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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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TI-99/4(A) Home Computer . . . Unisource Electronics, Inc. of Lubbock, Texas

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Thanks to customers like yourself, Unisource has established and maintained a solid reputation for both quality products and dependable service. We look forward to a long lasting relationship between you and our company.

Happy Computing,


Robin Reynolds
General Manager



**Texas Instruments
Home Computer**

UNISOURCE ELECTRONICS, INC.

Our goal with this catalog and directory of TI-99/4(A) software and peripherals is to provide as comprehensive a listing as possible of available merchandise. Because of the rapidly changing market in the computer field, prices and/or availability may change at any time without notice. Unisource Electronics, Inc. will attempt to keep you informed of these changes as they occur with updates to this catalog but prices will be those in effect on the date of shipment of the order; however, notification of any such price increases will be made prior to shipment.

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UNISOURCE ELECTRONICS, INC.

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PERIPHERALS

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. Whenever 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 7 1/4" x 12" x 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 194,000 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 5 1/4" 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 write your own PASCAL programs with the Assembler/Linker and Editor/Filter/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 368K 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 5 1/4" 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 voices 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. Sequences of notes 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 1 1/2 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 80 times/second range 0-16 |
| 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

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PERIPHERALS

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 994A 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 5 1/4" 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 Port
COR 107 9900 Micro-Expansion System (Disk Drive not included)



Cor-Comp 99000 Expansion System

99000 Expansion System

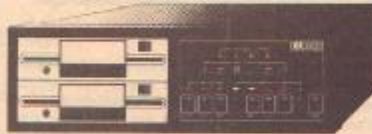
This is a brand new ultra modern Expansion System designed for the TI 994A and for the new CorComp 99000 computer system. It is about half the size of the current TI Peripheral Expansion box but contains twice the power.

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 994A 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 380K bytes of storage capacity. The Disk Manager program for this disk controller will come on a 5 1/4" 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 5 1/4" 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 380K bytes of data or programs on each 5 1/4" floppy disk. They simply slip into the mounting bracket and power supply built into the CorComp 99000 Expansion System.

COR 108

MYARC Peripheral Expansion System

MPES/50 Mini Peripheral Expansion System

The MPES/50 Mini Peripheral Expansion System unleashes the power of the Texas Instruments 994A 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 (6 1/4" x 7 1/4" x 12 1/4" inches). Simply plug it into the TI 994A 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 994A 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

ParallelAxTI Expansion Interface (Axiom)

A low cost printer interface for your TI 994A. Connects from the input/output port of your computer directly to any parallel centronics 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

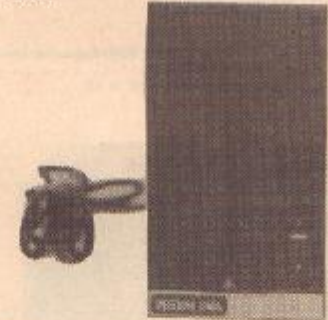


Free Standing Peripherals

Percom Disk System (Percom Data)

A low cost free standing complete 5 1/4" 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 994A 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

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 with Adam Interface with Cable
UNI 140C/I 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" rectangle tube, 90° deflection
Input Signal	Composite video signal with negative synchronization. (TV x 0.5V) TT, impedance 75 ohms
Video Bandwidth	Min. 18 MHz (Max. 22 MHz)
Resolution	Min. 600 lines @ center tube capacity 1500 lines
Display Format	2000 characters (80 columns x 25 lines)
Scanning Frequency	Horizontal—15.75 KHz, Vertical—60 Hz
Power Requirements	120 vac
Weight	14 lbs
Dimensions	W 13.6" x D 11.8" x H 11.9" (345 x 300 x 302 mm)

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



Color Monitors

Hitachi CM 1841 Monitor
A 15" high resolution composite color monitor featuring: NTSC composite video input; resolution of 280 (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 x 282
Display format: 1,900 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

T1 Wired Remote Controllers by Texas Instruments
Dual joystick controllers are included. Lightweight, durable, responsive, rapid control fire button and 8 position lever control.
PHF 1300

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 T1 adaptor.
UNI 172

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 T1 adaptor not included.
Required: Joystick Adaptor
UNI 210



Super 5th Dual Joystick Controller

Two Super 5th Controllers with common cable and built-in isolation electronics for use with Texas Instruments 90MA, NO ADAPTOR NEEDED.
UNI 233



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PERIPHERALS

• 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 168

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, Romax 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 192

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 Cab (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 109

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 TEI 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 of 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 x 10.25" wide

PP1 100

Telephone Modems

A telephone modem, when connected to your computer via an RS232C 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.

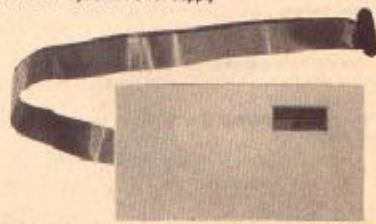
Anchor Automation has taken the fuss out of communications. For business or fun, Signalman is the ideal modem.

SPECIFICATIONS

Date Format	Serial, binary, asynchronous
Operate Mode	Manual dial, Automatic select ANSW/orig
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	MARK 1270 Hz 2225 Hz SPACE 1070 Hz 2025 Hz
Transmit Frequency Accuracy	± 0.01%
Transmit Level	-12 dBm typical
Receive Frequency	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	8 1/2" x 4-3/8" x 1-3/8" *Not included

ANC 100 Modem

ANC 101 Optional Power Supply



Toll Free: 1-800-858-4580 Texas: 1-806-745-8834 UNISOURCE ELECTRONICS, INC.

PERIPHERALS

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 separate telephone. 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/CRIG 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 Fall Disconnect

450 ms

Data Carrier Detect

ON in 155 ms

OFF in 50 ms

Answer Abort Disconnect

18 sec.

Originate Abort Disconnect

30 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

MARK	ORIG	ANSW
1270 Hz	1270 Hz	2225 Hz
SPACE	1070 Hz	2025 Hz

Receive Frequency

MARK	ORIG	ANSW
2225 Hz	1270 Hz	1270 Hz
SPACE	2025 Hz	1070 Hz

Receive Frequency

± 0.5%

Tolerance

± 0.5%

High Speed Operation (Bell 212A Compatible)

Data Format

Serial, binary, character asynchronous

Modulation

Differential quadrature coherent phase shift keying (DQPSK)

Transmit Frequencies

BAND	FREQ
LO	1200 Hz
HI	2400 Hz

Input Data Rate

1182 to 1212 bps

(DTE to Modem)

Line Data Rate

1200 bps (± 0.01%)

(Local to Remote Modem)

Output Data Rate

1218 bps

(Modem to DTE)

Data Character Length

10 bits

Power Requirement

12V DC, 80 mA; provided by adapter (supplied)

Size

15.2 cm x 23 cm x 2.5

cm (6.0 in. x 9.0 in. x

1.0 in.)

Weight

968 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 AutoDial/Auto Answer functions specially designed to work with the TI Computer.

ANC 103

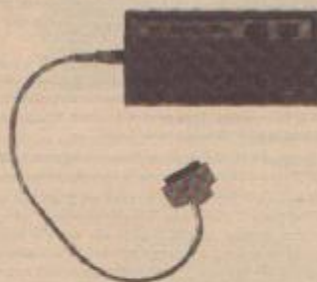
Volkamodem

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: RS232C Cable

ANC 105 Volkamodem

ANC 106 TI Cable for Volkamodem



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 Softmat

All of the features of the TE II, but variable baud rates up to 9900. Has special "speaking" 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

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PERIPHERALS

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 Cilla, the footlose, green caterpillar behind the big, yellow pencil? Or is that cute "Ant" Elnel 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!

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

Soundtrack 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™

Dezating 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 3146 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 3148 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 obligator!

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 Module

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

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 keypad, so you can 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



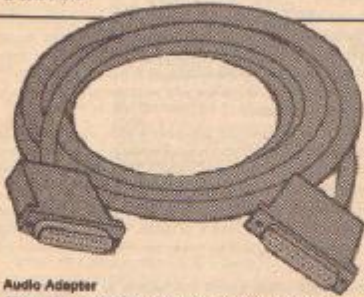
Toll free ordering. For technical information or additional product information, contact us on our Special Technical Information Line.



See price list for ordering information and discount program.

ACCESSORIES

Cables



Audio Adapter

Allows the connection of standard 1/4" 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 1/2-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 Signatman 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 196

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 228



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 158

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 9 1/2" x 11" #15 White

UNI 107BX 3200 Sheets

UNI 107IK 1000 Sheets

Mail Labels

Tractor feed, fanfold, self adhesive, 3 1/2" x 15 1/8" (single wide).

UNI 147 BX (5000 labels)

UNI 147 IK (1000 labels)

Printer Ribbons

UNI 152 For Gemini 10, 10X, 15, 15X, Delta, 1/2" x 18", Black

UNI 153 For Selskows GP1001

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 156 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



FITS TEXAS INSTRUMENTS
TI-99/4A



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

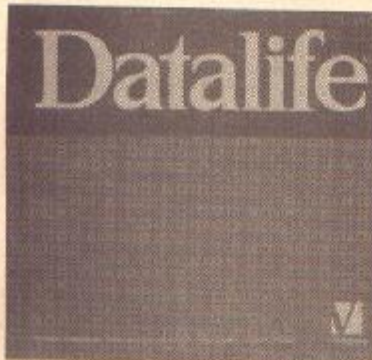


ACCESSORIES

Disks



Elephant Memory Systems
5 1/4" floppy disk, lifetime warranty and hub ring. Soft-Sectored.
Box of 10.
UNI 165 5S/5D
UNI 164 5D/5D



Verbatim—Datalife
5-year warranty and hub ring. Box of 10.
UNI 234 5S/5D
UNI 235 5D/5D

Disk Storage



Cassette and Game File
• Organized, dust-free storage for up to 16 computer-game programs in cartridge or cassette format.
• Smoke-jointed cover provides attractive display and hinges open to provide easy access.
UNI 135

Disk Cleaning



CheckMate Disk Drive Cleaning Kit
Includes:
• 2 color-coded reusable cleaning diskettes with protective sleeves
• 4 oz. bottle of cleaning solution
Works with any 5 1/4" disk drive.
UNI 238

Datalife Head Cleaning System
Kit includes special 5 1/4" head cleaning jacket and two disposable cleaning disks.
• Works on any 5 1/4" drive
• Easy to use; no solvents to splash or spill
UNI 100

Datalife

Head Cleaning Kit

Datalife

10 Cleaning Disks

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



Disk Bank Media Mate 5
• Holds 50 5 1/4" 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



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ACCESSORIES



Flip 'N' File

- Sturdy dust free protection
- Mechanically sets up to easily work station in one easy opening motion
- Movable 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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EDUCATION

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 in 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 Itally (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 stimulate 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 30106 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 Trazor Among the Troths" - 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 3052 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 in-depth 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.

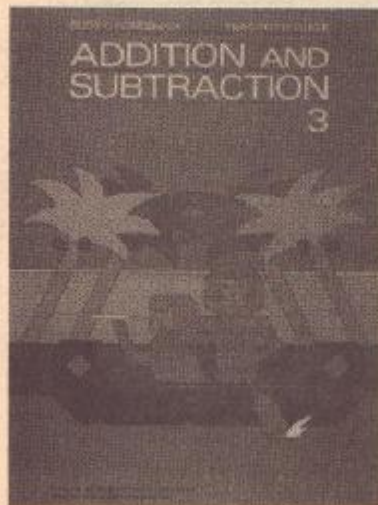
- "Review the Facts" - gives your child an opportunity to practice the skills presented in the module.

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 $\overline{)}$ " - presents division in the vertical format.

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

- "How Many Boxes?," "Practice and Pairs," 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 6 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

MATH ACTION GAMES

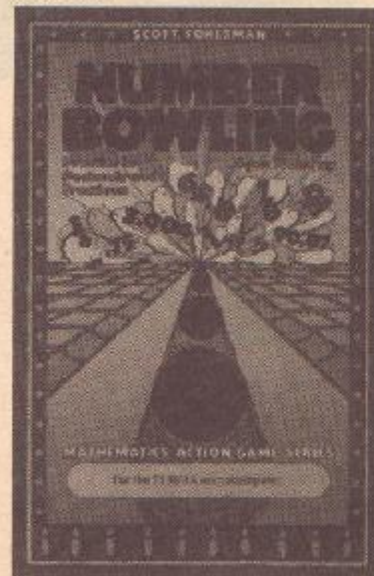
Number Bowling

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



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 6-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

Frog Jump (Ages 6 - 8)

The object of Frog Jump in the one-player game is to win 20 fly pads in as little time as possible. In the two-player game, the object is to be the first one to win 20 fly 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



EDUCATION

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.

SP 31185 Module



Star Maze (Ages 8 - 12)

The object of Star Maze, a single-player game, is to help a lost Toid return through the maze to its home planet Metroid. 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.

SP 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.

SP 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 25-60), 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 18 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 principle 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

EDUCATION

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 10 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 3088 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, ballfield 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 3189 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 3063 Module

Computer Math Games VI (Grades 2-6)

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 3068 Module

Music

Music Maker

With the Music Maker *Soft 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 8011 Cassette

PHD 8011 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 of chords.
- Phrase Recall—Improves aural memory by having you duplicate a sequence of notes.

PHT 8009 Cassette

PHD 8009 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.



Toll Free: 1-800-858-4580 Texas: 1-806-745-8834 UNISOURCE ELECTRONICS, INC.

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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 Dinosaur™ 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 (Turble 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 Synthesizer, Terminal Emulator II

PHM 8031 Cassette

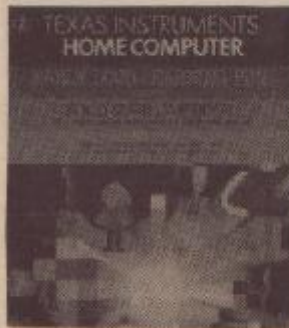
PHD 5021 Disk

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

PHM 8042 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

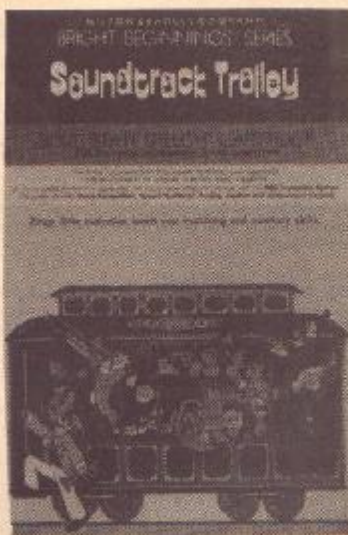
Discovering when events occur is what Honey Hunt, a game of skill and strategy, is all about. When playing, have your child look carefully at all the suspenseful events that occur in the meadow and see if he or she can recognize a certain pattern in them. Your child can polish up his or her prediction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



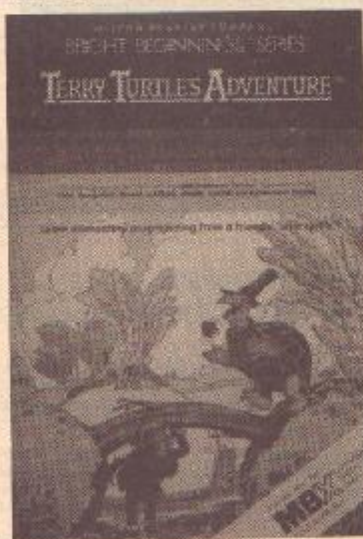
Terry Turtle's Adventure™

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 combinations.

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 probably 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.

PHM 5018 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.

PHM 5025 Cassette

PHD 5025 Disk



See price list for ordering information and discount program.



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EDUCATION

Bridge Bidding II

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

- ACE-ASKING CONVENTIONS—Use the Blackwood and Geber 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.

PHD 5039 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.

PHD 5041 Cassette
PHD 5041 Disk

★★★★★★★★★★★★
Unisource discount prices save
you money.

★★★★★★★★★★★★



Mathematics

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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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
15205665 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

★★★★★★★★★★★★
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.

15206006 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 line are whole numbers.
- Lesson II has ten levels and the endpoints of the number line 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 that 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 5276 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, Area and Circumferences • Pythagorean Theorem
PHD 5278 Disk

Measurement (Grades 6-8)

Metric Measurement • Area, Part 1 • Area, Part 2 • Volume
PHD 5278 Disk

Special Topics (Grades 5-9)

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
15206860 Disk

Physics 2 (Grades 8-12)

Optics and Wave Motion 1 • Optics and Wave Motion 2 • Electric and Magnetic Energy • Nuclear Physics
15206823 Disk

Chemistry (Grades 8-12)

The Science and Technology of Chemistry • Chemical Families • Chemical Bonding • Chemical Reactions • Chemical Solutions • Acids, Bases and Salts
15206963 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 Atmosphere: 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
15209061 Disk

Biology 2 (Grades 7-10)

Reproduction • Genetics • Heredity • Evolution
15209139 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
15209226 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.
15209060 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 5246 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
15204834 Disk

Making Nouns and Pronouns Agree (Grades 3-7)

Nouns, Pronouns and Gender • Pronouns and Number • Making Nouns and Pronouns Agree in Sentences
15204854 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

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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 4-6)
Identifying Phrases • What is a Clause? • More About Phrases • Different Kinds of Clauses
PHD 5255 Disk

Subject and Verb Agreement (Grades 4-6)
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 4-6)
What is a Sentence Fragment? • Run-On Sentences
PHD 5257 Disk

More Than One (Grades 4-6)
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 3-6)
Proper Nouns and Capitals • Titles and Capital Letters
15204809 Disk

Punctuation (Grades 3-6)
The Basics of Punctuation • Commas • Colons and Semicolons • Quotation Marks
PHD 5282 Disk

Making Letters Look Right (Grades 3-6)
What Should a Letter Look Like? • About Addresses and Return Addresses
15204843 Disk

Giving the Employer Correct Information (Grades 5-9)
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 2-6)
Simple Verb Endings • Basic Contractions and Pronouns • Abbreviations • Easy Compound Words • Basic Word Building: Review
PHD 5220 Disk

More Basic Word Building (Grades 2-6)
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, let, lan • 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, ion • Suffixes ous, al, ance, able • Prefixes mis-, pre-, post- • Using Prefixes in, -s • More Prefixes and Suffixes: Review
PHD 5234 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 5226 Disk

Selecting the Proper Words (Grades 3-7)
Predicting Words • Comparatives • Prepositions: On, At, In • Pronouns • More Pronouns • Selecting the Proper Words: Review
PHD 5228 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 5229 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 5-9)
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
15207965 Disk



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

Different Types of Describes 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 Describes and Conclusions: Review
PHD 5241 Disk

Understanding the Whole Story (Grades 5-9)
Describes 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 Conclusion: 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 5285 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
15208582 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
15208788 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.
15208646 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.
15208660 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.
15208669 Disk



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

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EDUCATION

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 TYO 3C Cassette
ME TYO 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 the 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.

Required: Extended BASIC
ME TSP 4C Cassette
ME TSP 4D 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

Hit 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 TYO 3) described above.

ME TYO 4C Cassette
ME TYO 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 performance is summarized.

ME TRE 9C Cassette
ME TRE 9D Disk

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

EDUCATION



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 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. Is 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 19C Cassette
 ME TSP 19D 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 100 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, ANGE, 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 26C Cassette
 ME TSP 26D 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

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



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 falls 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

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EDUCATION

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See price list for ordering information and discount program.
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Trail West

The player attempts 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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Toll free ordering. For technical information or additional product information, contact us on our Special Technical Information Line.
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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 12D 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 tries 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 assistance 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

EDUCATION

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. 2x2 Matrix: Computes matrix, determinant and inverse.
- B. 3x3 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, Equal)**
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 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
Hyperboles

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: Rith lam 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 traveled 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 0085 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 0080 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 6 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 0026 Cassette
MCD 0026 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 0005 Cassette
MCD 0005 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

GUS' TUG (Short "U")

MCD 0023 Disk

BIG SID'S RIBS (Short "I")

MCC 0024 Cassette

BEV THE VET (Short "E")

MCD 0024 Disk

TOD'S COD (Short "O")

MCC 0025 Cassette

MCD 0025 Disk

MCC 0026 Cassette

MCD 0026 Disk

MCC 0027 Cassette

MCD 0027 Disk

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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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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 wrode an inexpensive way to teach the LOGO language, Tiny LOGO—like the "bigger" versions—allows recursive programming, procedure calling procedures, and the passing of variables. There's no extra equipment needed. Tiny LOGO runs with the TI 994A, 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

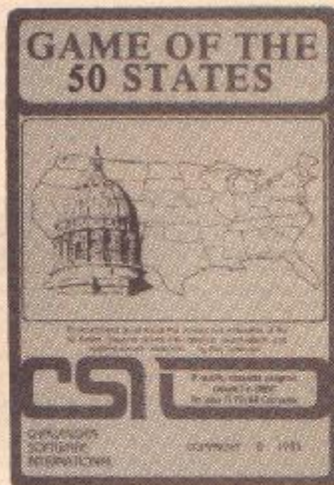
PAR 105 Cassette

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

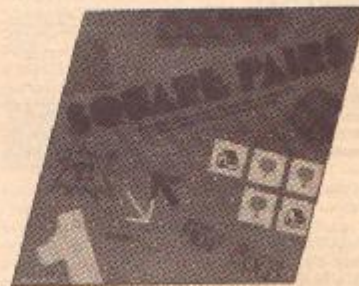
Scholastic Wizware

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 8 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 ping outlandish designs and scenes and pick up programming skills.

Required: 32K Memory; Extended BASIC

SCH 100 Cassette

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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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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 together.

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 123C Cassette

AM 123D 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. Browning, 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 joystick 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!

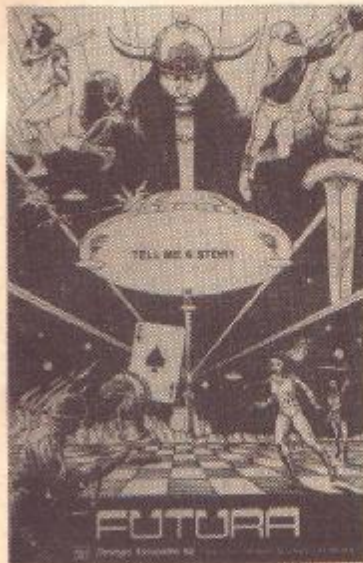
NOV 106 Cassette

Cassette Software - Required: Cassette Recorder & Cable

Disk Software - Required: Disk System

EDUCATION

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 8801 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 1080X 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 4-6)

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/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/Spellman (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. "Spellman" 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 joystick). "Humpty Dumpty" is a computer jigsaw puzzle for kids. Put Humpty back together after he falls off 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

Toll Free: 1-800-858-4580 Texas: 1-806-745-8834 UNISOURCE ELECTRONICS, INC.

29

PERIPHERALS

Disk Drives

All disk drives are guaranteed to be 100% TI 994A 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 9x9 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 5' 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 5' Parallel Cable



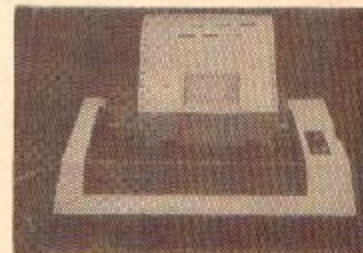
Color Graphics Printer—GP-700TI

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 characters/second 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 994A computer.

Because of our built-in interface, all you have to do to connect a GP-100TI printer to your Texas Instruments 994A computer is plug it in. The GP-100TI has adjustable tractor, 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

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