

Joy Electronics, Inc.

P. O. BOX 542526, DALLAS, TX 75354-2526
JULY 16, 1990

Texas Instruments TI-99/4A. Home Computer SPECIALS



DEFENDER



RX 8506

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! (Requires Joysticks.)

\$4.99

RX 8512



DONKEY KONG

You can feel the excitement tingle up and down your spine when you play *Donkey Kong* at home, just like at an arcade. Your joystick guides Mario, the fearless carpenter, up the girders and elevators as he attempts to rescue his sweetheart from the clutches of *Donkey Kong*.

All the thrills of the arcade game in a version for your 99/4A. (Requires Joysticks.)

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RX 8531

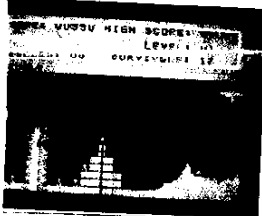


MOON PATROL

Applications are being accepted for replacement gunners in a high-risk job. Hostile environment. Road conditions nonexistent due to meteor and crater hazards. Quick reflexes, marksmanship and driving skill a must. Bonuses for UFOs and enemy tanks. Recognition for valor. Volunteers only. (Requires Joysticks.)

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PROTECTOR II RX 2202



It's war and Xytronic Pulse-trackers, ravenous Chompers, rockets, meteoroids, lasers, the powerful Fraxullan Mother Ship

and the eruption of Dragonmaw put your skill to the ultimate test! (Requires Joysticks.)

\$4.99

RX 8517

PICNIC PARANOIA



George's picnic insects join 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! (Requires Joysticks.)

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JUNGLE HUNT



RX 8528

Savage cannibals have kidnapped your traveling companion, and you must rescue her soon! In the deep jungle forest, you jump from rope to rope. Then you brave a crocodile-infested river and a landslide of huge boulders. You reach the cannibal's campsite just in time—your sweetie hangs over a hot cauldron of boiling goo! All the thrill of the original arcade game. (Requires Joysticks.)

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CARTRIDGE

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9.95

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From "Getting Started" to "Programming Techniques", you'll find this guide an invaluable tool. The author is an experienced teacher and tutor for the range of users from beginner to expert.

You'll find dozens of applications, tutorials, fully documented programs, and utilities designed to enhance and support your full utilization of your personal computer. 358 pages.

\$9.95



CARTRIDGE & DISK

EDITOR/ASSEMBLER

This software cartridge allows programming in TMS 9900 Assembly Language. Gives direct access to all system features—sound, speech, graphics, I/O. Links into TI BASIC/Extended BASIC programs through a subroutine call. (Requires 32K Memory Expansion and Disk System.)

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Q*bert Life isn't easy for Q*bert. He's got to stay one jump ahead of Coily the snake and all the other dastardly creatures. So spring into action and help Q*bert bounce from step to step on the colorful, three-dimensional pyramids.



\$19.95

Alpiner (Speech)

Climb Everest, McKinley, Hood, Garmo, Kenya and the Matterhorn. Overcome obstacles such as lions, bears, skunks, avalanches, forest fires, and many more. Exciting color graphics, sound and music. ARCADE style. TI 99/4A only. Speech Synthesizer optional. Cartridge.

The Attack

Play the commander of a ship in a region of space infested by "spores" and "aliens" which must be destroyed. ARCADE style. Cartridge.

Blasto

A one or two player tank challenge to destroy a field of mines while avoiding your opponent's fire. Cartridge.

BURGERTIME

You're Peter Pepper, chef in a kitchen whose action gives new meaning to fast food! Rush to make your burgers while under attack from horrendous hot dogs, petrifying pickles, and eggs that are scrambling to get you! Then go on to the next challenge—6 different mazes in all. (Joysticks recommended.)

Car Wars

The excitement of high speed racing is combined with the challenge of getting a car around the track without crashing with computer cars. ARCADE style. Cartridge.

Chisholm Trail

Ride this Chisholm Trail and you'll be challenged to move a steer while fighting rustlers, brand monsters and other dangers. ARCADE style. Cartridge.

Connect Four

A challenging vertical strategy game. Players must get four markers in a row—down, across or diagonally—to win. Cartridge.

FACEMAKER-3 Fun Activities Provide an Intro to Computers & an Opportunity to Improve Memory Skills
CARTRIDGE

Fathom™

Soar through the skies as a seagull and explore the depths of the sea as an enchanted dolphin. Search for pieces of the magical trident that unlocks the pirate ship holding a captive mermaid. Beware! Danger lurks on land and sea. Speech Synthesizer optional. Cartridge.

Home Entertainment**Hangman**

Players try to figure out the mystery word. Each wrong guess brings you closer to the gallows. Cartridge.

Hunt the Wumpus

An exciting hunt in a hidden maze of caverns and twisted tunnels! Seek out the lair of the Wumpus. Cartridge.

Hustle

Direct a snake-like object to hit targets while avoiding your opponent, the edge of the screen, and even yourself! One or two players. Cartridge.

Microsurgeon™

Pilot the robot probe through arteries, veins, and the lymphatic system. Eliminate deadly bacteria, tumors, cholesterol, tapeworms, tar deposits, and other life threatening diseases as you go! Speech Synthesis optional. Cartridge.

M*A*S*H

Airlift soldiers wounded on a battlefield to the 4077 MASH unit. Time is running out for the wounded and you must operate to save their lives. A hawk's eye and steady hand will help you sew up the highest score. Cartridge.

Mind Changers

Game I challenges the player(s) to echo a sequence of notes. Game II is a code-breaking game using shapes and colors. Cartridge.

MunchMan

You must move quickly to outmaneuver cunning hoonos while connecting maze passages with a chain. Exciting maze game. ARCADE style. Cartridge.

MUNCHMOBILE - Test your skill while driving this Goodie Grabbing Car along the Highway.

Oldies But Goodies—Games I

Five exciting games including Word Scramble, Number Scramble, Tic-Tac-Toe, Biorhythm and Factor Foe. Action game for one or two players. All ages. Cassette.

Oldies But Goodies—Games II

Second in a series of game collections. Includes Hammurabi, Hidden Pairs, Peg Jump, 3D Tic-Tac-Toe and Word Safari. Cassette.

Othello

A board game demanding clever strategy to outflank your opponent and capture his discs between yours. Play against the computer or a human opponent. A classic. Cartridge.

Parsec (Speech)

Battle a variety of alien attack ships as you lead your space squadron in defense of a distant outpost. ARCADE style. TI 99/4A only. Speech Synthesizer optional. Cartridge.

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? (Requires Joysticks.)

Sneggit

Save the eggs! Hungry snakes are in the barnyard, devouring your eggs by the dozen. You must survive the reptilian attack and save as many eggs as possible. Cartridge.

Demon Attack®

Suicide patrollers and tetracted terrorists from the demon armada shower the moon with devastating power. Annihilate them with your laser cannon. Then lift off and destroy the core of pandemonium, flagship of the demon armada. Cartridge.

TI Invaders

Your world is attacked by a hostile horde. You have to destroy them with your missiles, if you're fast enough. A classic. ARCADE style. Cartridge.

Tombstone City: 21st Century

A fight for one player against an invading horde of alien morgs in an Old West ghost town. ARCADE style. Cartridge.

Video Games I

Practice your aim with Pot-Shot, try your skill at Pinball, or trap your opponent with Doodle. Cartridge.

Meteor Belt

Let your computer co-pilot warn you of enemy ships in this daring space duel! Fast action, destroy meteors and rival spaceships. Speech Synthesis. MBX System is optional for game play. However, MBX System or TI Speech Synthesizer is required to access speech. Cartridge.

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 BOTH REQUIRE THE SPEECH SYNTHESIZER.

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 The computer is waiting, asking WHAT SHALL I DO? Discover all your powers of logical reasoning called into play, as you explore a mysterious island teeming with peril and treasure.

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 From the moment you fire up the EPYX 500XJ, you'll know this is no ordinary joystick. The 500XJ scores significantly higher, faster and easier than any stick ever made.
 Designed to fit in the palm of your hand, the 500XJ incorporates trigger finger firing for faster shooting. Tactile response micro-switches allow you to feel and hear each move of the stick for exacting control. Five year warranty. (Requires Y-Adapter listed below for use with the TI-99/4A.)
\$19.95

TI-99/4A JOYSTICK "Y" ADAPTER \$9.95

This cable is required to use all joysticks in this catalog. For use with one or two joysticks.
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ADVENTURE INTERNATIONAL SERIES

11 Exciting adventures from Scott Adams. With the Adventure Cartridge and one of the eleven Cassette Adventure games, you can experience many different adventures. The other Adventures are Adventureland, Mission impossible, Voodoo Castle, The Count, Strange Odyssey, Mystery Fun House, Pyramid of Doom, Ghost Town, Savage Island I & II and the Golden Voyage. New Adventure Cassettes are: Spiderman Adventure, Incredible Hulk, Buckaroo Banzai, and Sorcerer of Claymore Castle.
ONLY \$5.95 EACH

RETURN TO PIRATE'S ISLE

by Adventure International
 PHM 3189



You're on a fantasy island — a world teeming with monstrous evils. But you've got to stay because 13 treasures are hidden here and you must unearth them and escape! Only logic and ingenuity can help you defend yourself.

SELF CONTAINED CARTRIDGE \$12.95

Education

JOTTO

More hours of fun that will sharpen vocabulary skills and analytical powers of thinking. Discover the word the computer has chosen at random by making your own word guesses. The computer tells you how many letters in your word match the letters in its selection. An alphabet lets you keep score of correct and incorrect letters right on the screen. Choose from three skills levels—3, 4 or 5 letter words. Cassette

Minus Mission (For subtraction skills)⁵

A robot defends its territory from the "creeping slime." Blobs of slime carrying subtraction problems can be destroyed only if you provide the robot with the correct answers. Cartridge.

MEASUREMENT FORMULAS

A self-paced tutor which presents a variety of geometric problems involving perimeter, area, and volume measurement. - CARTRIDGE

LAWS OF ARITHMETIC

A self paced tutor which presents math principles to help your child develop strong math skills- CARTRIDGE

Scholastic Spelling (Speech)

Individual programs for 4 different student levels contain exercises and lessons to develop spelling proficiency. Speech Synthesizer is required. Cartridge.

Reading Rally

Practice basic reading skills and learn the difference between fact and opinion, understand the author's purpose and the bias and connotation of words. Grade 5. Cartridge.

Music Skills Trainer

Drills include pitch guess, interval recognition, chord recognition and phrase recall. For beginning musicians 10 and up. Cassette.

Multiplication I (Speech)³

Teaches the basics of multiplication. Grade levels 3-4. Speech Synthesizer recommended. Cartridge.

Music Maker

A music composition package that lets even a novice composer create computer music by simply arranging notes on an electronic musical staff. Cassette or Disk storage system recommended. Cartridge.

NUMBER READINESS

Page 5

A self-paced tutor which presents a variety of problems to introduce children to number values and set theory- CARTRIDGE

Numeration II³

Children in Grades 4-6 can learn more about basic math facts introduced in Numeration I. Cartridge

Physical Fitness

Plan an exercise program designed especially for you. Based on guidelines from the President's Council on Physical Fitness. Recommended ages: 6 and up. Cartridge.

PRO-TYPER

Teaches touch typing on the 99/4A Home Computer keyboard. Measures and improves typing speed and selects appropriate exercises. 99/4A only. Cartridge.

Reading Flight

For 6th grade level readers, several stories with special exercises to teach summarizing, classifying and outlining skills. Cartridge.

Reading Fun

Stories and practice drills help build vocabulary and reading skills. Grades 1-3. Cartridge.

Reading On

Teaches skills required to understand maps, graphs and schedules. Several stories and appropriate drills reinforce skills. Grade 3. Cartridge.

Reading Roundup

Several stories teach 4th grade level readers idioms, figures of speech and word meanings in context. Cartridge.

STORY MACHINE

Use the computer to develop skills in writing stories. animation & Music help make writing a fun experience. CARTRIDGE

TINY LOGO

Create colorful graphics develop the child's and learn programming computer awareness at the same time. The Tiny Logo turtle helps. For ages 4 and up. CASSETTE

TYPING I/II Introduces a typewriter keyboard and what fingers press what keys. Three drills to help you improve typing speed and accuracy.

Addition/Subtraction I (Speech)³

Teaches basic arithmetic skills and provides drills for reinforcement. Grade level 1. Speech synthesizer recommended. Cartridge.

Addition/Subtraction II (Speech)³

More difficult problems and techniques than found in Addition/Subtraction I. Grade levels 1-2. Speech Synthesizer recommended. Cartridge.

Alien Addition (For addition skills)⁵

Alien invaders can be stopped only by firing a laser cannon which "equalizes" the enemy with correct answers to addition problems on the alien spacecraft. Cartridge.

Alligator Mix (For discrimination skills)⁵

Hungry alligators must be fed—but they only eat apples which bear the correct answers to the addition or subtraction problems which appear on their stomachs. Cartridge.

Beginning Grammar

Introduces the basic parts of speech and how they are used to build sentences. Grades 2-5. Cartridge.

Division I (Speech)³

Teaches the basics of division. Grade levels 3-5. Speech Synthesizer recommended. Cartridge.

Early Learning Fun

Helps teach shape, number and letter recognition, counting, sorting, and the alphabet—as well as teaching first computer skills. Ages 3-6. Cartridge.

Early Reading (Speech)³

Engaging color graphics and computer speech introduce and reinforce important reading skills. Speech synthesizer required. Cartridge.

INTEGERS - A self paced tutor which presents a Variety of math problems with both positive and negative numbers CARTRIDGE



Joy Electronics, Inc.

P.O. Box 542526, Dallas, TX 75354-2526

Education



~~\$8.95~~ — all — ~~\$8.95~~
Great Programs for Kids from **KIDware**

• ENTERTAINING • EDUCATIONAL • ECONOMICAL
At last an alternative to "kill or be killed" games and over-priced educational software. All KIDware programs are non-violent, inexpensive, educational and FUN! Each highlights the power graphics and musical features of your TI 99/4A. All cassettes contain two programs on one cassette!

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!
21203 Cassette

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 gives rewards to top performers.
21222 Cassette

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.
21237 Cassette

MACDONALD'S FARM. Asks you to help Farmer MacDonalld round up his runaway animals. A nice rendition of "Old MacDonalld Had a Farm" plays whenever you find an animal and get him back into the barn. This is our most popular game. **SAY, ON SAYS** plays a musical tone and color pattern and you must repeat it exactly or Simon wins. Starts out easy and gets harder.
21241 Cassette

MATH TEST. Was written for the classroom, but could 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 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.
21345 Cassette

CIVIL WAR/KING features special translations for the TI 99/4A of two of the first computer simulations ever developed. In **CIVIL WAR**, you command the Confederate Army in trying to rewrite history. **KING** lets you rule your own country, allocating resources for various purposes and trying to survive your reign.
37908 Cassette

JUNIOR FARMER/BLOCKHEAD. Find the farmer, his wife, a child, a cat, a mouse, and a cheese! Junior Farmer is great for the youngest kids, because no reading is required after you explain the game. **BLOCKHEAD** lets you draw a zillion funny faces.
37921 Cassette

ADDITION II/SUBTRACTION II. Lets you practice adding and subtracting in columns. You even enter the answer one digit at a time from right to left — just like you would on paper. Optional "borrowing" practice in Subtraction II.
37936 Cassette

FRACTIONS I/FRACTIONS II. Starting by displaying pictorially the concepts of what fractions are, **FRACTIONS I/FRACTIONS II** progresses from simple exercises to instructions in how to add, subtract, multiply, and divide simple fractions.
37940 Cassette

WORD PROBLEMS VII. Let your child practice addition, subtraction, multiplication, and division with the use of fun word problems. **WORD PROBLEMS VII** will also explain, if desired, how to solve a particular problem.
37955 Cassette

SOLAR SYSTEM/TEMPERATURE is a great selection for budding scientists. Learn about the nine planets with colorful graphics. **TEMPERATURE** teaches how to read a thermometer and how to use Fahrenheit and Celsius.
37949 Cassette

SHAPES. Provides two games in shape recognition. In the first game, the player names eight basic shapes. The second game asks the player to match 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.
21289 Cassette

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.
21294 Cassette

U.S. CAPITALS/U.S. GEOGRAPHY. Provides a rounded lesson in states, capitals, regions, and other geographical items of interest.
38037 Cassette

CLOCK/DICE. **CLOCK** is an excellent program for teaching your child how to tell time. A lesson in reading the hands of a clock is given. Following the lesson a quiz is given to check mastery of the skill. Nice graphics and difficulty levels. **DICE** is a game 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 the dice. Good practice for dice-based games. Ages 5-10. From KIDware.
38727 Cassette

SPELLING TUTOR/MATH TUTOR. **SPELLING TUTOR** helps your child with spelling the fun way. Using your words, three different quizzes can be taken. Spelling lists can be saved on tape for future use. **MATH TUTOR** allows your child to practice math problems you put into the computer. Hence, math lessons are easily tailored to your child's level and abilities. Tests can be saved on tape. Colorful scoring rewards correct responses. Ages 6-12. From KIDware.
38732 Cassette

COLORS. Has two fun games in color discrimination and recognition. The first asks you to name seven basic colors. In the second game, the player must match identically colored squares. **NUMBER GAMES** has two games relating digits and names for the numbers 0 to 9.
21383 Cassette

ABCs/123's. Young children won't even realize they are learning numbers, letters and keyboard familiarity as they play KIDware's newest pair of educational games. **ABCs/123's** has fun graphics, teaching letters and word association in ABC's and numbers and counting concepts are presented in 123's.
37902 Cassette

SHOOT THE MOON is a spelling competition for up to four players. Play two games, "Fletcher" and "Scrambler," with your spelling list. You can even save the list on tape for future use. Great program for home or school. **SPELLMAN** lets you play "Hangman" with your own spelling list. The list can be typed in or read from cassette tape. Optionally, when finished playing, your list can be saved on tape for later reference. Ideal program for elementary school kids.
21331 Cassette

BURIED TREASURE/EGG HUNT Search for riches or Easter Eggs. 21364 Cassette
XYLOPHONE/SQUARE PUZZLE A computer music maker, Also popular 1950's Letter game
21379 Cassette

ALL THE CASSETTES ON THIS PAGE ARE FOR THE TI 99/4a AND YOU MUST HAVE A CASSETTE RECORDER ATTACHED TO THE 99/4a TO USE THEM

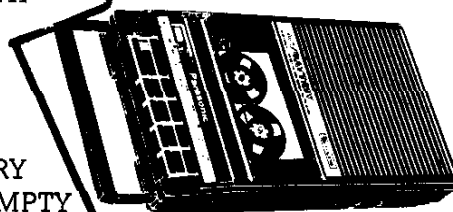
CRAIG, STANDARD CASSETTE RECORDER CRJ-109 \$44.95

NEW FROM KIDWARE:

- KWT064-LEMONADE CODEBREAKER
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- KWT048-US PRESIDENTS I/II
- KWT034-CALENDAR I/II
- KWT006-BUNNY COUNT/EARLY MATH
- KWT035-WEIGHTS/MEASURES
- KWT042-DOODLE/MAZE
- KWT033-NUMBER LINE MATH & FOUR-IN-A-ROW
- KWT012-JUNIOR HANGMAN/MEMORY
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