If you can point, you can use a Macintosh.

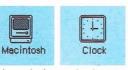You do it at baseball games. At the counter in grocery stores. And every time you let your fingers do the walking.

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,

| Macintosh | Clock | Trash Can | MacPaint | MacWrite | Document |

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 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.