



# Juiced.GS



A quarterly Apple II journal

*Juiced.GS* is the only print publication dedicated to serving the Apple II community. Since 1995, we have delivered quarterly news, reviews, interviews, and how-tos to users, programmers, vendors, developers, and enthusiasts. Our features and tutorials are written by writers with professional experience at companies such as Apple, Mozilla, and *Computerworld*, as well as by the creators of such Apple II software as Spectrum, Sweet16, Slammer, and SuperMon. Whether it's an exclusive interview with a modern-day celebrity or an insightful new look at the people and programs of yesteryear, *Juiced.GS* covers all aspects and models of the Apple II and its users. Each issue of our quarterly magazine is 20–24 pages, with subscriptions and back issues sold by the calendar year (see other side).

## Friends for Life



*Friends for Life* collects the Shareware Spotlight quarterly disks produced by *Juiced.GS* in its first six years. Almost all software released from 1995 to 2001 is included on this CD, as are GIF images of each page of the first six volumes of *Juiced.GS* (24 issues in total).

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This single bundle is a combination of the above two products, getting you every issue and disk *Juiced.GS* has published from 1995 through 2010. The *Friends for Life* CD contains the first six years of issues as scanned GIFs, as well as that era's Shareware Spotlight quarterly disks. Also included are hardcopy editions of all 36 issues of *Juiced.GS* published 2002–2010. (Not included is a 2011 subscription; see opposite page for details.)

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*Juiced.GS Concentrates* are thematic bundles of *Juiced.GS* content, selected from our extensive archive of published print content and now made available as PDFs.

These four products (with more being released all the time) are available in digital format only; order below to have your *Concentrate* emailed to you!

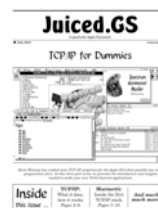
## Back to BASICS



Ten things you didn't know about Integer BASIC; introduction to Structured Applesoft; reviews of GSoft BASIC and two BASIC books; and using BASIC for simple string formatting and conversion.

\_\_\_ x \$12 = \$\_\_\_

## TCP/IP for Dummies



Ewen Wannop has crafted more TCP/IP programs for the Apple IIGS than possibly any other programmer alive. In this three-part series, he provides the introduction and insights needed to make your own 16-bit Internet applications.

\_\_\_ x \$10 = \$\_\_\_

## Copy Protection



Antoine Vignau of Brutal Deluxe dissects floppy disk copy protection schemes, revealing the tricks to manipulate data in memory and on disk. A bonus article by Martin Hays details how he cracked Wizardry.

\_\_\_ x \$8 = \$\_\_\_

## Podcasting 101



Carrington Vanston host of the first-ever Apple II podcast *1 MHz*, reviews the hardware, software, and techniques used to produce his show, and provides an insightful look into his Apple II background.

\_\_\_ x \$5 = \$\_\_\_

# Juiced.GS: Order form

## 2011 Subscription



*Juiced.GS* is the last remaining print publication dedicated to the Apple II. Continue reading news, reviews, interviews, and how-tos in 2011 with this subscription for four quarterly issues.

USA: \_\_\_\_ x \$19 = \$\_\_\_\_

Intl: \_\_\_\_ x \$26 = \$\_\_\_\_

## Volume 11 (2006)



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*.

\_\_\_\_ x \$16 = \$\_\_\_\_

## Volume 15 (2010)



Includes reviews of *Get Lamp*, SAM2, the FC5025, and the iDisk; programming tutorials for Super-Mon, Structured Applesoft, and Slammer; an interview with retailer Wayne Bibbens; and a tribute to Joe Kohn.

\_\_\_\_ x \$16 = \$\_\_\_\_

## 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.

\_\_\_\_ x \$16 = \$\_\_\_\_

## 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.

\_\_\_\_ x \$16 = \$\_\_\_\_

## 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.

\_\_\_\_ x \$16 = \$\_\_\_\_

## Volume 13 (2008)



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

\_\_\_\_ x \$16 = \$\_\_\_\_

## 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.

\_\_\_\_ x \$16 = \$\_\_\_\_

## 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.

\_\_\_\_ x \$16 = \$\_\_\_\_

## 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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