



Of the 235 million
people in America,
only a fraction
can use a computer.

Introducing Macintosh. For the rest of us.

In the olden days, before 1984, not very many people used computers, for a very good reason.

Not very many people knew how.

And not very many people wanted to learn.

After all, in those days, it meant listening to your stomach growl through computer seminars. Falling asleep over computer manuals. And staying awake nights to memorize commands so complicated you'd have to be a computer to understand them.

Then, on a particularly bright day in Cupertino, California, some particularly bright engineers had a particularly bright idea: since computers are so smart, wouldn't it make more sense to teach computers about people, instead of teaching people about computers?

So it was that those very engineers worked long days and nights, and a few legal holidays, teaching tiny silicon chips all about people. How they make mistakes and change their minds. How they refer to file folders and save old phone numbers. How they labor for their livelihoods, and doodle in their spare time.



For the first time in recorded computer history, hardware engineers actually talked to software engineers in moderate tones of voice, and both were united by a common goal: to build the most powerful, most transportable, most flexible, most versatile computer not-very-much-money could buy.

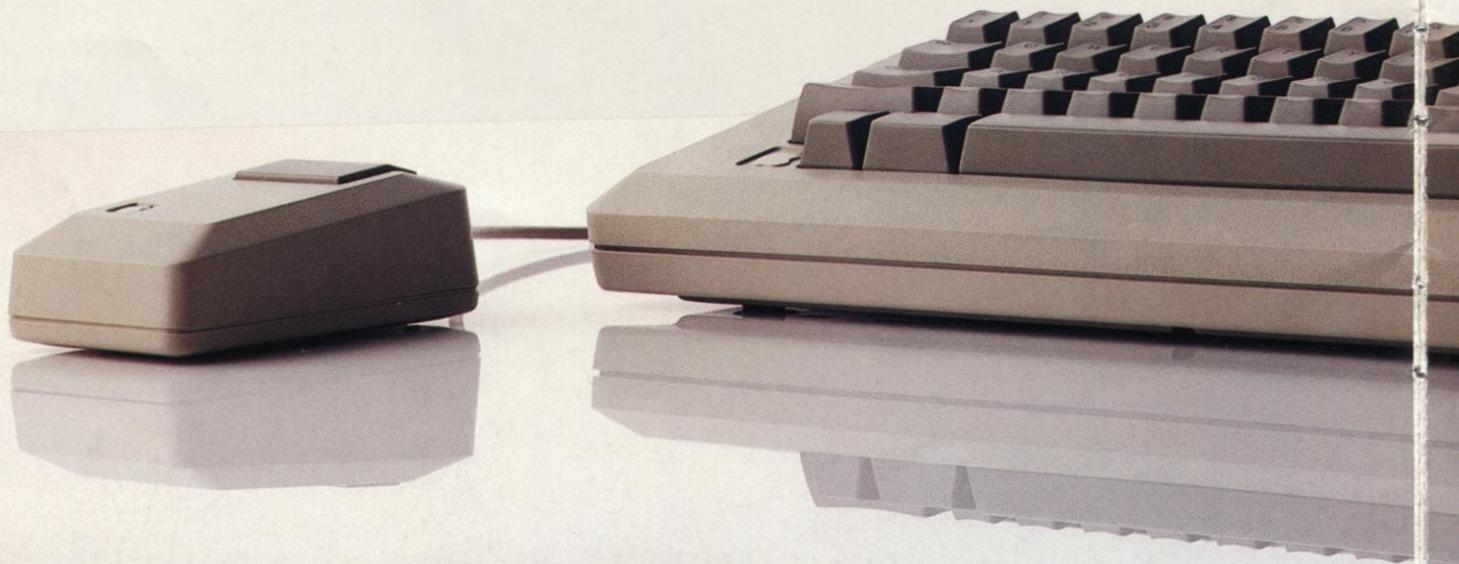
And when the engineers were finally finished, they introduced us to a personal computer so personable it can practically shake hands.

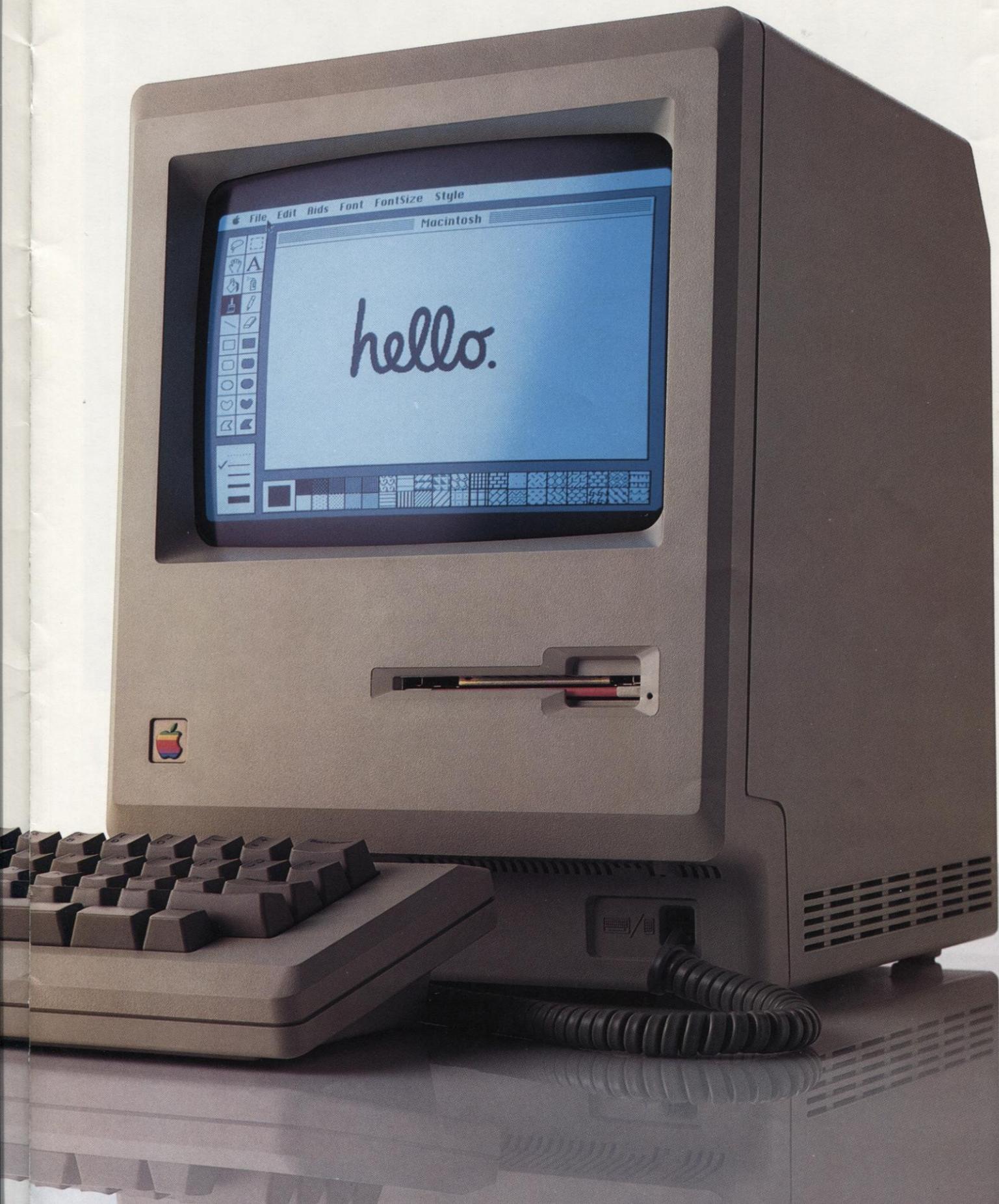
And so easy to use most people already know how.

They didn't call it the QZ190, or the Zipchip 5000.

They called it Macintosh.™

And now we'd like to introduce it to you.





If you can point,
you can use a Macintosh.



You do it at baseball games. At the counter in grocery stores. And every time you let your fingers do the walking.

By now, you should be pretty good at pointing.

And having mastered the oldest known method of making yourself understood, you've also mastered using the most sophisticated personal computer yet developed.

Macintosh. Designed on the simple premise that a computer is a lot more useful if it's easy to use.

So, first of all, we made the screen layout resemble a desktop, displaying pictures of objects you'll have no trouble recognizing. File folders. Clipboards. Even a trash can.

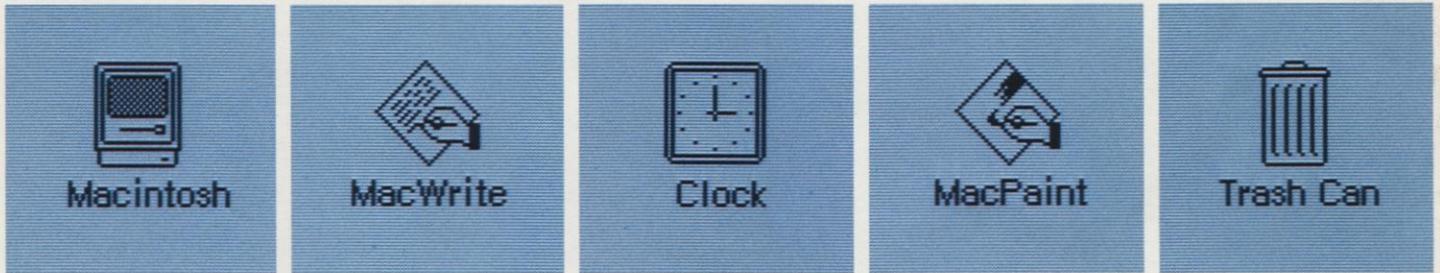
Then, we developed a natural way for you to pick up, hold and move these objects around.

We put a pointer on the screen, and attached the pointer to a small, rolling box called a "mouse." The mouse fits in your hand, and as you move the mouse around on your desktop, you move the pointer on the screen.

To tell a Macintosh personal computer what you want to do, you simply move the mouse until you're pointing to the object or function you want. Then click the button on top of the mouse, and you instantly begin working with that object. Open a file folder. Review the papers inside. Read a memo. Use a calculator. And so on.

And whether you're working with numbers, words or even pictures, Macintosh works the same basic way. In other words, once you've learned to use one Macintosh program, you've learned to use them all.

If Macintosh seems extraordinarily simple, it's probably because conventional computers are extraordinarily complicated.



Palettes display available tools, line widths, and patterns.

The pointer becomes whatever tool you select to work with — in this case, a pencil.

You're not limited to the work area you see here. You can scroll up and down, left and right.



Point.Click.

To tell Macintosh what you want to do, all you have to do is point and click.

You move the pointer on the screen by moving the mouse on your desktop. When you get to the item you want to use, click once, and you've selected that item to work with.

In this case, the pointer appears as the pencil you've selected to put some finishing touches on an illustration you'd like to include in a memo.



"Pull-down menu" displays all your options.

To select whatever you want to "cut" from the screen, just put a rectangle around it.



Cut.

Once you've completed your illustration, you need to cut it out of the document you created it in, so that you can put it into the word processing program you used to write your memo.

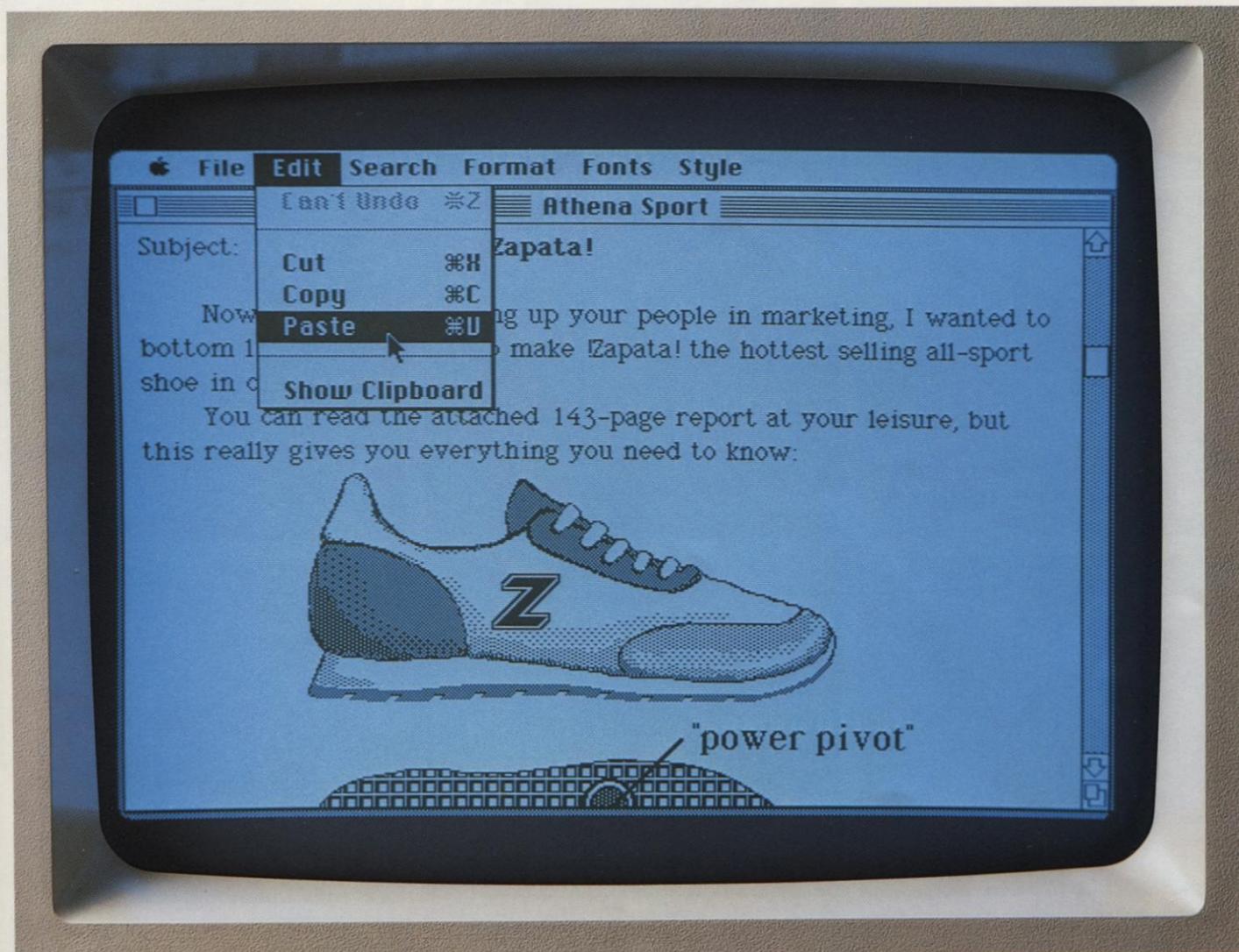
To do this, you simply use the mouse to draw a rectangle around the illustration, which tells Macintosh what you want to cut.

Then you move the pointer to the top of the screen where it says "Edit." Hold the mouse button down and you will see a list, or "pull-down menu," of the editing commands available. Then pull the pointer down this menu and point to the command "Cut," highlighted by a black bar.

Release the mouse button and, zap, it's done.



Macintosh makes room for your illustration in the text.



Paste.

And now, to finish your memo, bring up MacWrite™, Macintosh's word processing program. Just pick a place for your illustration.

In the meantime, your illustration has been conveniently stored in another part of Macintosh's memory.

To paste the illustration into your memo, move the mouse pointer once again to the Edit menu at the top of the screen and hold the mouse button down.

This time, you pull the pointer down until "Paste" is highlighted. Release the mouse button and, once again, zap.



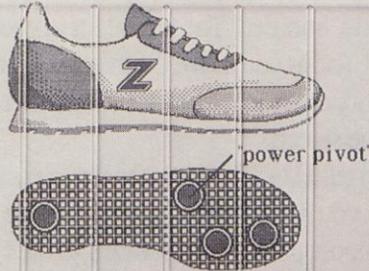
*With Macintosh, you can print
out your own office forms or
stationery.*

Athena/Sport MEMO
CONFIDENTIAL

From: Nancy Aronson
To: Chris Jordan
Subject: Launching iZapata!

Now that you're gearing up your people in marketing, I wanted to
bottom line what's going to make iZapata! the hottest selling all-sport
shoe in our line.

You can read the attached 143-page report at your leisure, but
this really gives you everything you need to know:



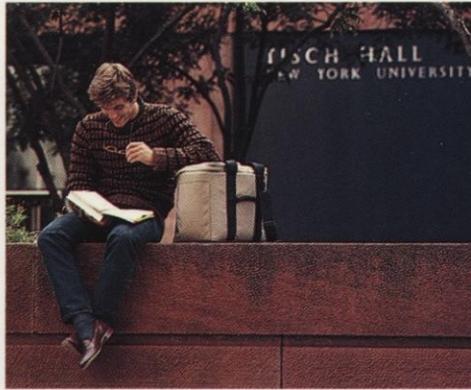
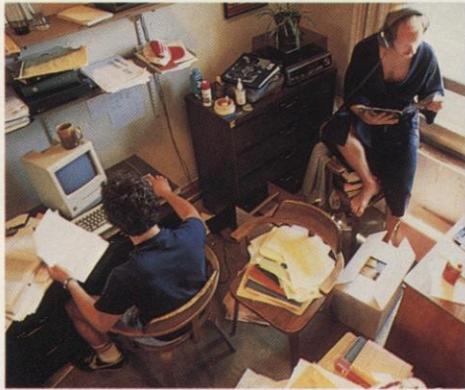
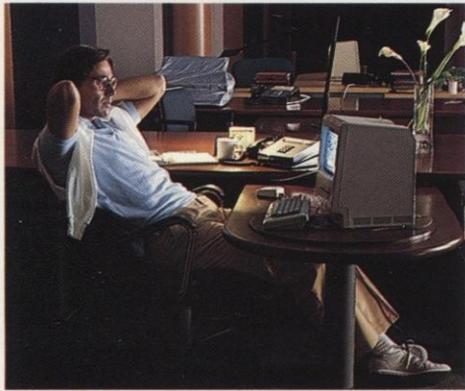
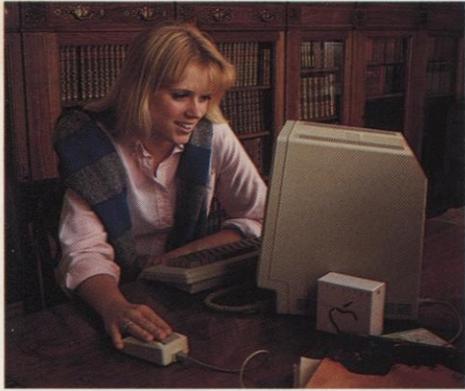
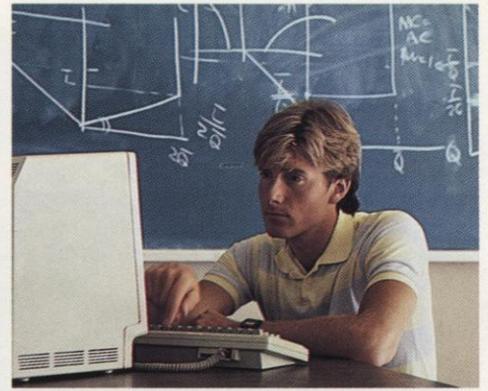
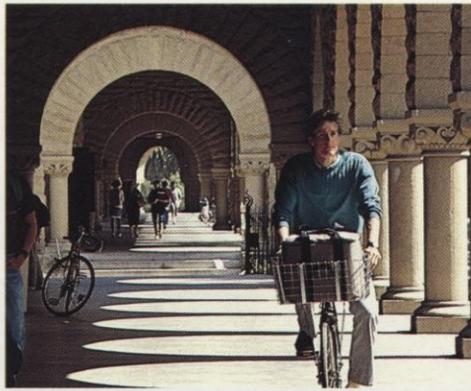
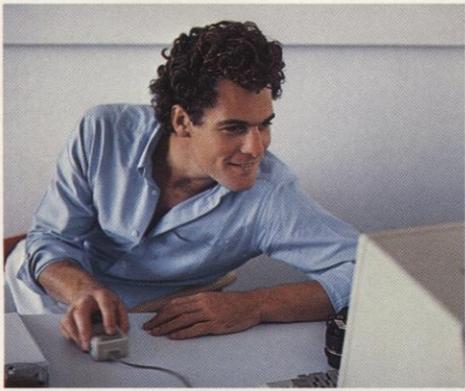
New styling, yes. But the 'power pivots' on the sole tell all --
they may not look like much, but it took about a megabuck in research
to put them where they are. They make iZapata! the first all-sport
worthy of the name.

Look forward to seeing the campaign you guys come up with.

And Print.

You tell a Macintosh personal
computer to print the same way you tell it
to do everything else. And, provided you
have a printer, you'll immediately see your
work in print.

All your work. Nothing but your work.
Because with Macintosh's companion
printer, Imagewriter, you can print out
everything you can put on a
Macintosh's screen.



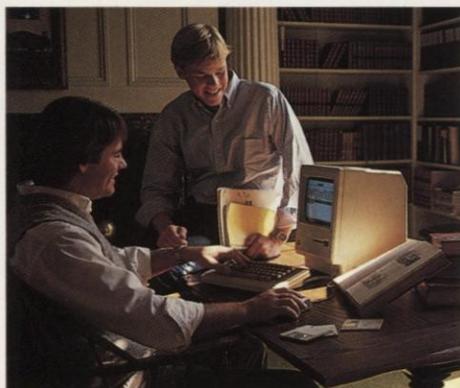
If you have a desk, you need a Macintosh.

Macintosh was designed for anyone who handles, collects, distributes, interprets, organizes, files, comprehends, generates, duplicates, or otherwise works with information.

Any information.

Whether it's words, numbers or pictures.

We've narrowed it down to anyone who sits at a desk.



If, for example, your desk is in a dormitory, Macintosh isn't just a tool, but a learning tool. For doing everything from problem sets in Astrophysics 538 to term papers in Art Appreciation 101. Not to mention perfecting skills in programming languages like Macintosh BASIC and Macintosh Pascal. Which explains why colleges and universities across the country are ordering Macintoshes by the campus-full.

If you own your own business, owning your own Macintosh personal computer could mean the difference between getting home before dark, and getting home before Christmas. With software programs like MacWrite™, MacPaint™, MacTerminal™, MacProject™, and MacDraw™, as well as data-base managers, business graphics programs and other personal productivity tools available from leading software developers, you can spend more time running your business, and less time chasing after it.

And even if you work for a company big enough to have its own mainframe or minicomputer, Macintosh can fit right in. With additional hardware, it can talk to IBM® mainframes in their very own 3278 protocols. It's also fluent in DEC® VT100™, VT52™ and plain old TTY.

If your company has a subsidiary abroad, your colleagues there can use all the same tools. Because Macintosh will be available in several international versions with local conventions (alphabets, currencies, dates, and more).

In other words, wherever there's a desk, there's a need for a Macintosh.

And the less you can see of your desktop, the more you could use one.



And here's where ordinary personal computers draw a blank.

You've just seen some of the logic, the technology, the engineering genius and the software wizardry that separates Macintosh from conventional computers.

Now, we'd like to show you some of the magic.

First, there's MacPaint. A program that transforms Macintosh into a combination architect's drafting table, artist's easel and illustrator's sketch pad.

With MacPaint, for the first time in computer history, a personal computer can produce virtually any image the human hand can create. Because the mouse *allows* the human hand to create it.

MacPaint gives you total freedom to doodle. To cross-hatch. To spray paint. To fill in. To erase.

And even if you're not a terrific artist, MacPaint includes tools for designing everything from office forms to technical illustrations. Plus type styles to create captions, labels and headlines.

So you can have custom-designed graphics without hiring a design studio. Make your presentations more presentable by enlarging MacPaint illustrations or making transparencies for overhead projection. Or clarify a memo or report by "cutting out" your illustration and "pasting" it into your text.

What MacPaint does for helping you visualize your wildest imaginings, MacProject does for helping you visualize the unforeseen.



MacPaint produces virtually any image the human hand can create.

You simply enter all the tasks and resources involved in a project — whether it's opening a new office or producing a brochure — and MacProject will chart the "critical path" to completion, calculating dates and deadlines. If there's a single change in any phase of the project, it will automatically recalculate every phase.

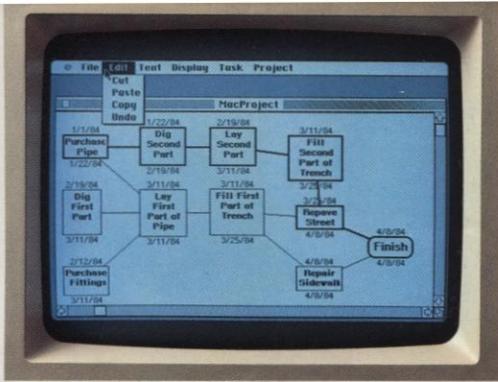
So with MacProject, you can generate business plans and status reports that reflect the realities of the job, not the limitations of your computer.

But more important than the practical benefits, programs like MacPaint and MacProject represent the very tangible difference an attitude can make. An

attitude that the only thing limiting what a computer can do is the imagination of the people creating it.

Not just the engineers who design it, but software developers like Lotus® Development Corporation, currently developing a Macintosh version of their 1-2-3™ program and Software Publishing Corporation with a new PFS:® filing program as easy to use as the Macintosh it was designed for. And Microsoft, with productivity tools like Multiplan, and Microsoft Chart, File, and Word.

If Macintosh has an extraordinary future ahead of it, it's because of the extraordinary people behind it.



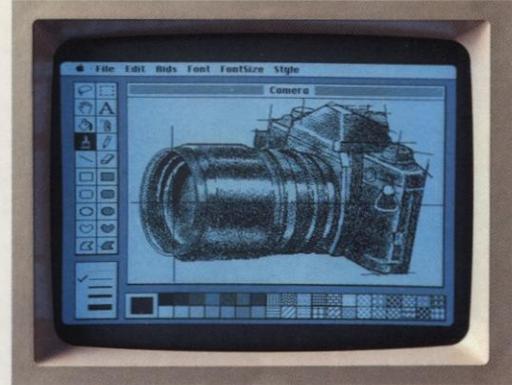
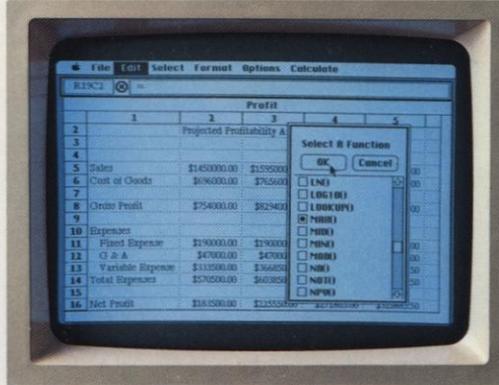
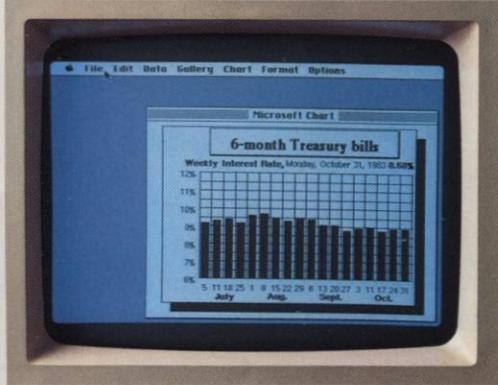
MacProject does for project management what VisiCalc® did for spreadsheets.



With Macintosh's unlimited graphics, there'll be no limit to the games it can play.

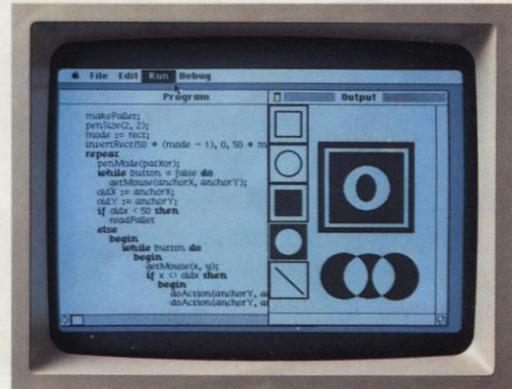


If you don't see a typeface you like here, Macintosh lets you design your own.



"Macintosh is much more natural, intuitive and in line with how people think and work...This is going to change the way people think about personal computers. Macintosh sets a whole new standard, and we want our products to take advantage of this."

Mitch Kapor, President,
& Chairman of the Board,
Lotus Development Corporation.



"To create a new standard takes something that's not just a little bit different. It takes something that's really new, and captures people's imaginations. Macintosh meets that standard."

Bill Gates,
Chairman of the Board & CEO,
Microsoft Corporation.



"...If you were to put machine X on the table and a Macintosh on the table beside it, and then put PFS: software on both machines...like a taste test...we think Macintosh's benefits would be pretty obvious."

Fred Gibbons, President,
Software Publishing Corporation.

What makes Macintosh tick. And, someday, talk.

Macintosh has a lot in common with that most uncommon computer, the Lisa™ personal office system.

Its brain is the same blindingly fast 32-bit MC68000 microprocessor — far more powerful than the 16-bit 8008 found in current generation computers.

16-bit 8088 microprocessor.



Macintosh's 32-bit microprocessor.

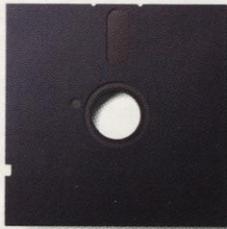


Its heart is the same Lisa Technology of windows, icons, pull-down menus, software integration and mouse commands.

And, thanks to its size, if you can't bring the problem to a Macintosh, you can always bring a Macintosh to the problem.

(Macintosh actually weighs 9 pounds less than the most popular "portable.")

Another miracle of miniaturization is Macintosh's built-in 3 1/2" disk drive.



Standard 5 1/4" floppy disk.

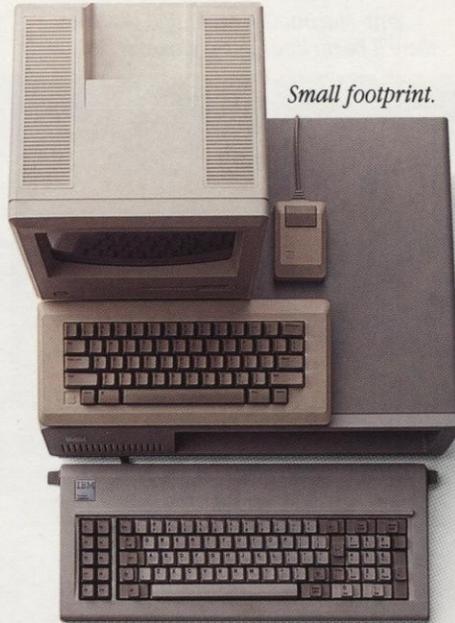
Its 3 1/2" disks (400K) store more than conventional 5 1/4" floppies. So while they're big enough to hold a desk-full of work, they're small enough to fit in a shirt pocket.

And speaking of talking, Macintosh has a built-in polyphonic sound generator capable of producing high-quality human speech or music.



Macintosh's 400K 3 1/2" disk.

On the back of the machine, you'll find built-in high-speed RS-232 and RS-422 AppleBus/serial communications ports. Which means you can connect printers, modems and other peripherals without adding \$150 cards.



Small footprint.

Macintosh is one third the size and volume of the IBM PC.

It also means that Macintosh is ready to hook in to a local area network. (With AppleBus, you can interconnect up to 16 different Apple computers and peripherals.)

Should you wish to double Macintosh's storage with an external disk drive, you can do so without paying extra for a disk controller card — that connector's built-in, too.

And, of course, there's a built-in connector for Macintosh's mouse, a feature that costs up to \$300 on computers that can't even run mouse-controlled software.

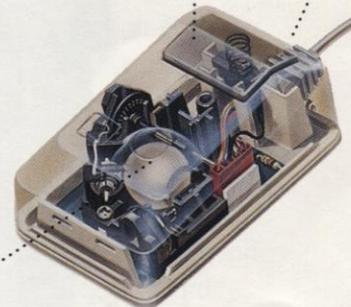
But the real genius of Macintosh isn't its serial ports or its polyphonic sound generator.

The real genius is that you don't have to be a genius to use a Macintosh.

You just have to be smart enough to buy one.

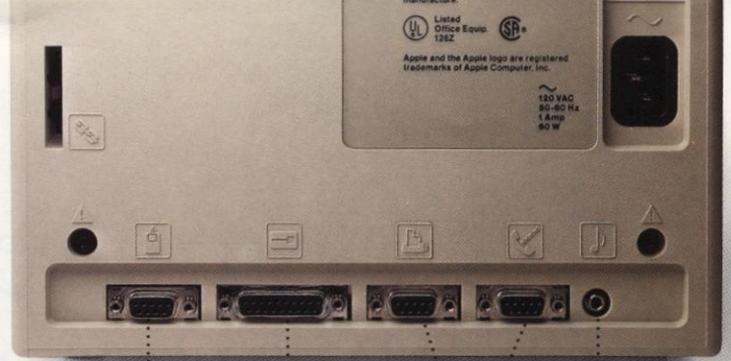
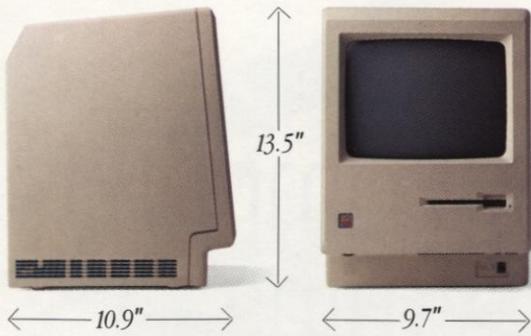
The Mouse itself. Replaced typed-in computer commands with a form of communication you already understand — pointing.

Some mice have two buttons. Macintosh has one. So it's extremely difficult to push the wrong button.



The inside story — a rotating ball and optical sensors translate movements of the mouse to Macintosh's screen pointer with pin-point accuracy.





Mouse connector.

External disk drive connector.

Polyphonic sound port.

RS232, RS422, AppleBus serial communications ports for printers, modems and other peripherals.

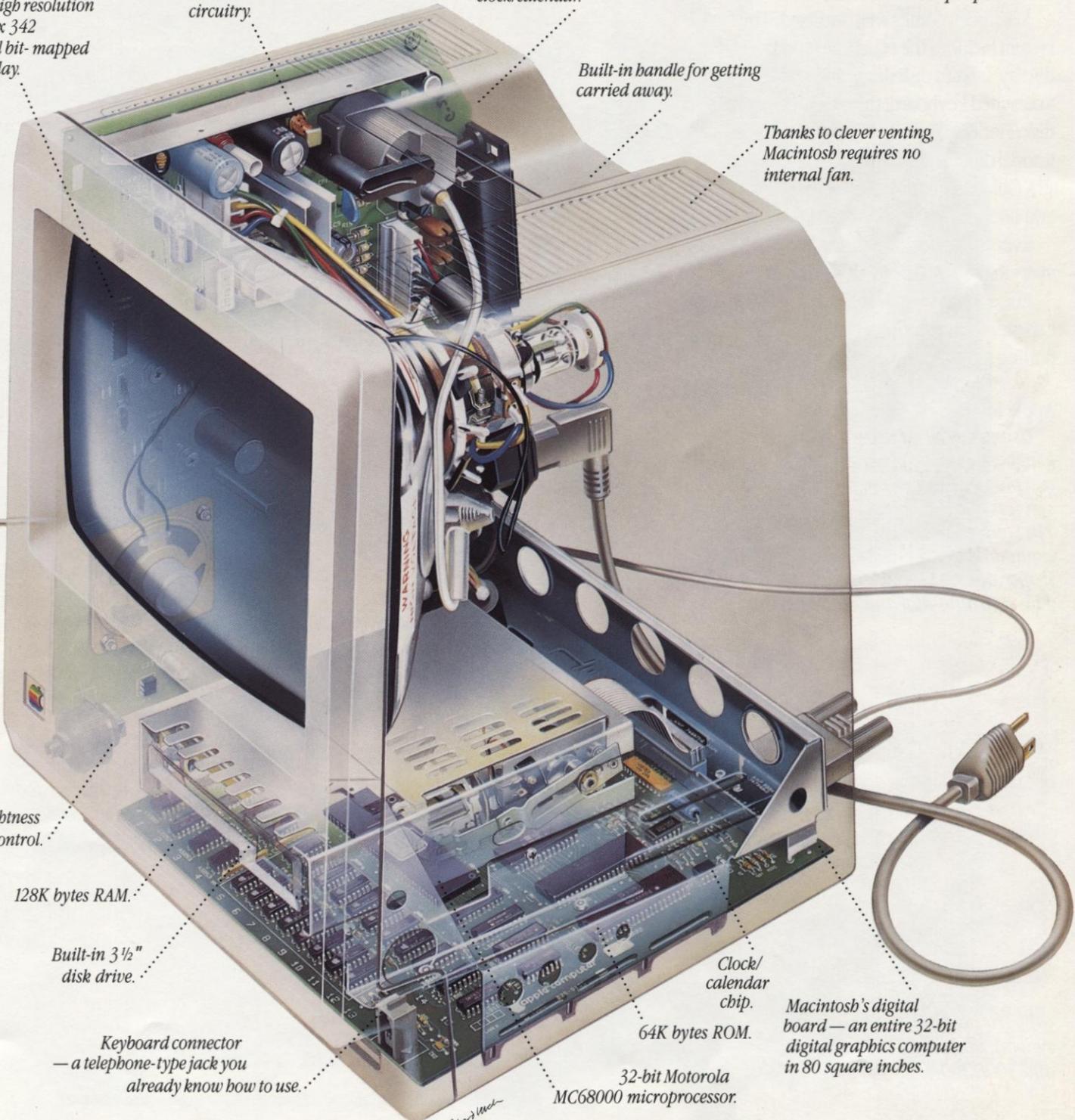
Ultra compact, switching-type power supply and high resolution video circuitry.

Battery for Macintosh's built-in clock/calendar.

Built-in handle for getting carried away.

Thanks to clever venting, Macintosh requires no internal fan.

9" high resolution 512 x 342 pixel bit-mapped display.



Brightness control.

128K bytes RAM.

Built-in 3 1/2" disk drive.

Keyboard connector — a telephone-type jack you already know how to use.

Clock/calendar chip.

64K bytes ROM.

32-bit Motorola MC68000 microprocessor.

Macintosh's digital board — an entire 32-bit digital graphics computer in 80 square inches.

Richard Wood

What to give the computer that has everything.

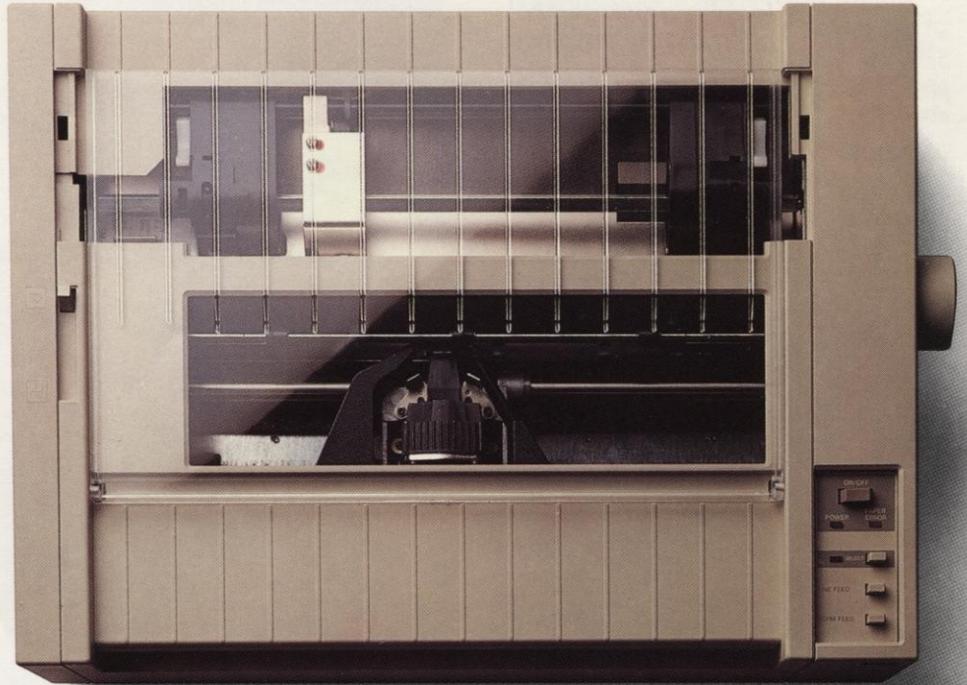
Macintosh comes well outfitted. The system includes the main unit (computer, display, built-in disk drive, and firmware), a detached keyboard; the mouse; a system disk (Finder and Desk Accessories); a tutorial diskette and audio diskette ("A Guided Tour of Macintosh"); and one—count it—*one* manual.

Everything you'll need to start doing everything you'll need to do.

But, should your needs suddenly expand, so can Macintosh. As easily as putting a plug in a socket.

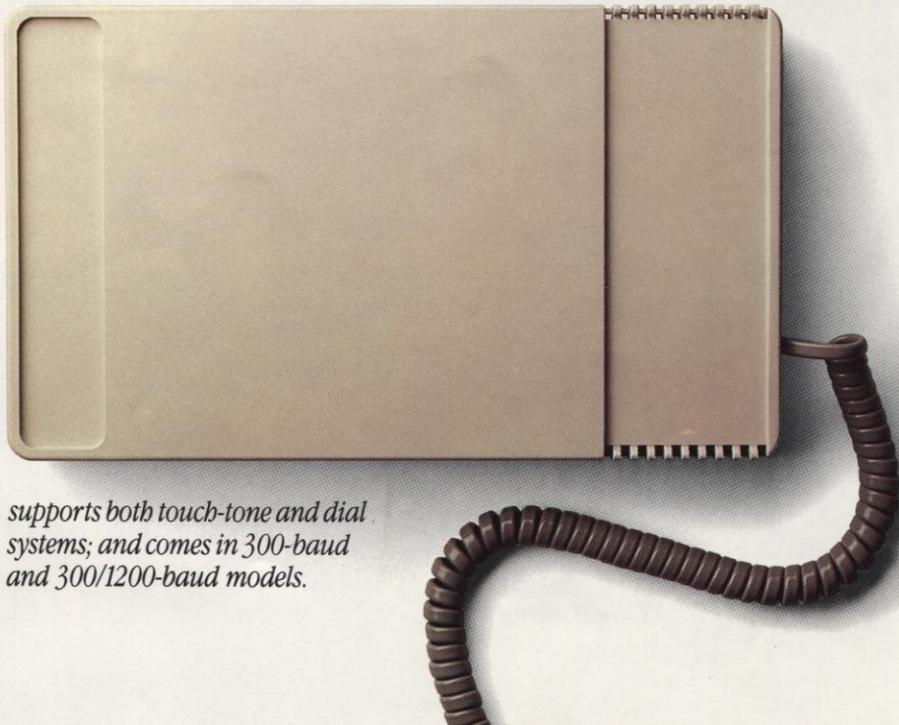
Apple Modem.

Using MacTerminal, a standard telephone and the Apple Modem, you can plug into electronic information services like Dow Jones News/Retrieval®, The Source™ and CompuServe.® Or communicate with other computers. It operates completely automatically, with both auto-dial and auto-answer;



Apple Imagerwriter Printer

Imagerwriter produces high-fidelity printed copy of everything you see on a Macintosh screen. Multiple fonts. Pictures. Proportional text. Mixed text and graphics. And it prints on both sheet-fed and tractor-fed paper. It's fast, quiet, inexpensive.



supports both touch-tone and dial systems; and comes in 300-baud and 300/1200-baud models.



**Apple
Numeric Keypad.**

Patterned after the standard accountant's calculator 10-key pad, the Numeric Keypad speeds up doing spreadsheets, accounting, and other number-related tasks. It plugs directly into the keyboard, and works with Macintosh applications.

Macintosh External Disk Drive.

By adding a second high-capacity (400 kilobytes) 3 1/2" disk drive like the one already built into your Macintosh, you can access more documents and programs without swapping disks. It also speeds making backup copies of your information.



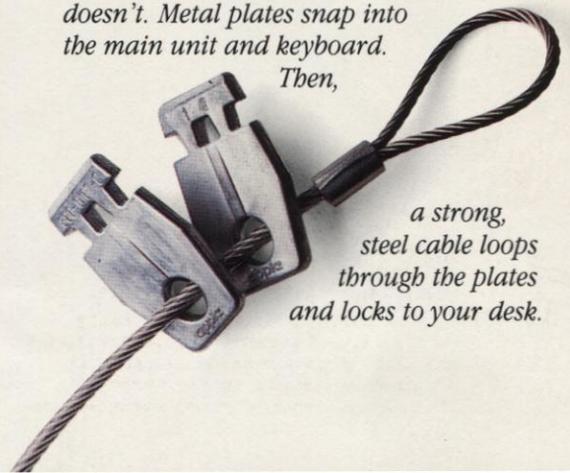
Soft Carrying Case.

At less than 20 pounds in weight, Macintosh is easily carried from here to there. But handles always help. This durable, water-resistant carrying case is thickly padded so the Macintosh main unit, keyboard, mouse, manual and disks fit snugly inside.

Security Kit.

Being transportable is one of Macintosh's many advantages. Provided it doesn't go anywhere without you. This specially designed security kit makes sure it doesn't. Metal plates snap into the main unit and keyboard.

Then,



a strong, steel cable loops through the plates and locks to your desk.

We could, as they say in computerese, dump another gigabyte (write another 50,000 or so pages) on Macintosh.

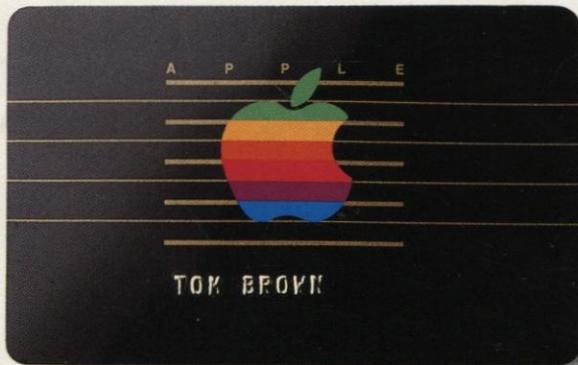
But you really can't appreciate how insanely great Macintosh is until you bring your index finger to an authorized Apple dealer.

Over 1,500 of them are eagerly waiting to put a mouse in your hand. To prove that, if you can point, you can use a Macintosh.

Should you be interested in low monthly

payments, the Apple Credit Card* may be your answer. If you fill out a credit application, in most cases you can take a Macintosh home the very same day.

Which makes owning the world's newest computer just as easy as using it.



Soon there'll be two kinds of people.

Those who use computers.

And those who use Apples.



For an authorized Apple dealer nearest you call (800) 538-9696. In Canada, call (800) 268-7796 or (800) 268-7637.

*The Apple Credit Card is not available in Canada.

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