

SPHERE 1

**The First Modern
Microcomputer**





HOW TO "READ" FM TUNER SPECIFICATIONS

Popular Electronics

WORLD'S LARGEST-SELLING ELECTRONICS MAGAZINE JANUARY 1975/754

PROJECT BREAKTHROUGH!

World's First Minicomputer Kit to Rival Commercial Models...

"ALTAIR 8800" **SAVE OVER \$1000**



ALSO IN THIS ISSUE:

- An Under-\$90 Scientific Calculator Project
- CCD's—TV Camera Tube Successor?
- Thyristor-Controlled Photoflashers



TEST REPORTS:

Technics 200 Speaker System
Pioneer RT-1011 Open-Reel Recorder
Tram Diamond-40 CB AM Transceiver
Edmund Scientific "Kirlian" Photo Kit
Hewlett-Packard 5381 Frequency Counter

“One that was introduced within months after we came out with the Altair, that got a lot of splash... is the Sphere machine.

That would have been the only machine at that time that I know of that we considered any kind of competitor.”

Ed Roberts, 1995



“Nobody ever saw an operating unit. ... I've heard that nobody ever saw a production version of [the Sphere].”

Ed Roberts, 1995



**You'll go nuts over
our computers!**



**And the Sphere Computer System costs
less than anyone else's terminal.**




SPHERE
CORPORATION
10000 W. 10th Ave. Suite 100
Boulder, CO 80501 (303) 252-6466







A stone pillar with a white sign that says "BOUNTIFUL WELCOMES YOU". The sign is mounted on a stone pillar and is surrounded by snow. The pillar is set on a stone base. In the background, there is a road with a sign that says "NORTH 68" and a mountain range.

BOUNTIFUL
WELCOMES
YOU



SPHERE

96 EAST 500 SOUTH - BOUNTIFUL, UTAH - 84010



COMPUTER

SYSTEM*

INCLUDES
512 CHAR
TERMINAL

INCLUDES
4K

\$650.00



KIT INCLUDES

8-BIT PARALLEL COMPUTER based on MOTOROLA 6800 MICROPROCESSOR. With 4K WORDS of read/write memory, (expandable to 64K words). READ ONLY MEMORY containing mini-assembler, expanded instruction set, symbolic debugging aid, CRT driver and remote or cassette program loader/dumper. Kit also includes TV TERMINAL module which generates 16 lines of 32 characters (512 characters total) on a television (does not include TV). 53 KEY KEYBOARD capable of generating whole 7-bit ASCII character set. Also includes 8-BITS OF DIGITAL I/O, ATTRACTIVE KEYBOARD CHASSIS capable of housing keyboard and other modules, and POWER SUPPLY. We supply all parts, PC boards, manuals and membership in SWAP (Sphere user group). \$100.00 EXTRA adds standard ASYNCHRONOUS I/O (EIA, current loop, TTL), standard FSK MODEM and AUDIO CASSETTE INTERFACE. Other systems and modules such as memory (expandable to 64K) are available as kits or assembled.

Shown is \$870.00 model
(assembled).

Warranty and maintenance plans, hardware, software, and peripherals (floppys, paper tape etc.) specs and prices will be sent upon request. For fastest reply send double postage stamped, self-addressed legal envelope to SPHERE - 96 EAST 500 SOUTH, BOUNTIFUL, UTAH 84010.

Bank Americard and MasterCard accepted.

* A computer isn't a system without peripherals and software.





THE COMPUTER "SYSTEM" CONCEPT

A COMPUTER with a BUILT-IN CONSOLE TERMINAL from SPHERE

The SPHERE 1 computer system was designed to provide an economical, complete system in a single unit.

Keyword... "System"

The SPHERE 1 computer system is the most "complete" system available for the home or office. It includes the computer, keyboard, monitor, and console terminal. It also includes a complete program for word processing, data entry, and other applications. The SPHERE 1 computer system is the most complete system available in a single unit.

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The Processor... A One Card Control System

The SPHERE 1 computer system is the most complete system available in a single unit. It includes the computer, keyboard, monitor, and console terminal. It also includes a complete program for word processing, data entry, and other applications.

The SPHERE 1 computer system is the most complete system available in a single unit. It includes the computer, keyboard, monitor, and console terminal. It also includes a complete program for word processing, data entry, and other applications.

These items are "included" with the SPHERE 1 computer system.

The SPHERE 1 computer system is the most complete system available in a single unit. It includes the computer, keyboard, monitor, and console terminal. It also includes a complete program for word processing, data entry, and other applications.

Peripherals... Floppy Disks, Line Printers, Paper Tape, Terminals...

The SPHERE 1 computer system is the most complete system available in a single unit. It includes the computer, keyboard, monitor, and console terminal. It also includes a complete program for word processing, data entry, and other applications.

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PDS... unparalleled

The SPHERE 1 computer system is the most complete system available in a single unit. It includes the computer, keyboard, monitor, and console terminal. It also includes a complete program for word processing, data entry, and other applications.

Basic Language FREE!!

The SPHERE 1 computer system is the most complete system available in a single unit. It includes the computer, keyboard, monitor, and console terminal. It also includes a complete program for word processing, data entry, and other applications.

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System Concept a Commitment

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SPHERE co

90 E. 5th South, Bountiful, Utah 84002

\$650 HOBBYIST!

- 8081 PARALLEL COMPUTER
- 4K WORDS OF RAM MEMORY
- MICROPLA PROGRAMMABLE
- KEYBOARD WITH NUMERIC KEYPAD



\$750 INTELLIGENT!! USER PROGRAMMABLE

- 8080A MICROPROCESSOR
- 8K WORDS OF RAM MEMORY
- 80 LINE X 25 CHARACTER DISPLAY
- 256K BYTES MEMORY
- BUILT IN MONITOR
- BASIC LANGUAGE PROGRAM

CHARGES AND TAXES APPLY FOR ILLUSTRATION ONLY

\$1345 BASIC

- FULL 8080A BASIC
- 16K BYTES
- 256K BYTES MEMORY
- 80 LINE X 25 CHARACTER DISPLAY
- BUILT IN MONITOR
- BASIC LANGUAGE PROGRAM

OPTIONAL MONITOR DISPLAY
& VIDEO MONITOR EXTRA



INTRODUCTORY OFFER ENDS SEPTEMBER 30, 1975

SPHERE

90 E. 5th South, Bountiful, Utah 84002

LOWEST COST "SYSTEMS"





M. Scott Adams



7427
 7427
 7410
 7492
 7400
 7494
 7434
 7496
 7419
 7493
 7447
 7433
 7415
 7412
 7427
 7415C

40 Pin Socket

2.1 Pin CAB

1
 2
 3
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 5
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 7
 8
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 10
 11
 12
 13
 14
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 16
 17
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 21
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 29
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2W114
 470K 1/4W
 47K 1/4W
 1K 1/4W

1
 2
 3
 4
 5
 6
 7
 8
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 10
 11
 12
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 29
 30

100pF CAP

30 Key Switches
 09 Key Top 1 & 2
 2 Key Top 1 & 2
 1 Key Top 2 & 3
 1 Key Top 3 & 4
 1 Level 2 Mechanism
 1 - Tactile Cap
 Heat Stake Cap
 1 - Space Bar /
 Tactile Cap
 1 - Tactile Cap

100pF CAP
 100pF CAP
 100pF CAP

K80/1

SACK

80 Key Switches

69 Key Top, 1X

2 Key Top, 1 1/2 X

1 Key Top, 2 X

1 Key Top, 8 X

1 Leveler Mechanism

1-Torsion BAR

Heat Stake Con.

1-Space BAR /

Torsion BAR Con.

1-Torsion BAR





Single-board configuration



CPU module
4K RAM

Teletype/RS232 interface



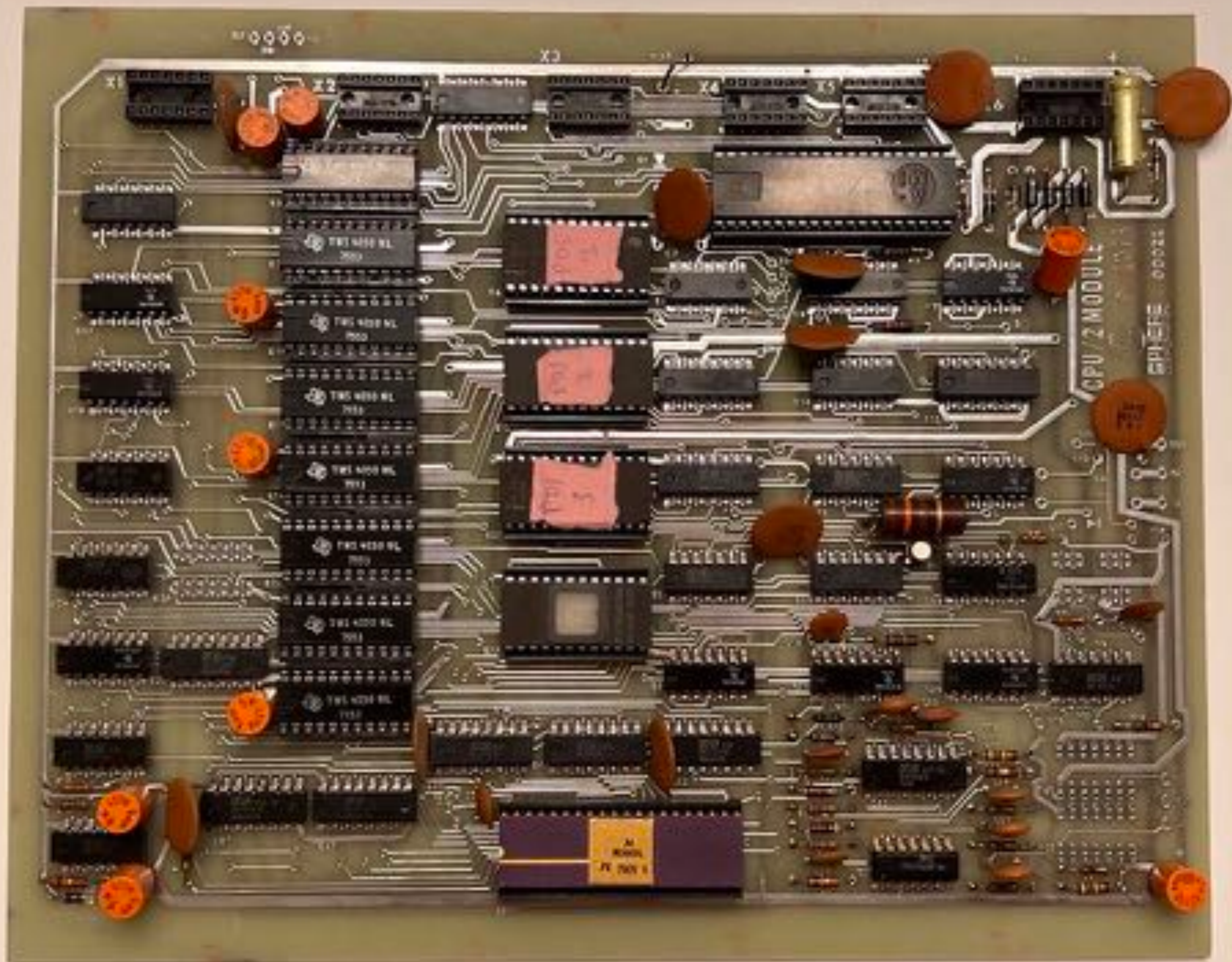
Power Supply



Keyboard

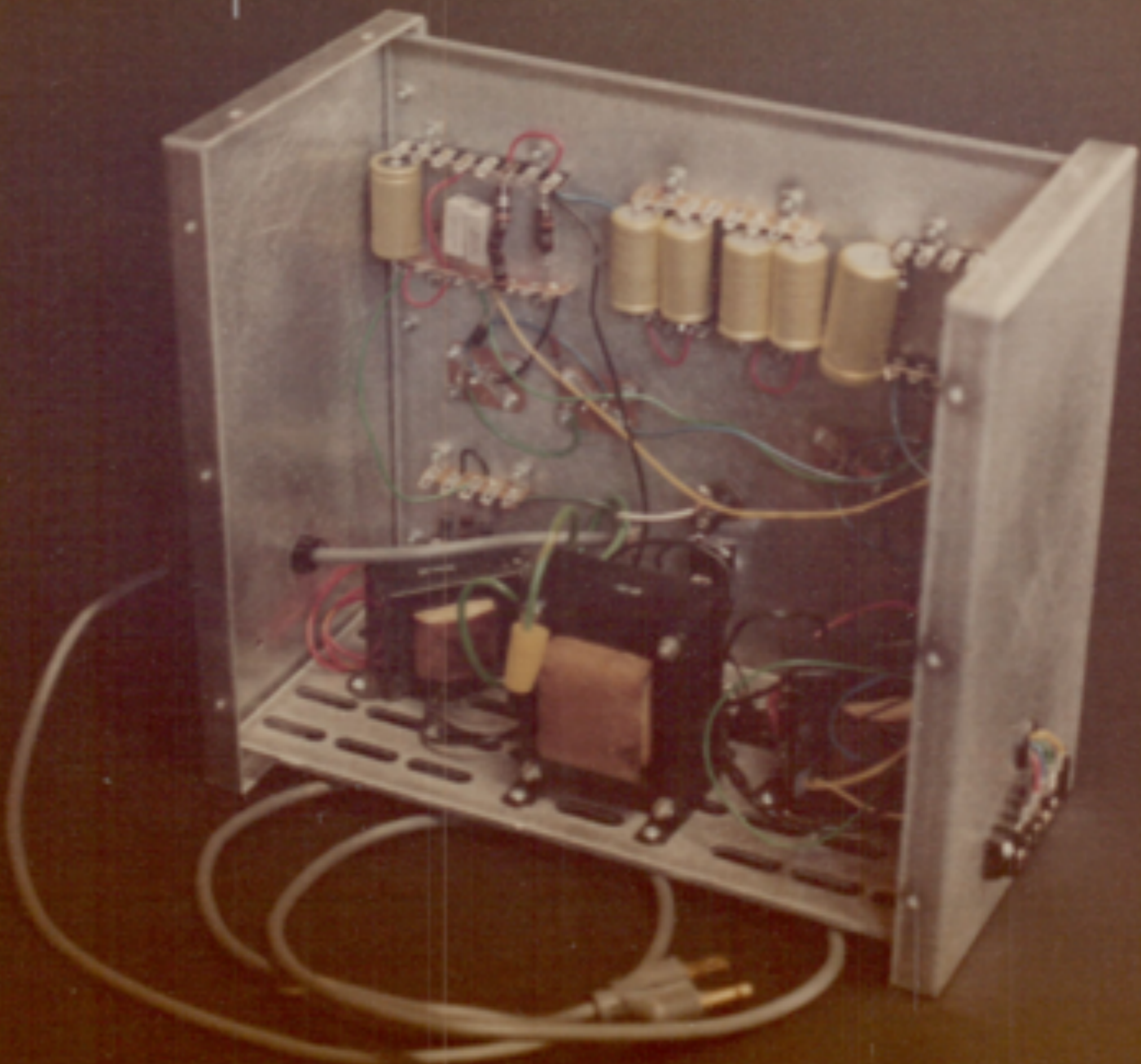


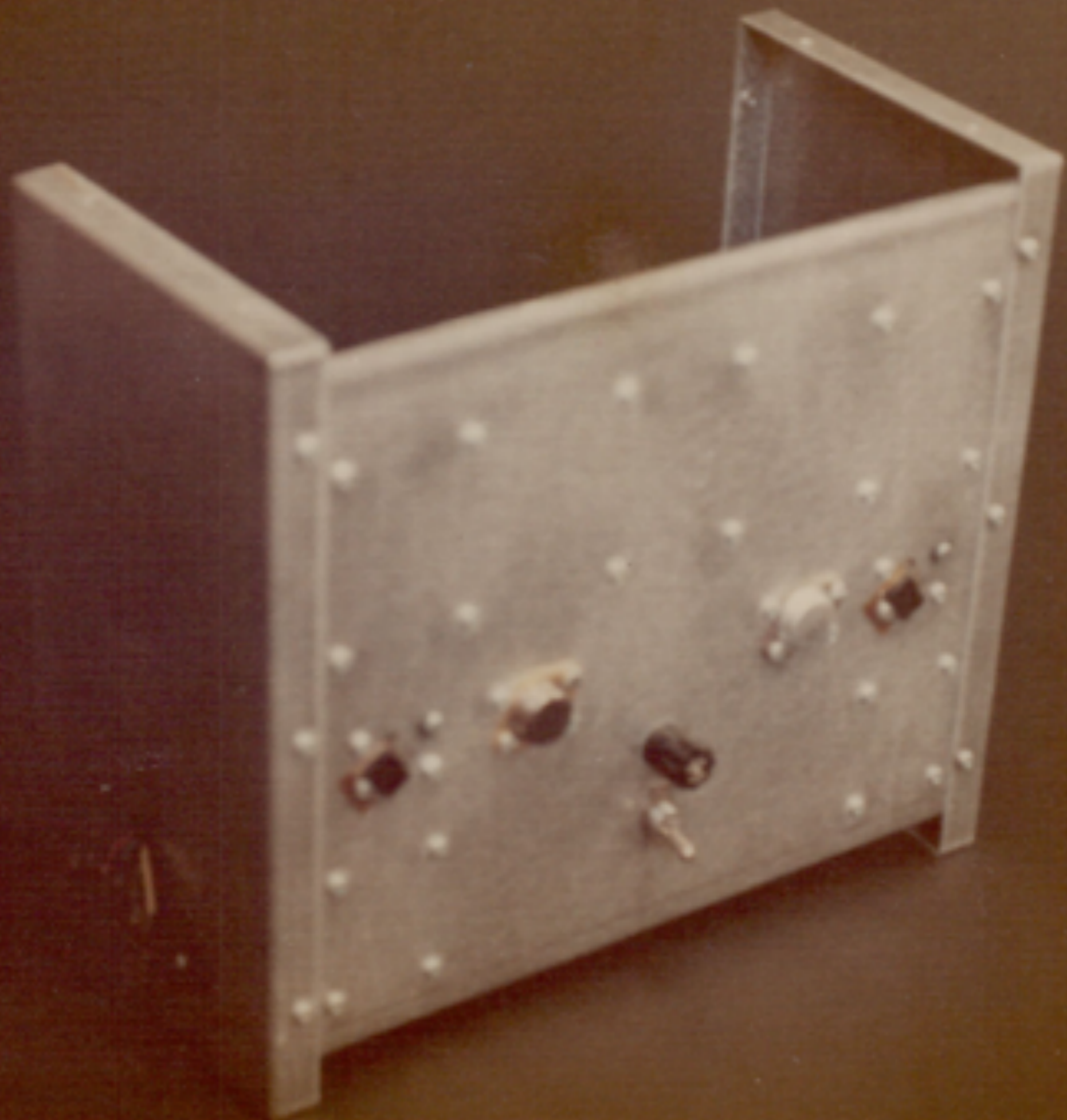
Case with CRT











Single-board configuration



CPU module
4K DRAM

Teletype/RS232 interface



Power Supply

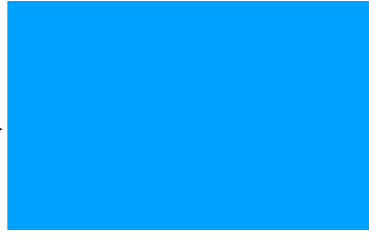
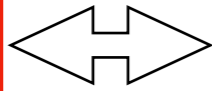


Keyboard



Case with CRT

Entry level configuration



CPU module
4K DRAM
PDS firmware

CRT module
16x32 video



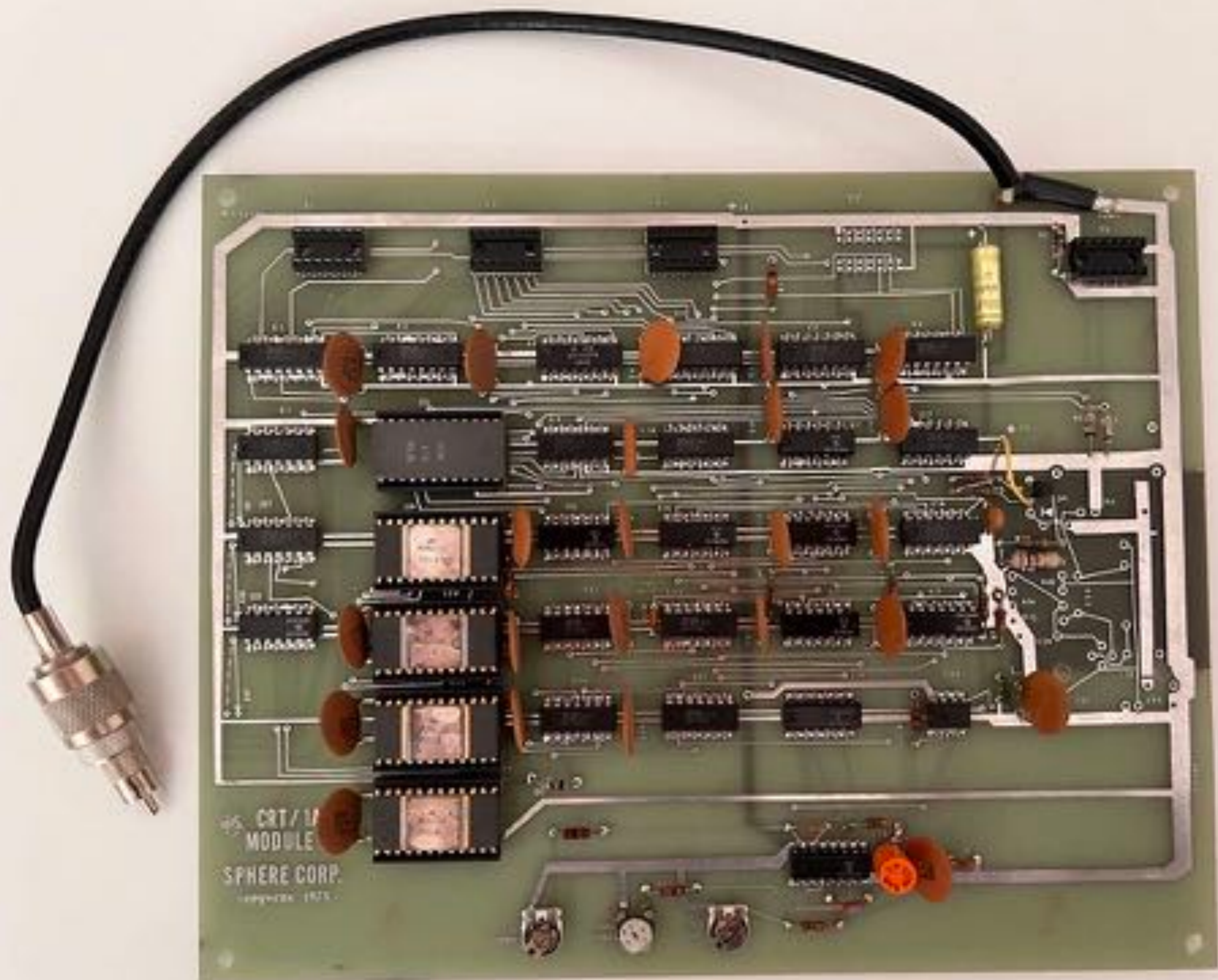
Power Supply



Keyboard

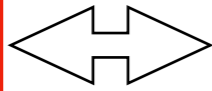


Case with CRT



CRT/TV
MODULE
SPHERE CORP.
1973

Entry level configuration



CPU module
4K DRAM
PDS firmware

CRT module
16x32 video



Power Supply



Keyboard

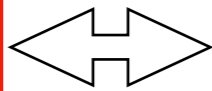


Case with CRT

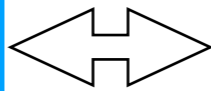
Extended configuration



CPU module
4K DRAM
PDS firmware



CRT module
16x32 video



16K Memory



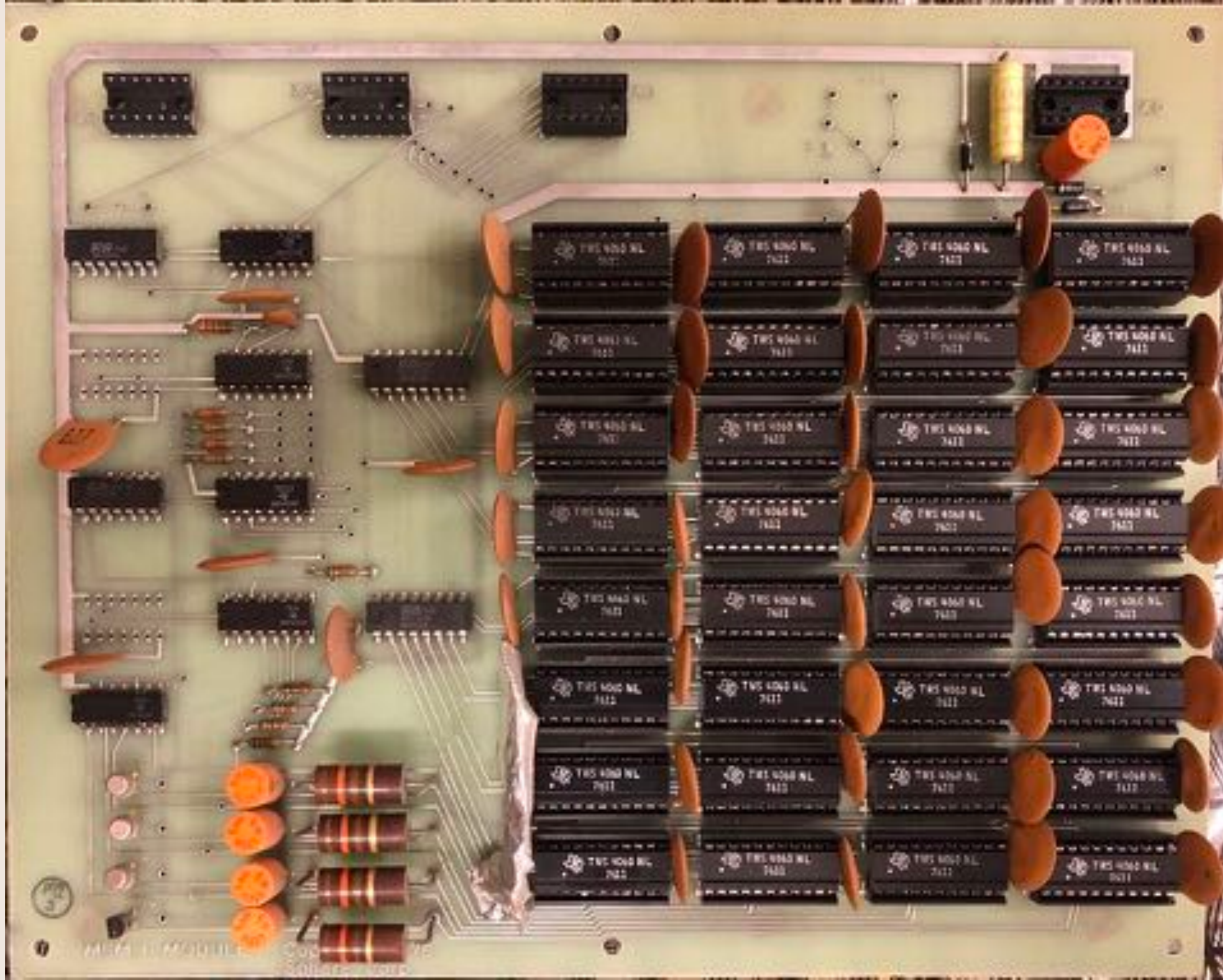
Power Supply



Keyboard



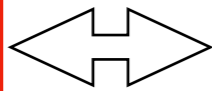
Case with CRT



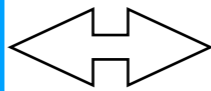
Extended configuration



CPU module
4K DRAM
PDS firmware



CRT module
16x32 video



16K Memory



Power Supply

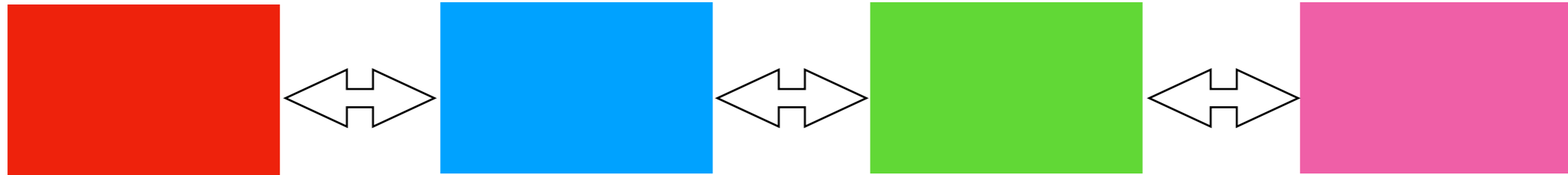


Keyboard



Case with CRT

Cassette BASIC configuration



CPU module
4K DRAM
PDS firmware

CRT module
16x32 video

16K Memory

Serial interface
Cassette firmware



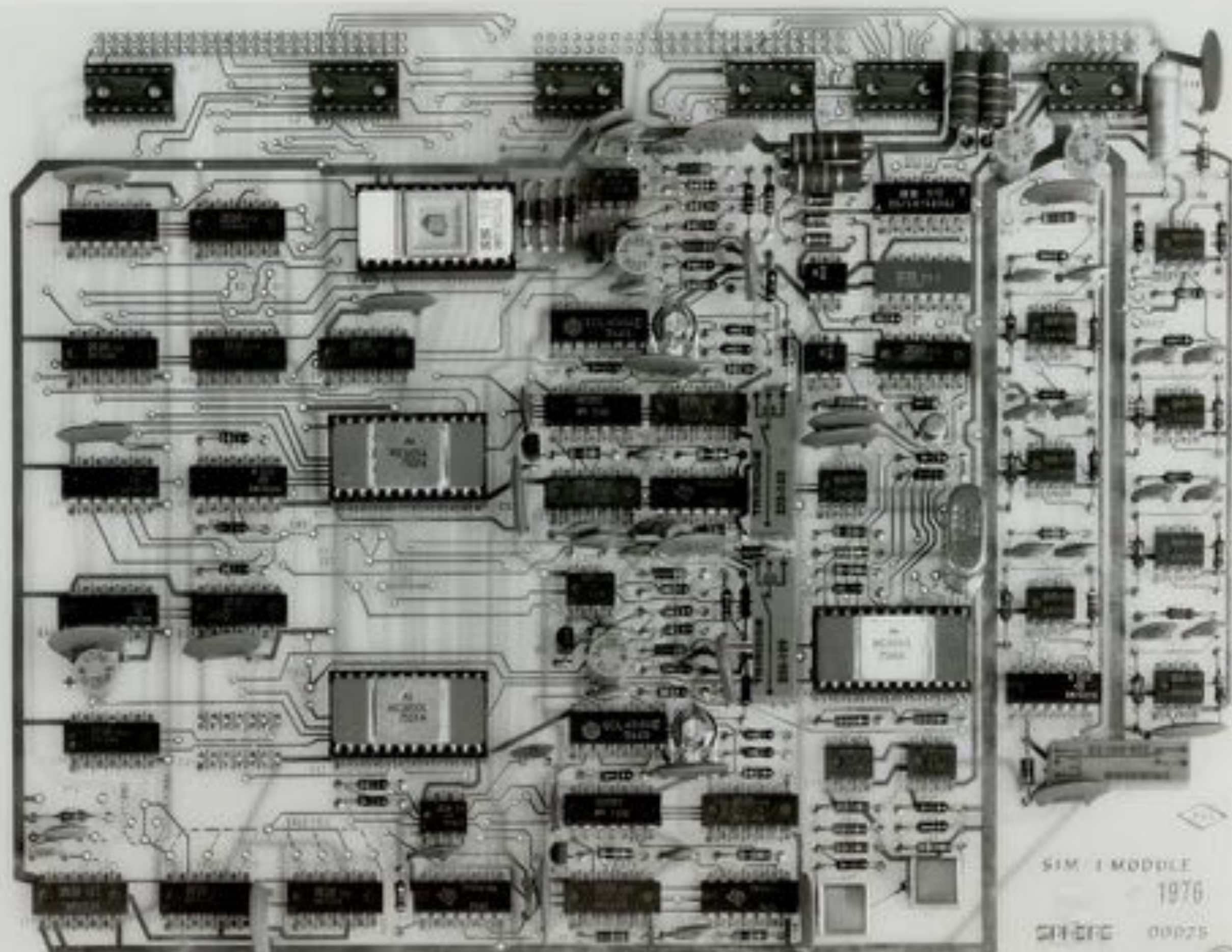
Power Supply



Keyboard

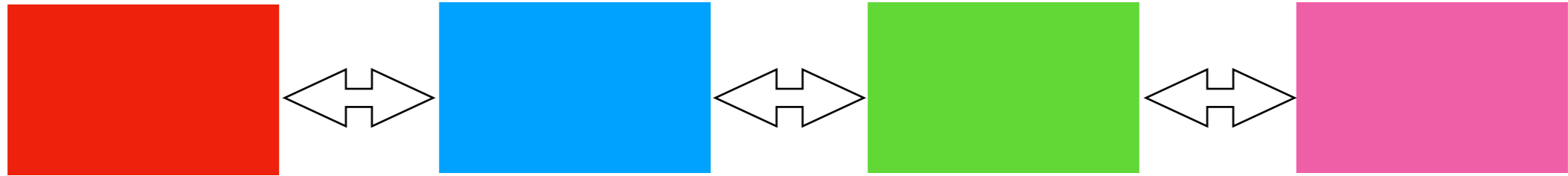


Case with CRT



SIM 1 MIDDLE
1976
CIV-PC 00025

Cassette BASIC configuration



CPU module
4K DRAM
PDS firmware

CRT module
16x32 video

16K Memory

Serial interface
Cassette firmware



Power Supply

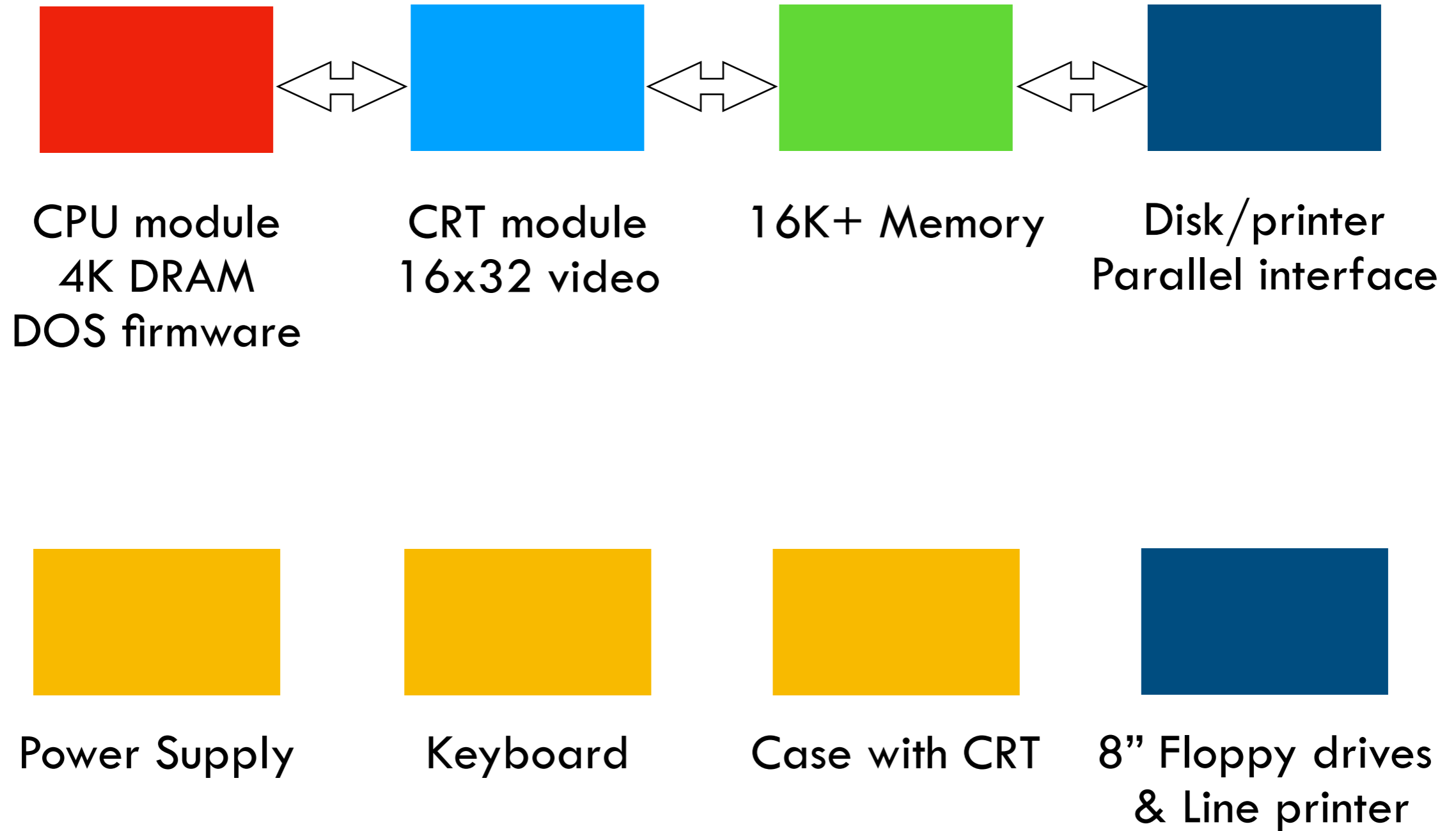


Keyboard



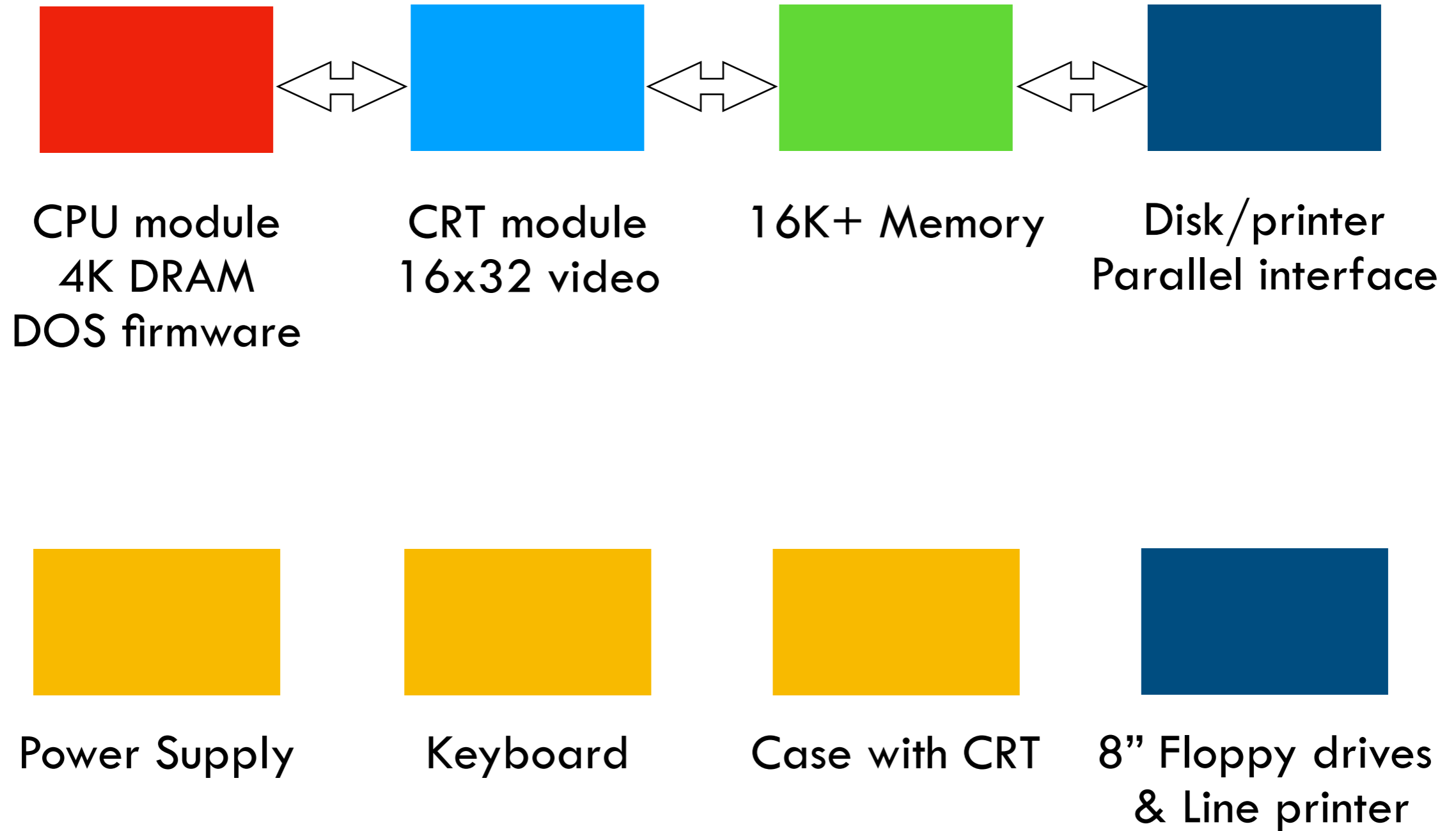
Case with CRT

Serious pro configuration





Serious pro configuration





X1

X2

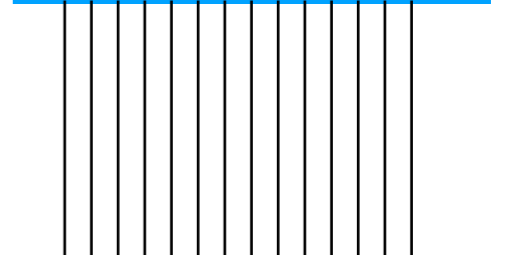
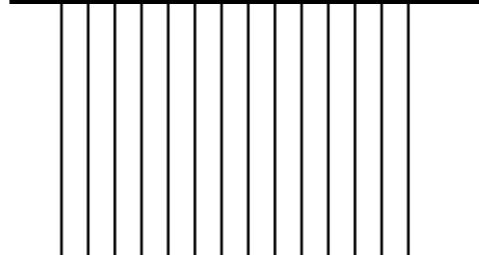
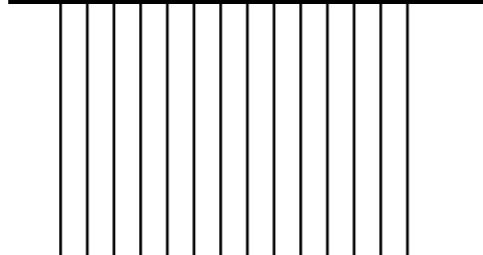
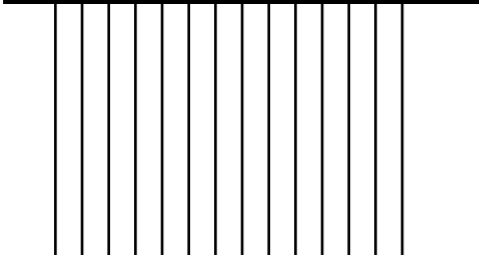
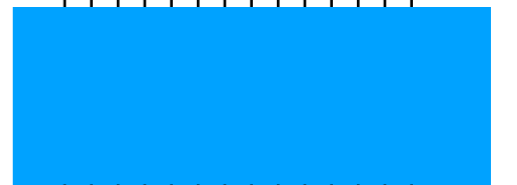
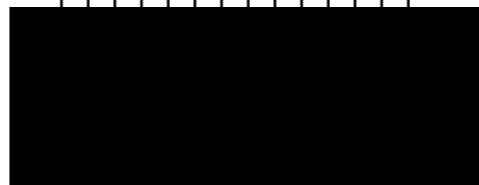
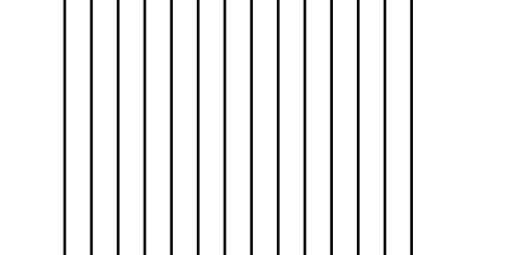
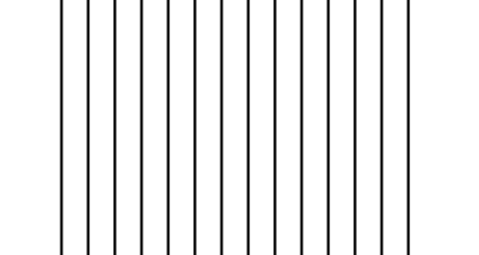
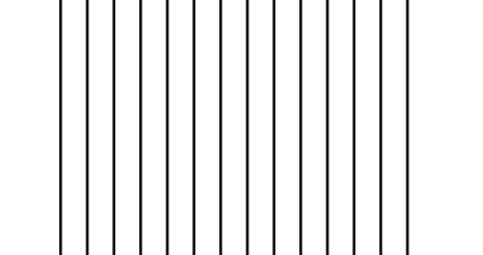
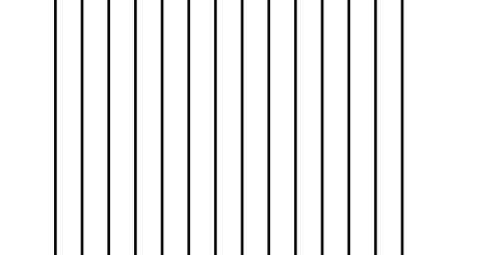
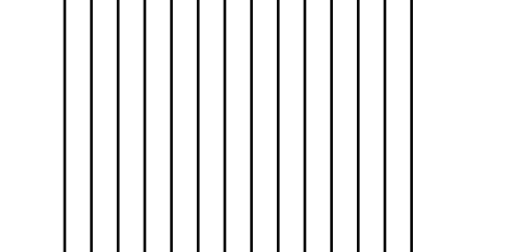
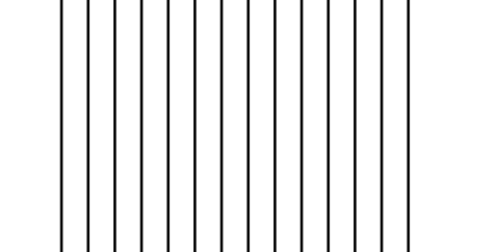
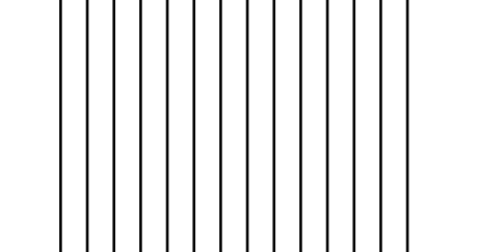
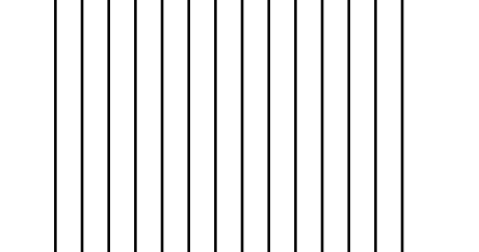
X3

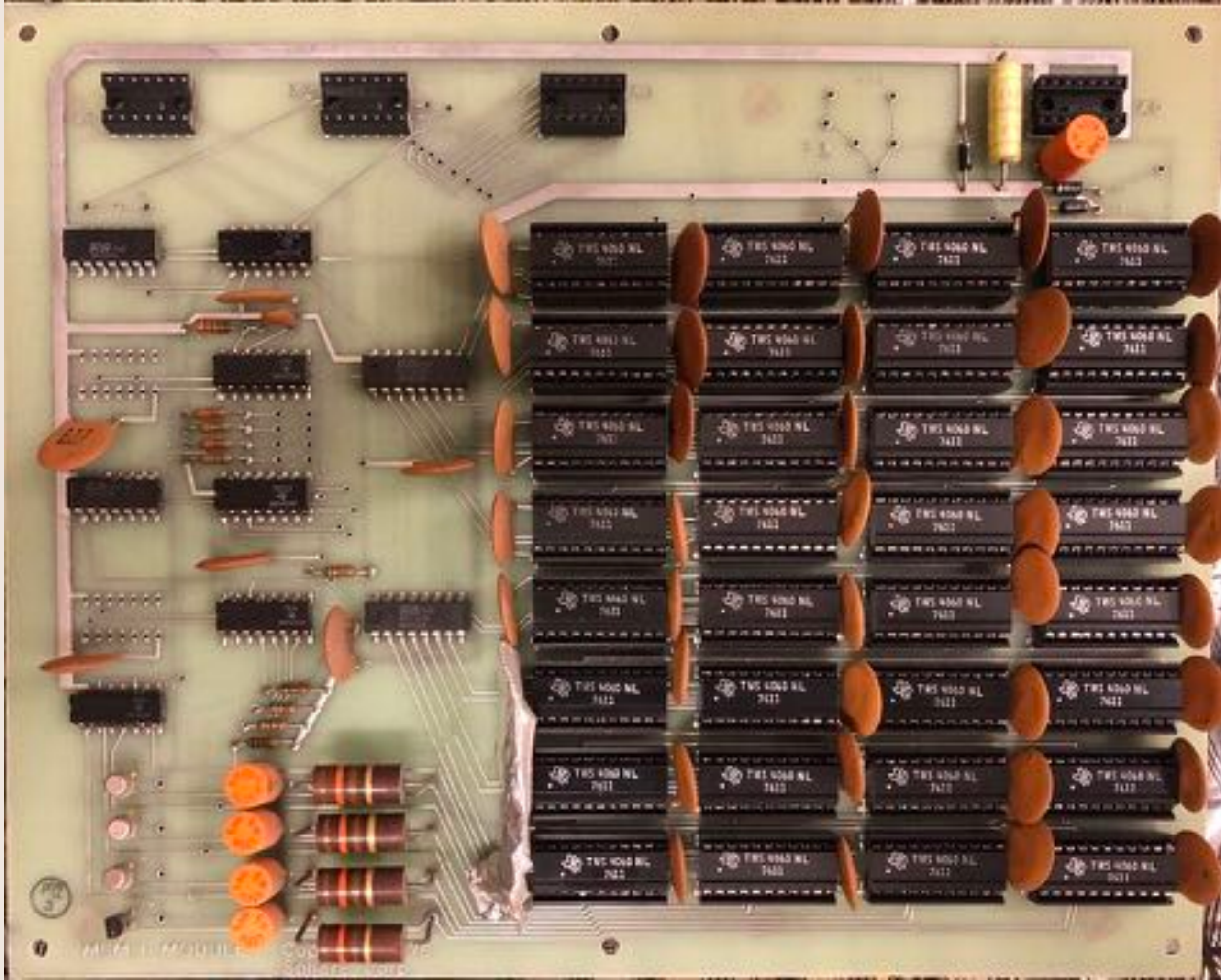
X6

┌ Address & Interrupts ─┐

Data

± 5V ± 12V DC





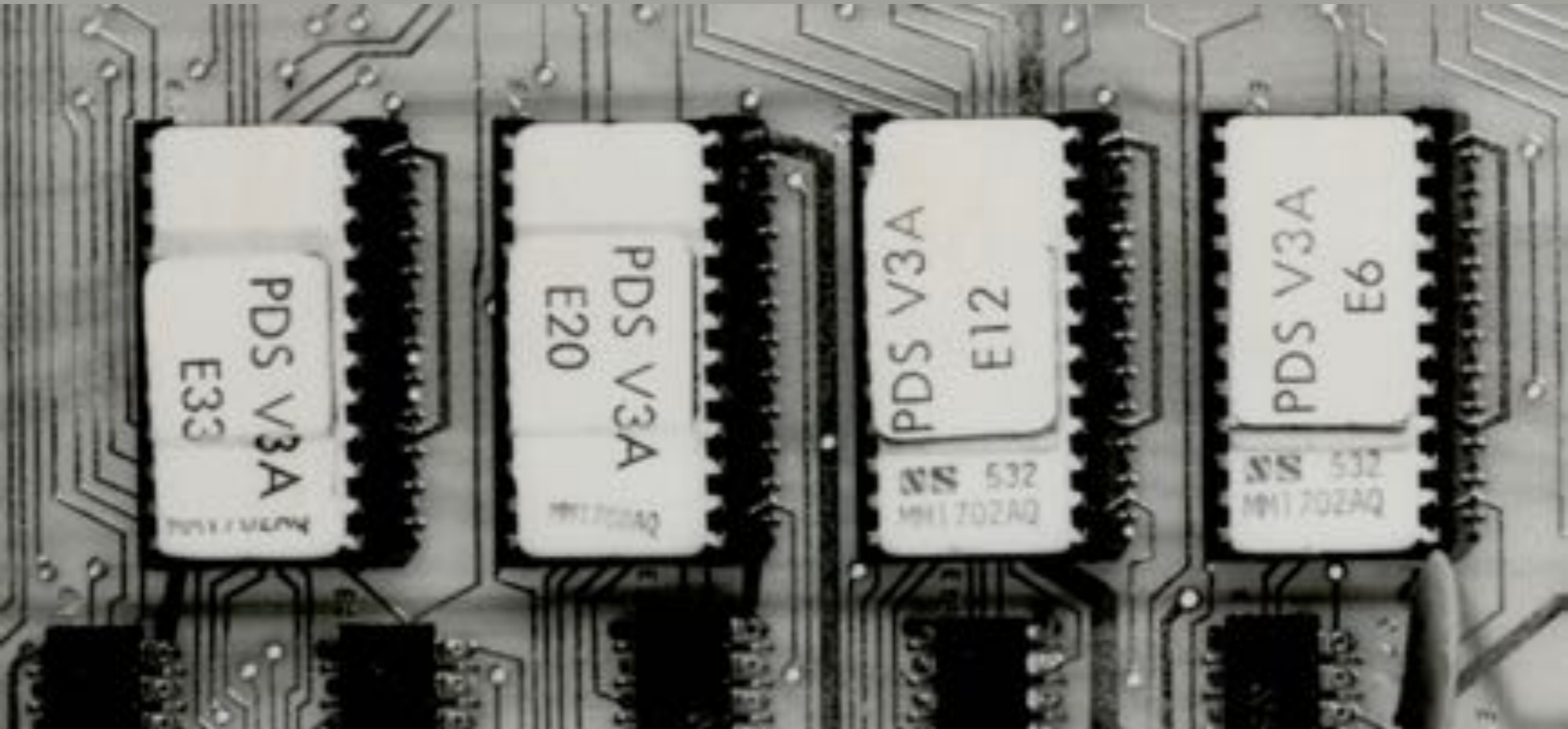






Program Development System (PDS)

- Full-screen editor
- Mini-assembler
- Debugger
- 16-bit multiply/divide routines
- Text \Leftrightarrow Numeric conversion routines



PDS V3A
E33

PDS V3A
E20

PDS V3A
E12

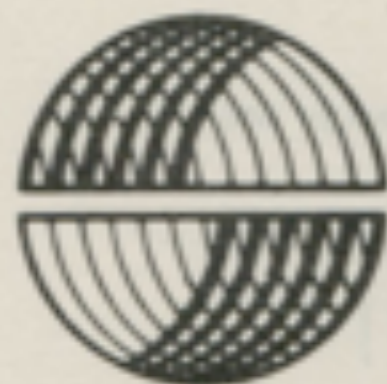
PDS V3A
E6

8E 01 FF DF 0F RA 1F R7 FA A1 CE 0F FF DF 0E DF 1A 8D 21 8D 25 8D 73 BD FE 71 81 01 26
03 BD FD **init & commands** 02 8D 3F 81 04 26 E4 7E FE 64 CE E0 00 DF 1C 39 C6 60 CE
E2 00 09 E7 00 9C 1C 26 F9 39 DE 1C 63 00 CE 26 F0 09 27 F6 86 40 85 F0 41 27 F6 DE 1C A6 00 2A
02 63 00 B6 F0 40 39 DE 0C 70 DE 0E DF 22 8D C6 8D CA 97 32 DE 1C DF 24 8D CF 81 1B 26 04 7F
00 32 39 8D 0A 20 F2 81 0D AC E 12 86 60 81 09 2D 16 2E F2 06 32 27 03 BD FD 46 7E FD 74 81
12 2D 28 **editor** 09 20 25 81 1F 2D 83 27 41 DE 1C 81 0D
27 04 A7 4C 08 0 E 1 20 09 26 FC 20 06 C6 20 08 5A 26 FC DF 1C 8C E0 00
2C 04 8D DE 22 9C 0E 27 0C 8D 3C DE 14 DF 22 D6 1D C4
E0 D7 1D 39 D6 32 27 0A DE 20 DF 16 DE 24 8D 26 DF 20 20 48 8D 8F 20 E5 DE 24 DF 16 DE 20 9C 0C
27 23 09 9C 0C 27 08 09 E6 00 C1 60 26 F5 08 DF 20 20 03 DE 14 08 E6 00 DF 14 DE 16 E7 00 08 DF
16 C1 60 26 EE 39 CE E1 E0 5F 37 E6 00 08 C1 60 26 F8 DE 22 E7 00 09 DF 22 33 C1 00 26 F6 39 CE
E0 00 E6 20 E7 00 08 8C E1 E0 26 F6 DF 1C DF 16 BD FC 3D 39 CE E1 DF E6 00 E7 20 DF 1C 09 8C DF
FF 26 F4 C6 60 08 E7 00 8C E0 1F 26 F8 39 DE 11 A6 00 DF 1E 8D FC BC DE 1E 9C 0A 27 03 08 20 F0
39 7F 00 04 DE 20 DF 40 DE 26 DF 02 A6 08 E6 07 C1 40 27 68 08 08 08 08 08 08 8D FF 22 D7 2A
97 2B DE 02 A6 00 **assembler** 27 01 39
D7 04 20 C0 8D 41 08 A6 31 20 2 DL 40 A7 00
08 DF 40 DE 02 A6 27 DE 9 08 20 8B 8D
06 EE 00 DF 2A 20 98 48 5F 97 01 D7 00 DE 00 39 D6 2A E7 00 08 96 2B A7 00 08 DF 40 20 D5 08 DF
40 96 2B 90 41 09 A7 00 20 C9 50 E0 05 A6 06 80 01 C2 00 E7 05 A7 06 20 0B 81 0D 2D 7D 2E 4E BD
FC CB 31 31 8D 76 8D 09 BD FC A5 DE 40 8D 20 F5 BD FC 4A 8D FC BC 39 81 03 2D 25 2E 45 DE 30
96 2E A7 00 20 66 81 20 2D 70 10 08 7E FC
14 A6 00 97 2E DF 30 86 3 A7 00 2 2D E 19 08 0 34 27 D 40 97
41 20 2B 81 07 27 11 2E 96 36 0D 8D 3E
86 3E 20 3A 8D FC 75 DE 24 8D 37 39 DF 40 8D EC 8D 0A BD FC 8D 07 39 96 40 8D 02
96 41 CE 00 10 DF 04 5F CE 00 35 D7 36 8D FF 64 96 35 D6 36 26 04 97 36 86 30 8D 02 96 36 BD FC
BC 39 A6 00 81 2E 2D 06 2E 09 86 0A 20 02 86 08 08 20 02 86 10 97 07 5F 37 D7 06 A6 00 08 81 30
2D 20 80 30 81 0A 2D 0A 9 10 2F 16 80 07 81 10 2C 10 97 08 DF 00 2 8D 3A 9B 08 C9 00 36 DE 00
20 D9 32 39 7F 0C DE 24 75 25 07 07 02 27 26 27 20 26 ED DE
00 32 4D 2A 1 3 0 8B 0 8 30 7 0 18 21 E 36 3 8 36 68 02 69
01 24 04 9B 6 31 1 31 9 36 0 34 28 0B 4C
68 02 69 01 28 04 81 11 26 F5 A7 00 E6 03 A6 04 6F 03 6F 04 A0 02 E2 01 24 07 AB 02 E9 01 0C 20
01 0D 69 04 69 03 64 01 66 02 6A 00 26 E6 D7 06 97 07 31 31 31 33 32 39 01 04 FE 4A 01 08 FC 00



M6800 MICROPROCESSOR

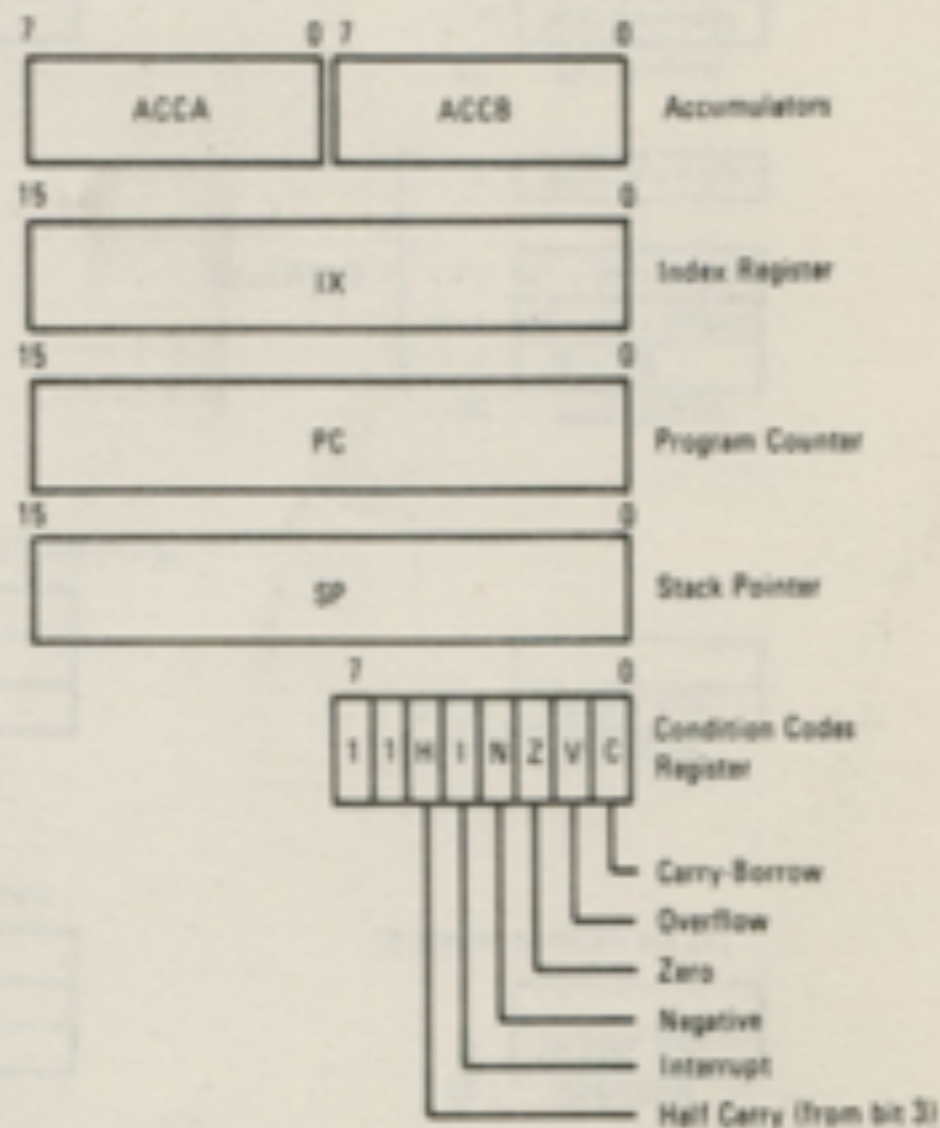
Instruction Set Summary



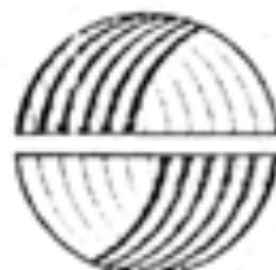
SPHERE
CORPORATION

940 North 400 East • North Salt Lake, Utah 84054

(801) 292-8466



Programming Model Of The Microprocessing Unit



SPHERE CORPORATION

791 South 500 West
Bountiful, Utah 84010
(801) 292-8466

GLOBAL NEWS

THE SWAP NEWSLETTER FOR THE WHOLE EARTH

<u>TYPE</u>	<u>TITLE</u>	<u>AUTHOR</u>	<u>PAGES</u>
2	<u>Tape Directory Lister</u> Displays on screen block name, length of tapes written by PDS-SYS2NF PROM.	<u>T.W. Crosley</u>	9
3	<u>Multiple Base Adding Machine</u> Adds and Subtracts using Hex, decimal or octal.	<u>T.W. Crosley</u>	4
	<u>Multiple Base Calculator</u> Adds, Subtracts, multiplies, divides in base 8,10,16.	<u>T.W. Crosley</u>	6
4			
5	<u>MP-40 Driver Software</u> Software to drive Micro-Peripherals MP-40 printer.	<u>Scott Adams</u>	9
	<u>Player Control Boxes</u> Hardware & Software joystick controls.	<u>Scott Adams</u>	24
	<u>Tiny Basic I/O Routines</u> I/O routines and programs used in Sphere's version of Tom Pittman's Tiny Basic.	<u>Dick Mason</u>	9
6	<u>Assembler, Full</u> Full assembler similar to Motorola.	<u>M.Scott Adams</u>	49
	<u>Assembler, Full</u> Full assembler similar to Motorola.	<u>Robert Graves</u>	41





Sphere HQ in Bountiful, Utah, just outside of Salt Lake. That's Michael Wise, the president, in front. These are new offices for Sphere and the production will be set up in the back part of the building.

C&S
AUTOMOBILE
WE HAVE
YOU CAR

Make

Model

Year

Price

Color

MPG

Options

Warranty

Financing

Trade-In

Leasing

Insurance

Registration

Taxes

Delivery

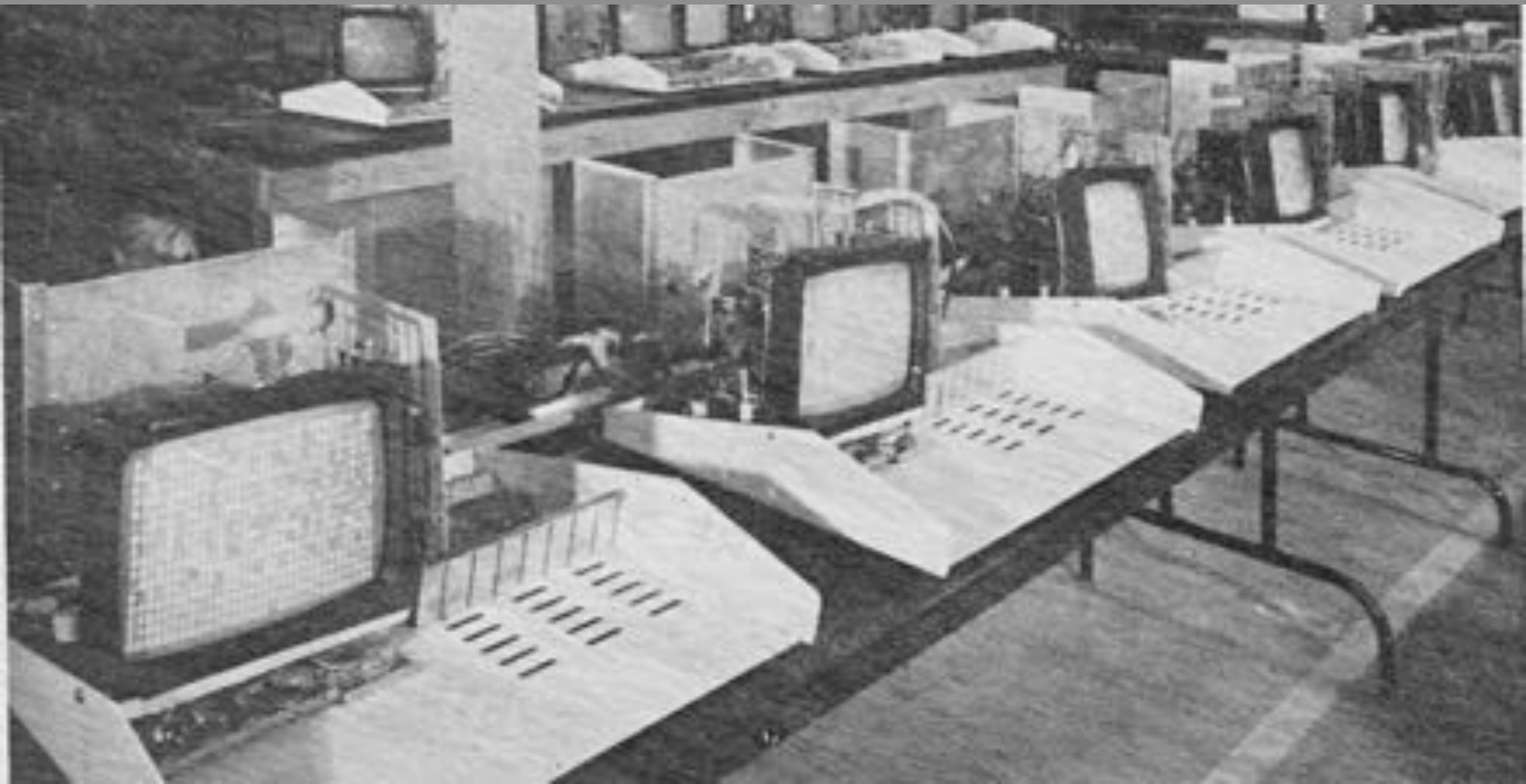
Options

Warranty













SANYO







NSL
EXECUTIVE
BUILDING

301



*Announcing!! The world's most advanced,
low cost, computer system available today!!*

The MICRO-SPHERE 200



\$860

IF CASH ACCOMPANIES YOUR ORDER

SPECIAL FEATURES:

- Completely Assembled and Tested (Ready to use; not a kit.)
- 4k RAM (EXPANDABLE TO 8k)
- CASSETTE LOADER
- Sphere Cassette Operating System (SCOS)
supports file handling and Advanced Program
Development, System, an aid for developing your
programs.
- 16 Line by 21 Character Alpha Numeric Character
Generator (128 by 128 B & W Dot Matrix Graphic System)
- Monte Carlo Games Package
- Operators Manual
- Attractive Mar-Resistant Plastic Case









Software Program Products

Z-80 FORTH
6502 FORTH
6800 FORTH
8080 FORTH
SPL/M COMPILER
PIE TEXT EDITOR
SYSTEM DEBUG FACILITY
DATA BASE SYSTEM
HOME ACCOUNTING
CHESS
OS/2 FDOS
FORMAT PROCESSOR

PROGRAMMA CONSULTANTS
3400 WILSHIRE BOULEVARD
LOS ANGELES, CA 90010

PROGRAMMA

PIE (PROGRAMMA IMPROVED EDITOR) is an enhanced cursor-based editor that works unlike most currently available text editors. All PIE commands consist of control characters, which are assigned to user defined function locations. The keys of the system input keyboard, are assigned specific PIE Editor function commands by the user. Commands in the PIE Editor may optionally be preceded by an Escape character, followed by a numeric or string argument.

SYSTEM FEATURES & FACILITIES

Move cursor one position to the left
Move cursor one position to the right
Move cursor up one line
Home cursor in upper left hand corner
Home cursor in lower left hand corner
Move upward one page
Move downward one page
Move cursor left one horizontal tab
Go to top of file (line 1)
Go to line 'n'
Go to bottom of file
Search backwards into file for string 'x'
Search forward into file for string 'x'
Home line
Append to line after last character
Insert one blank before current line
Delete the current line
Delete 'n' lines
Clear to end of line
Enable character insert mode
Turn off character insert mode
Backspace
Gobble-delete the current character
Left justify cursor on current line
Carriage Return
Set horizontal tabs every 'n' positions
Scroll all text off the screen

HARDWARE: Sphere 6800 Computer
Radio Shack TRS-80 Computer

DOCUMENTATION: Reference Manual
Object Code Cassette

PRICE: \$15.00 **POSTAGE:** \$2.00

PROGRAMMA Text Editor

PIE TEXT Editor V 1.1
(c) 1978 PROGRAMMA CONSULTANTS

IE/4000/447C

SER # 001

6800FORTH Ver 1.1
(c) 1978 by PROGRAMMA Intl.

FO/200/1B6C

SER # 014

SPL/M COMPILER
(c) 1978 PROGRAMMA CONSULTANTS

CO/0200/2FEA

SER # 010

M6800 SOFTWARE LIBRARY PRICE SCHEDULE

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SYSTEM NAME	SYSTEM NUMBER	CATALOGUE NUMBER
PROGRAM NAME	PROGRAM NUMBER	DATE DOCUMENTED 06/07/77

<u>CATALOG NO.</u>	<u>DESCRIPTION</u>	<u>A</u>	<u>B</u>	<u>C</u>
LUNAR-V3N-GB001	Tiny Lunar Lander	5.00	-	-
MASTR-V3N-GB001	Mastermind Game	5.00	-	-
GOMO-V3N-GA004	Gomoku Game	5.00	8.00	10.00
LIFE-V3N-GA001	Life Game	5.00	8.00	10.00
STAR-V3N-GA001	Shooting Stars Game	5.00	-	-
HANG-V3N-GM001	Hangman Game	5.00	-	-
WUMP-V3N-GM001	Wumpus Hunt Game	5.00	-	-
CHASE-V3N-GB004	Chase Game	5.00	-	-
HAMMA-V3N-GB004	Hammarabi Game	5.00	-	-
SUMER-V3N-GB001	Sumer Game	10.00	-	-
PKG1-V3N-GB004	FBX Games Package 1	10.00	-	-
PKG2-V3N-GB001	FBX Games Package 2	10.00	-	-
BJACK-V3N-GB001	Blackjack Game	10.00	-	-

Demo



SPHERE

NEWSLETTER

AUGUST 1979

VOLUME IV ISSUE I

EDITORS:

ROGER J. SPOTT

JEFF BROWNSTEIN

SOFTWARE

BASIC

ENERGY SIMULATION

POSTER PROGRAM

SPHEREPORTH PATCHES

COSMAC ELP - SPHERE MONITOR INTERFACE

ADD TELETYPE TO TINY BASIC

DOUG CALLEY

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HARDWARE

LOW COST DIGITAL TAPE SYSTEM

J.C. PIRTLE

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SPHERE

VOLUME V, NUMBERS 4 and 5

May 1981

EDITORS: Jeffrey Brownstein
Roger J. Spott

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“To those of us who knew and loved Mike Wise... he was gravity and we all were drawn to his genius and enthusiasm.”



Resources & emulator

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Ben Zotto

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