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HOME COMPUTER
Catalog: $3.00

UNISOURCE

Encyclopedia Catalog of TI 99/4(A) Home Computer Software, Peripherals and Accessories



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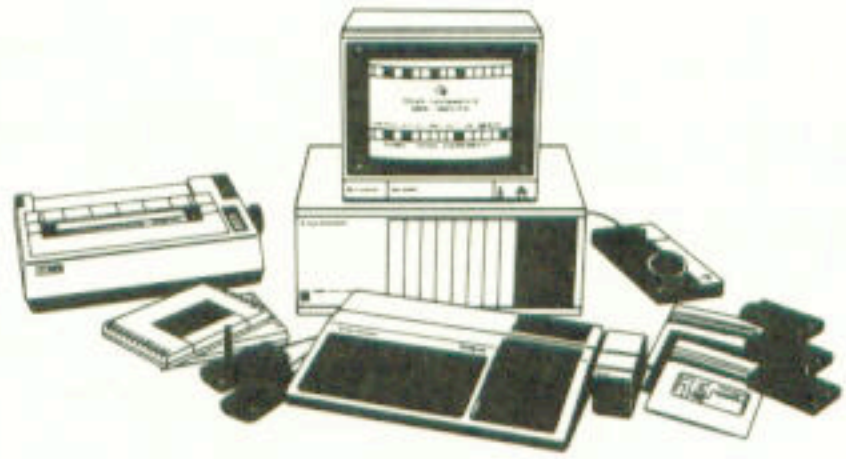
Robin Reynolds
General Manager



Texas Instruments Home Computer

UNISOURCE
ELECTRONICS, INC.

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ELECTRONICS, INC.

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Peripheral Expansion Systems

Many peripherals are available to expand the capabilities of your TI-99/4A Computer...peripherals manufactured by TI and those manufactured for the TI-99/4A by independent manufacturers. Often, more than one peripheral device is required to perform a particular function. e.g., for telephone modem hook-up, an RS232 device (serial), and a modem are required in addition to terminal emulation software. Unisource has tried to simplify this by describing the individual peripheral and its function and also describing what other items are required to make it operate. Wherever possible, a price will be given for the individual item and a package price (including all items needed) will be shown...usually at an additional savings to you. (See Price List.)

Texas Instruments Peripheral Expansion System

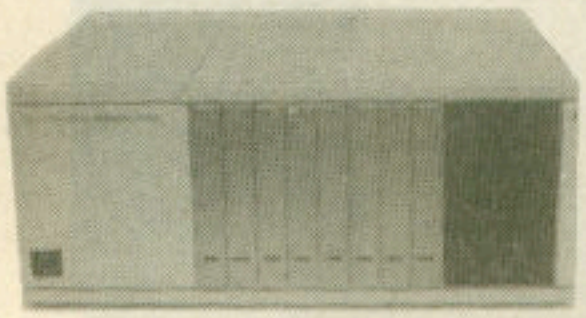
• TI Peripheral Expansion System Package
The TI Peripheral Package (PAP 4000) contains the following items which are described below:

- Peripheral Expansion Box (PHP 1200)
- 32K Memory Expansion Card (PHP 1260)
- Disk Controller Card (PHP 1240)
- Expansion Box Disk Drive (PHP 1250)

• Peripheral Expansion Box
Connects to the TI-99/4A and houses peripheral devices including one full height or 2 half-height disk drives. The additional peripheral cards expand your computer's capabilities. Some of the cards available are:

- 32K Memory Expansion Card
- Disk Controller Card
- RS232 Card for printer or modem hook-up
- Music Synthesizer Card

The Expansion Box measures 7½" × 12" × 18"
PHP 1200



• 32K Memory Expansion Card
Adds 32K bytes of additional random access memory (RAM) to the 16K bytes available with the console.
Required: PHP 1200 (Peripheral Expansion Box) and one or more of the following: Extended BASIC; LOGO; Mini-Memory; Editor-Assembler; TI-Writer; Microsoft Multiplan
PHP 1260

• Disk Controller
The Disk Controller Card is the part of the disk memory system that allows you to add from one to three disk drives to your system, each of the drives capable of storing up to 92,000 bytes of information on single-sided drives or 184,000 bytes on double sided drives and defining up to 127 files on each diskette. Included is a command module that supplies all disk utilities and file maintenance commands. Can be used with a disk drive that is inserted in the Peripheral Expansion Box plus one or two free standing drives or with up to three free-standing drives.
Required: PHP 1200 (Peripheral Expansion Box) and 1-3 Disk Drives
PHP 1240

• Expansion Box Disk Drive
A single-sided/single-density 5¼" floppy disk drive that will quickly and efficiently store up to 92,000 characters of data on each floppy disk. In addition, it allows you to run many TI and 3rd party software programs which are not available in command module or cassette format and to use those which require the storage and manipulation of large amounts of data such as Tax/Investment Record Keeping.
Required: Peripheral Expansion Box; Disk Controller Card
PHP 1250

• RS232 Card
A communications interface with one serial port and one parallel port, the primary functions of which are: (1) to connect to a telephone modem for communication with other computers or a computer data base via the telephone, and (2) to connect to any one of several brands of printers.
Required: Peripheral Expansion Box; Modem or Printer
PHP 1220

• P-Code Card
The P-Code Card enables the use of programs written in UCSD PASCAL. UCSD PASCAL is a highly structured, efficient programming language that is faster, more logical, and substantially more powerful than BASIC. The P-Code Card, together with the Compiler disk program, allows you to use existing PASCAL programs; or wrote your own PASCAL programs with the Assembler/Linker and Editor/Filer/Utilities disk-based programs.
Required: Peripheral Expansion Box; Memory Expansion; Disk System
PHP 1270

Other Cards for the TI Peripheral Expansion Box from Cor-Comp Incorporated

• Disk Controller Card
Fits in any TI Peripheral box. Will control up to 4 Double-sided Double density disk drives. Allows you to mix your drive types:
Half high drives (slim line type) with Full height drives
Single-sided Single-density through Double-sided Double-density

Each Double-sided Double-density (DS DD) drive will store 360K Bytes of information. With two DS DD drives hooked up you will have 720K of on line storage. With four DS DD drives hooked up, you will have 1.4 Megabytes of on line storage.

The Disk Manager program for this card will come on a 5¼" floppy diskette. This program has many new enhancements added to it over the Disk Manager cartridge. This Disk Manager will also allow you to Load and Run assembly language programs such as TI FORTH without using the Editor/Assembler module and adds several new commands including Call Peek and Call Poke.

Adds the following new commands and programming statements to the computer.

- CALL PEEK(address,v,v,v,.....v)—peeks into CPU RAM
- CALL POKE(address,dv,dv,.....dv)—pokes into CPU RAM
- CALL PEEKV(address,v,v,v,.....v)—peeks into VDP RAM
- CALL POKEV(address,dv,dv,.....dv)—pokes into VDP RAM
- CALL MGR—loads and runs the disk manager program.
- CALL EXEC(address)—executes machine language code in ROM or RAM
- CALL MOVEM(type#1-4, from address, to address, # of bytes to move)—this will move blocks of memory from one location to another. Type#1-4 can be numeric variable or direct number.

This card also has provisions for setting the head seek (step) times for all four of your drives. This will allow you to use some of the faster disk drives that are currently available.
Required: Peripheral Expansion Box; 1-4 Disk Drives; Internal Disk Drive Cable
COR 102

• RS232 Card
Electrically identical to the TI RS232 Card, it provides one serial and one parallel port for connection of printers and telephone modems.
Required: Peripheral Expansion Box; Printer or Modem
COR 101

• 32K Memory Expansion Card
Electrically identical to the TI 32K Memory Expansion Card, it adds 32K bytes of additional RAM to the 16K bytes available in the console.
Required: Peripheral Expansion Box; one of several software packages (see PHP 1260 for list)
COR 104

...from Texas Peripherals, Inc.

Music Synthesizer Card
The FORTI MUSIC SYSTEM allows a TI99/4A computer to produce synthetic music that was never before possible. It allows control over the attack, sustain, resonance, and decay characteristic of generated sounds. It also allows generation of very low notes not possible from MUSIC MAKER or TI BASIC. In addition, percussion effects can be generated. To complete the list of new capabilities that the FORTI MUSIC SYSTEM adds to a TI99/4A, up to 12 separate voicelines may be generated on either 2 or 4 channels for playing on a stereo system.

The system consists of a PERIPHERAL EXPANSION SYSTEM BOARD with 4 TMS9919 sound generators, a music editor function, and a music player function. The editor and player functions are disk based 9900 assembler language programs which are accessed from a menu.

To expand the flexibility of the system and reduce data input required to program FORTI, the player supports several unique features. Seq0ences of noRes are encoded as text strings specifying the note letter and duration. The sound characteristics are encoded as text strings defining the amplitude envelope to be used. A conductor function then is programmed, using simple text strings, to assign an envelope and note sequence to any of the twelve musicians (voices), keep time, and cue in specific musicians at specific times.

The FORTI MUSIC SYSTEM is delivered as a peripheral board, a system diskette, and a manual which includes both tutorial and reference material. To use the FORTI MUSIC SYSTEM requires some music reading skills and very limited familiarity with computers. In testing the FORTI MUSIC SYSTEM we have found that those who already read some music and simply work through the manual from front to back quickly master the system and begin developing their own music scores for the system.

SPECIFICATIONS:

Voices	— 12
Output channels	— 2 or 4
Voice pitch range	— bass 1 octave below bass clef — treble 1½ octaves above treble clef
Percussion voices	— up to 4 combined bass and percussion voices may be defined within the 12 total voices
Envelope control	— amplitude updated 60 times/second range 0-15
Visual feedback	— amplitude and pitch of all voices dynamically displayed. Current measure may also be displayed.
Editor display	— 64 column (monitor recommended) by 16 rows

Required: Peripheral Expansion System; 32K Memory Expansion; Disk Memory System; Editor/Assembler Cartridge; and a Stereo System with two Aux. Inputs.
TEX 100

Prices, specifications, and availability are subject to change. Please call for current price information. Not responsible for typographical errors. Layout, Photographs, Type & Drawings are © Copyright 1984.

Cor-Comp 9900 Micro-Expansion System

This unit is about the size of two speech synthesizers put together (approximately 5"W x 5.5"L x 2.8"H) and it can be purchased in the following ways. As a stand alone RS232 only or with the 32K RAM and Double-sided Double-density Disk Controller card installed into it. The 32K RAM and Disk Controller card may be purchased separately and each is easily installed into the Stand Alone 9900 Expansion box.

This unit provides an economical method of expanding the versatility of the TI 99/4A home computer. It plugs directly into the side of the computer and eliminates the need for a large expansion box. The RS232 allows both serial and parallel interfacing for printers, plotters and modems.

The Disk Controller portion of the 32K RAM/Disk Controller card will control up to 4 Double-sided Double-density disk drives. (The disk drives and disk drive power supply are not included.)

The Disk Manager program for this card will come on a 5¼" floppy diskette. This program has many new enhancements added to it over the Disk Manager cartridge. This Disk Manager will also allow you to Load and Run assembly language programs such as TI Forth without using the Editor/Assembler module and adds several new commands including Call Peek and Call Poke.

COR 103 RS232 Stand Alone with 1 Serial/1 Parallel
COR 108 Upgrade Kit for 32K RAM/Disk Controller
COR 109 RS232 Upgrade Kit for 2nd Serial Part
COR 107 9900 Micro-Expansion System (Disk Drive not Included)



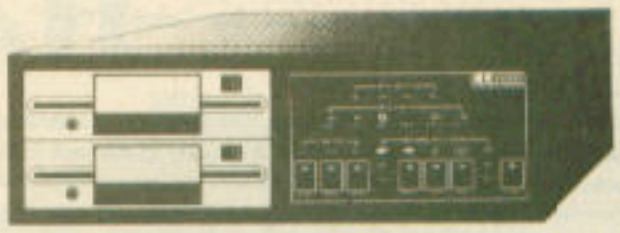
Cor-Comp 99000 Expansion System

99000 Expansion System
This is a brand new ultra modern Expansion System designed for the TI 99/4A and for the new CorComp 99000 computer system. It is about half the size of the current TI Peripheral Expansion box but contains twice the power.

Along with the built in powerful System Motherboard that contains the following items, this unit will house two half high disk drives or one full height disk drive.

- Flex cable interface that is a small round cable that hooks into the side of the TI 99/4A via a small L type connector.
- RS232 Interface with 2 serial ports and 1 parallel port. The serial ports are TI compatible and the parallel port is a true Centronics output. This allows you to hook up most printers, plotters and modems.
- 32K of Expansion RAM which will allow you to run TI Multiplan, TI Logo, TI Writer, TI Forth, Plato and TI Assembly Language programs as well as larger and more powerful Extended Basic programs.
- Double-sided Double-density disk controller that will control up to 4 disk drives with up to 360K bytes of storage capacity. The Disk Manager program for this disk controller will come on a 5¼" floppy diskette. This program has many new enhancements added to it over the Disk Manager cartridge. This Disk Manager will also allow you to Load and Run assembly language programs such as TI Forth without using the Editor/Assembler module and adds several new commands including Call Peek and Call Poke.
- Specially designed power supply for low heat and high power. This power supply can easily handle the System Motherboard, 2 Slim Line disk drives and the future auxiliary cards that can be mounted to the motherboard.
- This motherboard also transmits the system status to the graphic display panel for the following items. Flex cable interface, RS232 interface, 32K RAM, Disk Controller and for *many* other items.

Required: 1 or 2 Disk Drives
COR 105



99000 Disk Drives
Double sided Double density (DSDD) half high disk drives store up to 360k bytes of data or programs on each 5¼" floppy disk. They simply slip into the mounting bracket and power supply built into the CorComp 99000 Expansion System.
COR 106

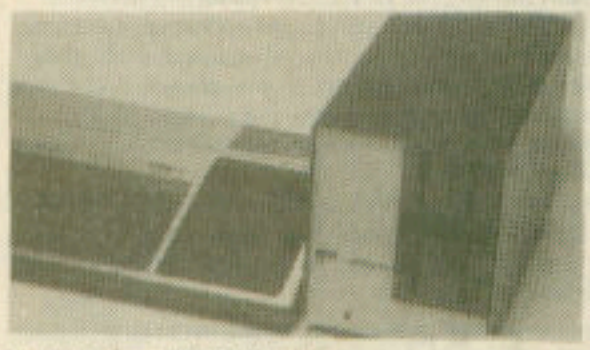
MYARC Peripheral Expansion System

MPES/50 Mini Peripheral Expansion System
The MPES/50 Mini Peripheal Expansion System unleashes the power of the Texas Instruments 99/4A Home Computer. Complete with built-in expansion memory, RS232 serial and parallel I/O interfaces, floppy disk controller and drive, the MPES/50 eliminates the expensive TI peripheral expansion box. The MPES/50 contains all the features of the peripheral expansion system in one compact unit (6¼ x 7½ x 12¼-inches). Simply plug it into the TI 99/4A and you have the peripheral power of a personal computer.

The MPES/50 includes the following features:

- 32K bytes of expansion memory (like the TI PHP1260)
- 1 RS232 Serial Port (like the TI PHP1220)
- 1 Parallel I/O Port (like the TI PHP1220)
- 1 Double-Density Floppy Disk Controller (like the TI PHP1240, but stores *twice* as much data per track)
- 1 Double-Density/Single-Sided Floppy Disk Drive (like the TI PHP1250, but stores *twice* the amount of data on each diskette)
- Available equipment options include double-sided, double-density disk drives, and the choice of one (1) or two (2) disk drives.

The MPES/50 is totally compatible with the TI 99/4A computer. Each system comes complete and includes the TI Disk manager Command Module and a detailed User's Manual. For second disk drive, see Disk Drive section.
MYA 100 (with one SS/DD drive)
MYA 101 (with one DS/DD Drive)



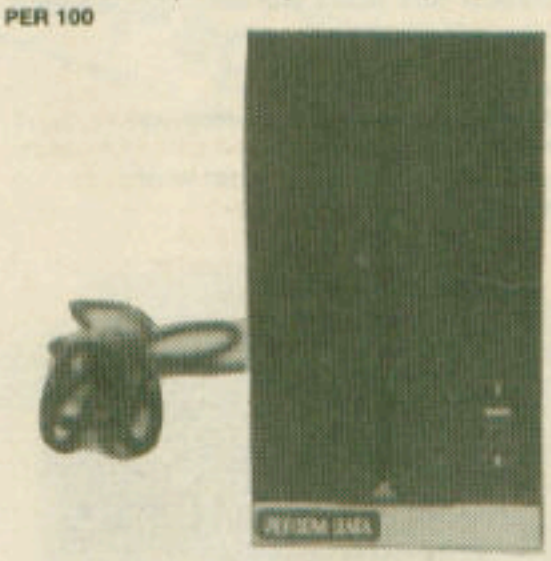
MPES/50 Memory/RS232 System
An MPES/50 System option without disk controller and drive function is also available. The MPES/50-RPM, for use with cassette memory storage systems, comes with 32K bytes of expansion memory, an RS232 serial port and a parallel I/O port. This system can be later upgraded to full MPES/50 performance.
MYA 102

ParallAxTI Expansion Interface (Axiom)
A low cost printer interface for your TI 99/4A. Connects from the input/output port of your computer directly to any parallel centronic compatible printer (including all printers in this catalog). No PE Box...nothing else required...comes complete with cable and you can even connect other peripherals "daisy chain style.
AXI 100



Free Standing Peripherals

Percom Disk System (Percom Data)
A low cost free standing complete 5¼" floppy disk drive system with built in disk controller and single-sided single-density (SSDD) disk drive that stores up to 92,000 characters on a single disk. It comes complete with cables and a disk manager command module to provide all your disk utility programs.
PER 100



32K Memory Expansion (Box Car)
Add 32K additional random access memory (RAM) without the need for a peripheral expansion box. Simply plug it in to the input/output port of your computer and it's ready to go. Will also work with other peripherals "daisy chain" fashion.
Required: One or more of the following: Extended BASIC; Editor Assembler; Logo; Mini-Memory; Multiplan; TI-Writer
BOX 100



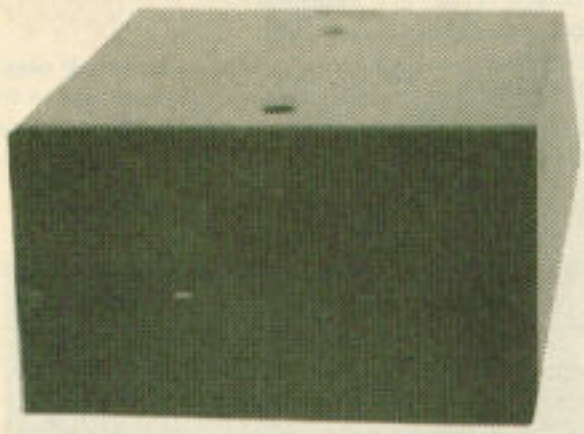
RS232 Interface (Box Car)
Plugs into the input/output port of the TI 99/4A and provides both a serial and parallel output port for connection to printers and telephone modem. Will work with other peripherals "daisy chain" style.
BOX 101

PERIPHERALS

Disk Drives

All disk drives are guaranteed to be 100% TI 99/4A compatible. The individual brands may vary from time to time but are always from a major manufacturer such as Schugart, Tandon, or TEAC and have been specifically tested for full compatibility.

Full Height Drives
These drives are designed to fit 1 drive in a Peripheral Expansion System or disk drive power supply cabinet.
Required: Disk Controller, Peripheral Expansion Box, or Disk Drive Power Supply Cabinet; External Disk Drive Cable
UNI 106 Single Sided Single Density
UNI 104 Double Sided Double Density

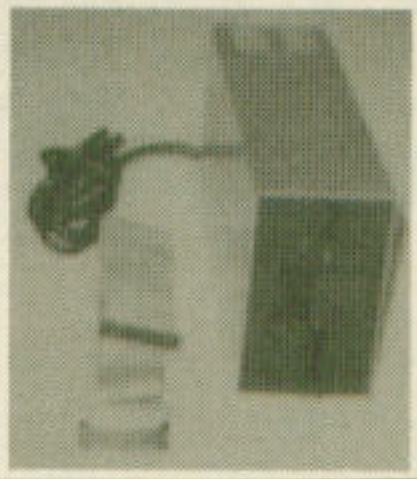


Half Height Drives
These drives are half as wide as the drives shown above. Two of them will fit into an expansion box or disk drive power supply cabinet. If two drives are to be used in one housing, the electrical conversion kit shown below is required.
UNI 101 Single Sided Single Density (SSSD)
UNI 102 Double Sided Double Density (DSDD)
UNI 103 2-Drive Electrical Conversion Kit



Disk Drive Power Supply Cabinets
A complete power supply and cabinet to house one full height or 2 half height external disk drives.
Required: Disk Drive; Disk Controller; External Disk Drive Cable
UNI 196

External Disk Drive Kits
Includes everything you need to add a second or third drive to your system or a disk drive with the CorComp Micro-Expansion System. Includes a disk drive, a disk drive power supply cabinet, and the External Disk Drive Cable.
Required: Disk Controller
UNI 100 Full Height Single Sided Single Density Kit
UNI 105 Full Height Double Sided Double Density Kit
UNI 101X2 2-Half Height Single Sided Single Density Kit
UNI 102X2 2-Half Height Double Sided Double Density Kit
(The half height kit also includes the electrical conversion kit.)



Printers

Gemini by Star Micronics Our Most Popular Printer!!

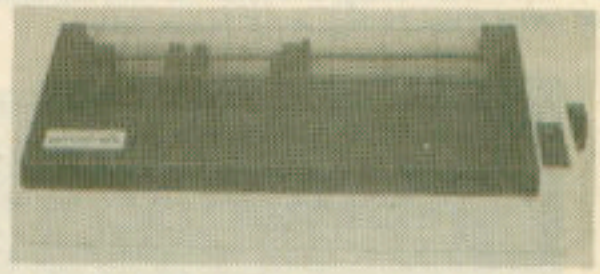
These office quality dot matrix printers are long on features including: both friction and tractor paper feeds; 120 cps bi-directional logic seeking printhead with a dense 9 x 9 dot matrix; 6 month warranty; 9 built-in type styles (shown below); complete graphics capabilities; and Centronics Parallel Connection.

Gemini 10X
80 characters per line in normal printer mode and 132 characters per line in condensed. 10" carriage. Can use standard computer fanfold paper, roll paper or standard cutsheet paper (e.g., your own letterhead).
Required: Parallel Printer Cable; RS232 Parallel Interface
UNI 142 Printer Only
UNI 142C/C Printer Package with RS232 Card & cable
UNI 142AX Printer Package with Axiom Interface With Cable
UNI 142Cbi Printer Package with 8' Parallel Cable



PICA SIZE (10 CPI)
ELITE (12 CPI)
CONDENSED (17 CPI)
ENLARGED
EMPHASIZED
SUPER/SUBSCRIPT
DOUBLE-STRIKE
ITALICS

Gemini 15X
All of the features of the 10X plus a 15" carriage for a total of 132 characters across in normal mode and 260 in condensed mode...great for large spread sheets and reports, and has an optional bottom paper feed.
Required: Parallel Printer Cable; RS232 Parallel Interface
UNI 143 Printer Only
UNI 143C/C Printer Package with RS232 Card & Cable
UNI 143AX Printer Package with Axiom Interface With Cable
UNI 143Cbi Printer Package with 8' Parallel Cable

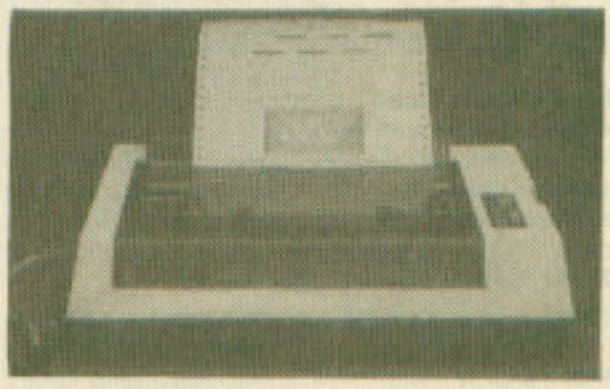


Color Graphics Printer—GP-700TI
A 7-color printer that uses a unique 4-hammer printhead to implement its impact type of dot matrix printing.

Main features of the GP-700TI include:

- Printing speed is 50 chrs/sec irrespective of the color.
- Tractor feed and friction feed
- Ink ribbon cassette has individual cartridges that can be replaced as a specific color is used up.
- Standard characters, double-width characters and graphics can all be intermixed on the same line in any choice of colors.
- Colors can be specified in 3 ways:
  1. Character units or 8-dot vertical graphic's columns.
  2. Single dot units scanning horizontally corresponding to the hammers in the print head.

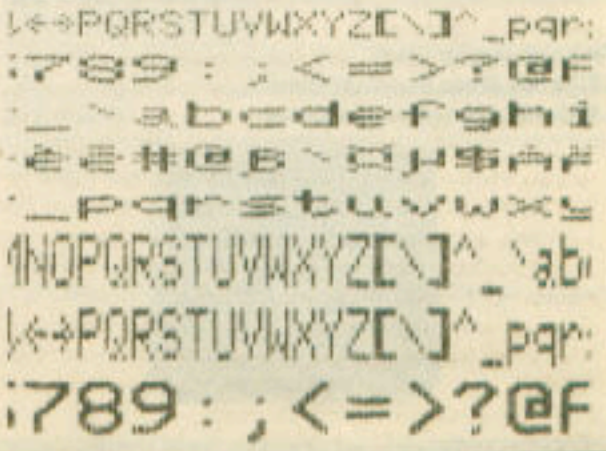
GP 700TI



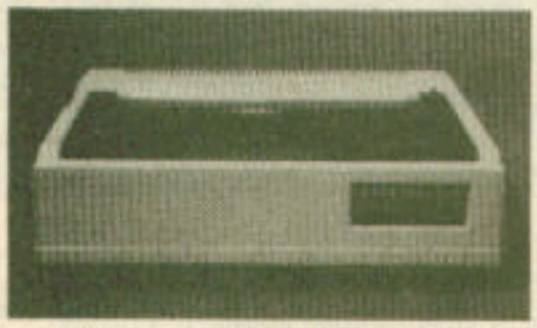
Seikosha GP 100TI
Budget Dot Matrix Printer with TI Interface
A low cost dot matrix printer with built-in TI Interface. Everything you need to start printing from your TI 99/4A computer.

Because of our built-in interface, all you have to do to connect a GP-100TI printer to your Texas Instruments 99/4A computer is plug it in. The GP-100TI has adjustable tractors, cartridge ribbon, uses standard fan-fold paper and has full dot-addressable graphics. It provides clear, dot-matrix printout from all TI software including cartridge, which allows you to set number of line feeds per line, line length, margins and self-test. Another plus—expansion modules can be daisy-chained through the built-in edge connector.

GP 100TI



Letter Quality Daisy Wheel Printer from Silver Reed
The EXP400 is a letter quality printer at a low low price with lots of features. Print quality is identical to a typewriter. 15 cps, bi-directional logic seeking with capabilities for bold face and superscript/subscript. It has a Centronics compatible parallel interface with many type styles available on replacement. Print wheels available from Unisource or any Silver Reed typewriter dealer.
Required: RS232 Parallel Interface and Parallel Cable
UNI 140 Printer Only
UNI 140C/C Printer package with RS232 Card & Cable
UNI 140AX Printer Package wiRh Axiom IntFrface with Cable
UNI 140Cbl Printer Package with 8' Parallel Cable



LETTER QUALITY DAISY
10 CHARACTERS PER SE
FRICTION FEED OR TRA
PRINTING DIRECTION:
BOLD TYPE WRITING
UNDERLINE CAPABILITY

Monitors

Monochrome Monitors

Monochrome Monitors
from Leading Edge Products
Two low cost, high resolution monitors. Your choice green screen or amber screen. These are ideal for business use to reduce eyestrain. (Note: These monitors have a video only output.)
SPECIFICATIONS

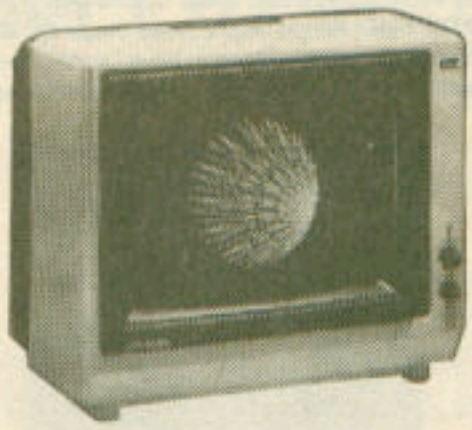
Screen	High resolution, 12" non-glare tube, 90° deflection
Input Signal	Composite video signal with negative synchronization, (1V × 0.5V) TT, impedance 75 ohms
Video Bandwidth	Min. 18 MHz (Max. 22 MHz)
Resolution	Min. 800 lines @ center (tube capacity 1300 lines)
Display Format	2000 characters (80 columns × 25 lines)
Scanning Frequency	Horizontal—15.75 KHz, Vertical—60 Hz
Power Requirements	120 vac
Weight	14 lbs.
Dimensions	W 13.6" × D 11.8" × H 11.9" (345 × 300 × 302 mm)

Required: Monitor Cable
LEDG 100 Green Screen Monitor
LEDG 101 Amber Screen Monitor



Color Monitors

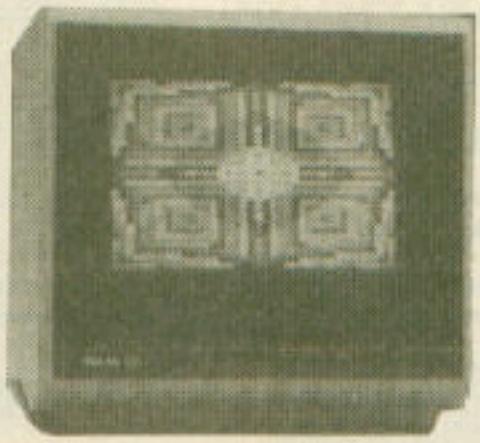
Hitachi CM 1841 Monitor
A 13" high resolution composite color monitor featuring: NTSC composite video input; resolution of 260 (H) vs 300 (V) lines; built-in speaker and audio circuit for 2-watt audio output; front mounted controls. Includes monitor cable.
UNI 180



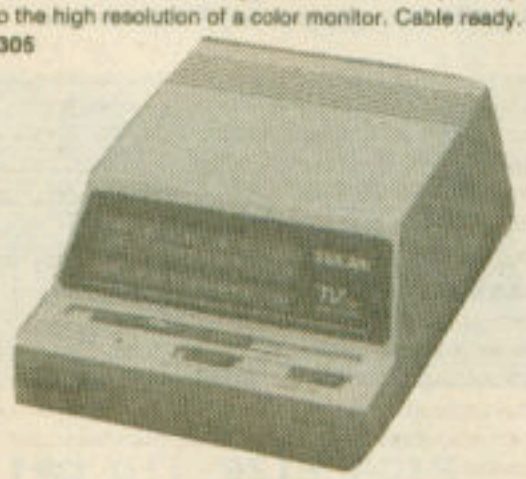
Taxan 12" Composite/RGB Color Monitor
The Model 210 Combination Composite/RGB Color Monitor includes: Built-in audio, standard NTSC signal input, removable screen filter and VCR input.

Resolution:	360 × 262
Display format:	1,600 characters

Required: Monitor Cable
TAX 210



TV Tuner
Turn your color monitor into a high resolution color TV receiver. The Taxan Model 305 TV Tuner will connect to almost any composite color monitor with audio and allow tuning at any VHF or UHF TV channel. The resulting picture will be of superior quality due to the high resolution of a color monitor. Cable ready.
TAX 305



★★★★★★★★★★★★
Toll free ordering. For technical information or additional product information, contact us on our Special Technical Information Line.
★★★★★★★★★★★★

Other Peripherals

Joysticks
• TI Wired Remote Controllers by Texas Instruments
Dual joystick controllers are included...lightweight, durable, responsive, rapid control fire button and 8 position lever control.
PHP 1100

• Prostick II from Newport Controls
A crisp, precise, professional video game-computer controller. Convenient "left/right" single function firing buttons. Unique switchable 4 way/8 way gateplate. Solid steel, short throw control shaft with arcade style ball. Durable leaf-switch mechanism. Easy-grip, hi-impact molded plastic housing. Extra long 6" cord with "strain relief" ends. Full five-year limited warranty. Complete with TI adapter.
UNI 173

• Quick Shot by Spectravideo
An excellent pro style low cost joystick. A contour grip design with dual fire buttons...one thumb controlled and one on the base. Rubber suction cup footing for stable on hand operation. Requires a special TI adapter not included.
Required: Joystick Adapter
UNI 210



• Super Stik Dual Joystick Controller
Two Super Stik Controllers with common cable and built-in isolation electronics for use with Texas Instruments 99/4A. NO ADAPTOR NEEDED.
UNI 233



Prices, specifications, and availability are subject to change. Please call for current price information. Not responsible for typographical errors. Layout, Photographs, Type & Drawings are © Copyright 1984.

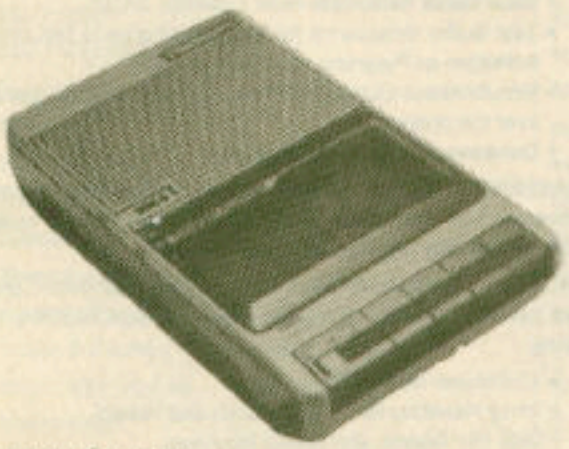
• Joystick Adapter
Now you can use almost any joystick with your TI. Makes any Atari-style joystick compatible with the TI. Includes ports to plug in two joysticks.
Required: Atari-compatible Joystick
UNI 166

Grombuster
If you have one of the new TI computers that won't run third party cartridges or modules, we have the solution. NEW!!! The Grombuster from Navarone Industries.

Unfortunately, some of the new TI 99/4A consoles will not play some of the new third party cartridges from Atarisoft, Romox and others. (You can tell if your computer is one of these because the title screen will say "1983 Texas Instruments V2.2.")

The Grombuster plugs into the I/O port and overrides the internal operating system which allows you to use any cartridge manufactured for the TI.
NAV 102

Cassette Computer Recorder (Panasonic)
The Panasonic Computer Recorder is a low cost method for storing data and/or programs on standard cassette audio tapes. It is guaranteed to be 100% compatible with the TI home computer. It includes tone control, volume control, tape counter, and much more. Designed specially for computer data and program storage.
UNI 137 (requires cassette interface cable)
UNI 137 Cbl (includes cassette interface cable)



Cartridge Expander
Extends the cartridge (module) port by providing 3 cartridge slots instead of one to insert your favorite cartridges. Allows you to switch between them at will without shutting off the computer. Reduces wear on cartridge connector. Prevents overheating of cartridges. Has built-in instant Reset button.
NAV 100

Cartridges, Blank, Reusable
NAV 105



Speech Synthesizer
The Solid State Speech Synthesizer reproduces human speech electronically, accurately and realistically with a variety of inflections and appropriate pitch. For children too young to read the screen, the Speech Synthesizer is ideal since it allows the computer to "talk" to the children. The Speech Synthesizer requires either the Speech Editor, Terminal Emulator II command cartridge or other programs designed with the use of speech. The TEII package provides unlimited text-to-speech capability which allows you to listen to data base information or have the computer say anything within your own program.
Required: Terminal Emulator II Module, or other software that uses speech
PHP 1500



Personal Peripherals, Inc.

Super Sketch for the TI 99/4A
A Remarkable Innovation in Video Graphics
Until now, creating computer graphics in color has been both a demanding and expensive endeavor. Reduce the level of difficulty and expense of other video graphic products and you have Personal Peripherals' all new "Super Sketch."

By simply moving the stylus control, as you would a pencil, Super Sketch reproduces the movement on the screen. What's more, any drawing can be instantly painted in a combination of 16 brilliant hues with only the push of a button. You can even erase a part or all or what you have drawn.

Super Sketch is a fascination for anyone from age 6 to adult. A brief demonstration instantly proves its remarkable features.

Super Sketch can really bring out the creativity in children while introducing them to computers. Sketch "free hand" or trace from original drawing, then fill in color any way you wish. A Starter Kit enclosed in the package includes several attractive drawings that can be traced and colored on the screen. As a new art form, the user can experiment with different color combinations with the simple push of a button. Children will be proud of their graphics. Adult artists can explore new techniques with little or no background in computers.

For use in business, Super Sketch easily produces virtually any kind of chart, graph or drawing. It can then be saved on disk or tape and printed. With optional software it can even be transferred to another location by modem. Super Sketch also makes an excellent cursor control for complex menu select programs due to the speed and ease of movement. Computer tasks in this type of application can be performed much faster than keyboard control.



Included in each package is all you need to create super graphics. A software cartridge is included in each package along with the Super Sketch controller pad. Also included is a comprehensive instruction manual and a "Starter Kit" that consists of several drawings that can be traced from the pad.

Includes the following features:
- Push button control of operation
- Clip holds paper for tracing
- Clear plastic stylus arm
- Stylus provides for placement of pencil for tracing
- Dimensions: 14.62" long × 10.25" wide

PPI 100

Telephone Modems

A telephone modem, when connected to your computer via an RS232 serial device and with the appropriate terminal emulation software, allows you to communicate with the micro, mini or mainframe computer as well as to Electronic Bulletin Boards or data bases such as The Source or Compuserve. Most modems require special cables or wiring to make them compatible with the TI computer. All modems sold by Unisource are prewired to be compatible.

Signalman Mark III Modem (0-300 Baud)
Meet the Signalman Mark III designed for use with your TI-99/4A accessories RS232C Interface, and to connect directly to any modular telephone wall outlet and telephone base. Its long life 9-volt internal battery and exclusive audible Carrier Detect Signal allow you to install the Signalman anywhere...out of the way, and out of sight. Now, there's no need for messy cables, and no need to look at a LED to verify carrier.

Your Signalman operates with modular telephones, transmits both voice and data over all common telephone lines, and is fully compatible with Bell 103 modems—putting your computer in instant communications with thousands of other computers. And when you're in the data position, your Signalman automatically changes from ORIGINATE to ANSWER and back again as the need arises—ending all that confusion.

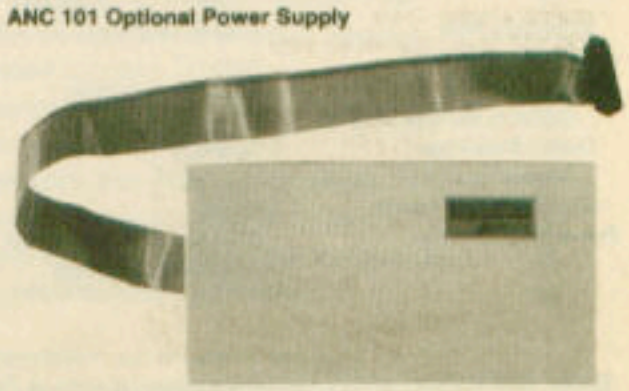
Anchor Automation has taken the fuss out of communications. For business or fun, Signalman is the ideal modem.

SPECIFICATIONS

Data Format		Serial, binary, asynchronous	
Operate Mode		Manual dial, Automatic select ANSW/ORIG mode	
Data Rate		0 to 300 bps, full duplex	
Modulation		Frequency shift-keyed (FSK)	
Line Interface		Direct-connect to wall outlet	
Data Interface		TI RS232C compatible, built-in cable to computer	
Transmit Frequency		ORIG	ANSW
	MARK	1270 Hz	2225 Hz
	SPACE	1070 Hz	2025 Hz
Transmit Frequency Accuracy		± 0.01%	
Transmit Level		– 12 dBm typical	
Receive Frequency		ORIG	ANSW
	MARK	2225 Hz	1270 Hz
	SPACE	2025 Hz	1070 Hz
Receive Frequency Tolerance		± 0.5%	
Carrier Detect Threshold		– 44 dBm typical	
Carrier Detect Indicator		Audible tone	
Power Requirement		Internal 9V transistor battery* or 110 VAC through adapter*	
Size		8¼" × 4-3/8" × 1-3/8"	

*Not included

ANC 100 Modem
ANC 101 Optional Power Supply



Signalman Mark XII Modem (0-1200 Baud)
Modified by Unisource for use with your TI 99/4A
The Signalman Mark XII intelligent modem is the newest addition to the Anchor Automation line of data communications devices aimed at the professional personal, and home computer user.

The Bell 212A compatible Mark XII incorporates advanced all CMOS circuitry, including a microcomputer to perform a variety of communication functions. The use of very low power CMOS provides high reliability and enhanced noise immunity.

The Mark XII utilizes the widely accepted command structure of the Hayes™ smart modem, communicating with all terminals and computers via a built-in cable and RS232 connector for additional economy.

The Mark XII operates manually or automatically to answer and originate calls at 1200, 300 or 110 bits per second, and detects the dial tone and busy signal for faster dialing and user convenience.

The Mark XII is equipped with an extra telephone jack for use with a Jeparate telFphone. There is no need for a separate phone outlet.

The Mark XII intelligent modem provides all the features needed in a smart modem and more, at a fraction of the cost. At Anchor, we believe that quality and economy can be compatible.

SPECIFICATIONS

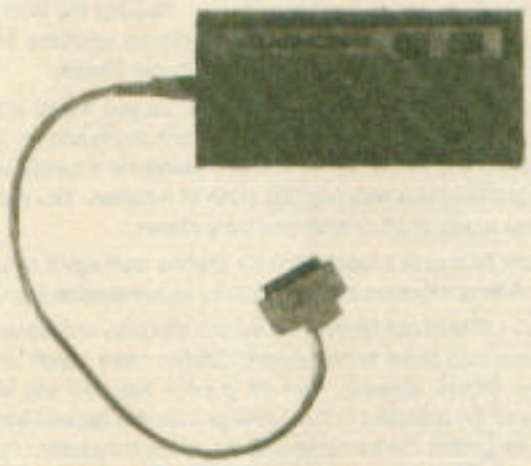
Operating Modes	Automatic ANSW/ORIG selection, computer-controlled dial, computer-controlled answer, automatic speed mode selection	
Line Interface	2-wire direct connect	
Data Interface	TI RS-232C compatible, built-in cable to computer	
Duplex Select	Full or half	
Transmit Carrier Level	– 10 dBm fixed	
Carrier Detect Level	ON at – 43 dBm OFF at – 47 dBm	
Timers		
Answer Quiet	2.1 sec	
Carrier Fail Disconnect	450 ms	
Data Carrier Detect	ON in 155 ms OFF in 50 ms	
Answer Abort Disconnect	18 sec.	
Originate Abort Disconnect	36 sec.	
Low Speed Operation (Bell 103 Compatible)		
Data Format	Serial, binary, asynchronous	
Data Rate	110/300 bps	
Modulation	Phase coherent, frequency shift-keyed (FSK)	
Transmit Frequency	ORIG	ANSW
MARK	1270 Hz	2225 Hz
SPACE	1070 Hz	2025 Hz
Receive Frequency	ORIG	ANSW
MARK	2225 Hz	1270 Hz
SPACE	2025 Hz	1070 Hz
Receive Frequency Tolerance	± 0.5%	
High Speed Operation (Bell 212A Compatible)		
Data Format	Serial, binary, character asynchronous	
Modulation	Differential quadrature coherent phase shift keying (DOCPSK)	
Transmit Frequencies	BAND	FREQ
	LO	1200 Hz
	HI	2400 Hz
Input Data Rate (DTE to Modem)	1182 to 1212 bps	
Line Data Rate (Local to Remote Modem)	1200 bps (± 0.01%)	
Output Data Rate (Modem to DTE)	1219 bps	
Data Character Length	10 bits	
Power Requirement	12V DC, 60 mA; provided by adapter (supplied)	
Size	15.2 cm × 23 cm × 2.5 cm (6.0 in. × 9.0 in. × 1.0 in.)	
Weight	368 gm (13 oz.)	

ANC 102 Modem & Power Supply



Signalman Mark X Modem (0-300 Baud)
Modified by Unisource for use with your TI 99/4A.
This modem is identical in features and function to the Mark XII Modem described below with the exception of the maximum baud rate. It includes Auto/Dial/Auto Answer functions specially designed to work with the TI Computer.
ANC 103

Volksmodem
A low cost modem alternative. Includes many of the features of the more expensive modems such as direct connection to a modular jack telephone.
Required: RS232; Cable
ANC 105 Volksmodem
ANC 106 TI Cable for Volksmodem

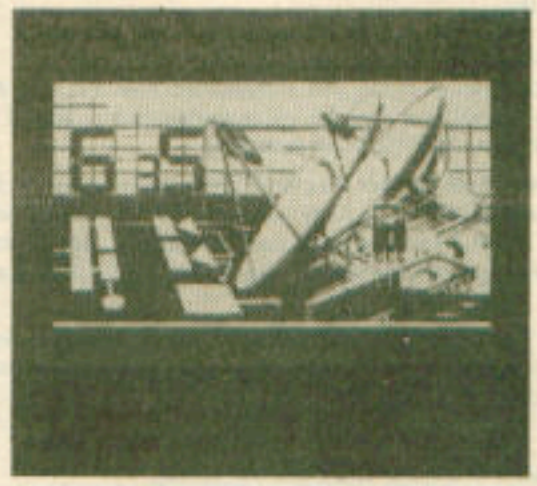


Terminal Emulation Software

TE II by Texas Instruments
Allows you to set the parameters of your computer to those of the computer you wish to connect to, i.e. baud rate, duplex mode, etc. Allows you to transfer files over the phone and checks for errors.
PHM 3035 Module

TE 1200 by Softmail
All of the features of the TE II, but variable baud rates up to 9600. Has special "spooling" feature allowing data being transmitted to go directly to a disk or printer.
SOF 100 Disk

AMA



AMA-Link—Communications Package
AMA-Link is a package containing the following programs:

TERMINAL EMULATOR is designed to access the growing number of computer bulletin boards by allowing your TI 99/4A to emulate a remote terminal. The following features are incorporated into the Terminal Emulator program.

- Full or Half Duplex Operation
- Baud Rates Selectable from 110-4800 BAUD
- Text Buffer Operations for Downloading up to 16K of Information or Programs to printer or disk
- Simultaneous Output to Printer as the information comes over the phone
- Complete Protocol Specifications

DISASSEMBLER allows dis-assembly of machine code or data in memory into executable assembly language source code. This program only requires Extended BASIC.

ASSEMBLY LANGUAGE ROUTINES for Extended BASIC provides several miscellaneous assembly language routines including:

- 40 Column Screen Utilities
- Array Handling Routines (Search and Insert)
- Disk File Search and Merge Routines

Required: Extended BASIC and Memory Expansion (NOTE: Mini-Memory or Editor Assembler can be used in lieu of Extended BASIC for Terminal Emulator program.
AMA 115 Disk

Prices, specifications, and availability are subject to change. Please call for current price information. Not responsible for typographical errors. Layout, Photographs, Type & Drawings are © Copyright 1984.

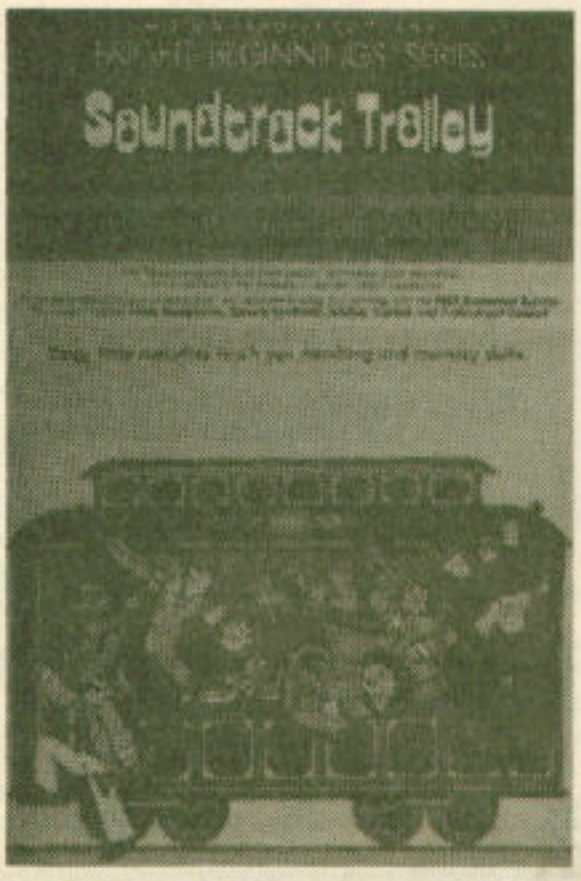
Software for the MBX System

Terry Turtle's Adventure™ (ages 4-8)
Learn Basic Programming From a Friendly Turtle
Help your friend Terry Turtle find his burrow before winter arrives! Guide him with your voice across a changing terrain. He'll listen and obey. Terry can move forward, back, turn left or right. If you want, he can also dig, climb, eat and swim. Go after yummy strawberries, but watch out for nasty trolls who can snatch those berries away from you in the wink of a turtle's eye! And hurry, for the seasons change quickly and Terry might get stranded in the snow!
Required: MBX Expansion System
PHM 3154 Module

I'm Hiding™ (ages 4-7)
Learn Grouping Skills from Bugs Who Play Hide 'N' Seek
A colorful paint box is the hiding place for the Dumbugs—five little insects that scurry behind paint brushes, crayons and other objects. Your child's challenge is to find one special bug who's hiding. Is that Ollie, the footloose, green caterpillar behind the big, yellow pencil? Or is that cute "Ant" Ethel behind the little, purple jar? Your child will find out, playing "I'm Hiding," the game that requires classification and deductive reasoning skills to be a succesful Bug Hunter!
Required: MBX Expansion System
PHM 3135 Module

Honey Hunt™ (ages 5-8)
Learn All About Patterning Skills From Your Bee Buddies
Help your bee pal collect nectar from some rather reluctant flowers. Then guide him past dangling spiders, dragonflies and other pesky hazards back to the hive. Notice how some things always happen at certain times in a certain way? The closer you watch, the better you'll be able to predict what's going to happen next. Each nectar drop you bring back to the hive gives you points. Try to score high and discover "what happens when" and you'll be a successful Honey Hunter!
Optional: MBX Expansion System
PHM 3156 Module

Sountrack Trolley™ (ages 5-8)
Zingy Little Melodies Teach You Matching and Memory Skills
All aboard! Here comes the merry bandwagon, rocking and rolling along the tracks picking up some "cool" musicians along the way. When the trolley stops for a band member, you'll hear a different jazzy melody each time. In one game, make your own songs by telling the musicians when to play. Or play two memory games with the computer: follow the order in which the musicians play; or try to match the music with the band members.
Optional: MBX Expansion System
PHM 3157 Module



Championship Baseball™
Dazzling Diamond Play!
The most realistic major league baseball game ever devised. Enter your team names on the scoreboard, listen to the cheering crowd and watch the teams take the field. Your pitcher can choose from 12 different pitches, even a curve ball. Field by voice commands, calling programmed players' names into action by speaking into the headset microphone. Or field by pressing appropriate keys on the MBX console. The MBX joystick lets you control batting swing and speed, base running and sliding.
Required: MBX Expansion System
PHM 3148 Module

Space Bandits™
A Treasure Hunt in a 3-D Maze
Androids from a faraway galaxy have stolen precious crystals and hidden them in a 3-D tunnel. Your mission: retrieve the crystals at any cost! Help your Hunter Robot snatch up the crystals before one of the deadly Android guards catches him. One moment of delay and your poor Robot could get lost, spiraling deep into the Black Void. So use your vapor gun freely to shoot around corners and hurry, hurry, hurry!
Optional: MBX Expansion System
PHM 3149 Module

Sewermania™
A Subterranean Search Game
Help our hero, Dave, who works underground for Sewer Central, find a time bomb hidden deep inside a sewer maze. Danger lurks at every corner. Creepy, crawly, creatures abound! The mutant rat heading your way could be a ferocious killer! Or can you trap it by quickly closing a passageway door? And, once you find the time bomb, will there be enough time to bring it to the surface? You may be lucky...or you may end up as a dessert for the man-eating alligator!
Optional: MBX Expansion System
PHM 3150 Module

Bigfoot™
Can You Climb This Monster of A Mountain?
Can you survive countless dangers on a snowy mountainside to capture the elusive Bigfoot? Edge your way up one ledge at a time, while Bigfoot hurls snowballs at you from above. Pick up supplies of food and gold before you reach the summit and the beast. But beware of preying eagles who can swoop down and carry you off to an untimely end! Cage Bigfoot, and you'll get to climb the next of six mountains (each more challenging than the previous one)!
Optional: MBX Expansion System
PHM 3151 Module

Meteor Belt™
Who Will Survive This Intergalactic Duel?
Challenge either the computer or another human opponent to an epic duel. A belt of multicolored meteors separates your outpost from your enemy's. Your goal is to destroy the hostile ships and outpost before your enemy destroys you. Use your powerful laser to pulverize meteors for points, carefully avoiding the red meteors which lead to point deductions. Or send a purple satellite deep into enemy territory with your deflector beam. You can even launch your own protective barriers, turning them into deadly "ship-hunting" drones.
Optional: MBX Expansion System
PHM 3152 ModuVe

Superfly™
The Ultimate Cosmic Bug Attack!
Imagine, you're a mutant fly on a distant planet. Suddenly you're transported into an alien dimension crawling with hungry spiders and their wiggly larvae. Avoiding blood-thirsty creatures isn't enough, for new batches of spiders are hatching at every moment. So buzz into position, fire away, and rack up those points! And if things get really hairy, use a burst of precious "Bug Spray" to wipe out all spiders! No points, but you live to buzz another day!
Optional: MBX Expansion System
PHM 3153 Module

See price list for ordering information and discount program.

MBX Voice Recognition System

Three exciting units make up the MBX Expansion System: the console with an action-input keypad; the triple-axis analog joystick; and the headset microphone. These three components, together with a special group of Solid State Speech™ cartridges, introduce you and your computer to a unique audio and video experience.

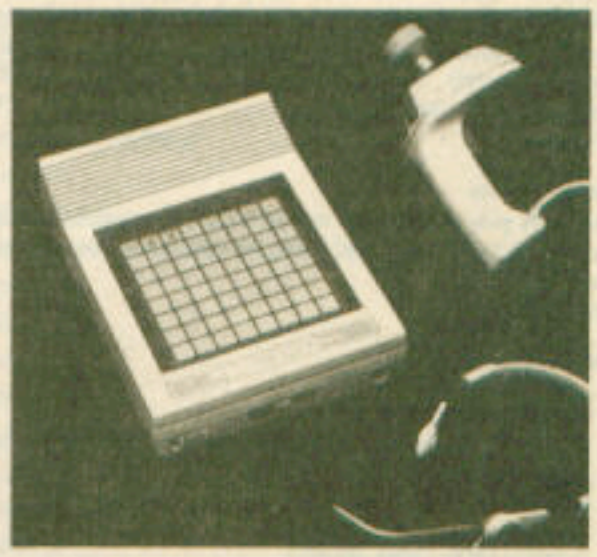
The console and headset microphone allow you to use Voice Recognition, in which your spoken words direct screen action. The console also offers you a built-in, easy-to-access keypad and outstanding Speech Synthesis.

The triple-axis analog joystick features a control knob that offers up to 360 degree object rotation for smoother, more sophisticated control of screen action. Here's more about the three units...

The console offers Speech Synthesis at its finest. You hear computer-generated speech that is well-modulated with a variety of tones and pitches. Built right into the console is a 64-position keypaA, so you caP respond quickly and with more flexibility to screen action.

The full analog joystick features up to 360 degree object rotation and left-to-right, front-to-back proportional control of all movements. Its unique pistol grip is comfort-designed to eliminate joystick fatigue. With three auxiliary control buttons and a quick-action trigger button.

The headset microphone, combined with the electronics of the console, lets you use Voice Recognition...technological wizardry in which your spoken words control screen action. Talk into the headset microphone and the computer responds to your commands.
MBX 100



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Toll free ordering. For technical information or additional product information, contact us on our Special Technical Information Line.

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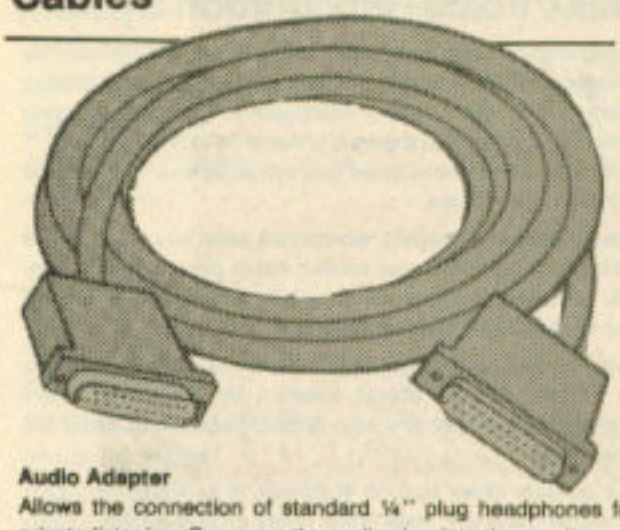
ACCESSORIES

Cables



Audio Adapter
Allows the connection of standard ¼" plug headphones for private listening. Bypasses the audio circuit to the monitor.
PHA 2020

Parallel (Centronics Compatible) Printer Cable
Connects any standard Centronics Parallel printer to the Parallel port of the TI or TI-compatible RS232 card.
UNI 110 8' cable
UNI 111 12' cable

Serial Printer Cable
Connects from serial port on TI (or TI-compatible) RS232 cards and boxes to printers with serial interface.
(Individual pinouts may vary from printer to printer; therefore, user may need to make adjustments.)
UNI 112

Serial "Y" Cable
Allows you to connect two separate serial interface devices to one RS232 serial port (i.e. one telephone modem and one serial interface printer). These may be used simultaneously by addressing them as port 1 and port 2.
UNI 218

Monitor Cable
Connects your TI Computer directly to a color or monochrome monitor. 5 pin Din plug to RCA plug for video and 3.5mm phone plug for audio.
UNI 207

Disk Drive Cables

- **Internal Drive Cable**
  Connects the disk controller card to a disk drive inside the peripheral expansion box.
  UNI 225

- **External Drive Cable (Single)**
  Connects the disk controller card to one external disk drive (34 position edge card to 34 position edge card).
  UNI 223

- **External Drive Cable (Double)**
  Connects the disk controller card to one or more external disk drives (34 position edge card to 1 or 2 34 position edge cards).
  UNI 224

- **Disk Drive—Dual—Cable Kit**
  Provides double power supply cable and extra 34 pin edge connector for second drive. Instructions for connecting 2 ½-high disk drives to a single power supply (either PE box or external power supply) are included.
  UNI 226

Cassette Cable (Single)
Connects a compatible cassette recorder to the TI Home Computer to both store programs or data from your computer on cassette tapes or load preprogrammed tapes into your computer. (See the TI Users Reference Guide for compatible recorder specifications.)
UNI 138

Cassette Cable (Dual)
Connects 2 cassette recorders to the computer...one "load & save," one "save" only.
UNI 221

Miscellaneous

Video (RF) Modulator
Replacement device that connects the computer to any T.V. set, either black & white or color.
PHA 2100

Power Supplies

- **Computer**
  Replacement AC Adaptor that provides power to your TI Home Computer.
  UNI 198

- **Anchor Modem**
  AC Adaptor for Anchor Signalman Mark III Modem.

Computer Keyboard
Complete replacement keyboard for your TI 99/4A...easy to install (instructions not included). (Black)
UNI 227

Joystick Adaptor
Plugs into the Joystick port and provides 2 ports that allow the use of any Atari™ compatible joystick to be used with your TI computer.
UNI 166

Solid State Protector
Single outlet plug-in is compact yet provides electrical spike suppression for protection against common electrical "transients." An economical method of insuring against possible data loss or damage to your computer.
UNI 226



Printer Supplies

Gemini-10X Serial Interface
Unbuffered serial interface for any serial communications computer to Gemini-10X. Printer resident. NOTE: Unbuffered interface slows printing speed.
UNI 156

Gemini-10X Serial Interface with 4K Buffer
Buffered interface for any serial communications computer to Gemini-10X. Compatible to modem operation. Printer resident.
UNI 155

Gemini-10X 4K Buffer
Add 4K to the original 1 line buffer. End-user can install. (Use with serial interface and X-on/X-off or ACK protocol.)
UNI 161

Gemini-10X 4K Upgrade
Add on for Gemini-10X 4K buffer to raise to total of 8K bytes. End-user can make upgrade.
UNI 162

Print Heads

- **Gemini-10X**
  Replacement print head for Gemini 10X
  UNI 201

- **Gemini-15X**
  Replacement print head for Gemini-15X
  UNI 229

Printer Paper
Fanfold 9½" × 11" #15 White
UNI 107BX 3200 Sheets
UNI 107IK 1000 Sheets

Mail Labels
Tractor feed, fanfold, self adhesive. 3½" × 15/16" (single, wide).
UNI 147 BX (5000 labels)
UNI 147 IK (1000 labels)

Printer Ribbons
UNI 152 For Gemini 10, 10X, 15, 15X, Delta. ½" × 18'. Black
UNI 153 For Seikosha GP100TI

Dust Covers

99'er Ware

- Maintains external appearance and protects your equipment against dust and accidental spills
- Each cover is designed to precisely fit your computer or peripheral device (including any attached cables)
- Each cover is made of attractive anti-static treated, transparent vinyl with a soft-touch finish to blend well with any equipment
- All seams are machine stitched for durability and longer life as well as better fit.

UNI 150 Console
UNI 149 Peripheral Expansion Box
UNI 157 10" Monitor
UNI 151 13" Monitor
UNI 158 Peripheral Box (Old Style)
UNI 159 External Drive
UNI 148 Speech Synthesizer
UNI 146 Cassette Recorder
UNI 145 Impact Printer (TI Style)

Techni-Cover by American Covers, Inc.

- Protects the finish and appearance of your computer hardware against dust and accidental spills
- Machine stitched, brown leather-like vinyl covers are designed to conform to the contours of your computer or printer.
- May be easily cleaned with a damp cloth.

UNI 230 Console
UNI 231 Gemini 10X
UNI 232 Gemini 15X



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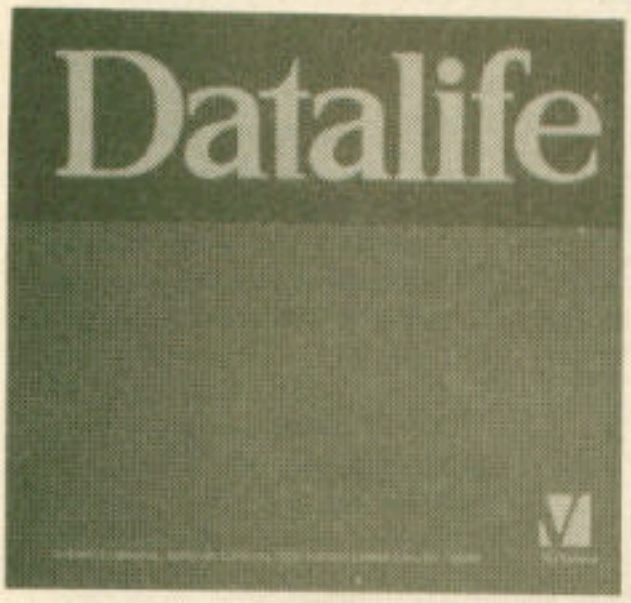
ACCESSORIES

Disks



Elephant Memory Systems
5¼" floppy disk, lifetime warranty and hub ring. Soft-Sectored. Box of 10.
UNI 185 SS/SD
UNI 184 DS/DD



Verbatim—Datalife
5-year warranty and hub ring. Box of 10.
UNI 234 SS/DD
UNI 235 DS/DD

Disk Storage



Cassette and Game File
- Organized, dust free storage for up to 18 computer-game programs in cartridge or cassette format
- Smoke-tinted cover provides attractive display and hinges open to provide easy access

UNI 136

Disk Cleaning



CheckMate Disk Drive Cleaning Kit
Includes:
- 2 color coded reusable cleaning diskettes with protective sleeve
- 4 oz. bottle of cleaning solution

Works with any 5¼" disk drive.
UNI 236

Datalife Head Cleaning System
Kit includes special 5¼" head cleaning jacket and two disposable cleaning disks.
- Works on any 5¼" drive
- Easy to use; no solvents to splash or spill

UNI 160

Datalife Head Cleaning Disks—Refills
Quantity—10 per package
UNI 163



Disk Bank Media Mate 5
- Holds 50 5¼" diskettes
- Portable—built in handle with self locking cover
- 5 adjustable dividers for easy access
- Sturdy construction—high impact styrene
- Stackable for convenient storage
- Non-skid feet prevent slipping and sliding

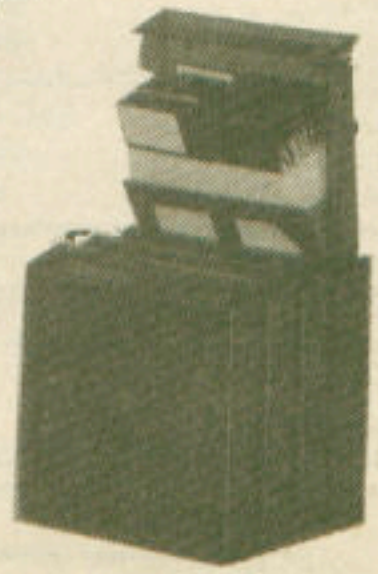
UNI 134

Disk Bank Disk Filing System
Right at your fingertips...the most versatile system ever designed for storing and filing floppy disks. Protection with fast, easy access. Disk Bank is molded of tough, impact-resistant plastic, and conveniently holds 10 diskettes per module in a safe, dust-free environment. When you need one, just open the Disk Bank drawer and slide it out. The retaining gate moves forward automatically for fast, easy diskette access every time. There's never a chance of bending or damaging your valuable diskettes. ID labels on the front of the drawer quickly identify the diskettes you need.

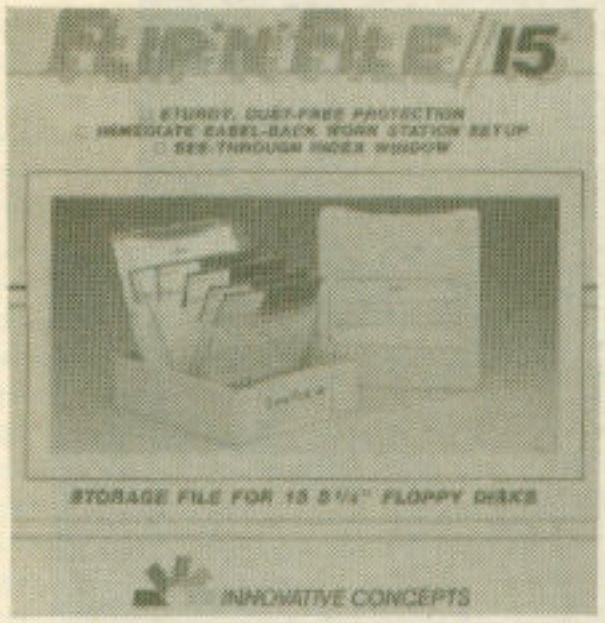
Custom-build your own diskette library. Disk Bank's modular interlocking design lets you build a systematic diskette library that precisely fits your needs...and your work space. The Disk Bank grows incrementally as you grow, so you pay only for the storage you actually need. You can interlock the versatile Disk Bank modules to build a vertical or horizontal library.

Convenient and transportable. Since the Disk Bank is a system comprised of interlocking plastic modules, simply slide off the unit you need and take it across the office...or across the country.

Color: Smoke. Each package contains 5 modules; each holds up to 10 disks.
UNI 134



To order, call toll free
1-800-858-4580, or in Texas call
1-806-745-8834



Flip 'N File
- Sturdy dust free protection
- Mechanically sets up to easel work station in one easy opening motion
- Moveable front panel automatically swings forward allowing for easier retrieval—prevents disks from bending during selections
- See through index window

UNI 133

Digital Audio Cassettes

Digital Audio Cassettes
- Compatible with all cassette data storage applications
- Convenient 10 min. length is ideal for computer applications
- Provides all the functions and convenience cassette users require

UNI 141 10 Min. Cassette



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Scott, Foresman

READING

Early Reading (Grade 1)
The Early Reading Command Module combines computer speech, color graphics and enriching activities to give your child a positive and enjoyable experience in learning to read. The module activities include:

"Pick A Picture" – an introduction of the module vocabulary to form short stories.

"Pick A Word" – a game-like format that reinforces the vocabulary.

"Make A Story" – consists of new stories formed from the module vocabulary.

Required: Speech Synthesizer
PHM 3015 Module

Reading Rainbows (Grade 1)
The Reading Rainbows: Comprehension module is part of the Reading Skills Courseware Series in which word identification, comprehension, study and research, and literary understanding and appreciation skills are taught. The comprehension skills presented in this module are an important part of most first-grade reading programs. They are: recognizing class, part-whole, and size relationships. The material on this module is appropriate for pupils who have reached the first-grade level in any basal reading program.
SF 30101 Module

Reading Fun (Grades 1-3)
This module is especially designed with speech capabilities and color graphics to help your child enjoy the fun and challenge of learning to read. The module activities include:

"Almost Too Late" – deals with finding problems in stories.

"Why Bats Fly at Night" – focuses on why things happen.

"The Lion and the Mouse" – concentrates on how characters feel.

"Lunchtime" – combines the skills covered in the other three stories.

"Try It Out" – reinforces practice skills.
PHM 3043 Module

Reading On (Grades 2-4)
This program contains seven activities to help you understand maps, graphs and schedules. By utilizing various staged settings, you are coaxed through a series of events ending *in an accomplishment of skilled readings.* For example: Activity One helps you learn how to read and follow maps. In a story called "The House on the Lake," you help Anna and her father find their way to Aunt Joan's house by answering questions about the map you are following. Prepare yourself for a surprise ending or a reward at the end of each story.
PHM 3046 Module

Reading Roundup (Grades 3-5)
This module is carefully designed to help your child improve his/her knowledge of figures of speech, word meanings, and idioms. The activities included are:

"Big Joe" – deals with identifying figures of speech.

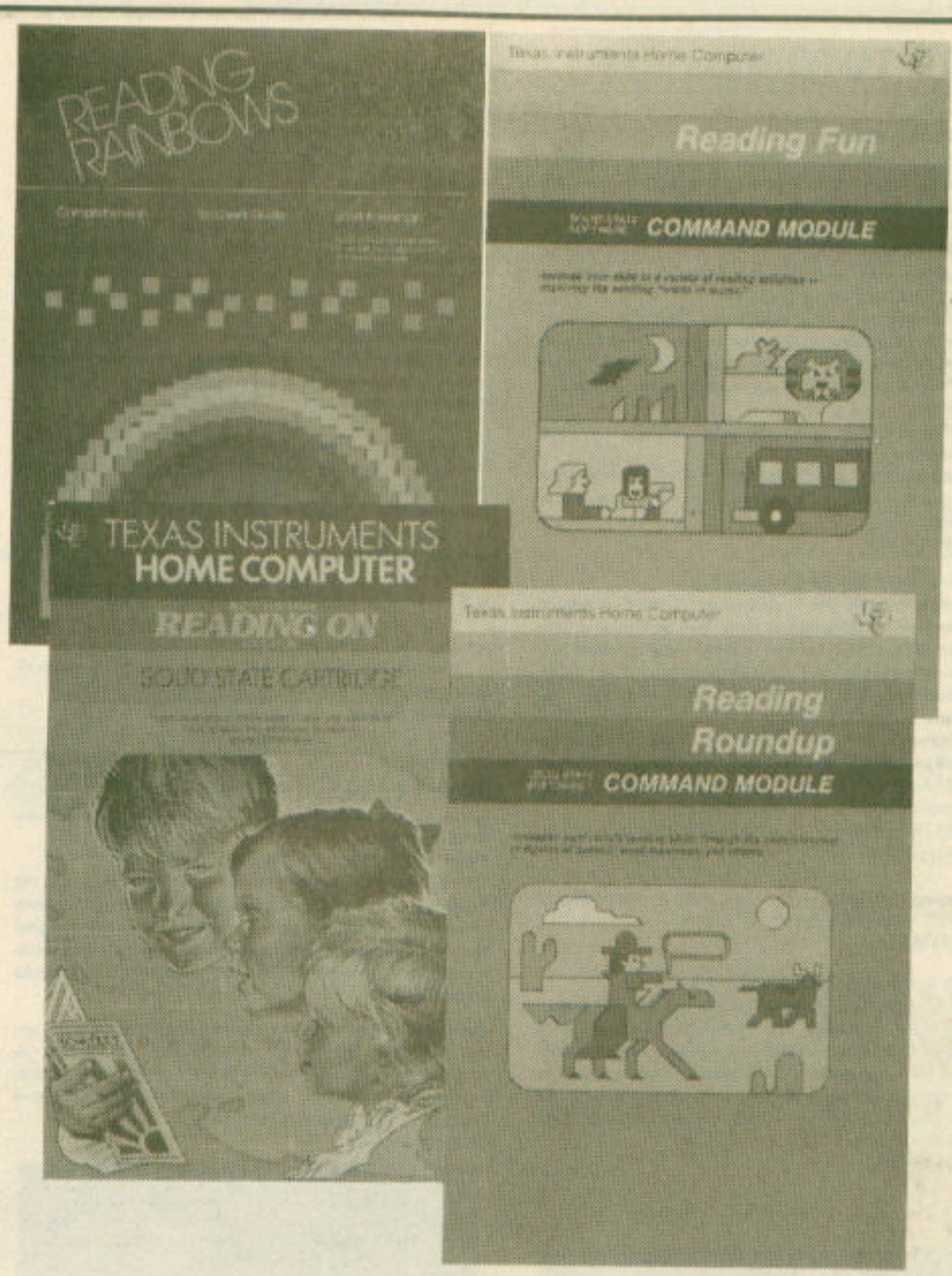
"On the Trail" – concentrates on word meanings.

"A Special Rock" – focuses on the understanding of idioms.

"The Hideout" – combines the skills covered in the other three stories.

"Try It Out" – reinforces concepts with three practice drills.
PHM 3047 Module

Reading Trail (Grades 3-5)
Uses features from "The Wizard of Oz" to help users understand the role of characters and settings in a story. Point-of-view is taught through the use of scenario on fishing. This is an adventure story in which the user assumes the role of the "good guy" which includes an activity where all three skills are applied. This module is enhanced with color graphics, animation, scored activities, a help function, and music.
SF 30107 Module



Reading Rally (Grades 4-6)
This program contains seven activities to help you understand the difference between fact and opinion, determine an author's purpose in writing, and recognize bias and word connotations. Each concept has its own story and practice drill. Then there is a story and a practice drill that use all three concepts. For example: In Activity Three you read "A Visit on Pilo" which is a story that helps you learn an author's purpose. Two robots from the spaceship Pilo take you to their spaceship library. There you help them file their books by determining the author's purpose in writing each book. Is his purpose to inform, to persuade, or to entertain? You and the robots must choose which one.
PHM 3048 Module

Reading Power (Grades 4-6)
Offers interactive activities that simulate the use of the targeted information sources. The application activity "The Lion's Charm" allows users to take on the role of a detective hired to track down a missing gold charm. Clues can be interpreted only through correct use of target skills. Computer capabilities employed are branching, a help function, color graphics, animation, music, and scoring.
SF 30109 Module

Reading Flight (Grades 5-7)
This module helps your child to learn the versatility and applicability of classifying, summarizing and outlining information. The activities include:

"Space Adventure" – deals with classifying information.

"A Traitor Among the Trolls" – concentrates on summarizing information.

"A Curious Underwater Species" – focuses on outlining information.

"The Secrets of Bolo" – combines the skills covered in the stories above.

"Try It Out" – reinforces concepts with three practice drills.
PHM 3082 Module

Reading Wonders (Grades 5-7)
Helps children toward an understanding of various fiction and non-fiction. Interactive activities guide users toward focusing on the elements of style that distinguish one type from another. The all-skills activity "Your choice" allows pupils to build their own story on informational article based on what they have learned. This package is enhanced by stunning color graphics, animation, music, and unique reinforcement rewards.
SF 30111 Module

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EDUCATION

MATH TUTORIAL

Addition and Subtraction 1 (Grades 1-2)
This module provides young children with an exciting introduction to basic mathematical concepts involving the numbers zero through nine. The nine colorful activities begin with counting and move on to addition and subtraction, building on the skills learned in previous exercises. The activities included are:

"Counting Bars" and "Getting Ready" – introduce the counting of numbers zero through nine.

"Addition Action" and "Subtraction Action" – introduce problems and word sentences with color, graphics, and sound.

"Add Another Way" and "Subtract Another Way" – introduce vertical problems and provide drills in the vertical format.

"Across and Down" – provides further practice in addition and subtraction.

"Addition Table" and "Subtraction Table" – supply more indepth practice exercises and review the skills presented in the module.

PHM 3027 Module

Addition and Subtraction 2 (Grades 2-3)
This module extends the fundamentals of skills to include numbers up to 18. The activities have been designed not only to challenge your child, but also to present the concepts in a dynamic, exciting way. The activities include:

"Counting to 10" and "Numbers from 10 to 18" – introduce the concept of counting.

"Addition Facts" and "Subtraction Facts" – introduce horizontal problems for addition and subtraction.

"Add Another Way" and "Subtract Another Way" – provide a smooth transition into the vertical format.

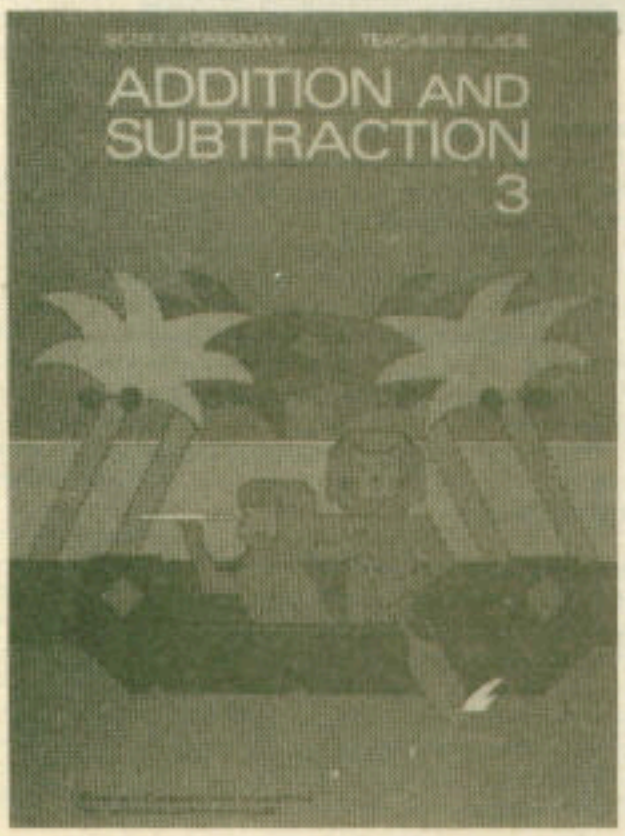
"Add Three Numbers" and "Add in a Column" – explain the addition of three numbers in the horizontal and vertical formats.

"Review the Facts" – gives your child an opportunity to practice the skills presented in the module.

PHM 3028 Module

Addition and Subtraction 3 (Grades 2-4)
This module introduces 2- and 3-digit addition and subtraction, with and without renaming. The module begins with activities on addition and subtraction of 2-digit numbers without renaming, and then introduces the concept of regrouping. The module correlates to skills taught in lower grades and may be used to introduce or reinforce basic concepts of computation with whole numbers.

SF 30225 Module



Division 1 (Grades 3-6)
The Division 1 module stimulates the study of basic division facts with colorful graphics, challenging drills, and encouraging rewards. Division 1 module activities include:

"Meaning of Division" – demonstrates the concept of grouping objects.

"Divisors 1, 2, 3;" "Divisors 4, 5, 6;" and "Divisors 7, 8, 9" – illustrate division by the divisors 1 through 9.

"Divide Using)‾‾" – presents division in the vertical format.

"Divide With a Remainder" – explains division with a remainder.

"How Many Boxes?," "Practice and Paint," and "Make a Picture" – give your child challenging and creative opportunities to practice the skills presented in the module.

PHM 3049 Module

Multiplication 1 (Grades 3-4)
This module provides practice in the fundamentals of multiplication skills. The activities present the basic facts in an interesting and challenging manner. The steps include:

"Equal Groups" – changes an addition problem into a multiplication problem.

"Factors 2 to 5," "Factors 0 to 5," and "Factors 6 to 9" – demonstrate multiplying with the factors 0 through 9.

"How Many in All" and "Complete the Box" – provide practice in solving for the product.

"Review the Facts" – gives your child drills that reinforce skills presented in the module.

PHM 3029 Module

Fractions 1 (Grades 3-5)
Consists of six activities, focuses on the meaning of fractions and includes the skills identifying what fractions of a whole and of a group are shaded, writing and illustrating fractions, writing equivalent fractions, and writing and illustrating mixed numbers. This module supplements skills taught in grades three through five and may be used to introduce, reinforce, or enrich basic fraction concepts.

SF 30219 Module

Numeration 1 (Grades 1-2)
This program provides your child with a comfortable and rewarding atmosphere which encourages learning mathematics. It evaluates your child's progress by automatically comparing the number of problems your child answered correctly to the number answered incorrectly. The program either provides a review of the activity or presents a new activity, depending upon the number of problems your child answers correctly. For example, if there are 10 problems in an activity and your child answers 9 correctly, he or she advances to a new activity.

PHM 3050 Module

Numeration 2 (Grades 2-4)
This program contains seven activities designed to expand your child's numeration skills. These activities include 4-digit numbers, comparing numbers, rounding numbers, 5- and 6-digits, 7-, 8-, and 9-digits, daily use of numbers and a review.

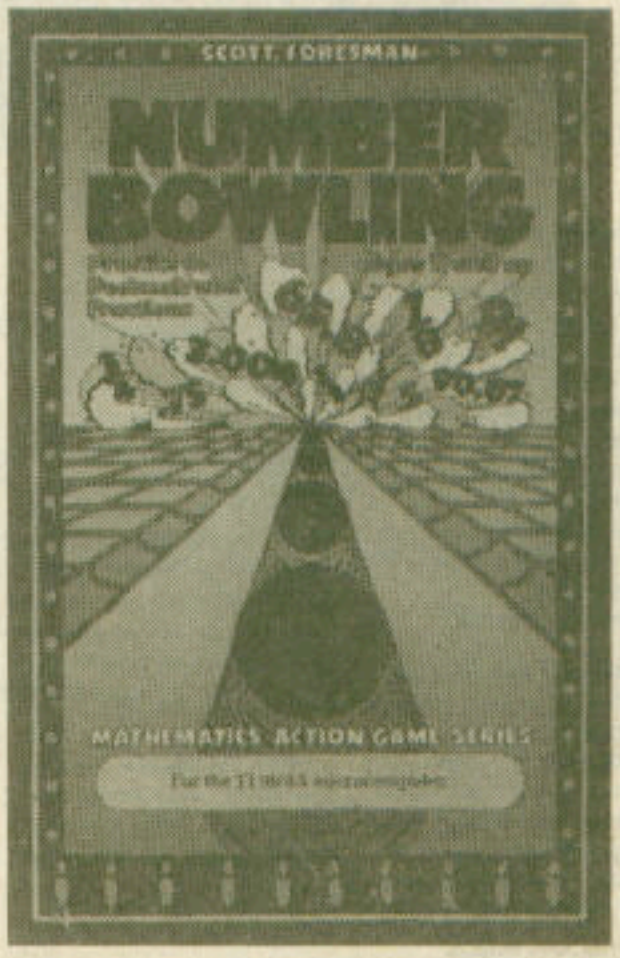
PHM 3051 Module

MATH ACTION GAMES

Number Bowling
Practice in Decimals and Fractions (Ages 11 and up)
The object of *Number Bowling*, for both the one-player and the two-player formats, is to score points by answering problems correctly. The faster you enter each correct answer, the higher your score. *Number Bowling*'s three challenging levels provide hours of enjoyment while providing practice in decimals and fraction skills.

Decimals and fractions, which generally are taught in the upper elementary grades and in junior high school, can be perplexing for both children and adults. *Number Bowling*, with its animation and sound effects, motivates players to spend hours practicing these vital math skills.

SF 31188 Module



Frog Jump (Ages 5 - 8)
The object of *Frog Jump* in the one-player game is to win 20 lily pads in as little time as possible. In the two-player game, the object is to be the first one to win 20 lily pads. *Frog Jump*'s three challenging levels provide hours of enjoyment while providing practice in numeration skills.

Practice in numeration skills provides players with a good foundation for learning more advanced mathematics concepts. *Frog Jump*, with its exciting animation and sound effects, motivates players to spend time practicing these vital math skills and familiarizes players with the use of the computer.

SF 31176 Module

Space Journey (Ages 11 and up)
In *Space Journey*, a single-player game, you must guide your spaceship to Earth within two minutes by correctly answering a series of problems. *Space Journey*'s three challenging levels provide hours of enjoyment while providing practice in percent skills.

Percent exercises, which are generally taught in the upper elementary grades and in junior high school, can be perplexing for both children and adults. *Space Journey*, with its exciting animation and sound effects, motivates players to spend hours practicing these vital math skills.

SF 31191 Module



Pyramid Puzzler (Ages 8 - 12)
The object of *Pyramid Puzzler*, for both the one-player and the two-player formats, is to be the first one to reach the top of the pyramid. In a two-player game, you race against your opponent. In a one-player game, the computer is your opponent. *Pyramid Puzzler's* three challenging levels provide hours of enjoyment while providing practice in multiplication skills.

Multiplication, which is generally taught in the elementary grades, is an essential skill for both children and adults. *Pyramid Puzzler*, with its exciting animation and sound effects, motivates players to spend hours practicing this vital mathematics skill.
SF 31185 Module



Star Maze (Ages 8 - 12)
The object of *Star Maze*, a single-player game, is to help a lost Thid return through the maze to its home planet Mathid. Along the way, you should try to accumulate as many points as possible within a selected time limit of two, three, or four minutes. *Star Maze's* three challenging levels provide hours of enjoyment while providing practice in division skills.

Division, which is generally taught in the elementary grades, is an essential skill for both children and adults. *Star Maze*, with its exciting animation and sound effects, motivates players to spend hours practicing this vital mathematics skill.
SF 31182 Module

Picture Parts (Ages 5 - 8)
The object of *Picture Parts*, a single-player game, is to complete a picture of a face by answering problems correctly. *Picture Parts'* three challenging levels provide hours of enjoyment while providing practice in the basic operations of addition, subtraction, and multiplication.

Practice with basic operations gives players a good foundation for learning more advanced mathematics concepts. *Picture Parts*, with its use of graphics and sound effects, motivates young players to spend time practicing these vital math skills and familiarizes players with the use of the computer
SF 31179 Module

Milliken

Children need strong math skills to solve today's and tomorrow's problems. The Milliken Math Sequences, along with the TI Home Computer, can help your child meet these challenges. The series allows children to work at their own pace and on the skill level at which they need practice. Children find that learning with the computer is fun, challenging, and motivating. The computer never tires of repetition or loses patience – it's like having a private math tutor!

The Milliken Math Sequences, developed for Texas Instruments by Milliken Publishing Company, consists of twelve Solid State Cartridges. Each cartridge concentrates on a different skill area in mathematics, such as addition, subtraction, decimals, or fractions. By providing different levels of difficulty, the series is suitable for children from the kindergarten through grade eight.

Addition (Grades k - 4)
The Addition cartridge is divided into 60 levels of difficulty, covering material generally taught in kindergarten through grade four. The program provides practice in adding whole numbers (numbers with no fractional part). Children begin adding one-digit numbers and advance level by level until they add four-digit numbers. Problems are presented both vertically and horizontally. At more difficult levels (levels 26-60), children practice "regrouping" ("carrying") numbers from one column to another.
PHM 3090 Module

Subtraction (Grades k - 6)
The Subtraction cartridge is divided into 54 levels of difficulty, covering material generally taught in kindergarten through six. The program provides practice in subtracting whole numbers (numbers with no fractional part). Children begin subtracting one-digit numbers and advance level by level until they work problems involving five-digit numbers. Problems are presented both vertically and horizontally. At certain levels children practice "regrouping" ("borrowing") of numbers from one column to another.
PHM 3091 Module

Multiplication (Grades 1 - 8)
Has 75 different problem levels that provide drill and practice for children in grades 1-8. Includes color graphics and reward sound effects for correct responses.
PHM 3092 Module

Division (Grades 3 - 8)
The Division cartridge is divided into 64 levels of difficulty, covering material generally taught in grades three through eight. The program provides practice in dividing whole numbers (numbers with no fractional part). Children begin dividing one-digit numbers and advance level by level until they divide with five-digit numbers. Problems are presented both vertically and horizontally, using both ÷ and)‾ formats.

Beginning at Level 3, your child is given practice at finding the correct place to begin the answer in problems using the)‾ format. At more difficult levels (Levels 40-64), children work problems with remainders. Beginning at Level 40, your child may choose either long division or short division or use an "erase" option to start the problem over.
PHM 3093 Module

Integers (Grades 5 - 8)
The Integers cartridge is divided into 32 levels of difficulty, covering material generally taught in grades five through eight. The program provides practice using greater than (>) and less than (<) symbols, parentheses within an equation, and, especially, negative numbers. Children add, subtract, multiply, and divide using both positive and negative whole numbers. This program assumes that your child has mastered basic arithmetic and a certain degree of mental computation.
PHM 3094 Module

Fractional Numbers (Grades 4 - 8)
The Fractional Numbers cartridge is divided into 36 levels of difficulty, covering material generally taught in grades four through eight. The program provides practice with a wide variety of skills related to fractions, including finding common factors, recognizing order of fractions, reducing fractions to lowest terms, working with mixed numbers (whole numbers plus a fractional part), finding least common denominators, finding reciprocals, and changing fractions to decimals.

The program includes adding, subtracting, multiplying, and dividing fractional and mixed numbers. Problems are presented both vertically and horizontally. This program assumes that your child has mastered basic arithmetic and a certain degree of mental computation.
PHM 3095 Module

Decimals (Grades 5 - 8)
The Decimals cartridge is divided into 56 levels of difficulty, covering material generally taught in grades five through eight. The program provides practice in recognizing decimals as fractions, determining the order of decimals, rounding decimals, and doing arithmetic with decimals. Children add, subtract, multiply, and divide while developing the special skills involved in working with decimal numbers. This program assumes that your child has mastered basic arithmetic and a certain degree of mental computation.
PHM 3096 Module

Percents (Grades 5 - 8)
The Percents cartridge is divided into 15 levels of difficulty, covering material generally taught in grades five through eight. The program provides practice in converting fractions and decimals to percents, finding percentages with whole numbers, and determining order of percentages. Children are also given review in percentage conversion formulas. This program assumes that your child has mastered basic arithmetic and a certain degree of mental computation.
PHM 3097 Module

Laws of Arithmetic (Grades 4 - 8)
The Laws of Arithmetic cartridge is divided into 19 levels of difficulty, covering material generally taught in grades four through eight. The program introduces your child to the basic laws of arithmetic: the property of zero, the principles of identity elements, and the commutative, associative, and the distributive properties.

The program also presents the applications of the laws of arithmetic. For instance, the commutative law, which states that the *order* of factors may be changed without affecting the resulting product, is applicable for addition and multiplication. The associative law, which states that the *grouping* of factors may be changed without affecting the resulting product, applies to both addition and multiplication.

Your child learns that multiplication is distributive over addition. The distributive property of multiplication states that multiplying one number (A) by a set of numbers which are to be added (B + C) can be done in two ways. The numbers (B) and (C) can be added first and then the sum can be multiplied, or they can be multiplied by (A) one by one and then combined. For example,

$$A \times (B + C) = (A \times B) + (A \times C).$$

PHM 3099 Module

Equations (Grades 6 - 8)
The Equations cartridge is divided into 26 levels of difficulty, covering material generally taught in grades six through eight. This program introduces the concept of variables – finding the value of an unknown number N – in equations. It also provides practice with a wide variety of skills related to solving equations, including working problems in more than one step and solving equations by adding, subtracting, multiplying, and dividing. This program assumes that your child has mastered basic arithmetic and a certain degree of mental computation.
PHM 3100 Module

Measurement Formulas (Grades 6 - 8)
The Measurement Formulas cartridge is divided into 25 levels of difficulty, covering material generally taught in grades six through eight. The program provides practice in a variety of skills related to measurement formulas, including finding the perimeter, area, and volume of several geometric shapes. Where necessary, the appropriate formulas are given when a particular measurement is required. Children are periodically given problems similar to those from earlier levels for review. This program assumes that your child has mastered basic arithmetic and a certain degree of mental computation.
PHM 3101 Module

Number Readiness (Grades k - 1)
The Number Readiness cartridge is divided into 16 levels of difficulty, covering material generally taught in kindergarten through first grade. The program provides practice with number values, simple addition, and set theory (the grouping of any amount of elements). Children are also given practice with number sequences. Periodically, reviews of the material are given as reinforcement.
PHM 3098 Module

Developmental Learning Materials

Jerry Chaffin and Bill Maxwell of the University of Kansas have developed six programs to help your child learn the four basic math operations of addition, subtraction, multiplication, and division. Four programs emphasize each of the math operations, and two programs develop discrimination between math operations by presenting problems in both addition and subtraction or in multiplication and division. In all six programs, an arcade game format uses colorful graphics and lively action to create an exciting, involving atmosphere for learning.

Alligator Mix
Alligator Mix can help your child increase skills in addition and subtraction of numbers from 0 to 9 and develop discrimination between these two basic math operations. Alligator Mix is learning combined with fun. Your child plays an arcade game while learning essential mathematical principles.

The setting for Alligator Mix is a swamp populated by friendly – but finicky – alligators who will only eat an apple if the problem on the apple matches the answer which appears on the alligator's body. As the apple displaying either an addition or subtraction problem moves across the screen toward the mouth of the alligator, your child decides whether the answer and problem match.
PHM 3114 Module

Alien Addition
Alien Addition can help your child increase speed and accuracy in the addition of numbers from 0 to 9. Alien Addition is learning combined with fun. By playing the game, your child learns and improves essential addition skills.

The arcade game format of Alien Addition is a fast-paced, outer-space version of attackers versus defender. Alien ships that have addition problems on their sides are the attackers. The defender is a laser cannon, controlled by your child, that "equalizes" the alien ships with the correct answer. Different levels of skill and problem difficulty challenge your child to improve his or her speed and accuracy. Alien Addition's colorful graphics and "outer-space" sound effects enhance the action and add to the excitement.
PHM 3115 Module

Unisource discount prices save you money.

Demolition Division
Demolition Division can help your child increase speed and accuracy in division problems with answers from 0 to 9. Demolition Division is learning combined with fun. By playing the game, your child learns and improves essential division skills.

The arcade game format of Demolition Division is a fast-paced, battleground version of attackers versus defenders. Green tanks that have division problems on their sides are the attackers. The defenders are a battery of four blue guns, each controlled by your child, that "equalize" the tanks with the correct answer. Different levels of skill and problem difficulty challenge your child to improve speed and accuracy. Demolition Division's colorful graphics and "electronic" sound effects enhance the action and add to the excitement.
PHM 3116 Module

Dragon Mix
Dragon Mix can help your child increase speed and accuracy in the multiplication of numbers from 0 to 9 and with division problems having answers from 0 to 9. Dragon Mix is learning combined with fun. By playing the game, your child learns and improves essential multiplication and division skills.

The arcade game format of Dragon Mix is a fast-paced version of attackers versus defender. The attackers are space ships that have multiplication or division problems on their sides. The defender is a dragon, controlled by your child, that "equalizes" the alien ships with the correct answer. The challenge of different levels of skill and problem difficulty encourages your child to improve his or her speed and accuracy. The colorful graphics and sound effects of Dragon Mix enhance the action and add to the excitement.
PHM 3117 Module

Minus Mission
Minus Mission can help your child increase speed and accuracy in subtraction of numbers from 0 to 9. Minus Mission is learning combined with fun. By playing the game, your child learns and improves essential subtraction skills.

The arcade game format of Minus Mission is a fast-paced, subterranean version of attackers versus defender. Creeping blobs of green slime that contain subtraction problems are the attackers. The defender is a robot, controlled by your child, which fires laser guns to "equalize" the slime blobs with the correct answer. The challenge of different levels of skill and problem difficulty encourages your child to improve his or her speed and accuracy. The colorful graphics and "electronic" sound effects of the Minus Mission enhance the action and add to the excitement.
PHM 3118 Module



Meteor Multiplication
Meteor Multiplication can help your child increase speed and accuracy in the multiplication of numbers from 0 to 9. Meteor Multiplication is learning combined with fun. By playing the game, your child learns and improves essential multiplication skills.

The arcade game format of Meteor Multiplication is a fast-paced, outer-space version of attackers versus defender. Multi-colored meteors with multiplication problems on their sides are the attackers. The defender is a star station, controlled by your child, that "equalizes" the meteor with the correct answer. The challenge of different levels of skill and problem difficulty encourages your child to improve his or her speed and accuracy. The colorful graphics and sound effects of Meteor Multiplication enhance the action and add to the excitement.
PHM 3119 Module

ARCADEMIC SKILL BUILDERS

The ARCADEMIC™ SKILL BUILDERS approach uses an arcade game format, colorful graphics, and lively action to create an exciting atmosphere for practicing important learning skills. ARCADEMIC programs provide for the educational needs of individual learners. They allow children to develop skills before progressing to the next level of difficulty. These programs combine learning with fun.

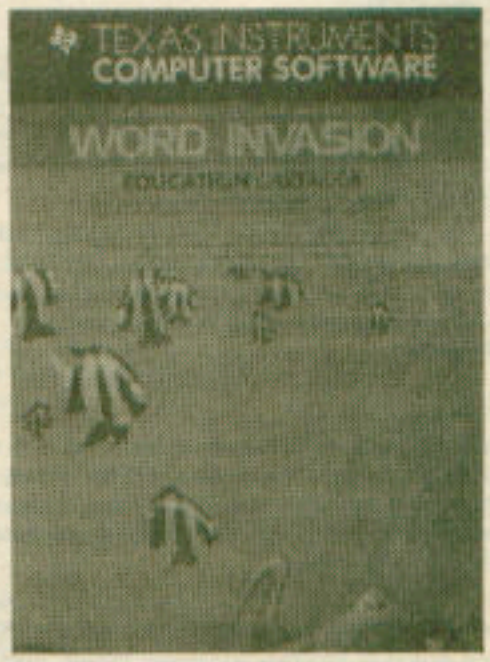
The ARCADEMIC™ approach to learning is based on these principles:

- Persistence and Involvement
- Success in Learning
- High Rate of Learning
- Evidence of Improvement
- Individual Needs

Word Radar
With Word Radar, your child can

- Practice skills in recognizing common vocabulary words
- Develop skills in word discrimination by identifying words that are alike and words that are different
- Enhance visual memory by remembering where words appear on the screen
- Select from a variety of words to use in a game
- Experience colorful graphics
- Hear exciting sound effects that enliven the action
- Use either the keyboard or the Joystick Controllers

PHM 3185 Module



Word Invasion
With Word Invasion, your child can

- Identify nouns, pronouns, verbs, adjectives, adverbs, and prepositions
- Play with as few as two parts of speech or as many as six
- Select the reading level of the words for each part of speech
- Experience colorful graphics
- Hear exciting sound effects that enliven the action
- Use either the keyboard or the Joystick Controllers

PHM 3169 Module

EDUCATION

Scholastic Spelling

A spelling drill using the speech synthesizer. Each module contains 36 lessons with a total of between 480 and 600 words. The computer says the word and the student must spell it correctly in any of three game formats:

Spelling Bee is a drill and practice spelling game of diminishing clues. Students select from among four clue options: all clues, vowel clues, consonant clues, or no clues. For each word, the clues are given, the word is pronounced, and then the student spells the word.

That Did It develops proficiency in the spelling patterns of the English language. Each lesson word is presented by blanks corresponding to the letters in the word. The student picks letters to complete the missing word.

Space Race tests spelling proficiency in a game format. Each word is pronounced, but no other clue is given.

The student is encouraged to learn to spell all the words in the lesson by offering practice with the words that each student finds most difficult and by never boring the student with words that he knows how to spell.

The always-patient computer provides unlimited practice, eliminates anxiety by never giving a negative response, and always rewards the student for a correct response. *Scholastic Spelling* makes learning to spell a rewarding and positive experience.



Scholastic Spelling Level 3 (Grade 3)
Required: Speech Synthesizer
PHM 3059 Module

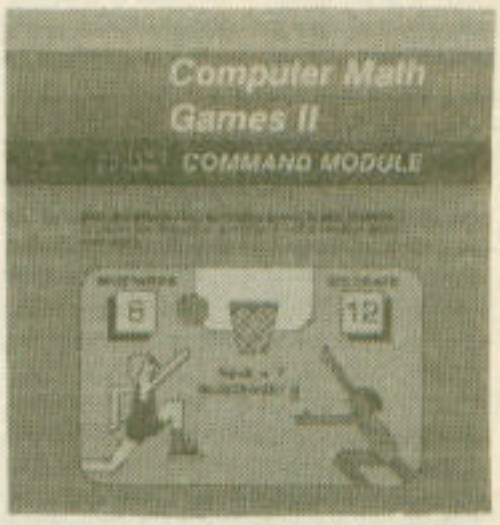
Scholastic Spelling Level 4 (Grade 4)
Required: Speech Synthesizer
PHM 3060 Module

Scholastic Spelling Level 5 (Grade 5)
Required: Speech Synthesizer
PHM 3061 Module

Scholastic Spelling Level 6 (Grade 6)
Required: Speech Synthesizer
PHM 3062 Module

Addison-Wesley

Computer Math Games



In today's math-oriented world, it is important to develop strong mathematical skills at an early age. After being introduced to the concepts involved, a student needs the challenge of stimulating practice to improve and increase basic math skills.

The Computer Math Games help provide the opportunity for this practice. These modules were designed by Charles Lund, Supervisor of Mathematics for the St. Paul, Minnesota, public schools and the staff of Addison-Wesley Publishing Company in cooperation with the staff of Texas Instruments Incorporated.

In addition to providing exciting math games that help develop mathematical knowledge, the activities help enhance a student's socialization skills through working with other players or as part of a team. The games also encourage the development of decision-making capabilities and general problem-solving skills.

Each activity is flexible and can be used in various ways. Players can compete as individuals or as members of a team. This feature allows the games to accommodate a small or large number of interested participants, so the module can be used in the home or in the classroom to supplement school instruction.

Because the Computer Math Game module is designed for supplementary use, it is assumed that the student has been introduced to each math concept presented in the activities prior to using the computer. The games and activities provide a change of pace from typical practice and are a motivating, enjoyable way to review and test math skills.

Computer Math Games II (Grades 1-9)
The five games included in CMG II are both fun and challenging. They use music and an entertaining, motivating format to help reinforce and strengthen math skills. By allowing you to select the level of difficulty of the problems in each activity, this module can be used by students in grades one through nine.
PHM 3083 Module

Computer Math Games VI (Grades 2-9)
With this cartridge students will be able to develop math skills by playing four different, enjoyable math games using whole numbers, fractions, decimals, and integers. The cartridge is intended to be a supplementary aid for children from grades two through nine. It is assumed that the students have been exposed to basic math concepts. While even very young students can use the activities covering addition and subtraction of whole numbers, the cartridge can grow in application as your child grows in ability.
PHM 3088 Module

Music

Music Maker
With the Music Maker *Solid State Software*™Command Module, you can create a musical background. All you have to do is enter your music one measure at a time. The computer automatically stores your composition and then plays it back for you at the touch of a key.

The Music Maker module gives you two different methods for composing music. With the TRADITIONAL MODE, you place notes on the musical staff one measure at a time. In SOUND GRAPHS, you create music by drawing lines to represent musical tones. Both methods let you write music for up to three voices, and you can play the music back as many times as you wish.

In addition, it's easy to save your music if you want to replay it at a later time. You can record the composition either on a diskette with a disk Memory System* or on a cassette tape with a cassette recorder.
*sold separately
PHM 3020 Module

Computer Music Box
Three programs that let you create music with your TI-99/4A Home Computer.
- RANDOM MUSIC–Plays music based on scales or on harmonic patterns which you may select.
- COMPOSER–Allows you to enter songs, play them, and save them to be played again.
- ADVANCED COMPOSER–Allows you to compose music using sophisticated techniques.

PHT 6011 Cassette
PHD 5011 Disk

Music Skills Trainer
A package of four drills to test your musical ability and improve your musical skills.
- Pitch Guess–Helps you train your ear by identifying a note.
- Interval Recognition–Tests your ability to determine the interval between notes.
- Chord Recognition–Enhances your ability to identify types o f chords.
- Phrase Recall–Improves aural memory by having you duplicate a sequence of notes.

PHT 6009 Cassette
PHD 5009 Disk

TI Education

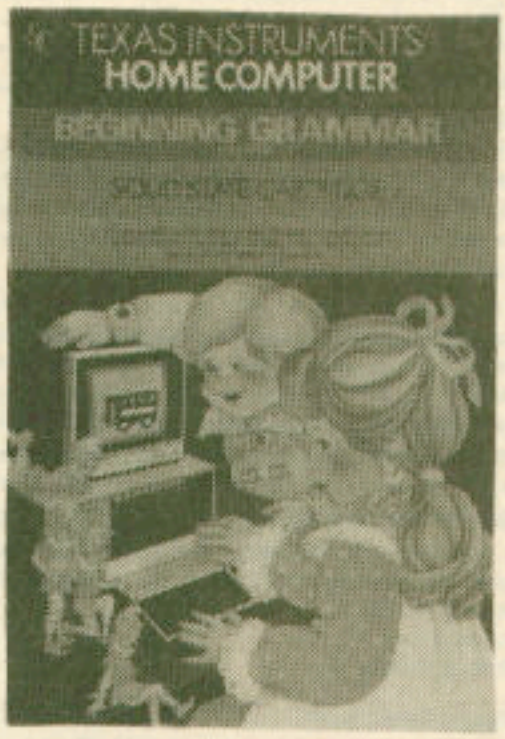
Early Learning Fun
There are four categories of activities in the module: Numbers, Shapes, Sorting, and the Alphabet. Within each group the activities are arranged according to difficulty, with the simplest exercises first. This "developmental" arrangement helps your child learn the skills he or she needs to progress through the activities. Fun for children ages 3-6.
PHM 3002 Module

★★★★★★★

Toll free ordering. For technical information or additional product information, contact us on our Special Technical Information Line.

★★★★★★★

EDUCATION



Beginning Grammar
The BEGINNING GRAMMAR module is especially designed to help your child in the study of grammar. Seven of the eight "parts of speech" (nouns, verbs, adjectives, adverbs, prepositions, conjunctions, and pronouns–only interjections are omitted) are introduced through engaging, colorful activities–activities that are fun for your child to do, and, at the same time, provide educationally valid learning experiences. Each activity begins with a definition of the part (or parts) of speech involved and includes examples to help your child understand the concept. Valuable practice and hours of fun for children grades 2-5.
PHM 3003 Module

Number Magic
An exciting math-education program. Provides valuable enrichment, drill and practice in basic mathematics–with exciting full-color displays and sound. In the tradition of Texas Instruments highly popular Little Professor™ and Dataman™ learning aids. Rewarding fun and learning for children ages 6 and up.
PHM 3004 Module

TI LOGO II
TI LOGO II is an ideal computer language for children and students of all levels of ability...even children as young as 4 find it an easy-to-understand language that makes learning fun. It uses a step-by-step discovery method of learning that encourages the student to participate and even to gain control over the learning experience. In the programming mode, the language helps the student to develop spelling, communication skills, and sequential thinking through line drawings (Turtle graphics) or animated graphics.
Required: Memory Expansion
PHM 3109 Module

Speak and Math Program
Offers the same practice in addition, subtraction, multiplication, division, number relationships and problem-solving that is available in the popular hand-held learning aid. Activities include "Solve It and Mix It," "Greater/Less," "Write It" and "Number Stumper." With the Speech Synthesizer and Terminal Emulator II Module inserted, the Text-to-Speech system reproduces the human voice electronically.
Required: Speech Snthesizer; Terminal Emulator II
PHT 6031 Cassette
PHD 5031 Disk

Early LOGO Learning Fun
LOGO is a computer language that uses command words that are in your child's vocabulary, such as FORWARD, BACK, RIGHT, LEFT, etc. As a result, your child can make graphical events occur simply by pressing a single key on the computer keyboard. Children as young as three years old can become self learners and direct their own learning activities.

This cartridge, Early LOGO Learning Fun, contains a selection of the best of the LOGO procedures in a format designed for preschool children. Let the power and excitement of Early LOGO Learning Fun introduce your child to computer literacy and guide him or her into the world of LOGO.
PHM 3144 Module



Speak and Spell Program
Offers the same features as the popular TI learning aid. Children can hear a word pronounced correctly as they learn to recognize and spell it. Five activities provide valuable tools to make learning fun. "Spell" pronounces a word and asks the child to type the correct spelling. "Mystery Word" selects a word and the child tries to guess it by spelling it correctly. "Say It" prompts a child to say a word and then spell it. "Secret Code" codes a word so that no one can read it until the coded word is entered and decoded by the computer.
Required: Disk System; Speech Editor Module; Speech Synthesizer
PHD 5030 Disk

Spell Writer
The Spell Writer program lets you enter a customized spelling list of up to 30 words. In certain situations when text-to-speech does not pronounce a word properly, you can enter both the correctly spelled word and a phonetic spelling that gives the proper pronunciation. In addition, you can reinforce the meaning of the word (or help to distinguish synonyms) by using the word in a phrase or short sentence. Once a lesson is created, it is easy to edit a spelling list, save it on cassette tape or diskette, or transfer it between media.
Required: Terminal Emulator II Module; Speech Synthesizer
PHT 6042 Cassette
PHD 5042 Disk

Spinnaker

Story Machine
Story Machine offers your child an exciting and creative introduction to the world of writing. The activities develop essential writing skills by helping your child write sentences using modifiers, nouns, pronouns, verbs, and prepositions. Colorful pictures animate your child's sentences and entice him or her to write a story. As your child writes, he or she also learns the fundamentals of using the computer. Ages 5-9.
PHM 3178 Module



Facemaker
Facemaker offers your child an exciting and creative introduction to computers. Three delightful activities–Build a Face, Program a Face and Play Game–help your child learn about the keyboard, the functions of special keys, and simple programming. He or she can create faces by selecting from a wide variety of facial features.
PHM 3177 Module

Milton Bradley

Bright Beginnings

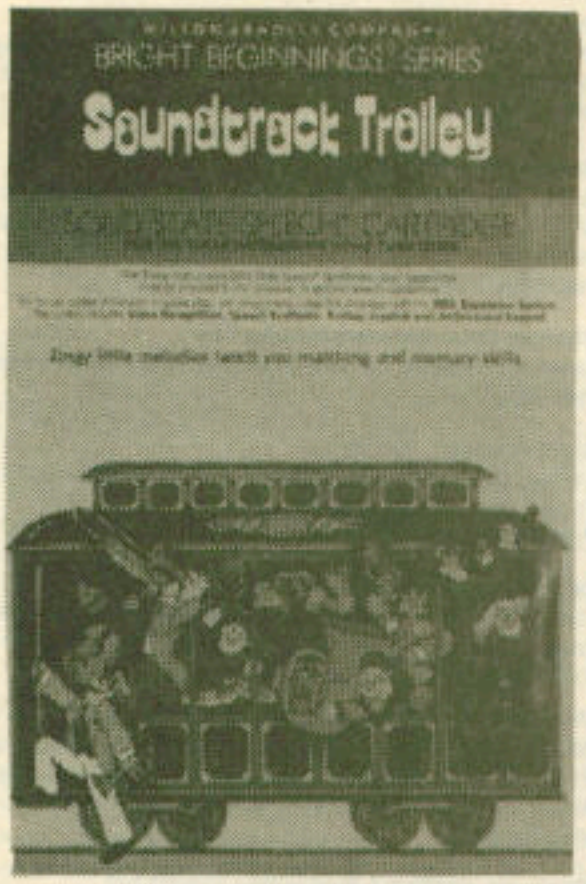
Milton Bradley and Texas Instruments, two companies that create entertaining and educational products for your child, work together to bring you Bright Beginnings™ games. Bright Beginnings is a special software series that allows your child to discover, explore, and learn. Milton Bradley and Texas Instruments believe that video activities should do more than bring bright smiles–they should also bring bright ideas. That's why Bright Beginnings combines fun and learning so successfully. These games can be played with or without the MBX Expansion System which adds new dimensions to your Texas Instruments Home Computer.

Honey Hunt
Discovering when events occur is what Honey Hunt, a game of skill and strategy, is all about. When playing, have your child look carefully at all the suspenseful events that occur in the meadow and see if he or she can recognize a certain pattern in them. Your child can polish up his or her prediction skills and score points, too!

Your child helps bee friends collect nectar drops from flowers (ones with open petals). He or she can control the bee's movement with either the MBX joystick, the TI Joystick Controllers, or the TI keyboard. Each nectar drop he or she collects is worth points. Your child avoids a dangling spider and its sticky web, and other uninvited guests in the meadow (like a big bear with a sweet tooth for honey and a dragonfly that dives and darts all over).

Have your child watch the screen closely, listen to the delightful music and sound effects, and try to discover what happens when on the "Honey Hunt."
PHM 3156 Module

EDUCATION



Soundtrack Trolley
Soundtrack Trolley is a musical memory game featuring a "noteworthy" trolley and 9 band members that each play a different tune. Choose from 3 distinct games: (1) either compose your own tune, (2) listen to a melody and pick who played first, second and so on or (3) match a musical phrase to a band member.

As the trolley rocks and rolls along the track, it picks up some "cool" music makers along the way. When the trolley stops for a band member, you'll hear a jazzy melody. Each band member plays a different tune. In one game, you can make your own songs by telling the band members when to play. The other two games are memory challenges. In one, you follow the order in which the band members play; in the other you try to match the music to the band member who makes it!

There are three different games in Soundtrack Trolley, all played by pressing the numbered trolley stops on your colorful MBX keypad console or the keys on your Texas Instruments Home Computer.
PHM 3157 Module

Toll free ordering. For technical information or additional product information, contact us on our Special Technical Information Line.

Terry Turtle's Adventure and I'm Hiding can only be played with the Texas Instruments Home Computer and the MBX Expansion System. When the MBX Expansion System is connected to the TI Home Computer, you can play the game in two ways: using Voice Recognition or using keys on the MBX console. Voice Recognition allows you to control the movement on the screen by the sound of your voice.

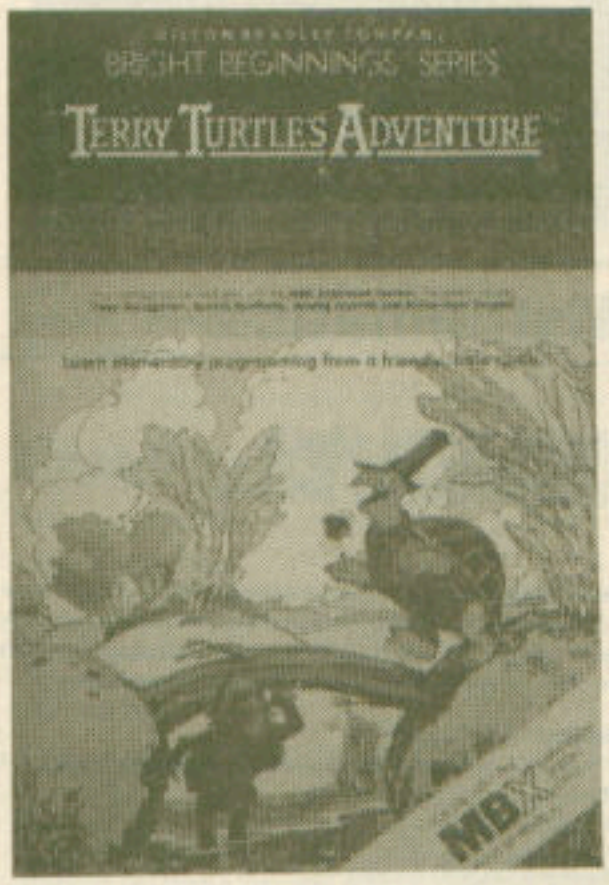
I'm Hiding™
Learn Grouping Skills From Bugs Who Play Hide 'N' Seek
A colorful paint box is the hiding place for the Dumbugs–five little insects that scurry behind paint brushes, crayons and other objects. Your child's challenge is to find one special bug who's hiding. Is that Ollie, the footloose, green caterpillar, behind the big, yellow pencil? Or is that cute "Ant" Ethel behind the little, purple jar? Your child will find out, playing "I'm Hiding," the game that requires classification and deductive reasoning skills to be a successful Bug Hunter! Speech synthesizer optional.
Required: MBX Expansion System
PHM 3135 Module

★ ★ ★ ★ ★ ★ ★ ★ ★

Unisource discount prices save you money.

★ ★ ★ ★ ★ ★ ★ ★ ★

Terry Turtle's Adventure™
Learn Basic Programming From A Friendly Turtle
Help your friend Terry Turtle find his burrow before winter arrives! Guide him with your voice across a changing terrain. He'll listen and obey. Terry can move forward, back, turn left or right. If you want, he can also dig, climb, eat and swim. Go after yummy strawberries, but watch out for nasty trolls who can snatch those berries away from you in the wink of a turtle's eye! And hurry, for the seasons change quickly and Terry might get stranded in the snow! Ages 4 to 8. Speech Synthesizer optional.
Required: MBX Expansion System
PHM 3154 Module



TI - For All Ages

Physical Fitness
The object of this module is to help you plan and maintain an exercise program designed for you–your lifestyle, your general health and condition, your exercise needs. The exercises, based on those found in *The United States Book of Family Physical Fitness*, prepared by the President's Council on Physical Fitness, are divided into five progressive levels, with separate categories for men and women. (These levels and the exercises themselves will be discussed more fully later.) The computer helps you keep track of the order in which the exercises are performed and the number of times to do each one and sets the pace for the exercises.

In addition, the module includes special evaluation sections based on your pulse rate. These help you evaluate your present condition, monitor your progress in your conditioning program, and determine when you are ready to go on to the next level.
PHM 3010 Module

Touch Typing Tutor
Touch Typing Tutor is designed to help you learn basic typing skills if you are a beginner or to polish your touch-typing skills if you are an experienced typist. The flexible, varied drills in the module provide practice on:

- Single keystrokes and letter combinations
- Over 40 frequently used word beginnings and endings
- Sentences
- Over 500 frequently used words

The practice material for these drills is randomly generated each time you use the module. As a result, no two practice sessions are the same. The module program is organized in three major sections:

(1) Lessons–This section teaches you the keys on the keyboard and provides practice typing words or number/symbol combinations.

(2) Diagnostic–This section analyzes your typing skill and provides practice in the areas indicated as needing more work.

(3) Game–This section helps you increase your typing speed and provides entertaining practice on words and number/symbol combinatidns.
PHM 3064 Module

Market Simulation
A game which helps you understand how businesses operate.

You and your opponent are faced with these decisions:

- Can you profitably build more products?
- Should you increase your advertising budget?
- Do you raise your prices?

The choices you make determine whether your profits increase or your company goes bankrupt.
PHT 6018 Cassette
PHD 5018 Disk

Weight Control & Nutrition
Weight Control & Nutrition is designed to help you plan well-balanced meals. Developed in cooperation with *Better Homes and Gardens*, the module creates menus that are based on important nutritional needs–and on your food preferences as well!

With the Weight Control & Nutrition module plugged into the console, your Home Computer:

- Lets you select a target weight goal.
- Estimates your daily calorie requirements.
- Creates menus for up to five people at a time.
- Provides an analysis of the menus in terms of calories and 11 essential nutrients.

Data Storage System recommended.
PHM 3021 Module

Bridge Bidding I
Five programs developed by the Dallas "Aces" for practicing your bidding skills. Includes explanations of your proper bid, your partner's bids, and your opponents' bids.

- OPENING BIDS–Determine whether you can open the bidding.
- OVERCALLS–Practice your "defensive" bidding skills.
- GAME BIDDING–Select the bid that gives you the best chance to make the game.
- CHOICE OF SUITS–Decide whether to rebid your suit or raise the bid in your partner's suit.
- NO TRUMP OR SUIT–Choose a trump suit or no trump, depending on the distribution in your hand.

PHT 6026 Cassette
PHD 5026 Disk

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See price list for ordering information and discount program.

★ ★ ★ ★ ★ ★ ★

Bridge Bidding II
Practice slam bidding with five programs developed by the Dallas "Aces" Bridge Team.

- ACE-ASKING CONVENTIONS–Use the Blackwood and Gerber Conventions to determine the number of aces your partner has.
- SOURCE OF TRICKS–Learn to evaluate your partner's hand based on the bidding that occurs.
- ADEQUATE TRUMP SUIT–Describe your hand while asking your partner to name a trump suit.
- CUE BIDDING–Tell your partner in which suit you have control.
- ASKING BIDS–Practice asking about your partner's hand and responding to asking bids.

PHT 6039 Cassette
PHD 5039 Disk

Bridge Bidding III
Third in the series of Bridge Bidding packages, this set of programs covers competitive bidding. Tips are given on bridge discipline, partnership trust, pre-emptive bids, take-out bids, high-level bids, high-level judgment, Michael's unusual no trump and Landy conventions.
PHT 6041 Cassette
PHD 5041 Disk

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Unisource discount prices save you money.

★ ★ ★ ★ ★ ★ ★ ★ ★

Plato

The entire PLATO® Basic and High School Skills Learning System can now be delivered on the TI Home Computer.

For more than twenty years, PLATO educational courses have set the standard for computer-based education. Until now, PLATO courses were primarily used at terminals connected to a mainframe computer. The kind of computer that typically large organizations could afford. Now, the power of the TI Home Computer makes PLATO courses on disks available to everyone.

The TI Home Computer as a tutor

The TI-99/4A with PLATO courseware now becomes a "special tutor" which

- is available at any hour, during weekends and vacations, never too busy for individual attention.
- lets the student set the pace–never so fast the student gets lost, never so slow it's boring.
- is infinitely patient, willing to repeat and review and retest a hundred times without getting upset or embarrassing the student.

Here's all that's required to use PLATO courseware:

- **Disk Drive System**
- **32K Memory Expansion**
- **PLATO Interpreter Solid State Cartridge.**

How to get started

The content of every PLATO program package is outlined in following pages of the catalog, along with the approximate grade levels at which that course content is usually taught. Young adults who want help with **High School Skills** are able to choose the programs they need from these outlines.

Parents interested in **Basic Skills** programs for their children get additional help when they buy the PLATO Interpreter Solid State Cartridge, because the package includes:

- The Survey Disks, which ask your child questions to determine strengths and weaknesses in reading, grammar, and math.
- The Parent's Questionnaire, which asks *you* questions that help you assess your child's academic skills.

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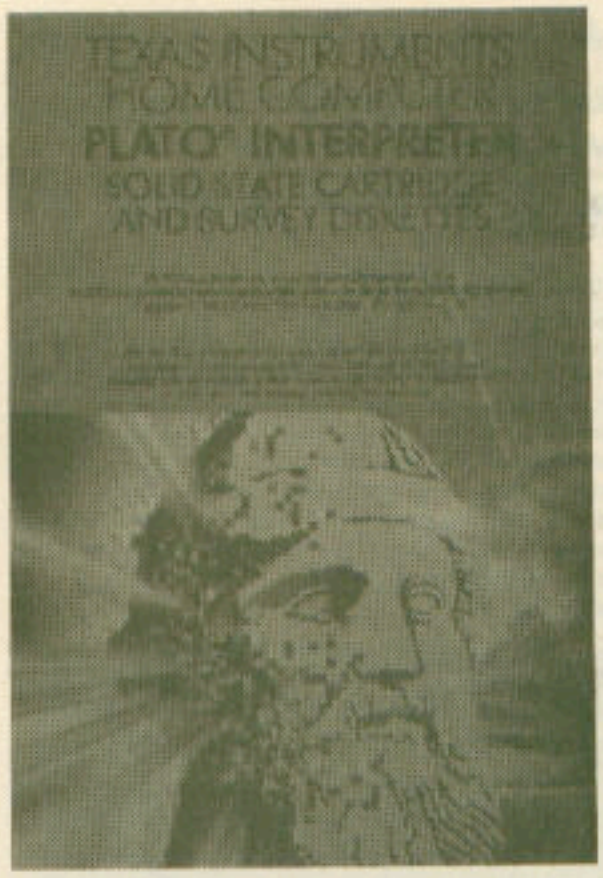

Mathematics

Basic Skills Math Instructional Series

Basic Skills Math Instructional Series contains 19 topics designed to improve elementary level math skills. Each topic contains tutorials, drill and practice exercises, and review activities on disks. A user's manual is included in each package.

Numbers 0-9 (Grades 1-3)
The Whole Numbers 0-9 • Counting Numbers • Numbers 0-9 Review Drill
PHD 5201 Disk

Numbers 10-1000 (Grades 1-4)
The Whole Numbers 10-99 • The Whole Numbers 100-1000 • Number Concepts • Numbers 10-1000 Review Drill
PHD 5202 Disk

Addition 1 (Grades 1-3)
Meaning of Addition • Addition Facts 1 • Addition Facts 2 • Addition Properties
15205655 Disk

Addition 2 (Grades 1-4)
Addition Skills 1 • Addition Skills 2 • Addition Skills 3 • Addition Skills 4 • Addition Review Drill • Addition Applications
PHD 5204 Disk

Subtraction: Basic Concepts (Grades 1-4)
Meaning of Subtraction • Subtraction Facts
PHD 5205 Disk

Subtraction Skills (Grades 1-4)
Subtraction Skills 1 • Subtraction Skills 2 • Subtraction Skills 3 • Subtraction Skills 4 • Subtraction Review Drill • Subtraction Applications
PHD 5206 Disk

Multiplication: Basic Concepts (Grades 2-6)
Meaning of Multiplication • Multiplication Facts 1 • Multiplication Facts 2 • Multiplication Properties 1 • Multiplication Properties 2
PHD 5207 Disk

Multiplication Skills 1 (Grades 2-6)
Multiplication Skills 1 • Multiplication Skills 2 • Multiplication Skills 3 • Multiplication Skills 4
PHD 5208 Disk

Multiplication Skills 2 (Grades 2-6)
Multiplication Skills 5 • Multiplication Skills 6 • Multiplication Skills 7 • Multiplication Review Drill • Multiplication Applications
PHD 5209 Disk

Division: Basic Concepts (Grades 2-6)
Meaning of Division 1 • Meaning of Division 2 • Division Facts
PHD 5210 Disk

Division Skills 1 (Grades 2-6)
Division Skills 1 • Division Skills 2 • Division Skills 3 • Division Review Drill 1 • Division Skills 4
PHD 5211 Disk

Division Skills 2 (Grades 3-6)
Division Skills 5 • Division Skills 6 • Division Skills 7 • Division Skills 8 • Division Review Drill 2 • Division Applications
PHD 5212 Disk

Fractions: Terminology & Concepts (Grades 2-5)
Meaning of Fractions • Equivalent Fractions 1 • Equivalent Fractions 2 • Comparing Fractions • Improper Fractions & Mixed Numbers • Fractions Review Drill 1
PHD 5213 Disk

Fractions: Addition & Subtraction (Grades 3-7)
Adding and Subtracting Fractions 1 • Adding and Subtracting Fractions 2 • Adding Mixed Numbers • Subtracting Mixed Numbers 1 • Subtracting Mixed Numbers 2 • Fraction Review Drill 2
PHD 5214 Disk

Fractions: Multiplication & Division (Grades 3-7)
Multiplying Fractions • Dividing Fractions 1 • Dividing Fractions 2 • Multiplying and Dividing Mixed Numbers 1 • Multiplying and Dividing Mixed Numbers 2 • Fraction Review Drill 3 • Fraction Applications
15207271 Disk

Decimals: Terminology & Concepts (Grades 3-6)
Meaning of Decimal Fractions 1 • Meaning of Decimal Fractions 2 • Adding and Subtracting Decimals • Multiplying Decimals • Dividing Decimals • Decimal Review Drill • Decimal Application 1 • Decimal Application 2
PHD 5216 Disk

Ratio, Proportion & Percent, (Grades 3-7)
Ratio • Proportion • Percent 1 • Percent 2 • Ratio, Proportion & Percent Review Drill • Ratio, Proportion & Percent Applications 1 • Ratio, Proportion & Percent Applications 2 • Ratio, Proportion & Percent Applications 3
PHD 5217 Disk

Geometry–Basic Concepts (Grades 2-7)
Plane Figures 1 • Plane Figures 2 • Figure Comparison • Common Three-dimensional Figures • Geometry Review Drill
PHD 5218 Disk

Measurement (Grades 3-7)
Linear Measurement • Area Measurement • Volume and Capacity Measurement • Measurement Review Drill • Geometry and Measurement Applications 1 • Geometry and Measurement Applications 2 • Geometry and Measurement Applications 3
PHD 5219 Disk

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See price list for ordering information and discount program.

★ ★ ★ ★ ★ ★ ★ ★ ★

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

EDUCATION

Basic Number Facts (Grades 1-4)

Designed for the elementary-level math student or any student needing basic whole number practice.

Four separate lessons are provided for practice on addition, subtraction, multiplication, and division of whole numbers. Each lesson has a "speedway" game format. As the student's skill level increases, the computer increases the level of difficulty. The teacher can easily monitor and record each student's progress.

15206000 Disk

Whole Numbers (Grades 2-7)

Designed for elementary and junior high school level math students.

The Whole Numbers lesson consists of five "pinball" game exercises that challenge students to answer basic addition, subtraction, multiplication, division and mixed-number problems presented in random order.

A summary of the student's performance is given to allow the teacher to monitor the student's progress. A "Hall of Fame" retains a permanent record of the top 10 scores.

15206030 Disk

Decimals (Grades 3-7)

Designed for elementary level math students. Decimals is designed to help increase a student's ability to perceive and define fractional distances using decimal numbers. The "dart game" format can easily be monitored by the teacher to record each student's progress.

Decimals consists of two lessons:

- Lesson I has eight levels of difficulty and the endpoint of the number lines are whole numbers.
- Lesson II has ten levels and the endpoints of the number lines are decimal numbers.

15206020 Disk

Fractions (Grades 3-7)

Designed for elementary level math students. The Fractions lesson is designed for a student to practice identifying fractional intervals. There are ten separate levels of difficulty in the "dart game" format and each allows the student to use fractions, decimals or expressions to break the "balloon" with a dart.

15206010 Disk



High School Skills Math Instructional Series

The High School Skills Math Instructional Series consists of eight topics tht are designed to improve high school level math skills. Each topic contains tutorial, drill and practice and review activities.

Basic Number Ideas 1 (Grades 4-8)
Introduction to Sets • Set Operations • Odd, Even, Prime and Composite Numbers
PHD 5273 Disk

Basic Number Ideas 2 (Grades 4-8)
Exponents • Addition and Subtraction of Integers • Multiplication and Division of Integers • Square Roots
PHD 5274 Disk

Math Sentences in One Variable 1(Grades 6-9)
Sets and Variable • Monomials • Binomials
PHD 5275 Disk

Math Sentences in One Variable 2 (Grades 6-11)
Linear Equations with One Variable • Linear Inequalities with One Variable • Quadratic Equations
PHD 5276 Disk

Math Sentences in Two Variables (Grades 8-11)
Coordinate Plane • Linear Equations with Two Variables • Systems of Equations
PHD 5277 Disk

Geometry (Grades 8-11)
Special Angles, Part 1 • Special Angles, Part 2 • Circles, Arcs and Circumferences • Pythagorean Theorem
PHD 5278 Disk

Measurement (Grades 6-8)
Metric Measurement • Areas, Part 1 • Areas, Part 2 • Volume
PHD 5279 Disk

Special Topics (Grades 6-9)
Percents Less Than One Hundred • Percents Greater Than One Hundred • Mean and Average • Probability
PHD 5280 Disk

Science

High School Skills Science Instructional Series

High School Skills Instructional Science Series contains 8 topics designed to improve high school level science skills. Each topic contains tutorials, drill and practice exercises, and review activities on disks. A user's manual is also included.

Physics 1 (Grades 7-12)
Measurement in Physics • Atomic and Molecular Theory • Motion and Energy of Matter
15208860 Disk

Physics 2 (Grades 8-12)
Optics and Wave Motion 1 • Optics and Wave Motion 2 • Electric and Magnetic Energy • Nuclear Physics
15208923 Disk

Chemistry (Grades 8-12)
The Science and Technology of Chemistry • Chemical Families • Chemical Bonding • Chemical Reactions • Chemical Solutions • Acids, Bases and Salts
15208983 Disk

Earth Science 1 (Grades 6-10)
Astronomy: A Study of Space • Space • The Composition of the Earth's Crust • Exogenous Processes • Endogenous Processes
15209031 Disk

Earth Science 2 (Grades 6-10)
Earth History • The Oceans of the World • The Atomosphere: An Ocean of Air • The Weather
15209033 Disk

Biology 1 (Grades 7-10)
Biological Perspective • The Chemistry of Life • Cell Theory • Energy in Cells • Homeostasis
15209091 Disk

Biology 2 (Grades 7-10)
Reproduction • Genetics • Heredity • Evolution
15209130 Disk

Biology 3 (Grades 7-10)
Waste Removal • Transport Systems • Chemical Control • The Nervous System
15209172 Disk

Biology 4 (Grades 7-10)
Behavior • Disease • Health • Population and Environment • Energy Flow in Communities • Ecology • People in the Biosphere
15209220 Disk

Physics: Elementary Mechanics (Grades 9-12)

Designed for senior high school level physics students. Animated problem-solving to help build comprehension.

Physics: Elementary Mechanics tests and evaluates a student's reasoning skills and knowledge of the principles of mechanics.

Simulated physical situations are presented in an animated format that clearly defines each circumstance. Nine separate problems are presented. A question is asked about the situation portrayed. The student is challenged to find the answer by using the least possible system-supplied help and information.

15206080 Disk

Language Arts

Basic Skills Grammar Instructional Series

The Basic Skills Grammar Instructional Series contains 17 topics designed to improve elementary level grammar skills. Each topic contains a tutorial, a drill and practice exercise, and review activities on disks. A user's manual is also included.

Nouns and Verbs (Grades 3-6)
What Is a Noun? • What Is a Verb? • Two Kinds of Nouns • More Kinds of Nouns • Two Kinds of Verbs
PHD 5248 Disk

More About Nouns and Verbs (Grades 3-6)
Parts of Verbs • Some Strange Verbs • Verbs and Tenses • Nouns and Verbs and Number
PHD 5249 Disk

Pronouns (Grades 3-6)
What Is a Pronoun? • Personal Pronouns • Personal Pronouns of Ownership • Other Pronouns
15204634 Disk

Making Nouns and Pronouns Agree (Grades 3-7)
Nouns, Pronouns and Gender • Pronouns and Number • Making Nouns and Pronouns Agree in Sentences
15204654 Disk

Adjectives and Adverbs (Grades 3-7)
Recognizing Adjectives • Identifying Adverbs • More about Adjectives • More about Adverbs
PHD 5252 Disk

Prepositions, Conjunctions and Articles Grades 3-8)
Learning about Prepositions • Learning about Conjunctions • Using Articles
PHD 5253 Disk

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

EDUCATION

Learning About Sentences (Grades 3-6)
What Is a Sentence? • Parts of a Sentence • More About Sentences • Three Kinds of Sentences
15204702 Disk

Phrases and Clauses (Grades 4-8)
Identifying Phrases • What Is a Clause? • More About Phrases • Different Kinds of Clauses
PHD 5255 Disk

Subject and Verb Agreement (Grades 4-8)
All About Subjects and Verbs • A Subject and Its Verb Must Agree • Subjects and Irregular Verbs • Making Verbs and Unusual Nouns Agree • Starting a Sentence with There or Here
PHD 5256 Disk

More About Sentences (Grades 4-8)
What Is a Sentence Fragment? • Run-On Sentences
PHD 5257 Disk

More Than One (Grades 4-8)
What Is a Plural? • Plurals with "s" and "es" • Unusual Plurals
15204764 Disk

Word Confusion (Grades 3-7)
What Are Negative Words? • Confusing Verbs • Synonyms and Antonyms • Homonyms: Words that Sound Alike
15204778 Disk

Possessives (Grades 3-7)
How to Form Possessives • Using Possessives • Possessive Pronouns
PHD 5260 Disk

Capital Letters (Grades 3-5)
Proper Nouns and Capitals • Titles and Capital Letters
15204809 Disk

Punctuation (Grades 3-9)
The Basics of Punctuation • Commas • Colons and Semicolons • Quotation Marks
PHD 5262 Disk

Making Letters Look Right (Grades 3-9)
What Should a Letter Look Like? • About Addresses and Return Addresses
15204843 Disk

Giving the Employer Correct Information (Grades 8-9)
Giving the Correct Information • Filling Out an Application
15204857 Disk

Basic Skills Reading Instructional Series

The Basic Skills Reading Instructional Series contains 28 topics designed to improve elementary level reading skills. Each topic contains tutorials, drill and practice exercises, and review activities on disks. A user's manual is also included.

Basic Word Building (Grades 2-5)
Simple Verb Endings • Basic Contractions and Pronouns • Abbreviations • Easy Compound Words • Basic Word Building: Review
PHD 5220 Disk

More Basic Word Building (Grades 2-5)
More Compound Words • Verbs Ending in E • Contractions of Not • More Basic Word Building Review
PHD 5221 Disk

Complex Word Building (Grades 2-6)
Verb Endings After Consonants • Verbs Ending in Y • Word Endings for Comparisons • Compound Words: New Meanings • More Contractions • Complex Word Building: Review
PHD 5222 Disk

Prefixes, Suffixes and Compound Words (Grades 2-6)
Noun Endings er, or, ist, ian • Suffixes y, ly, less • Special Compound Words • Prefixes that Make Opposites • Prefix, Suffix and Compound Words: Review
PHD 5223 Disk

More Prefixes and Suffixes (Grades 2-7)
Noun Suffixes ness, ship, ment, tion • Suffixes ous, al, ance, able • Prefixes mis-, pre-, post- • Using Prefixes ir-, il- • More Prefixes and Suffixes: Review
PHD 5224 Disk

Prefixes and Suffixes in Context (Grades 3-7)
Suffixes ful, ous, less • Suffixes ible, able • Prefixes that Show Number • Prefixes and Suffixes in Context: Review
PHD 5225 Disk

Selecting the Proper Words (Grades 2-7)
Predicting Words • Comparatives • Prepositions: On, At, In • Pronouns • More Pronouns • Selecting the Proper Words: Review
PHD 5226 Disk

Choosing the Proper Words (Grades 2-7)
Words that Are Spelled Alike 1 • Words that Sound Alike 1 • More Prepositions • Identifying Groups • Using Words in Context • Choosing the Proper Words: Review
PHD 5227 Disk

Dealing with Confusing Words (Grades 2-7)
Synonyms • Word Grouping • Specific Meaning in Context • Words that Sound Alike 2 • Dealing with Confusing Words: Review
PHD 5228 Disk

Word Meanings (Grades 3-7)
Antonyms • Figuring Out Meanings of New Words • Cause and Effect Words • Discovering Word Meanings • Word Meanings: Review
PHD 5229 Disk

Applying New Words (Grades 3-7)
Words that Sound Alike 3 • Clues to New Word Meanings • Idioms • Applying New Words: Review
15207643 Disk

Understanding and Using New Words (Grades 4-8)
Words that are Spelled Alike 2 • Complicated Word Meanings • More Idioms • Understanding and Using New Words: Review • Using the Want Ads to Find a Place to Live: Application
PHD 5231 Disk

Locating Basic Facts (Grades 4-7)
Nouns and Pronouns • Past and Present Tense • Forming Sentences • Locating Basic Facts: Review
PHD 5232 Disk

Understanding What You Read (Grades 5-8)
Getting the Facts • Finding What Doesn't Belong • Ordering Main Events • Replacing Nouns with Pronouns • Understanding What You Read: Review
PHD 5234 Disk

Remembering What You Read (Grades 5-9)
Reading for Information • Remembering Facts 1 • Finding the Main Ideas • Putting Items in Proper Sequence • Topic Sentences • Remembering What You Read: Review
15207737 Disk

Remembering More of What You Read (Grades 5-9)
Remembering Facts 2 • Characters and Events in a Story • Remembering Details • Remembering Story Meanings • Titles and Topic Sentences • Supporting Main Ideas with Facts • Reading and Remembering: Review
PHD 5236 Disk

Interpreting What You Read (Grades 5-9)
Facts Not Directly Stated • The Main Idea of the Story • Placing Events in Order • Using Evidence to Support Ideas • Interpreting What You Read: Review • Using the Want Ads to Buy a Car: Application
15207802 Disk

Prices and availability subject to change.

Understanding Basic Facts (Grades 5-9)
What Happened and Why It Happened • What Happens Next? • Descriptive Words • Possible Sentences • Predicting Endings • Understanding Basic Facts: Review
PHD 5238 Disk

Understanding More of What You Read (Grades 5-9)
Why and What • How Does It End? • Words that Describe • Describing Emotions • Reading and Understanding More: Review
PHD 5239

Separating Fact from Opinion (Grades 6-9)
Supporting the Purpose • Headlines • Stating Fact or Opinion • Different or Equal Statements • Separating Facts from Opinions: Review • Reading the Entertainment Section: Application
15207966 Disk



Describers and Conclusions (Grades 6-9)
Describing Reactions • Exaggeration • Drawing Conclusions • Words and Expressions • Describers and Conclusions: Review
PHD 5240 Disk

Different Types of Describers and Conclusions (Grades 6-9)
Describing How a Person Looks • Telling How a Person Looks and Feels • Cause and Effect • Making Predictions • Identifying Similes • More Describers and Conclusions: Review
PHD 5241 Disk

Understanding the Whole Story (Grades 6-9)
Describers of Reactions • Finding the Plot of a Story • Forming and Identifying Similes • Personality Traits • Understanding the Whole Story: Review • Reading the Grocery Ads to Shop for Bargains: Application
PHD 5242 Disk

Fact and Non-Fact (Grades 6-9)
Fact or Fantasy? • Fact or Opinion? • Facts and Non-Facts: Review
PHD 5243 Disk

Author's Purpose (Grades 6-9)
What's the Purpose? • Real Life or Fantasy? • The Author's Purpose: Review
PHD 5244 Disk

Evaluating What You Read (Grades 6-9)
Information or Entertainment? • Making Judgments • Describing Characters • Evaluating What You Read: Review
PHD 5245 Disk

Author's Purpose and Your Conclusion (Grades 6-9)
What Evidence Is There? • What's Your Conclusion? • What's Relevant? • Working with Facts and Opinions • The Author and Your Conclusions: Review
15207949 Disk

Separating Fact from Opinion (Grades 6-9)
Supporting the Purpose • Headlines • Stating Fact or Opinion • Different or Equal Statements • Separating Facts from Opinions: Review • Reading the Entertainment Section: Application
15207966 Disk

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

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EDUCATION

High School Skills Reading Instructional Series

The High School Skills Reading Instructional Series contains 9 topics designed to improve high school level reading skills. Each topic contains tutorials, drill and practice exercises, and review activities on disks. A user's manual is also included.

Practical Reading 1 (Grades 6-9)
Identifying the Main Idea • The Title as the Main Idea • Locating Supporting Details • Understanding Logical Relationships 1 • Understanding Logical Relationships 2
PHD 5281 Disk

Practical Reading 2 (Grades 6-9)
Inferring the Answer • Vocabulary: Meaning from Context • Applying What You Have Read
PHD 5282 Disk

General Reading 1 (Grades 6-9)
Identifying the Main Idea • Identifying the Main Idea When It Is Implied • The Title as the Main Idea • Details that Support the Main Idea • Chronological and Logical Order
PHD 5283 Disk

General Reading 2 (Grades 6-9)
Comparison and Contrast • Cause and Effect • Illustration and Example • Implied Meaning • Implying a Title
PHD 5284 Disk

Prose Literature 1 (Grades 7-10)
Plot • Implied Meaning • Setting • Implied Setting
PHD 5285 Disk

Prose Literature 2 (Grades 7-10)
Tone • Style • Types of Writing • Characterization
15205500 Disk

Prose Literature 3 (Grades 7-11)
What Is a Formal Essay? • What Is an Informal Essay? • Biography and Autobiography • Finding Word Meanings
PHD 5287 Disk

Poetry (Grades 7-11)
Rhyme Scheme • Understanding Meter • Symbolic Meaning • Figurative Language
PHD 5288 Disk

Drama (Grades 7-11)
The Literal Meaning of Drama • Interpretation of Drama
PHD 5289 Disk

High School Skills Writing Instructional Series

The High School Skills Writing Instructional Series contains 8 topics designed to improve high school level writing skills. Each topic contains tutorials, drill and practice exercises, and review activities on disks. A user's manual is also included.

Spelling (Grades 4-7)
Spelling Rules • More Spelling Rules • Forming Plurals and Possessives • Commonly Misspelled Words
PHD 5265 Disk

Punctuation (Grades 4-7)
Punctuation: End Marks • A Lesson About Commas • Colons, Semicolons, Dashes • Hyphens, Quotation Marks • Capitalization
15208523 Disk

Grammar 1 (Grades 4-7)
Recognizing Verbs • Subjects and Verbs • Regular Verbs • Irregular Verbs • Confusing Verbs • Subject and Verb Agreement
15208543 Disk

Grammar 2 (Grades 4-7)
Types of Nouns • How Nouns are Used • The Pronoun: Replacement for a Noun • How Pronouns Are Used • Pronoun and Antecedent Agreement • Correct Pronoun Use
15208566 Disk

Grammar 3 (Grades 5-8)
Modifiers of Meaning • Verbal Phrases • Correct Use of Adjectives and Adverbs: Comparatives
15208592 Disk

Diction (Grades 5-8)
Confusing Words • Inappropriate Language • Word Choice Errors • Using Figures of Speech in Writing • Effective Writing
15208609 Disk

Sentence Structure (Grades 6-9)
Sentence Fragments • Dependent and Independent Clauses • Run-On Sentences • Misplaced Modifiers • Parallel Structure Within Sentences • Awkward Sentence Structure
15208629 Disk

Logic and Organization (Grades 6-9)
The Topic Sentence • Unnecessary Sentences • Order of Sentences in Paragraphs • Transitional Devices in Paragraphs • Improving Structure in Paragraphs • Paragraph Development and Organization
15208649 Disk



Social Sciences

High School Skills Social Studies Instructional Series

The High School Skills Social Studies Instructional Series contains 10 topics designed to improve high school level social studies skills. Each topic contains tutorials, drill and practice exercises, and review activities on disks. A user's manual is also included.

Geography (Grades 6-9)
Location • Physical Features • Population Distribution • The Environment • Conservation and Preservation • Personal Space
15208669 Disk

Economics 1 (Grades 7-11)
Scarcity • Economic Systems • Production • Division of Labor
15208695 Disk

Economics 2 (Grades 7-11)
Goods and Services • Consumption • Circular Flow • Public Policy
15208715 Disk

Behavioral Science 1 (Grades 7-11)
Culture • Norms • Social Systems • Socialization
15208735 Disk

Behavioral Science 2 (Grades 7-11)
Stratification • Cultural Change • Conformity • Interaction
15208752 Disk

Political Science 1 (Grades 7-11)
Power • Political Systems • Separation of Power
15208769 Disk

Political Science 2 (Grades 7-11)
Legislative Power • Executive Power • Judicial Power • Civil Rights • Civil Responsibilities
15208786 Disk

History 1 (Grades 6-10)
Colonization • Founding a Nation • Sectionalism
15208809 Disk

History 2 (Grades 6-10)
Geographic Expansion • Economic Expansion • Social Expansion
15208826 Disk

History 3 (Grades 6-10)
Quest for Equality • Quest for Security • Changing Lifestyles • The Future of the U.S.
15208843 Disk

Foreign Language

French Vocabulary Builder (Grades 7-12)

The French Foreign Language program is designed to improve students' familiarity with the French language. Each activity contains common, useful words. Two kinds of drills, in the "hangperson" game and "pyramid" game format, provide practice that can be presented in one of three translation modes:

- English to French
- French to English
- Or a combination of the two

Each lesson is designed to reinforce concepts taught in the classroom and can also be used at home or as part of a library of support material for any group or individual interested in learning or reviewing basic French.
15206040 Disk

German Vocabulary Builder (Grades 7-12)

The German Foreign Language program is designed to improve students' familiarity with the German language. It contains common, useful words. Two kinds of drills, in the "hangperson" game and "pyramid" game formats, provide practice that can be presented in one of three translation modes:

- English to German
- German to English
- Or a combination of the two

Designed to reinforce concepts taught in the classroom, it can also be used at home or as part of a library of support material for any group interested in learning or reviewing basic German.
15206060 Disk

Spanish Vocabulary Builder (Grades 7-12)

The Spanish Foreign Language program is designed to improve students' familiarity with the Spanish language. Each lesson contains common, useful words. Two kinds of drills, in the "hangperson" game and "pyramid" game formats, provide practice that can be presented in one of three translation modes:

- English to Spanish
- Spanish to English
- Or a combination of the two

Each lesson is designed to reinforce concepts taught in the classroom and can also be used at home or as part of a library of support material for any group interested in learning or reviewing basic Spanish.
15206050 Disk

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Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

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Computer Literacy

Computer Literacy: Introduction

Designed for junior high, senior high, and vocational school students.

Computer Literacy: Introduction is designed to help build knowledge of computers and their uses. The lesson is designed to provide a foundation in the basic concepts and uses of computers to prepare students to use computers effectively in study and work, to understand how computers affect their lives directly and indirectly, and how to be effective consumers of computer products and services in the future.

15206070 Disk

Micro Ed

Antonym Machine

Elementary. The computer randomly selects a pair of words with opposite meanings. One of the two words is displayed in the upper left corner of the screen. The learner must respond with the antonym. The antonym machine processes the first word so that it becomes its antonym. Each lesson is designed to work with 20 pairs of words chosen randomly from a bank of 50 pairs. Whenever the lesson is terminated, the learner's performance will be summarized according to: number of problems, number of errors, number of times computer gave answer, time used on the lesson, and specific antonyms that gave trouble.

ME TVO 3C Cassette
ME TVO 3D Disk

Bar Graph

This is a drill and practice exercise using a bar graph with different pieces of information on it. The information changes with every problem. There are ten problems in all. At the end of the lesson, the student's performance is summarized. Elementary.

MED TMA 12C Cassette
MED TMA 12D Disk

Clock

Primary grades. This program presents problems in telling time. Each lesson consists of 12 randomly selected clock faces showing various times. The learner answers by first typing in the number of the hour and then the minutes. Typing "H" for help will cause the correct answer to be revealed. The program will not print any incorrect key that is pressed, guiding the learner to the correct answer. At the end of each lesson, the performance is summarized.

ME TOT 5C Cassette
ME TOT 5D Disk

Compound Words

Elementary. A compound word is made up of two smaller words. Each problem in this program consists of a compound word drawn at random from a bank of twenty-five words. The job of the student is to type the two smaller words that make up the compound word being presented. At the end of ten problems, the student's performance is summarized.

Required: Extended BASIC

ME TSP 7C Cassette
ME TSP 7D Disk

Contractions

Elementary. For each problem, the computer will randomly display either a contraction or an uncontracted expression. If what is presented is a contraction, the student should type the uncontracted expression. If an uncontracted expression is presented, then the student should type the contraction. There are ten problems to a lesson. If the student makes no mistakes, two space warriors will honor the student.

Required: Extended BASIC

ME TSP 11C Cassette
ME TSP 11D Disk

Count 'em

From one to ten rabbits appear on the screen. Each problem presents a different number of rabbits. How many are there? If the student is right, a right answer rabbit hops across the screen to a reward. If the student is wrong, a cartoon style bomb appears. At the end of the lesson, the student's performance is summarized. (If the student does not know the answer, the computer will give the answer when the space bar is pressed.) Kindergarten and Grade 1.

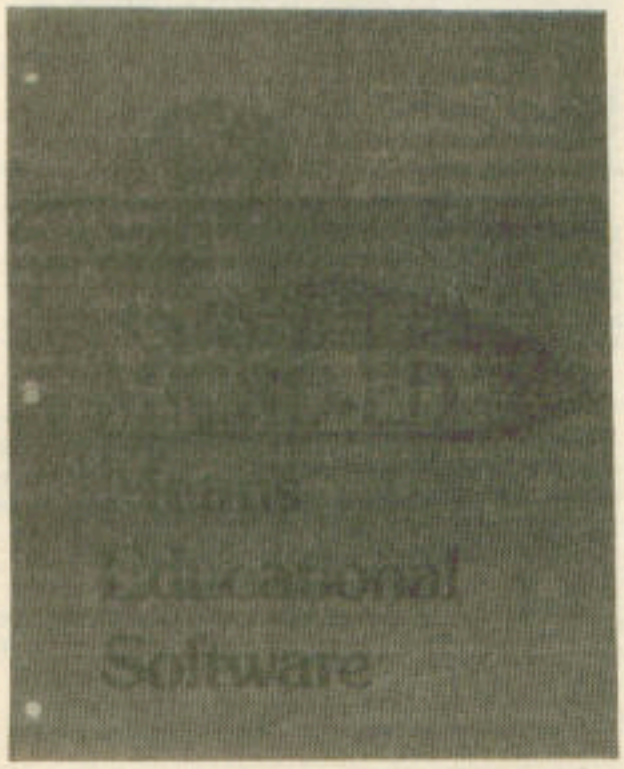
ME TMA 2C Cassette
ME TMA 2D Disk

Dictionary Guide Words

Elementary. At the top of each page in a dictionary are two words called guide words. The first guide word is the same as the first entry word on that page. The second guide word is the same as the last entry word on that page. There are six lessons in this program. The student's job is to match each word in Group A with the pair of guide words in Group B that represent the dictionary page on which the Group A word would be found. At the end of the lesson, the computer lists the words from Group A that were not matched correctly with the guide words from Group B.

Required: Extended BASIC

ME TRS 1C Cassette
ME TRS 1D Disk



Direction and Distance

Primary grades. This program uses a game format to teach primary grade children the eight directions of north, south, east, west, northeast, southeast, northwest and southwest. Students must also estimate the distance between two objects on the screen.

ME TOT 2C Cassette
ME TOT 2D Disk

Dropping the Final E

Elementary. Each problem begins with a base word. The first job of the student is to type the base word plus an ED or ING ending. Finally, working from an ED or ING ending, the student must type the base word. Each problem word has been randomly drawn from a bank of fifty words. Each lesson consists of ten problems. At the end of the lesson, the student's performance is summarized.

Required: Extended BASIC

ME TSP 10C Cassette
ME TSP 10D Disk

Guess That Word

Elementary and up. This instructional program makes it easy for you (or your students) to create spelling lessons using words of your choice. You simply follow the built-in instructions to build any number of data files of words. Each of the files can have up to fifty words. Error checking in the program makes it robust even when used by the novice. The program also contains five lists of words sometimes identified as spelling demons.

Required: Extended BASIC

ME TSP 1C Cassette
ME TSP 1D Disk

Hard and Soft C

Elementary. Each problem in this program consists of a word containing either a SOFT C or a HARD C. The student is to identify the C in the problem word by pressing S for SOFT C or by pressing K for HARD C. Each problem word is randomly selected from a bank of fifty words. Each lesson consists of ten problems. At the end of each lesson, the student's performance is summarized.

Reqired: Extended BASIC

ME TSP 8C Cassette
ME TSP 8D Disk

Hard and Soft G

Elementary. Each problem in the program consists of a word containing either a SOFT G or a HARD G. The student is to identify the G in the problem word by pressing J for SOFT G. Each problem word is randomly selected from a bank of fifty words. Each lesson consists of ten problems. At the end of each lesson, the student's performance is summarized.

Required: Extended BASIC

ME TSP 9C Cassette
ME TSP 9D Disk

Hat In the Ring: A Presidential Election Game

Elementary grades and up. This 2-player exercise is designed to acquaint students with considerations involved for a presidential candidate. Each candidate makes decisions intended to result in a successful campaign, which is winning a majority of the electoral votes. Within each state the outcome of the campaign hinges upon 4 factors: media exposure, personal campaigning, domestic issues, and international issues. The computer will display the political situation in each state and the number of its electoral votes and the player makes decisions as to how to allocate his resources.

MED TOT 9C Cassette
MED TOT 9D Disk

Homonym Machine

Elementary. The computer randomly selects a pair of words with the same sound but different meanings (examples: meet, meat). In all other respects, this homonym program works in exactly the same way as the Antonym Machine program (MED TVO 3) described above.

ME TVO 4C Cassette
ME TVO 4D Disk

Identifying Complete Sentences

Elementary. Groups of words are presented on the screen. For each group, the student must identify whether or not it is a complete sentence. The groups are presented in a random sequence, and it is unlikely that any given lesson will have exactly the same groups of words as the lesson preceding it or following it. At the end of each lesson, the student's performances is summarized.

ME TRE 9C Cassette
ME TRE 9D Disk

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

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See price list for ordering information and discount program.

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Making an Outline
Elementary. The computer presents an article for the student to read. The student must then finish a partly completed outline by selecting sub-topics in the order in which they appear in the article. The student may review the article as often as necessary in order to complete the work. At the end of the lesson, the student's performance is summarized.
ME TRE 3C Cassette
ME TRE 3D Disk

Maps and Globes
Elementary and up. Contains 19 programs and a student booklet. ("Skills for Understanding Maps and Globes" by Kenneth Job and Lois Wolf, Follett Publishing Company) Each program covers one chapter about the subject matter in the booklet dealing with such subjects as: Finding Our Way, The Metric System, Finding Cities and Countries, How Far Is It?, The New World, The Old World, Flat Maps of a Round Earth, Weather, Climates, People and Products, Trade and Travel. Additional student booklets are available.
Required Extended BASIC
ME TMP 1C Cassette
ME TMP 1D Disk

Misplaced or Dangling Modifiers
Elementary and up. A phrase or clause modifying a word that it should not modify is a misplaced or dangling modifier. In this program twenty sentences are presented in random sequence. Some of these sentences are worded correctly; others need to be changed. The student must indicate for each sentence whether or not it needs to be re-written. At the end of the lesson, the student's performance is summarized, and the sentences that gave trouble during the lesson are listed.
Required: Extended BASIC
ME TUS 2C Cassette
ME TUS 2D Disk

Precedence Rules for Evaluating Arithmetic Expressions
Upper elementary and up. In performing arithmetic operations, which comes first: division or addition; multiplication or subtraction? Five sets of ten problems each will help you understand the order in which arithmetic operations are performed in expressions containing multiple operations. Positive reinforcement is emphasized. When an error is made, the correct rule is given and the student can try again. The program never abandons the student.
ME TMA 71C Cassette
ME TMA 71D Disk



Prefixes
Elementary. The problems in this program consist of incomplete words and suggested prefixes. The student must choose the right prefix. The problems are randomly selected by the computer, and there are ten problems in a lesson. At the end of the lesson, the student's performance is summarized. The prefixes treated in this program are RE, CON, COM, EX, IM, and IN.
Required: Extended BASIC
ME TSP 17C Cassette
ME TSP 17D Disk

More Prefixes
Elementary. The format of this program is the same as that for PREFIXES (MED TSP 17). However, the prefixes that are worked with here are PRE, PRO, DE, DIS, and UN.
Required: Extended Basic
ME TSP 18C Cassette
ME TSP 18D Disk

Punctuation Series
Elementary and up. Eight programs. These lessons provide drill and practice using a standardized test format. The computer randomly selects and presents a problem sentence. The student must identify where (if at all) a mistake in punctuation occurs. As the learner responds, the computer not only says whether the answer was right or wrong, but sets forth the applicable rule for correction. Each lesson covers from two to seven rules of punctuation. In order to prevent the student from identifying a mistake because of the content of a given problem sentence, many of the problem sentences are identical in content except for the mistaken punctuation.
Required: Extended BASIC
ME TPU 4C Cassette
ME TPU 4D Disk

Run-On Sentences
Elementary. Each problem consists of a group of words that should be divided into two sentences. Using the space bar, the learner moves an arrow across the screen and places it after the word that should end the first sentence. At the top of the problem screen, the learner and the computer have an airplane race. Each lesson consists of from 10-14 problems, depending on the outcome of the race. At the end of the lesson, the learner's performance is summarized.
Required: Extended BASIC
ME TPU 1C Cassette
ME TPU 1D Disk

Spelling Series–Level A-E
This major drill and practice series is designed to supplement regular classroom instruction in grades 2-6. Each grade level consists of 36 lessons programmed on a single disk. Each program carries 5 or 6 lessons. All lessons are available through a single loading. The entire series has a total of 180 lessons. Each program, after being loaded, works as follows: First, the student selects the desired lesson from the 5 or 6 offered. This is done by means of a selection menu describing the rules or patterns taught by each lesson. After a lesson has been chosen, the computer displays 10 words that will be used during the lesson. This list of words may be recalled to the screen by the student throughout the lesson. A total of 10 problems are then presented. Each problem consists of a sentence with a word missing. The correct word to be supplied in each instance will be one of the ten spelling words listed for the lesson. If the student does not know the answer, the spelling list may be recalled to the screen, or the computer may be asked to give the answer. At the end of each lesson, the student's performance is summarized, including a listing of the specific words that gave trouble. Each grade level set may be purchased separately.

LEVEL A: Grade 2	ME	TSP 2C Cassette
	ME	TSP 2D Disk
LEVEL B: Grade 3	ME	TSP 3C Cassette
	ME	TSP 3D Disk
LEVEL C: Grade 4	ME	TSP 4C Cassette
	ME	TSP 4D Disk
LEVEL D: Grade 5	ME	TSP 5C Cassette
	ME	TSP 5D Disk
LEVEL E: Grade 6	ME	TSP 6C Cassette
	ME	TSP 6D Disk

Story Problems In Addition and Subtraction
Elementary. The computer presents an assortment of story problems in addition and subtraction. Many of these are about a great castle with lords and knights in some of its 103 rooms. Because the settings of these story problems are often repeated, the student cannot know simply on this basis what operations to perform. The student must read and understand what is being asked before the problem can be correctly solved. At the end of each lesson, the student's performance is summarized.
Required: Extended BASIC
ME TMA 3C Cassette
ME TMA 3D Disk

Suffixes
Elementary. The problems in this program consist of incomplete words and suggested suffixes. The problems are randomly selected by the computer, and there are ten problems in a lesson. At the end of the lesson, the student's performance is summarized. The suffixes treated in this program are NESS, MENT, TION, SION, ANCE, and ENCE.
Required: Extended BASIC
ME TSP 19C Cassette
ME TSP 19D Disk

More Suffixes
Elementary. The format of this program is the same as that for Suffixes (MED TSP 19) described above. However, the suffixes that are worked with here are FUL, LES, ANT, ENT, ABLE, IBLE, and OUS.
Required: Extended BASIC
ME TSP 20C Cassette
ME TSP 20D Disk

Tachistoscope
Elementary. This program flashes small groups of words on the screen in random order. The student attempts to read each group at a glance, and then to reproduce it correctly at the computer keyboard. The speed at which the words are flashed on the screen can be set by the student. Five speeds are available. At the end of each run, the student's performance is summarized.
Required: Extended BASIC
ME TRE 1C Cassette
ME TRE 1D Disk

★ ★ ★ ★ ★ ★ ★

Toll free ordering. For technical information or additional product information, contact us on our Special Technical Information Line.

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Target Math
Elementary. The learner selects problems in addition, subtraction, multiplication or division at a difficulty level of his/her choice. After the student types an answer to a math problem, a target area appears on the screen, a plane flies over, and a parachute jumper floats down over the landing strip. If the jumper hits the target area, the next problem is presented. If the learner's answer is too small, the jumper lands to the left of the target...if too large, to the right of the target. The lesson may be terminated at any point and is then summarized.
Required: Extended BASIC
ME TMA 5C Cassette
ME TMA 5D Disk

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

EDUCATION

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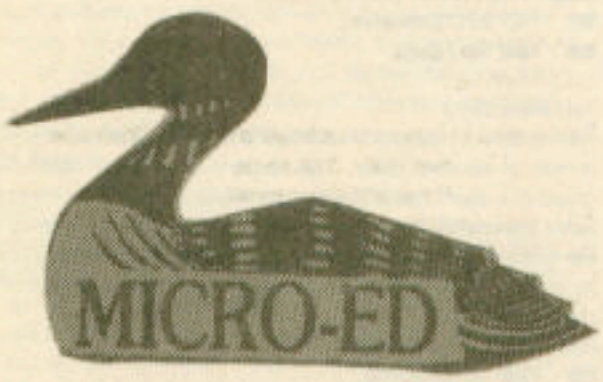
See price list for ordering information and discount program.

★ ★ ★ ★ ★ ★ ★

Trail West
The player attemts to get to the gold fields of California 2000 miles away without using more resources than he has available...food, ammunition, clothes and supplies. Each leg of the journey has a destination shown on the screen. A big storm might hit, or a wagon may overturn in the river to add to the excitement.
ME TOT 1C Cassette
ME TOT 1D Disk

Troublesome Pronouns
Elementary and up. Most errors in using pronouns have to do with sentences that use a pronoun along with a noun, a proper noun, or another pronoun. This program presents an easy way for the learner to decide which usage is correct. Then, using a game format, twenty problems are given to the student to solve. At the end of the lesson, the learner's performance is summarized.
Required: Extended BASIC
ME TUS 3C Cassette
ME TUS 3D Disk



Usage Boners
Elementary and up. This 15-program drill and practice series focuses on common mistakes in usage, such as lack of agreement between subject and verb, double negatives, etc. For each problem, the computer not only states whether the student's response was right or wrong, but also shows how the mistake should be corrected. There are ten problems in each lesson. The problems are randomly sequenced. At the end of each lesson the student's performance is summarized.
Required: Extended BASIC
ME TUS 1C Cassette
ME TUS 1D Disk

Using Cancellation When Multiplying Fractions
Upper elementary and up. Want to learn to multiply fractions an easy way? As you find factors common to the numerator and denominator, the fractions are made simpler until no factors remain. You find and remove all the factors. Can't find any? The program is always ready to help you. Five sets of ten randomly generated problems (from easy to difficult) provide the practice you need.
ME TMA 72C Cassette
ME TMA 72D Disk

The Verb
Elementary and up. This program covers action verbs, linking verbs, and verb phrases. First, the subject matter is defined and taught through examples. Then the learner is tested on what has been presented. At the end of the lesson, the learner's performance is summarized.
ME TGR 3C Cassette
ME TGR 3D Disk

Vocabulary Series
Upper elementary and high school. This series consists of 72 lessons on 3 disks. These lessons deal with words commonly found in daily newspapers and weekly news magazines. Each problem presents a definition and sample sentence. The learner then chooses the vocabulary word that best fits. At the end of each lesson, the learner's results are summarized, including a listing of the specific words that gave trouble during the lesson.
ME TVO 2C Cassette
ME TVO 2D Disk

Hall

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Alphabet Recognition (With Speech)
This program teaches children from ages three through six the alphabet by the use of color graphics and music. Both upper and lower case letters are featured. Press a letter key on your keyboard and see the upper and lower case letter appear on the screen along with a picture of an object whose name begins with that letter. Also hear each letter called plainly if you have the optional speech synthesizer. The modern computer version of alphabet blocks. The little ones will have fun with this program while they learn the alphabet.
Required: Extended BASIC
HAL 120 Cassette

Bible Buzz Quiz
Four separate programs, each progressively more difficult. One to three players compete to see who can answer correctly the most of these bible questions. The computer keeps score. Play with or without the clock. Two levels of difficulty are provided in each program. The questions are of the multiple choice type. Both the Old and the New Testaments are included.

Get all four of these programs today and test your knowledge of the Bible. Sixty questions are included in each of the four programs.
Required: Extended BASIC

Bible Buzz I	**HAL 116 Cassette**
Bible Buzz II	**HAL 117 Cassette**
Bible Buzz III	**HAL 118 Cassette**
Bible Buzz IV	**HAL 119 Cassette**

Learning Fractions
The best way to learn fractions is to study examples. This program allows you to input any fraction problem: addition, subtraction, multiplication, or division. The computer solves the problem in steps which the student can follow and analyze.
Required: Extended BASIC
HAL 103 Cassette

States and Capitals
This game makes learning the states and their capitals interesting and fun. The program allows you to let the computer specify either the states or their capitals, and the player must specify the other. Three trys are allowed, after which the computer gives the correct answer. At the end of the game, the number correct on the first, second, and third tries are displayed. Extended BASIC version available on special order.
HAL 114 Cassette

U.S. Presidents Quiz
This multiple choice quiz game allows from one to three players to test their knowledge of the presidents of the United States. Compete against each other while the computer keeps score. How is your knowledge of United States history? Sixty questions in this program are arranged in two levels of difficulty, composed of thirty questions each. Enjoy the thrill of competition while you learn U.S. history painlessly.
Required: Extended BASIC
HAL 115 Cassette

Data Systems

Chemtutor Series
The Chemtutor Series of programs are designed for use in high school basic chemistry class. In each program, it is possible for the user to select the number and type of problems to be asked, and at the end of the session, the computer will evaluate the average number of correct responses. No experience with computers is necessary to run the programs, as they are completely self-explanatory.
Required: Extended Basic
DAT 121C Cassette
DAT 121D Disk

Chemtutor 1: Names and Symbols
- Given a name of the element, give the symbol
- Given the symbol of an element, give name
- Given a radical name, give formula
- Given a radical formula, give name
- Given a radical or element, give oxidation state

DAT 111C Cassette
DAT 111D Disk

Chemtutor 2: Electron Configurations
User must enter the correct ground state electron configuration for the given elements.
DAT 104C Cassette
DAT 104D Disk

Chemtutor 3: Solubilities
DAT 115C Cassette
DAT 115D Disk

Chemtutor 4: Ideal Gas Laws
DAT 116C Cassette
DAT 116D Disk

Chemtutor 5: General Gas Laws
DAT 117C Cassette
DAT 117D Disk

Chemtutor 6: State Changes: Boiling/Freezing/ Sublimation
DAT 118C Cassette
DAT 118D Disk

Chemtutor 7: Electronegative Potentials
DAT 119C Cassette
DAT 119D Disk

Chemtutor 8: Basic Thermodynamics
DAT 120C Cassette
DAT 120D Disk

Geo-Political Division
Like having a mini-atlas on diskette. Allows you to recall information on any existing country by pointing to it on the screen map (with joystick). Includes information on geographic location, population, languages, religions, etc.
DAT 122 Disk

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

Data Systems

Calculus Package

A. Derivative: Computes the derivative of a user-defined polynomial function. Also computes derivatives of products and divisions of polynomials to a limited extent. Does not compute transcendental functions or function of functions.
B. Hyperbolic Functions: Computes the hyperbolic function or inverse hyperbolic function chosen.
C. Quadratic Formula: Solves the quadratic formula given a second order binomial expression.
D. Polar to Rectangular Conversion: They will be output in rectangular form.

DAT 112C Cassette
DAT 112D Disk

Chemical Package

A. 2 x 2 Matrix: Computes matrix, determinant and inverse.
B. 3 x 3 Matrix: Computes matrix, determinant and inverse.
C. Hydrocarbon Combustion: Enter chemical formula and amount of air, and output will consist of products, air/fuel ratio in moles and grams, and percentage of product (by weight).

DAT 100C Cassette
DAT 100D Disk

Discrete Distributions

This program computes the binomial and poisson distributions of a function. Enter the first and last values of "x" and the increment. Also enter the number of independent trials and the probability of success for a single trial. (The poisson distribution is a special case of the binomial distribution where the probability of a single trial approaches zero.)

Required: Extended BASIC

DAT 105 Disk

Mathematics Package

A. Sigma Function: Enter lower and upper values, increment, and function, Sigma function is determined.
B. Prime Numbers: Tests the entered number to see if it is prime.
C. Log: Supply the number, and the log base, and the log to your base is outputted.
D. Factorials: Gives you the factorial of the number entered.

DAT 103C Cassette
DAT 103D Disk

Mathpack Series

The Mathpack series is a group of 24 programs which take the user from basic arithmetic to some advanced algebra. Each of the programs can be purchased separately or as a unit.

Mathpack 1: Adding Non-Negative Numbers
Subtracting Non-Negative Numbers
Multiplying Positive Numbers
Dividing Positive Numbers
DAT 124C Cassette
DAT 124D Disk

Mathpack 2: Adding Decimals
Subtracting Decimals
Multiplying Decimals
Dividing Decimals
DAT 125C Cassette
DAT 125D Disk

Mathpack 3: Factors of Positive Numbers
Lowest Common Multiple
Greatest Common Divisor
Order of Arithmetic Operations
Reduction of Fractions
DAT 126C Cassette
DAT 126D Disk

Mathpack 4: Conversion of Decimals to Fractions
Conversion of Fractions to Decimals
Conversion of Improper Fractions to Mixed Numbers
Conversion of Mixed Numbers to Improper Fractions
DAT 127C Cassette
DAT 127D Disk

Mathpack 5: Subtracting Fractions
Multiplying Fractions
Dividing Fractions
Percentages
Simple Interest
DAT 128C Cassette
DAT 128D Disk

Mathpack 6: Finding Square Roots
Pythagorean Triples
Adding Signed Numbers
Subtracting Signed Numbers
Multiplying Signed Numbers
Division of Signed Numbers
Rounding Off Numbers
DAT 129C Cassette
DAT 129D Disk

Mathpack 7: Comparing numbers (Greater Than, Less Than, Equals)
Absolute Value
Real Numbers: Rational or Irrational?
Adding Algebraic Expressions
Subtracting Algebraic Expressions
DAT 130C Cassette
DAT 130D Disk

Mathpack 8: Use of the Distributive Property
DAT 131C Cassette
DAT 131D Disk

Mathpack 9: Multiplying Monomials
Multiplying Polynomials
Grouping Symbols
DAT 132C Cassette
DAT 132D Disk

Mathpack 10: Dividing Polynomials
DAT 133C Cassette
DAT 133D Disk

Mathpack 11: Factoring Trinomials
Factoring (Perfect Squares, Sum of Two Cubes, Etc.)
Radicals
DAT 134C Cassette
DAT 134D Disk

Mathpack 12: Radicals (cont.)
DAT 135C Cassette
DAT 135D Disk

Mathpack 13: Rectangular Coordinates
Cartesian Products
DAT 136C Cassette
DAT 136D Disk

Mathpack 14: Analytics of Straight Lines
DAT 137C Cassette
DAT 137D Disk

Mathpack 15: Analytics of Straight Lines (cont.)
DAT 138C Cassette
DAT 138D Disk

Mathpack 16: Circles
Parabolas
Ellipses
Hyperbolas
DAT 139C Cassette
DAT 139D Disk

Mathpack 17: Solving Linear Equations
DAT 140C Cassette
DAT 140D Disk

Mathpack 18: Solving Linear Equations
Solving Systems of Equations
Evaluating Functions
DAT 141C Cassette
DAT 141D Disk

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Mathpack 19: Synthetic Substitution or Division
Exponents
DAT 142C Cassette
DAT 142D Disk

Mathpack 20: Quadratic Equations
DAT 143C Cassette
DAT 143D Disk

Mathpack 21: Complex Numbers
Logarithms
DAT 144C Cassette
DAT 144D Disk

Mathpack 22: Rational Roots or Polynomial Equations
Arithmetic Sequences
Geometric Sequences
DAT 145C Cassette
DAT 145D Disk

Mathpack 23: Rth term of a Binomial Expression
Trigonometric Ratio in Right Triangles
Permutations
Combinations
Changing Rectangular Coordinates to Polar Form
Matrices
DAT 146C Cassette
DAT 146D or Disk

Mathpack 24: Dimensions
Miscellaneous Topics
DAT 147C Cassette
DAT 147D Disk

Each topic above of the Mathpack series is usually broken down to 3, but sometimes as many as 10, different levels of difficulty, which can be chosen by the user.

Mathpack Complete
DAT 123C Cassette
DAT 123D Disk

Physics Package

A. Acceleration: Given the acceleration, the program will compute the velocity and distance travelled at regular time intervals.
B. Vector Dot Product: Computes the vector dot product of two vectors.
C. Vector Cross Product: Computes the vector cross product of two vectors.
D. Freefall: Simulates a falling body. Specify the friction coefficient, and acceleration due to gravity. Will output distance and velocity at regular time intervals.

DAT 102C Cassette
DAT 102D Disk

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

EDUCATION

Micro Computer

Addition
Helps early elementary students acquire good addition habits. Provides for self-correction and motivation. Ages 6 to 10.
MCC 0007 Cassette
MCD 0007 Disk

Cosmic Spelling
The program allows the student to practice words according to the rules presented in each lesson. The program keeps a record of the words the student needs to practice. If he spells all of the words in a section correctly, he earns a chance to play the Cosmic Search Game (as described in Prefixes and Suffixes above). Color, graphics and audio prompts add motivation and sustain interest. Ages 8 and up.
MCC 0095 Cassette

Cosmic Word Analysis
Prefixes and Suffixes
This program allows the student to identify prefixes and suffixes. When the student answers correctly, he is given a chance to play the Cosmic Search Game. Entering a direction and a distance, he tries to get Cosmic to his home planet. Watch out for storms or getting lost in space! Color, graphics and animation sustain interest. Ages 8 and up.
MCC 0090 Cassette

Cosmic Word Analysis
Syllabication
This program allows the student to learn how to divide words according to syllabication rules. When the student answers the question correctly he is allowed to play the Cosmic Search Game (as described in Prefixes and Suffixes above). Color, graphics and animation sustain interest. Ages 8 and up.
MCC 0091 Cassette

Division
Division techniques can be easily learned through this package—excellent teaching tool for students 8 to 12.
MCC 0010 Cassette
MCD 0010 Disk

Jotto
An educational game that builds vocabulary, develops one's ability to analyze patterns, and promotes logical thinking. Three levels of play. Ages 8 to adult.
MCC 0002 Cassette
MCD 0002 Disk



Multiple Choice Questions
The user enters in a list of ten questions with three possible answers. The students are then tested and results can be saved for later review by the teacher or parent.
MCC 0028 Cassette
MCD 0028 Disk

Multiplication
Multiplication techniques can be easily learned through this package—excellent teaching tool for children 8 to 12.
MCC 0009 Cassette
MCD 0009 Disk

Tester (Hebrew Version)
This program allows the user to enter a list of coded symbols which create Hebrew words to be tested. When the correct Hebrew word or character is identified, it is removed from the list while an incorrect guess will result in the word or character remaining on the list until properly identified.
MCC 0031 Cassette

Racing Letters
Fast-moving program that provides alphabetic and numeric teaching guide. Particularly appropriate for children aged 5 to 7.
MCC 0006 Cassette
MCD 0006 Disk

Match 'Em I
Outstanding method of providing highly motivated practice in counting, recognition of numerals and recognition of letters. Tremendous educational value for ages 3 to 6.
MCC 0004 Cassette
MCD 0004 Disk

Match 'Em II
Provides practice in recognizing and matching small letters of the alphabet and Roman numerals. Unique learning device for ages 4 to 7.
MCC 0005 Cassette
MCD 0005 Disk

Grid to Design Pictures
A grid appears on the screen which the user can then draw his picture on. When he has completed, the code for the design he drew is then presented.
MCC 0030 Cassette

Subtraction
Helps early elementary students acquire good subtraction habits. Provides for self-correction and motivation. Ages 6 to 10.
MCC 0008 Cassette
MCD 0008 Disk

Short Vowel Sounds
These 5 series of programs are designed to reinforce the student's ability to recognize and identify short vowel sounds. Spelling, reading, and beginning comprehension skills are presented through various activities. Music, sound and graphics are coordinated to enhance the story line. Directed toward beginning and early readers.

DAN'S VAN (Short "A")	**MCC 0023 Cassette** **MCD 0023 Disk**
GUS' TUG (Short "U")	**MCC 0024 Cassette** **MCD 0024 Disk**
BIG SID'S RIBS (Short "I")	**MCC 0025 Cassette** **MCD 0025 Disk**
BEV THE VET (Short "E")	**MCC 0026 Cassette** **MCD 0026 Disk**
TOD'S COD (Short "O")	**MCC 0027 Cassette** **MCD 0027 Disk**

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Spelling Blastoff Series
This series of programs uses a game format to reinforce spellings of words from various categories. The player spells ten randomly chosen words in each game. The player chooses a letter which is carried by a spaceship to the proper location in each word. If an incorrect letter is chosen, the player loses a chance to spell. The program keeps a record of the words the student needs to practice. Color, animation and audio prompts help to sustain interest and provide motivation. Ages 8 and up.

Spelling Blastoff—ANIMALS	**MCC 0080**
Spelling Blastoff—FISHES	**MCC 0081**
Spelling Blastoff—CITIES OF THE WORLD	**MCC 0082**
Spelling Blastoff—NATIONS	**MCC 0083**
Spelling Blastoff—PRESIDENTS OF THE U.S.	**MCC 0084**
Spelling Blastoff—CAPITOLS OF THE WORLD	**MCC 0085**

Cassette

Tiny LOGO (Ages 4 - Adult)
Create colorful graphics with the Tiny LOGO turtle and learn programming at the same time! Developed by a teacher who wanted an inexpensive way to teach the LOGO language, Tiny LOGO—like the "bigger" versions—allows recursive programming, procedures calling procedures, and the passing of variables. There's no extra equipment needed. Tiny LOGO runs with the TI 99/4A, a TV set, and a cassette recorder. 32-page detailed instruction booklet with sample programs included.
MC 0101 Cassette



★★★★★★★
To order, call toll free 1-800-858-4580, or in Texas call 1-806-745-8834
★★★★★★★

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

EDUCATION

Program Design

Analogies
This course describes the common types of analogies and provides practice in analyzing and solving all types of analogy problems. Six lessons plus a final test. The programs are especially valuable in preparing high students for the SAT and other aptitude tests.
PDI 100 Cassette

Code Breaker
Three scrambled message games of increasing difficulty that build basic word handling skills needed for good writing. First game scrambles letters within the words in the message; the next two games scramble letters and also word order. The last game gives the hardest messages. Messages are made up by the computer from an extensive word list. Ages 10 to adult.
PDI 101 Cassette

Preschool IQ Builder
This program teaches vital cognitive skills that children must learn in order to do well in school. In Part 1–Same and Different–the child discriminates between two forms. In Part 2–Letter Builder– the child matches a letter on the TV monitor to one on the keyboard. Accompanying Parent's Guide gives instructions. Ages 3-6.
PDI 102 Cassette

Parallel Systems

Advanced Word Challenge
- 4 skill levels (ages 8 & above)
- Try for highest score
- Colorful graphics
- Multiple word categories (TV personalities, sports, U.S. cities

PAR 106 Cassette

Great Inventions Game
- Explosive color graphics
- Learn about the world's greatest inventors
- Try for a perfect score of 50 points
- Optional random play

PAR 102 Cassette

Math Flash I
- 24 separate games for addition & subtraction
- 8 levels of difficulty (ages 8 & above)
- Musical colorful fun
- Sequential or random play

PAR 103 Cassette

Math Flash II
- 24 separate games for multiplication and division
- 8 levels of difficulty (ages 8 & above)
- Colorful graphics with music
- Sequential or random play

PAR 104 Cassette

States & Capitals Game
- Play alphabetically or at random
- See the Stars & Stripes
- Hear the National Anthem
- Try for highest score

PAR 100 Cassette

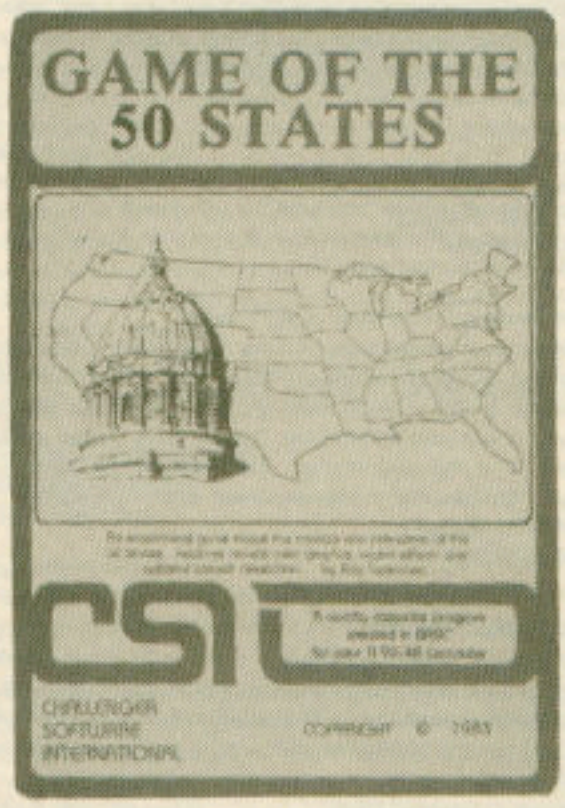
Word Challenge
- Sharpen spelling skills
- Increase vocabulary
- 3 levels of difficulty (preschool to adult)
- Musical computerized scoring
- Use your words or computer's

PAR 105 Cassette

World Capitals Game
- Musical colorful fun
- 50 separate countries/capitals
- See the flags of USSR, France and others
- Play alphabetically or at random

PAR 101 Cassette

Challenger



Game of the 50 States
An educational game about the capitals and nicknames of the 50 states. Features include color graphics, sound effects, and optional speech interaction. Created in BASIC by Roy Tamashiro.
CHA 107 Cassette

Scholastic Wizware

Wizware programs are specially designed to help young people get the most fun out of learning and the most learning out of fun. Created by Scholastic, the largest publisher of children's books and magazines in the English-speaking world, Wizware programs are challenging, exciting, thought-provoking, and flexible.

Electronic Party (ages 5-8)
Games that make every day a birthday! "Surprise!"–Open the presents on the screen for surprise activities. Then follow the directions to act out something silly or serious. You can even program your own surprises! "Make-a-Card"–Use your computer to create original greeting cards. You can write your own messages and design your own illustrations for any occasion.
SCH 102 Cassette



Square Pairs (Ages 7-12)
Play matching games of memory and imagination. Increase your power of concentration and learn a few programming concepts, too. Start with our games and match numbers, words or patterns. Then, use the Square Pairs Gamemaker to create lots of your own games. You can make these games as simple, serious or silly as you want. Play Square Pairs with your friends... make the most matches to win.
SCH 101 Cassette



Turtle Tracks (Ages 9 and up)
Turtle Tracks teaches the use of a simple programming language to draw pictures and patterns and make melodies. Players use tracks of a turtle to paing outlandish designs and scenes and pick up programming skills.
Required: 32K Memory; Extended BASIC
SCH 100 Cassette

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Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

EDUCATION

Norton

Music Synthesizer
This program enables you to develop music even if you have no musical background. With a few commands you duplicate the sheet music right on the screen. The computer will then play it for you. The music can then be stored on tape or diskette for incorporation into your own programs.
Required: NOR CX 100#Extended BASIC
NOR D 100#Extended BASIC & 32 K Ram
NOR CX 100 Cassette
NOR CB 100 Cassette
NOR D 100 Disk

American

Barnyard Fun (ages 4-8)
Barnyard Fun is a fast moving game for children. It challenges the memory using familiar farm animals hiding behind barns. It is an easy game to play and a difficult game to master. This game will provide hours of fun for your children. It is always a challenge. Can you do it in twelve tries? Can you remember which animal is behind which barn? You and your child will find yourselves trying to outsmart each other. This is a rare game... one that both adults and children can play and enjoy togther.
AM 109C Cassette
AM 109D Disk



Letter Fun (Ages 2-5)
Color graphics, sound effects and music, together with computer speech teach young children the letters of the alphabet. It is a fun learning experience for your child that lets your child control the computer. Three different yet similar activities are provided. In one the computer goes through the letters A to Z. In another your child chooses the letter of his or her choice. In the hardest activity, the computer chooses the letter, and the child must find it on the keyboard.
Required: Speech Synthesizer; Extended BASIC
AM 125C Cassette
AM 125D Disk

Logo Micro-Scenes (Ages 3-8)
Children can create colorful, dynamic scenes with these activities. Learn colors, letters of the alphabet, and the recognition and spelling of nouns, verbs, adjectives and adverbs. Artificial rewards and scoring for right and wrong answers are avoided. A child's natural desire to learn reading and writing is fostered as they discover their ability to be creative and solve problems. Documentation includes picture and word cue cards, instructions for changing and adding words, and suggestions for use with various age and skill levels both at home and in the classroom.

Beach Micro-Scene...a highway running along a waterfront is the setting for this action-packed activity.
Required: Logo, 32K Memory
AM 112C Cassette
AM 112D Disk

Mr. Frog (ages 2-7)
This program consists of three educational games for the youngest members of the family. Letter Hop is a letter recognition game in which the child presses the "space bar" until the frog hops to the rock containing the correct letter. Rock Hop is a counting game in which the child must determine how many hops to a rock scattered among some lily pads. In Frog Race you race against a friend or the computer. Great graphics and music.
Required: Extended BASIC
AM 116C Cassette
AM 116D Disk

The Musician and Player (ages 12-adult)
The Musician enables you to enter 3 part music using simple notation. Songs can be played, saved, and recalled from either cassette or disk. This program allows you to design your own music or use your old favorites. The computer played music is great fun. A separate program, The Player, can be used to play music that has been previously saved. Ages 12 to adult.
AM 120C Cassette
AM 120D Disk

Speed Read (Adult)
Speed Read, written by William G. Browing, Ph.D., is a series of eight programs that help the users, step by step, to dramatically improve their reading rate. These programs include information on the reading process as well as pacing aids and rate check passages.
Required: Extended BASIC
AM 126C Cassette
AM 126D Disk



Spelling Teacher
Spelling Teacher is designed for students to enter their weekly spelling list from school. After you enter the words you want to study, the Spelling Teacher will flash the words back for you to spell. Flashing the word back for a fraction of a second actually reinforces correct spelling. The computer remembers the misspelled words and goes over them with you to help you learn them. A speech option is included for those with a Speech Synthesizer and Terminal Emulator II.
AM 118C Cassette
AM 118D Disk

Novatech

Electronic Paintbrush
A set of two programs, Brush Patterns, and Palette and Canvas, which gives you a powerful tool for expressing your creative and artistic talents through the colorful medium of computer graphics. For those who enjoy writing their own computer software, these programs will provide invaluable aid in creating graphics displays for your own programs. For the creative who are less mathematically inclined, they will give you a simple, easily understood tool through which you can instantly express your artistic impulses on the screen–a tool much like a paintbrush, an Electronic Paintbrush.
NOV 104 Cassette

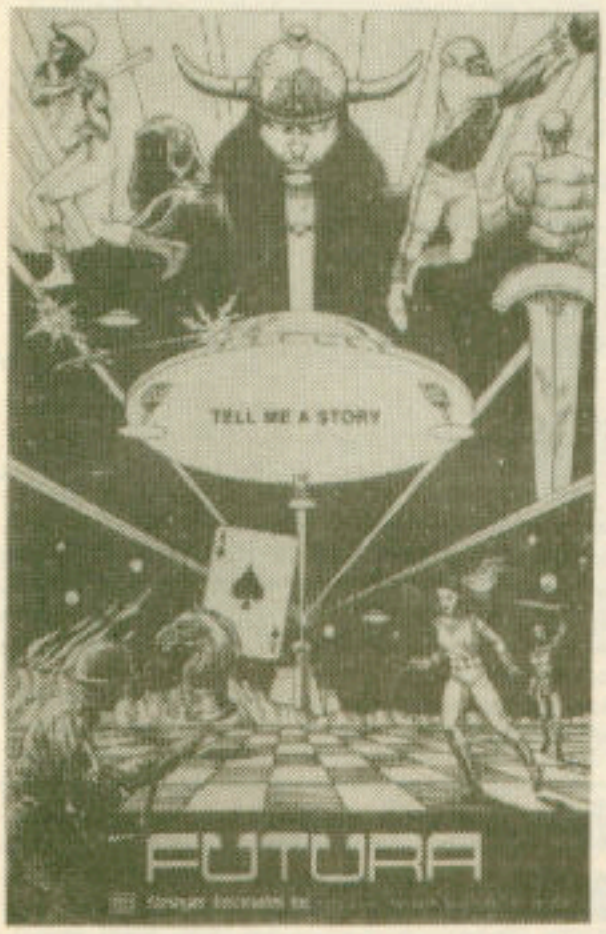
Interstate Trucking
See the U.S.A. as a truck driving man. Learn the geography of the continental United States firsthand as only a long-haul trucker can. Each driver earns points for delivering his load to the correct city by the shortest possible route or is penalized for stopping in other towns along the way. Trucks are controlled by either joysticks or keyboard. Up to 50 destination cities may be entered. The file supplied with the program includes the 48 continental state capitols and Washington, D.C. A companion program and map are provided which allow the unlimited creation of your own lists of destination cities. Come on, truckers, let's get rolling!
NOV 103 Cassette

Spacemath
Junior rocket pilots explore the galaxy while practicing the four arithmetic functions of addition, subtraction, multiplication and division. Difficulty levels are infinitely selectable. Correct answers advance the space jockey's rocket toward the next planet; incorrect ones lead to disaster! Each rocket pilot achieves a score–in lightyears traveled–based on the correctness and speed of his answers and the difficulty level of his problems. Fast and skillful space pilots can achieve the rank of Captain of the Cosmos, while lesser ranks are awarded for less than perfect performance. Don your spacesuits, astronauts!
NOV 101 Cassette

World Air Cargo
Take command of your Boeing 747F air freighter and try to beat your competition by using your fuel supply most efficiently to earn maximum profits on around-the-world flights. World Air Cargo is a real-world, accurate simulation of international air freight operations which teaches details of world geography and may be optionally used to learn practical applications of mathematics, from simple addition and subtraction up to vector functions and two- and three-dimensional trigonometry. A world map with 50 worldwide destination cities is included. A companion program is also supplied which allows the creation of completely new lists of destination cities for the game program. Your preflight briefing is ready, Captain!
NOV 100 Cassette

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

Futura



Tell Me a Story
"Tell Me A Story" is designed to encourage your child's imagination and foster an interest in reading, by making it fun. It is text-oriented, but it appeals to the child's interest through the use of color graphics and sound.

This program is intended for young readers about ages 7 and up. Younger children would also enjoy it, if their parents read it to them as they might a story book. It is also non-violent. It was created by Barbara E. Steinberg.
Required: Extended BASIC; 32K Memory
FUT 8601 Cassette

Wordscope/Numberscope
Wordscope/Numberscope is a series of programs designed by Charles Lapinski to encourage speed reading skills, while at the same time enhancing memory and keyboard skills. Depending on which program is being played, either word phrases or number groups are flashed upon the monitor screen and then must be reproduced correctly using the keyboard. After each correct answer the computer increases the speed of play.
Required: Extended BASIC
FUT 1060X Cassette

Kidware–

Software for Kids

KIDware produces programs for Kids–programs to learn from and to have fun with. Each program is non-violent, inexpensive, educational and fun. Every program highlights the powerful graphics and musical features of the Texas Instruments 99/4A and all are extensively KID-tested.
Required: In addition to cassette player with cable, catalog numbers followed by "Cassette-Speech" also require Speech Synthesizer and Terminal Emulator II.

Ziggy Ball/Tic-Tac-Toe (ages 4-8)
Ziggy Ball is like the original Pong videogame. Using joysticks, two players battle with a ball that only moves diagonally. Ball moves slow enough for little children to follow it. Tic-Tac-Toe is the old favorite. Unlike most computer versions, however, you can win on this game.
KWT 002 Cassette

KWT 011 Cassette
Numbers I/Numbers II (Ages 3-7)
"Numbers I" uses magic hats and number factories to help your preschooler learn and recognize numbers. Lively animated graphics make this game extra fun. "Numbers II" teaches the concepts of before and after and provides an introduction for addition and subtraction skills. Colorful scoring system give rewards to top performers.
KWT 003 Cassette
KWT 022 Cassette-Speech

Letters I/Letters II (Ages 3-7)
"Letters I" teaches preschoolers the upper case letters. Animated graphics feature magic genie bottles and alien spacecraft. Also helps your child learn letter locations on the keyboard."Letters II" teaches the alphabet using bright graphics. Two games, "Before and After" and "Fill in Blanks," help your child learn where each letter belongs. Built-in scoring provides performance measurement.
KWT 004 Cassette
KWT 023 Cassette-Speech

Hangman/Memory (ages 6-12)
Hangman features excellent graphics with animation and tests a child's spelling abilities. The program has nearly 400 words built-in for individual practice, or any word may be entered for a two-player game. Memory is like the old TV game "Concentration." Two players find matching pairs of letters on a playing board. Whoever gets the most matches wins!
KWT 001 Cassette

MacDonald's Farm/Simon Says (Ages 5-9)
"MacDonald's Farm" asks you to help Farmer MacDonald round up his runaway animals. A nice rendition of "Old MacDonald Had a Farm" plays whenever you find an animal and get him back into the barn. This is our most popular game. "Simon Says" plays a musical tone and color pattern and you must repeat it exactly or Simon wins. Starts out easy and get harder.
KWT 005 Cassette
KWT 024 Cassette-Speech

Hidden Letters/Letters III (Ages 4-8)
"Hidden Letters" hides five letters on the screen. Using clues from the computer, you must guess what they are. Bright colors and lively music are featured. "Letters III" is a good program for the child just learning the alphabet. A lower case letter is displayed and the child must press the correct upper case letter to receive a "smiley face" reward.
KWT 010 Cassette

America/Jack in the Box (Ages 1-Adult)
"America" is a demonstration program to show you what can be done with the TI 99/4A graphics and music. "America the Beautiful" gives an outline map of our country, while "You're a Grand Old Flag" draws Old Glory. "Jack in the Box" is a program that even a one-year-old can run. Simply press the space bar to hear "Pop Goes the Weasel" and see a funny clown jump in and out of his box.
KWT 011 Cassette

Junior Hangman/Junior Memory (Ages 4-8)
"Junior Hangman" is an alternate version of our popular Hangman game. This version has over 350 built-in words for five and six year olds. The program was developed and tested under the guidance of a veteran kindergarten teacher. "Junior Memory" allows two players to compete in finding matched pairs of shapes on a 16-square playing board. A junior-level concentration-type game. The most matches wins!
KWT 012 Cassette

Bunny Count/Early Math (Ages 3-7)
"Bunny Count" lets you draw bunnies and count bunnies as they hop across the screen. Two good games for the child just learning to count. Colorful rewards for good performance. "Early Math" presents addition and subtraction problems with the numbers 0 to 9. A tutorial program that graphically demonstrates adding and taking away. Positive rewards build confidence.
KWT 006 Cassette
KWT 025 Cassette-Speech

Addition/Subtraction (Ages 5-10)
"Addition" is the first of a four program series in basic arithmetic skills. This program features flash card drills in addition. The level of problem difficulty can be varied and, based on player performance, the computer will encourage moving to different skill levels or to different programs. A timer option challenges the player's ability to answer quickly, as well as accurately. "Subtraction" is the same program, but with subtraction problems.
KWT 007 Cassette

Multiplication/Division (Ages 8-14)
"Multiplication" is like the above Addition program, but with multiplication drills. Similarly, "Division" provides division exercises.
KWT 008 Cassette

Shapes/Directions (Ages 3-7)
"Shapes" provides exercises in shape recognition. First, the program describes eight basic shapes. The child can then play three games: one naming shapes, one finding shapes, and one matching like shapes. "Directions" is a tutorial program that teaches left and right and top and bottom. Two colorful friends, Tom and Kate, help in the learning process.
KWT 009 Cassette
KWT 026 Cassette-Speech

Shoot the Moon/Speliman (Ages 6-14)
"Shoot the Moon" is a spelling competition for up to four players. Play two games, "Flasher" and "Scrambler," with your spelling list. You can even save the list on tape or disk for future use. Great program for home or school. "Speliman" lets you play "Hangman" with your own spelling list. The list can be typed in or read from cassette tape or disk. Optionally, when finished playing, your list can be saved for later reference. Ideal program for elementary school kids.
KWT 014 Cassette

Math Test/Factors (Ages 6-16)
"Math Test" was written for the classroom, but can also be used at home. The computer gives a math test of up to 30 problems (that you specify) to a maximum of 40 students. The computer scores and stores the result of each test for the teacher's information. Each test can be stored on tape or disk for later use. "Factors" features flash card practice in basic addition, subtraction, multiplication, and/or division, with any factor you choose. Computer scoring and evaluation helps build your child's confidence.
KWT 015 Cassette

Glow Worm/Humpty Dumpty (Ages 4-Adult)
"Glow Worm" is one of our most popular games. Help your worm gobble up food pellets without bumping into the wall or biting himself. Gets increasingly difficult as the game goes on (requires joysticks). "Humpty Dumpty" is a computer jigsaw puzzle for kids. Put Humpty back together after he falls off of the wall. Has fun music and nice colors.
KWT 013 Cassette

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Prices and availability subject to change.

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Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

EDUCATION

Secret Number/Mixer (Ages 6-10)
"Secret Number" lets you guess a hidden number using computer-given clues. You specify how large the number can be. For two players–has built-in scoring. "Mixer" displays a scrambled word and you have to guess what it is. If you miss, the computer will give clues to help you. Has over 400 words, or you can enter your own word for two player competition.
KWT 016 Cassette

Buried Treasure/Egg Hunt (Ages 5-Adult)
"Buried Treasure" is a search for hidden riches using your special "treasure finder." Watch out for rocks and cave-ins. A fun game for the entire family. "Egg Hunt" allows two players to go on an Easter egg hunt using the joysticks. The person with the most eggs wins. Be careful not to bump into trees or each other because you lose your eggs.
KWT 017 Cassette

Xylophone/Square Puzzle (Ages 4-12)
"Xylophone" is a colorful computer music maker. You can play any of nine built-in children's songs, or program your own for playback. Features fast-action, bright graphics. "Square Puzzle" is the classic 1950's game. Arrange 15 letter squares in proper order on a 4 by 4 playing board. The computer keeps track of how many moves you made in completing the puzzle.
KWT 018 Cassette

Colors/Number Names (Ages 3-7)
"Colors" teaches seven colors and has three fun games to practice color discrimination and recognition. The first asks you to name colors, the second asks you to find a color and, in the last game, the player must match identically colored squares. "Number Names" has two games relating digits and names for the numbers 0 to 9.
KWT 019 Cassette
KWT 027 Cassette-Speech

Go Fish/Sledding (Ages 3-Adult)
"Go Fish" lets you cast your line and haul in the big ones. Fun animated action. Features crabs that cut your line and clams that steal your bait. See how many pounds of fish you can catch. "Sledding" challenges you to guide your sled down a fast, snow-covered hill with the joysticks. Watch out for trees and rocks!
KWT 020 Cassette

Hangmath/Three Fun Games (Ages 5-10)
"Hangmath" is a different kind of "Hangman" game. You try to guess the numbers and arithmetic operators in a randomly selected math problem. Has different difficulty levels. "Three Fun Games" has three "no frill" number guessing games: "Hi/Lo," "Code," and "Sequence."
KWT 021 Cassette

Santa's Reindeer/Build a Snowman (Ages 3-8)
"Santa's Reindeer" is a holiday favorite and is fun year-round. Help Santa Claus remember where he put each reindeer, so he can take his Christmas Eve ride. "Build a Snowman" lets up to four players race to finish their snowman first using a computerized die. Like the popular "Cootie" game. Both programs feature nice music and colorful graphics.
KWT 028 Cassette
KWT 029 Cassette-Speech

Alphabet Soup/Junior Mixer (Ages 3-7)
"Alphabet Soup" lets you dish up letters from a giant soup bowl and put them in alphabetical order. You can use from 1 to 26 letters in your soup. "Junior Mixer" has over 350 words for five and six year olds. The words are displayed with the letters mixed-up and your child tries to unscramble them. You can also enter your own word for competition.
KWT 030 Cassette
KWT 031 Cassette-Speech

Number Cave/Comparisons (Ages 3-9)
"Number Cave" has from 1 to 25 numbers buried in a large cavern. You "mine" the numbers and put them in proper order at the top of the screen. Fun action. "Comparisons" teaches sizes of numbers using the equal sign, the greater-than sign, and the less-than sign. A tutorial program with quizzes to check progress.
KWT 032 Cassette

Number Line Math/Four-In-a-Row (Ages 4-Adult)
"Number Line Math" demonstrates the principles of addition and subtraction using a number line. Once learned, short tests using the numbers 0 to 9 can be taken. "Four-in-a-Row" is a game where two players compete to get four markers in a row on a playing board. It's fun for the whole family!
KWT 033 Cassette

Calendar I/Calendar II (Ages 5-10)
"Calendar I" teaches you about the parts of a year. You learn the order of the days of the week and the months of the year. You also learn how many days are in each month. "Calendar II" can draw a calendar of any month you want. Then, you are asked some questions about the month it draws. Teaches calendar reading.
KWT 034 Cassette

Weights/Measures (Ages 7-12)
"Weights" gives you practice in reading a scale and determining how much things weigh. There is also a lesson in converting from pounds and ounces to grams and kilograms. "Measures" teaches you how to read a ruler. You also learn how to convert inches and feet to centimeters and meters.
KWT 035 Cassette

Clock/Dice (Ages 5-10)
"Clock" is an excellent program for teaching your child how to tell time. A lesson in reading the hands of a clock is given and, following the lesson, a quiz is given. Nice graphics and different difficulty levels. "Dice" is a program in addition with a new twist. From 1 to 4 dice can be displayed–you have to count the dots on each die and enter the sum of all dice. Good practice for dice-based games.
KWT 036 Cassette

Spelling Tutor/Math Tutor (Ages 8-12)
"Spelling Tutor" helps your child with spelling lessons. Using your words, three different quizzes can be taken. Spelling lists can be saved on tape for future use. Speech optional with Terminal Emulator II and Speech Synthesizer. "Math Tutor" allows your child to practice math problems you put in the computer. Hence, math lessons are easily tailored to your child's level and abilities. Tests can be saved on tape. Colorful scoring.
KWT 037 Cassette

Deliveries/Math Race (Ages 6-12)
"Deliveries" introduces reading graphs. You drive a delivery truck through a neighborhood grid using directions from your boss. Colorful rewards for correct deliveries. "Math Race" can be played by up to four players. Math problems are displayed on the screen, and the faster you answer them, the further your car goes on the track. Each player can race at his/her own level.
KWT 038 Cassette

Tutorial Programs

Twenty tutorial programs for kids 8-16 are available. In these programs, you have the option to learn and review material or be tested on it. In many cases, the test can be multiple choice, or you can fill in the answer. Each test is scored by the program. This series is great for self-study.

U.S. Capitals/U.S. Geography
KWT 045 Cassette

World Capitals I/World Capitals II
KWT 046 Cassette

World Geography I/World Geography II
KWT 047 Cassette

U.S. Presidents I/U.S. Presidents II
KWT 048 Cassette

U.S. History I/U.S. History II
KWT 051 Cassette

U.S. History III/U.S. History IV
KWT 052 Cassette

World History I/World History II
KWT 055 Cassette

World History III/World History IV
KWT 056 Cassette

Inventions I/Inventions II
KWT 057 Cassette

U.S. Authors/World Authors
KWT 058 Cassette

Toll free ordering. For technical information or additional product information, contact us on our Special Technical Information Line.

Navarone

Homework Helper
Homework Helper can make doing homework fun while learning data base techniques. A simple to use program for organizing class assignments, printing worksheets, and the Homework Helper even contains a small word processor to prepare formatted book reports.
Required: 32K Memory; Disk System; Printer
NAV 106 Module

Maple Leaf Micro Ware

Happy Math
Addition and subtraction exercises for 4-6 year-olds. Animated, endearing happy face character ("Happy") waves encouragement. Difficulty of questions adjusts automatically to match player ability. Colorful graphic character sets; optional voice output requires speech synthesizer and TE-II module; variety of reward graphics and sound.
MAP 100 Cassette

Counting with Coins
Large, colorful, realistic coin designs in U.S., Canadian or Mexican currency (specify when ordering.) Optional tutorial precedes a quiz; choice of coins and their total value adjust automatically to match player ability. Perfect for 4-6 year-olds.
MAP 101U Cassette–U.S.
MAP 101C Cassette–Canadian
MAP 101M Cassette–Mexican

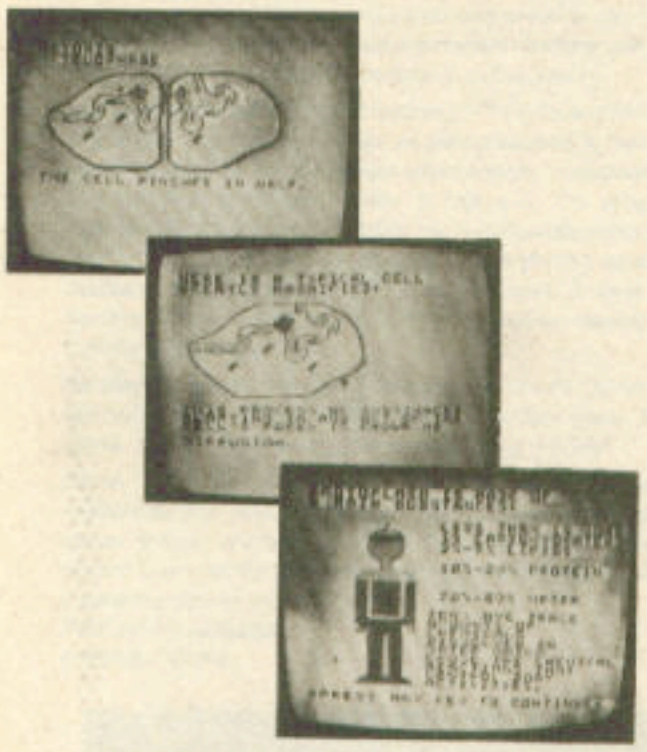
Math Flash Astronaut
An effective and motivating drill of addition and multiplication facts for 6-10 year-olds. Answering quickly and accurately makes for a successful launch and another interplanetary voyage. Twelve voyages of progressive difficulty beckon to be mastered. Difficulty automatically adjusts to match player ability.
MAP 102 Cassette

Spelling & Phonics Tutor
Compose your own lessons with DATA statements, using words within phrases that illustrate their correct context. The player can review the phrases, or practice spelling or reading the specified words. Variety of rewards and scoring encourage best effort.
MAP 103 Cassette

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

Intellestar

Cells–The Building Blocks of Life
This three-part set is an introduction to Intellestar's Life Science Series. Extensive use of realistic, animated graphics and accompanying text combine to provide a clear insight to the innermost workings of life's building blocks, the cells. Aimed at ages ten to adult, this learning package will provide the "aspiring scientist" with a highly visual, well-defined view of life at a microscopic level.



Cells, Part 1–Explores the chemical nature of protoplasm as the basis of all life. The rudiments of cells, cell types and cellular movement are vividly portrayed in a high-quality visual format.
Cells, Part 2–Presents "a view from the inside," detailing cellular structures. Animated graphics present the material in a clear, concise form, leading to a concrete understanding of the inner workings of cells.
Cells, Part 3–Delivers a step-by-step "live action" model of cellular reproduction. The main stages of cellular division are demonstrated in a well-organized format, aided by realistic animation.
Required: Extended BASIC
INT 101 C Cassette
INT 101 D Disk

Inside Frankie Stien
An animated "living simulation" of cellular interaction between the systems of the body, this challenging program provides interaction necessary for real learning and understanding.

Player "becomes the brain" of little Frankie Stien, monitoring information in the blood and using the information to decide which body system must be stimulated or suppressed, keeping Frankie's body "in balance" and alive as long as possible. Various events, some correlating with age and other health factors, influence responses of certain body systems. Animated screen graphics vividly portray various bodily functions in an interrelating format, providing an in-depth understanding of system interdependence. Score is measured by Frankie's age; the longer he is kept alive, the higher the score.

Included with the program is complete documentation providing background information on bodily systems, a glossary of terms, complete operating instructions and material for classroom duplication.
Required: Extended BASIC
INT 105 C Cassette
INT 105 D Disk

Heart Attack
Our heart is literally in your hands with the latest simulation/game in Intellestar's Life Science Series. Vividly displayed on your T.V. screen is a detailed working model of your heart and circulatory system.

Players learn by experimentation, the effects of twenty controlling mechanisms on oxygen levels, body temperature, heart rate, cardiac output and functioning of major blood vessels and major types of blood cells.

As game play begins, seizures and attack by germs keep the player busy regulating and maintaining blood flow, as well as diagnosing and correcting problems which affect the system. Game score is measured by the amount of blood pumped before that final "heart attack."

Extensive documentation provides all necessary background information as well as complete operating instructions, a glossary and a bibliography.

Heart Attack is not just a teaching tool, but contains that indescribable sense of adventure that creates a game you will want to play again and again, while attaining deeper levels of understanding. Age 11-adult.
INT 104 C Cassette
INT 104 D Disk

Vyger
The adventure of space exploration portrayed in outstanding graphics formatted with a wealth of scientific data about the solar system and its planets. Vyger is one of the most stimulating and interactive educational games available, providing the "explorer" an unlimited opportunity to learn by "experiencing" the actual conditions existing in any given area of the solar system.

Data sheets with blank charts and plotting information are supplied; the player is in command of a Vyger spacecraft with a mission to explore the solar system and collect rare materials from far-off worlds. The ship's data banks contain planetary survival information, landing and take-off sequencing, space navigation and fuel requirements. Age 11-adult.
Required: 32K Memory, Extended BASIC. (A cassette version is due for release in late spring.)
INT 108 D Disk

Teacher's Helper
A set of three programs, highly responsive to teacher needs, featuring a fast, flexible and easy-to-use gradebook and grade graphing system.

GradeStar converts easily entered raw scores into graphs and statistical summary of individual and group percentile scores and averages, all available to be displayed on your T.V. screen and optional printer.

GradeStar combines easy entry and editing of raw scores, fast and efficient storage, and multifaceted analysis and display/printout. Teachers may create unlimited numbers of grade files of up to 900 grades per file. Files may be saved on tape or disk for later updating or analysis. Screen graphs and printouts provide visual statistical information very useful to teachers as well as students and parents.

GradeStar–takes less of your time and provides more information than the grading system you are currently using.

Also included in the Teacher's Helper package are two easy-to-use programs that quickly design customized crossword puzzles and "word finds" from user-created word lists. This provides a motivating supplemental aid for reinforcement of vocabulary, spelling words, and other information.
Required: Extended BASIC
INT 106 C Cassette
INT 106 D Disk

★ ★ ★ ★ ★ ★ ★

Shop by phone . . . it's easy, convenient, and saves you money. Visa and Mastercard welcome.

★ ★ ★ ★ ★ ★ ★

Turn The Water Off!
A set of 2 programs designed to provide customized spelling practice combined with an entertaining "Hang Man" style game; colorful graphics accompany a spelling drill which challenges students to save Simon Spellbinder by correctly spelling the "mystery word" before the overflowing sink fills the room with water.

Allows creation of an endless number of spelling word files. Easy to follow instructions, combined with a powerful filing system, guide the user in setting up, saving and editing word files for use with the game. This allows for an infinitely varied and exactly targeted file of spelling words, challenging students at any level. Files work on tape or disk and are very fast-loading.

For grade levels 2-6. Also included in the game is the option for students to input their own lists of spelling words, rather than use the customized file.
Required: Extended BASIC
INT 107 C Cassette
INT 107 D Disk

States Alive
See the U.S. with Uncle Sam through an entertaining program designed to increase familiarity with "our own backyard," featuring creative graphics, music and sound.

The game-style format provides a basis for identification of a state and, subsequently, its capital from pieces of information provided as hints. Player must then indicate geographical location by using Uncle Sam's hand to point to the state from the outline map of the U.S. displayed on the screen. Scoring is based on the number of hints and related tries to identify state/capital and the time required to locate the state. Music and color graphics are used as motivation for correct answers.
Required: Extended BASIC
INT 109 C Cassette
INT 109 D Disk

Fireball
An arcade style action game which combines math practice with entertainment.

The students are in command of the last anti-meteor defense system on the planet Terra. As the meteors approach, a math problem is displayed on the screen. A quick and correct answer is required to destroy the meteor. Incorrect answers allow the meteors to destroy sections of the last remaining city; the fate of Terra is in their hands.

The student can select the type and complexity (+, −, ×, ÷) of the problems and the speed of play before starting; a constant display of the level of difficulty, points earned and percentage of correct response is shown. A final summary of this information is presented at game's end. Level of difficulty is automatically adjusted during play. Grade levels 2-8; Special Education, all levels.
Required: Extended BASIC
INT 102 C Cassette
INT 102 D Disk

★ ★ ★ ★ ★ ★ ★

See price list for ordering information and discount program.

★ ★ ★ ★ ★ ★ ★

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

The Everything Teacher
The Everything Teacher is a powerful combination of four dynamic, highly motivating games and a mini-authoring system in a user-friendly format. This system allows even non-programmers to quickly create customized educational games which will teach and/or review any information on any subject at any level.

All games feature excellent and noteworthy use of graphics and sound, as well as a complete summary of user performance. Players may select the game program of choice and incorporate an information file from cassette or disk. Complete instructions and suggestions for home and classroom use are included with all programs.

The four games included in this useful educational package are:

T.V. Sweepstakes–"Hello Ladies and Jellybeans. I'm your host, Ferd Ferbleblaster, and I'd like to welcome you to T.V. Sweepstakes!" This fast-paced, two contestant game features a humorous announcer quizzing material in a T.V. game show format designed to encourage quick thinking and accurate response.

Baseball–Takes you "out to the old ball game" (popcorn and peanuts not provided). Two players, or two teams take turns at bat as they answer questions to move around the bases and score runs. Separate game score and performance information is provided.

Space Patrol–Lost!–Commander, you and the ships under your command are lost in a hostile sector of space. Sensors have detected an incoming meteor storm...Alternating rounds of questions and game play are highlighted by excellent color graphics and sound. Correct answers accumulate "ammunition" for meteor defenses. Both performance and game score are displayed at the end of each game.

Last Jellybean on Earth–Life's tough when you're born a Jellybean in the land of the Horribly Hungry Munch Monsters. Rounds of game play and quiz material alternate in an arcade-style format to provide the setting for this "sweet" game, accompanied by creative use of graphics and sound. The higher the score, the more "tooth decay" is earned for use in the struggle against the Munch Monsters.

The E.T. File Editor–The core of The Everything Teacher is the Master File Editor Program with which the user can create, edit and save files of information in question/answer pairs on any subject, at any learning level. Questions may be multiple choice, true-false or any other format. Once created, a file may be stored on tape or disk for unlimited later use with any of the four game programs. A sample file (Program Six) is provided for immediate use as an introduction to the system. The file editor is designed for maximum flexibility, speed and ease-of-use.

Required: Extended BASIC
INT 103 C Cassette
INT 103 D Disk

Dynamic Data Devices

Learning Morse Code/Morse Code Practice
Teaches the correct sound of each character starting with the simplest to the most complex. Character drills are provided. User is timed for the speed of response for self evaluation. Copying practice consists of groups of 1 to 6 randomly selected characters being sent in messages of about 100 characters. Text is displayed for evaluation.

Morse Code Practice allows text to be transmitted to be typed in...up to 500 characters. After transmission the text is displayed. Speed 5-15 WPM. 600-1000 Hertz.
DYN 100C Cassette
DYN 100D Disk

Sunware

Star Gazer I
The first edition of an educational series designed to teach both star pattern recognition and factual information about ten astrological constellations. Users learn scientific and common names as well as significant factual information through the program's systematic progression of repetitive learning methods.

Learning motivation is maintained at a high level by utilizing game formats and master score keeping capabilities. A bonus surprise comes from the rewarding applause made possible through creative graphics and sound effects. A definite learning tool. Watch for Star Gazer II and III.
STA 101 Module

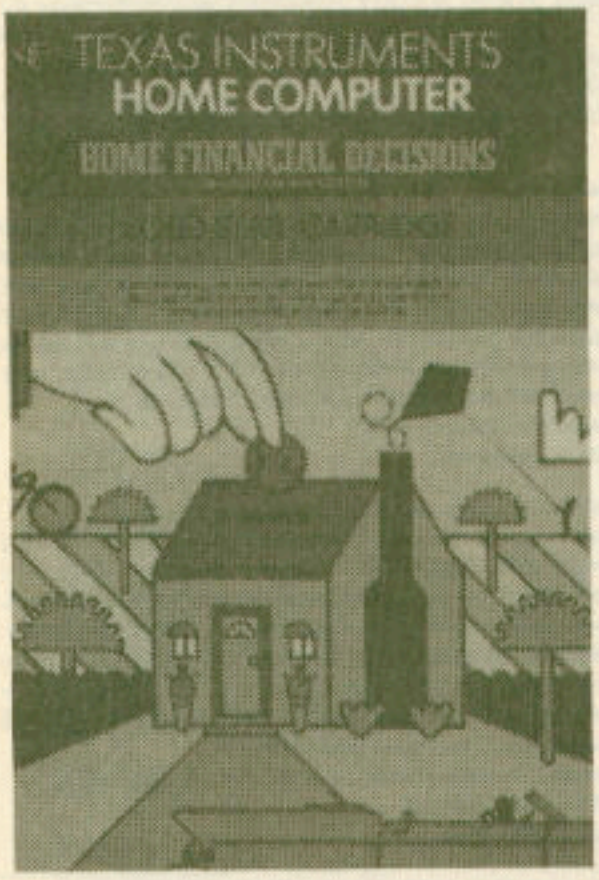
Search Master
Search Master helps search and rescue efforts for downed aircraft and/or lost persons. The user inputs variables such as terrain, weather and medical history of the lost individuals if known.

The computer will then give the survival time of the lost persons and the optimum manpower utilization for rescue operations.
STA 102 Module

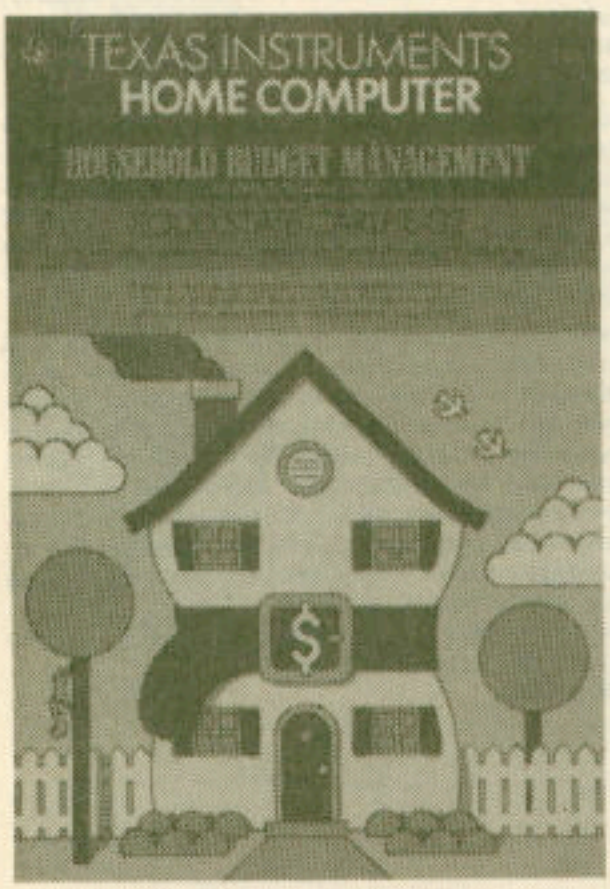
SUNWARE, LTD.

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

Texas Instruments



Home Financial Decisions
A valuable, step-by-step guide to help answer your everyday financial questions. Helps you make informed decisions regarding general loans, home and car buying and personal savings. Also lets you compare differences between leasing versus buying and much more.
PHM 3006 Module

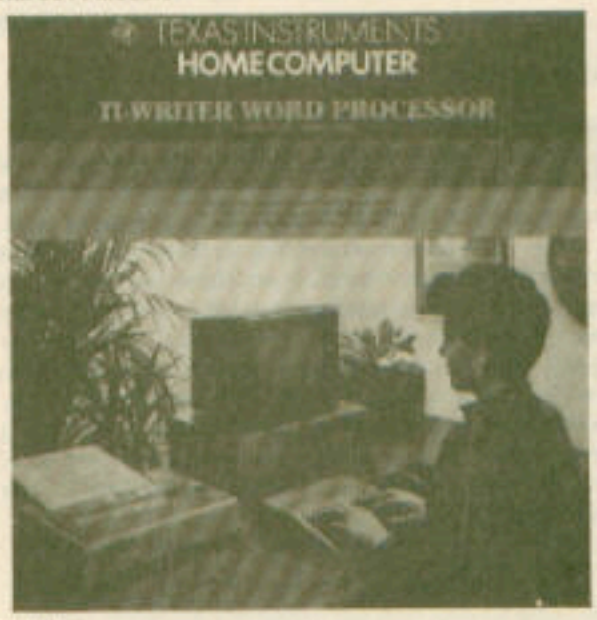


Household Budget Management
Helps set budget guidelines, track income and expenses, spot problem areas and keep easily accessible records. Set up a budget system to coordinate your income and expenses for the coming year—month by month, category by category. Compare your actual income and expenses to previously projected figures to help find problem areas. Also provides instant graphic analysis and tables.
PHM 3007 Module

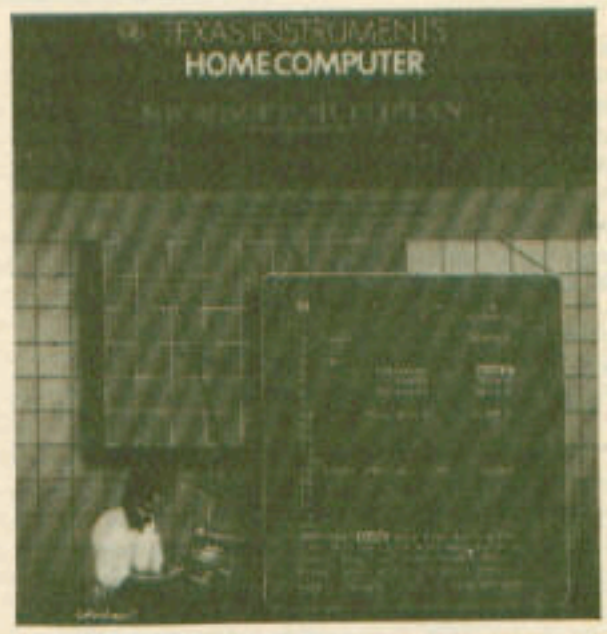
Securities Analysis
Offers a variety of securities analysis techniques. Important financial tools such as stock analysis, call options, option spreads, bond analysis, calculations of compound interest, annuities and variable cash flow are included. Excellent package for brokers and serious investors.
PHM 3012 Module



Personal Report Generator
Even without programming experience or special training, you can use the Personal Report Generator to create personalized form letters, address labels, tables of results, a personal calendar and a personal telephone directory. It makes it easy to design and test report formats, modify and even save them for use with other data files. Adding items, deleting items and combining two compatible files are also a snap. Disk storage system is recommended
Required: Personal Record Keeping or Statistics
PHM 3044 Module



TI Writer
The TI Writer was designed to provide many of the features of larger, more complex word processing systems. Text editing and formatting features include inserting and deleting text and lines, automatic paragraph indentation, right margin justification, automatic word wrapping, overstriking and underlining, moving and copying text, and document reformatting. Users can create, edit, save, and print documents with the text editor option, in either word wrap or fixed mode (4A only).
Required: Memory Expansion; Disk System; Printer System
PHM 3111 Module



Microsoft Multiplan™
Multiplan™ is a spread sheet type program similar to the famous VISICALC program, is a tremendous aid for both your business and personal needs, and is a personal productivity tool for data analysis. One of the most powerful modeling and planning tools ever invented, Multiplan can be used to put together a family budget, plan personal investments, or provide capital budgeting for a small company. RS232 and Printer are recommended.
Required: Memory Expansion; Disk System
PHM 3113 Module

Personal Financial Aids
A powerful computerized tool for dealing with many home financial problems—provides financial statement development; programs on loan amortization schedules; depreciation computations and mortgage analysis.
PHT 6003 Cassette
PHD 5003 Disk

Checkbook Manager
Maintain records of checks, deposits, and running balances to reconcile with your bank statements. Add or change entries, and your balance is automatically updated. Checks can also be entered by account to see how much is spent on specific bills or articles. A sort and a sum-by-account feature is also provided.
PHD 5021 Disk

Personal Record Keeping
Create, maintain and utilize a computer-based filing system that is useful and convenient for a variety of applications—including home inventory for insurance purposes, car maintenance records, medical and dental records, and a complete reference medium for birthdays, anniversaries and other important occasions. Data storage system recommended.
PHM 3013 Module

Tax/Investment Record Keeping
Provides an aid for organizing and recording your tax and investment data in a single, flexible filing system. Lets you keep track of assets, liabilities, income and expenses. An easy tool to use—one that will be especially appreciated around tax time. Record both your taxable and tax-exempt income, track expenses and keep track of what is tax-deductible. You can even determine your net worth.
Required: Disk System
PHM 3016 Module

Personal Real Estate
Many alternative personal real estate investments can be easily evaluated with this module. It can also be a valuable educational tool—closely follows techniques used by the Realtors National Marketing Institute. An excellent package for real estate agents and investors. Data storage system recommended.
PHM 3022 Module

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

Statistics
Performs a variety of statistical calculations for you with computer speed and accuracy. Leaves you more time to analyze the results and apply them to your particular situation. Can also be used to analyze data from Personal Record Keeping module. Includes descriptive statistics, correlation, linear regression analysis and other inferential statistical evaluations. Data storage system recommended.
PHM 3014 Module

Futura

Futura Business Software is a system of inter-acting programs comparable in power to the software one may expect to find in the larger main-frame computers. The Futura System will provide the small businessman a total accounting package.

Futura Business Software is designed to operate with most RS232 interfaced printers equipped with expanded and compressed printing, a 66 line form length, and software-activated top-of-form.

Accounts Payable
A comprehensive business system that retrieves vendor accounts from the files by vendor name and/or vendor number, at the operator's option. The system selects open invoices for payment on the due date, indicates cash requirements by pay period, incorporates a dual check-writing system whereby some or all checks may be manually written or printed by the system. Invoices are scheduled for payment during data entry and may be rescheduled at all times prior to payment.

The system provides ten valuable reports, plus a check-writing program. All reports, including checks, are printed in alphabetic sequence by vendor name to minimize manual search time of historical data. This system, when so established, will automatically interface with the Futura General Ledger, transferring to that system all the entries for expense distribution and disbursements.
Required: Extended BASIC; 32K Memory; two (2) Disk Drives; and a printer equipped with compressed printing (16.5 cpi)
FUT B 1020 Disk

Accounts Receivable
Permits optional retrieval of customer accounts either by the customer's name or account number. Maintains an aged record of all unpaid items and prints two trial balance reports: A condensed report, one line for each account that shows the account balances by age group; and the second report which is a detailed list of all open items, aged by account. The Accounts Receivable System produces invoice registers, journals, open-items list, cash receipts, aged trial balance and customer statements.
Required: Extended BASIC; 32K Memory; two (2) Disk Drives; and a printer equipped with compressed printing (16.5 cpi)
FUT B 1050 Disk

Billing
Customer accounts may be retrieved by account number or name for multicopy invoices and (optionally) a packing list. Futura Billing System may also be used for point-of-sale invoicing. A complete audit trail is available with daily invoice registers and sales journals. Optional interface with Futura Inventory Management affords automatic adjustment of inventory quantities. In addition, the Billing System may be interfaced with the Futura Accounts Receivable and/or General Ledger System for a fully integrated accounting function.
Required: Extended BASIC, 32K Memory; two (2) Disk Drives; and a printer equipped with compressed printing (16.5 cpi)
FUT B 1051 Disk

See price list for ordering information and discount program.

General Ledger
General Journal entries. Accounts are accessed at random by account number during all phases of the operation. The integrity of data input is assured through complete edit and validation—will not permit posting to non-existent accounts; the account description is displayed each time an entry is made, for visual verification. This module provides five reports: (1) The General Journal; (2) Trial Balance; (3) Balance Sheet; and (4) Income Statement for permanent record keeping; plus a "proof list" of the General Journal entries. The three major financial reports may be printed as often as desired.
Required: Extended BASIC; one (1) Disk Drive
FUT B 1010 Disk

Inventory Management
Provides for the maintenance of a Product/Inventory/Price file of 1300 + items, with a part number of up to ten characters and a description of up to 24 characters. Other features include warehouse location, taxable status, unit cost and two selling prices. In addition to printing purchase orders, the system will also provide a stock status report by product within a category, a below minimum/out-of-stock report, sales and receipts logging, price lists, and other. Full integration with the Futura Billing and Accounts Receivable are included options.
Required: Extended BASIC; 32K Memory; two (2) Disk Drives; and a printer equipped with compressed printing (16.5 cpi)
FUT B 1060 Disk

Mailing List
Provides for maintenance, selective retrieval and printing of labels, either singly or side-by-side (up to 4) for a file with up to 500 names. Labels may be printed in different sequences (i.e., Zip code, name) optionally selecting and printing only those which meet the selection criteria. Up to sixteen group fields may be established and coded for selection; in addition, almost any data field may be included in the selection scheme. This System integrates with the Futura Word Processor and TI-Writer to provide personalized mass mailings.
Required: Extended BASIC; 32K Memory; one (1) Disk Drive
FUT B 1040 Disk

Payroll
Processes personnel and payroll information for 150 active employees. Stores same historical data for 150 inactive employees. Prints earning reports, personnel data sheet and (optionally) payroll checks. Withholds proper amount of taxes and provides necessary tax information to prepare quarterly and annual government reports.
Required: Extended BASIC; 32K Memory; two (2) Disk Drives; and a printer equipped with compressed printing (16.5 cpi)
FUT B 1070 Disk

Word Processor
Allows you to create, maintain, and print any number of text files. Several separate files may be combined to produce a single document! You select line spacing and character types, as well as customized insertions. You set the margins, left/right justification, headings, indentions, etc. Upper and lower print is used. Many fine editing functions allow you great flexibility while creating your letter, manuscript, or document. You may enter the edit mode by issuing a command code at any time. Such operations as: delete, insert, move, and replace words or lines, are available. The editor will hold up to four 8.5" x 11" pages of text at one time, and keeps a running tally of memory available. Automatically interfaces with the Futura Mailing List to provide customized mass mailings.
Required: Extended BASIC; 32K Memory; one (1) Disk Drive
FUT B 1030 Disk

Electricity Manager
Monitor and budget your energy consumption. A must for the frugal households. Tracks consumption of electricity and makes projections over time.
Required: Extended BASIC; 32K Memory
FUT H 2010 Disk

Household Inventory
This is the winning program in Texas Instruments' author incentive contest. Keeps track of your home assets. Prints a periodic report, by room, of all your possessions, showing purchase and actual replacement value. An invaluable document to have when disaster strikes.
FUT 1010
FUT 1010X Disk (Required: Extended BASIC)

Med Alert
An accidental prevention/first aid tutorial series. Maintains and retrieves emergency phone numbers; deals with accidental poisonings, drug overdoses, serious first-aid emergencies; helps you poison-proof your home; learn to distinguish dangerous plants; learn how to avoid poisonous substances; teach your children about Mr. Yuck! It is a fast-moving, comprehensive and essential part of your home library.
Required: Extended BASIC
FUT H 3010 Disk

Personal Income and Expense Record-Keeping
This program maintains income and expense data with up to twenty different sources of income, twenty bank account balances, 100 expense categories, and 50 credit card accounts. Expense accounts may be grouped into twenty categories. Allows for automatic transfers of funds between bank accounts and charge accounts. Current balances, month- and year-to-date balances are available on call. A must for accurate budgeting and tax report preparation.
Required: Extended BASIC; 32K Memory; RS232 and Printer.
FUT C 5011 Cassette
FUT D 5011 Disk

Pike Creek

TI-Count General Ledger
The General Ledger System instructs the user, step-by-step, through the day's activities. Each journal entry is typed into a form on the monitor, scanned for errors and edited immediately to speed the process. Ledger accounts (up to 650) can be updated on a daily basis so the businessman can control purchases, receivables, and most importantly, cash.

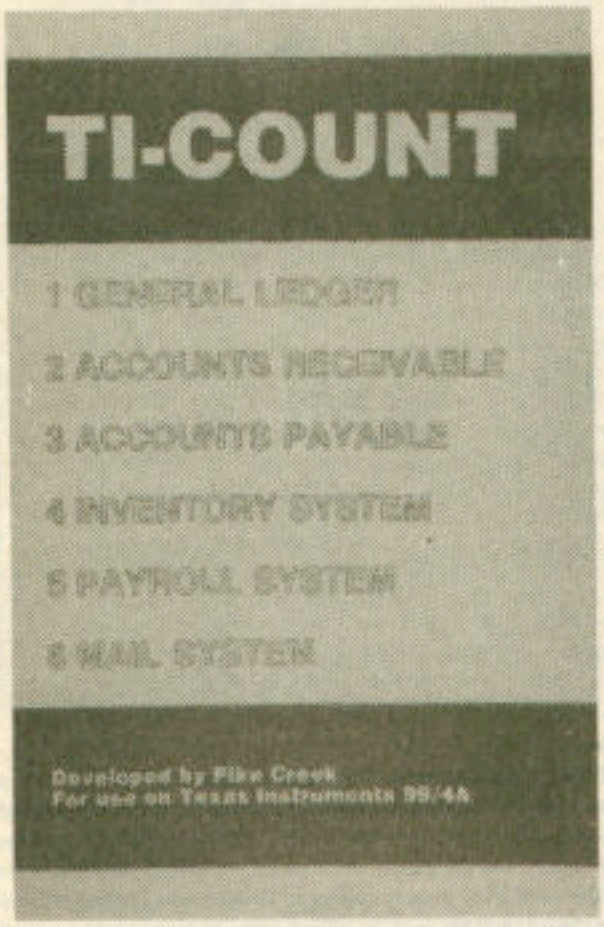
As each accounting period is closed, the General Ledger System summarizes the journals and prints the Unadjusted, Adjusted, and Closing Balances. Three financial statements are provided: the Income Statements for the profit centers and business (including Special Schedules), a Balance Sheet, and the Change in Financial Position are also printed during the closing procedures.

The General Ledger System printout and programs easily adapt to the individual small business user. Twenty-two special characters in each ledger account are programmed to define the financial statements, automatic journal entries and the closing procedure. The Utility programs allow the user at any time to edit or print the journals. Ledger accounts can be entered, printed or edited during startup and maintenance of the system. Ledger input forms are printed for easy planning of the accounting statements. Every program has been written to aid the user of TI-COUNT.
Required: Extended BASIC; Printer System; Memory Expansion (over 50 ledger accounts)
PIK 101 Disk

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

Prices, specifications, and availability are subject to change. Please call for current price information. Not responsible for typographical errors. Layout, Photographs, Type & Drawings are © Copyright 1984.

HOME/BUSINESS



TI-Count—Accounts Receivable
Manage revenues by forecasting cash receipts and by printing billing statements and sales invoices. Aging reports aid in collecting receivables and identifying potential losses. The system provides a record of all transactions. All journal entries are posted daily to the ledger subsidiary balances. As the books are closed, invoices are reconciled to the general ledger control balances. Reports include customer file list, customer invoice file report by customer and by age on invoice, billing statements and invoices.
Required: TI-Count General Ledger; Extended BASIC; Printer System; 32K Memory
PIK 102 Disk

TI-Count—Accounts Payable
Predicts the cash requirements of the business. Prints a check and stub when invoices or groups of invoices are selected for payment (sums up to 14 invoices on one check stub), includes an office filing system for invoices and a complete audit trail. All journal entries are posted daily to the ledger subsidiary balances. As the books are closed, invoices are reconciled to the accounts payable ledger control balances. Reports include a vendor file list, vendor invoice file report (by vendor, by age of invoice, by bank account or by code), check register and copy of each Purchases Journal entry.
Required: TI-Count General Ledger; Extended BASIC; Printer System; 32K Memory
PIK 103 Disk

TI-Count—Mailing
For mailing and subscription lists containing between 350 and 100,000 names. This system is designed to meet present requirements for U.S. Second Class Mail. Addresses are printed by zip codes and a zone report is prepared for the Post Office. Included in the system are subscription renewal letters and subscripiton estimates for the printer; 700 to 1400 addresses per disk; either 5 or 9 character zip codes; allows you to merge or separate address files; write and edit form letters; and enlarge or shrink address files.
Required: Extended BASIC; 32K Memory; 132-column Printer
PIK 104 Disk

TI-Count—Payroll
Maintains payroll records for up to 100 employees, calculates appropriate witholding amounts, and writes payroll checks. It provides all information required for monthly, quarterly and annual payroll reporting. It merges with the TI-Count General Ledger for expense and asset recording.
Required: TI-Count General Ledger; Extended BASIC; Printer System; 32K Memory
PIK 105 Disk

TI-Count—Inventory
Maintains inventory records of virtually any number of items. Writes purchase orders and maintains backlogs. Merges to TI-Count General Ledger to maintain accurate record of the cost of sales and inventory value. Reports include: Individual Inventory Transactions; Inventory Reports; Inventory Labels; Invoices and Journal Entries.
Required: TI-Count General Ledger; Extended BASIC; Printer System; 32K Memory
PIK 106 Disk

Extended

Typwriter
A word processing system that grows with your computer system. Start with just Extended BASIC, any storage device and a printer...and you are ready to go. Line length of 28 to 254 characters per print line, holds 3000 characters before storage and 50,000 characters per disk or 60-minute cassette. Complete text editing including insert and delete lines, partial text print, printer halt or abort without text loss, page forward and backward and automatic line centering. Complete software control of printer including underlining, variable cpi, etc. Includes 20-page instruction book.
Required: Extended BASIC; Printer
EXT 118 C Cassette
EXT 118 D Disk

Name-It (Mail List Program)
The Name-It program is a stand-alone program for developing and printing labels and lists. Features and functions include: 300 records per file on disk; 150 files per file on cassette; up to nine 28-character items per record; user designated prompts; sort 50 files in 2 minutes or use special double-sort capability, i.e., alphabetically by city; print individual records, selective records or all records and select from four standard label styles. Also merges with TYPWRITER word processing system to generate form letters with personalized headings.
Required: Extended BASIC; Printer System
EXT 116 C Cassette
EXT 116 D Disk

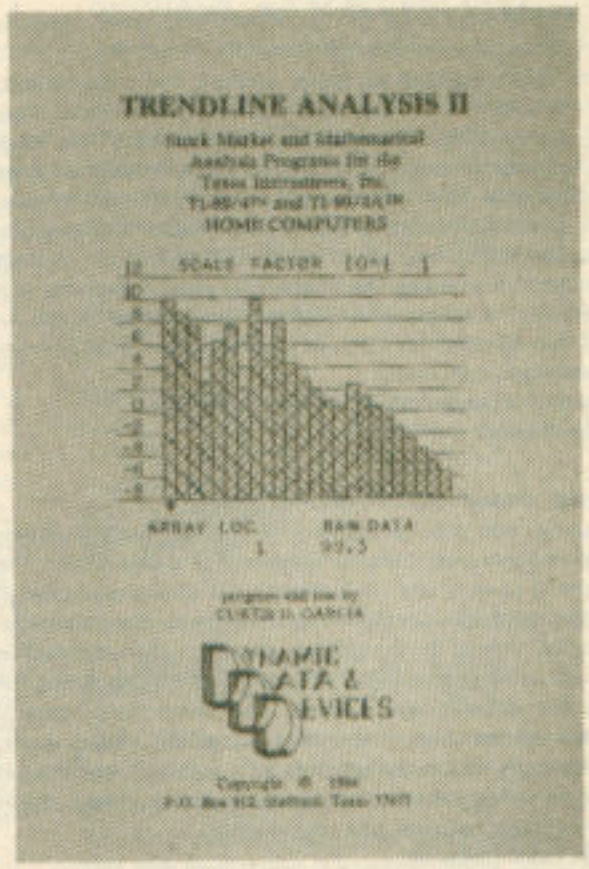
Dynamic Data

Direct Writer II
This is a very easy-to-use word processing program designed to match the flexibility of many of the popular dot-matrix printers. Some of its features include: underlining; mixed text sizes; superscript, subscript, italics and double-strike; "live" editing...no retyping required; automatic centering (even on mixed text sizes); right justification; selectable line lengths...32 to 132 characters; accelerated cursor to save you time; 2 display modes...window or wrap-around; string search/replace feature; link up to 138 files; automatic printout of up to 999 consecutive disks.
Required: Extended BASIC; Memory Expansion
DYN 102 Disk

★ ★ ★ ★ ★ ★ ★ ★ ★

Shop by phone . . . it's easy, convenient, and saves you money. Visa and Mastercard welcome.

★ ★ ★ ★ ★ ★ ★ ★ ★



Trendline Analysis II
This Stock Market and Mathematical Analysis Program lets your computer ANALYZE and FORECAST THE FUTURE.
- Auto-scaling BAR GRAPHS on the screen, with one (1) pixel resolution, movable display and readouts of each data value.
- Bar graph PROJECTIONS (linear regressions) in three colors, using the reference region you specify, to help you PREDICT THE FUTURE based on the TREND you select.
- Storage of financial data (stock quotes, earnings, etc.) on disk or cassette.
- Up to 400 data capacity w/48K disk system; 220 capacity w/16K disk or cassette system.
- Menu-driven for ease of use.
- Hardcopy output of raw and calculated data.
- Bar graph hardcopy output on any 80 column printer.
- Date, filename, program function and your comments printed on each hardcopy.
- Retention and display of last filename used.
- Data compatability between all three (3) versions and with the original TRENDLINE's files.
- Screen display of raw or calculated data.
- Simplified data entry, including insertion or deletion of data anywhere within your storage file.
- Three (3) types of calculations—SLOPE, MEAN, and STANDARD DEVIATION.
- Three (3) calculation modes—SINGLE CALCULATIONS, MULTIPLE CALCULATIONS with FIXED ORIGINS, and MULTIPLE CALCULATIONS w/MOVING ORIGIN.
- Discussion of each type of calculation and its application.
- Concisely written instruction manual.
- Disk version includes both the 16K and 48K versions and automatically decides which will run on your system.

Required: Extended BASIC
DYN 105 C Cassette
DYN 105 D Disk

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

The Scheduler
A program designed for engineers and other program schedulers who use the CRITICAL PATH METHOD (CPM). User enters activities by name, duration and code number. Other inputs are client's name and address, project name, location and start date. The selectable printouts are a Date Table and a Bar-Graph which show early and late start and finish dates and float time. Bar-Graph has a unique bar print for activity duration. Costs can be summarized for periods of months, quarters, etc., permitting forecast of when funding will be required throughout the project. The program has a built-in calendar with automatic correction for leap years. One year Bar-Graph requires an 80 column printer; two years requires 132 columns (or compressed print mode).
Required: Extended BASIC; Memory Expansion
DYN 103 Disk

Energy Conservation Residential Heating
You may now compare some of the common home-insulation heat energy-saving methods by their ability to save dollars. The methods covered are: 1) increasing the ceiling insulation; 2) adding storm windows; 3) adding storm doors; 4) weather stripping; 5) lowering the thermostat. In addition, there is a section on cost comparison of different heating fuels. Energy saving tips are also included. The dwelling upon which the program is based is wood construction with a vented-attic ceiling. Inputs needed are: weather constants (a list is supplied); existing and desired ceiling insulation; window/door types and area; inside temperature; fuel type; unit cost of fuel.
DYN 101 C Cassette
DYN 101 D Disk

Advanced Micro-Computer Applications (AMA)

★ ★ ★ ★ ★ ★ ★ ★ ★

To order, call toll free 1-800-858-4580, or in Texas call 1-806-745-8834

★ ★ ★ ★ ★ ★ ★ ★ ★

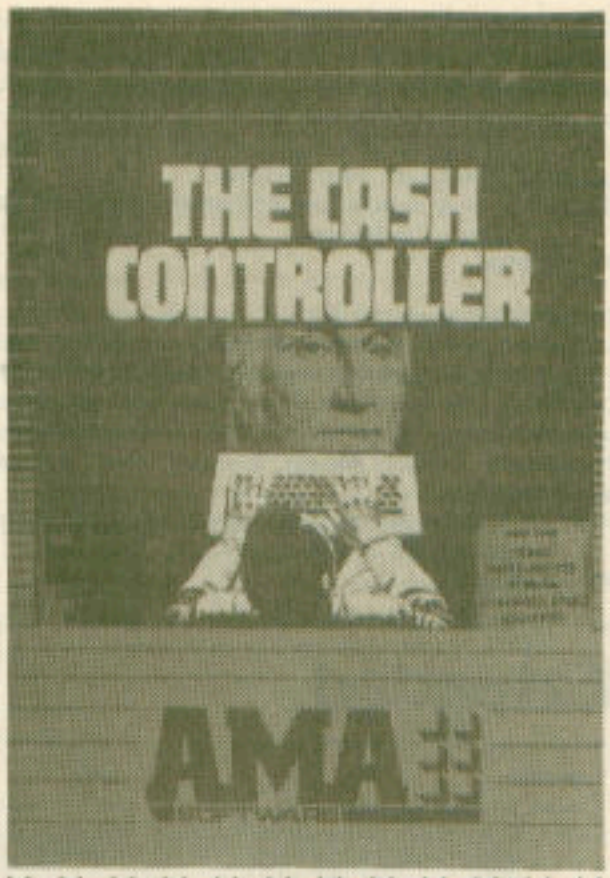
See price list for ordering information and discount program.

★ ★ ★ ★ ★ ★ ★ ★ ★

Cash Controller
Cash Controller is the definitive number cruncher. The program allows you to enter mathematical calculations PLUS a description of each entry. Cash Controller can handle mathematical formulas wOth up to seYenty-five elements! This comprehensive feature, added to the description option and the powerful data manipulation features, makes Cash Controller an outstanding program for teaching mathematical forecasting.

The program has the added capability to load and save data from either cassette or floppy disk, thus providing file records for future reference and use. The versatility of Cash Controller provides the means for you to discover uses which meet your personal needs in cash control.

Cash Controller incorporates convenient editing functions, and you may even change screen color to help control your cash.
AMA 102 C Cassette
AMA 102 D Disk



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See price list for ordering information and discount program.

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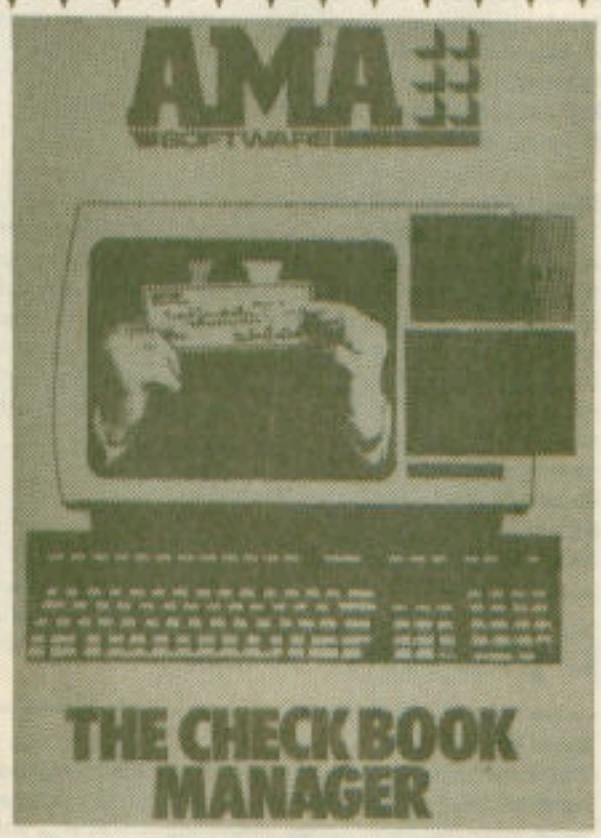


Checkbook Manager
Checkbook Manager makes having a checking account fun! Besides being fun to use, the Checkbook Manager program incorporates features that distinguish AMA Software. It uses routines from Business System Software which is very User Friendly. The routines are fast and efficient; the program is practical and extremely useful.

The program provides routines that allow you to add, change, cancel, and delete checks. Also the program includes a data base of information that records the number, amount, and even a description of all current checks and deposits.

With the Checkbook Manager, you have ready at hand your own careful and up-to-date accounting of your checkbook. Checkbook Manager is an invaluable tool to care for the needs of your personal finance.
AMA 101 C Cassette
AMA 101 D Disk



Mailing List
Mailing List performs a valuable business function per se, as well as offering a necessary supplement to other business software. Like other AMA Software, this program is very User Friendly and especially efficient as it provides features which allow the User to enter personal Groups and Categories, thus creating special lists to serve both business and personal needs.

Routines allow choices of selecting and printing in order to accommodate simple Name Lists and special Business oriented Mailings to serve various purposes. Alphabetic and ZIP Code Orders, Personal and Business Styles, and Special User-determined Lists meet the most versatile needs accomplished by Mailing Lists.

The following feature are included:

- Incorporates routines to add, change, and delete names
- Offers 11 fields of data input relating to each name
- Allows 3 Group Codes for personal definition of lists
- Uses a special Company Group Code to distinguish printing pattern
- Sorts and searches by means of any of the 11 fields and 3 groups
- Displays continual Screen and User Prompts to effect correct procedure
- Displays file data by name for ease and convenience of review
- Employs search functions at User Prompt position
- Allows immediate editing before entry of data
- Provides printing of Edit Listing for easy correcting and revising
- Offers all 11 fields as Selection Criteria for printing lists
- Allows selection of all names, specific names, or ranges in both ZIP Code and Alphabetic Order
- Provides the means to sub-select from the names of a first selection
- Provides routines to set up and print mailing labels to suit company format and style
- Offers a TI-WRITER Interface to use with MailMerge options
- Incorporates the 40-column text mode for maximum screen display
- Offers a choice to screen color
- Reorganizes files to release memory for continual use

AMA Mailing List effectively meets mailing needs by providing a wide range of functions to define addressees for the most productive results.
Required: Extended BASIC; 32K Memory; 132 CPL Printer
AMA 108 Disk

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

AMA SOFTWARE

GENERAL LEDGER

General Ledger
AMA's General Ledger System gives you financial overview and management capabilities. General Ledger accepts automatic posting of entries from Accounts Receivable, Payroll, and Accounts Payable Accounting systems which have been balanced previously, thus assuring accuracy. At the close of an accounting period, a Trial Balance can be run before closing the books, providing management with the ability to examine and analyze the accounts in detail and make any required adjustment prior to closing the period and generating the financial statements. Comparison to previous year activity is available, showing immediate growth.

The following features are included:

- Produces financial statements
- Provides four types of journal entries
- Maintains a user-defined Chart of Accounts
- Maintains complete auditability of all General Ledger Accounts by forcing corrections to be posted with adjustment entries rather than by editing posted accounts
- Allows posting to Chart of Accounts to be completed several times during the period without double posting
- Produces journal report for all transactions entered in the period
- Produces a report of Chart of Accounts with created date and last update
- Produces a detailed Trial Balance
- Maintains Chart of Accounts description file with flexible account numbering

As journal entries are keyed in through the computer, the computer tracks debits and credits for a running balance and immediately indicates an out-of-balance condition. Once an erroneous entry has been posted, it cannot be changed and must be corrected by an offsetting adjustment entry to provide total auditability of journal entries.

General Ledger produces the following reports:

Chart of Accounts lists all active General Ledger accounts on the file by account number sequence, including account numbers, description, create date, and last change date.

Income Statement lists all income accounts and displays expenses for both month-to-date and year-to-date accounts.

Balance Sheet lists all asset, liability, and equity accounts with current balances.

Journal Edit List provides editing information on Journal entries.

Journal Post Run provides a list of all entries posted to Chart of Accounts.

Required: Extended BASIC; 32K Memory; 132 CPL Printer
AMA 103 Disk

Cash Controller
Cash Controller is the definitive number cruncher. The program allows you to enter mathematical calculations PLUS a description of each entry. Cash Controller can handle mathematical formulas with up to seventy-five elements! This comprehensive feature, added to the description option and the powerful data manipulation features, makes Cash Controller an outstanding program for teaching mathematical forecasting.

The program has the added capability to load and save data from either cassette or floppy disk, thus providing file records for future reference and use. The versatility of Cash Controller provides the means for you to discover uses which meet your personal needs in cash control.

Cash Controller incorporates convenient editing functions, and you may even change screen color to help control your cash.
AMA 102 C Cassette
AMA 102 D Disk

Accounts Receivable
Accounts Receivable System allows you to maintain a Customer Master File. This system allows sales to be entered manually or to be posted directly to the customer's account automatically by Billing System.

The system maintains records by invoice number and will keep an invoice on file until the invoice is fully paid. Cash receipts are entered daily and provisions exist for partial or complete payment of specific invoices.

New customers may be added and old customers deleted at any time through the Customer File Maintenance section. The exact up-to-the-minute status of a customer may be obtained through computer display or by printed report.

Accounts Receivable transactions are posted to the General Ledger at month end. As postings are made, a complete accounts receivable posting report is provided, assuring Accounts Receivable and General Ledger balance and allowing postings to be traced for year-end audit purposes.

The following features are included:

- Handles open-item Accounts Receivable
- Maintains Customer Master File
- Integrates into the Billing System automatically through the Accounts Receivable File
- Provides for sales, cash receipts, discounts given, credits, and miscellaneous Accounts Receivable transactions and automatically posts these items to General Ledger
- Provides Aged Accounts Receivable reports
- Provides for detailed open-item customer statements with Aging and User-Defined comment areas
- Allows for applying payments to any selected invoice in the customer file

Accounts Receivable produces the following reports:

Customer List prints a report of all customers in the Customer File in customer-number sequence.

Customer Statement prints monthly statements for all customers on file. Unless the customer has been flagged not to be billed for finance charges, a finance charge is automatically applied to each invoice past due. Statements are printed on standard computer form.

Aging Report shows the open receivable balances first by customer and then by invoice date.

Journal Reports shows the Accounts Receivable journal entries for each customer.

Required: Extended BASIC; 32K Memory; two (2) Disk Drives; 132 CPL Printer
AMA 104 Disk

Accounts Payable
Accounts Payable System is based on an "Open Item" system. It helps you maintain sound cash management, with a system which provides immediate recording of information, and which carefully measures the impact on your company of expense and cost distribution.

You determine when vendor invoices are to be paid by simply entering these payments into the system via the computer keyboard at the time you wish to pay. As the system has the payment due dates, it provides you with the Cash Requirements Reports to help you manage your cash flow.

At the end of the month the Accounts Payable System Journal is run and all of the transactions are posted to the General Ledger. This allows accurate accounting for all disbursements made during the month and facilitates rapid closing of accounts, and generation of operating statements, following the end of an accounting period.

The following features are included:

- Automatically posts invoices to Accounts Payable Account and to allocated Expense Accounts in the General Ledger System
- Provides cash disbursement controls at the individual invoice level
- Provides open Accounts Payable reports sorted by vendor
- Prints Accounts Payable checks and posts to the proper accounts in the General Ledger System
- Allows handwritten checks
- Provides a check register for all payments made
- Allows partial payment of vendor invoices
- Maintains Vendor Master File
- Maintains over 300 vendors

Accounts Payable produces the following reports:

Vendor List prints a list of all vendors by vendor number.

Aging Report ages all open Accounts Payable entered into the system.

Payables List lists all invoices, credit memos, and debit memos which are open on a vendor. This report is valuable in determining which invoices are to be paid on a certain date.

Cash Requirements lists all invoices which are selected for payment and gives a minimum cash requirement figure for cash flow management.

Checks optionally prints checks on preprinted checks for each vendor.

Check Register lists all checks printed either manually or by the computer and lists all invoices paid.

Journal Reports provides several reports which allow data handling of the Accounts Payable Journal.

Required: Extended BASIC; 32K Memory; two (2) Disk Drives; 132 CPL Printer
AMA 105 Disk

Billing System
The AMA Billing System allows a comprehensive Invoice/Order Entry system with complete integration with Accounts Receivable, Inventory Control System, and General Ledger System.

The following features are provided:

Customer File Maintenance allows quick and easy access to the customer file. The following features are provided:

- Add Customers
- Change or Inquire Customers
- Delete Customers
- Print Customer Edit Listing
- Print Mailing Labels

Invoice/Order Entry and Editing allows you to batch-process invoices with the following functions:

- Add Invoices
- Change or Inquire Invoices
- Delete Invoices
- Print Invoice Edit Listing

Print Packing Lists allows printing of packing lists with the items arranged in picking sequence order.

Print Invoices allows the printing of multiple copies of invoices with the items arranged in alphabetical order on the invoice.

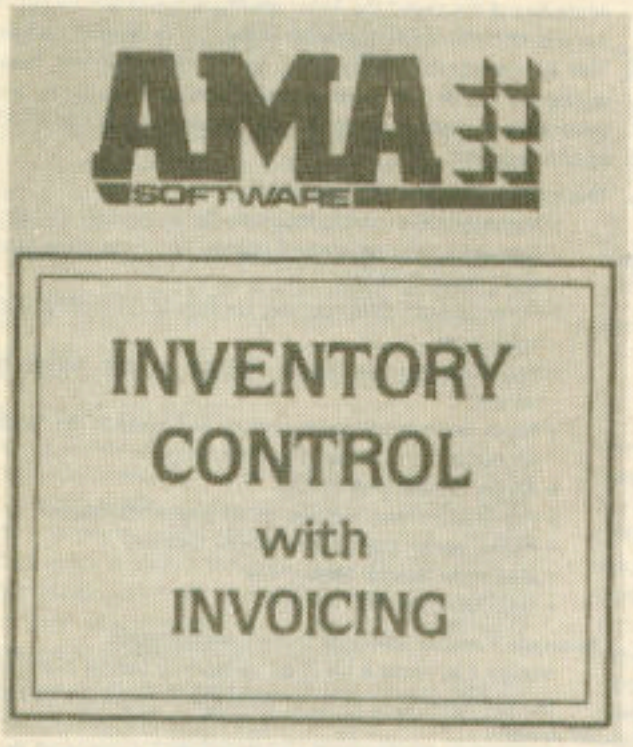
Report Processing allows the printing of the following daily reports:

- Items Sold
- Items Back-ordered
- Daily Sales Analysis

Posting Invoices allows posting of the invoices to Inventory, Accounts Receivable, and General Ledger, producing posting journals of each transaction with optional distribution.

Required: Extended BASIC; 32K Memory; two (2) Disk Drives; 132 CPL Printer
AMA 106 Disk

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System



Inventory/Order Entry

Inventory/Order Entry provides Inventory Management, Invoice/Billing, Purchase Order System, and Sales Order System, thus eliminating the need for as many as four programs to provide these functions.

The following features are included:

Inventory provides the creation and upkeep of a parts file with as many as 1500 inventory items. Capabilities include part number, description, category, five different prices, four quantities (on hand, on order, minimum order, committed), General Ledger account number, and taxable options.

Invoicing/Sales provides for Order Entry and editing, Invoicing, posting to Accounts Receivable and General Ledger accounts, and printing of picking tickets.

Purchase Orders provides capabilities to enter Purchase Orders, edit them, and print report of purchase orders outstanding, and also allows entry of receivings to be posted against the Purchase Orders.

Inventory/Order Entry produces the following reports:

Stock Status prints Stock Status Report in part number sequence. Selection of parts to be printed can be a range between two parts, by from one to ten categories, and by from one to ten vendor numbers.

Management Advice offers three reports:

Purchasing Advice lists all parts below required quantities defined by user.

Back-Order Fill lists all parts on back order, with quantity in stock.

On-Order lists all parts with quantity on order.

Receipts Journal prints journal of receipts.

Sales Journal prints journal of sales.

Required: Extended BASIC; 32K Memory; 132 CPL Printer

AMA 107 Disk

Agricultural Financial Recordkeeping

Financial Recordkeeping for Agricultural Business is a computer program that allows entry and storage of enterprise assets, liabilities, commodities, expenses, and income data.

Special features include:

User-defined Categories for each record type:
- Commodities, Acquisition and Sale
- Assets, Acquisition and Sale
- Loans, Acquisition and Payment
- Income
- Expense

Automatic Inventory Adjustment and Income Recording
- By Sale of Commodities
- By Loan Transactions
- By Expense Transactions

Automatic Net Worth Updating
- By Commodity Value Adjustment
- By Loan Payments (Interest Recorded as Expense)

Selecting and Totaling of User-Defined Category Data

Agricultural Financial Recordkeeping produces the following financial reports:
- Itemized Assets
- Itemized Liabilities
- Financial Statement
- Year-To-Date Income/Expense Balance Sheet

Required: Extended BASIC; 32K Memory; two (2) Disk Drives; 80 CPL Printer

AMA 109 Disk

Beef Production

Beef Production is a computer tracking program that allows entry and storage of breeding records for 3 generations of animal breeding history. Each animal record is identified and accessed by a 4-digit ear tag number.

Each record contains:

Identification:
- Tag Number
- Registration Number
- Tag Numbers of Sire and Dam
- Birth Date
- Health Care Expense
- User Comments (in a field of 10 characters)

Calf Record:
- Birth Weight and Color Code
- 205-Day Weight, Adjusted Weight, Ratio and Grade
- 365-Day Weight, Adjusted Weight, Ratio and Grade
- User Comments (in a field of 10 characters)

Weight Gain Record:
- Weight Gain, Test Start Date, and Weight
- Weight Gain, Test End Date, and Weight
- Adjusted Weight

Breeding Record:

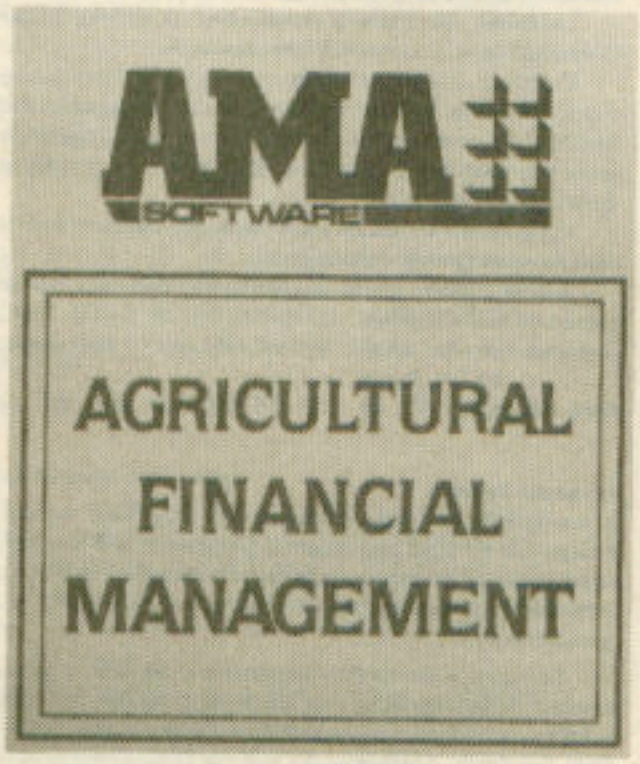
Cows:
- Date of First Breeding and Tag Number of Bull
- Date of Second Breeding and Tag Number of Bull
- Date of Calving and Calf Tag Number, Grade, and Color
- User Comments (in a field of 10 characters)

Bulls:
- 4 User Comment Entries (to be used as desired)

Reports are available to summarize and print the data stored in the system.
- Specified Animal Data Sheet, including Genetic History
- All Cows by Age
- All Bulls by Age
- All Cows by Date Bred
- All Bred Cows by Sire

Required: Extended BASIC; 32K Memory; two (2) Disk Drives; 80 CPL Printer

AMA 110 Disk



Dairy Production

Dairy Production is a computer tracking program that allows entry and storage of dairy milk production records, management practices, and animal history records.

Each animal record is identified and accessed by a 2-digit number, assigned to individual animals as they are added to the system.

Data managed by the system includes:

Animal History:
- Tag or Registry Number
- Date of Birth
- Date Purchased
- Date Sold
- Sire/Dam Identification
- Sire's Sire/Sire's Dam Identification
- Dam's Sire/Dam's Dam Identification

Management Practicies:
- Tag or Registry Number
- Date Bred
- Date Due
- Bull Identification
- Actual Birth Date
- Up to 10 User-Defined Management Practices
- Health Care Expense

Milk Production
- Barn Number (Location)
- The Most Recent 8 Weeks of Daily Production
- 42 Weeks of Weekly Totals

Reports are available to summarize and print the data stored in the system.
- Specified Animal History Data Sheet
- List of All Animals Sold
- List of All Animals in the System
- Specified Animal Management Practice Data Sheet
- List of All Management Practices Due by Date
- List of Dates for a Specified Management Practice
- Specified Animal Milk Production Data Sheet
- List of Weekly Production Totals
- List of Total Production

Required: Extended BASIC; 32K Memory; two (2) Disk Drives; 80 CPL Printer

AMA 111 Disk

Swine Production

Swine Production provides a program of three Routines which maintain records and produce reports on a herd of 300 breeding animals.

Swine
- maintains Sow/Boar inventory records for a breeding herd.
- tracks records of Dam and Sire.
- records dates of birth, purchase, sale.
- logs times bred.

Piglet
- tracks Dam and Sire.
- records dates of Dam's breeding and farrowing.
- records number of Piglets farrowed, living, weaned.
- logs cause of Piglets' death (with User-defined Code).
- records Wean Age and Wean Weight.
- calculates Sow Productivity Index.

Report
- prints a Swine Management File of Breeding Animal History.
- produces Full and Selected reports.
- prints Individual Sow Performance reports.
- offers Range as well as Specific Selection.

Required: Extended BASIC; 32K Memory; two (2) Disk Drives; 80 CPL Printer

AMA 112 Disk

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

Grain Storage and Yield Analysis
Grain Storage and Yield Analysis is a computer record-keeping program designed to aid the grain and seed farmer to keep records of grain storage data.

Some Special Features of the program include:
Data storage by farm name and field number
Storage of up to 9 different types of grain
Data stored include:
- Farm name
- Field number
- Grain variety
- Harvested percentage of moisture
- Net weight
- Calculated dry bushels

Net weight entered manually or calculated by program
Contest Yield data include:
- Variety
- Harvested percentage of moisture
- Pounds harvested
- Width and length of area
- Dry bushels calculated with acres covered from which bushels per acre are determined

Contest Yield shows:
- Total bushels harvested
- Total acres harvested
- Plot acreage

Reports may be printed of all data and analyses.

The program provides full entering, editing, and deleting of all input data.

Required: Extended BASIC; 32K Memory; two (2) Disk Drives; 80 CPL Printer

AMA 113 Disk

Farm Management Program Package
Sow/Pig Enterprise Analysis—This analysis program calculates and saves for recall such information as variable cost, total cost, profit per sow, returns on labor management, feed costs, other costs, and pounds of pork sold per sow. The analysis can be recalled, values changed, and the program run again. This easy-to-run program produces the analysis report on both screen and hard copy.

Cow/Calf Enterprise Analysis—This analysis program calculates and saves for recall cow/calf enterprise costs such as feed, labor and management, cow replacement, interest, depreciation, and overhead. These costs are displayed in an analysis report that aids the cow/calf manager to keep his competitive edge in the struggle for net profit. A report is available on screen or hard copy.

Ewe/Lamb Enterprise Analysis—This analysis program calculates and saves for recall a report on screen or hard copy. The elements of the report are similar to Sow/Pig and Cow/Calf. Screen prompting makes the program easy to use.

Beef Weaning Weight and Adjustment—This program calculates the adjusted 205-day weaning weight from such factors as calf sex, actual weaning weight, and age of dam, and produces a report for screen or hard copy, which includes gain per day and weight per day of age.

Beef-Feeding Grain Analysis—This easy-to-run program calculates data, stores data for retrieval, and produces a report on both screen and hard copy. The program covers a beef feeding animal from birth or date of acquisition through date of sale. The report includes such items as weight per day of age, gain per day, 205-day and 365-day adjusted weights, as well as other information.

Feed Mixing and Blending Formulation—This program aids in formulating feed or fertilizer batches. The operator inputs the ratio or percentages and new batch size. The report shows the formula on screen and also prints it on hard copy.

Loan and Land Purchase Analysis—This program provides formulas for computer calculations of loans and land purchases related to Farm Management.

Required: TI Extended BASIC; 32K Memory; two (2) Disk Drives; 80 CPL Printer

AMA 114 Disk

Westernware

Family Accounting
Includes:
- Checkbook Manager—Deposits, checks and cash expenditures may be stored and retrieved. Month-to-date and year-to-date totals for up to thirty user defined ledger accounts. Screen display or output to optional printer.
- Home Budget Planner—Set up monthly budgets for any of the ledger accounts. On command you can see percent of monthly budget spent as well as the percent of what you should have spent month to date. Optional printer output.
- Household Inventory—Record item name, quantity, value and description of up to 100 household or personal items. Complete editing allows you to add an item, delete and item or make changes.
- Mini Mail List—Store up to 100 names, addresses and telephone numbers. Can be used to print mailing labels. Complete editing features.

WES 100 C Cassette
WES 100 D Disk

Checkbook Management and Budget Analysis
A program which combines Check Book Balancing with up-to-date totals of how much you have spent on 24 ledger accounts.

User-defined account names. You select the accounts you want to track.

Checks, deposits and cash transactions recorded and stored for future reference.

Month-to-date and year-to-date totals can be retrieved on command. Month-to-date totals may be cleared out at the end of each month. 600 transactions (50 per month). Up-to-date Bank Balance. Easy to use. Menu driven programs allow easy access to each program segment.

Budget Analysis section allows you to set up budgets for any of the 30 ledger accounts. Check to see how you are doing on your budget. Percent of monthly budget spent is displayed as well as percent of what you should have spent month to date. Printer is optional.

WES 101 C Cassette
WES 101 D Disk

Easy Calc
- A condensed version of the popular spread sheet software.
- A powerful financial tool now available on cassette.
- Enter up to 80 cells (4 columns by 20 rows) of text, numbers and formulas.
- Work sheets may be saved and retrieved for future use.
- Easy to follow menu instructions

Work Sheet Example:

	1	2	3	4
01				
02	Utilities		Gas	Elec
03	Jan		24.50	15.89
04	Feb		30.00	18.99
05	Mar		18.66	19.00
06	Apr		18.00	21.50
07	May			
08	Jun			
09	Jul			
10	Aug			
11	Sep			
12	Oct			
13	Nov			
14	Dec			
15				
16	Total		91.16	75.38

WES 102 C Cassette
WES 102 D Disk

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

Data Base: X
Information Management for the 99/4A.

A flexible program that allows you to store hundreds of records of your choice from mailing lists to inventories. Sorts, performs simple mathematical functions, and prints up to 10 items per page, each up to 28 characters long. Up to 1000 items on a single sided disk, 2000 on a double sided disk.

Features include:
- Single or dual disk drive
- User defined files
- User defined file categories
- Mailing list option with numeric and alphabetic sorting
- Sorts by up to 3 categories at one time or sort by a range within a category
- Statistical analysis mode
- Update or delete selected records
- 100% menu-driven for ease of operation

Required: Extended BASIC
WES 103 Disk

Rapid File
An Extended BASIC program designed to store and retrieve information from a user-defined data base.

Comparable to a subject index in your public library and can be used to index magazine and book libraries, coin and stamp collections and contents of filing cabinets.

Rapid File operates on a keyed file technique which allows it to operate much faster than normal relative file programs. Access hundreds of records in seconds.

Features include:
- Extremely fast data access
- User defined files/categories
- Up to 50 subject headings on each diskette
- Multiple subject searches
- Full editing of each file
- Multiple Disk Drive
- Printer option

Required: Extended BASIC
WES 104 Disk

Data Systems

Amortization
Enter the interest rate, amount of payments, and amount borrowed; this program will print up a customized amortization table. Designed to run on Port 1 of your RS-232 interface and an EPSON or TI Impact Printer, it can also be easily converted for other printers.
Required: Printer System
DAT 101 C Cassette
DAT 101 D Disk

Compound Interest
This disk is composed of five programs:

Menu—Explains how to run the program and helps you choose the correct program.
Interest Paid—Enter the principal, interest rate, and time period, and the total interest paid is output.
Number of Time Periods—Calculates the number of periods in a compound interest calculation given future value of principal, present amount, and interest rate.
Future Value—Calculates the future amount of the principal given interest rate, principal and amount of time.
Interest Rate—Calculates the interest rate given the future value, principal initially, and amount of time.
Required: Extended BASIC
DAT 113 C Cassette
DAT 113 D Disk

Depreciation
Computes depreciation by three different methods: (1) straight line; (2) sum of years' digits; (3) declining balance. Input the number of years of useful life, your cost, the salvage value, and the rate (for declining balance only) and you will get the depreciation over a number of years. Output can be on screen, or to printer hooked up at Port 1 on your RS232 Interface.
DAT 107 C Cassette
DAT 107 D Disk

HOME/BUSINESS

Yu-Can Software

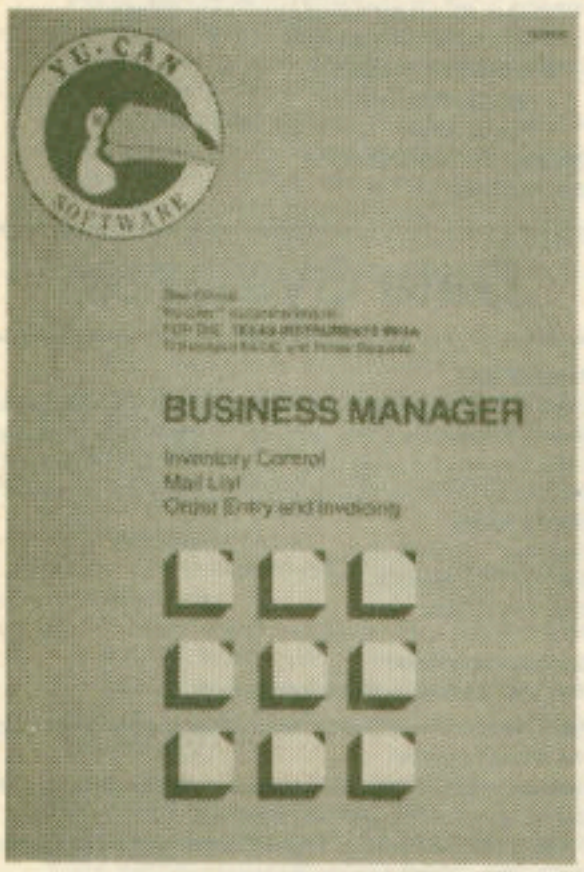
Business Manager
Inventory Control • Mail List • Order Entry & Invoicing
This unique collection of programs, including Inventory Control, Order Entry & Invoicing, and Mail List, are designed to work together to offer you tremendous versatility.

Inventory Control—This program will enable you to keep track of up to 1,000 items. Once stored on disk, items can be located by record number, stock number or description, and displayed or printed out for your review. When used with the Order Entry & Invoicing program, Inventory Control will automatically print out a backorder report on your invoice.

Order Entry & Invoicing—The Point of Sale subprogram will generate a printed invoice for you immediately after entering all order and customer data, or use the Batch Entry option when you require a permanent disk record of your invoices. You can select either option or switch from one to the other for cash or credit sales. Either option will work with the Inventory Control program to keep your inventory up to date and automatically print out back-ordered items on your invoices.

Mail List—This program stores up to 1,000 names and addresses. Adding, deleting, or changing listings is a simple task, and you can design your own format for printing labels. You can also search lists and generate labels and/or reports from any one of nine different fields. This program will work with Order Entry & Invoicing to update your list when billing out to new customers.

32K Memory and additional driver are optional.
Required: Extended BASIC; RS232; Printer
YU 101 Disk



American

Auto Maintenance
This program keeps a maintenance record on every car you own. That's just the beginning. There are more than 20 preset maintenance categories that you can change, or add to, for a total of 50 maintenance categories available. You set up each vehicle's maintenance schedule. Simply input the date and mileage and the program will tell you which items are due, overdue, or O.K. Cost information is also available in several forms from the maintenance records to help your planning. A good program to manage your auto investment.
Required: Extended BASIC; 32K Memory
AM 105 Disk

★ ★ ★ ★ ★ ★ ★

To order, call toll free 1-800-858-4580, or in Texas call 1-806-745-8834

★ ★ ★ ★ ★ ★ ★

VMC Software

Pagewriter-99
An easy to use word processing program that lets you start writing and editing documents almost as soon as you've loaded the program. Many features of larger, more complex word processing programs at a fraction of the cost! Full text editing; search and replace; true lower case letters; double space print capability; global search 5K text buffer.
Required: Extended BASIC; Printer System
VMC 101 C Cassette
VMC 101 D Disk

Mini-Mail 2
Store up to 50 names, addresses, and telephone numbers for later review or for printing a mailing list or mailing labels. Perfect for home use.
VMC 102 C Cassette

Checkbook Plus
A handy utility for recording checking transactions, keeping a running total of your bank balance, and recalling past checks written to a person, store, etc. Features check search and statement verification.
VMC 103 C Cassette

Navarone

Astrology-Horoscope Maker
This powerful program makes casting a horoscope chart much easier. It is written for the professional astrologer and student of astrology. The program calculates the precise location of each planet automatically. You can select from up to nine house systems and print a chart wheel with the planets located in their respective houses.

This is not a mere game program. This is a professional tool. With this program you can create a full chart containing such information as: planet and house positions, elements, dignitaries, and more. And this can be done in just ten minutes. Your charts may be saved on the disk for future printing.
Required: Extended BASIC; 32K Memory; 80 Column Printer System
NAV 109 Disk

★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★

Prices and availability subject to change.

★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★

Data Base Management Series
With our new Data Base Management Series you can set up your own filing system with anything you want. Design your own screens, customize data entry and index by multiple keys. You can file as many records as will fit on your disk, and access them instantly. A powerful sort utility will sort entire disk files in any sequence by up to 6 keys.

The Data Base Management series is written entirely in machine language to harness the power of your TI-99/4A.
Required: 32K Memory; Disk System.
NAV 107 Module DBM Entry
NAV 108 Module DBM Sort

Homework Helper
Homework Helper is an educational "tool" which can help students learn new disciplines in todsy's computer age. Homework Helper is not a game, and it is not a boring teaching program. It is a practical tool which can provide students with a real life data processing environment by helping to organize their own classroom activities.

Homework Helper is designed for students of all ages. The program is menu driven to teach menu techniques, and provides the following options. • CURRICULUM–Your classes are entered and saved in the data base. This information is then used for preparation of reports such as the BOOK REPORT. • ASSIGNMENTS–This option allows you to organize assignments for each class. A printout can be printed at any time to obtain a permanent record for each assignment. • BOOK REPORT–The program will provide a well-organized layout for developing book reports. The reports can be printed and used as a final document for submission to your teacher. The Classroom and assignment information is extracted from the information recorded in other sections. This feature helps to demonstrate the power and capability of the computer for composing letters and reports. • WORKSHEETS–Like the book report, you can print out a "worksheet" form with all of the pertinent headings for a paper you can use to do special reports where drawings may be required. • TYPEWRITER–This option allows you to enter text in free form to be printed in normal typewriter mode. This is not meant to be a true word processor, but it does allow you to use the computer to type letters and address envelopes or anything for which a typewriter can be used.
Required: Disk System or Cassette Recorder with cable. Printer optional.
NAV 106 Module

★ ★ ★ ★ ★ ★ ★

See price list for ordering information and discount program.

★ ★ ★ ★ ★ ★ ★

UNISOURCE

Money-saving offers on software and peripherals for your TI-99/4(A) Home Computer



Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

HOME/BUSINESS

Creative Expressions

Financial System
The Financial System provides an easy-to-use method for small businesses to automate general ledger and journal functions. The ledger accounts can be established to fit your company's needs. A maximum of 200 ledger accounts are available. The system maintains both a current ledger and a year-to-date ledger. These ledgers are updated by the journal file. The journal file is created through various data entry programs which request the required information and automatically build the journal records. Also provided by the system are 15 different journal and ledger reports, enabling a complete review and audit of transactions.

The financial files contain such information as: ledger number, ledger description, amount of sale, amount of purchase, amount of payment, invoice number, check number, date of transaction, customer/vendor account number, and customer/vendor name.

Some of the reports generated include: Journal Trial Balance, Cash Disbursements Journal, Cash Receipts Journal, Sales Journal, Purchase Journal, Invoice and Check Registers, Income Statements, and Balance Sheet.
Required: Extended BASIC; Printer System
CRE 100 Disk

Accounts Receivable/Accounts Payable System
This software package combines accounts receivable and accounts payable into one comprehensive system, thereby eliminating the need to purchase and maintain two separate software packages. Designed in an easy-to-use format, the programs allow the establishment of data files to fit your company's particular business needs.

This system maintains a receivable/payable file of all outstanding transactions. A customer/vendor file is also maintained for validation of account numbers and for generation of addresses for customer billing and mailing labels. The files contain such information as: customer/vendor account number, date of transaction, transaction code to identify charge, payment, or adjustment, transaction amount, invoice number, customer/vendor address and phone number.

Some of the reports generated by this system include: Accounts Receivable Report, Accounts Payable Report, Customer Statements with aging of invoices, Customer Mailing Labels, Open Invoice Reports, Cash Receipts, Cash Disbursements, Receivable Aging Report, and Invoice Listing. The system will also generate accounts payable checks, if desired.
Required: Extended BASIC; Printer System
CRE 101 Disk

Order Entry/Inventory System
The Order Entry/Inventory System provides an easy-to-use method for small businesses to automate order entry and inventory functions. Interrelated programs combine sales to customers and orders to vendors into one comprehensive system while updating inventory amounts. The system will handle up to 400 inventory items on the inventory file and 300 entries in the order entry file.

For each inventory item the inventory file contains such information as: inventory item number, description of item, quantity on hand, quantity available for sale, minimum desired level, month-to-date purchases and sales, year-to-date purchases and sales, and last order information, including last purchase price and last sales price.

The order entry file contains customer/vendor number, invoice number, quantity sold or purchased, and inventory number.

The reports generated by this program include: Detailed Activity Report, Detailed Invoice Report, Open Invoice Report, Current Status Summary, Inventory Listings, On-Hand Inventory Listing, Inventory Usage Report, Current Inventory Value Report, and Current Inventory Mark-Up Report.
Required: Extended BASIC; Printer System
CRE 102 Disk

Payroll System
The Payroll System provides the small businessman a comprehensive, yet simple, means of automating all payroll information. This system is ideally suited for businesses with 40 or fewer employees. However, the system's data files can be expanded to allow for additional employees as needed to accommodate business growth. The system generates payroll registers, individual payroll checks, and quarterly summaries and can accommodate weekly, bi-weekly, monthly, and semi-monthly payrolls.

The payroll master file is maintained in employee number sequence and contains numerous data fields, including: employee number, name, social security number, number of deductions, pay cycle, pay designation, commission percentage, sick leave hours, vacation hours, overtime rate, hourly pay/salary, hours in pay cycle, advanced pay, pay quarterly, FICA quarterly, federal withholding quarterly, state tax percentage, state tax quarterly, insurance deduction, bonus deduction, retirement deduction, union dues, and two miscellaneous deductions.

While a printer and RS232 interface are optional equipment for this system, they permit hardcopy printouts of reports in either 80 or 132 character format and enable the user to print payroll checks. For users who wish to write payroll checks manually, the payroll register can facilitate preparation of the checks. If no printer is available, payroll checks can be prepared from the pertinent information displayed on the TV or monitor screen.
Required: Extended BASIC
CRE 103 Disk

Bright MicroKomputers

Budget-Recorder
Yes, your Home Computer can do more, a lot more than play games. If you are a member of any church, school, civic organization, or would like to get a handle on your own home finances, then our Budget-Recorder program can be of help to you!

This program allows you to name your own categories! It also comes with a built-in 80 column print routine as well as a screen listing so even though you haven't got that printer yet, you can still use this full-featured program.

The disk and 32K version not only gives you the above features but also allows up to 20 receipt and 60 expense categories. All of them stored in the same disk file for each month of the year. The program will then give you a complete budget report by category by month, year-to-date, budget amount, and budgeted balance. The disk version also comes with a complete all-purpose "auto-load" program which will load any of your disk programs, and a "disk-catalog" program which will print the catalog on 4" labels, to complete the present package.
Required: Extended BASIC
BMC 110C Cassette
BMC 110XD Disk (Required: 32K Memory)

★ ★ ★ ★ ★ ★ ★

To order, call toll free 1-800-858-4580, or in Texas call 1-806-745-8834

★ ★ ★ ★ ★ ★ ★

Data Systems

General Will
This program will print up a will which is legal in the United States if signed by you and three witnesses. Just enter the information asked for on the screen. Should be run in Extended BASIC. Designed for use on Port 1 of your RS232 interface and on an EPSON MX-70, but can be easily converted to your printer.
Required: Extended BASIC; Printer System
DAT 106D Disk

Life Expectancy
Answer "Yes" or "No" to a number of questions asked by the computer and find out your life expectancy.
Required: Extended BASIC
DAT 108C Cassette
DAT 106D Disk

Dragonslayer

99/4 Auto Spell-Check
Automatic spelling checker utility for TI-Writer
99/4 Auto Spell-Check is a useful product with broad applications for students, professionals, and home users who engage in word processing. 99/4 Auto Spell-Check is NOT a specialized utility aimed only at programmers. Everyone who owns TI-Writer needs 99/4 Auto Spell-Check. Not having an automated spelling checker is like having only half a word processor. Let the Dragonslayer 99/4 Auto Spell-Check program slay the dragon of misspelled words lurking in your documents.
DRA 100 Disk

Amerisoft

Mini-Editor
A unique word processing program for use with the Mini-memory command cartridge. This program comes complete with a 29 page manual that includes easy step-by-step operation. Some of the features include: line move, paragraph move, character and line insertion and deletion, screen editor, page scrolling, 40 column windows, end of line bell, 9500 character buffer, load and save to any device, parallel as well as serial printing. Can be used with common interfaces or with the Joy Print module. Other features include string search, command escape and many others. You now have the freedom to do your word processing without the need for the expensive peripherals usually associated. More features than similar programs selling for three times the price.
Required: Mini-Memory; Printer System
AMS 105C Cassette

★ ★ ★ ★ ★ ★ ★

See price list for ordering information and discount program.

★ ★ ★ ★ ★ ★ ★

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

Texas Instruments

Football
An exciting computer simulation of football based on actual professional football statistics. Pick the plays, call the defense, snap the ball–every game is different. Lets you experience this popular game no matter what the season. For ages 8 and up.
PHM 3009 Module

Video Games I
Practice your aim with Pot-Shot, try your skill at Pinball, or trap your opponent with Doodle. Three exciting video games that will provide hours of fun-filled entertainment for the entire family. Joystick optional.
PHM 3018 Module

Indoor Soccer
Computer version of fast-paced five-on-a-side soccer. Includes passes, shots, interceptions, saves, tackles and many other soccer tactics. Control the players for exciting action–you can even watch a slow motion instant replay of each score. For soccer fans 8 and older. Joystick optional.
PHM 3024 Module

Mind Challengers
Two challenging games are included in this package. Game I challenges the player(s) to echo a sequence of notes. If correct, the next player must answer after more notes are added (up to 64 notes). Game II is a code-breaking game using shapes and colors. For ages 10 and up. Joystick optional.
PHM 3025 Module

Tombstone City: 21st Century
You find yourself in a 21st Century Old West ghost town threatened by an invading hoard of green alien morgs. They live off of only two things–tumbleweeds and people. You and your security force of prairie schooners try to stop the morgs before they infest the earth. A one-player game, Tombstone City is designed to test your strategy as well as your skill. Joystick optional.
PHM 3052 Module

Car Wars
If you enjoy the excitement of high-speed racing, combined with the challenge of out-maneuvering a canny opponent, then Car Wars is your kind of game. Pit your speed and skill against the computer's as you try to get your car around the track without getting "crashed" off the field. Various levels of difficulty allow you to add even more excitement to the action of this one-player game. Joystick optional.
PHM 3054 Module

Munch Man
Four cunning hoonos are in pursuit of your Munch Man. Can he make it to an energizer in time to change the attack or will the hoonos devour him. You must out-maneuver the hoonos as you try to clear the maze by eating all the dots, without being eaten by the hoonos. Fun for all ages. Joystick optional.
PHM 3057 Module



Alpiner
This one-or-two-player game is a "climbing" game of skill and challenge. There are a total of six mountains that one can climb: Hood, Matterhorn, Kenyz, McKinley, Garmo and Everest. Climbers must face different animal hazards including lions, bears and skunks. They must also face natural hazards such as rockfalls, forest fires, and avalanches. And, watch out for the abominable snowman! Joystick optional.
PHM 3056 Module

Chisholm Trail
Ride the Chisholm Trail and you'll be challenged to move steers while fighting BRAND monsters and our special monster called the WRANGLER. Wired Remote Controllers are optional.
PHM 3110 Module

Burger Time
You are Peter Pepper™ the chef. The food in your kitchen is out of control and is trying to catch and destroy you! As you rush through your kitchen frantically building burgers, the terrible villains–Mr. Hotdog™, Mr. Pickle™, and Mr. Egg™–chase you relentlessly. Escape the villains by crushing them with burger layers or stunning them with pepper. Pick up ice cream cones and coffee cups to gain extra points and pepper throws. After making four burgers, you advance to a new kitchen with a different pattern.
PHM 3233 Module



Return to Pirate's Isle
In Return to Pirate's Isle, you use logic and cunning to find 13 hidden treasures. Examine your surroundings carefully. Every move you make could lead to a treasure or an object you may need to discover a treasure. Take your time and be persistent to be successful.

- Enjoy graphics that create a 3-D effect.
- Use a printer to plot your commands and the responses of the program.

Play at your own pace by saving the game on a storage device.
PHM 3189 Module

Hopper
Chadly the Kangaroo is surrounded by crates in the cargo hold of an ocean freighter. Three circus trainers are trying to capture him. His only defense is kicking the same crates that the trainers use to trap him. Only your quick thinking and lightning reflexes can save Chadly from captivity.
PHM 3229 Module



Moon Mine
The evil Zygonaut, legendary ruler of the moon's center, has raided the Earth and stolen all its precious treasures. The Zygonaut has hidden the treasures in a mine shaft deep in the center of the moon. As captain of the U.S.S. Recovery, you must pass through the mine shaft to reach the center of the moon and retrieve the Earth's treasures.
PHM 3131 Module

Treasure Island
You are an explorer searching for riches on the legendary Treasure Island. Ruby lamps and golden crowns lie within easy reach. Suddenly, the island begins to sink! Your only chance for survival is to climb to the top of the island before it's too late, grabbing as many treasures as you can along the way. But beware! Monsters and gorillas, falling boulders, and poisonous skulls are a constant threat. Every step could be your last in this exciting one-player game of narrow escapes and sudden danger.
PHM 3168 Module

Oldies But Goodies I
A total of five exciting games including Word Scramble, Number Scramble, Tic-Tac-Toe, Biorhythm and Factor Foe. Exciting action for one-or-two players. For all ages.
PHT 6015 Cassette
PHD 5015 Disk

Oldies But Goodies II
Second in a series of game collections. Package includes Hammurabi, Hidden Paris, Peg Jump, 3D Tic-Tac-Toe and Word Safari. Fun for everyone.
PHT 6017 Cassette
PHD 5017 Disk

Saturday Night Bingo
Play one of the most popular multi-player games–BINGO–with the aid of a computer. The program randomly selects the numbers to be called and then reads them aloud. Use an automatic or manual mode to set the pace of the game. Perfect for organizations that conduct large BINGO games. RS 232 and Printer are optional.
Required: Speech Synthesizer/Extended BASIC
PHT 6025 Cassette
PHD 5025 Disk

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

Draw Poker
Mind teasing, one-player card game that pits you against the computer. The computer shuffles, deals and handles the details of play while you raise, call, fold, and discard. Your hand is dealt with all five cards showing while the computer's hand is dealt face down. A bankroll of $5,000 is given to both you and the computer. Play continues until one player loses his bankroll.
Required: Extended BASIC Module
PHT 6037 Cassette
PHD 5037 Disk

Slymoids
In this one-player game, you are a sharp-shooting cowboy–the last defense against the hordes of alien Slymoids. Use your Slymoid Scanner and Laser Fireball Weapon to locate and destroy these strange life forms. The devious Slymoids also appear in two other forms–Jelloids and Spores. Chase the Slymoids through fields, castles, and caves. But beware! The crafty Slymoids have turned spiders, bats, and even rocks against you.
PHM 3197 Module

Munchmobile
Let's go for a ride in the Munchmobile. You drive down dangerous highways, looking for snacks along the side of the road. Watch for sharp turns, speeding cars, and objects that can block your way. Your goal is to pick up as many snacks as possible while safely driving down the highway toward the garage. Watch your fuel gauge and grab gasoline whenever possible to refill your tank. Carefully park your Munchmobile in the garage to begin the next round. Good luck–and safe driving!
PHM 3146 Module

Sneggit
Sneggit is a game of quick reflexes, fast planning, and constant alertness. The object of the game is to score as many points as possible by saving the chicken's eggs from the hungry snakes. You control the chicken that guards the eggs, which are scattered all over the barnyard. You must use your wit and skillful tactics to save the eggs from being eaten by the snakes.
PHM 3145 Module

Hunt the Wumpus
Deep within a maze of caverns and twisting tunnels lives a creature known as the Wumpus. Protected by giant bats and pits of slime, the Wumpus feeds on unwary visitors to its cavern.

You are the daring hunter who tracks the Wumpus to its lair! Armed with a single arrow, you explore the maze of caverns, searching for clues to tell you where the Wumpus is hiding. Once you think you've found the Wumpus, you fire your arrow into its cavern. But be careful! If you choose the wrong cavern, you will be the next victim of the Wumpus.
PHM 3023 Module

A-MAZE-ING
With the A-MAZE-ING *Solid State Software*™ Command Module, you become a mouse attempting to find your way through a maze. But this is no simple maze game! There are over 5,000 possible variations, including dangerous cats, delicious cheese, and dark mouseholes to aid or hinder your escape. You move your way through the corridors, eating the cheese pieces as you go. But be careful–the hungry cats may be lurking nearby, and a single pounce can land them beside you at any moment.

With the many options available in A-MAZE-ING, you can create a maze on almost any skill level. You can begin with the easier games and work your way up to the challenge of the more difficult mazes.
PHM 3030 Module

Toll free ordering. For technical information or additional product information, contact us on our Special Technical Information Line.



Parsec
You are the commander of the starship PARSEC patrolling an alien planet. Suddenly, the onboard computer announces that you are about to come under attack by small alien fighters and large, heavily armed, hostile alien cruisers!

The fighters are highly mobile, and unless they are eliminated by your laser, they fill the screen, restrict maneuvering of your craft, and may cause a deadly collision. The cruisers are highly aggressive and their armament devastating. Armed with photon missiles, they track your ship and fire on it. You must outmaneuver and destroy them with accurate fire from your ship's laser. If you survive the waves of alien craft, do not let down your guard, for you also have to blast through an asteroid belt or refuel your ship, demanding the utmost in skillful flying.

Parsec is a challenging, exciting game packed with thrills. Danger and excitement are brought on with each new attack.
PHM 3112 Module

TI Invaders
Your world is under attack by downright nasty creatures from the black pit of Space. It's up to you–can you save your world from this hostile horde? You must use your wit and quick movements to destroy the multi-colored creatures. But, as you shoot down each attacker, the swarming horde increases its speed and sprays shots at your missile. Your missiles are limited, so you also must be cautious.
PHM 3053 Module

Tunnels of Doom
You are about to take your first step into the unknowns of the Tunnels of Doom where all the myriad realms of fantasy coexist to challenge all would-be heroes. Descending deeper and deeper into the labyrinth of tunnels and rooms, you are faced with innumerable monsters blocking your path and guarding treasures. You are a member of a rescue party, or perhaps, an unsuspecting soul trying to escape from the murky depths. No matter what the circumstance may be, you must gather all your strength and wits to survive the Tunnels of Doom.

Tunnels of Doom is a role-playing adventure that stimulates your imagination and challenges your survival instincts. You are not just a spectator but an active member of the party entering the dark, mysterious depths. You are in control of what happens to your players, and eventually, you become the character journeying through the Tunnels of Doom.
PHM 3042T Module/Cassette
PHM 3042D Module/Disk

TI-Trek
Challenging interstellar battle game makes you responsible for the safety of your galaxy. Fire phasors, torpedoes or multiple torpedoes to destroy the enemy. Warp through different quadrans in the galaxy for that futuristic atmosphere. Speech Synthesizer and Speech Editor Command Module are optional.
PHD 5002 Disk

Mystery Melody
A challenging musical game for one-or-two players. The object is to recognize the title of a song as quickly as possible. You score points on how quickly you give an answer. Fun for the entire family.
PHT 6010 Cassette
PHD 5010 Disk

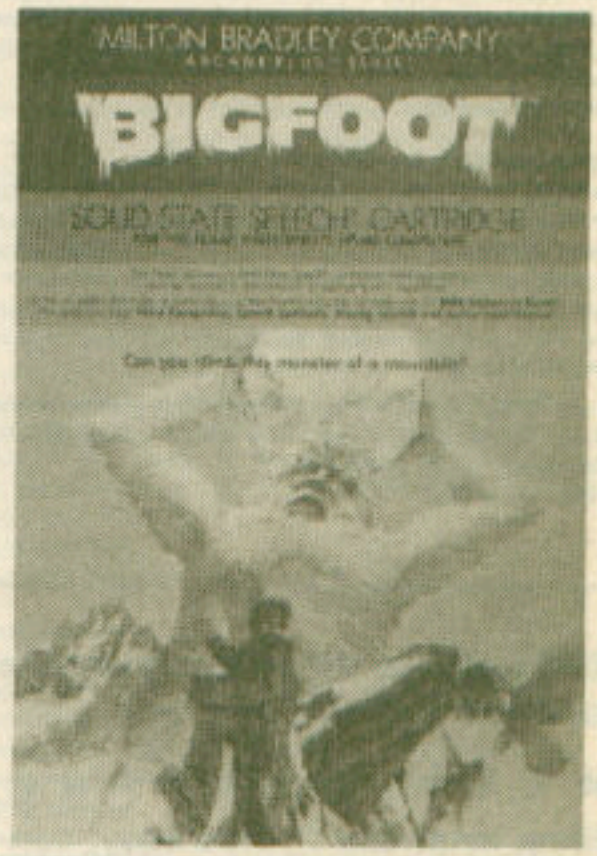
Milton Bradley MBX Expansion System

These cartridges can be played with the Texas Instruments Home Computer or with the Texas Instruments Home Computer and the MBX Expansion System. The MBX Expansion System adds new dimensions to your Texas Instruments Home Computer: Triple-axis analog joystick allows total maneuverability of screen objects; action-input keypad allows for quick response and flexibility; and speech synthesis allows you to hear phrases, prompts, and sound effects that are true-to-life, well-modulated, and full of inflection.

Bigfoot
It's 50 degrees below zero; your guide is nowhere to be found; and you are clinging to a snowy ledge by a rather shaky-looking piton. Can you make it to the top of the mountain, collect food and gold on your way up, and cage the raging Bigfoot?

The Bigfoot cartridge challenges you to move a climber, ledge by ledge, up a mountainside. Your climber scales upward on ropes that have been tossed to ledges. Bigfoot hurls giant snowballs at your climber, and sky-diving eagles try to carry him away.

There are six mountains to climb. If you are clever and sure-footed, your climber reaches the summit and scores high. Speech synthesizer optional.
PHM 3151 Module



Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

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ENTERTAINMENT

Sewermania
A bomb is hidden deep in the city's sewer system. Can you help our hero, Dave, who works underground for Sewer Central, race through two pipe mazes and find the bomb?

You and Dave must battle ferocious rats and a toothy alligator on your search. If you are swift of foot and quick of wit, you can beat off your enemies with an old shovel or trap them with sliding maze doors.

Score points by successfully battling underworld foes. Find the bomb and bring it to the surface before it blows up to gain even more points! Voice Recognition allows you to control the movement on the screen by the sound of your voice, using the MBX System. Speech synthesizer optional.
PHM 3150 Module

Meteor Belt
Are you ready to do battle in an epic space duel? You and a space outpost at the outer fringes of the meteor belt are at war. You must destroy the enemy outpost and enemy ships before they destroy you!

A belt of meteors separates your outpost from your enemy's. Each of the outposts is manned with a fleet of 8 ships, one defending the outpost at a time. Ships fire at one another from behind protective shields and barriers. Ships can attack with white laser fire, purple deflection beams, and deadly drones. Destroy the enemy's protective shield and barriers with your high-powered defense systems and gain points as you destroy the enemy's fleet! Speech synthesizer optional.
PHM 3152 Module

Superfly
Look! It's a bird, it's a plane, it's Superfly! Superfly is a mutant insect that can leap tall alien spiders (and other enemy bugs) in a single bound.

Cleverly disguised as an ordinary housefly, Superfly has:
- Swift and agile speed
- Four-direction firing power
- Lethal exterminating spray

Superfly must use all of these powers to battle a swarm of adult space spiders and their wiggly larvae, too!

The Superfly cartridge challenges you to save Superfly, who is trapped in deep space and is being attacked by angry alien insects. Each time Superfly fires at an insect and exterminates it, you gain points. The object is to score the most points. Each game begins with only five flies, so Superfly must move cleverly and fire accurately to score high and stay alive! Voice Recognition allows you to control the movement on the screen by the sound of your voice, using the MBX System. Speech Synthesizer optional.
PHM 3153 Module

Space Bandits: A Treasure Hunt In a 3-D Maze
Androids from a faraway galaxy have stolen precious energy crystals and hidden them in a 3-D tunnel. Your mission: retrieve the crystals at any cost! Help your Hunter Robot snatch up the crystals before one of the deadly Android guards catches him. One moment of delay and your poor Robot could get lost, spiraling deep into the Black Void. So use your vapor gun freely to shoot around corners and hurry, hurry, hurry!

Voice Recognition allows you to control the movement on the screen by the sound of your voice, using the MBX System. Speech synthesizer optional.
PHM 3149 Module

See price list for ordering information and discount program.

★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★

Shop by phone . . . it's easy, convenient, and saves you money. Visa and Mastercard welcome.

The Championship Baseball cartridge can only be played with the Texas Instruments Home Computer and the MBX Expansion System. The MBX Expansion System adds new dimensions to your Texas Instruments Home Computer. Voice Recognition allows you to control object movement and positioning with your voice.

Championship Baseball
Play Ball! Now you can experience the most realistic video baseball game ever designed when you play Championship Baseball. In addition to its unique Voice Recognition element, it also features Speech Synthesis. You can hear computer-generated sounds of cheering crowds, umpire calls, and "Take Me Out To The Ball Game" theme music.

Watch runners speed around the baselines and slide into bases, as umpires decide their fate with realistic hand signals and verbal calls. Use the Texas Instruments Home Computer keyboard to "sign-in" the team names of your choice and watch as they flash up on the scoreboard in center field.

You can pitch curves, screwballs, fastballs, and much more when you're on the mound. Just press keys on the MBX console to throw the pitch of your choice. Triple-axis analog joystick allows you to control a multitude of batter functions such as swing, bat speed lead-off and stealing bases, sliding, and sprinting past first base.
Required: MBX Expansion System
PHM 3148 Module

Milton Bradley

Blackjack & Poker
If you enjoy an occasional game of Blackjack or Stud Poker, you'll appreciate the Blackjack & Poker *Solid State Software*™ Command Module. Sit back and relax while the computer shuffles, deals, and handles all the details of play.

With the Blackjack & Poker Command Module plugged into the console, your Home Computer:
- Allows you to play either game with up to four players.
- Lets you choose the size of your beginning bankroll.
- Shuffles the cards, deals the hands, and keeps track of the bets.
- Determines the winning hand(s) and pays off the bets.

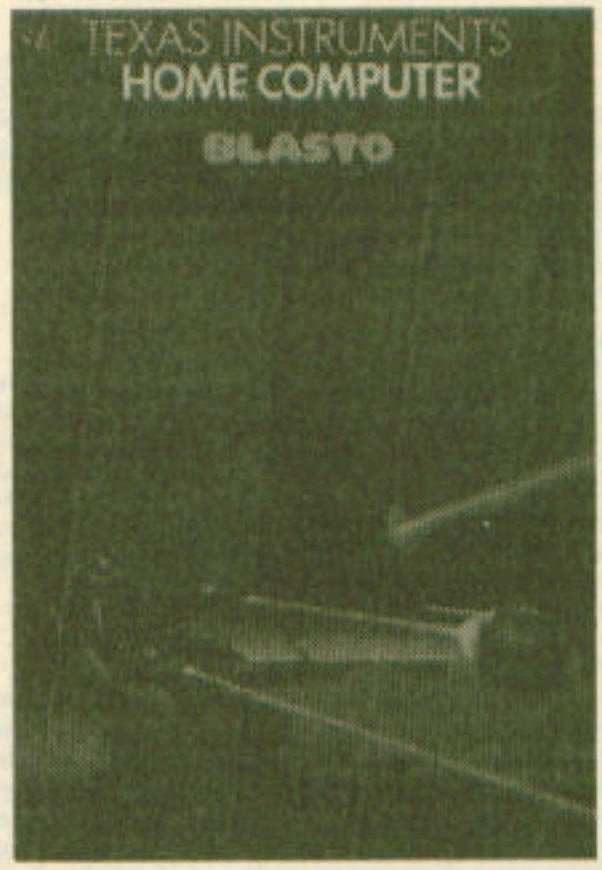
PHM 3033 Module

Hustle
If you like a fast-moving game with plenty of action, then the Hustle *Solid State Software*™ Command Module is for you! You and your opponent direct "snakes" in a small playing area. Developed for Texas Instruments by the Milton Bradley Company, the object of Hustle is to outmaneuver your opponent and score the most points.

With the Hustle module plugged into your computer, you can:
- Play a one-player game with the computer as your opponent. There are three versions of Hustle–Normal, Countdown, and Countup. Each may be played on one of three levels of difficulty.
- Challenge a friend to a two-player game. Choose a version of Hustle or Snakefight, or play a third one–Blockade.

The module automatically keeps score for you, while colorful graphics and computer music add to the fun.
PHM 3034 Module

Attack
Play the commander of a ship in a region of space infested by "spores" and "aliens" which must be destroyed. Maneuver your ship to avoid the aliens and fire missiles to destroy the enemy. This exciting package must be seen and heard to be truly appreciated. For the entire family. Wired Remote Controllers are optional.
PHM 3031 Module



Blasto
A one-or-two player tank challenge to destroy a field of mines while avoiding your opponent's fire. Fast-paced race against the clock to hit the most mines. But don't hit the mines at close range or you'll have to start over. Great game for ages 10 and older. Wired Remote Controllers are optional.
PHM 3032 Module

Zerozap
Fast-action computerized pinball game with electric light and sound effects. You can even create your own playing field. For ages 6 and up.
PHM 3036 Module

Yahtzee
This exciting dice game combines strategy and chance. Players build points by rolling certain number combinations. Ages 8 and up.
PHM 3039 Module

Connect Four
A challenging vertical strategy game. Players must get four markers in a row—down, across, or diagonally—to win. For ages 10 and up.
PHM 303 Module

Hangman
The HANGMAN *Solid State Software*™ Command Module, developed for Texas Instruments by the Milton Bradley Company, offers you excitement and challenge as you try to guess the letters needed to spell randomly selected words before the hangman figure is complete. The HANGMAN secret word game challenges you to guess your word before the computer or an opponent does, using the optional timer to limit the amount of time for guessing a letter.

With the HANGMAN Command Module, you can:
- Play against the computer or an opponent.
- Let the computer select words randomly from the preprogrammed list.
- Enter your own words for each game.
- Create your own Custom List of up to 60 words which the computer randomly selects.

PHM 3037 Module

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

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Adventure International

Adventure
You are standing on the edge of a high cliff. To your left, you see a hungry python slithering your way. To the right, a quicksand bog surrounded by bleached bones awaits unsuspecting travelers. Behind you a large grizzly bear blocks the only path into the forest. Suddenly, you notice a sturdy rope hanging over the edge of the cliff. But–there's a thick mist below so you can't see where the rope leads. Should you chance climbing down the rope, or should you try to kill the python or the bear?

With the Adventure *Solid State Software*™ Command Module and one of the many cassette- or diskette-based Adventure games developed by Adventure International, Incorporated, you can face challenges similar to this one. The program describes the situation and waits for you to decide the action you want to take. Based on your choices, you might find valuable treasures, free a count trapped by an evil spell, or save the world's first automated nuclear reactor–all without leaving the comfort of your own home.

To play Adventure, you need both the Adventure Command Module and a cassette- or disk-based Adventure game. One game, Pirate's Adventure, is included with the module.

Before you begin playing, note that each Adventure game challenges your powers of logical reasoning and may require hours, or even weeks, to complete. To leave a game and continue it at another time, you can save your current adventure on a cassette tape or diskette.
PHM 3041T Cassette
PHM 3041D Disk



To help you select your next Adventure, here is a brief summary of the Adventures currently available.

Adventureland
The Adventureland game begins in the forest of an enchanted world. By exploring this world, you can locate 13 treasures, as well as the special place for storing them to score points. However, be careful not to wake the sleeping dragon!
PHT 6046 Cassette
PHD 5046 Disk

Mission Impossible
Your impossible mission starts with a tape recorder in a briefing room. Can you find the mysterious person who just ran out of the room as you try to save the world's first nuclear reactor from destruction?
PHT 6047 Cassette
PHD 5047 Disk

Voodoo Castle
When the Voodoo Castle adventure begins, you are in a chapel looking at a closed coffin. By exploring the castle, you try to find the information necessary to free Count Cristo from the fiendish curse placed on him by his enemies.
PHT 6048 Cassette
PHD 5048 Disk

The Count
In The Count, you wake from a nap to find yourself in a strange bed holding a tent stake. Now it's up to you to discover who you are, what you are doing in Transylvania, and why the postman delivered a bottle of blood.
PHT 6049 Cassette
PHD 5049 Disk

Strange Odyssey
Your Strange Odyssey begins as you realize that you are stranded on a small planetoid and must repair your ship before you can go home. As you search the planet for the necessary parts, you find the ruins of an ancient civilization. Try to discover the civilization's secrets, collecting treasures as you go.
PHT 6050 Cassette
PHD 5050 Disk

Mystery Fun House
Before exploring the Mystery Fun House, you must figure out how to get inside. Once inside, you'll see all the typical Fun House sights, concealing a valuable prize.
PHT 6051 Cassette
PHD 5051 Disk

Pyramid of Doom
The Pyramid of Doom adventure starts in a desert near a pool of liquid, with a pole sticking out of the sand. As you investigate further, you find a pyramid only recently uncovered by the shifting sands. Find its entrance, collect the treasures, and then try to escape from the pyramid.
PHT 6052 Cassette
PHD 5052 Disk

Ghost Town
All ghost towns are mysterious, but this one holds a particular fascination–it contains both treasures and real ghosts. Explore all of the old buildings and the entire area thoroughly to see how many treasures you can locate.
PHT 6053 Cassette
PHD 5053 Disk

Savage Island I & II
You begin the two-part Savage Island Series on the edge of an impenetrable jungle. As you explore the island, you may meet some very unusual creatures. Upon the successful completion of Part 1, you receive the password that enables you to begin Part 2. If you complete the second part of the series, you become the world's greatest hero. However, if you fail, you suffer a quick, horrible death.
PHT 6054 Cassette
PHD 5054 Disk

The Golden Voyage
Before embarking on your Golden Voyage, you must locate the royal palace in the Persian city. In the palace, you meet an aging king who only has three days to live, unless you can restore his youth. Starting with only a bag of gold, you eventually set sail for the four corners of the globe on a quest for the mythical fountain of youth.
PHT 6056 Cassette
PHD 5056 Disk

★ ★ ★ ★ ★ ★ ★

Toll free ordering. For technical information or additional product information, contact us on our Special Technical Information Line.

★ ★ ★ ★ ★ ★ ★

CBS Toys

Othello
Your opponent has just outflanked you and captured your disks...you're surrounded. Can you outwit your adversary in this intriguing game of strategy, skills, and concentration?

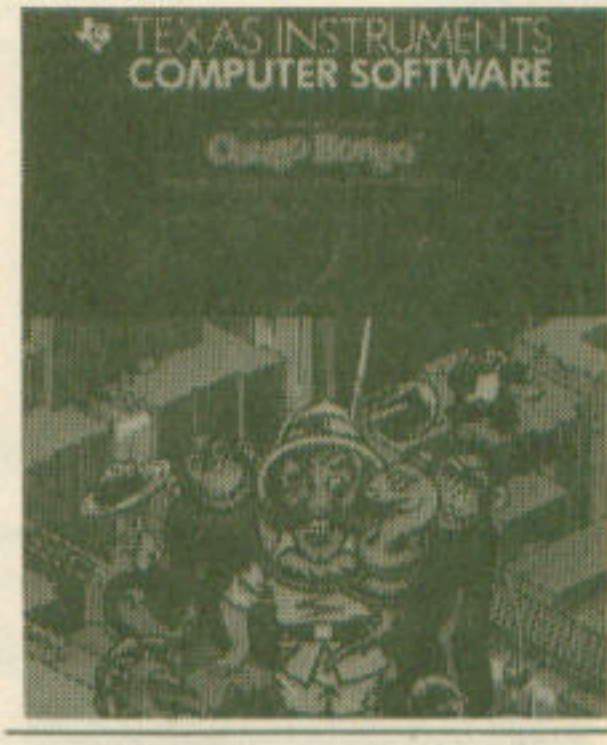
Challenging board game developed by Gabriel Industries.
PHM 3067 Module

20th Century Fox

M*A*S*H
With M*A*S*H, you face the perils of a Mobile Army Surgical team on the front lines of Korea. Developed for Texas Instruments by Fox Video Inc., the game is based on the popular movie and television series "M*A*S*H" and its characters, Hawkeye and Trapper. The surgeons have assumed new hazardous tasks in this version of M*A*S*H. They not only operate brilliantly to save lives, but also fly to rescue soldiers in the field. You become either Hawkeye or Trapper. You fly bravely into danger to rescue wounded soldiers, or assume a different but equally harrowing role–a surgeon in a Mobile Army Surgical Hospital.
PHM 3158 Module

Sega

Congo Bongo
You are a hunter on a safari. Journey up rocky cliffs and across the treacherous river in your search for Congo Bongo–king of the jungle. Beware of tropical dangers! You can lose your life if you come in contact with skull-crushing coconuts, poisonous snakes, or wild monkeys. Survive the other perils of the jungle to come face to face with Congo Bongo. Journey through two jungle terrains. Your challenge is to first climb the steep mountain and then cross the great river to Congo Bongo's hideaway. You begin each safari with five hunters. Dangers threaten you at every turn. Be careful! With one false step, you lose a hunter and return to the beginning of the trail. When you reach Congo Bongo, your safari starts again at a faster pace and with new perils.
PHM 3227 Module



Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

ENTERTAINMENT



Buck Rogers
You are Buck Rogers fighting a desperate battle on Planet Zoom in the twenty-fifth century. To escape the planet, you must carefully pilot your ship through dangerous Electron Posts and dodge menacing Space Hoppers that can crush your ship. Once you escape from the planet surface, you face a swarm of Alien Saucers that protect the Mother Ship. Destroy the Alien Saucers, and then aim a direct hit at the Mother Ship. You must complete your mission before you run out of fuel, or your ship explodes! Enjoy colorful, 3-D graphics. Optional: Speech Synthesizer
PHM 3226 Module

Star Trek
Captain's log–Stardate 2541. The Federation is in danger! A berserk, mutant probe seeks to destroy human life as we know it. Join this space adventure! Beam aboard the U.S.S. Enterprise and command the starship on its most challenging mission–to seek and destroy the deadly Nomad. Your course lies through hostile Klingons and Anti-Matter Saucers. Eliminate them before they eliminate you! Each victory helps you gain energy to annihilate Nomad. Dare to venture where no starship has gone before.
PHM 3225 Module



Imagic

Microsurgeon
Do you ever dream of being an expert surgeon? Microsurgeon places you in an imaginary operating room where you work against time to save patients in critical need of treatment. In this fantasy setting, you perform experimental surgery to cure a variety of conditions. Each imaginary medical case presents a new challenge to your surgical skills. You gain satisfaction from curing patients and accumulating funds for medical research.
IMA 102 Module

Demon Attack
Evil creatures from the Demon Armada are attacking Earth's last outpost on the Moon. Only your Laser Cannon stands between them and their conquest of the Earth! Ward off successive waves of demons in order to approach Pandemonium, the demon base, and challenge the demon leader. Outmaneuver Suicide Patrollers flying from the Core of Pandemonium. A direct shot to the demon leader destroys Pandemonium–but not for long!
IMA 101 Module



Moonsweeper
As the pilot of the USS Moonsweeper, you must rescue the miners stranded on the moons of Jupiter. Maneuver your ship to destroy photon torches and satellites in orbit. Then, fly the Moonsweeper to an orbiting moon to begin the rescue. Beware of towers and hostile surface destroyers! Your score increases as you rescue miners and destroy the enemy's towers, surface destroyers, and launcher ships. Once you have rescued the six miners the Moonsweeper can carry, fly through accelerator rings. When you have gained enough speed, you escape the moon and return to Jupiter's orbit to continue your mission.
IMA 103 Module

Fathom
Enter a fantasy world of adventure as you rescue Neptina. Reassemble Neptune's powerful Trident that has been changed into magical stars and scattered among clouds in the sky and seahorses in the sea. Transform yourself into a seagull or a dolphin to search for the pieces of the Trident. As you travel the sky and sea, the screen automatically shows your progress. Maneuver past invisible barriers blocking your course. Time is short! Your efforts to rescue Neptina rapidly drain your energy. Save Neptina before your energy is gone or she will be held captive forever!
IMA 104 Module

Sierra-on-Line

Jawbreaker
Jawbreaker is a thrilling one-player game of narrow escapes and sudden danger. You control the Jawbreaker, a powerful set of teeth, and race through a maze of shifting walls and doors. Your score climbs as you clear each screen by devouring Dots and Special Treats. A toothbrush cleans your teeth to get you ready for more action. Avoid the Grinning Gobblers as they come at you from either side. Eating Energizers gives you the power to chase and destroy the Gobblers. Watch out–your power is only temporary. Soon the Grinning Gobblers will turn and attack!
PHM 3194 Module

American

Land on Mars (Ages 12-Adult)
Land on Mars is a challenging game in which you try to pilot the Martian lander to a safe landing on Mars. As pilot, you must watch your instruments, watch where you are going, determine direction for firing the engines, and choose how much power the engines should use. After landing, you blast back into space and try to dock with the orbiter. Hundreds of landscapes and the option of weak or strong gravity provide continually changing challenge. A hungry Martian dragon is available for those who think they have the game mastered.
AM 117C Cassette
AM 117D Disk

3-D Maze (Ages 12-Adult)
Enter the world of 3-D Maze. Look down the hallways, explore them, find the dead ends and the loops. Try to remember in what direction you are going and then find the exit! There are hundreds of mazes, some easy, some very difficult. Come, try to conquer the world of 3-D Maze.
Required: Extended BASIC
AM 101C Cassette
AM 101D Disk

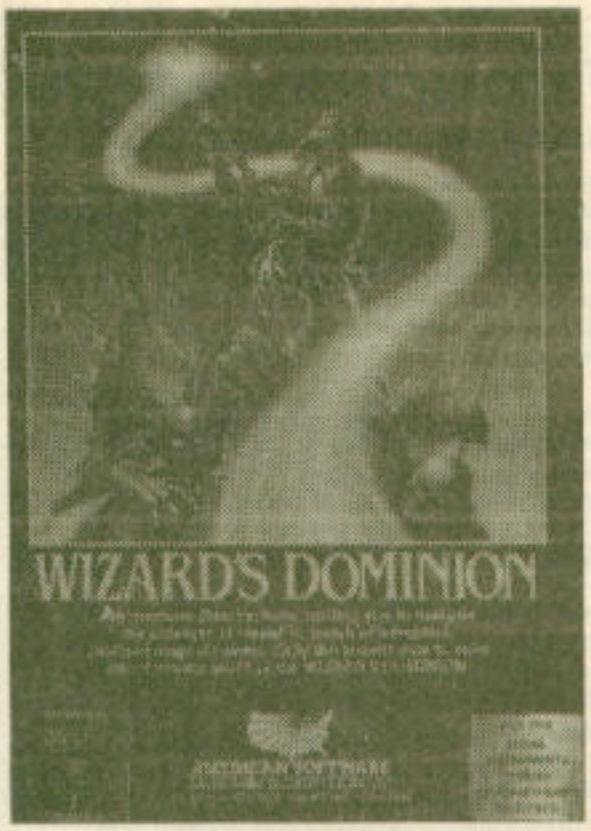
Bomb Squad (Ages 12-Adult)
Time is ticking away. Only 16 seconds left. To stop the clock, the timer circuit must be cut. But which one is it? One more test and you should know. The question is: Can you figure it out in time? As the time relentlessly ticks away, you must make tests on the bombs circuits and use logic to deduce which wires to cut. Over 20 levels of difficulty make this game a challenge for the beginner or the expert.
Required: Extended BASIC
AM 102C Cassette
AM 102D Disk

Fun House TIVenture (Scott Morgan) (Ages 12-Adult)
In this adventure, challenge after challenge will face you. Can you make it out of the mysterious fun house? Watch out! Only the best adventurers can get out of the room of mirrors. Lots of fun! Has sound effects. Difficulty: Intermediate.
Required: Extended BASIC
AM 108C Cassette
AM 108D Disk

Stone Age TIVenture (Scott Morgan) (Ages 12-Adult)
How good are you at history? How about 5000 B.C.? Can you survive the many dangers that lie ahead? On this adventure you must find the time machine to teleport you back to the 20th century. Has sound effects. Difficulty: Intermediate.
Required: Extended BASIC
AM 121C Cassette
AM 121D Disk

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

ENTERTAINMENT



Wizard's Dominion (Ages 12-Adult)
A Fantasy Adventure: An ominous glow beckons, inviting you to navigate the passages of crystal in search of adventure, gold and magical powers. Only the bravest dare to enter the cavernous world. Spend your gold wisely as your life depends upon your decisions! A great adventure awaits those who dare to enter, but BEWARE! The price may be your life! Half-human monsters stalk the passages ready to defend them from intruders. Magic, armor and weapons combined with your wits may defeat his strength. 3-D perspective; superb graphics; many levels to conquer; hundreds of caves per level.
Required: Extended BASIC
AM 119C Cassette
AM 119D Disk

Haunted House TIVenture (Scott Morgan) (Ages 12-Adult)
This is an adventure that will put you in a trance. Monsters and Magic lurk everywhere in this strange house. Only the brave will make it. Grab the ruby and get out. Not as easy as it sounds. Has sound effects. Difficulty: Intermediate.
Required: Extended Basic
AM 115C Cassette
AM 115D Disk

007: Aqua Base TIVenture (Scott Morgan) (Ages 12-Adult)
This one is for the beginning adventurer. You're Secret Agent 007; your mission is to find the evil COMPUTER OPERATOR who is planning to blow up the world. He is hidden in his AQUA BASE. Can you find his hideout in time to destroy the laser and his base? You only have 90 minutes. Help feature included. This is the first of a great series. Sound effects included. Difficulty: Beginner
Required: Extended BASIC
AM 103C Cassette

The Four Vedas TIVenture (Scott Morgan) (Ages 12-Adult)
A party of your tribe went on an expedition. They never returned and now it's your turn. Go on! During this adventure, you must find the ancient books of your tribe that were lost many years ago. They contain great knowledge of the past and of Magic. There are some fairly easy obstacles and some extremely hard ones that require a lot of thinking. Sound effects included. Difficulty: Advanced
Required: Extended Basic
AM 110C Cassette
AM 110D Disk

★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★

Unisource ... your one source ...

★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★

Miner '49er TIVenture (Scott Morgan) (Ages 12-Adult)
On this adventure, you're in a ghost town that once was a prosperous mining town. Enter the mine for there remain treasures. Why are these treasures still here? Rumors of a monster living in the mine scared off the people living in the town and they left their treasure behind. Find all 3 treasures and you will be proud. Sound effects included. Difficulty: Intermediate
Required: Extended BASIC
AM 107C Cassette
AM 107D Disk

Parallel Systems

Party Trivia Game
- 6 categories (50's, TV, Hollywood, etc.)
- Great for parties
- Fun for all ages
- Also includes sports quiz

PAR 108 Cassette

Republic

Ring Destroyer
Extended BASIC and Assembly Language versions of this action-packed game are both included with this package. With the disk version the Assembly Language version automatically loads if the memory expansion is present. Truly arcade game action in this version...your software steps up as your system expands...automatically!

An Asteroids style game with Ring Fragments sailing in all directions and complete with enemy ships sending mines into your path. Great graphics and sound with very smooth action.
Required: Extended BASIC; Joysticks
REP 100C Cassette
REP 100D Disk

Data Systems

Neutral Zone
You are in control of a new type of cruiser, and you have been sent out to destroy an enemy vessel at the outskirts of the Terran Federation. You have the advantage of speed, but the unknown ship carries some type of unknown powerful weapon. Good luck, Commander!
Required: Extended BASIC
DAT 110C Cassette
DAT 110D Disk

Concordium
A space game in which strategy and tactics are more important than luck. You control the Concordium, a political unit consisting of five planets, and must fight to retain freedom from the Terran Empire (which at the time consists of only three planets). Though you are heavily outnumbered in the beginning, ship production is almost even, and you have a positional advantage. Furthermore, in order to win, the Empire must capture all of your planets, while you must only capture the Empire's capital. A good representation of a future interstellar war.
Required: Extended BASIC
DAT 109D Disk

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See price list for ordering information and discount program.

★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★

Extended

Extended Baseball
An action game between the Pros and the Stars. Joystick control of the pitcher batter and individual batting averages that specifically affect the batting results add to the large variety of plays including multi-base hits. Full sprite action and immediate updates on balls, strikes, outs, innings, batting averages and scores keep the action moving through nine innings (or more in case of a tie). Interrupted games may be restarted at a later time.
Required: Extended BASIC; Wired Remote Controllers
EXT 113C Cassette
EXT 113D Disk

Extended Hangman
There are many programs for Hangman because it is such a challenging and fun game. We have tried to add a few elements to make our program enjoyable and smooth-running. The unique initial screen hopefully will amuse you. Quick graphics, music, color, speech (optional) and sound are added to keep the players entertained. 580 words of 4 to 9 letters in length in easy, medium and difficult groups or you may add your own words.
Required: Extended BASIC
EXT 112C Cassette
EXT 112D Disk

Froggy
This program has close to Arcade game action. A lot of activity on the screen all at the same time and the action is fast and smooth. Sounds and music add to the fun! You are given 5 frogs and by using a joystick or the keyboard arrows, you must try to get as many frogs as possible across ten lanes of fast and slow bi-directional traffic to a rest area. Then there are six logs to be traversed to get across the stream, an attainable but difficult feat.
Required: Extended BASIC
EXT 105C Cassette
EXT 105D Disk

Artillery
Random terrain is generated with the two opposing forces on either side. The opposing force must be destroyed by determining angle and power of each shot. An ever changing wind complicates each shot. Play is between two players or one player against the computer. The program simulates actual ballistic trajectories.
Required: Extended BASIC
EXT 110C Cassette
EXT 110D Disk

De-Cypher
An encrypted massage is displayed, and guesses change all corresponding letters to the guess. Includes a "help" feature. Comes with 50 messages that can be changed or more can be added of your own choosing.
Required: Extended BASIC
EXT 101C Cassette
EXT 101D Disk

Puzzle 15
The letter keys are used to move alphabetic squares (A to O) into the single empty slot in an effort to arrange them into order. The computer keeps track of the number of moves taken to solve the puzzle and scores of previous games are displayed for comparison. Multiple squares may be moved when appropriate.

It includes an option to play the same random game again to see if you or another player can do better.
Required: Extended BASIC
EXT 120C Cassette
EXT 120D Disk

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

ENTERTAINMENT

Flip Checkers
Outsmart the computer or an opponent by getting all checkers to your color. The computer determines its moves pleasingly fast. Accurate real time is kept by a unique method to determine play against the clock. Score is displayed while playing. A board game with no pieces to lose or scores to keep.
Required: Extended BASIC; Joysticks
EXT 111C Cassette
EXT 111D Disk

Kong
Kong must fight his way to the top of the warehouse to save Roxanne, a damsel in distress on the top floor. Kong is hindered by barrels he must hurdle, which are being rolled at him by the villainous Igor. Igor has set a bomb in motion toward Roxanne, so Kong's time is limited.

You are given three tries to help Kong save Roxanne from the bomb. Each success presents you with a new situation, up to six screens each more difficult than the last.
Required: Extended BASIC
EXT 104C Cassette
EXT 104D Disk

Bouncer
Uniquely coordinated graphics, sprites, and sound make Bouncer so much like a real arcade game, that you will wonder why we didn't provide a slot for quarters.

Bouncer bounds from one trampoline to another, scoring points for clearing off the squares. He must avoid the arrows which will burst him. Clearing all of the squares presents you with an even more difficult arrangement of trampolines...six screens in all.
Required: Extended BASIC; Joysticks
EXT 100C Cassette
EXT 100D Disk

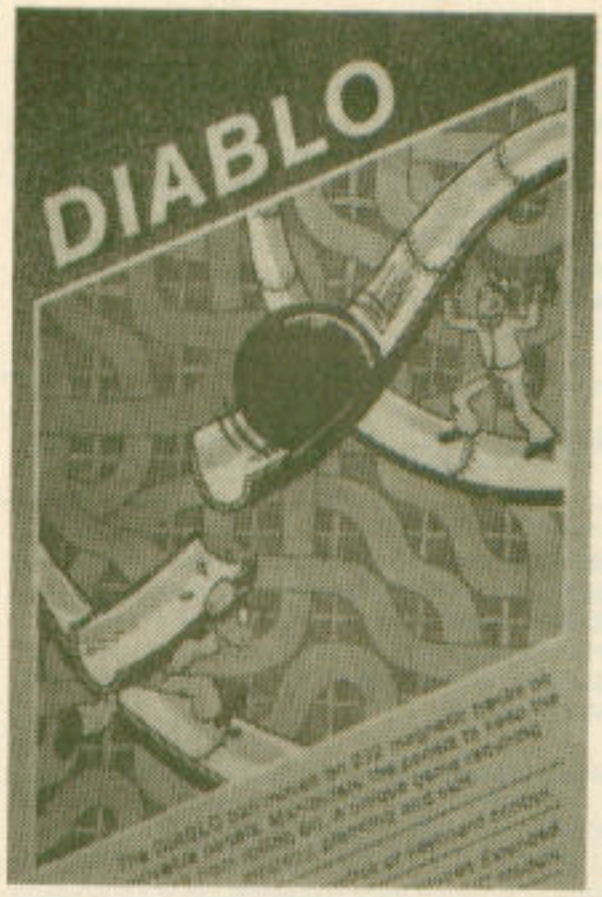
Romeo
Romeo is an adventure game beginning with him stuck in the desert sand dunes. Once across the scorching desert, he must swim up a stream infested with alligators and man-eating fish while avoiding floating logs. Then he must bolt through treacherous terrain to obtain the reward. An adventure game with graphics! Enough action to wear out a good set of joysticks.
Required: Extended BASIC; Joysticks
EXT 106C Cassette
EXT 106D Disk

Diablo
This one is a bit hard to describe but we think Mr. Baker of "The 9900 User's Group" in Moorestown, N.J. did a good job in his early, unsolicited review:

"...This game is not an action game. It's an intimidator! It bytes your ego and doesn't let go. When you start out it appears playfully simple and after all, a maze is a maze is a maze. Ho Ho Ho. Not so all you game demons. This is a DYNAMIC MAZE! It changes with every move! Go ahead, just try to keep notes. This pleasantly is not a shoot 'em up, knock 'em down, joystick dexterity contest as many games are. The game can be played either from the keyboard or with joysticks.... Don't expect to win this one on the first try. Don't expect to get up and leave afterwards either. You'll be hooked. Good luck! This game by the way won first prize at the T.I.S.H.U.G. Australia contest.

Diablo contains 232 tracks on 116 movable panels. Each piece of track disappears after the moving ball passes over it, leaving less and less track to piece together.
Required: Extended BASIC
EXT 119C Cassette
EXT 119D Disk

Games Pak/I
Games Pak/II
Games Pak/III
These game packs consist of several programs from Extended Software at a substantial savings over purchasing them separately. The programs included are:



Games Pak/I
Froggy
Extended Baseball
Extended Hangman
Gorfia Pestulitis
Tic-Tac-Toe
EXT 108C Cassette
EXT 108D Disk

Games Pak/II
Artillery
De-Cypher
Puzzle 15
Flip Checkers
EXT 103C Cassette
EXT 103D Disk

Games Pak/III
Kong
Bouncer
Romeo
EXT 115C Cassette
EXT 115D Disk



Fantasy Computing

Ringwraith's Lair
A fantasy gaming program in which the player tries to acquire treasure, win battles and survive to free a captured princess. Playing time varies with skill but cannot be mastered easily, and then maximizing score will take much longer.
Required: Extended BASIC; Memory Expansion
FAN 100 Disk

Ringwraith's Lair, Scenario II
This disk is used in conjunction with Ringwraith's Lair in order to create a new lair, totally different from the basic scenario.
Required: Ringwraith's Lair; Extended BASIC; Memory Expansion
FAN 101 Disk

Ringwraith's Lair, Scenario III
This disk is used in conjunction with Ringwraith's Lair to create a new lair, totally different from both the basic scenario and that in Ringwraith's Lair, Scenario II.
Required: Ringwraith's Lair; Extended BASIC; Memory Expansion
FAN 102 Disk

Lair Designer
Allows YOU to design and run your own "Lair" within Ringwraith's Lair format. You design your own monsters, devices and location descriptions and store it all on disk.
Required: Ringwraith's Lair; Extended BASIC; Memory Expansion
FAN 103 Disk

Norton

Cross Country Car Rally
In this program inspired by the cannonball run, you race across the country, avoiding police, tourists, your rivals and a few surprises. This high resolution graphic road adventure can be yours for less than a speeding ticket.
Required: Extended BASIC
NOR 102C Cassette
NOR 102D Disk

Tank
This is the classic arcade type tank game. Play against the computer or an opponent. Destroy each other's tank while avoiding landmines. Specify BASIC or Extended Basic
NOR 105CB Cassette (BASIC)
NOR 105CX Cassette (Extended BASIC)
NOR 105D Disk (32K)

Star Trek - 3D
This is one of the best-known computer games. It has been around for a long time, but the TI graphics add a new twist to the adventure. Specify BASIC or Extended BASIC.
NOR 106CB Cassette (BASIC)
NOR 106CX Cassette (Extended BASIC)
NOR 106D Disk (32K)

Attack-Man
This game is similar to the pursuit games that you find in the arcade except that this one is more of a challenge. Collect points while running through a maze being pursued by a gang of lovable, hungry eaters. Can you make it to the energy pellet so you can turn on them? (Most likely not!)
Required: Extended BASIC
NOR 103C Cassette
NOR 103D Disk (32K)

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

Prices, specifications, and availability are subject to change. Please call for current price information. Not responsible for typographical errors. Layout, Photographs, Type & Drawings are © Copyright 1984.

ENTERTAINMENT

Lunar Lander
It's the classic Lunar Lander with the arcade graphics. Demonstrate your clumsiness by crashing your ship into the moon of your choice. Specify BASIC or Extended BASIC.
NOR 104CB Cassette (BASIC)
NOR 104CX Cassette (Extended BASIC)
NOR 104D Disk (32K)

Super Frogger
A frog's life is difficult. To get home safely, you must cross a four-lane highway with speeding traffic, avoid pirranha-infested waters, snakes and crocodiles. There are more ways to lose this game than you can imagine.
Required: Extended BASIC
NOR 107C Cassette
NOR 107D Disk (32K)

Killer Caterpillar
To be read while listening to music which is suggestive of impending doom.

This disaster occurred back in the 20th century--when man was still dumping highly radioactive reactor products permanently into retaining pools of nuclear reactors still under construction. Under these highly dangerous conditions, it was inevitable that the low level (ha!) of radiation from these radioactive wastes would have an effect on the local ecology. As a result, the metabolism of some of the animal life was changed dramatically. Therefore, the common garden pests such as spiders and caterpillars now came in the 20 ft. 2 ton variety. This still would not have proved to be a great problem, except for their uncanny taste for: A) Humans B) Anything man-made.

Your job is to exterminate these pests before they destroy the human race and take over the earth. Package contains both cassette and disk versions of this program.
Required: 32K Memory; Either Ext. BASIC, Ed/Asmblr or Mini Memory
NOR 106CD Cassette and Disk
NOR 106M Module

Moonbeam

Death Drones
Your city is under attack by relentless Alien Drones! They are unmanned satellites from the far reaches of the galaxy coming to destroy your world! Each Drone is programmed to first seek out and eliminate your ship and then to drop its payload on the nuclear reactor that you have been assigned to protect...

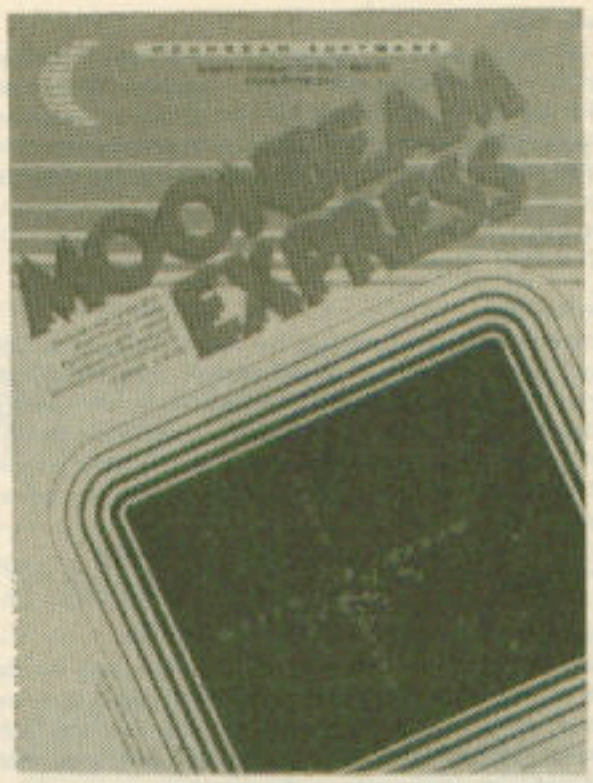
Can you protect your nuclear reactor or will your city be reduced to rubble by the devastating nuclear explosions? An exciting, fast-paced, action game playable in BASIC or Extended BASIC.
MOO 103C Cassette
MOO 103D Disk

Cavern Quest
Jump over bats, ghosts, and scorpions to reach the secret door beyond which perils lie... Can you make it to the magic Chamber and slay the cavern creatures that guard the hidden treasures? There are twenty treasures to be revealed if you can avoid the treacherous grip of the never-ending Claw Monsters...

A habit-forming, multiple-screen, fast-action game of skill and strategy that will challenge even the most experienced player!
Required: Extended BASIC
MOO 102C Cassette
MOO 102D Disk

Strike Force 99
As you cruise over the surface of the Death Ship you are confronted by a multitude of attacking alien fighters. Destroy the aliens with your guided torpedoes! Blast the enemy scouts with your phasers! Bomb the ventilator shafts in the trench below! Can you defend your planet? Or will your civilization be annihilated by the deadly death rays released by the Death Ship?

An incredible combination of true 3-D graphics, sound effects, and game play that will dazzle even the most avid of players!
Required: Extended BASIC
MOO 106C Cassette
MOO 106D Disk



Moonbeam Express
As captain of the only vessel within range, you have been assigned to defend the 9 Quadrants against the aggressive enemy fighters from the neighboring galaxy. Will you be able to eliminate the enemies from all 9 Quadrants? Using your Command Control Computer, you can plan a strategy that will lead to a successful mission...

An interactive, multiple screen, multi-level game of skill and strategy for those who want more than just another shoot 'em up!
Required: Extended BASIC
MOO 104C Cassette
MOO 104D Disk

Garbage Belly
Help the Garbage Belly gobble up the ripe garbage in a field of garbage pails! But watch out! If you make him eat raw garbage, he will die!

Will you be able to help the lovable little creature clear the field of garbage as you race against the clock? An enjoyable game for all ages!
Required: Extended BASIC
MOO 100C Cassette
MOO 100D Disk

Moonvasion
Alien starfighters are attacking your moon-base! Can you aim and fire your Moon Launch fast enough?! Will your squadron be destroyed? Can you blast their Mother Ship?

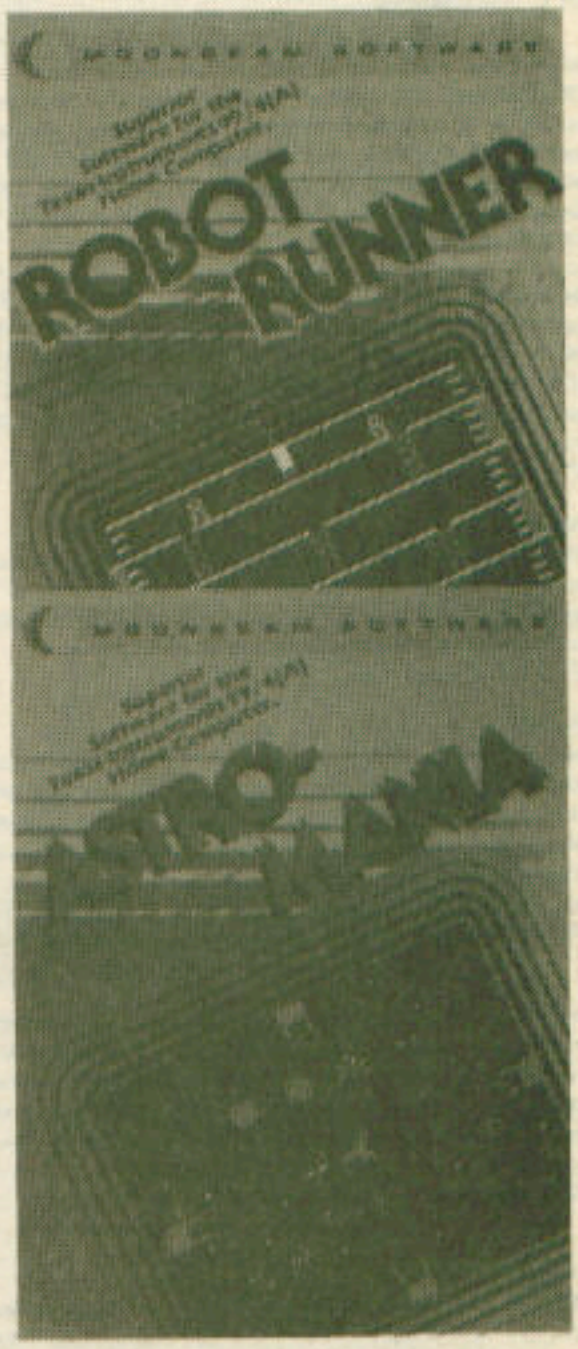
A fast-paced, pure reaction-time game for those who thrive on quick response and fast action! BASIC or Extended BASIC
MOO 105C Cassette
MOO 105D Disk

Zero Zone
The Enemy is preparing to launch a nuclear warhead that will devastate and annihilate your civilization! They have sent in a squadron of bomber and fighter planes to strip Ground Zero of all defenses and leave it vulnerable to imminent disaster... Commanding two Turret guns, you must defend the skies against the enemy planes! Will they destroy your ammo-dump? Will they launch their warhead? Can you defend your civilization from total destruction?

The ultimate in super-fast action, arcade-style games with explosive, dazzling graphics!
Required: Extended BASIC
MOO 108C Cassette
MOO 108D Disk

Robot Runner
The Organized Robot Terrorist Society Against Civilization (ORTSAC) is determined to conquer the world with its army of robots! Yet, your forces have discovered the way to the heavily-guarded ORTSAC headquarters!

Can you infiltrate your Android past the Irata 004 security forces? Will you be able to guide him through the labyrinth of dangers that lie ahead so that he may reach the inner chamber where he must confront and terminate the hostile leaders of ORTSAC? Seven screens of exciting, fast-paced adventure in the year 2600!
Required: Extended BASIC
MOO 107C Cassette
MOO 107D Disk



Astromania
On your journey through outer space, you venture upon the hostile galaxy Morphus. Endless waves of Alien Fighters from various worlds within the galaxy are ready to destroy your fleet of photon-powered ships. Can you hold your own against the asteroid cannons of Sulconon, survive the aerial attack squad of Caustress, and guide your fleet though the perilous meteor belt of Triaod... But are you fast enough for the unforgiving Zircon Droids??

Will you be able to stand up to the constant barrage of attacking aliens? Can you keep up with the terrific speed and super-fast paced action? A real joystick breaker!
Required: Extended BASIC
MOO 101C Cassette
MOO 101D Disk

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

ENTERTAINMENT

Futura

All*Star Baseball
Two-player game. Match strategies with your opponent. You control your team's pitching, fielding and base-running. Extended BASIC optional.
FUT C 1020 Cassette

All*Star Bowling
Tournament bowling at its best in this game designed for up to eight contestants. Each contestant positions his bowler on the screen, selects slow or fast balls and right or left hooks.
Reqired: Extended BASIC
FUT C 1110 Cassette

Casino Pack
"Slot Machine" (Bandit)–Pull the lever, watch the 'windows' and win or lose. Authentic graphics! "Dice Game" (Craps)–Start with $100 bankroll. Play continues till you stop or lose all your money. "Card Game" (Blackjack)–The computer is the 'dealer.' You have $100 to begin. Can you break the bank?
FUT C 1010 Cassette

Challenge I
"Leapfrog"–Ten frogs all in a row; 5 green ones on the left, 5 red ones on the right. Can you 'leap' the green to the right and the red to the left? "Leapfrog II"–Two-player game–you and a friend or you and the computer. Winner is the last frog in the pond!
FUT C 1030 Cassette

Challenge II
"Min"–Matches, matches, all in a row. Who 'burns' the last one? You determine if he's the winner or loser. "Tic-Tac-Toe"–Play a friend, or play the computer at three levels of difficulty. Special offer to any Professional level winner.
FUT C 1040 Cassette

'Chutes and Sharks
The crew of a helicopter must abandon ship over shark-infested water. As captain of the rescue ship, you must position your vessel directly under each crew member so that the parachute landing takes place on deck and not in the water. Four levels of difficulty. Joysticks are optional.
Required: Extended BASIC
FUT C 1120 Cassette

Dr. Nuttler
This half-baked mental health buff will field your questions with mind-blowing answers. Not always silly, either; some are downright unnervingly accurate. A million laughs and hours of good clean fun! Any age can play this masterpiece. Speech optional with the Terminal Emulator II module and Speech Synthesizer.
FUT D 1050 Disk

Fowl Play
"Why Did the Chicken Cross the Road?," authored by Ron Binkowski. This is a game requiring a high degree of eye-hand coordination. A chicken must safely cross a 20-lane super highway, where traffic moves in both directions and at variable speeds. The chicken advances or retreats through the use of the keyboard or joystick at player's option. A frustrating and action-packed game with excellent graphics which should provide countless hours of entertainment for players of all ages. Joysticks are optional.
Required: Extended BASIC
FUT C 3010 Cassette

Galactic War
The Empire against the Aurigans in the Galactic Federation Year 3005. You command a 5-airship patrol...the enemy saucers are coming faster and faster. "Wrap-around" screen gives three-dimensional effect.
Required: Extended BASIC
FUT C 1100 Cassette

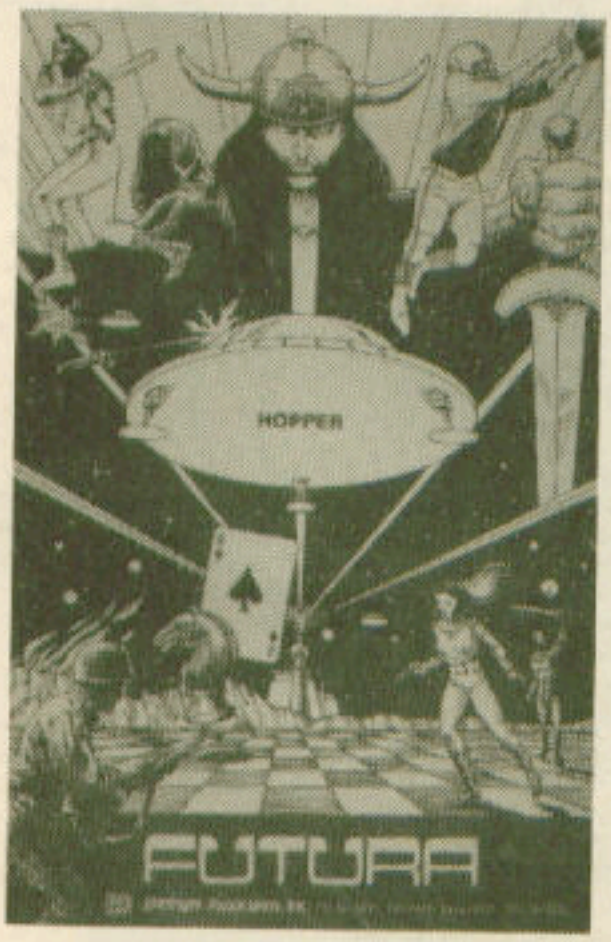
Laser Battle
A fast-action game for two players, authored by William Hoffman. The computer may subetitute for the second player when desired. Two space warships from different star systems engage in mortal combat from opposite sides of an asteroid belt. These asteroids block the lasers, frustrating the attacker, but also act as a defensive shield.
Required: Extended BASIC
FUT C 6010 Cassette

London Blitz
If there were computer games in the 1940's, this would be the one! You are the gunner in an anti-aircraft battery just outside London in 1941. Searchlights scan the midnight sky seeking Nazi bombers from across the English channel. Planes (or was that a cloud?) pass across the screen, coming faster as the number of hits increases. When you miss, though, you lose a searchlight.
Required: Extended BASIC; Wired Remote Controllers
FUT C 3020 Cassette

Sam Defense
Authentic duplication of a world power surface-to-air missile site. Using the sophisticated electronic radar equipment on the control panel, your objective is to spot enemy aircraft and destroy them before they bomb your site. There are three levels of play–Boring, Challenging, or Mind-Blowing.
FUT C 1081 Cassette

Getchal
Another clever game by Ron Binkowski. You are a merchant with no weapons being accosted by the ferocious Getchas as you travel through space. You can out-smart them as they are more ferocious than clever, but watch out for their sapien-seeking missiles.
Required: Extended BASIC
FUT C 3040 Cassette

Hopper
In this well developed game with super graphics by Mark Sumner, you are jumping frogs across the river onto lily pads, rocks and drifting flotsam. Don't miss a jump or your frogs will never reach their nest.
Required: Extended BASIC
FUT C 7020 Cassette



Moonduster
Ultra-fast action game in which the object is to land your ship on pre-established landing pads as many times as possible without 'crashing.' Each new landing replenishes the fuel supply. A cleverly designed system of indicators shows at a glance the ship's altitude and fuel availability. Fast reflexes and patience are required to master this game, which offers a choice of 'scenarios' varying in difficulty from the "not too easy" to the "almost impossible." A fun game for the entire family.
FUT C 4010 Cassette

Viral Vendetta
Super fast action Assembler Language game written by Robert Dickerson. A voracious carrier cell has invaded your body, firing bursts of protein coated DNA molecules. You must maneuver your anti-body cells and fire interferon to revitalize your cells and kill the carriers.
Required: 32K Memory Expansion; Extended BASIC
FUT A111 Disk

Starship Concord
This is a Star Trek type game with a super twist, using excellent graphics and sprites. As commander of Starship Concord, your duty is to patrol a sector of the galaxy on a search and destroy mission against the Denebans.
Required: Extended BASIC
FUT C 5010

Wallstreet
You have $10,000.00 to invest. The cycle is 10 years. How long will it take you to become a millionaire?
FUT C 1060 Cassette

Ice Caverns of Xen
Another super program from the author of Moonduster. This is an adventure game in which you must find the Xen diamond, a gem with unusual powers. The Xen diamond is hidden within the ice caverns, and you will meet many challenges and face many dangers while carrying out your assignment. If you succeed, your kingdom is saved; if you fail, your kingdom is doomed...but you will not be alive to observe its destruction. It may not be easy.
Required: Extended BASIC
FUT C 4020 Cassette
FUT D 4020 Disk (32K Required)

C.I.A. Adventure
You, a super-sleuth CIA agent, are in charge. Your mission... find the missing diamonds in the midst of a spy nest!! Unfortunately, your instructions are to let your not-so-bright assistant do all the leg work. Using a walkie-talkie, you guide George through a thriller in this game authored by John Burt.
Required: Extended BASIC; Memory Expansion
FUT C 8001 Cassette

'Copter Capers
If you want a different game, this one authored by Justin McCarthy is it. You don't kill anybody; instead you rescue people from a burning building! It would be that simple were it not for the volcano and the sky-scraper, etc., that your 'copter has to avoid in the process. Get a feeling of accomplishment as you see the victims you have rescued get whizzed away by an ambulance.
FUT C 8101 Cassette

The Hustler
If you are a pool shark, try this clever innovation! The computer breaks and the balls never stop rolling! Players take turns. Play eight-ball or rotation. Automatic score and prompts. A real challenger for all ages by Ron Binkowski.
Required: Extended BASIC
FUT C 3030 Cassette

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

Prices, specifications, and availability are subject to change. Please call for current price information. Not responsible for typographical errors. Layout, Photographs, Type & Drawings are © Copyright 1984.

ENTERTAINMENT

Death Station
Authored by Paul Tyma, this game makes you the pilot of Nova I on its return to Earth. Almost out of fuel, you spot an abandoned space station. There is fuel in Death Station, but to find it, you must overcome sinister hazards!
Required: Extended BASIC
FUT C 911 Cassette

Dragon Game
In this Assembler Language game written by Robert Dickerson, a 'flock' of fire-breathing dragons with magical powers are in quest of magical vials and time tunnels. You will be more than busy avoiding mountainous terrain, dodging balloons and zooming through tunnels. But don't run out of magic!
Required: 32K Memory; Editor Assembler Module
FUT D A112 Disk

Air Missile Command
In this game by Mark Sumner, you are protecting major cities, such as Chicago, St. Louis and Los Angeles, from anti-matter missiles fired by alien ships. Destroy the missiles (if you can) before the cities are annihilated.
Required: Extended BASIC
FUT C 7010 Cassette

Cosmic Drift
This latest game authored by Neil Weinstock is very complex and full of surprises. Your journey to a distant planet is full of navigational hazards, and your mission is far from over when (if) you reach your destination.
Required: Extended BASIC
FUT C 4030 Cassette

Not-Polyoptics

Winging It: Flight Simulator
Fly your own private plane in this excellently visualized simulator. But after you've mastered flying, the excitement isn't over–three different games test your skill. Ground map and weather indicator chart your position on a randomized earth simulacrum. For 1 player. *"An excellent program, which should appeal to budding pilots of all ages."–Home Computing Weekly*
NOT 107 Cassette

Tower: Air-Traffic Controller
Your screen becomes the airspace radar scope of a large East Coast airport and you take on the difficult task of controlling all flight within 100 miles. Direct multiple airline flights and small aircraft through dangerous condition including tight flight paths and bad weather. Hundreds of lives depend on quick thinking and steady nerves. Specify Civilian or Military Tower. For 1 player.
Required: Extended BASIC
NOT 118 Civilian Cassette
NOT 119 Military Cassette

Funpax 1: Crosses & Maze of Ariel
Crosses is an original game of juxtaposition–different from Go or Othello® –in which you place markers on a grid with the goal of putting in the center piece of a cross. The chain reactions are so complex you need a computer to keep track!

Maze of Ariel is a game of skill and dexterity for one player. In a randomly generated maze there is only one creature other than yourself–a dragon! Different from other maze games–use grenades and a lantern to negotiate the maze five times as it constantly changes.
NOT 121 Cassette

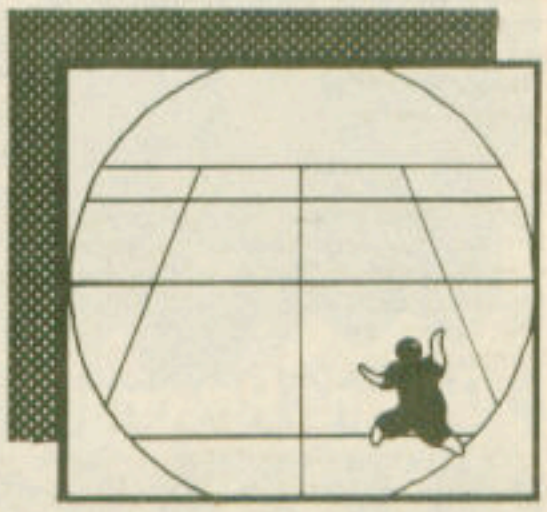
Funpax 2: Tickworld & Cars and Carcasses 2
Tickworld presents a forest with eight hungry giant ticks converging on you and eight cages. You must capture the ticks by throwing nets and put them in the cages. Played on a randomly generated terrain that is different each time. For 1 player.

Cars and Carcasses 2 is an improved version of the best-selling IUG game (which we also designed). Your city has been invaded by monsters and you must run them down one by one. Four scenarios included. For 1 player.
NOT 122 Cassette

The Texas Light Shooter™
The Texas Light Shooter™ is a photoreceptor gun that plugs into the joystick port of your 99/4A to allow you to shoot at targets on the screen. Made of durable plastic, it's a great addition to the computer's game capabilities. It can be used as a light pen, burglar alarm, or for any other application involving the sensing of light/dark. Included with the Light Shooter are complete instructions, a guide to writing your own programs, and a shooting spree game on cassette.

Games will be available for use with the Texas Light Shooter™ in late 1984.
NOT 123 Access.

Backgammon: The Classic Game
Play this all time favorite against either the computer or an opponent. Computer plays quickly and with remarkable strategy. A great way to develop your own playing ability. Excellent graphics include all aspects of the game. For 1 or 2 players.
Required: Extended BASIC
NOT 124 Cassette



Addvance: Computerized Board Game
Take the best features of board games like Monopoly® and Backgammon, add the abilities of a computer, and the result is Addvance. This fascinating game takes place on a screen board of programmed squares, always in a unique pattern that calls for new strategy. Move your piece across the screen, purchase squares, attack opponents, and build a path to victory. The board is always different and changes as you go. Optionally, the computer plays its own piece. For 1, 2, or 3 players.
NOT 103 Cassette

Ant Wars: Insect World Combat
It's the red ants versus the black in this war simulation based on the insect world. Starting from scattered positions, you must organize your army to defend the nest, find food, and attack your adversary. Play against the computer or another person. An optional spider adds a third party to reckon with! An ideal introduction to war simulation games. For 1 or 2 players.
NOT 105 Cassette

Bankroll: The Investment Game
Learn how to profit in the coming uncertain times with this accurate financial world simulation. Choose from numerous purchase options that respond realistically to changing market and world conditions. News headlines appear to help assess the future. Bankroll painlessly teaches the skills needed for compiling your investment portfolio. Money is there for the taking—go for the gold! For 2, 3, or 4 players.
Required: Extended BASIC
NOT 117 Cassette

Starship Pegasus: The Adventure of CETI
Contact Extra Terrestrial Intelligence in this game of interstellar action. Explore and conquer a different quadrant of the galaxy each time you play! Your screen shows you each solar system during approach, and the challenge is to find, contact, and exploit alien races (by force or diplomacy). Complete with names and descriptions of the alien life forms. But watch out for Hyperdimensional Marauders!
NOT 109 Cassette

Treasure Trap: Graphic Adventure Game
An exciting new concept in graphic adventure. Break into the Builders' Planetoid and explore myriad rooms on your quest for High Tech treasure. A unique adventure each time you play! A unique game for adventure buffs. For 1 player.
NOT 115 Cassette



Sengoku Jidai: Medieval Japanese Warfare
A warfare simulation based on the period in Japanese History called the Age of Warring States. Each player has a castle stronghold and four armies composed of samurai, archers, and footsoldiers. The object of the game is to take castles, either neutral or opponent, and hold them. Casualties are computed according to terrain, strength, formation, and luck. Each game takes place on a different randomly generated mapboard. For 2 or 3 players.
NOT 110 Cassette

Cosmopoly: Space War
Buy planets and moons in the solar realm and fortify your bases for the war to come. On a board with forty squares, acquire an entire system and you can escalate for higher stakes. Arcade action adds quick movement, rolling obstacles, and the ability to blitz opponents' bases with super projectiles. And best of all, the computer keeps track. For 2, 3, or 4 players.
Required: Extended BASIC
NOT 112 Cassette

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

ENTERTAINMENT

Laser Tank: CIREV Showdown
On a battlefield of the future, maneuver your Coherent Infra-red Equipped Vehicle (CIREV) into position for the lightning quick laser duels with similarly equipped enemy tanks. Chase and engage in the battle zone. Use keys or joystick for this exciting, arcade-style game. For 1 player
Required: Extended BASIC
NOT 113 Cassette

Ships! Battle on the High Seas
Seagoing conflict simulation. Contains two scenarios: Mediterranean Piracy and Engagement Biscay. Each admiral commands 3 men-of-war and must sail them according to the changing winds. Broadside your opponent and watch the damage mount! A realistic representation of actual sea-war conditions. For 2 players.
NOT 100 Cassette

99'Vaders: Kamikaze Aliens
Fight back wave after wave of galactic kamikaze aliens from the last outpost on Earth. The huge mothership hangs ominously overhead as you maneuver and fire. All the fun and excitement of the arcade original with some new twists.
NOT 114 Cassette



Khe Sanh: Guerilla War in Viet Nam
A tactical skill game for one player. You command a military base in Viet Nam during the Tet offensive. Two units of North Vietnamese regulars are approaching the base, but where are they? Use five platoons and four helicopters to search and destroy, defoliate jungle, and defend convoys. "*Performance A...you may enjoy this game. I do.*"—*Home Computer Compendium.*
NOT 102 Cassette

Waldoball: Strategy Soccer
Androids are pitted against Robots in this mechanized sport of tomorrow. Angle is the key as you send your machines out to cover, intercept, and shoot. Furious face-offs contrast with the thoughtful analysis necessary for scoring play. Combines the action of team sport with the strategy and precision of pool. For 2 players.
Required: Extended BASIC
NOT 116 Cassette

Pewterware

Family Game Pack
MATCH WITS is a game of concentration for 1 to 4 players. Take turns trying to match pairs of colored pictures. Every one you match is 1 point and every one of your opponents that you can match is worth 2 points!

In ROLL FIVE, roll five dice and score the combinations for high scores. Five-of-a-kind scores the highest!

CHALLENGE POKER is a game for 1 to 4 players in which each player must place 24 playing cards on a Bingo type card to make the best possible poker hands vertically, horizontally, and diagonally. Each player gets the same cards to work with, so the skill comes in placing them to best advantage.
PEW 106C Cassette

Up Periscope
You are the Skipper of the USS Porpoise on patrol in the Western Pacific. "Final Bearing Mark—510 degrees. Final Range Mark—3000 yards." "FIRE ONE!" "FIRE TWO!" You watch through the periscope just long enough to see two torpedo wakes converge on a 10,000 ton tanker and send it to Davy Jones' Locker. "Take her Deep Right Full Rudder. Rig for Depth Charge." The destroyer escort has already started a depth charge attack. You must get below the Sonar layer before you are blown apart. This is an excellent tactical program written by a twenty-year submarine veteran. For adult skippers.
Required: Extended BASIC
PEW 104C Cassette



Goblin's Revenge
You are trapped in the Goblin's Chambers. To get out, you must find your way through a difficult maze that you can only partially see at any one time. Meanwhile, there is a Goblin on your heels just waiting to zap you. You can sometimes see it when it gets close to you, but at other times you can only hear it! Was that a scream that you just heard? Be careful, but be quick! Push open the secret door to escape. Three levels of difficulty provide great fun for one player. For ages 12 to adult.
PEW 105C Cassette

Bluegrass Sweepstakes
It's neck and neck down the home stretch! As they cross the finish line it's Viking Lad by a nose over Old Paint. You collect your payoff at the window and then look over the field for the next race. Your day at the races consists of eight regular races followed by the BLUEGRASS SWEEPSTAKES which combines all the winners of the previous eight races. Up to eight players can experience the excitement of watching their favorite horses gallop across the screen to victory. Superb color and graphics makes this an enduring family favorite. (It's GREAT for parties, too.)
PEW 103C Cassette

Decathlon
Play the ten events of the modern Decathlon by making inputs to the computer at the exact second required. The "graphics" on this game are superb and include the 100 meter run, Long Jump, Shot Put, High Jump, 400 meter run, 110 meter Hurdles, Discus, Pole Vault, Javelin, and 1500 meter run. Up to eight players can enter.
PEW 101C Cassette

Snow Trek
You load your snowmobile into your van and head for the country. But watch out! The road is icy. You must avoid stalled cars and stay on the road. You unload your snowmobile and zip into your favorite tree-covered field where you see a cute little number running across the snow. You cannot resist and chase it. But be careful. Number crunching can be dangerous. Quick thinking and good reflexes are necessary to score the highest on this game for one player while avoiding trees, thin ice, and broken fences sticking up out of the snow. For ages 12 to adult.
PEW 107C Cassette

Infocom

The Zork® trilogy, Infocom's classic underground odyssey, takes you into the extraordinary environs of the Great Underground Empire. It's a world so vast and unique, it can offer new discoveries no matter how often you explore it, with challenges that change and revitalize the adventure each time you make your descent. The *New York Times Book Review* sums up the Zork trilogy as "remarkable adventure fantasies." And the public agrees, for the *Softalk Readers' Poll* named Zork I its "Most Popular Adventure," and all three Zork adventures are among the best-selling computer games in history.

Even the way Infocom puts the trilogy together is unique. Zork I, II, and III all share a common thread, yet each is a complete and separate story unto itself–so you can play them in any sequence you choose.

Zork I: The Great Underground Empire
Confronts you with perils and predicaments ranging from the mystical to the macabre, as you strive to discover the Twenty Treasures of Zork and escape with them and your life.
Required: 32K Memory and Extended BASIC; Mini Memory or Editor/Assembler
INFO 100 Disk

Zork II: The Wizard of Frobozz
Takes you to new depths of the subterranean realm. There you'll meet the Wizard, who will attempt to confound you with his capricious powers.
Required: 32K Memory and Extended BASIC; Mini Memory or Editor/Assembler
INFO 101 Disk



Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

Zork III: The Dungeon Master
Zork III is the test of your wisdom and courage. Your odyssey culminates in an encounter with the Dungeon Master himself, and your destiny hangs in the balance.
Required: 32K Memory and Extended BASIC; Mini Memory or Editor/Assembler
INFO 102 Disk

Enchanter™
In Enchanter™, the first of a spellbinding series in the Zorkian tradition, you are a novice magician whom Fate has chosen to do single-handed combat with a dark and fierce power. But worldly weapons will avail you naught, for your foe is the Evil Warlock who holds sway over the land. To defeat him, you will have to match your skills as a necromancer against his, using spells you have learned from your masters in the Circle of Enchanters and others you will acquire as you proceed on your quest. If you succeed, you will be elevated to a seat in the illustrious Circle; if you fail...but one does not speak of such things.
Required: 32K Memory and Extended BASIC; Mini Memory or Editor/Assembler
INFO 104 Disk

Infidel™
Infidel™, the first action classic from Infocom Tales of Adventure™, finds you marooned by your followers in the heart of the deadly Egyptian Desert. A soldier of fortune by trade, you've come hither in search of a great lost pyramid and its untold riches. Now, alone, you must locate and gain entry to the tomb, decipher its hieroglyphs, and unravel its mysteries one by one. Through the Antechamber, the Barge Room, the Chamber of Ra, death will lick at your heels as you race to the shattering climax of this match of wits between you and the most ingenious architects, builders, and cutthroats of all time–the ancient Egyptians.
Required: 32K Memory and Extended BASIC; Mini Memory or Editor/Assembler
INFO 105 Disk

Deadline™
Deadline™ pits you, the keen-eyed sleuth, against a 12-hour time limit to solve a classic locked-door mystery. Infocom literally puts the case in your hands, providing you with a dossier containing lab reports, police findings, dastardly-looking pills, and more. Once you embark on your investigation, you must sift through a myriad of clues and motives in order to track down the killer. No easy feat, for all six of your suspects exercise free will–coming and going, scheming and maneuvering independent of your actions. The *New York Times'* verdict says it all: Deadline is an "amazing feat of programming."
Required: 32K Memory and Extended BASIC; Mini Memory or Editor/Assembler
INFO 104 Disk

The Witness™
The Witness™, as a *CBS Morning News* feature recently revealed, brings the Great Detective Era of the Thirties to life with you as detective. It's a case of blackmail that turns into murder before your eyes, and anyone from the knockout heiress to the poker-faced Oriental butler could be the killer. As in Deadline, your suspects act with minds of their own, and you have just 12 hours to solve the crime. Armed with a police file packed with crucial physical evidence, you face a tangled web of clues, motives, and alibis, and the only testimony you can trust is that of your own eyes–because you are The Witness.
Required: 32K Memory and Extended BASIC; Mini Memory or Editor/Assembler
INFO 106 Disk

Toll free ordering. For technical information or additional product information, contact us on our Special Technical Information Line.

Starcross™
Infocom's science fiction mindbender launches you headlong into the year 2186 and the depths of space, where you are destined to rendezvous with a gargantuan starship from the outer fringes of the galaxy. *PC World* describes Starcross as "a great game in which to lose yourself," and justly so. For the great spacecraft bears three uniquely intriguing commodities: an alien world, peopled with all manner of other-worldly beings; a remarkable complex, interlocking puzzle to unravel; and a challenge that was issued eons ago, from light-years away–one that only you can meet.
Required: 32K Memory and Extended BASIC; Mini-Memory or Editor/Assembler
INFO 103 Disk
Suspended™
You are buried alive in a cryogenic capsule deep inside an alien world. When an earthquake disrupts the systems of the Underground Complex you inhabit–systems that surface life depends on–you must stabilize conditions. However, you can only do so by commanding your six robots, each of whom perceives the world differently, to perform actions for you. If you save your world from utter destruction, you've just begun. Suspended is designed to be replayed numerous times as you learn to optimize your strategies. You can also go on to two more levels of play, and there's even an option that lets you customize the game.
Required: 32K Memory and Extended BASIC; Mini Memory or Editor/Assembler
INFO 109 Disk

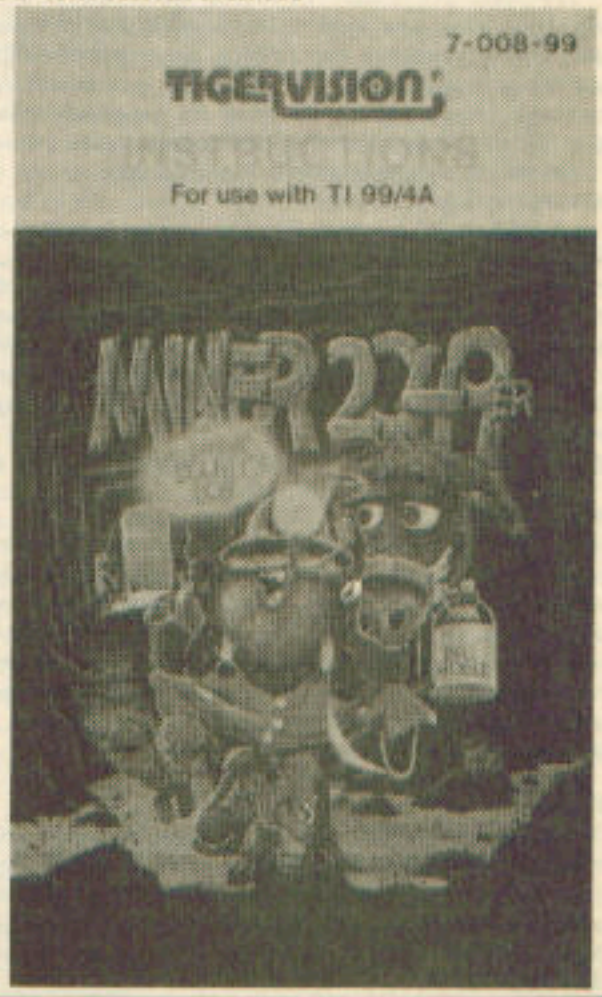
Planetfall™
Planetfall™ teleports you forward a hundred centuries to a Stellar Patrol ship of the Third Galactic Union, where your rank is Ensign 7th Class–about as low as you can go. But then your luck takes a turn for the better. Your ship explodes, which really is fortunate, because you're thereupon jettisoned away to a mysterious, deserted world. True, the planet is plagued by floods, pestilence, and a mutant Wild Kingdom. But there's also a robot and the ideal companion with whom to brave your new world as you explore its secrets, dare its dangers, and attempt to discover a means of saving it.
Required: 32K Memory and Extended BASIC; Mini Memory or Editor/Assembler
INFO 110 Disk

Maple Leaf

Sky-Diver
A very realistic simulation of a parachuting accuracy competition for up to 4 players. You control the altitude and location of the jump plane, optionally drop a streamer to check the wind, then jump and free-fall at an accelerating speed. After pulling the rip-cord, manipulate the chute's controls to maneuver to a bulls-eye landing. Intermittent chute failures and fickle winds add to the challenge.
Required: Extended BASIC
MAP 104 Cassette

Hang-Glider Pilot
A hang-gliding trainer and game for up to 4 players, in which time and distance flown must be maximized and concluded with a safe, precision landing. Use ridge lift generated by a morning coastal sea breeze (which becomes a land breeze in the evening) and thermals during mid-day. Wind and thermal strengths build and subside in a realistic manner. Various sized clouds and a soaring eagle help in locating the strongest thermals. Very realistic flight characteristics, including stalling behavior and flying and landing techniques. Don't break your neck!
MAP 105 Cassette
MAP 105X Cassette-Extended

Devil Craze
A simple but devilishly-funny game that will drive you crazy over your left and right. All you have to do is press the key or fire button on the same side as that which contains a color panel of the same color as the one in the center of the screen. Except when the four crazy red devils are out and about, in which case you do just the oposite. But, ignore the imposter (purple) devils–if you can! The speed, muscle spasms and laughing fits increase as your score gets higher.
MAP 106 Cassette
MAP 106X Cassette-Extended



Tigervision

Miner 2049er
"Bounty Bob" is mining a radio-active mine in the year 2049. Help him "claim" all of the various stations (8 screens). Avoid contact with the deadly mutant organisms by running away, or hopping over them. Collect various articles left by previous miners for bonus points.
TIG 100

Espial
You are a space attack pilot flying at death range over the gigantic star ship. Your mission while defending yourself against the never ending oncoming defense squadrons is to destroy the star ship with your cursor scope missiles. Watch out for the star ship's atomic cannons aimed at you. 3 screens.
TIG 101

★ ★ ★ ★ ★ ★ ★

See price list for ordering information and discount program.

★ ★ ★ ★ ★ ★ ★

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

ENTERTAINMENT

Sunware

Arcturus
The only 24KB cartridge game available! Fight your way through the open universe in order to enter into the 3-D enemy command post. "Zaxxon"* like 3-D graphics. The most sophisticated graphics found in any game developed for the home computer. Evade and engage enemy ships, tracer missiles, and laser tanks as you negotiate the cluttered city scape of the enemy command post. Arcturus, one of a kind!

Six screen levels emerge as you successfully pilot your ship deep into enemy territory. Earn points by shooting enemy ships and safely navigating your way over, under, and through the buildings, arches, and tunnels which are generated by the largest cartridge memory in any home computer game.
*ZAXXON is a trademark of SEGA Enterprises, Inc.
STA 103 Module

Qubic
A game of 3-D Tic-Tac-Toe. Qubic will challenge your mind rather than your trigger finger. Requires the logic, strategy, and concentration of top mental gamesmen in order to successfully challenge the skill of the computer. You have hundreds of possible winning patterns, but so does the computer. The challenge will outlive the novelty.
STA 104 Module

Space Patrol
You are in control, or are you? Plot the universe, search for command ships, evade alien lasers, set shield power, engage the aliens in quick-paced fire fights, take on supplies while docked at command ships, move at warp speed into new sectors, monitor fuel and weapon supplies, and be careful—you only have one ship. Input commands required from both keyboard and joystick. You can go on patrol, too.
STA 105 Module

D Station
The invasion is on! Alien ships are raiding your position. With each pass they drop more invaders which are descending toward earth. You must be quick and accurate. Destroy the alien ship if you can, but you can't ignore the invaders. They will join forces and blow up your station unless you destroy them before they land.
STA 106 Module

D Station II
The battle continues! In this sequel to D Station, you are again warding off an enemy air strike. With the chop-chop-chopping of helicopters discharging paratroopers and the scream of jet bombers dropping their lethal payload, you must perform flawlessly. Destroy the 'copters and jets, but watch out for the bombs and paratroopers. If a bomb hits, you're through. If enough paratroopers reach the ground they will sabotage your station. The mission is yours.
STA 107 Module

Star Trap
Even you galactic sharp-shooters may have met your match this time. Your Y-winged fighter ship is equipped with dual lasers which will not over heat, but your enemy is extremely evasive in their 3-D galaxy and their weapons are accurate. Battle your way through five levels of attacking Green Master Delphans, White Distracting Drones, and Red Neutron Globes. Your shield supply is limited and requirements for advancement are a secret. Plan for the worst!
STA 108 Module

Beyond Space
You're at the controls, but so is your opponent. It is your skill and strategy against his, head to head. Pursue, fire, evade, dodge, return fire. And watch out for those asteroids. You can't destroy them, but you can hurl them toward your enemy. It's discouraging to see your ship explode into flames and crash to the ground, but you have ten ships. Carry on!

This interactive game requires two players, each with their own joystick to control their fighter ship. Not only must you outmaneuver your opponent, but your fire fight takes place among cluttered asteroids which you must dodge or propel toward your enemy.
STA 109 Module

Face Chase
The chase is on! Skill and practice are needed to negotiage the maze of catwalks, ladders, and crossbars in this delightful game. You control a character named "Boppie" who bops and climbs his way along, picking up faces one at a time. Be careful, "Hungry Snappers" patrol the maze.

With eight different levels of difficulty, each player is able to compete at an intriguing level. At the more difficult levels, you must make use of your "Snapper Repeller" and "Umbrellas" to evade the "Snapper's" jaws. Enjoy!
STA 110 Module

King of the Castle
Being a king is not always so easy. Especially when you find yourself all alone defending yourself and your castle against the invading hordes. With an unlimited supply of arrows, you are free to move through the castle, dash up and down the four stairways, and use your secret escape passage as you evade or engage the enemy. Eight player-choice levels of difficulty will supply an endless challenge.
STA 111 Module

Midnite Mason
A delightful chase through a maze of ladders and brick walls as you direct your mason in collecting his tools. Entertaining animation as the mason climbs, runs, builds, and breaks through brick walls in his attempt to avoid being devoured by not so friendly ghosts. Great arm flexing, leg pumping, pick swinging action. You will play for hours!
STA 112 Module

Amerisoft

Void
Void is a graphic event. "An imaginative and highly challenging game...a real test of hand-eye coordination and problem-solving abilities. With 20 screens, it is also highly addictive...The graphics are superb, the screens are imaginative and the action is as fast as I, for one, can handle."—*Home Computer Compendium*, Feb., 1984.
Required: Extended BASIC
AMS 103C Cassette
AMS 103D Disk

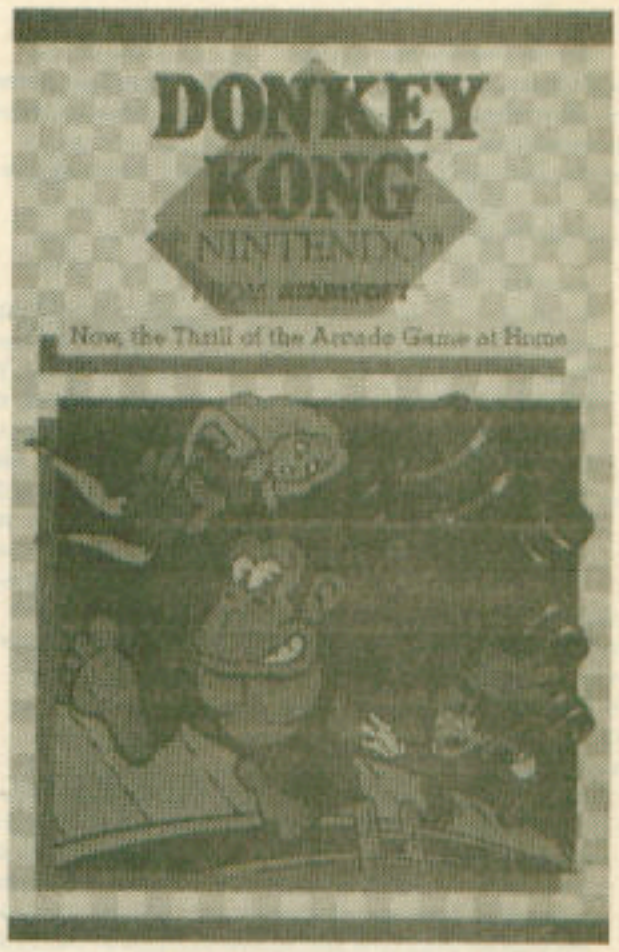
Heist
Blow up walls, crack open safes, jump over the deathly ball of fire, avoid the wizard's tricks and traps to capture the staff of doom. Arcade-like action adventure game. 3 different magic filled screens. 9 skill levels.
Required: Extended BASIC
AMS 104C Cassette
AMS 104D Disk

Sneaky Snake
Finally, a fast moving, quick response action game. Written in BASIC! Includes colorful graphics and multiple screens. Slither through a maze, jump over objects and climb ladders. Try to reach the bonus screen to earn extra points. 1 or 2 players.

*SPECIAL BONUS—Sneaky Snake head to head is included FREE. Both games require only the TI console and a tape recorder or disk drive.
AMS 105C Cassette
AMS 105D Disk

Atarisoft

Donkey Kong
Guide Mario, the fearless carpenter, up the elevators and across the girders as he attempts to rescue his sweetheart from the clutches of Donkey Kong. This is gorilla warfare at its best!
ATA 100



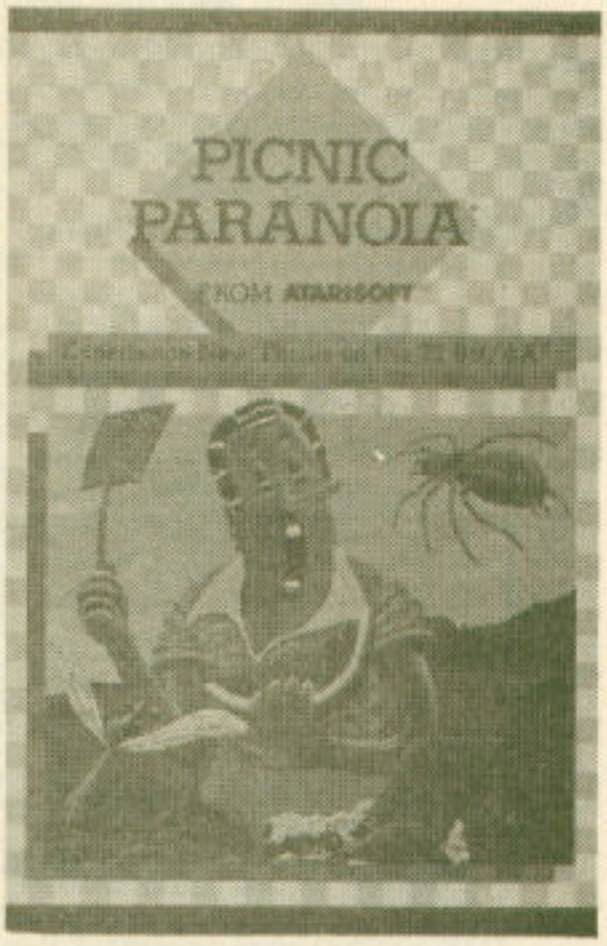
Protector II
It's war; and Xytonic Pulse-trackers, ravenous Chompers, rockets, meteroids, lasers, the powerful Fraxulian Mother Ship, and the eruption of Dragonmaw put your skill to the ultimate test!
ATA 101



Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

Prices, specifications, and availability are subject to change. Please call for current price information. Not responsible for typographical errors. Layout, Photographs, Type & Drawings are © Copyright 1984.

ENTERTAINMENT



Picnic Paranoia
Insidious insects join George's picnic and try to ruin the fun. They push point-laden food off the screen; and their bites are paralyzing. Help George turn the tables with bug spray!
ATA 102

Pac-Man
Taste the thrill of high scores by racing the hungry Pac-Man through a maze—gobbling dots, dodging goblins, and gulping energy tablets that let him eat everything in sight!
ATA 103

Centipede
Zap an invasion of creepy crawlers who threaten an enchanted mushroom patch. This arcade classic is buzzing with distinctive sounds and bursting with bug-a-boos!
ATA 104

Defender
The sophisticated Defender spaceship is your only hope against an alien attack that takes many forms. Armed with smart bombs and able to shift into hyperspace, Defender evens the score!
ATA 105

Moon Patrol
You patrol sector nine, home of the toughest thugs in the galaxy. Fortunately your patrol car has anti-gravity jump buttons and laser bullets to deal with moon rocks, craters, hostile UFO's and tanks.
ATA 106

Jungle Hunt
Hungry cannibals have captured a fair maiden. To save her you must traverse the treacherous jungle terrain, swing from vines, swim Reptile River, dodge cascading rocks and more.
ATA 107

Stargate
Rescue humanoids stranded on the planet surface and Warp ahead. But first you must reach the Stargate, which isn't easy. The entire universe is blocking your way!
ATA 108

Robotron: 2084
Only you can resist the rebellious robots and defend humanity. Your mission is to rescue, evade and destroy these mechanical heavies—including the Hulk, who's immune to your laser!
ATA 109

Shamus
Armed with his outlawed ion SHIV, Shamus must slay a slew of evil enemies lurking in the Shadow's lair before he eventually meets up with the Shadow himself. Can he snuff this fiend, too?
ATA 110

Ms. Pac-Man
Would you like to dine with a lady who has a real appetite for fun and games? Join Ms. Pac-Man as you eat your way through four different mazes featuring floating apples, oranges, pears, bananas and even pretzels.
ATA 111

Pole Position
You're the driver of a powerful Grand Prix racing car, working your way around the treacherous road course. Watch out for those curves, road hazards and other cars if you want to make it through the qualifying lap.
ATA 112

Joust
En garde! The skies are full of fierce warriors riding belligerent armored buzzards. It's your lance against theirs as you fly into the joust, jockeying for survival.
ATA 113

Bright MicroKomputer

Hoppin' Hero
An exciting arcade style game with multi-screen of excellent graphics, sound effects and music. Your man (named "HERO") must traverse a series of construction sights in an attempt to save Eveline from the clutches of Evel Ugg. However, you must beware of runaway barrels, fireballs, and arrows which Ugg has programmed to dispose of you. Do you have the manual dexterity and skill to save Eveline from the wrath of Ugg? Can you overcome the obstacles which are bent on your destruction? Only time will tell...
BMC 100C Cassette

Bullfrogs
An arcade style game that is fun for everyone. The graphics are superb, with lots of color, sound, and music. You must cross four lanes of traffic and swim the river to the inlet. But watch out for the alligator who pops up in the inlet. Increasing difficulty that makes this game fun to play for "kids" of all ages. You must see this game to believe just what Extended BASIC can do. Joysticks and keyboard versions included.
Required: Extended BASIC
BMC 101C Cassette

Tramper
An arcade style game, in Extended BASIC, that is fun for everyone. Jump Tramper, who is wearing a baseball cap, through a series of pyramids constructed out of trampolines, which he must change the colors of, making sure to avoid the basketballs, jump ropes, hockey pucks, tennis rackets, footballs, etc. Superb graphics, bouncy tunes, sound effects and excellent speed of execution. You must see it to believe it.
Required: Extended BASIC
BMC 102C Cassette

Red Hot
An exciting multi-screen game that challenges the best game players. You are a Red Hot, named Frank, who must traverse the different levels of a baseball stadium, dodging mustard, catsup, onions, and buns, while staying away from the hungries, who are out to get...you guessed it, a Red Hot. You must also grab hold of a conveyor to keep from falling into a vat of relish and lob burgers to the hungries to keep them from devouring one of your "gutless" friends whom you are trying to save. This game will provide hours of fun and enjoyment for the entire family.
Required: Extended BASIC; Joysticks
BMC 103C Cassette
BMC 103D Disk

Rodney
An exciting multi-screen game that has something for everyone. Why did the Italian restaurant have to close?...Because it didn't pasta inspection. Boo...hiss...What do you call deluxe housing for pandas?...Pandemonium. Hiss...boo. That's as good as they get. Why the jokes? Well, Rodney is a stand-up comic whose routines are so bad that he has never finished a show. He must escape the throngs of the angry crowd, if he wants to show up at his next engagement. He will have to dodge pizzas, pop bottles, and the now infamous Rodney tee-shirts. Then, if he makes it to the basement, he must continue to fight off the objects and get to his car by jumping on the boxes on his way to the exit. He will then have to get to his next booking by car over the long and winding road. Knock knock...Who's there?...Dwayne...Dwayne who?...Dwayne the bathtub, I'm dwowning. Boo...Now, you can see why the crowd is angry. But...it's fun anyway.
Required: Extended BASIC; Joysticks
BMC 104C Cassette
BMC 104D Disk

Challenger

Mini Pede
Enter the magical mushroom forest of the quick, elusive Mini Pede. Get ready for Assembly Language excitement, fast action and responsive joystick control. But be careful, Mini Pede is habit forming. This is a Centipede-like game that is fast, tough, and engrossing. Available in Assembly Language on both cassette (requires Mini Memory) and disk (requires 32K Memory Expansion and either the Extended BASIC or Editor/Assembler module). Arcade action by Ken Dibble.
CHA 104 C Cassette

Starprobe 99
You control the starship as it probes a multi-level, labyrinthine, and hostile world. An action game of skill with superior, full-color graphics, and nine-screen variation. Created in BASIC by Mark Sumner.
CHA 105 C Cassette



Wallaby
Wally Wallaby scampers to escape from a Tasmanian glue factory by going up ladders, down slides, through hallways with moving buckets that he must hop over and duck under. A Mark Sumner game in Extended BASIC, with four screens and joystick control.
CHA 106 C Cassette

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

ENTERTAINMENT

3-D Stalkers
The ultimate 2-player strategy game. You and your opponent are trapped in a three-dimensional maze from which only one can escape. A Mark Sumner game of wits and cunning, written in BASIC. Keyboard or joystick control.
CHA 102 C Cassette

Horrors!
A nightmare of fun in a haunted house evading the clutches of some of the smartest and dumbest monsters you'll ever meet. By Mark Sumner in Extended BASIC; 16 playing combinations; joystick optional.
Required: Extended BASIC
CHA 103 C Cassette



Draw Poker
Play Draw Poker against your TI computer. You will never find a computer game closer to the real thing. Created by Ken Dibble in BASIC, you will be impressed with the superb logic and realistic play of this game.
CHA 101 C Cassette

Spy's Demise™
You were quietly sipping a double vodka martini (stirred, not shaken) with a twist of Persian Lime peel in the lobby of the Bangkok Hilton when you overheard two KGB employees discussing an encoded message which was giving fits to their superiors. The message was the key to a fortune in valuable computer data, but so far all the cryptologists in the Ukraine couldn't put the puzzle together again. Slavic security being what it is, each component of the message was kept on a separate floor of the diplomatic mission in Pyongyang.

Spy's Demise is a nine-screen game in which a player's score is determined by how quickly he or she moves from one level to the next. But, there is a second game to be played. Each time the player moves up one of the eleven floors on each screen, part of a secret encoded message will be revealed. Only after all parts of the cryptogram are known can the code be broken, and even then it takes a master code breaker.
Required: Extended BASIC or Mini Memory for Cassette; Extended BASIC, Mini Memory, or Editor/Assembler for Disk
CHA 107 C Cassette
CHA 107 D Disk

★ ★ ★ ★ ★ ★ ★

See price list for ordering information and discount program.

★ ★ ★ ★ ★ ★ ★

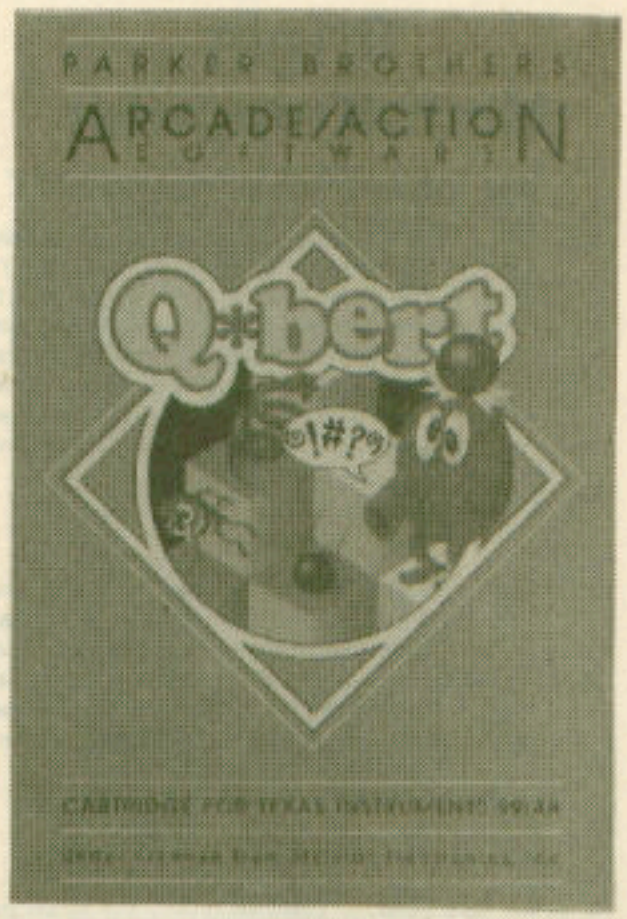
Parker Brothers

Q*bert™ (ages 6 - Adult)
Q*bert's captivating arcade adventures hop your way with lively action, colorful graphics, and arcade-like sounds.

Spring Q*bert up and down the steps of a "three-dimensional" pyramid, changing the color of each step as he lands. Complete an entire pyramid, changing the color of each step as he lands. Complete an entire pyramid, then hop onto a more challenging one.

But look out! All sorts of crafty arcade creatures pursue Q*bert. You'll need good timing and quick reflexes to hop Q*bert away from danger fast—or soar him to safety on a Flying Disc. But watch where you move Q*bert. One hop off the pyramid, and he'll be lost in space.

Q*bert—the irresistable arcade character in a captivating game full of fanciful fun. For one or two players.
Required: Joystick
PKR 100 Module

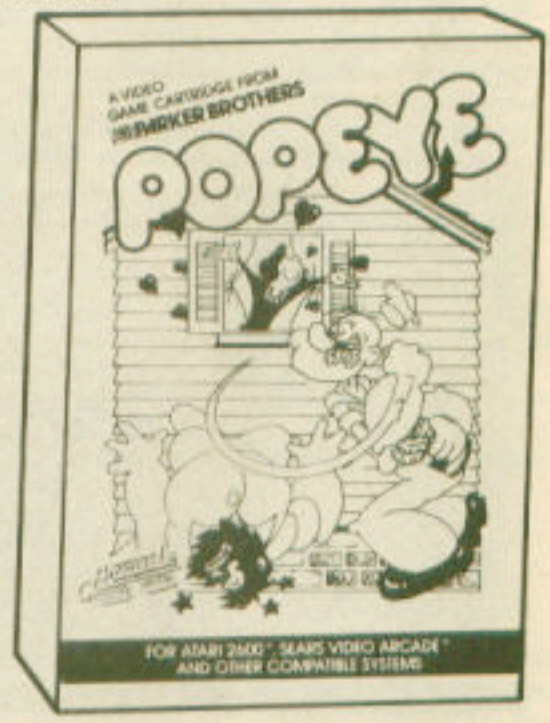


★ ★ ★ ★ ★ ★ ★

To order, call toll free 1-800-858-4580, or in Texas call 1-806-745-8834

★ ★ ★ ★ ★ ★ ★

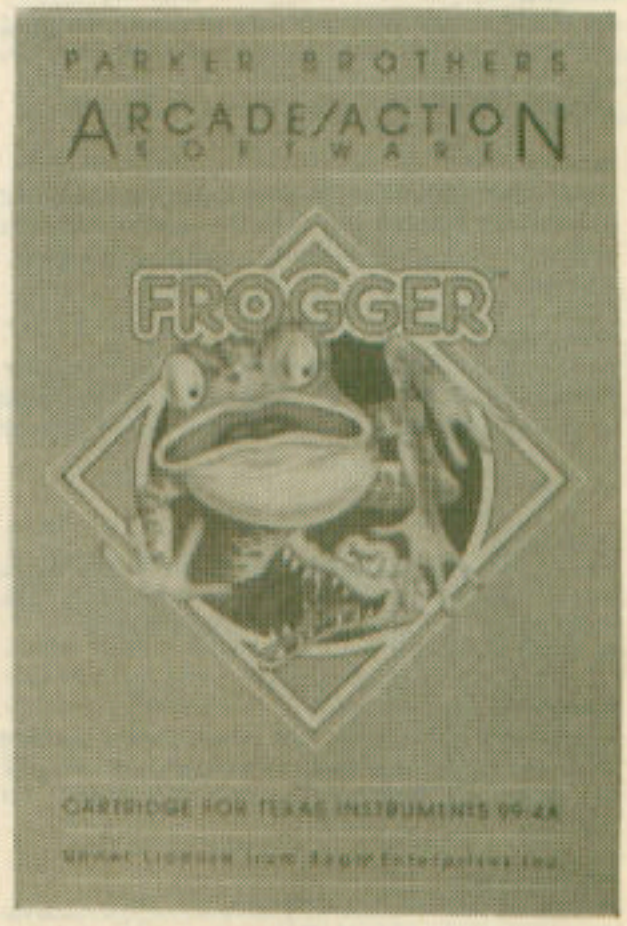
Popeye™
Come aboard, mates! Join in the adventures of Popeye as you race him through a crazy maze while Brutus and the Sea Hag do their best to keep him from winning the affection of his sweetheart—Olive Oyl. For one or two players.
PKR 103 Module



Frogger™ (ages 6 - Adult)
Frogger springs to life with fast-paced action, arcade-like grpahics, and even the familiar Frogger theme song.

Hop your frogs across a dangerous highway, then over a raging river to the safety of home. But your frogs will have to leap away from one danger after another before they're safe. Watch out for the tricky diving turtles! Jump from the frog-eating snakes and alligators, or they'll snatch your frogs from you!

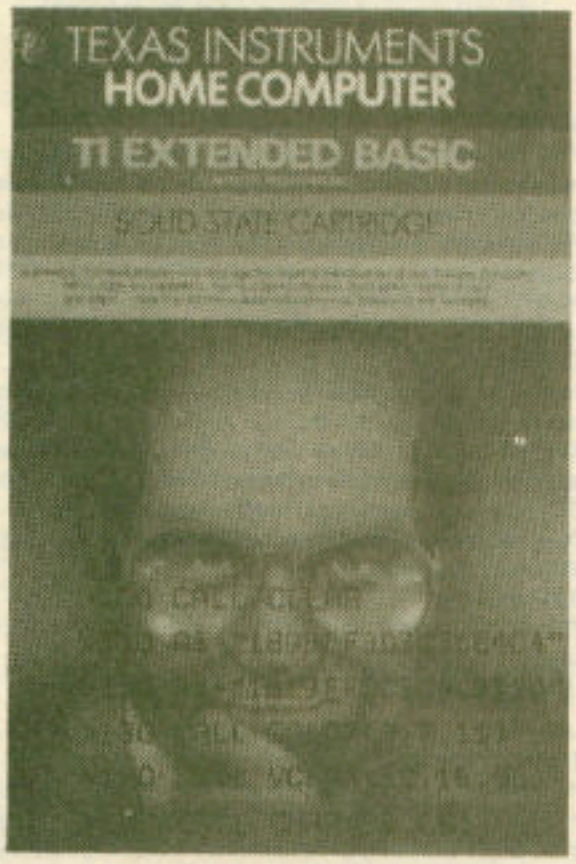
Frogger—the fast-moving, quick-hopping game that's full of amphibious fun! For one or two players.
Required: Joystick
PKR 101 Module



Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

Texas Instruments

Extended BASIC
Programming language compatible with TI 99/4A BASIC with the following feature enhancements: multi-statement lines, IF-THEN-ELSE statements, direct screen accessing, output formatting with "using" clause, BASIC sub-programs with arguments and local variables, auto booting of disk programs, easy control of up to 28 sprites from BASIC, program chaining, merging of code, protected programs, "ON ERROR" statements and BOOLEAN functions (AND, OR, NOT, etc.). Provides access to additional 32K memory expansion when present and allows you to run the many third party programs written in Extended BASIC.
PHM 3026 Module



Terminal Emulator II
TELECOMMUNICATIONS—Links your home computer to the world—accessing subscription data services and time-shared computer systems. File transfers with error definition, improved keyboard interface; ability to handle color, speech, sound and graphics.

SPEECH—Access unlimited text-to-speech from user-written programs are just some of the features included.
Required: TELECOMMUNICATIONS—RS-232; Phone Modem
SPEECH—Speech Synthesizer
PHM 3035 Module



Programming Aids I
Provides knowledgeable programmers with more powerful tools for enhancing TI BASIC. Includes the following capabilities: cataloging disks, "DISPLAY AT," "ACCEPT AT," screen print, lower case letters, second ASCII set subroutines and user-defined characters.
PHT 6004 Cassette
PHD 5004 Disk

Programming Aids II
Provides the experienced user with the ability to sort information into alphabetic or numeric order for reporting or processing purposes. Includes disk sort, ram sort, file dump and a merge program which makes this package an essential programming tool.
PHD 5005 Disk

Programming Aids III
Provides a useful tool for experienced programmers who want to cross reference a list of all variables, arrays, keywords, functions and line number references. The user can then find where certain variables are used, where subroutines are called, or even which lines need changing to make a program compatible with another version of BASIC. Resequencing, deletion of program parts, and the merge of a sequence of code is also made possible.
Required: Extended BASIC; Disk System
PHD 5012 Disk

Math Routine Library
Provides users with Fourier series calculations, function analysis, ordinary differential equations, base conversions, prime factorization, hyperbolic functions, and simultaneous equation calculation.
PHT 6006 Cassette
PHD 5006 Disk

Electrical Engineering Library
A library of useful tools commonly used by electrical engineers including filter design, root locus, Smith chart, phase-locked loop and a variety of other tools.
PHT 6008 Cassette
PHD 5008 Disk

Mini-Memory
Provides additional memory for your system plus important tools for program development. A built-in battery permits the programs and data stored in the module's RAM to be retained when the console is turned off, even if the module is removed. The module contains a total of 14K bytes of memory: 8K—GROM; 4K—ROM; and 4K—RAM. Besides this 4K byte RAM file in the module itself, the Memory Expansion Unit, if attached, can be used by TI BASIC programs when the Mini-Memory module is inserted. Other features: additional file-handling capabilities; resident debugging program; line-by-line assembler; line drawing program (for 4A only). Cassette Recorder/Cable recommended.
Required: Editor Assembler Manual
PHM 3058 Module

★★★★★★★

See price list for ordering information and discount program.

★★★★★★★

Editor/Assembler
Allows user to program in TMS9900 Assembly Language. Enables direct access to all system features, including sound, speech, graphics, and I/O, as well as providing the fastest speed possible from the computer's 16-bit microprocessor. Routines may be run either as stand-alone programs or linked into TI BASIC or TI Extended BASIC programs through the use of a subroutine call. Includes two floppy diskettes, plus an Owners Manual which provides extensive documentation of the software's architecture. Also included in the package is the source and object code for an interactive Assembly Language debugger and the source and object code for the game, Tombstone City.
Required: Disk System; Memory Expansion
PHM 3055 Module/Disk

AC Circuit Analysis
Two programs are included that can help you in determining the performance of AC circuits: AC Circuit Analysis; AC Circuit Plot. The package includes the following features: up to 11 nodes and 31 components can be analyzed without program modification; the components allowed are resistors, capacitors, inductors, and voltage-controlled current sources; analysis can be either logarithmic or a linear frequency sweep; output from the AC Circuit Analysis can be printed or saved for plotting on the display or a printer by the AC Circuit Plot; the network description file can be sorted on disk for future use; multiple passes can be made using varied parameters; AC Circuit Plot offers the option of magnitude or phase plot; vertical plot limits resetable.
PHT 6044 Cassette

Text-to-Speech (English)
This program allows you to spell phonetically virtually any word and have it pronounced correctly by the speech synthesizer. Thousands of words can be pronounced...even proper names.
Required: Extended BASIC Module; Speech Synthesizer;
Memory Expansion
PHD 5076

TI-Forth
Advanced programming language that requires very little memory and executes very quickly. Programs can be written and debugged in a short period of time. It has some of the properties of Assembly Language, but it also has similarities with higher level languages.
Required: Editor/Assembler; Memory Expansion; Disk System
UNI 222 Disk

Structural Engineering Library
Five powerful programs which enable you to solve common problems in structural engineering.

- MOMENT OF INERTIA—Calculates the composite area, moment of inertia, and distance from baseline to centroid of a composite structure.
- DYNAMIC LOADING/SINGLE DEGREE OF FREEDOM—Determines the elastic response of a system with a single degree of freedom when subjected to an impulse load.
- CONCRETE BEAM STRESS ANALYSIS—Computes the resistant moment of rectangular sections and the steel area required for structural flexure members.
- FOUR-SPAN DISTRIBUTION—Calculates the final bending moments for continuous beams with five supports.

PHT 6016 Cassette
PHD 5016 Disk

Graphing Package
Plotting techniques such as Cartesian and polar plots, scatter plot (with curve fitting) and XYZ plot are all included. Easy to use in a number of graphing applications.
PHT 6013 Cassette
PHD 5013 Disk

Oak Tree Systems

Display Enhancement Package
This program allows full use of the Video Display Processor (VDP) built into your TI 99/4A. Features include: Use of 40 character wide by 24 line display mode instead of the normal 28 character wide mode that is standard; forward and backward scrolling of up to 96 display lines; split screen with one section scroll; multiple page mode (4 displays in memory); enhanced key functions during data entry; equivalent functions for DISPLAY AT, ACCEPT AT, PRINT, COLOR, VCHAR, HCHAR, CLEAR, GCHAR...all on a 40 × 24 screen format; ability to switch modes so that cassette prompts, error messages, etc. can be read easily.
Required: Extended BASIC; Memory Expansion
OAK 100C Cassette
OAK 100D Disk

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

UTILITIES

Smash
Smash is designed to minimize the size of any Extended BASIC program by combining lines, shortening variable names (including function and subprogram names), and deleting REM's and tail remarks (!). Smash can also be used to convert console BASIC to Extended BASIC format.

Using Smash allows writing programs in an easy-to-read, well-documented manner with meaningful variable names, then compressing them into a more efficient form for execution after debugging. You can write programs that would not fit into the machine by writing segments and then using the "merge" function during the Smashing process. Will save up to 20% of the memory or disk space required.
Required: Extended BASIC
OAK 101D Disk

Extended Software

Master Catalog
A master index of your diskettes and programs. Features include: catalog of up to 100 disks with up to 100 programs on each; look up time of under 1 minute; list to screen or printer in alpha order by program name or disk name; update current disks that have been changed automatically; catalog only feature. Extended BASIC language.
Required: Extended BASIC; Disk System
EXT 107D Disk

Screen/Dump
Now you can dump any Extended BASIC program generated screen to your printer. An exact pixel for dot reproduction! The disk version of the Screen/Dump program requires the addition of just one line of code to your graphics program...the cassette version requires just 10.

The program comes ready to run on the TI or Epson Printers, with no modifications, and clarifications of most other printer instructions are included. Screen/Dump comes with sample graphics, but you will soon discover the enjoyment of finding many other screens to print.
Required: Extended BASIC; Printer System
EXT 109C Cassette
EXT 109D Disk

Navarone

Disk Fixer
This is one of the most powerful utilities available for your TI 99/4A. Disk Fixer allows you to access floppy disks by sector rather than by file name. Now you can display or print the actual "binary" contents of any sector of a disk with a single command. You can change any byte on any sector or move data from one sector to another. Find the sector where a specified character string occurs with the search disk option.

Disk Fixer is ideal for fixing blown directories, improperly closed files, and recovering data from disks otherwise inaccessable. Included in this program is a comprehensive help feature which gives you menu driven self documentation.
Required: Memory Expansion; Disk System
NAV 101 Module

Music Editor
This program is a companion to our Sprite Editor. Music Editor will generate sound definitions data or use with TI BASIC, Extended BASIC, or Editor/Assembler. You can enter notes on a large "music sheet" displayed on the screen. The program generates the data statements required to reproduce sounds in either BASIC or Assembler format. The data can be saved on your disk for future editing.
Required: Extended BASIC; Memory Expansion
NAV 104 Disk

Sprite Editor
With Sprite Editor you can "draw" characters on the screen in either single or magnified sizes. Two grid patterns are provided—single (8 x 8) and magnified (16 x 16). Once your characters have been drawn, the program generates the data statements needed to reproduce them in either BASIC or Assembler format.

Sprite Editor generates character definitions data for use with TI BASIC, Extended BASIC or Assembler format.

Sprite Editor generates character definitions data for use with TI BASIC, Extended BASIC or Editor/Assembler. Special editing functions allow your character patterns to be copied and reversed. The data can be saved on your disk for future editing.
Required: Extended BASIC; Memory Expansion
NAV 103 Disk

Bug Fixer
Learn Assembly Language
Bug Fixer can help you learn the TI 99/4A Assembly Language by actually stepping through your machine code one instruction at a time. Examine registers and memory as you execute each instruction to learn how the computer actually works.

Bug Fixer is a powerful debug tool that can help experienced programmers debug assembly language programs faster by features such as:

DUMP Memory to screen or printer
DIS-ASSEMBLE machine code
TOGGLE screen from BIT MAP to Characters
SINGLE step through machine code

Required: Memory Expansion
NAV 110 Disk

Grombuster
If you have one of the new TI computers that won't run third party cartridges, we have the solution...Grombuster.

Unfortunately, some of the new TI 99/4A consoles will not play some of the new third party cartridges from Atarisoft, Romox, Navarone and others. (You can tell if your computer is one of these because the title screen will say "1983 Texas Instruments V2.2.")

The Grombuster plugs into the I/O port and overrides the internal operating system which allows you to use any cartridge manufactured for the TI.
NAV 102 Module

Super Duper
Back up your files and verify your copies.
Super Duper is a high speed disk duplicator that copies the entire diskette sector for sector and makes a kind of Xerox copy of your diskettes, and it will automatically format blank diskettes before copying.

Super Duper is ideal for systems with only one drive as a special "data compression" routine allows most of the disk to be stored in expanded memory, thereby reducing disk "swapping." Most disks can be copied in one or two passes. Super Duper works even faster on multi-drive systems.

Super Duper can also verify your copies. It checks every byte to insure the copy disk is exactly the same as the master.
Required: Memory Expansion; Disk System
NAV 111 Module

★ ★ ★ ★ ★ ★ ★ ★ ★

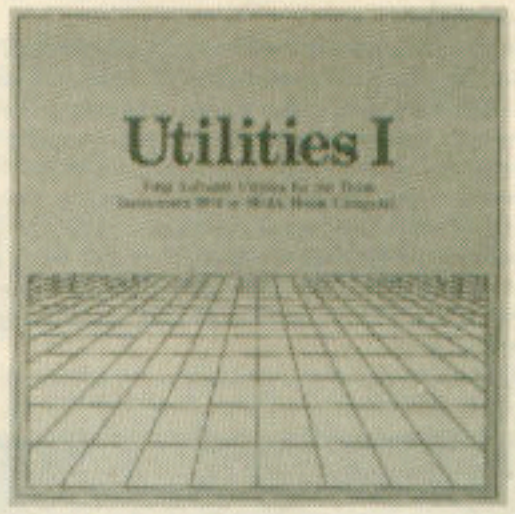
To order, call toll free 1-800-858-4580, or in Texas call 1-806-745-8834

★ ★ ★ ★ ★ ★ ★ ★ ★

Prices and availability subject to change.

★ ★ ★ ★ ★ ★ ★ ★ ★

Republic



Utilities I
Four valuable utility programs. Whether you are a novice or an experienced programmer, these are the routines you need to give your programs the professional touch. A DISASSEMBLER that executes in Extended BASIC or console BASIC (when Editor/Asembler or Mini-Memory is installed). POINT-PLOTTING ROUTINES...High-resolution plotting capability in console BASIC, Extended BASIC, and Assembly Language. SCREEN DUMP ROUTINES...written in console BASIC, Extended BASIC, and Assembly Language for the TI 80-column printer and Epson printers with Graftrax or Graftrax Plus. SPEECH UTILITY...allows the Speech Synthesizer to speak any word you wish in your Extended BASIC programs...without TI's Terminal Emulator II or Text-To-Speech programs.
Required: Extended BASIC or Editor/Assembler or Mini-Memory
REP 101C Cassette
REP 101D Disk

Norton

Graphics Package
High resolution graphics used to require painstaking days mapping out hexidecimal points and continuous running of the program to get things right. Now you can create high resolution graphics in intricate detail in minutes. With control of a few keys, you have available four levels of detail ranging from 768 to 49,152 accessible points. Draw anything, any size, anywhere on the screen (straight lines between two points, circles, parabolas and eclipses and a lot more) automatically for you. The graphics can then be saved on tape or disk to be incorporated into your own program. Has commands for sprites graphics.
Required: Extended BASIC
NOR 101C Cassette
NOR 101D Disk (Required: Memory Expansion)

Challenger

9900 BASIC
A complete Assembly Language program development system for the TI 99/4A that makes Assembly Language almost as easy as BASIC. It creates programs that run many times faster than BASIC or Extended BASIC.
Required: 32K Expansion; 1 Disk Drive; Editor/Assembler
CHA 118 Disk

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

J & K H Software

SXB™

THE ULTIMATE PROGRAMMING TOOL

SXB™
Super Extended BASIC (SXB) is a powerful extension to the TI Extended BASIC programming language. SXB is comprised of over 100 TMS9900 Assembly Language subroutines which substantially expand your Extended BASIC programming capabilities on the TI Home Computer. The subroutines are easily invoked with the LINK subprogram. In essence, it is now possible to access the raw power of assembly language with only a knowledge of Extended BASIC and the 76 page reference manual provided with the program. All SXB subroutines are invoked with the following format:

CALL LINK(subroutine-name[,argument-list])

Subroutine names are a maximum of six characters in length. Except for the six miscellaneous subroutines, the first two characters of each subroutine name are a prefix representing the SXB category the subroutine falls into.

Price includes a six month subscription of update information about SXB which will fit into the custom made 3-ring binder. A provision is available for acquiring a backup copy at a reasonable cost.
Required: Extended BASIC, 32K Memory
JKH 100 Disk

Multi-Disk Informer™
The Multi-Disk Informer™ is a program written in TI Extended BASIC and TMS 9900 Assembly Language for the Texas Instruments TI 99/4A Home Computer which provides a means of producing two master listings: 1) the FILE REPORT—a sorted list of filenames identifying type, protection, size and disk ID (name and input sequence); and 2) the DISK REPORT—a sorted list of disknames identifying input sequence, up to eight files resident on each disk, sectors used, free and total, and counts by file type. Additional features include:

- Each disk can be read from any drive (DSK1, DSK2 or DSK3).
- Error recovery—no more abnormal termination because of inputting an uninitialized or damaged disk.
- Update catalog listings easily with new SAVE and RE-LOAD features.
- Up to eight filenames can be identified to *not* be included in the FILE REPORT (e.g., LOAD, EDITA1, EDITA2, FORMA1, FORMA2, etc.).
- Maximum 600 filenames from up to 100 disks can be cataloged depending on filename and diskname lengths.

Required: Extended BASIC; 32K Memory
JKH 101 Disk (Stand Alone Version)
JKH 102 Disk (Version Requiring SXB™ Subroutines)

VIDEO TITLES

Video Titles I
Video Titles I is a program written in TI BASIC for the Texas Instruments TI 99/4A Home Computer which provides a means of producing custom titles for video recordings without the aid of a camera. Features of the program include: three proportionally spaced character sets (a maximum of any two may be used for each title), automatic centering of each title line, variable spacing with automatic eye correction, 26 foreground/background color combinations and multiple screen division with scrolling.
JKH 103C Cassette
JKH 103D Disk

Video Titles II
Video Titles II is a program written in TI Extended BASIC for the Texas Instruments TI 99/4A Home Computer which provides a means of producing automated sequences of custom titles for in-store advertising or video recordings. Features of the program include: three proportionally spaced character sets, choice of left, centered or right justification for each title line, variable spacing with automatic eye correction, choice of four frame styles for each title, animation/overlay of custom designs such as logos, etc., and storage for forty titles, forty sprite patterns and ten title sequences.

Video Titles II contains a collection of sub-programs which are internally linked together so as to be transparent to the user. Menus guide the user throughout the entire Video Titles II process. At no time will invalid choices be available to the user. If a choice is not valid at a particular time, it will not be presented in the menu.
Required: Extended BASIC
JKH 104D Disk

Video Titles III
Video Titles III is a group of three programs written in TI BASIC for the Texas Instruments TI 99/4A Home Computer which provide a means of easily producing custom titles in your own programs. Each of the three programs produces a different style of proportionally spaced lettering (bold, computer or miniature). Other features include automatic justification (left, center or right) and variable spacing with automatic eye correction. A fourth program (VT03SAMPLE) is included which shows one of many possible ways in which the output of all three Video Titles III programs can be used to create a custom title in your own program.
JKH 105C Cassette
JKH 105D Disk

Quality 99 Software

Quick-Copyer II (tm)
Back up a disk in three passes or less, no matter how many filenames, even proprietary disks! Also includes an option to initialize disk! Total or selective backup.
Required: Extended BASIC; Memory Expansion
QUA 100 Disk

Quick-Cataloger (tm)
Find out what is on any disk FAST—without using the Disk Manager Module and without destroying the program in memory. Resides in Mini Memory or the 32K RAM. Always available for instant use. Any time, in BASIC or Extended BASIC, type the command CALL LINK ("CAT") and get a complete catalog from any disk drive. Can also be used in your programs.
Required: Extended BASIC; Memory Expansion
QUA 101 Disk

EZ-Loader (tm)
Automatically reads disk catalog, then, with the touch of a single key, you (or your child) can load and run any program! And, with only two keystrokes, you can delete any filename! Save time. Save typing. Eliminate typing mistakes. Sold unprotected so that you may put it on all your disks!!
Required: Extended BASIC; Memory Expansion
QUA 102 Disk

Disk Labeler (tm)
Forget which programs are on a particular disk? Disk Labeler will show you instantly! Produces a disk catalog in condensed print on a mailing label, which may be stuck on the disk or the disk envelope. Always have a catalog handy—where it can't get lost! Shows you how the filenames are spelled.
Required: Extended BASIC; Printer System
QUA 103 Disk

The Librarian (tm)
Forget which disk a particular program is on? Find it FAST with The Librarian! Produces an alphabetized catalog of all your disks, plus lists space available on each disk. Does NOT require 32K RAM (but can use it, if available).
Required: Extended BASIC; Printer System
QUA 104 Disk

Plot-N-Draw (tm)
Plot or draw on the screen with pixel accuracy and Assembly Language speed. Mix text and graphics, specify background and/or line color. Save the image to disk and read back into another program. A fast screen dump-to-printer feature is included!
Required: Extended BASIC; Memory Expansion
QUA 105 Disk

Data Base 99 (tm)
Fast and flexible, user specified input of up to 28 fields of up to 28 characters each, to a maximum of 245 characters per record, up to 700 records (double sided). Sort on any field. User specified output format.
Required: Extended BASIC; Memory Expansion
QUA 106 Disk

Disk Manager III (tm)
All the features of Disk Manager 2 (except disk tests) on a disk. Runs from Extended BASIC. No more swapping modules in and out!
Required: Extended BASIC; Memory Expansion
QUA 107 Disk

Maple Leaf

DiskIt
Save your Assembly Language and file-protected Extended BASIC programs to disk for rapid loading convenience. No more three-minute loads or cassette recorder hassles! Public domain LOAD program (included free) produces a menu of programs on disk—just key a number to load and run the Extended BASIC program of your choice. Ideal for demos!

Note: Not all Extended BASIC programs can be run from disk, due to the need for a disk input/output buffer in VDP RAM. Program copies are encoded with the serial number of the DiskIt program used to produce them.
Required: Mini-Memory Module (or Editor/Assembler Module and Memory Expansion Unit)
MAP 110D Disk

Backup
Create a backup copy of your file-protected Extended BASIC programs on tape, still file-protected of course. Copies are encoded with the serial number of the Backup program used to create them.
Required: Mini-Memory Module (or Editor/Assembler and Memory Expansion Unit)
MAP 111C Cassette

AMA

AMA-Link
AMA Terminal Emulator Plus is a program package containing the following programs:

TERMINAL EMULATOR is designed to access the growing number of computer bulletin boards by allowing your TI 99/4A to emulate a remote terminal. The following features are incorporated into the Terminal Emulator program:

- Full or Half Duplex Operation
- Baud Rates Selectable from 110-4800 BAUD
- Text Buffer Operations for Downloading up to 16K of Information or Programs to printer or disk
- Simultaneous Output to Printer as the information comes over the phone
- Complete Protocol Specification
- Can use Mini-Memory or Editor/Assembler in place of Extended BASIC.

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

DISASSEMBLER allows dis-assembly of machine code or data in memory into executable Assembly Language source code. (This program does not require 32K Memory.)

ASSEMBLY LANGUAGE ROUTINES FOR EXTENDED BASIC provides several miscellaneous Assembly Language routines including:

- 40 Column Screen Utilities
- Array Handling Routines (Search and Insert)
- Disk File Search and Merge Routines

Required: 32K RAM and Extended BASIC; Memory Expansion
AMA 120D Disk

VMC

Hi-Res Graphics Expander
A powerful addition to TI Extended BASIC. Six new commands allow you to access the TI 99/4A's ability to create true high resolution graphics, without machine language or expensive additional peripherals! Easy to learn and use.
Required: Extended BASIC
VMC 105 C Cassette
VMC 105 D Disk

Softmail

TE-1200
A 1200 Baud Terminal Emulator Package
The TE-1200 Terminal Emulator Disk Program will support 1200 baud asynchronous modems. It is functionally compatible with the normal TTY, and file transmit functions of the TI TE-II Cartridge. The use of 1200 baud should significantly reduce the connect times on online services such as Texnet, Compuserve or Docujones since it will receive data from them 4 times faster. It also has a "spooling" feature which allows automatic direct transfer of incoming data to a disk drive or printer.
SOF 102D Disk

SST

SST Expanded BASIC Compiler
The SST Expanded BASIC Compiler translates your BASIC program directly into machine language while allowing you to edit and debug using TI BASIC.

Example: A For Loop from 1 to 30,000
TI BASIC 85 sec.
SST Expanded BASIC 1.25 sec.

Contains most of the features of Extended BASIC plus many more, including:

- Sprites, Sound and String Functions
- Bit Map Mode for High Resolution Graphics
- Integer Arithmetic for Speed and Memory Conservation
- The Ability to Read and Write to a Disk Drive
- The Ability to Access the RS232 Interface
- The ability to allow you to build your own features into the Compiler. If you need a feature not in the Compiler, you can easily add it.

Required: Memory Expansion; either Editor/Assembler or Mini-Memory
SST 100D Disk

SST BASIC Compiler
Contains many of the features of TI BASIC. If you need a portable system or you do not have memory expansion or a disk drive, this is the Compiler for you. Special features include graphics and both integer and floating point arithmetic.
SST 101C Cassette

★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★
Unisource discount prices save you money.
★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★

Amerisoft

Graphics Grabber
This diskette contains several Assembly Language programs that will allow you to transfer text and/or graphic characters from the screen to your printer in a minimum amount of time (45 seconds to 2 minutes, depending on your printer). While magnifying your display to produce an 80 column by 48 row printout, as opposed to the tiny standard screen dump requiring up to 15 minutes to run, this diskette contains both the horizontal and a vertical screen dump in both BASIC and Extended BASIC formats for greater flexibility.
Required: Memory Expansion and Extended BASIC or Editor/Assembler
AMS 100D Disk

TIBB'S™
Introducing TIBBS, the world's most popular Electronic Bulletin Board System for the TI Home Computer. Reviewed in "99er," "Micropendium," "Books," and featured on ABC TV. This program will convert your 99/4A into a Community Bulletin Board System. Modem-equipped computers will be able to dial into your TIBBS System, the latest in electronic mail, messages, newsletters, technical help, TE2 compatible up/downloading, and many other choices. Standard features include: userlog, screen color choices, public and private messages, keyword scan, and several user adaptable changes. The program is easy to modify to your own tastes. Specify 48 or a 128K version when ordering.
Required: Memory Expansion; Extended BASIC; RS232; Hayes Smart Modem 300
AMS 104X
AMS 104XX

Speedgraph 99
The fastest, most comprehensive graphing package ever offered for the 99/4A. This program is written in 9900 assembler and will complete a complex plot or graph in a matter of seconds. Polar plots, linear plots, bar graphing, sinewave curves and many others are just a few of the options available. To make your package complete we have added a highspeed assembler based print utility that allows you to transfer your complex plots to a dot addressable printer. This transfer takes place in full magnification (double wide and double height). Nowhere has the power of the 99/4A been unleashed as in this program.
Required: Memory Expansion and Extended BASIC or Editor/Assembler
AMS 103D Disk

Copy Cat
A high speed, dual purpose, disk utility. It initializes disks as well as backs up the normally uncopyable diskettes for archival purposes, saves wear and tear on your drives and yourself by backing up single-sided diskettes in 4 passes, double-sided 8. It copies an average diskette 2 to 3 times as fast as your Disk Manager. A must for single drive owners.
Required: Memory Expansion and Extended BASIC or Editor/Assembler
AMS 101D Disk

Spritemaker
Draws sprites directly onto your computer screen! This program allows full manipulation of up to 12 sprites. Special functions include: copy, reverse, modify, ROTATE, etc. Sets up files for each sprite. Disk version allows you to add the sprites to already existing programs. A must for programmers and people who like to draw.

The 32K version contains all the features of the 16K version, but runs at assembly speed. It also includes built-in Sprite Dump, which allows you to see your sprites on paper, or save them for future reference.
Required: Extended BASIC
AMS 102D Disk
AMS 102DX Disk (Also required: Memory Expansion and Printer System)

The Softies

Down Load
Program Writer
Converts text files into BASIC or Extended BASIC programs. Now you can update programs in a word processor then run them again. Program Writer can also be used to convert text files, you down load from other computers, into BASIC or Extended BASIC programs. Free line Editor included.
Required: Extended BASIC
SOF 100D Disk

Cassette Software - Required: Cassette Recorder & Cable
Disk Software - Required: Disk System

BOOKS

Academic TI
by Richard Mowe & Ron Mummaw
A guide to help parents and teachers instruct children on the popular Texas Instrument 99/4A. Word processing, TI LOGO, commercial software, and TI BASIC are discussed in simple, nontechnical terms.
IN 16502Q



Best of TI 99/4A Cartridges (The)
by Thomas Blackader
This buyer's guide selects only the best of the cartridges available for the TI 99/4A, listing them according to general function, such as home management, education, games, and programming aids.
IN 74616Q

Computer Art and Animation
by David D. Thornburg
This is a user's guide to TI-99/4A Color LOGO. For artists interested in graphics and computer enthusiasts interested in art, this book provides the framework on how to use and create with Color LOGO.
IN 66811Q

Computer Playground: TI 99/4A
by M. Winter
A workbook of BASIC computer activities in the areas of words, games, and graphics for children in grades 2-6.
IN 20013Q



Compute!'s First Book of TI Games
edited
A well-written compilation of past Compute! magazine articles, some never before published. From the fundamentals to advanced techniques, this book contains some of the most instructive articles ever published for this computer.
IN 50387Q

Compute!s Guide to Extended Basic Home Applications on the TI 99/4A
edited
TI owners who want to put their computers to work will appreciate the many useful programs: sorting routine, checkbook adder, data manager, spreadsheet program, electronic card file, appointment calendar, and more.
IN 22637Q

Compute!s Guide to TI Sound and Graphics
The TI 99/4A has tremendous graphics and sound capabilities, and this book shows you how to put them to work in your own programs. Filled with practical, easy-to-understand technical information, it also contains dozens of ready-to-type-in programs. An indispensable guide for every TI owner.
IN 14877Q

Creating Arcade Games on the TI 99/4A
edited
For TI owners who want to learn how to write arcade-style games. Contains chapters on programming games, with ideas for creating custom characters, movement and animation, scrolling, maze games, defining Sprites, sound effects, and more.
IN 26309Q

Data and File Management for the TI 99/4A
by John P. Grillo et al.
A TI 99/4A user will find simple, straightforward explanations and methods for managing files and data. Forty-eight applications programs are included to show how the techniques can be used in practical, common situations.
IN 02207Q

Elementary TI 99/4A
by William Sanders
An elementary level introduction to writing programs for the TI 99/4A.
IN 00833Q

Fundamentals of TI 99/4A Assembly Language
by M.S. Morley
A comprehensive, easy-to-follow guide to programming in Assembly Language for faster program execution and more efficient micro use.
IN 10503Q



Games TI's Play
by Mark Capella & Michael Newstock
Dozens of games for the Texas Instrument computer written in BASIC.
IN 01268Q

Get Personal With Your TI 99
by William A. Manning and Lon Ingalsbe
Although the focus of this book is on programming the TI, it is much more than just a programming book. It includes a hardware and software guide, information on Texas Instruments and insights into the future of personal computing.
IN 69401Q

How to Use the TI 99/4A
by Bill Brewer and Jerry Willis
A guide to the use of the TI 99/4A home computer. Set-up, running, loading, and storage are all covered in this step-by-step manual that also includes hints and practical information on owning and running your computer.
IN 69359Q



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BOOKS



Introducing LOGO for the Texas Instruments 994A, Tandy Color Computer, and the Apple II Computer
by Peter Ross
This is the first book that introduces LOGO as a language and shows the computer owner the wide range of its capabilities. The easy-to-follow instructions allow the reader a complete introduction to the language as well as to its many applications.
IN 35311Q



Introduction to Assembly Language for the TI Home Computer
by Ralph Molesworth
This is a book for the beginner who wishes to learn TMS9900 Assembly Language. Assembly language unlocks the potential speed and power of the TI 99/4A computer and can be used to create programs that are much faster and more efficient than programs written in BASIC.
IN 79265Q

Introduction to Graphics for the TI 99/4A
by John P. Grillo et al.
This book gives the first time user of the TI 99/4A computer complete instructions to 38 fully documented programs for creating monochrome graphics. Illustrations are included throughout the book to help you learn quickly.
IN 01609Q



Introduction to TI BASIC
by Don Inman, Ramon Zamora & Bob Albrecht
A book designed specifically for users with beginning and intermediate experience. Programming concepts and technical material is pursued within an overall context of exploration and discovery.
IN 44539Q

I Speak BASIC to My TI 99/4A
by Aubrey B. Jones, Jr.
An introductory tutorial in BASIC for the owner of the TI 99/4A home computer. Part of a bestselling series.
IN 98718Q

Itty Bitty Bytes of Space: A Creative Pastimes Book
by Claire Passantino
This book is packed with computer activities for young programmers to use on their TI 99/4A home computers. Includes programs for simple games, contests, races, pictures, songs, riddles, and more—all designed to entertain children while they learn programming skills. Programs are accompanied by hints and suggestions for parents and teachers.
IN 23152Q

Kid Powered Graphics
by David J. Friday
Directed to students of ages 8-88 and all kinds of people who are getting their hands on computers and want to draw graphic images on their computers.
IN 11234Q



Kids & the TI 99/4A
by Edward Carlson
Designed to teach students (ages 10-14) how to write programs for the TI 99/4A computer. It is intended for self-study, but may also be used in the classroom.
IN 47163Q

Kids Working With Computers
by Thomas Milton Kemnitz and Lynne Mass
A beginning workbook to teach kids simple programming. Fun, easy. This book is full of cartoons and do-it-yourself programs.
IN 86084Q



Last Word on the TI-99/4A
by Linda Schreiber
The author explores the programming possibilities of the TI 99/4A: arcade and family games, educational programs, financial medical and hobby applications. There is also information on the computer's architecture and the fundamentals of building a program.
IN 10438Q



Learning TI 99/4A Home Computer Assembly Language Programming
by Ira McComic
Humorous examples make this an easy and fun tutorial for beginners, and an "Editor Assembler" package on a mini memory module provides useful reference for the experienced programmer.
IN 14602Q

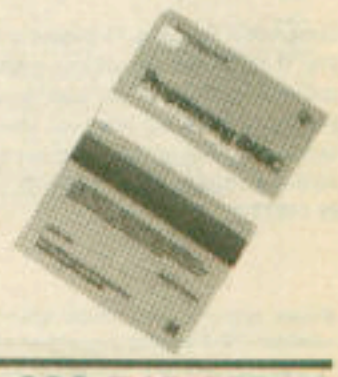
Learning With TI Logo
by Daniel Watt
An introductory book that reveals to the beginner the fun of learning programming using LOGO computer graphic language on the TI home computer, with illustrations and suggestions for projects to enhance the fun. Not just for children, but for anyone interested in learning or teaching LOGO.
IN 66068Q



Mindstorms...Children, Computers and Powerful Ideas
by Seymour Papert
A new computer language now enabling children to program the computer, mastering a powerful technology and coming into contact with some of the deepest ideas from science, math and model making.
IN 22864Q

Numerical Analysis With the TI 99/4A, Commodore 64, Apple II/IIe, and TRS-80 Model I/III
by H.R. Meck
A practical introduction to writing and using scientific programs in BASIC—on almost any microcomputer. It includes annotated BASIC program listings, an explanation of BASIC, and numerical analysis methods. PLUS—directions for solving roots of equations, transcendental functions, numerical integration, and differential equations.
IN 14577Q

Programmer's Reference Guide for the TI 99/4A
edited
A tutorial source book with sample programs for beginning, intermediate, and advanced TI 99/4A users.
IN 51537Q



Programming BASIC With the TI Home Computer
by Herbert D. Peckham
A tutorial guide to help you learn TI BASIC in a friendly, relaxed manner. It goes beyond the "Beginners' BASIC" so you can explore the full range and power of TI BASIC, including color graphics and sound.
IN 46104Q

BOOKS

Programs for the TI Home Computer
by Steve Davis
A collection of 50 programs in TI BASIC and TI extended BASIC. Each set of program listings performs a practical function and offers varied practice in using the BASIC language.
IN 54659Q



Sprites, a Turtle, and TI LOGO
by Jim Conlan & Don Inman
A richly illustrated introduction to LOGO language on the TI 99/4A computer, loaded with examples of all the objects, commands, and procedures of TI LOGO. An excellent book for young users.
IN 06482Q

Starting Forth
by Leo Brodie
IN 31303Q



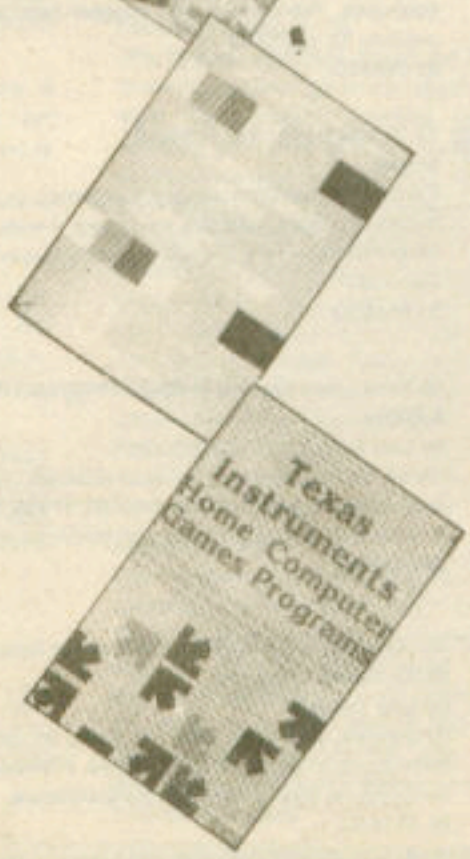
Stimulating Simulations for the TI
by C.W. Engel
A collection of games that can be played with one or more players, that can be modified by the programming, and that permits the reader to learn how to code a simulations game.
IN 98556Q

Taking Off With BASIC on the Texas Instrument 99/4A
by Nancy Watson
Starting with the most simple statements and commands, beginners will learn to work with arrays, sound, and graphics. An ideal reference for intermediate programmers.
IN 16144Q



Terrific Games for the TI 99/4A
by Hal Renko and Sam Edwards
This book lists complete, tested and debugged BASIC programs for twenty-one of the most popular arcade games, specially adapted for the TI 994A home computer. These games are fun to play and will provide hours of entertainment.
IN 66847Q

Texas Instruments 99/4A Basic Guide
by Joseph C. Giarratano
A clearly written introduction to programming in BASIC for the TI 99/4A computer. The book is designed for the person with little or no computer experience who wants to learn about computer literacy through programming.
IN 03941Q



Texas Instruments Home Computer Games Programs
by Len Turner
Two dozen different games programs, never before published for the TI home computer. Each game has been thoroughly tested, is easy to type into the computer, and is ready to run.
IN 37878Q

Texas Instruments Home Computer Graphics Programs
by Len Turner
A book loaded with tips, tricks, shortcuts, secrets, and techniques for getting the most out of the video-graphics capabilities built into the TI home computer.
IN 37807Q



TI LOGO
by Abelson
IN 01973Q

Texas Instruments Home Computer Ideasbook
by David H. Ahl
A volume in the new series written to help readers discover their computers' hidden strengths and overcome any weaknesses. Includes 50 ready-to-run programs.
IN 58495Q



The Texas Instrument User's Encyclopedia
by Gary Phillips & David Reese
This user's encyclopedia makes information available in a single alphabetical listing which would otherwise be found only in scattered and unintelligible form among manuals, documentation, and articles in newsletters and magazines.
IN 87857Q



Things to Do With Your TI 99/4A
by Jerry Willis and Merl Miller
A volume in the new series from dilithium Books from Signet. Chapters cover the TI computer and how to select hardware and accessories. A series of chapters show how the computer can be used with programs that can be purchased.
IN 88269Q

TI BASIC Computer Programs for the Home
by Chuck Sternberg
A book of over 80 useful programs for every conceivable home application. All programs are tested and guaranteed to run smoothly.
IN 10700Q

TI for the Beginning Beginner
edited
This book, written in clear everyday language, teaches you to use your new TI home computer. From plugging in to programming, learn to use your computer to the fullest. Put yourself in complete control.
IN 76729Q



TI Games for Kids
edited
Over 30 games for children of all ages. Each is designed to help children learn while they are having fun. Contains Building Blocks, Learning Concepts, Matching Games, Investment, Name the States and more.
IN 26430Q

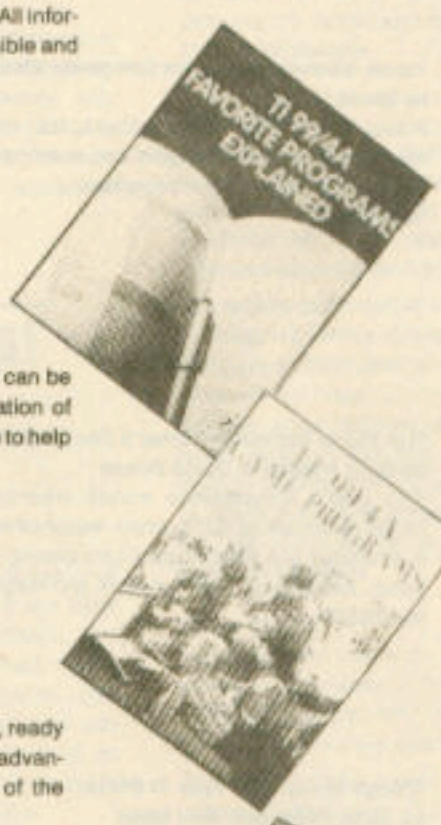
TI Playground
by Fred D'Ignazio
A book that presents a fun, yet educationally sound, way for kids to be introduced to microcomputers. Each program is preceded by a note to parents describing the game and the kinds of things children might learn from it.
IN 10272Q

BOOKS

TI 99/4A BASIC Language Reference Manual
by Carol Ann Casciato
Show what TI BASIC contains, what a program is and a detailed coverage of the statements, commands and functions.
IN 11306Q



TI 99/4A BASIC Quick Reference Guide
edited
A handy guide to all the commands, symbols and BASIC statements for the user of the TI 99/4A home computer. All information is in the quick reference format, instantly accessible and usable.
IN 10009Q



TI 99/4A Favorite Programs Explained
by Donald C. Kreutner
This book shows you the great variety of programs that can be run on your TI 99/4A home computer. In the presentation of each program, explanatory text appears beside the code to help you follow along and learn how the programs work.
IN 74883Q

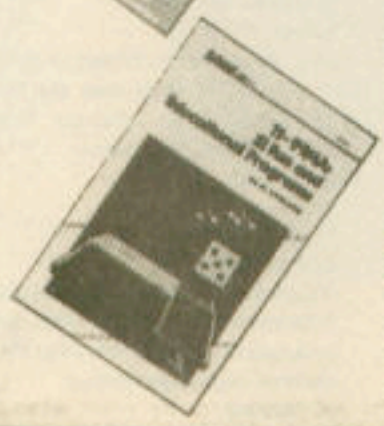
TI 99/4A Game Programs
by Frederick Holtz
A collection of 33 entertaining and educational programs, ready to key in and enjoy. Each program is designed to take full advantage of all the special characteristics and capabilities of the computer, including Sprite graphics, color, and sound.
IN 69109Q



The TI 99/4A User's Guide
by Roger C. Sharpe & Mark Andrews
Complete with helpful hints and tips, this guide, in clear and easy to read language, dispels the initial doubts anyone can experience after taking home a new productivity tool for the information age.
IN 76719Q



The TI 99/4A User's Guide
by Carol Ann Casciato & Donald J. Horsfall
Covers the common problems that TI 99/4A owners have with their first computer. The authors introduce the many options available, discuss the options you have for finding software and getting it started and running, and more.
IN 18783Q



TI 99/4A: 51 Fun and Educational Programs
by Gil M. Schechter
Here are 51 programs that are good examples of TI BASIC in action. They are programs that have practical and useful applications. They are programs that you can change to fit your specific needs, or they can be used just as they are.
IN 16094Q

Timelost TI 99/4A Version
by Kris Andrews et al.
Learn programming by following the adventures of two kids in unknown corners of space and time. Learn to make your own adventure games by following their adventures.
IN 74829Q



The User's Guide to Texas Instruments TI 99/4A
edited
A step-by-step guide through all phases of learning how to use your new computer. From setting it up, to learning what each key does, to expanding your system with peripherals. It also provides software buying recommendations and a guide to user's groups.
IN 79530Q



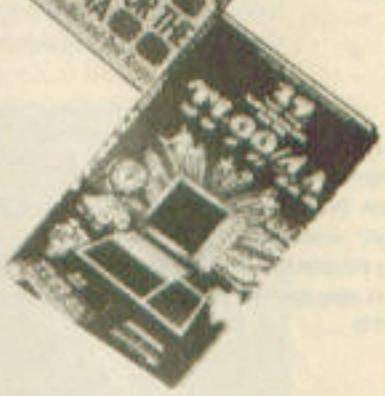
Your First TI 99/4A Program
by Rodnay Zaks
You can learn to write simple programs without any prior knowledge of business, mathematics, or computers! Guided by colorful illustrations and step-by-step instructions, you will be constructing programs within an hour or two.
IN 74758Q



Zappers
by Henry Mullish and D. Kruger
A book of 23 game programs for the Texas Instruments' TI 99/4A, which will provide you with hours of entertainment as well as a valuable tutorial in BASIC programming.
IN 18390Q

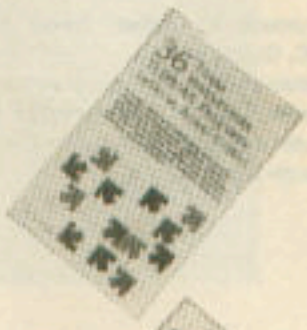


32 BASIC Programs for the TI 99/4A
by Tom Rugg, Phil Feldman and Raymond Alen
Thirty-two fully-tested, ready-to-run programs for the TI home computer. Games, graphics, educational applications and practical uses. The authors also suggest easy changes and other projects for you to do.
IN 69453Q



33 Programs for the TI 99/4A
edited
Contains something for everyone: games, money management, business, simple statistics, and more. A wide variety of applications software, plus games. 33 ready-to-type-in programs at a low cost.
IN 26686Q

36 Texas Instruments TI 99/4A Programs for Home, School & Office
by Len Turner
Three dozen programs for businessmen, teachers, students and hobbyists using the Compact 40, TI 99/4A Home Computer and other TI personal, home and business micro computers.
IN 51190Q



101 Programming Tips & Tricks for the Texas Instruments TI 99/4A Home Computer
by Len Turner
A software idea book with pro hints, secrets, shortcuts and techniques for using the Compact 40, TI 99/4A and other TI personal, home and business micro computers.
IN 51151Q



BOOKS

Technical Manual — TI 99/4A
This manual is particularly useful for people interested in developing their own hardware and software. The schematics on the 99/4A and the peripheral expansion system (included in UNI 238), file management specifications, interface considerations, and device service routine specifications are given in the manual. Also included is information on memory mapping, I/O pin descriptions, timing routines, and CRU mapping.
UNI 237 Console Only
UNI 238 Console and Peripheral Expansion Box



Beginner's Basic Manual
Step-by-step hands-on approach to learning the fun and power of programming in the TI BASIC language.

This book is normally packed with the TI 99/4A Home Computer. 143 pages.
PHA 2602

User's Reference Guide
A complete and detailed guide to setting up and using your TI 99/4A Home Computer.

This book is normally packed with the TI 99/4A Home Computer. 124 pages.
PHA 2603

Hint and Solution Book
by Scott Adams
Our hint book provides additional clues to help you out of some of those sticky spots you've gotten into, while still letting you solve the Adventure yourself. So if you can't seem to get out of the bog or locate the pharoah's heart, then you've come to the right place for help! This expanded edition includes hints for all 14 Adventures, and a special section on the making of Adventure maps.
UNI

Prices, specifications, and availability are subject to change. Please call for current price information. Not responsible for typographical errors. Layout, Photographs, Type & Drawings are © Copyright 1984.

LATE ADDITIONS

ENTERTAINMENT

Futura

Mars Rover
Mars Rover is a multi-level game. By jumping over craters or other objects, you are trying to get your "Rover" to the cranehook hanging from the mothership before the moon comes to a full eclipse.
Required: Extended BASIC
FUT 8700X Cassette

Memory Match
Memory Match is a "Concentration" type game using a regular deck (fifty-two) of bridge cards. The cards are laid face down on a table and each player turns up two cards attempting to make a "match." Each player is trying to get the highest score of matching cards. Memory Match is a multi-level, multi-player, multi-fun game.
Required: Extended BASIC
FUT 8801X Cassette

Minefield
You begin at the upper left hand corner of a mine field. Your job is to get to the bottom right hand corner without stepping on a mine and being blown to pieces. You have a metal detector, but can you figure out your next step? Challenging with lots of fun.
Required: Extended BASIC
FUT 8401X Cassette

Monster 'Craze'
The object of this game is to get your man to the top of the structure before he gets munched by a monster. Beat the high score and enter your initials on the title screen.
Required: Extended BASIC
FUT 8701X Cassette

Moon Bus
You are in control of an armed pyramid on the surface of the moon. You must battle the forces of the Moon-Bus to keep Earth's space ways clear. But beware: for every set killed the Moon-bus will come itself to kill you! So try your hand at the controls and good luck.
Required: Extended BASIC
FUT 8202X Cassette

Newton's Revenge
Apples falling everywhere! Start with 3 baskets to catch them. If an apple reaches the ground, you lose a basket; for every 750 points you score, you gain another basket. Joysticks optional in this Assembler game.
Required: Mini Memory
FUT C 1113 Cassette
FUT D 1113 Disk

Doomcastle
"Welcome to Doomcastle, all who enter and despair!! None have yet found the sapphires and stayed alive!" This is the warning issued by author Sam Pincus in this graphics adventure game. Cahmi the Magician has many of the things you will need to recover the four Royal Sapphires, but will you have enough gold coins to purchase his wares? Beware the monsters inside the castle. Find the treasure chests and return to Cahmi for more weapons and potions.
Required: Extended BASIC
FUT 5012X Cassette

Escape From Atlantix
The United States and a third world nation have become entangled in the beginning of World War III. The jet you were piloting on a secret bombing mission known to no one but the President has been shot down at sea by an enemy destroyer. The destroyer takes you to a submarine that is on its way to Atlantix, an underwater installation. You have been placed in a jail cell 400 feet under water. Your adventure is to Escape From Atlantix.
FUT C9112 Cassette

Flying Saucer
While traveling through space, your flying saucer is attacked by enemy rockets and aliens. Your only defense is your flying skill and three protective shields, per ship. You must also avoid hitting other obstacles, such as buildings and meteorites.
Complete all four phases and you will be awarded a bonus ship. This is a super-fast action game.
Required: Extended BASIC
FUT 8702X Cassette

Fly Snuffer
The title says "Fly Snuffer," but watch out! There are more than just flies in the room. You will need joysticks to move the spray can in position. Snuff out ten flies and advance to the next level; roll over 1000 and your spray can is refilled. Six levels of play in this game by Larry Lewis.
Required: Extended BASIC
FUT 8301X Cassette

Texas Instruments

Basketball Statistics
This package helps the basketball coach or statistician keep statistics on individual players on a team. Shots taken, shots made, rebounds and a variety of other basketball statistics are tracked easily with this unique package.
Required: Extended BASIC
PHD 5023 Disk

American

American Derby
It's your day at the track. But there is more than luck in this realistic and colorful horserace game. The insiders' sheet gives you inside information on many of the 36 horses. Great fun for those who like to play a hunch or for those who like a more scientific approach to their betting. Ages 10 to adult. Up to 6 may play at a time.
Required: Extended BASIC
AM 128C Cassette
AM 128D Disk

Fireball
Climb the volcano . . . avoid fireballs and holes. The game begins at an easy speed but watch out as the action speeds up. Fun for both the beginner and experts alike. Ages 10 and up. Joysticks optional.
Required: Editor/Assembler or Mini Memory
AM 129D Disk

Softmail

Guardian
Guardian is a fast paced one or two player game which pits you against an army of evil robots intent on capturing your city. By stealing all of the energy pods providing food, comfort, and entertainment this swarm of intelligent machines will gain full control. When two play it's just like the real world of politics! Each player can treat the other as an ally until he can be zapped without losing control to the robots on the field of play!
Required: Memory Expansion; Editor/Assembler
SOF 101D Disk

UTILITIES

Kis-Mif

Teach Yourself the Basics of BASIC
This is a great way for beginners to become familiar with the TI 99/4A and learn to write programs in BASIC. We found this program to be more user-friendly and more interactive than the comparable TI program. In many places it pauses to let you try out the comands to see what they actually do. The authors, who have over 30 years of combined teaching and computer programming experience, designed the program to be simple enough for children and computer neophytes. This is actually a series of 7 programs on the same tape.
MSP 21448 Cassette

HOME/BUSINESS

American

Home Inventory
This program is designed to keep track of your valuables. Each item can be assigned a name, a code, room or category, date purchased, original cost and estimated life. You can add and delete items as well as edit existing information. The computer will calculate the depreciated value of your items. Each inventory file can contain as many as 600 items.
Required: Extended BASIC
AM 127 Disk

Hall

Calendar
Watch the years go by. This program prints calendars on your screen in the standard monthly format. Any month from January, 1600, to December, 2399 can be printed singly or have the months advance one at a time. What day of the week were you born? Great fun at parties!
HAL 108 Cassette

Bar Graph
This program produces vertical bar graphs in up to 13 categories. The percentage that each category is to the total of all categories is displayed in bar graph form on the screen. The vertical axis is self scaling to allow the best possible view of the relationship of all parameters. Extended BASIC version available on special order.
HAL 109 Cassette

MicroPal

Genealogy Workshop
MicroPal brings you The Genealogy Workshop — a comprehensive record-keeping program for genealogists. This program allows automation of many aspects of keeping genealogical records. This program is easy enough for a beginner, but will also prove useful to more experienced genealogists. Family Data function stores all of the vital information on each individual. Searches can be made to find common birth and death locations; you may also search for a name. Overview function stores the names and vital dates for each family, including up to 20 children. Sources function stores the details of where specific data was obtained; source record numbers correspond to citations in Family Data. Program also prints sequentially numbered cross reference forms, family group sheets, and source sheets. All programs include revision capability and give you the option of hard copy or screen display.
Required: 32K Memory Expansion; Disk System; 80-column Printer System
MSP 20801

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Discover Gemini-10X dot matrix printer.

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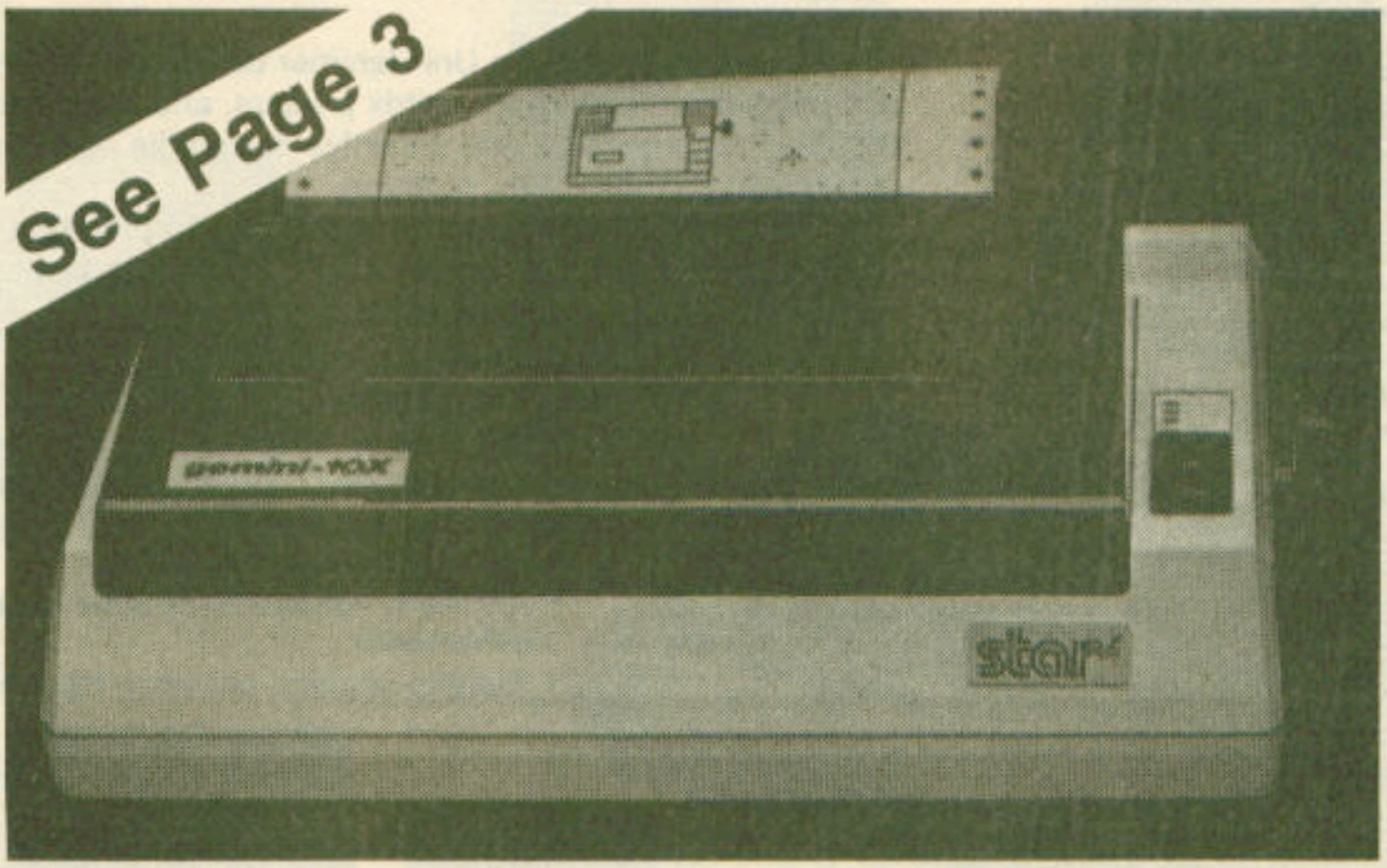

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See Page 3



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- **Easy-to-replace cassette ribbon**

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GP-100
SEIKOSHA

SPECIFICATIONS

PRINTING	
Print format	5 x 7 dot matrix impact type
Character set	ASCII standard uper/lower case
Printing speed	30 char/sec (180 x 7 dots/sec)
Maximum width	80 characters (equals 480 dots)
Character code	8 bits ASCII code
Multiple copies	Original plus 1 or 2 copies
SPACING	
Character spacing	10 char/inch
Line spacing	6 lines/inch, 9 lines/inch
Linefeed speed	5 lines/sec, 7.5 lines/sec
PAPER	
Paper type/feed	Uses standard fanfold paper up to 9½ inches wide. Will accommodate multiple copies to 3 ply and standard label stock. Tractors are adjustable up to 9½ inches
RIBBON	Single color, special self-linking cassette type

OPERATING ENVIRONMENT	
Temperature	40°F–105°F (5°C–40°C)
Humidity	20%–80% (no condensation)
POWER SUPPLY	117 VAC ± 10%, 50/60 Hz
POWER CONSUMPTION	20 watts (while printing)
DIMENSIONS	5½ x 16 x 9 inches, HWD (140 x 406 x 229 mm)
WEIGHT	13 lbs (5.9 kg)
STANDARD INTERFACE	Parallel interface (Centronics compatible)
OPTIONAL INTERFACES	RS232C, serial TTL, 20mA current loop, IEEE-488, as well as interfaces for Apple,® TRS-80,® PET,® Atari, and other computers

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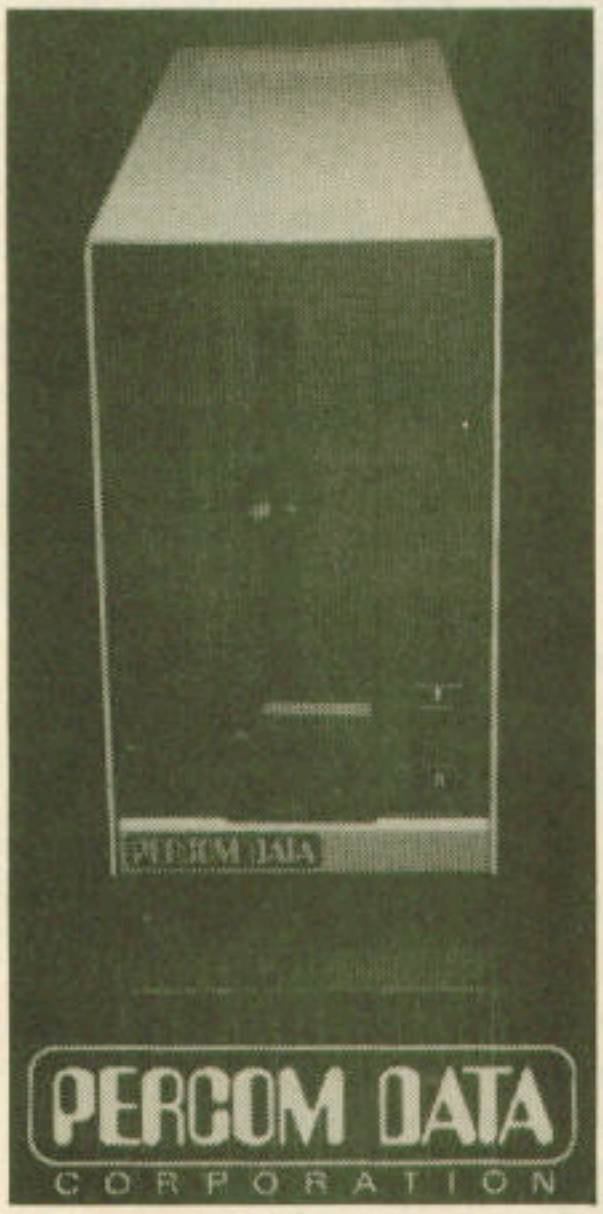

TX-99 DETAILED SPECIFICATIONS

STORAGE CAPACITY	
TRACKS	40 SINGLE SIDED
SECTORS	360
CAPACITY	92K BYTES (FORMATTED)
HEAD STEP	20 MILLISECONDS
SPEED	300 RPM +/– 2%
PHYSICAL DIMENSIONS	
SIZE IN INCHES	
LENGTH	11.7
WIDTH	4.0
HEIGHT	7.2
WEIGHT IN POUNDS	8.6
OPERATING TEMPERATURE	50-90 DEGREES F.
OPERATING HUMIDITY	20%-80% R.H. non-condensing
OPERATING POWER	70 W 105-130 VAC, 50-60 Hz.

See Page 2

The TX-99 comes with appropriate interface cable connector, and installation manual.

SIGNALMAN MARK XII MODEM



See Page 6

SPECIFICATIONS

Operating Modes	Automatic ANSW/ORIG selection, computer-controlled dial, computer-controlled answer, automatic speed mode selection	
Line Interface	2-wire direct connect	
Data Interface	RS-232C compatible, built-in cable to computer	
Duplex Select	Full or half	
Transmit Carrier Level	–10 dBm fixed	
Carrier Detect Level	ON at –43 dBm OFF at –47 dBm	
Timers		
Answer Quiet	2.1 sec	
Carrier Fail Disconnect	450 ms	
Data Carrier Detect	ON in 155 ms OFF in 50 ms	
Answer Abort Disconnect	18 sec.	
Originate Abort Disconnect	36 sec.	
Low Speed Operation (Bell 103 Compatible)		
Data Format	Serial, binary, asynchronous	
Data Rate	110/300 bps	
Modulation	Phase coherent, frequency shift-keyed (FSK)	
Transmit Frequency	ORIG	ANSW
MARK	1270 Hz	2225 Hz
SPACE	1070 Hz	2025 Hz
Transmit Frequency Accuracy	±0.01%	
Receive Frequency	ORIG	ANSW
MARK	2225 Hz	1270 Hz
SPACE	2025 Hz	1070 Hz
Receive Frequency Tolerance	±0.5%	
High Speed Operation (Bell 212A Compatible)		
Data Format	Serial, binary, character asynchronous	
Modulation	Differential quadrature coherent phase shift keying (DQCPSK)	
Transmit Frequencies	BAND	FREQ
	LO	1200 Hz
	HI	2400 Hz
Input Data Rate (DTE to Modem)	1182 to 1212 bps	
Line Data Rate (Local to Remote Modem)	1200 bps (±0.01%)	
Output Data Rate (Modem to DTE)	1219 bps	
Data Character Length	10 bits	
Transmit Frequency Tolerance	±0.01%	
Received Frequency Tolerance	±7.0 Hz	
Equalization Type	Fixed compromise	
Scramble Polynominal	1 + (D-14) + (D-17)	
Power Requirement	12V DC, 60 mA; provided by adapter (supplied)	
Operating Environment	0 to 50°C (32 to 122.6°F) 95% RH noncondensing	
Size	15.2 cm x 23 cm x 2.5 cm (6.0 in. x 9.0 in. x 1.0 in.)	
Weight	368 gm (13 oz.)	

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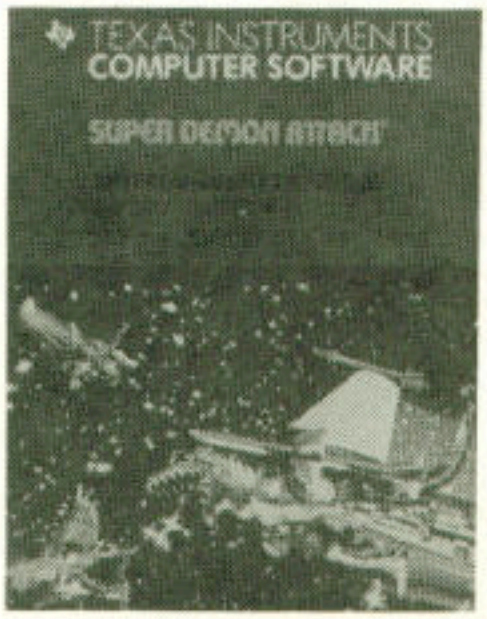

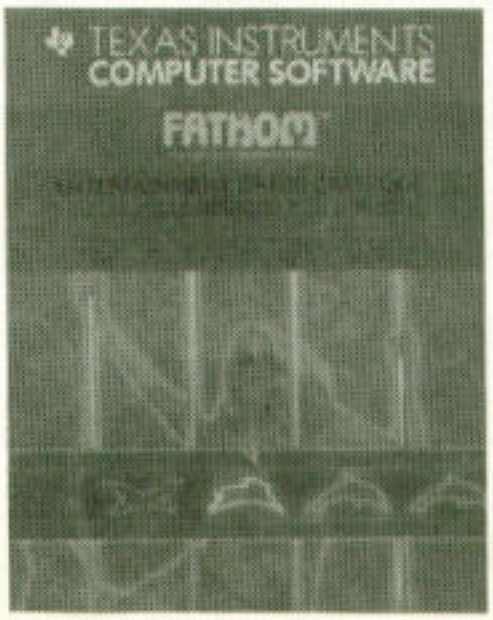



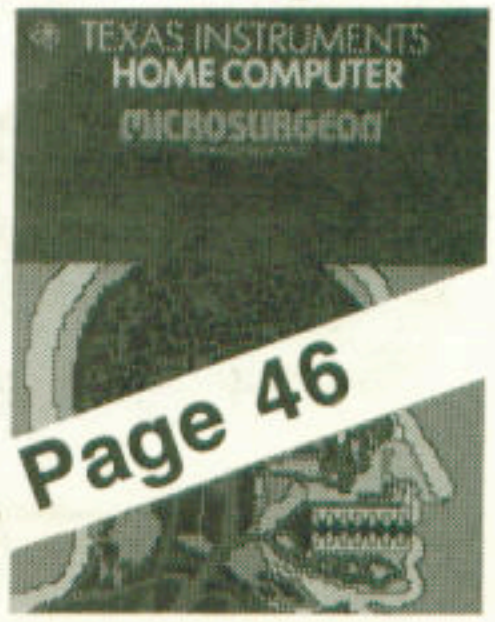

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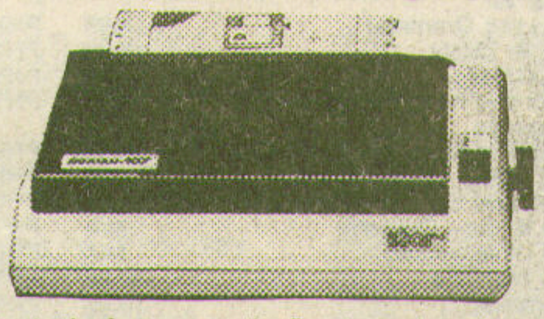

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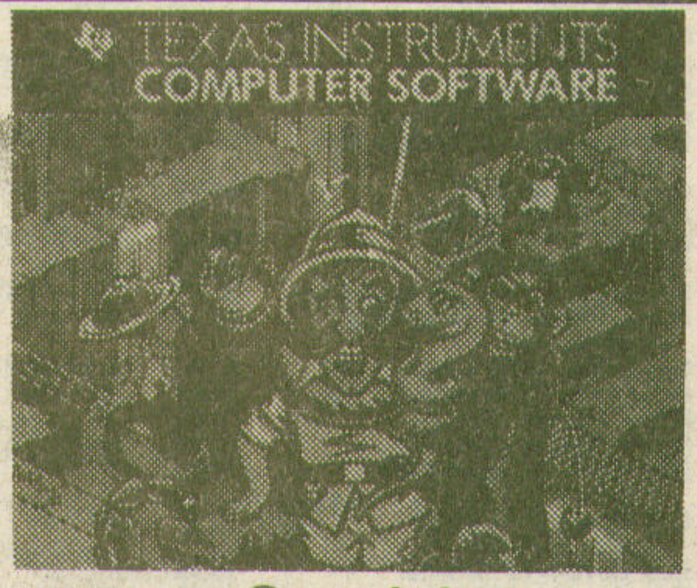

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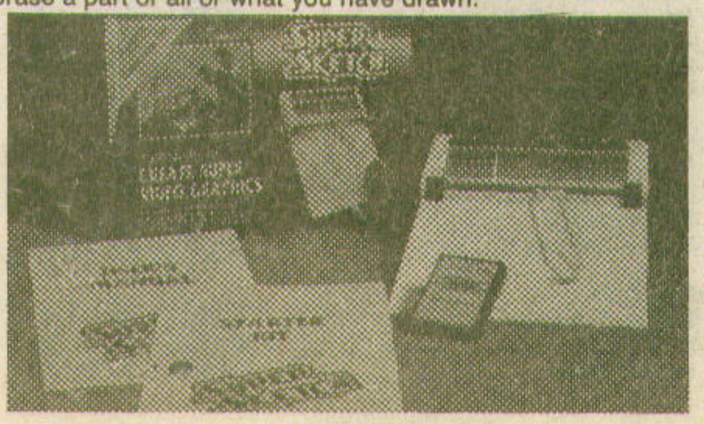

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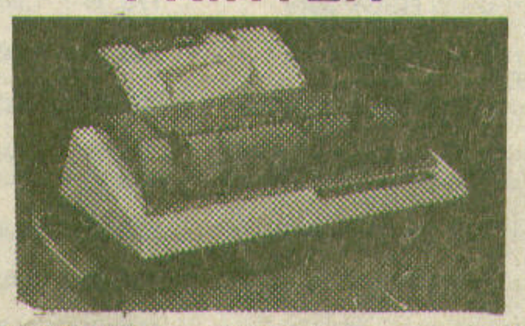

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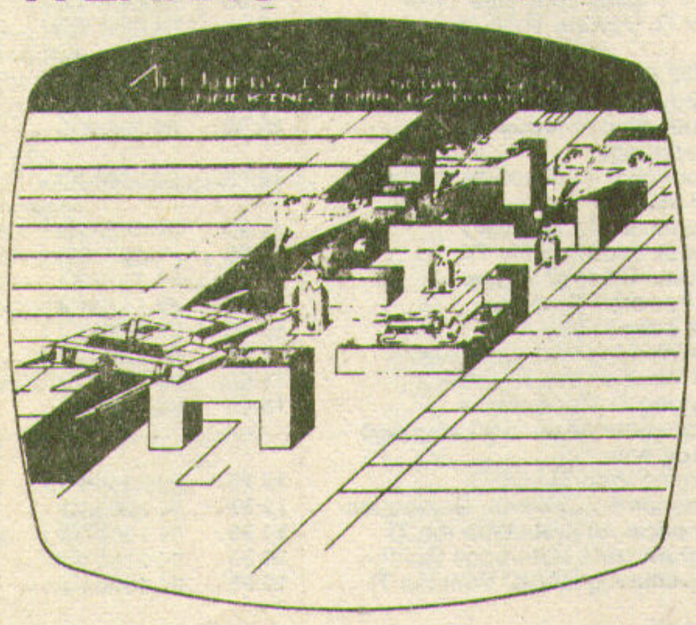

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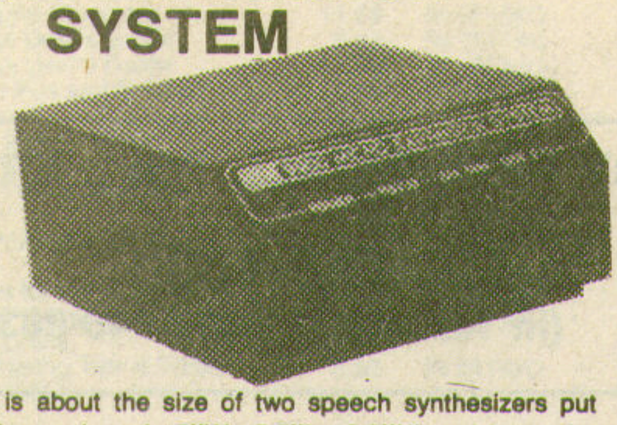

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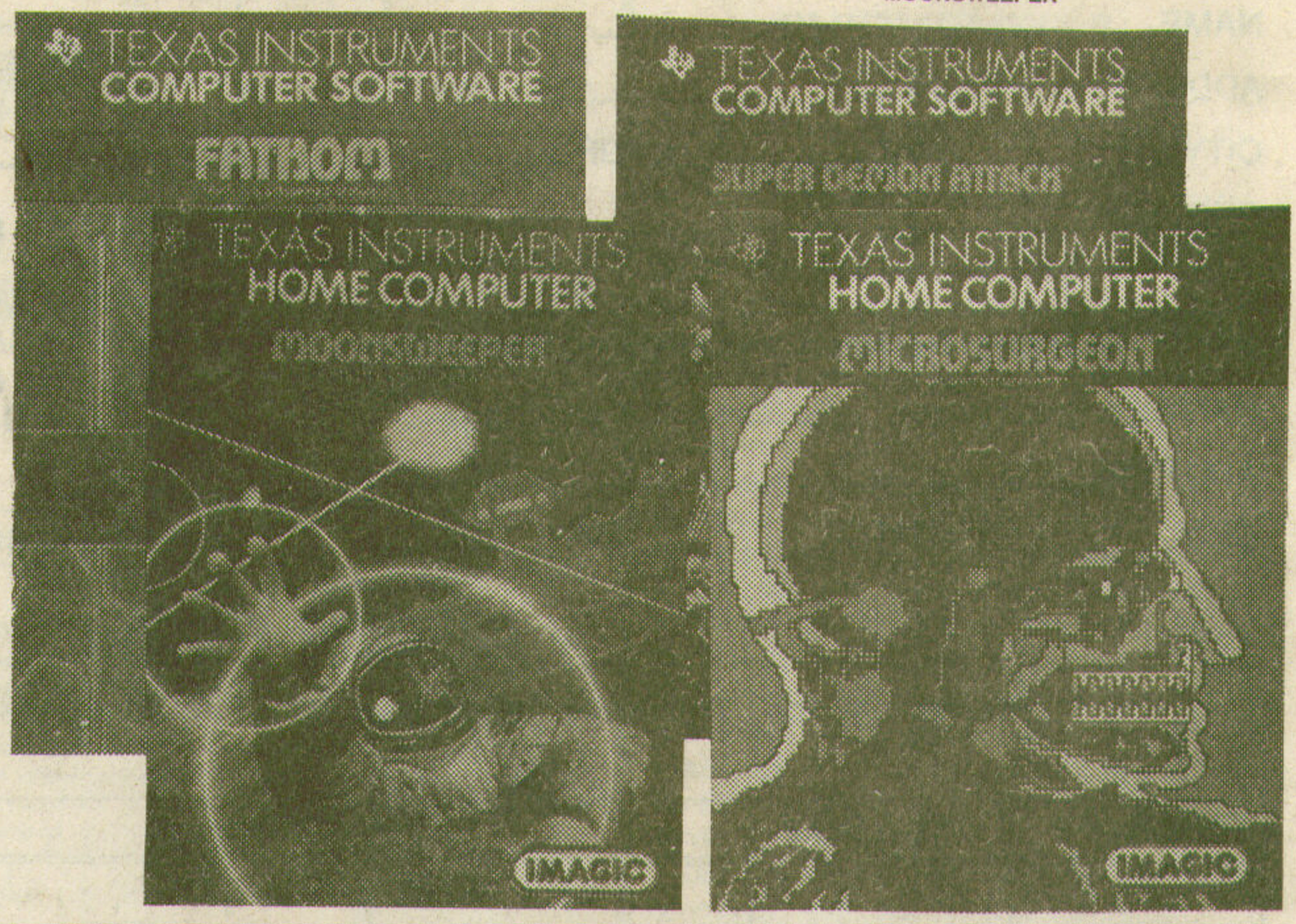

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