

# Joy Electronics, Inc.

P. O. BOX 542526, DALLAS, TX 75354-2526

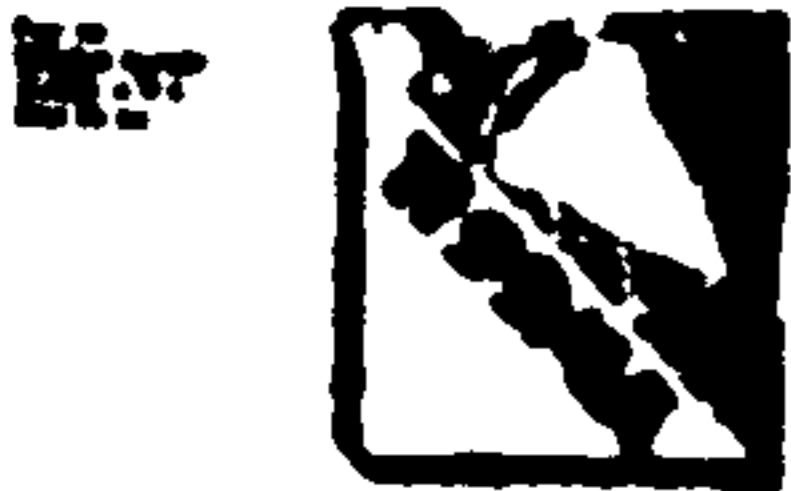
FEBRUARY 15, 1988

23 APR 88

LISTED BELOW ARE SOME SPECIALS FROM ATARI MADE FOR THE TI 99/4a HOME COMPUTER

## SPECIALS

### DEFENDER<sup>®</sup>



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

ROM  
ATARI

\$4.49

### MOON PATROL<sup>®</sup>



You patrol sector nine, home of the toughest thugs in the galaxy. Fortunately your patrol car has anti-gravity jump buttons and laser bullets to deal with moon rocks, craters, hostile UFO's and tanks. (Requires Joysticks.)

ROM  
ATARI

\$7.95

### JUNGLE HUNT<sup>®</sup>



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. (Requires Joysticks.)

ROM  
ATARI

\$7.95

POLE POSITION  
IS SOLD OUT.  
ROM  
ATARI

### POLE POSITION<sup>®</sup>

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. (Requires Joysticks.)

### PROTECTOR II<sup>®</sup>



It's war and Xytronic Pulse-trackers, ravenous Chompers, rockets, meteoroids, lasers, the powerful Fraxullan Mother Ship and the eruption of Dragonmaw put your skill to the ultimate test! (Requires Joysticks.)

\$5.95

PROGRAMMER'S  
GUIDE

Guide  
to the  
TI-99/4A  
\$14.95

### GUIDE TO THE TI-99/4A

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

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

### SHAMUS<sup>®</sup>



Armed with his outlawed ion SHIV, Shamus must slay a slew of evil enemies lurking in the Shadow's lair before he eventually meets up with the Shadow himself. Can he snuff this fiend, too? (Requires Joysticks.)

\$7.95

### PICNIC PARANOIA<sup>®</sup>



Insidious insects join George's picnic and try to ruin the fun. They push point-laden food off the screen, and their bites are paralyzing. Help George turn the tables with bug spray! (Requires Joysticks.)

\$4.49

# Joy Electronics, Inc.

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

FEBRUARY 15, 1988



## Great Programs for Kids from **KIDware**

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

**HANGMAN.** Features excellent graphics with animation and tests a child's spelling abilities. The program has nearly 400 words built-in for individual practice, or any word may be entered for a two player game. **MEMORY** is like the old TV game "Concentration." Two players find matching pairs of letters on a playing board. Whoever gets the most matches wins!  
21203 Cassette

**NUMBERS I.** Uses magic hats and number factories to help your preschooler learn and recognize numbers. Lively animated graphics make this game extra fun. **NUMBERS II** teaches the concepts of before and after and provides an introduction for addition and subtraction skills. Colorful scoring system gives rewards to top performers.  
21222 Cassette

**LETTERS I.** Teaches preschoolers the upper case letters. Animated graphics feature magic genie bottles and alien spacecraft. Also helps your child learn letter locations on the keyboard. **LETTERS II** teaches the alphabet using bright graphics. Two games, "Before and After" and "Fill in Blanks," help your child learn where each letter belongs. Built-in scoring provides performance measurement.  
21237 Cassette

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

**CIVIL WAR/KING** features special translations for the TI 99/4A of two of the first computer simulations ever developed. In **CIVIL WAR**, you command the confederate Army in trying to rewrite history. **KING** lets you rule your own country, allocating resources for various purposes and trying to survive your reign.  
37988 Cassette

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

21364 Buried Treasure/Egg Hunt, Cassette  
21379 Xylophone/Square Puzzle, Cassette

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

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

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

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

**SOLAR SYSTEM/TEMPERATURE** is a great selection for budding scientists. Learn about the nine planets with colorful graphics. Temperature teaches how to read a thermometer and how to convert Fahrenheit readings to Celsius.  
37969 Cassette

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

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

**COST EACH**  
**\$12.95**

**CLOCK/DICE.** CLOCK is an excellent program for teaching your child how to tell time. A lesson in reading the hands of a clock is given. Following the lesson a quiz is given to check mastery of the skill. Nice graphics and difficulty levels. **DICE** is a game with a new twist. From 1 to 4 dice can be displayed. You have to count the dots on each die and enter the sum of all the dice. Good practice for dice based games. Ages 5-10. From KIDware.  
30727 Cassette

**SPELLING TUTOR/MATH TUTOR.** SPELLING TUTOR helps your child with spelling the fun way. Using your words, three different quizzes can be taken. Spelling lists can be saved on tape for future use. **MATH TUTOR** allows your child to practice math problems you put into the computer. Hence, math lessons are easily tailored to your child's level and abilities. Tests can be saved on tape. Colorful scoring rewards correct responses. Ages 6-12. From KIDware.  
30732 Cassette

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

**SHAPES.** Provides two games in shape recognition. In the first game, the player names eight basic shapes. The second game asks the player to match like shapes. **DIRECTIONS** is a tutorial program that teaches left and right and top and bottom. Two colorful friends, Tom and Kate, help in the learning process.  
21289 Cassette

**HIDDEN LETTERS.** Hides five letters on the screen. Using clues from the computer, you must guess what they are. Bright colors and lively music are featured. **LETTERS III** is a good program for the child just learning the alphabet. A lower case letter is displayed and the child must press the correct upper case letter to receive a "Smiley face" reward.  
21294 Cassette

**MATH TEST.** Was written for the classroom, but could also be used at home. The computer gives a math test of up to 30 problems (that you specify) to a maximum of 40 students. The computer scores and stores the result of each test for the teacher's information. Each test can be stored on tape for later use. **FACTORS** features flash card practice in basic addition, subtraction, multiplication, and/or division with any factor you choose. Computer scoring and evaluation helps build your child's confidence.  
21348 Cassette

ALL OF THE ABOVE ARE CASSETTES FOR THE TI 99/4a AND YOU MUST HAVE A CASSETTE RECORDER ATTACHED TO THE TI 99/4a TO USE THEM.

### P-CODE CARD

This card enables the use of programs written in UCSD PASCAL, a highly-structured, efficient programming language that is faster, more logical and substantially more powerful than BASIC.

The P-Code Card, together with the Compiler disk program, allows you to use existing PASCAL programs, or write your own with the Assembler/Linker and Editor/Files/Utilities disk-based programs. (Requires Disk System & 32K Memory Expansion.) SUPPLY IS VERY LIMITED.

### THIS SET INCLUDES:

1. P-CODE CARD
2. COMPILER DISK PROGRAM
3. EDITOR/FILES/UTILITIES.
4. ASSEMBLER/LINKER

ALL FOR ONLY \$199.95

ALL ITEMS ON THESE PAGES ARE FOR THE TI 99/4a HOME COMPUTER  
 YOU MAY ORDER BY PHONE, ON VISA, MASTERCARD OR COD (CASH)  
 PRICES DO NOT INCLUDE SHIPPING AND MUST BE ADDED TO ORDER.

# Joy Electronics, Inc.

TEXAS RESIDENTS PLEASE ADD STATE SALES TAX. P. O. Box 542526, Dallas, TX 75354-2526. Texas Wats: 1-800-442-3892

Nat'l Wats: 1-800-527-7438 FEBRUARY 15, 1988

PHM 3031	THE ATTACK	4.49
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PHM 3054	CAR WARS	4.49
PHM 3057	MUNCHMAN	5.95
PHM 3030	A-MAZE-ING	12.95
PHM 3194	JAWBREAKER II	7.95
PHM 3034	HUSTLE	11.95
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PHM 3112	PARSEC	9.95
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PHD 5019	TEACH YOURSELF EX BASIC "	7.95
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**BUSINESS MANAGER SPECIAL**  
 YDB 0001 YU-CAN BUSINESS  
 PACK INCLUDES, INVENTORY  
 CONTROL, MAIL LIST, ORDER  
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 REQUIRES EXTENDED BASIC,  
 DISK DRIVE AND PRINTER  
 REGULAR \$149.95 NOW \$39.95

**COMPUTER CLEANING SPRAY.** Aerosol cleans com-  
 puters and monitors. Will not damage plastics

**ANTI-STATIC SPRAY.** Stops the static control problem.  
 Anti-static aerosol spray helps prevent equipment  
 failure and data loss

**COMPUTER  
 CARE \$7.95  
 PRODUCTS**

Local: 243-5371

## EXTRA SPECIAL

SPL 6000 ONLY \$13.95

INCLUDES THESE 4 GAMES

- TI INVADERS -- ● CAR WARS
- TOMBSTONE CITY -- ● THE ATTACK

## SPECIALS

PHL 7011 NOW AT \$15.95

THE HOME FINANCIAL MANAGER

- HOME FINANCIAL DECISIONS
- HOUSEHOLD BUDGET MANAGEMENT
- PERSONAL REAL ESTATE

PHL7011 ONLY \$13.95

COMPUTER INTRODUCTORY PACKAGE

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- TI INVADERS
- MULTIPLICATION 1

Storage System and Solid State  
 Speech Synthesizer recommended

PHL 7009 ONLY \$11.95

TI ARCADE GAME SERIES

- TOMBSTONE CITY
- TI INVADERS
- CAR WARS

PHL 7012 ONLY \$12.95

- PARSEC
- THE ATTACK
- HUNT THE WUMPUS

ALL THE ABOVE ARE TI COMMAND MODULES

VARIETY PACK ONLY \$14.95

PHV 1002--CASSETTES FOR TI 99/4a

- BEGINNER'S BASIC TUTOR
- MARKET SIMULATION
- OLDIES BUT GOODIES I
- PERSONAL FINANCIAL AIDS.



**AXIOM PARALLAX-TI INTERFACE**  
 Allows you to directly connect any parallel-input  
 printer to the TI-99/4A computer. No other  
 cables needed. Can be used with the TI Periph-  
 eral Expansion System, or on its own.

NO REFUNDS ON MERCHANDISE-WE WILL REPAIR OR REPLACE DEFECTIVE PARTS WITHIN 30 DAYS OF PURCHASE- \$10.00 MINIMUM ORDER \$20.00 MINIMUM COD ORDER.

PHD's are Diskettes  
 PHT's are Cassettes P.O. BOX 542526, Dallas, TX 75354-2526  
 RX & PHM's are Command Modules  
 PHL's are Command Modules

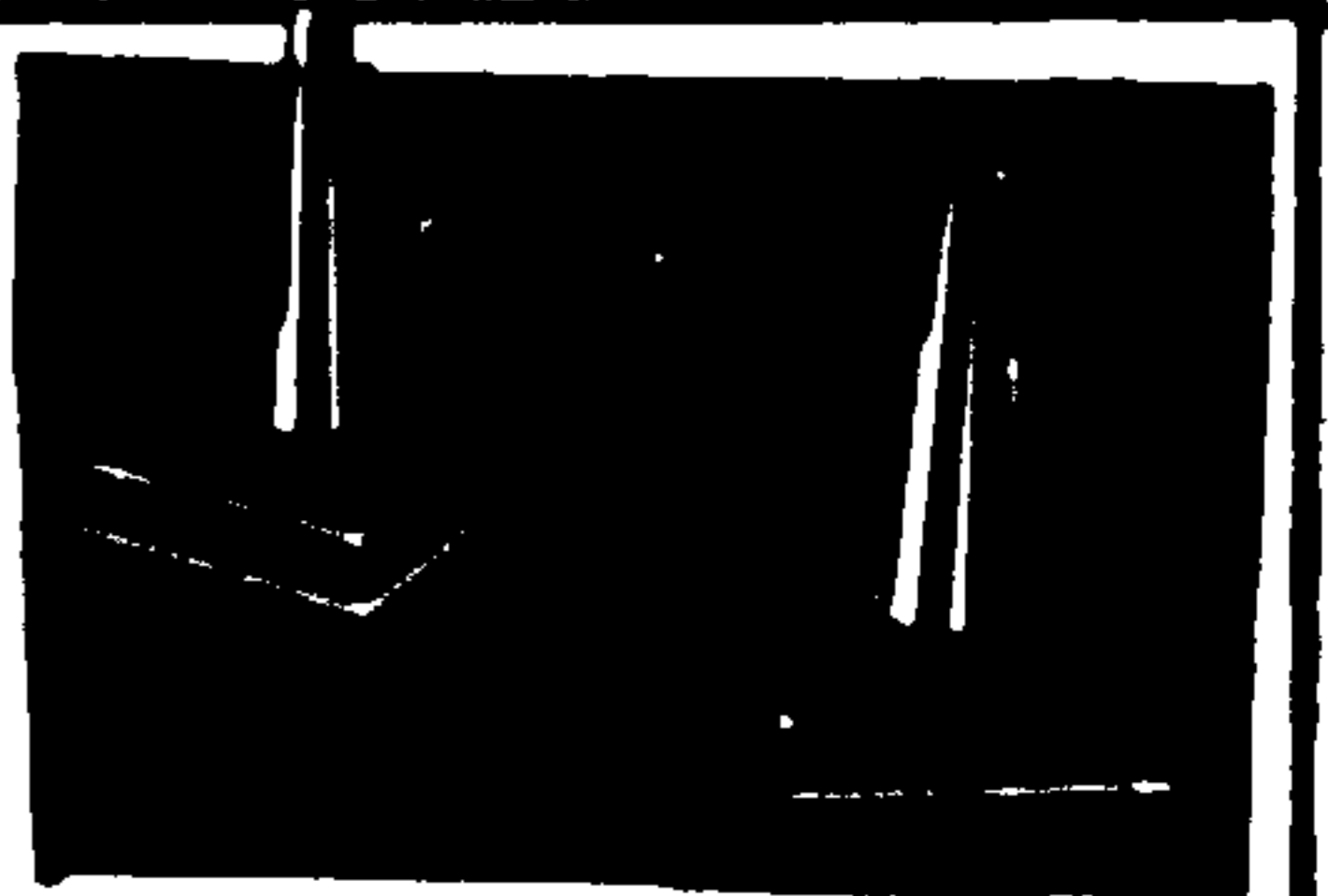
# Joy Electronics, Inc.

Original TI Dual Joysticks

FEBRUARY 15, 1988

PARTS TO FIT THE TI PERIPHERAL EXPANSION BOX		
1331	COR COMP 32K MEMORY CARD	134.95
1330	COR COMP RS232 CARD	119.95
2977	COR COMP DISK CTRLR CARD	199.95
2220	BOXCAR RS232 INTERFACE	109.95
2978	STAND ALONE RS232 INTERFACE	149.95
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1-4608	JASCO UNIVERSAL CABLE	9.95
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1100	TI JOY STICKS (PAIR)	14.95
3035	TERMINAL EMULATOR II	27.95
3109	TI-LOGO-II(32K MEMORY REQ)	28.95
3113	MICROSOFT MULTIPLAN(32K MEM)	19.95
1381-1	RF MODULATOR (TV ADAPTOR)	24.95
AC9500	TI POWER PACK	29.95
19009	EXTENDED BASIC	54.95
7891	SUPER EXTENDED BASIC	84.95
PHM3007	HOUSEHOLD BUDGET MGT	7.95
6555	WORDWRITER CART(WORD PROCES)	44.95
6556	WORDWRITER+(DIRECT CONNECT	79.95
PARALLEL PRINTER FOR WORD PROCESSING		

EXTRA SPECIAL  
 WITH EACH \$50.00  
 ORDER, ONE SET OF  
 TI DUAL JOY STICKS  
 FOR ONLY \$3.95  
 REGULAR \$14.95



PHP 1100

ADVENTURE INTERNATIONAL SERIES		
PHM3041T	ADVENTURE(WITH TAPE GAME)	14.95
ABOVE PHM3041T REQUIRED FOR ALL OF THE ADVENTURE GAMES.		
PHT6047	MISSION IMPOSSIBLE	5.95
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PHT6050	STRANGE ODYSSEY	5.95
PHT6046	ADVENTURELAND	5.95
PHT6056	GOLDEN VOYAGE	5.95

### EDUCATIONAL SOFTWARE

NUMBER	TITLE	AGE	PRICE
PHM3029	MULT 1	8-9	6.95
PHM3049	DIVISION 1	8-9	11.95
PHM3094	INTEGERS	11-14	6.95
PHM3118	MINUS MISSION	8-10	6.95
PHM3027	ADD&SUB 1	5-7	9.95
PHM3028	ADD&SUBII	5-8	9.95
PHM3099	NUMERATIONII	10-12	9.95
PHM3115	ALIEN ADDITION	8-10	9.95
PHM3119	METEOR MULT	10-12	11.95
PHM 3088	DECIMALS 1		11.95
31183	STAR MAZE		9.95
<del>PHM3367</del>	<del>PICTURE PARTS 5-8</del>	<del>9-11</del>	<del>9.95</del>
PHM3015	EARLY READING	3-7	9.95
E READING REQUIRES SPEECH SYNTHESIZER			
<del>30220</del>	<del>FRACTIONS 1st-4th</del>	<del>9-11</del>	<del>14.95</del>
<del>PHM3048</del>	<del>READING RALLY 10</del>	<del>11-14</del>	<del>9.95</del>
PHM3043	READING FUN	7-8	9.95
PHM3046	READING ON	8-9	11.95
PHM3047	READING ROUNDUP	9-10	11.95
PHM3082	READING FLIGHT	11-12	11.95
PHM3002	EARLY LEARNING FUN	3-6	9.95
PHM3003	BEGINNING GRAMMAR	7-10	8.95

YOU CAN USE THE CANON S68S TYPEWRITER AS A PRINTER FOR YOUR TI 99/4a COMPUTER.



**Canon**

S-68S

\$299.95

■ Spelling checker\*: 90,000 word main dictionary.  
 100-word (max) user's dictionary

An optional serial or parallel interface lets you use the S-68S as a daisy wheel printer for your personal computer. **\$80.00**

YOU CAN USE THE GE RECORDER AS A METHOD OF STORAGE FOR YOUR 99/4a



MODEL 3-5157B

SLIM AC/DC

PORTABLE

CASSETTE

TAPE RECORDER

\$49.50

PHA 2622 CASSETTE CABLE, \$14.95



**READING SERIES**

**THIS GREAT SCOTT, FORESMAN & CO. SERIES TEACHES THE READING SKILLS CHILDREN AGES 7-12 NEED TO KNOW.**



PHM 3047 \$11.95

**READING ROUNDUP**

The new reading skills taught are "Figures of Speech," "Word Meaning," and "Idioms." Ages 9-10.

PHM 3082 \$11.95

**READING FLIGHT**

Presents stories for the purpose of teaching how to classify information, how to summarize information and the concepts of outlining information. Ages 11-12.

**READING FUN** PHM 3043 \$9.95

Satisfies children's curiosity about the world as they practice basic skills. Ages 7-8 (Speech Synthesizer recommended).

**READING ON** PHM 3046 \$11.95

Presents the skills necessary to understand maps, graphs and schedules. Ages 8-9.

PHT 6015 \$5.95

**Oldies But Goodies—Games I**  
Five exciting games including Word Scramble, Number Scramble, Tic Tac Toe, Biorhythm and Factor For Action. Ages 7-10. (Cassette)

**Oldies But Goodies—Games II**  
Second in a series of game collections. Includes Hammurabi, Hidden, Pairs, Peg Jump, 3D Tic-Tac-Toe and Word Safari. (Cassette)

PHT 6017 \$5.95



**MICRO COMPUTERS SOFTWARE**  
MCT 0033 \$6.50

**TINY LOGO**  
Ages 4 to Adult

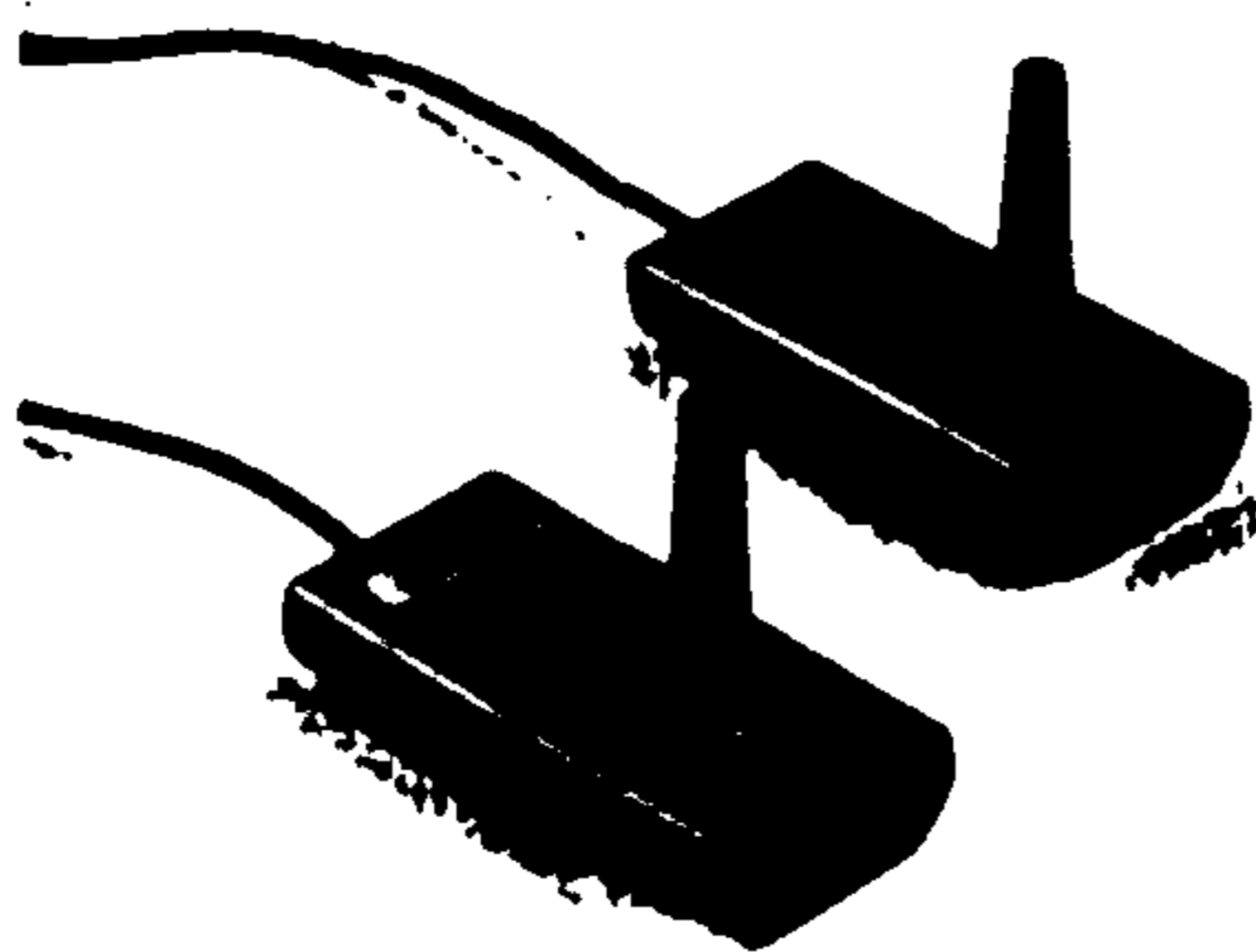
An amazing new cassette program for the Texas Instruments 99 4A Home Computer.

With colorful graphics with the Tiny Logo turtle programming at the same time! Developed by a teacher who wanted an inexpensive way to teach the Logo language, Tiny Logo—like the bigger versions—allows recursive programming, procedures, calling procedures, and the passing of variables. There's no extra equipment needed. Tiny Logo runs with the TI99 4A, a TV set, and a cassette recorder. A page detailed instruction booklet with sample programs included.



**TI SPEECH SYNTHESIZER**

A marvel of solid state technology, this popular peripheral reproduces human speech electronically—accurately and realistically—with a variety of inflections and appropriate pitch. Ideal for children too young to read the screen—while older students benefit from voice interaction. Plugs directly into the TI-99/4A console without external cables. When used with software designed for speech, gives voice instructions, asks and answers questions. With *Speech Editor* cartridge (not offered in this catalog) or *Extended BASIC* cartridge, allows you to add speech to your own programs drawn from a vocabulary of 370 words. With *Terminal Emulator II* cartridge, provides virtually unlimited text-to-speech capability.



**TI JOYSTICKS**

Originally offered at \$24.95. Now get TI's own set of 2 wired remote controllers for fast-action games and action-oriented educational packages.

**EXTRA SPECIAL WITH EACH \$50.00 ORDER, YOU GET ONE SET OF TI DUAL JOY STICKS FOR ONLY \$3.95.**

Cassette  
MCT 002 \$9.95

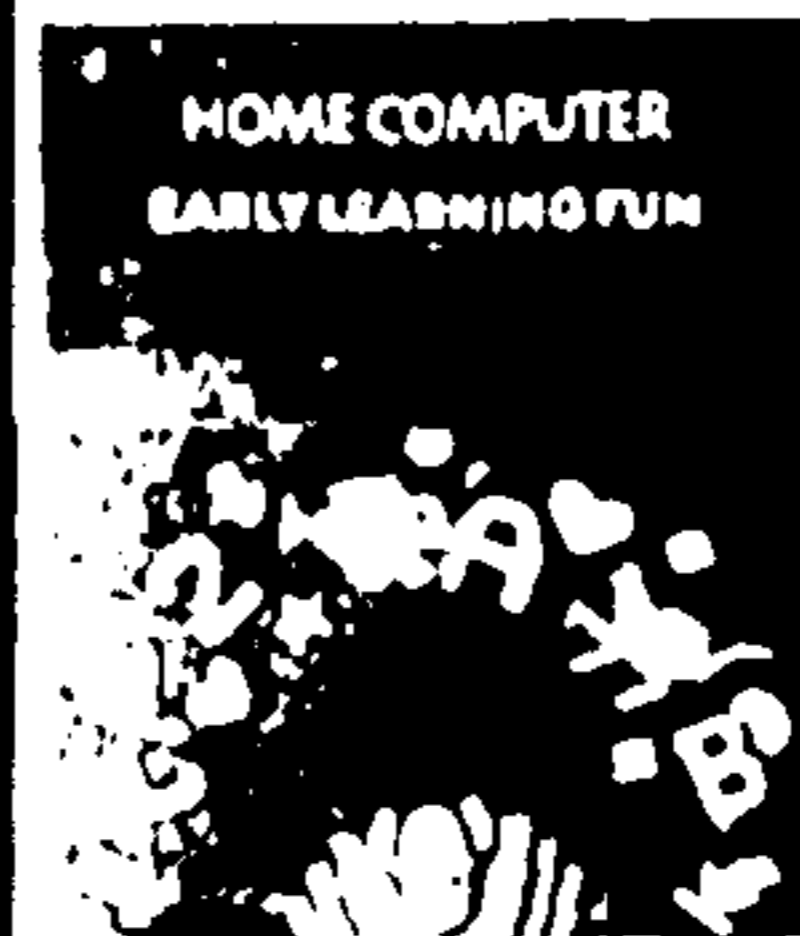
**JOTTO**

Ages 8 to Adult  
(Cassette program)

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



**EARLY LEARNING FUN**



"Play" for very young children—who are actually learning their first computer skills! Colorful, exciting and educational activities that teach shape, number and letter recognition, counting, sorting and the alphabet. Ages 3-6.

PHM 3002 \$9.95

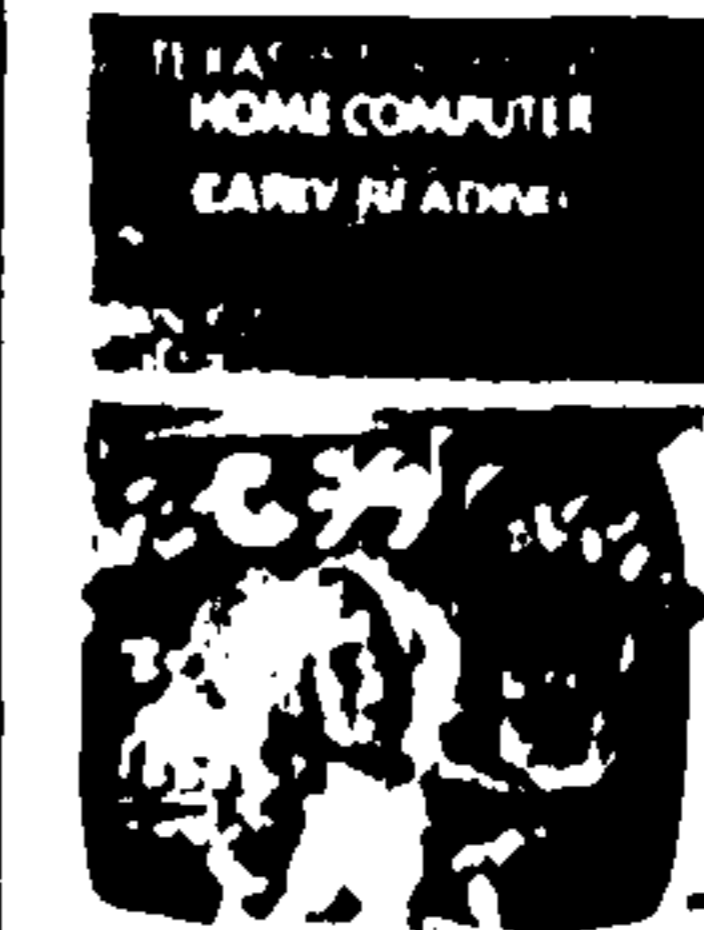
**BEGINNING GRAMMAR**



Enjoyable, colorful activities that introduce the basic parts of speech, and how they are used to build sentences... all disguised as hours of fun. Ages 7-10.

PHM 3003 \$8.95

**EARLY READING** PHM 3015 \$9.95



Creates in beginners a lifelong love of reading. Engaging color graphics and conversation with the computer introduce and reinforce important reading skills. A great learning experience and a source of fun. A Scott, Foresman program. Ages 3-7 (Requires Speech Synthesizer).

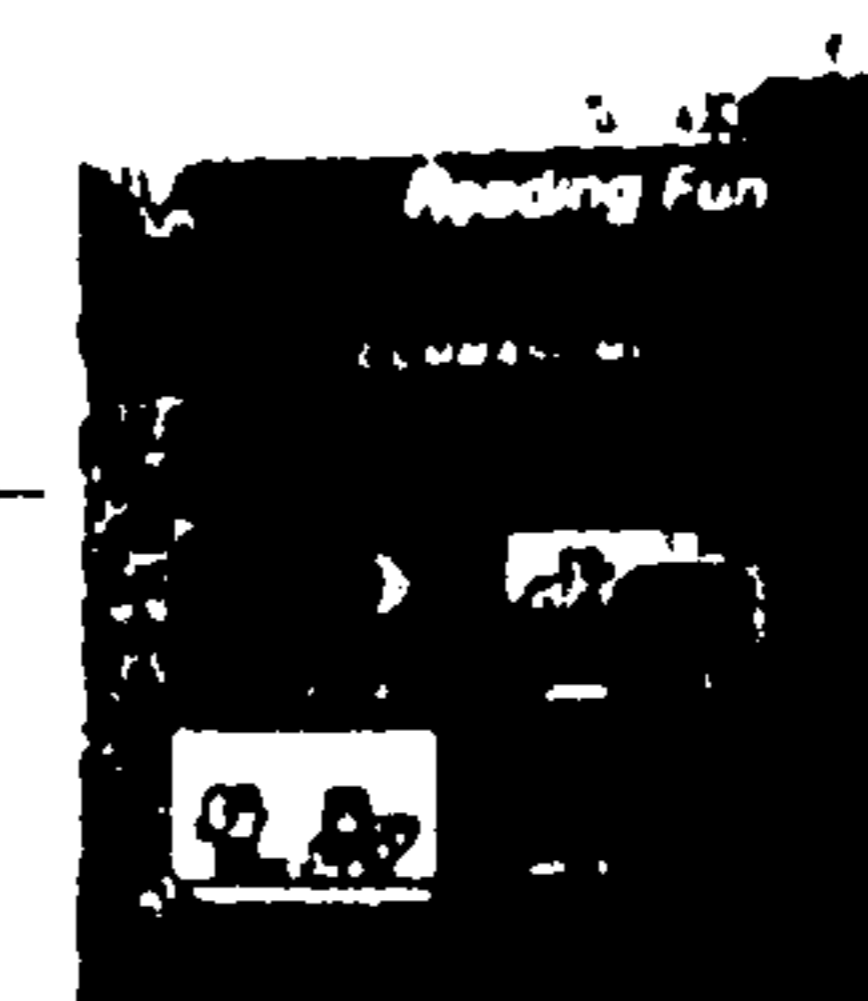
**READING RALLY**



The same by-now-beloved format continues with more sophisticated topics. Introduces "Fact and Opinion," "Author's Purpose," and "Bias and Connotation of Words," in 4 stories and drills. A Scott, Foresman program. Ages 10-11.

PHM 3048 \$9.95

**READING FUN**



Satisfies children's curiosity about the world as they practice basic skills. Features 3 stories: "Problems in Stories," "Why Things Happen," and "How People Feel," each accompanied by "Try It Out" drills. A fourth story incorporates all the skills acquired. A Scott, Foresman

program. Ages 7-8 (Speech Synthesizer recommended) PHM 3043 \$9.95

**Market Simulation**

A simulation package places two contestants in head-on business competition. An educational game

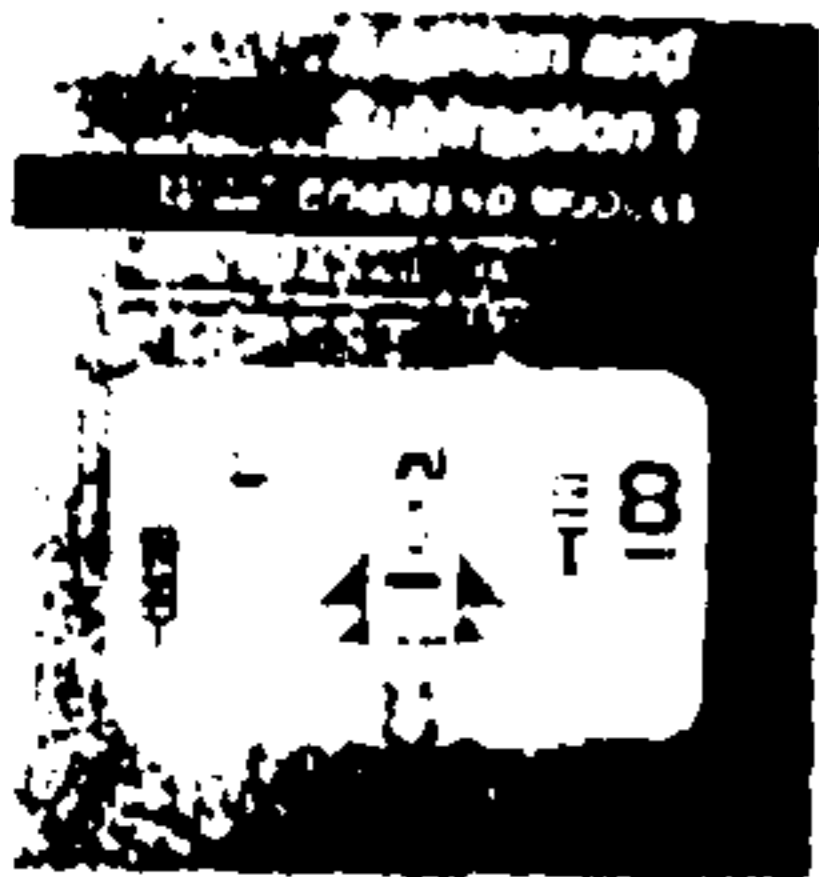


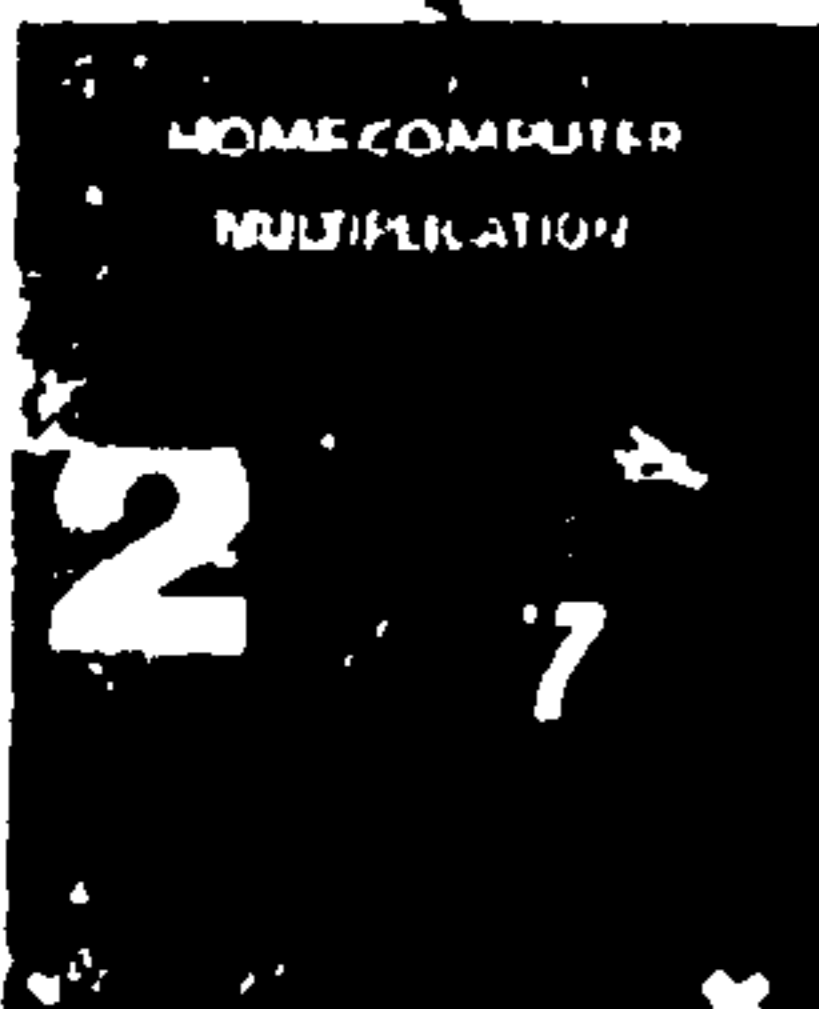

Cassette.

PHT 6018 \$4.49

# Joy Electronics, Inc.

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

## TEXAS INSTRUMENTS SOFTWARE

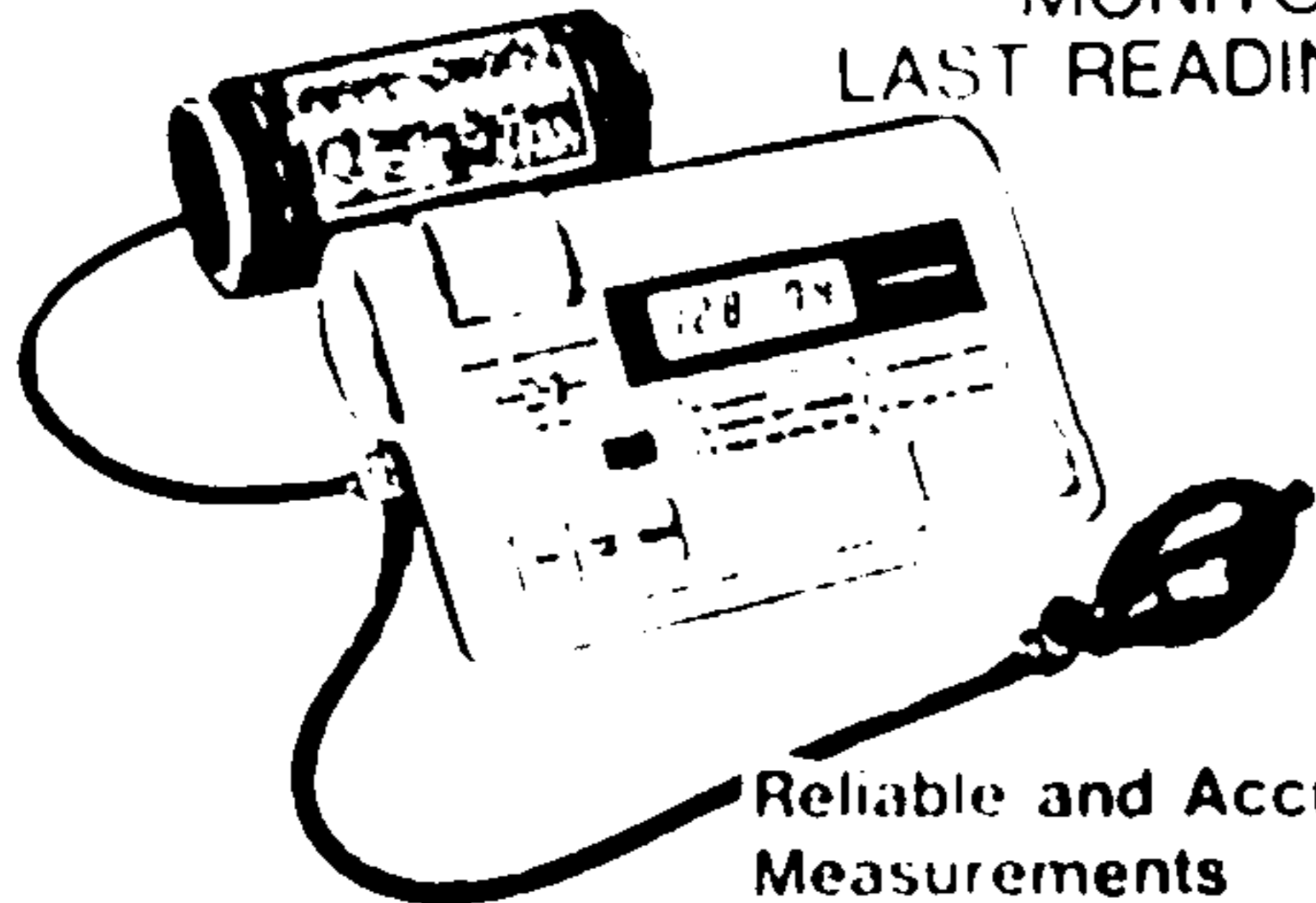
<b>MATH</b>		
<p><b>ADDITION/SUBTRACTION 1</b></p>  <p>PHM 3027 \$9.95</p>	<p><b>METEOR MULTIPLICATION</b></p>  <p>PHM 3119 \$11.95</p>	<p><b>NUMERATION II</b></p>  <p>PHM 3099 \$9.95</p>
<p><b>ADDITION/SUBTRACTION 2</b></p>  <p>PHM 3028 \$9.95</p>	<p><b>MINUS MISSION</b></p>  <p>PHM 3118 \$6.95</p>	<p><b>DECIMALS I</b></p>  <p>PHM 3088 \$11.95</p>
<p><b>MULTIPLICATION 1</b></p>  <p>PHM 3029 \$6.95</p>	<p><b>ALIEN ADDITION</b></p>  <p>PHM 3115 \$9.95</p>	<p><b>STAR MAZE</b></p>  <p>PHM 31183 \$9.95</p>
<p><b>DIVISION 1</b></p>  <p>PHM 3049 \$11.95</p>	<p><b>HOME FINANCIAL DECISIONS</b></p>  <p>PHM 3006 \$4.49</p>	<p>PHM 3094 \$6.95</p> <p><b>INTEGERS</b></p>  <p>From Milliken Publishing Co. For ages 9-13</p>

FEBRUARY 15, 1988

# Joy Electronics, Inc.

P. O. BOX 542526, DALLAS, TX 75354-2526

PRINTING BLOOD PRESSURE  
MONITOR WITH  
LAST READING MEMORY



**\$84<sup>90</sup>**

MB-700

### Reliable and Accurate Measurements

The MB-700 uses the latest state-of-the-art non-invasive system (oscillometric method) to measure your blood pressure and pulse rate. This method measures your blood pressure by detecting small pressure oscillation wave forms in the cuff caused by your pulsating artery. The microphone used by the Auscultatory method to detect Korotkoff sounds is eliminated.

**SHARP**



**\$239.95**

## NX-1000 MULTI-FONT PRINTER

- 144 cps High Speed Draft Printing
- 36 cps NLQ Printing
- 8 Built-In NLQ Fonts
- Proportional Printing Available in All Font Styles
- Convenient Push Button Control Panel
- Paper Parking Mechanism
- Tractor and Friction Feeds Standard
- Standard Parallel Interface

# personal computer



WOULD YOU LIKE TO TRADE IN YOUR  
TI 99/4a COMPUTER ON A NEW.  
CHOICE PC/XT, STYLE, 512K PERSONAL  
COMPUTER.

\$100.00 Trade on TI 99/4a  
Must be complete with AC9500 Power  
cord, UM1381-1 RF Modulator.  
Users Guide & Beginners Basic Book.

PC/XT, Style, 512K Basic System  
INCLUDES: 512K RAM MOTHERBOARD  
8088, 16 Bit Central Processor,  
Eight Expansion slots, floppy controller,  
One 360K Fujitsu 5 $\frac{1}{4}$  Disk Drive,  $\frac{1}{2}$  Height  
150 Watt power supply, XT Style Keyboard,  
Composite Monochrome Display Port  
Color Display Port, Mouse Interface,  
Parallel Printer Interface, Serial RS232C  
Interface, Game Controller Interface,  
Light Pen Interface, Realtime Clock,  
XT Case, Monochrome Amber Monitor,  
Assembled & Tested.

J-1 Price \$770.00

Same as above with two, 360K Fujitsu  
5 $\frac{1}{4}$  Disk Drives.  $\frac{1}{2}$  Height

J-2 Price 870.00

Same as above with 20 Megabyte hard  
Disk System

J-3 Price 1170.00

AT MODEL ALSO AVAILABLE, CALL FOR  
PRICES AND AVAILABILITY

DOS 3.1 needed to operate systems.

90 DAY LIMITED WARRANTY

FEBRUARY 15, 1988

## Joy Electronics, Inc.

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RETAIL

### TI, IBM, + RADIO SHACK COMPATIBLE

This half height disk drive offers double-sided, double-density storage of up to 360K when used with CorComp's Disk Controller Card; or up to 180K (single-density) if used with the TI Disk Controller Card.

Drive is shipped "bare" for installation in the TI Peripheral Expansion Box, or the external box with power supply listed below. If only one drive is installed in the box, a filler plate may be ordered to cover the additional space.

PLEASE NOTE - Hook-up cables are required. See "Disk Drive Accessories" below. Please contact our Customer Service Department for help in ordering appropriate cables.

31031	<b>FUJITSU</b> Half-Height Disk Drive.....	<b>\$129.95</b>
31050	Optional Filler Plate.....	5.99

#### DISK DRIVE ACCESSORIES

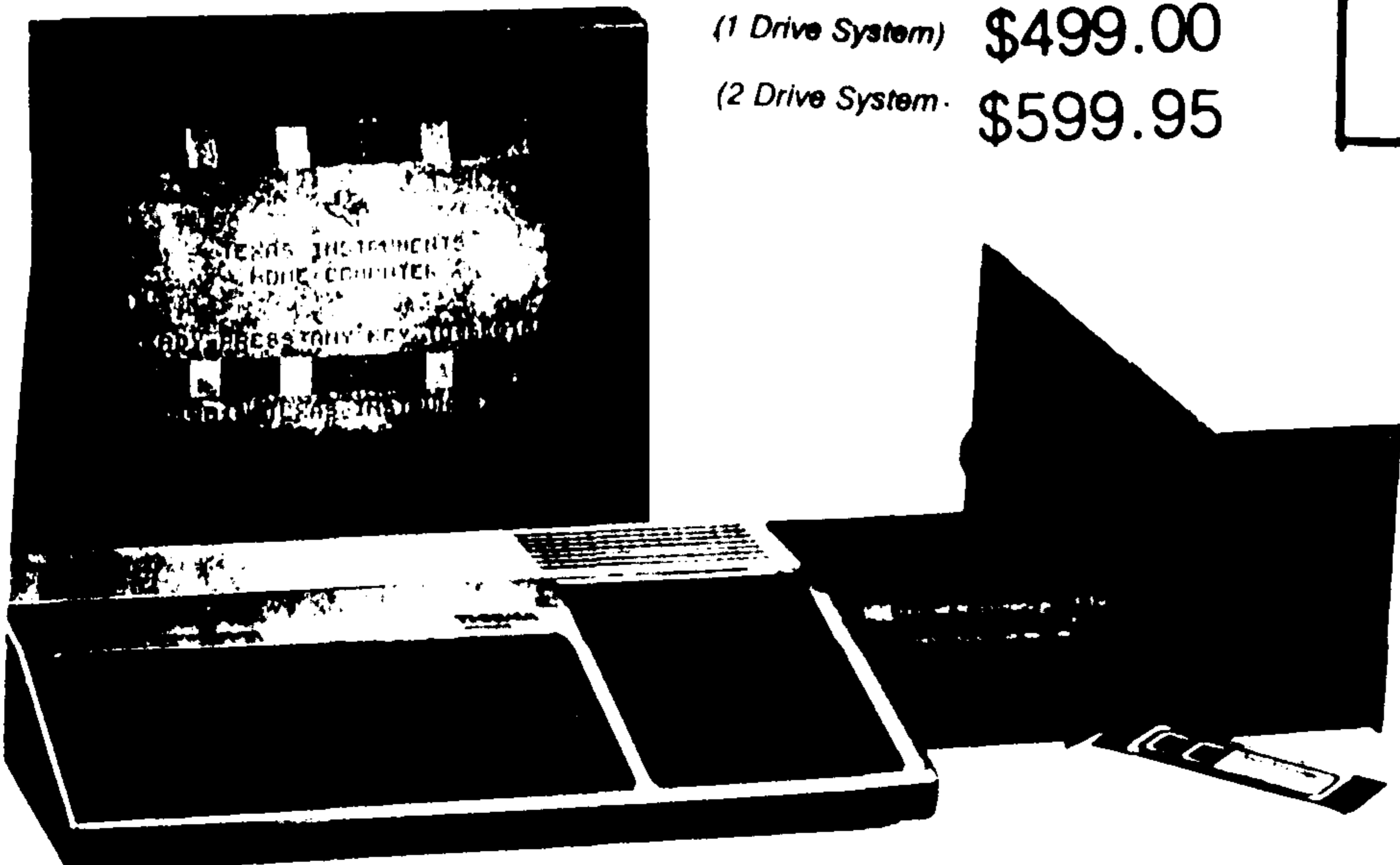
20164	Box With Power Supply.....	79.95
10178	Cable For One External Drive.....	21.95
10182	Cable For Two External Drives.....	29.95
31045	Disk Drive Y Cable Package-Pin Type.....	79.95
31527	Disk Drive Y Cable Package-Card Edge Type.....	79.95
30751	One Drive Cable-Pin Type.....	21.95
31538	Two Drive Cable-Pin Type.....	29.95

### ITEMS NEEDED TO RUN DISK DRIVE FOR TI 99/40

1. Disk Drive
2. Power Box
3. Cable
4. Disk Controller
5. Disk Manager
6. 32K Memory Expansion
7. RS 232 for Printer and/or Modem

## CORCOMP 9900 MICRO-EXPANSION SYSTEM

The compact CorComp 9900 Micro-Expansion system plugs into the side of your console and contains an RS232 Interface (for Printer and Modem hook-up), a 32K Memory Expansion, and a Disk Controller with disk manager on diskette capable of formatting double-sided, double-density diskettes. Add a disk drive that provides up to 360K of storage (double-sided, double-density) and you now have a complete system that will outperform systems which sell for twice the price! 120-day warranty



(1 Drive System) **\$499.00**

(2 Drive System) **\$599.95**

## Word Processor

Wordwriter is a revolutionary new cartridge that makes your TI 99-4A a powerful word processor.

Simply plug your Wordwriter cartridge into the module slot and instantly you can create mounds of text up to 12,286 characters (36,782 with memory expansion), insert and

delete characters, lines or whole paragraphs easily, turn word wrap on and just type, turn line number display on or off at will, reformat text to neat margins after changes are made to your document, search and easily find key words or phrases within your document, and set left and right margins and horizontal tabs where you want them from the keyboard.

Wordwriter allows you to load and save from disk or cassette, as well as print a hard copy. Team Wordwriter up with one of the great printers on the previous page and start saving precious time and money wasted by duplication of typing effort. From DataBiotics. (Requires RS232 Interface and printer cable. *Parallax II Interface and Printer*)

CARTRIDGE

**WORDWRITER**

**\$44.95**