

H A L L S O F T W A R E C O .

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THE PRICES ON THE ENCLOSED ORDER BLANK ARE FOR A SPECIAL TEST MARKETING EXPERIMENT WHICH WILL BE OFFERED TO LESS THAN 100 OF OUR CUSTOMERS AT THIS TIME. THE SPECIAL PRICES OF \$6.45 PER TAPE OR THREE FOR \$14.95 REPRESENT A SUBSTANTIAL SAVINGS OVER OUR STANDARD PRICES OF 12.95 EACH OR THREE FOR 29.95. YOU ARE AT LIBERTY TO ORDER AS MANY TAPES AS YOU WISH AT THESE SPECIAL PRICES, BUT ALL MUST BE ORDERED ON THIS SPECIAL ORDER BLANK OR A COPY OF IT. AND THESE SPECIAL PRICES WILL EXPIRE ON NOVEMBER 15, 1982.

ALL PROGRAMS SOLD THROUGH THIS LIMITED OFFERING ARE OUR STANDARD PRODUCT AND WE ARE SURE THAT YOU WILL BE SATISFIED WITH ANY ITEM(S) WHICH YOU MAY PURCHASE.

IN ADDITION TO OUR GAME PROGRAMS, WE WOULD APPRECIATE THE OPPORTUNITY TO QUOTE ON CUSTOM SOFTWARE FOR YOUR BUSINESS OR PERSONAL NEEDS.



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STATES AND CAPITALS

THIS GAME MAKES LEARNING THE STATES AND THEIR CAPITALS INTERESTING AND FUN. THE PROGRAM ALLOWS YOU TO LET THE COMPUTER SPECIFY EITHER THE STATES OR THEIR CAPITALS, AND THE PLAYER MUST SPECIFY THE OTHER. THREE TRYS ARE ALLOWED, AFTER WHICH THE COMPUTER GIVES THE CORRECT ANSWER. AT THE END OF THE GAME THE NUMBER RIGHT ON THE FIRST, SECOND, AND THIRD TRIES ARE DISPLAYED.

\* CRAPS

THE PERFECT COMPANION TO YOUR BLACKJACK GAME, THIS CRAPS GAME DISPLAYS THE DICE IN RANDOM LOCATIONS ON THE SCREEN. BETS ARE MADE BY EACH PLAYER. THE PLAYERS ALTERNATE DICE BETWEEN THEMSELVES PER STANDARD RULES. PLAYERS BANKROLLS ARE UPDATED AFTER EACH ROUND OF PLAY.

LEARNING FRACTIONS

THE BEST WAY TO LEARN FRACTIONS IS TO STUDY EXAMPLES. THIS PROGRAM ALLOWS YOU TO INPUT ANY FRACTION PROBLEM; ADDITION, SUBTRACTION, MULTIPLICATION, OR DIVISION. THE COMPUTER SOLVES THE PROBLEM IN STEPS WHICH THE STUDENT MAY ANALYZE. EXTENDED BASIC REQUIRED.

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\* SCRAMBLED LETTERS

FIFTEEN LETTERS ARE PLACED IN A FRAME WHICH CONTAINS ONE OPENING. THE OBJECT OF THIS ONE PLAYER GAME IS TO ARRANGE THE LETTERS IN ALPHABETICAL ORDER BY MOVING ONE LETTER AT A TIME. THE COMPUTER TELLS YOU WHEN YOU ARE FINISHED AND DISPLAYS THE NUMBER OF MOVES YOU REQUIRED.

CALENDAR

WATCH THE YEARS GO BY. THIS PROGRAM PRINTS CALENDARS ON YOUR SCREEN IN THE STANDARD MONTHLY FORMAT. ANY MONTH FROM JAN., 1500, TO DEC., 2399, CAN BE PRINTED SINGLY, OR THE MONTHS CAN CONTINUALLY ADVANCE. ON WHAT DAY OF THE WEEK WERE YOU BORN? GREAT FUN AT PARTIES!

\* BARRIER

TWO PLAYERS TAKE TURNS MATCHING WITS WITH EACH OTHER TO SEE WHO CAN FIRST COMPLETE A LINE FROM LEFT TO RIGHT OR FROM TOP TO BOTTOM OF THE SCREEN WHILE EACH ATTEMPTS TO BLOCK HIS OPPONENT.

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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 YOUR SCREEN. THE VERTICAL AXIS IS SELF SCALING TO ALLOW THE BEST POSSIBLE VIEW OF THE RELATIONSHIP OF ALL PARAMETERS.

WORDORDER

THIS UTILITY PROGRAM IS USED TO PUT AS MANY WORDS AS DESIRED IN ALPHABETICAL ORDER. THE PROGRAM CAN BE USED TO ALPHABETIZE NAMES, WORDS OR ANY OTHER DATA THAT IS DESIRED. THIS PROGRAM ALSO PUTS NUMBERS IN NUMERICAL ORDER. OUTPUT CAN BE SPECIFIED TO THE SCREEN OR OPTIONALLY TO A PRINTER. THE OUTPUT CAN ALSO BE NUMBERED. A GREAT PROGRAM FOR TEACHERS FOR USE ON STUDENTS NAMES, ALPHABETIZING WORD LISTS, OR GRADES.

PHONOGRAPH RECORD FILES

A DISK BASED PROGRAM OF INTEREST TO SERIOUS PHONOGRAPH RECORD COLLECTORS. THIS PROGRAM REQUIRES ONE DISK DRIVE. AN RS232 COMPATABLE PRINTER IS ALSO REQUIRED. THE PROGRAM IS WRITTEN IN TI-EXTENDED BASIC. ONE THOUSAND RECORD SELECTIONS CAN BE STORED ON EACH DISK AND CAN BE RETRIEVED BY ARTIST, BY COMPOSER, OR BY ONE OF FIVE TYPES OF COMPOSITION.

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\*=JOYSTICKS REQUIRED ALL PROGRAMS AVAILABLE ON CASSETTE TAPE ONLY EXCEPT AS NOTED.

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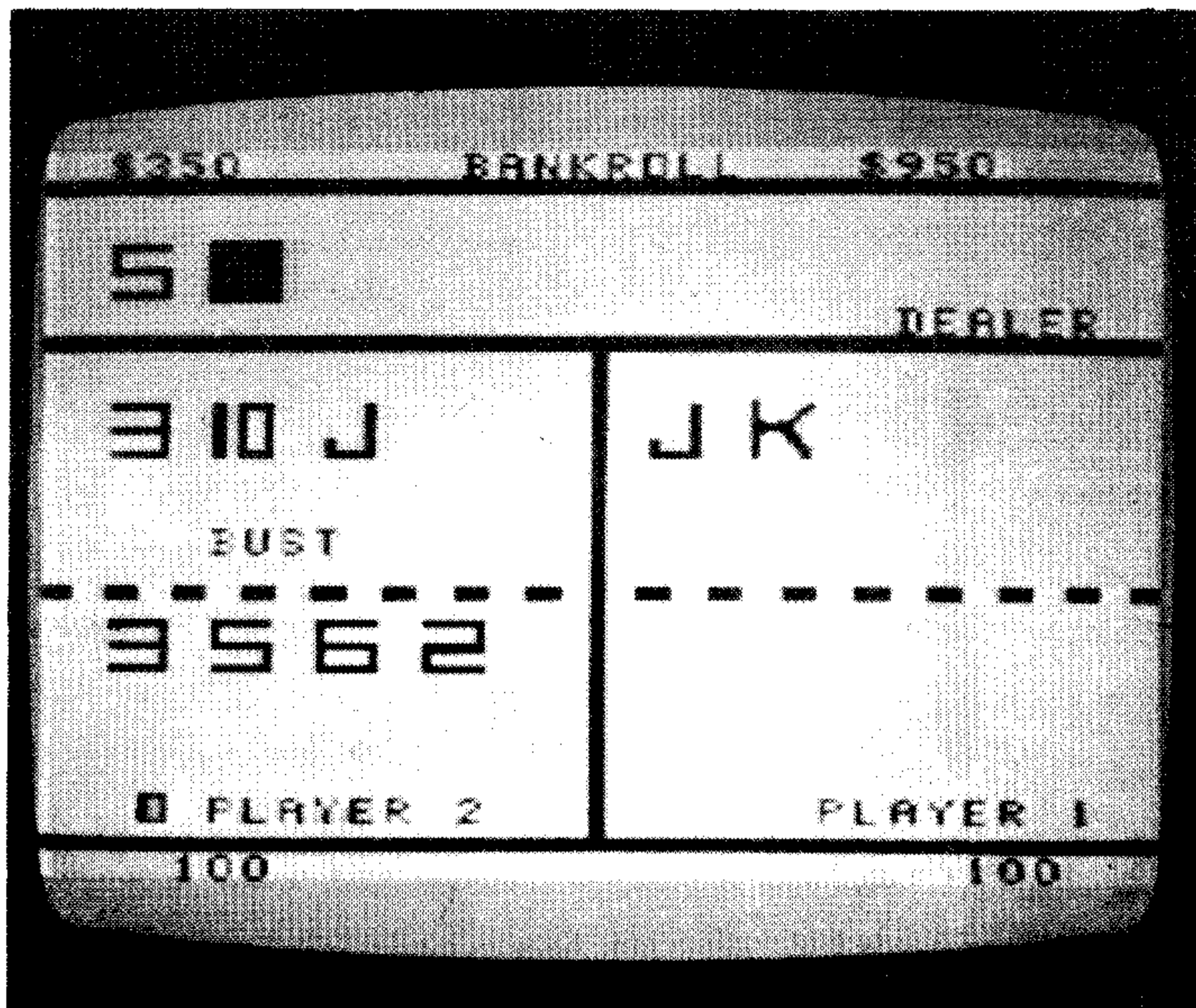






HALL SOFTWARE  
PROGRAMS FOR THE TI-99/4 & 4A HOME COMPUTER

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BLACKJACK

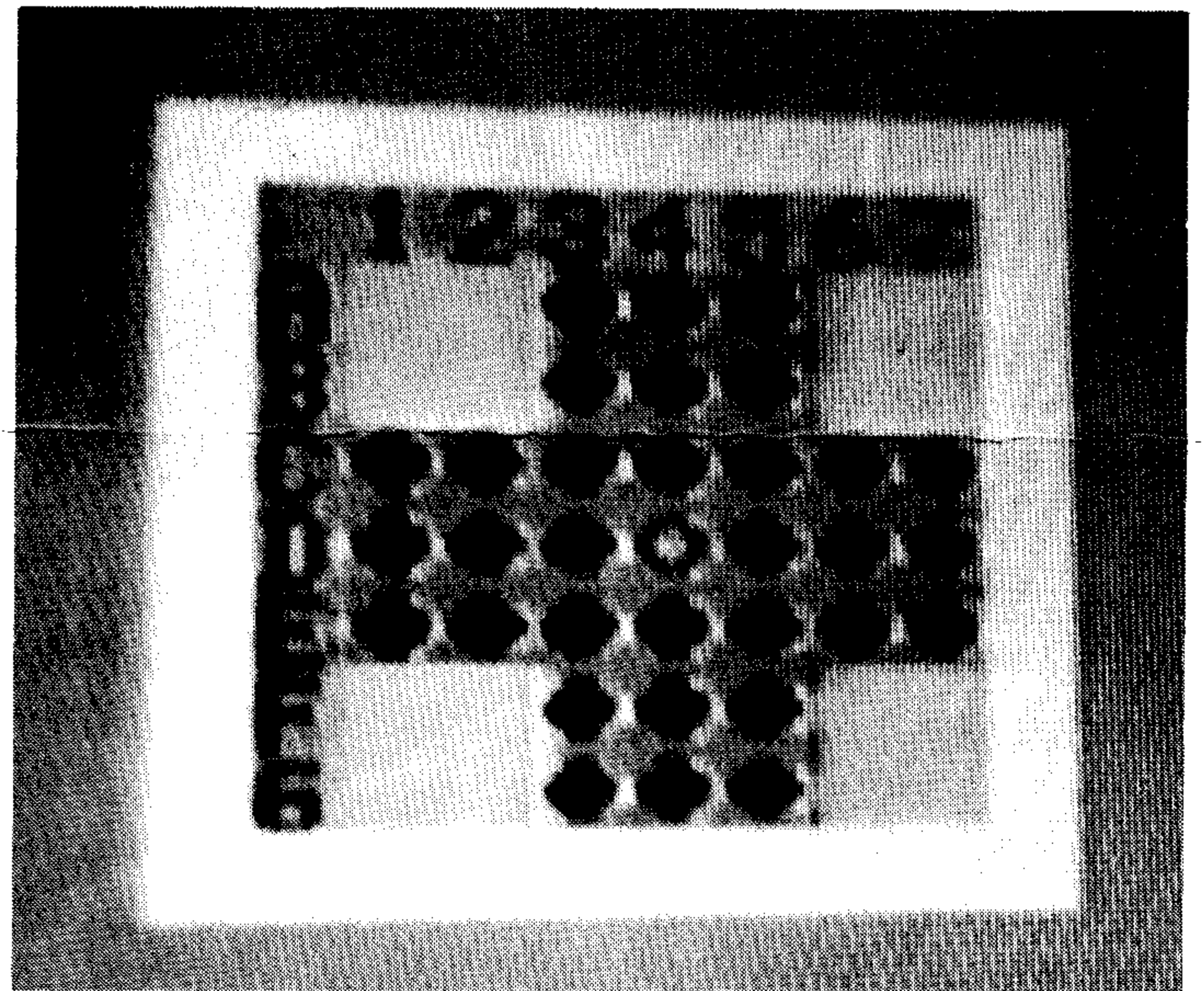
Your computer screen comes alive with the thrill of Las Vegas with this exciting Blackjack game for either one or two players. The computer is the dealer and each player is pitted against the odds. Each player bets and the cards are dealt. If a player is dealt two identical cards, he is given the option to double by having his hand split into two hands. If a player gets 5 cards totaling 21 or less he is an automatic winner. This game is available only in extended Basic, but no other computer accessories are required.

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PEGBOARD CHALLENGE

You start with 32 pegs in 33 holes in this computer version of the old favorite peg jumping game. Each peg which you jump is removed from the board until no more jumps are possible. The object of the game is to remove as many pegs as you can from the board. Can you get all but the last peg? If you get good enough to have only one peg remaining, can you make it end up in the center hole? The computer displays the score of the last game and the best score of the day. The computer also recognizes when the game is over and automatically starts a new game.

No computer accessories are required for this game.



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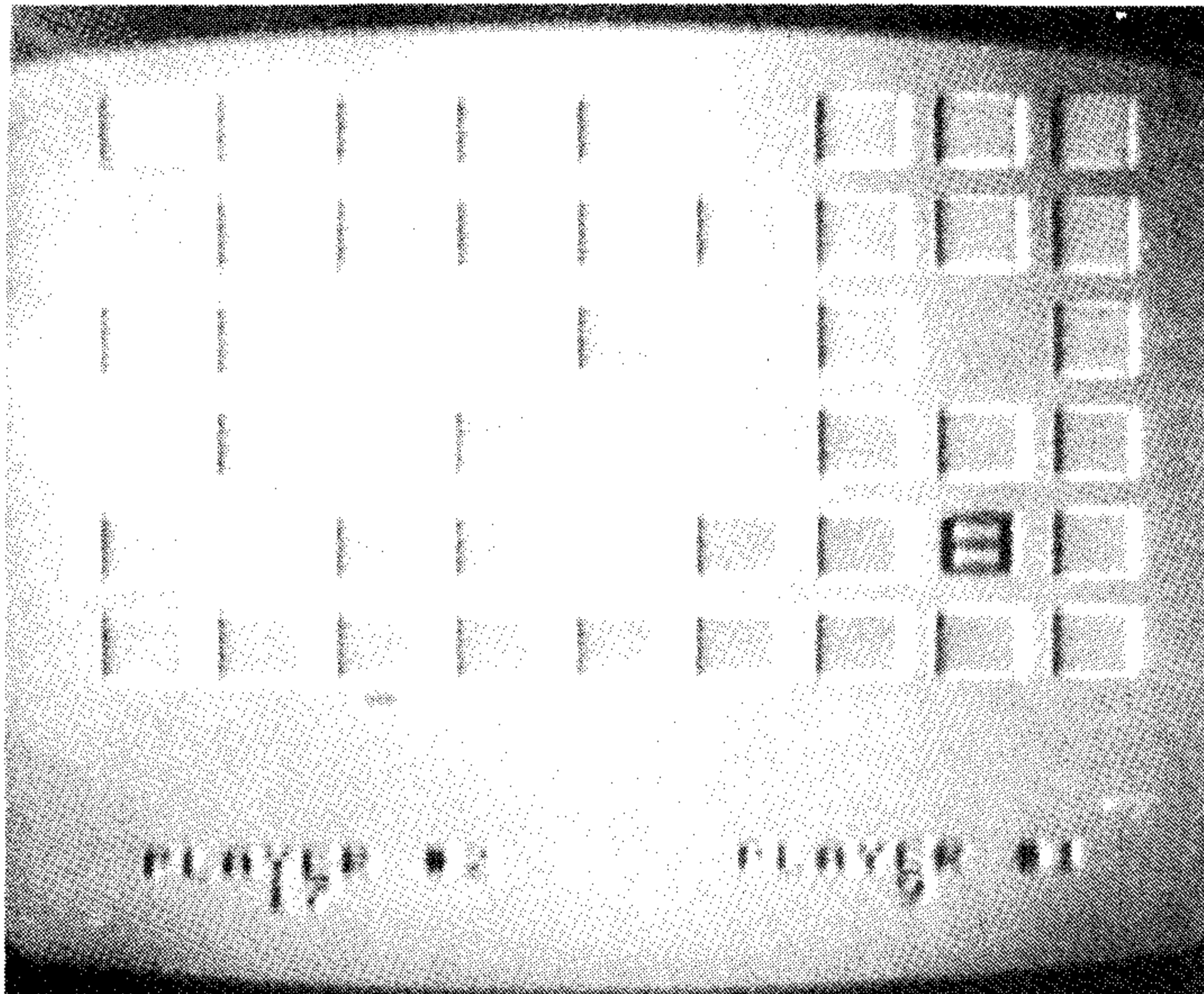
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HIDDEN NUMBERS

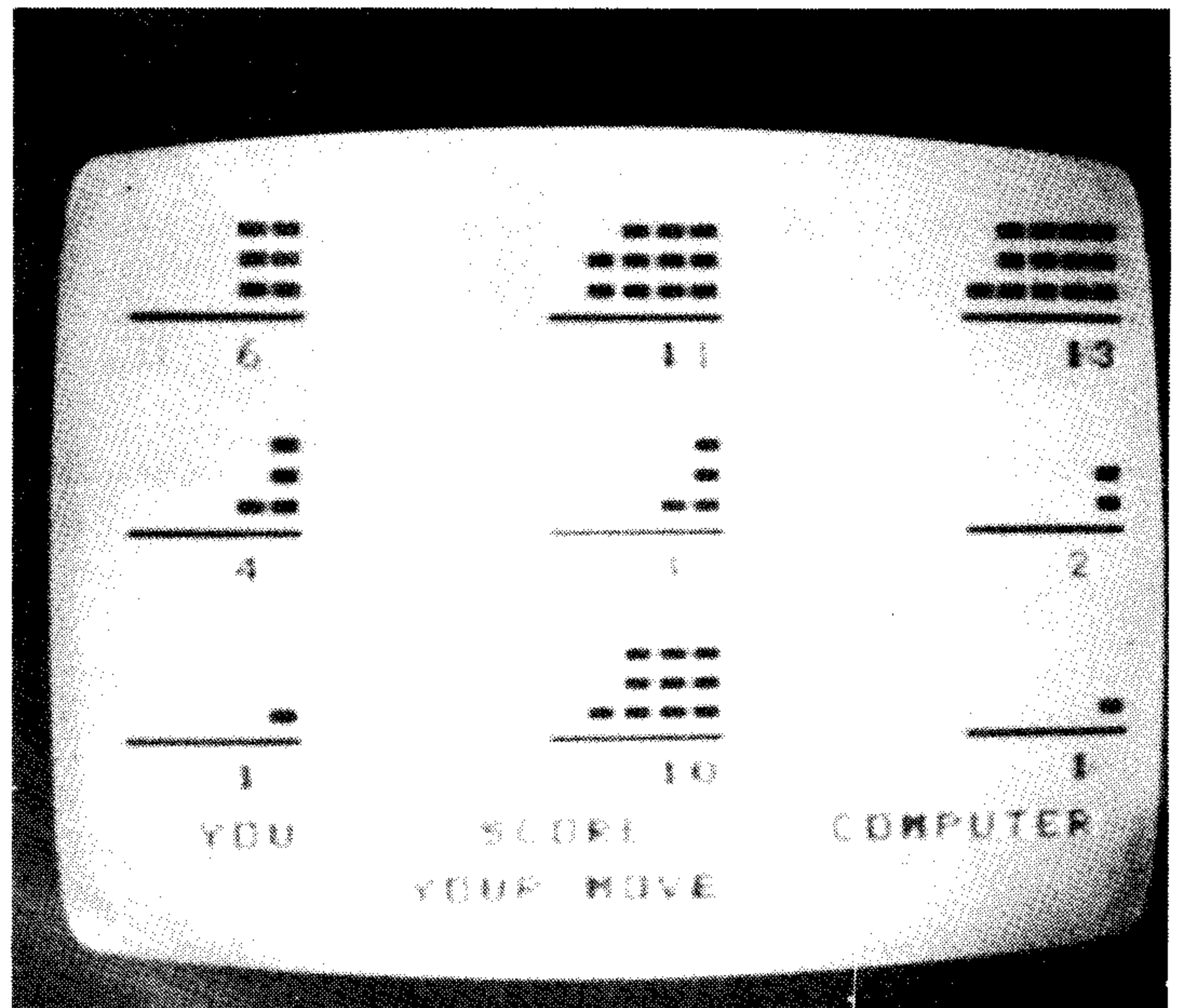
Behind each of the fifty-four panels lurks a number from one to ten. In this game for one or two players you uncover the numbers two at a time. If they match, you get that many points. A great test of memory. Can you remember where you saw that matching number? Or will the other player remember and get the points? This game requires the joystick accessory for your computer.

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NIM

This game program pits you against the computer in the old fashioned game of NIM — the player who gets the last item wins the game. You are given a random number of bricks in each of several piles. Each pile has from one to 15 bricks in it. You choose the number of bricks which you wish to remove from any one pile. The computer then does likewise.

You are given a possible winning combination at the start of the game. But if you make even one mistake during the course of the game, the computer will win. You initially choose 3, 6, or 9 piles of bricks. A real game of mathematical strategy. Joysticks required.



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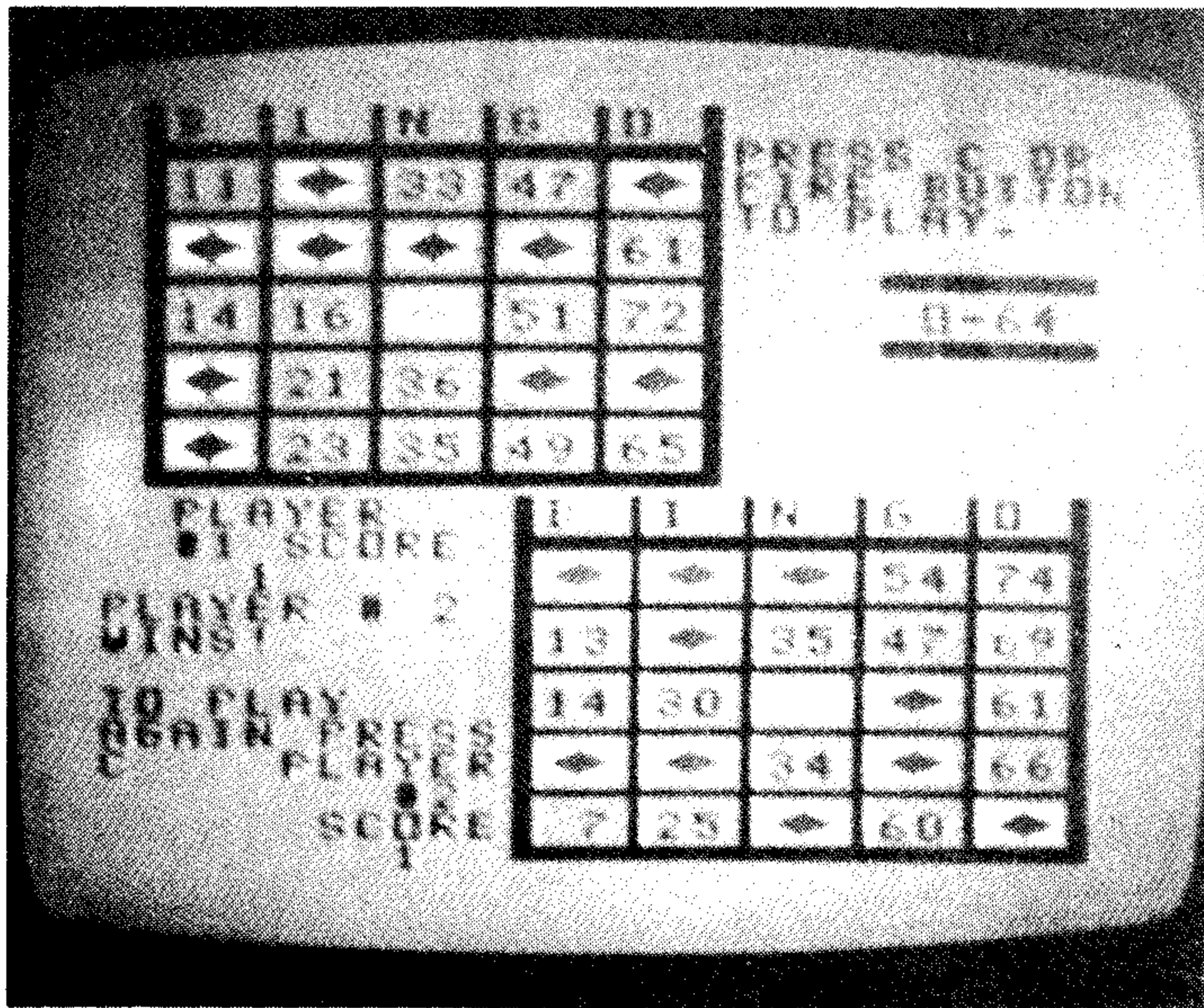
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**BINGO**

Play against a friend or let the computer play one card while you play the other. Although the speech synthesizer is not required, the game is greatly enhanced by it. Hear each number called plainly. After each number is called, the computer searches both cards and properly places the card markers. Winners are detected automatically by the program and scores of both players are updated after each round of play.

Unlike other Bingo programs, this one does not require a printer. The game is played entirely on your monitor screen.

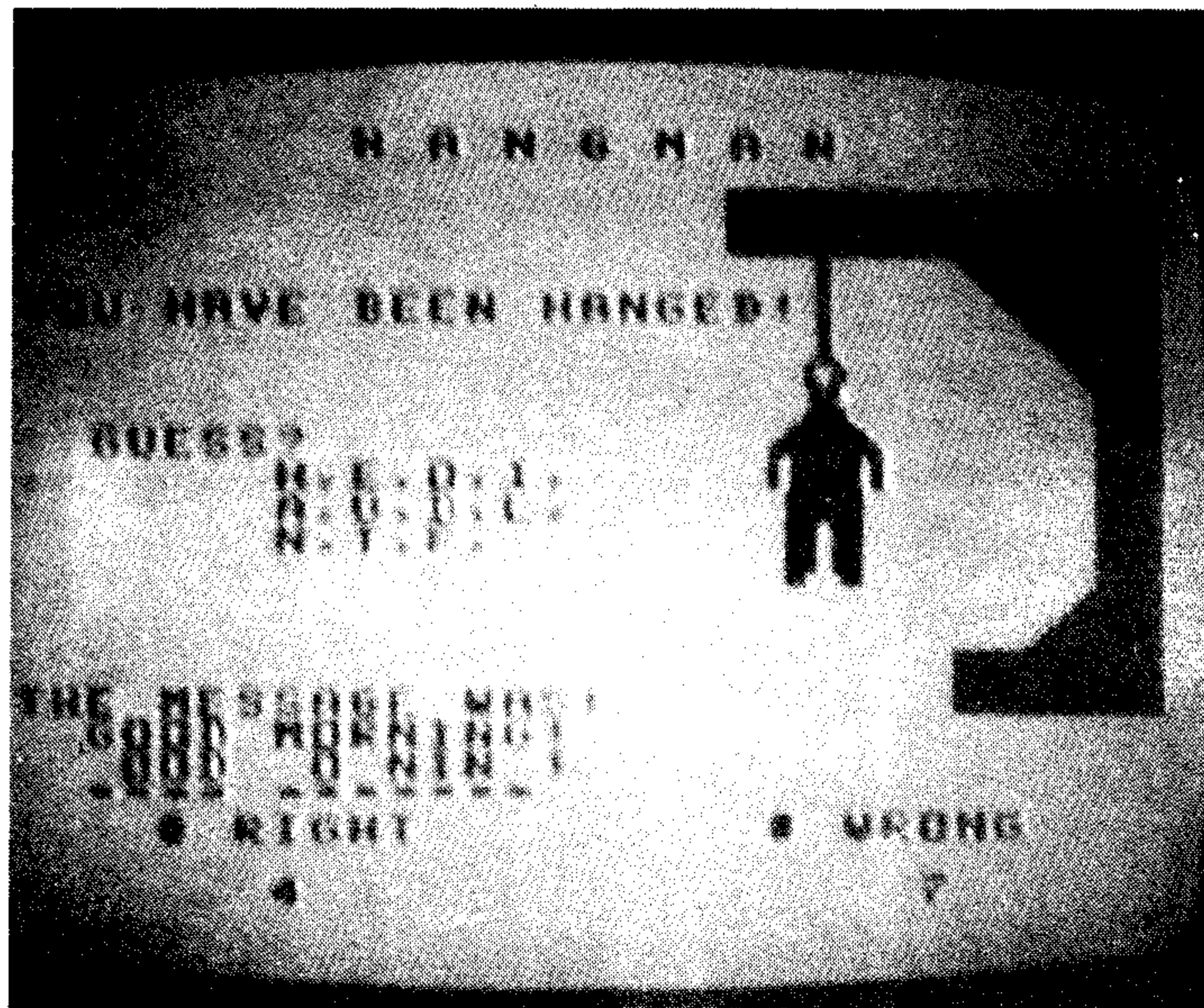
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**HANGMAN**

Our version of Hangman is a two player game. One player puts in a message of up to 28 letters and spaces. The other player then attempts to guess the message one letter at a time. But beware! Seven wrong guesses and you have been hung. The unhappy occasion is marked by the Funeral March.

No computer accessories are required for this game.

Order Hangman today.



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