Apple II Historical Documents

Charlie Anderson

http://www.scruz.net/~canderso/my_apple_shrine.htm
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15 September 2000
Letter from Steve Jobs:

APPLE COMPUTER, INC
770 Welch Road
Palo Alto, CA 94304
(415) 326-4248

11 January 1977

Richard Hernland
Electro-Tex
PO Box 66907
Huston, TX 77006

Richard Hernland,

Here is the information you requested. Enclosed are the manuals for both the main board and the Cassette Interface board. As per our conversation, the wholesale prices for quantities 10-24 are listed below. We offer these discounts to first time dealers for quantities of 5 or more.

<table>
<thead>
<tr>
<th></th>
<th>Retail</th>
<th>Wholesale</th>
<th>% discount</th>
</tr>
</thead>
<tbody>
<tr>
<td>Apple-I with 4k RAM</td>
<td>$666.66</td>
<td>500.00</td>
<td>25%</td>
</tr>
<tr>
<td>Cassette Interface</td>
<td>75.00</td>
<td>56.25</td>
<td>25%</td>
</tr>
<tr>
<td>Additional 4k RAM</td>
<td>120.00</td>
<td>80.00</td>
<td>33.33%</td>
</tr>
</tbody>
</table>

We pay shipping UPS. Delivery is usually off-the-shelf, although sometimes stretches out to a week ARO.

We request payment in advance for our first dealings, and for subsequent sales can offer first limited credit extending in time to NET 30 days.

I look forward to hearing from you soon.

Respectfully yours,

Steven Jobs
Sophisticated design makes it simple.

Apple II will change the way you think about computers. Compared to other generation "baby" computers, Apple II is easier to use, faster, smaller and more powerful. It brings personal computing into your home

Games have always been one of the most exciting and challenging applications for the computer, and Apple II's sophistication shines through in the games it can play. Games like PONG or STARCERSK. Apple II can provide you with the excitement of a professional computer game without the expense. Apple II can even play simple computer games like PONG. apple computer inc.

Apples II Family Historical Documents
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Apple II Information

Apple II ad -- page 3:

MEMORY
RAM is organized into 3 increments. Each increment can be either 4K bytes using 4K chips or 16K bytes using advanced 16K chips. Memory may be easily increased by inserting an additional increment of chips. From 4K to 4K bytes of RAM can be mounted on the single board. 8K bytes of ROM are supplied which permanently store Apple BASIC-8K and a powerful system monitor (C3K).

Two additional ROM sockets are provided for future Apple software.

Up to 4K bytes on-board RAM — no peripheral memory boards!

Unique automatic RAM refresh system, completely transparent.

Uses 4506, 2136 type 4K and 4136, 2136 type 16K RAMs.

Fast memory - 350ns access time.

I/O
Apple II includes standard an ASCII keyboard, audio cassette interface, 8 peripheral board connectors, speaker, Apple GAME I/O connector and two game paddle controllers.

Reliable typewriter-style keyboard.

Fast cassette interface - 1500 bps.

Peripheral board connectors:

—Single broadcast bosses & timing

—Daisy-chained interrupt and DMA priority structure

GAME I/O 4-paddle inputs, 3 TTL inputs and 4 TTL outputs.

BASIC
Apple BASIC is an integer BASIC supplied in 4K bytes of ROM and includes the following features in addition to normal Basic features:

—Apple BASIC is a fast translated BASIC.

—Any length variable names (ALPHA, BETA).

—Syntax and range errors indicated immediately when entered.

—Multiple statements on one line.

—Integers from -32767 to +32767.

—String array to 255 characters. Single dimension integer arrays.

—Graphical Commands: COLOR, ESCAPE, FLUT, BLIN (draw horizontal line), VLINE, SCRATCH (x, y) (reads the screen color).

—Paddle read function: PVAR. (6-3).

—TEXT and Graphics Commands set display mode from BASIC.

Immediate execution of most statements.

Memory boundary adjust (does not destroy current program).

Break and Continue program execution.

Debug commands: line number trace and variable trace.

swappable I/O device assignments.

Direct memory access: PEEL, POKE, CALL commands.

Cassette SAVE and LOAD commands.

Auto-line number mode.

RND, SGN, ASC, LEN and ABS functions.

POP instruction pops the return stack back level.

GOTO escape, GOSUB escape allowed.

MONITOR
—2K bytes ROM monitor.

—Screen control (intelligent display modifiers). Full cursor control.

—Scrolling window adjustable (protected screen features).

—Software simulated single-step and trace nodes.

—Software simulated 16-bit processor.

—Die assembler and macro-assembler.

—Input/Output device assignment.

—Editing on keyboard entry.

—Paging point package.

—Breakpoint handling.

—Register examine/modify.

—Read/Write cassette routines.

—Inverse/Normal video selection.

—Hex add/insert for relative branch calculations.
Apple II Information

Apple II early owner's manual ("red book"):

Apple II AppleSoft BASIC reference manual:
Apple II Information

Apple II dealer price list:

Suggested Retail Price List
April 1977

Order Code Legend:

APPLE
Computer
Inc.

Model Number
1 = I
2 = II

Type
S = System
M = Module
C = Component(s)
B = Board
T = Tape Cassette
L = Literature

Designator
000
Reserved for future use
X
For products which include memory, indicates amount of memory in K bytes.

Apple I
Apple I is a completely assembled and tested single board computer.

Boards
Single Board Computer (4K Bytes RAM) A1B004X $ 475.00
Single Board Computer (8K Bytes RAM) A1B008X 575.00
Cassette Interface Board A1B001X 75.00

Accessories
"BASIC" Tape Cassette A1T001X 5.00
"Mastermind" Tape Cassette A1T002X 5.00
"Lunar Lander" Tape Cassette A1T003X 5.00
"Blackjack" Tape Cassette A1T004X 5.00
"Hamurabi" Tape Cassette A1T005X 5.00
"Mini-Startrek" Tape Cassette A1T006X 5.00
"16K-Startrek" Tape Cassette A1T007X 5.00
"Dis-Assembler" Tape Cassette A1T008X 5.00
"Extended Monitor" Tape Cassette A1T009X 5.00
Operator's Manual A1L001X 3.00

Apple II
Apple II is a completely assembled and tested computer system. It includes 8K bytes of ROM, rugged plastic molded case, typewriter-style keyboard, high efficiency switching power supply, two game paddles, vinyl carrying case, all cords and cables, and a complete operator's manual.

Systems
Complete Computer — 4K Bytes RAM A2S004X $1298.00
Complete Computer — 8K Bytes RAM A2S008X 1398.00
Complete Computer — 12K Bytes RAM A2S012X 1498.00
Complete Computer — 16K Bytes RAM A2S016X 1678.00
Complete Computer — 20K Bytes RAM A2S020X 1778.00
Complete Computer — 24K Bytes RAM A2S024X 1878.00
Complete Computer — 32K Bytes RAM A2S032X 2158.00
Complete Computer — 36K Bytes RAM A2S036X 2258.00
Complete Computer — 48K Bytes RAM A2S048X 2698.00

THE END