

1983

CONSUMER PRODUCTS GROUP
 2H PCD MEDIA SCHEDULE
 CONSUMER MAGAZINE AD SCHEDULE

PUBLICATION	INSERTIONS	
	NOVEMBER	DECEMBER
PEOPLE	X	X
NATIONAL GEOGRAPHIC	X	X
TIME	X	X
SPORTS ILLUSTRATED	X	X
MONEY	X	X
DISCOVER	X	X
SCIENCE DIGEST		X
SCIENCE '83	X	X
FAMILY CIRCLE		X
WOMEN'S DAY		X
GOOD HOUSEKEEPING		X
McCALLS		X
LADIES HOME JOURNAL		X
PARENTS		X
CREATIVE COMPUTING	X	X
PERSONAL COMPUTING	X	X
POPULAR COMPUTING		X
TOTAL INSERTIONS	9	17

91 reasons to buy a Texas Instruments Home Computer.

The Texas Instruments Home Computer lets more people do more things with more easy-to-use plug-in cartridges than any other computer in the world. Cartridges that give you all the instructions you need, right on screen, in plain English. Some even speak to you.

Education and Enrichment

- 1. Early Learning Fun:** Colorful, fun way to learn shapes, numbers, letters recognition. Ages 3-6.
- 2. Beginning Grammar:** Opens young minds to basic parts-of-speech sentence building. Ages 7-9.
- 3. Number Magic:** Count on learning basic math drill skills and enrichment. Ages 7-9.
- 4. Video Graphs:** You're the designer with colorful, easy-to-use, preprogrammed graphics. All ages.
- 5. Early Reading:** Captivating color graphics, computer speech. Introduce, reinforce early or basic reading skills. Ages 5-7.^{1,2}
- 6. Reading Fun:** Youngsters learn about the world as they build vocabulary, practice basic reading skills. Ages 5-7.^{1,2}
- 7. Reading On:** Stories and drills teach tots to read, understand maps, graphs, schedules. Ages 8-9.²
- 8. Reading Roundup:** Fun way to learn figures of speech, word idioms, meanings. Stories and drills. Ages 8-9.²
- 9. Reading Rally:** Kids learn to read between the lines. Teaches concepts of fact vs. opinion, author's purpose, word bias and connotation. Ages 10-12.^{2,3}
- 10. Reading Flight:** Lets older students deal with information in context. Summarizing, classifying and outlining skills made fun. Ages 10-12.²
- 11-12. Addition/Subtraction 1 and 2:** Basic math skills, drills made easy. Ages 5-7.^{1,2}
- 13. Multiplication 1:** Easy steps make early multiplication skills fun. Ages 8-9.^{1,2}
- 14. Division 1:** Animation, color, graphics make learning skills fun. Ages 8-9.^{1,2}
- 15-16. Numeration I and II:** Numerical concepts your child will love. Teaches "more than," "less than," place value, groupings, rounding, more. Ages 5-12.^{1,2}
- 17-21. Computer Math Games II, IV, VI:** Special games take students from basic math functions to more advanced understanding. Ages 6-13.³
- 22. Alien Addition:** Quick reflexes and rapid-fire addition let children "equalize" alien invaders. Ages 6-10.⁴
- 23. Minus Mission:** Fast-thinking subtraction skills arm friendly robot in race to defend home territory. Ages 6-10.⁴
- 24. Alligator Mix:** Children love feeding hungry alligators correct addition, subtraction answers. Ages 6-10.⁴
- 25. Meteor Multiplication:** Meteor showers threaten star station and only your child's multiplication skills can save it! Ages 8-12.⁴
- 26. Demolition Division:** Division skills give kids the ammo they need to turn back enemy tanks! Ages 8-12.⁴
- 27. Dragon Mix:** Quick-thinking multiplication, division, help fire-breathing dragon defend his city. Ages 8-12.⁴
- 28-38. Milliken Math Series:** Colorful graphics and rewarding sound effects take students from basic addition through integers, decimals, laws of arithmetic, equations, etc. Ages 5-14.⁵
- 39-42. Scholastic Spelling:** Fun and games that teach spelling patterns. Ages 7-14.^{6,7}
- 43. TI LOGO:** Children build confidence, learn math, logic, communication skills by "teaching" the computer. Ages 4+.⁸
- 44. Early LOGO Learning Fun:** Brighten your preschooler's days as he learns to use the computer! Ages 2-5.

- 45. Key to Spanish:** Latin American characters come to life, teach living language. Ages 6+.⁹
- 46. Weight Control and Nutrition:** Plan personalized, balanced meals for family fitness, weight loss, individual food preferences.¹⁰
- 47. Physical Fitness:** Develop — and stick to — your own exercise program. Ages 13+.
- 48. Music Maker:** Are you raising another Mozart? Children, adults learn to write music.¹¹
- 49. Touch Typing Tutor:** Learn those typing skills which, in the computer age, are going to be more important than ever. Age 9+.
- 50. Video Chess:** Choose your level of learning, playing, challenging. Guaranteed to stimulate chess enthusiasts of all ages.

Personal and Financial Information Management

- 51. Home Financial Decisions:** All you need for informed, intelligent decisions on loans, savings, purchases and more.
- 52. Household Budget Management:** Take control of family finances. Helps set up budget guidelines, track income, expenses, easy, logical record-keeping.¹²
- 53. Securities Analysis:** How to make it in the market. Securities analysis for professional or amateur investors.
- 54. Personal Record Keeping:** Keep track of it all. Home inventories, car maintenance reports, medical, dental records, etc.¹³
- 55. Tax/Investment Record Keeping:** Be ready for Uncle Sam. Keep your tax and investment records organized with flexible filing.¹⁴
- 56. Personal Real Estate:** Which is best for you? Study and evaluate personal or professional real estate investments.
- 57. Personal Report Generator:** Make sense of it all. Design, produce meaningful reports that analyze personal records.¹⁵
- 58. TI Writer:** Write and edit letters, papers, reports, resumes and other documents on TI's exclusive word processing system.¹⁶
- 59. Microsoft™ Multiplan™:** One of the most powerful planning tools invented. Advanced, easy-to-use electronic worksheet.¹⁷
- 60. Terminal Emulator II:** Your computer link with the outside world. Access time share computers, subscription data services. Transfer files, use color, speech, sound, graphics.¹⁸

Fun and Games

- 61. Parsec:** Lead your space squadron into the fray! Arcade-style alien attacks.¹⁹
- 62. Tombstone City:** 21st Century: Arcade action gives hours of fun defending Old West ghost town.
- 63. TI Invaders:** If you're fast enough, you can save the world! Arcade Adventure.
- 64. MunchMan:** Outmaneuver the hoonos to connect the maze! Arcade challenges.²⁰
- 65. Car Wars:** Challenging high speed racing maneuvers pit you against the computer.
- 66. Alpinist:** Climb any mountain! Survive rockfalls, forest fires in indoor-outdoor adventure!²¹
- 67. Othello:** Outflank your opponent or computer in this popular board game.²²
- 68. Footsholm Trail:** Fast-moving, wild west maze thriller.
- 69. Football:** Pro football excitement builds strategy in, so no games are alike. For fans ages 8+. 1-2 players.
- 70. Video Games I:** Pot-shot, Pinball and Doodle provide hours of family fun.
- 71. Hunt the Wumpus:** Use logic skills to find the hidden lair of the cunning Wumpus.²³

- 72. Indoor Soccer:** Pass, shoot, intercept, tackle in action packed, world-class computer soccer. Ages 8+.²⁴
- 73. Mind Challengers:** Mind games challenge players to echo notes, break secret codes. Ages 10+.
- 74. A-Maze-Ing:** Ultimate maze mania. Simple, complex, even invisible mazes stump players of all ages.²⁵
- 75. The Attack:** Take the helm to maneuver space ships, fire missiles to defend and destroy. All ages.²⁶
- 76. Blastor:** Even Patton would find this tank attack a challenge! 1-2 players. Ages 10+.²⁷
- 77. Blackjack and Poker:** Go for broke! Up to 4 players can bet their bankrolls! Ages 10+.²⁸
- 78. Hustle:** Use your quick reflexes, sharp hand-eye coordination to outmaneuver your opponent. Ages 10+.²⁹
- 79. ZeroZap:** Let your TI computer turn you into a pinball wizard. All ages.³⁰
- 80. Hangman:** Use preprogrammed words or your own stumpers in computerized version of old favorite. Ages 10+.³¹
- 81. Connect Four:** Quick thinking and a sound strategy are needed to win. Ages 10+.³²
- 82. Yahtzee:** Let your computer roll in popular dice game for hours of family fun. Ages 8+.³³
- 83. Adventure Series:** This cartridge and your choice of TI games will challenge your powers of reasoning for hours — even weeks!³⁴
- 84. Tunnels of Doom:** Embark on your own — or lead a party of adventurers — in this role-playing adventure that sharpens your wits, whets your imagination and challenges your will to survive.³⁵

Technical Applications

- 85. Speech Editor:** Type in selected words, phrases and sentences, and hear the computer say them back to you!³⁶
- 86. Editor/Assembler:** Learn to program in TMS 9900 Assembly Language.³⁷
- 87. Mini-Memory:** One cartridge adds to your computer's memory.
- 88. Extended BASIC:** Expand your BASIC programming capabilities.
- 89. Statistics:** Statistical information evaluation, analysis.³⁸
- 90. SMU Electrical Engineering Library:** Designed for students and teachers, these basic electrical engineering programs can be used with any college-level text on introductory circuit analysis.³⁹

In addition to these, your TI Home Computer also gives you access to over 2000 more programs on cassette or disc. If you have trouble finding any of these software cartridges, or if you have any questions whatsoever about the TI Home Computer, before or after you buy it, please call Texas Instruments toll-free at 800-TI-CARES.

\$50 Rebate

91. **We Still Give You A Very Nice \$50 Rebate.** Our rebate has been very popular, but it won't last forever. So if you've read this far, and decided that this is the computer you've been looking for, better go out and look for it soon. There'll never be a better time to buy it than right now.

TEXAS INSTRUMENTS
Creating useful products and services for you.



¹ Requires optional speech synthesizer. ² Requires optional speech synthesizer. ³ Microsoft and Multiplan are trademarks of Microsoft Corp. ⁴ Developed by Addison-Wesley Publishing Co. ⁵ Developed by Milliken Publishing Co. ⁶ Developed by Scholastic, Inc. ⁷ Developed by The WritingWorkshop Learning Center. ⁸ Developed by Milliken Publishing Co. ⁹ Developed by Milliken Publishing Co. ¹⁰ Developed by Scott, Foresman and Co. ¹¹ Developed by Scott, Foresman and Co. ¹² Developed by Scott, Foresman and Co. ¹³ Developed by Scott, Foresman and Co. ¹⁴ Developed by Scott, Foresman and Co. ¹⁵ Developed by Scott, Foresman and Co. ¹⁶ Developed by Scott, Foresman and Co. ¹⁷ Developed by Microsoft Corp. ¹⁸ Developed by Developmental Learning Materials, Inc. (DLMI). ¹⁹ Developed by Addison-Wesley Publishing Co. ²⁰ Developed by Addison-Wesley Publishing Co. ²¹ Developed by Addison-Wesley Publishing Co. ²² Trademark of Stratford Industries. ²³ Developed by Scott, Foresman and Co. ²⁴ Developed by Addison-Wesley Publishing Co. ²⁵ Developed by Addison-Wesley Publishing Co. ²⁶ Developed by Addison-Wesley Publishing Co. ²⁷ Developed by Addison-Wesley Publishing Co. ²⁸ Developed by Addison-Wesley Publishing Co. ²⁹ Developed by Addison-Wesley Publishing Co. ³⁰ Developed by Addison-Wesley Publishing Co. ³¹ Developed by Addison-Wesley Publishing Co. ³² Developed by Addison-Wesley Publishing Co. ³³ Developed by Addison-Wesley Publishing Co. ³⁴ Developed by Addison-Wesley Publishing Co. ³⁵ Developed by Addison-Wesley Publishing Co. ³⁶ Developed by Addison-Wesley Publishing Co. ³⁷ Developed by Addison-Wesley Publishing Co. ³⁸ Developed by Addison-Wesley Publishing Co. ³⁹ Developed by Addison-Wesley Publishing Co.

9 reasons why the Texas Instruments Home Computer is the smartest one you can buy.

1. It's easy to use.

All you do is take it home, plug in a cartridge, and you're ready to go. Why is it so easy to use? Because it's also one of the most powerful home computers in the world. And it's that extra power that makes everything easier. It lets us give you most of the instructions you'll need right on screen. In plain English, not computerese. It lets us give you more elaborate programs. And extra options like speech, which most home computers can never give you.



2. It's more accurate.

At the heart of our home computer is a powerful 16-bit microprocessor just like the ones found in expensive professional computers. Its 14 decimal digit accuracy far exceeds that found in such computers as Apple, Commodore and Atari, which use much less powerful 8-bit processors.

3. It can do wonders for your children.

No home computer can give your child more help than ours. We offer more easy-to-use educational cartridges, developed with more leading educational publishers, than any other computer in the world. Each one is designed to make learning fun. With a TI Home Computer, your child can get a headstart in school that could last a lifetime.

4. It can help organize your life.

A TI Home Computer can do many of the same things for you that professional computers do for businesses. It can help you make intelligent financial decisions. It can be the world's most efficient file cabinet. It can be your personal secretary. It can help you design a physical fitness program. Or a diet. Its uses are nearly unlimited.



5. It makes it easy to learn to program.

Unlike some computers, our language, TI BASIC, is built in so there's no extra cost. And not only is it easy to learn, you'll also get a free programming manual. And when you start programming, you'll find that our computer is powerful enough to let you write longer and more useful programs than most other home computers. For example, ours is the only home computer that lets you combine color, graphics, animation, sound effects, music and speech all in a single BASIC program.

6. It lets you play games that challenge your mind, not just your reflexes.

When it comes to games, the power and sophistication of our computer let you play some of the most exciting arcade-style games you've ever seen. But that's just the beginning. We also give you a full range of games that let you and your children exercise your logic, strategy and problem-solving abilities. Once you try them, we think you'll find them the most exciting games of all.

7. We give you a free course.

When you buy a TI Home Computer, we'll give the family a free course in how to use it. To make sure you

know how to unlock the full potential of your new computer. And to let you work with a wide selection of our software, so you can decide which ones would be most useful for you. To register for your free course, simply call our toll-free help number.

8. We give you a toll-free help number.

We don't just sell you a computer and wave goodbye. With our toll-free help number, you can call us with any kind of question at all. Before or after you buy. The number is 800-TI-CARES. Because we do.

9. We give you the longest warranty.

Most computers, even those costing thousands more, only give you three months. We give you a full year. We're the only ones who do this, because at TI we have some of the toughest quality control standards in the industry.

And if that's not enough, how about...

The \$50 Rebate.

Offer good through January 31, 1984

- Be eligible for Rebate You Must
- Follow this form completely.
- Return Customer Registration Card (found in computer package with User's Reference Guide) completely and mail it with this rebate form.
- Attach proof of purchase from store or catalog - the words "Model 1110-004 TI-80 W-4273-1" - and mail it with this rebate form.
- Mail original sales receipt (two copies will be accepted) with this rebate form. Sales slip will not be returned, as well as copy for your future needs.
- Mail Rebate form, Customer Registration Card, Proof of Purchase, and Original TI Home Computer Rebate.

TI Home Computer Rebate
P.O. Box 10352
Lubbock, TX 79408

Rebate must be received by February 15, 1984.

- This \$50 rebate offer applies only to TI 994 Computer Console purchases made in the U.S. between May 15, 1983 and January 31, 1984.
- This \$50 rebate is exclusive and replaces any other TI rebate on the 994 console.
- Retail customers only.
- During the period of this rebate offer, only one defective console must be returned to a Texas Instruments Exchange/Service Center, or to the Lubbock address specified in your owners manual.
- Over the counter returns to your retailer can be made only if you have not applied for the rebate listed above.
- Offer void where prohibited by law.
- Allow 6-8 weeks for rebate to arrive.
- If you purchase more than one console, you must submit a separate rebate form (and other documentation) for each console purchased.

To complete the following:

Name _____

Address _____

City _____ State _____ Zip _____

Date of purchase _____

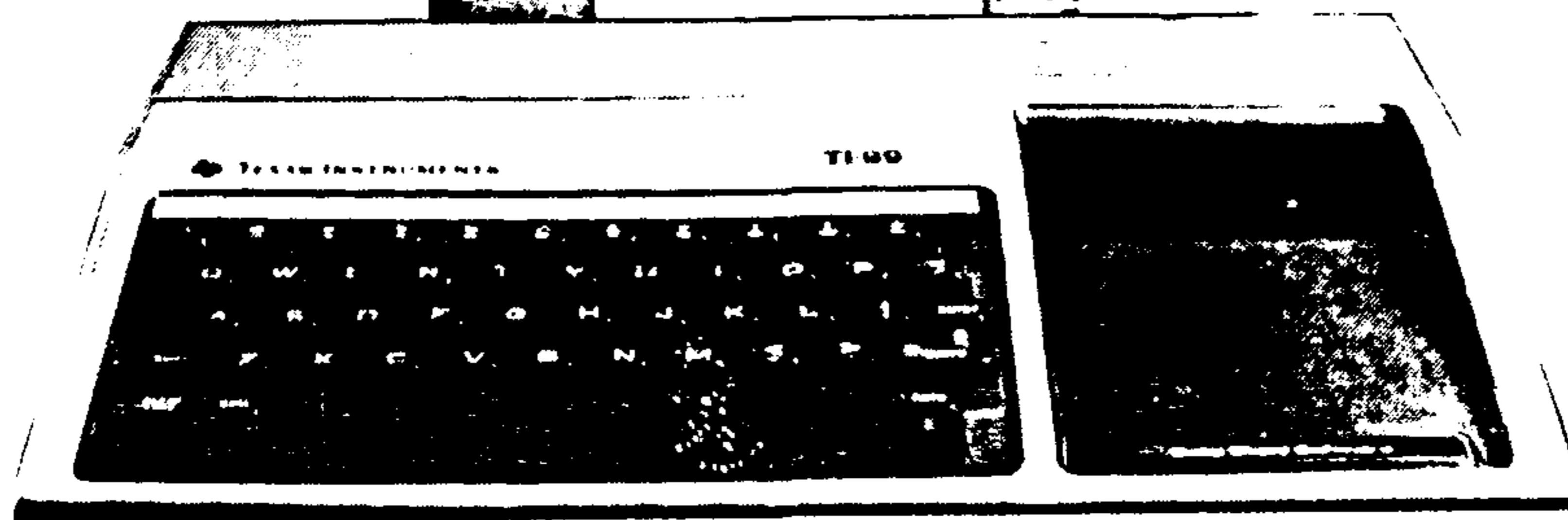
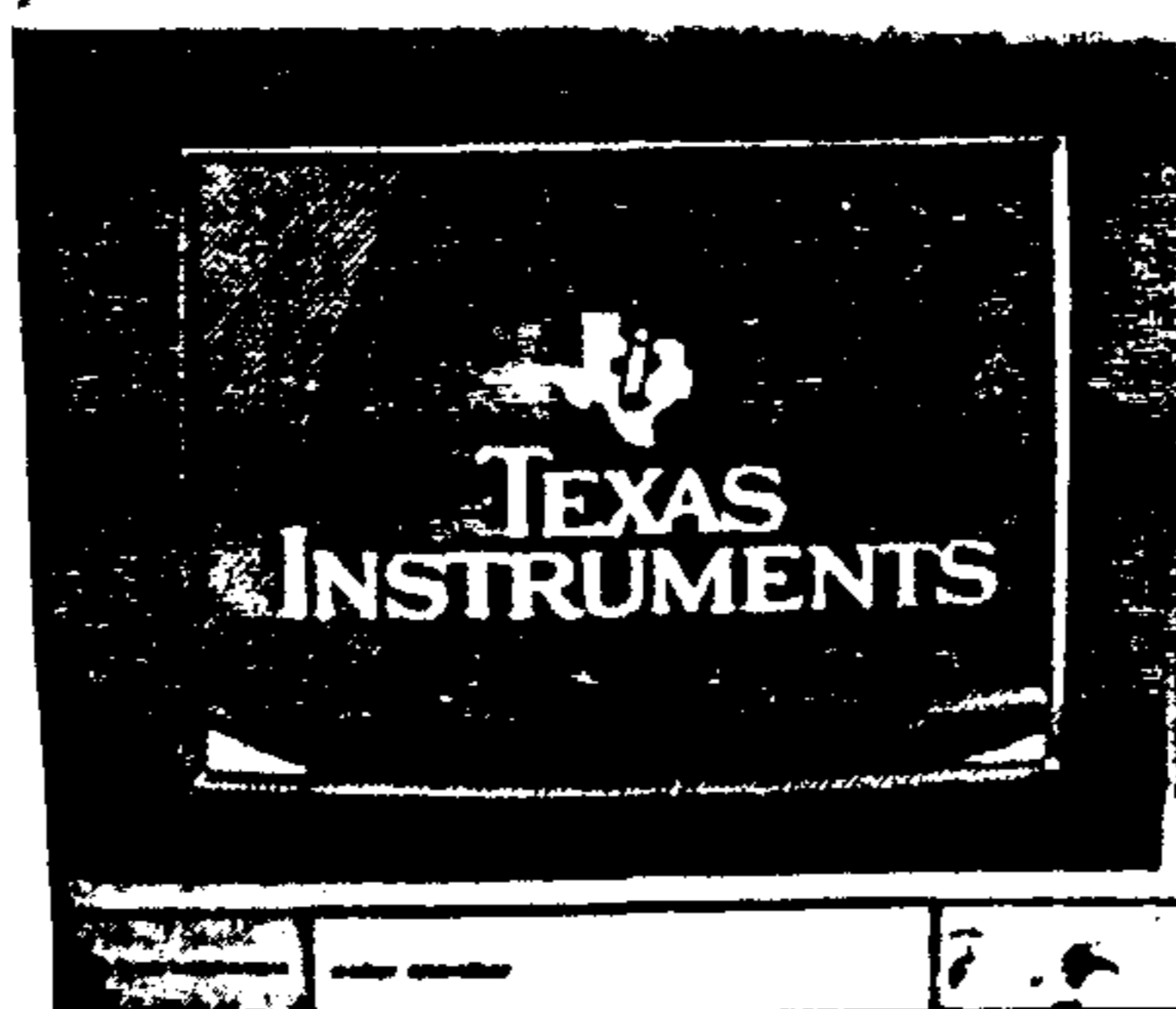
Telephone (_____) _____

State where purchased _____

Serial number (at back of console) _____

Number of software programs purchased with computer _____

TEXAS INSTRUMENTS
Creating Useful Products and Services For You
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1982 - 83 RETAIL ADVERTISING COMPARISON

CUSTOMER: XYZ - 50 OUTLETS

1982 ADVERTISING

OCTOBER - TAB
NOVEMBER - NEWSPAPER
DECEMBER - TAB

1983 ADVERTISING

OCTOBER - 2 TABS, ONE NEWSPAPER
NOVEMBER - TAB, TV (TWO WEEKS)
DECEMBER - 2 TABS, DIRECT MAIL, ONE NEWSPAPER

1982 SALES (4Q) UNITS

	<u>4Q</u>	<u>'82 TOTAL SALES</u>
CONSOLES	2500	3600
SOFTWARE	4000	8100

PER OUTLET

CONSOLES	50	72
SOFTWARE	80	162

SOFTWARE RATIO = 2.3:1

1983 SALES (PROJECTION) 4Q UNITS

	<u>YTD</u>	<u>INV</u>	<u>4Q PROJ</u>	<u>Δ</u>	<u>TOTAL SALES</u>
CONSOLES	2700	3000	5000	2000	7700
SOFTWARE	8500	12000	20000	8000	28500

PER OUTLET

CONSOLES	54	60	100	40	154
SOFTWARE	170	240	400	160	570

SOFTWARE RATIO = 4:1

CONSUMER PRODUCTS GROUP
 2H PCD MEDIA SCHEDULE
 NETWORK & SPOT TV SCHEDULE

SEPT	OCT	NOV	DEC
4 11 18 25	2 9 16 23 30	6 13 20 27	4 11 18 15 31

STARTS 9/26 THROUGH 12/18

NETWORK TV ! - - - - - ! - - - - - ! - - - - - ! - - - - - ! - - - - - !

13 WKS @ 310 HH GRP'S PER WEEK
 1 WK @ 260 HH GRP'S

STARTS 9/14 THROUGH 12/18

SPOT TV ! - - - - - ! - - - - - ! - - - - - ! - - - - - !

TOP 50 MARKETS 14 WKS @ 215 HH GRP'S PER WEEK

OVERALL TV BUDGET IS 5X LARGER THAN 1982

4Q83 HOME COMPUTER NETWORK TV SCHEDULE

9/28 - DEMPSEY (CBS) 2X
- LIVE AND IN PERSON (NBC)
9/29 - MAMA'S FAMILY (NBC)
- LIVE AND IN PERSON (NBC)
10/ 1 - NCAA FOOTBALL (CBS)
10/ 2 - 60 MINUTES (CBS) 2X
- GOODNIGHT, BEANTOWN (CBS)
- NFL FOOTBALL GAME #1 (NBC)
- NFL FOOTBALL GAME #2 (NBC)
- KNIGHT RIDER (NBC)
10/ 3 - MONDAY NIGHT FOOTBALL (ABC) 2X
- JOHNNY CARSON'S ANNIVERSARY SPECIAL (NBC) 2X
10/ 4 - BASEBALL PLAYOFFS (NBC)
10/ 5 - BASEBALL PLAYOFFS (NBC) 4X
10/ 6 - BASEBALL PLAYOFFS (NBC)
10/ 7 - BASEBALL PLAYOFFS (NBC)
10/ 8 - NCAA FOOTBALL (CBS)
- BASEBALL PLAYOFFS (NBC)
10/ 9 - NFL FOOTBALL GAME #2 (CBS)
- 60 MINUTES (CBS)
- NFL FOOTBALL (NBC)
- KNIGHT RIDER (NBC)
10/10 - MONDAY NIGHT FOOTBALL (ABC)
10/12 - WORLD SERIES GAME #2 (ABC) 3X
- FACTS OF LIFE (NBC)

4Q83 HOME COMPUTER NETWORK TV SCHEDULE

11/ 1 - MISSISSIPPI (CBS)
- FALL GUY (ABC)
- REAL PEOPLE (NBC)
11/ 4 - WEBSTER (ABC)
11/ 5 - WIDE WORLD OF SPORTS (ABC) 2X
- NCAA FOOTBALL (CBS)
- WHIZ KIDS (NBC)
- DIFFERENT STROKES (NBC)
11/ 6 - NFL FOOTBALL (CBS)
- NFL FOOTBALL GAME #1 (NBC)
- NFL FOOTBALL GAME #2 (NBC)
- KNIGHT RIDER (NBC)
11/ 7 - MONDAY NIGHT FOOTBAL (ABC)
11/ 9 - REAL PEOPLE (NBC)
11/10 - MAMA'S FAMILY (NBC)
11/12 - NCAA FOOTBALL (CBS)
11/13 - NFL FOOTBALL GAME #1 (CBS)
- 60 MINUTES (CBS)
- ALICE (CBS)
- NFL FOOTBALL (NBC)
- FIRST CAMERA (NBC)
11/14 - MONDAY NIGHT FOOTBALL (ABC)
- MISSISSIPPI (CBS)
11/17 - CHEERS (NBC)

4Q83 HOME COMPUTER NETWORK TV SCHEDULE

11/19 - WIDE WORLD OF SPORTS (ABC) 2X
- NCAA FOOTBALL (CBS)
- SILVER SPOONS (NBC)
11/20 - 60 MINUTES (CBS)
- NFL FOOTBALL GAME #1 (NBC)
- NFL FOOTBALL GAME #2 (NBC)
11/21 - MONDAY NIGHT FOOTBALL (ABC)
11/23 - TV BLOOPERS (NBC) 3X
- FAMILY TIES (NBC)
11/24 - GIMME A BREAK (NBC)
11/25 - NCAA FOOTBALL (CBS)
11/26 - WIDE WORLD OF SPORTS (ABC) 2X
- NCAA FOOTBALL (CBS)
11/27 - NFL FOOTBALL GAME #1 (CBS)
- 60 MINUTES (CBS)
- NFL FOOTBALL (NBC)
- FIRST CAMERA (NBC)
11/28 - MONDAY NIGHT FOOTBALL (ABC)
- TV'S GREATEST COMMERCIALS (NBC) 3X
- JOHNNY CARSON'S PRACTICAL JOKES (NBC) 3X
11/30 - FAMILY TIES (NBC)
12/ 1 - MAMA'S FAMILY (NBC)
12/ 3 - NCAA FOOTBALL (CBS)
- DIFFERENT STROKES (NBC)

4083 HOME COMPUTER NETWORK TV SCHEDULE

12/ 4 - NFL FOOTBALL (CBS)
- NFL FOOTBALL GAME #1 (NBC)
- NFL FOOTBALL GAME #2 (NBC)
- HERE'S ENTERTAINMENT (NBC) 2X
12/ 5 - MONDAY NIGHT FOOTBALL (ABC)
12/10 - WIDE WORLD OF SPORTS (ABC) 2X
- NCAA FOOTBALL (CBS)
- NFL FOOTBALL (CBS)
- SILVER SPOONS (NBC)
12/11 - NFL FOOTBALL GAME #1 (CBS)
- NFL FOOTBALL (NBC) 2X
- FIRST CAMERA (NBC)
12/12 - MONDAY NIGHT FOOTBALL (ABC)
- LITTLE HOUSE CHRISTMAS (NBC) 2X
12/14 - REAL PEOPLE (NBC)
12/15 - GINME A BREAK (NBC)
12/17 - WIDE WORLD OF SPORTS (ABC) 2X
- NFL FOOTBALL (CBS)
- NFL FOOTBALL (CBS)
12/18 - NFL FOOTBALL GAME #1 (NBC)
- NFL FOOTBALL GAME #2 (NBC) 2X
- CHRISTMAS IN WASHINGTON (NBC) 4X
- KNIGHT RIDER (NBC)
12/19 - BOB HOPE CHRISTMAS (NBC) 3X
12/26 - NFL CHAMPIONSHIP WILDCARD GAME (CBS)
12/31 - NFL CHAMPIONSHIP PLAYOFF (CBS)
- AFC PLAYOFF (NBC)
1/ 1 - AFC PLAYOFF (NBC)
1/ 2 - FIESTA BOWL (NBC) 2X

MCCANN-ERICKSON

320 SOUTH POST OAK ROAD • HOUSTON, TEXAS 77056

CLIENT: TEXAS INSTRUMENTS

AS FILMED TV COMM'L NO: THCA 3318
TITLE: "REACHING"

DATE: 9/9/83
LENGTH: 30 SECONDS



1. ANNCR: (VO) He's only three.



2. And already he's reaching out...



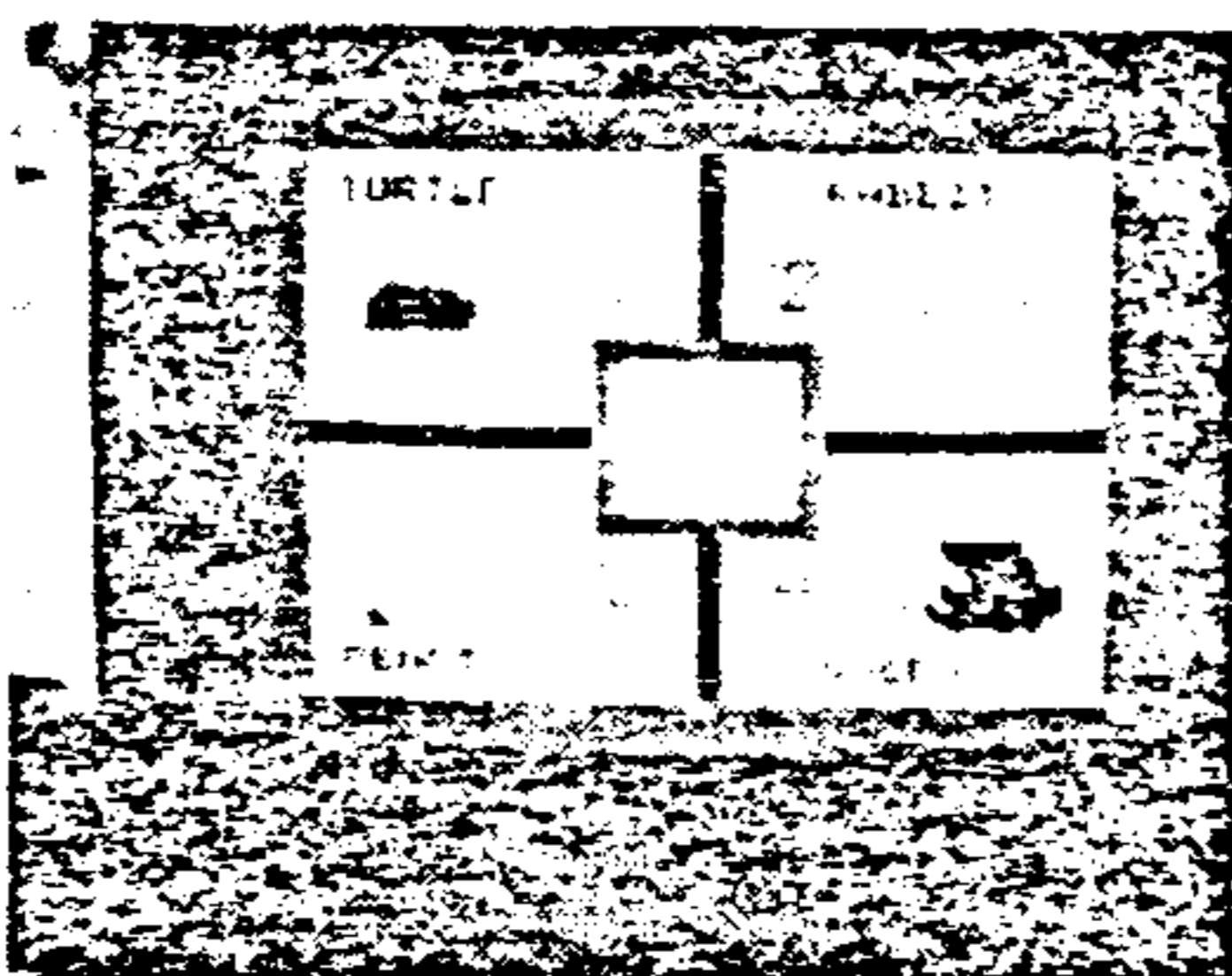
3. Seeking. And looking to you to point the way.



4. Now is when a Texas Instruments



5. Home Computer



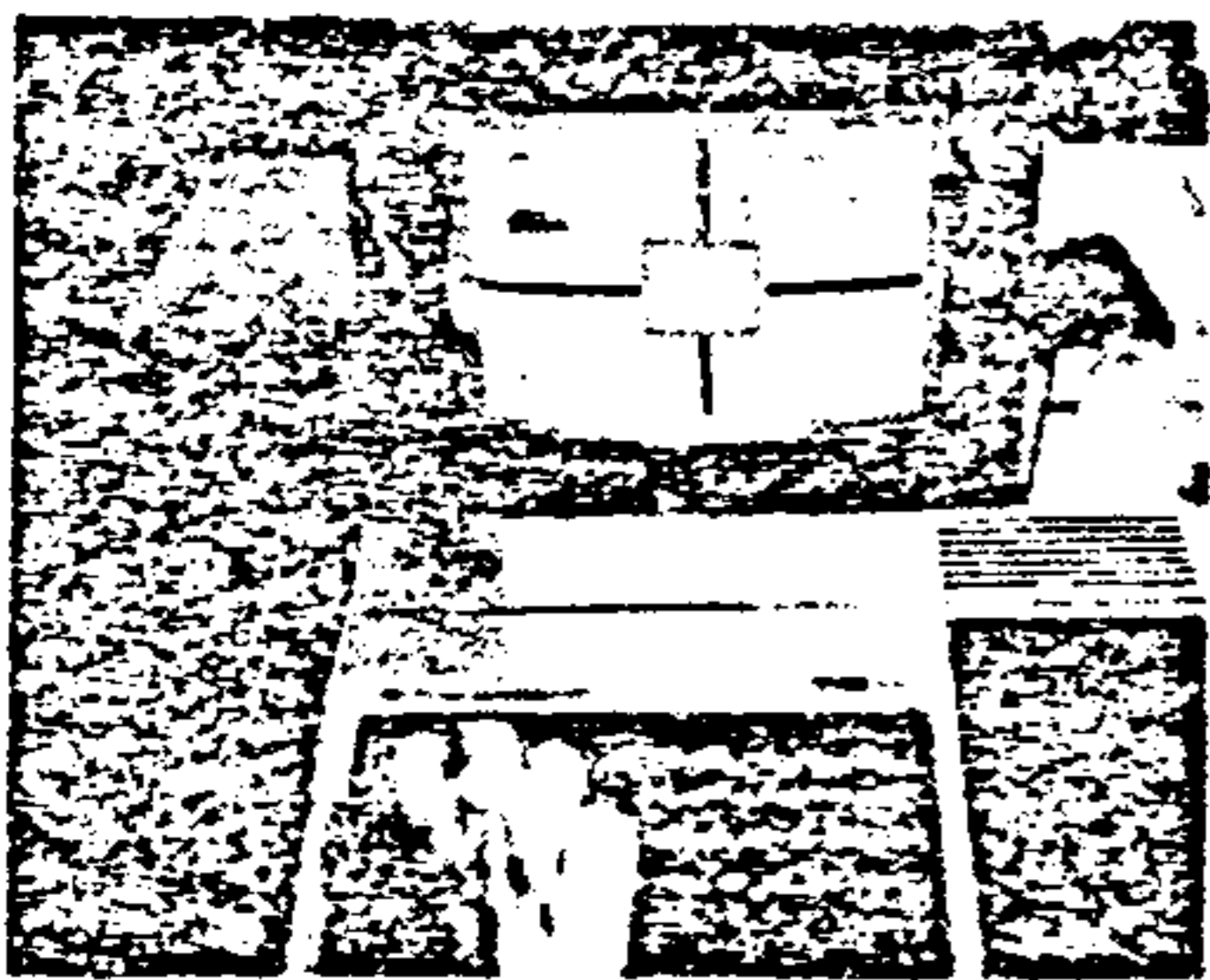
6. can give him a real head start.



7. With more educational cartridges



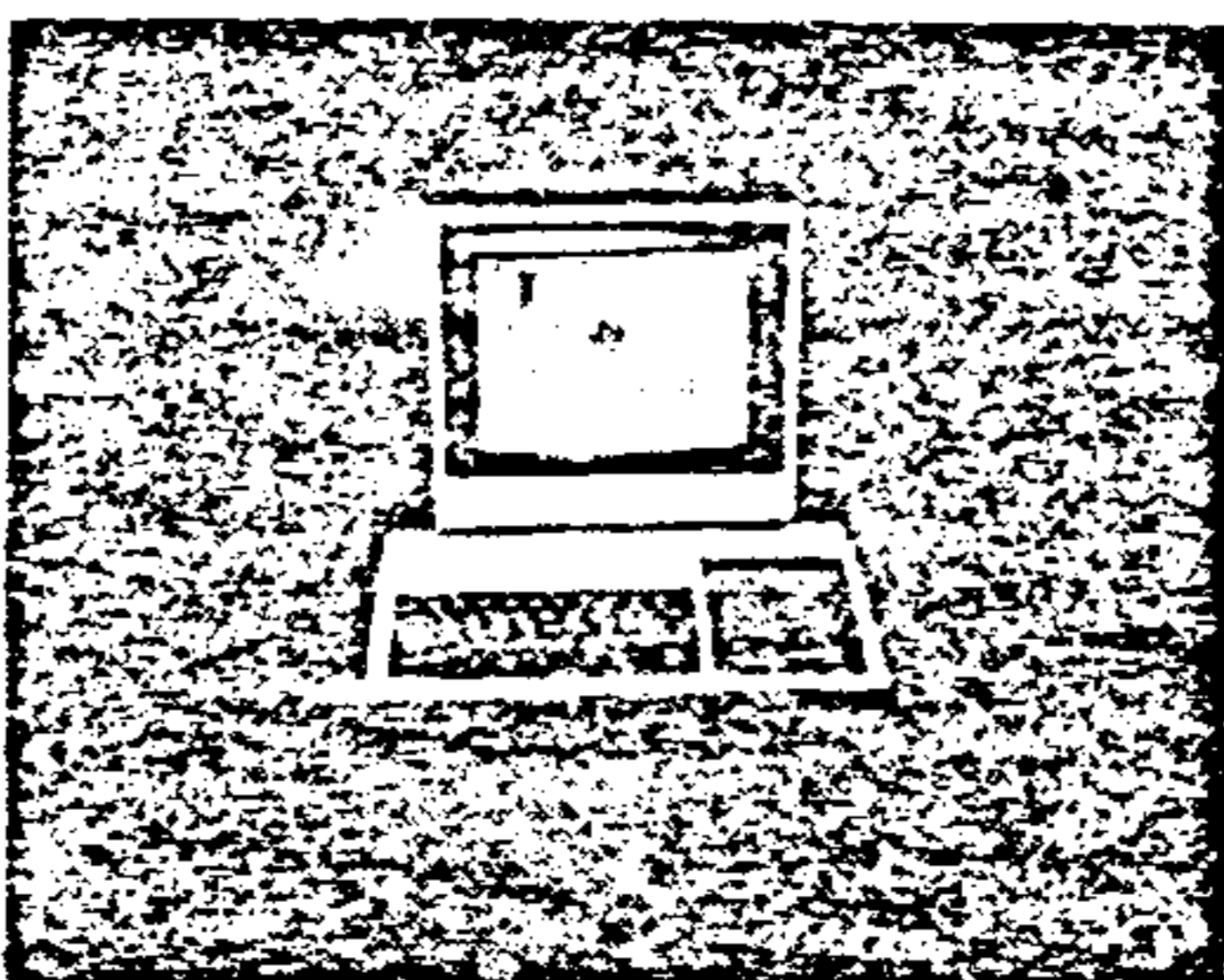
8. than any other computer.



9. They challenge... encourage...



10. make learning fun.



11. The Home Computer, from Texas Instruments.



12. (SILENT)



13. Don't put it off.

MCCANN-ERICKSON

320 SOUTH POST OAK ROAD • HOUSTON, TEXAS 77056

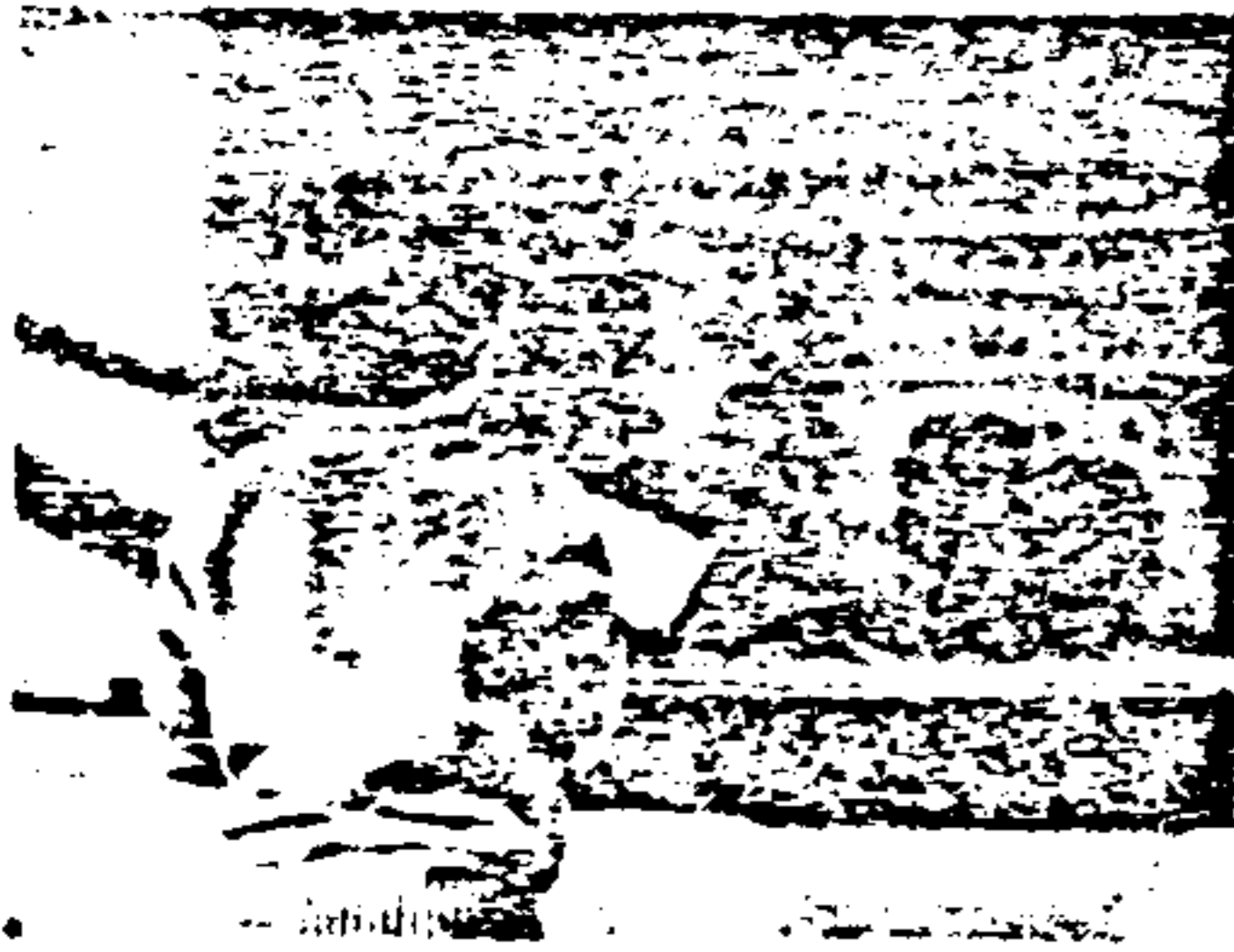
CLIENT: TEXAS INSTRUMENTS

AS FILMED TV COMM'L NO: THCA 3319

TITLE: "SIXTH GRADE MATH"

DATE: 9/9/83

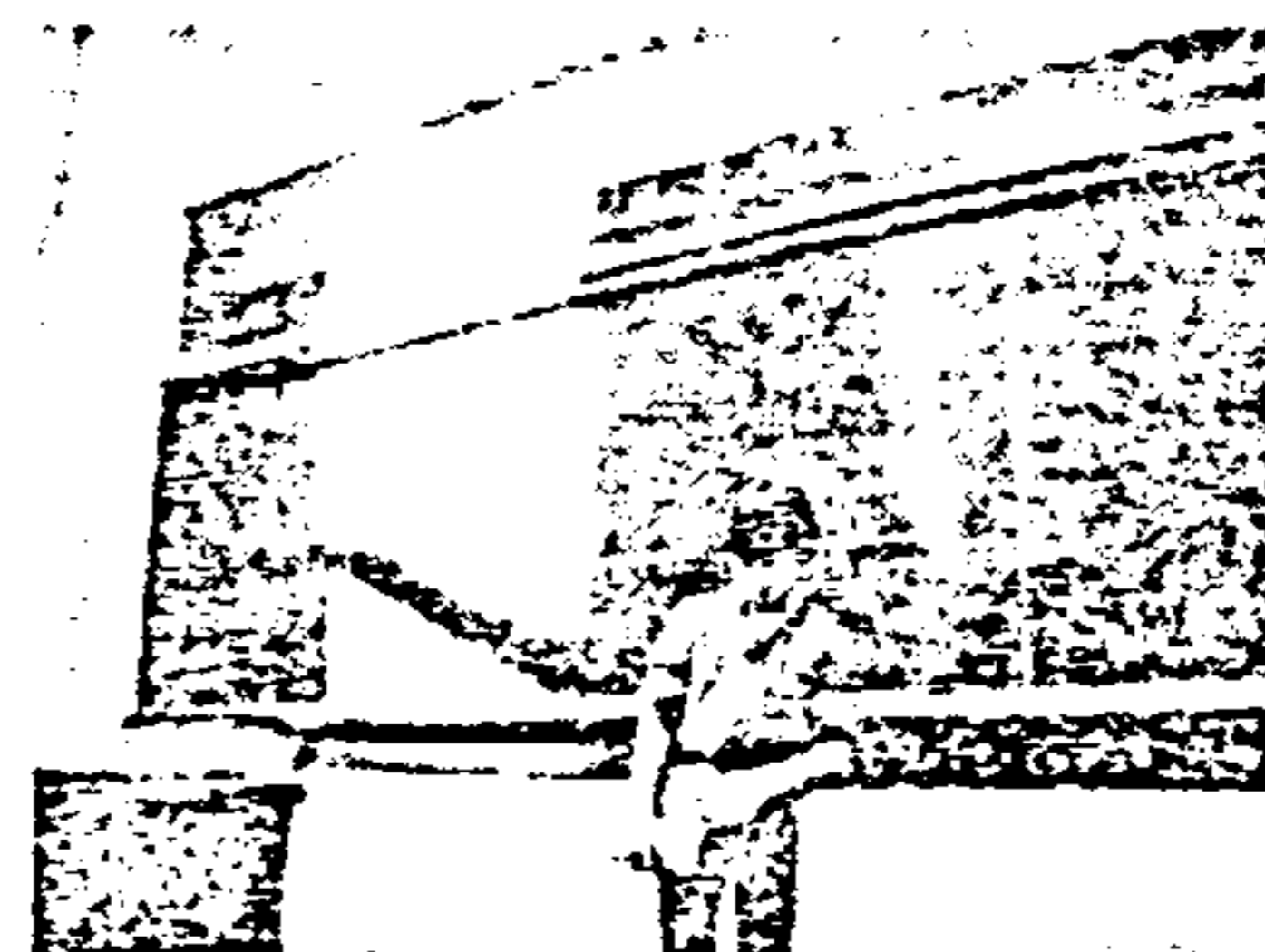
LENGTH: 30 SECONDS



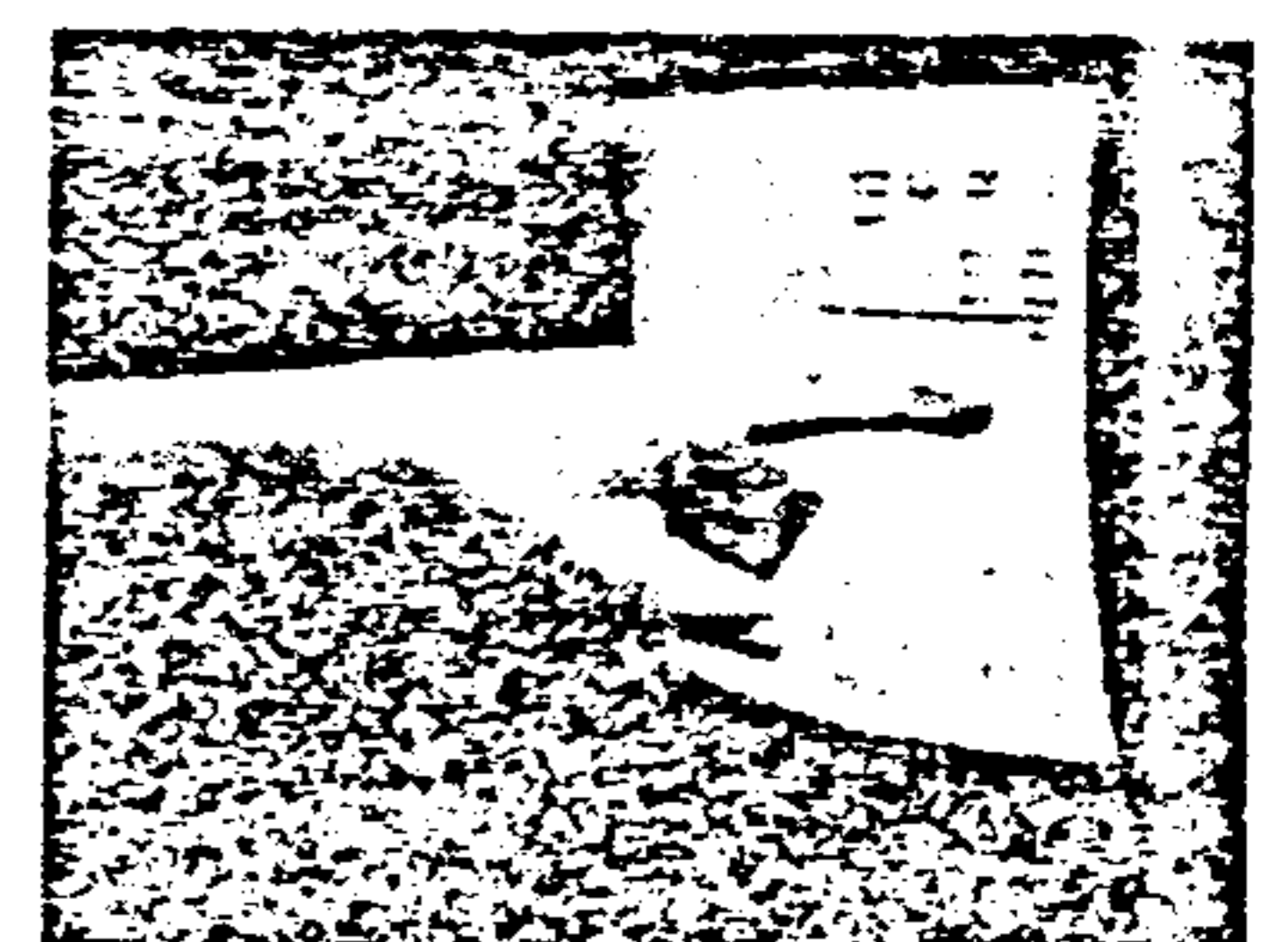
1. ANNCR: (VO) For the first time in his life



2. he's struggling.



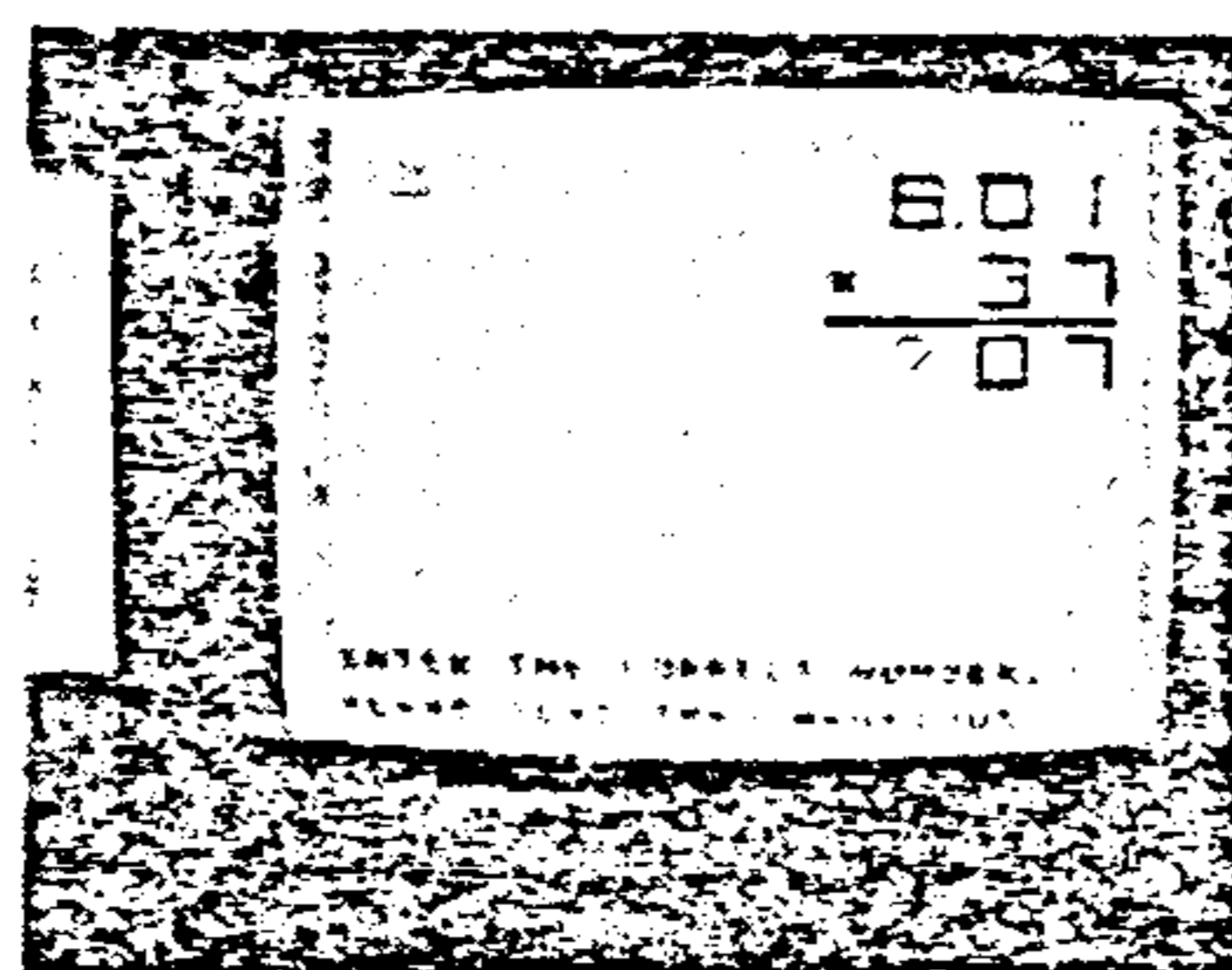
3. Having a hard time in math. He needs help.



4. He can get that help with



5. the Home Computer from Texas Instruments.



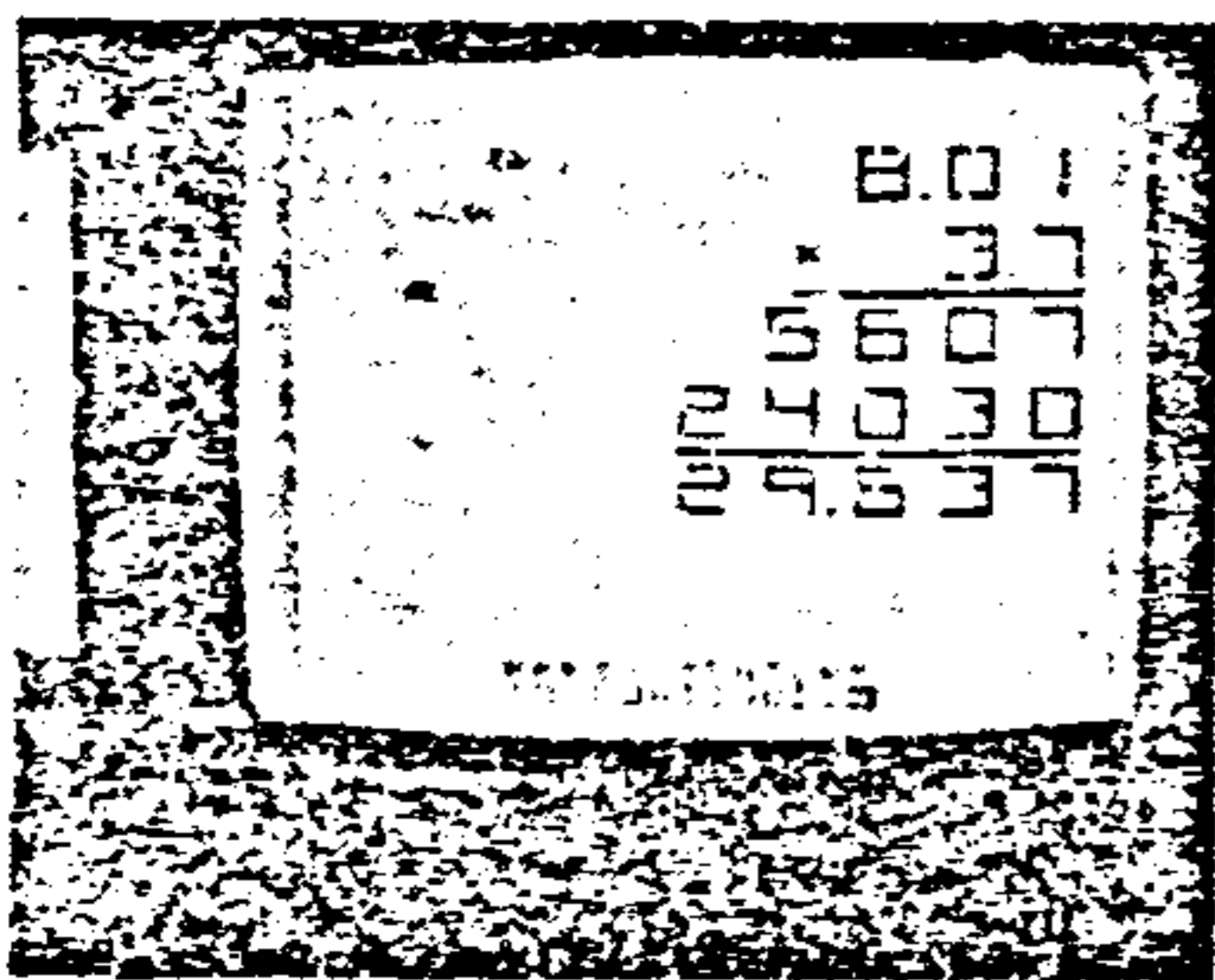
6. It has more educational cartridges



7. than any other computer.



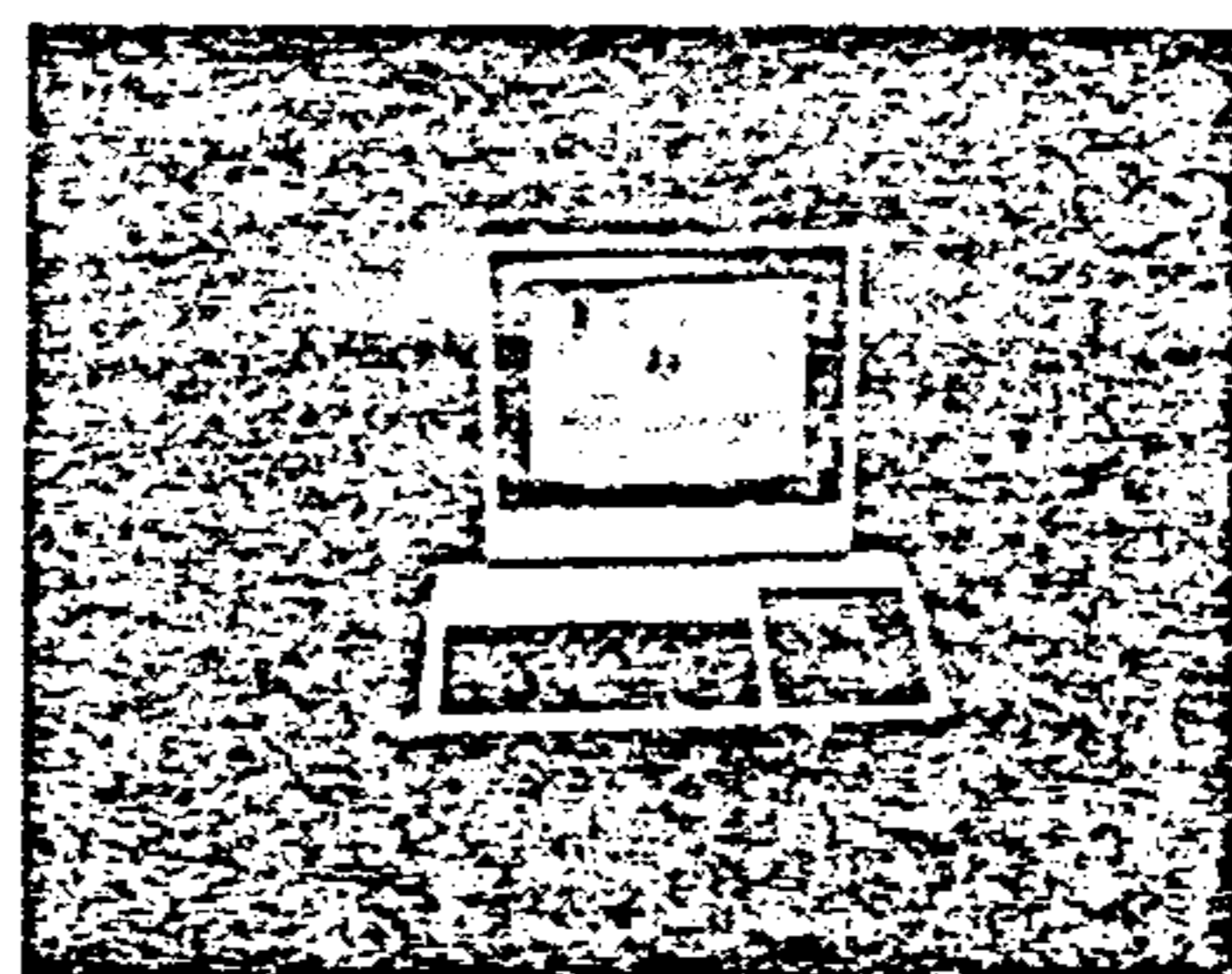
8. They challenge...



9. encourage...



10. make learning fun.



11. The Home Computer from Texas Instruments.



12. It can give your child a head start in school...



13. that could last a lifetime.

OCTOBER
NETWORK

SUN	MON	TUE	WED	THUR	FRI	SAT	
			28 Dempsey 2x Live 4 in person	29 Mama's Family Live 4 Person	30	1 NCAA FOOTBALL	
2 60 min Go Knight NFL 2x Knight Riders	3 NFL 2x Carson Anniv 2x	4 Baseball Playoff	5 Baseball 4x Playoffs	6 Baseball Playoffs	7 Baseball Playoffs	8 NCAA FOOTBALL Baseball Playoffs	
9 NFL Game 2 60 min NFL Football Knight Rider	10 NFL	11	12 World Series Game 2: 3x Facts of Life	13	14	15 World Series 3x NCAA Different strokes	
16 NFL Game 2 60 min NFL	17 NFL	18	19	20 Mama's Family	21	22 Wide World 2x T. J. Hooker NCAA Whiz Kids Silver Spoons	
23 60 min NFL Game 1 & 2	24 NFL	25	26 Fall Guy Facts of Life	27	28	29 T.J. Hooker NCAA Whiz Kids	
30 60 min NFL First Camera	31 N.F.L.	Total 63 Spots.					

NOVEMBER NETWORK

SUN	MON	TUE	WED	THUR	FRI	SAT
		1 Mississippi FALL GUY Real people	2	3	4 WEBSTEV	5 Wild World 2X NCAA WHIZ KIDS DIFFERENT STROKES
6 NFL FOOTBALL NFL FOOTBALL NFL FOOTBALL NFL FOOTBALL	7 NFL	8	9 Real Angle	10 mama's Family	11	12 NCAA
13 NFL FOOTBALL NFL FOOTBALL NFL FOOTBALL NFL FOOTBALL	14 NFL Mississippi	15	16	17 CHEERS	18	19 Wild World NCAA Silver Spoons
20 NFL FOOTBALL NFL FOOTBALL NFL FOOTBALL	21 NFL	22	23 TV Bloopers 3X Family Ties	24 CRIME A BREAK	25 NCAA	26 Wild World 2X NCAA
27 NFL FOOTBALL NFL FOOTBALL NFL FOOTBALL	28 NFL TV Bloopers 3X Family Ties	29	30 Family Ties	Total 54 Spots		

DECEMBER
NETWORK

SUN	MON	TUE	WED	THUR	FRI	SAT
Wed. All Sports						
4 NFL (CBS) NFL (NBC) 2X NFL (ESPN) 2X	5 NFL	6	7	8	9	10 WIDE WORLD 2X NFL NFL Silver Spoons
11 NFL (CBS) NFL (NBC) 2X NFL (ESPN)	12 NFL NFL (NBC) 2X	13	14 Real People	15 Game A Break	16	17 WIDE WORLD 2X NFL
18 NFL (CBS) NFL (NBC) 2X NFL (ESPN) Major League	19 Bob Hope Christmas	20	21	22	23	24
25	26 NFL Playoff	27	28	29	30	31 NFL Playoff AFC Playoff
				1 Mama's Family	2	3 NFL Different strokes

JANUARY
NETWORK

SUN	HON	TUE	WED	THUR	FRI	SAT
1 AFC. 11:00 AM	2 Football 2x	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	Total 3 Spots (Total 161 Campaign Spots)			

9 reasons why the Texas Instruments Home Computer is the smartest one you can buy.

1. It's easy to use.

All you do is take it home, plug in a cartridge, and you're ready to go. Why is it so easy to use? Because it's also one of the most powerful home computers in the world. And it's that extra power that makes everything easier. It lets us give you most of the instructions you'll need right on screen. In plain English, not computerese. It lets us give you more elaborate programs. And extra options like speech, which most home computers can never give you.



2. It's more accurate.

At the heart of our home computer is a powerful 16-bit microprocessor just like the ones found in expensive professional computers. Its 14 decimal digit accuracy far exceeds that found in such computers as Apple, Commodore and Atari, which use much less powerful 8-bit processors.

3. It can do wonders for your children.

No home computer can give your child more help than ours. We offer more easy-to-use educational cartridges, developed with more leading educational publishers, than any other computer in the world. Each one is designed to make learning fun. With a TI Home Computer, your child can get a headstart in school that could last a lifetime.

4. It can help organize your life.

A TI Home Computer can do many of the same things for you that professional computers do for businesses. It can help you make intelligent financial decisions. It can be the world's most efficient file cabinet. It can be your personal secretary. It can help you design a physical fitness program. Or a diet. Its uses are nearly unlimited.



5. It makes it easy to learn to program.

Unlike some computers, our language, TI BASIC, is built in so there's no extra cost. And not only is it easy to learn, you'll also get a free programming manual. And when you start programming, you'll find that our computer is powerful enough to let you write longer and more useful programs than most other home computers. For example, ours is the only home computer that lets you combine color, graphics, animation, sound effects, music and speech all in a single BASIC program.

6. It lets you play games that challenge your mind, not just your reflexes.

When it comes to games, the power and sophistication of our computer let you play some of the most exciting arcade-style games you've ever seen. But that's just the beginning. We also give you a full range of games that let you and your children exercise your logic, strategy and problem-solving abilities. Once you try them, we think you'll find them the most exciting games of all.

7. We give you a free course.

When you buy a TI Home Computer, we'll give the family a free course in how to use it. To make sure you

know how to unlock the full potential of your new computer. And to let you work with a wide selection of our software, so you can decide which ones would be most useful for you. To register for your free course, simply call our toll-free help number.

8. We give you a toll-free help number.

We don't just sell you a computer and wave goodbye. With our toll-free help number, you can call us with any kind of question at all. Before or after you buy. The number is 800-TI-CARES. Because we do.

9. We give you the longest warranty.

Most computers, even those costing thousands more, only give you three months. We give you a full year. We're the only ones who do this, because at TI we have some of the toughest quality control standards in the industry.

And if that's not enough, how about...

The \$50 Rebate.

Offer good through January 31, 1984

To Be Eligible for Rebate You Must:

- Follow this form completely.
- Return it voided completely and mail it with this rebate form.
- Cut out portion of purchase from retailer on the model MODEL 100, AM1000, W4 QTY 1, and mail it with this rebate form.
- Mail original sales receipt (this receipt will be accepted with this rebate form. Sales slip will not be returned, so save as you see your future needs).
- Mail Rebate Form, Customer Registration Card, Proof of Purchase, and Original Sales Receipt to:
TI Home Computer Rebate
P.O. Box 43532
Dallas, TX 75248

Rebate must be received no later than February 15, 1984.

- The \$50 rebate offer applies only to TI 9400 Computer Console purchases made in the U.S. between May 15, 1983 and January 31, 1984.
- The \$50 rebate is in cash and replaces any other TI rebate on the 9400 console.
- Retail customers only.
- During the period of this rebate offer, only one rebate console must be returned to a Texas Instruments Exchange Service Center, or to the address address specified in your retailer's manual.
- When the rebate return to your retailer can be made only if you have not applied for the rebate listed above.
- Offer void where prohibited by law.
- Allow 6-8 weeks for rebate to arrive.
- If you purchase more than one console, you must submit a separate rebate form (and other documentation) for each console purchased.

To complete the following:

Name _____

Address _____

City _____ State _____ Zip _____

Date of purchase _____

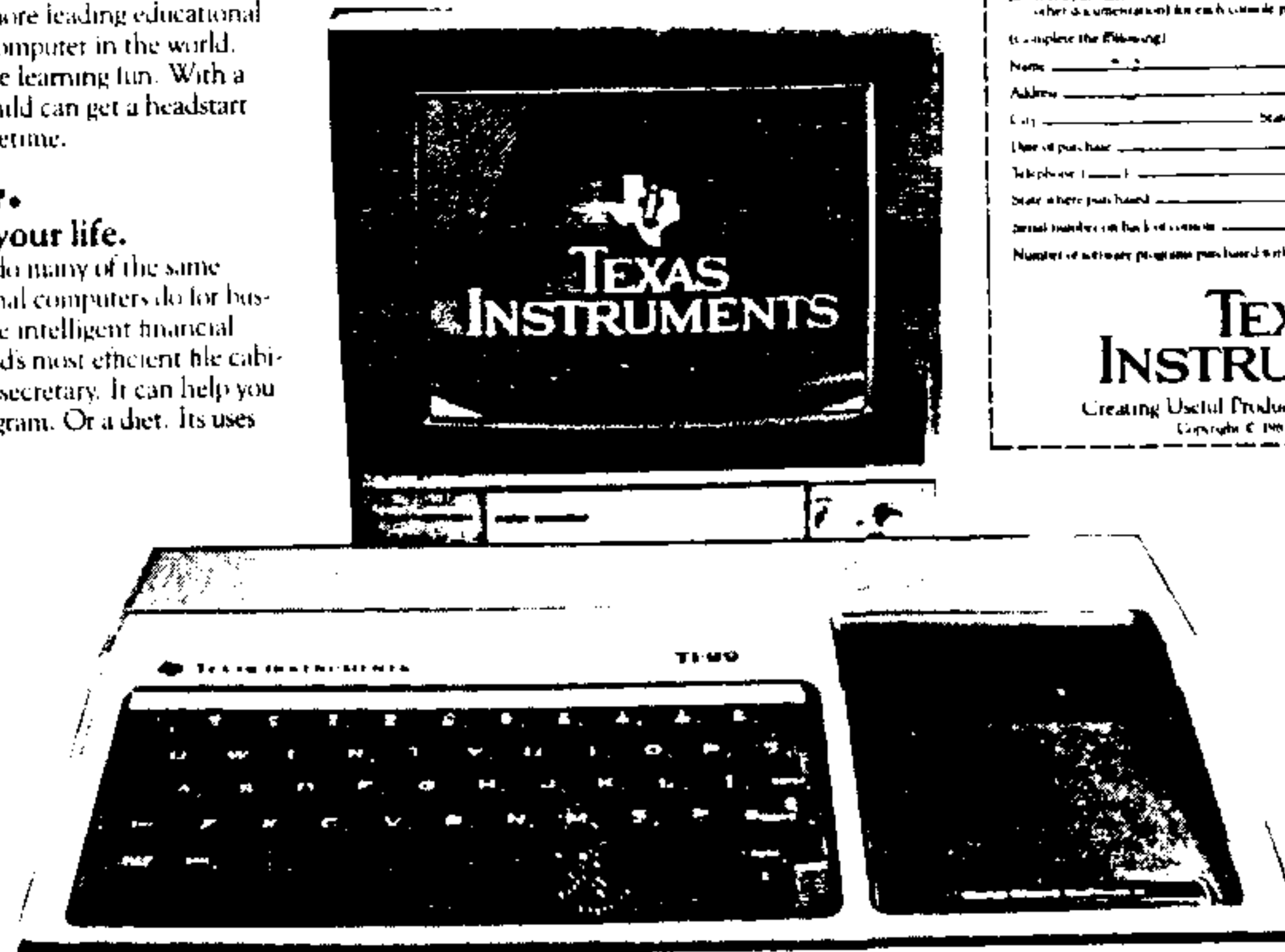
Telephone (____) _____

State where purchased _____

Serial number on back of console _____

Number of software programs purchased with computer _____

TEXAS INSTRUMENTS
Creating Useful Products and Services For You
Copyright © 1983 Texas Instruments



91 reasons to buy a Texas Instruments Home Computer.

The Texas Instruments Home Computer lets more people do more things with more easy-to-use plug-in cartridges than any other computer in the world. Cartridges that give you all the instructions you need, right on screen, in plain English. Some even speak to you.

Education and Enrichment

- 1. Early Learning Fun:** Colorful, fun way to learn shapes, numbers, letters recognition. Ages 3-6.
- 2. Beginning Grammar:** Opens young minds to basic parts-of-speech sentence building. Ages 7-9.
- 3. Number Magic:** Count on learning basic math drill skills and enrichment. Ages 7-9.
- 4. Video Graphs:** You're the designer with colorful, easy-to-use, preprogrammed graphics. All ages.
- 5. Early Reading:** Captivating color graphics, computer speech. Introduce, reinforce early or basic reading skills. Ages 5-7.
- 6. Reading Fun:** Youngsters learn about the world as they build vocabulary, practice basic reading skills. Ages 5-7.
- 7. Reading On:** Stories and drills teach tots to read, understand maps, graphs, schedules. Ages 8-9.
- 8. Reading Roundup:** Fun way to learn figures of speech, word idioms, meanings. Stories and drills. Ages 8-9.
- 9. Reading Rally:** Kids learn to read between the lines. Teaches concepts of fact vs. opinion, author's purpose, word bias and connotation. Ages 10-12.
- 10. Reading Flight:** Lets older students deal with information in context. Summarizing, classifying and outlining skills made fun. Ages 10-12.
- 11-12. Addition/Subtraction 1 and 2:** Basic math skills, drills made easy. Ages 5-7.
- 13. Multiplication 1:** Easy steps make early multiplication skills fun. Ages 8-9.
- 14. Division 1:** Animation, color, graphics make learning skills fun. Ages 8-9.
- 15-16. Numeration I and II:** Numerical concepts your child will love. Teaches "more than," "less than," place value, groupings, rounding, more. Ages 5-12.
- 17-21. Computer Math Games II, IV, VI:** Special games take students from basic math functions to more advanced understanding. Ages 6-13.
- 22. Alien Addition:** Quick reflexes and rapid-fire addition let children "equalize" alien invaders. Ages 6-10.
- 23. Minus Mission:** Fast-thinking subtraction skills arm friendly robot in race to defend home territory. Ages 6-10.
- 24. Alligator Mix:** Children love feeding hungry alligators correct addition, subtraction answers. Ages 6-10.
- 25. Meteor Multiplication:** Meteor showers threaten star station and only your child's multiplication skills can save it! Ages 8-12.
- 26. Demolition Division:** Division skills give kids the ammo they need to turn back enemy tanks! Ages 8-12.
- 27. Dragon Mix:** Quick-thinking multiplication, division, help fire-breathing dragon defend his city. Ages 8-12.
- 28-38. Milliken Math Series:** Colorful graphics and rewarding sound effects take students from basic addition through integers, decimals, laws of arithmetic, equations, etc. Ages 5-14.
- 39-42. Scholastic Spelling:** Fun and games that teach spelling patterns. Ages 7-14.
- 43. TI LOGO:** Children build confidence, learn math, logic, communication skills by "teaching" the computer. Ages 4+.
- 44. Early LOGO Learning Fun:** Brighten your preschooler's days as he learns to use the computer! Ages 2-5.

- 45. Key to Spanish:** Latin American characters come to life, teach living language. Ages 6+.
- 46. Weight Control and Nutrition:** Plan personalized, balanced meals for family fitness, weight loss, individual food preferences.*
- 47. Physical Fitness:** Develop — and stick to — your own exercise program. Ages 11+.
- 48. Music Maker:** Are you raising another Mozart? Children, adults learn to write music.*
- 49. Touch Typing Tutor:** Learn those typing skills which, in the computer age, are going to be more important than ever. Age 9+.
- 50. Video Chess:** Choose your level of learning, playing, challenging. Guaranteed to stimulate chess enthusiasts of all ages.

Personal and Financial Information Management

- 51. Home Financial Decisions:** All you need for informed, intelligent decisions on loans, savings, purchases and more.
- 52. Household Budget Management:** Take control of family finances. Helps set up budget guidelines, track income, expenses; easy, logical record-keeping.*
- 53. Securities Analysis:** How to make it in the market. Securities analysis for professional or amateur investors.
- 54. Personal Record Keeping:** Keep track of it all. Home inventories, car maintenance reports, medical, dental records, etc.*
- 55. Tax/Investment Record Keeping:** Be ready for Uncle Sam. Keep your tax and investment records organized with flexible filing.*
- 56. Personal Real Estate:** Which is best for you? Study and evaluate personal or professional real estate investments.
- 57. Personal Report Generator:** Make sense of it all. Design, produce meaningful reports that analyze personal records.*
- 58. TI Writer:** Write and edit letters, papers, reports, resumes and other documents on TI's exclusive word processing system.*
- 59. Microsoft™ Multiplan™:** One of the most powerful planning tools invented. Advanced, easy-to-use electronic worksheet.*
- 60. Terminal Emulator II:** Your computer link with the outside world. Access time share computers, subscription data services. Transfer files, use color, speech, sound, graphics.*

Fun and Games

- 61. Parsec:** Lead your space squadron into the fray! Arcade-style alien attacks.*
- 62. Tombstone City:** 21st Century Arcade action gives hours of fun defending Old West ghost town.
- 63. TI Invaders:** If you're fast enough, you can save the world! Arcade Adventure.
- 64. MunchMan:** Outmaneuver the hordes to connect the maze! Arcade challenges.*
- 65. Car Wars:** Challenging high speed racing maneuvers pit you against the computer.
- 66. Alpiner:** Climb any mountain! Survive rockfalls, forest fires in indoor-outdoor adventure!*
- 67. Orhello:** Outflank your opponent or computer in this popular board game.*
- 68. Chisholm Trail:** Fast-moving, wild west maze thriller.
- 69. Football:** Pro football excitement builds strategy in, so no games are alike. For fans ages 8+. 1-2 players.
- 70. Video Games I:** Five-shot, Pinball and Doodle provide hours of family fun.
- 71. Hunt the Wumpus:** Use logic skills to find the hidden lair of the cunning Wumpus.*

- 72. Indoor Soccer:** Pass, shoot, intercept, tackle in action-packed, world-class computer soccer. Ages 8+.*
- 73. Mind Challenges:** Mind games challenge players to echo notes, break secret codes. Ages 10+.
- 74. A-Maze-Ing:** Ultimate maze mania. Simple, complex, even invisible mazes stump players of all ages.*
- 75. The Attacker:** Take the helm to maneuver space ships, fire missiles to defend and destroy. All ages.*
- 76. Blast:** Even Patton would find this tank attack a challenge! 1-2 players. Ages 10+.*
- 77. Blackjack and Poker:** Go for broke! Up to 4 players can bet their bankrolls! Ages 10+.*
- 78. Hustler:** Use your quick reflexes, sharp hand-eye coordination to outmaneuver your opponent. Ages 10+.*
- 79. ZeroZap:** Let your TI computer turn you into a pinball wizard. All ages.*
- 80. Hangman:** Use preprogrammed words or your own stumps in computerized version of old favorite. Ages 10+.*
- 81. Connect Four:** Quick thinking and a sound strategy are needed to win. Ages 10+.*
- 82. Yahtzee:** Let your computer roll in popular dice game for hours of family fun. Ages 8+.*
- 83. Adventure Series:** This cartridge and your choice of TI games will challenge your powers of reasoning for hours — even weeks!*
- 84. Tunnels of Doom:** Embark on your own — or lead a party of adventurers — in this role-playing adventure that sharpens your wits, whets your imagination and challenges your will to survive.*

Technical Applications

- 85. Speech Editor:** Type in selected words, phrases and sentences, and hear the computer say them back to you!*
- 86. Editor/Assembler:** Learn to program in TMS 9900 Assembly Language.*
- 87. Mini-Memory:** One cartridge adds to your computer's memory.
- 88. Extended BASIC:** Expand your BASIC programming capabilities.
- 89. Statistics:** Statistical information evaluation, analysis.*
- 90. SMU Electrical Engineering Library:** Designed for students and teachers, these basic electric engineering programs can be used with any college-level text on introductory circuit analysis.*

In addition to these, your TI Home Computer also gives you access to over 2000 more programs on cassette or disc. If you have trouble finding any of these software cartridges, or if you have any questions whatsoever about the TI Home Computer, before or after you buy it, please call Texas Instruments toll-free at 800-TI-CARES.

\$50 Rebate

91. We Still Give You A Very Nice \$50 Rebate. Our rebate has been very popular, but it won't last forever. So if you've read this far, and decided that this is the computer you've been looking for, better go out and look for it now. There'll never be a better time to buy it than right now.

TEXAS INSTRUMENTS
Creating useful products and services for you.



f. Material Required: Single-piece camera-ready artwork (e.g., PMTs, screened prints), or negatives (right-reading, emulsion-side down with trims indicated). For 4-color process, please include one set of progressives or color key with negatives.

g. Additional Specifications for Bleeds:

Single page bleed artwork 8 5/8" x 11 1/8"
Vital advertising matter should be kept within 7 3/8" x 10 1/8" to allow for adequate surrounding safety factor.

2-page bleed spread: 17" wide x 11 1/8" deep (trim 1/8" top, bottom, sides).

h. Production Services & Charges: Enlargements, reductions, PMTs, and screened prints done at cost plus. Allow adequate proof time to meet copy deadline.

i. Method of Binding: Saddle-stitched

j. Specifications for Inserts: Inquire.

k. Address for Sending Materials: All space orders, insertion instructions, proofs, correspondence, copy and artwork should be addressed to: Advertising Dept., 99'er Home Computer Magazine, Emerald Valley Publishing Co., 1500 Valley River Drive, Suite 250, Eugene, Oregon 97401.

l. Other Mechanical Information:

Composition: Charged at \$30 per hour, and billed in 15-minute increments. No charge for first-time advertiser's simple copy that is set from type and display material available at our production facility. Difficult composition will be charged at prevailing rate.

Storing of Artwork: Artwork will be stored at advertiser's risk for 4 months following insertion, and then destroyed unless otherwise instructed.

m. Proof Sheets: Proofs of all publication-set advertisements will be sent to the advertiser or agency upon request, providing deadlines are met.

6. ISSUANCE AND CLOSING DATES

a. Publication Schedule: 99'er Home Computer Magazine is published monthly. Time of publication is approximately mid-month of the month preceeding cover date.

b. Closing Dates for Space Reservations: Approximately 10 weeks prior to first day of cover-date month. See Advertising Closing Dates calendars for exact dates.

c. Closing Dates for Mechanical Materials: Copy to be set is due at the same time as above space reservation. For camera-ready materials, deadline is approximately 8 weeks prior to first day of cover-date month. See Advertising Closing Dates calendars for exact dates.

7. CIRCULATION INFORMATION

a. Distribution Breakdown for Most-Current Issue—February 1982:

Total Print Run—	73,250
Subscription—	45,850
Single Copy Sales—	23,735
Total Paid—	69,585

Mailed 2nd Class (controlled circulation).

b. Locality of Circulation: United States, Canada, and foreign.

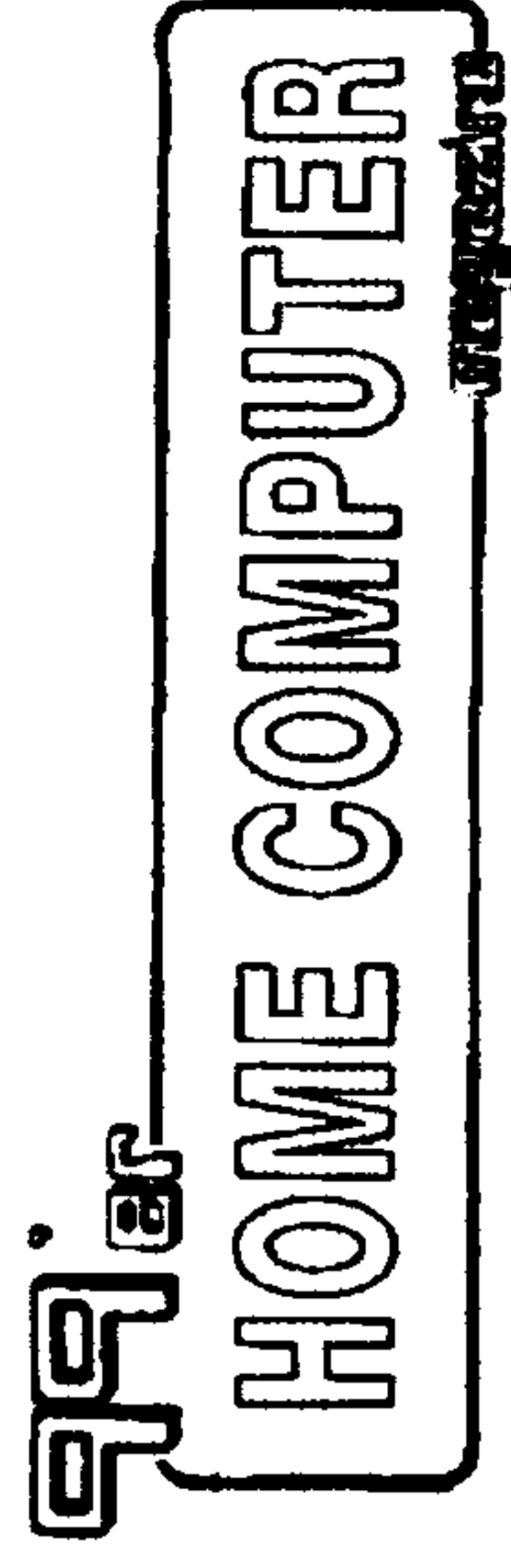
c. Issue and Subscription Prices: \$3.50 single copy; \$25 per year in U.S.; \$45 for 2 years; \$63 for 3 years. Please inquire for foreign rates.

8. MISCELLANEOUS

a. Date of First Issue: May/June, 1981

b. Name of Owner
Emerald Valley Publishing Co., Eugene, Oregon
Publisher of Business & Technical
Books and Periodicals since 1976

c. Names of Advertising Representatives:
Linda Brundige, Advertising Sales Manager
Tel. (503) 485-8840
Norman Winney, Production Manager
Tel. (503) 485-8841



RATE CARD #5

**EFFECTIVE WITH
MARCH, 1983 ISSUE**

1983 ADVERTISING CLOSING DATES

SPACE RESERVATION DEADLINE
CAMERA-READY MATERIALS DEADLINE

JANUARY

(March Issue Due Dates)

					1				
2	3	4	5	6	7	8			
9	10	11	12	13	14	15			
16	17	18	19	20	21	22			
23	24	25	26	27	28	29			
30	31								

MAY

(August Issue Due Dates)

1	2	3	4	5	6	7			
8	9	10	11	12	13	14			
15	16	17	18	19	20	21			
22	23	24	25	26	27	28			
29	30	31							

FEBRUARY

(April Issue Due Dates)
(May Issue Due Dates)

1	2	3	4	5					
6	7	8	9	10	11	12			
13	14								
15	16	17	18	19					
20	21	22	23	24	25	26			
27	28	29	30	31					

JUNE

(September Issue Due Dates)

5	6	7	8	9	10	11			
12	13	14	15	16	17	18			
19	20	21	22	23	24	25			
26	27	28	29	30					

MARCH

(June Issue Due Dates)

1	2	3	4	5					
6	7	8	9	10	11	12			
13	14	15	16	17	18	19			
20	21	22	23	24	25	26			
27	28	29	30	31					

JULY

(October Issue Due Dates)

3	4	5	6	7	8	9			
10	11	12	13	14	15	16			
17	18	19	20	21	22	23			
24	25	26	27	28	29	30			
31									

APRIL

(July Issue Due Dates)

3	4	5	6	7	8	9			
10	11	12	13	14	15	16			
17	18	19	20	21	22	23			
24	25	26	27	28	29	30			

AUGUST

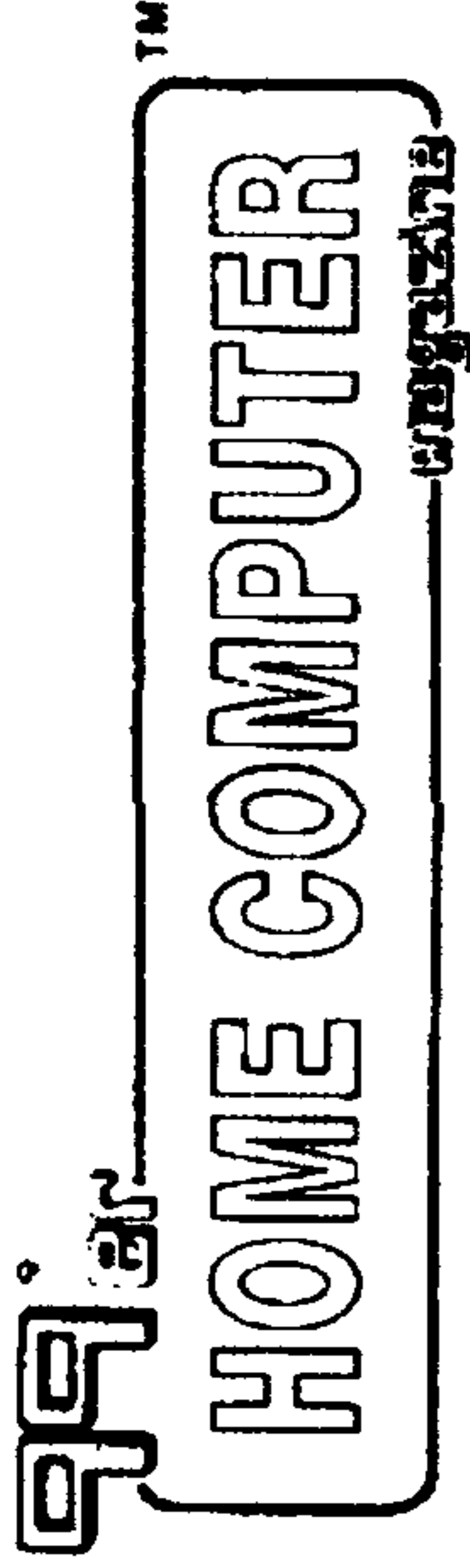
(November Issue Due Dates)

7	8	9	10	11	12	13			
14	15	16	17	18	19	20			
21	22	23	24	25	26	27			
28	29	30	31						

SEPTEMBER

(December Issue Due Dates)

4	5	6	7	8	9	10			
11	12	13	14	15	16	17			
18	19	20	21	22	23	24			
25	26	27	28	29	30				



As the only magazine devoted to support of the entire Texas Instruments line of home, personal, and portable computers, *99'er Home Computer Magazine* reaches virtually all of the active user community interested in education, entertainment, business, professional, portable, and home applications. Published monthly, it is highly acclaimed as the leading information resource for TI users, as well as the TI community's most timely and trusted news medium. Availability is by subscription from the publisher and selected agents, or through single-copy purchase at computer stores, newsstands, and bookstores internationally.

1. GENERAL ADVERTISING RATES

A. Black and White Rates for Standard Space Units:

Size Unit	1 Time	3 Times	6 Times	9 Times	12 Times
1 Page	\$1095	\$1040	\$985	\$960	\$935
2/3 Page	850	810	765	745	725
1/2 Page*	675	640	600	585	570
1/3 Page	495	470	445	430	420
1/4 Page	395	375	355	345	335
1/6 Page	300	285	270	260	255
1/9 Page	215	205	195	190	185

*Island half page available—\$100 extra

Frequency Page Rates: Rate earned based on number of insertions used within any 12 month period from the date of the first insertion.

b. Rates for Color:

2nd color (publisher's choice).....\$150 extra
Matched color (if available).....\$200 extra
4-color process.....\$450 extra

c. Rates for Inserts: Dependent on print run. Inquire.
d. Rates for Bleeds: per page, extra 15% of B/W rate.

e. Rates for Covers and Preferred Positions

2nd cover (4-color included).....\$750 extra
Page opposite 2nd cover (4-color included).....\$750 extra
3rd cover (4-color included).....\$700 extra
Page opposite 3rd cover (4-color included).....\$950 extra
4th cover (4-color included).....\$150 extra
Pages opposite special inside "covers".....\$150 extra

f. Short Rates and Rebates: When frequency contracts are in effect, (1) advertisers will be short-rated if within a 12-month period from the date of the first insertion they do not use the amount of space upon which their billings have been based; or (2) advertisers will be rebated if within this same period they have used sufficient space to earn a lower rate than that at which they have been billed.

g. Rate Protective Clause: When a new rate card goes into effect, contract rates will shift to the equivalent frequency rate on the new card. Proper notification will be given of any rate changes, and contracts may be cancelled at the time the change in rate becomes effective without incurring a short-rate adjustment, provided the contract rate has been earned up to the date of cancellation.

2. CLASSIFIED ADVERTISING

a. Not presently available.

3. COMMISSION AND CASH DISCOUNT

a. **Agency Commission:** 15% of gross billing allowed to recognized advertising agencies on space, color and position, provided account is paid within 30 days of invoice date. Other charges billed net.

b. **Time Discounts:** 4% discount on net bill (after agency commission) if paid by check with insertion order; 2% discount on net billing if paid within 10 days of invoice date (billed day of publication). A service charge of 1.5% per month will be added to all past due invoices.

4. COPY AND CONTRACT REGULATIONS

a. All advertising is subject to the Publisher's approval. The Publisher reserves the right to reject any advertising. Advertiser and advertising agency assume liability for all content (including text, representation and illustrations) of advertisements printed, and also assume responsibility for any claims arising therefrom against the Publisher.

b. Cancellations accepted up to space reservation deadline date. Cancellations received after that date are subject to a 50% penalty charge. Preferred positions are non-cancellable.

c. All advertising is ROP except the preferred positions listed on this rate card.

5. MECHANICAL REQUIREMENTS

a. **Publication Trim Size:** 8 3/8" wide by 10 7/8" deep.

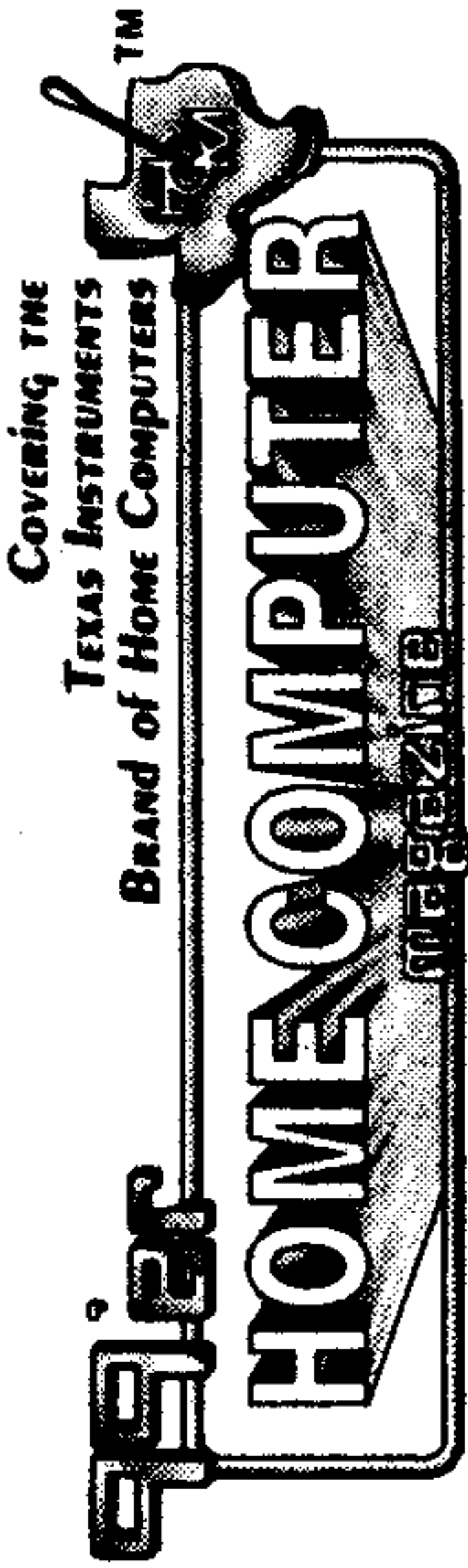
b. **Standard Unit Sizes (in inches):**

Space Unit	Vertical Width-Depth inches	Horizontal Width-Depth inches
1 Page	7 x 10	
2/3 Page	4 9/16 x 10	
1/2 Page (Vertical)	3 5/16 x 10	
1/2 Page (Horizontal)		7 x 4 7/8
1/2 Page (Island)	4 9/16 x 7 3/4	
1/3 Page (Vertical)	2 1/8 x 10	
1/3 Page (Horizontal)		7 x 3 1/8
1/4 Page	3 5/16 x 4 7/8	
1/6 Page	2 1/8 x 4 7/8	
1/9 Page	2 1/8 x 3 1/8	
Spread	15 x 10	

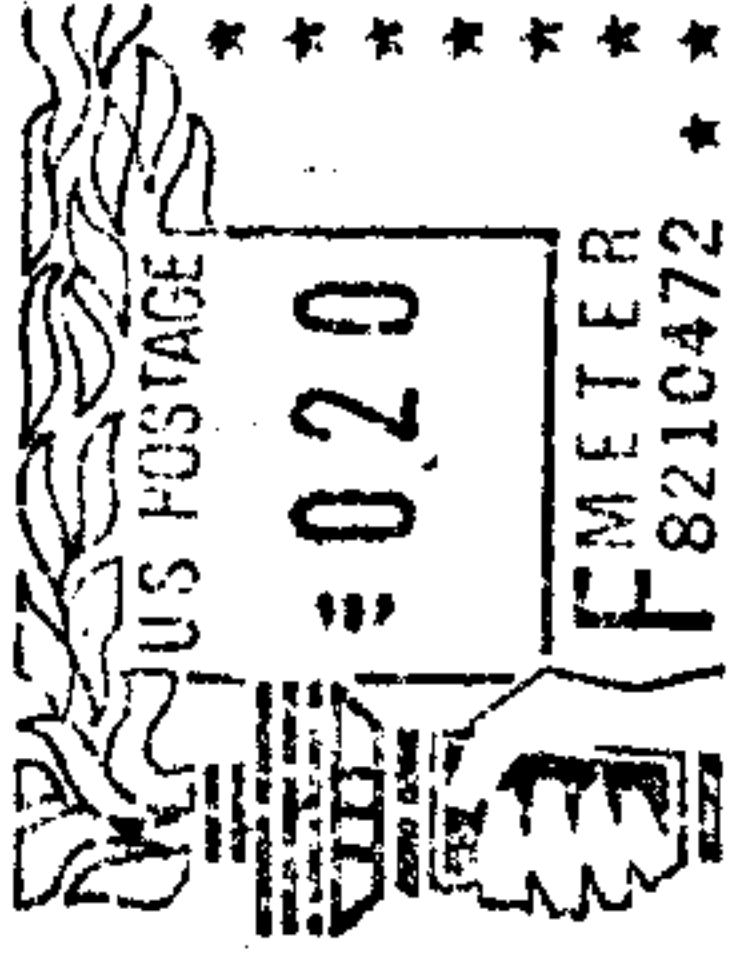
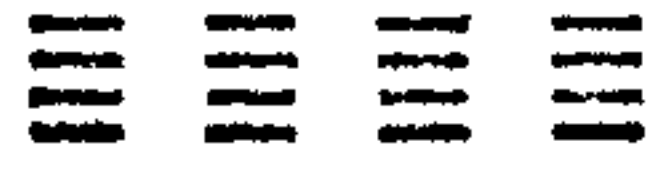
c. **Dimensions by Column:** Page is 2 or 3 columns; one column is 2 1/8" wide by 10" deep.

d. **Screen:** 85-100 lines recommended for PMTs and prints; up to 133 lines for negatives.

e. **Kind of Printing:** Web offset



1500 Valley River Drive, Suite 250 • Eugene, OR 97401





COVERING THE
TEXAS INSTRUMENTS
BRAND of HOME COMPUTERS

March 2, 1983

Mr. Bernard Falkin
Innovative Computing
7819 Yolanda
Reseda, CA 91335

Dear Mr. Falkin:

Manuscripts must be typed, using black ribbon (not blue), must be double-spaced, and have wide margins.

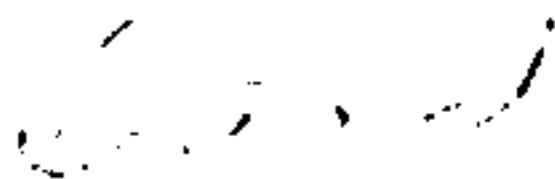
The length of a manuscript is not a concern, so long as it is complete.

Make sure to write your name and the manuscript title on each sheet of paper submitted. For software that is included with a manuscript, please provide a diskette or cassette that has been tested. Also, if possible, include a printout.

Payment for submissions varies with quality of manuscript and/or program.

Thank you for your interest.

Sincerely,


David G. Brader
Managing Editor

P.S. A full set of guidelines will be published in the near future.

Software for the Texas Instruments TI-99/4A Home Computer.

This admaker kit will help you prepare advertising for Texas Instruments Home Computer Software. The kit contains suggested copy and reproduction line art for:

- Home Financial Decisions
- Household Budget Management
- Microsoft Multiplan
- Personal Record Keeping
- TI-Writer Word Processor
- Addition/Subtraction I
- Addition/Subtraction II
- Alien Addition
- Alligator Mix
- Beginning Grammar
- Decimals
- Demolition Division
- Division
- Early Learning Fun
- Early Reading
- Extended Basic
- Mini Memory
- Minus Mission
- Multiplication I
- Number Magic
- Plato® Interpreter
- Reading Fun
- Scholastic Speller—Level 3
- Terminal Emulator II
- Touch Typing Tutor
- Adventure
- Alpiner
- A-Maze-ing
- Car Wars
- Football
- Hunt the Wumpus
- MunchMan
- Othello
- Parsec
- The Attack
- TI Invaders
- Tombstone City: 21st Century
- Tunnels of Doom
- Video Chess

Admaker Kit



1982 - 83 RETAIL ADVERTISING COMPARISON

CUSTOMER: XYZ - 50 OUTLETS

1982 ADVERTISING

OCTOBER - TAB
 NOVEMBER - NEWSPAPER
 DECEMBER - TAB

1983 ADVERTISING

OCTOBER - 2 TABS, ONE NEWSPAPER
 NOVEMBER - TAB, TV (TWO WEEKS)
 DECEMBER - 2 TABS, DIRECT MAIL, ONE NEWSPAPER

1982 SALES (4Q) UNITS

	<u>4Q</u>	<u>'82 TOTAL SALES</u>
CONSOLES	2500	3600
SOFTWARE	4000	8100

PER OUTLET

CONSOLES	50	72
SOFTWARE	80	162

SOFTWARE RATIO = 2.3:1

1983 SALES (PROJECTION) 4Q UNITS

	<u>YTD</u>	<u>INV</u>	<u>4Q PROJ</u>	<u>Δ</u>	<u>TOTAL SALES</u>
CONSOLES	2700	3000	5000	2000	7700
SOFTWARE	8500	12000	20000	8000	28500

PER OUTLET

CONSOLES	54	60	100	40	154
SOFTWARE	170	240	400	160	570

SOFTWARE RATIO = 4:1

THE
POWER
SYSTEM
—AMERICA

THE POWER-STEER™ PS2 PRECISION JOYSTICKS

Amazing new technology means...

... extraordinary speed, precision!

... smaller, more playable size.

... No hand fatigue!

TWO YEAR WARRANTY

#3104

Warner's Atari Says 2 Top Officers Quit, Confirms Third Is 'No Longer With Firm'

By LAURA LANDRO

Staff Reporter of THE WALL STREET JOURNAL

SUNNYVALE, Calif. — The exodus at Warner Communications Inc.'s troubled Atari video-game and home-computer unit is accelerating under the new chief executive officer, James J. Morgan.

The company yesterday announced that two top executives, John Cavalier and Jeffrey Heimbeck, have resigned. It also confirmed that Peter Wensberg, another top executive who Atari last month said was being "reassigned," now "no longer has a relationship with the company."

Mr. Cavalier, who had been the highest-ranking official under Mr. Morgan, will become vice president and general manager of Apple Computer Inc.'s largest unit, the Personal Computer Systems division. In an interview, he said, "I just think there's a better opportunity at Apple. Apple has a definite commitment to the computer business and a total dedication to it."

Mr. Cavalier wouldn't say more about his departure from Atari. But sources close to Apple and Atari said that Mr. Cavalier, who came to Atari a little more than a year ago from American Can Co., was disappointed

when he wasn't named chief executive after Raymond Kassar, the former chief executive, was dismissed in September.

Mr. Cavalier's departure also fuels recent speculation that Atari may be leaving the home-computer business—or at least scaling back its plans considerably. Atari had heavy losses in that business. The company is shipping two new computers, the 600 and the 800, and has two new computers, the 1400 and the 1450, due for shipment later this month.

The 1400 and the 1450 are expected to be priced in the \$1000 range, which would make them competitive with Apple models.

An Atari spokesman said the company will stick with its plans for marketing the computers, but he acknowledged that "anything is possible."

Mr. Cavalier will report directly to John Sculley, who was recruited recently from PepsiCo Inc. to be Apple's president and chief executive. Mr. Sculley said the company had been looking about four months for an executive to run its personal computer systems unit and found Mr. Cavalier through an executive-search firm. "We did an awful lot of checking on John and found he was demonstrably the best manager for the job," he said. He said Mr. Cavalier is comfortable with Apple's emphasis on technology, despite Atari's new emphasis on marketing. "We really feel excellence in technology is more important than the marketing side now," Mr. Sculley said.

Mr. Wensberg, who was recruited with much fanfare less than a year ago from Polaroid Corp., couldn't be reached for comment.

Also departing is Mr. Heimbeck, who reported to Mr. Cavalier as a marketing vice president for games and computers. The spokesman said Mr. Heimbeck's plans weren't known. A source said Mr. Heimbeck had been "demoralized" by recent changes at Atari and "felt like he wasn't a part of the new team."

Mr. Morgan, who joined Atari from Philip Morris Co. in September, is in the midst of a broad restructuring plan at Atari. However, the steady stream of executive departures at both top and middle management levels, coupled with the recent layoffs of more than 3,000 white-collar and blue-collar workers, could make Mr. Morgan's task doubly hard. Atari had a loss of \$310.5 mil-

Please Turn to Page 29, Column 1

Two Top Aides Resign From Warner's Atari, As Exodus Accelerates

Continued From Page 3

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That calls into question the future roles of the presidents of two other Atari units, Donald Kingsborough, who heads the Atari Sales & Distribution Co., and Paul Malloy, who is president of the Atari Manufacturing Co.

Mr. Heimbeck's duties on the hardware side of Atari will be absorbed by Fred Simon, senior vice president of computer marketing, and Phillip Restaino, a vice president of games marketing. The spokesman said this is consistent with Mr. Morgan's plans "to make this a more pure marketing organization" and "merge the hardware and software marketing functions at Atari."

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TEXAS INSTRUMENTS
INCORPORATED

POST OFFICE BOX 225474 • DALLAS, TEXAS 75265

October 14, 1983

Mr. John Phillips
5502 56th Street
Lubbock, TX. 79414

Dear John:

Thank you for your recent participation in the Texas Instruments Employee Software Royalty Program. We will expand the software offerings available for the TI Home Computer through the efforts of people like you. Additional software will make the Texas Instruments Home Computer more useful and a better value.

We have completed our evaluation of your software package entitled: "BEYOND PARSEC" logged in as TI evaluation number 191/192 on April 25, 1983, by TI Licensing Service.

I am pleased to inform you that your submission has been accepted by the TI Employee Software Royalty Program for possible distribution under Class A.

Please find enclosed two copies of the ACCEPTANCE AGREEMENT: TI AUTHOR TEXAS INSTRUMENTS EMPLOYEE SOFTWARE ROYALTY PROGRAM. A check for two hundred and fifty dollars will be sent to you upon our receipt of one copy of this contract which you have executed. A second check for two hundred and fifty dollars will be sent you later as noted in the enclosed agreement.

Congratulations and we look forward to receiving more submissions of this quality from you soon.

Sincerely,

TOM COPELAND
Licensing Services

Encl.

2 Copies of Acceptance Agreement, Class A, No. A-5

CC: Dean Powell
/le

99/4ATM

Lubbock, Texas

Birth Certificate

This Certifies that 99/4A # _____
was born in Lubbock, Texas
during the _____ Week of 19 _____

In Witness Whereof SoftMail Incorporated
has caused this Certificate to be signed by
its duly authorized officers and its cor-
porate seal to be hereunto affixed.

Donald P. Bynum
Donald P. Bynum
Former Home Computer Manager

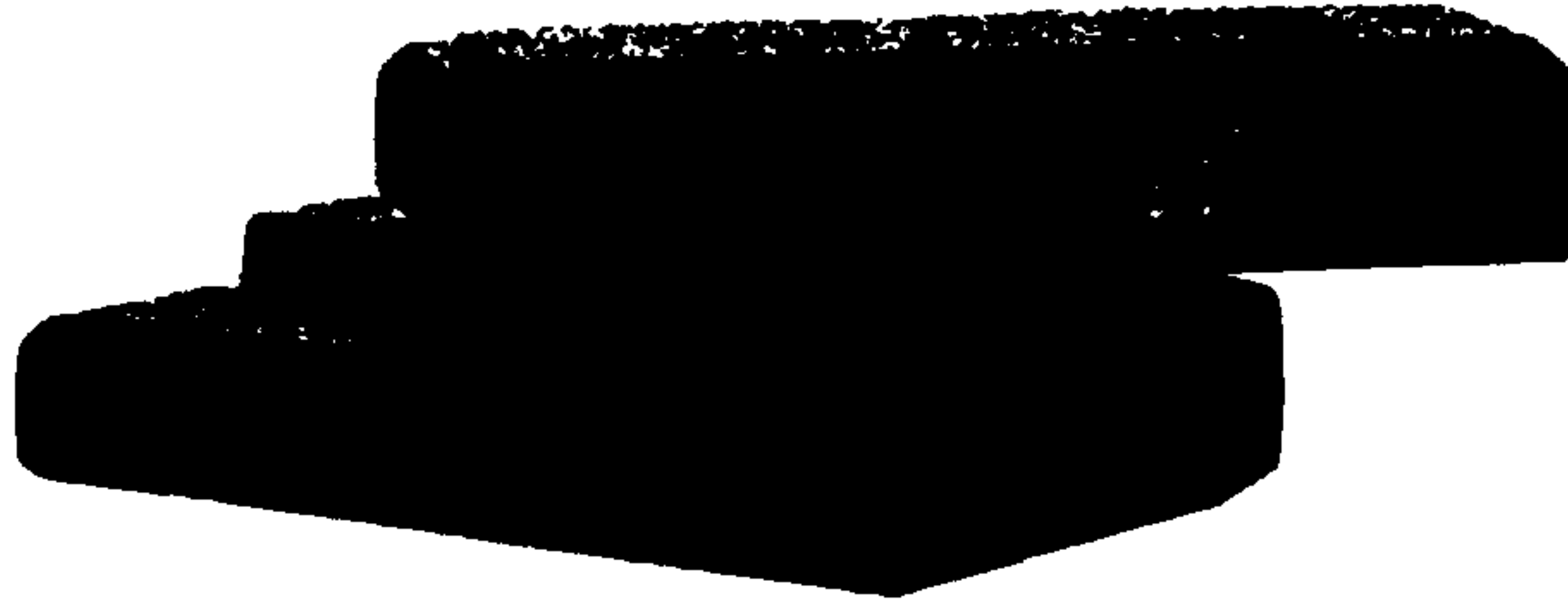
Blaine E. Crandell
Blaine E. Crandell
President

Diane K. Crandell
Diane K. Crandell
Secretary/Treasurer

TM T199/4A is a trademark of Texas Instruments Incorporated.
This certificate is issued by SoftMail Incorporated which is not associated in any way with Texas Instruments Incorporated.

NOTICE

If you manufacture or sell plug-in cartridges for home computers, the following may be important to you.



Texas Instruments (TI) from time to time makes modifications in the design of its home computer products in order to reduce cost, improve reliability and performance, and safeguard its image as a manufacturer of quality products. Plug-in semiconductor cartridges marketed by TI for its 99/4A Home Computer each contains a proprietary auto-incrementing memory. In view of planned new introductions to its product line, cartridges which do not include an auto-incrementing memory will, in TI's judgment, no longer be compatible with all TI Home Computers.

TI holds patents that cover a number of proprietary features in the cartridges for its Home Computer. These patents include 4,243,984; 4,286,320; 4,298,949; RE 30,671; 4,304,964 and DES. 260,515. In addition, the U.S. Patent and Trademark Office has indicated that it will issue a patent relating to Allophone Speech to TI. TI does not intend to license these patents to others for supplying cartridges for the TI Home Computer. TI intends to enforce these patents against others who use them.

TI will discuss with potential developers arrangements wherein TI would be a licensee and distributor of such cartridges with attractive compensation to its developer.

**TEXAS
INSTRUMENTS**



* Texas Instruments in its ever*
* present wish to control the
* world of computers, published*
* this ad in the "Consumers *
* Electronic Show Daily" June 6,
* 1983.

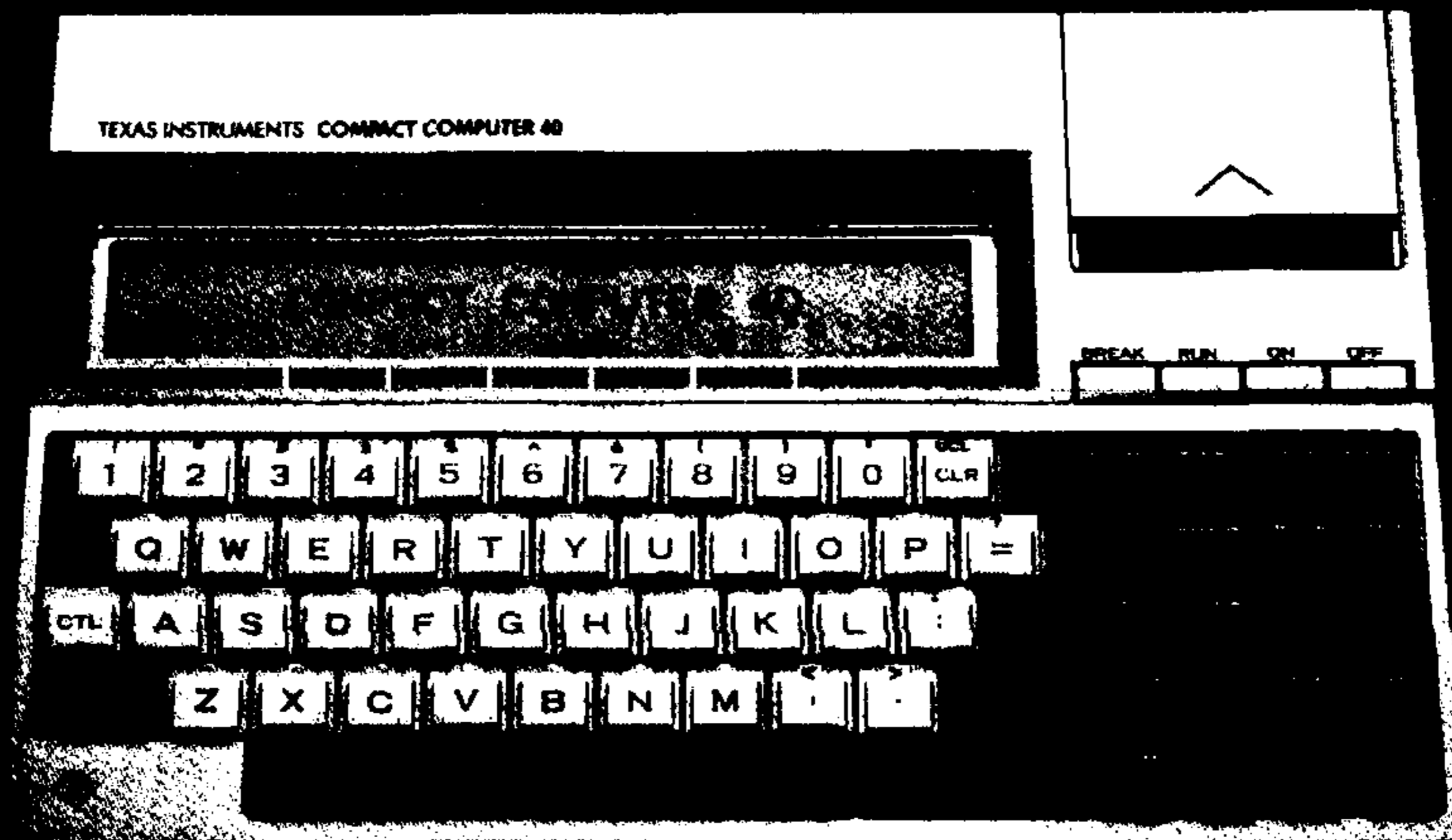
* What it needs to change verily*

Texas Instruments
Compact Computer 40



Compact Computer 40.

Personal. Powerful. Perfectly portable.
Twenty-two ounces of customizable computing and calculating power that's compact enough to go from desk to briefcase.



A powerful computer

Enhanced BASIC, versatile and easy-to-use—is built into the CC-40's 34K bytes of Read-Only Memory (ROM). And, there are 8K bytes of Random Access Memory (RAM). 18K version also available.

A programmable scientific calculator

There's a separate numerical keypad and special keys for trigonometric and logarithm functions, square root, pi, degrees, radians, grads and more. The CC-40 will solve equations up to 80 characters, with 13 place accuracy.

Perfectly portable

Less than 6 inches wide, less than 10 inches long and only an inch thick, yet there's a comfortable full typewriter-style keyboard, a 31-character scrollable LCD display and up to 200 hours battery life.

Customized cartridge software

TI can convert your software programs into solid-state cartridges—quickly and economically. These EPROM cartridges allow instant plug-in customization for your applications.

Personal. Powerful. Compact Computer 40. New. From Texas Instruments.

**Performs the same kinds of tasks as a desktop computer.
At a fraction of the price.**

It's the compact computer for everybody. From the novice to the professional—hobbyist to specialist—it's 22 ounces of battery-operated computer power compact enough to go from desk to briefcase.

Programmable in Enhanced BASIC (and with optional Editor/Assembler cartridge)—Assembly Language, the Compact Computer can also run preprogrammed applications software loaded in either plug-in Solid State Software™ or Wafertape™ cartridges.



- **THE COMPACT COMPUTER 40: TI-CC40E** A computer that fits in your briefcase and performs tasks like a desktop computer. Batteries included.

BASE \$161.86 5% \$169.95 6% \$171.57

Customize your Compact Computer-40 with a variety of low-cost peripherals available now.

- **RS232 INTERFACE: HX-3000E** You can connect directly to serial input printers and modems. Or, add an optional cable to connect to parallel input printers.

BASE \$66.62 5% \$69.95 6% \$70.62

- **RS232/PARALLEL INTERFACE: HX-3000E** Same as above with parallel cable included.

BASE \$85.67 5% \$89.95 6% \$90.81

- **PRINTER/PLOTTER: HX-1000E** The printer offers you 10 different type sizes and up to 36 characters-per-line on standard 2 1/4 inch paper for a permanent record tape. An x-y plotter provides four color capability for pie charts, trend line graphs, and more.

BASE \$133.29 5% \$139.95 6% \$141.29

- **WAFERTAPE™ DIGITAL TAPE DRIVE: HX-2000E** Offers cartridge capacity up to 48K bytes with data transfer rates of 8,000 bits-per-second. Reliable storage capacity and fast access to programs and data are additional benefits of this unique peripheral.

BASE \$95.19 5% \$99.95 6% \$100.90

TEXAS INSTRUMENTS



EMPLOYEE SALES

June, 1983

International
99/4
Users-Group



PRESIDENT'S LETTER

OFFICIAL BI-MONTHLY NEWSLETTER FOR MEMBERS OF THE INTERNATIONAL 99/4 USERS-GROUP, P.O. BOX 67, BETHANY, OK 73008, 405/787-8521

CONSUMER ELECTRONICS SHOW REPORT

The June Consumer Electronics Show gives retail store owners and buyers an opportunity to preview the electronic products that will fill their shelves for the fall and Christmas season. It's a time when these buyers expect to see new innovative products and gain hands-on experience so they can best serve their customer's needs.

This year, over 60,000 of these buyers came to Chicago looking for new computer products which they expect to provide a significant portion of their overall income for the rest of this year. They were for the most part not disappointed. Atari introduced four new computer models, Mattel previewed their new Aquarius, Timex touted their 1500, and Coleco introduced a show-stopping bundled system called ADAM.

At the TI booth, however, retailers expecting to see an 80K release from the current industry leader openly displayed disbelief when it failed to appear on the showroom floor. A TI spokesman would not provide any reason for the absence of the 99/8, other than saying, "We will sell no computer before its time."

Acknowledgments were made that the /8 will be brought to market before year's end, but total details were sparse and TI representatives acknowledge that strategy changes may be made based on competitive announcements made at this June show.

Additionally, new software packages which TI announced to be available in the third and fourth quarter of 1983 must still have a long way to go, as very few were shown in their entirety at TI's booth. At a June 4 press conference held by Imagic, a leading cartridge manufacturer, an announcement was made that TI and Imagic have signed a joint agreement that will allow Imagic a license to create a minimum of seven new solid-state software modules for the 99/4A. They include: Demon Attack, Microsurgeon and five future announcements. Apparently this agreement must have just culminated as both packages shown at TI's booth were running under the control of Mattel equipment, cleverly concealed out of public view.

New additions to the compact computer line, which were expected by many, were also missing and no definite shipping date has been determined for the Hex-Bus and low-cost peripherals, as quality assurance problems continue to plague this project.

One large chain-store executive told a Users-Group interviewer, "We expected much more from TI than they showed. Our current sales of 99/4A products have dropped and we had hoped that TI would give us a new product to sell."

He went on to say, "There is a lot of confusion in the marketplace right now, and only manufacturers who can make strong commitments to price vs. performance will survive."

In other new developments, many manufacturers of low-priced computers are for the first time showing bundled computer systems. Mattel, Atari, Coleco and others are offering system packages which include a variety of components, including modems, recorders and TV sets. It's still too early to tell if TI can pull off the official announcement of its 99/8 and supply retailers with significant product evaluation time to get the much needed sell-through they need to remain the industry leader.

THIRD PARTIES SHOW LITTLE FEAR

Although Texas Instruments seems to be taking its stand on protecting their uncontested patents concerning GROM technology quite seriously, other third-party software producers at the summer Consumer Electronics Show showed little fear in challenging the giant Texas electronics firm.

To set the stage for this battle, Texas Instruments announced in a press release May 18 that they will periodically make modifications in the design of the 99/4A Home Computer. These changes will implement

the machine to check any module plugged in to its cartridge slot for a proprietary auto-incrementing memory called GROM. The press release went on to say that TI does not intend to license this technology to others for manufacturing plug-in cartridges designed to work with their home computer products. Additionally, TI is prepared to enforce its GROM patents against unauthorized use by any outside parties.

This hard-line stance by Texas Instruments was again emphasized on June 4, the first day of the summer Consumer Electronics Show, when TI placed a full-page advertisement in a CES daily trade journal warning retailers that unless cartridges shown by third party sources are licensed by Texas Instruments, there is a distinct possibility that they will not work in current production 99/4A Home Computers.

Additional reinforcement was evident when the show doors opened on Sunday as all of the 99/4A consoles in the Texas Instruments booth were equipped with a new version 2.2 operating system that does indeed check for auto-incrementing memory. One would think that such stern warnings from such a powerful adversary would keep even the mention of any intention to produce plug-in cartridges for the 99/4A to an absolute minimum. The warnings, however, seemed to have little effect on at least four software manufacturers who showed new cartridge releases for the /4A.

At the Atari booth, demos were being run on soon-to-be-released titles such as Pac-Man, Defender, Donkey Kong, Centipede, and Dig Dug. Atari Publishing also announced that it will be bringing to market four additional titles under a licensing agreement with Synapse. These will include Shamus, Protector, Picnic Paranoia, and Slime.

"We are very excited about releasing these packages for use with the 99/4A," an Atari spokesman said. "We feel that it offers a whole new world of arcade-style entertainment to over 1 million owners of the 99/4A."

One Atari employee was overheard saying, "The quality of speed and graphics we have been able to achieve with the 99/4A is not even surpassed by our stand-alone arcade machines." Atari plans release of its new cartridges sometime in August and suggested retail prices are expected to be \$44.95.

Thorn EMI, a giant multi-billion dollar video conglomerate, also announced its plans to release three new cartridges for the TI 99/4A Home Computer. River Rescue, Submarine Commander and War Games all looked great to this correspondent. The War Games package should have a wide appeal as many of its screen sequences are those used in a newly-released movie of the same name.

Romox, a California-based cartridge manufacturer, showed three new releases for the 99/4A, including Hen Pecked, Typo, and Whiz Kid. Romox also plans to release a new low-cost cartridge programmer to the general public under an agreement with a Sunnyvale, CA, hardware manufacturer. Several other well-known software houses were also rumored to have products waiting in the wings for pre-Christmas release. Included are such well-known names as Parker Brothers and Mattel.

The most blatant show of defiance to TI's attempted lock-out of third party suppliers occurred on Tuesday, June 7 at 4 p.m. when Michael Brouters, President of Funware, Richardson, TX, calmly walked up to a version 2.2 console at the Texas Instruments booth, inserted his newly released cartridge titled Ambulance, and showed that it will indeed work on TI's newly modified machine.

When questioned by an IUG representative for his comment on this bold act of defiance, a TI employee said, "It is a clear violation of our patent rights and I am sure that our legal department will take the appropriate steps."

Mr. Brouters said, "We intend to release nine new cartridges for the TI Home Computer between now and September 1, 1983, and are willing to guarantee to our customers that all will work on present and future versions of the 99/4A. New releases from Funware will include: Ant Colony, Cave Creatures, Driving Demon, Saint Nick, Crisis Mountain, Trashman, Astroblitz and Pipes.

NEW ARCADE GAMES TO BECOME AVAILABLE

Four new software packages, two developed by Texas Instruments and two developed by third party sources, will become available later this year for the 99/4A home computer. Three of the four software packages will be in solid state software cartridges. They are: M*A*S*H, Snigget, and Moonmine. The M*A*S*H game was developed by Fox Video Games, Incorporated under a license from TI. Entrapment, which will require the use of the mini-memory command module, was developed by Tom Johnson of American Software Design & Distribution and purchased for distribution by TI. Snigget is the first game package to be developed by TI from an internal employ submission program, by which the author is paid royalties in addition to his normal compensation.

M*A*S*H

Players must pick up wounded soldiers from a battlefield and airlift them to the 4077th M*A*S*H unit, moving quickly to save as many lives as possible. A hawk's eye and a steady hand will help the players sew up the highest score. (Available third quarter 1983; suggested retail price \$39.95; joysticks recommended.)

SNEGGIT

Players control a chicken that guards eggs from hungry snakes. Fast reflexes, wit, and skillful tactics help players save the eggs from the snakes, which are intent upon devouring the eggs by the dozens. The more eggs saved, the higher the score. (Available third quarter; price \$39.95; joysticks recommended.)

MOONMINE

As captain of the U.S.S. Moonmine, the player's mission is to capture treasures stolen from earth. Players battle against Mighty Zygonaut and his menacing creatures to save the world's most valuable treasures. This one-player game challenges your skills in strategic planning and quick thinking.

Moonmine includes various levels of difficulty and synthetic speech capabilities. (Available fourth quarter; price \$39.95; joysticks and speech synthesizer recommended.)

ENTRAPMENT

Players are in command of the spaceship that patrols the earth's atmosphere. Suddenly, hostile larvae enter the atmosphere to attack the earth. One by one they turn into ravenous insects, and players must destroy as many insects as possible while building a shield to ward off surviving attackers. This game requires the TI-Mini Memory cartridge and a cassette tape recorder. (Available third quarter; price \$19.95; joysticks recommended.)

The above capsule reviews are basically taken from TI's press releases for the Consumer Electronics Show. After actually viewing each of the packages, we at the Users-Group were less than impressed with these new releases and feel that TI has neglected their duty to supply good quality software to their consumers.

While other manufacturers are dealing with outside software houses for good quality arcade-style packages, TI seems to be groping to release anything they can regardless of the quality.

We will make further in-depth evaluations of these new software packages as soon as TI supplies us with evaluation copies of these new products.

COLOR CHANGE FOR TI-99/4A HOME COMPUTER ANNOUNCED BY TI

Texas Instruments has announced a color change for its popular 99/4A Home Computer. Beginning this summer, TI will change over its Lubbock production lines to produce computer consoles and peripherals in a new gray color.

"After extensive research into the color preferences of persons for both a home and office environment, Texas Instruments has found a marked preference for lighter colors in both its computers and calculators," said Bill Turner, President of the Consumer Group. "Therefore, we have decided to change to a light gray color for the 99/4A and future home computers."

Functionally, the new gray 99/4A is identical to the black one that has been on the market for several years. The changes are essentially cosmetic, although the on/off switch has been moved to a more accessible location, and other cost reductions on the printed circuit board have been implemented.

FREE SPEECH SYNTHESIZER PROMOTION FOR 99/4A HOME COMPUTER ANNOUNCED BY TI

Texas Instruments has announced a new "free speech" offer to owners of its popular 99/4A Home Computer whereby consumers can buy certain software cartridges, cassettes, or albums and receive a free Solid State Speech™ Synthesizer valued at \$99.95.

"Because of the overwhelming popularity of our previous free speech offer, TI is again making a free Solid State Speech Synthesizer available to consumers who buy a predetermined number of software packages for the 99/4A Home Computer," said Bill Turner, President of the Consumer Group.

Consumers can become eligible for the free speech promotion in one of the following three ways:

Buy six Solid State Software™ cartridges.

Buy two Software Albums.

Buy an Entertainment Value Pack and three Solid State Software Cartridges.

The Entertainment Value Pack is a collection of five cartridges and one cassette that sells for a suggested retail price of \$99.95. If purchased separately, these packages would have a retail price of \$154.70.

Consumers must purchase the above software between June 1, 1983 and January 31, 1984 to be eligible for the free speech promotion. All sales receipts and proof of purchase information must be submitted to TI no later than March 1, 1984.

NEW LOW-COST MODEM FOR COMPACT COMPUTER 40 AND 99/4A HOME COMPUTER FROM TEXAS INSTRUMENTS

A new low-cost modem for use with the Compact Computer 40 and the 99/4A Home Computer made its debut at the 1983 Consumer Electronics Show in Chicago, held June 5-8.

The HX-3100 telephone modem is a 300 BAUD, full-duplex, direct-connect device that is Bell 103 compatible and operates in answer or originate modes. The modem plugs directly into the Compact Computer 40 through the built-in Hex-bus™ intelligent peripheral port eliminating the need for an RS232 interface. It also works with the 99/4A Home Computer through the Hex-bus Interface, PHP 1300.

The battery-operated unit is able to send and receive data simultaneously by using Frequency-Shift Keying (FSK). The manual-dial modem plugs directly into both the phone line and the telephone using standard modular plugs.

Used with the new Texas Instruments "Memo Processor with Data Communications" Solid State Software™ cartridge available for the CC-40 the new modem and the CC-40 provide a truly low-cost system for data communications.

This configuration provides TI Compact Computer owners access to the TEXNET™ Information Service, which includes the SOURCE™ computer software service for business, education, and home entertainment, as well as access to Texas Instruments news and information. The modem gives users a low-cost means of accessing office, home, or public data base computers.

Powered by four AA alkaline batteries (not included), the modem is 5-13/16 x 4-9/16 x 1-5/16 inches and will fit easily into a briefcase along with the Compact Computer 40 and other Hex-bus-compatible peripherals. The HX-3100 Modem has a suggested retail price of \$99.95, and will be available during the fourth quarter of 1983.

International
99/4
Users Group



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Bethany, OK
73008

BULK RATE U.S. POSTAGE PAID Permit No. 56 Bethany, OK

RETURN REQUESTED

Coleco Delaying \$4 Million of Ads For Adam Computer

By BOB DAVIS

Staff Reporter of THE WALL STREET JOURNAL

HARTFORD, Conn. — Coleco Industries Inc. delayed about \$4 million in advertising for its Adam home-computer system from the current quarter to the 1984 first quarter.

Previously, Coleco had said it planned to spend \$20 million to \$25 million in advertising in 1983 on the \$600 Adam system. The delay of \$4 million in advertising would reduce 1983 Adam advertising to a range of \$16 million to \$21 million.

Morton Handel, executive vice president, asserted yesterday that Coleco's revised advertising plans for Adam were disclosed previously, on Sept. 22, when the computer system was approved by the Federal Communications Commission.

At that time, he said, the toy, video-game and computer company stated "that it will accumulate units of Adam production in order to begin shipments of a significant quantity in mid-October. This procedure will make the initial distribution of Adam more effective and permit closer coordination with Coleco's extensive television advertising plan." From that statement, he said, it should have been clear that the company was delaying some advertising from the current quarter.

Stock Price Falls

Delays in shipping Adam have made investors exceptionally sensitive to news about the company. Yesterday Coleco common closed at \$27.75, down \$2.625, in composite trading on the New York Stock Exchange.

Rumors about Coleco abounded on Wall Street yesterday. Several sources said the company had told retailers not to expect Adam shipments until sometime in November. But yesterday, three large retail chains that plan to carry the Adam said Coleco informed them that it was on schedule for mid-October shipments. A Coleco spokesman said the same thing in an interview.

Originally, Coleco said it would begin shipping the Adam in late August, then delayed shipments to sometime in September, then delayed them again to mid-October.

Ames Department Stores

According to another rumor, Ames Department Stores Inc. decided to drop Adam from its Christmas catalog. In Fall, ROCKY Hill, Conn.-based Ames doesn't have a Christmas catalog, but the discount department store chain did pull an Adam ad from a circular it will shortly mail to customers. Jeray Fine, divisional merchandise manager, said the store is "re-evaluating" whether it will stock the unit for Christmas. He added that Ames plans to sell the Adam early next year.

How many Adams Coleco can ship by year-end remains a mystery. Coleco insists it can ship about 500,000 units, but Mr. Handel also said the company will revise its official estimate when it ships its first unit. Even with its official estimate, Coleco said it isn't "discouraging" projections of 400,000 units.

A spokesman for Commodore International Ltd., a competitor, was more skeptical. He said Commodore needed five months before it could produce and ship its VIC-20 home computer at the rate of 75,000 units a month and took four months to gear up to shipments of 100,000 Commodore 64s a month. If Coleco is to produce and ship even 300,000 units by year-end, it must substantially outpace Commodore's start-up performance.

Coleco's Adam computer includes a daisy-wheel printer, high-speed digital-tape drive, full typewriter keyboard, a central processor powerful enough to store about 80,000 characters of information and built-in word-processing software. Coleco has attributed the delays in shipping Adam to problems perfecting the software.

Coleco Delaying \$4 Million of Ads For Adam Computer

By BOB DAVIS

Staff Reporter of THE WALL STREET JOURNAL

HARTFORD, Conn. — Coleco Industries Inc. delayed about \$4 million in advertising for its Adam home-computer system from the current quarter to the 1984 first quarter.

Previously, Coleco had said it planned to spend \$20 million to \$25 million in advertising in 1983 on the \$600 Adam system. The delay of \$4 million in advertising would reduce 1983 Adam advertising to a range of \$16 million to \$21 million.

Morton Handel, executive vice president, asserted yesterday that Coleco's revised advertising plans for Adam were disclosed previously, on Sept. 22, when the computer system was approved by the Federal Communications Commission.

At that time, he said, the toy, video-game and computer company stated "that it will accumulate units of Adam production in order to begin shipments of a significant quantity in mid-October. This procedure will make the initial distribution of Adam more effective and permit closer coordination with Coleco's extensive television advertising plan." From that statement, he said, it should have been clear that the company was delaying some advertising from the current quarter.

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Suggested retail price \$79.95

(In Canada, \$99.95)

COMPANION

**A WORD PROCESSING PROGRAM
FOR THE TEXAS INSTRUMENTS
TI-99/4A HOME COMPUTER**

VERSION 2.0

**NOTE: IMPORTANT CONSUMER INFORMATION REGARDING
HARDWARE REQUIREMENTS ON PAGES 2 AND 3.
WARRANTY DISCLAIMER, PAGE 4. TABLE OF CONTENTS,
PAGES 5, 6, AND 7.**

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HOME COMPUTER COMPARISON CHART

	T.I. 99/4A	COMMODORE VIC 64	COMMODORE VIC 20	COLECO ADAM	ATARI 600XL	ATARI 800	ATARI 400	SPECTRAVIDEO SV-318
CONSOLE ROM	26K	20K	20K	30K	24K	10K	10K	32K
USER-ACCESSIBLE RAM	42K*	39K	3K	60K	13K	32K	12K	13K
MICROPROCESSOR	16 BIT	8 BIT	8 BIT	8 BIT	8 BIT	8 BIT	8 BIT	8 BIT
LANGUAGES	BASIC EX. BASIC ASSEMBLY PILOT	BASIC ASSEMBLY	BASIC ASSEMBLY	BASIC LOGO	BASIC ASSEMBLY PILOT	BASIC ASSEMBLY PILOT	BASIC ASSEMBLY PILOT	EX. BASIC ASSEMBLY
AVAILABILITY	YES	LIMITED	PHASE-OUT	?	?	PHASE-OUT	PHASE-OUT	?
CONSOLE WARRANTY	1 YEAR	90 DAYS	90 DAYS	90 DAYS	90 DAYS	90 DAYS	90 DAYS	90 DAYS
SOFTWARE MODULES AVAILABLE NOW	93	27	25	1	22	22	22	2
FREE PROGRAMMING COURSE AVAILABLE	YES	NO	NO	NO	NO	NO	NO	NO
SERVICE CENTERS	61	NO	NO	NO	NO	NO	NO	NO
REBATE	\$50	NO	NO	NO	NO	NO	NO	NO

* 42K RAM AVAILABLE ONLY IN EXPANDED T.I. SYSTEM

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COMPUTE!

\$2.50
January
1983
Issue 32
Vol. 5, No. 1
63379 \$1.85 in UK

The Leading Magazine Of Home, Educational, And Recreational Computing

Music, Sound, And The Personal Computer

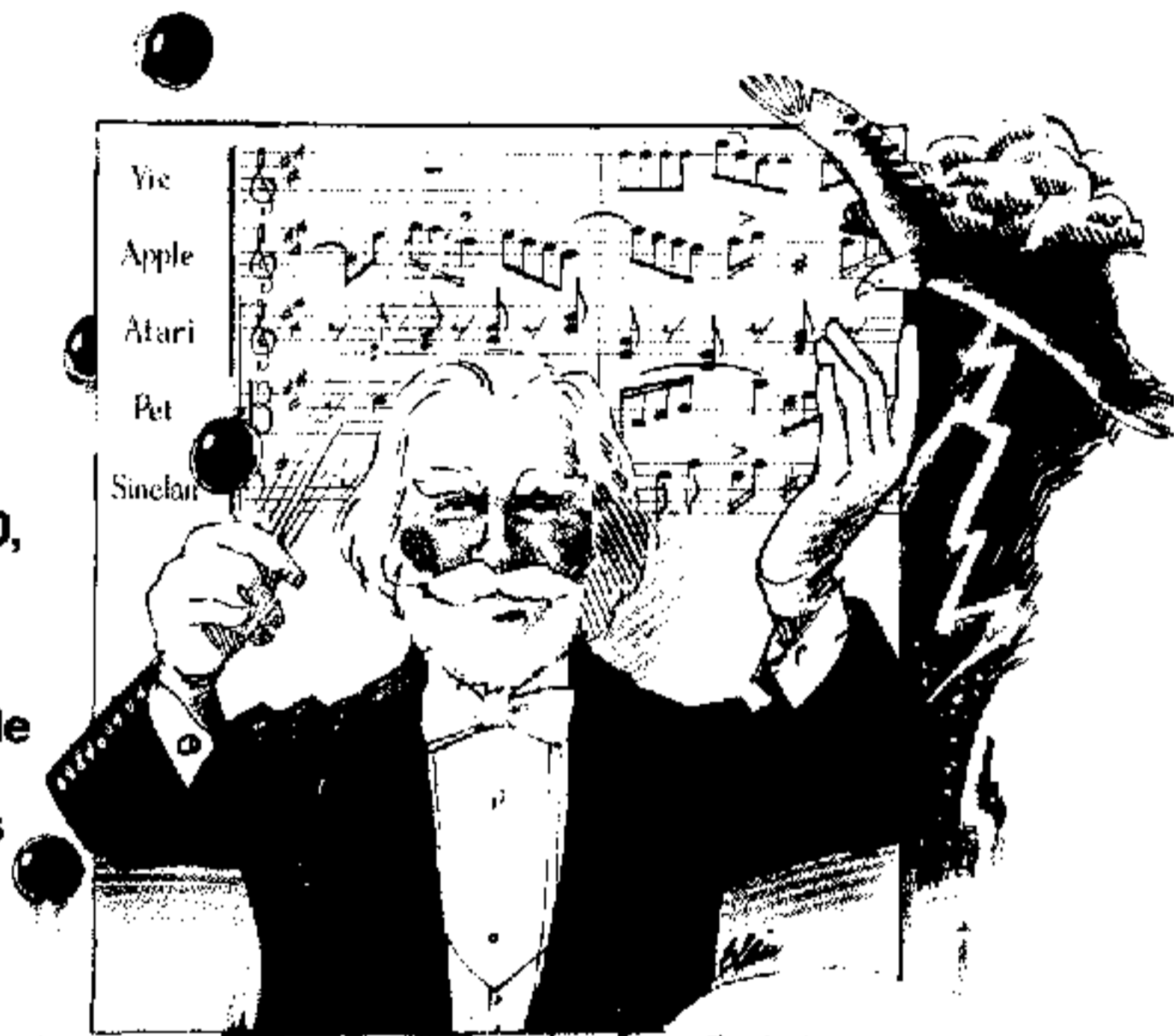
**Music And Sound
For VIC, Apple,
Atari, PET/CBM,
And The
Sinclair/Timex**

***The Juggler,
Thunderbird:*
Two Exciting Game
Programs For VIC-20,
Atari, And TRS-80
Color Computer**

**Writing Transportable
BASIC Programs For
Personal Computers**

***A New Monthly
Column:*
Programming
The TI-99/4A**

**A Home Energy
Calculator For
Atari, Apple, VIC-20,
PET/CBM, And
Commodore 64**



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RATING**



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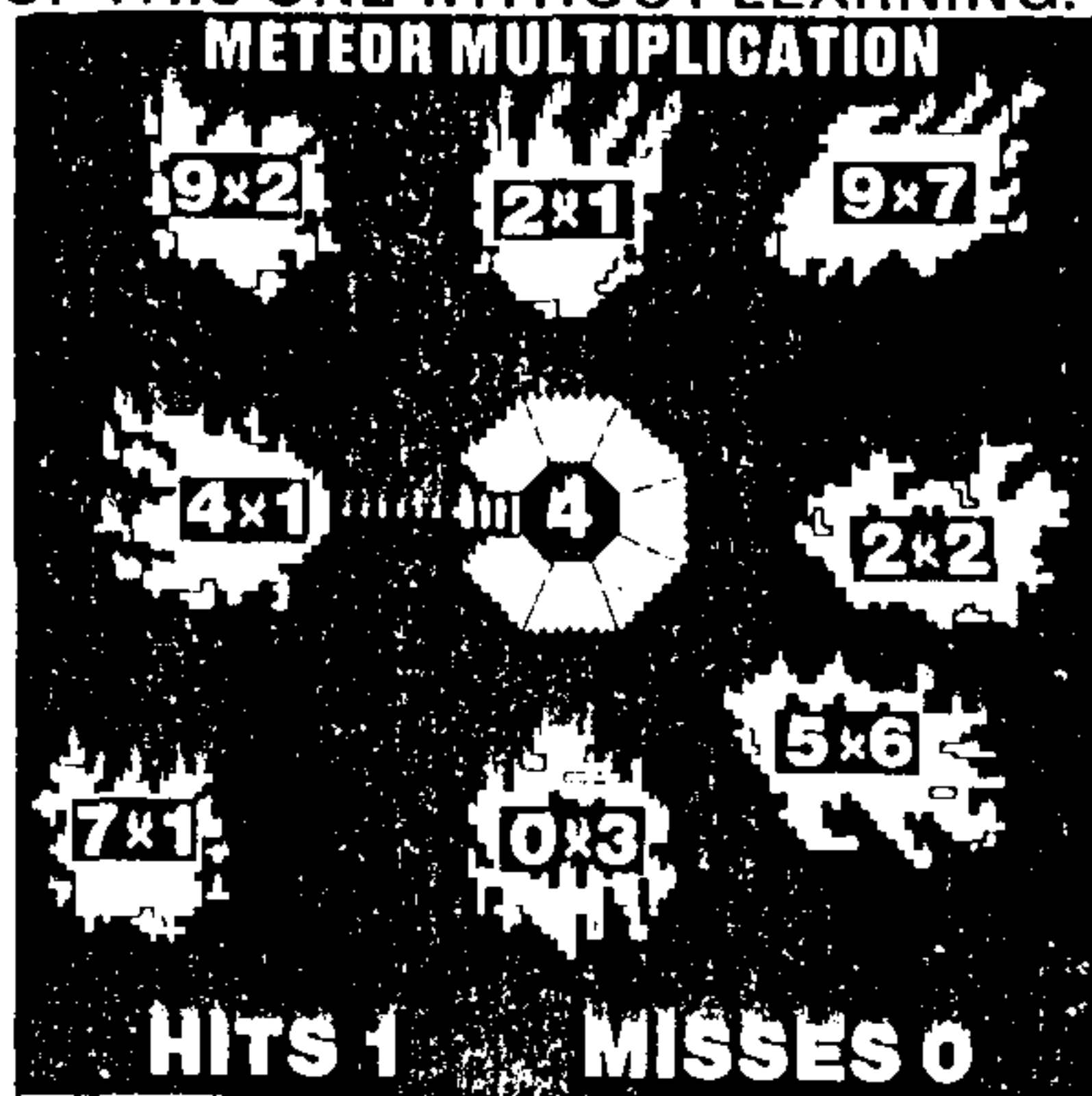


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- 47 SERVICE CENTER LOCATIONS WHERE MALFUNCTIONING PRODUCT CAN BE EXCHANGED.
- 180 USER GROUPS THROUGHOUT THE U.S. AND IN FIVE OTHER NATIONS. GROUPS ARE INCREASING AT A RATE OF 10 PER MONTH.

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| <input type="checkbox"/> Apple II+ & Apple IIe | <input type="checkbox"/> Atari 800 | <input type="checkbox"/> IBM PC | <input type="checkbox"/> Commodore 64 |
| <input type="checkbox"/> ALIEN ADDITION
Age 6 and up
addition of numbers 0-9 \$34.00 | <input type="checkbox"/> METEOR MULTIPLICATION
Age 8 and up - multiplication
of numbers 0-9 \$34.00 | <input type="checkbox"/> MINUS MISSION
Age 6 and up - subtraction
of numbers 0-9 \$34.00 | <input type="checkbox"/> DEMOLITION DIVISION
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numbers with answers 0-9 \$34.00 |
| <input type="checkbox"/> ALLIGATOR MIX
Age 6 and up - addition &
subtraction of
numbers 0-9 \$34.00 | <input type="checkbox"/> DRAGON MIX
Age 8 and up - multiplication &
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with answers 0-9 \$34.00 | | |

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```

53 L=L+2:REM USE L+1 IF ENTRIES ARE
ON ALL LINES
54 IF L=23 THEN L=3
55 POSITION 2,L:REM FOR TWO COLUMN M
ENU POSITION 21,L AND ADD LOGIC T
O RETURN TO LEFT COLUMN FROM BOT
RT
56 ? "=>":FOR T=1 TO 40:NEXT T:REM U
SE HIGHER NUMBER TO SLOW =>
57 GOTO 40
60 REM SELECT OPTION
61 IF L=3 THEN 100
62 IF L=5 THEN 200
63 IF L=7 THEN 300
64 IF L=9 THEN 400
65 IF L=11 THEN 500
66 IF L=13 THEN 600
67 IF L=15 THEN 700
68 IF L=17 THEN 800
69 IF L=19 THEN 900
70 IF L=21 THEN 1000
71 IF L=23 THEN L=3:GOTO 61
72 REM ADJUST THE ABOVE LOGIC FOR SI
NGLE LINE SELECTIONS AND DUAL COL
UMN MENUS
100 GRAPHICS 0:SETCOLOR 2,1,2:SETCOL
OR 1,1,8
110 POSITION 12,1:? "ITEM NUMBER 1"
115 REM PUT LOGIC FOR THE SELECTION
HERE
116 REM DON'T FORGET LOGIC TO RETURN
TO THE MAIN MENU AFTER THE SELE
CTION IS COMPLETED
117 REM CONTINUE FOR ALL OTHER SELEC
TIONS
120 FOR T=1 TO 500:NEXT T:RUN
200 GRAPHICS 0:SETCOLOR 2,8,2:SETCOL
OR 1,8,8
210 POSITION 12,1:? "ITEM NUMBER 2"
220 FOR T=1 TO 500:NEXT T:RUN
300 GRAPHICS 0:SETCOLOR 2,8,8:SETCOL
OR 1,8,2
310 POSITION 12,1:? "ITEM NUMBER 3"
320 FOR T=1 TO 500:NEXT T:RUN
400 GRAPHICS 0:SETCOLOR 2,4,8:SETCOL
OR 2,4,2
410 POSITION 12,1:? "ITEM NUMBER 4"
420 FOR T=1 TO 500:NEXT T:RUN
500 GRAPHICS 0:SETCOLOR 2,11,8:SETCO
LOR 2,11,2
510 POSITION 12,1:? "ITEM NUMBER 5"
520 FOR T=1 TO 500:NEXT T:RUN
600 GRAPHICS 0:SETCOLOR 2,1,2:SETCOL
OR 1,1,8
610 POSITION 12,1:? "ITEM NUMBER 6"
620 FOR T=1 TO 500:NEXT T:RUN
700 GRAPHICS 0:SETCOLOR 2,8,2:SETCOL
OR 1,8,8
710 POSITION 12,1:? "ITEM NUMBER 7"
715 IF L=23 THEN L=3:GOTO 61
720 FOR T=1 TO 500:NEXT T:RUN
800 GRAPHICS 0:SETCOLOR 2,8,8:SETCOL
OR 1,8,2
810 POSITION 12,1:? "ITEM NUMBER 8"
820 FOR T=1 TO 500:NEXT T:RUN
900 GRAPHICS 0:SETCOLOR 2,4,8:SETCOL
OR 2,4,2
910 POSITION 12,1:? "ITEM NUMBER 9"
920 FOR T=1 TO 500:NEXT T:RUN
1000 GRAPHICS 0:SETCOLOR 2,11,8:SETC
OLOR 2,11,2
1010 POSITION 12,1:? "ITEM NUMBER 10"
"
1020 FOR T=1 TO 500:NEXT T:RUN
  
```

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The Family Programmer

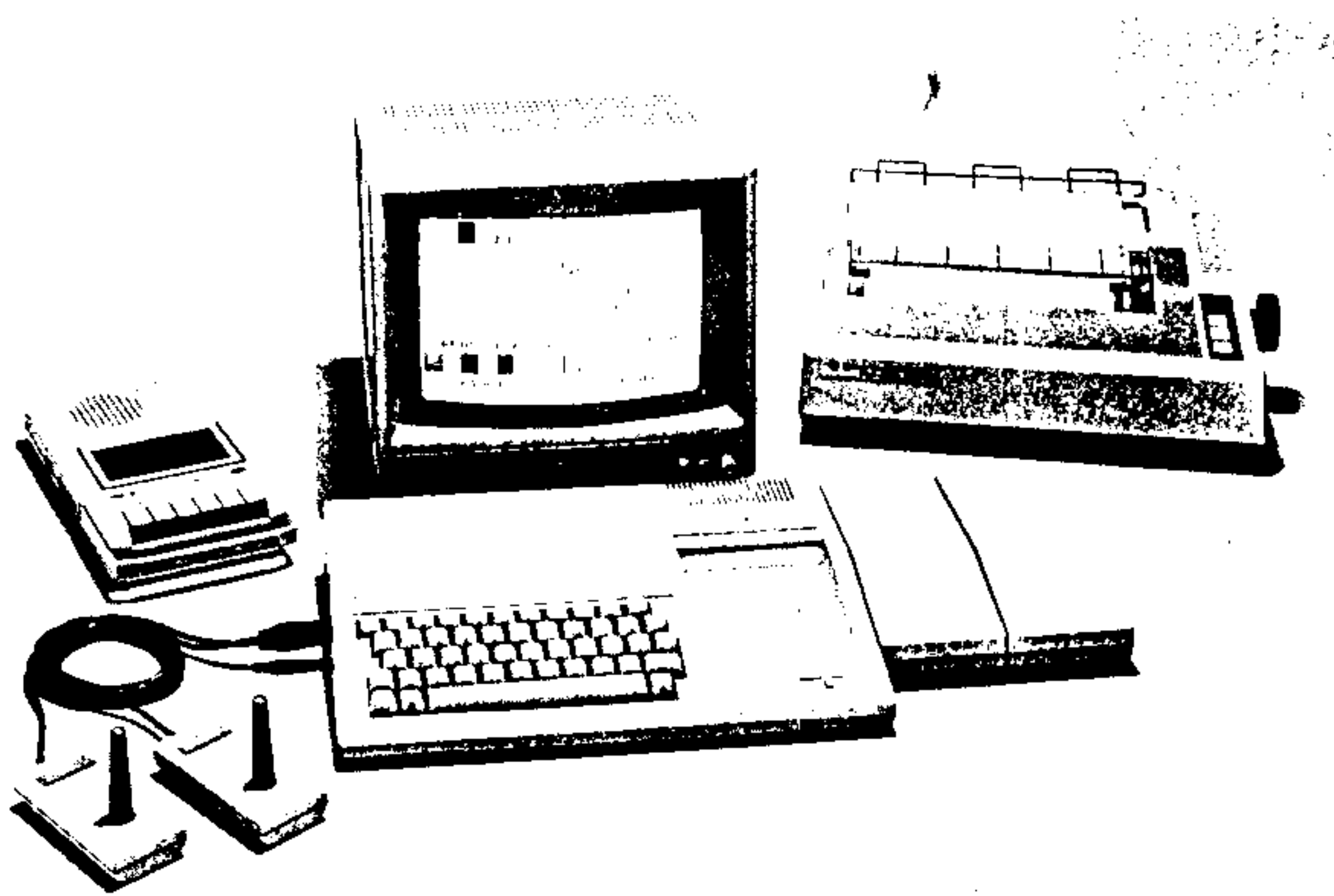
Summer 1983

FORMERLY TI SOURCE & LOGO NEWS

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New Products

New Texas Instruments Home Computer Products Announced



TI has announced a whole new look for its 99/4A Home Computer and peripherals. Although the 99/4A may look a little different in its new gray color, it will work exactly the same as the older black and silver models.

Texas Instruments has announced the coming availability of a new group of products for their CC-40 Compact Computer and the 99/4A. As they do every year, these announcements were made in time for the Summer Consumer Electronics show, held this year in Chicago over the first weekend in June.

CC-40 and Hex-bus™ Peripherals

The CC-40, for those of you who haven't heard about it yet, is a truly portable computer that can fit in a briefcase and can perform tasks like a desktop computer. It has an easy-to-use typewriter-style keyboard and a suggested retail price of \$249.95.

For 99/4A owners, the CC-40 is good news because the Hex-bus™ peripherals made to work with it will also work with your 99/4A. These peripherals include a Wafertape storage system that uses tiny cassettes. Unlike conventional cassettes, the Wafertapes

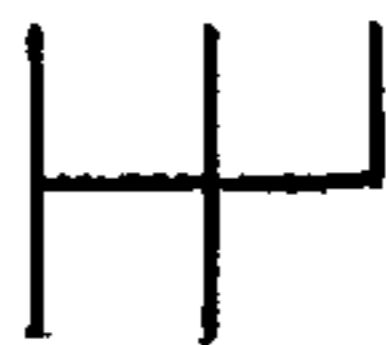
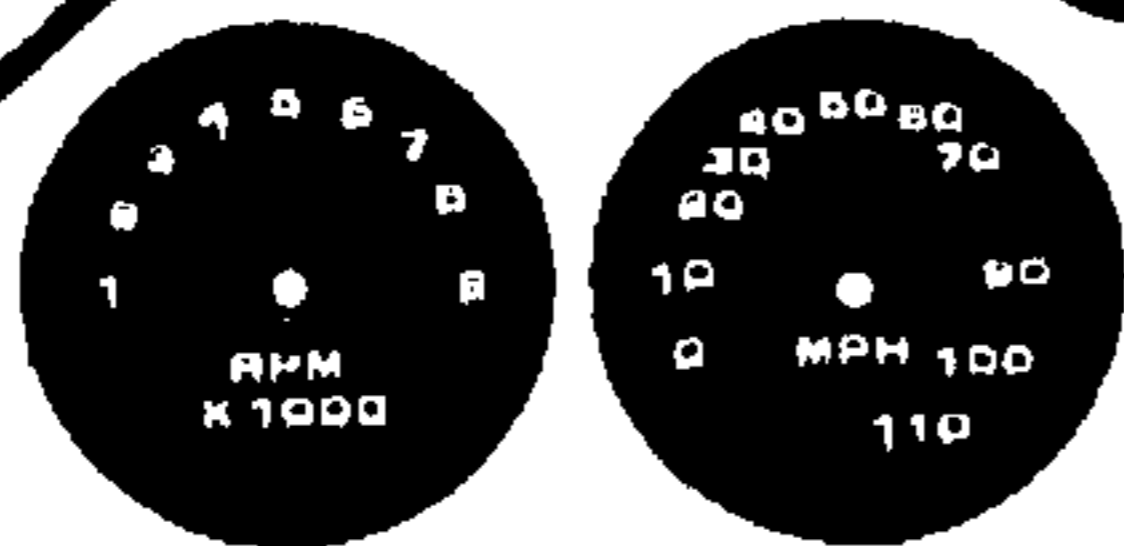
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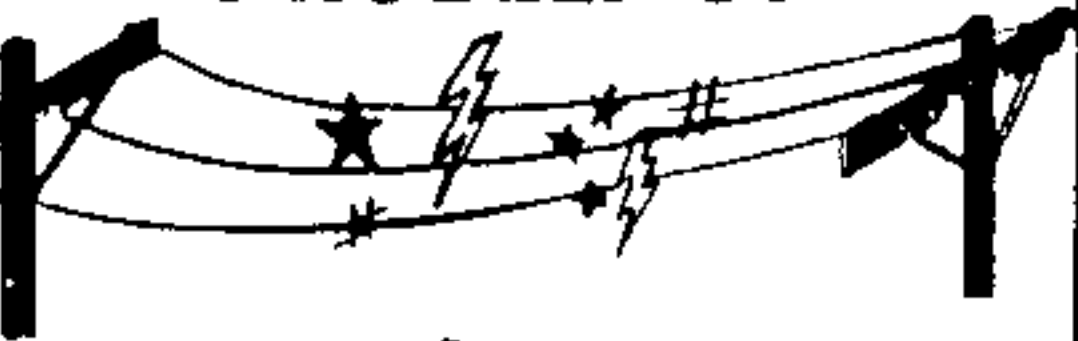
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Holiday Adventures

Chartscan Data is producing *bitCards*, text and graphic adventures designed as holiday gifts. *bitCards* are customized with personal references to the recipient, and the player's reward for completing the adventure is a personal message chosen by the sender.

The first *bitCard*, *A Christmas Adventure*, is available on disk for 48K computers in the Apple II series, and on tape for Atari 400/800, Radio Shack Color Computer, Commodore 64, unexpanded VIC, and VIC with 8K expansion. All versions sell for \$16.95.

bitCards

120 South University Drive, Suite F
Plantation, FL 33317
(305) 473-4741

allows one player to be the Mad Bomber and the other to catch the falling bombs, a high-score table, and a musical score which features the *1812 Overture*.

Both games retail for \$34.95.

Activision, Inc.

2350 Bayshore Frontage Road
Mountain View, CA 94043
(415) 960-0410

Software Assortment For Timex/Sinclair

Dynacomp has introduced an assortment of software products for the 16K Timex/Sinclair computer.

The new programs are: *Blackjack*, \$12.95; *Checkbook*, \$14.95; *Data Filer*, \$19.95; *Graphics Drawer*, \$14.95; *Phone Book*, \$12.95; *Pixel Drawer*, \$14.95; *Tic-Tac-Toe*, \$9.95; and *Word Scramble*, \$9.95.

Each of the programs is described in the free product catalog available from Dynacomp.

Dynacomp, Inc.

1427 Monroe Ave.
Rochester, NY 14618

Games Converted For Atari

Activision has converted two of its best-selling home videogames for Atari home computers.

The games, *River Raid* and *Kaboom!*, have been enhanced to make use of the increased power and memory availability of the Atari computers.

In *River Raid* the player pilots a B1 Strato-wing Assault Jet over a constantly changing river course. New twists added to the game include hovering hot-air reconnaissance balloons, helicopters and tanks that shoot back, vivid graphics and battle sounds, an expanded control panel, a pause feature, and the ability for more advanced players to select more difficult river sections.

Kaboom! features the Mad Bomber, a convict who roams the rooftops dropping bombs. The player maneuvers water buckets to catch the falling bombs. New additions to the game include a variation that

Game Cartridges For The TI

Funware, which recently was acquired by Creative Software, has added to its list of available cartridge software for the TI-99/4A.

Among the new games are: *St. Nick*, in which the player helps Santa fly through a maze and pick up toys while avoiding flying witches.

Schnoz-ola, a game based on a tale about a Mayan prince with tremendous jumping powers and a tremendous nose. The prince must climb a four-tiered pyramid to collect sacred flowers, while dodging fireballs tossed at him by angry gods.

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Ambulance, in which the player serves as an ambulance driver helping sick people get treatment. The player must decide who needs help first and whether the patient should be taken to the hospital or an emergency center.

Driving Demon, a game in which the player tries to drive as far and as fast as possible within a time limit. Problems include oil slicks, other cars, and engine troubles; navigational aids include a tachometer, speedometer, and a long-range scanner.

Funware's cartridge games sell for \$44.95, and are guaranteed to work in all present and future versions of the T1-99/4A home computer.

Funware, Inc.
230 East Caribbean Drive
Sunnyvale, CA 94089
(408) 745-1655

Pinball Simulation For The 64

Brøderbund Software has converted *David's Midnight Magic*, a pinball simulation game, into Commodore 64 format.

The game, described as the next best thing to a real pinball machine, simulates dual flipper controls, bumper action, roll-overs, sounds, and lights. The player can even put English on the ball, but too much will result in a tilt.

David's Midnight Magic, originally sold in Apple and Atari versions, is available for the Commodore 64 on disk for \$34.95.

Brøderbund Software
500 Fifth Ave.
New York, NY 10110

Apple Graphics Program

T & G is an Apple graphics system from C & C Software. The

program does not rely on shape tables, so execution is faster than for many other graphics programs.

T & G includes three character sets, the largest of which is 1½ times the size of standard Apple characters.

The characters can be placed on the screen using one of two commands. One is similar to BASIC's PRINT command; the other permits greater control over text placement. Lowercase is available in the two larger character sets, and the ability to print superscripts, subscripts, and text overlays is provided.

The program also is a powerful utility for producing static or animated graphics. The editor program supports full color and includes a command for clearing a precisely defined area of the screen.

T & G is available for \$65.

C & C Software
5713 Kentford Circle
Wichita, KS 67220
(316) 683-6056

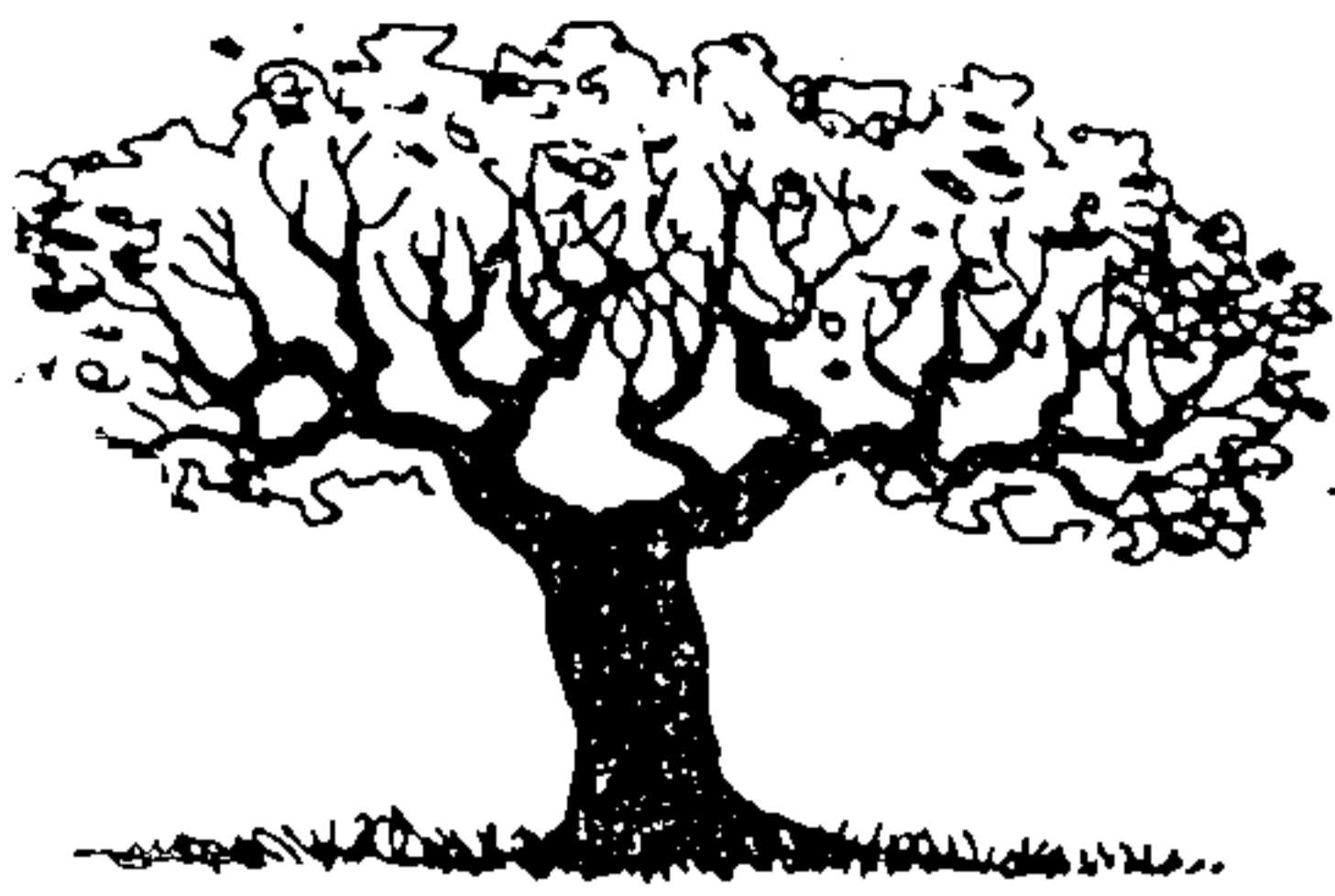
Hardware/Software Combo For Atari 800

MEM/EX is a memory expansion device for the Atari 800 computer. It replaces the operating system board and includes 4K of low-power CMOS static RAM mapped to the unused \$C000 address space.

Included with the board is a powerful command-extender program called COM/EX. This adds ten edit-mode commands to the standard BASIC or Assembler cartridges, including the most used disk commands.

MEM/EX is compatible with all standard Atari 800 configurations; COM/EX requires at least one disk drive and DOS 2.0. The package is available for \$129.95.

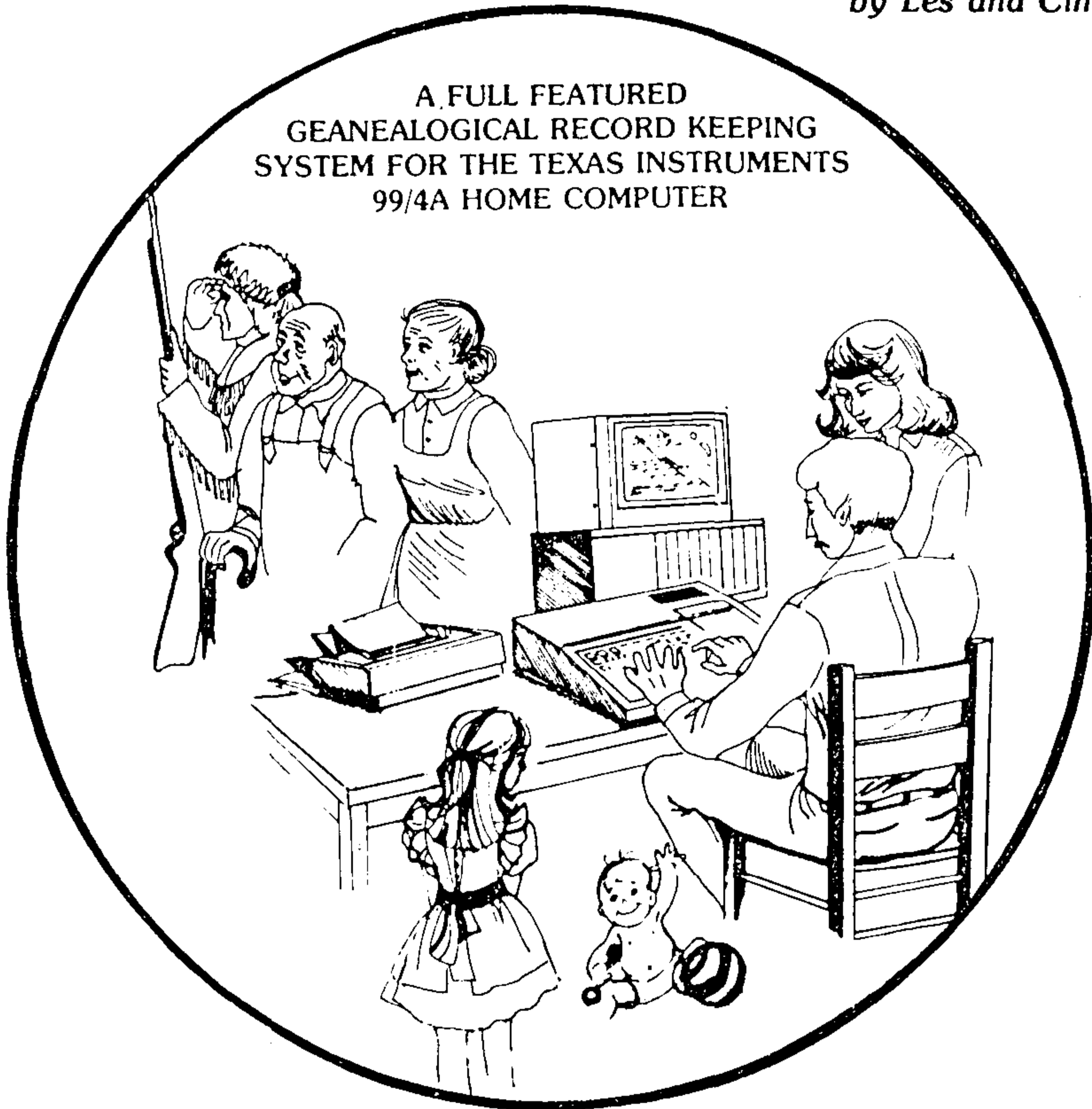
Prairie Physics
P.O. Box 2369
Wichita, KS 67201



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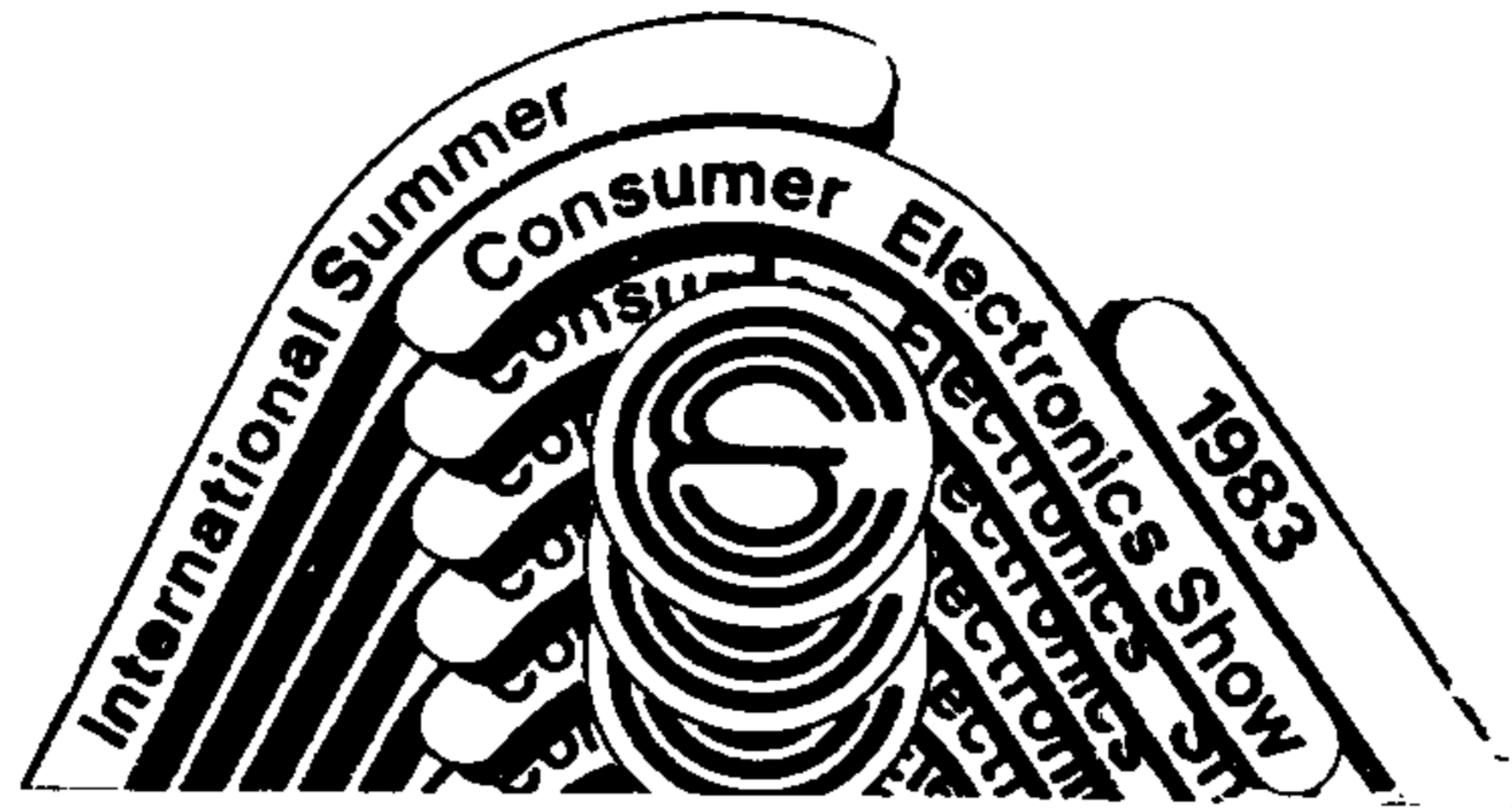
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CHICAGO, 11-The 1983 Summer Consumer Electronics Show was held here from June 5-9 at McCormick Place, McCormick West, and assorted hotels around town. More than 80,000 visitors were present for the giant convention to see the latest and greatest items for audio, video, games, and computers....

Of course the items which were of interest to me and the HUG were at McCormick West. Here there was 150,000+ square feet of exhibit space devoted to computers and video games. There were a few companies who had booths at McCormick Place (Atari, Panasonic), but the ones displaying items relating to our computer were at MW.

When I arrived on Sunday afternoon, the first place I looked for was the TI booth, and as you can tell from the photo, I didn't have to look far! The huge 2-story exhibit was the first one inside the door of MW. There was a large display of assorted software, from TI and their authorized 3rd party people, Scott-Foresman, Adventure International, Milton Bradley, Scholastic, Addison-Wesley, Milliken and DLM Arcademics. TI's major hardware announcement was a Direct Connect Modem compatible with the Hex-Bus for \$99.95. There had been many rumors in the press, and were in the Show Daily papers, about other new hardware items, however NO official announcements were made. TI has a new policy in the Home Computer Division that they will not announce ANY new hardware until they are certain they will be able to ship it within approximately 60 days. Future announcements will not be made solely at the Consumer Electronics Shows, but at appropriate times during the year. TI did announce a several new software items:

TI Mini-Writer - a mini-word processor with features including: Full screen text editing (24 x 40 character window, 80-character line); 9500 characters stored per file; add/delete characters or line; moveable copy; upper and lower case characters; save/load to or from any storage device; print via the PES or HES-BUS RS-232 to printer; search for desired information; scroll screen; purge text buffer; and cancel commands. Requires cassette recorder and Mini-Memory PH# 6103 \$19.95



Early LOGO Learning Fun - Contains a selection of the best of LOGO procedures in a format designed for preschool children. (Not a scaled down LOGO, but some of the Lamplighter procedures from the Curriculum Guide, useful for the 2-5 yr old) \$39.95

Word Invasion - A friendly alien octopus protects her underwater territory from a screen full of invading words with a magic ring that moves from area to area, firing at approaching words. The player must match the appropriate word with the part of speech that appears below the alien octopus. Players practice identifying the six major parts of speech. (DLM Arcademics) PH# 3169 \$39.95

Word Radar - You're a control tower operator scanning for words in four quadrants. The words appear for a few seconds, then disappear. You must use the radar beam to scan the quadrants and match the words at the bottom of the screen with one of the words in far quadrants. A challenging visual memory and discrimination skills builder for players of all ages. (DLM Arcademics) PH# 3185 \$39.95
 (At the DLM Booth, they said there will be 4 more word games available within the next year.)

MoonMine - You are the captain of the U.S.S. MoonMine and your mission is to capture treasures stolen from earth. Battle against the mighty Zygonaut and his menacing creatures to save the world's most valuable treasures! A one-player game which tests your skills in strategic planning and quick thinking. This package was featured in the Software Showcase at CES. PHM 3131 \$39.95

Sneggit - Save the eggs! Hungry snakes are in the barnyard, devouring your eggs by the dozen. You must survive the reptilian attack and save as many eggs as possible. PHM 3145 \$39.95

Munch Mobile - Not your average car! It has arms which you can use to grab at goodies along the highway. But don't forget about fuel...or you won't have a nice trip! PHM 3146 \$

Entrapment - You are in command of the space ship that patrols the Earth's atmosphere. Suddenly, the earth is under attack. A legion of hostile larvae is entering the atmosphere. These creatures turn into ravenous insects and attack the Earth. Unless you immobilize the creatures and form an impenetrable shield, they continue to threaten the planet. Requires the Mini-Memory and cassette recorder.

Milton Bradley and TI announced 10 new games, 4 of them are for young children: Terry Turtle's Adventure and I's Hiding (\$59.95) will require the MBX Expansion System which retails for \$129.95. The other games are :

Championship Baseball - Dazzling diamond action with a computer umpire to call out the plays. Realistic player movements and ballpark music. Requires the MBX Expansion system. PHM 3148 \$59.95

Space Bandit - Snatch up space crystals in a 3-d maze, chased by deadly droid guards! 3-d movements and visual effects. Activate shields or be hurled into space. PHM 3149 \$49.95

Big Foot - Can you dodge boulders and eagles to climb high and capture Bigfoot? Six mountains each more challenging than the previous. Pick up "supplies" and "gold" for bonus points. Throw out rope and align your climber. PHM 3151 \$49.95

Super Fly - Destroy the alien spiders before the next batch hatches and gets you! Watch eggs develop into spiders before your eyes. Maneuver your fly into position and zap the spiders. PHM 3153 \$49.95

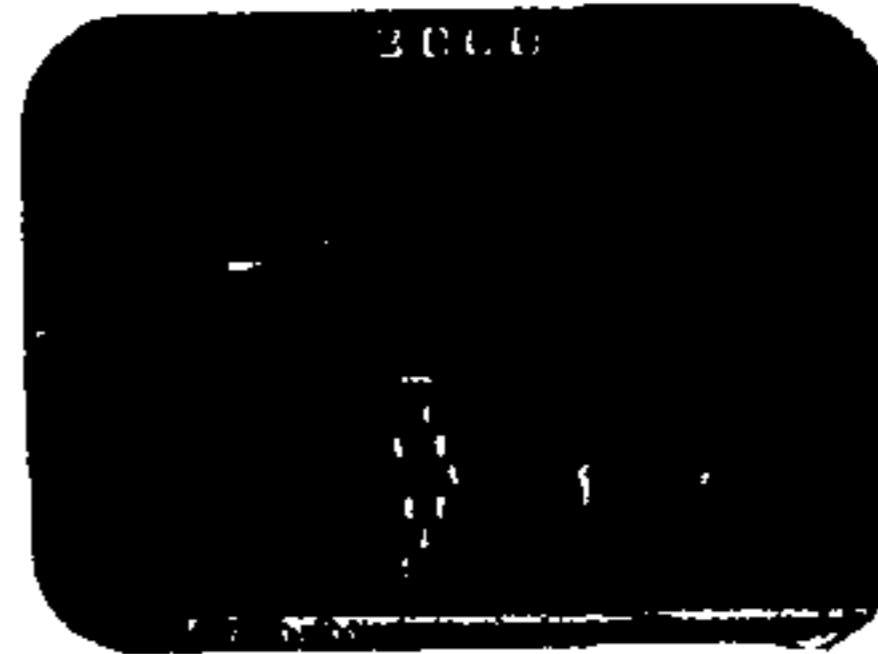
Sewermania - Defuse a time bomb in a sewer filled with killer rats and alligators! Pick up "shovel" to bash the rats. Turn generator to flood sewer and drown rats. PHM 3150 \$49.95

Meteor Belt - Let your computer co-pilot warn you of enemy ships in this daring space duel! Destroy meteors and rival spaceships. PHM 3152 \$49.95

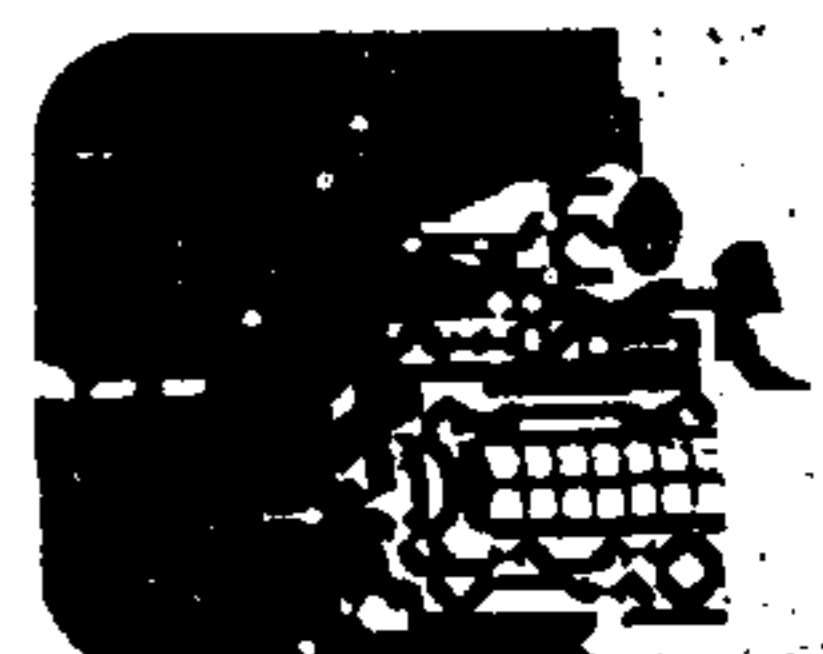
A new agreement was announced with Fox Video Games to license their games for the TI. The first one to be released will be -

MASH - Airlift soldiers wounded on a battlefield to the 4077 MASH unit. Time is running out for the wounded and you must operate to save their lives. 1 or 2 players PHM 3158 \$39.95

TI also announced a major license agreement with IMAGIC to make certain of their games available on the 99/4A. On display at the TI booth were **Demon Attack** and **MicroSurgeon**. Also, at the IMAGIC booth were **MoonSweeper**, **Fathom** and **Wing War**.



DEMON ATTACK®
(As seen on Atari 2600)
Voted 1982 GAME OF THE YEAR by Electronic Games Magazine. Legions of demons attack the moon! Destroy them with your Laser Cannon. Some demons divide and keep coming. Blast 'em!



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Your patient needs immediate care! Check the status screen. Rush the Robot Probe to critical organs. Navigate the blood stream. Eliminate a wide range of medical maladies — but hurry — every second counts!

You can be sure that TI has more License agreements up their sleeves, and more software coming from present companies! Even if we were to rely on TI cartridges alone there is a lot of new, quality software coming in the next 5 months. However, as I found when I ventured on further into the CES, there are a number of companies releasing software for the TI 99/4A, cartridge and cassette based.

A visit to the Emerald Valley Publishing booth found Gary and Pat Kaplan busy promoting not only the 99'er and several new books (the Best of 99'er really looks great!) but also their new line of cassette based software. You'll find pictures of the covers in the back of the June 99'er. Several of the programs look good, and the idea of combining a game program with a programming tutorial is good.

Scholastic, Inc. announced a series of new cassette based educational programs for TI (and others):

Turtle Tracks - Use simple commands to draw pictures and patterns, and make melodies.

Electronic Party - 2 games, 'Surprise'...open the presents of the screen for surprise activities; 'Make a Card'...create original electronic greetings cards.

Square Fairs - Matching games of memory and imagination, use theirs or create your own. Scholastic promises more packages to come.

As I explored the exhibits, I saw more and more companies with cartridges for the TI 99/4A! This despite TI's stated opposition to non-authorized 3rd party cartridges. For those of us who have the current 4A there will be NO PROBLEM (just don't let TI touch it, or they will 'upgrade' your 4A!). Future versions of the 4A, such as the cream colored one coming off the lines in July, will supposedly not run 'foreign' cartridges without violating one of TI's patents. It should be interesting to see how the whole thing comes out. Some of the more interesting developments are as follows.

Funware was exhibiting several new programs, they guarantee that their programs WILL run on all future versions of the 99/4 (they have an agreement with TI which covers at least some of their line). That agreement might have something to do with the reason Creative Software recently purchased Funware! Driving Demon and Ambulance! should be out in July, with other titles, such as St. Nick and Cave Creatures to follow shortly. Creative Software plans Astroblitz, Trashman and Rat Hotel for us.

One of the new entrants to the 99/4A market was Thorn EMI, and it looks like their titles should be available by August or September. The games were actually RUNNING on 99/4A's, and the graphics looked super!!

River Rescue - Navigate a treacherous river and save the refugees! 6 game variations, 1 or 2 players.

Submarine Commander - Sub patrol simulator to hunt and destroy enemy shipping.

War Games - Save the world from a nuclear holocaust! Their newest game, and the graphics have to be seen to be believed.

EPYX Computer Software plan to make several of their programs available for the 4A, seven on cartridge and six on cassette. The cassette titles include Seewolf, Spectar, Gun Fight, Circus, Starfire, and Fire One. The cartridges are:

Jumpman Junior-12 screens featuring electrocution traps, moving walls, hellstones, and other dangers.

Pitstop - Fast paced racing action plus the strategy of the pits.

Gateway to Apsai - 8 different screens with 50 chambers per screen. Explore the dark labyrinth of rooms and twisted caverns which lead to the fabled Temple of Apsai. Glorious treasures and nasty monsters!

Lunar Outpost - Alien invaders are preparing a full scale invasion of Earth, and your Lunar Outposts are all that stand between the invasion force and ultimate defeat. Strategy and 3-D graphics are featured.

Swat Rescue - Police action plus strategy and planning are combined in this new high-resolution graphics game.

Silicon Warrior - 3-D graphics, characters that disappear and reappear and real time competition for up to 4 players.

Fun with Music - Learn and play music on your video screen, easy to use with its handy keyboard overlay, the perfect blend of education and fun.

Completely new to the home market is SEGA, maker of arcade games. After licensing ZAXION to DataSoft, they decided to enter the market for themselves. Their first titles will be available for Atari, Vic-20, and TI.

Congo Bongo - Climb impossible cliffs, cross treacherous lakes, dodge coconuts, leap over poisonous snakes and outsmart charging Rhinos in your attempt to capture Congo Bongo.

Buck Rogers, Planet of Zoom - Terminate the evil enemy Source Ship, but first fly through enemy infested surface channels and smasher tunnels, around city spires and against an endless array of bizarre alien ships.

Star Trek - You decide when, where and how to use the Enterprise's Warp Drive, Impulse Power, Photon Torpedoes and Phasers as you battle with the dreaded Klingons, the Federation's deadliest enemies.

One of the major announcements at the CES was the formation of a new division, Atari Publishing. They will be producing proven programs for a wide variety of machines, IBM, Apple, Commodore 64, Vic 20 and TI 99/4A. The first programs to be offered should be available in the early fall, and include not only familiar titles from Atari, but 4 which are licensed from Synapse Software.

Centipede - Armed with a "bug blaster" zap through an invasion of creepy crawlers who threaten the mushroom patch.

Defender - The only protection left to the humanoids, the target of the crazed invaders.

Dig Dug - The search beneath the earth yields a bounty of fruits and vegetables, but also Fygars and Pookas.

Pac-Man - Gobble the dots, and avoid the goblins.

Donkey Kong - Rescue the Fair Maiden by helping Mario negotiate girders, elevators and treachery.

Slime - The diabolical alien plan is to raise the level of the Earth's oceans to drown out all life so the slime breathing Invincibles can colonize.

Protector - The Fraxullan Slimehordes are attacking your cities and carrying off their citizens. Can you get your people to safety as volcanoes erupt and enemy forces conspire to thwart your every effort?

Picnic Paranoia - Can George be fast enough with his swatter to keep the ants and other pests from walking off with his meal?

Shamus - The Shadow is there - in one of 4 levels of 32 rooms, each bristling with danger!

--Jane McAshan



P.O. Box 67
Bethany, OK 73008

Presidents Club Price List

Prices Effective January 30, 1983

MODEL	NAME	SUGGESTED RETAIL	PRES. CLUB PRICE
CONSOLE			
†PHC 002	TI-99/2 ⁽²⁾	99.95	85.00
PHC 004A	TI-99/4A Home Computer w/Colot TV Adapter	450.00	300.00
PERIPHERALS			
PHP 1200	Peripheral Expansion System	249.95	181.75
PHP 1220	RS-232 Card	174.95	126.75
PHP 1240	Disk Controller Card (One Disk Manager Cartridge packed with each Disk Controller)	249.95	181.75
PHP 1250	Expansion System Disk Drive (Disk Drive Controller required)	399.95	275.75
PHP 1260	Memory Expansion Card (32K RAM)	299.95	213.75
PHP 1270	P-Code Card (32K RAM Memory Expansion required)	249.95	181.75
PHP 1280	Pascal Development System ⁽¹⁾ —Includes PHP 1270, PHD 5036, PHD 5064 and PHD 5065 (32K Memory Expansion, Disk Drive and Controller are required)	499.95	371.75
†PHP 1300	HEXBUS™ Interface (For use with TI-99/4A only) ⁽²⁾	59.95	45.75
PHP 1500	Solid State Speech™ Synthesizer	149.95	122.75
PHP 1600	Telephone Coupler (Modem) (RS-232 is required)*	199.95	171.75
PHP 1850	Disk Memory Drive (Disk Drive Controller is required)	499.95	371.75
PHP 2500	TI Impact Printer	750.00	557.75
PHP 2700	Program Recorder ⁽¹⁾ (Includes PHA 2622)	69.95	52.75
PHA 4100	10" Color Monitor	399.95	331.75
HEXBUS™ Interface Peripherals (For use with either TI-99/4A or TI-99/2) (Requires PHP 1300 for TI-99/4A)			
†HX 1000	Printer/Plotter ⁽²⁾ 4 Color — Rechargeable Batteries	200.00	141.75
†HX 2000	WAFERTAPE™ Digital Tape Drive ⁽²⁾	140.00	109.75
†HX 3000	RS-232 Interface ⁽²⁾	100.00	75.75
†HX 3000/P	RS-232 Interface w/Parallel Interface Option ⁽²⁾	125.00	99.75
OPTIONAL ACCESSORIES			
PHP 1100	Wired Remote Controllers (Joysticks) (Pair)	34.95	26.75
PHA 1950	Thermal Paper (2 Pack)	9.95	8.00
CABLES			
†PHA 2620	Serial RS-232 Y-Cable ⁽¹⁾	34.95	26.75
†PHA 2621	Parallel Cable (For use with PHP 2500) ⁽¹⁾	24.95	21.75
†PHA 2622	TI-99/4A Single Cassette Cable ⁽¹⁾	14.95	13.00
†PHA 2623	External Disk Drive Cable ⁽¹⁾	9.95	9.00
†PHA 2624	Serial RS-232 Cable ⁽¹⁾	29.95	25.75
†PHA 2625	Internal Disk Drive Cable ⁽¹⁾	9.95	9.00
†PHA 2626	TI-99/2 Cassette Cable ⁽¹⁾	8.95	8.00
DATA STORAGE			
†PHA 2660	Cartridge Storage Cabinet ⁽¹⁾	14.95	13.00
TI IMPACT PRINTER			
†PHA 2670	Impact Printheads ⁽¹⁾	54.95	45.75
†PHA 2671	Impact Printer Ribbons ⁽¹⁾	14.95	13.00
†PHA 2672	Impact Printer Paper ⁽¹⁾	19.95	16.75
HEXBUS™ ACCESSORIES			
†AC 9201	AC Adaptor for WAFERTAPE™ Digital Tape Drive ⁽²⁾	15.00	12.75
†WT 50	50' Blank WAFERTAPE™ Cartridge ⁽²⁾	8.00	8.00
†WT 25	25' Blank WAFERTAPE™ Cartridge ⁽²⁾	7.00	7.00
†WT 10	10' Blank WAFERTAPE™ Cartridge ⁽²⁾	6.00	6.00
†WT 05	5' Blank WAFERTAPE™ Cartridge ⁽²⁾	5.00	5.00
†PARAKIT	Parallel Upgrade Kit for RS-232 Interface (MX-3000) ⁽²⁾	30.00	25.75
†HXC 36	36" Input/Output Cable with HEXBUS™ Connector ⁽²⁾	10.00	9.00
†PP HX1000	5 Pack of Compact Paper Rolls for Printer/Plotter (HX-1000) ⁽²⁾	3.25	3.00
†PEN 1000GA	Pack of Three Pens for Printer/Plotter (HX-1000), 1 Each of Red, Blue and Green ⁽²⁾	4.00	4.00
†PEN 1000BL	Pack of Three Black Pens for Printer/Plotter (HX-1000) ⁽²⁾	4.00	4.00

June, 1983

International
99/4
Users-Group



PRESIDENT'S LETTER

OFFICIAL BI-MONTHLY NEWSLETTER FOR MEMBERS OF THE INTERNATIONAL 99/4 USERS-GROUP, P.O. BOX 67, BETHANY, OK 73008, 405/787-8521

CONSUMER ELECTRONICS SHOW REPORT

The June Consumer Electronics Show gives retail store owners and buyers an opportunity to preview the electronic products that will fill their shelves for the fall and Christmas season. It's a time when these buyers expect to see new innovative products and gain hands-on experience so they can best serve their customer's needs.

This year, over 60,000 of these buyers came to Chicago looking for new computer products which they expect to provide a significant portion of their overall income for the rest of this year. They were for the most part not disappointed. Atari introduced four new computer models, Mattel previewed their new Aquarius, Timex touted their 1500, and Coleco introduced a show-stopping bundled system called ADAM.

At the TI booth, however, retailers expecting to see an 80K release from the current industry leader openly displayed disbelief when it failed to appear on the showroom floor. A TI spokesman would not provide any reason for the absence of the 99/8, other than saying, "We will sell no computer before its time."

Acknowledgments were made that the /8 will be brought to market before year's end, but total details were sparse and TI representatives acknowledge that strategy changes may be made based on competitive announcements made at this June show.

Additionally, new software packages which TI announced to be available in the third and fourth quarter of 1983 must still have a long way to go, as very few were shown in their entirety at TI's booth. At a June 4 press conference held by Imagic, a leading cartridge manufacturer, an announcement was made that TI and Imagic have signed a joint agreement that will allow Imagic a license to create a minimum of seven new solid-state software modules for the 99/4A. They include: Demon Attack, Microsurgeon and five future announcements. Apparently this agreement must have just culminated as both packages shown at TI's booth were running under the control of Mattel equipment, cleverly concealed out of public view.

New additions to the compact computer line, which were expected by many, were also missing and no definite shipping date has been determined for the Hex-Bus and low-cost peripherals, as quality assurance problems continue to plague this project.

One large chain-store executive told a Users-Group interviewer, "We expected much more from TI than they showed. Our current sales of 99/4A products have dropped and we had hoped that TI would give us a new product to sell."

He went on to say, "There is a lot of confusion in the marketplace right now, and only manufacturers who can make strong commitments to price vs. performance will survive."

In other new developments, many manufacturers of low-priced computers are for the first time showing bundled computer systems. Mattel, Atari, Coleco and others are offering system packages which include a variety of components, including modems, recorders and TV sets. It's still too early to tell if TI can pull off the official announcement of its 99/8 and supply retailers with significant product evaluation time to get the much needed sell-through they need to remain the industry leader.

THIRD PARTIES SHOW LITTLE FEAR

Although Texas Instruments seems to be taking its stand on protecting their uncontested patents concerning GROM technology quite seriously, other third-party software producers at the summer Consumer Electronics Show showed little fear in challenging the giant Texas electronics firm.

To set the stage for this battle, Texas Instruments announced in a press release May 18 that they will periodically make modifications in the design of the 99/4A Home Computer. These changes will implement

the machine to check any module plugged in to its cartridge slot for a proprietary auto-incrementing memory called GROM. The press release went on to say that TI does not intend to license this technology to others for manufacturing plug-in cartridges designed to work with their home computer products. Additionally, TI is prepared to enforce its GROM patents against unauthorized use by any outside parties.

This hard-line stance by Texas Instruments was again emphasized on June 4, the first day of the summer Consumer Electronics Show, when TI placed a full-page advertisement in a CES daily trade journal warning retailers that unless cartridges shown by third party sources are licensed by Texas Instruments, there is a distinct possibility that they will not work in current production 99/4A Home Computers.

Additional reinforcement was evident when the show doors opened on Sunday as all of the 99/4A consoles in the Texas Instruments booth were equipped with a new version 2.2 operating system that does indeed check for auto-incrementing memory. One would think that such stern warnings from such a powerful adversary would keep even the mention of any intention to produce plug-in cartridges for the 99/4A to an absolute minimum. The warnings, however, seemed to have little effect on at least four software manufacturers who showed new cartridge releases for the /4A.

At the Atari booth, demos were being run on soon-to-be-released titles such as Pac-Man, Defender, Donkey Kong, Centipede, and Dig Dug. Atari Publishing also announced that it will be bringing to market four additional titles under a licensing agreement with Synapse. These will include Shamus, Protector, Picnic Paranoia, and Slime.

"We are very excited about releasing these packages for use with the 99/4A," an Atari spokesman said. "We feel that it offers a whole new world of arcade-style entertainment to over 1 million owners of the 99/4A."

One Atari employee was overheard saying, "The quality of speed and graphics we have been able to achieve with the 99/4A is not even surpassed by our stand-alone arcade machines." Atari plans release of its new cartridges sometime in August and suggested retail prices are expected to be \$44.95.

Thorn EMI, a giant multi-billion dollar video conglomerate, also announced its plans to release three new cartridges for the TI 99/4A Home Computer. River Rescue, Submarine Commander and War Games all looked great to this correspondent. The War Games package should have a wide appeal as many of its screen sequences are those used in a newly-released movie of the same name.

Romox, a California-based cartridge manufacturer, showed three new releases for the 99/4A, including Hen Pecked, Typo, and Whiz Kid. Romox also plans to release a new low-cost cartridge programmer to the general public under an agreement with a Sunnyvale, CA, hardware manufacturer. Several other well-known software houses were also rumored to have products waiting in the wings for pre-Christmas release. Included are such well-known names as Parker Brothers and Mattel.

The most blatant show of defiance to TI's attempted lock-out of third party suppliers occurred on Tuesday, June 7 at 4 p.m. when Michael Brouters, President of Funware, Richardson, TX, calmly walked up to a version 2.2 console at the Texas Instruments booth, inserted his newly released cartridge titled Ambulance, and showed that it will indeed work on TI's newly modified machine.

When questioned by an IUG representative for his comment on this bold act of defiance, a TI employee said, "It is a clear violation of our patent rights and I am sure that our legal department will take the appropriate steps."

Mr. Brouters said, "We intend to release nine new cartridges for the TI Home Computer between now and September 1, 1983, and are willing to guarantee to our customers that all will work on present and future versions of the 99/4A. New releases from Funware will include: Ant Colony, Cave Creatures, Driving Demon, Saint Nick, Crisis Mountain, Trashman, Astroblitz and Pipes.

NEW ARCADE GAMES TO BECOME AVAILABLE

Four new software packages, two developed by Texas Instruments and two developed by third party sources, will become available later this year for the 99/4A home computer. Three of the four software packages will be in solid state software cartridges. They are: M*A*S*H, Snigget, and Moonmine. The M*A*S*H game was developed by Fox Video Games, Incorporated under a license from TI. Entrapment, which will require the use of the mini-memory command module, was developed by Tom Johnson of American Software Design & Distribution and purchased for distribution by TI. Snigget is the first game package to be developed by TI from an internal employ submission program, by which the author is paid royalties in addition to his normal compensation.

M*A*S*H

Players must pick up wounded soldiers from a battlefield and airlift them to the 4077th M*A*S*H unit, moving quickly to save as many lives as possible. A hawk's eye and a steady hand will help the players sew up the highest score. (Available third quarter 1983; suggested retail price \$39.95; joysticks recommended.)

SNEGGIT

Players control a chicken that guards eggs from hungry snakes. Fast reflexes, wit, and skillful tactics help players save the eggs from the snakes, which are intent upon devouring the eggs by the dozens. The more eggs saved, the higher the score. (Available third quarter; price \$39.95; joysticks recommended.)

MOONMINE

As captain of the U.S.S. Moonmine, the player's mission is to capture treasures stolen from earth. Players battle against Mighty Zygonaut and his menacing creatures to save the world's most valuable treasures. This one-player game challenges your skills in strategic planning and quick thinking.

Moonmine includes various levels of difficulty and synthetic speech capabilities. (Available fourth quarter; price \$39.95; joysticks and speech synthesizer recommended.)

ENTRAPMENT

Players are in command of the spaceship that patrols the earth's atmosphere. Suddenly, hostile larvae enter the atmosphere to attack the earth. One by one they turn into ravenous insects, and players must destroy as many insects as possible while building a shield to ward off surviving attackers. This game requires the TI-Mini Memory cartridge and a cassette tape recorder. (Available third quarter; price \$19.95; joysticks recommended.)

The above capsule reviews are basically taken from TI's press releases for the Consumer Electronics Show. After actually viewing each of the packages, we at the Users-Group were less than impressed with these new releases and feel that TI has neglected their duty to supply good quality software to their consumers.

While other manufacturers are dealing with outside software houses for good quality arcade-style packages, TI seems to be groping to release anything they can regardless of the quality.

We will make further in-depth evaluations of these new software packages as soon as TI supplies us with evaluation copies of these new products.

COLOR CHANGE FOR TI-99/4A HOME COMPUTER ANNOUNCED BY TI

Texas Instruments has announced a color change for its popular 99/4A Home Computer. Beginning this summer, TI will change over its Lubbock production lines to produce computer consoles and peripherals in a new gray color.

"After extensive research into the color preferences of persons for both a home and office environment, Texas Instruments has found a marked preference for lighter colors in both its computers and calculators," said Bill Turner, President of the Consumer Group. "Therefore, we have decided to change to a light gray color for the 99/4A and future home computers."

Functionally, the new gray 99/4A is identical to the black one that has been on the market for several years. The changes are essentially cosmetic, although the on/off switch has been moved to a more accessible location, and other cost reductions on the printed circuit board have been implemented.

FREE SPEECH SYNTHESIZER PROMOTION FOR 99/4A HOME COMPUTER ANNOUNCED BY TI

Texas Instruments has announced a new "free speech" offer to owners of its popular 99/4A Home Computer whereby consumers can buy certain software cartridges, cassettes, or albums and receive a free Solid State Speech™ Synthesizer valued at \$99.95.

"Because of the overwhelming popularity of our previous free speech offer, TI is again making a free Solid State Speech Synthesizer available to consumers who buy a predetermined number of software packages for the 99/4A Home Computer," said Bill Turner, President of the Consumer Group.

Consumers can become eligible for the free speech promotion in one of the following three ways:

Buy six Solid State Software™ cartridges.

Buy two Software Albums.

Buy an Entertainment Value Pack and three Solid State Software Cartridges.

The Entertainment Value Pack is a collection of five cartridges and one cassette that sells for a suggested retail price of \$99.95. If purchased separately, these packages would have a retail price of \$154.70.

Consumers must purchase the above software between June 1, 1983 and January 31, 1984 to be eligible for the free speech promotion. All sales receipts and proof of purchase information must be submitted to TI no later than March 1, 1984.

NEW LOW-COST MODEM FOR COMPACT COMPUTER 40 AND 99/4A HOME COMPUTER FROM TEXAS INSTRUMENTS

A new low-cost modem for use with the Compact Computer 40 and the 99/4A Home Computer made its debut at the 1983 Consumer Electronics Show in Chicago, held June 5-8.

The HX-3100 telephone modem is a 300 BAUD, full-duplex, direct-connect device that is Bell 103 compatible and operates in answer or originate modes. The modem plugs directly into the Compact Computer 40 through the built-in Hex-bus™ intelligent peripheral port eliminating the need for an RS232 interface. It also works with the 99/4A Home Computer through the Hex-bus Interface, PHP 1300.

The battery-operated unit is able to send and receive data simultaneously by using Frequency-Shift Keying (FSK). The manual-dial modem plugs directly into both the phone line and the telephone using standard modular plugs.

Used with the new Texas Instruments "Memo Processor with Data Communications" Solid State Software™ cartridge available for the CC-40 the new modem and the CC-40 provide a truly low-cost system for data communications.

This configuration provides TI Compact Computer owners access to the TEXNET™ Information Service, which includes the SOURCE™ computer software service for business, education, and home entertainment, as well as access to Texas Instruments news and information. The modem gives users a low-cost means of accessing office, home, or public data base computers.

Powered by four AA alkaline batteries (not included), the modem is 5-13/16 x 4-9/16 x 1-5/16 inches and will fit easily into a briefcase along with the Compact Computer 40 and other Hex-bus-compatible peripherals. The HX-3100 Modem has a suggested retail price of \$99.95, and will be available during the fourth quarter of 1983.

International
99/4
Users Group



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Bethany, OK
73008

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PERFORMANCE REVIEW TI 21806F

This side to be completed by the individual. Review Period 19 through 19 REVIEW DATE

DIV-CC 39-627	EMPLOYEE NO. 174091	EMPLOYEE NAME JOHN M. PHILLIPS	JOB GRADE 26	JOB CODE	EMPLOYMENT DATE 5/24/82	SERVICE DATE 5/24/82
JOB CLASSIFICATION/TITLE SOFTWARE DESIGN ENGINEER		ORGANIZATION (DIV/DEPT NAME) PERSONAL COMPUTER	LOCATION/SITE LUBB/ADMIN.	SUPERVISOR REUEL CASEY		

CURRENT ASSIGNMENT (SPECIFIC)
Implementation of "Peter Pan's Space Odyssey"

SUMMARY OF ASSIGNMENT

Design, program, and implement an Educational Software Package for the Texas Instruments 99/4A Home Computer in conjunction with Walt Disney, Incorporated entitled "Peter Pan's Space Odyssey".

ACCOMPLISHMENTS: Indicate progress toward and/or completion of job related and personal goals. Specify duties assigned since the last review period.

1. I accepted a position with the Personal Computer Division on 11/1/82 and began a project entitled "Moonmine" (Arcade action assembly language game) and TMS9900 Assembly Language and completed the project on 4/15/83, only 3 months after I had started on it. "Moonmine" won an award at the January Consumer Electronics Show for originality and creativity.
2. While waiting on the Quality Assurance review of Moonmine, I began work on a D.L.M. Educational project entitled "Word Radar" on 4/22/83. This project was completed on 5/6/83, just 2 short weeks from the date I started.
3. I began work on another Educational package entitled "Peter Pan's Space Odyssey", working closely with Walt Disney Studios on detail, design, and conflicts. I feel this exemplifies my ability to work with the user when it comes to programmer/user interface.
4. Working at my home in the evenings and weekends, I developed 4 additional assembly language games that were submitted to the employee software royalty program. One of these has currently been accepted and is in full-scale solid state production entitled "Hopper". The other 3 internal submissions are entitled "Beyond Parsec", "D-Station", and "Star Wars" and are under consideration at this time. I feel this clearly demonstrates my enthusiasm for my work and my devotion to my field.
(SEE ATTACHMENT 1)

JOB GOALS: List your specific job related goals (both short and long term).

My immediate job goals are twofold. For one, I would like to become more familiar with the areas of the TI-99/4A Home Computer that I have not used extensively, such as the device service routines, the object code tags, and the loaders. I feel I am lacking in my understanding of these areas and would like to become more well-rounded in all the areas of the Home Computer.

Secondly, I would like to become more a part of the public relations aspect of the Home Computer. After attending a User Group trip, I find a great sense of pride in being labelled an "Expert" in my field. I would like to continue visiting user groups and representing Texas Instruments on field sales trips to talk to the salesman and describe the complexities of software and software development. In that way, I will feel much more a part of Texas Instruments as a whole and be proud to represent my company wherever I go.

ATTACHMENT 1

ACCOMPLISHMENTS CONTINUED:

5. I was sent as a representative of Texas Instruments to Osaka and Tokyo, Japan to meet with two companies, S.N.K. and Data East, who were developing software for the TI-99/4A Home Computer. My role was to answer any programming questions that arised and offer my suggestions to their programmers on game techniques for our machine. I feel this was indicative of my expertise in TMS9900 Assembly Language and the architecture of the TI-99/4A Home Computer.
6. When necessary, I met with visiting Third Party programmers to discuss programming techniques and quirks of the TI-99/4A Home Computer to get them started on their contracted projects. Some of these Third Party companies were Fox Video (MASH project), Data East (ANGLER DANGLER and TREASURE ISLAND projects), S.N.K. (MUNCH MOBILE project), Aldebaran (MANCALA project), and Sierra-On-Line (JAWBREAKER II and MOUSK ATTACK projects).
7. When requested, I would receive urgent speech data from the speech lab and write assembly language programs to test the speech out before shipping to Third Party programmers. The program the speech lab uses now was derived from the programs I wrote for them.
8. In 1 day, I converted a lengthy, complicated package entitled "Home Financial Decisions" to a shortened, abbreviated version needed for the Six-Flags and Knotts Berry Farm projects.
9. As the demand for software became great, I became invaluable to the Personal Computer Division. When programs came in with bugs, the programs were given to me and I fixed the bugs, rather than send them back to the original progammer and waste time. I feel I am personally responsible for the successful shipment of the following Home Computer projects:
 - Jawbreaker II
 - Slymoids
 - Angler Dangler
 - Treasure Island
 - Burger Time
 - Demon Attack
 - Face Maker
 - Munchmobile
10. I flew to San Diego, California as a Texas Instruments representative to meet with Sega Enterprises and discuss the TI-99/4A Home Computer in preparation of 3 crucially important projects: "Star Trek", "Buck Rogers", and "Congo Bongo". I then served as a phone consultant for all their programming questions and/or problems that arised.
11. I developed a TMS9900 Assembly Language Library of common subroutines that was available to all programmers of the Personal Computer Division. I also developed routines that were sent to and used by several of the Third Party programmers including interrupt driven speech, interrupt driven sound, video display processor routines, scroll routines, and text formatting routines.
12. I helped several of the programmers of the Personal Computer Division with various parts of their projects, such as developing all the sounds for "Germ Patrol", "Von Drakes Molecular Mission", and "Pinocchio's Great Escape". Also helped most programmers with questions on TMS9900 assembly code and interrupt driven routines.

ACCOMPLISHMENTS CONTINUED:

13. I represented Texas Instruments on a user group trip to Cincinnati, Dayton, and Pittsburgh. My purpose was to answer any programming questions people had in Basic, Extended Basic, or Assembly Languages and discuss internal architecture for those people desiring that specific information. Please see the attached letter to understand my importance in this area.
14. On 7/8/83, I was promoted from a job grade 24 to a job grade 26 because of my importance to the Personal Computer Division and the crucial work I was doing on the third party projects. The promotion came just after 1 year of service with Texas Instruments.

A message to TI Home Computer Owners:

Dear Customer:

The TI-99/4A Home Computer you own is one of the most popular computers in the world. But, as you may know, we have had to discontinue its production. We want to reassure you that the difficult decision we have had to make is no reflection on the product itself and that TI intends to work hard to earn your continued satisfaction with it.

If the news of our decision has caused you concern about support for your TI-99/4A, we would like to put those concerns to rest. While all details are not yet settled, be assured that we are working to provide continuing support for the TI-99/4A in such areas as:

- **Product service:** We absolutely will honor our in-warranty commitments. And, to support out-of-warranty service, we will fully maintain our repair facilities.
- **Software:** The huge installed base of TI home computers makes an attractive market for independent software publishers. We are developing the means to encourage this and provide you with continued software support. We feel you should be able to look forward to a wide choice for a long time to come.
- **Peripherals:** Many independent manufacturers of peripherals produce products designed to be compatible with the TI-99/4A. Here again, we are working on plans to encourage their efforts and to help make these products more readily accessible to you.

- **Information and Assistance:** We realize you may have questions your retailer can't answer about your TI-99/4A. We have a toll-free hot line to help you with answers about software, accessories, service, independent suppliers, users' groups, and the like. Just call 1-800-TI-CARES.

As available quantities of TI-produced software diminish, you may have difficulty finding the programs you want. The enclosed brochure will help you identify those you may wish to purchase while supplies last. If you have any trouble finding them, call 1-800-TI-CARES to obtain a list of retailers in your area or to order directly from TI.

We are sorry for any inconvenience our difficult decision may cause you. We will do our best to help ensure your continued satisfaction.

Sincerely,



Jerry R. Junkins
Executive Vice-President

Market Data Base

Home computer retailer market shares

Store	Computer purchase share, 1/82-6/82	Computer purchase share 1/83-6/83	Percentage change
Sears, Penney & Ward	2.2%	8.7%	+ 295
Toy stores	1.3	4.8	+ 269
Discount stores	6.9	19.4	+ 181
Department stores	1.4	3.3	+ 136
Electronic/appliance & stereo stores	5.9	10.7	+ 81
Other stores	22.4	22.7	+ 1
Radio Shack	13.0	7.2	- 45
Mail order/catalog stores	12.6	6.7	- 47
Computer specialty stores	34.3	16.5	- 52

Source: TRAC division of NFO Research, Toledo, Ohio.

The competitive pressures against Radio Shack, and the market margin realities that have driven the home business out of computer specialty stores, can be seen in the sharp decline in home market share for both, and the growth at Sears, Penney and Ward.

**Design the best new MASH
video game, and you'll get
something money can't buy.**



Fame.
That's right. F-A-M-E.
Because if the game you design
is good enough, we'll make it
and put your name on every one
we sell.
And remember, you don't have
to be a computer programmer to
come up with a great game. You
just have to have a great imagina-
tion, and give us a short description
of your idea.

**IF FAME ISN'T ENOUGH,
HOW ABOUT A FORTUNE?**

\$25,000 to be exact. That's how
much the game contract will
bring you. Guaranteed. What's
more, we're giving away a whole
list of prizes for the other great
game ideas we get.

EVERYBODY WINS.

Because the new M·A·S·H
game comes packaged with a
smashing M·A·S·H T-shirt.
Absolutely free.

HOW DO YOU GET STARTED?

Just buy the original M·A·S·H
game. The contest rules and entry
blanks are in every package.
And if you win, you might say
the rewards are monumental.



Games of the Century

**THE M·A·S·H CONTEST.
IT'S A SMASH.**

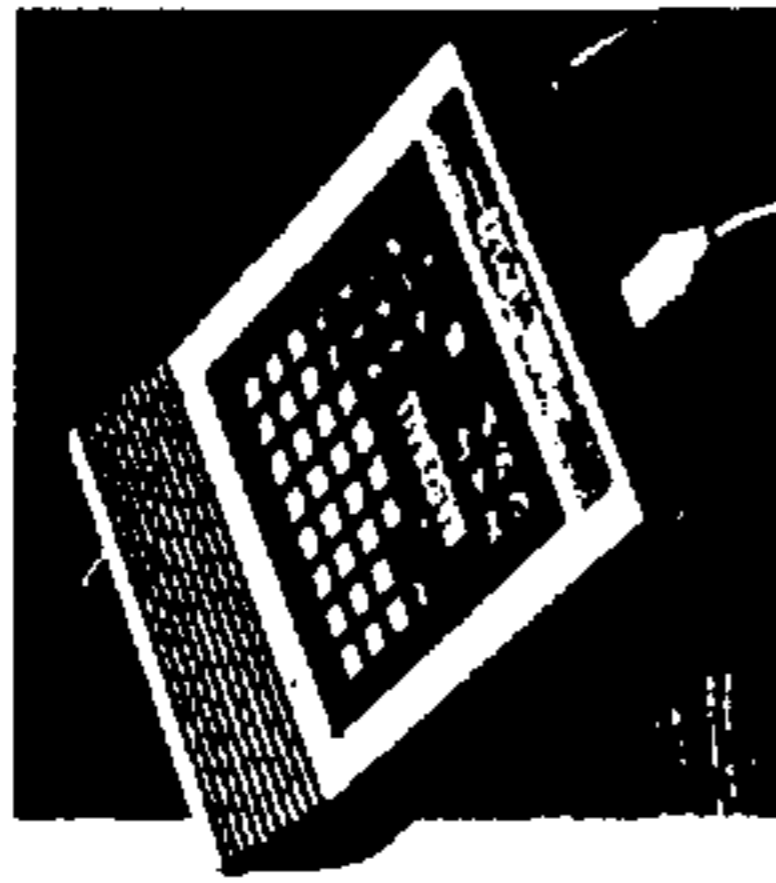
Here it is! The complete MBX™ Expansion System for your TI Home Computer.

The MBX™ Expansion System's simple 3-unit system takes less than 30 seconds to plug into your computer, and together with a special series of cartridges, introduces you and your computer to a unique video and audio adventure.



THIS MICROPHONE

It lets you control the action on the screen. The process is called voice recognition. It recognizes and responds to your voice alone. You talk into the microphone, and the graphics on the screen do what you tell them to do. Whether it's a baseball player catching a fly or a turtle moving along its trail, they will obey your spoken command. It's uncanny the way they recognize your voice and add a whole new dimension to game play.



THIS KEYPAD

It has 64 positions with overlays which enable you to interact with the video screen. The MBX Expander

unit also gives you outstanding speech synthesis. The computer speaks to you in a realistic, well modulated voice. You talk to the computer, and the computer talks to you.



AND THIS JOYSTICK

There is nothing like this precision engineered pistol-grip, analog control that allows 360° rotation plus front-to-back and left-to-right proportional movements. The result is total maneuverability of screen graphics. It's amazing! The MBX Joystick was designed in a unique pistol-grip configuration to ensure comfort and eliminate joystick fatigue. It also features auxiliary control buttons and a quick-action trigger button to enhance fast play capability.



AVAILABLE AT YOUR TI DEALER

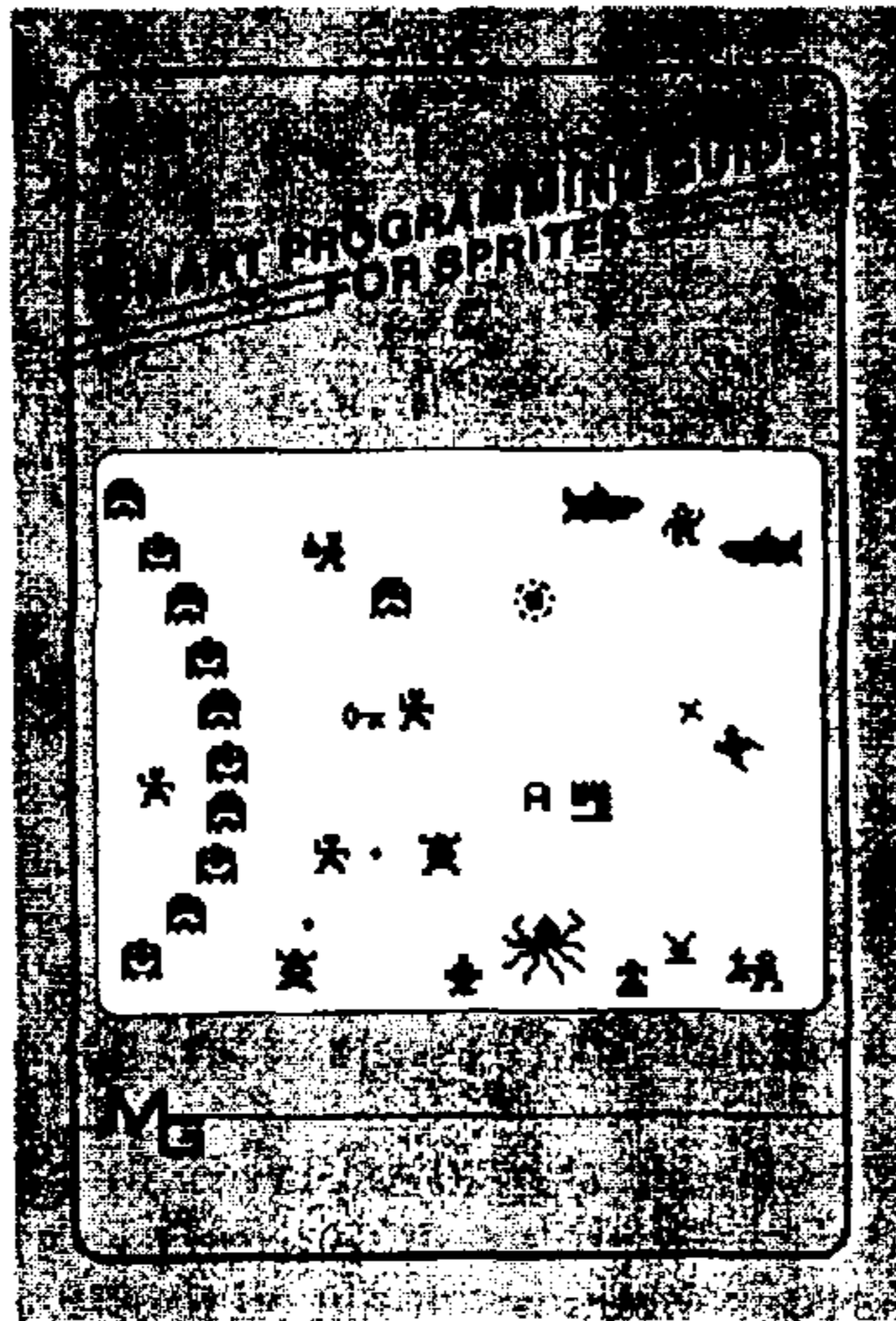
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- \$50 REBATE ALLOWS THE 99/4A TO BE PROMOTED FOR UNDER \$100; THE ONLY 16K COMPUTER AT THIS PRICE POINT.
- OVER 100 SOLID STATE SOFTWARE CARTRIDGES WITH A TOTAL SOFTWARE LIBRARY OF OVER 1,000 TITLES.
- MULTILANGUAGE COMPUTER; BASIC, EXTENDED BASIC, ASSEMBLY, LOGO, AND PASCAL.
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- 40 NEW SOFTWARE TITLES TO BE SHIPPED IN THE FOURTH QUARTER IN THE FOLLOWING CATEGORIES: HOME FINANCE, EDUCATION AND ENTERTAINMENT.

SMART PROGRAMMING GUIDE™ FOR SPRITES



ONLY 5⁹⁵

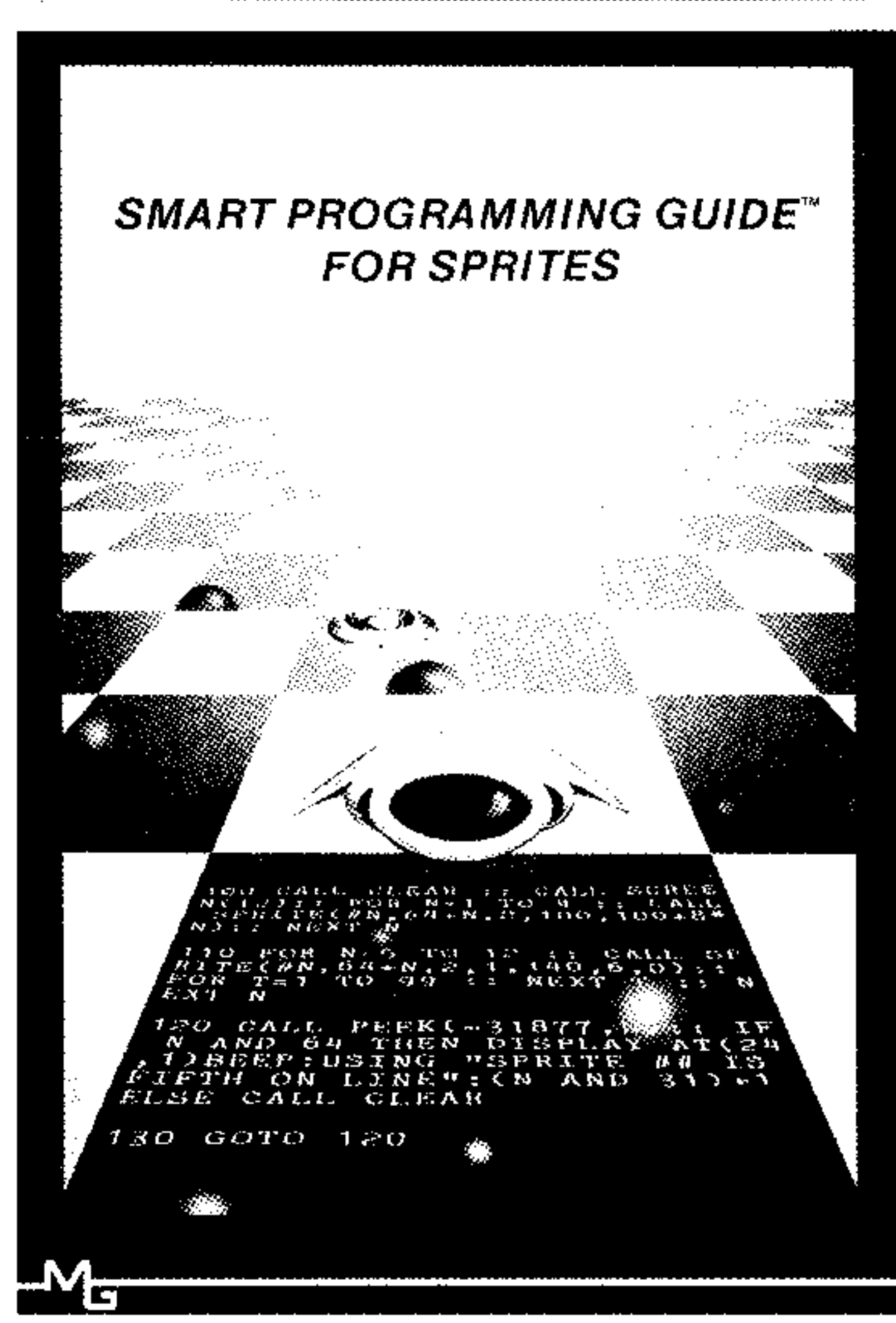
- ★ This Guide will show you some of our professional programming secrets on how to:
 - Use CALL PEEK.
 - Get sprites to pick up objects, eat dots and lay down a trail.
 - Shoot sprites without missing a coincidence.
 - Make one sprite chase another.
 - Easily convert sprite rows and columns into graphic rows and columns and visa versa.
 - Generate moving sprite patterns.
 - Use 3 different CALL KEY and 3 different CALL JOYST examples for moving sprites around the screen.
 - Write a general bar graphing program (to one pixel accuracy) that shows you sprites aren't just for games.
- ★ Full of fast running and Byte saving examples that you can use in your existing programs or combine together to write your own programs.
- ★ Each example program is fully documented in a step by step method that is easy to understand.
- ★ Written exclusively for your TI 99/4*, 99/4A* computer and the extended basic command module*.

Order now because your computer is only as smart as its' programming.

* TI 99/4, TI 99/4A and solid state command module are registered trademarks of Texas Instruments Inc.

SMART PROGRAMMING GUIDE™ FOR SPRITES

6⁹⁵



★ This Guide will show you some of our professional programming secrets on how to:

- Use CALL PEEK.
- Get sprites to pick up objects, eat dots and lay down a trail.
- Shoot sprites without missing a coincidence.
- Make one sprite chase another.
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★ Full of fast running and Byte saving examples that you can use in your existing programs or combine together to write your own programs.

★ Each example program is fully documented in a step by step method that is easy to understand.

★ Written exclusively for your TI 99/4 , 99/4A computer and the extended basic command module .

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TEXAS INSTRUMENTS COMPUTER SOFTWARE

AMUSEMENT ENTERTAINMENT EDUCATION INFORMATION MANAGEMENT COMPUTER PROGRAMMING

TEXAS INSTRUMENTS



A Home-Computer Casualty

The announcement should have come as no surprise. Battered by losses of \$223 million during the first nine months of this year, Texas Instruments is bowing out of the overcrowded home-computer business. The Dallas-based electronics company said late last week that it will stop production this month of its 99/4A. As a result, TI will lay off an estimated 1,700 workers at its Lubbock, Texas, operation but plans to continue production of its more expensive Professional Computer.

Competition in the \$1 billion home-computer business has been fierce. Other major players, such as Mattel and Atari, have also suffered heavy losses this year. But TI was primarily the victim of its own self-destructive strategy to bolster sagging sales. In a series of price reductions and rebates over the past year, TI slashed the price of its 99/4A in half. The gamble didn't pay off. Even though sales soared, the firm reportedly lost up to \$50 for every machine it shipped. By the end of September, its home-computer operations were more than \$500 million in the red.

This isn't the first time TI president J. Fred Bucy has miscalculated. During the 1970s the company's digital-watch division lost millions of dollars when TI followed the same deep-discount pricing strategy and then dragged its feet in switching to the latest technology. TI abandoned digital watches in 1981. Texas Instruments also lingered too long in the low-cost, handheld calculator business, well after it was apparent that the Japanese would gobble up the largest slice of the market.

■ IBM is expected to end months of speculation this week with the unveiling of its new personal computer for the home and education markets. The PCjr will be available in two versions. The basic model—expected to retail for \$800—will be a stripped-down computer without disc drives or a computer screen; it will have 64 kilobytes of random access memory (RAM) and slots for game cartridges. The enhanced version—featuring 128K of RAM, a single disc drive, video-display screen, printer, modem (for telephone communication) and software—is expected to sell for \$2,000. The operating system is designed so that some software programs running on IBM's best-selling Personal Computer will also run on Junior.

SOFTWARE DEVELOPMENT AGREEMENT

TEXAS INSTRUMENTS INCORPORATED, acting by and through its Consumer Group, ("TI"), hereby enters into an Agreement to obtain software goods and services as identified herein from:

John M. Phillips
641 Sunny Slope
Allen, Texas 75002 ("AUTHOR")

This Agreement shall have an Effective Date of the 8th day of December, 1983;

The parties agree as follows:

1. GOODS: TI agrees to purchase and AUTHOR agrees to deliver to TI computer program code ("CODE") and reference documentation (collectively together with CODE sometimes termed "PROGRAM PACKAGE") for use with TI home computers. PROGRAM PACKAGE also includes related converted CODE, corrections and changes referred to in this Agreement. The work, deliverables and schedules are further detailed in Attachment I.
2. FEES: AUTHOR shall invoice TI and TI shall pay AUTHOR for the work described herein as specified in Attachment II.
3. ACKNOWLEDGEMENT OF CONTRIBUTION: TI will not acknowledge AUTHOR's contribution in the PROGRAM PACKAGE or promotional materials and AUTHOR shall not in any fashion program the Code such as to include AUTHOR's name, trademark, or any other identification of AUTHOR.
4. QUALITY: The PROGRAM PACKAGE shall be written and programmed in accordance with the then current TI Programmer/Analyst Standards format identified by TI and shall meet the Acceptance Criteria generally set forth in Attachment III. AUTHOR warrants the PROGRAM PACKAGE, when delivered, to be error free and to comply with the standards referred to herein. Within ten (10) days of notification by TI, AUTHOR shall, at its own time and expense and with AUTHOR's own equipment and materials, for a period of twelve (12) months following acceptance by TI, provide error corrections and make such additions, modifications or adjustments as may be necessary to meet the standards referred to herein (especially as it relates to keeping the CODE in operating order). Failure to meet the Acceptance Criteria and other requirements shall entitle TI, at its option and without prejudice to its other rights, to cancel this Agreement, in whole or in part, on the same basis as if AUTHOR had failed to deliver the required PROGRAM PACKAGE. During the same twelve (12) month period AUTHOR shall supply to TI within one (1) month after implementation, any changes to the PROGRAM PACKAGE made by AUTHOR.
5. WORK PRODUCT: The results of AUTHOR's performance ("Work Product") hereunder (including without limitation the PROGRAM PACKAGE, and

all ideas, developments and inventions, whether or not reduced to record format, or any article or other form of recorded information which discusses or otherwise relates to the work performed hereunder) which AUTHOR conceives or reduces to practice arising out of its performance under this Agreement shall be the exclusive property of TI and shall be maintained in confidence by AUTHOR. Any Work Product which is in recorded format and which qualifies as a "work-for-hire" under the copyright laws of the United States shall be "work-for-hire". All right, title and interest in and to Work Product which does not so qualify shall be deemed to have been automatically transferred to TI from the date of inception. Further, if any Work Product includes work previously copyrighted by AUTHOR, AUTHOR hereby grants to TI a non-exclusive, worldwide, irrevocable, paid-up license (including the right to sublicense) under such copyright to reproduce the Work Product in any manner for distribution and use. Upon TI's request, AUTHOR shall execute any document and render such other assistance as deemed necessary by TI to perfect full right, title and interest worldwide in the Work Product. TI shall pay AUTHOR up to \$50.00 per hour for such assistance according to a prior agreed upon budget. The obligations of this paragraph shall survive this Agreement.

6. WARRANTIES AND INDEMNITY: AUTHOR warrants that all Work Product is the original work of AUTHOR, that AUTHOR is not a party to any other existing agreement which would prevent its entering into this Agreement or which would adversely affect this Agreement. AUTHOR further warrants that neither AUTHOR's Work Product nor any portion thereof will infringe upon any copyright, trademark, patent, trade secret or other proprietary rights of any third party. AUTHOR and its heirs, legal representatives, successors and assigns, shall defend any claim or action and indemnify TI and save TI harmless from and against any and all loss, expense, damage, liability, claims or demands either at law or in equity for actual or alleged patent, trademark, copyright or other proprietary right infringement or contractual violation arising out of Work Product developed hereunder. The obligations of this paragraph shall survive this Agreement.
7. CONFIDENTIAL INFORMATION: (a) AUTHOR agrees to maintain in confidence all information, knowledge or data concerning the operations, business affairs, products, proposed new products, and other proprietary information (including without limitation the GRAM box currently on loan to AUTHOR) that belongs to TI, any customer, or other entity that is doing business with TI which AUTHOR may learn through or in connection with this Agreement and any such information shall be used only in performance with this Agreement. AUTHOR AGREES TO MAINTAIN IN CONFIDENCE THE TERMS AND CONDITIONS OF THIS AGREEMENT AND SHALL NOT, WITHOUT THE WRITTEN CONSENT OF TI, DISCLOSE THE EXISTENCE OF THIS AGREEMENT OR ADVERTISE OR RELEASE ANY PUBLICITY IN REGARD THERETO. AUTHOR warrants and represents that all employees of AUTHOR, if any, are under written obligation to AUTHOR to satisfy AUTHOR's obligations under this Agreement. The obligations of this Paragraph shall survive this Agreement.

(b) Except as provided in this Agreement, no obligation of confidence is assumed by, nor may be implied against, either party hereto, its subsidiary or associated companies.

8. INDEPENDENT CONTRACTOR: Each party shall be acting as an independent contractor and not as an agent or employee of the other. Each party assumes all risks and hazards encountered in its performance of this Agreement and further shall be solely responsible for all injuries, including death, to all persons and all loss or damage to property which arise out of such party's performance under this Agreement.
9. TERMINATION BY TI: TI may terminate this Agreement, in whole or in part, without cause at any time, by notice to AUTHOR. In such event, TI's sole obligation shall be to pay AUTHOR a prorated amount for any authorized work performed prior to receipt of such notice.
10. EQUIPMENT AND ASSISTANCE: TI has made available for use by AUTHOR in the programming, testing and maintenance of the CODE, a GROM box, which is TI proprietary property. All software contained in the computer system is confidential to TI and shall be protected from unauthorized disclosure or use in accordance with Paragraph 7.
11. MISCELLANEOUS: This Agreement and performance thereof shall be construed in accordance with the laws of the State of Texas.

This Agreement shall not be assignable by AUTHOR without the written consent of TI. This Agreement shall be binding upon and inure to the benefit of the successors and assigns of TI and shall be binding upon and inure to the benefit of AUTHOR's heirs, legal representatives, successors and assigns.

IN NO EVENT SHALL TI BE LIABLE FOR ANY CONSEQUENTIAL, INCIDENTAL OR SPECIAL DAMAGES.

This is the entire Agreement between the parties with respect to the subject matter hereof, and supersedes all previous communications, representations, understanding and agreements, either oral or written between the parties or any representative thereof. It may be modified only by an instrument in writing and signed by a duly authorized representative of the parties. The parties hereto have caused this Agreement to be executed by their duly authorized representatives as of the Effective Date hereof.

JOHN M. PHILLIPS

By _____

Title _____

Date _____

TEXAS INSTRUMENTS INCORPORATED

By Jerry Jenkins
Jerry Jenkins

Title Executive Vice President

Date 12/9/83

02/82 Rev B /dlf #513

ATTACHMENT I
STATEMENT OF WORK

<u>ITEM</u>	<u>DELIVERABLE</u>	<u>DUE DATE</u>
01	Program Code for Disney educational program entitled "Peter Pan" based upon functional specification developed by Disney and TI.	
	Source Code	12/30/83
	Object Code	12/30/83
	Related documentation (including any and all documentation provided to AUTHOR by TI)	12/30/83

ATTACHMENT II
FEES & TERMS

I. In consideration of AUTHOR's work hereunder, TI agrees to pay AUTHOR according to the following schedule:

A. Fixed Price Fee. The specified fixed price fee amounts for the development of the Program Package which meet the applicable specifications, shall be in the amounts set forth below:

1. Peter Pan \$2500.00

All of the fixed price shall be due upon TI acceptance of the Program Package (including debugged CODE) and shall be payable thirty (30) days following receipt of invoice.

ATTACHMENT III
ACCEPTANCE CRITERIA

1. COMPONENTS: Each Program Package consists of the following components: Object Code (in machine readable form), Source Code (in machine readable form) and documentation (including related marketing, programming and instruction material).

2. FACILITY REQUIREMENTS: The Program Package being developed hereunder will be designed by AUTHOR to operate on a facility comprising the following components: TI-99/4A Computer system in 16K RAM.

3. LANGUAGE AND MEDIA: The Program Package shall be written in 9900 Assembler/Graphics Programming Language or such other language as specified by TI and shall be on disk/diskette media.

4. ACCEPTANCE: Upon delivery to TI of the program component of each Program Package and the documentation attendant to such program, TI shall within thirty (30) days perform acceptance tests, at TI's site, to determine whether: (a) the Code performs the functions and does not exceed the TI personal computer hardware limitations and otherwise meets the specifications and other standards described in the main Agreement; (b) the Code is capable of running on a repetitive basis on a variety of data without failure; (c) there are no correctible deficiencies in the user-computer interaction particularly in regard to:

(i) speed, (ii) easily comprehensible prompting and error messages, (iii) easily controlled features of the program, (iv) easy recovery from incorrect data input or other user errors, (v) elimination of manual tasks which the computer could automate, (vi) flexibility of the user in formatting program output, (vii) ability of the user to handle lengthy, but realistic data, text or formula input without awkwardness, (viii) absence of spelling or grammatical errors, (ix) protection of the user from making irrecoverable mistakes, (x) ability of the user to abort what he is currently doing, without losing valuable data, and be returned to an easily identifiable state, (xi) assumption of reasonable default values when the user does not desire, or is unable to answer a question:

(d) the Program Package is compatible with all TI-99/4A Home Computer peripherals including the monitor, modem, solid state printer, RS-232 interface, and disk drive units; and (e) the documentation is complete and easy to understand, uniform in appearance, clean and presentable, in accordance with generally accepted standards in the industry. If any test shall disclose deficiencies, AUTHOR shall within ten (10) days correct such deficiencies and TI shall thereafter have an additional fifteen (15) days to re-conduct the acceptance tests.

5. FEATURES: AUTHOR will make all reasonable efforts to incorporate as many TI-99/4A unique features (e.g., sound, speech and color graphics) as possible.

The Code shall, to the extent possible, have the same features and capabilities as presently implemented on the TI-99/4A.



**TEXAS INSTRUMENTS
INCORPORATED**

POST OFFICE BOX 10508 • LUBBOCK, TEXAS 79408

U.S. Consumer Products Group


DATE 11/28/83

TO: John Phillips

EMPLOYEE # 174091

Hereby you are assigned a 99/8 Computer, Serial Number 200,

in appreciation for your efforts during the development of this computer.

+ Diskdrive 201 

This computer is for your personal use only and not to be sold or given away.



Herb Shanzer
Division Manager
Home Computer Hardware

THE CASE FOR TI99/4(A) PORTABILITY

(Have you ever wanted to take it with you?)

NOW...there is an easy way to keep your TI99/4(A) personal computer safe, yet always at your beck and call. Whether heading for school, place of business, or family vacation hideaway, all that's needed at your destination is a television set. The rest is in the bag!



This rugged case is custom designed to safely and conveniently carry:

- Console
 - A/C Adapter
 - RF Modulator
 - Joysticks
 - Speech Synthesizer
 - Cassette Player & 7 Modules / Cassettes
- OR
- 14 Command Modules / Cassettes
 - Module Instruction Books

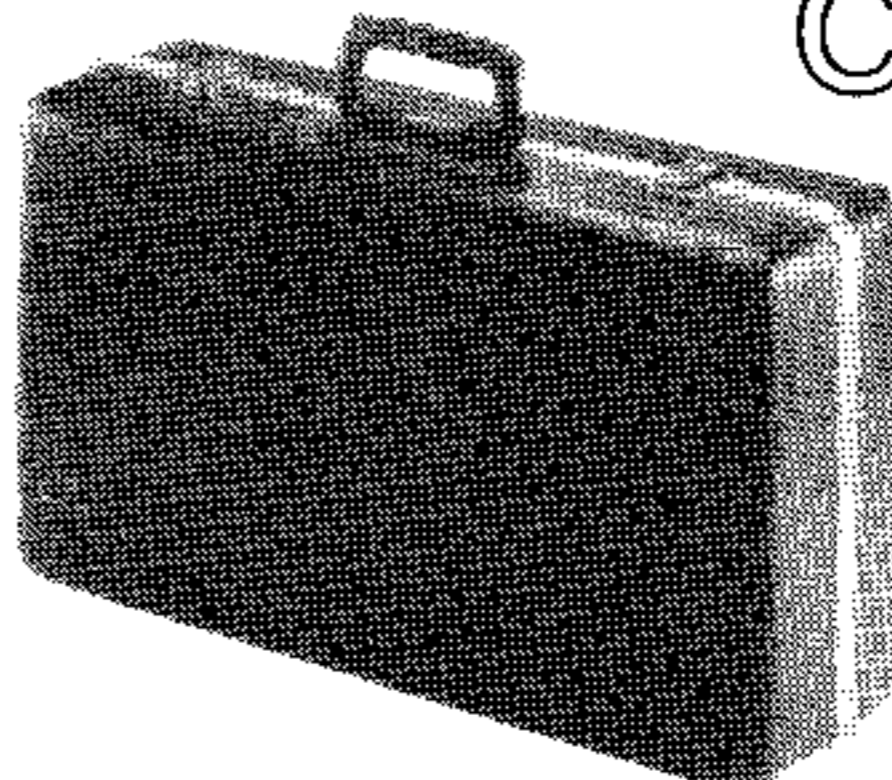
Other fine features include:

- Tough outer construction
- Keyed Latches
- Thick Absorbent Cushioning
- Upper / Lower Section Divider

(All this and fits under airline seat, too!)

And the price is right...\$59.95

Case closed!



Dealer Inquiries Invited

Enclosed is my \$ _____* Check Money Order
Please send me _____ TI99/4(A) cases at \$59.95 each. (I understand that no shipping and handling fee is required within the continental U.S.; however, I must include \$10 for shipments to Hawaii and Alaska.)

My correct mailing address is:

Name _____

Company (if applicable) _____

Street Address _____

(Avoid use of P.O. Box numbers. P.O. Box requires customer pickup from U.P.S.)

City _____ State _____ Zip _____

MAIL ORDERS TO:

H/S Enterprises

P.O. Box 128, Suffern, NY 10901
(914) 368-1374

*New York residents must include 4.2% state sales tax.



IMPORTANT SAFETY NOTICE FOR YOUR TI-99/4A HOME COMPUTER

Dear TI-99/4A Home Computer Owner:

We at Texas Instruments consider the quality and safety of our products to be our top priority. Therefore, we want you to know that recent tests conducted by Texas Instruments indicate that the AC9500 and AC95000 power transformers shipped with the TI-99/4A Home Computer have a potential defect. Under certain unusual conditions, transformer failure could subject a computer operator to electrical shock.

Although we have received no reports of hazardous incidents of this kind, a safety adapter for use with most types of power transformers is enclosed for protection against the remote possibility of hazard.

You will not have to return your computer or your transformer. The safety adapter is simple to install, as shown in the enclosed installation instructions. Please follow these instructions as you attach the adapter.

You may have the type of power transformer whose adapter box plugs directly into the wall (shown as Transformer Type A on the enclosed installation instructions). If so, do not use the safety adapter. Call one of the toll-free numbers listed for more information.

Let us emphasize that, in normal usage, it is extremely unlikely that the conditions for a shock hazard would arise. However, for additional protection we encourage you to take the precautions described in the enclosed instructions.

We value you as our customer and hope that your TI-99/4A Home Computer will continue to be a valuable and enjoyable tool for you and your family.

Thank you for your cooperation.



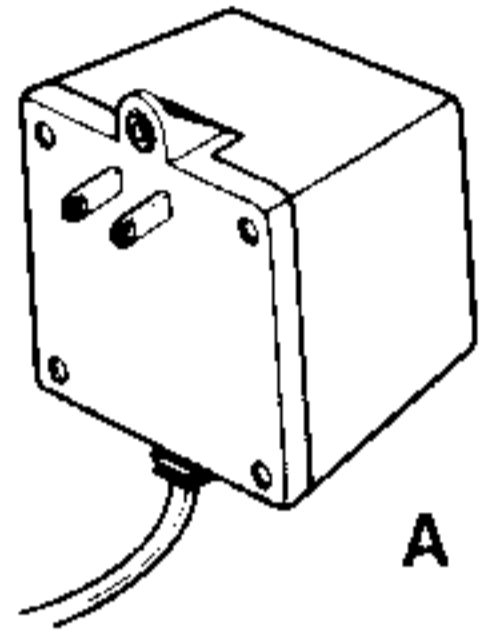
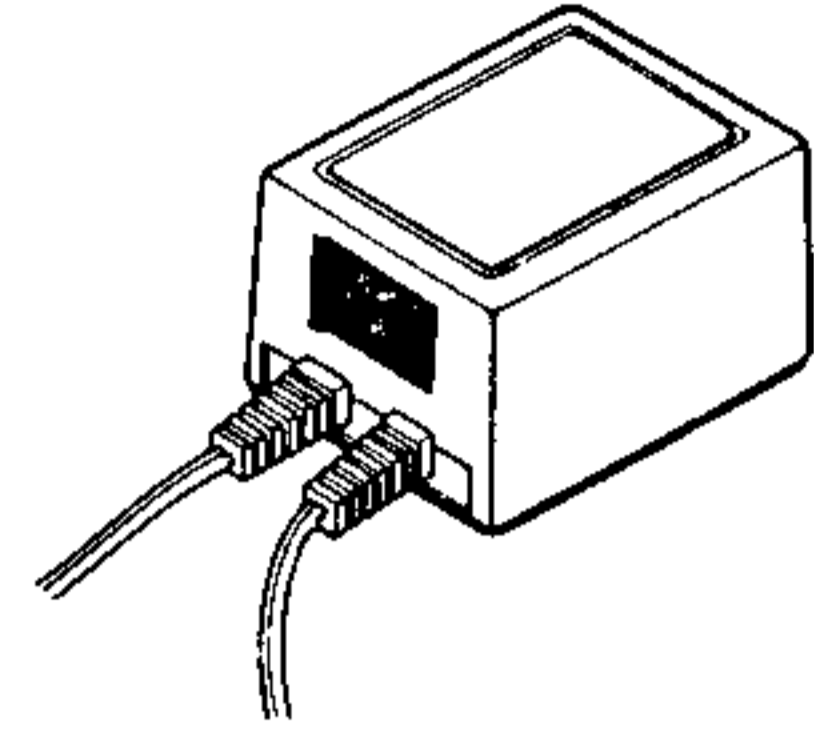
NOTICE ✓

IMPORTANT POWER TRANSFORMER WARNING FOR YOUR TI-99/4A HOME COMPUTER



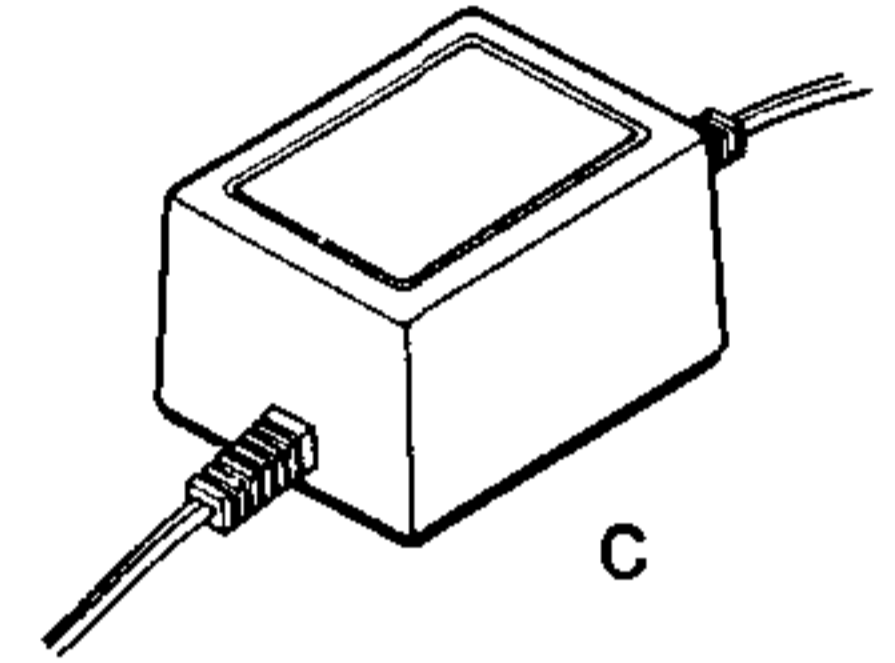
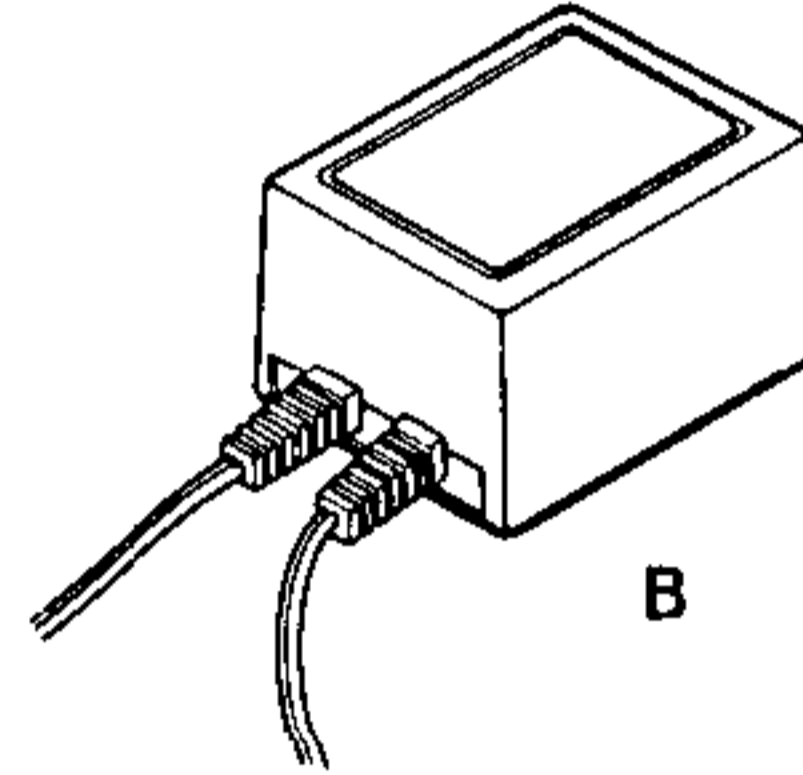
Recent tests conducted by Texas Instruments indicate that a small percentage of the AC9500 and AC95000 power transformers shipped with the TI-99/4A Home Computer could present an electrical shock hazard under certain unusual conditions.

Note: Some transformers have already been corrected. These are marked with a green safety check label, as shown in the illustration. If your transformer is marked with a green label, you do not need to use the safety adapter.



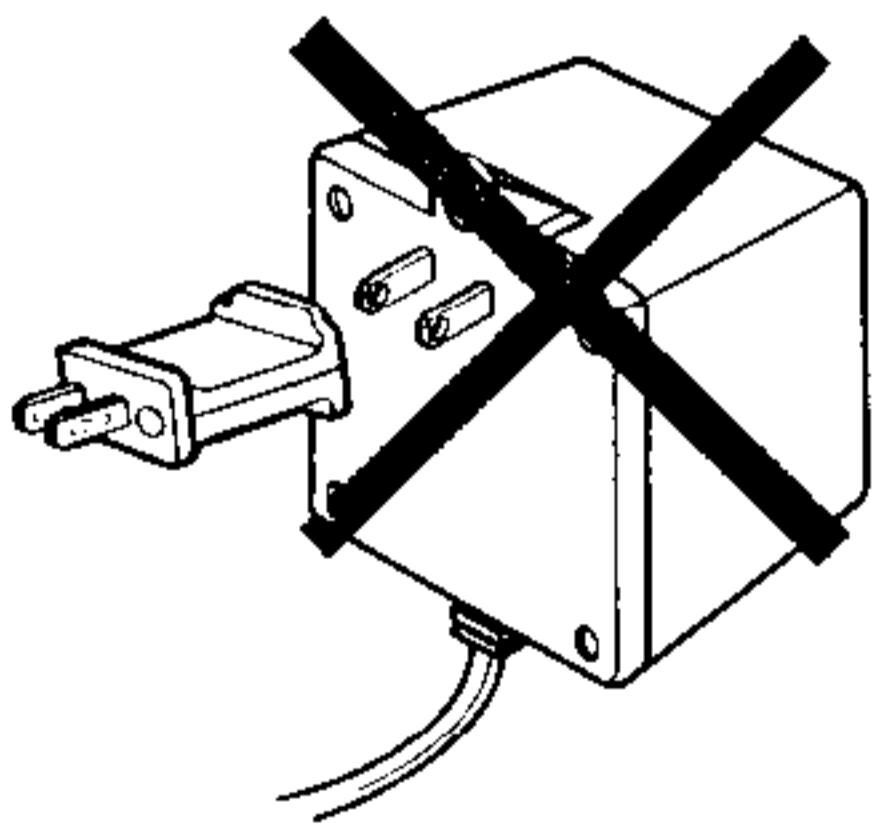
The power transformers shown in illustrations A, B, and C have been shipped with the TI-99/4A Home Computer.

The enclosed transformer safety adapter provides protection against the remote possibility of electrical shock with transformer types B and C. Please follow the instructions below to connect the transformer to the safety adapter.



INSTRUCTIONS FOR TRANSFORMER TYPE A

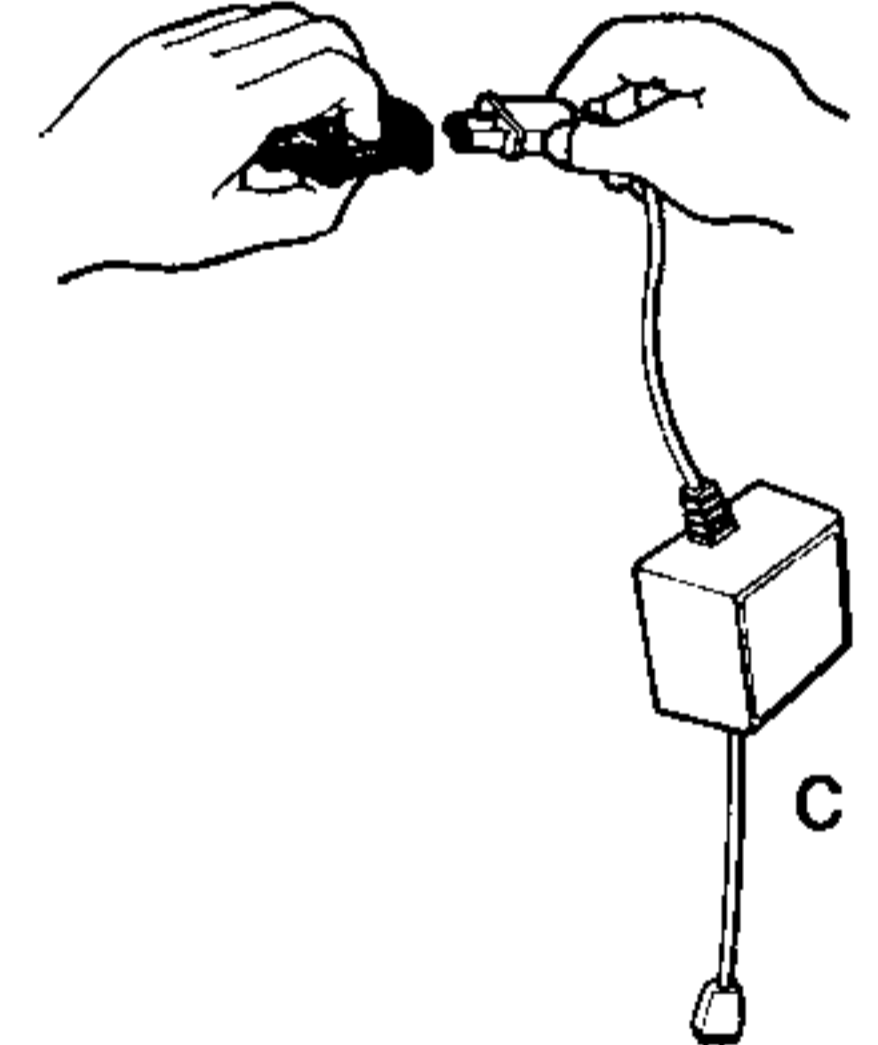
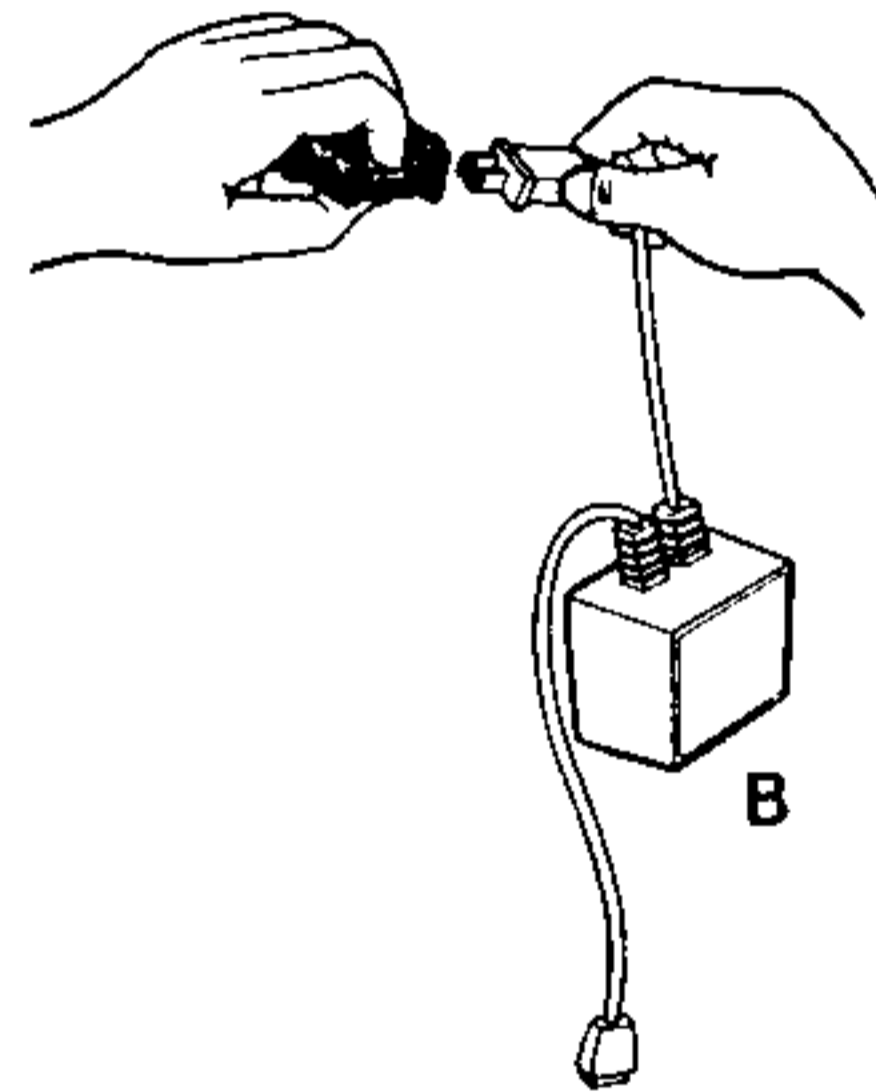
If you have the type of power transformer whose adapter box plugs directly into the wall (TYPE A), **DO NOT USE THE SAFETY ADAPTER.**



INSTRUCTIONS FOR TRANSFORMER TYPES B AND C

1. Turn the computer and all attached peripherals **OFF.**
2. Disconnect the transformer from the wall outlet.
3. Plug the transformer cord into the receptacle on the safety adapter, and press firmly.

DO NOT REMOVE THE SAFETY ADAPTER FROM THE TRANSFORMER CORD ONCE IT IS ATTACHED.



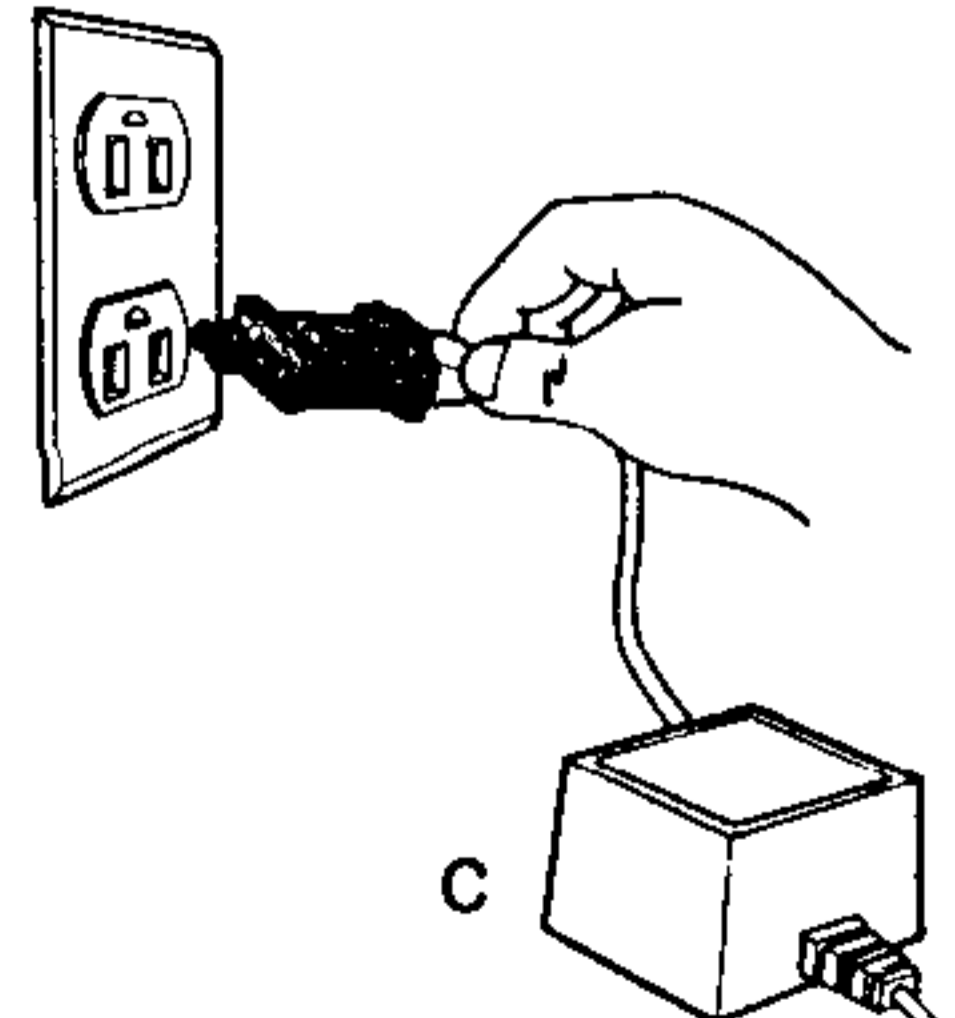
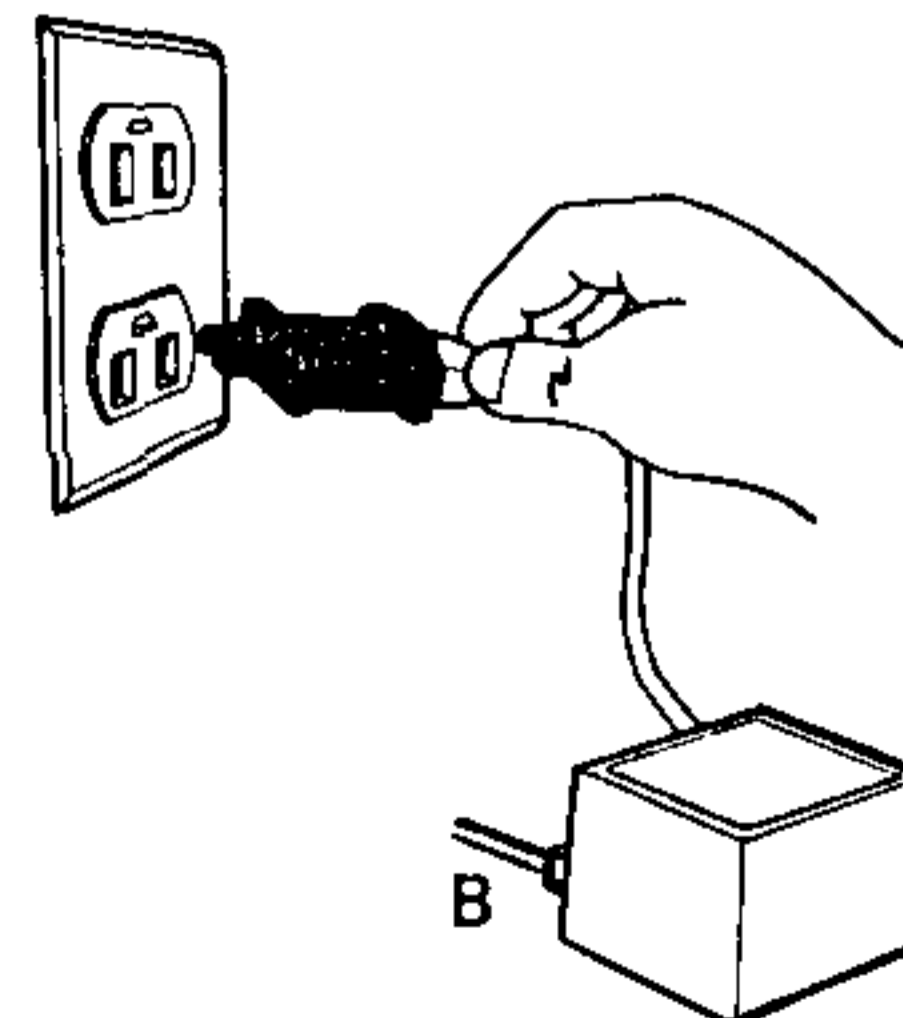
4. Plug the safety adapter into the wall outlet.
5. Turn the computer and peripherals **ON**, and continue as usual.

If at any time your system does not function, the problem may be a broken fuse in the safety adapter. Check to see that there is power at the wall socket by plugging another appliance into it. If there is power, call one of the toll-free numbers listed below.

If you have any questions or if you know someone who has not received this letter, please call one of these toll-free numbers:

~~1-800-527-3550~~

1-800-527-3550 (outside Texas only)



DO NOT USE THE SAFETY ADAPTER WITH TRANSFORMER TYPE A.

Call one of the toll-free numbers for more information.

 **TEXAS INSTRUMENTS**
INCORPORATED
Dallas, Texas

Copyright © 1983

1983 PRODUCT STATUS

<u>TITLE</u>	<u>PHM#</u>	<u>APPL</u>	<u>DEALER \$</u>	<u>AVAILABILITY</u>
SNEGGIT	3145	ENT	26.00	9/26
PLATO	3122	ED	32.50	9/26
TYB	PHT6007	ED	19.50	9/26
LOGO II	3109	ED	57.20	9/26
JAWBREAKER	3194	ENT	26.00	9/26
MASH	3158	ENT	26.00	9/26
MOONMINE	3131	ENT	26.00	9/26
HOPPER	3229	ENT	26.00	9/26
A-W III	3085	ED	26.00	10/3
E LOGO LEARNING FUN	3144	ED	26.00	10/10
MICROSURGEON	3220	ENT	26.00	10/3
FACEMAKER	3177	ED	26.00	10/3
SLYMOIDS	3197	ENT	26.00	10/3
KEY TO SP	3126	ED	97.50	10/17
TI MINI WRITER	PHT6103	HU	13.00	10/17
PIRATE ISLAND	3189	ENT	26.00	10/10
STORY MACHINE	3178	ED	26.00	10/24
A-W 4	3086	ED	26.00	10/24
TREASURE ISLAND	3168	ENT	26.00	11/18
DEMON ATTACK	3219	ENT	26.00	11/14
CROSSFIRF	3207	ENT	26.00	11/14

1983 PRODUCT STATUS

<u>TITLE</u>	<u>PHM#</u>	<u>APPL</u>	<u>DEALER \$</u>	<u>AVAILABILITY</u>
MOONSWEeper	3224	ENT	26.00	11/21
BASEBALL	3148	ENT	33.75	11/14
BIGFOOT	3151	ENT	27.00	11/14
MEMEORBELT	3152	ENT	27.00	11/14
SPACE BANDIT	3149	ENT	27.00	11/14
SEWERMANIA	3150	ENT	27.00	11/14
SUPERFLY	3153	ENT	27.00	11/14
HONEY HUNT	3156	ED	27.00	11/14
TERRY TURTLE	3154	ED	27.00	11/14
SOUND TROLLEY	3157	ED	27.00	11/14
I'M HIDING	3155	ED	27.00	11/14
MUNCHIMOBILE	3146	ENT	26.00	11/14
STAR TREK	3225	ENT	26.00	11/12
FATHOM	3222	ENT	26.00	11/21
BUCK ROGERS	3226	ENT	26.00	11/29
BURGERTIME	3233	ENT	26.00	11/14
WORD INVASION	3169	ED	26.00	11/21
WORD RADAR	3185	ED	26.00	11/14
WINGWAR	3223	ENT	26.00	12/8
CONGO BONGO	3227	ENT	26.00	12/5

TEXAS INSTRUMENTS
HOME COMPUTER
MERCHANDISING SUPPORT

PROMOTIONAL OFFERINGS
=====

- A \$50.00 REBATE ON THE CONSOLE PURCHASE.
- A FREE SPEECH SYNTHESIZER WITH SIX MODULES PURCHASED.
- EXTENDED WARRANTY ON THE 99/4A CONSOLE FROM 90 DAYS TO ONE YEAR. THIS IS THE LONGEST WARRANTY IN THE INDUSTRY. TEXAS INSTRUMENTS STANDS BEHIND OUR PRODUCTS.
- FREE FIVE HOURS 99/4A COMPUTER CLASS IS OFFERED TO EACH FAMILY THAT BUYS A 99/4A (EXPIRATION DATE OF JANUARY 31, 1984). CONSUMER CALLS THE TI-CARES PHONE LINE TO REGISTER FOR THE FREE CLASS.
- PERIPHERAL EXPANSION SYSTEM OFFER: P-BOX, CONTROLLER CARD, DISK DRIVE, AND 32K MEMORY EXPANSION FOR \$350 DEALER COST. WITH THE PURCHASE OF THIS SYSTEM, THE DEALER WILL ALSO RECEIVE HIS CHOICE OF LOGO II, TI-WRITER OR MULTIPLAN, AT NO CHARGE.
- NEW AGGRESSIVE PRICING ON TOP-SELLING SOFTWARE CARTRIDGES, AS MUCH AS 40% DECREASE TO ALLOW FOR NEW HOT PRICE POINTS.
- SALES PROMOTIONS WITH MAJOR CONSUMER PRODUCTS COMPANIES, I.E., HERSHEY'S, KELLOGG, OSCAR MAYER, WARNER LAMBERT, HAGGAR, DUPONT, AND PARKER BROTHERS. THE PURPOSE IS TO STIMULATE CONSUMER AWARENESS OF THE 99/4A IN SPECIFIC CONSUMER TARGET MARKETS.
- TI COMPUTERS WILL BE DISPLAYED AND USED IN SPECIAL PROMOTIONS IN 59 MALLS IN OUR TOP 50 MARKETS DURING THE CHRISTMAS SEASON. COMPUTERS WILL BE USED TO WRITE PERSONALIZED CHRISTMAS LISTS AND OFFER GIFT SUGGESTIONS.
- TI WILL DEMO 99/4A'S IN ALL MAJOR STATE FAIRS ACROSS THE COUNTRY.
- A DIRECT MAIL PROGRAM TO MILLION+ END USERS.

TEXAS INSTRUMENTS
HOME COMPUTER
MERCHANDISING SUPPORT

DEALER SUPPORT

- NETWORK OF PRODUCT SUPPORT REPRESENTATIVES (PSR'S) TOTALLING OVER 1,800 PEOPLE, MORE THAN ALL OTHER HOME COMPUTER MANUFACTURERS COMBINED. PSR'S ARE AVAILABLE FOR IN-STORE DEMOS, STORE PERSONNEL TRAINING AND P.O.P. DISPLAY MAINTENANCE.
- NETWORK OF SERVICE SUPPORT REPRESENTATIVES (SSR'S) THAT DETAIL SOFTWARE AT EACH RETAIL OUTLET. DETAILING PROGRAM MANAGES ALL TI SOFTWARE TO ASSURE PROPER INVENTORY WHICH WILL MAXIMIZE SALES AND PROFITS.
- MERCHANDISING COUNTER CARDS FEATURING THE PERIPHERAL EXPANSION PROMOTION (12" x 22" CARDBOARD-BACKED) AND A SOFTWARE POSTER CONTAINING INFORMATION ON THE MOST POPULAR SOFTWARE (36" x 24" CARDBOARD-BACKED).
- RETAIL SOFTWARE GUIDE LISTING 90 CARTRIDGES, WITH LAMINATED, REMOVABLE PAGES, COLOR-CODED USING MANUAL GRAPHICS FOR CROSS RECOGNITION. SOFTWARE GUIDE EXPLAINS EACH TITLE WITH GRAPHIC DEPICTIONS.
- FREE HIGH-TECH SOFTWARE AND HARDWARE TOWER DISPLAYS WITH 17 RETRACTABLE DEMO CARTRIDGES.
- A DEDICATED, PROFESSIONAL DIRECT FIELD SALES FORCE!
- QUARTERLY STOCK BALANCING PROGRAM, SOFTWARE FOR SOFTWARE AND HARDWARE FOR HARDWARE. CONSOLES DO NOT APPLY.



RECENA
 P. O. Box 1502
 Cedar City, Utah 84720

July 1983

Programs are sold on cassette. TI programs are available on diskette for \$3.00 extra. Please include \$1.50 postage and handling. Utah residents must include 5% sales tax.

TI-99/4 and TI-99/4A Software

- \$40.00--Type-ette--6 programs to learn to touch type. Specify TI-99/4 or TI-99/4A.
- \$15.00--Learn the Bones--major bones of the body.
- \$15.00--Counties of Utah--drill to learn the counties.
- \$15.00--Presenting the TI-99/4A--demonstration program ideal for sales. Speech Synthesizer and Terminal Emulator 2 required. Cassette.
- \$15.00--Presenting the TI-99/4A--demo program without speech.
- \$15.00--Locating Points (3rd grade level)--plotting points on a grid.
- * \$15.00--Coordinate Geometry (8th grade level)--plotting points, + and - coordinates, slope, distance.
- \$15.00--Electrical Engineering Tutorial--resistance.
- \$15.00--Housework Mix-Up--matching game.
- * \$15.00--Color Code--game to guess the color code.
- * \$10.00--Cookie File--recipe file and conversion.
- * \$15.00--Name the Note--learn keyboard, treble clef, bass clef notes.
- * \$15.00--Music Steps and Chords--intermediate music, learning chords.
- * \$15.00--New England States--drill for states and capitals.
- * \$15.00--Western States
- * \$15.00--Southern States
- * \$15.00--Homework Helper, Fractions, revised.
- * \$10.00--Homework Helper, Division, revised.

*longer for
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 blisland!
 COMPUTE!*

VIC 20 Software

- * \$10.00--Let's Learn Notes--Keyboard
- * \$10.00--Let's Learn Notes--Treble Clef
- * \$10.00--Let's Learn Notes--Bass Clef (all three music programs/\$25.00)
- * \$10.00--Learn the Teeth

TRS 80 Software (Color Computer, 16K, Extended BASIC)

- \$10.00--Cookie File--1982 national prize winner; recipe file.
- \$10.00--Learn the Teeth
- \$15.00--New England States

Published software

→ Any program published in COMPUTE!, COMPUTE!'s Gazette, or Regena books is available for a \$3.00 copying fee each plus a blank cassette and a stamped, self-addressed mailer, or \$5.00 and I provide cassette, postage.

Books published by COMPUTE! Books, P. O. Box 5406, Greensboro, North Carolina 27403.

- \$14.95--Programmer's Reference Guide for the TI-99/4A--programming techniques with sample programs and full-length programs. 358 p.
- BASIC Programmer's Guide for the TRS 80 Color Computer--a dictionary of BASIC words with sample programs for each word; programming hints and tips; program listings.
- Games for the TI. - ready any time now
- Programs in less than 4K. - November, will include programs for the TI!

*I am able to
 sell my books
 directly now.*

AUDITS & SURVEYS RETAIL SALES DATA

I. SHARE OF TOTAL SALES

<u>1983</u>	<u>VIDEO GAMES</u>	<u>HOME COMPUTERS</u>
JANUARY	72%	28%
FEBRUARY	70	30
MARCH	62	38
APRIL	53	47
MAY	57	43
JUNE	53	47
JULY	51	49

II. SOFTWARE SALES RANKING - 2ND QUARTER 1983

1.	PAC-MAN	11.	COSMIC CRUNCHER
2.	PARSEC	12.	HOUSEHOLD BUDGET MANAGEMENT
3.	GALAXIAN	13.	TEACH YOURSELF BASIC
4.	CENTIPEDE	14.	A-MAZ-ING
5.	STAR RAIDERS	15.	GARF
6.	MUNCHMAN	16.	EARLY LEARNING FUN
7.	FROGGER	17.	JUPITER LANDING
8.	TI INVADERS	18.	HUNT THE WUMPUS
9.	MISSILE COMMAND	19.	PERSONAL RECORD KEEPING
10.	DEFENDER	20.	CAR WARS

TI HAS:

- THREE OF THE TOP EIGHT GAMES
- #1 HOME IMPROVEMENT (HOUSEHOLD BUDGET MANAGEMENT - RANK # 12)
- #1 PROGRAMMING (TEACH YOURSELF BASIC - RANK # 13)
- #1 EDUCATIONAL (EARLY LEARNING FUN - RANK # 16)

Into the violent world of video games,
Romox™ introduces

Two of the Friendliest, Fastest, Fun-packed Family Games Ever!



ANTEATER.™ Ant or Anteater—who will be king of the hill? Somewhere along the twisting, turning tunnels of this marvelous maze game the answer will be found. Until then, gamers of every age will be caught up in the non-stop action and strategy of Anteater, the game that's crawling with arcade excitement. Cartridges for the Atari® 400/800/1200XL, Commodore Vic 20™, Commodore 64™, Texas Instruments 99/4A.™

TYPO.™ Chased by an evil space-ship, your only chance of escape is through "knowledge." Knowledge of typing and spelling. The faster you type, the better your chance of eluding the enemy. Spelling homework can be fun with this fast-paced game that not only develops word power—but increases your typing speed with every fun-filled hour as you master the typewriter-style keyboard of personal computers. Cartridges for the Atari® 400/800/1200XL, Commodore Vic 20™, Commodore 64™, Texas Instruments 99/4A.™

ANTEATER and TYPO are only two of the exciting recreational and educational games from Romox™. See our complete selection at your Romox dealer.

Romox Inc., 476 Vandell Way, Campbell, CA 95008.

Romox is a trademark of Romox Inc. Atari is a trademark of Atari, Inc. VIC 20 and Commodore 64 are trademarks of Commodore Business Machines, Inc. TI 99/4A is a trademark of Texas Instruments.

ROMOX™

keted by Commodore for the Commodore 64 computer.

The program, which can handle home budgets, financial planning, small business accounting, educational projects, and statistics, will be available on disk for less than \$100.

Commodore
Computer Systems Division
1200 Wilson Drive
West Chester, PA 19380
(215) 431-9100

TI Joystick

The Prostick 2002 is a direct replacement joystick for the TI-99/4 and TI-99/4A computers.

The joystick, which sells for \$29.95, requires no additional interface for connection with the TI. It includes a 4-way/8-way switchable gateplate that allows 8-way action to be disabled when playing games that are limited to vertical and horizontal movement.

The Prostick 2002 has two firing buttons located on the top end of the base, allowing both right- and left-handed play. The fire buttons are designed to be controlled by the index finger for faster response and decreased fatigue during play.

Newport Controls
15425 Los Gatos Boulevard
Los Gatos, CA 95030
(408) 358-3439

Data Base Manager For VIC And 64

Jini Micro Systems, creator of several data base managers for Commodore computers, has released *Mini Jini*, a record keeper for the VIC and 64.

The program is available in cartridge format, and files can be saved to either tape or disk. It will handle between 35 and 500 records, depending on available memory.

Mini Jini will accept up to 10 fields of information per record, can sort by any field, and can search by record number, name, or phrase. When used with a printer, the program can generate reports and mailing labels.

Mini Jini includes a math function to perform calculations on file data, and it can be used in conjunction with word processing programs to produce personalized letters and custom reports.

The program sells for \$89.95. Data files with sample records set up for dozens of applications are available on disk for \$14.95, or tape for \$9.95.

Jini Micro Systems, Inc.
Box 274
Riverdale, NY 10463

TI-99/4A Cartridge Connection

Romox is producing the GamePort expansion module for the TI-99/4A. The module, which sells for \$39.95, plugs into the computer's I/O port and accesses the 9900 CPU directly.

The GamePort is designed to circumvent the reported plan of Texas Instruments to modify its internal software to accept only cartridges programmed in TI's patented GROM format.

The GamePort module, which accepts both GROM and standard ROM cartridges, includes an 8K ROM, plus RAM memory.

Romox, Inc.
501 Vandell Way
Campbell, CA

Grade And Attendance Manager

GradeCalc is a grade and attendance management package designed to relieve teachers of time-consuming, record-keeping tasks.

The grade section can average grades using a variety of methods, including percentage

COMMODORE 64 SOFTWARE

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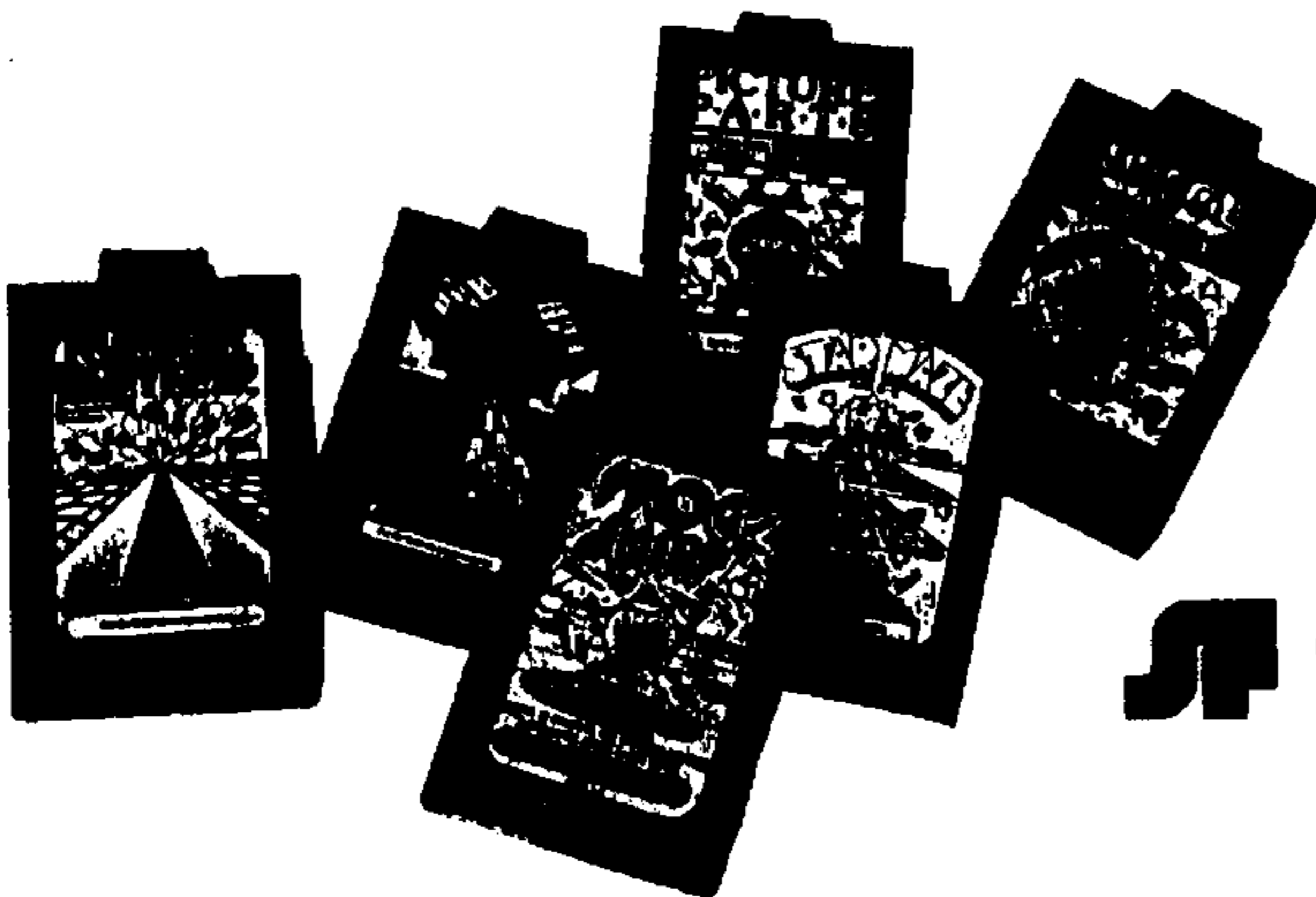
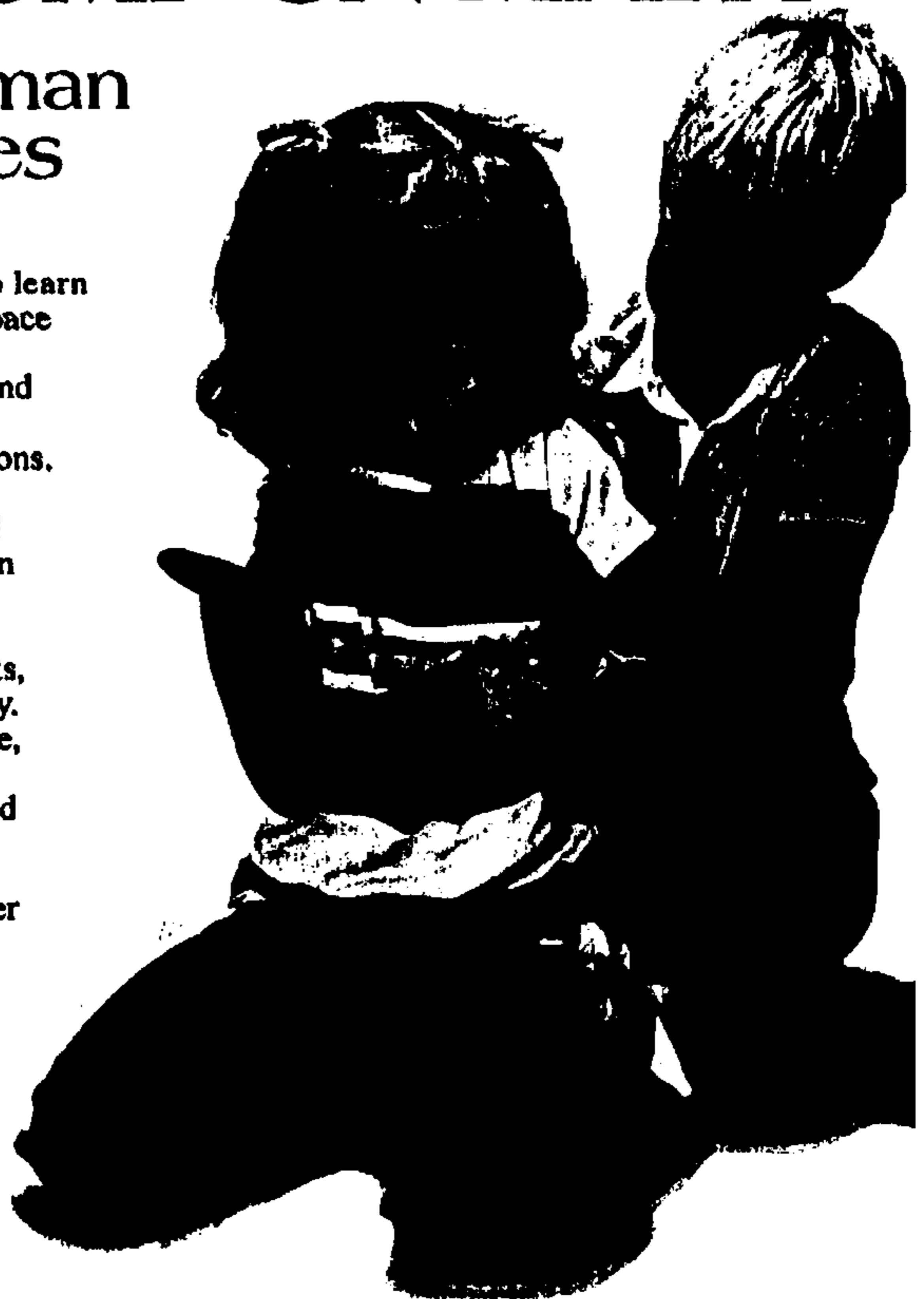
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and Company**

Electronic Publishing Division
1900 East Lake Avenue Glenview, Illinois 60025

August, 1983

International
99/4
Users-Group



PRESIDENT'S LETTER

OFFICIAL BI-MONTHLY NEWSLETTER FOR MEMBERS OF THE INTERNATIONAL 99/4 USERS GROUP P.O. BOX 67, BETHANY, OK 73008 405-948-1023

LOSSES CONTINUE TO MOUNT FOR HOME COMPUTER MANUFACTURERS

Second quarter losses among home computer manufacturers surpassed the 1/2 billion dollar mark last week with no relief in sight as the aggressive price wars continued. Adding to the already-high anxiety level in this industry, aroused by losses of \$183 million at TI, \$310 million at Atari, and \$24 million at Mattel, is the impending introduction by IBM and Apple of home computer products priced in the under-\$1000 category.

Of the six major suppliers in the home computer business, observers say only Commodore has yet to be touched by plunging profits. Although Tandy, (Radio Shack) reports growth in its computer business overall, sources say its home computer line, the Color Computer, is showing sales volumes less than expected. Timex, a privately-held company, has according to industry observers seen sales of its TS-1000 home computer come to a virtual halt.

The next act in the comedy of errors by home computer manufacturers is anticipated to take place in September when TI should begin a massive inventory clearance to ready the introduction of its 99/8 home computer, sources say. Industry analysts concede that the wars between TI and its competitors are far from being over.

When asked by Consumer Electronics about the industry outlook for the next two months, William Turner, recently departed TI Consumer Group president, lamented, "Profits in 1983 will be tough. The cost simply has not come down as fast as the prices came down." What an ironic statement from Mr. Turner, who pioneered the \$100 rebate a year ago, which started the price war chain reaction. Mr. Turner went on to concede that the key to success of his chief rival, Commodore, has been their ability to keep a better price/cost spread in the balance of the industry.

Major retail companies who have spoken to us over the past several weeks are still analyzing and reviewing products for the Christmas season. Large retailers such as Sears, Child's World, Toys 'R' Us, and Montgomery Ward are looking for home computer products that will not only influence store traffic, but also corporate bottom line profits.

Like Texas Instruments, Atari and Commodore are still holding sizable amounts of inventory that they must phase out in order to make way for inventory of second-generation machines. Commodore is faced with inventory liquidation of over 250,000 VIC-20s which sit on distributor shelves and show little sign of movement. Mattel, meanwhile, is still mulling over the possibility of phasing out their Aquarius I computer keyboard, which it fears may be doomed when the enhanced version, the Aquarius II, is introduced.

The major concern among home computer manufacturers right now is the future of the Coleco ADAM home computer system. Coleco is hoping to start shipments later in August for the home computer/game/word processing system that it says will retail for approximately \$600. Many industry analysts, however, feel that Coleco will not be able to bring ADAM to the marketplace prior to the first quarter of 1984, although Coleco's president, Arnold Greenberg, claims that some 1.2 million units which are still unbuilt have been ordered by retailers.

Shifts in corporate management to top-level executives with consumer marketing expertise such as the recent moves made at Mattel, Apple and Atari would indicate that the home computer business is far from dead. Although 1/2 billion dollars in losses during the second quarter of 1983 is awfully hard to swallow for many investors, a 2 1/2 year old industry which increased its sales 500-fold during the last year must be doing something right in some areas.

GROUP PRESIDENT RESIGNS AT TI

Sources within Texas Instruments confirmed a report that William J. Turner, head of the Consumer Products division, has left the company to take a new post with Automated Data Processing, Clifton, NJ.

Reports of Turner's eminent departure from TI had been circulating since just before the June Consumer Electronics Show and were specifically denied by Turner and other TI executives to within a day of his resignation.

***** SUPER BUGGER VERSION 3.1 19-FEB-1983 *****
 ***** Copyright 1982 by NAVARONE INDUSTRIES *****

SUPER-BUGGER is a stand alone program that may be loaded by the Editor/Assembler LOAD AND RUN option, or either TI-BASIC or EXT-BASIC CALL LOAD Options. NO special hardware is required, but this program will operate only on the TI99/4A with MEMORY EXPANSION, and a DISK CONTROLLER. The RS232 may optionally be used to get a hard copy printout on some operations.

The SUPER-BUGGER is a very sophisticated and powerful debug tool which can provide functions usually only available on very expensive development systems requiring special hardware. SUPER-BUGGER allows you to actually step through your machine language program, executing each machine instruction one at a time. Enabling you to examine the logic of your program as it is being run. As each instruction is executed, the SYMBOLIC interpretation is displayed on the screen in the same format as it occurs in your assembly source listing, providing a trace of instruction execution.

SUPER-BUGGER has a built in DISS-ASSEMBLER which you can use to decipher machine code to it's symbolic assembly language representation. It will interpret any instruction and show all types of operand uses, even displaying the JMP address of jump instruction.

Operation of the SUPER-BUGGER is syntactically identical to the TI-DEBUGGER program, however there are features provided by the TI program that are not supported by SUPER-BUGGER due to memory size limitations. It is recommended you become familiar with the TI-DEBUGGER and it's documentation prior to using SUPER-BUGGER.

The following is a summary comparison of the two debuggers. Both the TI-DEBUGGER and SUPER-BUGGER can be used to compliment each other to provide the best development tool in the industry.

CAMMAND	TI-DEBUGG	SUPER-BUGGER
A	Load Memory with ASCII	DISS-ASSEMBLE machine code to Nmunonic
B	Breakpoint Set/Clear	Same except always two word Breakpoints
C	CRU Inspect/Change	** Not Supported
D	** Not Supported	Dump memory to HARD COPY DEVICE
E	Execute	Same
F	Find Word or Byte	** Not Supported
G	GROM Base change	** Not Supported
H	Hex Arithmetic	** Not Supported
I	Inspect Screen Location	** Not Supported
K	Find Data Not Equal	** Not Supported
L	**Not Supported	Hard Copy List device Toggle on/off
M	Memory Inspect/Change	Same
N	Move Block	** Not Supported
P	Compare Memory Block	** Not Supported
Q	QIUT Debugger	Same
R	Inspect/Change WP,PC,& SR	Same
S	Step with special Hrdw.	Single Step on any TI99/4A
T	Trade Screen	Trades user screen with SBUG screen
U	Toggle Basic offset on/off	Same
V	VDP Base change	Run till VALUE = entered number
W	Inspect/Change Register	Same
X,Y,or Z	Change BIAS	Same
>	Hex to Decimal convert	** Not Supported
.	Decimal to Hex convert	** Not Supported

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HOME COMPUTER TRADE PRICE LIST - CONTINUED (04)

NOVEMBER 1983

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Pascal Linker	PHD5064	79.95
Pascal Editor	PHD5065	59.95

EDITOR'S NOTES

COMPUTE! Publications 
A Subsidiary Of American Broadcasting Companies, Inc.

As many of you are aware by now, we have become the eleventh operating division of ABC Publishing. What it means initially is that we'll have available resources and support that we've never enjoyed before as an independent company. In addition to the general strengths that our alliance with ABC provides, we'll have senior management expertise and skilled business support of a type that we've never had available. We're all quite pleased with this mutual blending of the styles and strengths of two healthy companies, one old, one young, but both very much committed to the future of our industry.

Best of all, **COMPUTE!** Publications will continue to operate as a separate division, without internal changes, and from exactly the same perspective of superior quality and leadership in personal, consumer publishing. I even expect to find more time for planning, research, and new product direction and development.

It seems appropriate, on the occasion of this announcement, to recount the current growth of **COMPUTE!** Publications. Our **COMPUTE! Books** Division will have over 16 titles in print by the end of July; *COMPUTE!'s First Book of VIC* is currently in its sixth printing. *COMPUTE!'s Gazette* for Commodore VIC-20

and 64 computers is premiering this month with an initial press run of 175,000 copies. An incredible feat given that **COMPUTE!** broke 100,000 in October of last year. Finally, our flagship, **COMPUTE!** Magazine, has achieved the significant 300,000 barrier. Our press run for this issue is 315,000. Need I add, "and growing...?"

The latest round of price cutting has reached a level defying the most aggressive predictions. Prices have dropped so fast that Texas Instruments was caught while delaying the planned introduction of the TI-99/2. By the time the /2 series was scheduled to be introduced at \$99, market moves had brought the price of the /4 down to \$99. The Atari 1200, recently announced at the \$1000 level, has rapidly dropped to the \$600-700 range; the 400 is now below \$150. And then there's Commodore, with the VIC-20 below \$90 in many areas, and the 64 at \$399, or \$299, if you're able to take advantage of the trade-in offer (where you trade in your old computer or video game computer and receive a \$100 rebate).

What's in the wind at Commodore? We've heard rumors of pending change with the new President of North American Operations bringing in selected new key personnel. We've also

heard that some existing, previously key personnel are looking around for other opportunities in the industry. Is another famous Commodore shake-up on the way? Stay tuned, we'll try to keep you posted.

In another vein, the acknowledgment that software is a critical factor in the marketplace seems to be gaining strength on all manufacturers' strategy planning calendars. TI seems to be making progress with their licensing program for in-house sale of out-of-house developed programs. Commodore has established a new division to develop and promote the sale of Commodore software. And through it all, both established and newly formed software houses are pursuing the growth of the industry.

Next month: A superior special theme issue, our third on Games.

Robert Lock

TTTTT	I		CCCCC	00000	U	U	N	N	TTTTT
T	I		C	0	0	U	U	NN	N
T	I	-----	C	0	0	U	U	N	N
T	I		C	0	0	U	U	N	NN
T	I		CCCCC	00000	UUUUU		N	N	T

GENERAL LEDGER ACCOUNTING SYSTEM

THE TI-COUNT SMALL BUSINESS ACCOUNTING SYSTEM, ONLY FOR THE TEXAS INSTRUMENTS 99/4 PERSONAL COMPUTER, IS THE INNOVATIVE AND COST EFFECTIVE WAY TO STORE, RETRIEVE, DISPLAY AND PRINT FINANCIAL INFORMATION AND DOCUMENTS VALUABLE FOR EFFICIENT BUSINESS DECISIONS AND OPERATIONS. A COMPLETE GENERAL LEDGER ACCOUNTING SYSTEM, HARDWARE AND SOFTWARE, FOR AS LITTLE AS \$3,500.

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 COLOR SCREEN, SCANNED FOR ERRORS AND EDITED IMMEDIATELY TO SPEED THE PROCESS. LEDGER ACCOUNTS (UP TO 650) ARE UPDATED ON A DAILY BASIS SO THE BUSINESSMAN CAN CONTROL PURCHASES, RECEIVABLES, AND MOST IMPORTANTLY, CASH. AS AN EXTRA AID, AN INTERIM INCOME STATEMENT AND BALANCE SHEET MAY BE PRINTED ANY TIME.

AS EACH ACCOUNTING PERIOD IS CLOSED, THE GENERAL LEDGER SYSTEM SUMMARIZES THE JOURNALS AND PRINTS THE UNADJUSTED, ADJUSTED, AND CLOSING BALANCES. THREE FINANCIAL STATEMENTS: 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 PROCEDURE.

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 ADDED, 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.

TI-COUNT GENERAL LEDGER ACCOUNTING SYSTEM INCLUDES TWO SYSTEM DISKS AND A LEDGER DISK SET UP FOR THE FICTITIOUS COMPANY, LONGHORN WIDGETS, INC. THIS LEDGER DISK SERVES AS AN EXAMPLE IN THE MANUAL AND TO DEMONSTRATE THE PROGRAMS. A DETAILED OPERATIONS MANUAL IS INCLUDED IN THE PACKAGE.

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TIGERCUB SOFTWARE OFFERS A WIDE VARIETY OF ORIGINAL PROGRAMS IN TI BASIC AT ONLY \$3.00 EACH! IF YOU DON'T HAVE MY CATALOG, PLEASE ASK.

HERE'S A TIP FOR BEGINNERS - DON'T USE EDIT!! THERE ARE TWO WAYS TO BRING A PROGRAM LINE TO THE SCREEN. YOU MAY TYPE EDIT, THE LINE NUMBER, AND PRESS ENTER...OR YOU MAY JUST TYPE THE LINE NUMBER AND PRESS FCTN TOGETHER WITH THE DOWN-ARROW OR UP-ARROW KEY. BUT WHEN YOU GRADUATE TO EXTENDED BASIC, YOU WILL FIND THAT YOU CAN ONLY USE THE SECOND METHOD. THEN, WHILE YOU'RE TRYING TO BREAK THE EDIT HABIT, YOU ARE APT TO GET CONFUSED, TYPE THE LINE NUMBER, HIT ENTER - AND DELETE THE PROGRAM LINE ENTIRELY!

ARE YOU TIRED OF THAT BLANKETY BLINKING BLACK CURSOR? THIS WON'T WORK IN BASIC BUT IF YOU'RE IN XB TRY 1 CALL COLOR(0,11,1)

HAVE YOU EVER SPENT AN HOUR LOOKING FOR A BUG, AND FINALLY FOUND THAT YOU HAD TYPED A Ø FOR AN O, OR VICE VERSA? I'LL NEVER UNDERSTAND WHY TEXAS INSTRUMENTS DIDN'T SLASH THE Ø. YOU CAN EASILY DO IT WITH THIS LINE, 1 CALL CHAR(48,"ØØ3A444e546444B8"). TROUBLE IS, ANY REDEFINED CHARACTER WITH AN ASCII CODE BELOW 128 WILL ONLY BE REDEFINED WHILE THE PROGRAM IS RUNNING, SO YOUR ØS WILL STILL BE UNSLASHED WHILE YOU ARE KEYING IN A PROGRAM OR LISTING IT. HOWEVER, YOU CAN ADD A TEMPORARY LINE 2 GOTO 2, THEN KEY IN OR LIST A SCREENFULL OF PROGRAM LINES, TYPE RUN, AND WATCH TO BE SURE THAT ALL YOUR ØS BECOME SLASHED AND YOUR OS DO NOT.

AND HAVE YOU EVER BEEN TYPING IN A PROGRAM, AND THE COMPUTER SUDDENLY JUMPED BACK TO THE TITLE SCREEN, AND YOU WERE SURE THAT YOU DIDN'T HAVE A FINGER ANYWHERE NEAR THAT INFERNAL QUIT KEY? BUT MAYBE YOU WERE DRINKING COFFEE WITH ONE HAND AND TRYING TO PRESS FCTN AND 1 SIMULTANEOUSLY WITH THE OTHER? SO, IF YOU DON'T HAVE ANYTHING VALUABLE IN THE COMPUTER RIGHT NOW, TRY PRESSING FCTN, SPACE BAR, H AND N ALL AT THE SAME TIME. OOPS!

ANOTHER USELESS BIT OF INFO - TRY FCTN, 5, 6 AND 7 ALL TOGETHER. BREAK!

```
100 CALL CLEAR :: PRINT "TIGERCUB CHARACTER ENLARGER":@$:@$: "BY JIM PETERSON":@$:@$:
   @$:@$: "SELECT SIZE 1, 2 OR 3":@$:@$
110 CALL KEY(0,K,ST):: IF (ST=0)+(K<49)+(K>51)THEN 110 :: S=K-48
120 DIM HXS(96),c$(16),M$(16)
130 DATA 0000,0001,0010,0011,0100,0101,0110,0111,1000,1001,1010,1011,1100,1101,1110,
   1111
140 CALL CHAR(33,"FFFFFFFFFFFFFFF"):: FOR J=0 TO 15 :: READ C$(J):: NEXT J
150 CALL SOUND(100,800,0):: PRINT "READY - TYPE CHARACTER":@$:@$
160 CALL KEY(0,K,ST):: IF (ST=0)+(K<32)+(K>127)THEN 160 :: CALL CLEAR :: PRINT "WAIT,
   PLEASE..." :: CALL CHARPAT(K,HXS(K-31))
170 FOR J=1 TO LEN(HXS(K-31)):: A$=SEG$(HXS(K-31),J,1):: IF ASC(A$)>57 THEN 130 ::
   B=ASC(A$)-48 :: GOTO 190
180 B=ASC(A$)-55
190 FOR L=1 TO 4 :: X=VAL(SEG$(C$(B),L,1)):: FOR M=1 TO S :: M$(J)=M$(J)&CHR$(32+A3S
   (X>0)):: NEXT M :: NEXT L :: NEXT J
200 CALL CLEAR :: FOR J=1 TO 16 STEP 2 :: FOR N=1 TO S :: PRINT TAB(11-S^2);M$(J);
   M$(J+1):: NEXT N :: NEXT J
210 PRINT @$:@$ :: FOR J=1 TO 16 :: M$(J)=NUL$ :: NEXT J :: GOTO 150
```

HAPPY HACKIN'


JIM PETERSON



* TIGERCUB SOFTWARE *

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TIPS FROM THE TIGERCUB #2

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IF YOU WOULD LIKE FURTHER RELEASES OF THE TIGERCUB'S TIPS, JUST SEND ME A COPY OF YOUR NEWSLETTER AND ASK, IF YOU ACCEPT ADVERTISING, PLEASE LET ME KNOW YOUR CIRCULATION AND RATES.

TIGERCUB SOFTWARE IS ABOUT TO PRINT A NEW CATALOG OF 110 PROGRAMS IN TI BASIC, ALL PRICED AT ONLY \$3.00 EACH! THE CATALOG WILL BE AVAILABLE FOR \$1.00, REFUNDABLE ON THE FIRST ORDER. THESE ARE NOT PUBLIC DOMAIN PROGRAMS, NOT TRANSLATIONS, NOT PIRATED - THEY ARE ABSOLUTELY ORIGINAL, NEW AND DIFFERENT - GAMES, EDUCATIONAL GAMES, PUZZLES, GRAPHICS DEMOS, MUSIC, PROGRAMMER'S AIDS, ETC.

THIS PROGRAM WILL PLAY AND PRINT THE FREQUENCY CODES FOR THE TWO "SECRET" SUBOCTAVES OF BASS NOTES ON THE TI-99/4A. - JIM PETERSON, TIGERCUB SOFTWARE

```
110 DEF R(X)=INT(X+.5)
120 F=16>2
130 FOR J=1 TO 25
140 READ N$
150 PRINT N$;" =";R(F)
160 CALL SOUND(500,30000,30,30000,30,F,30,-4,0)
170 F=F/1.059463094
180 IF J<>12 THEN 200
190 RESTORE
200 NEXT J
210 DATA A,A FLAT,G,F#,F,E,E FLAT,D,C#,C,B,B FLAT,A
```

TO PLAY THESE BASS NOTES, THE CALL SOUND MUST CONTAIN 3 TONES AND A NOISE. THE FIRST TWO TONES MAY BE OF EITHER AN AUDIBLE OR INAUDIBLE FREQUENCY AND VOLUME; THE THIRD TONE MUST BE THE FREQUENCY CODE (WHICH IS NOT THE ACTUAL FREQUENCY) FOR THE NOTE, WITH AN INAUDIBLE VOLUME; AND THE NOISE MUST BE -4, WITH AN AUDIBLE VOLUME.

THIS PROGRAM PLAYS TREMOLO NOTES. CHANGE VALUE IN LINE 150 TO 1.01 OR 1.03 FOR LESS OR MORE TREMOLO. THE TUNE IS "ST. JAMES INFIRMARY BLUES" - JIM PETERSON, TIGERCUB

```
110 FOR J=1 TO 60 STEP 2
120 READ A,B
130 FOR L=1 TO A
140 CALL SOUND(-1000,B,0)
150 CALL SOUND(-1000,B*1.02,0)
160 NEXT L
170 NEXT J
180 CALL SOUND(-1,30000,30)
190 DATA 2,330,2,294,4,330,4,294,4,330,4,294,4,262,8,220
200 DATA 2,330,2,294,6,330,2,294,4,330,4,262,12,247
210 DATA 2,294,2,262,4,294,4,262,4,294,2,330,2,294,4,262,8,220
220 DATA 4,262,4,262,4,220,4,262,4,247,16,220
```

```
100 REM - WHAT HAPPENED? BY JIM PETERSON, TIGERCUB SOFTWARE
110 CALL CLEAR ;; FOR K=6> TO 90 ;; CALL CHARPAT(K,A$);: FOR J=15 TO 1 STEP -2 ;;
    CH$=CH$&S$G$(A$,J,2);: NEXT J ;; CALL CHAR(K,CH$)
120 CH$=NULL$ ;; NEXT K ;; DISPLAY AT(14,3);"VT FHT DENRUT OHW IYEH" ;; DISPLAY AT
    (12,13);"INWOD EDISPU"
130 INPUT J$ ;; GOTO 130
```

HAPPY HACKING

Jim Peterson
JIM PETERSON

MCCANN-ERICKSON

320 SOUTH POST OAK ROAD • HOUSTON, TEXAS 77056

CLIENT: TEXAS INSTRUMENTS

AS FILMED TV COMM'L NO: THCA 3318
TITLE: "REACHING"

DATE: 9/9/83
LENGTH: 30 SECONDS



1. ANNCR: (VO) He's only three.



2. And already he's reaching out...



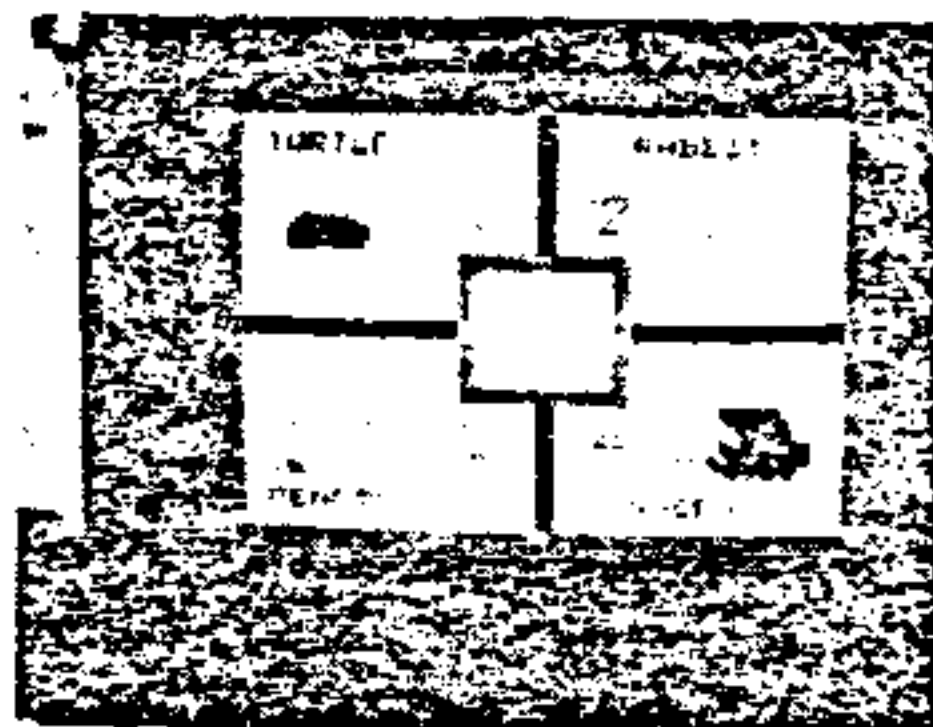
3. Seeking. And looking to you to point the way.



4. Now is when a Texas Instruments



5. Home Computer



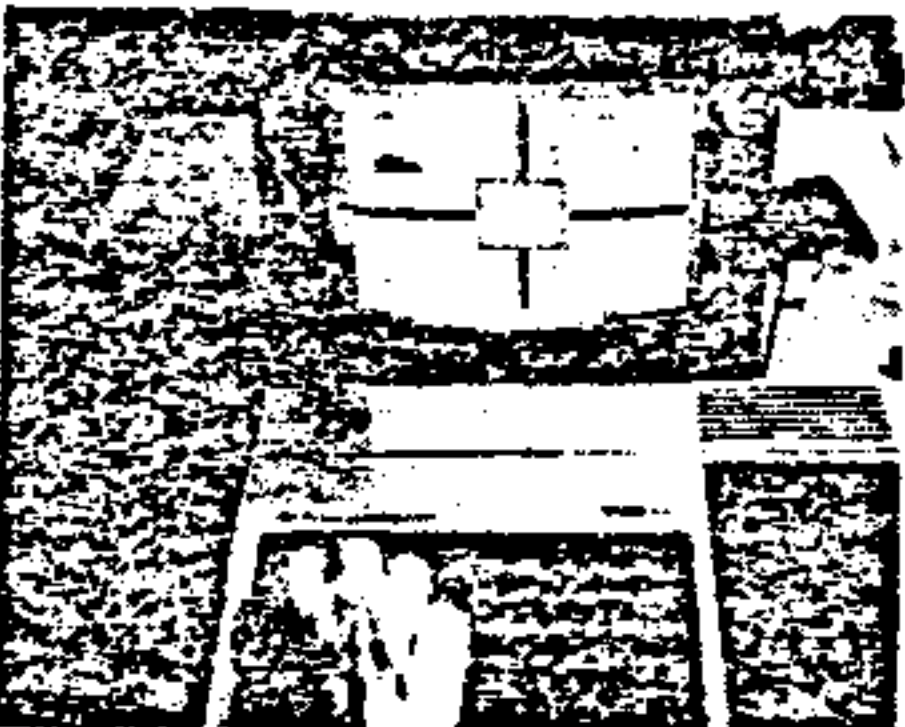
6. can give him a real head start.



7. With more educational cartridges



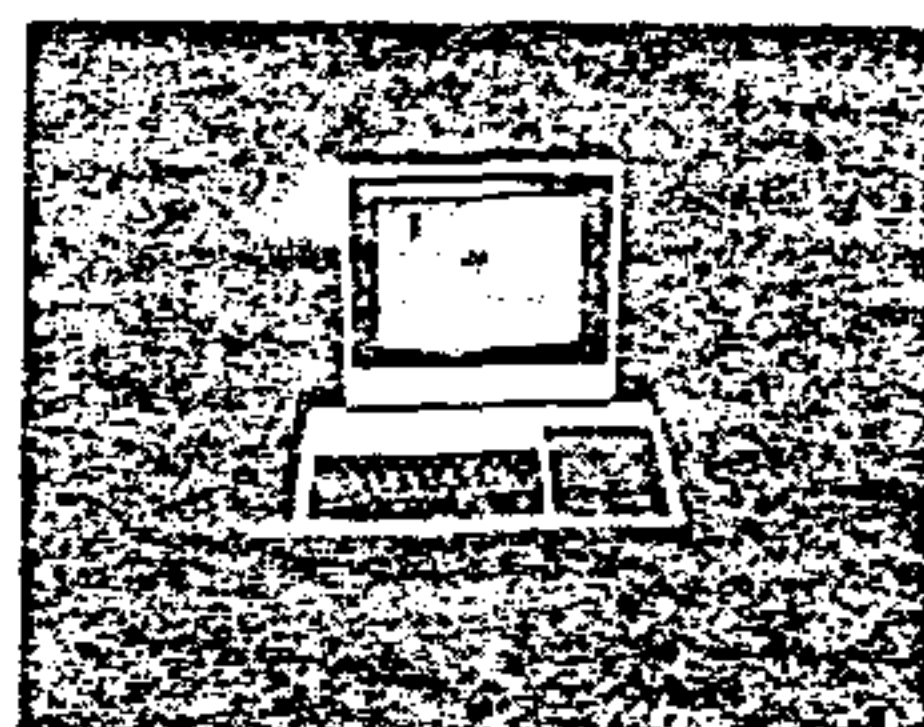
8. than any other computer.



9. They challenge... encourage...



10. make learning fun.



11. The Home Computer, from Texas Instruments.



12. (SILENT)



13. Don't put it off.

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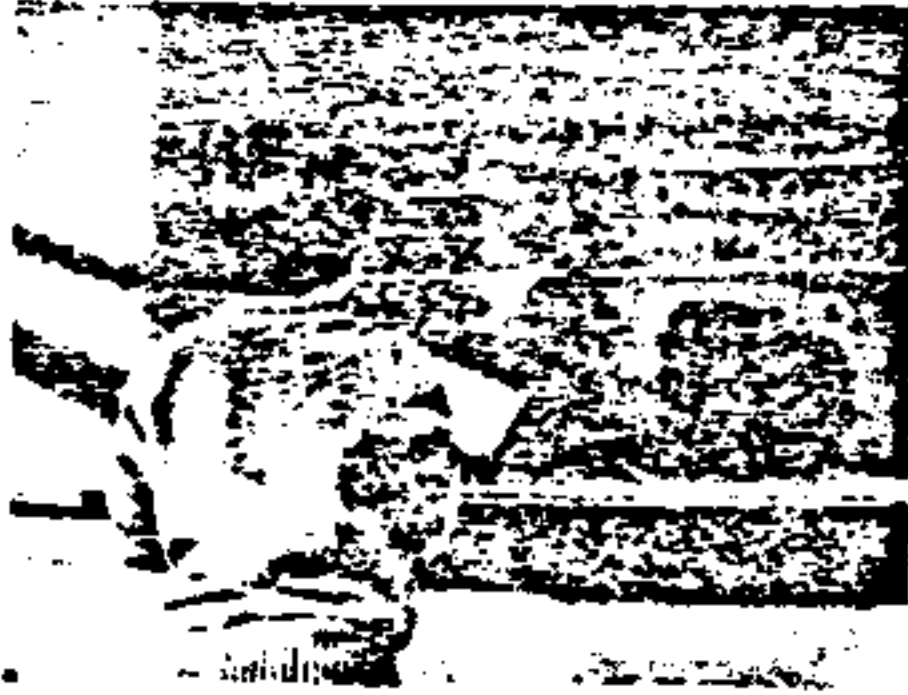
CLIENT: TEXAS INSTRUMENTS

AS FILMED TV COMM'L NO: THCA 3319

TITLE: "SIXTH GRADE MATH"

DATE: 9/9/83

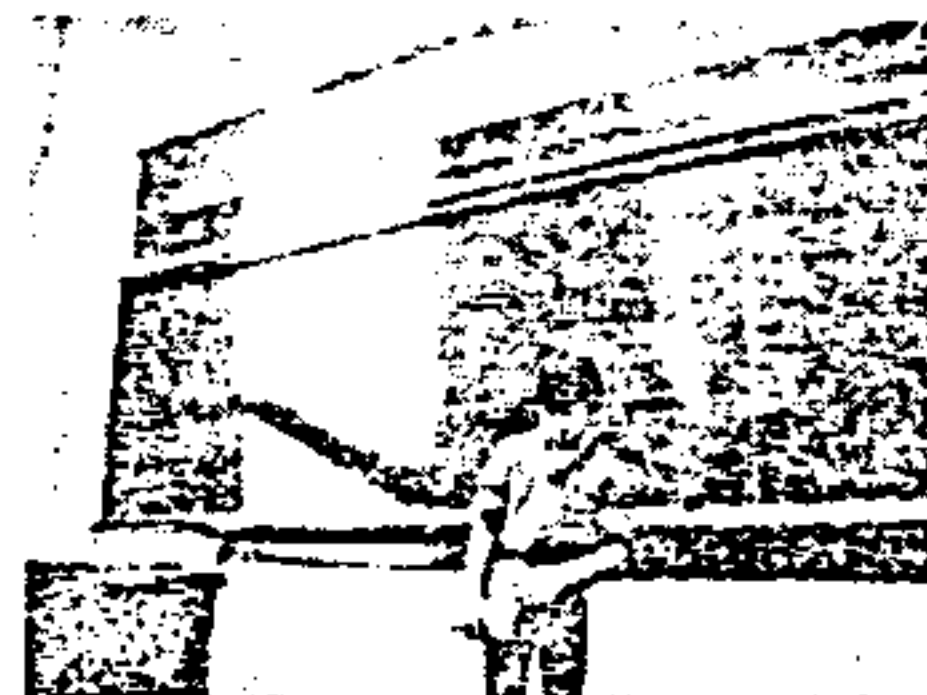
LENGTH: 30 SECONDS



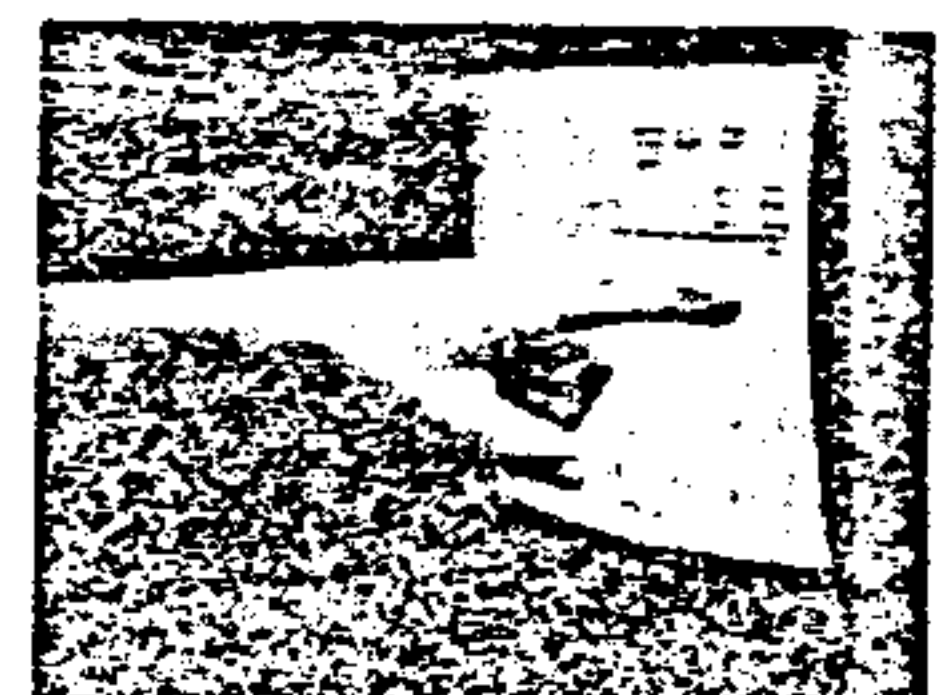
1. ANNCR: (VO) For the first time in his life



2. he's struggling.



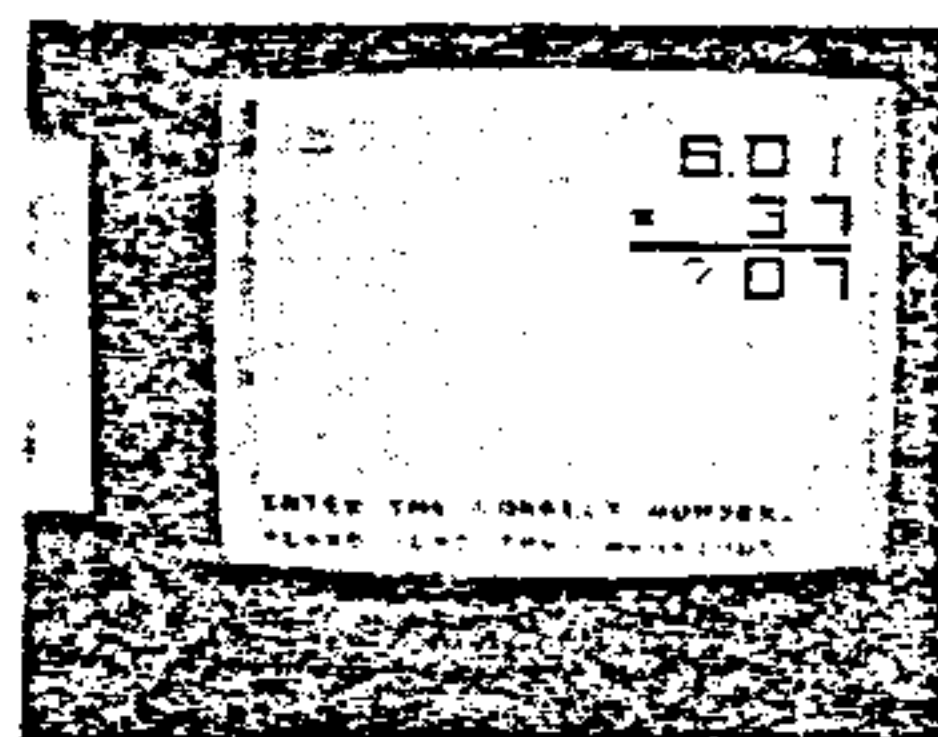
3. Having a hard time in math. He needs help.



4. He can get that help with



5. the Home Computer from Texas Instruments.



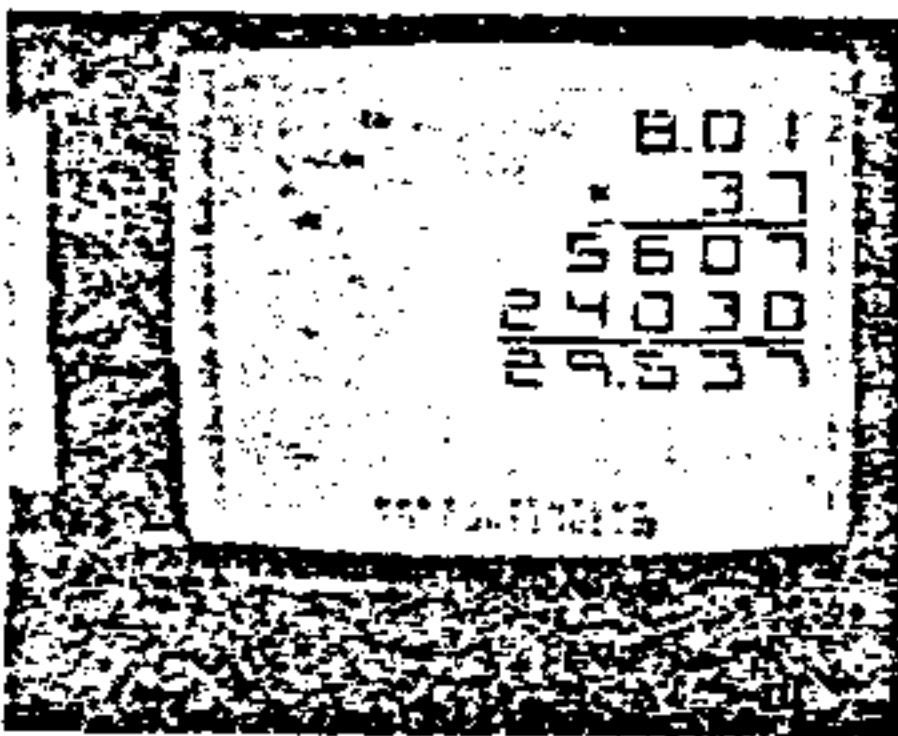
6. It has more educational cartridges



7. than any other computer.



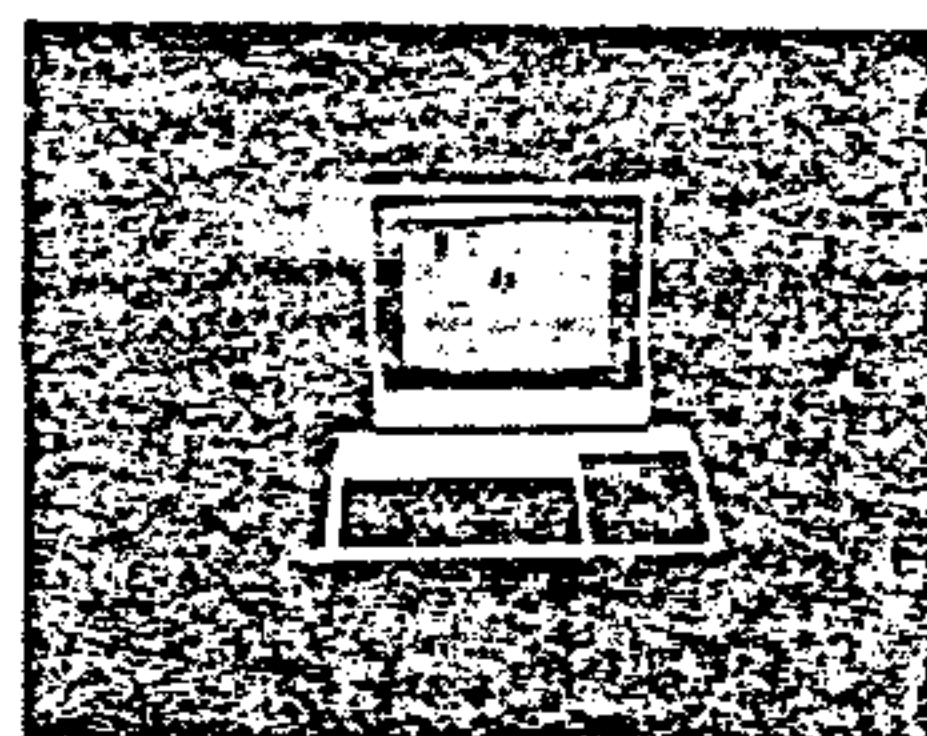
8. They challenge...



9. encourage...



10. make learning fun.



11. The Home Computer from Texas Instruments.



12. It can give your child a head start in school!...



13. that could last a lifetime.

UNDER-WARE



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INNOVATIONS

THE "PLOTTER" 1.2

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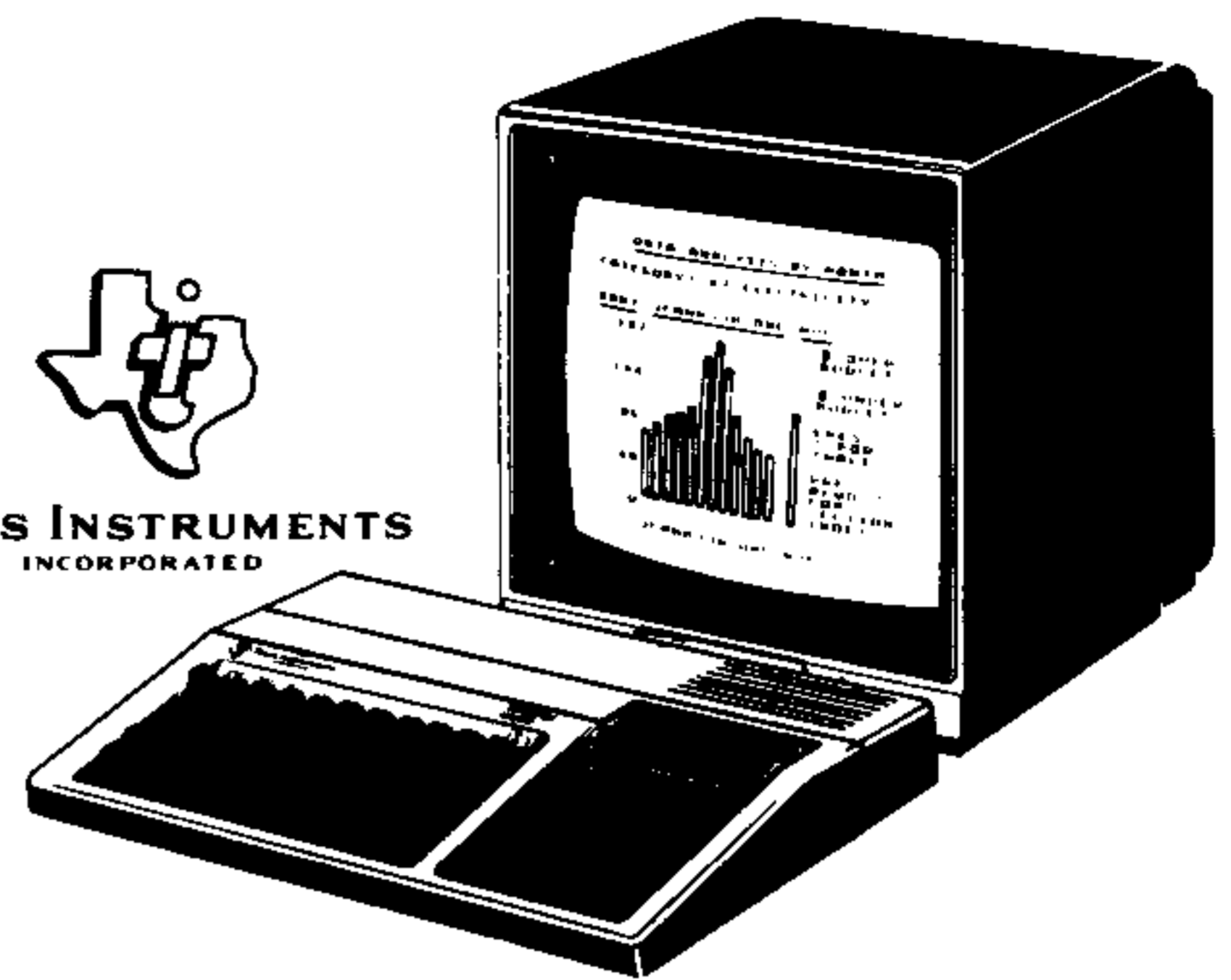
BY MARK SHILLINGBURG

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99/4 [A] 99/4 [A]



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TEXAS INSTRUMENTS HOME COMPUTER NEWSLETTER

PUBLISHED FOR TI-99/4A USERS

NEW PRODUCT REVIEW

BASIC COMPUTER INTRODUCED

TI's Basic Computer, the TI-99/2, was announced at the 1983 Consumer Electronics Show in Las Vegas, January 6th.

The 99/2 is expected to be available by early spring with a suggested retail price of \$99.95.

The Basic Computer is equipped with 4.2K RAM, built-in BASIC, a 16-bit processor and typewriter-style keyboard.

As an alternative to more complex systems, the 99/2 offers the first-time buyer high quality, low cost, expandable computer.

The system is expandable to 36.2K bytes of RAM, and the built-in TI BASIC language is upwards compatible with the 99/4A BASIC. The RF video output jack connects to a television set for black and white screen display. An audio cassette interface is built-in for program storage and retrieval. A cassette recorder may be purchased separately.

Low cost peripherals connect to the 99/2 via the built-in HEXBUSTM Interface (see Revolutionary Interface System Developed, page 2), an easy-to-use and flexible interface system.

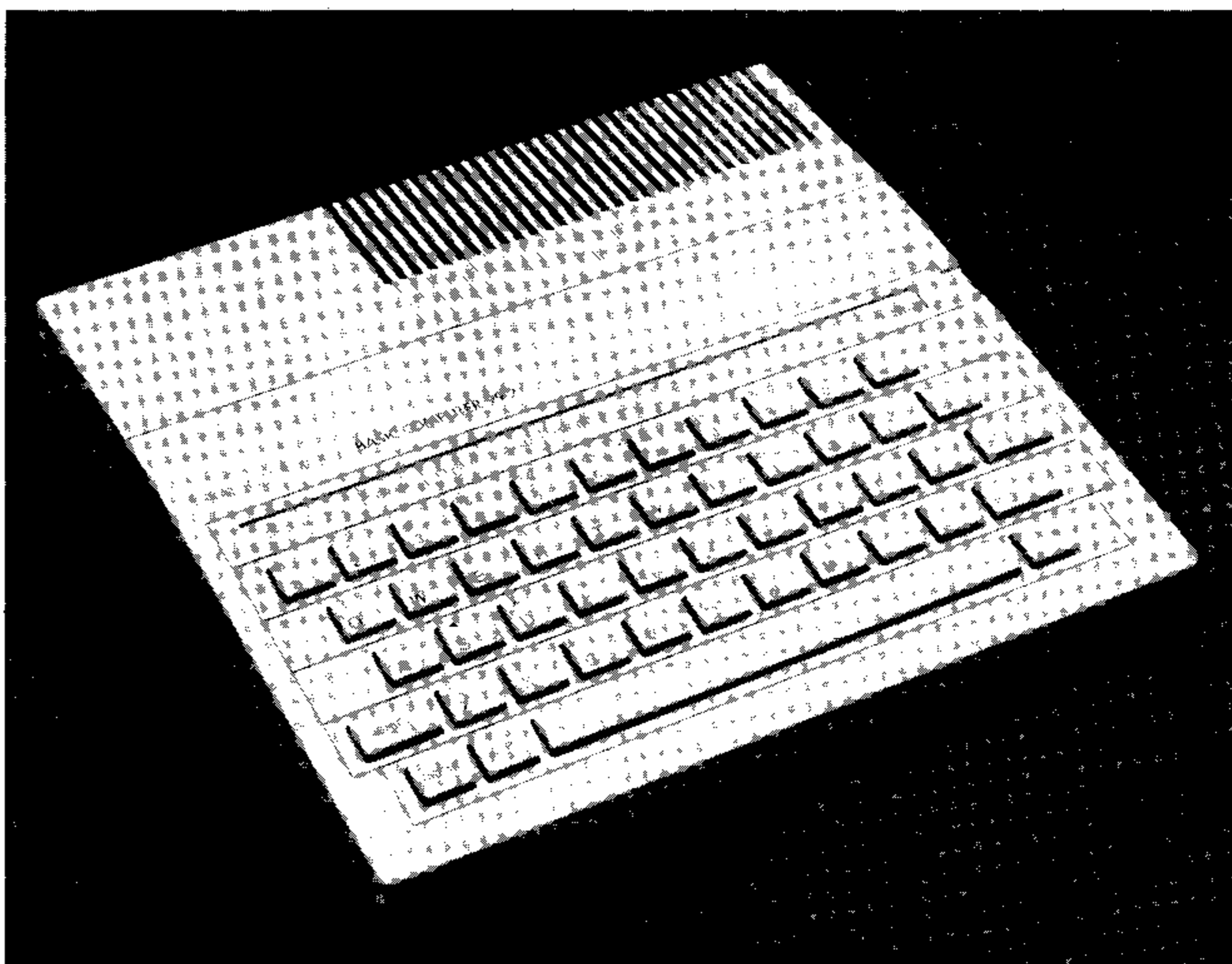
Pre-programmed software packages are being developed in cassette tape and plug-in cartridge formats.

The first pre-programmed software will be available in the categories of Entertainment, Information Management and Education.

A full line of low cost peripherals will be available including an RS-232-C Interface, four-color Printer/Plotter, and a WafertapeTM Drive (48K storage/tape).

A cassette Program Recorder is available now.

Software and peripheral specifications and suggested retail prices will be printed in future issues of the Home Computer Newsletter.



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Futursoft presents the world's finest computer games with state-of-the-art graphics and sound. We use the new hi-speed 16K or 32K ROMAX EPROM CARTRIDGE which can upgrade an Atari 400, 800, 1200 with 16K, a TI 99/4A, or a VIC 20 to give you the same quality which up to now has only been available to those with disc supported systems. DUNJEONLORD. The first of Dunjeonlord series will contain more than 400 hexagonal screens. It is the ultimate role playing adventure computer simulation from the makers of Fantasy Land 2041 AD. Complete with dungeons, wizards, warriors and dragons. Hires graphics, animation, full color and sound.



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scores and letter grades. Reports on missing assignments, grade totals, averages, and assignment summaries are available.

The attendance records can generate cumulative totals of all attendance records, or can produce reports on excessive absences or other problems.

GradeCalc is available for the Commodore 64, PET, and Apple computers for \$29.95. An Atari version sells for \$34.95.

Tamarack Software, Inc.
Water Street
Darby, MT 59829
(406) 821-4596

Wizware For Children

A new line of software called Wizware, designed for children between 6 and 16, is available from Scholastic. The programs are available on disk and tape

for a variety of computers including Apple II, Atari, TI-99/4A, and VIC-20.

Microzine is a children's magazine in computer format. The articles in the magazine are designed to be worked with, rather than simply read. Microzine sells for \$39.95 per issue, or \$149 for six bimonthly issues. The programs are compatible with Apple II and Atari 800 computers.

Turtle Tracks teaches children the fundamentals of programming by allowing them to experiment with colors and shapes as they control the movements of a "turtle."

Square Pairs teaches youngsters number matching and how to recognize words and patterns. As the children learn more, they can use the software to design their own games.

Your VIC-20 is a hands-on introduction to the VIC for first-time users. The program

explains input/output devices, graphics, music, and BASIC programming.

Electronic Party allows children to create electronic greeting cards, and lets them move surprise packages through a maze. Inside each of the packages is a surprise activity that can be acted out.

Scholastic, Inc.
730 Broadway
New York, NY 10003
(212) 505-3000

Murder Mystery - Computer Style

Infocom's *The Witness* is a 1930s whodunit that is available for most popular microcomputers.

The game immerses players in 1930s detail. In addition to the game diskette, the package includes a replica of a 30s detective magazine that serves as a users

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