

EDUCATION

Secret Number/Mixer (Ages 5-10)

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

Buried Treasure/Egg Hunt (Ages 5-Adult)

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

Xylophone/Square Puzzle (Ages 4-12)

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

Colors/Number Names (Ages 3-7)

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

KWT 027 Cassette-Speech

Go Fish/Sledding (Ages 3-Adult)

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

Hangmath/Three Fun Games (Ages 5-10)

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

Santa's Reindeer/Build a Snowman (Ages 3-8)

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

KWT 029 Cassette-Speech

Alphabet Soup/Junior Mixer (Ages 3-7)

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

KWT 031 Cassette-Speech

Number Cave/Comparisons (Ages 3-8)

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

Number Line Math/Four-in-a-Row (Ages 4-Adult)

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

Calendar I/Calendar II (Ages 5-10)

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

Weights/Measures (Ages 7-12)

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

Clock/Dice (Ages 5-10)

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

Spelling Tutor/Math Tutor (Ages 6-12)

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

Deliveries/Math Race (Ages 6-12)

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

Tutorial Programs

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

U.S. Capitals/U.S. Geography

KWT 045 Cassette

World Capitals I/World Capitals II

KWT 046 Cassette

World Geography I/World Geography II

KWT 047 Cassette

U.S. Presidents I/U.S. Presidents II

KWT 048 Cassette

U.S. History I/U.S. History II

KWT 051 Cassette

U.S. History III/U.S. History IV

KWT 052 Cassette

World History I/World History II

KWT 055 Cassette

World History III/World History IV

KWT 056 Cassette

Inventions I/Inventions II

KWT 057 Cassette

U.S. Authors/World Authors

KWT 058 Cassette

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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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Navarone

Homework Helper

Homework Helper can make doing homework fun while learning data base techniques. A simple to use program for organizing class assignments, printing worksheets, and the Homework Helper even contains a small word processor to prepare formatted book reports.
Required: 32K Memory, Disk System, Printer
NAV 105 Module

Maple Leaf Micro Ware

Happy Math

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

Counting with Coins

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

Math Flash Astronaut

An effective and motivating drill of addition and multiplication facts for 8-10 year-olds. Answering quickly and accurately makes for a successful launch and another interplanetary voyage. Twelve voyages of progressive difficulty beckon to be mastered. Difficulty automatically adjusts to match player ability.
MAP 102 Cassette

Spelling & Phonics Tutor

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

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

EDUCATION

Intellestar

Cells—The Building Blocks of Life

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



Cells, Part 1—Explores the chemical nature of protoplasm as the basis of all life. The rudiments of cells, cell types and cellular movement are vividly portrayed in a high-quality visual format.

Cells, Part 2—Presents "a view from the inside," detailing cellular structures. Animated graphics present the material in a clear, concise form, leading to a concrete understanding of the inner workings of cells.

Cells, Part 3—Delivers a step-by-step "live action" model of cellular reproduction. The main stages of cellular division are demonstrated in a well-organized format, aided by realistic animation.

Required: Extended BASIC

INT 101 C Cassette

INT 101 D Disk

Inside Frankie Stien

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

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

Included with the program is complete documentation providing background information on bodily systems, a glossary of terms, complete operating instructions and material for classroom duplication.

Required: Extended BASIC

INT 105 C Cassette

INT 105 D Disk

Heart Attack

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

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

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

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

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

INT 104 C Cassette

INT 104 D Disk

Vyger

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

Data sheets with blank charts and plotting information are supplied; the player is in command of a Vyger spacecraft with a mission to explore the solar system and collect rare materials from far-off worlds. The ship's data banks contain planetary survival information, landing and take-off sequencing, space navigation and fuel requirements. Age 11-adult.

Required: 32K Memory, Extended BASIC. (A cassette version is due for release in late spring.)

INT 108 D Disk

Teacher's Helper

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

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

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

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

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

Required: Extended BASIC

INT 106 C Cassette

INT 106 D Disk



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



Turn The Water Off!

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

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

For grade levels 2-6. Also included in the game is the option for students to input their own lists of spelling words, rather than use the customized file.

Required: Extended BASIC

INT 107 C Cassette

INT 107 D Disk

States Alive

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

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

Required: Extended BASIC

INT 109 C Cassette

INT 109 D Disk

Fireball

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

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

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

Required: Extended BASIC

INT 102 C Cassette

INT 102 D Disk



See price list for ordering information and discount program.



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

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EDUCATION

The Everything Teacher

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

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

The four games included in this useful educational package are:

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

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

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

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

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

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

Dynamic Data Devices

Learning Morse Code/Morse Code Practice

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

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

Sunware

Star Gazer I

The first edition of an educational series designed to teach both star pattern recognition and factual information about ten astrological constellations. Users learn scientific and common names as well as significant factual information through the program's systematic progression of repetitive learning methods. Learning motivation is maintained at a high level by utilizing game formats and master score keeping capabilities. A bonus surprise comes from the rewarding applause made possible through creative graphics and sound effects. A definite learning tool. Watch for Star Gazer II and III.
STA 101 Module

Search Master

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

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

STA 102 Module

SUNWARE, LTD.



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

HOME/BUSINESS

Texas Instruments



Home Financial Decisions

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

PHM 3006 Module



Household Budget Management

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

PHM 3007 Module

Securities Analysis

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

PHM 3012 Module



Personal Report Generator

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

Required: Personal Record Keeping or Statistics

PHM 3044 Module

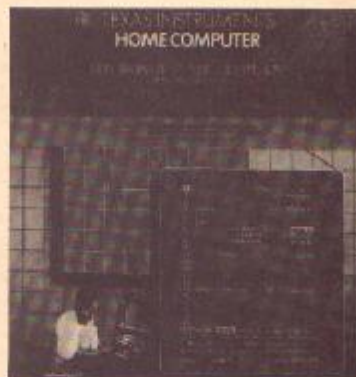


TI Writer

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

Required: Memory Expansion; Disk System; Printer System

PHM 3111 Module



Microsoft Multiplan™

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

Required: Memory Expansion; Disk System

PHM 3113 Module

Personal Financial Aids

A powerful, computerized tool for dealing with many home financial problems—provides financial statement development; programs on loan amortization schedules; depreciation computations and mortgage analysis.

PHM 3003 Cassette

PHD 3005 Disk

Checkbook Manager

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

PHD 3021 Disk

Personal Record Keeping

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

PHM 3013 Module

Tax/Investment Record Keeping

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

Required: Disk System

PHM 3016 Module

Personal Real Estate

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

PHM 3022 Module

Cassette Software - Required: Cassette Recorder & Cable

Disk Software - Required: Disk System

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HOME/BUSINESS

Statistics

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

PHM 3014 Module

Futura

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

Futura Business Software is designed to operate with most RS232C interfaced printers equipped with expanded and compressed printing, a 66 line form length, and software-activated top-of-form.

Accounts Payable

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

The system provides ten valuable reports, plus a check-writing program. All reports, including checks, are printed in alphabetic sequence by vendor name to minimize manual search time of historical data. This system, when so established, will automatically interface with the Futura General Ledger, transferring to that system all the entries for expense distribution and disbursements.

Required: Extended BASIC; 32K Memory; two (2) Disk Drives; and a printer equipped with compressed printing (16.5 cps)

FUT B 1029 Disk

Accounts Receivable

Permits optional retrieval of customer accounts either by the customer's name or account number. Maintains an aged record of all unpaid items and prints two trial balance reports: A condensed report, one line for each account that shows the account balances by age group; and the second report which is a detailed list of all open items, aged by account. The Accounts Receivable System produces invoice registers, journals, open-items list, cash receipts, aged trial balance and customer statements.

Required: Extended BASIC; 32K Memory; two (2) Disk Drives; and a printer equipped with compressed printing (16.5 cps)

FUT B 1060 Disk

Billing

Customer accounts may be retrieved by account number or name for multicopy invoices and (optionally) a packing list. Futura Billing System may also be used for point-of-sale invoicing. A complete audit trail is available with daily invoice registers and sales journals. Optional interface with Futura Inventory Management affords automatic adjustment of inventory quantities. In addition, the Billing System may be interfaced with the Futura Accounts Receivable and/or General Ledger System for a fully integrated accounting function.

Required: Extended BASIC; 32K Memory; two (2) Disk Drives; and a printer equipped with compressed printing (16.5 cps)

FUT B 1061 Disk

See price list for ordering information and discount program.

General Ledger

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

Required: Extended BASIC; one (1) Disk Drive

FUT B 1015 Disk

Inventory Management

Provides for the maintenance of a Product/Inventory/Price file of 1000+ items, with a part number of up to ten characters and a description of up to 24 characters. Other features include warehouse location, taxable status, unit cost and two selling prices. In addition to printing purchase orders, the system will also provide a stock status report by product within a category, a below minimum/out-of-stock report, sales and receipts logging, price lists, and other. Full integration with the Futura Billing and Accounts Receivable are included options.

Required: Extended BASIC; 32K Memory; two (2) Disk Drives; and a printer equipped with compressed printing (16.5 cps)

FUT B 1066 Disk

Mailing List

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

Required: Extended BASIC; 32K Memory; one (1) Disk Drive

FUT B 1049 Disk

Payroll

Processes personnel and payroll information for 150 active employees. Stores same historical data for 150 inactive employees. Prints earning reports, personnel data sheet and (optionally) payroll checks. Withholds proper amount of taxes and provides necessary tax information to prepare quarterly and annual government reports.

Required: Extended BASIC; 32K Memory; two (2) Disk Drives; and a printer equipped with compressed printing (16.5 cps)

FUT B 1070 Disk

Word Processor

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

Required: Extended BASIC; 32K Memory; one (1) Disk Drive

FUT B 1030 Disk

Electricity Manager

Monitor and budget your energy consumption. A must for the frugal households. Tracks consumption of electricity and makes projections over time.

Required: Extended BASIC; 32K Memory

FUT H 2010 Disk

Household Inventory

This is the winning program in Texas Instruments' author-innovative contest. Keeps track of your home assets. Prints a periodic report, by room, of all your possessions, showing purchase and actual replacement value. An invaluable document to have when disaster strikes.

FUT 1010

FUT 1010X Disk (Required: Extended BASIC)

Med Alert

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

Required: Extended BASIC

FUT H 3010 Disk

Personal Income and Expense Record-Keeping

This program maintains income and expense data with up to twenty different sources of income, twenty bank account balances, 100 expense categories, and 50 credit card accounts. Expense accounts may be grouped into twenty categories. Allows for automatic transfers of funds between bank accounts and charge accounts. Current balances, month- and year-to-date balances are available on call. A must for accurate budgeting and tax report preparation.

Required: Extended BASIC; 32K Memory; RS232C and Printer

FUT C 5011 Cassette

FUT D 5011 Disk

Pike Creek

Ti-Count General Ledger

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

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

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

Required: Extended BASIC; Printer System; Memory Expander (over 50 Ledger accounts)

PIK 101 Disk

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

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

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HOME/BUSINESS

TI-COUNT

- 1 GENERAL LEDGER
- 2 ACCOUNTS RECEIVABLE
- 3 ACCOUNTS PAYABLE
- 4 INVENTORY SYSTEM
- 5 PAYROLL SYSTEM
- 6 MAIL SYSTEM

Developed by Pike Creek
For use on Texas Instruments 99, 48

TI-Count—Accounts Receivable

Manage revenues by forecasting cash receipts and by printing billing statements and sales invoices. Aging reports aid in collecting receivables and identifying potential losses. The system provides a record of all transactions. All journal entries are posted daily to the ledger subsidiary balances. As the books are closed, invoices are reconciled to the general ledger control balances. Reports include customer file list, customer invoice file report by customer and by age on invoice, billing statements and invoices.

Required: TI-Count General Ledger; Extended BASIC; Printer System; 32K Memory

PIK 102 Disk

TI-Count—Accounts Payable

Predicts the cash requirements of the business. Prints a check and stub when invoices or groups of invoices are selected for payment (sums up to 14 invoices on one check stub), includes an office filing system for invoices and a complete audit trail. All journal entries are posted daily to the ledger subsidiary balances. As the books are closed, invoices are reconciled to the accounts payable ledger control balances. Reports include a vendor file list, vendor invoice file report (by vendor, by age of invoice, by bank account or by code), check register and copy of each Purchases Journal entry.

Required: TI-Count General Ledger; Extended BASIC; Printer System; 32K Memory

PIK 103 Disk

TI-Count—Mailing

For mailing and subscription lists containing between 350 and 100,000 names. This system is designed to meet present requirements for U.S. Second Class Mail. Addresses are printed by zip codes and a zone report is prepared for the Post Office. Included in the system are subscription renewal letters and subscription estimates for the printer; 700 to 1400 addresses per disk; either 5 or 9 character zip codes; allows you to merge or separate address files; write and edit form letters; and enlarge or shrink address files.

Required: Extended BASIC; 32K Memory; 132-column Printer

PIK 104 Disk

TI-Count—Payroll

Maintains payroll records for up to 100 employees, calculates appropriate withholding amounts, and writes payroll checks. It provides all information required for monthly, quarterly and annual payroll reporting. It merges with the TI-Count General Ledger for expense and asset recording.

Required: TI-Count General Ledger; Extended BASIC; Printer System; 32K Memory

PIK 105 Disk

TI-Count—Inventory

Maintains inventory records of virtually any number of items. Writes purchase orders and maintains backlogs. Merges to TI-Count General Ledger to maintain accurate record of the cost of sales and inventory value. Reports include: individual inventory transactions; inventory reports; inventory labels; invoices and journal entries.

Required: TI-Count General Ledger; Extended BASIC; Printer System; 32K Memory

PIK 106 Disk

Extended

Typewriter

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

Required: Extended BASIC; Printer

EXT 118 C Cassette

EXT 118 D Disk

Name-It (Mail List Program)

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

Required: Extended BASIC; Printer System

EXT 118 C Cassette

EXT 118 D Disk

Dynamic Data

Direct Writer II

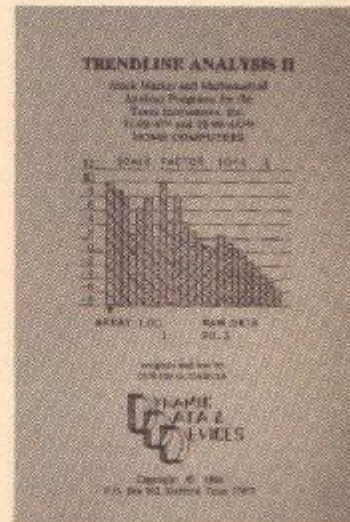
This is a very easy-to-use word processing program designed to match the flexibility of many of the popular dot-matrix printers. Some of its features include: underlining; mixed text sizes; superscript, subscript, italics and double-strike; "live" editing...no retyping required; automatic centering (even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

Required: Extended BASIC; Memory Expansion

DYN 102 Disk



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



Trendline Analysis II

This Stock Market and Mathematical Analysis Program lets your computer ANALYZE and FORECAST THE FUTURE.

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

Required: Extended BASIC

DYN 105 C Cassette

DYN 105 D Disk

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

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HOME/BUSINESS

The Scheduler

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

Required: Extended BASIC; Memory Expansion
DYN 103 Disk

Energy Conservation Residential Heating

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

DYN 101 C Cassette

DYN 101 D Disk

Advanced Micro-Computer Applications (AMA)



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



See price list for ordering information
and discount program.



Cash Controller

Cash Controller is the definitive number cruncher. The program allows you to enter mathematical calculations PLUS a description of each entry. Cash Controller can handle mathematical formulas with up to 255 elements! This comprehensive feature, added to the description option and the powerful data manipulation features, makes Cash Controller an outstanding program for teaching mathematical forecasting.

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

Cash Controller incorporates convenient editing functions, and you may even change screen color to help control your cash.

AMA 102 C Cassette
AMA 102 D Disk



★ ★ ★ ★ ★ ★ ★ ★ ★ ★
See price list for ordering information
and discount program.
★ ★ ★ ★ ★ ★ ★ ★ ★ ★



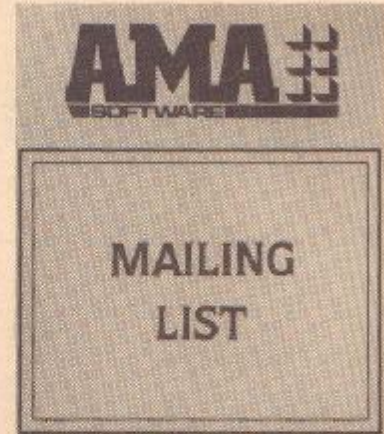
Checkbook Manager

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

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

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

AMA 101 C Cassette
AMA 101 D Disk



Mailing List

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

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

The following features are included:

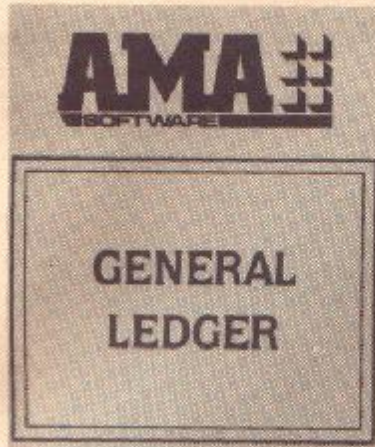
- Incorporates routines to add, change, and delete names
- Offers 11 fields of data input relating to each name
- Allows 3 Group Codes for personal definition of lists
- Uses a special Company Group Code to distinguish printing pattern
- Sorts and searches by means of any of the 11 fields and 3 groups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

AMA Mailing List effectively meets mailing needs by providing a wide range of functions to define addressees for the most productive results.

Required: Extended BASIC; 32K Memory; 132 CPL Printer
AMA 106 Disk

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

HOME/BUSINESS



General Ledger

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

The following features are included:

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

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

General Ledger produces the following reports:

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

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

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

Journal Edit List provides editing information on Journal entries.

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

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

Cash Controller

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

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

Cash Controller incorporates convenient editing functions, and you may even change screen color to help control your cash.

AMA 102 C Cassette
AMA 102 D Disk

Accounts Receivable

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

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

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

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

The following features are included:

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

Accounts Receivable produces the following reports:

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

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

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

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

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

AMA 104 Disk

Accounts Payable

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

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

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

The following features are included:

- Automatically posts invoices to Accounts Payable Account and to allocated Expense Accounts in the General Ledger System
- Provides cash disbursement controls at the individual invoice level
- Provides open Accounts Payable reports sorted by vendor
- Prints Accounts Payable checks and posts to the proper accounts in the General Ledger System
- Allows handwritten checks
- Provides a check register for all payments made
- Allows partial payment of vendor invoices
- Maintains Vendor Master File
- Maintains over 300 vendors

Accounts Payable produces the following reports:

Vendor List prints a list of all vendors by vendor number. Aging Report ages all open Accounts Payable entered into the system.

Payables List lists all invoices, credit memos, and debit memos which are open on a vendor. This report is valuable in determining which invoices are to be paid on a certain date.

Cash Requirements lists all invoices which are selected for payment and gives a minimum cash requirement figure for cash flow management.

Checks optionally prints checks on preprinted checks for each vendor.

Check Register lists all checks printed either manually or by the computer and lists all invoices paid.

Journal Reports provides several reports which allow data handling of the Accounts Payable Journal.

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

AMA 105 Disk

Billing System

The AMA Billing System allows a comprehensive Invoice/Order Entry system with complete integration with Accounts Receivable, Inventory Control System, and General Ledger System.

The following features are provided:

Customer File Maintenance allows quick and easy access to the customer file. The following features are provided:

- Add Customers
- Change or Inquire Customers
- Delete Customers
- Print Customer Edit Listing
- Print Mailing Labels

Invoice/Order Entry and Editing allows you to batch-process invoices with the following functions:

- Add Invoices
- Change or Inquire Invoices
- Delete Invoices
- Print Invoice Edit Listing

Print Packing Lists allows printing of packing lists with the items arranged in picking sequence order.

Print Invoices allows the printing of multiple copies of invoices with the items arranged in alphabetical order on the invoice.

Report Processing allows the printing of the following daily reports:

- Items Sold
- Items Back-ordered
- Daily Sales Analysis

Posting Invoices allows posting of the invoices to Inventory, Accounts Receivable, and General Ledger, producing posting journals of each transaction with optional distribution.

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

AMA 106 Disk

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

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HOME/BUSINESS

AMA
SOFTWARE

INVENTORY CONTROL with INVOICING

Inventory/Order Entry

Inventory/Order Entry provides Inventory Management, Invoice/Billing, Purchase Order System, and Sales Order System, thus eliminating the need for as many as four programs to provide these functions.

The following features are included:

Inventory provides the creation and upkeep of a parts file with as many as 1500 inventory items. Capabilities include part number, description, category, five different prices, four quantities (on hand, on order, minimum order, committed), General Ledger account number, and taxable options.

Invoicing/Sales provides for Order Entry and editing, Invoicing, posting to Accounts Receivable and General Ledger accounts, and printing of picking tickets.

Purchase Orders provides capabilities to enter Purchase Orders, edit them, and print report of purchase orders outstanding, and also allows entry of receivings to be posted against the Purchase Orders.

Inventory/Order Entry produces the following reports:

Stock Status prints Stock Status Report in part number sequence. Selection of parts to be printed can be a range between two parts, by from one to ten categories, and by from one to ten vendor numbers.

Management Advice offers three reports:

Purchasing Advice lists all parts below required quantities defined by user.

Back-Order Fill lists all parts on back order, with quantity in stock.

On-Order lists all parts with quantity on order.

Receipts Journal prints journal of receipts.

Sales Journal prints journal of sales.

Required: Extended BASIC; 32K Memory; 132 CPL Printer
AMA 107 Disk

Agricultural Financial Recordkeeping

Financial Recordkeeping for Agricultural Business is a computer program that allows entry and storage of enterprise assets, liabilities, commodities, expenses, and income data.

Special features include:

User-defined Categories for each record type:

- Commodities, Acquisition and Sale
- Assets, Acquisition and Sale
- Loans, Acquisition and Payment
- Income
- Expense

Automatic Inventory Adjustment and Income Recording

- By Sale of Commodities
- By Loan Transactions
- By Expense Transactions

Automatic Net Worth Updating

- By Commodity Value Adjustment
- By Loan Payments (Interest Recorded as Expense)

Selecting and Totalling of User-Defined Category Data

Agricultural Financial Recordkeeping produces the following financial reports:

- Itemized Assets
- Itemized Liabilities
- Financial Statement
- Year-To-Date Income/Expense Balance Sheet

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

AMA 109 Disk

Beef Production

Beef Production is a computer tracking program that allows entry and storage of breeding records for 3 generations of animal breeding history. Each animal record is identified and accessed by a 4-digit ear tag number.

Each record contains:

Identification:

- Tag Number
- Registration Number
- Tag Numbers of Sire and Dam
- Birth Date
- Health Care Expense
- User Comments (in a field of 10 characters)

Calf Record:

- Birth Weight and Color Code
- 205-Day Weight, Adjusted Weight, Ratio and Grade
- 365-Day Weight, Adjusted Weight, Ratio and Grade
- User Comments (in a field of 10 characters)

Weight Gain Record:

- Weight Gain, Test Start Date, and Weight
- Weight Gain, Test End Date, and Weight
- Adjusted Weight

Breeding Record:

Cows:

- Date of First Breeding and Tag Number of Bull
- Date of Second Breeding and Tag Number of Bull
- Date of Calving and Calf Tag Number, Grade, and Color
- User Comments (in a field of 10 characters)

Bulls:

- 4 User Comment Entries (to be used as desired)

Reports are available to summarize and print the data stored in the system.

- Specified Animal Data Sheet, including Genetic History
- All Cows by Age
- All Bulls by Age
- All Cows by Date Bred
- All Bred Cows by Sire

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

AMA 110 Disk

AMA
SOFTWARE

AGRICULTURAL FINANCIAL MANAGEMENT

Dairy Production

Dairy Production is a computer tracking program that allows entry and storage of dairy milk production records, management practices, and animal history records.

Each animal record is identified and accessed by a 2-digit number, assigned to individual animals as they are added to the system.

Data managed by the system includes:

Animal History:

- Tag or Registry Number
- Date of Birth
- Date Purchased
- Date Sold
- Sire/Dam Identification
- Sire's Sire/Sire's Dam Identification
- Dam's Sire/Dam's Dam Identification

Management Practices:

- Tag or Registry Number
- Date Bred
- Date Due
- Bull Identification
- Actual Birth Date
- Up to 10 User-Defined Management Practices
- Health Care Expense

Milk Production

- Barn Number (Location)
- The Most Recent 8 Weeks of Daily Production
- 42 Weeks of Weekly Totals

Reports are available to summarize and print the data stored in the system.

- Specified Animal History Data Sheet
- List of All Animals Sold
- List of All Animals in the System
- Specified Animal Management Practice Data Sheet
- List of All Management Practices Due by Date
- List of Dates for a Specified Management Practice
- Specified Animal Milk Production Data Sheet
- List of Weekly Production Totals
- List of Total Production

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

AMA 111 Disk

Swine Production

Swine Production provides a program of three routines which maintain records and produce reports on a herd of 300 breeding animals.

Swine

- maintains Sow/Bear inventory records for a breeding herd.
- tracks records of Dam and Sire.
- records dates of birth, purchase, sale
- logs times bred.

Piglet

- tracks Dam and Sire.
- records dates of Dam's breeding and farrowing.
- records number of Piglets farrowed, living, weaned.
- logs cause of Piglets' death (with User-defined Code).
- records Wean Age and Wean Weight.
- calculates Sow Productivity Index.

Report

- prints a Swine Management File of Breeding Animal History.
- produces Full and Selected reports.
- prints individual Sow Performance reports.
- offers Range as well as Specific Selection.

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

AMA 112 Disk

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

HOME/BUSINESS

Westernware

Grain Storage and Yield Analysis

Grain Storage and Yield Analysis is a computer record-keeping program designed to aid the grain and seed farmer to keep records of grain storage data.

Some Special Features of the program include:

Data storage by farm name and field number

Storage of up to 9 different types of grain

Data stored include:

- Farm name
- Field number
- Grain variety
- Harvested percentage of moisture
- Net weight
- Calculated dry bushels

Net weight entered manually or calculated by program

Contest Yield data include:

- Variety
- Harvested percentage of moisture
- Pounds harvested
- Width and length of area
- Dry bushels calculated with acres covered from which bushels per acre are determined

Contest Yield shows:

- Total bushels harvested
- Total acres harvested
- Plot acreage

Reports may be printed of all data and analyses.

The program provides full entering, editing, and deleting of all input data.

Required: Extended BASIC; 32K Memory; two (2) Disk Drives; 80 CPL Printer

AMA 113 Disk

Farm Management Program Package

Sow/Pig Enterprise Analysis—This analysis program calculates and saves for recall such information as variable cost, total cost, profit per sow, returns on labor management, feed costs, other costs, and pounds of pork sold per sow. The analysis can be recalled, values changed, and the program run again. This easy-to-run program produces the analysis report on both screen and hard copy.

Cow/Calf Enterprise Analysis—This analysis program calculates and saves for recall cow/calf enterprise costs such as feed, labor and management, cow replacement, interest, depreciation, and overhead. These costs are displayed in an analysis report that aids the cow/calf manager to keep his competitive edge in the struggle for net profit. A report is available on screen or hard copy.

Ewe/Lamb Enterprise Analysis—This analysis program calculates and saves for recall a report on screen or hard copy. The elements of the report are similar to Sow/Pig and Cow/Calf. Screen prompting makes the program easy to use.

Beef Weaning Weight and Adjustment—This program calculates the adjusted 205-day weaning weight from such factors as calf sex, actual weaning weight, and age of dam, and produces a report for screen or hard copy, which includes gain per day and weight per day of age.

Beef-Feeding Grain Analysis—This easy-to-run program calculates data, stores data for retrieval, and produces a report on both screen and hard copy. The program covers a beef feeding animal from birth or date of acquisition through date of sale. The report includes such items as weight per day of age, gain per day, 205-day and 365-day adjusted weights, as well as other information.

Feed Mixing and Blending Formulation—This program aids in formulating feed or fertilizer batches. The operator inputs the ratio or percentages and new batch size. The report shows the formula on screen and also prints it on hard copy.

Loan and Land Purchase Analysis—This program provides formulas for computer calculations of loans and land purchases related to Farm Management.

Required: TI Extended BASIC; 32K Memory; two (2) Disk Drives; 80 CPL Printer

AMA 114 Disk

Family Accounting

Includes:

- **Checkbook Manager**—Deposits, checks and cash expenditures may be stored and retrieved. Month-to-date and year-to-date totals for up to thirty user defined ledger accounts. Screen display or output to optional printer.
- **Home Budget Planner**—Set up monthly budgets for any of the ledger accounts. On command you can see percent of monthly budget spent as well as the percent of what you should have spent month to date. Optional printer output.
- **Household Inventory**—Record item name, quantity, value and description of up to 100 household or personal items. Complete editing allows you to add an item, delete and item or make changes.
- **Mini Mail List**—Store up to 100 names, addresses and telephone numbers. Can be used to print mailing labels. Complete editing features.

WEB 106 C Cassette

WEB 106 D Disk

Checkbook Management and Budget Analysis

A program which combines Check Book Balancing with up-to-date totals of how much you have spent on 24 ledger accounts.

User-defined account names. You select the accounts you want to track.

Checks, deposits and cash transactions recorded and stored for future reference.

Month-to-date and year-to-date totals can be retrieved on command. Month-to-date totals may be cleared out at the end of each month. 600 transactions (50 per month). Up-to-date Bank Balance. Easy to use. Menu driven programs allow easy access to each program segment.

Budget Analysis section allows you to set up budgets for any of the 30 ledger accounts. Check to see how you are doing on your budget. Percent of monthly budget spent is displayed as well as percent of what you should have spent month to date. Printer is optional.

WEB 101 C Cassette

WEB 101 D Disk

Easy Calc

- A condensed version of the popular spread sheet software.
- A powerful financial tool now available on cassettes.
- Enter up to 80 cells (4 columns by 20 rows) of text, numbers and formulas.
- Work sheets may be saved and retrieved for future use.
- Easy to follow menu instructions

Work Sheet Example:

	1	2	3	4
01				
02	Utilities	Gas	Elec	
03	Jan	24.50	15.89	
04	Feb	30.00	18.99	
05	Mar	18.66	19.00	
06	Apr	18.00	21.50	
07	May			
08	Jun			
09	Jul			
10	Aug			
11	Sep			
12	Oct			
13	Nov			
14	Dec			
15				
16	Total	21.16	75.36	

WEB 102 C Cassette

WEB 102 D Disk

Cassette Software - Required: Cassette Recorder & Cable

Disk Software - Required: Disk System

Data Base: X

Information Management for the 59/4A

A flexible program that allows you to store hundreds of records of your choice from mailing lists to inventories. Sorts, performs simple mathematical functions, and prints up to 10 items per page, each up to 28 characters long. Up to 1000 items on a single sided disk, 2000 on a double sided disk.

Features include:

- Single or dual disk drive
- User defined files
- User defined file categories
- Mailing list option with numeric and alphabetic sorting
- Sorts by up to 3 categories at one time or sort by a range within a category
- Statistical analysis mode
- Update or delete selected records
- 100% menu-driven for ease of operation

Required: Extended BASIC

WES 103 Disk

Rapid File

An Extended BASIC program designed to store and retrieve information from a user-defined data base.

Comparable to a subject index in your public library and can be used to index magazine and book libraries, coin and stamp collections and contents of filing cabinets.

Rapid File operates on a keyed file technique which allows it to operate much faster than normal relative file programs. Access hundreds of records in seconds.

Features include:

- Extremely fast data access
- User defined file categories
- Up to 80 subject headings on each diskette
- Multiple subject searches
- Full editing of each file
- Multiple Disk Drive
- Printer option

Required: Extended BASIC

WES 104 Disk

Data Systems

Amortization

Enter the interest rate, amount of payments, and amount borrowed; this program will print up a customized amortization table. Designed to run on Port 1 of your RS-232 interface and an EPSON or TI Impact Printer, it can also be easily converted for other printers.

Required: Printer System

DAT 101 C Cassette

DAT 101 D Disk

Compound Interest

This disk is composed of five programs:

Menu—Explains how to run the program and helps you choose the correct program.

Interest Paid—Enter the principal, interest rate, and time period, and the total interest paid is output.

Number of Time Periods—Calculates the number of periods in a compound interest calculation given future value of principal, present amount, and interest rate.

Future Value—Calculates the future amount of the principal given interest rate, principal and amount of time.

Interest Rate—Calculates the interest rate given the future value, principal initially, and amount of time.

Required: Extended BASIC

DAT 113 C Cassette

DAT 113 D Disk

Depreciation

Computes depreciation by three different methods: (1) straight line; (2) sum of years' digits; (3) declining balance. Input the number of years of useful life, your cost, the salvage value, and the rate (for declining balance only) and you will get the depreciation over a number of years. Output can be on screen, or to printer hooked up at Port 1 on your RS232 interface.

DAT 107 C Cassette

DAT 107 D Disk

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

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HOME/BUSINESS

Yu-Can Software

Business Manager

Inventory Control • Mail List • Order Entry & Invoicing
This unique collection of programs, including Inventory Control, Order Entry & Invoicing, and Mail List, are designed to work together to offer you tremendous versatility.

Inventory Control—This program will enable you to keep track of up to 1,000 items. Once stored on disk, items can be located by record number, stock number or description, and displayed or printed out for your review. When used with the Order Entry & Invoicing program, Inventory Control will automatically print out a backorder report on your invoice.

Order Entry & Invoicing—The Point of Sale subprogram will generate a printed invoice for you immediately after entering all order and customer data, or use the Batch Entry option when you require a permanent disk record of your invoices. You can select either option or switch from one to the other for cash or credit sales. Either option will work with the Inventory Control program to keep your inventory up to date and automatically print out back-ordered items on your invoices.

Mail List—This program stores up to 1,000 names and addresses. Adding, deleting, or changing listings is a simple task, and you can design your own format for printing labels. You can also search lists and generate labels and/or reports from any one of nine different fields. This program will work with Order Entry & Invoicing to update your list when billing out to new customers.

32K Memory and additional driver are optional.
Required: Extended BASIC, RS232, Printer
YU 101 Disk



American

Auto Maintenance

This program keeps a maintenance record on every car you own. That's just the beginning. There are more than 20 preset maintenance categories that you can change, or add to, for a total of 50 maintenance categories available. You set up each vehicle's maintenance schedule. Simply input the date and mileage and the program will tell you which items are due, overdue, or O.K. Cost information is also available in several forms from the maintenance records to help your planning. A good program to manage your auto investment.

Required: Extended BASIC, 32K Memory
AM 105 Disk



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



VMC Software

Pagewriter-99

An easy to use word processing program that lets you start writing and editing documents almost as soon as you've loaded the program. Many features of larger, more complex word processing programs at a fraction of the cost! Full text editing, search and replace, true lower case letters; double space print capability; global search &K text buffer.

Required: Extended BASIC, Printer System

VMC 101 C Cassette
VMC 101 D Disk

Mini-Mail 2

Store up to 50 names, addresses, and telephone numbers for later review or for printing a mailing list or mailing labels. Perfect for home use.

VMC 102 C Cassette

Checkbook Plus

A handy utility for recording checking transactions, keeping a running total of your bank balance, and recalling past checks written to a person, store, etc. Features check search and statement verification.

VMC 103 C Cassette

Navarone

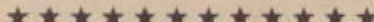
Astrology-Horoscope Maker

This powerful program makes casting a horoscope chart much easier. It is written for the professional astrologer and student of astrology. The program calculates the precise location of each planet automatically. You can select from up to nine house systems and print a chart wheel with the planets located in their respective houses.

This is not a mere game program. This is a professional tool. With this program you can create a full chart containing such information as: planet and house positions, elements, dignities, and more. And this can be done in just ten minutes. Your charts may be saved on the disk for future printing.

Required: Extended BASIC, 32K Memory, 80 Column Printer System

NAV 109 Disk



Prices and availability subject to change.



Data Base Management Series

With our new Data Base Management Series you can set up your own filing system with anything you want. Design your own screens, customize data entry and index by multiple keys. You can file as many records as will fit on your disk, and access them instantly. A powerful sort utility will sort entire disk files in any sequence by up to 6 keys.

The Data Base Management series is written entirely in machine language to harness the power of your TI-99/4A.

Required: 32K Memory, Disk System
NAV 107 Module DBM Entry
NAV 108 Module DBM Sort

Homework Helper

Homework Helper is an educational "tool" which can help students learn new disciplines in today's computer age. Homework Helper is not a game, and it is not a boring teaching program. It is a practical tool which can provide students with a real life data processing environment by helping to organize their own classroom activities.

Homework Helper is designed for students of all ages. The program is menu driven to teach menu techniques, and provides the following options. • CURRICULUM—Your classes are entered and saved in the data base. This information is then used for preparation of reports such as the BOOK REPORT.

• ASSIGNMENTS—This option allows you to organize assignments for each class. A printout can be printed at any time to obtain a permanent record for each assignment. • BOOK REPORT—The program will provide a well-organized layout for developing book reports. The reports can be printed and used as a final document for submission to your teacher. The Classroom and assignment information is extracted from the information recorded in other sections. This feature helps to demonstrate the power and capability of the computer for composing letters and reports. • WORKSHEETS—Like the book report, you can print out a "worksheet" form with all of the pertinent headings for a paper you can use to do special reports where drawings may be required. • TYPEWRITER—This option allows you to enter text in free form to be printed in normal typewriter mode. This is not meant to be a true word processor, but it does allow you to use the computer to type letters and address envelopes or anything for which a typewriter can be used.

Required: Disk System or Cassette Recorder with cable, Printer optional
NAV 106 Module



See price list for ordering information and discount program.



UNISOURCE

Money-saving offers on software and peripherals for your TI-99/4(A) Home Computer



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

HOME/BUSINESS

Creative Expressions

Financial System

The Financial System provides an easy-to-use method for small businesses to automate general ledger and journal functions. The ledger accounts can be established to fit your company's needs. A maximum of 200 ledger accounts are available. The system maintains both a current ledger and a year-to-date ledger. These ledgers are updated by the journal file. The journal file is created through various data entry programs which request the required information and automatically build the journal records. Also provided by the system are 15 different journal and ledger reports, enabling a complete review and audit of transactions.

The financial files contain such information as: ledger number, ledger description, amount of sale, amount of purchase, amount of payment, invoice number, check number, date of transaction, customer/vendor account number, and customer/vendor name.

Some of the reports generated include: Journal Trial Balance, Cash Disbursements Journal, Cash Receipts Journal, Sales Journal, Purchase Journal, Invoice and Check Registers, Income Statements, and Balance Sheet.

Required: Extended BASIC; Printer System
CRE 100 Disk

Accounts Receivable/Accounts Payable System

This software package combines accounts receivable and accounts payable into one comprehensive system, thereby eliminating the need to purchase and maintain two separate software packages. Designed in an easy-to-use format, the programs allow the establishment of data files to fit your company's particular business needs.

This system maintains a receivable/payable file of all outstanding transactions. A customer/vendor file is also maintained for validation of account numbers and for generation of addresses for customer billing and mailing labels. The files contain such information as: customer/vendor account number, date of transaction, transaction code to identify charge, payment, or adjustment, transaction amount, invoice number, customer/vendor address and phone number.

Some of the reports generated by this system include: Accounts Receivable Report, Accounts Payable Report, Customer Statements with aging of invoices, Customer Mailing Labels, Open Invoice Reports, Cash Receipts, Cash Disbursements, Receivable Aging Report, and Invoice Listing. The system will also generate accounts payable checks, if desired.

Required: Extended BASIC; Printer System
CRE 101 Disk

Order Entry/Inventory System

The Order Entry/Inventory System provides an easy-to-use method for small businesses to automate order entry and inventory functions. Interrelated programs combine sales to customers and orders to vendors into one comprehensive system while updating inventory amounts. The system will handle up to 400 inventory items on the inventory file and 300 entries in the order entry file.

For each inventory item the inventory file contains such information as: inventory item number, description of item, quantity on hand, quantity available for sale, minimum desired level, month-to-date purchases and sales, year-to-date purchases and sales, and last order information, including last purchase price and last sales price.

The order entry file contains customer/vendor number, invoice number, quantity sold or purchased, and inventory number.

The reports generated by this program include: Detailed Activity Report, Detailed Invoice Report, Open Invoice Report, Current Status Summary, Inventory Listings, On-Hand Inventory Listing, Inventory Usage Report, Current Inventory Value Report, and Current Inventory Mark-Up Report.

Required: Extended BASIC; Printer System
CRE 102 Disk

Payroll System

The Payroll System provides the small businessman a comprehensive, yet simple, means of automating all payroll information. This system is ideally suited for businesses with 40 or fewer employees. However, the system's data files can be expanded to allow for additional employees as needed to accommodate business growth. The system generates payroll registers, individual payroll checks, and quarterly summaries and can accommodate weekly, bi-weekly, monthly, and semi-monthly payrolls.

The payroll master file is maintained in employee number sequence and contains numerous data fields, including: employee number, name, social security number, number of deductions, pay cycle, pay designation, commission percentage, sick leave hours, vacation hours, overtime rate, hourly pay/salary, hours in pay cycle, advanced pay, pay quarterly, FICA quarterly, federal withholding quarterly, state tax percentage, state tax quarterly, insurance deduction, bonus deduction, retirement deduction, union dues, and two miscellaneous deductions.

While a printer and RS232 interface are optional equipment for this system, they permit hardcopy printouts of reports in either 80 or 132 character format and enable the user to print payroll checks. For users who wish to write payroll checks manually, the payroll register can facilitate preparation of the checks. If no printer is available, payroll checks can be prepared from the pertinent information displayed on the TV or monitor screen.

Required: Extended BASIC
CRE 103 Disk

Bright MicroComputers

Budget-Recorder

Yes, your Home Computer can do more, a lot more than play games. If you are a member of any church, school, civic organization, or would like to get a handle on your own home finances, then our Budget-Recorder program can be of help to you!

This program allows you to name your own categories! It also comes with a built-in 80 column print routine as well as a screen listing so even though you haven't got that printer yet, you can still use this full-featured program.

The disk and 32K version not only gives you the above features but also allows up to 20 receipt and 60 expense categories. All of them stored in the same disk file for each month of the year. The program will then give you a complete budget report by category by month, year-to-date, budget amount, and budgeted balance. The disk version also comes with a complete all-purpose "auto-load" program which will load any of your disk programs, and a "disk-catalog" program which will print the catalog on 4" labels, to complete the present package.

Required: Extended BASIC
BMC 110C Cassette
BMC 110XD Disk (Required: 32K Memory)



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



Data Systems

General Will

This program will print up a will which is legal in the United States if signed by you and three witnesses. Just enter the information asked for on the screen. Should be run in Extended BASIC. Designed for use on Port 1 of your RS232 interface and on an EPSON MX-70, but can be easily converted to your printer.

Required: Extended BASIC; Printer System
DAT 106D Disk

Life Expectancy

Answer "Yes" or "No" to a number of questions asked by the computer and find out your life expectancy.

Required: Extended BASIC
DAT 106C Cassette
DAT 106D Disk

Dragonslayer

9914 Auto Spell-Check

Automatic spelling checker utility for TI-Writer

9914 Auto Spell-Check is a useful product with broad applications for students, professionals, and home users who engage in word processing. 9914 Auto Spell-Check is NOT a specialized utility aimed only at programmers. Everyone who owns TI-Writer needs 9914 Auto Spell-Check. Not having an automated spelling checker is like having only half a word processor. Let the Dragonslayer 9914 Auto Spell-Check program slay the dragon of misspelled words lurking in your documents.

DRA 100 Disk

Amerisoft

Mini-Editor

A unique word processing program for use with the Mini-memory command cartridge. This program comes complete with a 29 page manual that includes easy step-by-step operation. Some of the features include: line move, paragraph move, character and line insertion and deletion, screen editor, page scrolling, 40 column windows, end of line bell, 9500 character buffer, load and save to any device, parallel as well as serial printing. Can be used with common interfaces or with the Joy Print module. Other features include string search, command escape and many others. You now have the freedom to do your word processing without the need for the expensive peripherals usually associated. More features than similar programs selling for three times the price.

Required: Mini-Memory; Printer System
AMS 105C Cassette



See price list for ordering information and discount program.



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

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

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ENTERTAINMENT

Texas Instruments

Football

An exciting computer simulation of football based on actual professional football statistics. Pick the plays, call the defense, snap the ball—every game is different. Let's you experience this popular game no matter what the season. For ages 8 and up.
PHM 3035 Module

Video Games I

Practice your aim with Pot-Shot, try your skill at Pinball, or trap your opponents with Doodle. Three exciting video games that will provide hours of fun-filled entertainment for the entire family. Joystick optional.
PHM 3018 Module

Indoor Soccer

Computer version of fast-paced five-on-a-side soccer. Includes passes, shots, interceptions, saves, tackles and many other soccer tactics. Control the players for exciting action—you can even watch a slow motion instant replay of each score. For soccer fans 8 and older. Joystick optional.
PHM 3024 Module

Mind Changers

Two challenging games are included in this package. Game I challenges the player(s) to echo a sequence of notes. If correct, the next player must answer after more notes are added (up to 64 notes). Game II is a code-breaking game using shapes and colors. For ages 10 and up. Joystick optional.
PHM 3025 Module

Tombstone City: 21st Century

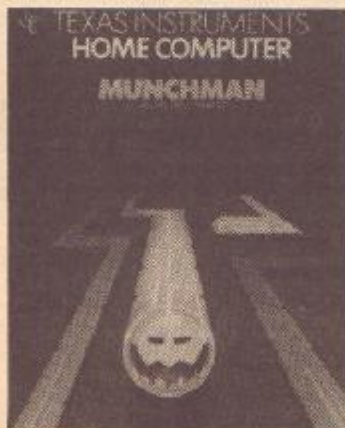
You find yourself in a 21st Century Old West ghost town threatened by an invading hoard of green alien moigs. They live off of only two things—tumbleweeds and people. You and your security force of prairie schooners try to stop the moigs before they infest the earth. A one-player game, Tombstone City is designed to test your strategy as well as your skill. Joystick optional.
PHM 3052 Module

Car Wars

If you enjoy the excitement of high-speed racing, combined with the challenge of out-manuevering a canny opponent, then Car Wars is your kind of game. Pit your speed and skill against the computer's as you try to get your car around the track without getting "crashed" off the field. Various levels of difficulty allow you to add even more excitement to the action of this one-player game. Joystick optional.
PHM 3054 Module

Munch Man

Four cunning hoonos are in pursuit of your Munch Man. Can he make it to an energizer in time to change the attack or will the hoonos devour him. You must out-manuever the hoonos as you try to clear the maze by eating all the dots, without being eaten by the hoonos. Fun for all ages. Joystick optional.
PHM 3057 Module



Alpiner

This one-or-two-player game is a "climbing" game of skill and challenge. There are a total of six mountains that one can climb: Hood, Matterhorn, Kanyz, McKinlay, Garmo and Everest. Climbers must face different animal hazards including lions, bears and skunks. They must also face natural hazards such as rockfalls, forest fires, and avalanches. And, watch out for the doomable snowman! Joystick optional.
PHM 3035 Module

Chisholm Trail

Ride the Chisholm Trail and you'll be challenged to move steers while fighting BRAND monsters and our special monster called the WRANGLER. Wired Remote Controllers are optional.
PHM 3110 Module

Burger Time

You are Peter Pepper™ the chef. The food in your kitchen is out of control and is trying to catch and destroy you! As you rush through your kitchen, frantically building burgers, the terrible villains—Mr. Hotdog™, Mr. Pickle™, and Mr. Egg™—chase you relentlessly. Escape the villains by crushing them with burger layers or stunning them with pepper. Pick up ice cream cones and coffee cups to gain extra points and pepper throws. After making four burgers, you advance to a new kitchen with a different pattern.
PHM 3233 Module



Moon Mine

The evil Zygonaut, legendary ruler of the moon's center, has raided the Earth and stolen all its precious treasures. The Zygonaut has hidden the treasures in a mine shaft deep in the center of the moon. As captain of the U.S.S. Recovery, you must pass through the mine shaft to reach the center of the moon and retrieve the Earth's treasures.
PHM 3131 Module

Treasure Island

You are an explorer searching for riches on the legendary Treasure Island. Ruby lamps and golden crowns lie within easy reach. Suddenly, the island begins to sink! Your only chance for survival is to climb to the top of the island before it's too late, grabbing as many treasures as you can along the way. But beware! Monsters and gorillas, falling boulders, and poisonous skulls are a constant threat. Every step could be your last in this exciting one-player game of narrow escapes and sudden danger.
PHM 3168 Module

Oldies But Goodies I

A total of five exciting games including Word Scramble, Number Scramble, Tic-Tac-Toe, Biorhythms and Factor Fox. Exciting action for one-or-two players. For all ages.
PHT 6015 Cassette
PHD 5015 Disk

Oldies But Goodies II

Second in a series of game collections. Package includes Ham-murabi, Hidden Paris, Peg Jump, 3D Tic-Tac-Toe and Word Safari. Fun for everyone.
PHT 6017 Cassette
PHD 5017 Disk

Saturday Night Bingo

Play one of the most popular multi-player games—BINGO—with the aid of a computer. The program randomly selects the numbers to be called and then reads them aloud. Use an automatic or manual mode to set the pace of the game. Perfect for organizations that conduct large BINGO games. RS 232 and Printer are optional.
Required: Speech Synthesizer/Extended BASIC
PHT 6025 Cassette
PHD 5025 Disk

Return to Pirate's Isle

In Return to Pirate's Isle, you use logic and cunning to find 13 hidden treasures. Examine your surroundings carefully. Every move you make could lead to a treasure or an object you may need to discover a treasure. Take your time and be persistent to be successful.

Enjoy graphics that create a 3-D effect.

Use a printer to plot your commands and the responses of the program.

Play at your own pace by saving the game on a storage device.
PHM 3189 Module

Hopper

Chadly the Kangaroo is surrounded by crates in the cargo hold of an ocean freighter. Three obous trainers are trying to capture him. His only defense is kicking the same crates that the trainers use to trap him. Only your quick thinking and lightning reflexes can save Chadly from captivity.
PHM 3229 Module

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

ENTERTAINMENT

Draw Poker

Mind teasing, one-player card game that pits you against the computer. The computer shuffles, deals and handles the details of play while you raise, call, fold, and discard. Your hand is dealt with all five cards showing while the computer's hand is dealt face down. A bankroll of \$5,000 is given to both you and the computer. Play continues until one player loses his bankroll.

Required: Extended BASIC Module

PHM 5037 Cassette

PHD 5037 Disk

Slymolds

In this one-player game, you are a sharp-shooting cowboy-the last defense against the hordes of alien Slymolds. Use your Slymold Scanner and Laser Fireball Weapon to locate and destroy these strange life forms. The devious Slymolds also appear in two other forms-Jelloids and Spores. Chase the Slymolds through fields, castles, and caves. But beware! The crafty Slymolds have turned spiders, bats, and even rocks against you.

PHM 3167 Module

Munchmobile

Let's go for a ride in the Munchmobile. You drive down dangerous highways, looking for snacks along the side of the road. Watch for sharp turns, speeding cars, and objects that can block your way. Your goal is to pick up as many snacks as possible while safely driving down the highway toward the garage. Watch your fuel gauge and grab gasoline whenever possible to refill your tank. Carefully park your Munchmobile in the garage to begin the next round. Good luck-and safe driving!

PHM 3146 Module

Sneggit

Sneggit is a game of quick reflexes, fast planning, and constant alertness. The object of the game is to score as many points as possible by saving the chicken's eggs from the hungry snakes. You control the chicken that guards the eggs, which are scattered all over the barnyard. You must use your wit and skillful tactics to save the eggs from being eaten by the snakes.

PHM 3145 Module

Hunt the Wumpus

Deep within a maze of caverns and twisting tunnels lives a creature known as the Wumpus. Protected by giant bats and pits of slime, the Wumpus leads on unwary visitors to its cavern.

You are the daring hunter who tracks the Wumpus to its lair. Armed with a single arrow, you explore the maze of caverns, searching for clues to tell you where the Wumpus is hiding. Once you think you've found the Wumpus, you fire your arrow into its cavern. But be careful! If you choose the wrong cavern, you will be the next victim of the Wumpus.

PHM 3023 Module

A-MAZE-ING

With the A-MAZE-ING Solid State Software™ Command Module, you become a mouse attempting to find your way through a maze. But this is no simple maze game! There are over 5,000 possible variations, including dangerous cats, delicious cheese, and dark mouseholes to aid or hinder your escape. You move your way through the corridors, eating the cheese pieces as you go. But be careful—the hungry cats may be lurking nearby, and a single pounce can land them beside you at any moment.

With the many options available in A-MAZE-ING, you can create a maze on almost any skill level. You can begin with the easier games and work your way up to the challenge of the more difficult mazes.

PHM 3030 Module

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

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



Parsec

You are the commander of the starship PARSEC patrolling an alien planet. Suddenly, the onboard computer announces that you are about to come under attack by small alien fighters and large, heavily armed, hostile alien cruisers!

The fighters are highly mobile, and unless they are eliminated by your laser, they fill the screen, restrict maneuvering of your craft, and may cause a deadly collision. The cruisers are highly aggressive and their armament devastating. Armed with photon missiles, they track your ship and fire on it. You must outmaneuver and destroy them with accurate fire from your ship's laser. If you survive the waves of alien craft, do not let down your guard, for you also have to blast through an asteroid belt or refuel your ship, demanding the utmost in skillful flying. Parsec is a challenging, exciting game packed with thrills. Danger and excitement are brought on with each new attack.

PHM 3112 Module

Ti Invaders

Your world is under attack by downright nasty creatures from the black pit of Space. It's up to you—can you save your world from this hostile horde? You must use your wit and quick movements to destroy the multi-colored creatures. But, as you shoot down each attacker, the swarming horde increases its speed and sprays shots at your missile. Your missiles are limited, so you also must be cautious.

PHM 3053 Module

Tunnels of Doom

You are about to take your first step into the unknowns of the Tunnels of Doom where all the myriad realms of fantasy coexist to challenge all would-be heroes. Descending deeper and deeper into the labyrinth of tunnels and rooms, you are faced with innumerable monsters blocking your path and guarding treasures. You are a member of a rescue party, or perhaps, an unsuspecting soul trying to escape from the murky depths. No matter what the circumstance may be, you must gather all your strength and wits to survive the Tunnels of Doom.

Tunnels of Doom is a role-playing adventure that stimulates your imagination and challenges your survival instincts. You are not just a spectator but an active member of the party entering the dark, mysterious depths. You are in control of what happens to your players, and eventually, you become the character journeying through the Tunnels of Doom.

PHM 3042T Module/Cassette

PHM 3043D Module/Disk

Ti-Trek

Challenging interstellar battle game makes you responsible for the safety of your galaxy. Fire phasers, torpedoes or multiple torpedoes to destroy the enemy. Warp through different quadrants in the galaxy for that futuristic atmosphere. Speech Synthesizer and Speech Editor Command Module are optional.

PHD 5002 Disk

Mystery Melody

A challenging musical game for one or two players. The object is to recognize the title of a song as quickly as possible. You score points on how quickly you give an answer. Fun for the entire family.

PHM 9910 Cassette

PHD 5010 Disk

Milton Bradley MBX Expansion System

These cartridges can be played with the Texas Instruments Home Computer or with the Texas Instruments Home Computer and the MBX Expansion System. The MBX Expansion System adds new dimensions to your Texas Instruments Home Computer: Triple-axis analog joystick allows total maneuverability of screen objects; action-input keypad allows for quick response and flexibility; and speech synthesis allows you to hear phrases, prompts, and sound effects that are true-to-life, well-modulated, and full of inflection.

Bigfoot

It's 90 degrees below zero; your guide is nowhere to be found, and you are clinging to a snowy ledge by a rather shaky-looking pylon. Can you make it to the top of the mountain, collect food and gold on your way up, and cage the raging Bigfoot?

The Bigfoot cartridge challenges you to move a climber, ledge by ledge, up a mountainside. Your climber scales upward on ropes that have been tossed to ledges. Bigfoot hurls giant snowballs at your climber, and sky-diving eagles try to carry him away.

There are six mountains to climb. If you are clever and sure-footed, your climber reaches the summit and scores high. Speech synthesizer optional.

PHM 3151 Module



Cassette Software - Required: Cassette Recorder & Cable

Disk Software - Required: Disk System

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ENTERTAINMENT

Sewermania

A bomb is hidden deep in the city's sewer system. Can you help our hero, Dave, who works underground for Sewer Central, race through two pipe mazes and find the bomb?

You and Dave must battle ferocious rats and a toothy alligator on your search. If you are swift of foot and quick of wit, you can blast off your enemies with an old shovel or trap them with sliding maze doors.

Score points by successfully battling underworld foes. Find the bomb and bring it to the surface before it blows up to gain even more points! Voice Recognition allows you to control the movement on the screen by the sound of your voice, using the MBX System. Speech synthesizer optional.

PHM 3153 Module

Meteor Ball

Are you ready to do battle in an epic space duel? You and a space outpost at the outer fringes of the meteor belt are at war. You must destroy the enemy outpost and enemy ships before they destroy you!

A ball of meteors separates your outpost from your enemy's. Each of the outposts is manned with a fleet of 8 ships, one defending the outpost at a time. Ships fire at one another from behind protective shields and barriers. Ships can attack with white laser fire, purple deflection beams, and deadly drones. Destroy the enemy's protective shield and barriers with your high-powered defense systems and gain points as you destroy the enemy's fleet! Speech synthesizer optional.

PHM 3152 Module

Superfly

Look! It's a bird, it's a plane, it's Superfly! Superfly is a mutant insect that can leap tall alien spiders (and other enemy bugs) in a single bound.

Cleverly disguised as an ordinary housefly, Superfly has:

- Swift and agile speed
- Four-direction firing power
- Lethal exterminating spray

Superfly must use all of these powers to battle a swarm of adult space spiders and their wiggly larvae, too!

The Superfly cartridge challenges you to save Superfly, who is trapped in deep space and is being attacked by angry alien insects. Each time Superfly fires at an insect and exterminates it, you gain points. The object is to score the most points. Each game begins with only five flies, so Superfly must move cleverly and fire accurately to score high and stay alive! Voice Recognition allows you to control the movement on the screen by the sound of your voice, using the MBX System. Speech Synthesizer optional.

PHM 3153 Module

Space Bandits: A Treasure Hunt in a 3-D Maze

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

Voice Recognition allows you to control the movement on the screen by the sound of your voice, using the MBX System. Speech synthesizer optional.

PHM 3148 Module

See price list for ordering information and discount program.

★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★

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

The Championship Baseball cartridge can only be played with the Texas Instruments Home Computer and the MBX Expansion System. The MBX Expansion System adds new dimensions to your Texas Instruments Home Computer. Voice Recognition allows you to control object movement and positioning with your voice.

Championship Baseball

Play Ball! Now you can experience the most realistic video baseball game ever designed when you play Championship Baseball. In addition to its unique Voice Recognition element, it also features Speech Synthesis. You can hear computer-generated sounds of cheering crowds, umpire calls, and "Take Me Out To The Ball Game" theme music.

Watch runners speed around the baselines and slide into bases, as umpires decide their fate with realistic hand signals and verbal calls. Use the Texas Instruments Home Computer keyboard to "sign-in" the team names of your choice and watch as they flash up on the scoreboard in center field.

You can pitch curves, screwballs, fastballs, and much more when you're on the mound. Just press keys on the MBX console to throw the pitch of your choice. Triple-axis analog joystick allows you to control a multitude of batter functions such as swing, bat speed lead-off and stealing bases, sliding, and sprinting past first base.

Required: MBX Expansion System

PHM 3148 Module

Milton Bradley

Blackjack & Poker

If you enjoy an occasional game of Blackjack or Stud Poker, you'll appreciate the Blackjack & Poker Solid State Software™ Command Module. Sit back and relax while the computer shuffles, deals, and handles all the details of play.

With the Blackjack & Poker Command Module plugged into the console, your Home Computer:

- Allows you to play either game with up to four players.
- Lets you choose the size of your beginning bankroll.
- Shuffles the cards, deals the hands, and keeps track of the bets.
- Determines the winning hand(s) and pays off the bets.

PHM 3033 Module

Hustle

If you like a fast-moving game with plenty of action, then the Hustle Solid State Software™ Command Module is for you! You and your opponent direct "snakes" in a small playing area. Developed for Texas Instruments by the Milton Bradley Company, the object of Hustle is to outmaneuver your opponent and score the most points.

With the Hustle module plugged into your computer, you can:

- Play a one-player game with the computer as your opponent. There are three versions of Hustle—Normal, Count-down, and Count-up. Each may be played on one of three levels of difficulty.
- Challenge a friend to a two-player game. Choose a version of Hustle or Snakefight, or play a third one—Blockade.

The module automatically keeps score for you, while colorful graphics and computer music add to the fun.

PHM 3034 Module

Attack

Play the commander of a ship in a region of space infested by "spores" and "aliens" which must be destroyed. Maneuver your ship to avoid the aliens and fire missiles to destroy the enemy. This exciting package must be seen and heard to be truly appreciated. For the entire family. Wired Remote Controllers are optional.

PHM 3031 Module



Blasto

A one-or-two player tank challenge to destroy a field of mines while avoiding your opponent's fire. Fast-paced race against the clock to hit the most mines. But don't hit the mines at close range or you'll have to start over. Great game for ages 10 and older. Wired Remote Controllers are optional.

PHM 3032 Module

Zerozap

Fast-action computerized pinball game with electric light and sound effects. You can even create your own playing field. For ages 8 and up.

PHM 3036 Module

Yahtzee

This exciting dice game combines strategy and chance. Players build points by rolling certain number combinations. Ages 8 and up.

PHM 3039 Module

Connect Four

A challenging vertical strategy game. Players must get four markers in a row—down, across, or diagonally—to win. For ages 10 and up.

PHM 303 Module

Hangman

The HANGMAN Solid State Software™ Command Module, developed for Texas Instruments by the Milton Bradley Company, offers you excitement and challenge as you try to guess the letters needed to spell randomly selected words before the hangman figure is complete. The HANGMAN secret word game challenges you to guess your word before the computer or an opponent does, using the optional timer to limit the amount of time for guessing a letter.

With the HANGMAN Command Module, you can:

- Play against the computer or an opponent.
- Let the computer select words randomly from the pre-programmed list.
- Enter your own words for each game.
- Create your own Custom List of up to 60 words which the computer randomly selects.

PHM 3037 Module

Cassette Software - Required: Cassette Recorder & Cable

Disk Software - Required: Disk System

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

ENTERTAINMENT

Adventure International

Adventure

You are standing on the edge of a high cliff. To your left, you see a hungry python slithering your way. To the right, a quicksand bog surrounded by bleached bones awaits unsuspecting travelers. Behind you a large grizzly bear blocks the only path into the forest. Suddenly, you notice a sturdy rope hanging over the edge of the cliff. But—there's a thick mist below so you can't see where the rope leads. Should you chance climbing down the rope, or should you try to kill the python or the bear?

With the Adventure Solid State Software™ Command Module and one of the many cassette- or diskette-based Adventure games developed by Adventure International, Incorporated, you can face challenges similar to this one. The program describes the situation and waits for you to decide the action you want to take. Based on your choices, you might find valuable treasures, free a count trapped by an evil spell, or save the world's first automated nuclear reactor—all without leaving the comfort of your own home.

To play Adventure, you need both the Adventure Command Module and a cassette- or disk-based Adventure game. One game, *Pirate's Adventure*, is included with the module.

Before you begin playing, note that each Adventure game challenges your powers of logical reasoning and may require hours, or even weeks, to complete. To leave a game and continue it at another time, you can save your current adventure on a cassette tape or diskette.

PHT 3041T Cassette
PHM 3041D Disk



To help you select your next Adventure, here is a brief summary of the Adventures currently available.

Adventureland

The Adventureland game begins in the forest of an enchanted world. By exploring this world, you can locate 13 treasures, as well as the special place for storing them to score points. However, be careful not to wake the sleeping dragon!

PHT 5046 Cassette
PHD 5046 Disk

Mission Impossible

Your impossible mission starts with a tape recorder in a briefing room. Can you find the mysterious person who just ran out of the room as you try to save the world's first nuclear reactor from destruction?

PHT 5047 Cassette
PHD 5047 Disk

Voodoo Castle

When the Voodoo Castle adventure begins, you are in a chapel looking at a closed coffin. By exploring the castle, you try to find the information necessary to free Count Cristo from the fiendish curse placed on him by his enemies.

PHT 5048 Cassette
PHD 5048 Disk

The Count

In *The Count*, you wake from a nap to find yourself in a strange bed holding a tent stake. Now it's up to you to discover who you are, what you are doing in Transylvania, and why the postman delivered a bottle of blood.

PHT 5049 Cassette
PHD 5049 Disk

Strange Odyssey

Your *Strange Odyssey* begins as you realize that you are stranded on a small planetoid and must repair your ship before you can go home. As you search the planet for the necessary parts, you find the ruins of an ancient civilization. Try to discover the civilization's secrets, collecting treasures as you go.

PHT 5050 Cassette
PHD 5050 Disk

Mystery Fun House

Before exploring the *Mystery Fun House*, you must figure out how to get inside. Once inside, you'll see all the typical Fun House sights, concealing a valuable prize.

PHT 5051 Cassette
PHD 5051 Disk

Pyramid of Doom

The *Pyramid of Doom* adventure starts in a desert near a pool of liquid, with a pole sticking out of the sand. As you investigate further, you find a pyramid only recently uncovered by the shifting sands. Find its entrance, collect the treasures, and then try to escape from the pyramid.

PHT 5052 Cassette
PHD 5052 Disk

Ghost Town

All ghost towns are mysterious, but this one holds a particular fascination—it contains both treasures and real ghosts. Explore all of the old buildings and the entire area thoroughly to see how many treasures you can locate.

PHT 5053 Cassette
PHD 5053 Disk

Savage Island I & II

You begin the two-part *Savage Island Series* on the edge of an impenetrable jungle. As you explore the island, you may meet some very unusual creatures. Upon the successful completion of Part 1, you receive the password that enables you to begin Part 2. If you complete the second part of the series, you become the world's greatest hero. However, if you fail, you suffer a quick, horrible death.

PHT 5054 Cassette
PHD 5054 Disk

The Golden Voyage

Before embarking on your *Golden Voyage*, you must locate the royal palace in the Persian city. In the palace, you meet an aging king who only has three days to live, unless you can restore his youth. Starting with only a bag of gold, you eventually set sail for the four corners of the globe on a quest for the mythical fountain of youth.

PHT 5055 Cassette
PHD 5055 Disk



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



CBS Toys

Othello

Your opponent has just outflanked you and captured your disks...you're surrounded. Can you outwit your adversary in this intriguing game of strategy, skills, and concentration?

Challenging board game developed by Gabriel Industries.
PHM 3067 Module

20th Century Fox

M*A*S*H

With *M*A*S*H*, you face the perils of a Mobile Army Surgical team on the front lines of Korea. Developed for Texas Instruments by Fox Video Inc., the game is based on the popular movie and television series "M*A*S*H" and its characters, Hawkeye and Trapper. The surgeons have assumed new hazardous tasks in this version of *M*A*S*H*. They not only operate brilliantly to save lives, but also try to rescue soldiers in the field. You become either Hawkeye or Trapper. You fly bravely into danger to rescue wounded soldiers, or assume a different but equally harrowing role—a surgeon in a Mobile Army Surgical Hospital.

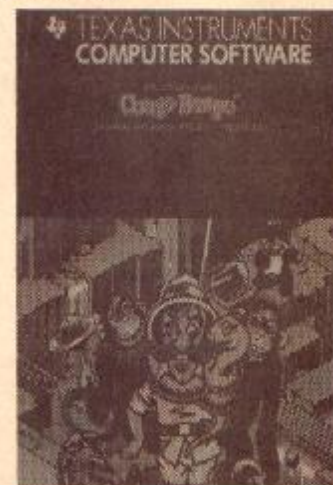
PHM 3158 Module

Sega

Congo Bongo

You are a hunter on a safari. Journey up rocky cliffs and across the treacherous river in your search for Congo Bongo—king of the jungle. Beware of tropical dangers! You can lose your life if you come in contact with skull-crushing coconuts, poisonous snakes, or wild monkeys. Survive the other perils of the jungle to come face to face with Congo Bongo. Journey through two jungle terrains. Your challenge is to first climb the steep mountain and then cross the great river to Congo Bongo's hideaway. You begin each safari with five hunters. Dangers threaten you at every turn. Be careful! With one false step, you lose a hunter and return to the beginning of the trail. When you reach Congo Bongo, your safari starts again at a faster pace and with new perils.

PHM 3227 Module



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

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ENTERTAINMENT



Buck Rogers

You are Buck Rogers fighting a desperate battle on Planet Zoom in the twenty-fifth century. To escape the planet, you must carefully pilot your ship through dangerous Electron Poets and dodge menacing Space Hoppers that can crush your ship. Once you escape from the planet surface, you face a swarm of Alien Saucers that protect the Mother Ship. Destroy the Alien Saucers, and then aim a direct hit at the Mother Ship. You must complete your mission before you run out of fuel, or your ship explodes! Enjoy colorful, 3-D graphics. Optional: Speech Synthesizer.

PHM 3226 Module

Star Trek

Captain's log— Stardate 2541. The Federation is in danger! A berserk, mutant probe seeks to destroy human life as we know it. Join this space adventure! Beam aboard the U.S.S. Enterprise and command the starship on its most challenging mission—to seek and destroy the deadly Nomad. Your course lies through hostile Klingons and Anti-Matter Saucers. Eliminate them before they eliminate you! Each victory helps you gain energy to annihilate Nomad. Dare to venture where no starship has gone before.

PHM 3226 Module



Imagic

Microsurgeon

Do you ever dream of being an expert surgeon? Microsurgeon places you in an imaginary operating room where you work against time to save patients in critical need of treatment. In this fantasy setting, you perform experimental surgery to cure a variety of conditions. Each imaginary medical case presents a new challenge to your surgical skills. You gain satisfaction from curing patients and accumulating funds for medical research.

IMA 102 Module

Demon Attack

Evil creatures from the Demon Armada are attacking Earth's last outpost on the Moon. Only your Laser Cannon stands between them and their conquest of the Earth! Ward off successive waves of demons in order to approach Pandemonium, the demon base, and challenge the demon leader. Outmaneuver Suicide Patrols flying from the Core of Pandemonium. A direct shot to the demon leader destroys Pandemonium—but not for long!

IMA 101 Module



Moonsweeper

As the pilot of the USS Moonsweeper, you must rescue the miners stranded on the moons of Jupiter. Maneuver your ship to destroy photon torches and satellites in orbit. Then, fly the Moonsweeper to an orbiting moon to begin the rescue. Beware of towers and hostile surface destroyers! Your score increases as you rescue miners and destroy the enemy's towers, surface destroyers, and launcher ships. Once you have rescued the six miners the Moonsweeper can carry, fly through accelerator rings. When you have gained enough speed, you escape the moon and return to Jupiter's orbit to continue your mission.

IMA 103 Module

Fathom

Enter a fantasy world of adventure as you rescue Neptune. Reassemble Neptune's powerful Trident that has been changed into magical stars and scattered among clouds in the sky and seahorses in the sea. Transform yourself into a seagull or a dolphin to search for the pieces of the Trident. As you travel the sky and sea, the screen automatically shows your progress. Maneuver past invisible barriers blocking your course. Time is short! Your efforts to rescue Neptune rapidly drain your energy. Save Neptune before your energy is gone or she will be held captive forever!

IMA 104 Module

Sierra-on-Line

Jawbreaker

Jawbreaker is a thrilling one-player game of narrow escapes and sudden danger. You control the Jawbreaker, a powerful set of teeth, and race through a maze of shifting walls and doors. Your score climbs as you clear each screen by devouring Dots and Special Treats. A toothbrush cleans your teeth to get you ready for more action. Avoid the Grinning Gobblers as they come at you from either side. Eating Energizers gives you the power to chase and destroy the Gobblers. Watch out—your power is only temporary. Soon the Grinning Gobblers will turn and attack!

PHM 5184 Module

American

Land on Mars (Ages 12-Adult)

Land on Mars is a challenging game in which you try to pilot the Martian lander to a safe landing on Mars. As pilot, you must watch your instruments, watch where you are going, determine direction for firing the engines, and choose how much power the engines should use. After landing, you blast back into space and try to dock with the orbiter. Hundreds of landscapes and the option of weak or strong gravity provide continually changing challenges. A hungry Martian dragon is available for those who think they have the game mastered.

AM 117C Cassette

AM 117D Disk

3-D Maze (Ages 12-Adult)

Enter the world of 3-D Maze. Lock down the hallways, explore them, find the dead ends and the loops. Try to remember in what direction you are going and then find the exit! There are hundreds of mazes, some easy, some very difficult. Come, try to conquer the world of 3-D Maze.

Required: Extended BASIC

AM 101C Cassette

AM 101D Disk

Bomb Squad (Ages 12-Adult)

Time is ticking away. Only 16 seconds left. To stop the clock, the timer circuit must be cut. But which one is it? One more test and you should know. The question is: Can you figure it out in time? As the time relentlessly ticks away, you must make tests on the bombs circuits and use logic to deduce which wires to cut. Over 20 levels of difficulty make this game a challenge for the beginner or the expert.

Required: Extended BASIC

AM 102C Cassette

AM 102D Disk

Fun House TIVenture (Scott Morgan) (Ages 12-Adult)

In this adventure, challenge after challenge will face you. Can you make it out of the mysterious fun house? Watch out! Only the best adventurers can get out of the room of mirrors. Lots of fun! Has sound effects. Difficulty: Intermediate.

Required: Extended BASIC

AM 108C Cassette

AM 108D Disk

Stone Age TIVenture (Scott Morgan) (Ages 12-Adult)

How good are you at history? How about 5000 B.C.? Can you survive the many dangers that lie ahead? On this adventure you must find the time machine to teleport you back to the 20th century. Has sound effects. Difficulty: Intermediate.

Required: Extended BASIC

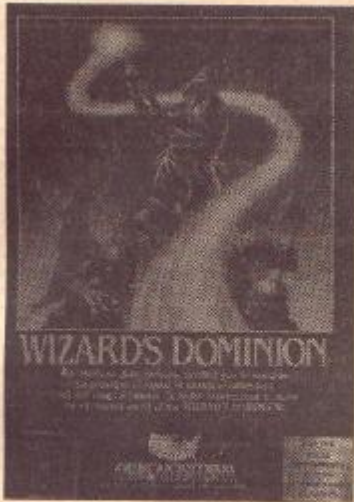
AM 121C Cassette

AM 121D Disk

Cassette Software - Required: Cassette Recorder & Cable

Disk Software - Required: Disk System

ENTERTAINMENT



Wizard's Dominion (Ages 12-Adult)
A Fantasy Adventure: An ominous glow beckons, inviting you to navigate the passages of crystal in search of adventure, gold and magical powers. Only the bravest dare to enter the cavernous world. Spend your gold wisely as your life depends upon your decisions! A great adventure awaits those who dare to enter, but BEWARE! The price may be your life! Half-human monsters stalk the passages ready to defend them from intruders. Magic, armor and weapons combined with your wits may defeat his strength. 3-D perspective; superb graphics; many levels to conquer; hundreds of caves per level.
Required: Extended BASIC
AM 119C Cassette
AM 119D Disk

Haunted House TIVenture (Scott Morgan) (Ages 12-Adult)
 This is an adventure that will put you in a trance. Monsters and Magic lurk everywhere in this strange house. Only the brave will make it. Grab the ruby and get out. Not as easy as it sounds. Has sound effects. Difficulty: Intermediate.
Required: Extended Basic
AM 115C Cassette
AM 115D Disk

007: Aqua Base TIVenture (Scott Morgan) (Ages 12-Adult)
 This one is for the beginning adventurer. You're Secret Agent 007; your mission is to find the evil COMPUTER OPERATOR who is planning to blow up the world. He is hidden in his AQUA BASE. Can you find his hideout in time to destroy the laser and his base? You only have 90 minutes. Help feature included. This is the first of a great series. Sound effects included. Difficulty: Beginner
Required: Extended BASIC
AM 109C Cassette

The Four Vedas TIVenture (Scott Morgan) (Ages 12-Adult)
 A party of your tribe went on an expedition. They never returned and now it's your turn. Go on! During this adventure, you must find the ancient books of your tribe that were lost many years ago. They contain great knowledge of the past and of Magic. There are some fairly easy obstacles and some extremely hard ones that require a lot of thinking. Sound effects included. Difficulty: Advanced
Required: Extended Basic
AM 110C Cassette
AM 110D Disk

★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★
Unisource ... your one source ...
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Minor '49er TIVenture (Scott Morgan) (Ages 12-Adult)
 On this adventure, you're in a ghost town that once was a prosperous mining town. Enter the mine for there remain treasures. Why are these treasures still here? Rumors of a monster living in the mine scared off the people living in the town and they left their treasures behind. Find all 3 treasures and you will be proud. Sound effects included. Difficulty: Intermediate
Required: Extended BASIC
AM 107C Cassette
AM 107D Disk

Parallel Systems

Party Trivia Game
 • 6 categories (50's, TV, Hollywood, etc.)
 • Great for parties
 • Fun for all ages
 • Also includes sports quiz
PAR 108 Cassette

Republic

Ring Destroyer
 Extended BASIC and Assembly Language versions of this action-packed game are both included with this package. With the disk version the Assembly Language version automatically loads if the memory expansion is present. Truly arcade game action in this version...your software steps up as your system expands...automatically!
 An Asteroids style game with Ring Fragments sailing in all directions and complete with enemy ships sending mines into your path. Great graphics and sound with very smooth action.
Required: Extended BASIC; Joystick
REP 100C Cassette
REP 100D Disk

Data Systems

Neutral Zone
 You are in control of a new type of cruiser, and you have been sent out to destroy an enemy vessel at the outskirts of the Terran Federation. You have the advantage of speed, but the unknown ship carries some type of unknown powerful weapon. Good luck, Commander!
Required: Extended BASIC
DAT 110C Cassette
DAT 110D Disk

Concordium
 A space game in which strategy and tactics are more important than luck. You control the Concordium, a political unit consisting of five planets, and must fight to retain freedom from the Terran Empire (which at the time consists of only three planets). Though you are heavily outnumbered in the beginning, ship production is almost even, and you have a positional advantage. Furthermore, in order to win, the Empire must capture all of your planets, while you must only capture the Empire's capital. A good representation of a future interstellar war.
Required: Extended BASIC
DAT 109D Disk

★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★
See price list for ordering information and discount program.
 ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★

Extended

Extended Baseball
 An action game between the Pros and the Stars. Joystick control of the pitcher batter and individual betting averages that specifically affect the batting results add to the large variety of plays including multi-base hits. Full sports action and immediate updates on balls, strikes, outs, innings, batting averages and scores keep the action moving through nine innings (or more in case of a tie). Interrupted games may be restarted at a later time.
Required: Extended BASIC; Wired Remote Controllers
EXT 113C Cassette
EXT 113D Disk

Extended Hangman
 There are many programs for Hangman because it is such a challenging and fun game. We have tried to add a few elements to make our program enjoyable and smooth-running. The unique initial screen hopefully will amuse you. Quick graphics, music, color, speech (optional) and sound are added to keep the players entertained. 500 words of 4 to 9 letters in length in easy, medium and difficult groups or you may add your own words.
Required: Extended BASIC
EXT 112C Cassette
EXT 112D Disk

Froggy
 This program has close to Arcade game action. A lot of activity on the screen all at the same time and the action is fast and smooth. Sounds and music add to the fun! You are given 5 frogs and by using a joystick or the keyboard arrows, you must try to get as many frogs as possible across ten lanes of fast and slow bi-directional traffic to a rest area. Then there are six logs to be traversed to get across the stream, an attainable but difficult feat.
Required: Extended BASIC
EXT 108C Cassette
EXT 108D Disk

Artillery
 Random terrain is generated with the two opposing forces on either side. The opposing force must be destroyed by determining angle and power of each shot. An ever changing wind complicates each shot. Play is between two players or one player against the computer. The program simulates actual ballistic trajectories.
Required: Extended BASIC
EXT 110C Cassette
EXT 110D Disk

De-Cypher
 An encrypted message is displayed, and guesses change all corresponding letters to the guess. Includes a "help" feature. Comes with 50 messages that can be changed or more can be added of your own choosing.
Required: Extended BASIC
EXT 101C Cassette
EXT 101D Disk

Puzzle 15
 The letter keys are used to move alphabetic squares (A to Q) into the single empty slot in an effort to arrange them into order. The computer keeps track of the number of moves taken to solve the puzzle and scores of previous games are displayed for comparison. Multiple squares may be moved when appropriate.
 It includes an option to play the same random game again to see if you or another player can do better.
Required: Extended BASIC
EXT 120C Cassette
EXT 120D Disk

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

ENTERTAINMENT

Flip Checkers

Outsmart the computer or an opponent by getting all checkers to your color. The computer determines its move pleasingly fast. Accurate real time is kept by a unique method to determine play against the clock. Score is displayed while playing. A board game with no pieces to lose or scores to keep.

Required: Extended BASIC; Joysticks

EXT 111C Cassette

EXT 111D Disk

Kong

Kong must fight his way to the top of the warehouse to save Roxanne, a damsel in distress on the top floor. Kong is hindered by barrels he must hurdle, which are being rolled at him by the villainous Igor. Igor has set a bomb in motion toward Roxanne, so Kong's time is limited.

You are given three tries to help Kong save Roxanne from the bomb. Each success presents you with a new situation, up to six screens each more difficult than the last.

Required: Extended BASIC

EXT 104C Cassette

EXT 104D Disk

Bouncer

Uniquely coordinated graphics, sprites, and sound make Bouncer so much like a real arcade game, that you will wonder why we didn't provide a slot for quarters.

Bouncer bounds from one trampoline to another, scoring points for clearing off the squares. He must avoid the arrows which will burst him. Clearing all of the squares presents you with an even more difficult arrangement of trampolines...six screens in all.

Required: Extended BASIC; Joysticks

EXT 100C Cassette

EXT 100D Disk

Romeo

Romeo is an adventure game beginning with him stuck in the desert sand dunes. Once across the scorching desert, he must swim up a stream infested with alligators and man-eating fish while avoiding floating logs. Then he must bolt through treacherous terrain to obtain the reward. An adventure game with graphical enough action to wear out a good set of joysticks.

Required: Extended BASIC; Joysticks

EXT 106C Cassette

EXT 106D Disk

Diablo

This one is a bit hard to describe but we think Mr. Baker of "The 9900 User's Group" in Moonstown, N.J. did a good job in his early, unsolicited review:

"...This game is not an action game. It's an intimidator! It bites your ego and doesn't let go. When you start out it appears playfully simple and after all, a maze is a maze is a maze. Ho Ho Ho. Not so all you game demoes. This is a DYNAMIC MAZE! It changes with every move! Go ahead, just try to keep notes. This pleasantly is not a shoot 'em up, knock 'em down, joystick dexterity contest as many games are. The game can be played either from the keyboard or with joysticks... Don't expect to win this one on the first try. Don't expect to get up and leave afterwards either. You'll be hooked. Good luck! This game by the way won first prize at the T.I.S.H.U.G. Australia contest.

Diablo contains 232 tracks on 116 movable panels. Each piece of track disappears after the moving ball passes over it, leaving less and less track to piece together.

Required: Extended BASIC

EXT 119C Cassette

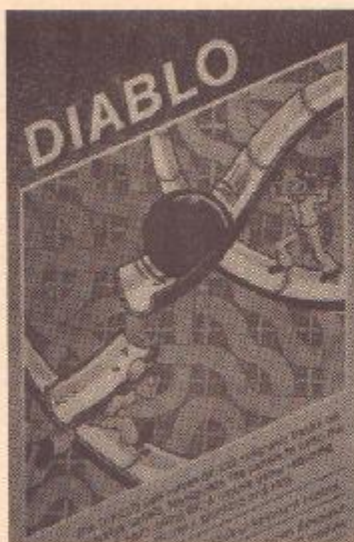
EXT 119D Disk

Games Pak/I

Games Pak/II

Games Pak/III

These game packs consist of several programs from Extended Software at a substantial savings over purchasing them separately. The programs included are:



Games Pak/I

Froggy

Extended Baseball

Extended Hangman

Golfis Pestulias

Tic-Tac-Toe

EXT 108C Cassette

EXT 108D Disk

Games Pak/II

Artillery

De-Cypher

Puzzles 15

Flip Checkers

EXT 103C Cassette

EXT 103D Disk

Games Pak/III

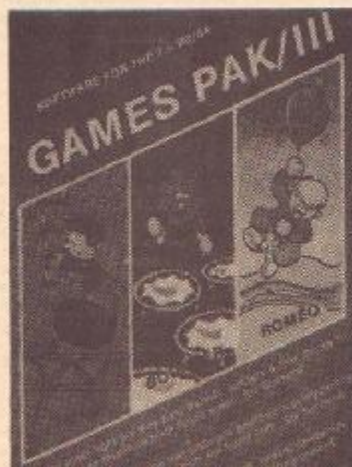
Kong

Bouncer

Romeo

EXT 118C Cassette

EXT 118D Disk



Fantasy Computing

Ringwrith's Lair

A fantasy gaming program in which the player tries to acquire treasure, win battles and survive to free a captured princess. Playing time varies with skill but cannot be mastered easily, and then maximizing score will take much longer.

Required: Extended BASIC; Memory Expansion

FAN 100 Disk

Ringwrith's Lair, Scenario II

This disk is used in conjunction with Ringwrith's Lair in order to create a new lair, totally different from the basic scenario.

Required: Ringwrith's Lair; Extended BASIC; Memory Expansion

FAN 101 Disk

Ringwrith's Lair, Scenario III

This disk is used in conjunction with Ringwrith's Lair to create a new lair, totally different from both the basic scenario and that in Ringwrith's Lair, Scenario II.

Required: Ringwrith's Lair; Extended BASIC; Memory Expansion

FAN 102 Disk

Lair Designer

Allows YOU to design and run your own "Lair" within Ringwrith's Lair format. You design your own monsters, devices and location descriptions and store it all on disk.

Required: Ringwrith's Lair; Extended BASIC; Memory Expansion

FAN 103 Disk

Norton

Cross Country Car Rally

In this program inspired by the cannonball run, you race across the country, avoiding police, tourists, your rivals and a few surprises. This high resolution graphic road adventure can be yours for less than a speeding ticket.

Required: Extended BASIC

NOR 102C Cassette

NOR 102D Disk

Tank

This is the classic arcade type tank game. Play against the computer or an opponent. Destroy each other's tank while avoiding landmines. Specify BASIC or Extended Basic.

NOR 105CB Cassette (BASIC)

NOR 105CX Cassette (Extended BASIC)

NOR 105D Disk (32K)

Star Trek - 3D

This is one of the best-known computer games. It has been around for a long time, but the TI graphics add a new twist to the adventure. Specify BASIC or Extended BASIC.

NOR 106CB Cassette (BASIC)

NOR 106CX Cassette (Extended BASIC)

NOR 106D Disk (32K)

Attack-Man

This game is similar to the pursuit games that you find in the arcade except that this one is more of a challenge. Collect points while running through a maze being pursued by a gang of lovable, hungry asters. Can you make it to the energy pellet so you can turn on them? (Most likely not!)

Required: Extended BASIC

NOR 103C Cassette

NOR 103D Disk (32K)

Cassette Software - Required: Cassette Recorder & Cable

Disk Software - Required: Disk System

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

ENTERTAINMENT

Lunar Lander

It's the classic Lunar Lander with the arcade graphics. Demonstrate your clumsiness by creating your ship into the moon of your choice. Specify BASIC or Extended BASIC.

NOR 104CB Cassette (BASIC)
NOR 104CX Cassette (Extended BASIC)
NOR 104D Disk (32K)

Super Frogger

A frog's life is difficult. To get home safely, you must cross a four-lane highway with speeding traffic, avoid piranha-infested waters, snakes and crocodiles. There are more ways to lose this game than you can imagine.

Required: Extended BASIC
NOR 107C Cassette
NOR 107D Disk (32K)

Killer Caterpillar

To be read while listening to music which is suggestive of impending doom.

This disaster occurred back in the 20th century—when man was still dumping highly radioactive reactor products permanently into retaining pools of nuclear reactors still under construction. Under these highly dangerous conditions, it was inevitable that the low level (half) of radiation from these radioactive wastes would have an effect on the local ecology. As a result, the metabolism of some of the animal life was changed dramatically. Therefore, the common garden pests such as spiders and caterpillars now came in the 20 ft., 2 ton variety. This still would not have proved to be a great problem, except for their uncanny taste for: A) Humans B) Anything man-made.

Your job is to exterminate these pests before they destroy the human race and take over the earth. Package contains both cassette and disk versions of this program.

Required: 32K Memory, Ether Ext. BASIC, Ed/Ambr or Mini Memory
NOR 108CD Cassette and Disk
NOR 108M Module

Moonbeam

Death Drones

Your city is under attack by relentless Alien Drones! They are unmanned satellites from the far reaches of the galaxy coming to destroy your world! Each Drone is programmed to first seek out and eliminate your ship and then to drop its payload on the nuclear reactor that you have been assigned to protect...

Can you protect your nuclear reactor or will your city be reduced to rubble by the devastating nuclear explosions? An exciting, fast-paced, action game playable in BASIC or Extended BASIC.
MOO 109C Cassette
MOO 109D Disk

Cavern Quest

Jump over bats, ghosts, and scorpions to reach the secret door beyond which perils lie... Can you make it to the magic Chamber and slay the cavern creatures that guard the hidden treasures? There are twenty treasures to be revealed if you can avoid the treacherous grip of the never-ending Claw Monsters...

A habit-forming, multiple-screen, fast-action game of skill and strategy that will challenge even the most experienced player!
Required: Extended BASIC
MOO 102C Cassette
MOO 102D Disk

Strike Force 99

As you cruise over the surface of the Death Ship you are confronted by a multitude of attacking alien fighters. Destroy the aliens with your guided torpedoes! Blast the enemy acouts with your phasers! Bomb the ventilator shafts in the trench below! Can you defend your planet? Or will your civilization be annihilated by the deadly death rays released by the Death Ship?

An incredible combination of true 3-D graphics, sound effects, and game play that will dazzle even the most avid of players!
Required: Extended BASIC
MOO 106C Cassette
MOO 106D Disk



Moonbeam Express

As captain of the only vessel within range, you have been assigned to defend the 9 Quadrants against the aggressive enemy fighters from the neighboring galaxy. Will you be able to eliminate the enemies from all 9 Quadrants? Using your Command Control Computer, you can plan a strategy that will lead to a successful mission...

An interactive, multiple screen, multi-level game of skill and strategy for those who want more than just another shoot 'em up!
Required: Extended BASIC
MOO 104C Cassette
MOO 104D Disk

Garbage Belly

Help the Garbage Belly gobble up the ripe garbage in a field of garbage piles! But watch out! If you make him eat raw garbage, he will die!

Will you be able to help the lovable little creature clear the field of garbage as you race against the clock? An enjoyable game for all ages!
Required: Extended BASIC
MOO 100C Cassette
MOO 100D Disk

Moonvasion

Alien starfighters are attacking your moon-base! Can you aim and fire your Moon Launch fast enough? Will your squadron be destroyed? Can you blast their Mother Ship?

A fast-paced, pure reaction-time game for those who thrive on quick response and fast action! BASIC or Extended BASIC
MOO 105C Cassette
MOO 105D Disk

Zero Zone

The Enemy is preparing to launch a nuclear warhead that will devastate and annihilate your civilization! They have bent a squadron of bomber and fighter planes to strip Ground Zero of all defenses and leave it vulnerable to imminent disaster... Commanding two Turret guns, you must defend the skies against the enemy planes! Will they destroy your ammo-dump? Will they launch their warhead? Can you defend your civilization from total destruction?

The ultimate in super-fast action, arcade-style games with explosive, dazzling graphics!
Required: Extended BASIC
MOO 108C Cassette
MOO 108D Disk

Robot Runner

The Organized Robot Terrorist Society Against Civilization (ORTSAC) is determined to conquer the world with its army of robots! Yet, your forces have discovered the way to the heavily-guarded ORTSAC headquarters!

Can you infiltrate your Android past the Intra 004 security forces? Will you be able to guide him through the labyrinth of dangers that lie ahead so that he may reach the inner chamber where he must confront and terminate the hostile leader of ORTSAC? Seven screens of exciting, fast-paced adventure in the year 2800!

Required: Extended BASIC
MOO 107C Cassette
MOO 107D Disk



Astromeria

On your journey through outer space, you venture upon the hostile galaxy Morphus. Endless waves of Alien Fighters from various worlds within the galaxy are ready to destroy your fleet of photon-powered ships. Can you hold your own against the asteroid cannons of Sulconon, survive the aerial attack squad of Caustress, and guide your fleet through the perilous meteor belt of Triod... But are you fast enough for the unforgiving Zoon Droids??

Will you be able to stand up to the constant barrage of attacking aliens? Can you keep up with the terrific speed and super-fast paced action? A real joystick breaker!
Required: Extended BASIC
MOO 101C Cassette
MOO 101D Disk

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

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

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ENTERTAINMENT

Futura

All-Star Baseball

Two-player game. Match strategies with your opponent. You control your team's pitching, fielding and base-running. Extended BASIC optional.

FUT C 1020 Cassette

All-Star Bowling

Tournament bowling at its best in this game designed for up to eight contestants. Each contestant positions his bowler on the screen, selects slow or fast balls and right or left hooks.

Required: Extended BASIC

FUT C 1110 Cassette

Casino Pack

"Slot Machine" (Bandit)—Pull the lever, watch the "windows" and win or lose. Authentic graphics! "Dice Game" (Craps)—Start with \$100 bankroll. Play continues till you stop or lose all your money. "Card Game" (Blackjack)—The computer is the "dealer." You have \$100 to begin. Can you break the bank?

FUT C 1010 Cassette

Challenge I

"Leapfrog"—Ten frogs all in a row; 5 green ones on the left, 5 red ones on the right. Can you "leap" the green to the right and the red to the left? "Leapfrog II"—Two-player game—you and a friend or you and the computer. Winner is the last frog in the pond!

FUT C 1030 Cassette

Challenge II

"Min"—Matches, matches, all in a row. Who "burns" the last one? You determine if he's the winner or loser. "Tic-Tac-Toe"—Play a friend, or play the computer at three levels of difficulty. Special offer to any Professional level winner.

FUT C 1040 Cassette

Chutes and Sharks

The crew of a helicopter must abandon ship over shark-infested water. As captain of the rescue ship, you must position your vessel directly under each crew member so that the parachute landing takes place on deck and not in the water. Four levels of difficulty. Joysticks are optional.

Required: Extended BASIC

FUT C 1120 Cassette

Dr. Nuttler

This half-baked mental health buff will field your questions with mind-blowing answers. Not always silly, either; some are downright unnervingly accurate. A million laughs and hours of good clean fun! Any age can play this masterpiece. Speech optional with the Terminal Emulator II module and Speech Synthesizer.

FUT D 1050 Disk

Fowl Play

"Why Did the Chicken Cross the Road?," authored by Ron Binkowski. This is a game requiring a high degree of eye-hand coordination. A chicken must safely cross a 20-lane super highway, where traffic moves in both directions and at variable speeds. The chicken advances or retreats through the use of the keyboard or joystick at player's option. A frustrating and action-packed game with excellent graphics which should provide countless hours of entertainment for players of all ages. Joysticks are optional.

Required: Extended BASIC

FUT C 3010 Cassette

Galactic War

The Empire against the Aurigans in the Galactic Federation Year 3095. You command a 5-airship patrol...the enemy saucers are coming faster and faster. "Wrap-around" screen gives three-dimensional effect.

Required: Extended BASIC

FUT C 1100 Cassette

Laser Battle

A fast-action game for two players, authored by William Hoffman. The computer may substitute for the second player when desired. Two space warships from different star systems engage in mortal combat from opposite sides of an asteroid belt. These asteroids block the lasers, frustrating the attacker, but also act as a defensive shield.

Required: Extended BASIC

FUT C 6010 Cassette

London Blitz

If there were computer games in the 1940's, this would be the one! You are the gunner in an anti-aircraft battery just outside London in 1941. Searchlights scan the midnight sky seeking Nazi bombers from across the English channel. Planes (or was that a cloud?) pass across the screen, coming faster as the number of hits increases. When you miss, though, you lose a searchlight.

Required: Extended BASIC; Wired Remote Controller

FUT C 3020 Cassette

Sam Defense

Authentic duplication of a world power surface-to-air missile site. Using the sophisticated electronic radar equipment on the control panel, your objective is to spot enemy aircraft and destroy them before they bomb your site. There are three levels of play—Boring, Challenging, or Mind-Blowing.

FUT C 1081 Cassette

Gatchas

Another clever game by Ron Binkowski. You are a merchant with no weapons being accosted by the ferocious Gatchas as you travel through space. You can out-smart them as they are more ferocious than clever, but watch out for their aspen-seeking missiles.

Required: Extended BASIC

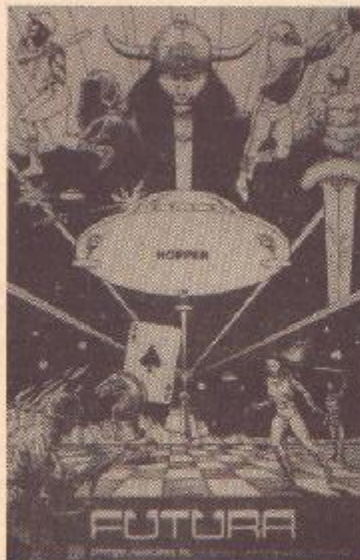
FUT C 3040 Cassette

Hopper

In this well developed game with super graphics by Mark Sumner, you are jumping frogs across the river onto lily pads, rocks and drifting floesam. Don't miss a jump or your frogs will never reach their nest.

Required: Extended BASIC

FUT C 7020 Cassette



Moonduster

Ultra-fast action game in which the object is to land your ship on pre-established landing pads as many times as possible without "crashing." Each new landing replenishes the fuel supply. A cleverly designed system of indicators shows at a glance the ship's altitude and fuel availability. Fast reflexes and patience are required to master this game, which offers a choice of "scenarios" varying in difficulty from the "not too easy" to the "almost impossible." A fun game for the entire family.

FUT C 4010 Cassette

Viral Vendetta

Super fast action Assembler Language game written by Robert Dickerson. A voracious carrier cell has invaded your body, firing bursts of protein coated DNA molecules. You must maneuver your anti-body cells and fire Interferon to revitalize your cells and kill the carriers.

Required: 32K Memory Expansion; Extended BASIC

FUT A111 Disk

Starship Concord

This is a Star Trek type game with a super twist, using excellent graphics and sprites. As commander of Starship Concord, your duty is to patrol a sector of the galaxy on a search and destroy mission against the Derobans.

Required: Extended BASIC

FUT C 5010

Wallstreet

You have \$10,000.00 to invest. The cycle is 10 years. How long will it take you to become a millionaire?

FUT C 1060 Cassette

Ice Caverns of Xen

Another super program from the author of Moonduster. This is an adventure game in which you must find the Xen diamond, a gem with unusual powers. The Xen diamond is hidden within the ice caverns, and you will meet many challenges and face many dangers while carrying out your assignment. If you succeed, your kingdom is saved; if you fail, your kingdom is doomed...but you will not be alive to observe its destruction. It may not be easy.

Required: Extended BASIC

FUT C 4020 Cassette

FUT D 4020 Disk (32K Required)

C.I.A. Adventure

You, a super-sleuth CIA agent, are in charge. Your mission... find the missing diamonds in the midst of a spy nest! Unfortunately, your instructions are to let your not-so-bright assistant do all the leg work. Using a walkie-talkie, you guide George through a thriller in this game authored by John Burt.

Required: Extended BASIC; Memory Expansion

FUT C 8001 Cassette

Copter Capers

If you want a different game, this one authored by Justin McCarthy is it. You don't kill anybody; instead you rescue people from a burning building! It would be that simple were it not for the volcano and the sky-scraper, etc., that your "copter" has to avoid in the process. Get a feeling of accomplishment as you see the victims you have rescued get whizzed away by an ambulance.

FUT C 8101 Cassette

The Hustler

If you are a pool shark, try this clever innovation! The computer breaks and the balls never stop rolling! Players take turns. Play eight-ball or rotation. Automatic score and prompts. A real challenger for all ages by Ron Binkowski.

Required: Extended BASIC

FUT C 3030 Cassette

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

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

ENTERTAINMENT

Death Station

Authored by Paul Tyma, this game makes you the pilot of Nova 1 on its return to Earth. Almost out of fuel, you spot an abandoned space station. There is fuel in Death Station, but to find it, you must overcome a host of hazards!

Required: Extended BASIC
FUT C 811 Cassette

Dragon Game

In this Assembler Language game written by Robert Dickerson, a flock of fire-breathing dragons with magical powers are in quest of magical vials and time tunnels. You will be more than busy avoiding mountainous terrain, dodging balloons and zooming through tunnels. But don't run out of magic!
Required: 32K Memory; Editor Assembler Module
FUT D A112 Disk

Air Missile Command

In this game by Mark Sumner, you are protecting major cities, such as Chicago, St. Louis and Los Angeles, from anti-matter missiles fired by alien ships. Destroy the missiles (if you can) before the cities are annihilated.

Required: Extended BASIC
FUT C 7010 Cassette

Cosmic Drift

This latest game authored by Neil Weinstock is very complex and full of surprises. Your journey to a distant planet is full of navigational hazards, and your mission is far from over when (if) you reach your destination.

Required: Extended BASIC
FUT C 4030 Cassette

Not-Polyoptics

Winging It: Flight Simulator

Fly your own private plane in this excellently visualized simulator. But after you've mastered flying, the excitement isn't over—three different games test your skill. Ground map and weather indicator chart your position on a randomized earth simulacrum. For 1 player. "An excellent program, which should appeal to budding pilots of all ages."—Home Computing Weekly
NOT 107 Cassette

Tower: Air-Traffic Controller

Your screen becomes the airspace radar scope of a large East Coast airport and you take on the difficult task of controlling all flight within 100 miles. Direct multiple airline flights and small aircraft through dangerous conditions including tight flight paths and bad weather. Hundreds of lives depend on quick thinking and steady nerves. Specify Civilian or Military Tower. For 1 player.

Required: Extended BASIC
NOT 118 Civilian Cassette
NOT 119 Military Cassette

Funpax 1: Crosses & Maze of Ariel

Crosses is an original game of juxtaposition—different from Go or Othello®—in which you place markers on a grid with the goal of putting in the center piece of a cross. The chain reactions are so complex you need a computer to keep track!

Maze of Ariel is a game of skill and dexterity for one player. In a randomly generated maze there is only one creature other than yourself—a dragon! Different from other maze games—use grenades and a lantern to negotiate the maze five times as it constantly changes.

NOT 121 Cassette

Funpax 2: Tickworld & Cars and Carcasses 2

Tickworld presents a forest with eight hungry giant ticks converging on you and eight cages. You must capture the ticks by throwing nets and put them in the cages. Played on a randomly generated terrain that is different each time. For 1 player.

Cars and Carcasses 2 is an improved version of the best-selling IUG game (which we also designed). Your city has been invaded by monsters and you must run them down one by one. Four scenarios included. For 1 player.

NOT 122 Cassette

The Texas Light Shooter™

The Texas Light Shooter™ is a photoreceptor gun that plugs into the joystick port of your 99/4A to allow you to shoot at targets on the screen. Made of durable plastic, it's a great addition to the computer's game capabilities. It can be used as a light pen, burglar alarm, or for any other application involving the sensing of light/dark. Included with the Light Shooter are complete instructions, a guide to writing your own programs, and a shooting spree game on cassette.

Games will be available for use with the Texas Light Shooter™ in late 1984.

NOT 123 Access.

Backgammon: The Classic Game

Play this all time favorite against either the computer or an opponent. Computer plays quickly and with remarkable strategy. A great way to develop your own playing ability. Excellent graphics include all aspects of the game. For 1 or 2 players.

Required: Extended BASIC
NOT 124 Cassette



Advantage: Computerized Board Game

Take the best features of board games like Monopoly® and Backgammon, add the abilities of a computer, and the result is Advantage. This fascinating game takes place on a screen board of programmed squares, always in a unique pattern that calls for new strategy. Move your piece across the screen, purchase squares, attack opponents, and build a path to victory. The board is always different and changes as you go. Optionally, the computer plays its own piece. For 1, 2, or 3 players.

NOT 103 Cassette

Ant Wars: Insect World Combat

It's the red ants versus the black in this war simulation based on the insect world. Starting from scattered positions, you must organize your army to defend the nest, find food, and attack your adversary. Play against the computer or another person. An optional spider adds a third party to reckon with! An ideal introduction to war simulation games. For 1 or 2 players.

NOT 105 Cassette

Bankroll: The Investment Game

Learn how to profit in the coming uncertain times with this accurate financial world simulation. Choose from numerous purchase options that respond realistically to changing market and world conditions. News headlines appear to help assess the future. Bankroll painstakingly teaches the skills needed for compiling your investment portfolio. Money is there for the taking—go for the gold! For 2, 3, or 4 players.

Required: Extended BASIC
NOT 117 Cassette

Starship Pegasus: The Adventure of CETI

Contact Extra Terrestrial Intelligence in this game of interstellar action. Explore and conquer a different quadrant of the galaxy each time you play! Your screen shows you each solar system during approach, and the challenge is to find, contact, and exploit alien races (by force or diplomacy). Complete with names and descriptions of the alien life forms. But watch out for Hyper-dimensional Marauders!

NOT 109 Cassette

Treasure Trap: Graphic Adventure Game

An exciting new concept in graphic adventure. Break into the Builders' Planetoid and explore myriad rooms on your quest for High Tech treasure. A unique adventure each time you play! A unique game for adventure buffs. For 1 player.

NOT 115 Cassette



Sengoku Jidai: Medieval Japanese Warfare

A warfare simulation based on the period in Japanese history called the Age of Warring States. Each player has a castle stronghold and four armies composed of samurai, archers, and footsoldiers. The object of the game is to take castles, either neutral or opponent, and hold them. Casualties are computed according to terrain, strength, formation, and luck. Each game takes place on a different randomly generated mapboard. For 2 or 3 players.

NOT 110 Cassette

Cosmopoly: Space War

Buy planets and moons in the solar realm and fortify your bases for the war to come. On a board with forty squares, acquire an entire system and you can escalate to higher stakes. Arcade action adds quick movement, rising obstacles, and the ability to blitz opponents' bases with super projectiles. And best of all, the computer keeps track. For 2, 3, or 4 players.

Required: Extended BASIC
NOT 112 Cassette

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

ENTERTAINMENT

Laser Tank: CIREV Showdown

On a battlefield of the future, maneuver your Coherent Infrared Equipped Vehicle (CIREV) into position for the lightning quick laser duels with similarly equipped enemy tanks. Chase and engage in the battle zone. Use keys or joystick for this exciting, arcade-style game. For 1 player.

Required: Extended BASIC
NOT 113 Cassette

Shipal: Battle on the High Seas

Seagoing conflict simulation. Contains two scenarios: Mediterranean Piracy and Engagement Blacoy. Each admiral commands 3 men-of-war and must sail them according to the changing winds. Broadside your opponent and watch the damage mount! A realistic representation of actual sea-war conditions. For 2 players.

NOT 109 Cassette

99 Vaders: Kamikaze Aliens

Fight back wave after wave of galactic kamikaze aliens from the last outpost on Earth. The huge mothership hangs ominously overhead as you maneuver and fire. All the fun and excitement of the arcade original with some new twists.

NOT 114 Cassette



Khe Sanh: Guerrilla War in Viet Nam

A tactical skill game for one player. You command a military base in Viet Nam during the Tet offensive. Two units of North Vietnamese regulars are approaching the base, but where are they? Use five platoons and four helicopters to search and destroy, defoliate jungle, and defend convoys. "Performance A...you may enjoy this game. I do."—Home Computer Compendium.

NOT 102 Cassette

Waldoball: Strategy Soccer

Androids are pitted against Robots in this mechanized sport of tomorrow. Angle is the key as you send your machines out to cover, intercept, and shoot. Furious face-offs contrast with the thoughtful analysis necessary for scoring play. Combines the action of team sport with the strategy and precision of pool. For 2 players.

Required: Extended BASIC
NOT 116 Cassette

Pewterware

Family Game Pack

MATCH WITS is a game of concentration for 1 to 4 players. Take turns trying to match pairs of colored pictures. Every one you match is 1 point and every one of your opponents that you can match is worth 2 points!

In **ROLL FIVE**, roll five dice and score the combinations for high scores. Five-of-a-kind scores the highest!

CHALLENGE POKER is a game for 1 to 4 players in which each player must place 24 playing cards on a Brigo type card to make the best possible poker hands vertically, horizontally, and diagonally. Each player gets the same cards to work with, so the skill comes in placing them to best advantage.

PEW 106C Cassette

Up Periscope

You are the Skipper of the USS Porpoise on patrol in the Western Pacific. "Final Bearing Mark—510 degrees. Final Range Mark—3000 yards." "FIRE ONE!" "FIRE TWO!" You watch through the periscope just long enough to see two torpedo wakes converge on a 10,000 ton tanker and send it to Davy Jones' Locker. "Take her Deep Right Full Rudder. Rig for Depth Charge." The destroyer escort has already started a depth charge attack. You must get below the Sonar layer before you are blown apart. This is an excellent tactical program written by a twenty-year submarine veteran. For adult skippers.

Required: Extended BASIC
PEW 104C Cassette



Goblin's Revenge

You are trapped in the Goblin's Chambers. To get out, you must find your way through a difficult maze that you can only partially see at any one time. Meanwhile, there is a Goblin on your heels just waiting to zap you. You can sometimes see it when it gets close to you, but at other times you can only hear it! Was that a scream that you just heard? Be careful, but be quick! Push open the secret door to escape. Three levels of difficulty provide great fun for one player. For ages 12 to adult.

PEW 103C Cassette

Bluegrass Sweepstakes

It's neck and neck down the home stretch! As they cross the finish line it's Viking Lad by a nose over Old Paint. You collect your payoff at the window and then look over the field for the next race. Your day at the races consists of eight regular races followed by the BLUEGRASS SWEEPSTAKES which combines all the winners of the previous eight races. Up to eight players can experience the excitement of watching their favorite horses gallop across the screen to victory. Superb color and graphics makes this an enduring family favorite. (It's GREAT for parties, too.)

PEW 103C Cassette

Decathlon

Play the ten events of the modern Decathlon by making inputs to the computer at the exact second required. The "graphics" on this game are superb and include the 100 meter run, Long Jump, Shot Put, High Jump, 400 meter run, 110 meter Hurdles, Discus, Pole Vault, Javelin, and 1500 meter run. Up to eight players can enter.

PEW 101C Cassette

Snow Trek

You load your snowmobile into your van and head for the country. But watch out! The road is icy. You must avoid stalled cars and stay on the road. You unload your snowmobile and zip into your favorite tree-covered field where you see a cute little number running across the snow. You cannot resist and chase it. But be careful. Number crunching can be dangerous. Quick thinking and good reflexes are necessary to score the highest on this game for one player while avoiding trees, thin ice, and broken fences sticking up out of the snow. For ages 12 to adult.

PEW 107C Cassette

Infocom

The Zork® trilogy, Infocom's classic underground odyssey, takes you into the extraordinary environs of the Great Underground Empire. It's a world so vast and unique, it can offer new discoveries no matter how often you explore it, with challenges that change and revitalize the adventure each time you make your descent. The *New York Times Book Review* sums up the Zork trilogy as "remarkable adventure fantasies." And the public agrees, for the *Software Readers' Poll* named Zork I its "Most Popular Adventure," and all three Zork adventures are among the best-selling computer games in history.

Even the way Infocom puts the trilogy together is unique. Zork I, II, and III all share a common thread, yet each is a complete and separate story unto itself—so you can play them in any sequence you choose.

Zork I: The Great Underground Empire

Confronts you with perils and predicaments ranging from the mystical to the macabre, as you strive to discover the Twenty Treasures of Zork and escape with them and your life.

Required: 32K Memory and Extended BASIC; Mini Memory or Editor/Assembler
INFO 100 Disk

Zork II: The Wizard of Frobozz

Takes you to new depths of the subterranean realm. Here you'll meet the Wizard, who will attempt to confound you with his capricious powers.

Required: 32K Memory and Extended BASIC; Mini Memory or Editor/Assembler
INFO 101 Disk



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

ENTERTAINMENT

Zork III: The Dungeon Master

Zork III is the test of your wisdom and courage. Your odyssey culminates in an encounter with the Dungeon Master himself, and your destiny hangs in the balance.

Required: 32K Memory and Extended BASIC; Mini Memory or Editor/Assembler

INFO 102 Disk

Enchanter™

In Enchanter™, the first of a spellbinding series in the Zorkian tradition, you are a novice magician whom Fate has chosen to do single-handed combat with a dark and ferocious power. But worldly weapons will avail you naught, for your foe is the Evil Warlock who holds sway over the land. To defeat him, you will have to match your skills as a necromancer against his, using spells you have learned from your masters in the Circle of Enchanters and others you will acquire as you proceed on your quest. If you succeed, you will be elevated to a seat in the illustrious Circle; if you fail...but one does not speak of such things.

Required: 32K Memory and Extended BASIC; Mini Memory or Editor/Assembler

INFO 104 Disk

Infidel™

Infidel™, the first action classic from Infocom Tales of Adventure™, finds you marooned by your followers in the heart of the deadly Egyptian Desert. A soldier of fortune by trade, you've come hither in search of a great lost pyramid and its untold riches. Now, alone, you must locate and gain entry to the tomb, decipher its hieroglyphs, and unravel its mysteries one by one. Through the Aenechamber, the Barge Room, the Chamber of Ra, death will lick at your heels as you race to the shattering climax of this match of wits between you and the most ingenious architects, builders, and out-throats of all time—the ancient Egyptians.

Required: 32K Memory and Extended BASIC; Mini Memory or Editor/Assembler

INFO 105 Disk

Deadline™

Deadline™ pits you, the keen-eyed sleuth, against a 12-hour time limit to solve a classic locked-door mystery. Infocom literally puts the case in your hands, providing you with a dossier containing lab reports, police findings, dastardly-looking pills, and more. Once you embark on your investigation, you must sift through a myriad of clues and motives in order to track down the killer. No easy feat, for all six of your suspects as well as the will-o'-the-wisp and going, scheming and maneuvering independent of your actions. The New York Times' verdict says it all: Deadline is an "amazing feat of programming."

Required: 32K Memory and Extended BASIC; Mini Memory or Editor/Assembler

INFO 104 Disk

The Witness™

The Witness™, as a CBS Morning News feature recently revealed, brings the Great Detective Era of the Thirties to life with you as detective. It's a case of blackmail that turns into murder before your eyes, and anyone from the knockout heiress to the poker-faced Oriental butler could be the killer. As in Deadline, your suspects act with minds of their own, and you have just 12 hours to solve the crime. Armed with a police file packed with crucial physical evidence, you face a tangled web of clues, motives, and alibis, and the only testimony you can trust is that of your own eyes—because you are The Witness.

Required: 22K Memory and Extended BASIC; Mini Memory or Editor/Assembler

INFO 106 Disk

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

Starcross™

Infocom's science fiction mindbender launches you heading into the year 2186 and the depths of space, where you are destined to rendezvous with a gargantuan starship from the outer fringes of the galaxy. PC World describes Starcross as "a great game in which to lose yourself," and justly so. For the great spacecraft bears three uniquely intriguing commodities: an alien world, peopled with all manner of other-worldly beings; a remarkable complex, interlocking puzzle to unravel; and a challenge that was issued eons ago, from light-years away—one that only you can meet.

Required: 32K Memory and Extended BASIC; Mini Memory or INFO 103 Disk; Editor/Assembler

Suspended™

You are buried alive in a cryogenic capsule deep inside an alien world. When an earthquake disrupts the systems of the Underground Complex you inhabit—systems that surface life depends on—you must stabilize conditions. However, you can only do so by commanding your six robots, each of whom perceives the world differently, to perform actions for you. If you save your world from utter destruction, you've just begun. Suspended is designed to be replayed numerous times as you learn to optimize your strategies. You can also go on to two more levels of play, and there's even an option that lets you customize the game.

Required: 32K Memory and Extended BASIC; Mini Memory or Editor/Assembler

INFO 109 Disk

Planetfall™

Planetfall™ teleports you forward a hundred centuries to a Stellar Patrol ship of the Third Galactic Union, where your rank is First Sign 7th Class—about as low as you can go. But then your luck takes a turn for the better. Your ship explodes, which really is fortunate, because you're thereupon jetted away to a mysterious, deserted world. True, the planet is plagued by floods, pestilence, and a mutant Wild Kingdom. But there's also a robot and the ideal companion with whom to brave your new world as you explore its secrets, dare its dangers, and attempt to discover a means of saving it.

Required: 32K Memory and Extended BASIC; Mini Memory or Editor/Assembler

INFO 110 Disk

Maple Leaf

Sky-Diver

A very realistic simulation of a parachuting accuracy competition for up to 4 players. You control the altitude and location of the jump plane, optionally drop a streamer to check the wind, then jump and free-fall at an accelerating speed. After pulling the rip-cord, manipulate the chute's controls to maneuver to a bulls-eye landing. Intermittent chute failures and fickle winds add to the challenge.

Required: Extended BASIC
MAP 104 Cassette

Hang-Glider Pilot

A hang-glider trainer and game for up to 4 players, in which time and distance flown must be maximized and concluded with a safe, precision landing. Use ridge lift generated by a morning coastal sea breeze (which becomes a land breeze in the evening) and thermals during mid-day. Wind and thermal strengths build and subside in a realistic manner. Various sized clouds and a soaring eagle help in locating the strongest thermals. Very realistic flight characteristics, including stalling behavior and flying and landing techniques. Don't break your neck!

MAP 105 Cassette
MAP 105X Cassette-Extended

Devil Craze

A simple but devilishly-funny game that will drive you crazy over your left and right. All you have to do is press the key or fire button on the same side as that which contains a color panel of the same color as the one in the center of the screen. Except when the four crazy red devils are out and about, in which case you do just the opposite. But, ignore the imposter (purple) devils—if you can! The speed, muscle spasms and laughing fits increase as your score gets higher.

MAP 106 Cassette
MAP 106X Cassette-Extended



Tigervision

Miner 2049er

"Bourne Bob" is mining a radio-active mine in the year 2049. Help him "claim" all of the various stations (8 screens). Avoid contact with the deadly mutant organisms by running away, or hopping over them. Collect various articles left by previous miners for bonus points.

TIG 100

Eagle

You are a space attack pilot flying at death range over the gigantic star ship. Your mission while defending yourself against the never ending oncoming defense squadrons is to destroy the star ship with your cursor scope missiles. Watch out for the star ship's atomic cannons aimed at you. 3 screens.

TIG 101



See price list for ordering information and discount program.



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

ENTERTAINMENT

Sunware

Arcturus

The only 24KB cartridge game available! Fight your way through the open universe in order to enter into the 3-D enemy command post. "Zaxxon"™ like 3-D graphics. The most sophisticated graphics found in any game developed for the home computer. Evade and engage enemy ships, trace missiles, and laser tanks as you negotiate the cluttered city scape of the enemy command post. Arcturus, one of a kind!

Six screen levels emerge as you successfully pilot your ship deep into enemy territory. Earn points by shooting enemy ships and safely navigating your way over, under, and through the buildings, arches, and tunnels which are generated by the largest cartridge memory in any home computer game.

*ZAXXON is a trademark of SEGA Enterprises, Inc.

STA 103 Module

Cubic

A game of 3-D Tic-Tac-Toe. Cubic will challenge your mind rather than your trigger finger. Requires the logic, strategy, and concentration of top mental gamblers in order to successfully challenge the skill of the computer. You have hundreds of possible winning patterns, but so does the computer. The challenge will outlive the novelty.

STA 104 Module

Space Patrol

You are in control, or are you? Plot the universe, search for command ships, evade alien lasers, set shield power, engage the aliens in quick-paced fire fights, take on supplies while docked at command ships, move at warp speed into new sectors, monitor fuel and weapon supplies, and be careful—you only have one ship. Input commands required from both keyboard and joystick. You can go on patrol, too.

STA 105 Module

D Station

The Invasion is on! Alien ships are raiding your position. With each pass they drop more invaders which are descending toward earth. You must be quick and accurate. Destroy the alien ship if you can, but you can't ignore the invaders. They will join forces and blow up your station unless you destroy them before they land.

STA 106 Module

D Station II

The battle continues! In this sequel to D Station, you are again warding off an enemy air strike. With the chop-chop-chopping of helicopters discharging paratroopers and the scream of jet bombers dropping their lethal payload, you must perform flawlessly. Destroy the 'copters and jets, but watch out for the bombs and paratroopers. If a bomb hits, you're through. If enough paratroopers reach the ground they will sabotage your station. The mission is yours.

STA 107 Module

Star Trap

Even you galactic sharpshooters may have met your match this time. Your Y-winged fighter ship is equipped with dual lasers which will not over heat, but your enemy is extremely evasive in their 3-D galaxy and their weapons are accurate. Battle your way through five levels of attacking Green Master Dolphins, White Distracting Drones, and Red Neutron Globes. Your shield supply is limited and requirements for advancement are a secret. Plan for the worst!

STA 108 Module

Beyond Space

You're at the controls, but so is your opponent. It is your skill and strategy against his, head to head. Pursue, fire, evade, dodge, return fire. And watch out for those asteroids. You can't destroy them, but you can hurl them toward your enemy. It's discouraging to see your ship explode into flames and crash to the ground, but you have ten ships. Carry on!

This interactive game requires two players, each with their own joystick to control their fighter ship. Not only must you outmaneuver your opponent, but your fire fight takes place among cluttered asteroids which you must dodge or propel toward your enemy.

STA 109 Module

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

Face Chase

The chase is on! Skill and practice are needed to negotiate the maze of catwalks, ladders, and crossbars in this delightful game. You control a character named "Bopple" who hops and climbs his way along, picking up faces one at a time. Be careful, "Hungry Snappers" patrol the maze.

With eight different levels of difficulty, each player is able to compete at an intriguing level. At the more difficult levels, you must make use of your "Snapper Repeller" and "Umbrellas" to evade the "Snappers'" jaws. Enjoy!

STA 110 Module

King of the Castle

Being a king is not always so easy. Especially when you find yourself all alone defending yourself and your castle against the invading hordes. With an unlimited supply of arrows, you are free to move through the castle, dash up and down the four stairways, and use your secret escape passage as you evade or engage the enemy. Eight player-choice levels of difficulty will supply an endless challenge.

STA 111 Module

Midnite Mason

A delightful chase through a maze of ladders and brick walls as you direct your mason in collecting his tools. Entertaining animation as the mason climbs, runs, builds, and breaks through brick walls in his attempt to avoid being devoured by not so friendly ghosts. Great arm flexing, leg pumping, pick ewing action. You will play for hours!

STA 112 Module

Amerisoft

Void

Void is a graphic event. "An imaginative and highly challenging game...a real test of hand-eye coordination and problem-solving abilities. With 20 screens, it is also highly addictive...The graphics are superb, the screens are imaginative and the action is as fast as I, for one, can handle!"—Home Computer Compendium, Feb., 1984.

Required: Extended BASIC

AMS 103C Cassette

AMS 103D Disk

Halet

Blow up walls, crack open safes, jump over the deathly ball of fire, avoid the wizard's tricks and traps to capture the staff of doom. Arcade-like action adventure game. 3 different magic filled screens. 9 skill levels.

Required: Extended BASIC

AMS 104C Cassette

AMS 104D Disk

Sneaky Snake

Finally, a fast moving, quick response action game. Written in BASIC! Includes colorful graphics and multiple screens. Slither through a maze, jump over objects and climb ladders. Try to reach the bonus screen to earn extra points. 1 or 2 players.

*SPECIAL BONUS—Sneaky Snake head to head is included FREE. Both games require only the TI 99/4A.

AMS 105C Cassette

AMS 105D Disk

Atarisoft

Donkey Kong

Guide Mario, the fearless carpenter, up the elevators and across the girders as he attempts to rescue his sweetheart from the clutches of Donkey Kong. This is gorilla warfare at its best!

ATA 100



Protector II

It's war, and Xytronic Pulse-trackers, ravenous Chompers, rockets, maroids, lasers, the powerful Fracutan Mother Ship, and the eruption of Dragonmaw put your skill to the ultimate test!

ATA 101



Cassette Software - Required: Cassette Recorder & Cable

Disk Software - Required: Disk System

ENTERTAINMENT



Picnic Paranoia

Invidious insects join George's picnic and try to ruin the fun. They push picnic-laden food off the screen, and their bites are paralyzing. Help George turn the tables with bug spray! **ATA 102**

Pac-Man

Taste the thrill of high scores by racing the hungry Pac-Man through a maze—gobbling dots, dodging goblins, and gulping energy tablets that let him eat everything in sight! **ATA 103**

Centipede

Zap an invasion of creepy crawlers who threaten an enchanted mushroom patch. This arcade classic is buzzing with distinctive sounds and bursting with bug-a-boos! **ATA 104**

Defender

The sophisticated Defender spaceship is your only hope against an alien attack that takes many forms. Armed with smart bombs and able to shift into hyperspace, Defender evens the score! **ATA 105**

Moon Patrol

You patrol sector nine, home of the toughest thugs in the galaxy. Fortunately your patrol car has anti-gravity jump buttons and laser bullets to deal with moon rocks, orsters, hostile UFO's and tanks. **ATA 106**

Jungle Hunt

Hungry cannibals have captured a fair maiden. To save her you must traverse the treacherous jungle terrain, swing from vines, swim Reptile River, dodge cascading rocks and more. **ATA 107**

Stargate

Rescue humanoids stranded on the planet surface and Warp ahead. But first you must reach the Stargate, which isn't easy. The entire universe is blocking your way! **ATA 108**

Robotron: 2084

Only you can resist the rebellious robots and defend humanity. Your mission is to rescue, evade and destroy these mechanical heavies—including the Hulk, who's immune to your laser! **ATA 109**

Sherms

Armed with his outlawed ion SHIV, Shermus must slay a slew of evil enemies lurking in the Shadow's lair before he eventually meets up with the Shadow himself. Can he snuff this fiend, too? **ATA 110**

Ms. Pac-Man

Would you like to dine with a lady who has a real appetite for fun and games? Join Ms. Pac-Man as you eat your way through four different mazes featuring floating apples, oranges, pears, bananas and even pretzels. **ATA 111**

Pole Position

You're the driver of a powerful Grand Prix racing car, working your way around the treacherous road course. Watch out for those curves, road hazards and other cars if you want to make it through the qualifying lap. **ATA 112**

Joust

En garde! The sides are full of fierce warriors riding belligerent armored buzzards. It's your lance against theirs as you fly into the joust, jockeying for survival. **ATA 113**

Bright MicroKomputer

Hoppin' Hero

An exciting arcade style game with multi-screen of excellent graphics, sound effects and music. Your man (named "HERO") must traverse a series of construction sights in an attempt to save Eveline from the clutches of Evil Ugg. However, you must beware of runaway barrels, fireballs, and arrows which Ugg has programmed to dispose of you. Do you have the manual dexterity and skill to save Eveline from the wrath of Ugg? Can you overcome the obstacles which are best on your destruction? Only time will tell. **BMC 100C Cassette**

Bullhogs

An arcade style game that is fun for everyone. The graphics are superb, with lots of color, sound, and music. You must cross four lanes of traffic and swim the river to the inlet. But watch out for the alligator who pops up in the inlet. Increasing difficulty that makes this game fun to play for "kids" of all ages. You must see this game to believe just what Extended BASIC can do. Joysticks and keyboard versions included. **Required: Extended BASIC**
BMC 101C Cassette

Tramper

An arcade style game, in Extended BASIC, that is fun for everyone. Jump Tramper, who is wearing a baseball cap, through a series of pyramids constructed out of trampolines, which he must change the colors of, making sure to avoid the basketballs, jump ropes, hockey pucks, tennis rackets, footballs, etc. Superb graphics, bouncy tunes, sound effects and excellent speed of execution. You must see it to believe it. **Required: Extended BASIC**
BMC 102C Cassette

Red Hot

An exciting multi-screen game that challenges the best game players. You are a Red Hot, named Frank, who must traverse the different levels of a baseball stadium, dodging mustard, cat-up, onions, and buns, while staying away from the hungries, who are out to get...you guessed it, a Red Hot. You must also grab hold of a conveyor to keep from falling into a vat of relish and lob burgers to the hungries to keep them from devouring one of your "guitless" friends whom you are trying to save. This game will provide hours of fun and enjoyment for the entire family. **Required: Extended BASIC, Joysticks**
BMC 103C Cassette
BMC 103D Disk

Rodney

An exciting multi-screen game that has something for everyone. Why did the Italian restaurant have to close? ...Because it didn't pass inspection. Boo...his... What do you call deluxe housing for pandas?...Pandemonium. His...boo. That's as good as they get. Why the jokes? Well, Rodney is a stand-up comic whose routines are so bad that he has never finished a show. He must escape the throngs of the angry crowd. If he wants to show up at his next engagement. He will have to dodge pizzas, pop bottles, and the now infamous Rodney tee-shirts. Then, if he makes it to the basement, he must continue to fight off the objects and get to his car by jumping on the boxes on his way to the exit. He will then have to get to his next booking by car over the long and winding road. Knock knock...Who's there?...Dwayne...Dwayne who?...Dwayne the bathtub, I'm drowning. Boo...Now, you can see why the crowd is angry. But...it's fun anyway. **Required: Extended BASIC, Joysticks**
BMC 104C Cassette
BMC 104D Disk

Challenger

Mini Pede

Enter the magical mushroom forest of the quick, elusive Mini Pede. Get ready for Assembly Language excitement, fast action and responsive joystick control. But be careful, Mini Pede is habit forming. This is a Centipede-like game that is fast, tough, and engrossing. Available in Assembly Language on both cassette (requires Mini Memory) and disk (requires 32K Memory Expansion and either the Extended BASIC or Editor/Assembler module). Arcade action by Ken Dibble. **CHA 104 C Cassette**

Starprobe 99

You control the starship as it probes a multi-level, labyrinthine, and hostile world. An action game of skill with superior, full-color graphics, and nine-screen variation. Created in BASIC by Mark Sommer. **CHA 105 C Cassette**



Wallyby

Wally Wallyby scampers to escape from a Tasmanian glue factory by going up ladders, down slides, through hallways with moving buckets that he must hop over and duck under. A Mark Sommer game in Extended BASIC, with four screens and joystick control. **CHA 106 C Cassette**

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

ENTERTAINMENT

3-D Stallers

The ultimate 2-player strategy game. You and your opponent are trapped in a three-dimensional maze from which only one can escape. A Mark Summer game of wits and cunning, written in BASIC. Keyboard or joystick control.
CHA 102 C Cassette

Horrors!

A nightmare of fun in a haunted house evading the clutches of some of the smartest and dumbest monsters you'll ever meet. By Mark Summer in Extended BASIC, 16 playing combinations; joystick optional.
Required: Extended BASIC
CHA 103 C Cassette



Draw Poker

Play Draw Poker against your TI computer. You will never find a computer game closer to the real thing. Created by Ken Dibble in BASIC, you will be impressed with the superb logic and realistic play of this game.
CHA 101 C Cassette

Spy's Demise™

You were quietly sipping a double vodka martini (stirred, not shaken) with a twist of Persian Lime peel in the lobby of the Bangkok Hilton when you overheard two KGB employees discussing an encoded message which was giving fits to their superiors. The message was the key to a fortune in valuable computer data, but so far all the cryptologists in the Ukraine couldn't put the puzzle together again. Soviet security being what it is, each component of the message was kept on a separate floor of the diplomatic mission in Pyongyang.

Spy's Demise is a nine-screen game in which a player's score is determined by how quickly he or she moves from one level to the next. But, there is a second game to be played. Each time the player moves up one of the eleven floors on each screen, part of a secret encoded message will be revealed. Only after all parts of the cryptogram are known can the code be broken, and even then it takes a master code breaker.

Required: Extended BASIC or Mini Memory for Cassette; Extended BASIC, Mini Memory, or Editor/Assembler for Disk

CHA 107 C Cassette
CHA 107 D Disk



See price list for ordering information and discount program.



Parker Brothers

Q*bert™ (ages 6 - Adult)

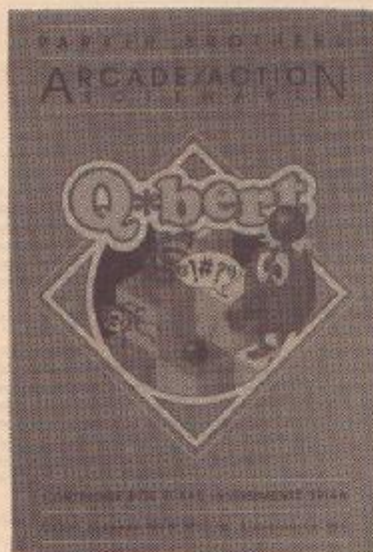
Q*bert's captivating arcade adventures hop your way with lively action, colorful graphics, and arcade-like sounds.

Spring Q*bert up and down the steps of a "three-dimensional" pyramid, changing the color of each step as he lands. Complete an entire pyramid, changing the color of each step as he lands. Complete an entire pyramid, then hop onto a more challenging one.

But look out! All sorts of crazy arcade creatures pursue Q*bert. You'll need good timing and quick reflexes to hop Q*bert away from danger fast—or soar him to safety on a Flying Disc. But watch where you move Q*bert. One hop off the pyramid, and he'll be lost in space.

Q*bert—the irresistible arcade character in a captivating game full of fanciful fun. For one or two players.

Required: Joystick
PKR 100 Module



Popaya™

Come aboard, mate! Join in the adventures of Popaya as you race him through a crazy maze while Brutus and the Sea Hag do their best to keep him from winning the affection of his sweetheart—Olive Oyl. For one or two players.
PKR 103 Module



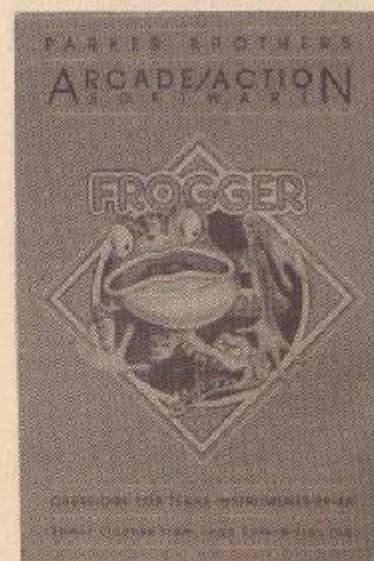
Frogger™ (ages 6 - Adult)

Frogger springs to life with fast-paced action, arcade-like graphics, and even the familiar Frogger theme song.

Hop your frogs across a dangerous highway, then over a raging river to the safety of home. But your frogs will have to leap away from one danger after another before they're safe. Watch out for the tricky diving turtles! Jump from the frog-eating snakes and alligators, or they'll snatch your frogs from you!

Frogger—the fast-moving, quick-hopping game that's full of amphibious fun! For one or two players.

Required: Joystick
PKR 101 Module



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

UTILITIES

Texas Instruments

Extended BASIC

Programming language compatible with TI 99/4A BASIC with the following feature enhancements: multi-statement lines, IF-THEN-ELSE statements, direct screen accessing, output formatting with "using" clause, BASIC sub-programs with arguments and local variables, auto booting of disk programs, easy control of up to 28 sprites from BASIC, program chaining, merging of code, protected programs, "ON ERROR" statements and BOOLEAN functions (AND, OR, NOT, etc.). Provides access to additional 32K memory expansion when present and allows you to run the many third party programs written in Extended BASIC.

PHM 3026 Module



Terminal Emulator II

TELECOMMUNICATIONS—Links your home computer to the world—accessing subscription data services and time-shared computer systems. File transfers with error definition, improved keyboard interface; ability to handle color, speech, sound and graphics.

SPEECH—Access unlimited text-to-speech from user-written programs are just some of the features included.

Required: TELECOMMUNICATIONS—RS-232; Phone Modem

SPEECH—Speech Synthesizer

PHM 3038 Module



Programming Aide I

Provides knowledgeable programmers with more powerful tools for enhancing TI BASIC. Includes the following capabilities: cataloging disks, "DISPLAY AT," "ACCEPT AT," screen print, lower case letters, second ASCII set subroutines and user-defined characters.

PHT 6004 Cassette

PHD 5004 Disk

Programming Aide II

Provides the experienced user with the ability to sort information into alphabetic or numeric order for reporting or processing purposes. Includes disk sort, ram sort, file dump and a merge program which makes this package an essential programming tool.

PHD 5005 Disk

Programming Aide III

Provides a useful tool for experienced programmers who want to cross reference a list of all variables, arrays, keywords, functions and line number references. The user can then find where certain variables are used, where subroutines are called, or even which lines need changing to make a program compatible with another version of BASIC. Resequencing, deletion of program parts, and the merge of a sequence of code is also made possible.

Required: Extended BASIC; Disk System

PHD 5012 Disk

Math Routine Library

Provides users with Fourier series calculations, function analysis, ordinary differential equations, base conversions, prime factorization, hyperbolic functions, and simultaneous equation calculation.

PHT 6005 Cassette

PHD 5006 Disk

Electrical Engineering Library

A library of useful tools commonly used by electrical engineers including filter design, root locus, Smith chart, phase-locked loop and a variety of other tools.

PHT 6006 Cassette

PHD 5008 Disk

Mini-Memory

Provides additional memory for your system plus important tools for program development. A built-in battery permits the programs and data stored in the module's RAM to be retained when the console is turned off, even if the module is removed. The module contains a total of 14K bytes of memory: 8K—ROM; 4K—ROM; and 4K—RAM. Besides this 4K byte RAM file in the module itself, the Memory Expansion Unit, if attached, can be used by TI BASIC programs when the Mini-Memory module is inserted. Other features: additional file-handling capabilities; resident debugging program; line-by-line assembler; line drawing program (for 4A only). Cassette Recorder/Cable recommended.

Required: Editor Assembler Manual

PHM 3058 Module



See price list for ordering information and discount program.



Editor/Assembler

Allows user to program in TM5990 Assembly Language. Enables direct access to all system features, including sound, speech, graphics, and I/O, as well as providing the fastest speed possible from the computer's 16-bit microprocessor. Routines may be run either as stand-alone programs or linked into TI BASIC or TI Extended BASIC programs through the use of a subroutine call. Includes two floppy diskettes, plus an Owners Manual which provides extensive documentation of the software's architecture. Also included in the package is the source and object code for an interactive Assembly Language debugger and the source and object code for the game, Tombstone City.

Required: Disk System; Memory Expansion

PHM 3055 Module/Disk

AC Circuit Analysis

Two programs are included that can help you in determining the performance of AC circuits: AC Circuit Analysis; AC Circuit Plot. The package includes the following features: up to 11 nodes and 31 components can be analyzed without program modification; the components allowed are resistors, capacitors, inductors, and voltage-controlled current sources; analysis can be either logarithmic or a linear frequency sweep; output from the AC Circuit Analysis can be printed or saved for plotting on the display or a printer by the AC Circuit Plot; the network description file can be sorted on disk for future use; multiple passes can be made using varied parameters; AC Circuit Plot offers the option of magnitude or phase plot; vertical plot limits resettable.

PHT 6044 Cassette

Text-to-Speech (English)

This program allows you to spell phonetically virtually any word and have it pronounced correctly by the speech synthesizer. Thousands of words can be pronounced—even proper names.

Required: Extended BASIC Module; Speech Synthesizer;

Memory Expansion

PHD 5076

Ti-Forth

Advanced programming language that requires very little memory and executes very quickly. Programs can be written and debugged in a short period of time. It has some of the properties of Assembly Language, but it also has similarities with higher level languages.

Required: Editor/Assembler; Memory Expansion; Disk System

UNI 222 Disk

Structural Engineering Library

Five powerful programs which enable you to solve common problems in structural engineering.

- **MOMENT OF INERTIA**—Calculates the composite area, moment of inertia, and distance from baseline to centroid of a composite structure.
- **DYNAMIC LOADING/SINGLE DEGREE OF FREEDOM**—Determines the elastic response of a system with a single degree of freedom when subjected to an impulse load.
- **CONCRETE BEAM STRESS ANALYSIS**—Computes the resistant moment of rectangular sections and the steel area required for structural flexure members.
- **FOUR-SPAN DISTRIBUTION**—Calculates the final bending moments for continuous beams with five supports.

PHT 6016 Cassette

PHD 5018 Disk

Graphing Package

Plotting techniques such as Cartesian and polar plots, scatter plot (with curve fitting) and XY2 plot are all included. Easy to use in a number of graphing applications.

PHT 6013 Cassette

PHD 5013 Disk

Oak Tree Systems

Display Enhancement Package

This program allows full use of the Video Display Processor (VDP) built into your TI 99/4A. Features include: Use of 40 character wide by 24 line display mode instead of the normal 28 character wide mode that is standard; forward and backward scrolling of up to 96 display lines; split screen with one section scroll; multiple page mode (4 displays in memory); enhanced key functions during data entry; equivalent functions for DISPLAY AT, ACCEPT AT, PRINT, COLOR, VCHAR, HCHAR, CLEAR, GCHAR, all on a 40 x 24 screen format; ability to switch modes so that cassette prompts, error messages, etc. can be read easily.

Required: Extended BASIC; Memory Expansion

OAK 100C Cassette

OAK 100D Disk

Cassette Software - Required: Cassette

Recorder & Cable

Disk Software - Required: Disk System

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

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UTILITIES

Smash

Smash is designed to minimize the size of any Extended BASIC program by combining lines, shortening variable names (including function and subprogram names), and deleting REM's and tail remarks ('). Smash can also be used to convert console BASIC to Extended BASIC format.

Using Smash allows writing programs in an easy-to-read, well-documented manner with meaningful variable names, then compressing them into a more efficient form for execution after debugging. You can write programs that would not fit into the machine by writing segments and then using the "merge" function during the Smashing process. Will save up to 20% of the memory or disk space required.

Required: Extended BASIC
OAK 1010 Disk

Extended Software

Master Catalog

A master index of your diskettes and programs. Features include: catalog of up to 100 disks with up to 100 programs on each; look up time of under 1 minute; list to screen or printer in alpha order by program name or disk name; update current data that have been changed automatically; catalog only feature. Extended BASIC language.

Required: Extended BASIC, Disk System
EXT 1070 Disk

Screen/Dump

Now you can dump any Extended BASIC program generated screen to your printer. An exact pixel for dot reproduction! The disk version of the Screen/Dump program requires the addition of just one line of code to your graphics program...the cassette version requires just 10.

The program comes ready to run on the TI or Epson Printers, with no modifications, and clarifications of most other printer instructions are included. Screen/Dump comes with sample graphics, but you will soon discover the enjoyment of finding many other screens to print.

Required: Extended BASIC, Printer System
EXT 1080 Cassette
EXT 1090 Disk

Navarone

Disk Fixer

This is one of the most powerful utilities available for your TI 99/4A. Disk Fixer allows you to access floppy disks by sector rather than by file name. Now you can display or print the actual "binary" contents of any sector of a disk with a single command. You can change any byte on any sector or move data from one sector to another. Find the sector where a specified character string occurs with the search disk option.

Disk Fixer is ideal for fixing blown directories, improperly closed files, and recovering data from disks otherwise inaccessible. Included in this program is a comprehensive help feature which gives you menu driven self documentation.

Required: Memory Expansion, Disk System
NAV 101 Module

Music Editor

This program is a companion to our Sprite Editor. Music Editor will generate sound definitions data, or use with TI BASIC, Extended BASIC, or Editor/Assembler. You can enter notes on a large "music sheet" displayed on the screen. The program generates the data statements required to reproduce sounds in either BASIC or Assembler format. The data can be saved on your disk for future editing.

Required: Extended BASIC, Memory Expansion
NAV 104 Disk

Sprite Editor

With Sprite Editor you can "draw" characters on the screen in either single or magnified sizes. Two grid patterns are provided—single (8x8) and magnified (16x16). Once your characters have been drawn, the program generates the data statements needed to reproduce them in either BASIC or Assembler format.

Sprite Editor generates character definitions data for use with TI BASIC, Extended BASIC or Assembler format.

Sprite Editor generates character definitions data for use with TI BASIC, Extended BASIC or Editor/Assembler. Special editing functions allow your character patterns to be copied and reversed. The data can be saved on your disk for future editing.

Required: Extended BASIC, Memory Expansion
NAV 103 Disk

Bug Fixer

Learn Assembly Language

Bug Fixer can help you learn the TI 99/4A Assembly Language by actually stepping through your machine code one instruction at a time. Examine registers and memory as you execute each instruction to learn how the computer actually works.

Bug Fixer is a powerful debug tool that can help experienced programmers debug assembly language programs faster by features such as:

- DUMP Memory to screen or printer
- DIS-ASSEMBLE machine code
- TOGGLE screen from BIT MAP to Characters
- SINGLE step through machine code

Required: Memory Expansion
NAV 110 Disk

Grombuster

If you have one of the new TI computers that won't run third party cartridges, we have the solution...Grombuster.

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

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

Super Duper

Back up your files and verify your copies.

Super Duper is a high speed disk duplicator that copies the entire diskette sector for sector and makes a kind of Xenox copy of your diskettes, and it will automatically format blank diskettes before copying.

Super Duper is ideal for systems with only one drive as a special "data compression" routine allows most of the disk to be stored in expanded memory, thereby reducing disk "swapping." Most disks can be copied in one or two passes. Super Duper works even faster on multi-drive systems.

Super Duper can also verify your copies. It checks every byte to insure the copy disk is exactly the same as the master.

Required: Memory Expansion, Disk System
NAV 111 Module



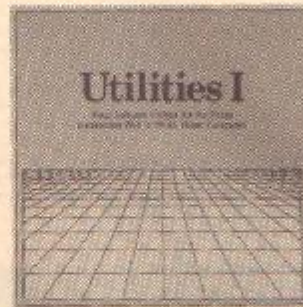
To order, call toll free
1-800-858-4580, or in Texas call
1-806-745-8834



Prices and availability subject to
change.



Republic



Utilities I

Four valuable utility programs. Whether you are a novice or an experienced programmer, these are the routines you need to give your programs the professional touch. A DISASSEMBLER that executes in Extended BASIC or console BASIC (when Editor/Assembler or Mini-Memory is installed). POINT-PLOTTING ROUTINES...High-resolution plotting capability in console BASIC, Extended BASIC, and Assembly Language. SCREEN DUMP ROUTINES...written in console BASIC, Extended BASIC, and Assembly Language for the TI 80-column printer and Epson printers with Graftrax or Graftrax Plus. SPEECH UTILITY...allows the Speech Synthesizer to speak any word you wish in your Extended BASIC programs...without TI's Terminal Emulator II or Text-To-Speech programs.

Required: Extended BASIC or Editor/Assembler or Mini-Memory
REP 101C Cassette
REP 101D Disk

Norton

Graphics Package

High resolution graphics used to require painstaking days mapping out hexadecimal points and continuous running of the program to get things right. Now you can create high resolution graphics in intricate detail in minutes. With control of a few keys, you have available four levels of detail ranging from 768 to 49,152 accessible points. Draw anything, any size, anywhere on the screen (straight lines between two points, circles, parabolas and ellipses and a lot more) automatically for you. The graphics can then be saved on tape or disk to be incorporated into your own program. Has commands for sprites graphics.

Required: Extended BASIC
NOR 101C Cassette
NOR 101D Disk (Required: Memory Expansion)

Challenger

9900 BASIC

A complete Assembly Language program development system for the TI 99/4A that makes Assembly Language almost as easy as BASIC. It creates programs that run many times faster than BASIC or Extended BASIC.

Required: 32K Expansion; 1 Disk Drive; Editor/Assembler
CHA 118 Disk

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

UTILITIES

J & K H Software



THE ULTIMATE PROGRAMMING TOOL

SXBTM

Super Extended BASIC (SXB) is a powerful extension to the TI Extended BASIC programming language. SXB is comprised of over 100 TMS9900 Assembly Language subroutines which substantially expand your Extended BASIC programming capabilities on the TI Home Computer. The subroutines are easily invoked with the LINK subprogram. In essence, it is now possible to access the raw power of assembly language with only a knowledge of Extended BASIC and the 76 page reference manual provided with the program. All SXB subroutines are invoked with the following format:

CALL LINK(subroutine-name[,argument-list])

Subroutine names are a maximum of six characters in length. Except for the six miscellaneous subroutines, the first two characters of each subroutine name are a prefix representing the SXB category the subroutine falls into.

Pico includes a six month subscription of update information about SXB which will fit into the custom made 3-ring binder. A provision is available for acquiring a backup copy at a reasonable cost.

Required: Extended BASIC, 32K Memory
JKH 100 Disk

Multi-Disk InformerTM

The Multi-Disk InformerTM is a program written in TI Extended BASIC and TMS 9900 Assembly Language for the Texas Instruments TI 994A Home Computer which provides a means of producing two master listings: 1) the FILE REPORT—a sorted list of filenames identifying type, protection, size and disk ID (name and input sequence); and 2) the DISK REPORT—a sorted list of disknames identifying input sequence, up to eight files resident on each disk, sectors used, free and total, and counts by file type. Additional features include:

- Each disk can be read from any drive (DSK1, DSK2 or DSK3).
- Error recovery—no more abnormal termination because of inputting an uninitialized or damaged disk.
- Update catalog listings easily with new SAVE and RE-LOAD features.
- Up to eight filenames can be identified to not be included in the FILE REPORT (e.g., LOAD, EDITA1, EDITA2, FORMAT1, FORMAT2, etc.).
- Maximum 600 filenames from up to 100 disks can be cataloged depending on filename and diskname lengths.

Required: Extended BASIC, 32K Memory

JKH 101 Disk (Stand Alone Version)

JKH 102 Disk (Version Requiring SXBTM Subroutines)



Video Titles I

Video Titles I is a program written in TI BASIC for the Texas Instruments TI 994A Home Computer which provides a means of producing custom titles for video recordings without the aid of a camera. Features of the program include: three proportionally spaced character sets (a maximum of any two may be used for each title), automatic centering of each title line, variable spacing with automatic eye correction, 26 foreground/background color combinations and multiple screen division with scrolling.

JKH 103C Cassette

JKH 103D Disk

Video Titles II

Video Titles II is a program written in TI Extended BASIC for the Texas Instruments TI 994A Home Computer which provides a means of producing automated sequences of custom titles for in-store advertising or video recordings. Features of the program include: three proportionally spaced character sets, choice of left, centered or right justification for each title line, variable spacing with automatic eye correction, choice of four frame styles for each title, animation/overlays of custom designs such as logos, etc., and storage for forty titles, forty sprite patterns and ten title sequences.

Video Titles II contains a collection of sub-programs which are internally linked together so as to be transparent to the user. Menus guide the user throughout the entire Video Titles II process. At no time will invalid choices be available to the user. If a choice is not valid at a particular time, it will not be presented in the menu.

Required: Extended BASIC

JKH 104D Disk

Video Titles III

Video Titles III is a group of three programs written in TI BASIC for the Texas Instruments TI 994A Home Computer which provide a means of easily producing custom titles in your own programs. Each of the three programs produces a different style of proportionally spaced lettering (bold, computer or miniature). Other features include automatic justification (left, center or right) and variable spacing with automatic eye correction. A fourth program (VT03SAMPLE) is included which shows one of many possible ways in which the output of all three Video Titles III programs can be used to create a custom title in your own program.

JKH 105C Cassette

JKH 105D Disk

Quality 99 Software

Quick-Copier II (tm)

Back up a disk in three passes or less, no matter how many filenames, even proprietary disk! Also includes an option to initialize disk! Total or selective backup.

Required: Extended BASIC, Memory Expansion

QUA 100 Disk

Quick-Cataloger (tm)

Find out what is on any disk FAST—without using the Disk Manager Module and without destroying the program in memory. Resides in Mini Memory or the 32K RAM. Always available for instant use. Any time, in BASIC or Extended BASIC, type the command CALL LINK ("CAT") and get a complete catalog from any disk drive. Can also be used in your programs.

Required: Extended BASIC, Memory Expansion

QUA 101 Disk

EZ-Loader (tm)

Automatically reads disk catalog, then, with the touch of a single key, you (or your child) can load and run any program! And, with only two keystrokes, you can delete any filename! Save time. Save typing. Eliminate typing mistakes. Sold unprotected so that you may put it on all your disks!

Required: Extended BASIC, Memory Expansion

QUA 102 Disk

Disk Labeler (tm)

Forget which programs are on a particular disk? Disk Labeler will show you instantly! Produces a disk catalog in condensed print on a mailing label, which may be stuck on the disk or the disk envelope. Always have a catalog handy—where it can't get lost! Shows you how the filenames are spelled.

Required: Extended BASIC, Printer System

QUA 103 Disk

The Librarian (tm)

Forget which disk a particular program is on? Find it FAST with The Librarian! Produces an alphabetized catalog of all your disks, plus lists space available on each disk. Does NOT require 32K RAM (but can use it, if available).

Required: Extended BASIC, Printer System

QUA 104 Disk

Plot-N-Draw (tm)

Plot or draw on the screen with pixel accuracy and Assembly Language speed. Mix text and graphics, specify background and/or line color. Save the image to disk and read back into another program. A fast screen dump-to-printer feature is included!

Required: Extended BASIC, Memory Expansion

QUA 105 Disk

Data Base 99 (tm)

Fast and flexible, user specified input of up to 26 fields of up to 26 characters each, to a maximum of 245 characters per record, up to 700 records (double sided). Sort on any field. User specified output format.

Required: Extended BASIC, Memory Expansion

QUA 106 Disk

Disk Manager III (tm)

All the features of Disk Manager 2 (except disk tests) on a disk. Runs from Extended BASIC. No more swapping modules in and out!

Required: Extended BASIC, Memory Expansion

QUA 107 Disk

Maple Leaf

DiskIt

Save your Assembly Language and file-protected Extended BASIC programs to disk for rapid loading convenience. No more three-minute loads or cassette recorder hassles! Public domain LOAD program (included free) produces a menu of programs on disk—just key a number to load and run the Extended BASIC program of your choice. Ideal for demo!

Note: Not all Extended BASIC programs can be run from disk, due to the need for a disk input/output buffer in VDP RAM. Program copies are encoded with the serial number of the DiskIt program used to produce them.

Required: Mini-Memory Module (or Editor/Assembler Module and Memory Expansion Unit)

MAP 110D Disk

Backup

Create a backup copy of your file-protected Extended BASIC programs on tape, still file-protected of course. Copies are encoded with the serial number of the Backup program used to create them.

Required: Mini-Memory Module (or Editor/Assembler and Memory Expansion Unit)

MAP 111C Cassette

AMA

AMA-Link

AMA Terminal Emulator Plus is a program package containing the following programs:

TERMINAL EMULATOR is designed to access the growing number of computer bulletin boards by allowing you TI 994A to emulate a remote terminal. The following features are incorporated into the Terminal Emulator program:

- Full or Half Duplex Operation
- Baud Rates Selectable from 110-4800 BAUD
- Text Buffer Operations for Downloading up to 16K of information or Programs to printer or disk
- Simultaneous Output to Printer as the information comes over the phone
- Complete Protocol Specification
- Can use Mini-Memory or Editor/Assembler in place of Extended BASIC.

Cassette Software - Required: Cassette Recorder & Cable

Disk Software - Required: Disk System

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

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UTILITIES

DISASSEMBLER allows dis-assembly of machine code or data in memory into executable Assembly Language source code. (This program does not require 32K Memory.)

ASSEMBLY LANGUAGE ROUTINES FOR EXTENDED BASIC provides several miscellaneous Assembly Language routines including:

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

Required: 32K RAM and Extended BASIC; Memory Expansion
AMA 1200 Disk

VMC

Hi-Res Graphics Expander

A powerful addition to TI Extended BASIC. Six new commands allow you to access the TI 99/4A's ability to create true high resolution graphics, without machine language or expensive additional peripheral! Easy to learn and use.

Required: Extended BASIC

VMC 105 C Cassette

VMC 105 D Disk

Softmail

TE-1200

A 1200 Baud Terminal Emulator Package

The TE-1200 Terminal Emulator Disk Program will support 1200 baud asynchronous modems. It is functionally compatible with the normal TTY, and file transmit functions of the TI TE-II Cartridge. The use of 1200 baud should significantly reduce the connect times on online services such as Telet, Compuerve or Doctones since it will receive data from them 4 times faster. It also has a "spooling" feature which allows automatic direct transfer of incoming data to a disk drive or printer.

BOF 102D Disk

SST

SST Expanded BASIC Compiler

The SST Expanded BASIC Compiler translates your BASIC program directly into machine language while allowing you to edit and debug using TI BASIC.

Example: A For Loop from 1 to 30,000

TI BASIC 86 sec.

SST Expanded BASIC 1.25 sec.

Contains most of the features of Extended BASIC plus many more, including:

- Sprites, Sound and String Functions
- Bit Map Mode for High Resolution Graphics
- Integer Arithmetic for Speed and Memory Conservation
- The Ability to Read and Write to a Disk Drive
- The Ability to Access the RS232 Interface
- The ability to allow you to build your own features into the Compiler. If you need a feature not in the Compiler, you can easily add it.

Required: Memory Expansion; either Editor/Assembler or Mem-Memory

SST 106D Disk

SST BASIC Compiler

Contains many of the features of TI BASIC. If you need a portable system or you do not have memory expansion or a disk drive, this is the Compiler for you. Special features include graphics and both integer and floating point arithmetic.

SST 101C Cassette

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

Amerisoft

Graphics Grabber

This diskette contains several Assembly Language programs that will allow you to transfer text and/or graphic characters from the screen to your printer in a minimum amount of time (45 seconds to 2 minutes, depending on your printer). While magnifying your display to produce an 80 column by 48 row printout, as opposed to the lousy standard screen dump requiring up to 15 minutes to run, this diskette contains both the horizontal and a vertical screen dump in both BASIC and Extended BASIC formats for greater flexibility.

Required: Memory Expansion and Extended BASIC or Editor/Assembler

AMS 100D Disk

TIBBS™

Introducing TIBBS, the world's most popular Electronic Bulletin Board System for the TI Home Computer. Reviewed in "99er," "Micropendium," "Books," and featured on ABC TV. This program will convert your 99/4A into a Community Bulletin Board System. Modem-equipped computers will be able to dial into your TIBBS System, the latest in electronic mail, messages, newsletters, technical help, TE2 compatible up/downloading, and many other choices. Standard features include: userlog, screen color choices, public and private messages, keyword scan, and several user adaptable changes. The program is easy to modify to your own tastes. Specify 48 or a 128K version when ordering.

Required: Memory Expansion; Extended BASIC; RS232; Hayes Smart Modem 300

AMS 104X

AMS 104XX

Speedgraph 99

The fastest, most comprehensive graphing package ever offered for the 99/4A. This program is written in 9900 assembler and will complete a complex plot or graph in a matter of seconds. Polar plots, linear plots, bar graphing, sine wave curves and many others are just a few of the options available. To make your package complete we have added a high-speed assembler based print utility that allows you to transfer your complex plots to a dot addressable printer. This transfer takes place in full magnification (double wide and double height). Nowhere has the power of the 99/4A been unleashed as in this program.

Required: Memory Expansion and Extended BASIC or Editor/Assembler

AMS 103D Disk

Copy Cat

A high speed, dual purpose, disk utility. It initializes disks as well as backs up the normally uncopyable diskettes for archival purposes, saves wear and tear on your drives and yourself by backing up single-sided diskettes in 4 passes, double-sided 8. It copies an average diskette 2 to 3 times as fast as your Disk Manager. A must for single drive owners.

Required: Memory Expansion and Extended BASIC or Editor/Assembler

AMS 101D Disk

Spritemaker

Draws sprites directly onto your computer screen! This program allows full manipulation of up to 12 sprites. Special functions include: copy, reverse, modify, ROTATE, etc. Sets up files for each sprite. Disk version allows you to add the sprites to already existing programs. A must for programmers and people who like to draw.

The 32K version contains all the features of the 16K version, but runs at assembly speed. It also includes built-in Sprite Dump, which allows you to see your sprites on paper, or save them for future reference.

Required: Extended BASIC

AMS 102D Disk

AMS 102DX Disk (Also required: Memory Expansion and Printer System)

The Softies

Down Load

Program Writer

Converts text files into BASIC or Extended BASIC programs. Now you can update programs in a word processor then run them again. Program Writer can also be used to convert text files, you down load from other computers, into BASIC or Extended BASIC programs. Free line Editor included.

Required: Extended BASIC

BOF 100D Disk

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

BOOKS

Academic TI

by Richard Mowse & Ron Munnaw

A guide to help parents and teachers instruct children on the popular Texas Instrument 99/4A. Word processing, TI LOGO, commercial software, and TI BASIC are discussed in simple, nontechnical terms.
IN 16902Q

Best of TI 99/4A Cartridges (The)

by Thomas Blackader

This buyer's guide selects only the best of the cartridges available for the TI 99/4A, listing them according to general function, such as home management, education, games, and programming aids.
IN 74816Q

Computer Art and Animation

by David D. Thornburg

This is a user's guide to TI-99/4A Color LOGO. For artists interested in graphics and computer enthusiasts interested in art, this book provides the framework on how to use and create with Color LOGO.
IN 99811Q

Computer Playground: TI 99/4A

by M. Winter

A workbook of BASIC computer activities in the areas of words, games, and graphics for children in grades 2-6.
IN 20013Q

Computer's First Book of TI Games

edited

A well-written compilation of past Computer! magazine articles, some never before published. From the fundamentals to advanced techniques, this book contains some of the most instructive articles ever published for this computer.
IN 50387Q

Computer's Guide to Extended Basic Home Applications on the TI 99/4A

edited

TI owners who want to put their computers to work will appreciate the many useful programs: sorting routine, checkbook adder, data manager, spreadsheet program, electronic card file, appointment calendar, and more.
IN 32637Q

Computer's Guide to TI Sound and Graphics

The TI 99/4A has tremendous graphics and sound capabilities, and this book shows you how to put them to work in your own programs. Filled with practical, easy-to-understand technical information, it also contains dozens of ready-to-type-in programs. An indispensable guide for every TI owner.
IN 14877Q

Creating Arcade Games on the TI 99/4A

edited

For TI owners who want to learn how to write arcade-style games. Contains chapters on programming games, with ideas for creating custom characters, movement and animation, scrolling, maze games, defining Sprites, sound effects, and more.
IN 26399Q

Data and File Management for the TI 99/4A

by John P. Grillo et al.

A TI 99/4A user will find simple, straightforward explanations and methods for managing files and data. Forty-eight applications programs are included to show how the techniques can be used in practical, common situations.
IN 02297Q

Elementary TI 99/4A

by William Sanders

An elementary level introduction to writing programs for the TI 99/4A.
IN 00833Q

Fundamentals of TI 99/4A Assembly Language

by M.S. Morley

A comprehensive, easy-to-follow guide to programming in Assembly Language for faster program execution and more efficient micro use.
IN 10503Q

Games TI's Play

by Mark Capella & Michael Newstock

Dozens of games for the Texas Instrument computer written in BASIC.
IN 01268Q

Get Personal With Your TI 99

by William A. Manning and Lon Ingalsbe

Although the focus of this book is on programming the TI, it is much more than just a programming book. It includes a hardware and software guide, information on Texas Instruments and insights into the future of personal computing.
IN 69401Q

How to Use the TI 99/4A

by Bill Brewer and Jerry Willis

A guide to the use of the TI 99/4A home computer. Set-up, running, loading, and storage are all covered in this step-by-step manual that also includes hints and practical information on owning and running your computer.
IN 69359Q



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BOOKS

Introducing LOGO for the Texas Instruments 994A, Tandy Color Computer, and the Apple II Computer
by Peter Ross

This is the first book that introduces LOGO as a language and shows the computer owner the wide range of its capabilities. The easy-to-follow instructions allow the reader a complete introduction to the language as well as to its many applications.
IN 35311Q



Kids Working With Computers
by Thomas Milton Kernitz and Lynne Mass

A beginning workbook to teach kids simple programming. Fun, easy. This book is full of cartoons and do-it-yourself programs.
IN 88084Q

Introduction to Assembly Language for the TI Home Computer

by Ralph Moleworth

This is a book for the beginner who wishes to learn TMS9900 Assembly Language. Assembly language unlocks the potential speed and power of the TI 994A computer and can be used to create programs that are much faster and more efficient than programs written in BASIC.
IN 79255Q



Last Word on the TI-994A
by Linda Schreiber

The author explores the programming possibilities of the TI 994A: arcade and family games, educational programs, financial medical and hobby applications. There is also information on the computer's architecture and the fundamentals of building a program.
IN 10458Q



Introduction to Graphics for the TI 994A

by John P. Grillo et al.

This book gives the first-time user of the TI 994A computer complete instructions to 38 fully documented programs for creating monochrome graphics. Illustrations are included throughout the book to help you learn quickly.
IN 01859Q

Learning TI 994A Home Computer Assembly Language Programming
by Ira McComic

Humorous examples make this an easy and fun tutorial for beginners, and an "Editor Assembler" package on a mini memory module provides useful reference for the experienced programmer.
IN 14682Q



Introduction to TI BASIC

by Don Inman, Ramon Zamora & Bob Albrecht

A book designed specifically for users with beginning and intermediate experience. Programming concepts and technical material is pursued within an overall context of exploration and discovery.
IN 44539Q



Learning With TI Logo

by Daniel Watt

An introductory book that reveals to the beginner the fun of learning programming using LOGO computer graphic language on the TI home computer, with illustrations and suggestions for projects to enhance the fun. Not just for children, but for anyone interested in learning or teaching LOGO.
IN 66068Q

Mindstorms—Children, Computers and Powerful Ideas

by Seymour Papert

A new computer language now enabling children to program the computer, mastering a powerful technology and coming into contact with some of the deepest ideas from science, math and model making.
IN 22864Q



I Speak BASIC to My TI 994A

by Aubrey B. Jones, Jr.

An introductory tutorial in BASIC for the owner of the TI 994A home computer. Part of a bestselling series.
IN 88718Q

It's Blitty Bytes of Space: A Creative Pastimes Book
by Claire Passantino

This book is packed with computer activities for young programmers to use on their TI 994A home computers. Includes programs for simple games, contests, races, pictures, songs, riddles, and more—all designed to entertain children while they learn programming skills. Programs are accompanied by hints and suggestions for parents and teachers.
IN 23152Q

Numerical Analysis With the TI 994A, Commodore 64, Apple II, and TRS-80 Model III
by H.R. Meck

A practical introduction to writing and using scientific programs in BASIC—on almost any microcomputer. It includes annotated BASIC program listings, an explanation of BASIC, and numerical analysis methods. PLUS—directions for solving roots of equations, transcendental functions, numerical integration, and differential equations.
IN 14577Q

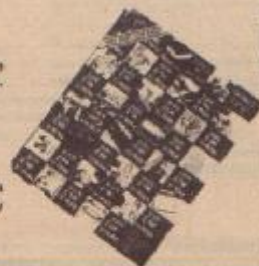
Kid Powered Graphics

by David J. Friday

Directed to students of ages 8-88 and all kinds of people who are getting their hands on computers and want to draw graphic images on their computers.
IN 11234Q

Programmer's Reference Guide for the TI 994A
edited

A tutorial source book with sample programs for beginning, intermediate, and advanced TI 994A users.
IN 51572Q



Kids & the TI 994A

by Edward Carlson

Designed to teach students (ages 10-14) how to write programs for the TI 994A computer. It is intended for self-study, but may also be used in the classroom.
IN 47183Q

Programming BASIC With the TI Home Computer
by Herbert D. Peckham

A tutorial guide to help you learn TI BASIC in a friendly, relaxed manner. It goes beyond the "Beginners' BASIC" so you can explore the full range and power of TI BASIC, including color graphics and sound.
IN 49104Q



BOOKS

Programs for the TI Home Computer

by Steve Davis

A collection of 50 programs in TI BASIC and TI extended BASIC. Each set of program listings performs a practical function and offers varied practice in using the BASIC language.

IN 94699Q



Sprites, a Turtle, and TI LOGO

by Jim Conlan & Don Imman

A richly illustrated introduction to LOGO language on the TI 99/4A computer, loaded with examples of all the objects, commands, and procedures of TI LOGO. An excellent book for young users.

IN 95482Q



Starting Forth

by Leo Brodie

IN 31303Q

Stimulating Simulations for the TI

by C.W. Engel

A collection of games that can be played with one or more players, that can be modified by the programming, and that permits the reader to learn how to code a simulations game.

IN 96556Q



Taking Off With BASIC on the Texas Instrument 99/4A

by Nancy Watson

Starting with the most simple statements and commands, beginners will learn to work with arrays, sound, and graphics. An ideal reference for intermediate programmers.

IN 19144Q

Terrific Games for the TI 99/4A

by Hal Renko and Sam Edwards

This book lists complete, tested and debugged BASIC programs for twenty-one of the most popular arcade games, specially adapted for the TI 99/4A home computer. These games are fun to play and will provide hours of entertainment.

IN 86847Q

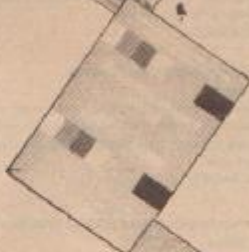


Texas Instruments 99/4A Basic Guide

by Joseph C. Giarratano

A clearly written introduction to programming in BASIC for the TI 99/4A computer. The book is designed for the person with little or no computer experience who wants to learn about computer literacy through programming.

IN 02941Q

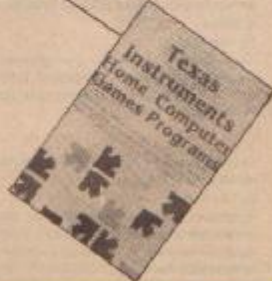


Texas Instruments Home Computer Games Programs

by Len Turner

Two dozen different games programs, never before published by the TI home computer. Each game has been thoroughly tested, is easy to type into the computer, and is ready to run.

IN 37879Q



Texas Instruments Home Computer Graphics Programs

by Len Turner

A book loaded with tips, tricks, shortcuts, secrets, and techniques for getting the most out of the video-graphics capabilities built into the TI home computer.

IN 37677Q



TI LOGO

by Abelson

IN 01973Q

Texas Instruments Home Computer Ideabook

by David H. Ahl

A volume in the new series written to help readers discover their computers' hidden strengths and overcome any weaknesses. Includes 60 ready-to-run programs.

IN 55495Q



The Texas Instrument User's Encyclopedia

by Gary Phillips & David Reese

This user's encyclopedia makes information available in a single alphabetical listing which would otherwise be found only in scattered and unintelligible form among manuals, documentation, and articles in newsletters and magazines.

IN 87557Q



Things to Do With Your TI 99/4A

by Jerry Willis and Mert Miller

A volume in the new series from Dithium Books from Signet. Chapters cover the TI computer and how to select hardware and accessories. A series of chapters show how the computer can be used with programs that can be purchased.

IN 88269Q



TI BASIC Computer Programs for the Home

by Chuck Sternberg

A book of over 80 useful programs for every conceivable home application. All programs are tested and guaranteed to run smoothly.

IN 10780Q

TI for the Beginning Beginner

edited

This book, written in clear, everyday language, teaches you to use your new TI home computer. From plugging in to programming, learn to use your computer to the fullest. Put yourself in complete control.

IN 76729Q

TI Games for Kids

edited

Over 30 games for children of all ages. Each is designed to help children learn while they are having fun. Contains Building Blocks, Learning Concepts, Matching Games, Investment, Name the States and more.

IN 26430Q

TI Playground

by Fred D'ignazio

A book that presents a fun, yet educationally sound, way for kids to be introduced to microcomputers. Each program is preceded by a note to parents describing the game and the kinds of things children might learn from it.

IN 19273Q



BOOKS

TI 99/4A BASIC Language Reference Manual
 by Carol Ann Casciato
 Show what TI BASIC contains, what a program is and a detailed coverage of the statements, commands and functions.
 IN 11306Q

TI 99/4A BASIC Quick Reference Guide
 edited
 A handy guide to all the commands, symbols and BASIC statements for the user of the TI 99/4A home computer. All information is in the quick reference format. Instantly accessible and usable.
 IN 13009Q

TI 99/4A Favorite Programs Explained
 by Donald C. Kreutner
 This book shows you the great variety of programs that can be run on your TI 99/4A home computer. In the presentation of each program, explanatory text appears beside the code to help you follow along and learn how the programs work.
 IN 74883Q

TI 99/4A Game Programs
 by Frederick Holtz
 A collection of 33 entertaining and educational programs, ready to key in and enjoy. Each program is designed to take full advantage of all the special characteristics and capabilities of the computer, including Sprite graphics, color, and sound.
 IN 89109Q

The TI 99/4A User's Guide
 by Roger C. Sharpe & Mark Andrews
 Complete with helpful hints and tips, this guide, in clear and easy to read language, dispels the initial doubts anyone can experience after taking home a new productivity tool for the information age.
 IN 76719Q

The TI 99/4A User's Guide
 by Carol Ann Casciato & Donald J. Horstall
 Covers the common problems that TI 99/4A owners have with their first computer. The authors introduce the many options available, discuss the options you have for finding software and getting it started and running, and more.
 IN 18783Q

TI 99/4A: 51 Fun and Educational Programs
 by Gil M. Schechter
 Here are 51 programs that are good examples of TI BASIC in action. They are programs that have practical and useful applications. They are programs that you can change to fit your specific needs, or they can be used just as they are.
 IN 16094Q

Timeless TI 99/4A Version
 by Kris Andrews et al.
 Learn programming by following the adventures of two kids in unknown corners of space and time. Learn to make your own adventure games by following their adventures.
 IN 74829Q

The User's Guide to Texas Instruments TI 99/4A
 edited
 A step-by-step guide through all phases of learning how to use your new computer. From setting it up, to learning what each key does, to expanding your system with peripherals. It also provides software buying recommendations and a guide to user's groups.
 IN 75530Q

Your First TI 99/4A Program
 by Rodney Zales
 You can learn to write simple programs without any prior knowledge of business, mathematics, or computers! Guided by colorful illustrations and step-by-step instructions, you will be constructing programs within an hour or two.
 IN 74758Q

Zappers
 by Henry Mullish and D. Kruger
 A book of 23 game programs for the Texas Instruments' TI 99/4A, which will provide you with hours of entertainment as well as a valuable tutorial in BASIC programming.
 IN 18396Q

32 BASIC Programs for the TI 99/4A
 by Tom Rugg, Phil Feldman and Raymond Allen
 Thirty-two fully-tested, ready-to-run programs for the TI home computer. Games, graphics, educational applications and practical uses. The authors also suggest easy changes and other projects for you to do.
 IN 69453Q

33 Programs for the TI 99/4A
 edited
 Contains something for everyone: games, money management, business, simple statistics, and more. A wide variety of applications software, plus games. 33 ready-to-type-in programs at a low cost.
 IN 29488Q

35 Texas Instruments TI 99/4A Programs for Home, School & Office
 by Len Turner
 Three dozen programs for businessmen, teachers, students and hobbyists using the Compact 40, TI 99/4A Home Computer and other TI personal, home and business micro computers.
 IN 51190Q

101 Programming Tips & Tricks for the Texas Instruments TI 99/4A Home Computer
 by Len Turner
 A software idea book with pro hints, secrets, shortcuts and techniques for using the Compact 40, TI 99/4A and other TI personal, home and business micro computers.
 IN 51151Q

BOOKS

Technical Manual — TI 99/4A

This manual is particularly useful for people interested in developing their own hardware and software. The schematics on the 99/4A and the peripheral expansion system (included in UNI 236), file management specifications, interface considerations, and device service routine specifications are given in the manual. Also included is information on memory mapping, I/O pin descriptions, timing routines, and CPU mapping.

UNI 237 Console Only

UNI 238 Console and Peripheral Expansion Box

Beginner's Basic Manual

Step-by-step hands-on approach to learning the fun and power of programming in the TI BASIC language.

This book is normally packed with the TI 99/4A Home Computer. 143 pages.
PHA 2602

User's Reference Guide

A complete and detailed guide to setting up and using your TI 99/4A Home Computer.

This book is normally packed with the TI 99/4A Home Computer. 124 pages.
PHA 2603

Hint and Solution Book

by Scott Adams

Our hint book provides additional clues to help you out of some of those sticky spots you've gotten into, while still letting you solve the Adventure yourself. So if you can't seem to get out of the bog or locate the pharaoh's heart, then you've come to the right place for help! This expanded edition includes hints for all 14 Adventures, and a special section on the making of Adventure maps.

UNI



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LATE ADDITIONS

ENTERTAINMENT

Futura

Mars Rover

Mars Rover is a multi-level game. By jumping over craters or other objects, you are trying to get your "Rover" to the cranehook hanging from the mothership before the moon comes to a full eclipse.

Required: Extended BASIC
FUT 8700X Cassette

Memory Match

Memory Match is a "Concentration" type game using a regular deck (fifty-two) of bridge cards. The cards are laid face down on a table and each player turns up two cards attempting to make a "match." Each player is trying to get the highest score of matching cards. Memory Match is a multi-level, multi-player, multi-fun game.

Required: Extended BASIC
FUT 8801X Cassette

Minefield

You begin at the upper left hand corner of a mine field. Your job is to get to the bottom right hand corner without stepping on a mine and being blown to pieces. You have a metal detector, but can you figure out your next step? Challenging with lots of fun.

Required: Extended BASIC
FUT 8401X Cassette

Monster 'Craze'

The object of this game is to get your man to the top of the structure before he gets munched by a monster. Beat the high score and enter your initials on the title screen.

Required: Extended BASIC
FUT 8701X Cassette

Moon Bus

You are in control of an armed pyramid on the surface of the moon. You must battle the forces of the Moon-Bus to keep Earth's space ways clear. But beware! for every set killed the Moon-bus will come itself to kill you! So try your hand at the controls and good luck.

Required: Extended BASIC
FUT 8202X Cassette

Newton's Revenge

Apples falling everywhere! Start with 3 baskets to catch them. If an apple reaches the ground, you lose a basket; for every 750 points you score, you gain another basket. Joysticks optional in this Assembler game.

Required: Mini Memory
FUT C 1113 Cassette
FUT D 1113 Disk

Doomcastle

"Welcome to Doomcastle, all who enter and despair! None have yet found the sapphires and stayed alive!" This is the warning issued by author Sam Pincus in this graphics adventure game. Cahmi the Magician has many of the things you will need to recover the four Royal Sapphires, but will you have enough gold coins to purchase his wares? Beware the monsters inside the castle. Find the treasure chests and return to Cahmi for more weapons and potions.

Required: Extended BASIC
FUT 8012X Cassette

Escape From Atlantis

The United States and a third world nation have become entangled in the beginning of World War III. The jet you were piloting on a secret bombing mission known to no one but the President has been shot down at sea by an enemy destroyer. The destroyer takes you to a submarine that is on its way to Atlantis, an underwater installation. You have been placed in a jail cell 400 feet under water. Your adventure is to Escape From Atlantis.

Required: Extended BASIC
FUT C9112 Cassette

Flying Saucer

While traveling through space, your flying saucer is attacked by enemy rockets and aliens. Your only defense is your flying skill and three protective shields, per ship. You must also avoid hitting other obstacles, such as buildings and meteorites.

Complete all four phases and you will be awarded a bonus ship. This is a super-fast action game.

Required: Extended BASIC
FUT 8702X Cassette

Fly Snuffer

The title says "Fly Snuffer," but watch out! There are more than just flies in the room. You will need joysticks to move the spray can in position. Snuff out ten flies and advance to the next level; roll over 1000 and your spray can is refilled. Six levels of play in this game by Larry Lewis.

Required: Extended BASIC
FUT 8301X Cassette

Texas Instruments

Basketball Statistics

This package helps the basketball coach or statistician keep statistics on individual players on a team. Shots taken, shots made, rebounds and a variety of other basketball statistics are tracked easily with this unique package.

Required: Extended BASIC
PHD 5023 Disk

American

American Derby

It's your day at the track. But there is more than luck in this realistic and colorful horserace game. The insiders' sheet gives you inside information on many of the 36 horses. Great fun for those who like to play a hunch or for those who like a more scientific approach to their betting. Ages 10 to adult. Up to 5 may play at a time.

Required: Extended BASIC
AM 128C Cassette
AM 128D Disk

Fireball

Climb the volcano . . . avoid fireballs and holes. The game begins at an easy speed but watch out as the action speeds up. Fun for both the beginner and experts alike. Ages 10 and up. Joysticks optional.

Required: Editor/Assembler or Mini Memory
AM 129D Disk

Softmail

Guardian

Guardian is a fast paced one or two player game which pits you against an army of evil robots intent on capturing your city. By stealing all of the energy pods providing food, comfort, and entertainment this swarm of intelligent machines will gain full control. When two play it's just like the real world of political. Each player can treat the other as an ally until he can be zapped without losing control to the robots on the field of play!

Required: Memory Expansion; Editor/Assembler
SOF 101D Disk

UTILITIES

Kis-Mif

Teach Yourself the Basics of BASIC

This is a great way for beginners to become familiar with the TI 994A and learn to write programs in BASIC. We found this program to be more user-friendly and more interactive than the comparable TI program. In many places it pauses to let you try out the commands to see what they actually do. The authors, who have over 30 years of combined teaching and computer programming experience, designed the program to be simple enough for children and computer neophytes. This is actually a series of 7 programs on the same tape.

MSP 2144B Cassette

HOME/BUSINESS

American

Home Inventory

This program is designed to keep track of your valuables. Each item can be assigned a name, a code, room or category, date purchased, original cost and estimated life. You can add and delete items as well as edit existing information. The computer will calculate the depreciated value of your items. Each inventory file can contain as many as 800 items.

Required: Extended BASIC
AM 127 Disk

Hall

Calendar

Watch the years go by. This program prints calendars on your screen in the standard monthly format. Any month from January, 1800, to December, 2399 can be printed singly or have the months advance one at a time. What day of the week were you born? Great fun at parties!

HAL 108 Cassette

Bar Graph

This program produces vertical bar graphs in up to 13 categories. The percentage that each category is to the total of all categories is displayed in bar graph form on the screen. The vertical axis is self scaling to allow the best possible view of the relationship of all parameters. Extended BASIC version available on special order.

HAL 109 Cassette

MicroPal

Genealogy Workshop

MicroPal brings you The Genealogy Workshop — a comprehensive record-keeping program for genealogists. This program allows automation of many aspects of keeping genealogical records. This program is easy enough for a beginner, but will also prove useful to more experienced genealogists. Family Data function stores all of the vital information on each individual. Searches can be made to find common birth and death locations; you may also search for a name. Overview function stores the names and vital dates for each family, including up to 20 children. Sources function stores the details of where specific data was obtained; source record numbers correspond to citations in Family Data. Program also prints sequentially numbered cross reference forms, family group sheets, and source sheets. All programs include revision capability and give you the option of hard copy or screen display.

Required: 32K Memory Expansion; Disk System; 80-column Printer System
MSP 20801

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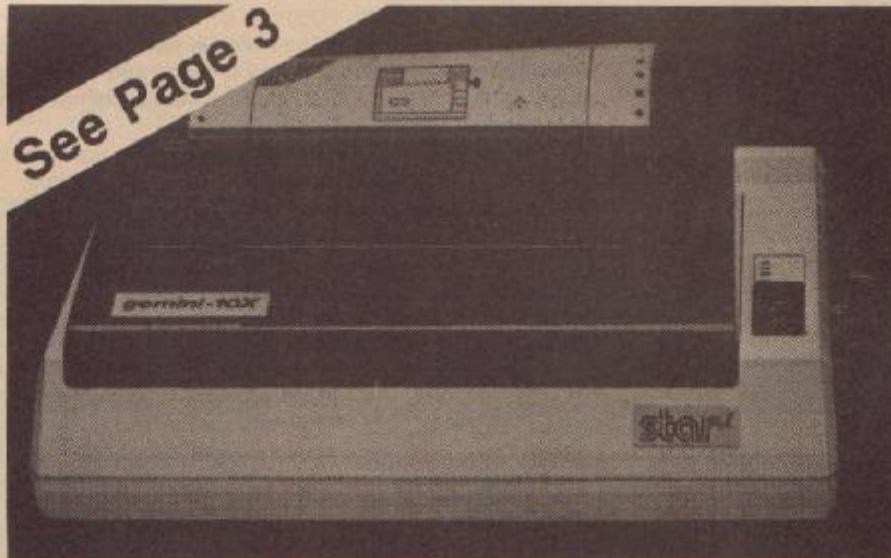
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GP-100
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SPECIFICATIONS

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Print format 5 x 7 dot matrix impact type
Character set ASCII standard upper/lower case
Printing speed 30 char/sec (180 x 7 dots/sec)
Maximum width 80 characters (equals 480 dots)
Character code 8 bits ASCII code
Multiple copies Original plus 1 or 2 copies

SPACING

Character spacing 10 char/inch
Line spacing 6 lines/inch, 9 lines/inch
Linefeed speed 5 lines/sec, 7.5 lines/sec

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Paper type/feed Uses standard fanfold paper up to 9½ inches wide. Will accommodate multiple copies to 3 ply and standard label stock. Tractors are adjustable up to 9½ inches

RIBBON

Single color, special self-linking cassette type

OPERATING ENVIRONMENT

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Humidity 20%–80% (no condensation)

POWER SUPPLY

117 VAC ± 10%, 50/60 Hz

POWER CONSUMPTION

20 watts (while printing)

DIMENSIONS

5½ x 16 x 9 inches, HWD
(140 x 406 x 229 mm)

WEIGHT

13 lbs (5.9 kg)

STANDARD INTERFACE

Parallel interface (Centronics compatible)

OPTIONAL INTERFACES

RS232C, serial TTL, 20mA current loop, IEEE-488, as well as interfaces for Apple® TRS-80®, PET®, Atari, and other computers

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8.6

OPERATING TEMPERATURE

50-90 DEGREES F.

OPERATING HUMIDITY

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See Page 6

SPECIFICATIONS

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Automatic ANSW/ORIG selection, computer-controlled dial, computer-controlled answer, automatic speed mode selection

Line Interface

2-wire direct connect

Data Interface

RS-232C compatible, built-in cable to computer

Duplex Select

Full or half

Transmit Carrier Level

-10 dBm fixed

Carrier Detect Level

ON at -43 dBm
OFF at -47 dBm

Timers

Answer Quiet

2.1 sec

Carrier Fall Disconnect

450 ms

Data Carrier Detect

ON in 155 ms

OFF in 50 ms

Answer Abort Disconnect

18 sec.

Originate Abort Disconnect

36 sec.

Low Speed Operation (Bell 103 Compatible)

Data Format

Serial, binary, asynchronous

Data Rate

110/300 bps

Modulation

Phase coherent, frequency shift-keyed (FSK)

Transmit Frequency

ORIG

ANSW

MARK

1270 Hz

2225 Hz

SPACE

1070 Hz

2025 Hz

Transmit Frequency Accuracy

±0.01%

Receive Frequency	ORIG	ANSW
MARK	2225 Hz	1270 Hz
SPACE	2025 Hz	1070 Hz
Receive Frequency Tolerance	±0.5%	
High Speed Operation (Bell 212A Compatible)		
Data Format	Serial, binary, character asynchronous	
Modulation	Differential quadrature coherent phase shift keying (DQPSK)	
Transmit Frequencies	BAND	FREQ
	LD	1200 Hz
	HI	2400 Hz
Input Data Rate (DTE to Modem)	1182 to 1212 bps	
Line Data Rate (Local to Remote Modem)	1200 bps (±0.01%)	
Output Data Rate (Modem to DTE)	1219 bps	
Data Character Length	10 bits	
Transmit Frequency Tolerance	±0.01%	
Received Frequency Tolerance	±7.0 Hz	
Equalization Type	Fixed compromise	
Scramble Polynomial	1 + (D-14) + (D-17)	
Power Requirement	12V DC, 60 mA; provided by adapter (supplied)	
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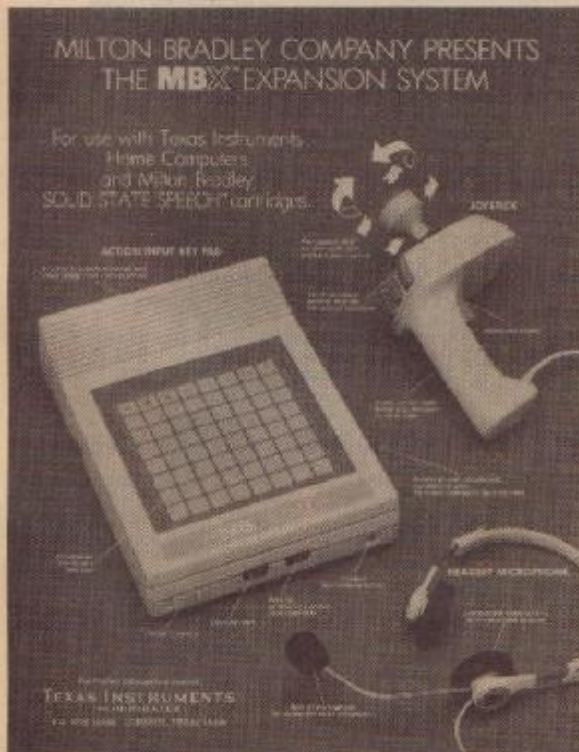
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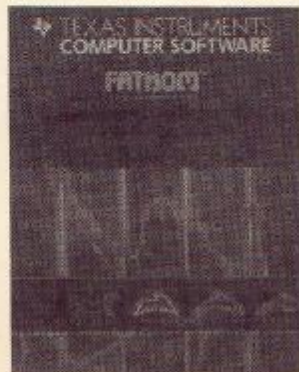
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