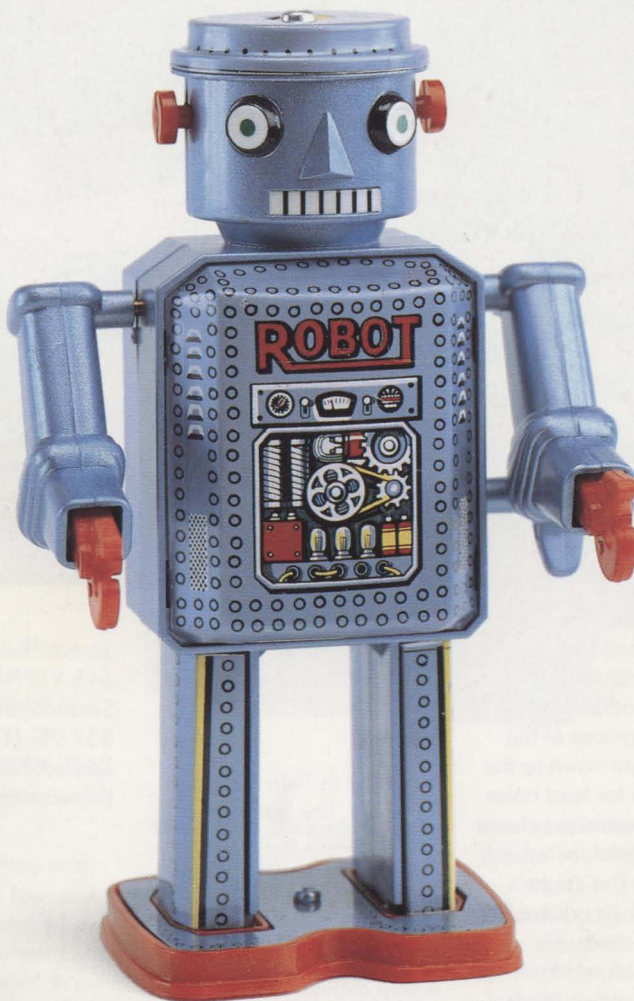
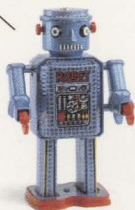


The Computer Museum Store



hello, I'm your
tour guide.



Robot R-35 (On cover)

Standing a full 4 1/2 inches tall and made of genuine tin with red plastic accents, this classic wind-up toy captures all the *joie de rivets* of the '50s original, including toothy grin and bi-directional gaze. Wind him up and he saunters forth, blithely heedless of anything in his path. For today's kids, a fascinating toy. For the rest of us, a happy reminder of times gone by.

Robot R-35, \$10. (1A)



SpreadSheets®

Imagine the comfort, after a long day of frantic output, as you tuck yourself into these giant replicas of the real thing, right down to the simulated tractor feed holes. (The extra traction is especially helpful for tossing and turning.) The elegant simplicity of their pattern fits any decor and actually promotes creative dreaming in a powered-down mode.

At 180-count percale, 50% cotton/50% polyester, SpreadSheets are also user-friendly.

Available in Twin Size: one flat sheet, one fitted sheet, one standard pillowcase; Queen size: one flat sheet, one fitted sheet, and two standard pillowcases. A set of two standard pillowcases is also available.

SpreadSheets Twin Size, \$45.95. (1B)
SpreadSheets Queen Size, \$59.95. (1C)
SpreadSheets two standard pillowcases, \$19.95. (1D)

Mousepads

Let your mouse know you consider it the Fred or Ginger of the point-and-click set. Give it the chic dance floor it deserves, the pizzazz of a Moustrak Mousepad.

Not only classy, these pads are durable. Their four-color images are protected by a long-wearing textured laminate and bonded to a non-slip rubber base. And their generous surface provides plenty of room for fancy mousework.

Choose from three designs to match your decor and mood: Space Cam (2A), Lava (2B), and Kentucky Burl (2C).

Mousepads, \$15. (2A-C)



ChocWare Diskette

Far more digestible and flavorful than the real thing, this diskette is pure, delectable milk chocolate. And more satisfying to the brain's chocolate receptors, because a single bite from one of these diskettes is equal to thousands of bytes on the real thing.

Center holes, 'though not as tasty, are guaranteed calorie-free.

ChocWare Diskette, \$4.50 each; 5 for \$20. (2D)

Macintosh Covers

TLC for your Mac. Keep your Mac's monitor and keyboard cozy and dust-free with these smiling covers made of durable, machine-washable fabric.

Mac Plus, SE, and SE/30 cover with standard keyboard, \$23, (2E), or extended keyboard, \$25. (2F)

Mac II, 13" monitor cover with standard keyboard, \$25, (2G), or extended keyboard, \$25. (2H)

Hmmm. What's the one best word to describe my recent visit to
The Computer Museum? I know. I'll do a quick
search through my database, and...Whoa!!!!

NFNUFNUNUFNUNUFNUFNUFNUF?????!!!!!!



See page 1, \$10. (1A)

This little devil behaves just like a politician. Whenever its sound sensor hears a loud noise—like applause—or comes in contact with an obstacle, it reverses direction and takes a new course.

Manta Robot Kit, \$42. (3A)



Relive the Golden Age of sci-fi flicks, with this 4 1/2" tall *Lost in Space* wind-up toy.

Lost In Space Robot, \$10.
(4A)



Some spiders have four eyes, some have eight. But the Spider Robot has an infrared sensor. It detects obstacles and avoids them, cranking its six "legs" and executing a sharp left turn.

Spider Robot Kit, \$76. (4B)

...FUN! Of course! That's the best word to describe The Computer Museum.
Why didn't I think of that?... I guess I did.

And what's the best way to share the fun with everyone back home?

T h a t ' s e a s y -

Gifts from The Computer Museum Store. Because they're fun too.



6A

6B

Caution I Byte T-Shirt

Puns have been called the lowest form of humor. So, here's your chance to get way down and punny, with this 50% cotton/50% polyester T-shirt with an attitude.

For Adults, the Caution I Byte T-shirt comes in gold, red, or light blue. Adult sizes S, M, L, XL.

For children, the Caution I Byte T-shirt comes in red or blue only. Children's sizes 6-8, 10-12, 14-16.

Please specify size.

Caution I Byte T-shirt, \$10.
(6A)

Solar Calculator

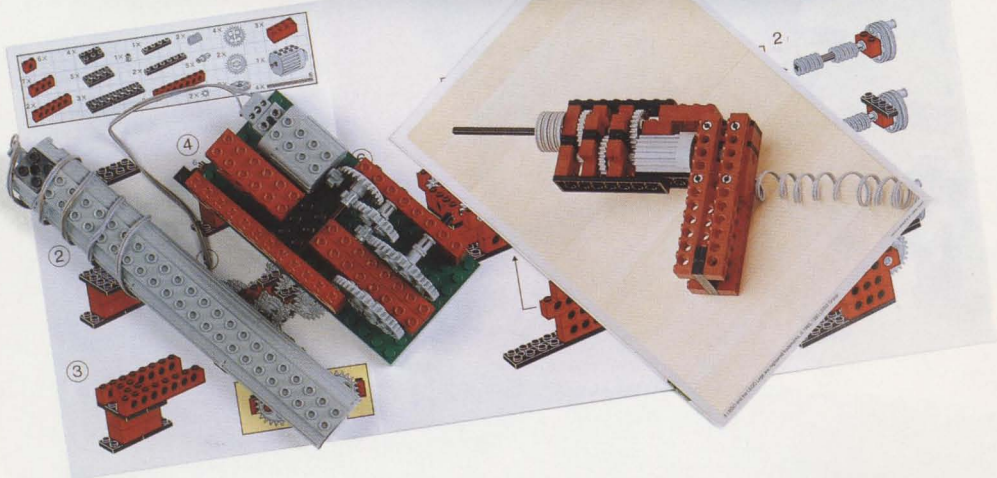
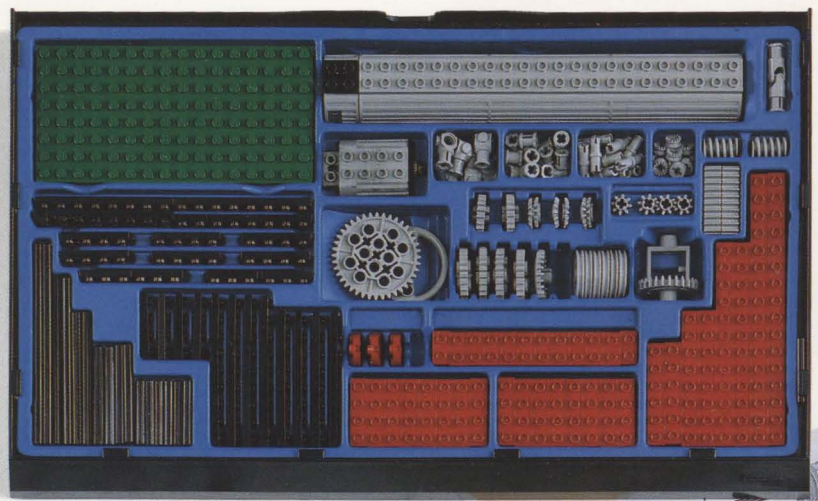
Tame the power of the sun for all your calculating needs. The energy efficiency of this stylish calculator is matched by its efficient size: 3 1/2" square when closed, 3 1/2" x 6" when open. The plastic cover slides open for access to the keypad and easy-to-read LCD display.

Solar Calculator, \$20. (6B)

Remember HAL, the computer in the movie *2001: A Space Odyssey*? Remember when he sang *A Bicycle Built for Two*?



Frankly, we Smart Machines are considerably more "with it" than that.



LEGO® Technic II

Add locomotion to your regular LEGO kit. LEGO Technic II contains 278 pieces, including eight kinds of gears, axles, beams, universal joints, piston head, and turntables. Plus, a 4.5 volt DC motor with battery pack. (Batteries not included.)

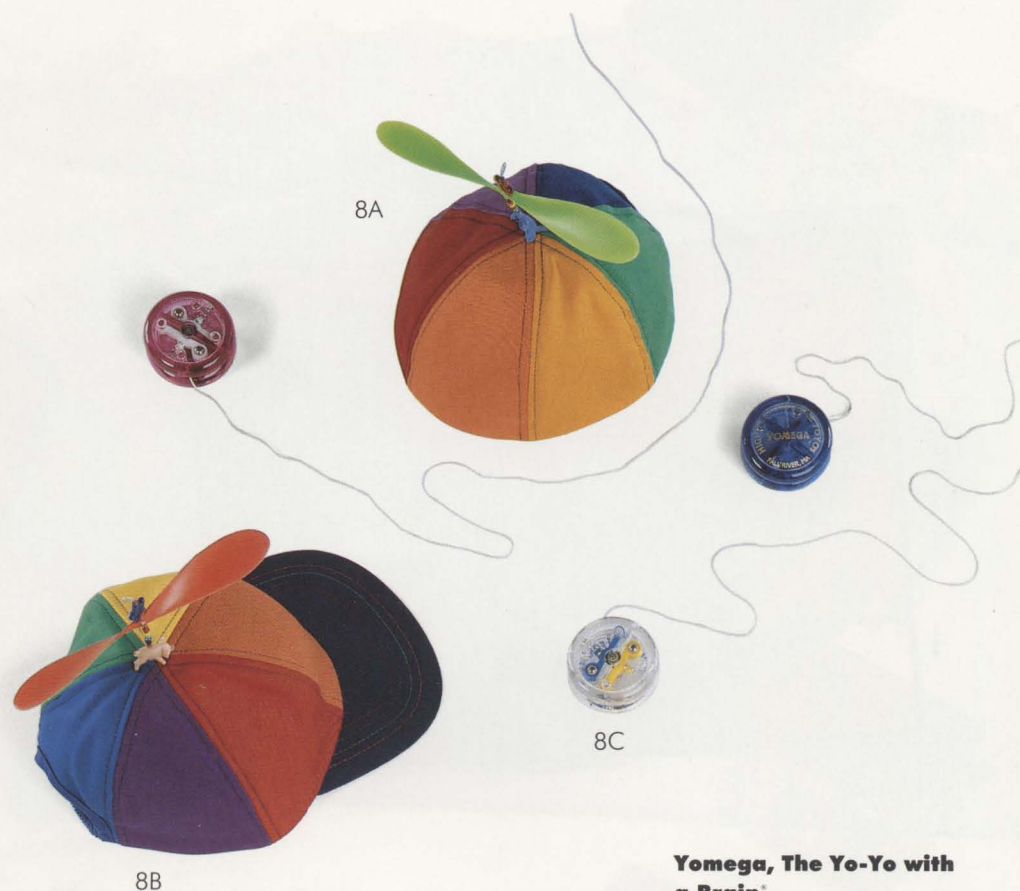
20 all-color activity cards help stimulate ideas for creations that operate on their own power.

LEGO Technic II, \$72. (7A)

The Computer Museum's Cybernetic Composer, for example.

You make a request—rock, jazz, Latin jazz, or ragtime—and he improvises a chorus or two with his electronic trio.

On my next visit, I plan to sit in.



Yomega, The Yo-Yo with a Brain®

Yo! You always thought the "Yo-Yo with a Brain" was your bigmouth brother-in-law, the one with the PhD in nuclear physics. Wrong.

This Yo-Yo with a Brain is smart but silent. It can do all the classic yo-yo tricks, plus it knows just how long to spin and just when to return.

While you concentrate on having all the fun, Yomega, the Yo-Yo with a Brain will do all the thinking.

Yomega, The Yo-Yo with a Brain, \$12. (8C)

Propeller Beanie and Cap

Need a lift? Just put on one of these multi-colored beanies or caps.

Experience the intoxicating hum of its plastic propeller... the tug of its mighty torque... the oohs and aahs of an admiring public.

You won't be able to keep from smiling.

Sizes S, M, L, XL.

Propeller Beanie, \$10. (8A)
Propeller Cap, \$10. (8B)

For me, visiting The Computer Museum's *Smart Machines* exhibit was like old-home week. There was ELIZA and Shakey and Sea Rover and NASA's Mars Rover and AARON the computer artist and ... so many I couldn't possibly register all the names.

But I did get ELIZA's serial number!



9A

Fractal T-shirts

Fractal math was conceived by Dr. Benoit Mandelbrot in 1975.

But you don't need to understand the good doctor's theories to appreciate the color and beauty of the fractal images on these T-shirts. Heavy, 100% cotton Fruit-of-the-Loom Ts.

T-shirt pictured left has "Nautilus Shell" on its front, "Newton's Julia" on its back. T-shirt on right has "Candy" on its front, "The Jewel" on its back.

May we suggest a Sartorially Correct ensemble of a Fractal T-shirt complemented by a Propeller Beanie or Cap? (See page 8.)

Fractal T-shirt: Nautilus Shell/Newton's Julia, \$18. (9A)

Fractal T-shirt: Candy/The Jewel, \$18. (9B)

Discoasters™

You'd never use the real thing under a beverage, would you? Which makes this colorful sextet of 3.5" diskette coasters all the more fun.

Discoasters, set of six, \$15. (9C)



9B

9C

I was thoroughly enjoying the movie at the *Smart Machines Theater*, when, apropos of nothing, the narrator says,

"Robots have little grace... They don't really think..."

I nearly choked on my popcorn.

Words...To Go!™

Twenty language-skills activities, with ten colorful double-sided cards that store right in the case.

Words...To Go! entertains as it helps kids learn seven critical pre-reading skills, including letter recognition, letter sequencing, matching, and rhyming words.

Kids can take this electronic learning toy anywhere. And its liquid crystal display, animated graphics, light weight, and big handle encourage use.

Texas Instruments has developed Words...To Go! with educational experts.

Words...To Go!, for ages 3-6, \$19.95. (11A)

Math...To Go!™

With a big, easy-to-grasp handle and rugged case, this portable calculator helps kids develop three essential math skills: equation solving, critical thinking, and math tables.

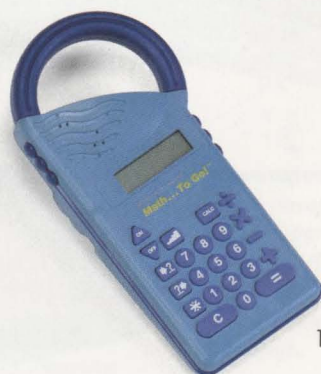
Over 50,000 problems on three levels of difficulty. Correct answers are rewarded with tunes and fast-moving graphics. Incorrect answers result in encouragement to try again.

Texas Instruments has developed Math...To Go! with educational experts.

Math...To Go!, for ages 5-9, \$19.95. (11B)



11A



11B



12A



12B

Computer Fun™

Computer Fun will introduce your child to the joy of computing. Twelve games in Reading Readiness, Early Math, and Creative Play encourage exploration and imagination. One of them helps children understand the concept of computer programming.

The first electronic toy that speaks in the synthesized voice of a child, Computer Fun is a lightweight portable, with high-quality animated graphics, a large screen, an easy-to-use keyboard, separate cursor keys, numerical keypad, and colorful activity keys. From Texas Instruments.

Computer Fun, ages 4-8, \$89.95 (12A)

Super Speak and Spell™

With four spelling and four vocabulary activities, Super Speak and Spell is an electronic toy that actually interacts with your child.

Its two-line liquid crystal display allows a child to learn by comparing. Extensive music and sound effects encourage learning, and its high-quality synthetic voice is easy to understand.

Super Speak and Spell offers three levels of difficulty and two-player participation. It will delight and challenge your child. From Texas Instruments.

Super Speak and Spell, ages 6-12, \$65.95. (12B)

Expansion Packs

Each expansion pack adds 150 vocabulary words to Super Speak and Spell.

Words, Words, Words (12C)
Spell Challenge (12D)
Sounds of Spelling (12E)
Words Around Us (12F)
Each, \$19.95. (12C-F)

At *The Computer and The Image Gallery* I discovered that the easel and paintbrush are passé. The up-to-date artist uses...**a mouse**. That's right. Just *drag* a mouse around, and create art.



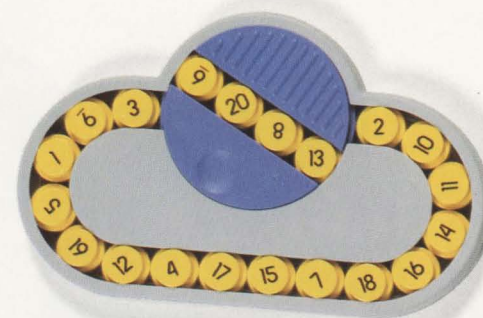
14C

14B

14A

At The Computer Museum you can try it yourself.

14D



14E

Aerobie®

Let physics put some spin on your fun.

Anyone who likes those conventional plastic disks will love the Aerobie. Not only does it go farther, it's easier to throw and catch.

Designed by a mechanical engineer, the Aerobie 13" model is listed in the *Guinness Book of World Records* as the world's farthest-thrown object.

Aerobie 13" record-setting model, for ages 12 and up, \$9.50. (14A)
Original 10" model, for ages 10 and up, \$7. (14B)

Aerobie Orbiter®

If your boomerang won't come back, try this amazing New-Age Orbiter.

A light toss sends the Orbiter in a circle of up to 100 feet and returns it obediently from whence it was wafted. Just 2 ounces, with a flexible polycarbonate backbone surrounded by soft rubber edges. Easy fling, no sting.

Aerobie Orbiter, for ages 13 and up, \$9.50. (14C)

Spin-Out

Spin-Out is like entering a hair-pin turn on glare ice doing ninety. Not for the faint-hearted.

Turn the disks, one by one, at the indicated spot, until all are sideways. Then, and only then, will the slide unlock.

Spin-Out, \$12.50. (14D)

Top-Spin

Can you get the twenty little tokens in order, before your brain goes out of order?

It's just a matter of sliding the tokens around the track and using the turnstile to rearrange the numbers. Did we say "just a matter"?

If you're buying this as a gift, you may want to combine it with a set of Panic Buttons. (See page 16.)

Top-Spin, \$12.50. (14E)

Did you know that The Computer Museum has a brand-new 5,000-square-foot exhibit called *People and Computers?*

Finally, in one place, a comprehensive collection of stories and demonstrations about all that we computers have done for humankind, from punched cards in the 1930s to *A Chorus Line* in the 1970s and beyond.

I myself never appeared in *A Chorus Line*.

I auditioned, but a design glitch kept me out of the line:

it's leg joints...they forgot to give me any.



Smack II and Data Dog

Go ahead. Make your day. Take out your frustrations on one of these stuffed computer replicas. Then, when you've simmered down, give it a hug. It always smiles and forgives.

The Smack II and Data Dog will save you the cost of a new computer, and their funny owner's manuals will get you laughing again.

Smack II, \$10. (15A)
Data Dog, \$10. (15B)

Robo Duck

Donald and Daisy, make way! This little guy knows where he's going, thanks to your programming and a bumper that detects obstacles.

You can make him go forward, backward, left, right, or in circles, all the while flashing his eyes and making musical sounds.

For ages 5 and up. Batteries not included.

Robo Duck, \$30. (15C)

Discalculator™

A solar-powered calculator disguised as a 3.5" floppy. Slide back the metal shutter to reveal its LCD numerical display. Performs all the basic functions.

Discalculator, \$12.95.
(16A)

Panic Buttons

You can never have enough panic buttons. Buy two or a set of twenty-four and place them strategically in your home, office, and car.

Then, whatever the frustration, just reach for one of these reassuring props. Poke it, punch it, press it. There. Doesn't that feel better?

2 Panic Buttons per package: \$2.50. 12 sets for \$25. (16B)

Oh yes.



TecNotes Address/Notebook, \$70. (17A)
TecNotes Memo Pad, \$36. (17B)

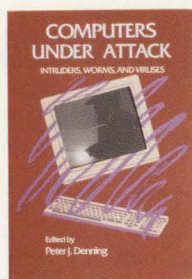
10-Color Pen, \$3.95. (17C)

Just fill in the blanks below. Mail to The Computer Museum Store, 300 Congress St., Boston, MA 02210. Phone in your order by dialing (617) 426-2800 x307. FAX: (617) 426-3568.

TOTAL

Shipping to Canada, Alaska, Hawaii, and Puerto Rico: Double shipping and handling charges listed above.

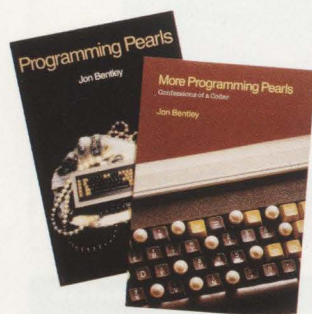
City/State/Zip



Computers Under Attack: Intruders, Worms, and Viruses

Peter J. Denning, Editor. This book contains some of the most informative, provocative, and frightening reports on the vulnerability of computer systems to harmful, if not catastrophic attack. Actual attacks, the viruses that cause them, and cyberpunk cultures are just some of the topics explored. 592 pages. ACM Press.

Computers Under Attack, \$23.75, paperbound. (19A)



Two-volume set: Programming Pearls and More Programming Pearls

by Jon Bentley. What do topics ranging from organic chemistry to Napoleon's campaigns have to do with computer programming? This lively collection of essays demonstrates varied aspects of programming, showing how it can be both a fun and elegant science. 402 pages. ACM Press.

Programming Pearls...Two Volume Set, \$36.50, paperbound. (19B)

Become a Member of The Computer Museum

Be a Computer Museum insider—and save \$\$\$\$. For a full year enjoy the fun and privileges of Computer Museum membership.

With an Individual Membership (\$30) you get:

Free Admission

Invitations to Previews and Special Events

Notices of Exhibitions, Lectures, and Gallery Talks

Subscription to the quarterly Computer Museum News and The Computer Museum Annual

10% Discount on gifts from The Computer Museum Store and Catalog.

Boston Computer Society

Get a free computer analysis program when you join the Boston Computer Society.

As the world's largest non-profit personal computer organization, the BCS provides free assistance, telephone help, and training to thousands of its members every year. You can share in these benefits by becoming a BCS member. Some of the services you will receive include:

1. Availability of over 30 monthly and bi-monthly publications covering specific computers and over 2,000 computer applications. Two of these publications are free with BCS membership.

2. Free "Dial Help" for assistance on more than 5 computer platforms and on more than 500 applications.

With a Family Membership (\$45) you get all the benefits of an Individual Membership with unlimited free admission for all immediate family members living at the same address, plus invitations to all family programs.

Computer Museum Individual Membership, \$30. (19C)

Computer Museum Family Membership, \$45. (19D)

3. Access to over 20 bulletin boards providing nationwide communications.

4. Free public domain software and low-cost shareware programs for many different computers and applications.

For more information, contact Carl Mann (617) 252-0600. Boston Computer Society 1 Kendall Square Cambridge, MA, 02139.



SimEarth™

This software simulator literally puts the whole world in your hands. You create your own planet or transform an existing one. Then, you take charge of its geosphere, atmosphere, biosphere, and civilization. Tidal waves, meteors, and nuclear war—to name a few choices—are at your fingertips. And as you make your choices, you witness their dramatic effects on your planet's interdependent ecosystems.

If you're ready for the responsibility, this is play on a truly global scale.

For adults and children over the age of 12.

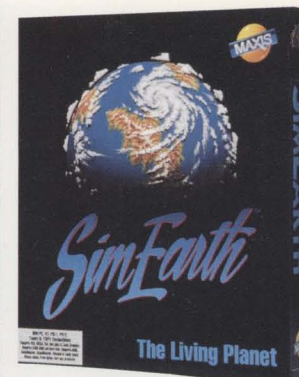
Available for IBM PC/Tandy and 100% compatibles, (20A); Macintosh, (20B).

SimEarth, \$69.95. (20A-B)

Cosmic Osmo

A ketchup bottle sings. A cello marches. A bathysphere floats by with a mouse at the helm. You've entered a fantastic solar system where anything can happen. And Cosmic Osmo is your software guide.

Cosmic Osmo's 100 megabytes of CD-ROM give you seven spectacular worlds to explore in an interactive storyline, along with 40



SimCity™

Did you ever think that you alone could do a better job than your city's mayor, council, and entire staff of managers put together? Then SimCity is for you. SimCity is software that allows you to manage either a city you create or one of seven pre-programmed cities, including San Francisco after the 1906 earthquake. You deal with traffic, construction, zoning, city services, budgets, crime, pollution—and all the other issues bedeviling politicians and planners. And like them, you have to live with the consequences of your choices.

At the least, SimCity will give you a new appreciation for the efforts of professional city managers.

For adults and children over the age of 12.

Available for IBM PC/Tandy and 100% compatibles, (20C); Macintosh (20D).

SimCity, \$49.95. (20C-D)

minutes of original music, beautiful animation, and a game-within-a-game arcade.

Game Player's Guide calls Cosmic Osmo "thoroughly original...the most eccentric and endearing characters since Alice in Wonderland."

For Macintosh computers with CD-ROM only.

Cosmic Osmo, \$79.95. (20E)



People and Computers Poster and T-Shirt

This handsome poster and T-shirt commemorate the 1991 opening of The Computer Museum's exhibit People and Computers, celebrating the synergy of humans and machines over the last 60 years.

Designed by award-winning graphic designer Theodore Groves, the poster uses stream-lined forms to depict the rapid and astounding advance of computer technology.

The People and Computers Poster, black with copper on ivory, is printed on thick paper stock that measures 20" x 30". \$10. (20F)

The People and Computers T-Shirt, in black on ecru, comes in both adult and children's sizes: The Adult Shirt, 100% cotton, sizes S, M, L, XL, \$10. (20G)

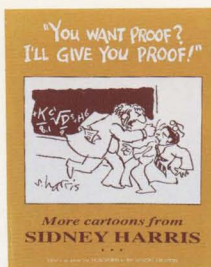
The Children's Shirt, 50% cotton/50% polyester, children's sizes 6-8, 10-12, 14-16, \$8.50. (20H)



Technobabble

by John A. Barry. A book for anyone curious about how electronics are changing our perceptions of everything from sex to religion. Why is it that we say humans "interface," while machines "talk to each other"? According to John A. Barry, the implications are both enlightening and troubling.

Technobabble, \$22.50, hardbound. (21A)

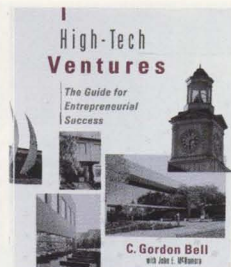


You Want Proof? I'll Give You Proof! Sidney Harris Laughs at Science

One of America's most perceptive cartoonists trains his laser-sharp humor on science.

The *Trenton Times* says, "A great collection not just for science fans but for anyone who loves to laugh."

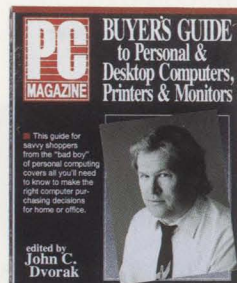
You Want Proof?..., \$10.95, paperbound. (21C)



High-Tech Ventures

by C. Gordon Bell with John E. McNamara. After 23 years as V.P. of Research and Development at Digital Equipment Corporation, and now chief scientist at Stardent Computer, Gordon Bell is well-versed in the art of entrepreneurial (ad)venture. In *High Tech Ventures* he offers the ideal model for entrepreneurial success and plenty of object lessons for players and observers of the entrepreneurial game. Signed copies.

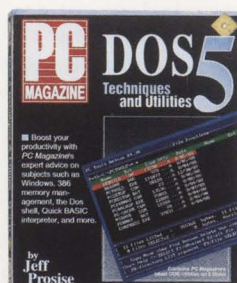
High-Tech Ventures, \$29.95, hardbound. (21E)



PC Magazine Buyer's Guide to PCs, Printers and Monitors

John C. Dvorak, Editor. Don't get taken! 700 pages of insider advice from one of the most popular and respected computer columnists in the U.S. Basing his evaluations on tests run by *PC Magazine* Labs, Dvorak pulls no punches. Detailed and intelligent assessments, buyers' tips, best buys, and comparisons. This is the most complete guide of its kind.

PC Magazine Buyer's Guide..., \$19.95, paperbound. (21B)



PC Magazine DOS 5 Techniques and Utilities

by Jeff Prosis. This up-to-date and complete guide shows everyone from beginners to veterans how to get the most from DOS 5. Topics include customizing DOS, writing utility programs, and exploiting the full potential of your computer's memory.

The set includes a 950-page book and 2 disks of utility programs not available elsewhere.

PC Magazine DOS 5..., \$39.95, paperbound with 2 disks. (21D)

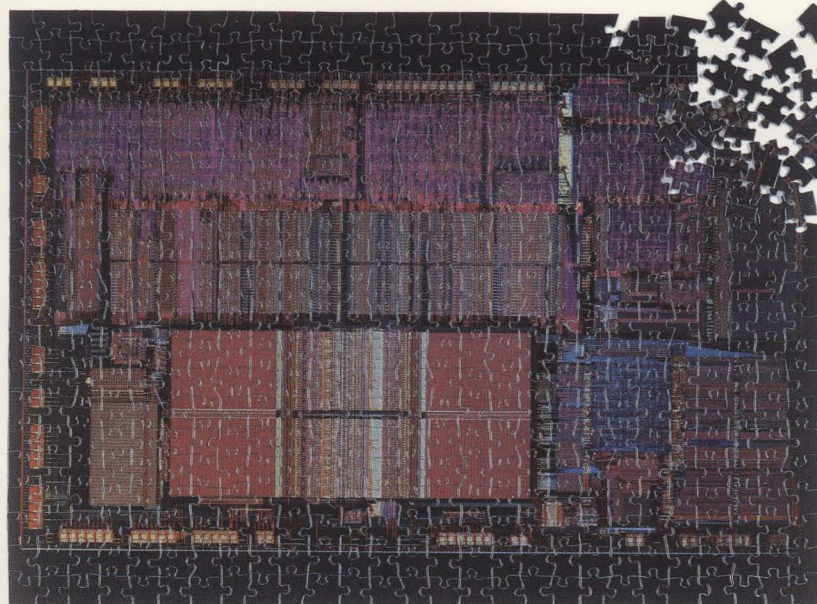


Memories Poster

Gaze at this elegant design and get nostalgic about past technologies for storing information.

A 50-year history of memory storage devices stored on one 20" x 30" poster. A Computer Museum exclusive.

Memories Poster, \$25. (21F)



Microchip Jigsaw Puzzle

From the Museum of Modern Art, all the beauty and intricacy of a microchip in the form of a jigsaw puzzle. Created from a photograph taken through an electron microscope, this puzzle measures 18" x 24" and has 540 pieces.

Microchip Puzzle, \$13. (22A)



Computer Wimp Poster

166 Things You Should Know Before You Buy a COMPUTER!—or before you give up on the one you already have. Here's everything you wish your mother had told you—but alas, she didn't grow up in the Information Age.

You don't have to be a wimp to profit from this compendium of sound advice, such as #16: "Never be the first on your block to buy anything new." 23" x 31".

Computer Wimp Poster, \$7. (22B)

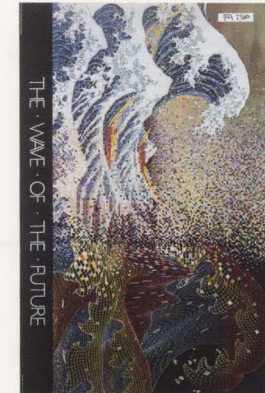


Murphy's Computer Law Poster

You'll laugh...You'll weep...You'll want to quote extensively from this 23" x 31" repository of hard-won wisdom.

For example, Deadline-Dan's Demon: "Every task takes twice as long as you think it will take. If you double the time you think it will take, it will take four times as long."

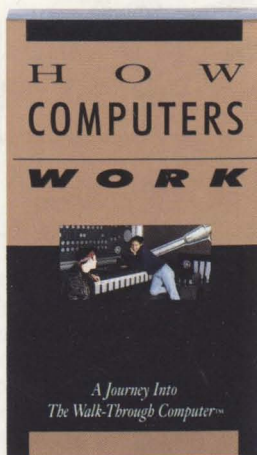
Murphy's Computer Law Poster, \$7. (22C)



Wave of the Future Poster

Visual time travel. Right before your eyes a 19th-century print by artist Hokusai is transformed into its computerized, digitized counterpart. A 100-year journey in 36 inches.

Wave of the Future Poster, 23" x 36". \$25. (22D)



VIDEO

How Computers Work:

A Journey Into The Walk-Through Computer™

The Computer Museum's 2-story, Walk-Through Computer™: Newsweek magazine called it "a cross between *Fantastic Voyage* and *Land of the Giants*." It's a marvel in its own right that demystifies computers by making their miniature, sometimes microscopic components and processes bigger-than-life.

Now, via this 26-minute video, you can re-live your stroll through this working colossus or visit its wonders for the first time.

Your guide is David Heil, the genial host of PBS's *Newton's Apple*, and along for the trip is a quartet of inquisitive teens.

How Computers Work will amuse you, amaze you, and satisfy your curiosity about one of the most important technologies of the 20th century.

How Computers Work..., \$19.95. (23A)

State of the Art of Computer Animation

For everyone from three to ninety-three: fantasy, ultra-realism, commercials, music, comedy, romance, and breathtaking beauty—all on one 60-minute video.

This collection of the most imaginative in computer animation—from miniature spectacles lasting a few seconds to full stories of surprising emotional intensity—will dazzle your senses and stimulate your mind.

State of the Art of Computer Animation, \$9.95. (23B)

Copy by: Glenn Litton
Photography by: David Bohl
Set in Futura, Geometric 211 and Bodoni
Modern 421, courtesy of Bitstream

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