



DICK SMITH WIZZARD

16K RAM MEMORY EXPANSION MODULE

This snap in module provides an additional 16K Bytes for user RAM memory permitting larger and more sophisticated BASIC programme input.

INSTRUCTIONS

NOW YOU'VE GOT MORE TO WORK WITH.

The Dick Smith Wizzard 16KB RAM Memory Expansion Module increases the capacity of your Dick Smith Wizzard to run programmes and to create programmes. It delivers another 16384 bytes or characters. So you can run off-the-shelf programmes which contain more sophistication.

HOW TO CONNECT YOUR NEW 16KB MEMORY MODULE

Like all other Dick Smith Wizzard 'Plug-Compatible' computer peripherals, this 16KB module requires no special interfaces or connections. You simply plug it in to your Dick Smith Wizzard computer unit. Follow these simple directions:

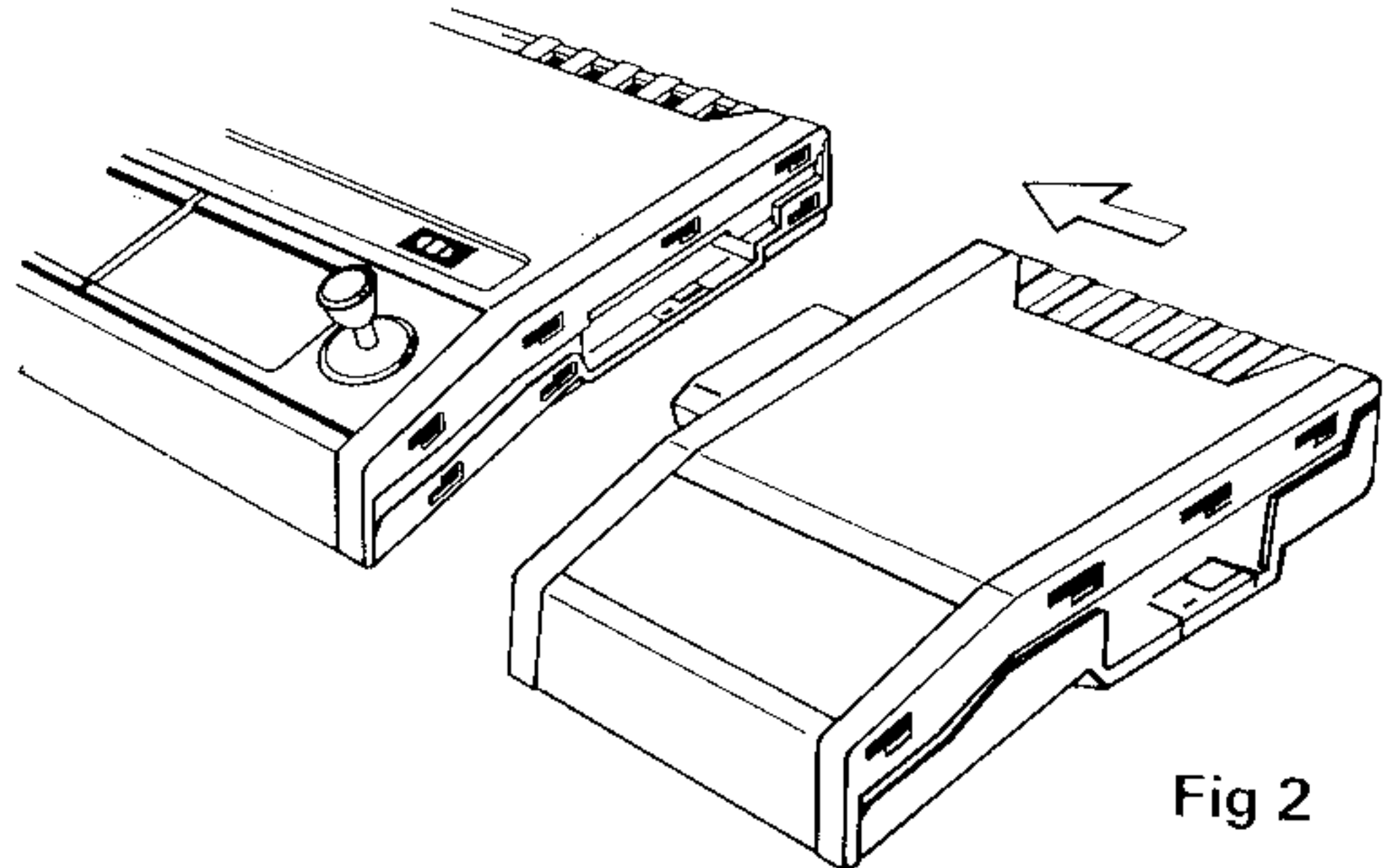
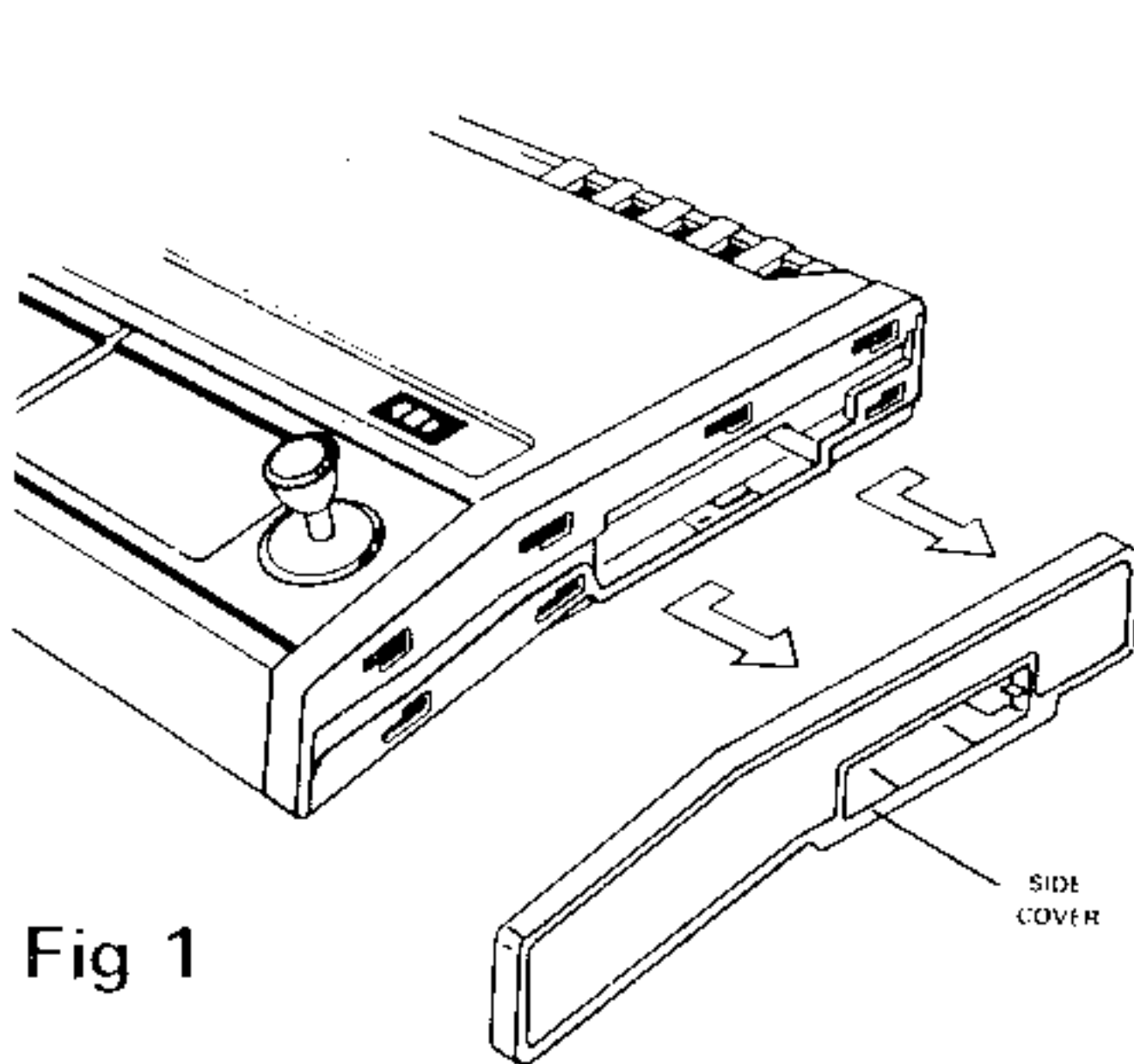
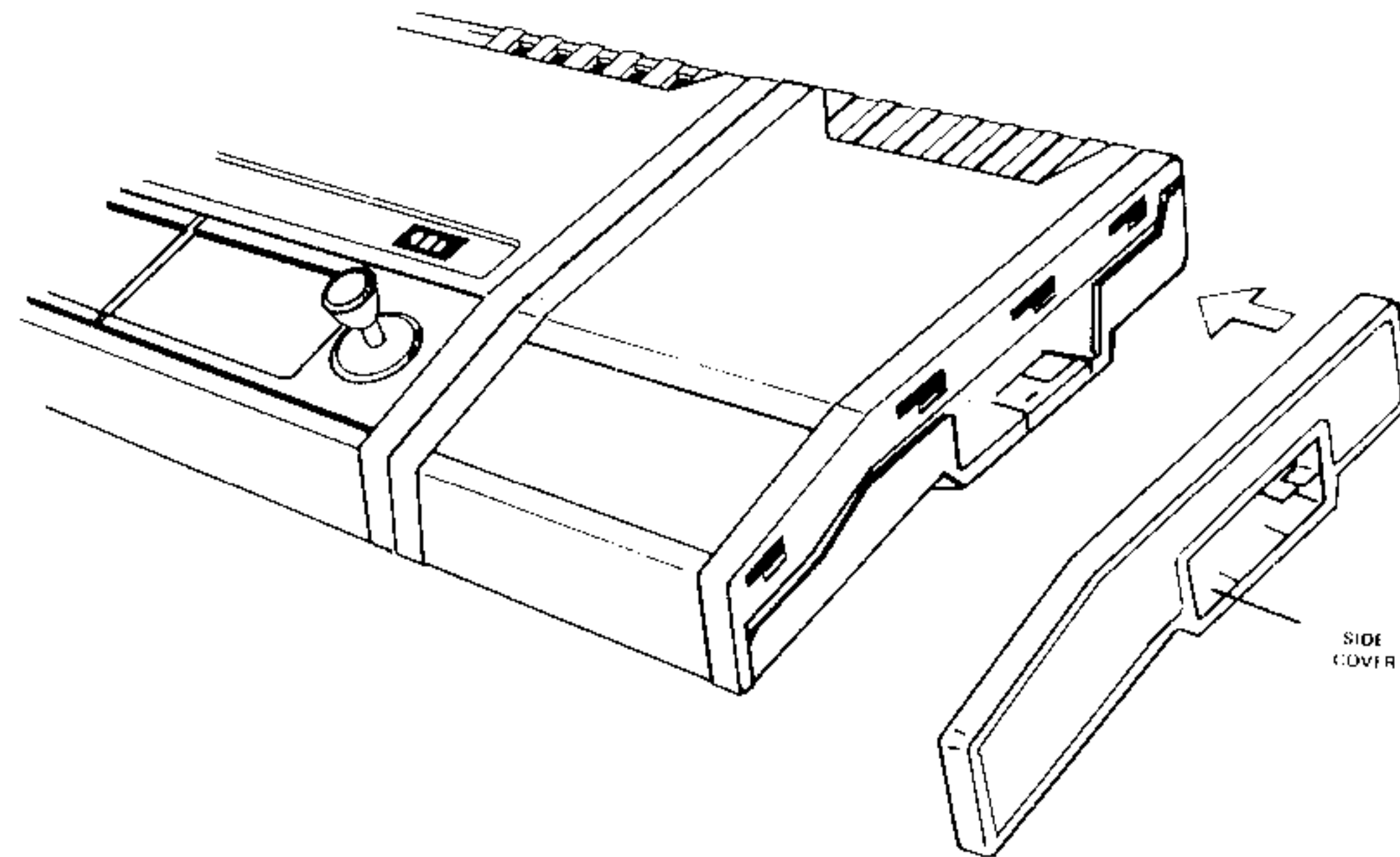


Fig 3



1. Switch Main Unit power to "OFF".
2. Plug power cord of supplied Adaptor Unit into Mains. Plug output cord of Adaptor Unit into socket on Memory Module.
3. Switch Main Unit power to "ON". Begin programming or game-playing.
4. If unit does not become operational, switch Main Unit power to "OFF". Unplug output cord of adaptor from Memory Module. Check that both Main Unit and Adaptor are connected to Mains.

