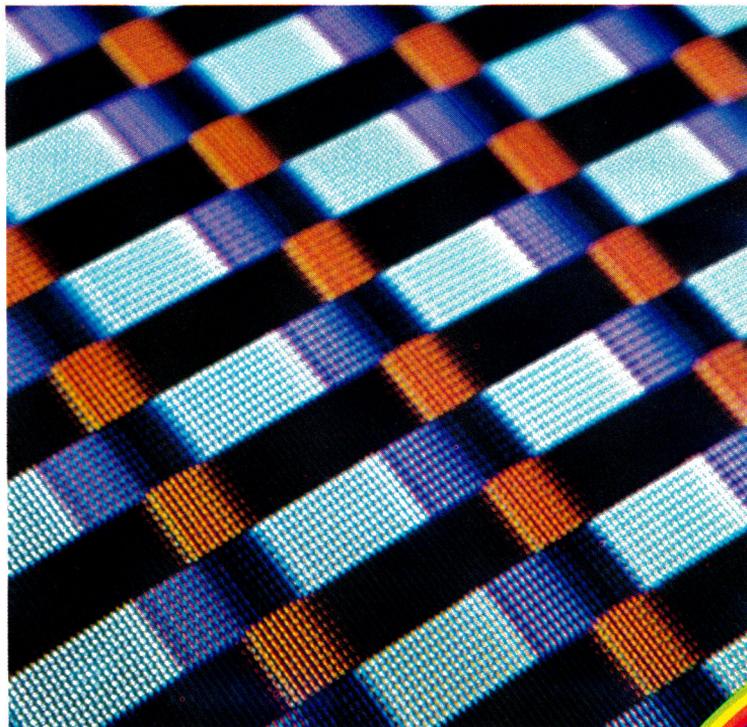# THE GRAPHICS PEOPLE
PENGUIN SOFTWARE™
CATALOG

GRAPHICS, HOME APPLICATIONS, EDUCATIONAL GAMES, GRAPHICS ADVENTURES, FANTASY ADVENTURES, STRATEGY GAMES, ACTION GAMES

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Penguin Software has been a leading publisher of computer software since early 1981, when the first of its series of innovative, high-quality graphics programs was published. Since then, Penguin Software has continued its commitment to excellence and concern for its customers. In 1982, Penguin Software was the first to promote and support the policy of leaving applications and utility software unprotected and copyable, so users could make their own backup copies. (Our entertainment software is not copyable.) We feel it is important for people to be able to back up the applications and utility software that they use every day in their work.

Many of the programs you see from other companies contain graphics created using Penguin Software's graphics programs. Over 50 software publishers have licensed Penguin Software's graphics routines for use in their own products, and at least as many others use Penguin's graphics programs to create title pages, background screens, or other graphics that don't require licensing.

You can be sure that the people who designed the graphics routines everyone else is using will provide the best in their own software. For lasting value in our educational and entertainment software, we demand the best in depth, thought, educational value, and gameplay. Our experience with making easy-to-use applications programs is now being applied to create new home and small business applications and utilities. Of course, these too will be unprotected so you can make your own backup copies. In all we do, our commitment to innovation, quality, and customer support is guaranteed.
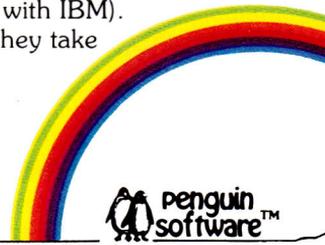
PENGUIN SOFTWARE GRAPHICS PROGRAMS

Penguin Software publishes many different kinds of graphics programs. Various programs let you draw, put text on your pictures, create presentations, print copies of your pictures to a printer, design and rotate 3-D shapes, put animation in your programs, create graphics which take little disk storage space, and aid in graphics programming. Some graphics programs are designed so that you don't need any computer experience — you just point at the option you want on the screen and draw. Others are designed for programmers who want to make graphics programming easier.

With such a variety of tools, you may wonder which is the best for your needs. The chart below should help you find the best graphics software for your application. Find the ones that seem appropriate, then refer to the descriptions on the following pages.

	Complete Graphics System	Paper Graphics	Transitions	Magic Paintbrush	Graphics Magician	Cat Graphics
Screen Drawing	■ (red)			■ (red)	■ (red)	
Text with Graphics	■ (blue)				■ (blue)	■ (blue)
3-D Design	■ (yellow)					
Printing Graphics		■ (navy)				
Presentations			■ (red)			
Animation					■ (black)	
Programming Graphics					■ (green)	

All of Penguin Software's graphics programs which have drawing capabilities provide added blended colors for your computer (108 on standard hi-res Apples, 256 with double-res, changeable sets of 71 with Commodore and Atari, 82 with IBM). Screen pictures are also packed automatically so that they take less of your valuable disk space.

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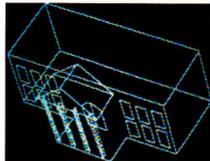
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THE COMPLETE GRAPHICS SYSTEM™

by Mark Pelczarski, David Lubar, and David Shapiro
Apple Double-Res by Steven Meuse

This is a complete and easy-to-use drawing and design package for the non-programmer that will be the solution for most graphics applications. Unless you are planning to use graphics in your programming, this is most likely the graphics software that you will want first and use most often.

Drawing Create graphic images with lines, circles, ellipses, a fast automatic color-fill, 96 brushes, and over 100 colors. The brushes let you paint over areas that are already colored, allowing shading and airbrush effects. You can magnify any area for touch-up work. Simply point to what you want to do, then do it!
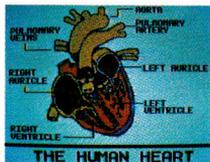
3-D Drawing Create 3-D line drawings that you can easily rotate on any axis, edit and combine with other drawings. Create your figures by using 3-D coordinates, or by just drawing the flat surfaces on the screen. Then assemble the two-dimensional surfaces into a 3-D object with move, rotate, and scale commands.

Special Tricks Change all the colors automatically. Do full-screen picture flips or make mirror images of either half. Move any part of your picture elsewhere on the screen, or to a different picture, or shrink the graphics screen to ¼ size for multiple displays.

Add Text to the Graphics Screen
Adding text to your pictures is as easy as typing it on the screen. Label drawings and charts quickly and easily. Since you are not limited to specific rows and columns, you can easily use subscripts and superscripts and even control spacing between characters and lines. One large and one small type set are included, and you can edit those fonts or create your own.

Saving the Pictures You can use the pictures you create in your own programs. Pictures can be stored in standard format
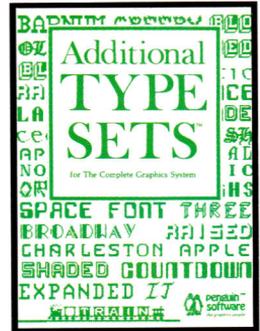
or a "packed" format, which means they can be stored on a disk in about half the space usually taken. If you need to be able to access large amounts of pictures on one disk, see The Graphics Magician description.

ADDITIONAL TYPE SETS™

This lets you add variety and the capability of other languages to The Complete Graphics System. Fifty extra character sets, both large and small, fill both sides of a disk. Alternate typefaces include Old English, Italic, Shaded, Block, Broadway, Oriental, Cel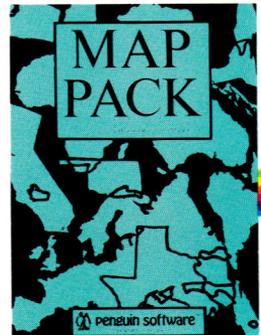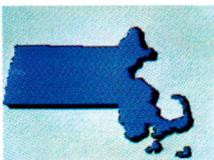tic, Barnum, Creepy, Shadow, Outline, Three-D, Computer and many others. Other language type sets include Hebrew, Greek, Russian, Egyptian, Cyrillic, Arabic and Katakana.
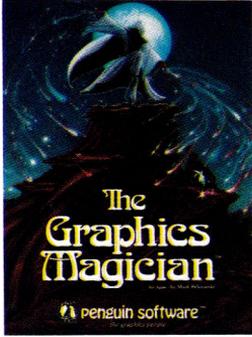

MAP PACK™

by Howard Rubin and Mark Fisch

If you need to use computer-generated maps in your software or presentations, here's the easy way. Map Pack includes outline maps of all 50 states, the U.S., Canadian provinces, and the continents. Simply load the maps into The Complete Graphics System or other graphics utilities and add to the pictures as you like.
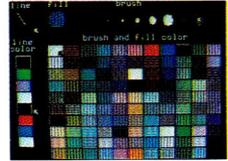

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THE GRAPHICS MAGICIAN®

by Mark Pelczarski, David Lubar, and Chris Jochumson, Translations by Jon Niedfeldt, Steve Meuse, and Michael Shaver

Use what the professionals use to put graphics into their programs! It's easy enough for the beginning programmer, yet it has the power and flexibility to satisfy the most advanced. You have access to *every* routine since it's on an unprotected disk.

Graphics Magician® Picture Painter This is a picture and object painter that lets you store hundreds of multi-colored pictures on a single disk and recall them quickly from your own programs. Useful in designing adventure games and educational software, the picture painter is simple to use for any artist. You can use lines, a fast automatic color-fill, paintbrushes for shading and detail, text, and over 100 colors. To allow for storage of so many pictures, lines are drawn from point to point, and only the directions to redraw the picture are stored by the computer. Adding the pictures to programs is a snap. You can also transfer graphics files between computers for which The Graphics Magician is available, so you won't have to duplicate work when converting your programs to other systems.

Graphics Magician® Animator The animator contains machine language animation routines that use the same techniques as most popular computer arcade games. Three animation editors let you design shapes and their paths, then assemble animations with up to 32 independent objects, all with no programming involved! The machine language animation 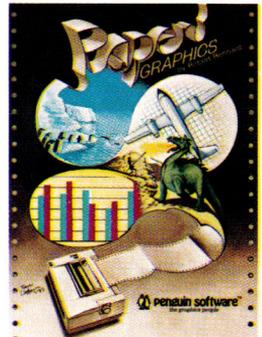file can then be added to your BASIC or machine language programs to give you total control over paths, shapes, locations, and collision detection.

Depending on the computer, The Graphics Magician is available in parts as the Picture Painter or Animator, or together. The Picture Painter in the Apple version can create graphics that work in both Standard and Double Hi-Res. The original Graphics Magician for the Apple was voted by *Softalk's* readers into the All-Time Top 20 programs in both 1983 and 1984.
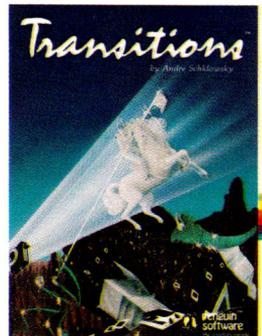
PAPER GRAPHICS™

by Robert Rennard

Paper Graphics lets you print any graphics screen to your printer. It works with hundreds of printer/ interface card combinations; almost every one in existence. With Paper Graphics you can also crop the screen to print any portion, magnify any area to the size you want, print sideways, upright, reverse, upside down, and even label your screens with text. It's the best printer/graphics utility available!
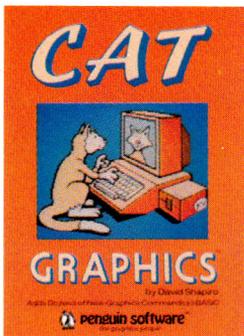
TRANSITIONS™

a presentation system by Andre Schklowsky

Organize your picture disks and easily turn your graphics screens into a professional presentation. Get over 35 professional-looking screen wipes between pictures, such as wipes from the top, bottom, left, or right; spiral, radar, and geometric wipes; a windshield wiper effect; and many others. Choose if you want the screen cleared to a color before the next picture, and the speed of the wipe. A catalog preview function lets you view pictures in miniature to select which pictures to show in what order. Store pictures in packed format, allowing 20 to over 100 pictures per disk. Up to 8 disk drives can be used in a single presentation.

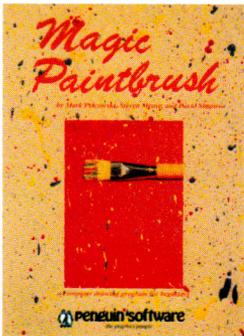penguin software™
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CAT GRAPHICS™

by David Shapiro

   Cat Graphics adds 55 commands to BASIC and makes designing and using graphics in your programs much easier. Included are commands that let you fill areas, print and control text on the graphics screen, draw bit-mapped shapes, boxes, circles, and curves, flip colors, scroll horizontally and vertically, magnify portions of the screen, pack and unpack pictures, "Xplot" lines, and much more! Cat Graphics comes with a three-octave "piano" and a sound effects editor. The same routines are pr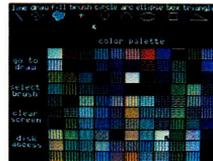ovided for both Apple standard Hi-Res and Double-Res, allowing programs to work with both! The graphics commands can use 108 colors in Apple Standard Hi-Res and 256 in Double Hi-Res. Included as a bonus is Electric Fire, an electronic kaleidoscope.

MAGIC PAINTBRUSH™

by Mark Pelczarski, David Shapiro, and Steve Meuse

   This is an easy-to-use drawing program for creating graphics pictures with lines, circles, brushes, and color-filling in over 100 colors. You can magnify any area for touch-ups, and easily save your pictures to disk. All your choices are selected just by pointing at them. Very similar to the drawing program in Complete Graphics System, this is an ideal starter program for getting acquainted with computer graphics.

HOME DATA MANAGER™

by Mark Pelczarski

Keep, find, sort, and print information for your home or small business. It's easy to use because all your choices are displayed on the screen in an understandable "file folder" form with tabs that show how information can be found.

Organize names, addresses, and phone numbers; account information; book and article data; class lists; and more. Easily add, change, or delete entries, as well as do fast sorts and searches. Show your information on the screen or print it out in formats you design. It's unprotected so you can make a backup copy.
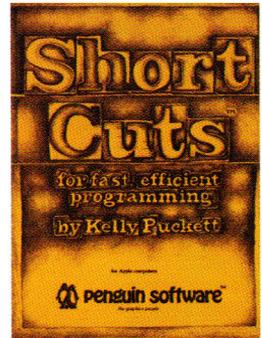
SHORT CUTS™

by Kelly Puckett

Short Cuts provides applications programmers many useful extra commands for BASIC, such as input-testing, formatting, and sorting. It is easy to use, saves time, and adds power to your programming.

A fast, powerful and versatile sorting command can be used to sort string, real number, or integer arrays as well as conveniently sort associated pointers to disk and data records. User input commands provide extensive error-checking, the ability to allow calculations during user input, automatic rounding, the ability to design non-destructive input screens, programmer-defined criteria for determining the validity of input, and both built-in and programmer-defined error messages. Extra program-flow commands allow you to include "help" screens or other subroutines and make them available to the user during input without disturbing normal program control.

Short Cuts coexists with almost every other utility; even others that add commands to BASIC.

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DISK arRANGER™

by William Swanson and Jon Niedfeldt

DISK arRANGER lets you easily organize the files on your disks. The disk catalog can be alphabetized by file name or file type, individual file names can be moved elsewhere, "dummy" file names can be added as headings or remarks, and the "hello" program can be changed to any program on the disk. Any file can be deleted, undeleted, locked, or unlocked. It will also display the amount of free space on the disk and a visual map showing the usage of the entire disk or the physical location of any file on the disk. Best of all, it's easy to use.

THE DISK REPAIR KIT™

by David Winzler

The Disk Repair Kit is a program that you hope you'll never need; but somehow there are always circumstances when you do. And when you've got that disk that suddenly just won't work, it can save hours of frustration. The Disk Repair Kit will fix most disks that seem to be "blown," by reading the disk, comparing the information to what it knows the disk format should be, and automatically reconstructing areas with damaged information. Most common errors are repaired automatically for you. The Disk Repair Kit even lets you examine information that seems to be lost and lets you go in and try to interpret and correct it. It's an invaluable tool.
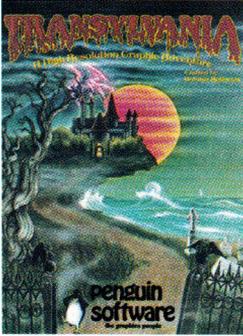
THE SPY IN EUROPE™

an adventure in geography for ages 8 and up by Marsha Meuse and Mark Pelczarski

This is the first in a series of educational graphics adventures by Penguin Software. This game takes one or more players around Europe in search of Dr. X. Players choose their destinations from a map of Europe, and within each country must try to find clues in some of its most well-known places. Simple facts about the countries are interspersed throughout the game, and can help with the solution. In this way, the program teaches and reinforces basic knowledge of the geography of Europe. Besides a single-player option, there are two multiple-player versions that allow either competitive or cooperative games (spy against spy, or a spy network).

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TRANSYLVANIA™

by Antonio Antiochia with other versions by Steven Meuse, Marsha Meuse, Robert Hardy, Kirk Hullison, and Jon Niedfeldt

A classic adventure that sets standards for computer graphics. You must search all of Transylvania to find and rescue Princess Sabrina.

Encounter vampires, were-wolves, and other creatures of the night as you comb through the forest and castle. Put the clues together in time and the Princess is saved. If you don't, she dies at dawn! *Electronic Games magazine Award for outstanding visual effects in a computer game.*

THE COVETED MIRROR™

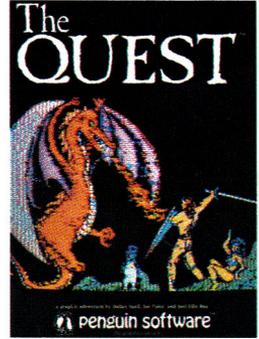*by Eagle Berns and Holly Thomason*

This animated graphic adventure even includes skill and action games that help with the solution. The once tranquil medieval kingdom of Starbury has fallen under the evil rule of the black-hearted King Voar. All that stands between him and absolute

power is a single shard of a magical mirror. You must escape from Voar's prison and find the five pieces of the mirror to break his power.

THE QUEST™

by Dallas Snell, Joe Toler and Joel Ellis Rea with other versions by Steven Meuse, Marsha Meuse, Jeffrey A. Jay, and David Shapiro
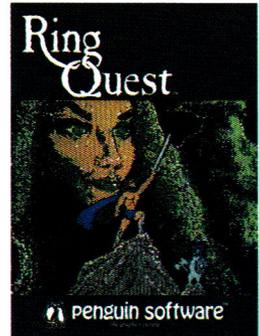
As King Galt's newest advisor in this graphics adventure, you must accompany his champion, Gorn, on a quest to rid the kingdom of a vengeful

dragon. There are many ways to arrive at the game's solution. With over 200 locations and a parser that accepts full and multiple sentence instructions, The Quest fills two sides of a disk. *Received Best Graphics Adventure of 1983 Award from Computer Games magazine.*
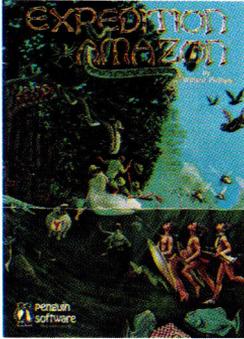
RING QUEST™

by Dallas Snell, Joe Toler, Ron Goebel, and Joel Ellis Rea

In this animated follow-up to The Quest, the sorceress Lisa has come into possession of a magical ring that corrupts its owner. You and Gorn must track down Lisa and reclaim the ring before she destroys

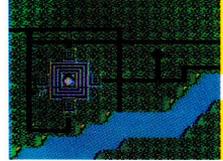everything in sight. (Having played The Quest previously is not necessary.)

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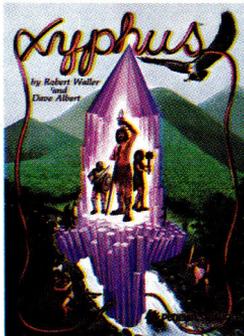*the graphics people*

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EXPEDITION AMAZON™

by Willard Phillips with David Shapiro

A tongue-in-cheek fantasy role-playing game, Expedition Amazon has you lead an expedition deep into the Amazon rain forest to find the ruins of the fabled Inca city of Ka and valuable treasures. Start at Flint University, in Tarsand Trailer Park, Nihil, Texas, and make your way to the jungles of the Amazon, with occasional respites at Pedro's Trading Post. You command a party of four specialists. You will be able to watch your characters grow in skill and stamina — if they survive.

XYPHUS™

by Skip Waller and Dave Albert with the Macintosh version by Robert Hardy

A true breakthrough in fantasy role-playing. Act and react as a team, or split off any of the four characters to act on their own, while each scenario draws you closer to Xyphus, the Demon Lord. The player has six scenarios to battle through. This allows for an infinite variety of spells, weapons, and creatures as your characters grow in strength and skill. All of the scenarios are linked together into a larger game.

THE SWORD OF KADASH™

by Chris Cole, dynamix

This animated fantasy adventure has it all! You control your character in real time as you explore a dragon's castle to find the magical Sword of Kadash. Each of over 200 different screens has its own puzzles, secret doors, creatures, and tricks. Use weapons, shields, and spells to deter the inhabitants as you gain experience and ability, and try to solve the puzzles that will lead you to the sword!

STRATEGY GAMES

PENSATE™

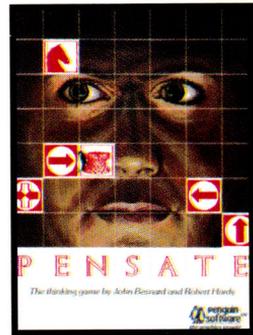*the thinking game by John Besnard and Robert Hardy*

A strategy game developed specifically for the computer. This original thinking game of evasion has an instant replay option and a two-player version. The object is to reach 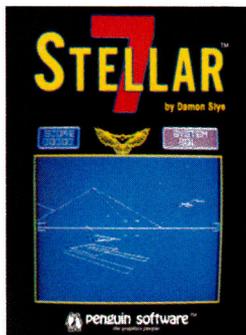the top of an 8 x 8 grid while avoiding all other playing pieces. The computer has 10 types of pieces, each of which moves in a distinct pattern relative to the player's move. Choose from nine selectable rounds, each with multiple levels and skill abilities, as well as automatic advancement to higher levels. The higher the round, the more pieces on the board and the greater the challenge.
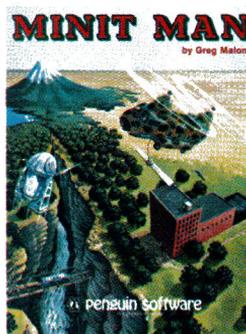
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STELLAR 7™

by Damon Slye, dynamix

Gir Draxon, Supreme Overlord of the Arcturan Empire, has declared war on the Terran Empire! In this fast-animated 3-D strategic battle, you must maneuver your armored vehicle, the Raven, through the Arcturan defenses in their seven staging areas, intercepting all the varied ground and air forces that are thrown at you by the evil Empire.
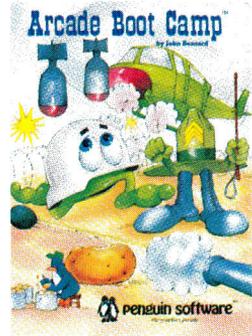

MINIT MAN™

by Greg Malone

Minit Man is two simultaneous arcade games in one. Your silos are empty, awaiting three interceptor missiles that are loaded on trains on the other side of a gorge. You must rebuild a bridge, while stopping the enemy's robots that not only have shattered the bridge, but have also penetrated the building complex to sabotage your missile launch computer. A joystick is required.

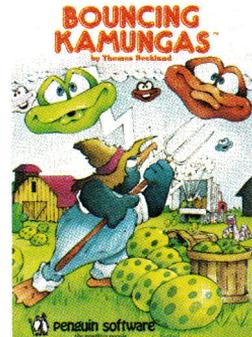# ARCADE BOOT CAMP™

by John Besnard

Tired of getting only 30 seconds of play for your quarter? Pack up and enlist in Arcade Boot Camp! Get your training in all the important skills: chopper flying, driving, shooting, and evasion; then graduate by going through survival training. Suck in that gut, chin up, and get that joystick in your hand! It's like having 5 complete games of skill on one disk. A joystick is required.

BOUNCING KAMUNGAS™

by Thomas Becklund

You are a melon farmer, trying to plant and harvest your crop in the midst of a lightning storm while the kamungas bounce out of the sky and smash your melons. Your only defense is a pitchfork, which unfortunately also attracts lightning. As if that wasn't hazardous enough, when you harvest enough melons you must try driving a truckload to town for delivery while avoiding hungry peronies!

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ARCADE ALBUM #1™

Spy's Demise, The Spy Strikes Back, and Thunderbombs *by Robert Hardy, Alan Zeldin, Tom Becklund, Mark Pelczarski, and Wayne Barbarek*

For the first time, three favorites have been combined on a one-disk album. Spy's Demise is a maddeningly addictive game of avoiding guards in elevators as you try to sneak to the top of the embassy building. In The Spy Strikes Back, (a more strategic game requiring mapping and stealth,) you must avoid being seen by the robot guards in Dr. X's castle. Included as a bonus is Thunderbombs, an all-out two-way space shoot-'em-up.

Dealers

Please call or write for information on carrying Penguin Software.

Prices and Availability

Prices and availability are subject to change without notice. We are not responsible for typographical errors.

Warranty

If Penguin Software disks fail to load within 60 days of purchase, they will be replaced free when returned to Penguin Software. After 60 days, they should be returned to Penguin along with a $5 replacement fee.

Authors

If you've written a program you think is top-quality, we would like to review it for possible publication. We are also looking for authors to convert existing programs to the Apple, Atari, Commodore 64, IBM, and Macintosh. Call or write to ask for our author's package.

Licensing

Penguin Software has several copyrighted routines available for programmers to use in their software. These include the animation and fast picture routines from The Graphics Magician and routines from Short Cuts and Cat Graphics. If you use these routines in any program for sale, there is no licensing fee, but you must obtain a license from Penguin Software. For more information, please contact us in writing.

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Geneva, IL 60134