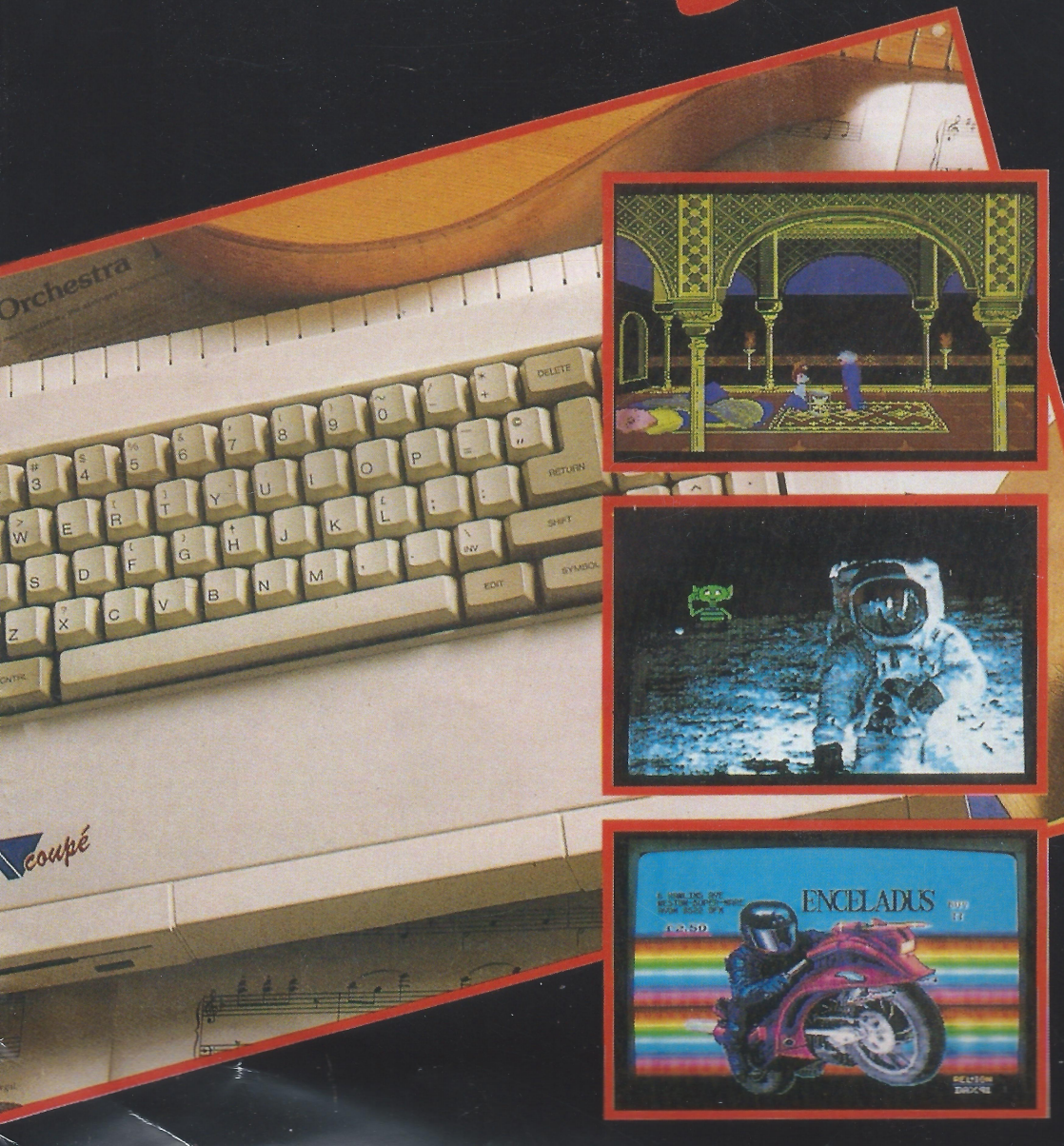


SAW

512^K



Where do you look if you want the features of a 16-bit computer at an 8-bit price? The SAM Coupé of course! The newly launched SAM 512K has the same memory capacity as the Commodore Amiga and Atari ST, graphics to equal the bigger machines but when it comes to getting out the cheque book you are going to be writing a lot less if you opt for the SAM 512K.

The enhanced Coupé comes with a 780K disk drive and a 512K memory - double that of the original machine. For the price of just £199.99 you'll be able to take advantage of all the computer's great features which include MIDI sequencing, computer art, word processing, programming and of course playing games.

Don't think for one minute that all the SAM 512K has to offer is a low price. The computer's specifications speak for themselves, but it's the company behind the machine that makes it a real winner. We at SAM Computers offer a customer care service that is second to none. We believe that buying the computer is just the beginning of an exciting journey. Along your way you are bound to come across a few obstacles and this is where we come in. Customers can get in touch with the experts behind the SAM just by picking up the phone. We are here during normal office hours to answer any query you may have, whether you're an advanced user or just a beginner. Our aim is to ensure that SAM users get more value for money and better service than anyone else. We want to help you on your voyage of discovery.

If this sounds like the computer and computer company that you would like to get to know better then this is the right place to be. This brochure will give you a brief glimpse of the wide range of activities you and your SAM can get up to. Don't forget to pick up

the phone if we haven't answered all your questions - but make sure you ask whoever pays the bill first!

2

Welcome to the SAM

Not just a pretty face

SAM in Education

● The SAM 512K is not only a brilliant games machine. It also can be a great help in education. We have made the computer robust so it will survive everyday use and it has networking capabilities to allow up to 16 SAMs to use the same disk drive and printer in a classroom environment. Of course most schools have a tight budget so can't afford to spend thousands on a computer system. SAM has all a school will need in one affordable pack.

Educational software is widely available for the Spectrum and most of this will work with the Coupé but we also produce SAM specific software on the Revelation 'SAMSchool' range. So far the software has been concerned with primary education with titles like Spelling Attack, Highway Code,

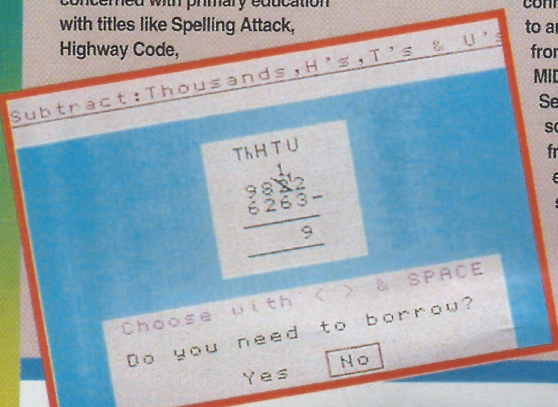
Primary Maths and The Key Press, a carefully graded introduction to word processing that also helps with your child's handwriting skills.

You can rest assured that SAM educational software will be right for your child as much of it is written by educational psychologist David Philpot. SAM Basic written by Dr Andy Wright is also a great introduction to programming.

SAM in Music

● There are two ways that SAM can help with music. The first is using its own Philips sound chip to create tunes. The Sound Machine is a brilliant piece of software for doing just that, but you can also use the full range of effects of 6 channel, 8 octave, stereo sound from your own Basic programs.

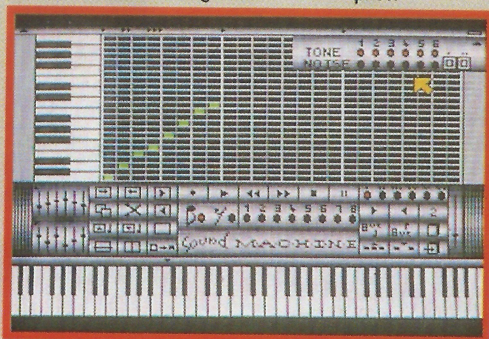
If you wish to use SAM in conjunction with other instruments then it's no problem at all. Using the MIDI in and MIDI out sockets you can connect the computer to any MIDI instrument from a synthesiser to a MIDI saxophone! The Sequencer allows scores to be inputted from the instrument, edited using the software, and stored on disk to be recalled at any time. The computer can handle up to 16



me e 512^K



MIDI channels. It's just like having your own home recording studio.



SAM at Work

Using the SAM Mode 3 the computer becomes a powerful business tool. Word processing, spreadsheets and databases are all available and can provide small businesses and serious home users with the facilities they need.

SAM has its uses in other aspects of business though. We have had reports of companies using SAM to control their day to day factory tasks and we're working on ways that SAM can be used in robotics to automate any mundane job that a human would find boring.

We don't expect the SAM 512 to be used as the main computer in an international company but the computer does provide any small enterprise with a way to introduce computers to the operation. With SAM you can perform many of the tasks

you'd expect from much more expensive business computers but at a fraction of the price.

SAM and the Spectrum

While SAM has features usually associated with the more expensive 16-bit machines the great joy of the computer is that you can also run almost any Sinclair Spectrum

48K software. Many people upgrade to SAM from the Spectrum simply because they know they will not have to start building their software collection from scratch again. Using utilities such as SAMTape and the Messenger you can simply

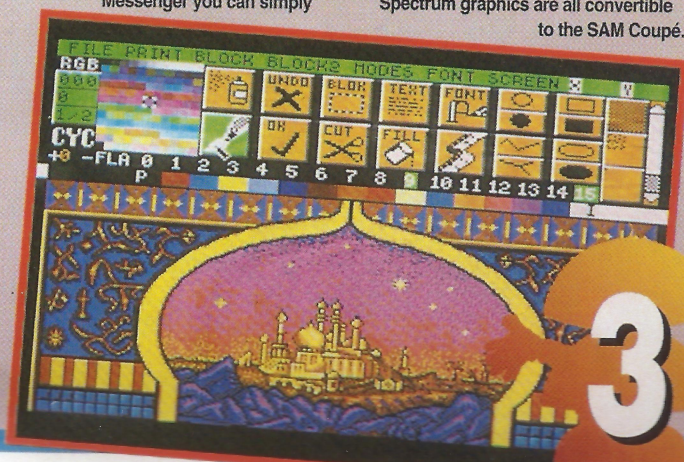
load Spectrum games and save them to SAM disk to load up almost instantly.

Revelation, the SAM software house, are also releasing a Classic range with four Spectrum games on one disk - great value for money.

SAM and Art

Free with SAM is Flash! - an art program that allows you to draw and paint in any of the computer's four modes. A pointer on the screen can be controlled using keyboard, joystick or mouse. We guarantee you'll have great fun exploring all the different features and effects.

Graphics can also be converted from other computers using some of the utility software that is available. Commodore Amiga, Atari ST, PC and Spectrum graphics are all convertible to the SAM Coupé.



Exploring with SAM

As a result there has been a great deal of impressive programming work coming from all over the world. We believe we've discovered the star programmers of tomorrow and now they can show off their talents to the world through disk magazines, fanzines and the world of Exploration and Discovery software.

was only the beginning of an exciting journey into computing. Since the launch of the Coupé our phone lines have been open and we've encouraged people to get in touch with any problems or queries they may have.

We said at the beginning of this brochure that buying a SAM Coupé



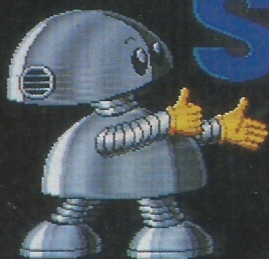
Smashers! Some Sizzling Software!

Software for the Coupé is being developed all the time with some great titles already available. Whether you are a fan of shoot 'em ups, puzzle games or a right good adventure we've got something here for you.

- For arcade adventure fans we have SAM Strikes Out!, a cutesy game where you play the part of our very

own SAM. There are lots of things to collect, nasties to avoid and strange screens to explore.

- Sphera is an excellent shoot 'em up using SAM's mode 2 to produce fast scrolling waves of aliens and lots of blasting appeal. Trigger happy games players will particularly enjoy giving the mega



SAM

Strikes Out!

ENIGMA
VARIATIONS

4

Recommended titles include Fred, SAM Supplement, Enceladus, Outlet, ZAT and Format and the great thing about them is that they cost next to nothing! The average disk magazine crammed with 780K of art work, programs, help and advice will cost you around £2!

Searching for this software was a problem in the early days of SAM but not any more. The SCPDSA (SAM Coupé Public Domain Software Association) produces an excellent catalogue called SAMsational Software with over 100 disks listed and descriptions of their contents.

This material has only been available through mail order before now but we have decided to compile the best moments from disk magazines and repackage them for shop display under the name of SAM Discovery Software. A unique series that no computer explorer should be without.

Expanding the System

When you first buy a SAM you get the machine with a built-in disk drive and software. There are of course optional peripherals that can be used with the computer to utilise the various features.

- **Communications Interface:** You will need one of these interfaces if you want to use the computer with an Epson FX-80 type printer (call us for details of budget printers) or send information from one computer to another. You will also need a BBC printer cable.

- **1 Megabyte Memory:** This interface is for use with the Masterdos disk operating system to allow bigger graphic animations, longer sound samples etc. You can store more information in the memory of the computer and the memory can also be used to make disk copying easier.

- **SAMbus:** What happens when you want to plug in more than one interface at once? For this you will need a SAMbus - an expansion block with four sockets for interfaces to be

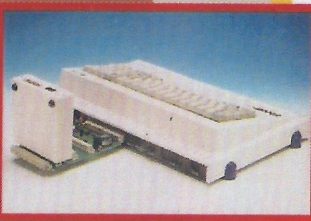
connected. The SAMbus also has a socket for additional power. If you wish to keep time with SAM the interface can cope with this using its built-in real-time clock.

- **SAM Mouse:** The mouse can be used from

Basic or in many of the pieces of software that use pointers. For example the Flash! art package will allow you to draw using this device. We supply an interface to plug into the mouse socket of the computer which will accept any Atari standard mouse.

- **Messenger:** This links SAM to any 48K Sinclair Spectrum. It comes with software that will convert any Spectrum screen or program to the SAM and then save it to disk for future use.

- **Sound Sampler:** Sampling sounds is made easy with this add-on from Blue Alpha Electronics. It comes with audio in and out sockets and a microphone.



end-of-level monsters a good battering.

- For those who prefer something a little gentler there is the adventure game of the classic book, Famous Five On A Treasure Island.

You can take on the role of any of the children and solve the mystery of the island.

- Drive yourself wild with the brilliant Czech puzzle game Hexagonia. There are atoms dotted around

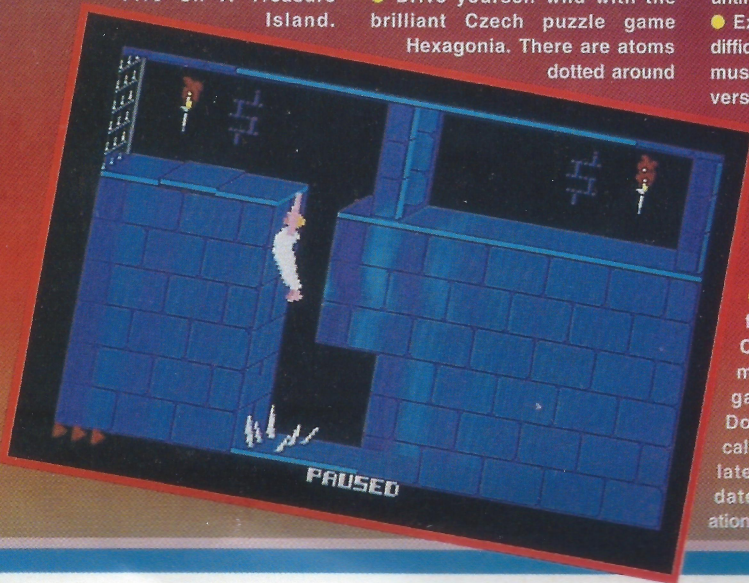
each of the 50 levels and it is your job to put them all together in the correct form. This would be easy if you had full control over the atoms but once moved they don't stop until they hit a wall!

- Excellent animation, devilishly difficult obstacles and atmospheric music. It's all in the SAM Coupé version of Prince Of Persia. You

have to rescue the beautiful Princess from the clutches of the evil Jaffar! The game was a smash hit on 16-bit computers and this version has been rated 96% by CRASH magazine!

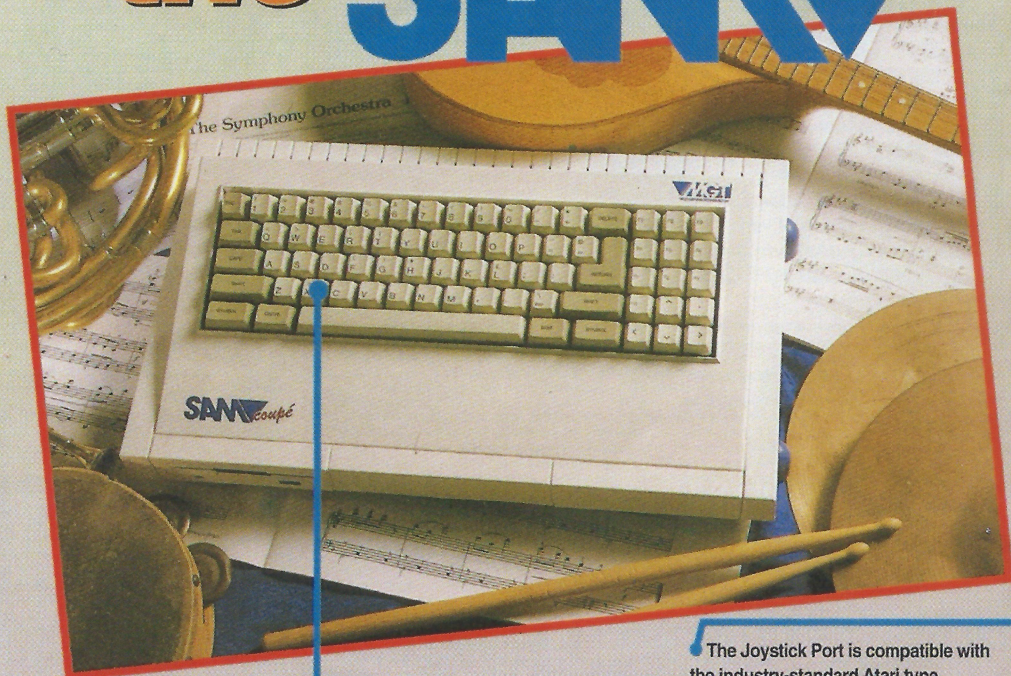
- These are just a few of the fantastic games on the SAM Coupé software list. Every month there are new game releases.

Don't delay, call us for the latest up to date information now!



5

Inside the SAM

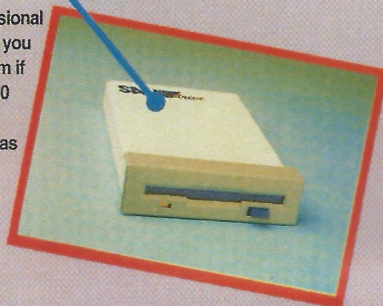


Do we need to say more about the style of the SAM 512K? Sturdy, but original - designed to be a pleasure to use and a pleasure to own.

A 72 key full-sized, full travel keyboard, designed with a professional feel. The keys are "soft", allowing you to re-program and re-position them if you wish. On the right, there are 10 function keys, which double as a numeric keypad.

• The internally mounted 3.5" Disk Drive is an ultra-slim Citizen unit which uses normal DSDD Disks.

• A second internal drive can be added by sliding the new drive into a special slot on the front of the SAM 512K.



• The Joystick Port is compatible with the industry-standard Atari type joystick. A SAMCo adaptor allows two joysticks to be connected in the one port.

• The Reset Button - press it to completely reset the machine.

• The MIDI sockets - MIDI In, MIDI Out and (through software) MIDI through. Everything that the musician needs! The same sockets are used for Network connectors: software control allows you to use the Coupé as a station in a 16-machine network. Share one disk drive or printer between all the Coupés in your network.

• The Break Button - use it to ESCape, BREAK, or CRASH from a program.

SAM

Specs

Engine:
Z80B microprocessor running at 6Mhz.

Control:
Customised VLSI 10,000-gate ASIC chip.

ROM:
32K containing SAM BASIC, disk bootstrap, BIOS.

RAM:
512K with optional 1 Meg upgrade. (512K x 4 100ns DRAM).

Sound:
Philips SAA 1099 Synthesiser: 6 channels, 8 octaves, stereo with amplitude and envelope control, plus choice of wave form.

Graphics:
Motorola MC 1377P Video Chip, ASIC serves as graphics processor, offering four modes:

Mode 1:
32 x 24 character cells per screen, each cell capable of 2 colours; 16 colours selectable from 128; Spectrum-attribute compatible.

Mode 2:
As mode 1 but with 32 x 192 cells, each cell capable of 2 colours; 16 colours selectable from 128.

Mode 3:
80 column text display 512 x 192 pixel screen; each pixel selectable for colour; 4 colours per line selectable from 128.

Mode 4:
256 x 192 pixel graphics screen; each pixel selectable for colour; 16 colours selectable per line from 128.

In all modes, colours may be redefined at line interrupt allowing all 128 colours to be displayed on-screen.

The SCART socket allows the Coupé to be connected to SCART TV's or video monitors for high graphic resolution. Coupé Sound is output through the TV (or through your hi-fi system and headphones). Beware: RGB monitors can be Linear or TTL. While the Coupé will work with both, TTL monitors are limited to only 16 colours.

You can also connect a standard UHF television to the Coupé; the connection is made to the Coupé's power supply unit.

The Coupé comes with an External Power Supply connected here.

The On/Off Switch: no need to unplug all the time. However, when you've finished using the computer, switch off the power at the mains as well: the power to the external power supply is still on.

The Light-Pen Port allows a Coupé-compatible Light-Pen to be attached - excellent for use with very young learners. But it's also a Light-Gun Port - and the Stereo Headphone Socket, if you want to take full advantage of the sound chip.

The Cassette Interface - a lead is supplied to connect a standard domestic cassette recorder for loading from and saving to tape.

A 64-pin Expansion Connector - Euro-type for extra reliability - for any interface that we haven't included. This is where a printer interface and other communications devices are attached.

The Mouse Port is for use with the special SAM Mouse. When connected it gives the user total freedom over controls in games and utilities. A mouse is especially useful in art packages for freehand drawing.

In-depth technical information on the SAM 512K is available in the Technical Manual available from SAM Computers



16-bit features at an 8-bit price...

- **High resolution graphics**
- **512K memory –
expandable to 4 megabytes**
- **Midi sequencing**
- **Networking**
- **Computer art**
- **Spectrum compatibility**
- **6 channel, stereo
sound**
- **Super fast
SAM basic**
- **£199.99
price!**



● **Thanks...**

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- **Design: Mark Kendrick & Ben Stone at The Art Works, Bromfield, Ludlow.**
- **Print: Cedar Press, Bristol.**

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