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Includes a *BBS Documentary* review and director interview; a guide to text adventures; a history of the IIGS; reviews of DiskMaker 8 and the Semi-Virtual Disk; and interviews with Mike Westerfield of The Byte Works and Mike Harvey of *Nibble*.

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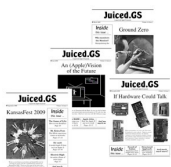
## Volume 10 (2005)



Includes how to teach VisiCalc to today's students; a look at Google alternatives; reviews of Contiki, the Uther Ethernet card, Opus II, Silver Platter, and the Mockingboard v1; an interview with Kelvin Sherlock; and KansasFest 2005 coverage.

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## Volume 14 (2009)



Includes interviews with Bob Bishop and Michael J. Mahon; secrets of the IIGS monitor and Integer BASIC; how to use rSounds and ProDOS volumes on a Mac or Unix; and coverage of KansasFest 2009 and Mt. Keira Fest.

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## Volume 9 (2004)



Includes an inside look at the SideClick contextual menu manager; a review of VNCView GS; interviews with Replica I creator Vince Briel and Silvern Castle programmer Jeff Fink; Richard Bennett's continuing emulation series; and a memorial tribute to Gary Utter.

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## Volume 13 (2008)



Includes interviews with IIGS laptop designer Ben Heckendorn, ReactiveMicro.com's Henry Courbis, and IIC unboxer Dan Budiac; reviews of the MicroDrive/Turbo and CFFA cards, ADTPro, and the Replica I; and an analysis of disk protection methods.

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## Volume 8 (2003)



Includes reviews of Adventure Alive and SAFE; a history of Apple II networking; PERL for the Apple II; how to start a user group; Richard Bennett's continuing emulation series; and interviews with Apple historian Steve Weyhrich and hardware geek Jeri Ellsworth.

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## Volume 12 (2007)



Includes interviews with podcaster Carrington Vanston, music group 8 Bit Weapon, and Brøderbund veteran Roland Gustafsson; reviews of SAFE 2, and CiderPress; Ewen Wannop's TCP/IP for Dummies series; and Michael J. Mahon's NadaNet network tutorial.

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## Volume 7 (2002)



Includes reviews of Wings and Virtual GS emulator; comparisons of the best games, word processors, telecom programs, and DAs; how to connect a 4 GB hard drive to an Apple II; a history of Apple II storage; and Richard Bennett's continuing Outback Emulation series.

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