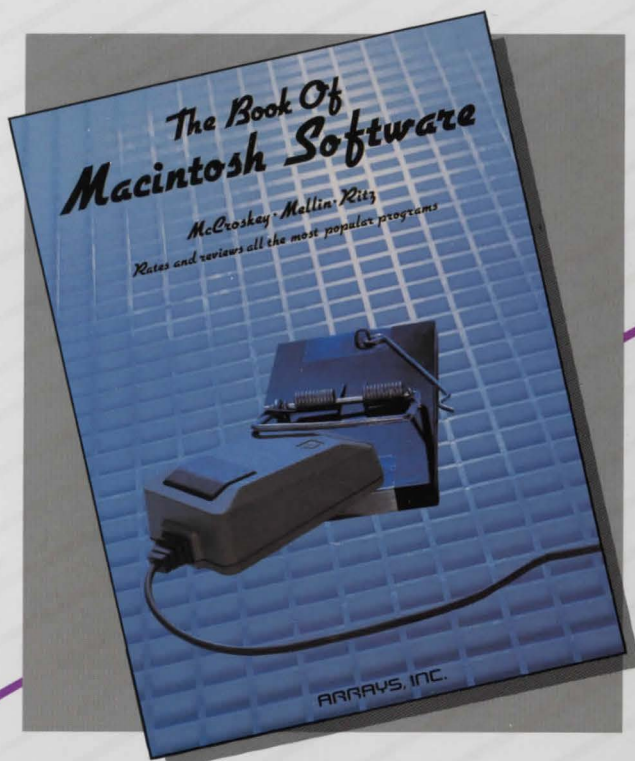


**Hot, New  
Products  
from  
Arrays, Inc.**

**The Book Division**



## The Book of Macintosh Software

1st Edition

ISBN 0-912003-20-0 \$19.95

Edited by Mia McCroskey, Michael Mellin, and Roberta Ritz

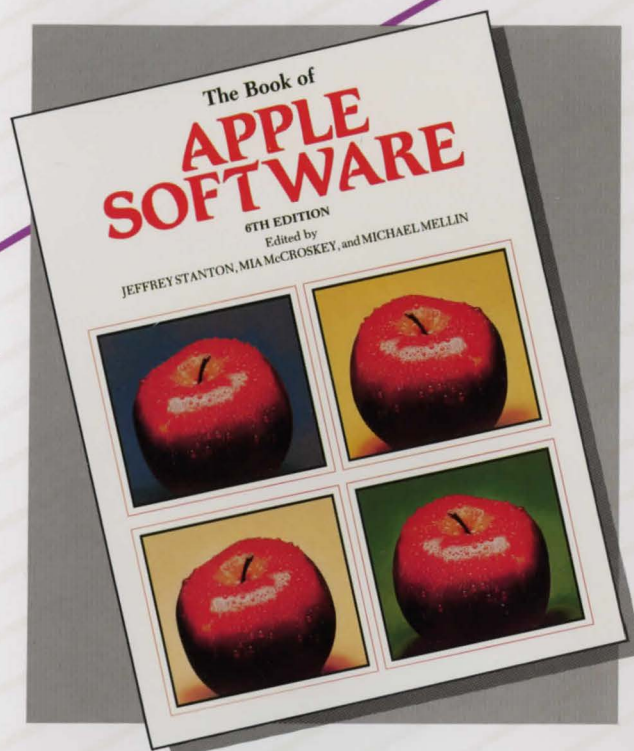
Over 200 Macintosh programs reviewed by the software evaluation experts.

We've been reviewing software for over six years, and we're very excited about our newest addition—*The Book of Macintosh Software*. You'll find reviews of productivity, graphics, educational, entertainment, utilities, and home/personal programs between the covers of this book. And you'll also find the key to just the information you need about the programs that interest you most—our dealer demo offer. The special mailer enclosed in the book offers you demonstration disks of many of the best rated programs. You don't even have to visit the software store.

Each reviewer—an expert with the type of software he reviews—assigns letter grades for such qualities as ease of use, value for money, documentation, and reliability. Each review also includes a special "MacUse" grade that tells you how well the program uses the special Macintosh environment. In addition, hardware requirements for each program are displayed in a convenient, easily referenced icon system, so you know at a glance whether you need, say, a Fat Mac, a modem, or an external drive.

Don't let your Mac languish among hoards of poor software. **The Book of Macintosh Software** helps you choose only the best.

paperbound; 8½" by 11"; 535 pp.



## The Book of Apple Software

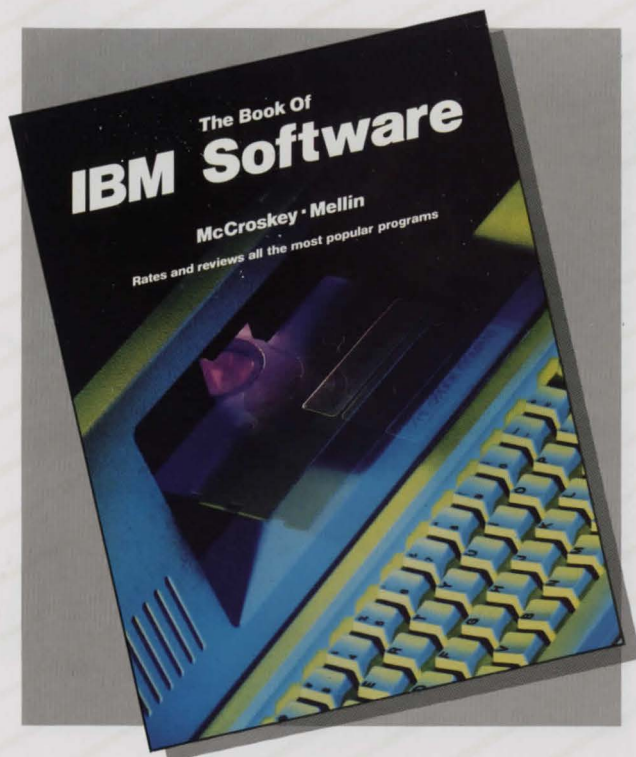
6th Edition

ISBN 0-912003-51-0 \$24.95

Edited by Jeffrey Stanton, Mia McCroskey, and Michael Mellin

The definitive guide to Apple software since 1981, this book is one of the best-selling computer books *ever*. It describes, evaluates, and rates the most popular programs on the market today for Apple II, II+, IIe, IIc, and III computers. Extensive, easy-to-read reviews cover business, education, utilities, entertainment, and home/personal software. **The Book of Apple Software** can save you hundreds of dollars by taking the guesswork out of evaluating expensive software *before* you buy. Informative introductions to sections dealing with complex programs help you decide if the sort of software reviewed, such as modeling programs or word processors, is really what you need. Each review is written by an expert in his field. Our reviewers know your needs and the software market, and they've brought all their knowledge together in one book—the book you need—*The Book of Apple Software*.

"... the perfect software directories. The lengthy reviews are among the most thorough to be found anywhere." —*Popular Computing*  
paperbound; 8½" by 11"; 700 pp.



## The Book of IBM Software

3rd Edition

ISBN 0-912003-52-9 \$24.95

Edited by Michael Mellin and Mia McCroskey

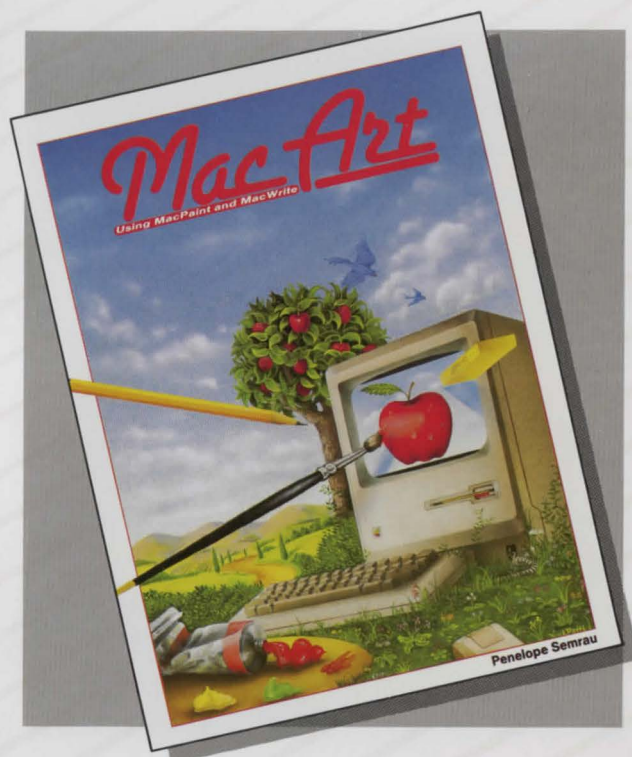
The *only* book that individually grades and reviews over 700 of the most popular software packages marketed for the IBM-PC and PC "work-alikes." Each review is written by an expert with the particular kind of software being rated.

"... the software bible for the IBM-PC." —Ian Chadwick, *InfoAge Consumer Report*-style product reviews cover business, education, utilities, entertainment, and home/personal software. Each software package is assigned letter grades for qualities such as value for money, documentation, and ease of use. The reviewers talk to you like a knowledgeable friend about what it's like to actually use the program. Helpful comparison charts clarify complicated business applications like databases and word processors. You can go to your software store armed with an arsenal of facts about virtually every program on the market. And if you don't know yet what you want, informative introductions explain what the reviewed programs do (or should do) and why.

And, as an added bonus, this book includes demonstration disks of some of the best rated programs. Without even leaving your keyboard, you can see some of the finest IBM software in action.

"... provides solid, informative reviews, written from a refreshingly realistic viewpoint ..." —Susan Jelcich, *PC Week*

paperbound; 8½" by 11"; 600 pp.



## MacArt: Using MacPaint and MacWrite

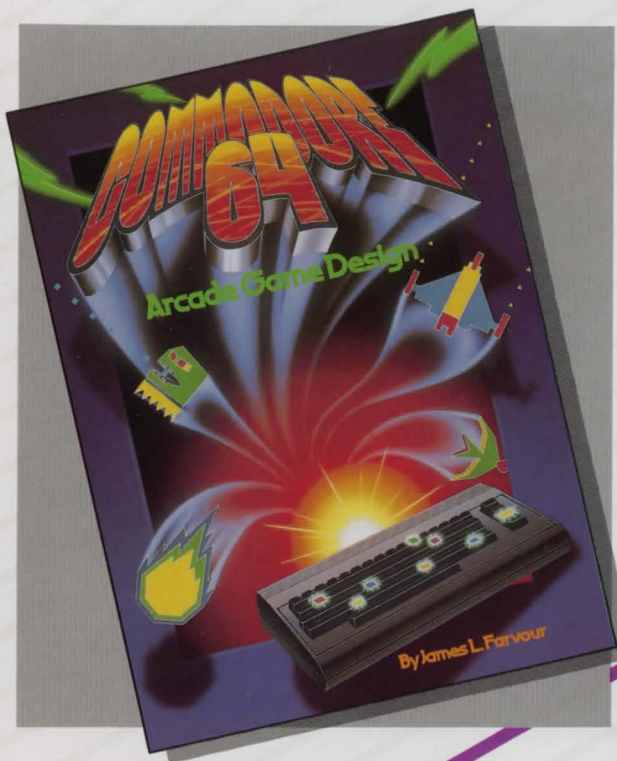
ISBN 0-912003-46-4 \$19.95

Penelope Semrau

You've seen the commercials, maybe you've moused around at a computer store, now it's time to do it. *MacArt* will help you plunge into the world of art and graphics on the Apple Macintosh. Think of it as your key to becoming a MacArtist. When you've completed the exercises between its covers you'll be ready to sit down at your Macintosh and create. Graphs, charts, cards, illustrations ... *MacArt* puts the world of Macintosh graphics at your fingertips.

Beginners will love the complete, step-by-step directions for starting the program, and if you're already a Mac-pro, you can skip to the fully illustrated art lessons and projects that will expand your creative horizons. Learn the techniques, then put them to practical use with projects for business graphics, layouts, letterhead, and flyers.

paperbound; 7¾" by 9¾"; 256 pp.; two color

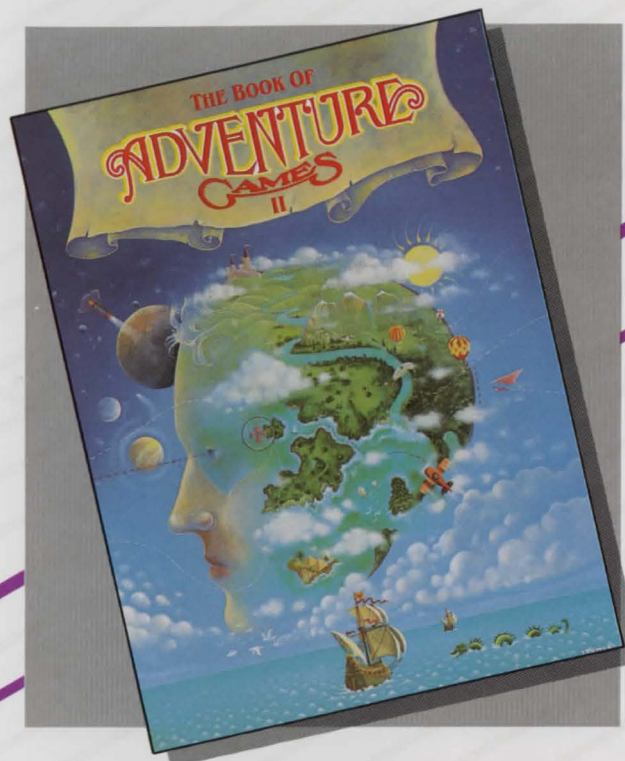


**Commodore 64 Arcade Game Design**  
**ISBN 0-912003-45-6 \$16.95**

*James Farvour*

With nearly three million sold and monthly sales continuing strong, the Commodore is the most successful home/hobbyist computer in history. This step-by-step tutorial caps our Commodore color graphics programming series. The first two volumes—*Commodore 64 Color Graphics: A Beginner's Guide* and *Commodore 64 Color Graphics: An Advanced Guide*—have sold over 20,000 copies each. This book will appeal not only to Commodore users who have the first two volumes, but also to more advanced users who are interested in putting their graphics knowledge to work to produce playable games. **Commodore 64 Arcade Game Design** includes two model games and many assembly language routines that speed up play. Mr. Farvour, whose five previous books cover both Commodore and TRS-80 programming, is a distinguished and experienced author of tutorials. No other book on the Commodore covers games in such depth and includes so many programming tools.

*paperbound; 7 3/4" by 9 1/4"; 193pp.; two color*

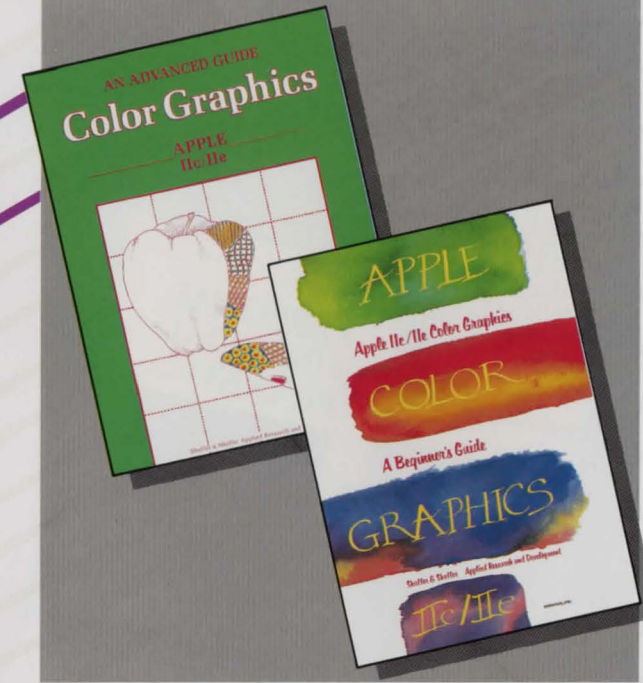


**The Book of Adventure Games II**  
**ISBN 0-912003-41-3 \$19.95**

*Kim Schuette*

Kim has been playing more games, creeping down dungeon corridors and slogging through misty swamps with lantern raised to light the way for his faithful readers. (In fact, every few days for the past year he's emerged from the silicon depths of his Apple to cry out "Get me more Infocom! I *need* Adventure International!") And now he's amassed a superb collection of the *very latest* adventures running on the Apple, Macintosh, and most other computers. **The Book of Adventure Games II** includes descriptions, maps, hints, and other helpful information for forty games, including Infocom's enormously popular *Hitchhiker's Guide to the Galaxy*, many of the new Tellarium interactive literature series, and *Gateway*, the first adventure game originally released only for the Macintosh.

*paperbound; 8 1/2" by 11"; 250 pp.*



**Apple IIc/IIe Color Graphics:**  
**A Beginner's Guide**  
**ISBN 0-912003-49-9**

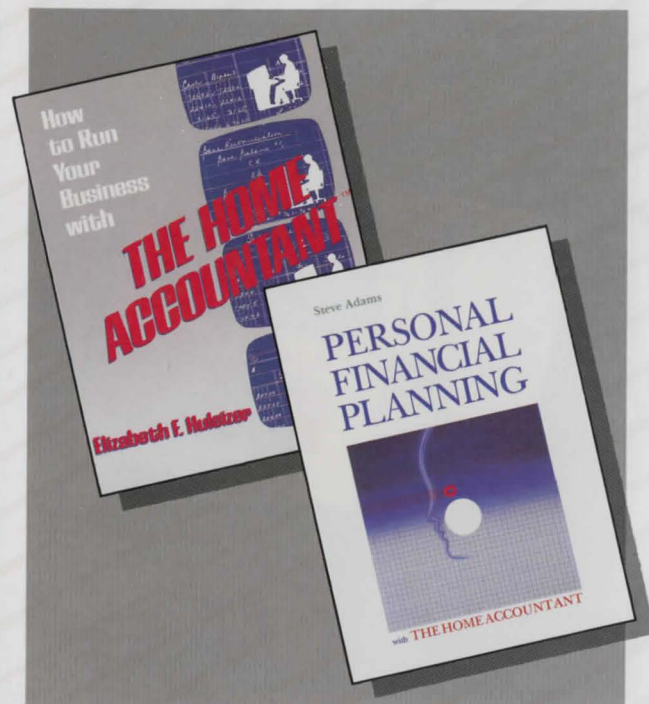
**Apple IIc/IIe Color Graphics:**  
**An Advanced Guide**  
**ISBN 0-912003-50-2**

Both by *Shaffer & Shaffer Applied Research and Development*

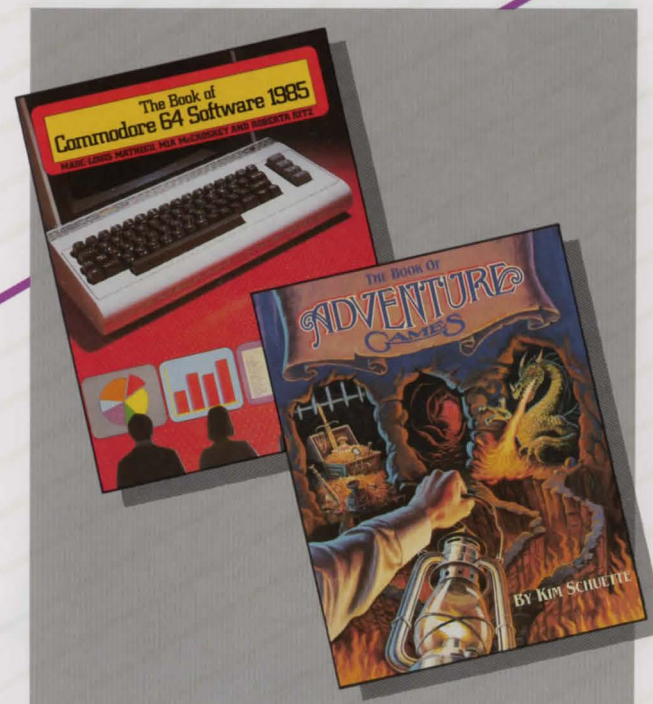
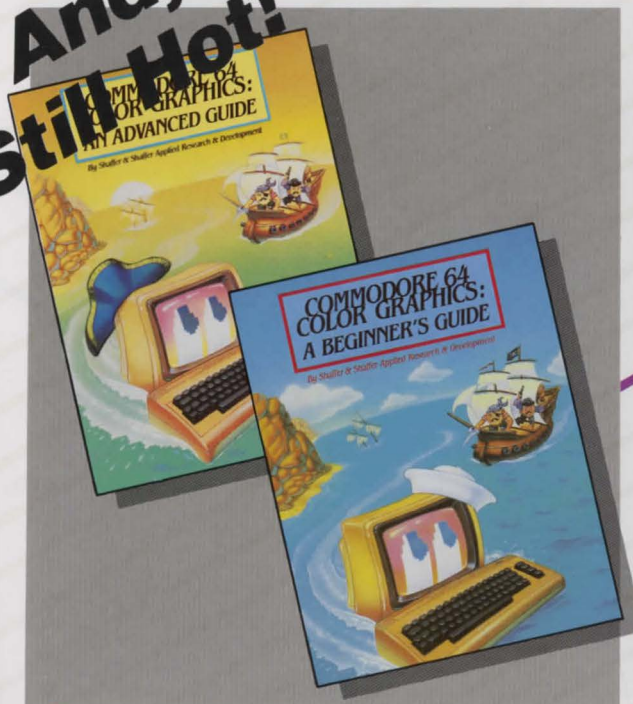
The first books to focus on the graphics potential of Apple's new best selling computer, the IIc, as well as the ever-popular IIe. Intermediate and advanced programmers will find these tutorials both thorough and easy to follow. Shaffer & Shaffer Applied Research and Development's expertise with graphics and the tutorial approach combined with an attractive, two-color format makes these books both informative and easy to use. The **Beginner's Guide** introduces the IIc's graphics modes and explains in clear, simple language how to create one page drawings and simple animation in a multitude of colors. The **Advanced Guide** aims at the advanced programmer. Like the *Beginner's Guide*, it presents a tool kit of BASIC graphics programs and high speed assembly language routines for you to use throughout the book, and later in your own programs. Taking up where the **Beginner's Guide** left off, the **Advanced Guide** uses the same clear, non-technical language. Our **Apple IIc/IIe Color Graphics Guides** are the first word in color graphics on the new breed of Apple computers.

**\$19.95** each.

*paperbound; 7 3/4" by 9 1/4"; 312 pp. each; two color*



And,  
Still Hot!



**Personal Financial Planning with  
The Home Accountant**  
ISBN 0-912003-47-2 \$16.95

Steve Adams  
Nearly 300,000 home computer users own *The Home Accountant*. Every one of them can use **Personal Financial Planning with The Home Accountant** to take charge of their financial future. The book uses a "how to" approach to personal financial planning, including budgeting, long term planning for retirement or major expenses, real estate, tax planning, and various investments. It shows how the program performs each of these functions, and, more importantly, how you can use them to design a financial plan that works. Even computer users who do not yet own *The Home Accountant* will find this book a useful primer on personal financial planning.

paperbound; 8 1/2" by 10 3/4"; 248 pp.

**How to Run Your Business with  
The Home Accountant**  
ISBN 0-13-431230-9 \$16.95

Elizabeth F. Hulsizer  
*The Home Accountant* offers a cost-efficient alternative to more elaborate business software for running a small business. This book helps you design and maintain a computerized accounting system including checkbook and cash journal, debit and credit categories, and many types of reports. You'll even learn how to expand on the program's capabilities as your small business grows.

paperbound; 7" by 9 1/4"; 200 pp.

**Commodore 64 Color Graphics:  
A Beginner's Guide**  
ISBN 0-912003-06-5

**Commodore 64 Color Graphics:  
An Advanced Guide**  
ISBN 0-912003-07-3

Both by *Shaffer & Shaffer Applied Research & Development*  
"... one of those rare books that is well-done throughout ... you may not notice how much you are learning."—*Run Magazine*

A pair of step-by-step guides to creating animated color graphics on the Commodore 64. In the **Beginner's Guide** you'll learn the basics of design and programming. Every necessary BASIC program is thoroughly explained. Numerous illustrations and photos help simplify programming concepts as you learn to create pictures and simple animation. In the **Advanced Guide**, easy to follow yet comprehensive programs teach you to create joystick-controlled sprites, detect sprite collisions, and even produce sound. In both books, machine language data turns time consuming graphics tasks (such as plotting lines and painting shapes) into high speed magic. When you're ready to create your own arcade game, you'll have a head start with these dynamic game construction tools.

**\$14.95 each.**  
paperbound; 7 1/2" by 9 1/2"; 212 pp.; 200 pp.; two colors

Commodore 64 is a registered trademark of Commodore Business Machines, Inc. Atari is a registered trademark of Atari, Inc. IBM is a registered trademark of International Business Machines, Inc. Apple, Apple II, Apple II+, Apple IIe, Apple IIc and Macintosh are registered trademarks of Apple Computer, Inc. The use of trademarks or other designations is for reference purposes only.

**The Book of Commodore 64 Software**  
ISBN 0-912003-21-9 \$19.95

Edited by *Marc-Louis Mathieu, Mia McCroskey, and Roberta Ritz*  
The definitive guide to programs for the most popular computer ever made—the Commodore 64. In the tradition of our authoritative software review books, we offer this fine collection of independent reviews written by knowledgeable computer users. Comparative charts help you to choose among programs of the same type, including word processors, databases, and spreadsheets. **The Book of Commodore 64 Software** is the only book that actually rates and reviews the software for such qualities as ease of use, documentation, vendor support, and value for money.

paperbound; 8 1/2" by 11"; 421 pp.

**The Book of Adventure Games**  
ISBN 0-912003-08-1 \$19.95

*Kim Schuette*  
"... both a must buy and a terrible temptation for all fans of adventure games."—*InCider Magazine*

Once upon a time a little book about fantasy lands made it very big in the real world. **The Book of Adventure Games** is one of the bestselling computer books ever. It includes descriptions, maps, illustrations, and clues for over seventy-five of the most popular games available on the Apple and many other computers. Maps and hints are presented in a way that offers help without giving away the whole game.

paperbound; 8 3/4" by 10 3/4"; 350 pp.



**Atari Color Graphics:  
A Beginner's Workbook**  
ISBN 0-912003-19-7 \$12.95

*Joseph W. Collins*

Brimming with attractive graphics programs, this **Beginner's Workbook** is a faithful guide to programming color graphics on the Atari home computer. Joe Collins first introduces the computer's unique capabilities, then he explains how to program exciting BASIC graphics. Even a novice can easily follow the thoroughly explained programs. Each chapter includes exercises and helpful review sections and many photographs and illustrations to aid understanding. This enjoyable and instructive tutorial will turn you into a computer Picasso before you know it!

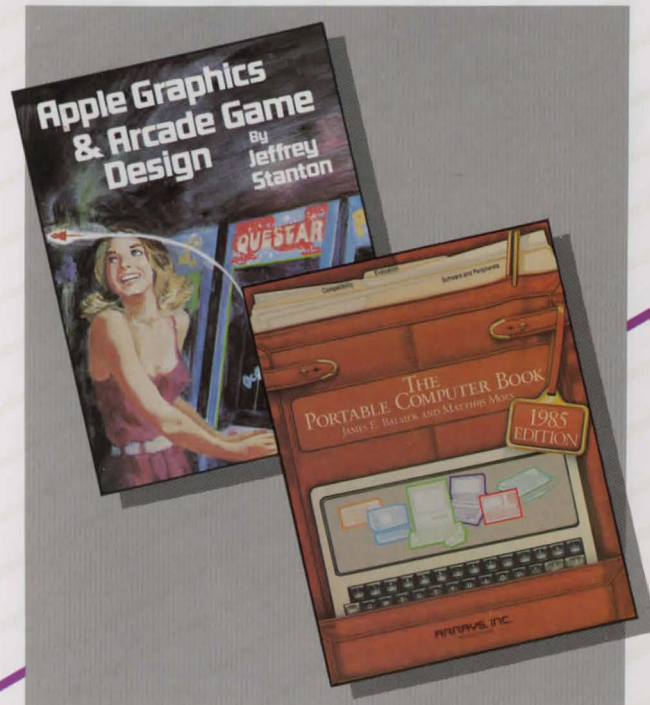
paperbound; 7¼" by 9"; 208 pp.

**Atari Graphics and Arcade Game Design**  
ISBN 0-912003-05-7 \$16.95

*Jeffrey Stanton with Dan Pinal*

This one-of-a-kind book teaches you to create professional quality games using the Atari's unique hardware capabilities. Its comprehensive and structured approach includes: display lists, scrolling, GTIA color, player-missile graphics, and vertical blank and display list interrupts. A series of flowcharts, text, and commented code explain everything in detail. Using both BASIC and assembly language routines, Stanton and Pinal explain each step along the way to creating commercial quality games. Program disks are available from the authors, priced separately.

paperbound; 7¾" by 9¾"; 256 pp.



**The Portable Computer Book**  
ISBN 0-912003-33-7 \$19.95

*James E. Balmer and Matthijs Moes*

"Graceful, witty introduction to portable computers. Nicely illustrated, superbly written, with finely-tuned humor. THE book on portable computers, especially for first-time computer users."—*Computer Book Review 1984*

**The Portable Computer Book** combines a simple, straightforward introduction to microcomputing with no-holds-barred, consumer-oriented reviews of the transportable computers currently available. It offers thorough descriptions and evaluations of nearly 100 portable computers currently being marketed in North America.

paperbound; 7¾" by 9¾"; 353 pp.

**Apple Graphics and Arcade Game Design**  
ISBN 0-912003-01-4 \$19.95

*Jeffrey Stanton*

"...a minor masterwork on advanced Apple graphics techniques ...**Apple Graphics and Arcade Game Design** is a turbo-charged tour of coding techniques for the advanced graphics programmer."—*The Reader's Guide to Microcomputer Books*.

This book will help anyone with a beginning knowledge of BASIC programming get on their way to becoming an Apple game programmer. Includes instructions for creating hi-res graphics from BASIC and machine language, raster graphics, bit-mapping, and much more. A program disk by the author is available, priced separately.

paperbound; 6½" by 9"; 288 pp.

**ARRAYS, INC.**

6711 Valjean Ave. • Van Nuys, CA 91406