

The Tandy Color Computer 3

More colors, superb graphics, greater power at a low price

With Radio Shack's Color Computer 3 (26-3334, \$219.95), you can start computing right away—even if you've never used a computer before! Simply attach it to your TV, and you're ready to start.

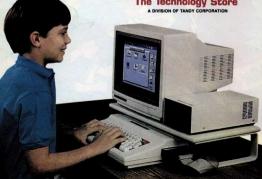
Not only does the 128K Color Computer 3 offer twice the memory, twice the speed, and even better graphics than our popular Color Computer 2, it's also compatible with the Tandy hardware accessories and software designed for the popular Color Computer 2—you may never outerow it!

You can choose from a wide selection of educational software, including programs designed to improve your math skills, history, spelling, vocabulary and typing skills. The Color Computer 3 can even be used for writing your own sophisticated programs—simply plug in an instant-loading Program Pak* for fin and games. You can even add an optional modem to access educational databases over the phone. Enjoy services such as an electronic encyclopedia—great for homework, and fun to use for the whole family.

The Color Computer 3 is available at more than 7,000 Radio Shack stores, Computer Centers and participating dealers nationwide. See it today!

Price applies at Radio Shack Computer Centers and participating stores and dealers. Monitor, disk drives, software and monitor platform soid separately.







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COMPUTER LANGUAGE

BACK-UP DISKETTE A "Safe Copy" made from the original diskette and kept in case of damage or destruction of data on the original diskette.

BASIC Beginner's All-purpose Symbolic Instruction Code, a widely-used programming language.

BINARY A numbering system using only two digits, 0 and 1.

BIT The smallest unit a computer circuit can recognize.

BOOT UP To turn on a computer system (including all peripherals) and load an operating system or program.

BREAK To stop the execution of a program by pressing the key (BREAK) or by typing the word "STOP."

BYTE A combination of 8 consecutive binary digits.

CASSETTE An information storage medium composed of magnetic tape on a spool enclosed in plastic case.

COMMAND A function the computer performs upon your instructions.

CONTROL

That section of a computer which directs the activity of all other sections.

CURSOR

A flashing white box on the screen which marks the location at the

CURSOR A flashing, white box on the screen which marks the location of the next letter or numeral.

DATA The information processed by a computer.

DEFAULT An action or value taken by a program if you so not specify which is to be used.

DIRECTORY A listing of the contents stored on a disk.

DISK A magnetic recording device for storage of data.

EDIT To change existing information.

EDIT To change existing information.

ENTER The key on a keyboard that is pressed to enter data into the computer.

K or KILOBYTE The letter symbol for 1024 bytes.

MEMORY The section of a computer used for storage or information (also called data).

MENU A list of questions, or prompts, the answers to which determine how the computer will execute an instruction.

PASSWORD A file security option of up to 8 alphanumeric characters.

POWER UP To turn on the computer system (including all peripheral equipment).

PROGRAM The instructions that tell a computer how to process and deliver its

answer or information.

PROMPTS Questions displayed on the screen which enable you to complete necessary instruction to the computer.

SCRIPSIT A program used in word-processing

inecom

NATIONWIDE, IN CROWDED AIR TERMINALS COMPUTERS ARE SPEEDING PROCESSING OF RESERVATIONS AND TICKETS





COMPUTERS LIKE THE TANDY 1000 ARE BEING USED AS TEACHING AIDS TO BUILD SKILLS IN MATH AND SCIENCE ...







TO ACCESS INFORMATION SERVICES LIKE COMPUSERVE - AN ELECTRONIC ENCYCLO-





FODAY, MIGROCOMPUTERS (MEANING TINY IN SIZE) ARE RESHAPING OUR WAY OF LIFE THE COMPUTER AGE BY TRULY HERE BUT, IT REALLY BEGAN ALMOST 2000 YEARS AGO!



THEIR RESEARCH WAS DONE AT WORLD FAMOUS BELL TELEPHONE LABS. MANY TIMES SMALLER THAN RADIO TUBES, THE TRANSISTOR MADE POSSIBLE POCKET PADIOS CALCULATORS. AND



UN 1801, JOSEPH MARIE JACQUARD, CALLED THE PATHER OF THE COMPUTER, WAS KNONGED BY THE EXPOSITION IN PARIS FOR A WEAVING LOOM WHICH USED PROGRAMMED, PUNCHED, CARDS TO CONTROL THE WEAVING OF COMPUTER PATTERNS FROM THREAD



YES, THE NOBEL PRIZE IN PHYSICS WAS SPUT BETWEEN THREE AMERICANS... FOR INVESTING THE TRANSISTOR: JOHN BARDEEN, WILLIAM SHOCKLEY, AND WALTER REPORTAIN



NEXT CAME THE TINY IC (INTEGRATED CIRCUIT) USED IN TODAY'S RADIOS, STERED HI-FI SETS, AND POWERFUL DESK-SIZE HOME AND BUSINESS ODMOUTERS LIKE THE TANDY 1000.



WERE MADE IN THE UNITED STRIPS AT THE END OF MORLD
WAR II. THESE COMPUTERS CONTINUED THOUSANDS OF MOULD (PADIO) TURES,
RESISTORS, CAPACITORS AND SWITCHES ——AND REQUIRED A ROOM-SIZE SPACE!
THEY USHERED IN THE COMPUTER ASSET



ON THE LATE 1940'S, THE SSEC (SILECTIVES SEQUENCE ELECTRONIC CAUGULITIES, MAI SISSE OF PROMEEMED ASTRONOMER MALTER & ECKERT AND ASSOCIATES TO COMPUTE A NEW EPHEMERIS—GELESTIAL ALMANAL) FOR THE OUTER PLANETS UNFTER THROUGH PLUTO. IT REPORTEDLY TON 120 HOURS TO PERFORM ALL OF THE CALCULATIONS.



THESE SAME CALCULATIONS WERE REPORTEDLY PERFORMED BY A TRS-80 MODEL 1 1979 DESK-TOP COMPUTER AND PRINTER IN LESS THAN 11 HOURS!

THE ASTRONOMICAL CALCULATIONS MADE BY THE 1979 MODEL 1 COULD BE PERPORMED EVEN FASTER BY TOPAN'S TANDY 1000 MICROCOMPUTE ... PROPOSITED FOR ITS POWER AND STORAGE CAPACITY IN BUSINESS AND EDUCATIONAL USE.





V MINCIDENTALLY, ESTIMATES SAY THAT IT WOULD HAVE TAKEN ONE PERSON ABOUT 80 YEARS TO DO THE WOB — WITHOUT THE HELP OF A COMPUTER! THE HISTORY OF COMPUTERS REALLY BEGAN COUNTLESS CENTURIES ASO BECAUSE OUR AMESTORS HAD A NATURAL CURIOSITY ABOUT THINGS. BACH GENERATION EMPLORED, DOSECUED, DISCOVERED, WHENTE AND PASSED ALLONG TO THE HERT GENERATION THE CONTRIBUTION TO THE BODY OF MIONICEDES WE CALL SCIENCE. ... AND TO A BETTER WAY OF LIFE WE DALL FREEDOM.







THAT'S WHY THE PILGRIMS CAME TO AMERICA IN 1620—SEARCHING FOR RELIGIOUS FREEDOM AND THE RIGHT TO GOVERNMENT BY THE PEOPLE.



THE GOLDBIN DIEVES THAT OPENED THE DOORS FOR THE SCIENCE EXPLORERS OF THE UNITED STRITES OF AMERICA.

PROPLE LIKE HIRDLA TESLA, SAMUEL MORSE, ALEANDER BELLA, THOMAS BOROM, JOSEPH HENRY, BENJAMIN PRINKLIN, ROYLA, HOUSE, FUNNIN AMPSTROMS, JOSEPH TYMOCHIBR, LEE DEPOBEST, AND THE INVENTION OF THE TRANSSTORM, JOHN BARDEEN, WHITER BRATTAIN, AND WILLIAM SHOOKLEY, AND MAN'T OTHER ORGET SCIENCE BUT DOESES.

... DEDIGATED PEOPLE WHOSE YEARS OF STUDY AND GOUNTLESS HOURS OF TEDIOUS RESEARCH BROUGHT US...



...MOST OF THESE GREAT INVENTIONS DEVELOPED WITHIN THE PAST CENTURY (100 YEARS)!



ANST BENTURY (100 YEARS)

....AND THAT'S WAY YOU
MUST STUDY MARE ...EEARN
ALL YOU CAN ABOUT MATH,
PHYSICS, ELECTRICITY...

...CHEMISTRY AND OTHER SCIENCES...
SO THAT YOU ON ONN THE INCONLEDGE
IT TAKES TO BE A SCIENCE EXPLORER.
IT'S NOT EASY, BUT YOU DAN DO IT!

YEARAY!
WE DAN DOIT!



IT WILL BE YOUR TURN TO MAKE A CONTRIBUTION TO SCIENTIFIC KNOWLEDGE THAT CONTINUES PROGRESS WITHOUT ENDANGERING OUR HOME BASE...SPACESHIP EARTH —A CONTRIBUTION THAT ALBO BENEFITS PEOPLE OF OTHER MATIONS.

IT'S GREAT FOR CLASS OR CLUB

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20-200



...the 200-in-1 Electronic Project Lab!

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> "Plays Forever"

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1295



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Communication Electronic Lab



Includes an AM transmitter and receiver, code practice oscillator and key, speaker, LED, antenna and illustrated manual. #28-254

30 Projects Make Learning Fun

12⁹⁵

Pre-Mounted Parts in Sturdy Moided Case

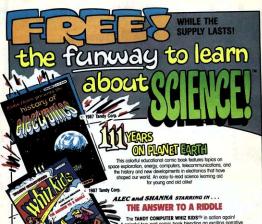


Build and experiment with an electronic siren, radio, beacon light, burglar alarm, timer, even simple computer circuits. Requires 2 "AA" cells. #28-151

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The TAKDY COMPUTER WHIZ KIDS^(S) in action again! A colorful two-part comic book blending an exciting narrative with some of the practical uses of computers in learning, and in everyday life. . plus a warning about drug abuse. The second part highlights the history and development of computers, and a quide to computer language.

WHERES

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