessons on using Simons' BASIC [AUTO, PAGE, OPTION, DELAY]. Balthrop, W.K. COL **Home Comp** 4:45 No.4 / 64
- MLX [entered programs] tape to disk. ed. LET **Compute!** 7:22 Mar'85 / VIC/64 LIST
- MLX upgrades. ed. LET **Comp Gazette** 3:12+ Mar'85 / 64
- MOBs: Simons' BASIC sprites for the C-64. Anderson, John J. ART **Comp Gazette** 10:172-77 Dec'84 / 64
- Programming sound and graphics with the Super Expander 64. Noel, Lee, Jr. ART **Comp Gazette** 2:155+ Nov'84 / 64 LIST
- Simons' Basic Commands. DIR **Ahoy** 1:94-95 Feb'84 / 64
- Simons' BASIC sight and sound [tutorial]. Anderson, John J. COL **Comp Gazette** 10:205-206 Sep'84 / 64

PROGRAMMING AIDS

- Simons' BASIC. Boardman, Kevin. ART REV
TPUG 2:42-44 Feb'85 / 64
- Simons' BASIC: 100 new commands. Brannon,
Charles. COL **Comp Gazette** 2:122+ Aug'84
/ 64
- Simons' sight & sound [tutorial]. Anderson,
John J. COL **Comp Gazette** 10:182-84
Oct'84 / 64 LIST
- TransBASIC installment #2. Sullivan, Nick.
ART **Transactor** 5:19-21 No.6 / 64 LIST
- The unknown Super Expander key functions.
Hinshaw, Mike. ART **Power/play** 3:90+
Oct/Nov'84 / VIC
- Using the VIC Super Expander with the
automatic proofreader. ed. LET **Comp
Gazette** 2:12 Apr'84 / 64
- What's on the C-64 Bonus Pack Disk? Lee,
Linda. COL **Power/play** 3:18 Oct/Nov'85 /
64
- PROGRAMMING INSTRUCTION**
See also
Machine language
Programming aids
Programming technique
Video screen
- The art and science of programming. Kula,
John. ART **Run** 1:104-107 Aug'84 / ALL
- BASIC for beginners. Regena. ART **TPUG**
1:47-48 Aug/Sep'84 / ALL
- BASIC style: program evolution. Butterfield,
Jim. ART **Compute!** 6:142+ May'84 / ALL
LIST
- BASIC/ML data transfer. Johanson, Mark.
ART **Micro** 76:30-34 Oct'84 / VIC/64
- Commodore garbage collection, part 2.
Butterfield, Jim. ART **Compute!** 6:144+
July'84 / ALL
- Computer literacy: different things to
different users. Winchester, E. Anne and
Attebury, Darlene K. ART **Commodore**
5:45-47 May/June'84 / GEN
- Data organization for the VIC-20, part IV.
Dudley, Arthur J. ART **Commander** 2:64-68
Apr'84 / VIC LIST
- Exploring the inner structure of a BASIC
program. Rupert, Dale. COL **Ahoy** 1:86+
Dec'84 / ALL LIST
- First time users: just a little help [misc.
programming tips]. Allain, Joe. ART **Midnite**
17:34 Feb/Mar'84 / ALL
- Garbage collection on Commodore computers,
part 1. Butterfield, Jim. ART **Compute!**
6:131-32 June'84 / ALL
- Get literate: resources for computer literacy.
LeBold, Diane. ART **Commodore** 5:38+
May/June'84 / GEN
- Hands-on, beginning programmers! Reh, Jane.
Col **Power/play** 4:100 Feb/Mar'85 / ALL
- Have you been programmed to learn
programming? Wilson, David. ART **Family
Comp** 2:32B+ Oct'84 / GEN
- How BASIC handles line numbering. Secaur,
Jonathan. COL **Commander** 2:60-61 May'84
/ ALL
- How to type in programs. Jainschigg, John.
ART **Family Comp** 2:76+ Sep'84 / ALL
- Learning to program. Halfhill, Tom R. COL
Compute! 6:110+ Dec'84 / ALL
- Notes toward better programs, part 1.
Butterfield, Jim. COL **Power/play** 3:8+
Dec'84/Jan'85 / ALL
- Notes toward creating better programs, part
2. Butterfield, Jim. COL **Power/play** 4:12+
Feb/Mar'85 / ALL LIST
- Relocating Commodore programs. ed. LET
Compute! 6:20 July'84 / VIC/64
- Reverse lines [64]. ed. LET **Compute!** 6:16
Oct'84 / 64
- Screen usage. Carmichael, Dan. COL **Comp
Gazette** 2:119-20 July'84 / VIC LISTS
- Size, speed, or clarity [of BASIC code].
Mansfield, Richard. COL **Compute!** 6:68+
Apr'84 / ALL LIST

That's my program!?!? the mysterious underworld of BASIC program storage. Kleinert, Michael and Barron, David. ART **Ahoy** 1:62+ May'84 / VIC/64

The wonderful, slightly screwy world of computer literacy. Fenton, D.X. ART **Commodore** 5:34-37 May/June'84 / GEN

Arrays

Hurray for arrays. Rupert, Dale. COL **Ahoy** 1:67+ May'84 / ALL [rev. 1:85-86 June'84]

Looking into two-dimensional arrays. Rupert, Dale. COL **Ahoy** 1:45+ Nov'84 / ALL

On matrix algebra and computer arrays. Ginsburg, Shlomo. COL **Commodore** 6:54-58 Jan/Feb'85 / ALL LIST

Cursor

Cursor control. Bonge, Jack K. LET **Comp Gazette** 2:12 Nov'84 / ALL

Magic cursor. ed. LET **Comp Gazette** 2:10+ Aug'84 / VIC/64

Training your cursor. Kleinert, Michael and Barron, David. ART **Ahoy** 1:37-38 July'84 / ALL

Flowcharting

The art of flowcharting. Moser, Enoch L. ART **Run** 1:124+ May'84 / ALL [VIC LIST]

What is a flowchart? Dr. Kursor. COL **Family Comp** 3:67 Mar'85 / ALL

Functions

Computational wizardry: the magic of computation-crunching. Rupert, Dale. COL **Ahoy** 1:35+ Aug'84 / ALL LIST

Computer math for beginners. Tomczyk, Michael S. COL **Comp Gazette** 3:96+ Mar'85 / ALL LIST

Defined functions on the VIC and 64. Stilwell, John. ART **Power/play** 4:46 Feb/Mar'85 / VIC/64

Dynamic expression evaluation. Zamara, Chris. ART **Transactor** 5:28-30 No.4 / ALL LIST [rev. 5:19 No.5]

Inverse trigonometric functions. Butterfield, Jim. ART **Commodore** 5:94-95 Sep/Oct'84 / ALL LIST

Old ROM variable [VAL\$]. Moser, Kim. LET **Commodore** 5:10 July/Aug'84 / PET

A random leap. Mansfield, Richard. COL **Compute!** 6:140-41 May'84 / ALL LIST

Games

Anyone's adventures in wonderland [text adventures]. Card, Orson Scott. ART **Ahoy** 1:17+ Sep'84 / ALL LIST

Bringing the screen to life. Card, Orson Scott. COL **Ahoy** 2:15+ Jan'85 / 64 LIST

Constructing truly 3-D mazes. Stankiewicz, Dr. Alan. ART **Micro** 74:19-21 Aug'84 / VIC LIST

Creating your own games on the VIC and 64, part I: from the player to the screen. Card, Orson Scott. ART **Ahoy** 1:13+ June'84 / VIC/64 LIST

Creating your own games on the VIC and 64, part II: the world of the game. Card, Orson Scott. ART **Ahoy** 1:13+ July'84 / VIC/64

Creating your own [word] games on the VIC and 64. Card, Orson Scott. COL **Ahoy** 1:15+ Aug'84 / ALL LIST

Designing the game Nerves using the RND function. Busch, David. COL **Run** 1:36-38 Apr'84 / VIC/64

The emerald elephant of Cipangu [text adventure design]. Card, Orson Scott. COL **Ahoy** 1:54+ Oct'84 / ALL LIST

Enhance your BASIC games with an interrupt. Jordan, Mark. ART **Power/play** 3:51 Dec'84/Jan'85 / 64 LIST

A gameboard bigger than the screen. Card, Orson Scott. COL **Ahoy** 2:14+ Mar'85 / VIC/64 LIST

Jumping ahead with game programming. Balthrop, William K. and Stoffers, Bob. ART **Home Comp** 4:26-30 No.5 / 64 LIST

One action at a time [on the video screen]. ed. LET **Comp Gazette** 3:10 Mar'85 / ALL

- One letter is a thousand pictures: fast graphics with custom character sets. Card, Orson Scott. COL **Ahoy** 1:47+ Dec'84 / VIC/64 LIST
- Planning a game program. Regena, C. COL **Comp Gazette** 2:88+ June'84 / VIC/64 LIST
- Programming: the name of the game. ed. ART **Home Comp** 4:140-43 Aug'84 / ALL IST
- Props. Nelson, Philip I. ART **Comp Gazette** 2:50+ May'84 / 64 LIST
- Teaching your computer English [parser routines]. Long, Michael E. ART **Comp Gazette** 2:126-27 Oct'84 / VIC/64 / LIST
- Write your own pick-a-path adventures. Malmberg, David. ART **Power/play** 3:74-80 Aug/Sep'84 / 64 LIST
- Writing word games. Winter, M.J. ART **Run** 2:30-33 Jan'85 / VIC LIST
- Input**
- An article on inputting data. Rupert, Dale. COL **Ahoy** 1:59+ June'84 / ALL
- Programming for learning, part IV: getting into inputs. Van Duyne, Andy. COL **Commander** 2:21+ Apr'84 / VIC/64 LIST
- Programming for learning: spelling drill. Van Duyne, Andy. COL **Commander** 2:68-72 May'84 / VIC/64 LIST
- Loading**
- Automatic LOAD and **Run** for Commodore. ed. LET 6:120 Apr'84 / ALL
- Chained programs. ed. LET **Comp Gazette** 3:20+ Jan'85 / ALL
- Chaining programs. ed. LET **Comp Gazette** 2:14 May'84 / ALL
- Entering long programs. ed. LET **Comp Gazette** 3:24 Jan'85 / ALL
- Statements and commands**
- All about PRINT for VIC and 64. Harris, Julie. ART **Comp Gazette** 2:144+ June'84 / VIC/64 LIST
- Colorful LISTings. ed. LET **Comp Gazette** 2:12 Oct'84 / VIC/64
- Commodore comma conflicts. ed. LET **Compute!** 6:10+ Dec'84 / ALL
- Commodore information handyman. Walker, F. Joseph. ART **Compute!** 6:112+ June'84 / ALL LIST
- Confusing POKES. ed. LET **Compute!** 6:16 Aug'84 / ALL
- Dealing with loops. Barnes, Dick. COL **Commodore** 5:110-12 Sep/Oct'84 / SPET
- DIM on Commodore. ed. LET **Compute!** 6:18+ Sep'84 / ALL
- An equivalent POKE? [repeating keys] ed. LET **Comp Gazette** 3:22+ Jan'85 / VIC/64
- FOR-NEXT loop etiquette. Butterfield, Jim. ART **Compute!** 6:179-81 Nov'84 / ALL
- The four most important BASIC commands. Tomczyk, Michael S. COL **Comp Gazette** 2:80+ Nov'84 / ALL
- Getting comfortable with the PRINT statement. Tomczyk, Michael S. COL **Comp Gazette** 2:72+ Oct'84 / ALL
- The GOTO statement. Secaur, Jonathan. COL **Commander** 2:67-68 June'84 / ALL
- IF-THEN, logic, and flags. Lane, John michael. COL **Comp Gazette** 2:124-25 Sep'84 / ALL
- Incomplete NEXTs. ed. LET **Compute!** 6:12 Sep'84 / ALL
- INPUT, IF-THEN, RESTORE statements. Mills, Jeffrey. ART **Run** 1:141-45 Apr'84 / 64 LIST
- INPUTing the TI\$. ed. LET **Comp Gazette** 2:16 Oct'84 / ALL
- Lessons on using Simons' BASIC [INSERT, INST, PLACE, DUP]. Balthrop, William K. COL **Home Comp** 4:39 No.5 / 64
- Lessons on using Simons' BASIC [AUTO, PAGE, OPTION, DELAY]. Balthrop, W.K. COL **Home Comp** 4:45 No.4 / 64

Little known BASIC commands. Heimarck, Todd. ART **Comp Gazette** 2:90+ Apr'84 / ALL

Logical dreams [using IF-THEN]. Alonso, Robert. COL **Compute!** 6:114-15 OCT'84 / ALL LIST

The loop doesn't work. ed. LET **Comp Gazette** 3:20+ Feb'85 / ALL

Lost forever [NEWing]. ed. LET **Comp Gazette** 2:12 Aug'84 / ALL

MAT statements. Barnes, Dick. COL **Commodore** 5:113-15 Sep/Oct'84 / SPET [rev. 5:132 Nov/Dec'84]

Mysterious DATA statements. ed. LET **Comp Gazette** 2:10 Nov'84 / ALL

Mysterious numbers. ed. LET **Comp Gazette** 2:10 June'84 / ALL

Mysterious POKES. Carmichael, Dan. COL **Comp Gazette** 2:152 Nov'84 / VIC/64

Printing and asking. Alonso, Robert. COL **Compute!** 6:28+ Aug'84 / ALL LIST

Restoring DATA pointers. Thrasher, John. ART **Home Comp** 4:114-15 No.1 / VIC/64

A simplified theory [inventory program using DATA]. Regena, C. COL **Comp Gazette** 2:112+ Sep'84 / ALL

Two kinds of logic [IF-THEN; ON-GOTO; ON-GOSUB]. Halfhill, Tom R. COL **Compute!** 7:28+ Mar'85 / ALL

Useful POKES. Schneider, Dave. LET **Comp Gazette** 2:14 June'84 / VIC/64

Using the Commodore B128's BLOAD and BSAVE commands. Fragola, Al. ART **Commodore** 5:112-13 / B

Using the GET statement. Bruey, Alfred J. ART **Comp Gazette** 2:116+ Aug'84 / ALL

Using the SYS command. Strasma, Jim. LET **Run** 1:20 Apr'84 / ALL

A wall of loops. Mansfield, Richard. COL **Compute!** 6:86+ June'84 / ALL LIST

Where to POKE and SYS on the 64. ed. LET **Comp Gazette** 2:14+ May'84 / 64

Structured programming

Messy comment [defense of structured programming in the classroom]. Norman, Michael W. LET **TPUG** 1:46 Nov'84 / GEN

Messy is beautiful! [programming method] Williams, David. ART **TPUG** 1:48 Mar/Apr'84 / GEN [see Messy comment, 1:46 Nov'84]

Structured programming in BASIC, part 2: control blocks. Luehrmann, Arthur. ART **Creative Comp** 10:152+ June'84 / ALL

Structured programming in Commodore BASIC. Zamara, Chris. ART **Transactor** 5:51-53 No.4 / ALL

Structured programming in BASIC, part 1: top-down BASIC. Luehrmann, Arthur. ART **Creative Comp** 10:152-56 May'84 / ALL

Structured programming in BASIC, part 3: an application. Luehrmann, Arthur. ART **Creative Comp** 10:125+ July'84 / ALL

Variables

Double duty variables. Yarberry, William A., Jr. COL **Comp Gazette** 3:90+ Jan'85 / ALL

Man on a string. Rupert, Dale. COL **Ahoy** 1:66-69 Feb'84 / ALL LIST

Oversized variables. ed. LET **Comp Gazette** 2:16 Dec'84 / ALL

Reading DATA strings. ed. LET **Comp Gazette** 3:24 Jan'85 / ALL

Using variables in 1985. Tomczyk, Michael S. COL **Comp Gazette** 3:72 Jan'85 / ALL

Variables and more variables. Secaurs, Jonathan. COL **Commander** 2:19-20 Apr'84 / ALL

PROGRAMMING TECHNIQUE

See also

Machine language

Programming aids

Programming instruction

Video screen

Alternative data structures [or why hide numbers in a string?]. Robbins, William. ART **Midnite** 21:55-56 Nov/Dec'84 / ALL

Appending machine code routines to your BASIC programs. Macomber, Roger S. ART **Commodore** 5:105 Sep/Oct'84 / 64 LIST

BASIC+ML=? Colbert, Glen E. ART **Commander** 2:80-87 June'84 / ALL / LIST

Linked lists, part 1 [data organization/sorting without sorting]. Smith, K. Murray. ART **Transactor** 5:72-76 No.5 / ALL LIST

Linked lists, part 2. Smith, K. Murray. ART **Transactor** 5:31-36 No.6 / 64 LIST

Recovering scratched programs. Biberdorf, Daryl. COL **Comp Gazette** 2:144 Oct'84 / ALL

Tokenized BASIC. ed. LET **Compute!** 6:22 Oct'84 / ALL

Under the 64 ROM. Winnie, John A. ART **Micro** 72:23-25 June'84 / 64 LIST

CIA

CIA timers. Deal, Elizabeth. ART **Transactor** 5:83-85 No.2 / 64

Interrupt driven code on the Commodore 64. Degazio, Bruno. ART **Transactor** 5:66-68 No.4 / 64

Cursor

Cursor control. Barnes, Dick. COL **Commodore** 5:108-111 July/Aug'84 / SPET

Cursor movement made easy. Wood, Roger. ART **Home Comp** 4:77 No.5 / 64

Don't curse that cursor! learn to put it where you want it. Rupert, Dale W. COL **Ahoy** 1:44-46 Jan'84 / 64 LIST

Unblinker [stop or control cursor blink]. Bernard, Jim. LET **Compute!** 7:12 Mar'85 / 64 LIST

Debugging

Debugging BASIC, part 1. Heimarck, Todd. ART **Comp Gazette** 3:125+ Jan'85 / VIC/64

Debugging BASIC, part 2. Heimarck, Todd. ART **Comp Gazette** 3:113+ Feb'85 / VIC/64

Error suppression [64]. Nuss, Tom. ART **Compute!** 6:128-29 Aug'84 / 64 LIST

Error trapping. Kapauan, Alejandro A. ART **Comp Gazette** 2:113-14 Aug'84 / VIC/64 LIST

Trapping bugs. Mansfield, Richard. COL **Compute!** 6:94-95 July'84 / ALL

Formatting

Printing pennies. ed. LET **Comp Gazette** 3:18 Mar'85 / ALL

Right justify. Farquharson, J. Allan. ART **TPUG** 1:30 Mar/Apr'84 / ALL LIST

Input

Cursor GET for VIC and 64. Mills, David. ART **Comp Gazette** 2:143-4Sep'84 / VIC/64 LIST

Dynamic power for your 64! [dynamic keyboard input] Kleinert, Michael and Barron, David. ART **Ahoy** 1:47+ Mar'84 / 64 LIST

Perspective: to GET or not to GET...how useful a trick? Deal, Elizabeth. ART **Transactor** 5:36 No.2 / ALL

Protected input 64. West, Rick. ART **Midnite** 19:476-47 June/July'84 / 64 LIST

Quashed question marks [eliminate ? prompt using GET]. ed. LET **Comp Gazette** 3:12 Mar'85 / ALL

Self-modifying BASIC programs [automatic DATA statements from user input]. ed. LET **Comp Gazette** 3:20+ Mar'85 / ALL

Listing

LIST lockup [64]. King, Alan. COL **Comp Gazette** 2:60 Aug'84 / 64

Spiffy listings [writing easy to read code]. Goebel, Jeff. ART **Transactor** 5:54-55 No.3 / ALL

The un-token twins. Evers, Richard. ART **Transactor** 5:51-52 No.2 / PET/CBM/64

Loading

Bennett's tutorial--linking techniques. Bennett, Chris. ART **TPUG** 1:25-26 Aug/Sep'84 / PET/CBM/64

Chained programs. ed. LET **Comp Gazette** 3:20+ Jan'85 / ALL

Loading one program without wiping out another currently in memory. Strasma, Jim. LET **Run** 1:18+ Apr'84 / ALL

Quick load. Sturdivant, Jerry A. ART **Power/play** 4:54 Feb/Mar'85 / ALL

Menus

Menu handling, part 1. Easton, John. ART **TPUG** 1:26-27 Aug/Sep'84 / ALL

Menu handling, part 2. Easton, John. ART **TPUG** 1:31-33 Oct'84 / ALL LIST

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Merging

Merging BASIC programs. Pearce, Glen. ART **Transactor** 5:53-54 No.2 / CBM/64 LIST

Mix and match programs on the Commodore 64. Olsen, John. ART **Run** 1:94-98 Apr'84 / 64 LIST

Speed

Coding for speed. Klinger, Art. ART **Midnite** 17:32-33 Feb/Mar'84 / ALL

Hurry up! Braun, William W. ART **Run** 1:118 Oct'84 / ALL

Line-number speed fallacy. Culbertson, George K. ART **TPUG** 1:42-43 Feb'84 / ALL LIST

Slowing things down on VIC, 64, or PET/CBM. ed. LET **Compute!** 6:14 Aug'84 / ALL

Slowpoke [slowing down PRINT]. Widyono, Daniel R. COL **Comp Gazette** 2:138+ Nov'84 / VIC/64 LIST

Speeding up BASIC. Friesen, Robert and Motekaitis, Ramunas. COL **Comp Gazette** 2:80-81 May'84 / ALL

Statements and commands

Creating program listing files. Wilfong, Richard N. COL **Comp Gazette** 2:142+ Nov'84 / VIC/64

Efficient & less efficient loops or counter-intuitive loops are better! Halfon, Efraim. ART **TPUG** 1:44-45 Feb'84 / ALL LIST

Embedded carriage returns. Thein, Hla T. LET **Compute!** 6:174 Nov'84 / ALL

Finding incorrect DATA statements. Degazio, Bruno. COCL **Comp Gazette** 2:104+ Apr'84 / ALL

Fun with REM. Stilwell, John. ART **Power/play** 3:119 June/July'84 / ALL

Go even more directly to XY. Aver, John, et al. LET **Commodore** 5:8-9 July/Aug'84 / ALL [see 4:111 Dec'83/Jan'84]

Multiple GOTOs? ed. LET **Comp Gazette** 2:14 May'84 / ALL

Named subroutines in Microsoft BASIC. ed. LET **Compute!** 7:16 Jan'85 / ALL

The new SYS. Rockefeller, Robert. ART **TPUG** 1:59 Oct'84 / 64 LIST

Power C-64 POKES. Goebel, Jeff. ART **Transactor** 5:25 No.4 / 64

Powerful POKE commands. Goebel, Jeff. ART **Transactor** 5:28-29 No.5 / PET/CBM/64

Random access DATA statements. Adam, Ian. LET **Compute!** 6:174 Nov'84 / ALL

Rethinking DATAfication. Sullivan, Nick. ART **Transactor** 5:78-79 No.5 / ALL LIST

Simulating Simons' BASIC's PAUSE. Ryan, Jack. LET **Power/play** 4:6 Feb/Mar'85 / ALL

6526 time of day clock [Commodore 64]. Forani, Mike. ART **Transactor** 5:86-89 No.2 / 64 LIST

Transferring data from BASIC to machine language. ed. LET **Comp Gazette** 2:14 Apr'84 / ALL

Strings

Partial string search. Sturdivant, Jerry. ART **Commander** 2:51+ May'84 / ALL LIST

Teaching your computer English [parser routines]. Long, Michael E. ART **Comp Gazette** 2:126-27 Oct'84 / VIC/64 / LIST

Video

Clearly inflexible [clearing a screen without erasing a heading]. ed. LET **Transactor** 5:9-10 No.6 / ALL LIST

Commodore screen manipulation. Kleinert, Michael and Barron, David. ART **Ahoy** 1:62-64 Feb'84 / 64

Down scroll 64. Blair, Paul. LET **Transactor** 5:17-18 No.2 / 64 LIST

Enhance your BASIC games with an interrupt. Jordan, Mark. ART **Power/play** 3:51 Dec'84/Jan'85 / 64 LIST

Parameters: C64 video and character memory allocation. Zamara, Chris. ART **Transactor** 5:45-47 No.6 / 64 LIST

Projectile motion. Anon. ART **Transactor** 5:68-69 No.1 / ALL LIST

Scroll, scroll, scroll your rows gently 'cross the screen. Urso, Bob. ART **Run** 1:118+ June'84 / 64 LIST

Simultaneous Commodore graphics and text. ed. LET **Compute!** 7:24 Feb'85 / 64 LIST

Smooth scrolling right-to-left. Schott, Brian. ART **Commodore** 5:92-95 May/June'84 / 64 LIST

Speed up screen plotting. Aver, John. LET **Commodore** 6:8 Jan/Feb'85 / 64 LIST

Standard screen plotting on the Commodore 64. Miller, Rolf L. ART **Commodore** 5:96+ May/June'84 / 64 LIST

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Kids: writing up a storm for computer publications. Byrne, Betsy. ART **Power/play** 3:34-37 Oct/Nov'84 / GEN

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Still a main road to computer literacy: books. Strasma, Jim. ART DIR REV **Commodore** 5:56-61 May/June'84 / ALL

Your computer bookshelf. Ahl, David. ART REV **Creative Comp** 10:128-31 Apr'84 / GEN

Your guide to computer books. Slatta, Richard W. ART DIR **Family Comp** 2:44-48 Oct'84 / VIC/64

RAM

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Memory

RANDOM NUMBERS

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Mathematics--Random

RELATIVE FILES

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Files--Relative

REPAIR

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Maintenance and repair

ROBOTICS

See also
Artificial intelligence

Becker's baby: the million dollar superchild has a VIC heart. Lunt, Bryan J. ART **TPUG** 1:10-11 May'84 / VIC/GEN

Discussion of artificial intelligence and technology. Gallun, Raymond Z. ED **Ahoy** 1:8-9 Mar'84 / GEN

Hug a robot today. Byrne, Betsy. COL **Power/play** 4:98-99 Feb/Mar'85 / GEN

Kids, Commodores, and Robots! Byrne, Betsy. COL **Power/play** 3:83-88 Aug/Sep'84 / GEN

The robots are coming! Herrington, Peggy. ART **REV Run** 1:70+ Aug'84 / GEN

Robots. Butterfield, Jim. ART **TPUG** 1:14-15 May'84 / GEN

Robots: the new mobile computers. Bateman, Selby. ART **Comp Gazette** 2:26+ Apr'84 / GEN

What can it do? Byrne, Betsy. ART **Power/play** 3:86-87 Aug/Sep'84 / GEN

ROM

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Memory

RS-232

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Interfacing--Serial

SEQUENTIAL FILES

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Files--Sequential

SID

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**Sound
Music**

SIMULATION

See also
**Game playing--Simulation
Software--Games**

Campaign manager. Heimarck, Todd. ART **Comp Gazette** 2:46+ Aug'84 / 64 LIST

Computer simulations: software that brings learning to life in school and at home. Wallace, John. COL **Family Comp** 3:12+ Mar'85 / 64/GEN

Mixing business with pleasure [business simulations]. Delson, James. COL **DIR Family Comp** 2:14+ Nov'84 / 64

A random leap. Mansfield, Richard. COL **Compute!** 6:140-41 May'84 / ALL LIST

Software to challenge your children. Alper, Lynne. ART **Family Comp** 2:60-64 Nov'84 / ALL

That's not a game, that's a Microworld. Thornburg, David D. COL **Compute!** 6:154-56 Oct'84 / GEN

Time-series forecasting. Flynn, Brian. ART **Micro** 75:61-67 Sep'84 / 64 LIST

Translating a BASIC program into machine language [rocket simulation]. Zamara, Chris. ART **Transactor** 5:66-71 No.2 / 64 LIST

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**Computer shows
Education--Software evaluation
Individual type of software**

Additions to TPUG library. TPUG [See individual issues of **TPUG Magazine**]

Buying software from a clown: adventures in shopping. KMACK. ART **Midnite** 19:45 June/July'84 / GEN

Choosing a system: an important part of computer literacy. Gracely, Jim. ART **Commodore** 5:52-54 May/June'84 / ALL

- Computer thrillers: in search of a software Michael Jackson. D'Ignazio, Fred. COL **Comp Gazette** 2:74+ July'84 / GEN
- Explosive software growth predicted. ed. ART **Commodore** 5:10 Sep/Oct'84 / GEN
- Freeware. Campbell, Gordon. ART **TPUG** 1:20 Nov'84 / GEN
- The great \$.25 experiment. Butterfield, Jim. ART **TPUG** 1:15-16 July'84 / GEN
- The latest look in software. Strasma, Jim. ART **Run** 1:94+ Dec'84 / GEN
- Life after games [alternatives to game software]. Minton, Carol. ART **REV Power/play** 3:95+ Dec'84/Jan'85 / 64
- The move to integrated software. Bateman, Selby. ART **Comp Gazette** 3:26+ Jan'85 / 64
- Music, education and games for the 64 headline Summer CES. ART **Power/play** 3:21+ Oct/Nov'84 / 64
- Myth #2: all the good software is available in the stores. Thornburg, David D. COL **Compute!** 7:85-86 Mar'85 / GEN
- Penny-pinching software [public domain]. Thurber, Karl, Jr. ART **Run** 1:102-103 Dec'84 / ALL
- Portable software: an overview. Conway, D.D. and Wilkenson, T.A. ART **TPUG** 1:39-42 Aug/Sep'84 / ALL
- Productivity software for Commodore computers. DIR **Commodore** 5:64-73 Sep/Oct'84 / ALL
- The quest for increased productivity [Plus/4 integrated software]. Goheen, Paul. ART **Commodore** 5:39-41 Sep/Oct'84 / Plus
- Quick takes on software--new and noteworthy. ed. DIR **Family Comp** [See individual issues of **Family Computing**]
- Shopping tips for computerists. Strasma, Jim. ART **Midnite** 20:60 Aug/Sep'84 / GEN
- Shopping tips for computerists. Strasma, Jim. ART **TPUG** 1:61 Aug/Sep'84 / GEN
- Software buyer's guide vendors list. ed. DIR **Run** 1:137-42 Dec'84 / GEN
- Software buyer's guide. ed. DIR **Run** 1:104+ Dec'84 / VIC/64
- Software distributors and the best effort clause. Swartz, Herbert. ART **Commodore** 5:30-31 July/Aug'84 / GEN
- Warranty costs to software companies. Strasma, Jim. LET **Run** 1:18 Apr'84 / GEN
- What makes good software? D'Ignazio, Fred. COL **Comp Gazette** 2:66+ Aug'84 / GEN
- Where to purchase Commodore software. Lee, Linda. COL **Power/play** 3:18 Oct/Nov'85 / ALL

Educational

Back to basics. Salkind, Neil. ART DIR **REV Run** 1:26-45 Sep'84 / 64/GEN

Discovery-based learning and teenagers. Thornburg, David D. COL **Compute!** 6:24+ Sep'84 / GEN

Educational software: a guide for parents--summary. Herring, Richard. ART **Ahoy** 1:62-63 Oct'84 / ALL

The educational software explosion. Yakal, Kathy. ART **Compute!** 6:37+ Sep'84 / GEN

Educational software: products that may change our world. Byrne, Betsy. ART DIR **Commodore** 5:91-94 Nov/Dec'84 / ALL

Exciting new educational software from Commodore. Foster, Vernettia A., et al. ART **REV Commodore** 5:86-90 Nov/Dec'84 / 64

Getting educated at CES. Staples, Betsy. ART **Creative Comp** 10:154-63 / ALL

Is there a wufflegump in your house? [four top educational software developers] Van Tyle, Sherrie. ART **Creative Comp** 10:102-105 Oct'84 / GEN

A journey through the land of the buddy-bots. D'Ignazio, Fred. COL **Comp Gazette** 2:64+ Oct'84 / 64

- Kids learn with Frenzy/Flip Flop, Gulp and Arrow graphics. Carlson, Doreen George. ART **Commodore** 5:23-24 Sep/Oct'84 / 64
- The latest in learning: new trends in educational computing. Bateman, Selby. ART **Compute!** 6:44+ Sep'84 / GEN
- Learning, learning everywhere: educational software for Commodore from CES. Bateman, Selby. ART **Comp Gazette** 2:20+ Sep'84 / ALL
- A look at Kinder Koncepts. Koppenhaver, April M. ART REV **Commodore** 5:21-22 May/June'84 / 64
- Mathematics software for high school students. Geist, Ronnie and Geist, Harry. ART REV **Creative Comp** 10:85-98 Apr'84 / PET/64
- Micro worlds for young children. D'Ignazio, Fred. COL **Comp Gazette** 2:72+ Sep'84 / 64
- Muppet roundup. D'Ignazio, Fred. COL **Compute!** 6:105+ Dec'84 / 64
- New approaches in educational software. Bateman, Selby. ART REV **Comp Gazette** 2:22+ Oct'84 / 64
- Of cats, kids and computers. Thornburg, David D. COL **Compute!** 6:146+ Dec'84 / GEN
- Preparing for the Scholastic Aptitude Test. Linzmayer, Owen. ART REV **Creative Comp** 10:101-107 Apr'84 / 64
- Ready-to-run magazines. Shelton, J.B. and Kleiman, Glenn M. COL **Compute!** 6:136+ May'84 / GEN
- SAT software: does it make the grade? Webster, Jonathan. ART DIR REV **Family Comp** 2:57-61 Sep'84 / 64
- Software for learning mathematics. Ahl, David H. ART REV **Creative Comp** 10:76-91 Oct'84 / 64
- Software to challenge your children. Alper, Lynne. ART **Family Comp** 2:60-64 Nov'84 / ALL
- Spelling and spatial relationships. Staples, Betsy. COL **Creative Comp** 10:100-107 July'84 / 64
- Subject-oriented educational software for the Commodore 64. Commodore Education Specialists, comp. DIR **Commodore** 5:70-83 Nov/Dec'84 / 64
- Tom Snyder: educational software developer. Yakal, Kathy. COL **Comp Gazette** 2:32+ Oct'84 / GEN
- Games**
- The ABCs of gaming: how to make learning fun. Delson, James. COL DIR REV **Family Comp** 2:30+ Sep'84 / 64/GEN
- Byron Priess and Ronald Martinez, Trillium Software designers. Darling, Sharon. COL **Comp Gazette** 2:52+ Dec'84 / 64
- Children of [Donkey] Kong. Harris, Neil. ART **Power/play** 3:32+ Aug/Sep'84 / VIC/64
- Christmas buyer's guide: games for the Commodore 64. ed. DIR **Power/play** 3:73-77 Dec'84/Jan'85 / 64
- Computer games flourish at CES. Uston, Ken and Leyenberger, Arthur. ART **Creative Comp** 10:134-51 May'84 / VIC/64
- 84's finest: a run-through of the best programs reviewed this year. Delson, James. ART REV **Family Comp** 3:26+ Jan'85 / 64
- Electronic trivia. Yakal, Kathy. ART REV **Comp Gazette** 2:37+ Dec'84 / 64
- Fame games. Yakal, Kathy. ART **Compute!** 7:38+ Feb'85 / VIC/64
- The future of Computer games: software that thinks for itself. Bateman, Selby. ART **Comp Gazette** 2:16+ June'84 / GEN
- Ghost Busters: an **Ahoy** exclusive. Sodaro, Robert J. ART REV **Ahoy** 2:59-60 Jan'85 / 64
- The hard boiled school of software [Infocom text adventures]. Grevstad, Eric. ART **Family Comp** 2:38-41 June'84 / GEN

Is a picture worth a thousand words?
Bateman, Selby. ART **Compute!** 6:32+
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simulations]. Delson, James. COL DIR
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The never-ending season of sports software.
Condor, Bob. ART DIR **Family Comp**
2:49-53 Oct'84 / 64

On the court: computer sports simulations.
Koberstein, Wayne. ART **Home Comp**
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John. ART **Power/play** 4:74+ Feb/Mar'85 /
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Some like it hot [Satan's Hollow]. O'Brien,
John. ART REV **Power/play** 3:89
Dec'84/Jan'85 / 64

Stalking the perfect holiday gift. Delson,
James. ART DIR **Family Comp** 2:17+
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Take the Solar Fox challenge. Lounsbery,
Walt. ART REV **Power/play** 3:90+
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That's not a game, that's a microworld.
Thornburg, David D. COL **Compute!**
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Triad and true. Finkel, Steve. ART REV
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VIC game buyer's guide. Salm, Walter. ART
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What if...? the popularity of strategy games.
Bateman, Selby. ART REV **Comp Gazette**
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Who programmed J.R.? [Dallas Adventure]
Springer, Steve. ART REV **Ahoy** 1:49+
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Compatibility

Atari programs on C-64? Halfhill, Tom R.
COL **Comp Gazette** 2:48+ Dec'84 / 64

Conversions [VIC to 64]. Carmichael, Dan.
COL **Comp Gazette** 2:152 Nov'84 / VIC/64

No easy conversion from VIC to 64. ed. LET
Compute! 6:22 July'84 / VIC/64

The NOS translator. Spencer, Peter. ART
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Transfer VIC programs. Myneni, Krishna. LET
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SOFTWARE PIRACY

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Copy protection
Legal issues

Coin side one [commentary]. Marotta,
Michael E. LET **Transactor** 5:18 No.5 /
GEN

Coin side two [commentary]. Van Eden,
James. LET **Transactor** 5:18-19 No.5 / GEN

Collecting [software]: another view. Anon.
ART **Transactor** 5:56 No.3 / GEN

Game piracy: Mastertronic's answer. Wright,
Loren A. ART **TPUG** 2:15 Feb'85 / GEN

Piracy vs. protection: who loses? Zamara,
Chris. ART **Transactor** 5:53 No.3 / GEN

Piracy: a fact of life? Hildon, Karl J.H. ed.
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Program piracy and personal ethics.
Butterfield, Jim. ART **TPUG** 2:12 Feb'85 /
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Software theft: a case history. Butterfield,
Jim. ART **TPUG** 1:19 Nov'84 / GEN

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A BASIC sort. ed. LET **Compute!** 6:20
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- Delayed shell sort [with PETspeed]. Rotello, Joe. ART **Commodore** 5:104-106 May/June'84 / PET/CBM/64 LIST
- Filesort [TPUG CTA]. Butterfield, Jim. ART **TPUG** 1:45 Aug/Sep'84 / PET/CBM/64
- An introduction to BASIC list sorting. Brooks, David R. ART **Commodore** 6:42-49 Jan/Feb'85 / ALL LIST
- Linked lists, part 1 [data organization/sorts without sorting]. Smith, K. Murray. ART **Transactor** 5:72-76 No.5 / ALL LIST
- Linked lists, part 2. Smith, K. Murray. ART **Transactor** 5:31-36 No.6 / 64 LIST
- A simple sort. Butterfield, Jim. COL **Compute!** 6:154+ Dec'84 / ALL LIST
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- SOUND**
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Voice synthesis
- Adding sound to a video monitor and C-64. Bairstow, Jeffrey. LET **Family Comp** 2:42 Sep'84 / VIC/64
- Adding sound. Carmichael, Dan. COL **Comp Gazette** 2:154 Nov'84 / VIC
- Advanced sound effects on the 64. Nelson, Philip I. ART **Compute!** 7:129-33 Feb'85 / 64 LIST
- Audio input [Commodore 64]. ed. LET **Compute!** 6:26 Nov'84 / 64
- Exploring 64 sound. Bateman, Selby. ART **Comp Gazette** 2:18+ May'84 / 64
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- Physics of sound.: how computers make music. Light, Christopher U. ART **Commodore** 5:39-49 Nov/Dec'84 / 64/GEN
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- Programming 64 sound, part 1. Lane, John Michael. ART **Compute!** 6:134+ June'84 / 64
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- Programming sound and graphics with the Super Expander 64. Noel, Lee, Jr. ART **Comp Gazette** 2:155+ Nov'84 / 64 LIST
- Programming sound on the VIC-20. Gzik, Dave. ART **Transactor** 5:50-51 No.1 / VIC LIST
- The SID in review. Whitewood, James. ART **Transactor** 5:55 No.1 / 64
- SID register images [64]. ed. LET **Compute!** 6:116 Apr'84 / 64
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- SIDAID: it works while you play. Clifford, M.J. ART **Run** 1:92-100 Sep'84 / 64 LIST
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- Sound effects. Anon. ART **Transactor** 5:52-54 No.1 / ALL LIST
- Sound interference. ed. LET **Comp Gazette** 2:18 Dec'84 / VIC
- Sound off. Miller, Rolf L. ART **Power/play** 3:50 Dec'84/Jan'85 / 64 LIST
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- The 20th century one-man band. Herrington, Peggy. ART **Commodore** 5:59-61 Nov/Dec'84 / 64
- Unraveling the mysteries of sound on the C-64. Barron, David. ART **Ahoy** 1:43-45 Aug'84 / 64

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- Waves for the 64 [white noise]. Zamara, Chris. **Transactor** 5:49 No.1 / 64 LIST
- SPEECH SYNTHESIS**
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Voice synthesis
- SPEED**
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- SPREADSHEETS**
- Choosing & using electronic spreadsheets. Ahl, David H. ART DIR **Creative Comp** 10:83-98 June'84 / ALL
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- The Plus/4's spreadsheet and graph-maker. Morabito, Maragaret. ART REV **Run** 2:76+ Feb'85 / Plus
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- Three spreadsheets [Multiplan, Practicalc, ESP>Calc]. Powell, Dave. ART REV **TPUG** 1:51-53 Nov'84 / 64
- SPRITES**
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Graphics--Sprite
- STACK**
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Machine language--Stack
- STATEMENTS**
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Programming instruction--Statements
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- STATISTICS**
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Mathematics--Statistics
- STRINGS**
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Programming technique--Strings
- STRUCTURED PROGRAMMING**
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- SUPERPET**
- Character set and screen control. Barnes, Dick. COL **Commodore** 5:107-110 May/June'84 / SPET LIST
- Cursor control. Barnes, Dick. COL **Commodore** 5:108-111 July/Aug'84 / SPET
- Dealing with loops. Barnes, Dick. COL **Commodore** 5:110-12 Sep/Oct'84 / SPET
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- MAT statements. Barnes, Dick. COL **Commodore** 5:113-15 Sep/Oct'84 / SPET [rev. 5:132 Nov/Dec'84]
- OS-9 for the SuperPET! Anon. **TPUG** 1:48 Aug/Sep'84 / SPET
- RAM disk for the SuperPET using 6502 mode. Ackerman, Allan. ART **Midnite** 20:57-59 Aug/Sep'84 / SPET LIST

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SuperPET software. BJORNDahl, Brad. ART **TPUG** 1:42 Dec'84 / SPET

SuperPET's super software. BJORNDahl, Brad. ART **TPUG** 1:44-43 May'84 / SPET

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Using the SuperPET's microeditor to maintain small mailing lists. Barnes, Dick. **COL Commodore** 6:103-105 Jan/Feb'85 / SPET

SX-64

Butterfield on the [SX-]64. Waugh, Sandi. ART **TPUG** 1:6 Mar/Apr'84 / SX

Buyer's guide to portable computers. ed. **Family Comp** 2:48-51 July'84 / SX

Connecting the SX-64 to a non-Commodore printer. Benford, Tom. ART **Ahoy** 2:38 Feb'85 / SX

An Executive SX-64 emulator. Butterfield, Jim. ART **Transactor** 5:91 No.2 / SX

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- Anyone's adventures in wonderland [programming a text adventure]. Card, Orson Scott: **Ahoy** 1:17+ Sep'84 / ALL LIST
- Appending machine code routines to your BASIC programs. Macomber, Roger S. **Commodore** 5:105 Sep/Oct'84 / 64 LIST
- Archon: chess, magic & monsters. Saberhagan, Eric and Saberhagan, Tom. REV **Power/play** 3:54-57 June/July'84 / 64
- The art and science of programming. Kula, John. **Run** 1:104-107 Aug'84 / ALL
- The art of flowcharting. Moser, Enoch L. **Run** 1:124+ May'84 / ALL [VIC LIST]
- The assembler maze. Butterfield, Jim. REV **TPUG** 1:14 June'84 / 64
- Assembler problems and surprises [Commodore]. Henry, Thomas. **Midnite** 17:51 Feb/Mar'84 / CBM
- At war with your computer [war gaming]. Wright, Scott. DIR **Power/play** 4:80-81 Feb/Mar'85 / 64
- Audio/video cable adapter for the VIC-20 [& C-64]. Barlan, Arthur S. **Transactor** 5:70-71 No.5 / VIC/64
- Automatic VIC 20 disk starter. Leven, Stephen S. **Power/play** 3:108-111 June/July'84 / VIC LIST
- Autoswap: a multiprocessing system on the C-64. Zamara, Chris. **Transactor** 5:69-76 No.4 / 64 LIST
- AVAIL: a very artificial intelligence lesson. Prendergast, Tom. **Comp Gazette** 3:74+ Mar'85 / VIC/64/Plus/16 LIST
- Avoiding printer problems. Lambert, J. Blake. **Compute!** 6:34 June'84 / ALL
- B**
- BAM read & print for the C-64 and VIC-20. Kevelson, Morton A. **Ahoy** 1:53+ Oct'84 / VIC/64 LIST
- Banking on the future: a traditional industry turns high-tech [home banking]. Rogoznica, June. **Family Comp** 2:26+ Dec'84 / ALL
- Bartering your computer skills. Ball, Jeff. **Family Comp** 2:54-55 Oct'84 / GEN
- Base conversions for the C-64 and VIC-20. Gibson, Drexel B. **Ahoy** 1:77 Sep'84 / VIC/64 LIST
- A basic Dvorak keyboard for the VIC-20 and Commodore 64. Bruey, Alfred J. **Micro** 73:13-14 July'84 / VIC/64 LIST
- BASIC for beginners. Regena. **TPUG** 1:47-48 Aug/Sep'84 / ALL
- BASIC style: program evolution. Butterfield, Jim. **Compute!** 6:142+ May'84 / ALL LIST
- BASIC+ML=? Colbert, Glen E. **Commander** 2:80-87 June'84 / ALL / LIST
- BASIC/ML data transfer. Johanson, Mark. **Micro** 76:30-34 Oct'84 / VIC/64
- The basics of Commodore 64 hi-res graphics. Martin, David. **Compute!** 6:183+ Dec'84 / 64 LIST
- BBS ethics. Williams, David. **TPUG** 1:23 Feb'84 / GEN
- BBS systems: the ultimate self-help network? Midha, Deepak. **Commodore** 5:118-21 Nov/Dec'84 / ALL
- Be your own travel agent. Hoffman, Liz. **Commodore** 6:72-75 Jan/Feb'85 / GEN
- Beale's buried treasure. Nicklow, Douglas. **Run** 1:48+ Aug'84 / 64 LIST
- Becker's baby: the million dollar superchild has a VIC heart. Lunt, Bryan J. **TPUG** 1:10-11 May'84 / VIC/GEN
- Bennett's tutorial--linking techniques. Bennett, Chris. **TPUG** 1:25-26 Aug/Sep'84 / PET/CBM/64
- Bennett's tutorial--relative files. Bennett, Chris. **TPUG** 1:19-20 Oct'84 / ALL LIST

- A better random number generator. Kaner, H. Cem and Vokey, John R. **BIB Micro** 72:26-35 June'84 / ALL LIST
- Beyond the golden gateway: a reply to...golden gateway. Bent, Stephen. **Ahoy** 1:31-32 Mar'84 / GEN
- The binary forest. Keller, Robert S. **Home Comp** 4:41+ Aug'84 / 64 LIST
- Biochips: a revolution in the making. Bateman, Selby. **Compute!** 6:51 Aug'84 / GEN
- Birth of a computer game. Darling, Sharon. **Compute!** 7:48+ Feb'85 / GEN
- Borderline and type setter. Stare, Richard K. **Power/play** 3:87-92 June/July'84 / VIC LIST
- Bridging the gap: Commodore-to-printer interfaces. Benford, Tom. **REV Run** 1:92-96 Nov'84 / VIC/64
- Build a LOGO adventure. Keith, Andrew. **Home Comp** 4:81-83 No. 5 / 64 LIST
- Building a cassette recorder interface for the C-64. Kovacs, Bob. **Ahoy** 2:57 Jan'84 / 64
- Building a cassette interface for your Commodore 64. Scarpelli, Anthony T. **Ahoy** 1:31+ Sep'84 / 64
- Bulletin board basics. Peele, Gregg. **Compute!** 6:50+ Nov'84 / ALL
- The bulletin boarding of America. Yakal, Kathy. **Compute!** 6:46+ Nov'84 / GEN
- Bulletin board fever. Yakal, Kathy. **Comp Gazette** 2:16+ Nov'84 / GEN
- Butterfield on the [SX]-64. Waugh, Sandi. **TPUG** 1:6 Mar/Apr'84 / SX
- Buyer's guide to VIC and 64 databases. Bihlmayer, Larry. **DIR Ahoy** 1:25-28 July'84 / VIC/64
- Buyer's guide to printers under \$600. Howey, Bill. **DIR Family Comp** 2:56-59 Oct'84 / ALL
- Buyer's guide to joysticks. Coach, Ken. **DIR Family Comp** 3:59-61 Jan'85 / VIC/64
- Buyer's guide to computer systems: how to build a system in three stages. ed. **DIR Family Comp** 2:63-67 Dec'84 / 64/GEN
- Buyer's guide to keyboard alternatives: touch tablets, light pens, mice and software. Dickson, W. Patrick. **DIR Family Comp** 3:47-51 Feb'85 / VIC/64
- Buyer's guide to modems. Sullivan, Nick. **DIR Family Comp** 3:27-30 Mar'85 / ALL
- A buyer's guide to modems. Darling, Sharon. **DIR Comp Gazette** 2:30+ Nov'84 / ALL
- Buyer's guide to disk drives. ed. **DIR Family Comp** 2:68-70 Sep'84 / VIC/64
- Buyers beware! Jaques, Mark. **TPUG** 2:21 Jan'85 / GEN
- Buying software from a clown: adventures in shopping. **KMACK. Midnite** 19:45 June/July'84 / GEN

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- The Cal Poly User Group. Stocking, Angus W. **Power/play** 3:65-67 Aug/Sep'84 / GEN
- Calculating Pi. Hessel, Craig R. **Commodore** 5:90-94 July/Aug'84 / ALL LIST
- Calling your di k directories to order. Broussard, Michael. **Run** 1:122-25 Apr'84 / 64 LIST
- Campaign manager. Heimarck, Todd. **Comp Gazette** 2:46+ Aug'84 / 64 LIST
- Can the 64 crack the peanut? Springer, Steve. **Ahoy** 1:39+ Jan'84 / 64
- Can you survive M.U.L.E.? Harris, Neil. **REV Power/play** 3:38-43 June/July'84 / 64
- Celebrate! let your computer turn party planning into a piece of cake. Di Gregorio, Deb. **Family Comp** 2:33+ July'84 / GEN
- Chatterbox [add voice synthesis to your C-64]. Lewart, Cass R. **Run** 1:88-92 July'84 / 64 LIST

- Chess. Krauss, John. **Compute!** 6:84+ Dec'84 / VIC/64 LIST
- Chess: a combinatorial explosion. Bateman, Selby. **Comp Gazette** 2:32 Dec'84 / GEN
- Children of [Donkey] Kong. Harris, Neil. **Power/play** 3:32+ Aug/Sep'84 / VIC/64
- Choosing & using electronic spreadsheets. Ahl. David H. DIR **Creative Comp** 10:83-98 June'84 / ALL
- Choosing a system: an important part of computer literacy. Gracely, Jim. **Commodore** 5:52-54 May/June'84 / ALL
- Choosing and using a word processor. Lockwood, Russ. DIR **Creative Comp** 10:126-45 Dec'84 / ALL
- Choosing the best educational software. Bateman, Selby and Darling, Sharon. **Compute!** 6:52+ Sep'84 / GEN
- Choosing the right printer: the easy way to hard copy. Bateman, Selby. DIR **Compute!** 6:14 June'84 / ALL
- CIA timers. Deal, Elizabeth. **Transactor** 5:83-85 No.2 / 64
- A closer look at the B Series: the machine language monitor. Rotenberg, Howard. REV **Commodore** 5:111-12 May/June'84 / B
- Code generating programs. Hurwood, Bernhardt. REV **Ahoy** 1:41-42 June'84 / 64
- Coding for speed. Klinger, Art. **Midnite** 17:32-33 Feb/Mar'84 / ALL
- Collecting [software]: another view. Anon. **Transactor** 5:56 No.3 / GEN
- Color combo dilemma. Thurber, Karl. **Run** 1:112-13 Apr'84 / VIC/64
- Color me creative. Bryner, Terence. **Run** 1:98-102 June'84 / VIC LIST
- Color swap. Noel, Lee, Jr. **Comp Gazette** 3:108+ Feb'85 / VIC/64 LIST
- Color test for the Commodore 64. Cherednik, Ross. **Power/play** 3:116 June/July'84 / 64 LIST
- COMAL notes. Lindsay, Len. **Midnite** 17:20 Feb/Mar'84 / PET/CBM/64
- COMAL. Thompson, Colin. **Run** 1:40-45 Oct'84 / 64
- COMAL: a structured language. Wright, Ian. REV **TPUG** 1:52 Mar/Apr'84 / CBM/64
- Commodore diskette compatibility. Halsey, Jim C. **TPUG** 1:34-36 July'84 / ALL
- Commodore 16/Plus-4 memory maps. Butterfield, Jim. **Transactor** 5:23-25 No. 5 / Plus/16
- Commodore 64 subject of cable series. Alland, P. Greg. **Commodore** 5:24-25 Nov/Dec'84 / 64
- Commodore 64 in community service. Crowley, W.J. **Commodore** 5:20+ Sep/Oct'84 / 64
- Commodore 64 ROM generations. Butterfield, Jim. **Compute!** 6:137-39 July'84 / 64
- Commodore 64 music: happy birthday. Butterfield, Jim. **Compute!** 6:177-78 Oct'84 / 64 LIST
- The Commodore 64 keyboard, part 2: keywizard-an amazing keyboard driver. Stanley, Aubrey. **Transactor** 5:26-30 No.6 / 64 LIST
- Commodore 64 monitors business telephone. Weaver, Jack. **Commodore** 5:22-23 July/Aug'84 / 64
- The Commodore 64 keyboard, part 1: the kernel routines. Stanley, Aubrey. **Transactor** 5:39-43 No.5 / 64
- The Commodore B-128 computer. Butterfield, Jim. REV **TPUG** 1:26-27 Oct'84 / B
- Commodore comments on product plans. ed. **Commodore** 5:8 May/June'84 / plus
- Commodore communications. Brownstein, Mark. **Commodore** 5:53-56 July/Aug'84 / ALL
- Commodore disk pattern matching, part 1. Butterfield, Jim. **Compute!** 6:136-37 Sep'84 / ALL

- Commodore disk pattern matching, part 2. Butterfield, Jim. **Compute!** 6:157-58 Oct'84 / ALL LIST
- Commodore does it again! the Plus/4. Benford, Tom. REV **Run** 1:37+ Nov'84 / Plus
- Commodore II Show dazzles. Cox, Ken. **TPUG** 2:8-10 Feb'85 / GEN
- Commodore information handyman. Walker, F. Joseph. **Compute!** 6:112+ June'84 / ALL LIST
- Commodore kids win science honors. Miller, Janis. **Power/play** 3:39-43 Oct/Nov'84 / GEN
- A Commodore note [Butterfield going commercial?]. Butterfield, Jim. **TPUG** 1:28 Aug/Sep'84 / GEN
- Commodore peripheral ports. Cowper, Ottis R. **Comp Gazette** 3:40+ Mar'85 / ALL
- Commodore prepares to roll out the Plus/4. Bateman, Selby. REV **Compute!** 6:46+ Oct'84 / Plus
- Commodore screen manipulation. Kleinert, Michael and Barron, David. **Ahoy** 1:62-64 Feb'84 / 64
- Commodore to Apple cassette file loader. Matheny, Art. **Micro** 73:55-63 July'84 / VIC/64 LIST
- Commodore unveils 264 and 364 computers. Leemon, Sheldon. REV **Creative Comp** 10:136-38 Apr'84 / Plus
- Commodore's new MPS-801 printer: dot matrix with flair. Winters, Richard. **Commodore** 5:114-15 July/Aug'84 / 64 LIST
- Commodore's new speech module: magic or technology? Byrne, Betsy. REV **Comp Gazette** 2:92-93 July'84 / 64
- Commodore's new computer family: news from the Winter CES. Bateman, Selby. **Comp Gazette** 2:16+ Apr'84 / GEN
- Commodore's matching grant program. McGillin, Carroll. **Commodore** 5:99 Nov/Dec'84 / GEN
- Commodore's continuing commitment to the educational market. Walkington, Patricia. **Commodore** 5:98 Nov/Dec'84 / GEN
- Complex disk copies for the 64. Butterfield, Jim. **Compute!** 6:159-60 Apr'84 / 64
- Computer aids for the disabled. Bennett, William. **TPUG** 1:9-11 July'84 / ALL
- The computer as communications device. Stone, M. David. **Ahoy** 1:17-19 Jan'84 / VIC/64
- Computer copyright law: Apple vs. Franklin leaves many questions unanswered. Swartz, Herbert. **Commodore** 5:18-20 May/June'84 / GEN
- Computer games flourish at CES. Uston, ken and Leyenberger, Arthur. **Creative Comp** 10:134-51 May'84 / VIC/64
- The computer in special education. Miller, Marya. **TPUG** 1:11-12 July'84 / ALL
- Computer limitations and capacities. Gracely, Jim. **Commodore** 5:55 May/June'84 / GEN
- Computer literacy: different things to different users. Winchester, E. Anne and Attebury, Darlene K. **Commodore** 5:45-47 May/June'84 / GEN
- Computer museum launched. Miller, Marya. **TPUG** 1:65 Aug/Sep'84 / GEN
- A computer program grows in Brooklyn. Uhl, Michael. **Family Comp** 2:12+ July'84 / GEN
- Computer slide projector control. Evers, Ted. **Transactor** 5:67-69 No.5 / ALL LIST
- Computer vacations. Pantiel, Mindy and Petersen, Becky. **Family Comp** 3:36-39 Mar'85 / GEN
- Computers and copyright. Wright, Ian. **TPUG** 1:11 Feb'84 / GEN
- Computers and colour. Beasley, R.E. **TPUG** 1:14 Feb'84 / VIC/64
- Computers for the handicapped. ed. **Commodore** 5:10 May/June'84 / GEN

- Computers make special education more effective and fun. Kleiman, Glenn M. and Humphrey, Mary M. **Creative Comp** 10:96-101 Oct'84 / GEN
- Computers that earn their keep: 10 ideas for moonlighting jobs. Raskin, Robin. **Family Comp** 2:18+ July'84 / GEN
- Computers, computer groups and who needs them. Baczor, Peter, Jr. and Cornacchio, Mark. **Power/play** 3:35-39 Aug/Sep'84 / GEN
- Computing desk. Johnson, Scott. **Transactor** 5:77 No.5 / GEN
- Computing your financial goals. Beasley, Kimball J. **Family Comp** 3:20+ Jan'85 / ALL LIST
- Conic curve plotter. Wong, Lam-hing. **Compute!** 6:170+ Dec'84 / 64 LIST
- Connecting home and school. Sullivan, Nick. **Family Comp** 3:52-55 Jan'85 / GEN
- Connecting the SX-64 to a non-Commodore printer. Benford, Tom. **Ahoy** 2:38 Feb'85 / SX
- Constructing truly 3-D mazes. Stankiewicz, Dr. Alan. **Micro** 74:19-21 Aug'84 / VIC LIST
- Contest for computer songsters. ed. **Commodore** 5:12 May/June'84 / 64
- Contest for the 80's: how to set up your school's computer fair to be a winner. Baldrige, Ann. **Family Comp** 3:12+ Feb'85 / GEN
- Controlling your home by computer. Darling, Sharon. REV **Compute!** 6:30+ Dec'84 / VIC/64
- A conversation with Robert Ranson, president of Chalk Board, Inc. ed. **Home Comp** 4:155+ No.2 / GEN
- Converting machine language into BASIC DATA statements. Thrasher, John. **Home Comp** 4:131-33 Aug'84 / 64 LIST
- Coping with the high cost of computer literacy: how parents can and should get involved. Frederick, Anthony D. **Family Comp** 2:16+ Oct'84 / GEN
- Cops, robbers and computers. Adamec, Christine. **Run** 1:87-90 Sep'84 / 64/GEN
- Create A VICasso, part II. Erwin, Stephen. **Run** 1:114-16 Apr'84 / VIC
- Creating computer music. Quigley, Michael. **TPUG** 2:11 Jan'85 / VIC/64
- Creating control keys on the 8032. Rotello, Joe. **Commodore** 5:106-107 July/Aug'84 / CBM LIST
- Creating reports with the Commodore 64 Manager. Ziegler, Thomas. **Commodore** 5:98-103 July/Aug'84 / 64 / 64
- Creative Computing chats with Bill Budge. Leyenberger, Arthur. **Creative Comp** 10:166-70 Sep'84 / GEN
- Curing the single-floppy bug. Williams, David. **TPUG** 1:28-29 May'84 / ALL LIST
- Cursor GET for VIC and 64. Mills, David. **Comp Gazette** 2:143-4 Sep'84 / VIC/64 LIST
- Cursor movement made easy. Wood, Roger. **Home Comp** 4:77 No.5 / 64
- Curve fitting simplified. Herve, Bryan P. **Commodore** 5:87-91 May/June'84 / ALL LIST
- Custom keyboard at your fingertips. Kula, John. **Run** 1:108-115 July'84 / VIC/64
- Cypherighter and decypherighter. Curryfavor, Dr. Petrie. **Power/play** 3:52+ Dec'84/Jan'85 / VIC/64 LIST

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- Dare to join a users group. Loble, Pete. **Ahoy** 1:77-78 Feb'84 / GEN
- Data organization for the VIC-20, part IV. Dudley, Arthur J. **Commander** 2:64-68 Apr'84 / VIC LIST
- Database management systems. Nath, Sanjiva K. **Micro** 76:26-29 Oct'84 / GEN
- Databases. Strasma, Jim. REV **Commodore** 5:51-57 Sep/Oct'84 / ALL

- Datafile. Konshak, Mike. **Run** 1:75+ Nov'84 / 64 LIST [rev. 2:118 Feb'85]
- Datafile, part II. Konshak, Mike. **Run** 1:80+ Dec'84 / 64 LIST [rev. 2:118 Feb'85]
- Debugging BASIC, part 1. Heimarck, Todd. **Comp Gazette** 3:125+ Jan'85 / VIC/64
- Debugging BASIC, part 2. Heimarck, Todd. **Comp Gazette** 3:113+ Feb'85 / VIC/64
- Decoding word processor files. Williams, David. **TPUG** 1:22-23 June'84 / ALL
- Defined functions on the VIC and 64. Stilwell, John. **Power/play** 4:46 Feb/Mar'85 / VIC/64
- Defining the RS-232C. Lee, Linda. **Commodore** 5:93-97 July/Aug'84 / ALL
- Delayed shell sort [with PETspeed]. Rotello, Joe. **Commodore** 5:104-106 May/June'84 / PET/CBM/64 LIST
- Design for living: the team behind Archon II: Adept. . . . Delson, James. **Family Comp** 3:22+ Feb'85 / 64/GEN
- Diary of a computer shopper. Raskin, Robin. **Family Comp** 2:60-62 Dec'84 / GEN
- The digital palette: fundamentals of computer graphics. Bateman, Selby. **GLO Compute!** 6:20+ May'84 / VIC/64
- Direct connect: hooking the VIC-1600 modem to the telephone. Hurwitz, Harvey G. **Run** 1:124+ Nov'84 / VIC/64
- Directory assistance [disk directory tutorial]. Woods, Joycelyn Sue. **Ahoy** 1:39-41 Aug'84 / VIC/64 LIST
- Disk editor 64. Lampton, Christopher. **Run** 1:70+ Apr'84 / 64 LIST
- Disk lock. Hawkins, Kevin. **Comp Gazette** 3:70+ Feb'85 / VIC/64 LIST
- Disk tips for beginners. Thurber, Karl, Jr. **Run** 2:86+ Jan'85 / 64 LIST
- Disk tricks. Sanders, Gerald E. **Comp Gazette** 2:126+ Sep'84 / 1540/1541 [rev. 2:150 Oct'84; 2:221 Nov'84]
- Disk/extramon 64. Forani, Mike. **Transactor** 5:68-70 No.6 / 64 [note: the program described in this article is available on **Transactor Disk #5**]
- DiskMod: examine diskettes sector by sector. Butterfield, Jim and Hildon, Karl J.H. **Transactor** 5:70-76 No.3 / ALL LIST
- Disks, compatibility, and inner secrets. Butterfield, Jim. **TPUG** 1:10 Feb'84 / ALL
- Don't be a slow poke: use automatic sprite motion. Thrasher, John. **Home Comp** 4:162+ No.1 / 64 LIST
- Don't get trapped in the maze. Miller, James. **Run** 2:22+ Jan'85 / VIC LIST
- Double your color, double your fun: a sprite tutorial. Balthrop, W.K. **Home Comp** 4:42-44 No.2 / 64 LIST
- Duty rota [scheduling] program. Baker, Clarice A. **Midnite** 21:57-60 Nov/Dec'84 / 64 LIST
- Dynamic expression evaluation. Zamara, Chris. **Transactor** 5:28-30 No.4 / ALL LIST [rev. 5:19 No.5]
- Dynamic power for your 64! [dynamic keyboard input] Kleinert, Michael and Barron, David. **Ahoy** 1:47+ Mar'84 / 64 LIST

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- Easy keypad [add a numeric keypad]. Stephens, Jim. **Run** 1:76-79 Oct'84 / 64 [rev. 2:118 Feb'85]
- Easy Script is easy. Paris, Bonnie. **Commodore** 5:43-45 Sep/Oct'84 / 64
- Easy Script and Easy Spell for the Commodore 64. Kevelson, Morton A. **REV Ahoy** 1:15+ Apr'84 / 64
- Editing characters on the 64. Golden, Keith. **Power/play** 3:100-103 June/July'84 / 64 LIST
- Educate your turtle. Pantiel, Mindy and Petersen, Becky. **Family Comp** 2:30+ Nov'84 / ALL

- Education or entertainment? Staples, Betsy. REV **Creative Comp** 10:59-63 Apr'84 / 64
- Educational software: a guide for parents, part I. Herring, Richard. **Ahoy** 1:41-44 Mar'84 / ALL
- Educational software: a guide for parents, part II. Herring, Richard. DIR REV **Ahoy** 1:65-68 Apr'84 / ALL
- Educational software: a guide for parents, part III. Herring, Richard. REV **Ahoy** 1:41+ May'84 / ALL
- Educational software: a guide for parents, part IV. Herring, Richard. REV **Ahoy** 1:43+ June'84 / ALL
- Educational software: a guide for parents, part V. Herring, Richard. **Ahoy** 1:63+ July'84 / ALL
- Educational software: a guide for parents, part VI. Herring, Richard. **Ahoy** 1:63+ Aug'84 / ALL
- Educational software: a guide for parents--summary. Herring, Richard. **Ahoy** 1:62-63 Oct'84 / ALL
- The educational software explosion. Yakal, Kathy. **Compute!** 6:37+ Sep'84 / GEN
- Educational software: products that may change our world. Byrne, Betsy. DIR **Commodore** 5:91-94 Nov/Dec'84 / ALL
- Educators learn computer literacy at Vermont resort. ed. **Commodore** 5:27-28 May/June'84 / GEN
- Efficient & less efficient loops or counter-intuitive loops are better! Halfon, Efraim. **TPUG** 1:44-45 Feb'84 / ALL LIST
- An 80-column board for ye olde pette. Bartoff, Tom G. **TPUG** 2:36 Feb'85 / PET
- 84's finest: a run-through of the best programs reviewed this year. Delson, James. REV **Family Comp** 3:26+ Jan'85 / 64
- The electronic home secretary. Subbaiah, Malladi. **Home Comp** 4:132+ No.2 / 64 LIST
- Electronic mail: more amazing than the pony express. Brooks, Lester. **Family Comp** 3:30+ Jan'85 / ALL
- Electronic trivia. Yakal, Kathy. REV **Comp Gazette** 2:37+ Dec'84 / 64
- The electronic university brings the classroom into your home. Weaver, Bill. **Commodore** 6:70-71 Jan/Feb'85 / GEN
- Enhance your BASIC games with an interrupt. Jordan, Mark. **Power/play** 3:51 Dec'84/Jan'85 / 64 LIST
- Enhanced Commodore DOS support. Melsheimer, Stephen S. **Compute!** 6:163+ Nov'84 / 64 LIST [rev. 7:151 Feb'85]
- Envoy 100 messenger service. Howell, David. REV **TPUG** 1:36-37 Dec'84 / ALL
- Error suppression [64]. Nuss, Tom. **Compute!** 6:128-29 Aug'84 / 64 LIST
- Error trapping. Kapauan, Alejandro A. **Comp Gazette** 2:113-14 Aug'84 / VIC/64 LIST
- Evaluating educational Software. Caprio, M.W. **Commodore** 5:26-27 July/Aug'84 / GEN
- Everything you wanted to know about sprites and weren't afraid to ask. Villanueva, Tim. **Power/play** 3:93+ Aug/Sep'84 / 64 LIST
- Evolution of the CPU and revolutionary memory advancements. Rotenberg, Howard. **Transactor** 5:62-63 No.5 / ALL
- The evolution of a computer system. Early, Lynn. **TPUG** 1:7 Nov'84 / VIC/64
- Exciting new educational software from Commodore. Foster, Vernetia A., et al. REV **Commodore** 5:86-90 Nov/Dec'84 / 64
- An Executive SX-64 emulator. Butterfield, Jim. **Transactor** 5:91 No.2 / SX
- Expanding the Commodore 1541 disk drive [USER command]. Peltier, Michael G. **Micro** 76:53-54 Oct'84 / VIC/64
- Exploring 64 sound. Bateman, Selby. **Comp Gazette** 2:18+ May'84 / 64

Explosive software growth predicted. ed.
Commodore 5:10 Sep/Oct'84 / GEN

Expose of the VIC & 64 operating system.
Graham, Donald H. **Ahoy** 2:21-24 Jan'85 /
VIC/64

Expose of the VIC & 64 operating system.
Graham, Donald H. **Ahoy** 2:21-24 Jan'85 /
VIC/64

Extended precision arithmetic in BASIC.
Johannesen, Rolf B. **Micro** 74:47-50 Aug'84
/ ALL LIST

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Fame games. Yakal, Kathy. **Compute!** 7:38+
Feb'85 / VIC/64

A family affair: behind the scenes at
Broderbund. Uston, Ken. **Creative Comp**
10:157-62 Sep'84 / GEN

The fantastic computer olympics. Finkel,
Steve. **Power/play** 3:22-23 June/July'84 /
GEN

Fast bit map plotting for the Commodore 64.
Wright, Loren W. **Micro** 76:12-17 Oct'84 /
64 LIST

A few of the stranger 6502 op codes
explained. Evers, Richard. **Transactor**
5:72-75 No.2 / ALL

The Fieldings buy a computer [cartoon].
Kortum, Sarah. **Family Comp** 3:36 Jan'85 /
GEN

1541 disk drive: a guided tour. Kevelson,
Morton. **Ahoy** 1:34+ Feb'84 / VIC/64

1541 problems and how to solve them.
Wright, Ian A. **TPUG** 2:8-9 Jan'85 / VIC/64
LIST

Files in LOGO: a response to Muller's
Challenge II. Kirchner, Roger B. **Home**
Comp 4:81+ No.2 / 64 LIST

Filesort [TPUG CTA]. Butterfield, Jim. **TPUG**
1:45 Aug/Sep'84 / PET/CBM/64

Finding Pi experimentally. Bertrand, Michael.
Transactor 5:63-65 No.2 / PET/CBM LIST

First time users: just a little help [misc.
programming tips]. Allain, Joe. **Midnite**
17:34 Feb/Mar'84 / ALL

5K emulator (VIC). Reesor, Glen. **Comp**
Gazette 2:133-34 June'84 / VIC

Five-year-old authors. Powell, Beth. **Family**
Comp 2:58-60 June'84 / GEN

Fixing Commodore keyboards. Anderson,
Harold. **Transactor** 5:44-45 No.5 / ALL

Floating point numbers. Lam, John. **TPUG**
1:46-47 Mar/Apr'84 / ALL

Foolproof your 4040 disk drive [to prevent
disk crashes]. Vanderkooy, John. **TPUG** 2:34
Feb'85 / 4040

For bridge players only. Marlino, Joe. **REV**
Power/play 3:45 June/July'84 / 64

For what market is Commodore designing
computers? Kaspar, Elizabeth A. **Midnite**
17:30-31 Feb/Mar'84 / GEN

FOR-NEXT loop etiquette. Butterfield, Jim.
Compute! 6:179-81 Nov'84 / ALL

The formal proposal [to a software
publisher]. Sheldon, George. **Power/play**
4:66+69 Feb/Mar'85 / GEN

Forth: a new language for your C-64.
Rukavina, Peter. **TPUG** 1:22-23 July'84 / 64

FORTTRAN. Baker, Robert W. **Run** 1:66-68
Oct'84 / CBM/SPET/64

Four word processors for the VIC 20.
Lounsbery, Walt. **REV Power/play** 3:112-17
Oct/Nov'84 / VIC

Four word processors for the Commodore 64.
Simon, William L., Ph.D. **REV Commodore**
5:47-49 Sep/Oct'84 / 64

Four word processors for the Commodore 64.
Shirinian, George. **REV Transactor** 5:34-42
No.1 / 64

Fred D'Ignazio, joyful computerist. Byrne,
Betsy. **Power/play** 3:60-63 Oct/Nov'84 /
GEN

- Free computer camp directory. ed. **Power/play** 3:12 June/July'84 / GEN
- Freeware. Campbell, Gordon. **TPUG** 1:20 Nov'84 / GEN
- From dot matrix to laser print: the challenging face of printers. Bateman, Selby. **Compute!** 6:18+ June'84 / GEN
- From the redwood forests to the gulf stream waters [computer networking]. Springer, P. Gregory. **DIR Family Comp** 2:34+ Sep'84 / GEN
- Fun with REM. Stilwell, John. **Power/play** 3:119 June/July'84 / ALL
- Function keys. Brown, Willie. **Comp Gazette** 2:160+ Nov'84 / VIC/64 LIST
- Functionally yours...[programming the function keys]. Adam, Ian. **Commander** 2:70+ June'84 / VIC/64
- The future of Commodore? Leemon, Sheldon. **Ahoy** 1:44+ May'84 / ALL
- The future of Computer games: software that thinks for itself. Bateman, Selby. **Comp Gazette** 2:16+ June'84 / GEN
- G**
- Game gripes. O'Brien, John. **Power/play** 3:69+ Aug/Sep'84 / GEN
- Game piracy: Mastertronic's answer. Wright, Loren A. **TPUG** 2:15 Feb'85 / GEN
- Garbage collection on Commodore computers, part 1. Butterfield, Jim. **Compute!** 6:131-32 June'84 / ALL
- Garbage collection, part 2. Butterfield, Jim. **Compute!** 6:144+ July'84 / ALL
- Gazette telecommunications software, part 1: C/G term. Sims, Robert. **Comp Gazette** 2:38+ Nov'84 / VIC/64 LIST [rev. 3:92 Apr'85]
- Gazette telecommunications software, part 2: the C/G bulletin board system. Sims, Robert. **Comp Gazette** 2:118+ Dec'84 / VIC/64 LIST [rev. 3:127 Feb'85; 3:92 Apr'85]
- Generator programs. Butterfield, Jim. **Transactor** 5:75-77 No.1 / 64/ALL
- Gerard K. O'Neill [Geostar Corporation]. Bateman, Selby. **Compute!** 6:42+ Aug'84 / GEN
- Get creative with ne Commodore compatible hardware. Byrne, Danny. **Commodore** 5:16+ Nov/Dec'84 / ALL
- Get literate: resources for computer literacy. LeBold, Diane. **Commodore** 5:38+ May/June'84 / GEN
- Get organized! put a little database in your life. Salkind, Neil, et al. **REV Run** 1:96+ May'84 / 64
- Getting back to basics: computers can lead the way. Maier, Eugene. **Family Comp** 2:38+ Nov'84 / GEN
- Getting BASIC to communicate with your machine code. Spruyt, Darren. **Transactor** 5:76-82 No.2 / ALL LIST
- Getting educated at CES. Staples, Betsy. **Creative Comp** 10:154-63 / ALL
- Getting the words across: printer interfaces for the Commodore computers. Kevelson, Morton. **REV Ahoy** 2:103-108 Feb'85 / VIC/64
- Ghost Busters: an **Ahoy** exclusive. Sodaro, Robert J. **REV Ahoy** 2:59-60 Jan'85 / 64
- The globetrotting computer. Kiell, Matthew. **Commodore** 5:25+ Sep/Oct'84 / ALL
- Going around in circles: mathematics and computer art, part 1. Gordon, Sheldon P. and Gordon, Florence S. **Creative Comp** 10:168-72 May'84 / ALL LIST
- Going around in circles: mathematics and computer art, part 2. Gordon, Sheldon P. and Gordon, Florence S. **Creative Comp** 10:166-72 June'84 / ALL
- Going around, under and through circles: mathematics and computer art, part 3. Gordon, Sheldon P. and Gordon, Florence S. **Creative Comp** 10:141-45 July'84 / ALL

- The golden gateway. Ritchie, David. **Ahoy** 1:71-76 Feb'84 / GEN
- Grade Master 64. Jeandell, Rick. **Commodore** 5:28-29 July/Aug'84 / 64 [note 6:128 Jan/Feb'85]
- Graphic print for Commodore 64, part 1. Keryan, Michael J. **Micro** 73:22-29 July'84 / 64 LIST
- Graphic print for C-64, part 2. Keryan, Michael J. **Micro** 74:28-31 Aug'84 / 64 LIST
- Graphic print for C-64, part 3. Keryan, Michael J. **Micro** 75:31-34 Sep'84 / 64 LIST
- Graphics processing and the Commodore 64. Kevelson, Morton. **Ahoy** 1:34-36 Oct'84 / 64
- Graphics programs on the Commodore 64. Kevelson, Morton. **REV Ahoy** 1:37+ Oct'84 / 64
- Graphics programs on the Commodore 64, part II. Kevelson, Morton. **REV Ahoy** 1:13+ Nov'84 / 64
- The great \$.25 experiment. Butterfield, Jim. **TPUG** 1:15-16 July'84 / GEN
- The great computer-phone link. Gelman, Joe. **Family Comp** 3:25-26 Mar'85 / GEN
- A guided tour of menus [accessing online services]. Springer, P. Gregory. **Family Comp** 3:26+ Feb'85 / ALL
- H**
- Handicapped kids are computing too. Mason, Susan. **Power/play** 3:50+ Oct/Nov'84 / GEN
- Hangman in LOGO. Malmberg, David. **Power/play** 3:72-74 June/July'84 / 64 LIST
- A happy marriage [husband and wife combine crafts and computer skills]. Pantiel, Mindy and Petersen, Becky. **Family Comp** 2:34+ Nov'84 / GEN
- Harborfront Computer Center. Sherbanowski, Janet. **TPUG** 1:13 July'84 / GEN
- The hard boiled school of software [Infocom text adventures]. Grevstad, Eric. **Family Comp** 2:38-41 June'84 / GEN
- Have you been programmed to learn programming? Wilson, David. **Family Comp** 2:32B+ Oct'84 / GEN
- Having it both ways: common sense about software [violence]. Skelton, Andy. **Midnite** 21:53 Nov/Dec'84 / GEN
- Helping the handicapped. Housinger, Philip J. **Transactor** 5:59-60 No.4 / ALL
- Hexed by numbers. Lambert, J. Blake. **Comp Gazette** 2:130 Sep'84 / ALL
- Hi-res graphics editor [64]. Peele, Gregg. **Compute!** 6:82+ May'84 / 64 / [see Picture perfect, 6:82+ May'84; rev. 6:153 July'84]
- A high resolution graphics utility. Kiziak, Gary. **Transactor** 5:37-44 No.6 / 64 LIST
- High-resolution graphics for budding experts [Commodore 64]. Wallace, Louis R. **Family Comp** 3:62-64 Mar'85 / 64 LIST
- High-tech fund-raising: asking your computer to join the committee. Raskin, Robin. **Family Comp** 3:14+ Jan'85 / GEN
- Holiday how-to: four easy-to-make gifts. Springer, Jo. **Family Comp** 2:53-54 Dec'84 / GEN
- Home on the range [short musical tunes]. Howard, Michael and Arthur, Alan. **Family Comp** 2:77-79 Dec'84 / VIC/64 LIST
- Home, school, & work. Coach, Ken. **Family Comp** 3:44-46 Feb'85 / GEN
- How [Compute!'s] Gazette readers are using their computers. Ghiselin, Bernie. **Comp Gazette** 2:44+ Oct'84 / GEN
- How BASIC works. Todd, Mike. **Transactor** 5:40-48 No.2 / GEN
- How cartridges work. Bingamon, Daniel. **Transactor** 5:74 No.1 / VIC/64 LIST
- How Compute! readers use personal computers in their businesses. Ghiselin, Bernie. **Compute!** 6:34+ Apr'84 / ALL
- How to avoid losing everything [cursor lockup]. Bradley, David. **TPUG** 1:56 Nov'84 / 64

- How to begin and maintain a user's group. Hinshaw, Annette. **Run** 2:18+ Feb'85 / GEN
- How to choose a home data program. Yakal, Kathy. **Compute!** 6:38-42 July'84 / GEN
- How to cope with your tax return [setting up a tax spreadsheet]. Gajeway, Charles. **Family Comp** 3:16+ Feb'85 / ALL
- How to find a user's group. Austin, Jacqueline. **Family Comp** 3:52 Feb'85 / GEN
- How to organize your home, data-base style. Raskin, Robin. **Family Comp** 2:39-43 Oct'84 / GEN
- How to start a user's group. Barcroft, Taylor. **Family Comp** 3:53 Feb'85 / GEN
- How to start a user group. Yakal, Kathy. **Comp Gazette** 2:40+ Apr'84 / GEN
- How to type in programs. Jainschigg, John. **Family Comp** 2:76+ Sep'84 / ALL
- How to write your own database ticket. Hassler, Donald E. **Commodore** 5:24-25 July/Aug'84 / ALL
- How turbo tape works. De Ceukelaire, Harrie. **Compute!** 7:112-16 Feb'85 / VIC/64
- Hurry up! Braun, William W. **Run** 1:118 Oct'84 / ALL
- I**
- ICCE [International Council for Computers in Education] publications. David, John. **REV TPUG** 1:47 July'84 / GEN
- In search of a word processor for your Commodore 64. Nath, Sanjiva K. **DIR GLO Ahoy** 1:19+ Aug'84 / 64
- In search of a word processor for your Commodore 64, part II: reviews. Nath, Sanjiva K. **REV Ahoy** 1:11+ Sep'84 / 64
- In touch with your computer: graphics tablets and light pens. Yakal, Kathy. **REV Comp Gazette** 2:16+ July'84 / VIC/64
- Incorporating a user group. Swartz, Herbert. **Power/play** 3:49-53 Aug/Sep'84 / GEN
- The indispensable SYSOP. Yakal, Kathy. **Comp Gazette** 2:24+ Nov'84 / GEN
- The inexpensive printers of 1984. Yakal, Kathy. **Compute!** 6:34 June'84 / ALL
- INPUT, IF-THEN, RESTORE statements. Mills, Jeffrey. **Run** 1:141-45 Apr'84 / 64 LIST
- Introduction to forth. Butterfield, Kenneth. **BIB Micro** 75:15-17 Sep'84 / GEN
- An introduction to local bulletin board systems. Peterson, Cheryl. **Ahoy** 2:22-23 Feb'85 / ALL
- Inside random numbers. Carmichael, Dan. **Comp Gazette** 2:98+ June'84 / VIC/64 LIST
- The inside story: how graphics tablets and light pens work. Cowper, Ottis R. **Compute!** 6:40+ May'84 / GEN
- Inside the CIA. Denny, Ralph. **Micro** 72:72-74 June'84 / 64
- Inside the Commodore 64. Zamara, Chris. **Transactor** 5:52-56 No.5 / 64
- Installing a device # selection switch on the 1541 disk drive. Benford, Tom. **Ahoy** 2:93-95 Jan'85 / VIC/64
- Installing a reset switch. Nelson, Steve. **Home Comp** 4:81 No.4 / VIC/64
- Installing your computer system. Rotello, Joe. **Commodore** 5:48-51 May/June'84 / ALL
- Integral adventure game [number theory]. Bjordahl, Brad. **TPUG** 1:39 Oct'84 / GEN
- Interrupt driven code on the Commodore 64. Degazio, Bruno. **Transactor** 5:66-68 No.4 / 64
- The interrupt music maker/editor for the Commodore 64. Lobl, Pete. **Ahoy** 1:21 Jan'84 / 64 LIST
- The interrupt music maker/editor for the Commodore 64, part II. Lobl, Pete. **Ahoy** 1:39+ Feb'84 / 64 LIST

An interview with software artist, Eric Hammond [One On One]. ed. **Home Comp** 4:22 No.4 / 64/GEN

An interview with Ihor Wolosenko [president of Synapse Software]. Moriarty, Tim. **Ahoy** 1:41-46 Feb'84 / GEN

Intro to CP/M on the 64. Niggemann, Mark. **Midnite** 20:55-56 Aug/Sep'84 / 64

Introducing VERIFIZER: the **Transactor's** new foolproof program entry method. ed. **Transactor** 5:11-12 No.6 / ALL LIST

Introducing Commodore's B-Series computers. Rotenberg, Howard. REV **Commander** 2:70-78 Apr'84 / B

An introduction to database management with The Manager. Ziegler, Thomas. **Commodore** 5:124-27 May/June'84 / 64

Introduction to PETspeed. Rotello, Joe. REV **Ahoy** 1:32-34 Apr'84 / PET/CBM/64

An introduction to tools & techniques for machine language programming. Housinger, Phil. **Transactor** 5:55-57 No.2 / ALL

An introduction to the powerful computer language for learners of all ages. Pantiel, Mindy and Petersen, Becky. DIR **Family Comp** 2:44- Sep'84 / ALL

An introduction to BASIC list sorting. Brooks, David R. **Commodore** 6:42-49 Jan/Feb'85 / ALL LIST

Inverse trigonometric functions. Butterfield, Jim. **Commodore** 5:94-95 Sep/Oct'84 / ALL LIST

Is a picture worth a thousand words? Bateman, Selby. **Compute!** 6:32+ Oct'84 / GEN

Is forth headed for first? Moore, John and Moore, Robert. **Run** 1:39-44 Dec'84 / ALL

Is there a wufflegump in your house? [four top educational software developers]. Van Tyle, Sherrie. **Creative Comp** 10:102-105 Oct'84 / GEN

J

Jack is back [former Commodore CEO Jack Tramiel]. Sullivan, Nick. **Family Comp** 3:54-57 Feb'85 / GEN

Jim Butterfield, Commodore user Par excellence. Hook, Gail. **Power/play** 3:54-57 Aug/Sep'84 / GEN

John Von Neumann: the genius behind computers. Ritchie, David. **Ahoy** 1:60+ Jan'84 / GEN

Journey to the center of your C-64. Neson, Philip I. **Run** 1:58+ May'84 / VIC/64 LIST

Journey to the center of your C-64, part 2. Nelson, Philip I. **Run** 1:74-80 June'84 / VIC/64

The joy of modems. Hinshaw, Annette. **Run** 1:42-47 June'84 / VIC/64 [note 1:146 Sep'84]

Joystick artist [64]. Platt, Michael. **Run** 1:90+ June'84 / 64 LIST

Joystick control for the 64. Augustine, Sterling N. **Comp Gazette** 2:118+ May'84 / 64 LIST

Joystick joust [reader survey]. Benford, Tom. REV **Run** 2:27+ Feb'85 / VIC/64

Jumping ahead with game programming. Balthrop, William K. and Stoffers, Bob. **Home Comp** 4:26-30 No.5 / 64 LIST

Jumpman bug. Bradley, David. **TPUG** 1:10 Mar/Apr'84 / 64

K

Keeping the Lincoln log [profile of the **Midnite Gazette**]. Goddard, Constance. **Family Comp** 2:24+ June'84 / GEN

Kids and computer clubs. Byrne, Betsy. **Power/play** 3:52-55 Oct/Nov'84 / GEN

Kids learn with Frenzy/Flip Flop, Gulp and Arrow graphics. Carlson, Doreen George. **Commodore** 5:23-24 Sep/Oct'84 / 64

Kids+computers+schools=?? Gracely, Jim. **Power/play** 3:44-51 Oct/Nov'84 / GEN

Kids: writing up a storm for computer publications. Byrne, Betsy. **Power/play** 3:34-37 Oct/Nov'84 / GEN

KMMM Pascal. Boardman, Kevin. REV **TPUG** 2:40-42 Feb'85 / PET/CBM/64

Knife and fork: adding external I/O devices to the 64. West, Rick. **Midnite** 19:50-51 June/July'84 / 64

The Koala Pad touch tablet: how to bear with it, part I: overview. Adam, Ian. REV **Commander** 2:56-58 Apr'84 / 64

The Koala Pad, part II: using Koala Painter picture files. Gaukel, George. **Commander** 2:59-63 Apr'84 / 64 LIST

L

Land of silicon and glitter. Benford, Tom. **Run** 1:118-20 Apr'84 / GEN

Las Vegas and the Commodore 264. Butterfield, Jim. REV **TPUG** 1:29-30 Mar/Apr'84 / Plus

Laser projections: a meeting of art and technology. Lowry, Greg. **TPUG** 1:14-16 Oct'84 / GEN

The latest in learning: new trends in educational computing. Bateman, Selby. **Compute!** 6:44+ Sep'84 / GEN

The latest look in software. Strasma, Jim. **Run** 1:94+ Dec'84 / GEN

Learning about what kids are learning: CAI, computer literacy, drill-and-practice. Holloway, Karel. **Family Comp** 2:12+ Dec'84 / GEN

Learning the language of DOS. Evers, Richard T. **Transactor** 5:45-51 No.5 / ALL

Learning, learning everywhere: educational software for Commodore from CES. Bateman, Selby. **Comp Gazette** 2:20+ Sep'84 / ALL

Legal issues in marketing software. Swartz, Herbert. **Power/play** 4:73+ Feb/Mar'85 / GEN

Let there be light pens. Aker, Sharon Zardetto. REV **Run** 2:98+ Jan'84 / VIC/64

Let's talk disk. D'Angelo, Tom. **Midnite** 19:48-49 June/July'84 / VIC/64

Letters to my grandchildren, part 1: Roman-to-Arabic and back. Shedd, F.H. **Power/play** 3:104-107 June/July'84 / VIC LIST

Letters to my grandchildren, part 2: Finger multiply. Shedd, F.H. **Power/play** 3:108-113 Aug/Sep'84 / VIC LIST

Life after games [alternatives to game software]. Minton, Carol. REV **Power/play** 3:95+ Dec'84/Jan'85 / 64

Life with a computer: solving the puzzles [family computing]. Henderson, Gail. **Family Comp** 2:66-67 Sep'84 / GEN

Life with bachelor father and his computer. Harper, Jon Patrick. **Family Comp** 2:51-56 Nov'84 / GEN

Life with the 1541. Quigley, Michael. **Transactor** 5:45 No.5 / VIC/64

Light pens and graphics tablets: new ways to communicate with your computer. Yakal, Kathy. **Compute!** 6:34+ May'84 / VIC/64

Lincoln College Commodore campers key in on computers. Widmer, Robert D. **Transactor** 5:54-55 No.4 / GEN

Line finder. Williams, David. **TPUG** 1:33 Mar/Apr'84 / PET/CBM LIST

Line formatting. Rotello, Joe. **Commodore** 5:106-108 Sep/Oct'84 / PET/CBM LIST

Line-number speed fallacy. Culbertson, George K. **TPUG** 1:42-43 Feb'84 / ALL LIST

Linked lists, part 1 [data organization/sorts without sorting]. Smith, K. Murray. **Transactor** 5:72-76 No.5 / ALL LIST

Linked lists, part 2. Smith, K. Murray. **Transactor** 5:31-36 No.6 / 64 LIST

List lock revisited. Lecompte, Nancy. **TPUG** 1:34-35 May'84 / VIC/64 LIST

- Little known BASIC commands. Heimarck, Todd. **Comp Gazette** 2:90+ Apr'84 / ALL
- LOGO shoots for the moon. Gorman, Henry, Jr. **Home Comp** 4:130-31 No.1 / 64 LIST
- LOGO. Eisenberg, Amee. **Run** 1:46-50 Oct'84 / 64
- A look at Kinder Koncepts. Koppenhaver, April M. REV **Commodore** 5:21-22 May/June'84 / 64
- Looking for a Summer job: ten ways to earn \$\$\$\$ with the help of your computer. Aronin, Eugene. **Family Comp** 2:50-53 June'84 / GEN
- Lower case descenders with the VIC 1515/1525 printers. Kevelson, Morton A. **Ahoy** 1:53-54 Apr'84 / VIC/64
- Lyrical LOGO: recursion lets loose the poet in your console. Gorman, Henry, Jr. **Home Comp** 4:123-26 No.1 / 64 LIST
- M**
- Machine language loops. William, Chris. **Micro** 76:18-19 Oct'84 / ALL
- Machine language print loader...PRINT...not POKE....machine language programs. Nyman, Noel. **Transactor** 5:48-63 No.6 / VIC/64
- Mad River video surges ahead [videotex and graphics broadcasts on SCA frequency]. ed. **Commodore** 5:10 May/June'84 / GEN
- The making of a game programmer. Braddick, Judy. **Power/play** 4:70+ Feb/Mar'85 / GEN
- A man, a woman, and a modem [online romance]. Kortum, Sarah, **Family Comp** 2:24+ Nov'84 / GEN
- The Manager arithmetic, part 1: how arithmetic mode works. Choate, Timothy. **Commodore** 6:97-99 Jan/Feb'85 / 64
- The many-colored VIC. Tillman, Tommy Michael. **Run** 1:53-61 Dec'84 / VIC LIST
- Mathematics software for high school students. Geist, R. and Geist, H. REV **Creative Comp** 10:85-98 Apr'84 / PET/64
- Matrix muncher: a math utility. Anon. **Home Comp** 4:100+ No.2 / VIC/64 LIST
- Meet the affordable portable. Benford, Tom. **REV Run** 1:48 May'84 / SX
- Memory management on the VIC-20 and C-64. Kevelson, Morton A. **Ahoy** 1:29-33 May'84 / VIC/64 LIST
- Memory management on the VIC-20 and C-64, part II. Kevelson, Morton A. **Ahoy** 1:19+ June'84 / VIC/64
- Menu handling, part 1. Easton, John. **TPUG** 1:26-27 Aug/Sep'84 / ALL
- Menu handling, part 2. Easton, John. **TPUG** 1:31-33 Oct'84 / ALL LIST
- Menu handling, part 3. Easton, John. **TPUG** 1:31-33 Dec'84 / ALL LIST [see 1:20 Jan'85 for listing]
- Merging BASIC programs. Pearce, Glen. **Transactor** 5:53-54 No.2 / CBM/64 LIST
- Messing with the stack. Kiziak, Gary G. **Transactor** 5:49-50 No.2 / ALL
- Messy is beautiful! [programming method] Williams, David. **TPUG** 1:48 Mar/Apr'84 / GEN [see Messy comment, 1:46 Nov'84]
- Michael Crichton: reflections of a new designer. **Compute!** 7:44-45 Feb'85 / GEN
- Microcomputer accuracy. Whitcombe, D.W. **Home Comp** 4:185+ No.1 / ALL
- The microcomputer revitalizes education. Kunz, Daniel W. **Commodore** 5:101-102 Nov/Dec'84 / GEN
- MIDI: a marriage of convenience. Herrington, Peggy. **Commodore** 5:50-53 Nov/Dec'84 / 64
- Mix and match programs on the Commodore 64. Olsen, John. **Run** 1:94-98 Apr'84 / 64 LIST
- MOBs: Simons' BASIC sprites for the C-64. Anderson, John J. **Creative Comp** 10:172-77 Dec'84 / 64
- Modems: making an intelligent first purchase. Barron, David. **Ahoy** 2:25 Feb'85 / ALL

- Modify your 8K cartridge to include ROMs. Henry, Thomas. **Commander** 2:45+ June'84 / VIC
- Modifying the VIC-20 3K RAM pack for use with EPROMs. Henry, Thomas. **Transactor** 5:64-66 No.5 / VIC
- Mom, wife, and SYSOP: an interview with Freida Wolden. Paavola, Lance. **Family Comp** 2:45+ Oct'84 / GEN
- Monitor madness. Filby, Larry. **Run** 1:130+ Nov'84 / VIC/64
- Monitor meanderings. Easton, John. **TPUG** 1:35-37 June'84 / ALL
- More about freelance programming. Sheldon, George. **Power/play** 4:69 Feb/Mar'85 / GEN
- More boolean foolin'. Sallee, Marilyn. **Power/play** 3:120-21 June/July'84 / ALL LIST
- More than just another chess game. Campbell, John. REV **Power/play** 3:34-37 June/July'84 / 64
- The move to integrated software. Bateman, Selby. **Comp Gazette** 3:26+ Jan'85 / 64
- The MSD [SD-2] dual disk drive: an indepth report. Kevelson, Morton. REV **Ahoy** 1:42+ July'84 / ALL
- Multi-file ASCII-to-WordPro conversions. Deal, Elizabeth. **Commodore** 5:101-103 May/June'84 / PET LIST
- Multi-tasking in forth. Butterfield, Kenneth. **BIB Micro** 75:18-23 Sep'84 / ALL LIST
- Multiplan medium: net present value. Swift, Patricia. **Home Comp** 4:69-72 No.4 / 64
- Music for non-musicians [Commodore 64]. Yakal, Kathy. REV **Comp Gazette** 3:30+ Feb'85 / 64
- Music in the computer age. Mansfield, Richard. **Compute!** 7:31+ Jan'85 / GEN
- Music programming tips. Light, Christopher U. **Commodore** 5:40-49 Nov/Dec'84 / 64
- Music, education and games for the 64 headline Summer CES. **Power/play** 3:21+ Oct/Nov'84 / 64
- Musicalc for the Commodore 64. Brooks, David R. REV **Commodore** 5:62-68 Nov/Dec'84 / 64
- Mysteries of the wedge revealed. Sanders, Louis F. **Run** 1:59+ Sep'84 / 64 LIST

N

- Networking your PETs and C-64s at school. Herrala, Walter, Ph.D. **Commander** 2:78-79 May'84 / ALL
- Nevada COBOL and Nevada FORTRAN. Koppenhaver, April M. REV **Commodore** 5:84-86 July/Aug'84 / 64
- The never-ending season of sports software. Condor, Bob. DIR **Family Comp** 2:49-53 Oct'84 / 64
- New approaches in educational software. Bateman, Selby. REV **Comp Gazette** 2:22+ Oct'84 / 64
- New CBM boss wants more in the family. Cox, Ken **TPUG** 2:11 Feb'85 / GEN
- New computers at the CES show. Bennett, Chris. **TPUG** 2:16-17 Feb'85 / GEN
- New developments in handicapped access. Bates, Peter. **Creative Comp** 11:124-26 Mar'85 / GEN
- New kid on the block: the Commodore 16. Gracely, Jim. REV **Power/play** 3:85-88 Dec'84/Jan'85 / 16
- A new magazine for TPUG. Bonnycastle, Michael. **TPUG** 1:1 Feb'84 / GEN
- New software just what the doctor ordered--or is it? [Childpace] Byrne, Betsy. **Commodore** 6:76+ Jan/Feb'85 / 64
- The new SYS. Rockefeller, Robert. **TPUG** 1:59 Oct'84 / 64 LIST
- A new wedge for the Commodore 64. Munshaw, Brian. **Transactor** 5:22-25 No.6 / 64 LIST

A new world opens up. Karpenski, Barbara. **DIR Commodore** 5:34-38 July/Aug'84 / ALL

A new-age mom-and-pop business [computer store]. Sullivan, Nick. **Family Comp** 2:54-57 June'84 / GEN

Nine easy pieces [examples of ML programming]. David, Carl W. **Transactor** 5:62-65 No.4 / 64 LIST

1984 olympics of the mind. McGillin, Carroll. **Commodore** 6:88-93 Jan/Feb'85 / 64/GEN

1984 Winter Consumer Electronics Show. Ahl, David H. **Creative Comp** 10:132-53 Apr'84 / GEN

The 91st Day (out-of-warranty service). Wright, G.S. **Run** 1:36-40 June'84 / 64/GEN

No-nonsense news about networking. Walkington, Pat, et al. **Commodore** 5:25-26 May/June'84 / GEN

The NOS translator. Spencer, Peter. **TPUG** 1:41-45 July'84 / 64/ALL LIST

Now silent Beethovens. Mansfield, Richard. **Compute!** 7:51 Jan'85 / GEN

Numeric keypad. Kluepfel, Charles. **Comp Gazette** 2:120+ Apr'84 / VIC/64 LIST

O

Office automation for the nineties. Olmstead, Major B.L. BIB **Transactor** 5:26-27 No.4 / GEN

On the court: computer sports simulations. Koberstein, Wayne. **Home Comp** 4:20-22 No.4 / GEN

On-line shopping: today's computer catalogs. Bateman, Selby. **Compute!** 6:30+ Nov'84 / GEN

One little word after another: word processing on the C-64. Gates, Bill. REV **Run** 2:88+ Mar'85 / 64

An open letter to users of user groups [regarding phone contact with officers]. Connely, R. Dale. **Midnite** 22:58 Jan/Feb'85 / GEN

An overview of the bit-mapped graphics on the Commodore 64. Kevelson, Morton. BIB **Ahoy** 1:15+ Oct'84 / 64

The Oxford Pascal Compiler. Powell, Dave. REV **TPUG** 2:22-23 Jan'85 / 64

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Packed with power: introducing the Plus/4 and C-16. Butterfield, Jim. REV **Run** 1:31+ Nov'84 / Plus/16

Paradise lost [reflections of a computer widow]. Sidley, J.D. **Family Comp** 2:42 Nov'84 / GEN

Parameters: C64 video and character memory allocation. Zamara, Chris. **Transactor** 5:45-47 No.6 / 64 LIST

A parser's tale: how adventure games work. Brannon, Charles. **Compute!** 6:26+ Oct'84 / ALL

Partial string search. Sturdivant, Jerry. **Commander** 2:51+ May'84 / ALL LIST

Pascal. Morabito, Margaret. **Run** 1:54-57 Oct'84 / 64 [rev. 1:210 Dec'84]

A peek at memory on the Commodore 64. Kleinert, Michael and Barron, David. **Ahoy** 1:62-64 Jan'84 / 64

Penny-pinching software [public domain]. Thurber, Karl, Jr. **Run** 1:102-103 Dec'84 / ALL

Pentaminos: a simple puzzle-solving program. Butterfield, Jim. **Compute!** 6:106+ May'84 / ALL LIST

The peripheral connection: enhancing your 64. Bateman, Selby. **Comp Gazette** 3:25+ Mar'85 / 64

Peripherals of the future. Darling, Sharon. **Comp Gazette** 3:30+ Mar'85 / GEN

Personal finances made simple. Yakal, Kathy. DIR **Compute!** 6:39+ Dec'84 / VIC/64

Perspective: to GET or not to GET. . . how useful a trick? Deal, Elizabeth. **Transactor** 5:36 No.2 / ALL

- PETspeed user guide available. ed. **Commodore** 5:10 May/June'84 / PET/64
- Physics of sound: how computers make music. Light, Christopher U. **Commodore** 5:39-49 Nov/Dec'84 / 64/GEN
- Pick of the sticks or a joystick named desire. Gracely, Jim. REV **Power/play** 3:79-83 Dec'84/Jan'85 / VIC/64
- Picture perfect [hi-res drawing software]. Petersen, Becky and Pantiel, Mindy. DIR **Family Comp** 2:56-59 Dec'84 / 64
- PILOT. Llanos, James. **Run** 1:62-64 Oct'84 / 64
- Piracy vs. protection: who loses? Zamara, Chris. **Transactor** 5:53 No.3 / GEN
- The pitfalls, pratfalls, pains and pleasures of a user software library. Herrington, Peggy. **Power/play** 3:58-64 Aug/Sep'84 / GEN
- Play it again SID: music programs for the C-64. Peterson, Cheryl and Bitzer, George. REV **Ahoy** 1:18+ Nov'84 / 64
- Play me a color [ML color organ tutorial]. Woyton, Joseph T. **Run** 1:148-52 Dec'84 / 64 LIST
- Playing the Commodore 64. Herrington, Peggy. REV **Ahoy** 1:15+ Nov'84 / 64
- Playing the thank-you note game. Duquin, Lorene Hanley. **Family Comp** 3:50-51 Jan'85 / GEN
- Playing the light fantastic. Herring, Richard. **Ahoy** 1:41+ Apr'84 / GEN
- Plotting binary trees. Branting, Luther K. **Micro** 76:7-9 Oct'84 / 64 LIST
- A plug for WHOZITs. Bjorndahl, Brad. **TPUG** 2:17 Jan'85 / GEN
- Plus/4 and C16: disappointingly mediocre. Traub, Terry. REV **TPUG** 2:36 Feb'85 / Plus/16
- The Plus/4's spreadsheet and graph-maker. Morabito, Margaret. REV **Run** 2:76+ Feb'85 / Plus
- Plus/4's word processor. Morabito, Margaret. REV **Run** 1:144-47 Dec'84 / Plus
- POKEing CB2 sound. Goebel, Jeff. **Transactor** 5:45 No.1 / PET/CBM/SPET
- Portable software: an overview. Conway, D.D. and Wilkenson, T.A. **TPUG** 1:39-42 Aug/Sep'84 / ALL
- A portrait of the computer artist: realtime dreaming with Mike Newman. Bateman, Selby. **Compute!** 6:45+ May'84 / GEN
- Power C-64 POKEs. Goebel, Jeff. **Transactor** 5:25 No.4 / 64
- Powerful POKE commands. Goebel, Jeff. **Transactor** 5:28-29 No.5 / PET/CBM/64
- Preparing for the Scholastic Aptitude Test. Linzmayer, Owen. REV **Creative Comp** 10:101-107 Apr'84 / 64
- Preview: Commodore Plus/4. Wallace, Louis R. REV **Family Comp** 2:72-73 Nov'84 / Plus
- Prime numbers. Hessel, Craig R. **Commodore** 5:87-90 Sep/Oct'84 / ALL LIST
- A primer on printers. Benford, Tom. DIR **Ahoy** 1:15+ Dec'84 / ALL
- Print gothic or bold on your VIC 1525 Printer. Miller, Brent. **Power/play** 3:93-96 June/July'84 / VIC/64 LIST
- Printer interfacing for the Commodore 64 & VIC-20. Kevelson, Morton. **Ahoy** 1:27-30 Mar'84 / VIC/64
- Printer interfacing for the Commodore 64 & VIC 20, part II. Kevelson, Morton A. **Ahoy** 1:19+ Apr'84 / VIC/64
- Printer interfacing revisited, part I: the 1525 printer--a tutorial. Kevelson, Morton. **Ahoy** 1:19+ Dec'84 / VIC/64
- Printer interfaces for the Commodore computers. Kevelson, Morton. **Ahoy** 2:101+ Mar'85 / VIC/64
- Probing Questprobe [Scott Adams]. Jermaine, John. **Power/play** 4:74+ Feb/Mar'85 / 64/GEN

- Program generators. Rotello, Joe, Jr. REV **Ahoy** 1:23+ June'84 / PET/CBM/64
- Program generators. Rotello, Joe, Jr. REV **Run** 1:80-84 Aug'84 / 64
- Program image file structures. Kevelson, Morton. **Ahoy** 1:61 Nov'84 / 64
- Program to sequential file. D'Attore, Alfred. **Midnite** 20:51-52 Aug/Sep'84 / ALL LIST
- Programming B128 function keys. Fragola, Al. **Commodore** 5:113-15 May/June'84 / B
- Programming Commodore's Magic Voice. Byrne, Betsy and Byrne, Danny. **Comp Gazette** 2:88+ Dec'84 / 64 LIST
- Programming relative files on the Commodore 64. Kleinert, Michael and Barron, David. **Ahoy** 1:27+ Feb'84 / 64 LIST
- Programming 64 sound, part 1. Lane, John Michael. **Compute!** 6:134+ June'84 / 64
- Programming 64 sound, part 2. Lane, John Michael. **Compute!** 6:124-29 July'84 / 64 LIST
- Programming sound and graphics with the Super Expander 64. Noel, Lee, Jr. **Comp Gazette** 2:155+ Nov'84 / 64 LIST
- Programming sound on the VIC-20. Gzik, Dave. **Transactor** 5:50-51 No.1 / VIC LIST
- Programming the VIC-20 function keys. Bruey, Alfred. **TPUG** 1:46-47 Feb'84 / VIC LIST
- Programming: the name of the game. ed. **Home Comp** 4:140-43 Aug'84 / ALL IST
- Projectile motion. Anon. **Transactor** 5:68-69 No.1 / ALL LIST
- Props. Nelson, Philip I. **Comp Gazette** 2:50+ May'84 / 64 LIST
- Protect your computer from the power line monsters. Ahl, David H. REV **Creative Comp** 10:44-56 May'84 / ALL
- Protected input 64. West, Rick. **Midnite** 19:476-47 June/July'84 / 64 LIST
- Putting out the welcome mat: 12 ways to get to know your school's computers. Frederick, Anthony D. **Family Comp** 2:16+ Sep'84 / GEN
- Putting your finances in order. Tell, Lawrence J. DIR **Family Comp** 3:43-48 Jan'85 / 64
- Q**
- Quadra 64 [edit 4 programs simultaneously]. Bingamon, Daniel. **Transactor** 5:32-33 No.3 / 64 LIST
- QuasiMOB: break the 8 sprite barrier. Zamara, Chris. **Transactor** 5:60-63 No.1 / 64 LIST
- The quest for increased productivity [Plus/4 integrated software]. Goheen, Paul. **Commodore** 5:39-41 Sep/Oct'84 / Plus
- Quick cipher routine: protecting your information. Matheny, Art. **Micro** 76:65-66 Oct'84 / ALL
- Quick disk load for BASIC 4.0. Garber, Ross. **Midnite** 20:50 Aug/Sep'84 / PET/CBM
- Quick fix for color RAM . . . avoid invisible characters on the Commodore 64. Gross, David. **Comp Gazette** 2:124+ Apr'84 / 64 LIST
- Quick load. Sturdivant, Jerry A. **Power/play** 4:54 Feb/Mar'85 / ALL
- Quick switcher [build an inexpensive interface box]. Thurber, Karl T. **Run** 1:66 June'84 / ALL
- R**
- Radio active software. Thurber, Karl T. DIR **Run** 1:48+ July'84 / VIC/64
- Radio tele-text with the GRAIL. Gracely, Jim. **Commodore** 5:46-51 July/Aug'84 / GEN
- RAM disk for the SuperPET using 6502 mode. Ackerman, Allan. **Midnite** 20:57-59 Aug/Sep'84 / SPET LIST
- Random files on the Commodore 64. Kleinert, Michael and Barron, David. **Ahoy** 1:37+ Mar'84 / 64 LIST

- Reaction from exhibitors and spectators. Koma, Stan. **TPUG** 1:20 Feb'84 / GEN
- Reading the Commodore 64 keyboard. Sidney, Ray. **Power/play** 3:122 June/July'84 / 64
- Ready, aim, fire! [joystick repair]. Melvin, Mark E. **Run** 2:36-38 Feb'85 / VIC/64
- The real story behind joysticks. Jordan, Mark. **Run** 2:40+ Feb'85 / 64 LIST
- Record split. Olsen, Helen. **TPUG** 1:45 Aug/Sep'84 / ALL
- Relatively speaking, part 2. Brooks, David R. **Run** 1:138-40 May'84 / 64 LIST
- Relatively speaking, part 3. Brooks, David R. **Run** 1:108+ June'84 / VIC/64 LIST
- Restoring DATA pointers. Thrasher, John. **Home Comp** 4:114-15 No.1 / VIC/64
- Rethinking DATAfication. Sullivan, Nick. **Transactor** 5:78-79 No.5 / ALL LIST
- RGB versus composite video. Cowper, Ottis. **Compute!** 7:38 Mar'85 / GEN
- Ride the IEEE express. Darnold, Steven. **TPUG** 1:26-27 Feb'84 / ALL
- Right justify. Farquharson, J. Allan. **TPUG** 1:30 Mar/Apr'84 / ALL LIST
- The robots are coming! Herrington, Peggy. REV **Run** 1:70+ Aug'84 / GEN
- Robots. Butterfield, Jim. **TPUG** 1:14-15 May'84 / GEN
- Robots: the new mobile computers. Bateman, Selby. **Comp Gazette** 2:26+ Apr'84 / GEN
- The RS-232 interface: your link to the periphery. Swift, Patricia. **Home Comp** 4:76-77 No.4 / VIC/64
- Ryo Kawasaki: sonic innovator. Milkowski, Bill. **Commodore** 5:54+ Nov/Dec'84 / GEN
- Satisfying olympian appetites [sports simulations]. Delson, James. REV **Family Comp** 2:24+ July'84 / 64
- Scrambling a BASIC program. Bertrand, Michael. **Transactor** 5:57-59 No.3 / PET/CBM/64 LIST
- Scroll, scroll, scroll your rows gently 'cross the screen. Urso, Bob. **Run** 1:118+ June'84 / 64 LIST
- Searching techniques. Bennett, Chris. **TPUG** 1:31-32 July'84 / ALL LIST
- Secrets in software. Butterfield, Jim. **TPUG** 2:44 Jan'85 / ALL
- The secrets of the teenage software stars. Berman, Marc. **Family Comp** 2:62-65 Sep'84 / GEN
- Securities analysis. Scholert, Fred, Jr. **Compute!** 6:48+ Apr'84 / VIC/64 LIST
- Selecting a printer interface. Lambert, J. Blake. **Comp Gazette** 2:34+ Aug'84 / VIC/64
- Selecting the right printer [and accessories]. Strasma, Jim. REV **Run** 2:56+ Jan'85 / ALL
- Sequential files on your disk drive. Kleinert, Michael and Barron, David. **Ahoy** 1:67-68 Jan'84 / VIC/64 LIST [rev. 1:61 Feb'84]
- The shakeout begins: a watershed Winter CES. Halfhill, Tom R. **Compute!** 6:10+ Apr'84 / GEN
- Shape up with your C-64. Adamec, Christine. REV **Run** 2:77+ Mar'85 / 64
- Sharing peripherals. Byers, Ron. **TPUG** 1:18-19 May'84 / ALL
- Ship to shore: the latest on the telecommunications front. Davidson, James Irons. **Ahoy** 2:19-20 Feb'85 / GEN
- Shopping tips for computerists. Strasma, Jim. **Midnite** 20:60 Aug/Sep'84 / GEN
- Shopping tips for computerists. Strasma, Jim. **TPUG** 1:61 Aug/Sep'84 / GEN
- The SID in review. Whitewood, James. **Transactor** 5:55 No.1 / 64

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SAT software: does it make the grade? Webster, Jonathan. DIR REV **Family Comp** 2:57-61 Sep'84 / 64

- SID-ADSR [register locations]. Schueller, Jerry and Schueller, Betty. **Midnite** 22:60 Jan/Feb'85 / 64
- SIDAID: it works while you play. Clifford, M.J. **Run** 1:92-100 Sep'84 / 64 LIST
- Simple harmonic motion: PET graphics revisited. Evers, Richard. **Transactor** 5:64-67 No.1 / ALL LIST
- Sing a song of software [music programs]. Dickson, W. Patrick and Gillingham, Mark. **DIR REV Family Comp** 2:39-43 July'84 / 64
- Single disk-drive bugs. Williams, David. **TPUG** 1:19 Mar/Apr'84 / ALL
- The 64 graphics system. Lobl, Pete. **Ahoy** 1:38+ Jan'84 / 64 LIST
- The 64 graphics system, part II. Loble, Pete. **Ahoy** 1:24 Feb'84 / 64 LIST
- The 64 is a laboratory super calculator. Doss, Hugh. **Commodore** 5:21 July/Aug'84 / 64
- 6526 time of day clock. Forani, Mike. **Transactor** 5:86-89 No.2 / 64 LIST
- 66 keys to graphics success: a primer for the C-64 and VIC-20. Schick, Will. **Home Comp** 4:92-94 No.1 / VIC/64
- Smoking joe: a spritely program [sprite tutorial]. Jordan, Mark. **Run** 2:34+ Jan'85 / 64 LIST
- Smooth scrolling right-to-left. Schott, Brian. **Commodore** 5:92-95 May/June'84 / 64 LIST
- Software distributors and the "best effort" clause. Swartz, Herbert. **Commodore** 5:30-31 July/Aug'84 / GEN
- Software for health and fitness. Davidson, Michael S. **REV Creative Comp** 11:102-105 Mar'85 / 64
- Software for learning mathematics. Ahl, David H. **REV Creative Comp** 10:76-91 Oct'84 / 64
- Software numeric keypad for the Commodore 64. Kwun, Michael. **Transactor** 5:67 No.6 / 64 LIST [Hex dump]
- Software power: the Summer Consumer Electronics Show. Bateman, Selby. **Compute!** 6:32 Aug'84 / GEN
- Software specifications for terminal and data base programs. Strasma, Jim and Strasma, Ellen. **REV Midnite** 19:54-57 June/July'84 / 64
- Software theft: a case history. Butterfield, Jim. **TPUG** 1:19 Nov'84 / GEN
- Software to challenge your children. Alper, Lynne. **Family Comp** 2:60-64 Nov'84 / ALL
- Solving relative file problems on the 1541. Greenley, Larry. **Commodore** 5:82-83 July/Aug'84 / VIC/64 LIST
- Some answers from Commodore: a conversation with Myraddin Jones. Bateman, Selby. **Comp Gazette** 2:58-59 Apr'84 / GEN
- Some like it hot [Satan's Hollow]. O'Brien, John. **REV Power/play** 3:89 Dec'84/Jan'85 / 64
- Sophisticated sprites: moving up to advanced sprite graphics. Rupert, Dale. **Ahoy** 2:29+ Feb'85 / 64 LIST
- Sorting on the Commodore 64 and the PET/CBM. Kiziak, Garry G. **Transactor** 5:34-40 No.4 / PET/CBM/64 LIST
- Sound concept for the VIC-20. Kwitowski, A.J. **Ahoy** 1:37+ June'84 / VIC LIST
- Sound effects. Anon. **Transactor** 5:52-54 No.1 / ALL LIST
- Sound off. Miller, Rolf L. **Power/play** 3:50 Dec'84/Jan'85 / 64 LIST
- Sparkling up your routines: learn how to add color to simple procedures. Pantiel, Mindy and Petersen, Becky. **Family Comp** 2:34+ Dec'84 / ALL
- Speedscript customizer. Lambert, J. Blake. **Comp Gazette** 2:54+ Sep'84 / 64 LIST
- Speedscript revisited [modifications]. Brannon, Charles. **Comp Gazette** 2:38+ May'84 / 64 / See Speedscript, 2:38+ Jan'84 [rev. 2:102 Aug'84]

- Speedscript 3.0: all machine language word processor for Commodore 64. Brannon, Charles. **Compute!** 7:123-37 Mar'85 / 64 LIST
- Speller: a drill program using vectors. Drake, Robert. **Transactor** 5:56-58 No.4 / ALL LIST
- Spiffy listings [writing easy to read code]. Goebel, Jeff. **Transactor** 5:54-55 No.3 / ALL
- The sporting life [how sports celebrities use their computers]. Condor, Bob. **Family Comp** 2:65-67 Nov'84 / GEN
- Spreadsheets: number processing with Multiplan and Practicalc. Byrne, Betsy and Kotomori, Richard, M.D. REV **Commodore** 5:58-63 Sep/Oct'84 / 64
- Spreadsheets for the C-64. Silveria, Terry. DIR REV **Ahoy** 1:18 May'84 / 64
- Sprite magic: and all-machine language sprite editor. Brannon, Charles. **Comp Gazette** 2:70+ Aug'84 / 64 LIST
- Sprite programming. Wright, Loren. **TPUG** 1:51-52 Aug/Sep'84 / 64
- Sprite rotate. Zamara, Chris. **Transactor** 5:58-59 No.1 / 64 LIST
- Stack tricks. Butterfield, Jim. **Compute!** 6:155-56 Nov'84 / ALL
- Stackmaster [recursive programming / towers of Hanoi]. Finn, Kenneth. **Midnite** 19:52-53 June/July'84 / ALL LIST
- Standard screen plotting on the Commodore 64. Miller, Rolf L. **Commodore** 5:96+ May/June'84 / 64 LIST
- Star Trek VI. [TPUG CT6] Neale, Dave. **TPUG** 1:50-51 May'84 / 64
- Starting or joining [a user group]. Woods, Joycelyn. **Ahoy** 1:21-23 July'84 / GEN
- Statistics for nonstatisticians. Luitich, A. Burke. **Compute!** 6:50+ July'84 / VIC/64 LIST
- A step-by-step guide to the care and maintenance of your computer. Austin, Jacqueline. **Family Comp** 3:39-43 Feb'85 / ALL
- Still a main road to computer literacy: books. Strasma, Jim. DIR REV **Commodore** 5:56-61 May/June'84 / ALL
- The story of Dr. Dolittle. Wollman, Jane. **Family Comp** 2:70-73 Dec'84 / GEN
- STP: execute from a sequential file. Zamara, Chris. **Transactor** 5:54-55 No.6 / 64 LIST
- Structure trees in forth. Dougherty, Michael. **Micro** 75:24-26 Sep'84 / ALL LIST
- Structured programming in BASIC, part 1: top-down BASIC. Luehrmann, Arthur. **Creative Comp** 10:152-56 May'84 / ALL
- Structured programming in BASIC, part 2: control blocks. Luehrmann, Arthur. **Creative Comp** 10:152+ June'84 / ALL
- Structured programming in BASIC, part 3: an application. Luehrmann, Arthur. **Creative Comp** 10:125+ July'84 / ALL
- Structured programming in Commodore BASIC. Zamara, Chris. **Transactor** 5:51-53 No.4 / ALL
- Student software: who owns what a student creates? Fant, Alfred, Jr. **Power/play** 3:85 June/July'84 / GEN
- Suicide mission on the Russian front. Gracely, Jim. REV **Power/play** 3:46-49 June/July'84 / 64
- The Summer CES: a smorgasbord for the 64. Elko, Lance. **Comp Gazette** 2:16+ Sep'84 / ALL
- Superb support: Commodore's Education Resource Center. Marlino, Joseph A. **Commodore** 5:96-97 Nov/Dec'84 / GEN
- Superkeys [C-64]. Simmons, Jack W. **Run** 1:108-111 Apr'84 / 64 LIST
- SuperPET 6809 assembler, part 1. Bjorndahl, Brad. **TPUG** 1:31-32 June'84 / SPET

- SuperPET 6809 assembler, part 2. Bjorndahl, Brad. **TPUG** 1:37-39 July'84 / SPET
- SuperPET 6809 assembler, part 3. Bjorndahl, Brad. **TPUG** 1:19-20 Aug/Sep'84 / SPET LIST
- SuperPET 6809 assembler, part 4. Bjorndahl, Brad. **TPUG** 1:41-42 Oct'84 / SPET LIST
- SuperPET software. Bjorndahl, Brad. **TPUG** 1:42 Dec'84 / SPET
- SuperPET's super features. Bjorndahl, Brad. **TPUG** 1:31 Mar/Apr'84 / SPET
- SuperPET's super software. Bjorndahl, Brad. **TPUG** 1:44-43 May'84 / SPET
- A survey of printers for the VIC-20 and Commodore 64. Yakal, Kathy. **DIR Comp Gazette** 2:24+ Aug'84 / VIC/64
- Switching 1541 device numbers. Deal, Elizabeth. **TPUG** 2:18 Jan'85 / VIC/64
- T**
- Take the Solar Fox challenge. Lounsbury, Walt. **REV Power/play** 3:90+ Dec'84/Jan'85 / 64
- Taking it on the road: a personal guide to traveling with a micro. Ross, Steven S. **Family Comp** 2:44-47 July'84 / GEN
- Talking computer aids blind students. ed. **Commodore** 5:12 Sep/Oct'84 / GEN
- Tank mania: adding a second joystick to the VIC. Gibbons, Ken and Rich, Curtis. **Comp Gazette** 2:102-103 Apr'84 / VIC LIST
- Tape data files for VIC and 64. Prescott, Brian. **Comp Gazette** 2:130+ June'84 / VIC/64 LIST
- Tape protection for VIC and 64. Chan, Victor. **Comp Gazette** 2:138+ June'84 / VIC/64
- Tape tips. Fant, Alfred, Jr. **Power/play** 3:98 June/July'84 / ALL
- Tape to disk transfers. Gross, Herb. **Midnite** 17:41 Feb/Mar'84 / ALL LIST
- Teaching your computer English [parser routines]. Long, Michael E. **Comp Gazette** 2:126-27 Oct'84 / VIC/64 / LIST
- Telelearning: the computer brings the classroom home. Schulman, Roger. **Family Comp** 2:50-53 Sep'84 / GEN
- Ten uses for your word processor. Hoornaert, Ed. **Ahoy** 1:25-27 Sep'84 / ALL
- Terminal illness [physical discomfort associated with computer use]. Vogel, Gary L. **Midnite** 22:59 Jan/Feb'85 / GEN
- Terminal programs. Strasma, Jim. **REV Run** 1:68+ Sep'84 / VIC/64
- Testing the Commodore 64 cassette interface. Fabrizio, Don. **Commodore** 6:100-102 Jan/Feb'85 / 64
- That's my program!?!?! the mysterious underworld of BASIC program storage. Kleinert, Michael and Barron, David. **Ahoy** 1:62+ May'84 / VIC/64
- Theme and variations: make your work procedures work harder with variables. Pantiel, Mindy and Petersen, Becky. **Family Comp** 3:38+ Jan'85 / ALL
- Thermostat [C-64]. Vanderkooy, John. **TPUG** 1:55-56 Oct'84 / 64 [see 1:54 Nov'84 for listing]
- 3-D plotting. Colvin, Tim R. **Compute!** 6:58+ May'84 / 64 LIST [rev. 6:140 Aug'84]
- Three hardware modifications for pre-8 pin video output C-64s. Craft, Winn, et al. **Midnite** 17:44-47 Feb/Mar'84 / 64
- Three printers from Commodore. Benford, Tom. **REV Run** 2:80+ Jan'85 / ALL
- Three spreadsheets [Multiplan, Practicalc, ESP>Calc]. Powell, Dave. **REV TPUG** 1:51-53 Nov'84 / 64
- Time warp: stardate 1984 [Auricle designers]. Essoe, Kelley M. **Commodore** 5:14-19 July/Aug'84 / 64
- Time-series forecasting. Flynn, Brian. **Micro** 75:61-67 Sep'84 / 64 LIST

- Time. Hessel, Craig R. **Commodore** 6:60-64 Jan/Feb'85 / 64 LIST
- Tips on buying communications software. Gelman, Joe. DIR **Family Comp** 3:31-34 Mar'85 / 64
- To round or not to round. Goodyear, Richard H., Ph.D. **Commodore** 5:79-81 July/Aug'84 / ALL
- Tomorrow's visifarmers [teenagers use Visicalc to help parents manage farm]. Nathan, Joe. **Family Comp** 2:18+ Jan'85 / GEN
- Tools for learning and doing. Pantiel, Mindy and Petersen, Becky. **Family Comp** 2:28+ Oct'84 / ALL
- TPUG at the World of Commodore Show. Wright, Ian. **TPUG** 1:19 Feb'84 / GEN
- TPUG COMAL course. Lindsay, Len and Christensen, Borge. **TPUG** 1:19-20 July'84 / PET/CBM/64
- TPUG COMAL course, part 2. Christensen, Borge. **TPUG** 1:30-33 Aug/Sep'84 / PET/CBCM/64
- TPUG COMAL course, part 3. Christensen, Borge. **TPUG** 1:35-38 Oct'84 / PET/CBM/64 LIST
- TPUG COMAL course, part 4. Christensen, Borge. **TPUG** 1:26-29 Dec'84 / PET/CBM/64 LIST
- TPUG COMAL course, part 7. Christensen, Borge. **TPUG** 2:14-17 Jan'85 / PET/CBM/64 LIST
- Training your cursor. Kleinert, Michael and Barron, David. **Ahoy** 1:37-38 July'84 / ALL
- TransBASIC installment #2. Sullivan, Nick. **Transactor** 5:19-21 No.6 / 64 LIST
- Translating machine language routines into BASIC loaders. Caprio, M.W. **Commodore** 5:67-72 May/June'84 / 64 LIST
- Translating a BASIC program into machine language [rocket simulation]. Zamara, Chris. **Transactor** 5:66-71 No.2 / 64 LIST
- A trend indeed [commentary on the video educated gamer]. Finkel, Steve. **Power/play** 3:30-31 Aug/Sep'84 / GEN
- Triad and true. Finkel, Steve. REV **Power/play** 3:92-93 Dec'84/Jan'85 / 64
- Tricks for better word processing. Springer, P. Gregory. **Family Comp** 3:56-58 Jan'85 / ALL
- A trip down memory lane: moving the C-64 screen map. Thrasher, John. **Home Comp** 4:172+ No.1 / 64
- True confessions of a user group newsletter editor. . . . Lounsbery, Walt. **Power/play** 3:42-47 Aug/Sep'84 / GEN
- Tune up your Commodore for the sounds of your life. Benford, Tom. REV **GLO Run** 1:42+ Apr'84 / VIC/64
- Turbo tape high speed tape utility for Commodore 64 and VIC-20. De Ceukelaire, Harrie. **Compute!** 7:124+ Jan'85 / VIC/64 LIST
- Tutor to go [in-home computer instruction]. Rogoznica, June. **Family Comp** 2:24+ Sep'84 / GEN
- \$28 modem fix. Covell, Chris. **TPUG** 1:21 Dec'84 / VIC/64
- The 20th century one-man band. Herrington, Peggy. **Commodore** 5:59-61 Nov/Dec'84 / 64
- 21st century educator [Kenneth Komoski]. Camarda, Bill. **Family Comp** 2:54-56 Sep'84 / GEN
- 250 digit arithmetic. Miller, William. **Commodore** 5:76+ May/June'84 / ALL LIST
- 264 preview. Thompson, Colin F. REV **Commander** 2:90-92 May'84 / Plus
- Two disk or not two disk? Powell, Dave. **TPUG** 1:22-23 Mar/Apr'84 / VIC/64
- Two password protection tools. Denis, G. **Transactor** 5:60-63 No.3 / PET/CBM/64 LIST

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403 Hinkle Street
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- Dragon Quest. Meixner, Tom. **Run** 1:75-80 May'84 / VIC
- Flak attack. Moseley, Mark. **Home Comp** 4:60+ No.1 / VIC/64
- Fly the Grand Canyon. Simmonds, Thomas H., Jr. **Run** 2:53+ Feb'85 / VIC / Requires a joystick
- The forbidden crypt. Reynolds, Ted. **Comp Gazette** 3:43-54 Feb'85 / VIC/64/Plus/16 / Requires a joystick. VIC requires 8K expansion
- The frantic fisherman. Lacey, David. **Comp Gazette** 2:58+ June'84 / VIC/64 [rev. 2:102 Aug'84]
- Hail for PET and 64. Sturdivant, Jerry A. **Power/play** 4:40 Feb/Mar'85 / PET/64
- Heat seeker. Wolverton, Jeff. **Comp Gazette** 3:56+ Mar'85 / VIC/64 / Requires a joystick. 64 requires MLX
- Hot ice race. Latimer, Joey. **Family Comp** 3:59+ Mar'85 / VIC/64
- Jump! Ciccarelli, Fernando and Ferreira, Marcel. **Comp Gazette** 2:62+ Nov'84 / VIC/64 [rev. 3:128 Feb'85]
- Kablam! Ressler, Stephen. **Comp Gazette** 3:60-61 Jan'85 / VIC/64 / Requires a joystick. VIC requires tiny MLX or 8K expansion and MLX [rev. 3:92 Apr'85]
- Lawn job for the C-64. Buhidar, Michael, Jr. **Ahoy** 1:11-14 Oct'84 / 64
- Lightsaver. Rhees, Jon. **Compute!** 6:91+ Sep'84 / VIC/64 / Requires a joystick. VIC requires MLX [rev. 6:178 Oct'84]
- Lost in space [space rescue]. Gardner, Ken. **Run** 1:96+ July'84 / VIC / Requires a joystick
- Merlyn for the Commodore 64. Noojibail, Sheila. **Power/play** 3:56+ Dec'84/Jan'85 / 64
- Money grubber. Smoak, Doug. **Run** 1:68-72 Nov'84 / 64 / Requires a joystick
- Nevets. McCloskey, Steven R. **Comp Gazette** 2:52+ Apr'84 / VIC/64 / Requires a joystick
- Night attack. Alonso, Robert. **Ahoy** 1:25-26 Feb'84 / VIC
- Nimbots. Buckley, Michael. **Run** 1:47-50 Dec'84 / VIC / Requires 8K expansion
- Olympiad. Woram, Kevin and Buhidar, Mike, Jr. **Compute!** 6:50+ June'84 / VIC/64 / Requires a joystick. VIC requires 8K expansion [rev. 6:150 Sep'84]
- Paratrooper. Goetz, John. **Compute!** 7:61+ Jan'85 / VIC/64/Plus/16 / Requires a joystick
- Pests. Woram, Kevin. **Compute!** 6:36 June'84 / VIC/64 / Requires a joystick. VIC requires 8K expansion

- Props. Nelson, Philip I. **Comp Gazette** 2:50+ May'84 / 64 / Requires a joystick [rev. 2:150 Oct'84]
- Rescue of blondell. Albrecht, Grant. **Compute!** 7:80+ Jan'85 / VIC/64 / Requires a joystick. VIC requires 8K expansion
- Rescue! for the 5K VIC-20. Scharland, Mike. **Commander** 2:88-91 Apr'84 / VIC / Requires a joystick
- Revenge of cyon. Reinman, Mike. **Comp Gazette** 2:56+ June'84 / VIC/64 / Requires a joystick
- Robochase. Vaughan, Greg. **Home Comp** 4:108-109 Aug'84 / 64
- Salmon run for the C-64. Wacker, Mike. **Ahoy** 2:27+ Mar'85 / 64 / Requires two joysticks
- Salvage diver for the C-64. Behling, B.W. **Ahoy** 1:22+ Sep'84 / 64 / Requires a joystick
- San Francisco tourist. Keller, Robert. **Home Comp** 4:17 No.2 / VIC
- Sky pilot. Busch, David D. **Run** 1:24+ Sep'84 / VIC/64 / Requires a joystick
- Skycatcher. Lindsay, Len. **Power/play** 3:25-27 June/July'84 / 64 / Requires COMAL interpreter
- Slither. Chew, Aaron. **Home Comp** 4:69-70 No.5 / 64
- Sno-cat. Keplinger, Andy. **Comp Gazette** 2:62+ Aug'84 / VIC/64 / Requires a joystick
- Space caverns. Valenti, Vince. **Compute!** 7:42+ Mar'85 / VIC/64 / Requires a joystick. VIC requires 8k expansion
- Space lanes for the C-64 and VIC-20. Alonso, Robert. **Ahoy** 1:35+ Mar'84 / VIC/64
- Space patrol for the C-64. Lloret, Bob. **Ahoy** 1:95 Dec'84 / 64
- Space patrol. Alcantara, Salvadore. **Comp Gazette** 2:52+ July'84 / VIC/64 / Requires a joystick
- Speeder. Keller, Robert S. **Home Comp** 4:119-20 Aug'84 / VIC
- Spiders. Rocke, Joe. **Compute!** 6:85+ Nov'84 / VIC/64 / Requires a joystick and MLX
- Supersprite. Sullivan, Nick. **Comp Gazette** 2:64 May'84 / 64
- Supertank. Litinsky, Boris. **Comp Gazette** 2:64 Nov'84 / 64 / Requires a joystick
- Tank mania: adding a second joystick to the VIC. Gibbons, Ken and Rich, Curtis. **Comp Gazette** 2:102-103 Apr'84 / VIC / Requires two joysticks
- The terrible twins: sibling rivalry for C-64 and VIC 20. Trepal, George. **Ahoy** 1:47 Aug'84 / VIC/64
- Things in the dark. Baker, Scott. **Compute!** 6:62+ Dec'84 / VIC/64 / Requires a joystick
- To the top for the unexpanded VIC 20. Dewey, Kevin. **Ahoy** 2:55 Jan'85 / VIC
- The tomb. Scharland, Mike. **Comp Gazette** 2:58 Oct'84 / VIC/64 / requires a joystick [rev. 2:176 Dec'84]
- Traffic in the fast lane. Rossa, Dean S. **Power/play** 3:73 Aug/Sep'84 / PET/CBM/64 [rev. 3:6 Dec'84/Jan'85]
- Trap 'em. Rhees, Jon. **Comp Gazette** 3:54-55 Jan'85 / VIC/64 / Requires one or two joysticks
- Treasure hunt. Overhulser, Calvin. **Comp Gazette** 2:110-11 Sep'84 / VIC/64 / Requires a joystick. VIC requires 3K expansion [rev. 2:150 Oct'84]
- Trek. Beery, Andrew. **Comp Gazette** 2:54+ Oct'84 / 64 [rev. 3:128 Feb'85]
- Tunnel of tomachon. Schuster, Stephen. **Ahoy** 1:49 Nov'84 / VIC
- Wild kingdom. Ulm, Monte. **Home Comp** 4:116-17 Aug'84 / 64
- Worm of berner. Fultz, Stephen D. **Compute!** 6:74+ Apr'84 / VIC/64 / Requires a joystick [rev. 6:144 June'84]

You're it! Coddington, Gerald. **Run** 2:46+
Feb'85 / 64 / Requires two joysticks

Adventure

Alice in adventureland for the C-64. Spirko,
Bob. **Ahoy** 2:39+ Jan'85 / 64 [rev. 2:86
Apr'85]

The boolean brain. Balthrop, W.K. **Home
Comp** 4:57+ No.4 / 64

The emerald elephant of cipangu. Card,
Orson Scott. **Ahoy** 1:54+ Oct'84 / VIC/64 /
VIC version requires expansion

Mystery at marple manor. Prager, John R.
Comp Gazette 2:104+ Sep'84 / VIC/64 [rev.
2:221 Nov'84]

Write your own ...adventures [pick-a-path
adventure]. Malmberg, David. **Power/play**
3:74-80 Aug/Sep'84 / 64

Educational

Bugs for the counting. Miller, James R. **Run**
1:68-72 June'84 / VIC

Colorfun: learning made fun. Martino, Ted.
Home Comp 4:148+ Aug'84 / VIC

Elfred. Arnold, David and Arnold, Janet.
Ahoy 2:59+ Mar'85 / 64

Geography invaders. Busch, David D. **Run**
1:28+ Oct'84 / VIC/64 / VIC requires 3K
expansion

Letter attack. Howarth, Craig. **Comp
Gazette** 2:70+ Dec'84 / VIC/64

Making faces. Beachler, Rich. **Run** 2:66-69
Mar'85 / VIC

Math defender for the C-64 and VIC 20. Van
Duyne, Andy. **Ahoy** 1:47 July'84 / VIC/64

Math dungeon. Lowe, Richard. **Comp Gazette**
3:62+ Jan'84 / VIC/64 / VIC requires 8K
expansion

Missil math. Adelman, J.C. **Home Comp**
4:124+ Aug'84 / VIC/64

Missil math. Wick, Garry S. **Compute!** 6:72+
Sep'84 / VIC/64 / Requires a joystick. VIC
requires 8K expansion

Mr. computer head. Decker, George. **Run**
2:60-62 Mar'85 / 64

The number game. Tylee, Lou. **Compute!**
6:90+ Oct'84 / VIC/64

Quiz generator [VIC]. Trepal, George, **Comp
Gazette** 3:66 Feb'85 / VIC

Robot math. Stewart, Bob. **Comp Gazette**
2:90-91 July'84 / VIC/64

Sea of states. Phillips, Joseph. **Home Comp**
4:12+ No.2 / 64

Ski physics. Schueler, Gerald and Schueler,
Betty. **Comp Gazette**. 2:125 May'84 /
VIC/64

Maze

Constructing truly 3-D mazes. Stankiewicz,
Dr. Alan. **Micro** 74:19-21 Aug'84 / VIC

Don't get trapped in the maze [frenzy].
Miller, James. **Run** 2:22+ Jan'85 / VIC

Maze of intrigue. Stilwell, John. **Run** 1:110+
Nov'84 / 64 / Joystick optional

Maze of intrigue [you are there]. Stilwell,
John. **Run** 1:76+ Apr'84 / VIC / Requires
8K expansion [rev. 1:146 June'85]

Shutter bug: a 3-D maze game for the VIC
20 and Commodore 64. Lane, C.D.
Power/play 3:32+ June/July'84 / VIC/64 /
Requires a joystick [rev. 3:119
Dec'84/Jan'85]

3-D labyrinth. Stilwell, John. **Comp Gazette**
2:96+ Dec'84 / VIC/64

Watch your step [sidestep]. O'Gorman, Fran.
Run 1:55+ Sep'84 / 64 / Requires a joystick

Miscellaneous

A better random number generator [RNG].
Kaner, H. Cem and Vokey, John R. **Micro**
72:26-35 June'84 / ALL

Deadline. Busch, David D. **Run** 1:28-29
Aug'84 / VIC/64

A game board bigger than the screen
[mansion game]. Card, Orson Scott. **Ahoy**
2:14+ Mar'85 / VIC/64

Game loader [VIC]. Smith, Shawn K. **Compute!** 6:20 Oct'84 / VIC

I am the president. Calamar, Scott. **Run** 1:47+ Nov'84 / VIC / Requires 3k expansion

The mystery of lane manor. Sanders, Jim. **Run** 1:71+ Oct'84 / 64 / Requires one or two joysticks

Reflex. Busch, David D. **Run** 1:30+ June'84 / VIC/64

Therapy. Rubio, Steven. **Comp Gazette** 2:78 June'84 / VIC/64 / VIC requires expansion

Pattern matching

Flash glance. Szepesi, Zoltan. **Run** 1:82+ May'84 / 64 [rev. 1:210 Dec'85]

Match-em. Regena, C. **Comp Gazette** 2:86+ Apr'84 / VIC/64

Shape match. Reich, Michael. **Comp Gazette** 2:84+ June'84 / VIC/64 / VIC requires 8K expansion

Puzzle

By invitation only: an exclusive New year's Eve party.... Favaro, Peter and Chen, Steve C.M. **Family Comp** 2:104+ Dec'84 / VIC/64

The case of the missing lapis lazuli: can you solve the mystery? Favaro, Peter and Chen, Steve C.M. **Family Comp** 2:94+ Nov'84 / VIC/64

Challenging the towers of Hanoi. Holl, S.T. **Home Comp** 4:84+ No.1 / VIC/64 [note 4:161 No.2]

Jumping ahead with game programming [peg jump]. Stoffer, Bob and Balthrop, William K. **Home Comp** 4:26-30 No.5 / 64

Mind boggle [mastermind]. Rylee, James E. **Comp Gazette** 2:60+ may'84 / VIC/64

Missionary impossible. Kirchner, Roger. **Home Comp** 4:90-91 No.4 / 64 / Requires LOGO interpreter

Mummy maneuvers: juggling your way out of an Egyptian pyramid. Favaro, Peter. **Family Comp** 2:64+ Oct'84 / VIC/64

A musical departure. Favaro, Peter and Kortum, Sarah. **Family Comp** 3:72+ Feb'85 / VIC/64

Pentaminos: a puzzle solving program. Butterfield, Jim. **Compute!** 6:106+ May'84 / ALL

Recipe for disaster. Favaro, Peter. **Family Comp** 2:94+ June'84 / VIC/64

Supermarket sweethearts. Favaro, Peter. **Family Comp** 3:77+ Jan'85 / VIC/64 [rev. 3:70 Feb'85]

Simulation

Bingo 64. Witkover, Richard L. **Comp Gazette** 2:54 Apr'84 / 64

Bingo caller-64. Bernard, Jim. **Commander** 2:51-53 Apr'84 / 64

Blackjack. Sturdivant, Jerry A. **Power/play** 3:113-18 Dec'84/Jan'85 / PET/64

Brisk for the C-64. Fusco, Joseph. **Ahoy** 1:41+48 July'84 / 64

Cabby. Jones, Ken. **Comp Gazette** 2:60+ Oct'84 / VIC/64 / Requires a joystick. VOC requires 3K expansion

Campaign manager. Heimarck, Todd. **Comp Gazette** 2:46+ Aug'84 / 64 / Requires MLX

Construction co. for the C-64. Behling, B.W. **Ahoy** 1:58 Dec'84 / 64

Futurewar! for the C-64. Behling, B.W. **Ahoy** 2:118-19 Feb'85 / 64

Horse racing. Onufer, Robert. **Compute!** 6:78+ Oct'84 / VIC/64 [rev. 6:212 Dec'84]

Houseplant for the Commodore 64. Sallee, Marilyn. **Power/play** 3:78-79 Oct/Nov'84 / 64

Houseplant for the Commodore 64. Sallee, Marilyn. **Power/play** 3:28-31 June/July'84 / 64 / [note 3:128 Aug/Sep'84; rev. 3:78-79 Oct/Nov'84]

In between: a card game for the VIC 20 or Commodore 64. Jaeger, Bruce. **Power/play** 4:94-97 Feb/Mar'85 / VIC/64

- Jackpot. Rothstein, Rick. **Compute!** 6:83+ Aug'84 / VIC/64 [rev. 6:150 Sep'84]
- Lunar lander. Wood, Anthony. **Ahoy** 1:35+ Apr'84 / 64
- Market madness [stock trading]. Lee, Brian. **Home Comp** 4:60-62 No.4 / 64 [rev. 5:137 No.1]
- Masterpiece. Busch, David D. **Run** 1:36-39 May'84 / VIC/64
- Nerves. Busch, David. **Run** 1:36-38 Apr'84 / VIC/64
- Play ball! [softball stats]. Howe, Paul. **Run** 1:32+ July'84 / 64 [rev. 1:146 Sep'84]
- Playing the ponies [horse race]. Gargiulo, Gale. **Run** 1:65+ July'84 / VIC
- Post time. Lloret, Bob and Alonso, Robert. **Ahoy** 1:35+96 June'84 / VIC/64 / VIC version requires 4K expansion [rev. 1:6 Aug'84]
- Stadium jumping. Gemmel, Kent and Gemmel, Kathy. **Home Comp** 4:58+ No.4 / 64
- Touchdown! Smith, Larry D. **Run** 1:99+ Nov'84 / VIC/64 / VIC requires 3K expansion
- Strategy**
- Checkers for two, one or none! Macomber, Roger S. **Power/play** 3:80-84 Oct/Nov'84 / 64
- Chess. Krause, John. **Compute!** 6:84+ Dec'84 / VIC/64 / Requires a joystick. VIC requires 8K expansion
- Munchin' mushrooms. Stilwell, John. **Run** 1:58+ June'84 / VIC
- Planning a game program [tic-tac-toe]. Regena, C. **Comp Gazette** 2:88+ June'84 / VIC/64
- Quatro. Steinberg, Sol. **Run** 2:40+ Jan'85 / 64
- Reflection [reversi]. Pucket, Sean. **Compute!** 6:58+ Nov'84 / VIC/64 / Requires a joystick
- Slide. Rossa, Robert. **Run** 1:96+ Aug'84 / 64
- Tic tac toe for the VIC. Johnson, Robert. **Power/play** 3:71-72 Aug/Sep'84 / VIC
- 3-D tic-tac-toe. Doyle, Mark. **Comp Gazette** 2:50 June'84 / VIC/64 / Requires a joystick. VIC requires expansion [note 2:102 Aug'84; rev. 2:150 Oct'84]
- Word**
- Alpha anxiety. Howarth, Craig. **Comp Gazette** 3:71-72 Mar'85 / VIC/64 / Requires a joystick
- BASIC quiz for would-be hackers. Schilling, Gerhard. **Power/play** 3:85-89 Oct/Nov'84 / 64
- Cypher. Calvin, J.L. **Comp Gazette** 3:56+ Feb'85 / VIC/64
- Find the word. Caron, Gerald A. **Run** 1:85+ Oct'84 / 64
- Funkey monkey. Taylor, R.V. **Run** 1:58-60 Apr'84 / VIC
- Hangman in LOGO. Malmberg, David. **Power/play** 3:72-74 June/July'84 / 64 / Requires LOGO interpreter
- Name that monster! Latimer, Joey. **Family Comp** 2:84+ Oct'84 / VIC/64
- Name that star [celebrity]. Lloret, Bob. **Ahoy** 1:13+ Apr'84 / 64
- Quiz construction set. Balthrop, William K. **Home Comp** 4:14-22 No.5 / 64
- Scrambler. McGaffin, Chuck. **Run** 2:80+ Feb'85 / VIC/64
- What's my job? Behling, B.W. **Ahoy** 1:12+23 July'84 / 64
- Word games. Rose, David W. **Comp Gazette** 2:66+ Dec'84 / VIC/64 / VIC requires 8K expansion
- Word probe. Busch, David D. **Run** 1:24-26 Nov'84 / VIC/64
- Word scramble. Salman, Mike. **Comp Gazette** 2:86+ June'84 / VIC/64 / Two player
- Word search. Busch, David D. **Run** 1:26-27 July'84 / VIC/64

GRAPHICS APPLICATIONS

Character

Alternate character set for the Commodore 64. Kevelson, Morton. **Ahoy** 1:58+ Nov'84 / 64

Building your character: a graphics editor for the VIC-20. Thrasher, John. **Home Comp** 4:20+ No.2 / VIC

Editing characters on the 64 [character editor]. Golden, Keith. **Power/play** 3:100-103 June/July'84 / 64 / Requires a joystick

Kaleido computer. Covington, Melody. **Home Comp** 4:51+ No.5 / VIC/64

The many-colored VIC [multigrafix editor]. Tillman, Tommy Michael. **Run** 1:53+ Dec'84 / VIC / Requires a Datassette and 3K expansion

Plenty of K [large letters]. Oman, Elizabeth. **Run** 1:74-78 Dec'84 / 64

Pokes without pain [screen graphics designing aid]. Howarth, Craig. **Run** 1:58-62 Aug'84 / VIC/64

Portrait. Latimer, Joey. **Family Comp** 2:62+ July'84 / VIC/64

Quick [custom] character transfer. Coronel, Fabio. **Comp Gazette** 3:109-110 Mar'85 / VIC/64/Plus/16

Simple screen save [sketch, save, and load]. **Creative Comp** 10:190-92 June'84 / 64

Sketch-64. Chasse, James P. **Home Comp** 4:31-33 No.5 / 64 / Requires a joystick

Ultrafont+. Brannon, Charles. **Comp Gazette** 2:28+ July'84 / 64 [note 2:102 Aug'84]

High resolution

The basics of Commodore 64 hi-res graphics. Martin, David. **Compute!** 6:183+ Dec'84 / 64

Color me creative. Bryner, Terence. **Run** 1:98-102 June'84 / VIC / Requires 3K expansion; printer and joystick recommended

Color swap. Noel, Lee, Jr. **Comp Gazette** 3:108+ Feb'85 / VIC/64

Commodore 64 high resolution graphics [com-grafic]. Wallace, Louis F. **Family Comp** 3:62-64 Mar'85 / 64

Hi-res VIC drawing. Wise, Jeff. **Compute!** 6:130-31 Aug'84 / VIC

A high resolution graphics utility for the 64. Kiziak, Gary. **Transactor** 5:37-44 No.6 / 64

Joystick artist [64]. Platt, Michael. **Run** 1:90-96 June'84 / 64 / Requires a joystick [rev. 1:135 Aug'84]

The Koala Pad, part II: using Koala Painter picture files [kpaint.bas]. Gaukel, George. **Commander** 2:59-63 Apr'84 / 64

Kodrawla for VIC 20 with Super Expander and Koala Pad. Johnson, Edie. **Power/play** 3:89-92 Aug/Sep'84 / VIC/ Requires Super Expander and Koala Pad

Magic draw [VIC]. Gough, Kevin. **Comp Gazette** 3:52-53 Jan'85 / VIC / Requires 8K expansion

Paintbox [64]. Metcalf, Chris. **Compute!** 6:118+ Dec'84 / 64 / Requires MLX [rev. 7:151 Feb'85]

Picture perfect for Atari and Commodore 64 [hi-res graphics editor]. Ison, Coy V. **Compute!** 6:74+ May'84 / 64 / requires MLX [rev. 6:153 July'84]

The 64 graphics drawing system [multi-draw]. Lobl, Pete. **Ahoy** 1:38+ Jan'84 / 64 [rev. 1:61 Feb'84]

The 64 graphics drawing system, part II [multi-draw]. Lobl, Pete. **Ahoy** 1:24 Feb'84 / 64 [assembly]

Plotting

Bars and plots. Gunter, John. **Home Comp** 4:28+ Aug'84 / VIC

Circles for the Commodore 64. Cain, Lester. **Micro** 73:66-71 July'84 / 64 / Assembly listing

Conic curve plotter. Wong, Lam-hing. **Compute!** 6:170+ Dec'84 / 64

Fast bit map plotting for the Commodore 64 [BMCALC]. Wright, Loren W. **Micro** 76:12-17 Oct'84 / 64

Plotting binary trees. Branting, Luther K. **Micro** 76:7-9 Oct'84 / 64

3-D plotting [rectan; spheri]. Colvin, Tim R. **Compute!** 6:58+ May'84 / 64 [rev 6:140 Aug'84]

Printing

Bigprint: a true proportion high-res printer dump utility. Mulvey, Allen and Zamara, Chris. **Transactor** 5:48-49 No.6 / 64

Borderline and type setter. Stare, Richard K. **Power/play** 3:87-92 June/July'84 / VIC / Requires a joystick and 3K expansion

Enlightened graphics [lister-filter]. Kapauan, Alejandro A. **Run** 1:82-84 Sep'84 / VIC/64

Graphic print for C-64, part 3 [color printouts]. Keryan, Michael J. **Micro** 75:31-34 Sep'84 / 64

Graphic print for C-64 [interfacing to commercial graphics software]. Keryan, Michael J. **Micro** 74:28-31 Aug'84 / 64 / Assembly listing

Graphics print for Commodore 64 [graphics screen dump]. Keryan, Michael J. **Micro** 73:22-29 July'84 / 64 / Assembly listing

Hi-res screen dump. Peele, Gregg. **Comp Gazette** 2:128+ Oct'84 / VIC/64 / Requires a 1525 or compatible printer

Picprint: a high resolution screen dump utility. Zamara, Chris. **Transactor** 5:36-37 No.3 / 64 [rev. 5:19 No.5]

Print gothic or bold on your VIC 1525 Printer [print fonts]. Miller, Brent. **Power/play** 3:93-96 June/July'84 / VIC / Requires a 1525 Printer or compatible printer

Screen dump 64. Giguere, Eric. **Commander** 2:60-66 June'84 / 64 [note 2:57-59 June'84]

Two high-resolution screen dumps for the Commodore 64. Beats, Steve and McKean, John. **Commodore** 5:82-84 Sep/Oct'84 / 64

Sprite

Don't be a slowpoke: use automatic sprite motion [autosprite]. Thrasher, John. **Home Comp** 4:162+ No.1 / 64

Double your color, double your fun [sprite color graphics]. Thrasher, John. **Home Comp** 4:20+ No.2 / 64

Everything you wanted to know about sprites [sprite editor]. Villanueva, Tim. **Power/play** 3:93+ Aug/Sep'84 / 64

Musical sprites for the Commodore 64. Knotts, Michael E. **Power/play** 3:98+ Dec'84/Jan'85 / 64

QuasiMOB. Zamara, Chris. **Transactor** 5:60-63 No.1 / 64

Quick pixel trix: a graphics [sprite] editor for the C-64. Thrasher, John. **Home Comp** 4:20+ No.2 / 64

Sophisticated sprites [multi-color sprite maker/saver]. Rupert, Dale. **Ahoy** 2:29+ Feb'85 / 64

Sprite basics [sprite maker]. Rupert, Dale. **Ahoy** 2:51+ Jan'85 / 64

Sprite catalog. Gamble, Andy. **Power/play** 4:55-57 Feb/Mar'85 / 64

Sprite control [sprite aid]. Clifford, M.J. **Run** 1:64-69 Aug'84 / 64

Sprite magic: an all-machine language sprite editor. Brannon, Charles. **Comp Gazette** 2:70+ Aug'84 / 64 / Requires a joystick and MLX

Sprite rotate. Zamara, Chris. **Transactor** 5:58-59 No.1 / 64

Spwriter: the sprite creator delight. Meade, Keith. **Run** 1:92+ Oct'84 / 64 / Joystick optional

Super sprite builder. Clifford, M.J. **Run** 1:82-87 July'84 / 64 / Joystick recommended [rev. 1:158 Oct'84]

Two short sprite editors. Zamara, Chris. **Transactor** 5:50-51 No.6 / 64

Turtle

Turtle graphics interpreter for the 64. Tillman, Irwin. **Comp Gazette** 2:90+ Oct'84 / 64 [rev. 3:92 Apr'85; note 3:144 Jan'85]

Using joysticks in LOGO [joydoodler]. Malmberg, David. **Power/play** 3:60+ Dec'84/Jan'85 / 64 / Requires a joystick and LOGO interpreter

HOME APPLICATIONS

Alarm clock for the 64. Kudasz, Greg. **Power/play** 4:88+ Feb/Mar'85 / 64

Dial-a-word. Latimer, Joey. **Family Comp** 2:84+ Sep'84 / VIC/64

The electronic secretary. Subbaiah, Malladi. **Home Comp** 4:132+ No.2 / 64

Moveable feasts: a menu planner. Martino, Ted. **Home Comp** 4:156-59 No.1 / VIC [rev. 4:161 No.2]

Calendars

Appointment calendar. Bloomfield, Dennis. **Power/play** 3:91+ Oct/Nov'84 / VIC/64 / [see 3:119-20 for listing]

Making calendars. Lui, Paul C. **Comp Gazette** 2:67-68 Apr'84 / VIC/64 [rev.2:188 June'84]

Perpetual calendar. Latimer, Joey. **Family Comp** 3:70+ Jan'85 / VIC/64

Filing

Address book. Christensen, Roger. **Commander** 2:40+ May'84 / 64

Address file. Gunn, Robert D. **Comp Gazette** 3:60 Feb'85 / VIC/64

Checklist for the C-64. Spirko, Bob. **Ahoy** 1:19-20 July'84 / 64

Don't forget! Lovett, Richard. **Run** 2:48+ Jan'85 / 64

Easy access [address book]. Behling, B.W. **Ahoy** 1:39-40 Mar'84 / ALL

Magazine indexer. Miller, Daniel. **Comp Gazette** 3:159 Jan'85 / VIC/64

Micro-minder. Lloret, Bob and Fusco, Bob. **Ahoy** 1:13+98 Aug'84 / 64

A simplified theory [household inventory-/computer inventory]. Regena, C. **Comp Gazette** 2:112+ Sep'84 / VIC/64

Finances

Budgeteer. Pineau, Robert M. **Comp Gazette** 2:76 Nov'84 / VIC/64

Check it out [check manager]. Schmoyer, John. **Run** 1:72+ July'84 / 64 / Printer recommended

Compound interest and you [compound calc]. Evers, Richard. **Transactor** 5:31 No.4 / ALL

Computing your financial goals [financial goal planning]. Beasley, Kimball J. **Family Comp** 3:20+ Jan'85 / VIC/64

Home budget. Dobbs, Brian. **Transactor** 5:46-47 No.4 / 64

Home budget. Dobbs, Brian. **Ahoy** 2:43+ Mar'85 / 64

Information handyman [Commodore]. Walker, F. Joseph. **Compute!** 6:112+ June'84 / ALL

IRA account database. Parr, Robert. **Commander** 2:28+ May'84 / 64

LOGO spreadsheet. Haller, Rich. **Home Comp** 4:87-89 No.4 / 64 / Requires LOGO interpreter

Mini-calc [spreadsheet]. Adcock, Tim. **Run** 2:48+ Mar'85 / VIC / Requires 3K expansion

Money manager. Baker, Robert W. **Run** 2:26-29 Mar'85 / 64/Plus

Personal loan calculator. Button, H.W. **Home Comp** 4:23-25 No.5 / 65

Porsches and other pipe dreams [saving]. Moskowitz, Joel S. J.D. **Home Comp** 4:116+ No.1 / VIC/64

Relatively speaking, part 3 [account manager]. Brooks, David R. **Run** 1:108+ June'84 / VIC/64 / VIC requires 8K expansion

Securities analysis. Scholert, Fred, Jr.
Compute! 6:48+ Apr'84 / VIC/64

Snap-calc. Strauss, Gary. **Home Comp** 4:12+
Aug'84 / 64 [rev. 4:130 No.5; 5:138 No.1]

Tax deduction filer. Wood, Roger. **Home
Comp** 4:48+ No.4 / 64

Tax records 64. Fields, Gary. **Run** 2:60+
Feb'85 / 64

Personal

First aid. Huse, Scott M. **Comp Gazette** 2:95
Oct'84 / 64

I got biorhythm. Behling, B.W. **Ahoy** 1:63-64
May'84 / 64

Numerology for the VIC and 64. Salle,
Marilyn. **Ahoy** 2:45 Mar'85 / VIC/64

Printing

Disk label maker. Latimer, Joey. **Family
Comp** 2:74+ June'84 / VIC/64

Holiday update [printing personalized notes].
Latimer, Joey. **Family Comp** 2:76+ Nov'84 /
VIC/64

Midprint for the C-64 & VIC 20 [print
notices, bulletins, etc.]. Black, Bud. **Ahoy**
2:41 Jan'85 / VIC/64

Post a note [print 3X5 note cards]. Voight,
W.G. **Run** 1:78-79 Aug'84 / VIC/64

Using a printer [letterhead]. Regena, C.
Comp Gazette 2:84+ Aug'84 / ALL /
Requires a printer

JOYSTICK APPLICATIONS

Joycursor: a cheap mouse for your
Commodore 64. Zamara, Chris. **Transactor**
5:90 No.2 / 64 / Requires a joystick [rev.
5:16 No.3]

Joystick control for the 64. Augustine,
Sterling. **Comp Gazette** 2:118+ May'84 / 64
/ Requires a joystick

Using joysticks in LOGO [joydoodler].
Malmberg, David. **Power/play** 3:60+
Dec'84/Jan'85 / 64 / Requires a joystick
and LOGO interpreter

KEYBOARD APPLICATIONS

A basic Dvorak Keyboard for the VIC-20 and
Commodore 64. Bruey, Alfred J. **Micro**
73:13-14 July'84 / VIC/64

The Commodore 64 keyboard, part 2:
keywizard, an amazing keyboard driver.
Stanley, Aubrey. **Transactor** 5:26-30 No.6 /
64

Creating control keys on the 8032. Rotello,
Joe. **Commodore** 5:106-107 July/Aug'84 /
CBM

Input and the keyboard matrix [scan C64
keyboard]. DeFrancesco, Domenic.
Transactor 5:36-38 No.5 / 64

A 64 keyboard tone [beep-key]. ed. **Compute!**
6:110 Apr'84 / 64

Stop and go [pause key]. Pejsa, Jim. **Comp
Gazette** 3:132 Jan'85 / VIC/64

The VIC-20/Atari connection [Atari Kid's
Controller interface]. Lowrey, David W. **Run**
1:136+ Nov'84 / VIC / Requires Atari Kid's
Controller

Video typewriter [VIC]. Cwiertnie, Vicky.
Compute! 6:14 May'84 / VIC

Function keys

Func* keys. Calvin, J.L. **Commander** 2:74+
June'84 / 64

Function key. Brown, Willie. **Comp Gazette**
2:160+ Nov'84 / VIC/64

Programmable functions for the C-64.
Peterson, Dex T. **Ahoy** 2:23+ Mar'85 / 64

Programming B128 function keys. Fragola,
Al. **Commodore** 5:113-15 May/June'84 / B

Superkeys [C-64]. Simmons, Jack W. **Run**
1:108-111 Apr'84 / 64

Keypads

Numeric keypad. Kluepfel, Charles. **Comp
Gazette** 2:120+ Apr'84 / VIC/64 [note 2:188
June'84]

Software numeric keypad for the Commodore
64. Kwun, Michael. **Transactor** 5:67 No.6 /
64 / Requires an ML monitor

LANGUAGES

Forth

Tiny FORTH in LOGO. Malmberg, David.
Power/play 4:104-111 Feb/Mar'84 / 64 /
Requires LOGO interpreter

MACHINE LANGUAGE APPLICATIONS

BASIC hex loader. Tripp, Robert M. **Micro**
73:65 July'84 / ALL

Control. Esformes, Mitchell. **Micro** 72:36-42
June'84 / ALL / Assembly listing

DIS/MON [disassembler/monitor]. Giguere,
Eric. **Commander** 2:31+ Apr'84 / VIC/64 /
VIC version requires 8K expansion

Disk datamaker. Anon. **Compute!** 6:167-69
Apr'84 / ALL

Disk/extramon 64. Forani, Mike. **Transactor**
5:68-70 No.6 / 64 [note: listing not
included; program is available on **Transactor**
Disk #5]

Getting started: assembler [VIC/64].
Mansfield, Richard. **Comp Gazette** 2:116+
Nov'84 / VIC/64

Machine language print loader...PRINT...not
POKE...Machine language programs. Nyman,
Noel. **Transactor** 5:58-63 No.6 / VIC/64

ML tracer. Gordon, Thomas G. **Compute!**
6:106+ Aug'84 / ALL

Threading disassembler. Keil, Elmer N.
Compute! 7:97+ Mar'85 / ALL / VIC
requires 16k expansion

Tiny MLX machine language entry program
for unexpanded VIC-20. Brannon, Charles.
Comp Gazette 3:145 Jan'85 / VIC

Translating machine language routines into
BASIC loaders [transit \$C000; transit \$8000].
Caprio, M.W. **Commodore** 4:67-72
May/June'84 / 64

Your BASIC monitor. Drake, Bob. **Transactor**
5:58-62 No.2 / VIC/64

Your BASIC monitor, part 2: the
disassembler. Drake, Bob. **Transactor**
5:34-35 No.3 / VIC/64

Your BASIC monitor, part 3: the assembler.
Drake, Bob. **Transactor** 5:48-50 No. 4 /
ALL

MATHEMATICS APPLICATIONS

Base conversions for the C-64 and VIC 20.
Gibson, Drexel B. **Ahoy** 1:77 Sep'84 /
VIC/64

A better random number generator [RNG].
Kaner, H. Cem and Vokey, John R. **Micro**
72:26-35 June'84 / ALL

Calculating Pi. Hessel, Craig R. **Commodore**
5:90-94 July/Aug'84 / ALL / Requires LIAL
interpreter [see 5:80-83 Feb/Mar'84]

The calculator: multiply your computer's
mathematical abilities [VIC]. Woyton, Joe.
Ahoy 1:17 May'84 / VIC

Circles for the Commodore 64. Cain, Lester.
Micro 73:66-71 July'84 / 64 / Assembly
listing

Dynamic expression evaluation [EXPEVAL].
Zamara, Chris. **Transactor** 5:28-30 No.4 /
ALL [rev. 5:19 No.5]

Extended precision arithmetic in BASIC
[calculate data of Jewish New year].
Johannesen, Rolf B. **Micro** 74:47-50 Aug'84
/ ALL

Finding PI experimentally. Bertrand, Michael.
Transactor 5:63-65 No.2 / PET/CBM

Letters to my grandchildren, part 1:
Roman-to-Arabic and back [Roman-Arabic].
Shedd, F.H. **Power/play** 3:104-107
June/July'84 / VIC

Letters to my grandchildren, part 2: finger
multiply. Shedd, F.H. **Power/play** 3:108-13
Aug/Sep'84 / VIC

LOGO spreadsheet. Haller, Rich. **Home Comp**
4:87-89 No.4 / 64 / Requires LOGO
interpreter

Matrix muncher. Anon. **Home Comp** 4:100+
No.2 / VIC/64

Mini-calc [spreadsheet]. Adcock, Tim. **Run**
2:48+ Mar'85 / VIC / Requires 3K expansion

On programming polynomials, part 1: the cubic equation [cubic]. Ginsburg, Shlomo. **Commodore** 5:87-89 July/Aug'84 / ALL

Personal loan calculator. Button, H.W. **Home Comp** 4:23-25 No.5 / 65

Snap-calc. Strauss, Gary. **Home Comp** 4:12+ Aug'84 / 64 [rev. 4:130 No.5; 5:138 No.1]

250-digit arithmetic. Miller, William. **Commodore** 5:76+ May/June'84 / ALL

Statistics

Curve fitting simplified [least-square regression analysis]. Herve, Bryan P. **Commodore** 5:87-91 May/June'84 / ALL

Statistics for nonstatisticians. Luitich, A. Burke. **Compute!** 6:50+ July'84 / VIC/64

Time-series forecasting. Flynn, Brian. **Micro** 75:61-67 Sep'84 / 64

MEMORY MANAGEMENT APPLICATIONS

Autoswap: a multiprocessing system on the C64. Zamara, Chris. **Transactor** 5:69-76 No.4 / 64

Fast SAVE for the C-64. Deal, Elizabeth. **TPUG** 1:29 June'84 / 64

General purpose [memory] SAVE/LOAD. Boardman, Kevin. **TPUG** 2:37 Feb'85 / 64

Memory loader/saver for the Commodore 64. Jaeger, Bruce. **Commodore** 5:100-104 Sep/Oct'84 / 64

Parameters: C64 video and character memory allocation [VICPARMS]. Zamara, Chris. **Transactor** 5:45-47 No.6 / 64

Quadra 64 [edit 4 programs on the C-64 simultaneously]. Bingamon, Daniel. **Transactor** 5:32-33 No.3 / 64

Quickload/save for VIC and 64. Witkover, Richard L. **Compute!** 6:154-55 Apr'84 / VIC/64

RAM disk for the SuperPET using the 6502 mode. Ackerman, Allan. **Midnite** 20:57-59 Aug/Sep'84 / SPET

Snooper [scrolling memory window]. Nelson, Philip I. **Run** 1:58+ May'84 / VIC/64

The un-token twins [un-token memory-/un-token disk]. Evers, Richard. **Transactor** 5:51-52 No.2 / PET/CBM/64

Under the 64 ROM [printout]. Winnie, John A. **Micro** 72:23-25 June'84 / 64

MUSIC APPLICATIONS

A Commodore Christmas carol. Forrester, William E. **Run** 1:164-66 Dec'84 / VIC

The Computer jukebox. Eddington, Donald J. **Power/play** 3:92-95 Oct/Nov'84 / VIC

A computerized birthday card for the Commodore 64. **Power/play** 4:58-62 Feb/Mar'85 / 64

Easy music maker. Fields, Gary V. **Run** 1:132+ May'84 / 64

Getting your VIC 20 In the Mood. Eddington, Donald J. **Power/play** 3:101-102 Oct/Nov'84 / VIC

Guitar chord finder. Gable, Andy. **Power/play** 4:47-51 Feb/Mar'85 / PET/VIC/64

Guitar tuner. Visco, Christopher. **Compute!** 7:99-101 Jan'85 / 64/Plus/16

The interrupt music maker/editor for the Commodore 64. Lobl, Pete. **Ahoy** 1:21-22 Jan'84 / 64 [rev. 1:61 Feb'84]

Know those notes! [music teacher] Colosimo, Frank. **Run** 1:82+ June'84 / VIC/64 / VIC requires 5K

The music instructor. Parr, Robert. **Commander** 2:44-46 June'84 / 64

Music maker [VIC]. Colosimo, Frank. **Compute!** 6:130+ Dec'84 / VIC

Music teacher [VIC]. Parnes, Howard. **Comp Gazette** 2:86+ Oct'84 / VIC / Requires 8K expansion

Music tutor for the C-64. Harker, Paul. **Ahoy** 2:37 Jan'85 / 64

- A musical departure. Favaro, Peter and Kortum, Sarah. **Family Comp** 3:72+ Feb'85 / VIC/64
- Musical sprites for the Commodore 64. Knotts, Michael E. **Power/play** 3:98+ Dec'84/Jan'85 / 64
- Name that note. Esteves, Carlos. **Comp Gazette** 3:62+ Feb'85 / VIC/64/Plus/16
- Play me a color [color organ]. Woyton, Joseph T. **Run** 1:148-52 Dec'84 / 64
- Putting baby to sleep [Teddy's song]. Herrington, Peggy. **Family Comp** 2:108-109 Sep'84 / 64
- A round with voices/choices for the VIC 20. Eddington, Donald J. **Power/play** 4:52-53 Feb/Mar'85 / VIC
- SID serenade [songcode]. Clifford, M.J. **Run** 1:81+ Oct'84 / 64
- Sound sculpture for the 64. Touris, Todd. **Comp Gazette** 2:46-47 May'84 / 64
- Teaching music with a computer [stepping up or down]. Regena, C. **Comp Gazette** 2:74+ may'84 / VIC/64
- Tune generator. Latimer, Joey. **Family Comp** 3:106-107 Jan'85 / VIC/64
- Uncle Larry's fiddle tunes. Schott, J. Larry. **Home Comp** 4:12+ No.1 / 64
- PRINTER APPLICATIONS**
- Bigprint: a true proportion high-res printer dump utility. Mulvey, Allen and Zamara, Chris. **Transactor** 5:48-49 No.6 / 64
- Borderline and type setter. Stare, Richard K. **Power/play** 3:87-92 June/July'84 / VIC / Requires a joystick and 3K expansion
- Commodore's new MPS-801 printer [printer character editor]. Winters, Richard. **Commodore** 5:114-15 July/Aug'84 / 64
- Disk label maker. Latimer, Joey. **Family Comp** 2:74+ June'84 / VIC/64
- Fontasia: a printer format program for the VIC and 64. Laws, John C. **Ahoy** 2:26 Feb'85 / VIC/64
- Graphics print for Commodore 64 [graphics screen dump]. Keryan, Michael J. **Micro** 73:22-29 July'84 / 64 / Assembly listing
- Graphic print for C-64 [interfacing to commercial graphics software]. Keryan, Michael J. **Micro** 74:28-31 Aug'84 / 64 / Assembly listing
- Graphic print for C-64, part 3 [color printouts]. Keryan, Michael J. **Micro** 75:31-34 Sep'84 / 64
- Holiday update [printing personalized notes]. Latimer, Joey. **Family Comp** 2:76+ Nov'84 / VIC/64
- Line formatting. Rotello, Joe. **Commodore** 5:106-108 Sep/Oct'84 / PET/CBM
- Lower case descenders with the VIC 1515/1525 printers. Kevelson, Morton A. **Ahoy** 1:53-54 Apr'84 / VIC/64
- Midprint for the C-64 and VIC 20 [print notices, bulletins, etc.]. Black, Bud. **Ahoy** 2:41 Jan'84 / VIC/64
- Picprint: a high resolution screen dump utility. Zamara, Chris. **Transactor** 5:36-37 No.3 / 64 [rev. 5:19 No.5]
- Post a note [print 3X5 note cards]. Voight, W.G. **Run** 1:78-79 Aug'84 / VIC/64 / Requires a printer
- Pretty printer. Felice, Robert. **Commodore** 5:60+ July/Aug'84 / VIC/64 / Requires 1525 or compatible printer
- Print gothic or bold on your VIC 1525 Printer [print fonts]. Miller, Brent. **Power/play** 3:93-96 June/July'84 / VIC / Requires a 1525 Printer or compatible printer
- Print your screen [screen dump utility]. Franzel, Robin. **Run** 1:154+ Dec'84 / VIC/64 / Requires a printer
- Screen dump 64. Giguere, Eric. **Commander** 2:60-66 June'84 / 64 [note 2:57-59 June'84]

Screenprint [VIC/64]. Gutowski, Frank C. **Compute!** 6:154-55 Apr'84 / VIC/64

Two high-resolution screen dumps for the Commodore 64. Beats, Steve and McKean, John. **Commodore** 5:82-84 Sep/Oct'84 / 64

Typer [64]. Runge, Rudy. **Power/play** 3:117 June/July'84 / 64 / Requires a printer

Using a printer [letterhead]. Regena, C. **Comp Gazette** 2:84+ Aug'84 / ALL / Requires a printer

Video typewriter [VIC]. Cwiernie, Vicky. **Compute!** 6:14 May'84 / VIC

PROGRAMMING AIDS

Introducing transBASIC. Sullivan, Nick. **Transactor** 5:30-35 No.5 / 64 / Requires PAL or similar assembler

Tiny MLX machine language entry program for unexpanded VIC-20. Brannon, Charles. **Comp Gazette** 3:145 Jan'85 / VIC

TransBASIC installment #2. Sullivan, Nick. **Transactor** 5:19-21 No.6 / 64 / Requires a PAL or similar assembler

SIMULATIONS

A better random number generator [RNG]. Kaner, H. Cem and Vokey, John R. **Micro** 72:26-35 June'84 / ALL

Ski physics. Schueler, Gerald and Schueler, Betty. **Comp Gazette**. 2:125 May'84 / VIC/64

Time-series forecasting. Flynn, Brian. **Micro** 75:61-67 Sep'84 / 64

Translating a BASIC program into machine language [rocket]. Zamara, Chris. **Transactor** 5:66-71 No.2 / 64

SORTING APPLICATIONS

Delayed shell sort [dpointsort]. Rotello, Joe. **Commodore** 5:104-106 May/June'84 / PET/64

Lightning sort. Gaspard, Russ. **Compute!** 6:114+ Sep'84 / VIC/64

Linked lists, part 1 [data organization]. Smith, K. Murray. **Transactor** 5:72-76 No.5 / ALL

SOUND APPLICATIONS

Baker's dozen, part 2 [beep, chimes, tuba, good vibes]. Cotton, Lawrence. **Comp Gazette** 3:120+ Feb'85 / 64

Cassette beeper. Brady, Don. **Comp Gazette** 2:102 May'84 / VIC/64 [rev. 2:133 July'84; 2:102 Aug'84]

Halley's comet funpark. Latimer, Joey. **Family Comp** 3:90 Feb'85 / VIC/64

Laguna Beach nebula. Latimer, Joey. **Family Comp** 3:90-91 Feb'85 / VIC/64

Print sound for the VIC-20. Kapauan, Alejandro A. **Comp Gazette** 2:121 May'84 / VIC

Programming Commodore's Magic Voice [finger talk]. Byrne, Betsy and Byrne, Danny. **Comp Gazette** 2:88+ Dec'84 / 64 / Requires Magic Voice

Secret radio galaxy. Latimer, Joey. **Family Comp** 3:91 Feb'85 / VIC/64

SIDAID. Clifford, M.J. **Run** 1:92-100 Sep'84 / 64

Sound comncept for the VIC 20. Kwitowski, A.J. **Ahoy** 1:37+ June'84 / VIC

Sound effects library. Hurlbut, Gil. **Power/play** 3:48+ Dec'84/Jan'85 / VIC/64

Sound effects. Anon. **Transactor** 5:52-54 No.1 / ALL / Requires a D/A converter

Sound maestro. Spruyt, Darren. **Transactor** 5:56-57 No.1 / 64

Sound off with your joysticks [soundstick]. Cotton, Larry. **Run** 1:90-94 Aug'84 / 64 / Requires a joystick

Sound story. Bartlett, Bruce. **Comp Gazette** 2:117-18 May'84 / VIC

SYSound. Steed, Mike. **Compute!** 6:146-48 Sep'84 / 64

Unraveling the mysteries of sound on the C-64, part 2: sound explorer. Barron, David. **Ahoy** 1:29+ Sep'84 / 64

Voice for Commodore computers [talking clock]. Verma, Vikash. **Transactor** 5:70-71 No.1 / ALL / Requires a speech synthesizer

Waves for the 64 [white noise]. Zamara, Chris. **Transactor** 5:49 No.1 / 64

TELECOMPUTING APPLICATIONS

Baudot terminal. Grubbs, Jim. **Run** 1:168-72 Dec'84 / VIC/64 / Requires a modem

Gazette telecommunications software, part 1: C/G term. Sims, Robert. **Comp Gazette** 2:38+ Nov'84 / VIC/64 / Requires MLX. VIC requires 16K expansion [rev. 3:92 Apr'85]

The C/G bulletin board system, part 2. Sims, Robert. **Comp Gazette** 2:118+ Dec'84 / VIC/64 / Requires MLX [rev. 3:127 Feb'85; 3:92 Apr'85]

Plus/term for VIC & 64. Peele, Gregg. **Compute!** 7:88+ Feb'85 / VIC/64 / Requires MLX. VIC requires 16K expansion

Telelink 64: the smart way to go online. Wheat, Gordon F. **Ahoy** 2:14-17 Feb'85 / 64

UTILITY APPLICATIONS

Auto line. Gibson, Don. **Comp Gazette** 2:130+ Dec'84 / VIC/64

Autoboot [Commodore]. Martin, David W. **Compute!** 6:130-31 Sep'84 / VIC/64 [rev. 6:182 Nov'84]

Automatic line numbers for the C-64. Midkiff, Tim. **Ahoy** 2:27+ Mar'85 / 64

A BASIC cross-reference [cross-ref]. Butterfield, Jim. **Compute!** 6:153-58 May'84 / PET/CBM/64

BASIC hex loader. Tripp, Robert M. **Micro** 73:65 July'84 / ALL

Bug repellent: an easy-to-use proofreader for **Ahoy!** programs [C-64]. Kleinert, Michael and Barron, David. **Ahoy** 1:39 Apr'84 / 64

Bug repellent: an easy-to-use proofreader for **Ahoy!** VIC 20 programs [VIC 20]. Kleinert, Michael and Barron, David. **Ahoy** 1:37-38 May'84 / VIC

Chip utility [VIC]. Carmichael, Dan. **Comp Gazette** 2:113-15 Apr'84 / VIC

Color chart. Leemon, Sheldo. **Comp Gazette** 2:110 July'84 / VIC/64

Comparing two BASIC programs [BASIC compare]. Butterfield, Jim. **Transactor** 5:38-39 No.3 / ALL

Disk datamaker. Anon. **Compute!** 6:167-69 Apr'84 / ALL

Error suppression [64]. Nuss, Tom. **Compute!** 6:128-29 Aug'84 / 64

Error trap. Kapauan, Alejandro A. **Comp Gazette** 2:113-14 Aug'84 / VIC/64

Exploring the inner structure of a BASIC program [cross ref]. Rupert, Dale. **Ahoy** 1:86+ Dec'84 / ALL

Fast SAVE for the C-64. Deal, Elizabeth. **TPUG** 1:29 June'84 / 64

Flankspeed: **Ahoy's** machine language entry program. Wheat, Gordon F. **Ahoy** 2:34 Feb'85 / 64

Game loader [VIC]. Smith, Shawn K. **Compute!** 6:20 Oct'84 / VIC

Gap remover. Evers, Richard. **Transactor** 5:57 No.6 / ALL

General purpose [memory] SAVE/LOAD. Boardman, Kevin. **TPUG** 2:37 Feb'85 / 64

Getstring for the 64. Gzik, Dave. **Transactor** 5:32-33 No.4 / 64

Input and the keyboard matrix [scan C64 keyboard]. DeFrancesco, Domenic. **Transactor** 5:36-38 No.5 / 64

Line expander. Baker, Robert W. **Run** 1:63-67 Nov'84 / VIC/64 / VIC requires 16K expansion

Line number cross reference. Wrosch, Heinz. **Comp Gazette** 3:118-19 Feb'85 / VIC/64

- Line squeezer [compactor II]. Baker, Robert W. **Run** 1:55-60 Nov'84 / VIC/64 / VIC requires 16K expansion
- A list scrolling routine for the C64. Spruyt, Darren James. **Transactor** 5:52-53 No.6 / 64
- LockDisk: force RUN on LOAD. Butterfield, Jim and Hildon, Karl J.H. **Transactor** 5:66-67 No.3 / PET/CBM/64
- Machine language print loader...PRINT...not POKE...Machine language programs. Nyman, Noel. **Transactor** 5:58-63 No.6 / VIC/64
- Memdata [VIC/64]. Milligan, Michael M. **Compute!** 6:147 May'84 / VIC/64
- Merging BASIC programs [merg]. Pearce, Glen. **Transactor** 5:53-54 No.2 / CBM/64
- Mix and match programs on the Commodore 64 [merge]. Olsen, John. **Run** 1:94-98 Apr'84 / 64
- MLX machine language entry program. Brannon, Charles. See individual issues of **Compute!** and **Compute!'s Gazette**.
- The NOS translator. Spencer, Peter. **TPUG** 1:41-45 July'84 / 64
- Old routine for the C-64. [NEW recovery]. Alonso, Robert. **Ahoy** 2:25+ Mar'85 / 64
- One-touch keywords. Niggemann, Mark. **Comp Gazette** 2:112 June'84 / VIC/64
- Renumbering utility for the C-64. Wood, Anthony. **Ahoy** 1:36 July'84 / 64
- Renumbering: a remedy for poor planning. Kapauan, Alejandro A. **Run** 2:104+ Mar'85 / VIC/64
- Rethinking DATAfication [DATAfier]. Sullivan, Nick. **Transactor** 5:78-79 No.5 / ALL
- Reviving dear, dead programs [retriever]. Barnes, Dick. **COL Commodore** 5:110-111 July/Aug'84 / SPET
- Screen box data display routines [screen box]. Knox, Peter L. **Commodore** 5:96-99 Sep/Oct'84 / 64
- Scroll 64. Marcotty, Peter. **Comp Gazette** 2:127-28 June'84 / 64
- Searcher [64]. Krause, John and Jacobi, Michael **Compute!** 6:119 Aug'84 / 64
- Step lister. Cottrell, E.A. **Comp Gazette** 2:95 May'84 / VIC/64
- Stop and go [pause key]. Pejsa, Jim. **Comp Gazette** 3:132 Jan'85 / VIC/64
- String search. Colbert, Glen. **Comp Gazette** 2:108-109 Aug'84 / VIC/64
- Trace [VIC and 64]. Harris, Roger. **Compute!** 6:118+ June'84 / VIC/64
- Translating machine language routines into BASIC loaders [transit \$C000; transit\$8000]. Caprio, M.W. **Commodore** 4:67-72 May/June'84 / 64
- The un-token twins [un-token memory /un-token disk]. Evers, Richard. **Transactor** 5:51-52 No.2 / PET/CBM/64
- Unblinker [stop cursor blink]. Bernard, Jim. **Compute!** 7:12 Mar'85 / 64
- Variable lister. day, Kenneth D. **Compute!** 6:147-51 Apr'84 / VIC/64
- Variable storage [variable utility]. Marikle, Pete. **Comp Gazette** 2:108+ Apr'84 / VIC/64

Files

- Cassette files for PET/CBM. Nicholas, Robert. **Commodore** 5:78-81 Sep/Oct'84 / PET/CBM
- File compare. Evers, Richard. **Transactor** 5:72-73 No.6 / PET/CBM/64
- File copier. Engert, Martin. **Comp Gazette** 2:118 June'84 / VIC/64
- Multi-file ASCII-to-WordPro conversion. Deal, Elizabeth. **Commodore** 5:101-103 May/June'84 / PET
- Program to sequential file. D'Attore, Alfred. **Midnite** 20:51-52 Aug/Sep'84 / ALL
- Quote killer. Gunderson, Gary. **Transactor** 5:56 No.6 / 64

STP: execute from a sequential file. Zamara, Chris. **Transactor** 5:54-55 No.6 / 64

VIDEO APPLICATIONS

Changing the C64's screen colours. Drake, Bob. **Transactor** 5:64 No.1 / 64

Color chart. Leemon, Sheldo. **Comp Gazette** 2:110 July'84 / VIC/64

Color test for the Commodore 64. Cherednik, Ross. **Power/play** 3:116 June/July'84 / 64

Commodore 64 color interrupter. Droid, Harold. **Power/play** 4:42 Feb/Mar'85 / 64

80 columns for the 64 [screen-80]. Peele, Gregg. **Comp Gazette** 2:48+ Sep'84 / 64 / Requires MLX [note 2:150 Oct'84; 2:221 Nov'84; 3:144 Jan'85]

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- Spelldiver. Scholastic. **Family Comp** 2:120
June'84 / 64 / Richard Lamb
- Spelldiver. Scholastic. **Creative Comp**
10:100-102 July'84 / 64 / Betsy Staples
- Spelling [Grades II-VIII]. American
Educational Computer. **Family Comp**
3:115-16 Jan'85 / 64 / Marlene Anne
Bumgarner
- Story Machine. Spinnaker Software. **Midnite**
19:27 June/July'84 / 64 / Donald Miller
- Story Machine. Spinnaker Software. **Midnite**
22:38 Jan/Feb'85 / 64 / Rebecca Boren
- Story Maker. Sierra On-Line. **Family Comp**
3:104 Feb'85 / 64 / Tony Morris
- Vocabulary Builder II. PDI. **Ahoy** 1:35 Nov'84
/ 64 / Valerie B. Tamis
- Webster, the Word Game. CBS Software.
Midnite 22:38 Jan/Feb'85 / 64 / Rebecca
Boren
- Wizard of Words. Advanced Ideas. **Ahoy**
1:40-41 Sep'84 / 64 / Richard Herring
- The Word Bird. Gladstone Electronics.
Creative Comp 10:104-107 July'84 / 64 /
Betsy Staples
- Word Flyer. Electronic Arts. **Midnite** 22:38
Jan/Feb'85 / 64 / Rebecca Boren
- Word Spinner. The Learning Company. **Family
Comp** 2:102 Oct'84 / 64 / Cathy Frank
- Wordrace. Don't Ask Software. **Commander**
2:48 Apr'84 / 64 / Maryanne Dodd
- Mathematics**
- Addition Magician. The Learning Company.
Family Comp 2:102 Oct'84 / 64 / Cathy
Frank
- Algebra Arcade. Wadsworth Electronic
Publishing. **Family Comp** 3:113-14 Jan'85 /
64 / Tony Morris
- Algebra Arcade. Wadsworth Electronics.
Creative Comp 10:95+ Apr'84 / 64 / Ronnie
Geist and Harry Geist
- Algebra Series. Microcomputer Workshops.
Creative Comp 10:86+ Apr'84 / PET/64 /
Ronnie Geist and Harry Geist
- Arithmagic. Q.E.D. **Midnite** 18:19 Apr/May'84
/ 64 / Jim Strasma
- Arithmagic. Quality Educational Designs.
Midnite 21:27 Nov/Dec'84 / 64 / Jim
Strasma
- Challenge Math. Sunburst Communications.
Midnite 21:28 Nov/Dec'84 / 64 / Elizabeth
Kaspar
- Dungeon of the Algebra Dragons. Timeworks.
Commodore 6:24 Jan/Feb'85 / 64 / Howard
Millman
- Fish-Metic. CBM. **Commodore** 5:90
Nov/Dec'84 / 64 / Gail Austin
- Fraction Fever. Spinnaker Software. **Ahoy**
1:71 Apr'84 / 64 / Valerie Tamis
- Fundamentals of Mathematics. Sterling,
Swift. **Midnite** 18:20 Apr/May'84 64 /
Elizabeth Kaspar
- Golf Classic/Compubar. CBM. **Commodore**
5:89-90 Nov/Dec'84 / 64 / Doreen Carlson

- Learning Tutor Math Series. CBM. **Commodore** 5:86-87 Nov/Dec'84 / 64 / Gail Austin
- Master Math. PMI. **Creative Comp** 10:92+ Apr'84 / PET / Ronnie Geist and Harry Geist
- Math Blaster. Davidson & Associates. **Run** 1:32 Aug'84 / 64 / Christine Adamec
- Math Blasters. Davidson & Associates. **Midnite** 22:36 Jan/Feb'85 / 64 / Marshall Kragen
- Math Duel. Computer Software Associates. **Midnite** 18:21 Apr/May'84 / VIC / Jim Strasma
- Math Marauders. Micrograms. **Run** 1:26 June'84 / VIC / John DiPrete
- Math Mileage. CBS Software. **Midnite** 22:36 Jan/Feb'85 / 64 / Rebecca Boren
- Math Mileage. CBS Software. **Family Comp** 2:120+ Sep'84 / 64 / Richard Lamb
- Math Whiz Series I. Merritt Software. **Commander** 2:64-65 May'84 / PET/64 / Maryanne Dodd
- Mission: Algebra. DesignWare. **Family Comp** 2:134 Dec'84 / 64 / Tony Morris
- Monkey Math. Artworks. **Midnite** 22:37 Jan/Feb'85 / 64 / Rebecca Boren
- Number Builder. CBM. **Commodore** 5:88-89 Nov/Dec'84 / 64 / Gail Austin
- Piece of Cake. Counterpointe Software. **Run** 1:32-34 Aug'84 / 64 / Christine Adamec
- Space Math. Entech. **Run** 1:34 Aug'84 / 64 / Christine Adamec
- Space Math. Entech. **Midnite** 19:27 June/July'84 / 64 / Jim Strasma
- Success With Math Series. CBS Software. **Family Comp** 2:118+ Nov'84 / 64 / Tony Morris
- Success With Math. CBS Software. **Creative Comp** 10:85-86 Apr'84 / 64 / Ronnie Geist and Harry Geist
- Success With Math series. CBS Software. **Commander** 2:48-50 Apr'84 / 64 / Maryanne Dodd
- Success With Math: Multiplication & Division. CBS Software. **Midnite** 21:31-32 Nov/Dec'84 / 64 / Jim Strasma
- Success With Math: Addition & Subtraction. CBS Software. **Midnite** 21:31 Nov/Dec'84 / 64 / Jim Strasma
- Success With Math: Linear Equations. CBS Software. **Midnite** 21:32 Nov/Dec'84 / 64 / Jim Strasma
- Success With Math: Quadratic Equations. CBS Software. **Midnite** 21:32 Nov/Dec'84 / 64 / Jim Strasma
- Survival Math. Sunburst Communications. **Ahoy** 1:37-38 Nov'84 / 64 / Valerie B. Tamis
- Tiny Tutor. Computer Software Associates. **Midnite** 18:22 Apr/May'84 / VIC / Jim Strasma
- Tri-Math. Hesware. **Run** 1:30-32 Aug'84 / 64 / Christine Adamec
- Preschool**
- Alpha Build. Fischer-Price. **Midnite** 22:33 Jan/Feb'85 / 64 / Bill Edwards
- Big Bird's Special Delivery. CBS Software. **Midnite** 20:32 Aug/Sep'84 / 64 / Rich Westerman
- Childpace. Computerose. **Commodore** 6:76+ Jan/Feb'84 / 64 / Betsy Byrne
- Childpace. Computerose. **Comp Gazette** 3:104+ Jan'85 / 64 / C. Regena
- Dancing Bears. Koalaware. **Midnite** 22:33 Jan/Feb'85 / 64 / Rebecca Boren
- Ducks Ahoy! CBS Software. **Midnite** 22:33 Jan/Feb'85 / 64 / Rebecca Boren
- Ernie's Magic Numbers. CBS Software. **Midnite** 22:33 Jan/Feb'85 / 64 / Rebecca Boren

Kinder Concepts. Midwest Software. **Commodore** 5:21-22 May/June'84 / 64 / April M. Koppenhaver
 Dinosaurs. Advanced Ideas. **Family Comp** 2:116+ Nov'84 / 64 / Marlene Anne Bumgarner
 Paint-a-Rhyme. Koalaware. **Midnite** 22:33 Jan/Feb'85 / 64 / Rebecca Boren
 Dinosaurs. Advanced Ideas. **Compute!** 7:72-73 Feb'85 / 64
 Playschool Tapes. Kidbit Software. **Midnite** 22:34 Jan/Feb'85 / VIC / Al Cikas
 Sky Travel. CBM. **Commodore** 5:87-88 Nov/Dec'84 / 64 / Anon
 Preschool I.Q. Builder. PDI. **Ahoy** 1:69-70 Mar'84 / 64 / Valerie B. Tamis
 T.rex. CBS Software. **Family Comp** 3:85-86 Mar'85 / 64 / Marlene Anne Bumgarner

Preschooler. Cymbal Software. **Midnite** 22:34 Jan/Feb'85 / 64 / Bill Edwards
 Preschooler. Cymbal Software. **TPUG** 1:26 Jan'85 / VIC / George Shirinian
 Tiny Tutor. Computer Software Associates. **Commander** 2:64 may'84 / VIC / Maryanne Dodd

Science

Astrotalk. Matrix. **Power/play** 3:37 Dec'84/Jan'85 / 64 / Kelley Essoe
 Astrotalk. Matrix Software. **Midnite** 19:25 June/July'84 / 64 / John Walker
 Basic Concepts of Electricity Series 2: Intro to Circuits. Merlan Scientific. **Midnite** 18:19 Apr/May'84 / PET/CBM/64
 Cell Defense. Hesware. **Family Comp** 2:130+ Dec'84 / 64 / Kenneth Williams
 Cell Defense. Hesware. **Midnite** 21:27-28 Nov/Dec'84 / 64 / Jim Strasma
 Cell Defense. Hesware. **Ahoy** 1:35-36 Dec'84 / 64 / Greg Fried
 Cell Defense. Hesware. **Creative Comp** 11:78-81 Jan'85 / 64 / Betsy Staples
 Chelsea Science Simulation Project Programs [series]. Conduit. **Midnite** 18:23-24 Apr/May'84 / PET/CBM/64 / Jim Strasma
 Computer Education Series: Science. Cymbal Software. **Midnite** 20:33 Aug/Sep'84 / 64 / Jim Strasma
 Dinosaur Dig. CBS Software. **Family Comp** 3:114 Jan'85 / 64 / Tony Morris

Social studies

Computer Education Series: History & Geograpy. Cymbal Software. **Midnite** 20:32 Aug/Sep'84 / 64 / Jim Strasma
 Time Bound. CBS Software. **Creative Comp** 10:77 Sep'84 / 64 / Betsy Staples
 U.S. Adventure. First Star Software. **Comp Gazette** 3:84+ Mar'85 / 64 / Anon.

Test preparation

College Board SAT Exam Preparation Series. Krell Software. **Family Comp** 2:61 Sep'84 / 64 / Jonathan Webster
 Computer Preparation for the SAT. Harcourt Brace Jovanovich. **Family Comp** 2:60 Sep'84 / 64 / Jonathan Webster
 Computer Study Program for the SAT. Barron's. **Family Comp** 2:60 Sep'84 / 64 / Jonathan Webster
 Krell's College Board SAT. Krell Software. **Creative Comp** 10:101-102 Apr'84 / 64 / Owen Linzmayer
 Mastering the SAT. CBS Software. **Creative Comp** 10:102-103 Apr'84 / 64 / Owen Linzmayer
 Mastering the SAT. CBS Software. **Family Comp** 2:60 Sep'84 / 64 / Jonathan Webster
 OWLCAT. Digital Research. **Family Comp** 2:60 Sep'84 / 64 / Jonathan Webster
 SAT English 1. MicroLearn. **Ahoy** 1:57-58 May'84 / 64 / Richard Herring
 SAT English/SAT Math I. MicroLearn. **Creative Comp** 10:107 Apr'84 / 64 / Owen Linzmayer

- SAT English I, II, III. MicroLearn. **Family Comp** 2:61 Sep'84 / 64 / Jonathan Webster
- SAT Math 1. MicroLearn. **Ahoy** 1:51-52 Aug'84 / 64 / Richard Herring
- SAT Math I, II, III. MicroLearn. **Family Comp** 2:61 Sep'84 / 64 / Jonathan Webster
- SAT Score Improvement System. Hayden Software. **Family Comp** 2:60-61 Sep'84 / 64 / Jonathan Webster
- Typing**
- Keyboarding. Don Johnson. **Midnite** 19:26 June/July'84 / 64 / Ellen Strasma
- Kids On Keys. Spinnaker Software. **Ahoy** 1:55 May'84 / 64 / Valer B. Tamis
- Kids On Keys. Spinnaker Software. **Midnite** 20:33 Aug/Sep'84 / 64 / Rich Westerman
- Kids On Keys. Spinnaker Software. **Creative Comp** 10:52-54 Oct'84 / 64 / Penny Smith
- Kids On Keys. Spinnaker Software. **TPUG** 1:61 Oct'84 / 64 / Rich Westerman
- Master Type. Lightning Software. **Midnite** 22:36 Jan/Feb'85 / 64 / Rebecca Boren
- Mastertype. Scarborough Systems. **Commander** 2:6-8 May'84 / VIC/64 / Colin F. Thompson
- Q-Vert. Q.A.D. Systems. **Midnite** 22:39 Jan/Feb'85 / VIC/64 / Annette Hinshaw
- Quick Finger. Quick Brown Fox. **Comp Gazette** 2:60+ Apr'84 / VIC/64 / Fred D'Ignazio
- Type Attack. Sirius Software. **TPUG** 1:13 Mar/Apr'84 / VIC / George Shirinian
- Typing Tutor III/Letter Invaders. Simon & Schuster. **Family Comp** 2:120 Nov'84 / 64 / Marlene Anne Bumgarner
- Typing Tutor III. Simon & Schuster. **Run** 1:22+ Oct'84 / 64 / Annette Hinshaw
- WizType. Sierra On-Line. **Midnite** 21:33 Nov/Dec'84 / 64 / Jim Strasma
- WizType. Sierra On-Line. **Family Comp** 2:120+ Nov'84 / 64 / Tony Morris
- GAMES**
- Action**
- Alley-Oops! Artworx. **Midnite** 18:30 Apr/May'84 / 64 / Jim Strasma
- Annihilator. Victory Software. **TPUG** 1:26 Jan'85 / VIC/64 / John David
- Apple Panic. Creative Software. **TPUG** 1:23 Nov'84 / 64 / Vincent Sirugo
- Attack of the Mutant Camels. Hesware. **Home Comp** 4:66-67 No.2 / 64 / Greg Roberts
- Attack of the Mutant Camels. Hesware. **Midnite** 18:30 Apr/May'84 / 64 / Janet Bidgood
- Attack of the Phantom Karate Devils. Phantom Software. **Midnite** 18:38 Apr/May'84 / 64 / Bob Wolters
- Attack of the Mutant Camels. Hesware. **Ahoy** 1:59 May'84 / 64 / Scott Kincaid
- Axis Assassin. Electronic Arts. **Midnite** 18:31 Apr/May'84 / 64 / Jim Strasma
- B.C.'s Quest for Tires. Sierra On-Line. **Family Comp** 3:28 Jan'85 / 64 / James Delson
- B.C.'s Quest for Tires. Sierra On-Line. **Midnite** 21:35 Nov/Dec'84 / 64 / Jim Strasma
- B.C.'s Quest for Tires. Sierra On-Line. **Power/play** 3:10 June/July'84 / 64 / John O'Brien
- B.C.'s Quest for Tires. Sierra On-Line. **Compute!** 6:99-100 Apr'84 / 64 / James V. Trunzo
- Bandits. Sirius Software. **Midnite** 18:31 Apr/May'84 / 64 / Jim Oldfield
- Battle Zone. Atarisoft. **Midnite** 20:35 Aug/Sep'84 / 64 / Jim Strasma

Beach Head. Access Software. **Ahoy** 1:63
Apr'84 / 64 / Cheryl Peterson

Beach Head. Access Software. **Comp Gazette**
2:79-80 Apr'84 / 64 / Shay Addams

Beach Head. Access Software. **Home Comp**
4:65-66 No.1 / 64 / Greg Roberts

Beach Head. Access Software. **Power/play**
3:10-11 June/July'84 / 64 / John O'Brien

Beach Head. Access Software. **Midnite**
18:31-32 Apr/May'84 / 64 / Sue O'Dwyer

Beyond Castle Wolfenstein. Muse Software.
Family Comp 2:105-106 Oct'84 / 64 /
James Delson

Beyond Castle Wolfenstein. Muse Software.
Power/play 3:26 Dec'84/Jan'85 / 64 / Ted
Salamone

Blue max. Synapse Software. **Comp Gazette**
2:92 June'84 / 64 / Charles Brannon

Blue Max. Synapse Software. **TPUG** 1:20
June'84 / 64 / Ian Wright

Blue max. Synapse Software. **Ahoy** 1:58-59
Apr'84 / 64 / Richard Herring

Blue Max. Synapse Software. **Midnite** 20:35
Aug/Sep'84 / 64 / Patrick Condon

Blue Max. Synapse Software. **Power/play** 3:11
June/July'84 / 64 / Tom McNamara

Blue Max. Synapse Software. **Midnite** 18:32
Apr/May'84 / 64 / Jim Strasma

BMX Racer. Mastertronic. **TPUG** 2:45 Feb'85
/ 64 / David Wright

Boulder Dash. First Star. **Family Comp** 3:28
Jan'85 / 64 / James Delson

Buck Rogers--Planet of Zoom. SEGA. **Home
Comp** 4:31 No.4 / 64 / Steve Nelson

Buck Rogers--Planet of Zoom. SEGA. **Midnite**
18:32 Apr/May'84 / 64 / Jim Strasma

Buck Rogers. SEGA. **Run** 1:14-16 Dec'84 / 64
/ Ted Salamone

Buck Rogers--Planet of Zoom. SEGA. **Ahoy**
1:57-58 Mar'84 / VIC/64 / Dan Hallassay

Bugaboo. Quicksilva. **Midnite** 19:28
June/July'84 / 64 / Ray Meredith

Cannonball Blitz. Sierra On-Line. **Comp
Gazette** 2:82 Apr'84 / 64 / Harvey B.
Herman

Castle Wolfenstein. Muse Software. **Midnite**
18:28 Apr/May'84 / 64 / Jim Strasma

Castle Wolfenstein. Muse Software. **Ahoy**
1:57-58 June'84 / 64 / Richard Herring

Castle Wolfenstein. Muse Software. **Run** 1:22
Oct'84 / 64 / Ted Salamone

Castle Wolfenstein. Muse Software. **Home
Comp** 4:68 No.2 / 64 / Greg Roberts

The Castles of Dr. Creep. Broderbund
Software. **Comp Gazette** 2:84 Dec'84 / 64 /
Anon.

Centipede. Atarisoft. **Midnite** 19:29
June/July'84 / 64 / Bill Holt

Centipede. Atarisoft. **Midnite** 20:35
Aug/Sep'84 / 64 / Jim Strasma

Centipede. Atarisoft. **Run** 1:30-32 May'84 /
VIC / Tom Benford

Centipede. Atarisoft. **Ahoy** 1:65-66 Mar'84 /
VIC/64 / Tim Moriarty

Chiller. Mastertronic. **TPUG** 2:45 Feb'85 / 64
/ David Wright

Choplifter. Broderbund Software. **TPUG** 1:27
Nov'84 / VIC / Vincent Sirugo

Choplifter. Broderbund Software. **Midnite**
19:28 June/July'84 / 64 / Dick Wenner

Cohen's Towers. Datamost. **Ahoy** 1:60 Aug'84
/ 64 / Lloyd Davies

Cohen's Towers. Datamost. **Midnite** 18:32
Apr/May'84 / 64 / Jim Strasma

Congo Bongo. SEGA. **Midnite** 18:33
Apr/May'84 / 64 / Jim Oldfield

Congo Bongo. SEGA. **Power/play** 3:28
Dec'84/Jan'85 / 64 / Ted Salamone

Congo Bongo. SEGA. **Ahoy** 1:60 Mar'84 /
VIC/64 / Dan Hallassey

Cosmic Tunnels. Datamost. **Midnite** 18:33
Apr/May'84 / 64 / Jim Strasma

Cosmic Tunnels. Datamost. **Creative Comp**
10:116-17 May'84 / 64 / David H. Ahl

Crossfire 64. Sierra On-Line. **Midnite** 18:33
Apr/May'84 / 64 / Jim Strasma

Crossfire. Sierra On-Line. **Ahoy** 1:61 Apr'84 /
VIC/64 / R.J. Michaels

Defender. Atarisoft. **Midnite** 20:35
Aug/Sep'84 / 64 / Jim Strasma

Dig Dug. Atarisoft. **Midnite** 18:33 Apr/May'84
/ 64 / Jim Strasma

Dig Dug. Atarisoft. **Midnite** 19:29
June/July'84 / 64 / Bill Holt

Dino Eggs. MicroLab. **Creative Comp** 10:124
Apr'84 / 64 / Steve Arrants

Dino Eggs. MicroFun. **Midnite** 18:33
Apr/May'84 / 64 / Jim Oldfield

Dino Eggs. MicroFun. **Ahoy** 1:57 Apr'84 / 64
/ Lloyd Davies

Donkey Kong. Atarisoft. **Run** 1:22-23 Apr'84
/ VIC/64 / Tom Benford

Donkey Kong. Atarisoft. **Home Comp** 4:74
No.2 / 64 / Greg Roberts

Donkey Kong. Atarisoft. **Midnite** 20:36
Aug/Sep'84 / 64 / Jim Strasma

Donkey Kong. Atarisoft. **Ahoy** 1:65-66 Mar'84
/ VIC/64 / Tim Moriarty

Dragon's Den. CBM. **Run** 1:34 May'84 / 64 /
Tom Benford

Dragonriders of Pern. Epyx Software.
Creative Comp 10:105-106 Sep'84 / 64 /
Brian Murphy

Dragonriders of Pern. Epyx Software. **Ahoy**
1:71-72 Mar'84 / 64 / Lloyd Davies

Drelbs. Synapse Software. **Midnite** 21:35
Nov/Dec'84 / 64 / Jim Strasma

Drol. Broderbund Software. **Creative Comp**
10:124+ Apr'84 / 64 / Stave Arrants

Drol. Broderbund Software. **Ahoy** 1:56 May'84
/ 64 / Jamie Marsh

Drol. Broderbund Software. **Comp Gazette**
2:107+ Nov'84 / 64 / George Miller

Drol. Broderbund Software. **Power/play** 3:16
Aug/Sep'84 / 64 / Tim Onosko

Drol. Broderbund Software. **Run** 1:21-22
May'84 / 64 / Marilyn Annucci

Duck Shoot. Mastertronic. **TPUG** 2:44 Feb'85
/ 64 / Mike Martin

Falcon Patrol. Quicksilva. **Midnite** 21:35-36
Nov/Dec'84 / 64 / Jim Strasma

Fast Eddie. Sirius Software. **Run** 1:22 Apr'84
/ VIC/64 / Tom Benford

Final Orbit/Bumper Bash. Sirius Software.
Ahoy 1:60 Apr'84 / VIC / R.J. Michaels

Final Orbit. Sirius Software. **Run** 1:29-30
Apr'84 / VIC / Thomas Henry

Floyd of the Jungle. MicroProse. **Creative
Comp** 10:130 May'84 / 64 / David H. Ahl

Fort Apocalypse. Broderbund Software. **TPUG**
1:21 June'84 / 64 / Paul Hyckie

Frogger. Sierravision/Parker Brothers. **Ahoy**
1:52-53 May'84 / 64 / Tim Moriarty

Frogger. Sierra On-Line. **Run** 1:35 May'84 /
64 / Tom Benford

Galaxian. Atarisoft. **Midnite** 20:36 Aug/Sep'84
/ 64 / Jim Strasma

Ghost Busters. Activision. **Ahoy** 2:59-60
Jan'85 / 64 / Robert J. Sodaro

Gridder. Microdigital. **Comp Gazette** 2:62+
June'84 / VIC / Harvey B. Herman

Gridrunner II. Hesware. **Comp Gazette**
2:56-60 July'84 / 64 / Todd Heimarck

Gridtrap. Livewire Software. **Ahoy** 1:40+
Dec'84 / 64 / Greg Fried

Gumball. Broderbund Software. **Comp Gazette**
2:112 Nov'84 / 64 / Anon.

Hard Hat Mack. Electronic Arts. **Run** 1:23-24
Apr'84 / 64 / Tom Benford

The Heist. MicroFun. **Ahoy** 1:50-51 Aug'84 /
64 / Lloyd Davies

The Heist. MicroLab. **Run** 2:12+ Feb'85 / 64
/ Tom Benford

Impossible Mission. Epyx Software. **Comp**
Gazette 2:86 Dec'84 / 64 / Anon.

Jack Attack. CBM. **Run** 1:27 Dec'84 / 64 /
Tom Benford

Juice! Tronix. **Power/play** 3:30 Dec'84/Jan'85
/ 64 / Peter Deal

Juice. Tronix. **Midnite** 18:33-34 Apr/May'84 /
64 / Rich Westerman

Juice. Tronix. **Creative Comp** 10:121+ May'84
/ 64 / David H. Ahl

Jumpman Junior. Epyx Software. **Home Comp**
4:67+ No.1 / 64 / Judy Sanoian

Jumpman Junior. Epyx Software. **Ahoy**
1:61-62 Apr'84 / 64 / Richard Herring

Jumpman. Epyx Software. **Run** 1:28-29
May'84 / 64 / John O'Brien

Jungle Hunt. Atarisoft. **Midnite** 20:36
Aug/Sep'84 / 64 / Jim Strasma

Jungle Hunt. Atarisoft. **Comp Gazette** 2:62+
Sep'84 / VIC/64 / Steve Hudson

Juno First. Datasoft. **Run** 2:20 Mar'85 / 64 /
Tom Benford

Kid Grid. Tronix. **Creative Comp** 10:121
May'84 / VIC/64 / David H. Ahl

Kid Grid. Tronix. **Power/play** 3:14 Aug/Sep'84
/ 64 / Peter Deal

Kid Grid. Tronix. **Midnite** 18:34 Apr/May'84 /
64 / Rich Westerman

King's Ransom. Nufekop. **Midnite** 18:34
Apr/May'84 / VIC / Jim Strasma

Laser Strike. Isis Hathor. **Midnite** 19:29
June/July'84 / 64 / Ray Meredith

Laser Zone. Hes. **Creative Comp** 10:105
Sep'84 / 64 / Brian Murphy

Lode Runner. Broderbund Software. **Ahoy**
1:59-60 Mar'84 / 64 / Lloyd Davies

Lode Runner. Broderbund Software. **Family**
Comp 2:120+ June'84 / 64 / James Delson

Lode Runner. Broderbund Software. **TPUG**
1:50 July'84 / 64 / Ian Wright

Lunar Leeper. Sierra On-Line. **Comp Gazette**
2:82 Apr'84 / 64 / Harvey B. Herman

Lunar Leeper. Sierra On-Line. **Ahoy** 1:59
Apr'84 / 64 / Tim Moriarty

Lunar Leeper. Sierra On-Line. **Midnite** 20:36
Aug/Sep'84 / 64 / Jim Strasma

Mancopter. Datasoft. **Comp Gazette** 3:114
Jan'85 / 64 / Anon.

Matrix. Hesware. **Midnite** 18:34 Apr/May'84 /
VIC / Andrew Cornwall Jr.

Miner 2049'er. Reston. **Home Comp** 4:57+
No.2 / 64 / Greg Roberts

Miner 2049'er. Reston Software. **Midnite**
18:34 Apr/May'84 / 64 / Mark Hlavach

Monster Smash. Datamost. **Ahoy** 1:52 June'84
/ 64 / Tim Moriarty

Monster Smash. Datamost. **Midnite** 19:29
June/July'84 / 64 / Jim Strasma

Montezuma's Revenge. Parker Brothers.
Comp Gazette 2:114-15 Nov'84 / 64 /
Anon.

Moon Patrol. Atarisoft. **Comp Gazette** 2:62
Sep'84 / VIC/64 / Steve Hudson

Moon Patrol. Atarisoft. **Midnite** 20:36
Aug/Sep'84 / 64 / Jim Strasma

Moon Shuttle. Datasoft. **Power/play** 3:14-15
Aug/Sep'84 / 64 / Peter Deal

Moon Shuttle. Datasoft. **Run** 1:18-20 July'84 / 64 / Ted Salamone

Mother Ship. Softsync. **Run** 1:23-24 Aug'84 / 64 / Ted Salamone

Mothership. Softsync. **Midnite** 19:29 June/July'84 / 64 / Jim Strasma

Mr. Cool. Sierra On-Line. **Midnite** 18:35 Apr/May'84 / 64 / Jim Strasma

Mr. Robot and His Robot Factory. Datamost. **Family Comp** 3:28 Jan'85 / 64 / James Delson

Mr. Robot and His Robot Factory. Datamost. **Family Comp** 3:105-106 Feb'85 / 64 / James Delson

Mr. Robot and His Robot Factory. Datamost. **Midnite** 18:35 Apr/May'84 / 64 / Jim Strasma

Ms. Pacman. Atarisoft. **Midnite** 20:36 Aug/Sep'84 / 64 / Jim Strasma

Necromancer. Synapse Software. **Home Comp** 4:123 Aug'84 / 64 / Wayne Koberstein

Necromancer. Synapse Software. **Midnite** 19:30 June/July'84 / 64 / Jim Strasma

Neutral Zone. Access Software. **Commander** 2:94-95 May'84 / 64 / Cheryl Peterson

Oil's Well. Sierra On-Line. **Midnite** 18:35 Apr/May'84 / 64 / Mark Hlavach

Oil's Well. Sierra On-Line. **Power/play** 4:18 Feb'Mar'85 / 64 / Ian Adam

Oil's Well. Sierra On-Line. **Creative Comp** 10:124 May'84 / 64 / David H. Ahl

Oil's Well. Sierra On-Line. **Ahoy** 1:57-58 Apr'84 / 64 / Randy palmer

Over the Rainbow. City Software. **Midnite** 18:36 Apr/May'84 / 64 / Jim Strasma

Over the Rainbow. City Software. **Midnite** 19:30 June/July'84 / 64 / Mike Stout

Pac-Man. Atarisoft. **Ahoy** 1:65-66 Mar'84 / VIC/64 / Tim Moriarty

Pacman. Atarisoft. **Midnite** 20:37 Aug/Sep'84 / 64 / Jim Strasma

The Pharaoh's Curse. Synapse Software. **Power/play** 4:32 Feb'Mar'85 / 64 / Robert Baker

Pogo Joe. Screenplay. **TPUG** 1:20 June'84 / 64 / David Wright

Pogo Joe. Screenplay. **Ahoy** 1:59-60 May'84 / 64 / Tim Moriarty

Pogo Joe. Screenplay. **Creative Comp** 10:120-21 May'84 / 64 / David H. Ahl

Pooyan. Datasoft. **Midnite** 19:30 June/July'84 / 64 / Gary LeMasters

Pooyan. Datasoft. **Ahoy** 1:65 Mar'84 / 64 / Robert J. Sodaro

Pooyan. Datasoft. **Run** 1:24-26 June'84 / 64 / Ted Salamone

Popeye. Parker Brothers. **Power/play** 4:20+ Feb'Mar'85 / 64 / Mark Cotone

Popeye. Parker Brothers. **Creative Comp** 10:115-17 June'84 / 64 / Arthur Leyenberger

Predator. Hesware. **Ahoy** 1:53-54 May'84 / VIC / R.J. Michaels

Princess and the Frog. Romox. **Midnite** 19:30 June/July'84 / 64 / Jim Strasma

Purple Turtles. Quicksilva Software. **Ahoy** 1:62 Apr'84 / 64 / Ben Vecchio and Jenny Vecchio

Purple Turtles. Quicksilva. **Creative Comp** 10:126-28 May'84 / 64 / David H. Ahl

Q*Bert. Parker Brothers. **Home Comp** 4:75-76 No.2 / 64 / Joan Killough-Miller

Q*Bert. Parker Brothers. **Midnite** 19:30-31 June/July'84 / 64 / Bill Holt

Q*Bert. Parker Brothers. **Creative Comp** 10:118-20 May'84 / 64 / David H. Ahl

Quintic Warrior. Quicksilva. **Run** 1:21 Sep'84 / 64 / Larry Bihlmeyer

Raid on Bungeling Bay. Broderbund Software. **Creative Comp** 10:99+ Sep'84 / 64 / Owen Linzmayer

Raid On Bungeling Bay. Broderbund Software. **Comp Gazette** 2:110+ Nov'84 / 64 / George Miller

Raid Over Moscow. Access Software. **Midnite** 21:36 Nov/Dec'84 / 64 / Jim Strasma

Repton. Sirius Software. **Power/play** 3:15-16 Aug/Sep'84 / 64 / Tony Caramanico

Rescue Squad. Muse Software. **Ahoy** 1:70-71 Mar'84 / 64 / Lloyd Davies

Rescue Squad. Muse Software. **Creative Comp** 10:126 May'84 / 64 / David H. Ahl

Robotron: 2084. Atarisoft. **Midnite** 20:37 Aug/Sep'84 / 64 / Jim Strasma

Robotron: 2084. Atarisoft. **Creative Comp** 10:128-30 May'84 / 64 / David H. Ahl

Robotron: 2084. Atarisoft. **Run** 2:16 Mar'85 / 64 / Guy Wright

Robotron: 2084. Atarisoft. **Ahoy** 1:65-66 Mar'84 / VIC/64 / Tim Moriarty

Rootin' Tootin'. Hesware. **Ahoy** 1:58 Aug'84 / 64 / Lloyd Davies

Round About. Datamost. **Midnite** 18:37 Apr/May'84 / 64 / Jim Strasma

Sammy Lightfoot. Sierra On-Line. **Midnite** 19:31 June/July'84 / 64 / Jim Strasma

Satan's Hollow. CBM. **TPUG** 1:24 Jan'85 / 64 / Malcolm O'Brien

Satan's Hollow. CBM. **Power/play** 3:89 Dec'84/Jan'85 / 64 / John O'Brien

Satan's Hollow. CBM. **Run** 1:24-26 Dec'84 / 64 / Tom Benford

Satan's Hollow. CBM. **Comp Gazette** 2:114-15 Nov'84 / 64 / Anon.

Saucer Attack. Sachs Enterprises. **Run** 2:18 Jan'85 / 64 / John Jermaine

Save New York. Creative Software. **Creative Comp** 10:130+ May'84 / 64 / David H. Ahl

Scrolls of Abadon. Access Software. **Midnite** 21:34 Nov/Dec'84 / 64 / Jim Strasma

Sentinel. Synapse Software. **Midnite** 21:36 Nov/Dec'84 / 64 / Jim Strasma

Serpentine. Broderbund Software. **Midnite** 20:37 Aug/Sep'84 / 64 / Jim Strasma

Shamus. Synapse Software. **Midnite** 18:37 Apr/May'84 / VIC/64 / Jim Strasma

Shamus: Case II. Synapse Software. **Creative Comp** 10:117-19 June'84 / 64 / Arthur Leyenberger

Skramble! Microdigital. **TPUG** 1:26 Jan'85 / VIC / John David

Skramble! Microdigital. **Creative Comp** 10:120 Sep'84 / VIC / Steve Williams

Skramble. Microdigital. **Comp Gazette** 2:62+ June'84 / VIC / Harvey B. Herman

Sky Blazer. Broderbund Software. **Ahoy** 1:69 Apr'84 / VIC / R.J. Michaels

Sky Blazer. Broderbund Software. **Run** 1:26-28 June'84 / 64 / Robert Spahitz

Skyfox. Electronic Arts. **Family Comp** 3:106-107 Feb'85 / 64 / James Delson

Slalom. Tronix. **Midnite** 19:31 June/July'84 / 64 / Jim Strasma

Solar Fox. CBM. **Power/play** 3:90+ Dec'84/Jan'85 / 64 / Walt Lounsbury

Space Action. Handic Software. **Creative Comp** 10:128 May'84 / VIC/64 / David H. Ahl

Space Taxi. Muse Software. **Run** 2:20 Jan'85 / 64 / Ted Salamone

Space Taxi. Muse Software. **Midnite** 20:37 Aug/Sep'84 / 64 / David Priess

Space Taxi. Muse Software. **Midnite** 21:37 Nov/Dec'84 / 64 / Jim Oldfield

- Space Taxi. Muse Software. **Power/play** 4:16-17 Feb'Mar'85 / 64 / Howard Millman
- Space Walk. Mastertronic. **TPUG** 2:45 Feb'85 / 64 / David Wright
- Spare Change. Broderbund Software. **Comp Gazette** 2:107+ Nov'84 / 64 / George Miller
- Spare Change. Broderbund Software. **Ahoy** 1:49 June'84 / 64 / Lloyd Davies
- Spare Change. Broderbund Software. **Creative Comp** 10:114-16 May'84 / 64 / David H. Ahl
- Spitfire Ace. Microprose. **Run** 1:22-23 Nov'84 / 64 / Larry Bihlmeyer
- Spy Vs. Spy. First Star Software. **Ahoy** 2:33-34 Mar'85 / 64 / Greg Fried
- Squish 'Em. Sirius Software. **Run** 1:23 Apr'84 / VIC/64 / Tom Benford
- Star Ranger. CBM. **Power/play** 4:34 Feb'Mar'85 / 64 / Ted Salamone
- Star Trek. SEGA. **Run** 1:14-16 Nov'84 / 64 / Mark Cotone
- Star Trek. SEGA. **Home Comp** 4:31 No.4 / 64 / Steve Nelson
- Star Trek. SEGA. **Power/play** 4:24+ Feb'Mar'85 / 64 / Mark Cotone
- Star Trek. SEGA. **Midnite** 19:31-32 June/July'84 / 64 / Jim Strasma
- Star Wars. Parker Brothers. **Midnite** 22:42 Jan/Feb'85 / 64 / Bill Holt
- Starfire/Fire One. Epyx Software. **Ahoy** 1:58-59 May'84 / 64 / Robert J. Sodaro
- Supercycles. Pioneer Software. **Midnite** 18:37 Apr/May'84 / 64 / Andrew Cornwall Jr.
- Tapper. SEGA. **Comp Gazette** 3:113-14 Jan'84 / 64 / Anon.
- Tapper. SEGA. **Midnite** 19:32 June/July'84 / 64 / Jim Strasma
- Threshold. Sierra On-Line. **Creative Comp** 10:118-20 Sep'84 / 64 / Steve Williams
- Threshold. Sierra On-Line. **Ahoy** 1:65 Mar'84 / 64 / R.J. Michaels
- Time Runner. Funsoft. **Ahoy** 1:58 May'84 / 64 / R.J. Michaels
- Triad. CBM. **Power/play** 3:92-93 Dec'84/Jan'85 / 64 / Steve Finkel
- Turmoil. Sirius Software. **Midnite** 19:32 June/July'84 / 64 / Tom Skantar
- Wavy Navy. Sirius Software. **Ahoy** 1:58 Mar'84 / 64 / Pete Lobl
- Wayout. Sirius Software. **Ahoy** 1:60-61 Mar'84 / 64 / Dan Hallassey
- Widow's Revenge. Nufekop. **Midnite** 19:32 June/July'84 / 64 / Doug Speta
- Wizard. Progressive Peripherals & Software. **Micro** 75:13 Sep'84 / 64 / Robert M. Tripp
- Wizard. Progressive Peripherals & Software. **TPUG** 1:60 Oct'84 / 64 / Malcolm O'Brien
- Wizard. Progressive Peripherals & Software. **Power/play** 3:22-23 Dec'84/Jan'85 / 64 / Jim Gracely
- Zaxxon. SEGA. **Midnite** 19:32 June/July'84 / 64 / Jim Strasma
- Zaxxon. Synapse Software. **Run** 1:25-26 Oct'84 / 64 / Robert Baker
- Zaxxon. Synapse Software. **TPUG** 1:25 Nov'84 / 64 / Malcolm O'Brien
- Zeppelin Rescue. Computer Software Associates. **Midnite** 18:37 Apr/May'84 / 64
- Zeus. Aardvark Systems. **Home Comp** 4:65 No.1 / 64 / Greg Roberts

Educational

- Agent U.S.A. Scholastic. **Family Comp** 2:129+ Dec'84 / 64 / Tan Summers
- Alf in the Color Caves. Spinnaker Software. **Midnite** 18:19 Apr/May'84 / 64 / Jim Strasma
- Algebra Arcade. Wadsworth Electronic Publishing. **Family Comp** 3:113-14 Jan'85 / 64 / Tony Morris

Alphabet Zoo. Spinnaker Software. **Run** 1:36-37 Oct'84 / 64 / Christine Adamec

Analogies. PDI. **Ahoy** 1:63-64 Mar'84 / 64 / Valerie B. Tamis

Arithmagic. Q.E.D. **Midnite** 18:19 Apr/May'84 / 64 / Jim Strasma

Bannercatch. Scholastic. **Family Comp.** 3:101+ Feb'85 / 64 / Tan Summers

Big Bird's Special Delivery. CBS Software. **TPUG** 1:47 Nov'84 / 64 / Rich Westerman

Big Bird's Special Delivery. CBS Software. **Comp Gazette** 2:76 Sep'84 / 64 / Fred D'Ignazio

Brain Strainers. Carousel Software. **Commander** 2:41-42 June'84 / 64 / Maryanne Dodd

Bubble Burst. Spinnaker Software. **Midnite** 18:19-20 Apr/May'84 / 64 / Jim Strasma

Bubble Burst. Spinnaker Software. **Ahoy** 1:57 June'84 / 64 / Tim Moriarty

Bumblebee. Creative Software. **Family Comp** 2:115-16 Nov'84 / 64 / Betsy Byrne

Cell Defense. Hesware. **Family Comp** 2:130+ Dec'84 / 64 / Kenneth Williams

Cell Defense. Hesware. **Midnite** 21:27-28 Nov/Dec'84 / 64 / Jim Strasma

Cell Defense. Hesware. **Creative Comp** 11:78-81 Jan'85 / 64 / Betsy Staples

Cell Defense. Hesware. **Ahoy** 1:35-36 Dec'84 / 64 / Greg Fried

Creature Creator. DesignWare. **TPUG** 1:61 Oct'84 / 64 / Rich Westerman

Dinosaur Dig. CBS Software. **Family Comp** 3:114 Jan'85 / 64 / Tony Morris

Dinosaurs. Advanced Ideas. **Family Comp** 2:116+ Nov'84 / 64 / Marlene Anne Bumgarner

Dinosaurs. Advanced Ideas. **Compute!** 7:72-73 Feb'85 / 64

Dragon's Keep. Sierra On-Line. **Comp Gazette** 2:84+ Dec'84 / 64 / Anon.

Ducks Ahoy! CBS Software. **Comp Gazette** 2:74+ Sep'84 / 64 / Fred D'Ignazio

Dungeon of the Algebra Dragons. Timeworks. **Commodore** 6:24 Jan/Feb'85 / 64 / Howard Millman

Facemaker. Spinnaker Software. **Home Comp** 4:178 No.1 / 64 / Sharyn Lyon

Fraction Fever. Spinnaker Software. **Ahoy** 1:71 Apr'84 / 64 / Valerie Tamis

Grandma's House. Spinnaker Software. **Family Comp** 2:103-104 Oct'84 / 64 / Bob Eltgrath

In Search of the Most Amazing Thing. Spinnaker Software. **Home Comp** 4:115+ Aug'84 / 64 / Steve Nelson

In Search of the most Amazing Thing. Spinnaker Software. **Midnite** 18:20 Apr/May'84 / 64 / Jim Strasma

The Incredible Laboratory. Sunburst Communications. **Compute!** 7:108+ Jan'85 / 64 / Glenn M. Kleiman and Susan Keyes

The Incredible Laboratory. Sunburst Communications. **Family Comp** 3:103-104 Feb'85 / 64 / Tony Morris

Jukebox. Spinnaker Software. **Midnite** 18:21 Apr/May'84 / 64 / Jim Strasma

Kids On Keys. Spinnaker Software. **TPUG** 1:61 Oct'84 / 64 / Rich Westerman

Kids On Keys. Spinnaker Software. **Creative Comp** 10:52-54 Oct'84 / 64 / Penny Smith

Kinder Koncepts. Midwest Software. **Midnite** 19:26-27 June/July'84 / PET/CBM/64 / Jim Strasma

Learning With Leeper. Sierra On-Line. **Ahoy** 1:59-60 Apr'84 / 64 / Tim Moriarty

Master Type. Broderbund Software. **Ahoy** 1:57 Mar'84 / VIC / Steve Stone

Matchboxes. Broderbund Software. **Commander** 2:40-41 June'84 / 64 / Maryanne Dodd

Matchboxes. Broderbund Software. **Midnite** 19:33 June/July'84 / 64 / Mike Stout

Math Blaster. Davidson & Associates. **Run** 1:32 Aug'84 / 64 / Christine Adamec

Math Duel. Computer Software Associates. **Midnite** 18:21 Apr/May'84 / VIC / J.S.

Math Marauders. Micrograms. **Run** 1:26 June'84 / VIC / John DiPrete

Math Mileage. CBS Software. **Family Comp** 2:120+ Sep'84 / 64 / Richard Lamb

Movie Musical Madness. CBS Software. **Family Comp** 2:134+ Dec'84 / 64 / Richard Lamb

Peanut Butter Panic. CBS Software. **Comp Gazette** 2:78-79 Sep'84 / 64 / Fred D'Ignazio

Picture Blocks. PDI. **TPUG** 1:41-42 Nov'84 / 64 / Rich Westerman

Piece of Cake. Counterpointe Software. **Run** 1:32-34 Aug'84 / 64 / Christine Adamec

The Pond. Sunburst Communications. **Comp Gazette** 3:88+ Feb'85 / 64 / Neil Randall

The Pond. Sunburst Communications. **Midnite** 21:29-30 Nov/Dec'84 / 64 / Jim Strasma

Ranch. Spinnaker Software. **Family Comp** 2:122 Sep'84 / 64 / Tan S. Summer

Rhymes & Riddles. Spinnaker Software. **Midnite** 18:21 Apr/May'84 / 64 / Jim Strasma

Rocky's Boots. The Learning Company. **Midnite** 22:37 Jan/Feb'85 / 64 / Marshall Kragen

Snooper Troops Case #2: The Disappearing Dolphin. Spinnaker Software. **Midnite** 18:21-22 Apr/May'84 / 64 / Jim Strasma

Snooper Troops #1. Spinnaker Software. **Family Comp** 2:118-19 June'84 / 64 / Tony Morris

Space Math. Entech. **Midnite** 19:27 June/July'84 / 64 / Jim Strasma

Space Math. Entech. **Run** 1:34 Aug'84 / 64 / Christine Adamec

Spelldiver. Scholastic. **Family Comp** 2:120 June'84 / 64 / Richard Lamb

Spelldiver. Scholastic. **Creative Comp** 10:100-102 July'84 / 64 / Betsy Staples

Spills and Fills. Creative Software. **Run** 1:37 Oct'84 / VIC / Christine Adamec

Spills and Fills. Creative Software. **TPUG** 1:24 Jan'85 / 64 / Vincent Sirugo

Square Pairs. Scholastic. **Creative Comp** 10:63 Apr'84 / 64 / Betsy Staples

Survival Math. Sunburst Communications. **Ahoy** 1:37-38 Nov'84 / 64 / Valerie B. Tamis

Telly Turtle. Carousel Software. **Commander** 2:42 June'84 / 64 / Maryanne Dodd

Telly Turtle. Carousel Software. **Creative Comp** 10:78 Sep'84 / 64 / Betsy Staples

Telly Turtle. Hayden Software. **Family Comp** 3:104-105 Feb'85 / 64 / Tony Morris

Time Bound. CBS Software. **Creative Comp** 10:77 Sep'84 / 64 / Betsy Staples

Tink Goes to Town. Mindscape. **Midnite** 21:32 Nov/Dec'84 / 64 / Jim Strasma

Tink's Adventure. Mindscape. **Midnite** 21:32 Nov/Dec'84 / 64 / Jim Strasma

Tiny Tutor. Computer Software Associates. **Midnite** 18:22 Apr/May'84 / VIC / Jim Strasma

Tonk in the Land of the Buddy-Bots. Mindscape. **Comp Gazette** 2:64+ Oct'84 / 64 / Fred D'Ignazio

Tooth Invaders. CBM. **TPUG** 1:25 Jan'85 / 64 / Vincent Sirugo

Tri-Math. Hesware. **Run** 1:30-32 Aug'84 / 64 / Christine Adamec

- Troll's Tale. Sierra On-Line. **Comp Gazette** 2:84+ Dec'84 / 64 / Anon.
- Turtle Playground. Hesware. **Run** 1:21-22 Aug'84 / 64 / Christine Adamec
- Turtle Toyland Jr. Hesware. **Power/play** 3:109-111 Oct/Nov'84 / 64 / Kelley Essoe
- Type Attack. Sirius Software. **TPUG** 1:13 Mar/Apr'84 / VIC / George Shirinian
- U.S. Adventure. First Star Software. **Gazette** 3:84+ Mar'85 / 64 / Anon.
- The Word Bird. Gladstone Electronics. **Creative Comp** 10:104-107 July'84 / 64 / Betsy Staples
- Fantasy role playing**
- Dunzhin. Screenplay. **Family Comp** 2:124 Sep'84 / 64 / James Delson
- Gateway to Apschai. Epyx Software. **Ahoy** 1:64 Apr'84 / 64 / Lenny Nelson and Robert J. Sodaro
- Gateway to Apschai. Epyx Software. **Family Comp** 2:120 June'84 / 64 / James Delson
- Kaiv. Screenplay. **Midnite** 19:28 June/July'84 / 64 / David Priess
- Labyrinth of the Creator. Victory Software. **Run** 1:30 July'84 / VIC/64 / Tom Benford
- Questron. Strategic Simulations. **Family Comp** 2:125+ Nov'84 / 64 / James Delson
- Sword of Fargoal. Epyx Software. **Ahoy** 1:40+ Nov'84 / 64 / Richard Herring
- Telengard. Avalon-Hill. **Midnite** 18:29 Apr/May'84 / 64 / Rich Westerman
- Telengard. Avalon-Hill. **Family Comp** 2:92 July'84 / 64 / James Delson
- Telengard. Avalon-Hill. **Power/play** 3:50-53 June/July'84 / 64 / Cyndie Merten and Bill Hindorff
- Temple of Apschai. Epyx Software. **Run** 1:30 July'84 / 64 / Tom Benford
- Ultima II: Revenge of the Enchantress. Sierra On-Line. **Midnite** 18:30 Apr/May'84 / 64 / Jim Strasma
- Ultima III: Exodus. Origin Systems. **Midnite** 22:41 Jan/Feb'85 / 64 / Jim Strasma
- Ultima III: Exhodus. Origin Systems. **Family Comp** 2:127 Sep'84 / 64 / James Delson
- Ultima III: Exodus. Origin Systems. **Creative Comp** 10:120 Apr'84 / 64 / Steve Arrants
- Ultima III: Exodus. Origin Systems. **Compute!** 6:106-108 Sep'84 / 64 / David K. Peacock
- Wylde. Screenplay. **Midnite** 19:28 June/July'84 / 64 / David Priess
- Wylde. Screenplay. **Family Comp** 3:89 Mar'85 / 64 / James Delson
- Graphic adventure**
- Adventure Creator. Spinnaker Software. **Comp Gazette** 2:104+ Nov'84 / 64 / C. Regena
- Amazon. Trillium Software. **Family Comp** 3:86 Mar'85 / 64 / James Delson
- Aztec Adventure. Datamost. **Midnite** 18:27 Apr/May'84 / 64 / Jim Oldfield
- Aztec. Datamost. **Family Comp** 2:89-90 July'84 / 64 / James Delson
- The Blade of Blackpool. Sirius Software. **Midnite** 18:27 Apr/May'84 / 64 / Jim Strasma
- Cargo Run. Progressive Peripherals & Software. **Midnite** 18:27 Apr/May'84 / 64 / Colin Thompson
- The Dallas Quest. Datasoft. **Ahoy** 1:49+ Apr'84 / 64 / Steve Springer
- Death in the Caribbean. MicroFun. **Power/play** 4:19 Feb/Mar'85 / 64 / Michael Burns
- Dragonriders of Pern. Epyx Software. **Midnite** 18:28 Apr/May'84 / 64 / Mark Hlavach
- Dragonriders of Pern. Epyx Software. **Compute!** 6:100+ Oct'84 / 64 / Shay Addams

- Expedition Amazon. Penguin Software. **Family Comp** 2:138 Dec'84 / 64 / James Delson
- Gruds In Space. Sirius Software. **Home Comp** 4:66-67 No.1 / 64 / Janet LaFave
- Jupiter Mission 1999. Avalon-Hill. **Family Comp** 3:105 Feb'85 / 64 / James Delson
- Mask of the Sun. Broderbund Software. **Ahoy** 1:47 Oct'84 / 64 / Bob Guerra
- Mask of The Sun. Broderbund Software. **Family Comp** 3:28 Jan'85 / 64 / James Delson
- Murder By the Dozen. CBS Software. **Midnite** 20:38 Aug/Sep'84 / 64 / Don Hyland
- Murder By the Dozen. CBS Software. **Home Comp** 4:122 Aug'84 / 64 / Steve Nelson
- Murder on the Zinderneuf. Electronic Arts. **Family Comp** 2:90-91 July'84 / 64 / James Delson
- Murder on the Zinderneuf. Electronic Arts. **Ahoy** 2:43-44 Jan'85 / 64 / Richard Herring
- Murder on the Zinderneuf. Electronic Arts. **Creative Comp** 10:108-109 June'84 / 64 / Arthur Leyenberger
- The Quest. Penguin Software. **Midnite** 22:40 Jan/Feb'85 / 64 / Art Kimball
- Questprobe: The Hulk. CBM. **Run** 2:14 Jan'85 / 64 / John Jermaine
- Robbers of the Lost Tomb. Timeworks. **TPUG** 1:15 Feb'84 / 64 / George Shirinian
- Transylvania. Penguin Software. **Midnite** 22:41 Jan/Feb'85 / 64 / Art Kimball
- Viking Raider. Interphase Technologies. **Family Comp** 2:141-42 Dec'84 / 64 / James Delson
- Miscellaneous**
- Brain Strainer. Carousel Software. **Ahoy** 1:90-91 June'84 / 64 / Valerie B. Tamis
- Eliza. Artificial Intelligence Research Group. **Comp Gazette** 3:92+ Feb'85 / 64 / Anon.
- Eliza. Artificial Intelligence Research Group. **Run** 1:21-22 Sep'84 / 64 / Jerome Beck
- Eliza. Artificial Intelligence Research Group. **Comp Gazette** 3:89 Mar'85 / 64 / Anon.
- Monty Plays Scrabble. Epyx Software. **Family Comp** 3:88-89 Mar'85 / 64 / James Delson
- The Oddsmaker. CZ Software. **Micro** 72:18 June'84 / 64 / Robert M. Tripp
- The Oddsmaker. CZ Software. **TPUG** 1:47 Nov'84 / 64 / John David
- Puzzle Mania. Reader's Digest. **Power/play** 4:36 Feb/Mar'85 / 64 / Robert Baker
- Puzzle Panic. Epyx Software. **Comp Gazette** 2:112 Nov'84 / 64 / Anon.
- The Search Series [WordSearch, ArcadeSearch, SportSearch]. T&F Software. **Ahoy** 1:63-64 Apr'84 / 64 / Jennifer Vecchio
- Simulation**
- Airline. Adventure Intl. **Ahoy** 1:49+52 June'84 / 64 / Lloyd Davies
- B-1 Nuclear Bomber. Avalon-Hill. **Compute!** 6:73-74 June'84 / PET/CBM/64 / Dale F. Brown
- Basketball Stats. Midwest Software. **Midnite** 18:53 Apr/May'84 / 64 / Tommy Zurkammer
- Battle for Normandy. Strategic Simulations. **Family Comp** 2:104-105 Oct'84 / 64 / James Delson
- Bowling: Baker Enterprises. **Midnite** 18:38 Apr/May'84 / PET/64 / Jim Strasma
- Breakdance. Epyx Software. **Comp Gazette** 3:96 Feb'85 / 64 / Anon.
- Bridge 4.0. Artworx. **Power/play** 3:45 June/July'84 / 64 / Joe Marlino
- Bridge 4.0. Artworx. **Midnite** 19:32 June/July'84 / 64 / Bill Brouillet
- Bridgepro. Computer Management Corp. **Midnite** 22:42 Jan/Feb'85 / 64 / Bill Holt

Bumper Bash. Sirius Software. **Run** 1:30
Apr'84 / VIC / Thomas Henry

Cockpit 64. Susie Software. **TPUG** 1:27
Nov'84 / 64 / William E. Wilbur

Combat Leader. Strategic Simulations.
Midnite 22: Jan/Feb'85 / 64 / Bill Holt

Computer Baseball. Strategic Simulations.
Commander 2:94 May'84 / 64

Computer Baseball. Strategic Simulations.
Midnite 19:33 June/July'84 / 64 / Mike Stout

Computer Football Strategy. Avalon-Hill.
Compute! 6:72-73 June'84 / 64 / Dale F. Brown

Computer Football Strategy. Avalon-Hill. **Run**
1:20-22 Nov'84 / 64 / Gary B. Fields

Computer War. Thorn EMI Software. **Ahoy**
1:61 Mar'84 / VIC / Steve Stone

D-Bug. Electronic Arts. **Power/play** 4:17
Feb/Mar'85 / 64 / Peter Deal

Dnieper River Line. Avalon-Hill. **Creative**
Comp 10:95-96 Sep'84 / 64 / Daniel Campagna

Eagles. Strategic Simulations. **Midnite** 18:39
Apr/May'84 / 64 / Jim Strasma

The Factory. Hesware. **Commodore** 6:33+
Jan/Feb'85 / 64 / Kelley Essoe

The Factory. Hesware. **Run** 1:34-36 Oct'84 /
64 / Christine Adamec

The Factory. Sunburst Communications.
Compute! 7:108+ Jan'85 / 64 / Glenn M. Kleiman and Susan Keyes

The Factory. Sunburst Communications. **Comp**
Gazette 3:88+ Feb'85 / 64 / Neil Randall

The Factory. Sunburst Communications.
Midnite 18:20 Apr/May'84 / 64 / Elizabeth Kaspar

The Factory. Sunburst Communications.
Midnite 19:25 June/July'84 / 64 / Jim Strasma

Flight Simulator II. SubLogic. **Micro** 73:19-21
July'84 / 64 / Chris Williams

Flight Simulator II. SubLogic. **Midnite**
19:25-26 June/July'84 / 64 / Art kimball

Flight Simulator II. SubLogic. **TPUG** 1:27
Nov'84 / 64 / Dave Neale

Flight Simulator II. SubLogic. **Midnite** 21:28
Nov/Dec'84 / 64 / Al Kinker

Flight Simulator II. SubLogic. **Family Comp**
3:28 Jan'85 / 64 / James Delson

Flight Simulator II. SubLogic. **Comp Gazette**
2:100+ Oct'84 / 64 / David Florence

Flight Simulator II. SubLogic. **Run** 1:14-18
Sep'84 / 64 / Jim Stephens

Football Scout. Midwest Software. **Midnite**
18:53 Apr/May'84 / 64 / Tommy Zurkammer

Geopolitique. Strategic Simulations. **Family**
Comp 2:107 Oct'84 / 64 / James Delson

Geopolitique 1990. Strategic Simulations.
Family Comp 3:28 Jan'85 / 64 / James Delson

Germany 1985. Strategic Simulation. **Midnite**
18:39 Apr/May'84 / 64 / Jim Strasma

Gulf Strike. Avalon-Hill. **Family Comp**
3:117-18 Jan'85 / 64 / James Delson

Gulf Strike. Avalon-Hill. **Family Comp** 3:26+
Jan'85 / 64 / James Delson

Hesgames. Hesware. **Midnite** 21:37
Nov/Dec'84 / 64 / Steve McNamara

Hesgames. Hesware. **Home Comp** 4:26-27
No.4 / 64 / Steve Nelson

Hockey Manager. Kobetek Systems. **Midnite**
21:45 Nov/Dec'84 / VIC/64 / Ron Dale

IFR [Flight Simulator]. Academy Software.
Comp Gazette 2:70+ June'84 / VIC/64 / David Florence

IFR [Flight Simulator]. Academy Software.
Run 1:24 July'84 / 64 / Jerome Beck

In the Chips. Creative Software. **Comp Gazette** 2:76-78 Apr'84 / VIC/64 / Tony Roberts

In the Chips. Creative Software. **Power/play** 3:24 Dec'84/Jan'85 / 64 / Ted Salamone

In the Chips. Creative Software. **Family Comp** 2:138+ Dec'84 / 64 / James Delson

International Soccer. CBM. **Comp Gazette** 2:68+ July'84 / 64 / Gregg Keizer

International Soccer. CBM. **Run** 1:16-18 July'84 / 64 / Shawn LaFlamme

International Soccer. CBM. **Home Comp** 4:23 No.4 / 64 / Roger Wood

Ken Uston's Professional Blackjack. Screenplay. **Midnite** 18:39 Apr/May'84 / 64 / Marc Rosen

Knights of the Desert. Strategic Simulations. **Run** 2:16 Feb'85 / 64 / Gary V. Fields

Knights of the Desert. Strategic Simulations. **Midnite** 22:43 Jan/Feb'85 / 64 / Bill Holt

Knights of the Desert. Strategic Simulations. **Comp Gazette** 2:66+ May'84 / 64 / Arthur B. Hunkins

League Bowl. Midwest Software. **Midnite** 18:53 Apr/May'84 / 64 / Tommy Zurkammer

Legionnaire. Avalon-Hill. **Family Comp** 3:106 Feb'85 / 64 / James Delson

London Blitz. Avalon-Hill. **Comp Gazette** 3:96 Feb'85 / 64 / Anon.

M.U.L.E. Electronic Arts. **Power/play** 3:38-43 June/July'84 / 64 / Neil Harris

M.U.L.E. Electronic Arts. **Midnite** 21:38 Nov/Dec'84 / 64 / Len Lindsay

M.U.L.E. Electronic Arts. **Midnite** 18:39-40 Apr/May'84 / 64 / Randy Chase

MicroLeague Baseball. MicroLeague Sports Assoc. **Comp Gazette** 3:84 Mar'85 / 64

Minnesota Fats' Pool Challenge. Hesware. **Midnite** 18:39 Apr/May'84 / 64 / Bob Wolters

Mychess 2. Datamost. **Midnite** 22:43 Jan/Feb'85 / 64 / Jim Strasma

NATO Commander. MicroProse Software. **Comp Gazette** 2:78+ Dec'84 / 64 / Art Hunkins

Nukewar. Avalon-Hill. **Ahoy** 1:64-65 Mar'84 / VIC/64 / Dale Rupert

Oil Barons. Epyx Software. **Ahoy** 1:35-37 Sep'84 / 64 / Richard Herring

Oil Barrons. Epyx Software. **Midnite** 18:40 Apr/May'84 / 64 / Jim Strasma

Oil Barrons. Epyx Software. **Creative Comp** 10:120+ Apr'84 / 64 / Steve Arrants

One On One. Electronic Arts. **Power/play** 3:15 Aug/Sep'84 / 64 / Steve Finkel

One On One. Electronic Arts. **Midnite** 20:38 Aug/Sep'84 / 64 / Patrick Condon

One on One. Electronic Arts. **Home Comp** 4:24 No.4 / 64 / Steve Nelson

One On One. Electronic Arts. **Family Comp** 3:28 Jan'85 / 64 / James Delson

Operation Whirlwind. Broderbund Software. **Compute!** 6:74 June'84 / 64 / James V. Trunzo

Operation Whirlwind. Broderbund Software. **Family Comp** 2:91-92 July'84 / 64 / James Delson

Panzer Jagd. Avalon-Hill. **Power/play** 3:46-49 June/July'84 / 64 / Jim Gracely

Panzer Jagd. Avalon-Hill. **Midnite** 19:33 June/July'84 / 64 / Jim Strasma

Pinball Construction Set. Electronic Arts. **Midnite** 18:36 Apr/May'84 / 64 / Jim Strasma

Pinball Construction Set. Electronic Arts. **Home Comp** 4:27-29 No.2 / 64 / David Fulton and Joel Horwitz

Pinball Construction Set. Electronic Arts. **Ahoy** 1:49 May'84 / 64 / Lloyd Davies

- Pit Stop. Epyx Software. **Run** 1:20-21 Sep'84 / 64 / Bob Guerra
- Pitstop. Epyx Software. **Midnite** 19:33 June/July'84 / 64 / Rich Westerman
- Pitstop. Epyx Software. **Ahoy** 1:49-50 Aug'84 / 64 / Richard Herring
- Pitstop. Epyx Software. **Compute!** 6:123-24 May'84 / 64 / Shay Addams
- Pitstop. Epyx Software. **TPUG** 1:49-50 July'84 / 64 / Rich Westerman
- Pole Position. Atarisoft. **Creative Comp** 10:111-21 June'84 / 64 / Arthur Leyenberger
- Pole Position. Atarisoft. **Midnite** 20:37 Aug/Sep'84 / 64 / Jim Strasma
- Pole Position. Atarisoft. **Home Comp** 4:29 No.4 / VIC/64 / Dana M. Campbell
- Pole Position. Atarisoft. **Comp Gazette** 2:64-65 Sep'84 / VIC/64 / Steve Hudson
- Pool. Abacus Software. **Midnite** 18:40 Apr/May'84 / VIC/64 / Jim Strasma
- Rails West! Strategic Simulations. **Family Comp** 2:126 Nov'84 / 64 / James Delson
- Rails West! Strategic Simulations. **Family Comp** 3:26 Jan'85 / 64 / James Delson
- Road to Moscow. Ba'rac. **Comp Gazette** 2:80+ Dec'84 / 64 / Neil Randall
- Runway 64. Susie Software. **TPUG** 1:29 Nov'84 / 64 / William E. Wilbur
- Sargon II. Hayden Software. **Ahoy** 1:39-40 Sep'84 / 64 / Richard Herring
- The Seven Cities of Gold. Electronic Arts. **Midnite** 22:37-38 Jan/Feb'85 / 64 / John Gerecht
- The Seven Cities of Gold. Electronic Arts. **Power/play** 4:28+ Feb'Mar'85 / 64 / Jeff Seiken
- The Seven Cities of Gold. Electronic Arts. **Comp Gazette** 3:98+ Jan'85 / 64 / Gregg Keizer
- The Seven Cities of Gold. Electronic Arts. **Run** 1:21-22 Dec'84 / 64 / Tom Benford
- The Seven Cities of Gold. Electronic Arts. **Family Comp** 2:126 Sep'84 / 64 / James Delson
- The Seven Cities of Gold. Electronic Arts. **Compute!** 6:109-111 Sep'84 / 64 / James V. Trunzo
- The Seven Cities of Gold. Electronic Arts. **Family Comp** 3:26 Jan'85 / 64 / James Delson
- Slalom! Tronix. **Run** 1:18-19 Dec'84 / 64 / Ted Salamone
- Slalom! Tronix. **Midnite** 18:40 Apr/May'84 / 64 / Jim Oldfield
- Slamball. Synapse Software. **TPUG** 1:25 Jan'85 / 64 / Malcolm O'Brien
- Slamball. Synapse Software. **Midnite** 21:38 Nov/Dec'84 / 64 / Jim Strasma
- Solo Flight. Microprose. **TPUG** 1:25 Nov'84 / 64 / William Wilbur
- Solo Flight. Microprose. **Compute!** 7:70-71 Mar'85 / 64 / Arthur Leyenberger
- Solo Flight. Microprose. **Run** 1:18-20 Aug'84 / 64 / Jim Stephens
- Solo Flight. Microprose. **Comp Gazette** 2:100+ Oct'84 / 64 / David Florence
- Solo Flight. Microprose. **Power/play** 3:18-19 Oct/Nov'84 / 64 / Michael Burns
- Solo Flight. Microprose. **Midnite** 21:30-31 Nov/Dec'84 / 64 / Bill Brouillet
- Sonar Search. Signal Computer Consultants. **Midnite** 22:41-42 Jan/Feb'85 / 64 / Larry Wieder
- Speed Handicapper. High Desert Publishing. **Ahoy** 2:36 Mar'85 / 64 / Bob Lloret
- Spitfire Ace/Hellcat Ace. Microprose. **TPUG** 1:29 Nov'84 / 64 / Dave Neale
- Star League Baseball. Gamestar. **Run** 1:18-19 Oct'84 / 64 / Guy Wright

Star League Baseball. Gamestar. **Compute!** 6:98-101 Aug'84 / 64 / Shay Addams

Star League Baseball. Gamestar. **Family Comp** 2:91 July'84 / 64 / James Delson

Star League Baseball. Gamestar. **Home Comp** 4:24 No.4 / 64 / Dana M. Campbell

Starbowl Football. Gamestar. **Creative Comp** 10:121-23 June'84 / 64 / Arthur Leyenberger

Strip Poker. Artworx Software. **Midnite** 18:41 Apr/May'84 / 64 / Jim Oldfield

Summer Games. Epyx Software. **Power/play** 3:20+ Dec'84/Jan'85 / 64 / John O'Brien

Summer Games. Epyx Software. **Midnite** 20:38 Aug/Sep'84 / 64 / Casey Westerman

Summer Games. Epyx Software. **TPUG** 1:37-38 Nov'84 / 64 / Patrick Grote

Summer Games. Epyx Software. **Home Comp** 4:26-27 No.4 / 64 / Steve Nelson

Summer Games. Epyx Software. **Run** 1:14-18 Oct'84 / 64 / John Jermaine

TAC: Tactical Armor Command. Avalon-Hill. **Midnite** 19:33 June/July'84 / 64 / Jim Strasma

Tigers in the Snow. Strategic Simulations. **Family Comp** 2:124 June'84 / 64 / James Delson

Tigers in the Snow. Strategic Simulations. **Ahoy** 1:53 May'84 / 64 / Lenny Nelson

Train Dispatcher. Signal Computer Consultants. **Midnite** 18:41 Apr/May'84 / 64 / Philip Medley

Trains. Spinnaker Software. **Power/play** 3:11 June/July'84 / 64 / S.G. Grodin

Trains. Spinnaker Software. **Midnite** 18:22 Apr/May'84 / 64 / Jim Strasma

Trains. Spinnaker Software. **Run** 1:34 Oct'84 / 64 / Christine Adamec

Vegas Jackpot. Mastertronic. **TPUG** 2:44 Feb'85 / 64 / Mike Martin

Victory Casino. Victory Software. **Run** 1:32-33 Apr'84 / VIC

Voyage of the Mayflower. Cadmean. **Run** 1:18-20 Nov'84 / 64 / Ted Salamone

The Worlds Greatest Baseball Game. Epyx Software. **Midnite** 21:38 Nov/Dec'84 / 64 / Mike Stout

Strategy

Archon. Electronic Arts. **Power/play** 3:54-57 June/July'84 / 64 / Eric Saberhagan, et al.

Archon. Electronic Arts. **Midnite** 18:38 Apr/May'84 / 64 / Bob Wolters

Archon II: Adept. Electronic Arts. **Family Comp** 2:136+ Dec'84 / 64 / James Delson

Archon II: Adept. Electronic Arts. **Midnite** 21:37 Nov/Dec'84 / 64 / Marc Rosen

Archon II: Adept. Electronic Arts. **Family Comp** 3:26 Jan'85 / 64 / James Delson

Checkers. Odesta Software. **Creative Comp** 10:111-15 June'84 / 64 / Arthur Leyenberger

Chessmate 64. Viking Software. **Midnite** 18:38 Apr/May'84 / 64 / Todd Hill

Crush, Crumble and Chomp! Epyx Software. **Run** 1:28 July'84 / VIC/64 / Tom Benford

Crush, Crumble and Chomp! Epyx Software. **Midnite** 18:38 Apr/may'84 / VIC/64 / Joe Allain

Cyberchess. Cyber Enterprises. **Creative Comp** 10:90-91 Sep'84 / 64 / C.A. Johnson

Game Time. Nufekop. **Midnite** 18:39 Apr/May'84 / 64 / Todd hill

Worms? Electronic Arts. **Midnite** 18:41 Apr/May'84 / 64 / Keith Grigg

Worms? Electronic Arts. **Comp Gazette** 2:66-70 June'84 / 64 / Gregg Keizer

Worms? Electronic Arts. **Run** 1:32-34 May'84 / 64 / Tom Benford

- Zenji. Activision. **Comp Gazette** 3:94 Feb'85 / 64 / Anon.
- Text adventure**
- AdventureWriter. CodeWriter Corp. **Ahoy** 1:41-42 June'84 / 64 / Bernhardt Hurwood
- Cave of Erodor. Mindy Skelton. **Midnite** 18:28 Apr/May'84 / 64 / Todd Hill
- Enchanter. Infocom. **Ahoy** 1:58 Mar'84 / 64 / Pete Lobl
- Enchanter. Infocom. **Compute!** 6:135+ Dec'84 / 64 / Marc Berman
- Enchanter. Infocom. **Midnite** 18:28 Apr/May'84 / 64 / Art Kimball
- Gothmog's Lair. Progressive Peripherals & Software. **Midnite** 18:28 Apr/May'84 / 64 / Todd Hill
- The Hitchhiker's Guide to the Galaxy. Infocom. **Midnite** 22:40 Jan/Feb'85 / 64 / Art Kimball
- Infidel. Infocom. **Midnite** 18:28 Apr/May'84 / 64 / Art Kimball
- Planetfall. Infocom. **Midnite** 18:29 Apr/May'84 / 64 / Art Kimball
- Seastalker. Infocom. **Run** 2:16+ Mar'85 / 64 / Sharon Zardetto Aker
- Seastalker. Infocom. **Midnite** 21:34 Nov/Dec'84 / 64 / Art Kimball
- Sorcerer. Infocom. **Midnite** 21:34 Nov/Dec'84 / 64 / Art Kimball
- Sorcerer. Infocom. **Creative Comp** 10:81-82 Sep'84 / 64 / Monte Schulz
- Starcross. Infocom. **Midnite** 18:29 Apr/May'84 / 64 / Art Kimball
- Starcross. Infocom. **Ahoy** 1:89-90 June'84 / 64 / Richard Herring
- Suspended. Infocom. **Run** 1:18-20 June'84 / 64 / G. Scott Wright
- Suspended. Infocom. **Family Comp** 3:28 Jan'85 / 64 / James Delson
- Suspended. Infocom. **Family Comp** 2:125 June'84 / 64 / James Delson
- Suspended. Infocom. **Midnite** 18:29 Apr/May'84 / 64 / Art Kimball
- Swan Boat. Mindy Skelton. **Midnite** 18:29 Apr/May'84 / 64 / Todd Hill
- Trek Trouble. Mindy Skelton. **Midnite** 18:29-30 Apr/May'84 / 64 / Todd Hill
- Zork I. Infocom. **Home Comp** 4:73 No.2 / 64 / Randy Wilson
- Trivia**
- CompuTrivia. Exttek. **Run** 1:35 Dec'84 / 64 / John Jermaine, et al
- CompuTrivia. Exttek. **Creative Comp** 11:111 Mar'85 / 64 / Russ Lockwood
- Factastics. Daystar Learning. **Creative Comp** 11:111+ Mar'85 / 64 / Russ Lockwood
- Fax. Epyx Software. **Creative Comp** 10:63 Apr'84 / 64 / Betsy Staples
- Fax. Epyx Software. **Run** 1:32 Dec'84 / 64 / John Jermaine, et al
- Fax. Epyx Software. **Creative Comp** 11:112 Mar'85 / 64 / Russ Lockwood
- PQ-The Party Game. Suncom. **Creative Comp** 11:112 Mar'85 / 64 / Russ Lockwood
- PQ-The Part Game. Suncom. **Midnite** 22:43 Jan/Feb'85 / 64 / Jim Cychler
- PQ-The Party Quiz Game. Suncom. **Run** 1:34 Dec'84 / 64 / John Jermaine, et al
- PQ-The Party Trivia Game. Suncom. **Family Comp** 3:118-19 Jan'85 / 64 / James Delson
- Roll Call USA. Creative Software. **Creative Comp** 11:113 Mar'85 / 64 / Russ Lockwood
- Trivia Arcade. Screenplay. **Run** 1:32-34 Dec'84 / 64 / John Jermaine, et al
- Trivia Arcade. Screenplay. **Creative Comp** 11:114 Mar'85 / 64 / Russ Lockwood

Trivia Fever. Professional Software. **Creative Comp** 11:114-15 Mar'85 / 64 / Russ Lockwood

Trivia Fever. Professional Software. **Ahoy** 1:36 Dec'84 / 64 / Martin Foster

The Trivia Game. Four-Score. **Run** 1:35 Dec'84 / VIC/64 / John Jermaine, et al

Trivia Mania. Dynacomp. **Run** 1:35 Dec'84 / 64 / John Jermaine, et al

Trivia Plus. Academy Software. **Run** 1:35 Dec'84 / 64 / John Jermaine, et al

Trivia. Cymbal Software. **TPUG** 1:60 Oct'84 / VIC/64 / George Shirinain

Trivial Compute. Trivial Compute Co. **Creative Comp** 11:115 Mar'85 / 64

Triviality. AC3L Software. **Run** 1:34-35 Dec'84 / 64 / John Jermaine, et al

Uptown Trivia. Uptown Software. **Run** 1:35 Dec'84 / 64 / John Jermaine, et al

Uptown Trivia. Uptown Software. **Creative Comp** 11:115 Mar'85 / 64 / Russ Lockwood

GRAPHICS AIDS

Drawing

Animation Station. Suncom. **Midnite** 22:47 Jan/Feb'85 / 64 / Greg Simpson

Cadpic. Kiwisoft. **Midnite** 22:57 Jan/Feb'85 / 64 / Annette Hinshaw

Cardriter Light Pen. Cardco. **Midnite** 18:56 Apr/May'84 / 64 / Mike Stout

Coloring Series I. Koala Industries. **Midnite** 19:40 June/July'84 / 64 / Elizabeth Kaspar

Computer Crayons. Futurehouse. **Midnite** 19:40 June/July'84 / 64 / Rodney Weeks

Computer Crayons. Futurehouse. **Ahoy** 1:93-94 Nov'84 / 64 / Morton Kavelson

Delta Drawing. Spinnaker Software. **Midnite** 19:40-41 June/July'84 / 64 / Jim Strasma

Delta Drawing. Spinnaker Software. **TPUG** 1:23 Nov'84 / 64 / Tim Grantham

Doodle! City Software. **Run** 1:23-24 July'84 / 64 / Larry Bihlmeyer

Doodle! City Software. **Ahoy** 1:42-44 Oct'84 / 64 / Morton Kavelson

Doodle! City Software. **Midnite** 19:41 June/July'84 / 64 / Mike Stout

Doodle! City Software. **TPUG** 1:46 Aug/Sep'84 / 64 / Mike Martin

Doodle! City Software. **Midnite** 18:55 Apr/May'84 / 64 / Bob Wolters

Edumate Light Pen. Futurehouse. **Midnite** 18:56 Apr/May'84 / 64 / Jim Strasma

Edumate Light Pen. Futurehouse. **Comp Gazette** 2:74+ Apr'84 / VIC/64 / Dan Carmichael

Edumate Light Pen. Futurehouse. **Ahoy** 1:56-57 Aug'84 / 64 / VIC/64 / Morton Kavelson

Flexidraw. Inkwell Systems. **Ahoy** 1:95-97 Nov'84 / 64 / Morton Kavelson

Flexidraw. Inkwell Systems. **Comp Gazette** 2:61+ July'84 / 64 / Daniel Feldman

Flexidraw. Inkwell Systems. **Creative Comp** 10:65-66 May'84 / 64 / John J. Andersn

Flexidraw. Inkwell Systems. **Midnite** 18:57 Apr/May'84 / 64 / Jim Strasma

Flying Colors. The Computer Colorworks. **Run** 2:16-17 Feb'85 / 64 / Ken Goehner

Flying Colors. The Computer Colorworks/Jandel. **Ahoy** 1:13+ Nov'84 / 64 / Morton Kavelson

Graphics Assistant. Rainbow Computer. **Midnite** 18:57 Apr/May'84 / 64 / Elizabeth Kaspar

Koala Painter. Koala Technologies. **Midnite** 22:57 Jan/Feb'85 / 64 / Anon.

Koala Painter/Koala Pad. Koala Technologies. **Midnite** 19:41 June/July'84 / 64 / Elizabeth Kaspar

- Koala Painter/Koala Pad. Koala Technologies.
TPUG 1:30-31 Nov'84 / 64 / Chris Johnson
- Koala Painter. Koala Technologies. **Ahoy**
1:39-40 Oct'84 / 64 / Morton Kevelson
- Koala Painter. Koala Technologies.
Commander 2:56-58 Apr'84 / 64 / Ian Adam
- Micro Illustrator/PowerPad. Chalk Board.
Home Comp 4:154+ No.2 / 64 / Robert
Heller
- Paint Magic. Datamost. **Ahoy** 1:49 Aug'84 /
64 / Lloyd Davies
- Paint Magician. Datamost. **Midnite** 18:58
Apr/May'84 / 64 / Jim Strasma
- Paint Magic. Datamost. **Micro** 73:11 July'84 /
64 / Mike Cherry
- Paint Magic. Datamost. **Ahoy** 1:37-38 Oct'84
/ 64 / Morton Kevelson
- Paintbrush. Hesware. **Midnite** 20:47
Aug/Sep'84 / 64 / Valerie Kramer
- Panorama. Midwest Micro. **Commander** 2:8+10
May'84 / 64 / Colin F. Thompson
- Panorama. Midwest Micro. **Commander** 2:86
Apr'84 / 64 / Robert T. Parr
- Pen Palette. Inkwell Systems. **Midnite**
18:58-59 Apr/May'84 / 64 / Jim Strasma
- Peripheral Vision. Futurehouse. **Ahoy** 1:44+
Oct'84 / 64 / Morton Kevelson
- Peripheral Vision. Futurehouse. **Midnite** 19:41
June/July'84 / 64 / Rodney Weeks
- Peripheral Vision. Futurehouse. **Midnite** 21:51
Nov/Dec'84 / 64 / Jim Strasma
- Picture Perfect. K.T. Software. **Ahoy** 1:41-42
Oct'84 / 64 / Morton Kevelson
- Picture Perfect. Micro Word Computers.
Midnite 18:59 Apr/May'84 / 64 / John
Jamison
- Sorcerer's Apprentice. Event Horizon
Software. **Ahoy** 1:94-95 Nov'84 / 64 /
Morton Kevelson
- Super Sketch. Personal Peripherals. **Ahoy**
1:97-98 Nov'84 / 64 / Morton Kevelson
- VIC Pics. Midwest Micro. **Commander** 2:8+10
May'84 / VIC / Colin F. Thompson
- Graphing**
B/Graph. CBM. **Creative Comp** 10:63-64
July'84 / 64 /
- Chartpak 64. Abacus Software. **Midnite** 20:47
Aug/Sep'84 / 64 / Elizabeth Kaspar
- The Master Key [5 programs]. Intl. Tri
Micro. **Ahoy** 2:49+ Jan'85 / 64 / Bob
Guerra
- The Spreadsheet Assistant/Graphics Assistant.
Rainbow Computer. **Ahoy** 1:87-89 Oct'84 /
64 / Richard Herring
- Stat 64. Handic Software. **Midnite** 18:12
Apr/May'84 / 64 / Jim Strasma
- Printing**
The Print Shop. Broderbund Software.
Compute! 7:74-76 Mar'85 / 64 / Karen G.
McCullough
- The Print Shop. Broderbund Software. **Family**
Comp 2:120 Sep'84 / 64 / Cathy Frank
- Sprite**
Movie Maker. Reston Publishing. **Creative**
Comp 10:108-115 Apr'84 / 64 / John
Anderson
- Spritemaster. Access Software. **Home Comp**
4:33 No.2 / 64 / John P. Thrasher
- Sprytebyter. Microtechnic Solutions. **Ahoy**
1:52+87 Oct'84 / 64 / Annette Hinshaw
- HOME**
Micro Cookbook. CBM. **Commodore** 6:18+
Jan/Feb'85 / 64 / Sue West
- Shopping Manager. Serendipity Software.
Midnite 21:45 Nov/Dec'84 / 64 / Ron Dale
- Auto**
The Computer Mechanic. Softsync. **Ahoy**
1:54-55 May'84 / 64 / Richard Herring
- The Computer Mechanic. Softsync. **Micro**
74:14 Aug'84 / 64 / Phil Daly

Roadsearch-Plus. Columbia Software. **Family Comp** 2:120 Sep'84 / 64 / David Wilson

Filing

Get Organized Series. Batteries Included. **Commodore** 6:78+ Jan/Feb'85 / 64 / Kelley Essoe

Phone Boss. SoftPeople. **Commodore** 6:26 Jan/Feb'85 / 64 / Ted Salamone

Finances

Certified Personal Accountant. Sundex Software. **Family Comp** 2:116 June'84 / 64 / Kaare Christian

Complete Personal Accountant. Futurehouse. **Midnite** 19:16 June/July'84 / 64 / Jim Strasma

The Complete Personal Accountant. Futurehouse. **Compute!** 6:96-98 July'84 / 64 / Richard DeVore

Datacount System. K-Tek Software. **Midnite** 22:28 Jan/Feb'85 / 64 / Jeff Lowenthal

The Electronic Checkbook C/D. Timeworks. **Midnite** 18:7 Apr/May'84 / 64 / Jeff Lowenthal

Financial Cookbook. Electronic Arts. **Commodore** 6:22 Jan/Feb'85 / 64 / Walt Lounsbery

Financial Cookbook. Electronic Arts. **Family Comp** 2:101-102 Oct'84 / 64 / John Lincoln

Financial Analyst. Excelsior Software. **Run** 2:14 Mar'85 / 64 / Tom Benford

Home Accountant. Continental Software. **TPUG** 1:38 Nov'84 / 64 / L.F. Jarrett

Home Accountant. Continental Software. **Midnite** 18:7 Apr/May'84 / 64 / Patrick McNamara

The Home Accountant. Comtinenta Software. **Home Comp** 4:56+ Aug'84 / 64 / Tom Green

The Master Key [5 programs]. Intl. Tri Micro. **Ahoy** 2:49+ Jan'85 / 64 / Bob Guerra

Personal Finance Forecaster. Xana Data Systems. **Run** 1:24-28 May'84 / 64 / Eric Flescher

Softax 83. Softax. **Midnite** 19:17 June/July'84 / 64 / Steve Shubitz

Swiftax. Timeworks. **Creative Comp** 11:55 Mar'85 / 64 / Carol A. Crowell

The Tax Advantage. Continental Software. **Creative Comp** 11:56 Mar'85 / 64 / Carol A. Crowell

The Tax Manager. MicroLab. **Run** 2:20+ Mar'85 / 64 / Bob Guerra

Tax Manager. MicroLab. **Creative Comp** 11:56 Mar'85 / 64 / Carol A. Crowell

Tax Return Helper. KSoft. **Creative Comp** 11:56 Mar'85 / 64 / Carol A. Crowell

Taxaid. Taxaid Software. **Creative Comp** 11:55-56 Mar'85 / 64 / Carol A. Crowell

Your Personal Net Worth. Scarborough Systems. **Midnite** 22:28 Jan/Feb'85 / 64 / Jerry Smith

Your Personal Net Worth. Scarborough Systems. **Family Comp** 2:126+ Nov'84 / 64 / Betsy Byrne

Health

Aerobics. Spinnaker Software. **Creative Comp** 11:105 Mar'85 / 64 / Michael S. Davidson

Aerobics. Spinnaker Software. **Run** 2:80 Mar'85 / 64 / Christine Adamec

An Apple a Day. Avante-Garde. **Creative Comp** 11:102-103 Mar'85 / 64 / Michael S. Davidson

C.A.T.O. [Computer Assisted Training Optimizer] Syntonic Corp. **Run** 2:80 Mar'85 / 64 / Christine Adamec

Know Your Body. Home Health Software. **Midnite** 22:49 Jan/Feb'85 / 64 / Sandy Brouillet

The Lean Machine. Home Health Software. **Midnite** 22:49 Jan/Feb'85 / 64 / Bill Brouillet and Caron Brouillet

Model Diet. Softsync. **Power/play** 3:38
Dec'84/Jan'85 / 64 / Ted Salamone

The Model Diet. Softsync. **Run** 2:78+ Mar'85
/ 64 / Christine Adamec

Total Health. CBM. **Commodore** 6:20
Jan/Feb'85 / 65 / Ted Salamone

Total Health. Computer Software Associates.
Micro 74:13 Aug'84 / 64 / Phil Daly

Total Health. Practicorp. **Run** 2:78 Mar'85 /
64 / Christine Adamec

Personal

Adam-Trace. Pantech Computer Systems.
Midnite 18:8 Apr/May'84 / 64 / Jerry Key

Astrotalk. Matrix. **Power/play** 3:37
Dec'84/Jan'85 / 64 / Kelley Essoe

Astrotalk. Matrix Software. **Midnite** 19:25
June/July'84 / 64 / John Walker

Childpace. Computerose. **Commodore** 6:76+
Jan/Feb'84 / 64 / Betsy Byrne

Childpace. Computerose. **Comp Gazette**
3:104+ Jan'85 / 64 / C. Regena

The Evelyn Wood Dynamics Reader.
Timeworks. **Home Comp** 4:36-37 No.5 / 64
/ Thomas Grundy

Expando-Vision. Stimutech. **Microcomp**
8:64-65 Apr'84 / 64 / Dan Muse

Expando-Vision. Stimutech. **Commodore** 6:30+
Jan/Feb'85 / 64 / Rob Skalski

The Hypnotist. Psycom Software. **Run** 1:52-56
Apr'84 / 64 / Christine Adamec

The Hypnotist. Psycom Software. **Midnite**
22:49 Jan/Feb'85 / 64 / Annette Hinshaw

The Hypnotist. Psycom Software. **Commodore**
6:28 Jan/Feb'85 / 64 / Ted Salamone

Mind Prober. Human Edge Software. **Creative
Comp** 10:95 Oct'84 / 64 / David H. Ahl

Personality Analyzer. Psycom Software.
Commodore 6:40 Jan/Feb'85 / 64 / Ted
Salamone

Relax. Synapse Software. **Ahoy** 1:35 Sep'84 /
64 / Marshal Rosenthal

Speed Reader II. Davidson & Associates. **Run**
1:20-24 June'84 / 64 / Christine Adamec

INTERFACES

Cassette

Arrow. Skyles Electric Works. **Midnite** 20:47
Aug/Sep'84 / ALL / Jim Toblas

Miscellaneous

Interface Cable: 6 pin DIN 6 pin DIN.
Pfantone. **Midnite** 18:44 Apr/May'84 /
VIC/64 / Jim Strasma

Microshare Networking System. Comspec
Communications. **Midnite** 21:41 Nov/Dec'84
/ PET/CBM / Chris Zamara

Switch [VIC]. AB Computers. **Midnite** 18:45
Apr/May'84 / VIC/64 / Joe Rotello

Parallel

Buscard II. Batteries Included. **Midnite** 20:41
Aug/Sep'84 / 64 / James K. Condon

Buscard II. Batteries Included. **Comp Gazette**
2:98 Aug'84 / 64 / Ian A. Wright

Buscard II. Batteries Included. **Midnite** 18:43
Apr/May'84 / 64 / Paul Blair

Buscard II. Batteries Included. **TPUG** 1:45
Nov'84 / 64 / Alex Fletcher

Buscard II. Batteries Included. **Midnite** 21:40
Nov/Dec'84 / 64 / Zoltan Szepesi

Buscard. Batteries Included. **TPUG** 1:27
Feb'84 / 64 / R.J. Lever

C-64 Link. Richvale Telecommunications.
Midnite 21:41 Nov/Dec'84 / 64 / Zoltan
Szepesi

Card/? Cardco. **Micro** 72:19 June'84 / VIC/64
/ Robert M. Tripp

Card/?B. Cardco. **Run** 1:94 Nov'84 / VIC/64
/ Tom Benford

Card/?G. Cardco. **Run** 1:94 Nov'84 / VIC/64
/ Tom Benford

Card?/+B. Cardco. Ahoy 2:107-108 Mar'85 / VIC/64 / Morton Kevelson	MW-350. Micro-W. Run 1:96 Nov'84 / VIC/64 / Tom Benford
Card?/+G. Cardco. Ahoy 2:108 Mar'85 / VIC/64 / Morton Kevelson	Turboprint/GT. Telesys. Ahoy 2:108-110 Feb'85 / VIC/64 / Morton Kevelson
Card?/+G. Cardco. TPUG 1:28 Jan'85 / VIC/64 / Kevin Boardman	Xetec G Printer Card. Xetec. Run 1:96 Nov'84 / VIC/64 / Tom Benford
Card?/+G. Cardco. Ahoy 1:19+ Apr'84 / VIC/64 / Morton A. Kevelson	Xetec GPI. Xetec. Ahoy 2:102+ Mar'85 / VIC/64 / Morton Kevelson
CIE IEEE-488 Interface. MSD. Ahoy 1:55-56 Aug'84 / VIC/64 / Morton Kevelson	Xetec S Printer Card. Xetec. Run 1:96 Nov'84 / VIC/64 / Tom Benford
The Connection. Tymac. Midnite 18:44 Apr/May'84 / VIC/64 / Edmund F. White	Serial
The Connection. Tymac. Ahoy 1:19+ Apr'84 / VIC/64 / Morton A. Kevelson	ADA 6410. Connecticut Microcomputer. Run 1:94 Nov'84 / VIC/64 / Tom Benford
The Connection. Tymac. Run 1:94 Nov'84 / VIC/64 / Tom Benford	C232 RS-232 Interface. MSD. Ahoy 1:58-59 Aug'84 / VIC/64 / Richard Herring
The Connection. Tymac. Ahoy 2:108 Mar'85 / VIC/64 / Morton Kevelson	Card?/PS. Cardco. Ahoy 2:107-108 Mar'85 / VIC/64 / Morton Kevelson
DAMS IEEE Interface. Beaver Software Systems. Midnite 19:34 June/July'84 / VIC/64 / James Condon	Interpod. Oxford Computer Systems. TPUG 1:42 Mar/Apr'84 / VIC/64 / George Shirinian
Easy Print [with graphics]. Progressive Peripherals & Software. Ahoy 2:116 Feb'85 / VIC/64 / Morton Kevelson	Xetec SPI. Xetec. Ahoy 2:102+ Mar'85 / VIC/64 / Morton Kevelson
Grappler CD. Orange Micro. Ahoy 2:110-13 Feb'85 / VIC/64 / Morton Kevelson	LANGUAGES
Interpod. Oxford Computer Systems. TPUG 1:42 Mar/Apr'84 / VIC/64 / George Shirinian	COBOL
MSD IEEE Interface. MSD. Midnite 21:41 Nov/Dec'84 / 64 / Zoltan Szepesi	Nevada COBOL. Ellis Computing. Commodore 5:84-86 July/Aug'84 / 64 / April M. Koppenhaver
MW-302C. Micro-W. Run 1:94-96 Nov'84 / VIC/64 / Tom Benford	Nevada COBOL. CBM. Midnite 20:44 Aug/Sep'84 / 64 / Mark Niggemann
MW-350 Micrografix. Micro-W. Midnite 21:41 Nov/Dec'84 / VIC/64 / Jim Strasma	COMAL 0.14. COMAL User's Group. Midnite 18:48 Apr/May'84 / 64 / Keith Grigg
MW-350 Micrografix. Micro-W. Ahoy 2:113-16 Feb'85 / VIC/64 / Morton Kevelson	COMAL
MW-350 Micrografix. Micro-W. TPUG 1:20-21 Dec'84 / VIC/64 / Richard Bradley	COMAL V0.14. COMAL User's Group. Midnite 20:44 Aug/Sep'84 / 64 / Mark Niggemann
	COMAL V0.14 [C-64]. COMAL User's Group. Ahoy 2:41-44 Feb'85 / 64 / Richard Herring
	COMAL V2.01. COMAL User's Group. Midnite 22:50 Jan/Feb'85 / 64 / Loren Wright

CP/M

CP/M 2.2. CBM. **Midnite** 19:36 June/July'84 /
PET/CBM/64 / Dan Weidman

CP/M 2.2. CBM. **Midnite** 18:49 Apr/May'84 /
64 / Charles T. Kowal

Z-80 Video Pak. Data-20. **Midnite** 18:47
Apr/May'84 / 64 / Charles T. Kowal

FORTRAN

Nevada FORTRAN. Ellis Computing.
Commodore 5:84-86 July/Aug'84 / 64 /
April M. Koppenhaver

LOGO

LOGO [C-64]. CBM. **Home Comp** 4:83+ No.2
/ 64 / Richard Haller and Sarah Haller

LOGO for the 64. CBM. **Compute!** 6:138-40
Dec'84 / 64 / Keith Andrews

LOGO. CBM. **Micro** 72:17-18 June'84 / 64 /
Roger C. Crites

Pascal

G-Pascal. Gambit Games. **TPUG** 1:43 May'84
/ 64 / Steve Darnold

KMMM Pascal. AB Computers. **Midnite** 20:44
Aug/Sep'84 / 64 / Mark Niggemann

KMMM Pascal. cgrs Microtech. **TPUG** 2:40-42
Feb'85 / PET/CBM/64 / Kevin Boardman

KMMM Pascal. Wilserv Industries. **Ahoy**
1:43-46 Dec'84 / 64 / Morton Kevelson

KMMM Pascal. AB Computers. **Midnite** 18:48
Apr/May'84 / 64 / John Schaad

Oxford pascal. Oxford Computer Systems.
Comp Gazette 2:138-40 Oct'84 / 64 /
Charles Brannon

Oxford Pascal. Oxford Computer Systems.
Midnite 20:44 Aug/Sep'84 / VIC / David
Myers

Oxford Pascal. Oxford Computer Systems.
TPUG 1:22-23 Jan'85 / 64 / Dave Powell

Oxford Pascal. Limbic Systems. **Run** 2:14+
Feb'85 / 64 / David A. Salvati

Zoom Pascal. Abacus Software. **Midnite** 19:36
June/July'84 / 64 / Craig Wittler

PILOT

Vanilla PILOT. Tamarack Software. **TPUG**
1:50 Mar/Apr'84 / PET/VIC/64 / Ravi
Palepu

MATHEMATICS

Computer Calculator. Pioneer Software. **Ahoy**
2:38 Mar'85 / 64 / Richard Herring

Number Cruncher Statistical System. Dr.
Jerry L. Hintze. **Midnite** 18:11-12
Apr/May'84 / 64 / Michael B. Maron

SPP: A Statistical Package for Personal
Computers. Kobetek Systems. **Midnite** 21:24
Nov/Dec'84 / CBM/64 / Barry Holley

Stat-64. Handic Software. **Midnite** 22:30
Jan/Feb'85 / 64 / Custer Whiteside

MEMORY

Cardram 16. Cardco. **TPUG** 1:49 Nov'84 /
VIC / Richard Best

Golden RAM 24K Expander. Voice World.
Midnite 18:45 Apr/May'84 / VIC / Bill
Boose

Memory Expander. Optimized Data Systems.
Midnite 18:45 Apr/May'84 / PET / Jim
Oldfield

Microshare 64Q Print Buffer. Comspec
Communications. **Midnite** 21:43 Nov/Dec'84
/ PET/CBM / Chris Zamara

Promenade EPROM programmer.
Jason-Rankeim. **Compute!** 6:70 June'84 /
VIC/64 / Sheldon Leemon

Promenade C1 EPROM Programmer.
Jason-Ranheim. **Micro** 73:11-12 July'84 /
VIC/64 / Ralph Tenny

Ramax [27K memory Expansion]. Apropos
Technology. **Run** 1:124-26 Aug'84 / VIC /
Guy Wright

VM201 24K. Personal Computer Specialties.
TPUG 1:55 Nov'84 / VIC / John David

Miscellaneous

64 Doctor. Computer Software Associates.
Micro 74:14 Aug'84 / 64 / Phil Daly

- Basketball Stats. Midwest Software. **Midnite** 18:53 Apr/May'84 / 64 / Tommy Zurkammer
- Cardkey 1. Cardco. **Midnite** 18:47 Apr/May'84 / VIC/64 / Jim Strasma
- Circuit Analysis. Nth Digit Solutions. **Midnite** 22:54 Jan/Feb'85 / 64 / Annette Hinshaw
- Circuit Design. Nth Digit Solutions. **Midnite** 22:54 Jan/Feb'85 / 64 / Annette Hinshaw
- Football Scout. Midwest Software. **Midnite** 18:53 Apr/May'84 / 64 / Tommy Zurkammer
- Hockey Manager. Kobetek Systems. **Midnite** 21:45 Nov/Dec'84 / VIC/64 / Ron Dale
- League Bowl. Midwest Software. **Midnite** 18:53 Apr/May'84 / 64 / Tommy Zurkammer
- Missing Key. Softpeople. **TPUG** 1:40 Dec'84 / 64 / Dave Powell
- Mr. Tester. Micro-W. **Midnite** 21:50-51 Nov/Dec'84 / 64 / Jim Strasma
- Personalized Kernal. G.C. Systems. **Midnite** 22:56-57 Jan/Feb'85 / 64 / Jim Strasma
- Speed Handicapper. High Deser Publishing. **Ahoy** 2:36 Mar'85 / 64 / Bob Lloret
- Stop Thief [security lock]. Infosystems Limited. **Midnite** 18:54 Apr/May'84 / CBM / Jim Strasma
- MUSIC AIDS**
- Dancing Feats. Softsync. **Run** 2:18+ Mar'85 / 64 / Tom Benford
- Dancing Feats. Softsync. **Power/play** 3:108 Oct/Nov'84 / 64 / Ted Salamone
- Fun With Music. Epyx Software. **Run** 1:45 Apr'84 / 64 / Tom Benford
- Guitar Master. MasterSoft. **Comp Gazette** 3:88-89 Mar'85 / 64 / Anon.
- Kawasaki Synthesizer. Sight & Sound Intl. **Run** 1:37-38 Apr'84 / 64 / Tom Benford
- Master Composer. Access Software. **Run** 1:16-18 Dec'84 / 64 / Michael Quigley
- Master Composer. Access Software. **TPUG** 1:32 Nov'84 / 64 / Tim Grantham
- Music Composer [VIC]. Thorn EMI. **Run** 1:44-45 Apr'84 / 64 / Tom Benford
- Music Composer. CBM. **Run** 1:38 Apr'84 / 64 / Tom Benford
- Music Construction Set. Electronic Arts. **Run** 1:48 Apr'84 / 64 / Tom Benford
- Music Construction Set. Electronic Arts. **Commodore** 5:122-24 Nov/Dec'84 / 64 / Ted Salamone
- Music Construction Set. Electronic Arts. **Midnite** 18:60 Apr/May'84 / 64 / Randy Chase
- Music Construction Set. Electronic Arts. **Ahoy** 1:49+52 May'84 / 64 / Lloyd Davies
- Music Construction Set. Electronic Arts. **TPUG** 1:31 Nov'84 / 64 / William Wilbur
- Music Machine. CBM. **Run** 1:38 Apr'84 / 64 / Tom Benford
- Music Master. Softtext. **Micro** 74:13 Aug'84 / 64 / Phil Daly
- Music Writer III. Nufekop. **Comp Gazette** 2:100 Aug'84 / VIC / David Florence
- Music Writer 64. M'Soft. **Run** 1:34-36 Apr'84 / 64 / Tom Benford
- Musicalc. Waveform. **Comp Gazette** 2:98+ Nov'84 / 64 / Arthur B. Hunkins
- Musicalc. Waveform. **Run** 1:51+ Apr'84 / 64 / Tom Benford
- Musicalc. Waveform. **Commodore** 5:62-68 Nov/Dec'84 / 64 / David R. Brooks
- Muscomp. Computer Alliance. **Midnite** 18:60 Apr/May'84 / 64 / Rich Westerman
- Note Pro II. Electronic Lab Industries. **Midnite** 18:60 Apr/May'84 / 64 / Marc Rosen
- Note Pro II. Electronic Lab Industries. **Run** 1:36 Apr'84 / 64 / Tom Benford

Sight & Sound music software. **Comp Gazette** 3:82+ Feb'85 / 64 / Arthur B. Hunkins

Songwriter. Scarborough Systems. **Micro** 74:12 Aug'84 / 64 / Phil Daly

Studio 64. Entech. **TPUG** 2:40 Feb'85 / 64 / Tim Grantham

Studio 64. Entech. **Commodore** 5:125-27 Nov/Dec'84 / 64 / Jaime Wilcutt

Studio-64. Entech Software. **Run** 1:48-50 Apr'84 / 64 / Tom Benford

Synthy-64. Abacus Software. **Ahoy** 1:59-60 Aug'84 / 64 / Lloyd Davies

Synthy-64. Abacus Software. **Run** 1:36-37 Apr'84 / 64 / Tom Benford

When I'm 64. The Alien Group. **TPUG** 1:34 Nov'84 / 64 / Tim Grantham

When I'm 64. The Alien Group. **Micro** 74:11 Aug'84 / 64 / Phil Daly

PRINTING AIDS

PET-Trax. AB Computers. **Midnite** 18:61 Apr/May'84 / 64 / Candy Jens

The Print Shop. Broderbund Software. **Compute!** 7:74-76 Mar'85 / 64 / Karen G. McCullough

The Print Shop. Broderbund Software. **Family Comp** 2:120 Sep'84 / 64 / Cathy Frank

Printer Utility Program. Cardco. **Midnite** 18:61 Apr/May'84 / 64 / Scott Shearer

Printer Utility Program. Cardco. **TPUG** 1:22 Nov'84 / VIC/64 / Mike Martin

PROGRAMMING AIDS

Handi-Pac. Computer Outlet. **Midnite** 18:54 Apr/May'84 / 64 / Tony Payne

Master 64. Abacus Software. **Midnite** 19:42 June/July'84 / 64 / Jim Strasma

Master 64. Abacus Software. **Run** 1:84 Aug'84 / 64 / Jim Grubbs

The Operating System. Hacker's Hardware. **Midnite** 21:52 Nov/Dec'84 / 64 / Jim Strasma

POWER 64. Pro-Line Software. **Transactor** 5:23 No.3 / 64 / Chris Zamara

Simon's BASIC. BM. **Home Comp** 4:151-52 No.1 / 64 / W.K. Balthrop

Simons' BASIC. CBM. **TPUG** 2:42-44 Feb'85 / 64 / Kevin Boardman

Softspan-80. Sound Software. **TPUG** 1:19 June'84 / 64 / William Frenchu

SuperBASIC 64. Richvale Telecommunications. **Midnite** 20:47 Aug/Sep'84 / 64 / B. Prouty

Super Expander 64. CBM. **Midnite** 19:41 June/July'84 / 64 / Jim DeMian

Super Expander 64. CBM. **Home Comp** 4:150-51 No.1 / 64 / W.K. Balthrop

Tool 64. Handic Software. **Commodore** 5:119-21 Sep/Oct'84 / 64 / Elizabeth Deal

UltraBASIC 64. Abacus Software. **TPUG** 1:49-50 Mar/Apr'84 / 64 / Don White

UltraBASIC 64. Abacus Software. **Ahoy** 1:54-55 Aug'84 / 64 / Michael Kleinert

RELIGIOUS

All About Chanukah. Davka Corp. **Ahoy** 1:60 May'84 / 64 / Morton A. Kevelson

Apocalypse. The Spiritual Source. **Midnite** 19:22 June/July'84 / PET/64 / Tom Lynch

The Book of Acts. Magic Ministry. **Midnite** 18:18 Apr/May'84 / 64 / Jim Strasma

Calling Record. Theobyte. **Midnite** 19:22 June/July'84 / 64 / Jim Strasma

Christmas Story 64. Joyful Computing Associates. **Midnite** 18:18 Apr/May'84 / 64 / Anon.

Christmas Carols. John Henry Software. **Midnite** 22:32 Jan/Feb'85 / 64 / Jim Strasma

Early Heroes of the Bible. Gilbert & Ronald Beers. **Midnite** 22:32 Jan/Feb'85 / 64 / Jim Strasma

Electronic Concordance. Theobyte. **Midnite** 19:22 June/July'84 / 64 / Jim Strasma

Gospel Of Luke. Magic Ministry. **Midnite** 18:18 Apr/May'84 / 64 / Casey Westerman

Learning to Read Hebrew. Davka Corp. **Ahoy** 2:97-98 Jan'85 / 64 / Morton Kevelson

Looking into the Book. Theobyte. **Midnite** 19:23 June/July'84 / 64 / Jim Strasma

Scrambled Verses. Smoky Mountain Software. **Midnite** 21:25 Nov/Dec'84 / 64 / Jim Strasma

Sort 'Em 1. Smoky Mountain Software. **Midnite** 21:25 Nov/Dec'84 / 64 / Jim Strasma

Sort 'Em 2. Smokey Mountain Software. **Midnite** 22:32 Jan/Feb'85 / 64 / Jim Strasma

Games

Bible Baseball. Davka Corp. **Ahoy** 1:58-59 Mar'84 / 64 / R.J. Michaels

Game of the Macabees. Davka Corp. **Midnite** 19:22 June/July'84 / 64 / Jim Strasma

The Israel Geography Game. Davka Corp. **Midnite** 19:22 June/July'84 / 64 / Jim Strasma

The Israel Geography Game. Davka Corp. **TPUG** 1:42 Nov'84 / CBM/64 / John Easton

Jewish I.Q. Baseball V2.2. Davka Corp. **Midnite** 19:22-23 June/July'84 / 64 / Jim Strasma

On the Dole. Theobyte. **Midnite** 19:23 June/July'84 / 64 / Jim Strasma

Samson and Delilah. Davka Corp. **TPUG** 1:42 Nov'84 / CBM/64 / John Easton

Samson and Delilah. Davka Corp. **Commander** 2:42-43 June'84 / 64 / Maryanne Dodd

Search for your Jewish Cousin. Davka Corp. **Midnite** 19:23 June/July'84 / 64 / Jim Strasma

SPREADSHEETS

BCalc. Microtechnic Solutions. **Ahoy** 1:20 May'84 / 64 / Terry Silveria

Busicalc II. Skyles Electric Works. **Midnite** 18:13 Apr/May'84 / ALL

Busicalc. Skyles Electric Works. **Ahoy** 1:20-21 May'84 / 64 / Terry Silveria

Calc Result. Handic Software. **Comp Gazette** 2:106-108 Oct'84 / 64 / Emily Herman

Calc Result. Handic Software. **Commodore** 6:36+ Jan/Feb'85 / 64 / Elizabeth Deal

Calc Result. Computer Marketing Services. **Ahoy** 1:20+34 May'84 / 64 / Terry Silveria

Calc Result. Handic Software. **Run** 1:26-29 Apr'84 / 64 / Michael Heck

Count-Sil. Systems Interface. **Home Comp** 4:62-63 Aug'84 / VIC/64 / Tom Green

Creative Calc. Creative Software. **Family Comp** 2:114 Nov'84 / 64 / Norma Odisio

ESP>Calc. New Leaf. **TPUG** 1:51-53 Nov'84 / 64 / Dave Powell

ESP>Calc. New Leaf. **Ahoy** 1:34 May'84 / 64 / Terry Silveria

ESP>Calc. New Leaf. **Ahoy** 1:38-39 Sep'84 / 64 / Lloyd Davies

Homecalc. Sim Computer Products. **Family Comp** 2:116 June'84 / 64 / Sharon Zardetto Aker

Multiplan. Hesware. **Commodore** 5:58-63 Sep/Oct'84 / VIC/64 / Betsy Byrne and Dr. Richard Kotomori

Multiplan. Hesware. **Run** 1:20-23 July'84 / 64 / Larry Bihlmeyer

Multiplan. Hesware. **Home Comp** 4:70 No.4 / 64 / Patricia Swift

- Multiplan. Hesware. **Comp Gazette** 3:80-82
Mar'85 / 64 / Harvey B. Herman
- Multiplan. Hesware. **Midnite** 22:30 Jan/Feb'85
/ 64 / Mike Stout
- Multiplan. Hesware. **Ahoy** 1:55-56 June'84 /
64 / Shay Addams
- Multiplan. Hesware. **TPUG** 1:51-53 Nov'84 /
-64 / Dave Powell
- Multiplan. Hesware. **Midnite** 20:30 Aug/Sep'84
/ 64 / James S. Condon
- Multiplan. Hesware. **Midnite** 18:13
Apr/May'84 / 64 / Robert Newcomb
- Multiplan. Hesware. **Ahoy** 1:34 May'84 / 64 /
Terry Silveria
- Omnicalc. Hesware. **Ahoy** 1:34+93 May'84 /
64 / Terry Silveria
- Omnicalc. Hesware. **Midnite** 18:13
Apr/May'84 / 64 / Charlie Proctor
- Practicalc. Computer Marketing Associates.
TPUG 1:51-53 Nov'84 / 64 / Dave Powell
- Practicalc. CSA. **Ahoy** 1:93 May'84 / 64 /
Terry Silveria
- Practicalc. Computer Software Associates.
Commodore 5:58-63 Sep/Oct'84 / VIC/64 /
Betsy Byrne and Dr. Richard Kotomori
- The Spreadsheet Assistant. Rainbow
Computer. **Ahoy** 1:87-89 Oct'84 / 64 /
Richard Herring
- The Spreadsheet Assistant. Rainbow
Computer. **Ahoy** 1:93 May'84 / 64 / Terry
Silveria
- TELECOMPUTING**
- Commander Ultra Terminal-64. Creative
Equipment. **Ahoy** 1:57-58 Aug'84 / 64 /
Richard Herring
- Graph-Term 64. Bennett Software. **Run** 1:78
Sep'84 / 64 / Jim Strasma
- Graph-Term 64. Bennett Software. **Midnite**
19:36 June/July'84 / 64 / Jim Strasma
- Home Pak. Batteries Included. **Family Comp**
2:126 Dec'84 / 64 / Joe Gelman
- MCI Mail [Electronic Mail Service]. MCI
Mail. **Run** 1:126-29 Aug'84 / ALL / Dale F.
Brown
- 64 Terminal. Midwest Micro Associates. **Run**
1:77-78 Sep'84 / 64 / Jim Strasma
- Skiwriter II [includes communications].
Prentice-Hall. **Ahoy** 2:44+47 Feb'85 / 64 /
Robert J. Sodaro
- Skiwriter II. Prentice-Hall Home Software.
Comp Gazette 2:60+ Dec'84 / 64 / Fred
D'Ignazio
- The Smart 64 Terminal Plus 2. Microtechnic
Solutions. **Ahoy** 1:52-54 June'84 / 64 /
Morton A. Kevelson
- The Smart 64 Terminal. Microtechnic
Solutions. **Run** 1:78 Sep'84 / 64 / Jim
Strasma
- The Smart 64 Terminal Plus+3. Microtechnic
Solutions. **Midnite** 19:38 June/July'84 /
VIC/64 / Jim Strasma
- The Softboard Bulletin Board System. Walter
Newton. **Midnite** 19:38 June/July'84 /
VIC/64 / Mike Stout
- Speedterm III. Astral Image. **Midnite** 22:52
Jan/Feb'85 / 64 / Mike Stout
- Super Term. Midwest Micro Associates. **Run**
1:78 Sep'84 / 64 / Jim Strasma
- Telstar 64. Eastern House Software. **Run** 1:78
Sep'84 / 64 / Jim Strasma
- Telstar 64. Eastern House Software. **Midnite**
18:52 Apr/May'84 / 64 / Jim Strasma
- Telstar. Eastern House Software. **Midnite**
20:46 Aug/Sep'84 / 64 / Mark Niggemann
- Term.ott.C64.V10. Commodore
Communications. **Midnite** 19:39 June/July'84
/ ALL / Mike Stout
- Termin/all. Cognitek. **Midnite** 19:38-39
June/July'84 / 64 / Jim Strasma

Terminal 40. Midwest Micro Associates. **Run**
1:78 Sep'84 / 64 / Jim Strasma

Vidtex. Compuserve. **Midnite** 19:39
June/July'84 / 64 / Jim Strasma

Vidtex. Compuserve. **Run** 1:80 Sep'84 / 64 /
Jim Strasma

Vidtex. Compuserve. **TPUG** 1:37-38 May'84 /
PET/CBM / William Wilbur

Vidtex. Compuserve. **Midnite** 18:52
Apr/May'84 / 64 / Keith Peterson

VIP Terminal. Softlaw. **Comp Gazette** 3:94+
Feb'85 / 64 / Anon.

VIP Terminal. Softlaw. **Midnite** 19:39
June/July'84 / 64 / Jim Strasma

VIP Terminal. Softlaw. **Run** 1:80 Sep'84 / 64
/ Jim Strasma

VIDEO AIDS

Vortex. Event Horizon Software. **Ahoy** 2:41
Jan'85 / 64 / Shane Duffy

BI-80. Batteries Included. **Midnite** 20:40
Aug/Sep'84 / 64 / Jim Strasma

Color 80. Richvale Telecommunications.
Midnite 18:56 Apr/May'84 / 64 / Paul Blair

Screenmaker 80-Column Video Board. cgrs
Microtech. **Run** 2:95+ Feb'85 / 64 / Louis
F. Sander

Softspan-80. Sound Software. **TPUG** 1:19
June'84 / 64 / William Frenchu

Video Pak 80. Data-20. **Midnite** 18:47
Apr/May'84 / 64 / Andy Skelton

Z-80 Video Pak. Data-20. **Midnite** 18:47
Apr/May'84 / 64 / Charles T. Kowal

VOICE SYNTHESIZERS

Chatterbee. Don't Ask Software. **Midnite**
18:59 Apr/May'84 / 64 / Ellen Strasma and
Bob Wolters

Chirpee Voice Command Module. ENG
Manufacturing. **Midnite** 22:47-48 Jan/Feb'85
/ 64 / Jeffrey Klopping

Comvoice. Genesis Computer Corp. **Midnite**
18:59 Apr/May'84 / 64 / Ellen Strasma and
Bob Wolters

Magic Voice Module. CBM. **Ahoy** 2:43 Jan'85
/ 64 / David Barron

Magic Voice. CBM. **Run** 1:46-47 Apr'84 / 64
/ Tom Benford

Magic Voice Speech Module. CBM. **Comp
Gazette** 2:92-93 July'84 / 64 / Betsy Byrne

Magic Voice. CBM. **Midnite** 20:42 Aug/Sep'84
/ 64 / Jim Strasma

Magic Voice Speech Module. CBM. **Compute!**
6:102+ Oct'84 / 64 / Charles Brannon

S.A.M. Don't Ask Software. **Midnite** 20:42
Aug/Sep'84 / 64 / Mark Niggemann

S.A.M. Don't Ask Software. **Commander** 2:8
May'84 / 64 / Colin F. Thompson

S.A.M. Don't Ask Software. **Midnite** 18:60
Apr/May'84 / 64 / Ellen Strasma and Bob
Wolters

S.A.M. Tronix. **Run** 1:22-23 Aug'84 / 64 /
Jim Grubbs

S.A.M. Tronix. **Power/play** 3:40 Dec'84/Jan'85
/ 64 / Ted Salamone

S.A.M. Tronix. **TPUG** 1:23 Nov'84 / 64 /
William R. Frenchu

Speech Synthesizer [VIC-20]. Adman
Electronics. **Run** 1:45 Apr'84 / VIC / Tom
Benford

Voice Box. The Alien Group. **TPUG** 1:34
Nov'84 / 64 / Tim Grantham

The Voice Box. The Alien Group. **Run**
1:45-46 Apr'84 / VIC/64 / Tom Benford

Voice Master. Covox. **Comp Gazette** 2:100+
July'84 / 64 / Charles Brannon

Voice Master. Covox. **Run** 2:93 Feb'85 / 64 /
Tom Benford

The Voice Messenger. Currah Technology.
Comp Gazette 3:113 Jan'85 / 64 / Anon.

WORD PROCESSORS

Bank Street Writer. Broderbund Software.
Midnite 18:14 Apr/May'84 / 64 / Heb Gross

The Bank Street Writer. Broderbund Software. **Family Comp** 2:42-48 June'84 / 64 / Charles H. Gajeway

Bank Street Writer. Broderbund Software.
Home Comp 4:105 No.1 / 64 / Greg Roberts

X Bank Street Writer. Broderbund Software.
Run 2:90 Mar'85 / 64 / Bill Gates

Blitztext. Elcomp Publishing. **Run** 2:95
Mar'85 / 64 / Bill Gates

Copy-Writer. cgrs Microtech. **Midnite** 18:15
Apr/May'84 / 64 / Jim Strasma

Copy-Writer. cgrs Microtech. **Run** 2:98+
Mar'85 / 64 / Bill Gates

Copy-Writer. IDPC. **Midnite** 19:20
June/July'84 / PET/CBM/64 / Jim Strasma

Creative Writer. Creative Software. **Family Comp** 2:100-101 Oct'84 / 64 / Norma Odisio

Creative Writer. Creative Software. **Run** 2:92
Mar'85 / 64 / Bill Gates

Cut & Paste. Electronic Arts. **Creative Comp** 10:101 May'84 / 64 / Steve Arrants

Cut & Paste. Electronic Arts. **Family Comp** 2:42-48 June'84 / 64 / Charles H. Gajeway

Cut & Paste. Electronic Arts. **Midnite** 18:15
Apr/May'84 / 64 / Jim Strasma

Cut & Paste. Electronic Arts. **Run** 2:90+
Mar'85 / 64 / Bill Gates

Cut & Paste. Electronic Arts. **Ahoy** 1:70-71
Apr'84 / 64 / Shay Addams

Easy Script. CBM. **Ahoy** 1:11 Sep'84 / 64 / Sanjiva K. Nath

Easy Script. CBM. **Ahoy** 1:15+ Apr'84 / 64 / Morton Kevelson

Easy Script. CBM. **Comp Gazette** 2:64-66
June'84 / 64 / Shelly Neely

Easy Script. CBM. **Transactor** 5:34-42 No.1 / 64 / George Shirinian

Easy Script. CBM. **Home Comp** 4:137 Aug'84 / 64 / Greg Roberts

Easy Script. CBM. **Commodore** 5:43-45
Sep/Oct'84 / 64 / Bonnie Paris

Fleet System 2. Professional Software. **Run** 2:100-101 Mar'85 / 64 / Bill Gates

Heswriter. Hesware. **TPUG** 1:24 May'84 / VIC / Michael Quigley

Heswriter. Hesware. **Power/play** 3:112-17
Oct/Nov'84 / VIC / Walt Lounsbury

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Kidwriter. Spinnaker Software. **Midnite** 18:15-16 Apr/May'84 / 64 / Jeff Lowenthal

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Kidwriter. Spinnaker Software. **Midnite** 20:33
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Kidwriter. Spinnaker Software. **Run** 2:16
Jan'85 / 64 / Christine Adamec

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Magic Desk I. CBM. **Ahoy** 1:88-89 June'84 /
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Magic Desk I. CBM. **Midnite** 18:14
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Micro. **Ahoy** 2:49+ Jan'85 / 64 / Bob
Guerra

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Oct'84 / 64 / Larry Bihlmeyer

OmniWriter/OmniSpell. Hesware. **Midnite**
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Shirinian

Paperclip. Batteries Included. **Midnite** 18:16
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Aug/Sep'84 / 64 / Harry J. Bethke

Quickwriter III. Educomp. **Ahoy** 1:90-91
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RTC-4. Richvale Telecommunications. **Midnite**
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Dellow

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Shirinian

Script 64. Richvale Telecommunications.
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Comp** 2:42-48 June'84 / VIC/64 / Charles
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