THE ATARI BOOK

ATARI

PRICEBUSTERS

THE ATARI BOOK

CONTENTS

INTRODUCTION

Every parent today who shares a concern for the family's future, will consider the purchase of a computer for the home, influenced by friends who have experienced its educational benefits at school, or those who own their own computers.

Unfortunately, the desire to buy is rarely matched by a knowledge as to how to make a selection, and most parents feel inadequate when confronted with the wide choice available on the market.

It is at this stage that many questions arise:
— How will it help my family?
— Will it really help them to learn?

— What can it do?
— Will we be able to use it?
— What will it cost?
— How can we avoid being sold equipment which is unsuitable for our needs and which we don't understand?

This Atari Book sets out to answer these and other questions common to New Zealand families. Additionally, it draws on the international experience of Atari Personal Computer users in similar countries of the world.

1

YOUR HOME AND THE PERSONAL COMPUTER

On a daily basis, we are already familiar with a wide variety of computer applications in both commercial and business usage — for example, electronic banking, international toll calls, teletext systems and business computing.

Despite their use as a valuable learning tool in a wide variety of subjects, the relatively high cost of classroom computers has unfortunately limited their use. Home computers, conversely, have steadily decreased in price, whilst increasing in their computing power. This now makes them an affordable and desirable investment in your family's future — a future which will be greatly assisted by their ability to become 'computer literate', as no matter what career path your children may select, some degree of computer skill will most certainly be advantageous.

We cannot, therefore, underestimate the power of the computer and the role it will play in the future. Whilst we may hope that our children will be educated in computer usage at school, we can at least assure ourselves that they will enjoy the many advantages of having an Atari Personal Computer in the home.

The other benefits of word processing, managing family finances and assimilating typing skills are ancillary to this main purpose. As our grandparents questioned the value of television, automatic washing machines and even the motor car, so our generation asks "and why a computer?" Perhaps the only real response can be "For the family and its future understanding of the new world, of which they are part."

CHOOSING THE RIGHT COMPUTER

Choosing the right computer for your family requires answers to the following questions:
1. How much computer memory do I need?
2. How versatile is the system? (The word 'system' includes both the computer and possible future accessories)
3. What sort of software packages (programmes) am I likely to need, and are they readily available?
4. How much do I need to pay?

1. HOW MUCH COMPUTER MEMORY DO I NEED?

There are two internal memories in a computer — RAM (Random Access Memory — used to store and retrieve information and programme instructions) and ROM (Read Only Memory — used to store permanent instructions).

ROM directs the flow of information through the computer and contains the Atari BASIC language built into the computer. This information cannot be altered by the person using the computer.

RAM is the form of memory into which programme instructions are set, and within which calculations are performed. The RAM is important, for limitations on its size will restrict the use to which you can put your computer.

HOW IS MEMORY MEASURED?

A 'bit', short for binary digit, is the smallest piece of information which can be stored in a computer. A group of 8 of these bits, used to represent a letter of the alphabet, a number or other symbol, is called a Byte. 1024 bytes are equal to one Kilobyte (simply written as "K"). It is in Kilobytes or "K" that a computer's memory is measured. The Random Access Memory (RAM) of the ATARI 800XL Personal Computer is 64K (65,536 bytes) and 24K (24,576 bytes) of Read Only Memory (ROM). The ATARI 130XE contains the same ROM but has a generous 128K (131,072 bytes) RAM.

As a general rule of thumb, 64K RAM is about the minimum acceptable capacity for even the smallest business application. Since the introduction of computers acceptable for home use and the ready availability of more useful and sophisticated software, 64K RAM has become the accepted standard capacity.

But although less than 64K may be adequate initially for the novice, within a year the capacity requirement will have grown and 64K RAM will become a comfortable reality.

In summary, it is best to grow into a computer rather than to purchase a low capacity model which you will find inadequate within a year. 64K will happily and capably provide for small business and home use for you and your family to learn what personal computing is all about.

2. HOW VERSATILE IS THE SYSTEM

The basic personal computer system consists of three elements:
1. The keyboard console which also contains the computer's electronic circuitry.
2. A video display to enable you to view the results of your programmes.
3. Software along with the equipment needed for you to load programmes into the computer.

KEYBOARD CONSOLE

The central component of the system is the computer keyboard control, and the associated electronics which run the system.

The keyboard construction should ideally be in the same format as that of a standard electric typewriter, with the same positive "touch", thereby promoting the skills of touch-typing to the user.

Atari 800XL and 130XE Personal Computers have full international standard keyboards in typewriter style and layout.

VIDEO DISPLAY

All personal computers need a video display, much as a home stereo system needs loudspeakers, to enable the user to view and experience the results.

Very few computers have built-in monitors and you are therefore able to select the option best suited to your needs. There are also some technical aspects of your selection which are important when choosing the video display.

HOME TELEVISION

To assist in keeping the cost of a personal computer system down, it is usual for families to operate their computer through a normal home television. Your computer will operate on either a standard black and white or a standard colour set. All ATARI Personal Computers include an extra built-in feature called an R.F. Modulator. This converts the video signal from the computer into a picture able to be shown on your home television. Some computers do not have this feature built in and you may have to pay over $100 extra if purchasing the computer without a special monitor.

COLOUR MONITORS

A colour monitor is usually a special kind of television which produces sharper images than are possible on a standard home television. These sharper images are important if you are doing a lot of text or graphic work with your computer. Certainly in the initial year or so of use, a standard home television will produce results of sufficiently high standard for most situations.

MONOCHROME MONITORS

In either amber or green, a monitor may be in one colour rather than full colour. Both types of monitors require a computer with a composite video output which is provided on all Atari Personal Computers.

WHY BUY A MONITOR?

Though you may start using your computer through

your home television, this may not be the most flexible or desirable option from a practical point of view. Set up in a quiet location of the house away from the conflict of "television or computer" use, the separate monitor will ensure the best possible family benefit from this asset.

3. PERIPHERAL EQUIPMENT AND SOFTWARE

Since software programmes are the instructions which make the computer operate, you need some method of loading (entering) these into the computer and keeping (storing) the programmes for future use.
Three methods are possible:
A. Plug-in Cartridge.
B. Cassette tape.
C. Disk.

A. PLUG-IN CARTRIDGE

This is the simplest method of providing access to complex programmes. The information is included in a factory-programmed chip inside the cartridge.

B. CASSETTE TAPE

This is the same kind of cassette as you use in your stereo system. In the same way that music is recorded on tape, your programme is retained for future use. When you load this into your computer, the console's circuitry stores an exact copy of the programme. Unlike the cartridge, the tape enables you to record and save information you entered into the computer for later use.

To load a cassette programme, you need a cassette player/recorder. Some computers will operate on standard audio recorders, but frequently the greater accuracy needed for computers requires that a computer recorder is used.

The ATARI 1010 Datasette Programme recorder includes both an audio and data channel which on some teaching programmes enables the use of unique sound effects and voices.

C. DISK

The third format is the disk (also called a diskette or floppy disk). Programmes and other information are stored on a magnetically coated disk that is permanently housed in a protective cardboard sleeve. A disk can record and save programmes as well as sending a programme copy to the computer when its use is required. A feature of the disk is that it is considerably faster than a cassette tape (the disk spins about 10 times faster than a long-playing record) and also enables information to be accessed at random from any point on the disk. The head on the disk drive is able to jump to any track on the disk which means that data can be collected from the disk in fractions of a second.
By contrast, a cassette tape would have to play through a portion of the programme before finding the information needed.

WHICH FORMAT IS BEST FOR YOU?

SYSTEM	ADVANTAGE	DISADVANTAGE
Cartridge	Fast Accurate Easy to use	Cannot save data Inflexible
Cassette	Inexpensive Can save data	Slow (especially for complex programmes). Low storage capacity. Sometimes problems in saving and loading. No access to data within programme.
Disk	Fast Large storage capacity. Can save data. Very accurate. Random access within programme.	More expensive than other methods.

SYSTEM	ADVANTAGE	DISADVANTAGE
	Enables data to be calculated and saved within a programme.	

While it is tempting to opt for the comparatively inexpensive cassette system, the length of time taken to retrieve data is a disadvantage. For instance, a typical entertainment programme loaded from tape would take 10 minutes longer than the same programme from disk.

Again, most advisors recommend growing into a system, and the early investment in a disk drive is important if spreadsheet, word processing and other larger applications are being used.

SOFTWARE COMPATIBILITY

Irrespective of the form of programme storage selected, you should ensure that pre-recorded software is written for your computer. Software written specifically for one brand will not work on another, because every brand has its own unique way of storing data on tape or disk.

ATARI Personal Computers are served by one of the most generous libraries of software titles across a wide range of topics. Listed at the conclusion of this book is a selection from some of the titles available.

OTHER ACCESSORIES

Special accessories to accompany particular programmes are available. Light pens enable you to draw directly onto the screen of your monitor; joysticks open the scope and enjoyment of entertainment programmes; and for fast excitement, trakball controllers provide speed and versatility.

PRINTERS

The variety of printers available enables a permanent record to be made of your programmes or of the results of your work. The main kinds of printers are:
Graphic — special printers which (with the related software) enable you to record graphic designs.
Letter Quality — equipped with a typewriter typeface, a letter quality printer provides high quality results for all reports and letters.
Dot Matrix — provides high-speed copies of data and information.

4. HOW MUCH DO I NEED TO PAY?

Personal computers, their associated peripherals and software packages need not become a major family purchase. Computer equipment is now straightforward and well-developed technologically and has reached a very reasonable price level.

ATARI is commited internationally to delivering functional and reliable excellence in personal computers which are affordable to average families. In New Zealand there are few home applications which cannot be met by an ATARI Personal Computer System for less than $1,000. NO PERSONAL COMPUTER SYSTEM CONTAINING A 64K RAM COMPUTER AND A DISK DRIVE SHOULD RETAIL FOR MORE THAN $1,000 IN NEW ZEALAND.

Starting with the computer, a flexible approach to your purchase will result in progressive additions to your system. If buying a computer with either 64K or 128K capacity, a disk drive will probably be one of your first priorities. Depending on whether or not you utilise your TV screen as a monitor, the printer will be the next most useful purchase. Finally, a high resolution colour monitor would be an excellent addition to complete your system and provide it with the versatility you would wish.

OTHER THINGS YOU SHOULD LOOK FOR

COMPUTER LANGUAGES

Programming a computer requires a computer language (or a set of commands and instructions the computer can understand and follow). Knowledge of a computer language is not necessary to run and use pre-written software. However, your family will probably want to utilise the computer to perform a number of tasks not specifically available in pre-programmed form.

BASIC

ATARI Personal Computers have a special version of a language called BASIC (Beginners All-Purpose Symbolic Instruction Code) built into the ROM of the computer. A simple language, BASIC is one of the most accessible languages for beginning programmers.

LOGO

Logo, another computer language, was developed as an educational tool by the Massachussets Institute of Technology. It is an easy language for children to use and with a symbol on the screen, graphic scenes and shapes can be created. While doing this, the user is learning about geometry and programming.

PASCAL

Pascal is popular amongst those wishing to do serious programming and enables programmes to operate at speeds much faster than those written in BASIC.

There are other computer languages — the three noted above are the most frequently used in home applications.

Your ATARI Personal Computer System can access up to eight different computer languages, and special software and manuals are readily available for the most popular.

COPYING PROGRAMMES

Like records and audio tapes, some programmes can be copied. Copyright laws cover some programming while others are printed in public magazines.

Before copying programmes, ensure you are legally entitled to do so.

WHAT A PERSONAL COMPUTER CAN DO FOR YOU

The scope of functions which the computer can perform and applications to which you may wish to put it are limited only by your imagination. We list some below:

- Teach computer literacy and understanding to your family.
- Teach programming skills.
- Music composition and theory.
- Aid in learning foreign languages.
- Teach spelling and alphabet construction.
- Mathematics at all levels of learning.
- Spelling at all levels of learning.
- Artistic appreciation and drawing.
- Graphic representation.
- Speed reading.
- Touch typing.
- History.
- Geography.
- Word processing.
- Spreadsheet calculations.
- "What if . . ." analysis.
- Mailing lists.
- Filing systems.
- Report writing.
- Family financial management.
- Statistical analysis.
- Accounting packages.
- Stock control.
- Share portfolio management.
- Entertainment.
- Co-ordination skills.

THE ATARI 800XL PERSONAL COMPUTER

FEATURE FOR FEATURE, YOUR BEST VALUE

Compare the features — compare the price. You'll find the ATARI 800XL offers everything you are likely to want in a computer — for much less than you'd expect to pay.

With 64K Random Access Memory (RAM), the ATARI 800XL Personal Computer gives you access to hundreds of popular programmes — from education to entertainment, to home management.

For professional ease and accuracy, the ATARI 800XL gives you a full-stroke keyboard — and there's more to the keyboard than meets the eye!

Select international characters enable you to learn French, German, Spanish or Italian in the comfort of your home. Special ATARI graphics characters, charts, tables and eye-catching designs can be created from programmes readily available for your ATARI 800XL.

For simple hookup, the ATARI 800XL connects easily to your television, which means that you can start enjoying its computing capabilities almost as soon as you get your computer home.

Want to learn computer programming? The built-in ATARI BASIC Programming Language lets you use all the capabilities of your ATARI 800XL — including 256-colour graphics and 4-voice sound. But you don't need to know programming to use your computer — thanks to the wide variety of pre-written programmes now available. Your ATARI 800XL becomes a full-featured word processing system when you add the Atariwriter programme, a printer, and programme recorder. Select educational programmes for young or old, and your ATARI 800XL becomes a delightful way to learn at your own pace.

Naturally, Atari's popular game titles are available for your ATARI 800XL from fast-action arcade hits to strategy adventures. And when you're ready for a more advanced programming language like Microsoft BASIC II you'll find your range of creative options broaden considerably.

With disk drive or datasette programme recorder, your ATARI 800XL provides the most versatility — feature for feature it is definitely your best value.

TECHNICAL POINTS

ATARI 800XL PERSONAL COMPUTER MEMORY:
64K RAM, 24K ROM (Operating system plus Atari Basic Programming language).

KEYBOARD:
Full-stroke typewriter style design,
62 keys including HELP key and 4 special function keys,
International Character Set,
29 Graphics Keys.

CPU:
6502C Microprocessor, Clock Speed 1.79MHz.

SPECIAL ATARI INTEGRATED CIRCUITS:
GTIA (Graphics Display), POKEY (Sound generator and controller ports), ANTIC (Controls screen and Input/Output).

PROGRAMMING FEATURES:
Built-in Atari Basic programming language, HELP key (provides additional information and menu screen on selected programmes), Software compatability (works with Atari programmes designed for all Atari Home Computers).

DISPLAY:
15 Graphic Modes, 256 Colours, Maximum 320 x 192 resolution in graphic modes, 5 text modes, Maximum text display 40 columns x 24 lines.
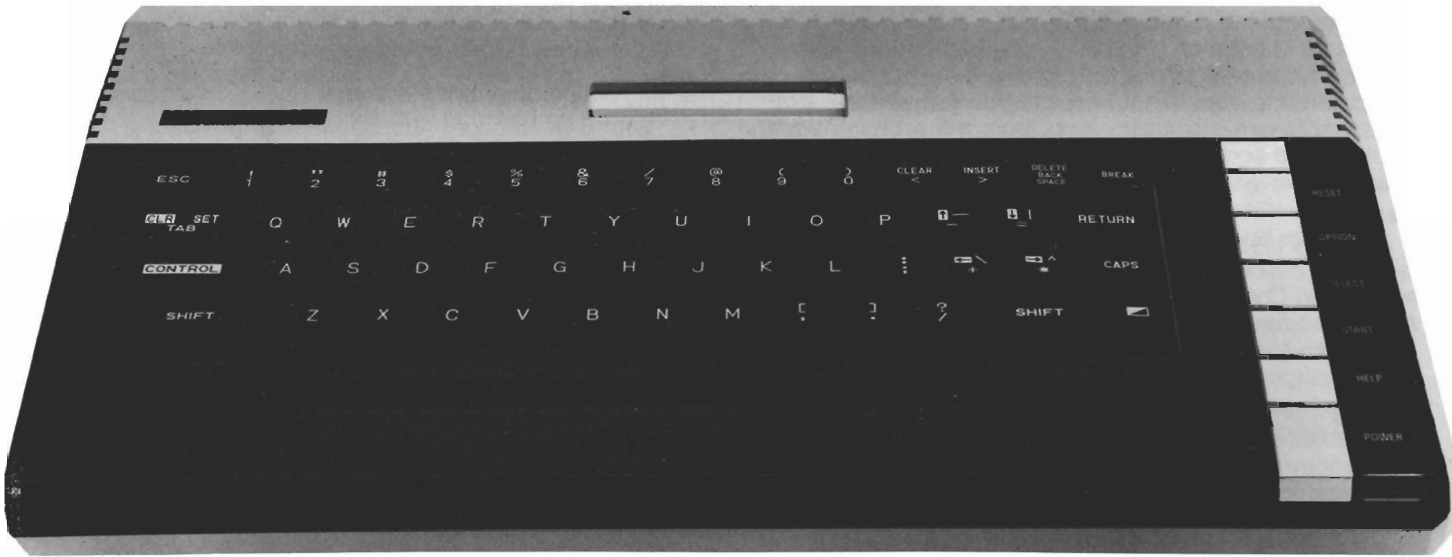
SOUND:
4 Independent sound channels, 3½ octave range.

INPUT/OUTPUT:
Software cartridge slot, Atari standard serial port, TV output, (R.F. modulator included), Composite video

output, Monitor output, Audio output, 2 Controller Ports, Special I/O Connector, Suitable for 8 programming languages, Built-in self test facility.

GUARANTEE:
12 month parts and labour guarantee.

THE ATARI 800XL

THE ATARI 130XE PERSONAL COMPUTER

TWICE THE MEMORY MEANS TWICE THE POWER!

Not only does the new ATARI 130XL have all the proven features of the 800XL, but with 128K Random Access Memory (RAM), it has twice the power ... power which will run any of the hundreds of programmes available for ATARI Personal Computers, and more memory to make organising files with your ATARI 130XE Personal Computer as easy as adding a disk drive and the Home Filing Manager programme. Anything from addresses to zoology notes can be immediately accessible straight from the keyboard.

The additional memory makes your ATARI Personal Computer into a powerful business machine, giving expanded storage capacity for word processing when used in conjunction with the Atariwriter Plus programme, disk drive and printer. And that massive 128K memory will also create elaborate sound and graphics programmes with the built-in ATARI BASIC. Alternatively, try advanced programming languages like Microsoft BASIC II to really extend your range of creative options.

Even if you don't write your own programmes, you can take full advantage of the unsurpassed Atari sound and graphics capabilities with programmes which already exist.

Other intriguing personal development programmes, like PAINT, let you create your own colourful works of art, and four Conversational Language programmes use actual recorded voices to help you learn French, Italian, Spanish or German.

Entertainment? You can't choose an ATARI Computer without choosing the best in home entertainment and real arcade action. Like every new ATARI Computer, the 130XE features a new ergodynamically designed full-stroke typewriter style keyboard, HELP key, an international character set, a self-testing programme and more. So if you're looking for maximum memory for your money, the ATARI 130XE is **the** computer for you. More memory means more computing power.

TECHNICAL POINTS
ATARI 130XE PERSONAL COMPUTER MEMORY:
128K RAM, 24K ROM (Operating system plus Atari Basic Programming language).
KEYBOARD:
Full-stroke, ergodynamically designed typewriter style keyboard, 64 keys including unique Atari HELP key and 4 special function keys, International Character set, 29 Graphics Keys incorporating graphic symbols.
CPU:
6502C Microprocessor, Clock Speed of 1.79MHz.
SPECIAL ATARI INTEGRATED CIRCUITS:
GTIA (Graphics Display), POKEY (Sound Generator and Controller Ports), ANTIC (Controls Screen and Input/Output), FREDDY (Controls computer memory).
PROGRAMMING FEATURES:
Built-in Atari BASIC programming language, HELP Key (provides additional information and menu screens on some programmes), Software compatibility (works with Atari programmes designed for all Atari Personal Computers), Integrated self test programme.
DISPLAY:
15 Graphic Modes, 256 Colours, Maximum 320 x 192 resolution in graphic modes, 5 text modes, Maximum text display 40 columns x 24 lines.
SOUND:
4 independent sound channels, 3½ octave range (per channel).
INPUT/OUTPUT:
Software cartridge slot, TV Output (RF Modulator included), Composite video output, Monitor output, Audio output, 2 controller ports, Serial I/O connector, Special parallel interface connector.
GUARANTEE:
12 month parts and labour guarantee.

PERIPHERALS

PUT IT ON PAPER
Whatever you need to put on paper — words, graphics or both, Atari offers a significant choice. Three specialised printers provide the right tool for every job.

SPECTACULAR FOUR COLOUR GRAPHICS ATARI 1020 COLOUR PLOTTER/PRINTER
40 columns and four colour graphics and text are the speciality of the Atari 1020 Colour Plotter/Printer. Perfect for creating graphics, charts and even artistic designs, it also comes with programmes that let you draw on the screen and plot directly onto paper using a joystick and any Atari Personal Computer.
TECHNICAL POINTS
ATARI 1020 COLOUR PLOTTER/PRINTER
PRINTING DETAILS:
Speed of 10 characters per second in 40 column

mode. Programmable to 20, 40 and 80 column modes. Print rotatable through 360°. Water soluble ink pens. 4 pen barrel print head.
CHARACTERS:
Horizontal and vertical alpha-numerics.
SPECIAL FEATURES:
May be connected directly to the computer — no interface required. Built-in microprocessor. Special software included.

ATARI 1029 DOT MATRIX PRINTER
For speed and versatility, the Atari 1029 80 column printer is the perfect answer. This dot matrix printer uses normal typing paper for correspondence or continuous computer paper for lengthy reports. And it offers a choice of print styles, from a standard 80 characters per line to expanded type at 40 characters per line.
TECHNICAL POINTS
ATARI 1029 DOT MATRIX PRINTER
PRINTING DETAILS:
Character format 7 x 5. Minimum speed of 50 characters per second 80 characters per line. Prints a maximum of 25 lines per minute at 80 characters per second.
PAPER TYPE:
Single sheet or continuous stationery (fanfold).
PAPER FEED:
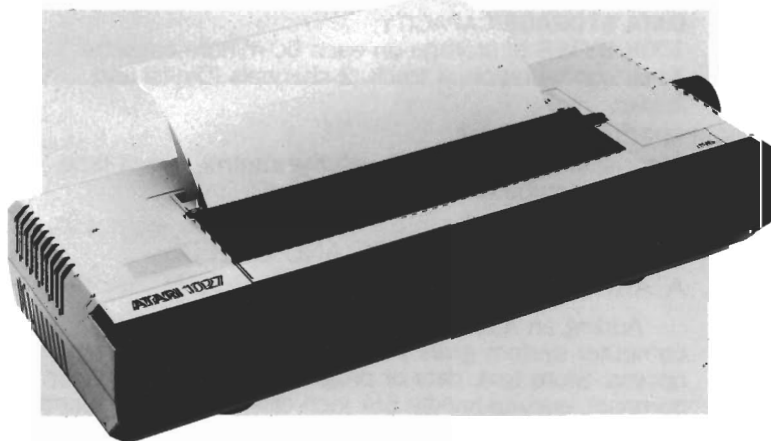Friction and tractor feed.
LINE SPACING:
6 lines per inch in text mode. 9 lines per inch in Bit image mode.
SPECIAL FEATURES:
Self test facility. Built-in interface for direct connection to any Atari Personal Computer.

MAKE THE BEST IMPRESSION ATARI 1027 LETTER QUALITY PRINTER

Choose the Atari 1027 Letter Quality Printer when you need to make your best impression. It prints fully formed letters like a quality electric typewriter so it's ideal for use with a word processor like Atariwriter. Since it accepts single sheets of paper you can even print on your own letterhead or heavy bond paper.

TECHNICAL POINTS
ATARI 1027 LETTER QUALITY PRINTER TYPE:
Letter quality (fully formed characters Prestige Elite 12).
FORMAT:
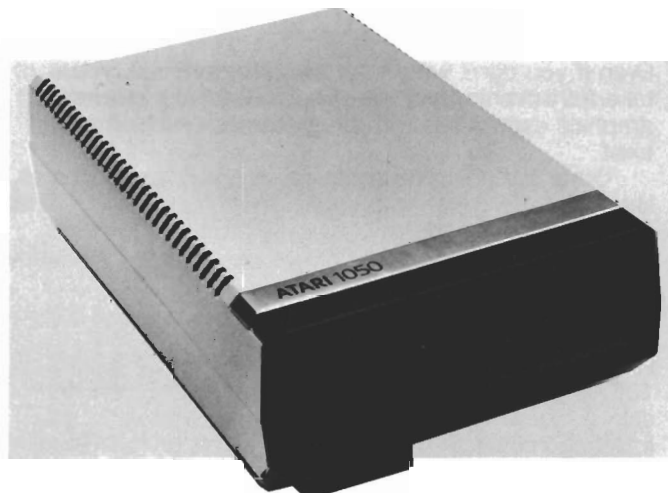12 characters per inch (80 columns).
PRINTING SPEED:
12 characters per second.
PAPER TYPE:
Single sheets.
SPECIAL FEATURES:
Bi-directional printing, underlining capability. Inexpensive easy to replace ink roller.

HAVE IT ON DISK OR TAPE

CHOOSE ECONOMY
ATARI 1010 PROGRAMME RECORDER

Add storage and retrieval capability with economical cassettes to your Atari Personal Computer system without spending a lot of money.

The Atari 1010 Programme Recorder includes dual tape tracks, a unique feature which allows programme storage on one track and pre-recorded music or voice storage on the other.

Programmes such as Atari Introduction to Programming and language learning skills make extensive use of this dual track facility to reinforce learning.

TECHNICAL POINTS
ATARI 1010 PROGRAMME RECORDER
DATA TRANSMISSION RATE:
600 BITS per second.

DATA STORAGE CAPACITY:
100K BYTES of storage on each 60-minute cassette. Track configuration, 4 track, 2 channels (Digital and Audio).

SPECIAL FEATURES:
Automatic record/playback volume control, 3-digit tape counter, computerised motor control.

CHOOSE CONVENIENCE AND SPEED
ATARI 1050 DISK DRIVE

Adding an Atari 1050 Disk Drive to your home computer system gives you fast, convenient information access. Store text, data or programmes permanently on compact, easy-to-handle 5¼ inch diskettes. Each diskette

holds up to 127K Bytes of information (as much as 100 pages). And you can get to that information fast — because the Atari 1050 Disk Drive will find any file in a fraction of a second. And with an Atari 1050 Disk Drive you can also enjoy the many disk-based programmes available for Atari Personal Computers.

TECHNICAL POINTS
ATARI 1050 DISK DRIVE CONTROL LOGIC:
Built-in 6507 Microprocessor and onboard ROM for data storage and retrieval.

DISKETTE FORMAT:
Double/single density, single-sided 5¼ inch floppy diskettes.

DATA STORAGE CAPACITY:
Up to 127K BYTES (approximately 100 pages) of information per diskette in the double density format. (80K in single density format.) Direct connection to your Atari Personal Computer.

SPECIAL FEATURES:
Automatic detection from single to double density modes. "Disk Busy" indicator. Up to 4 disk drives can be connected to an Atari Personal Computer.
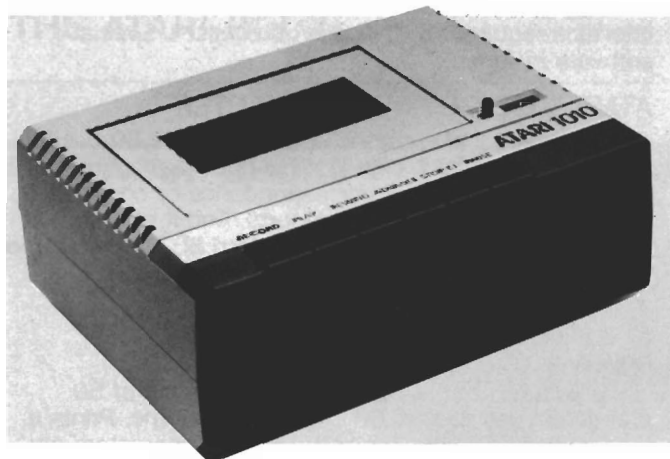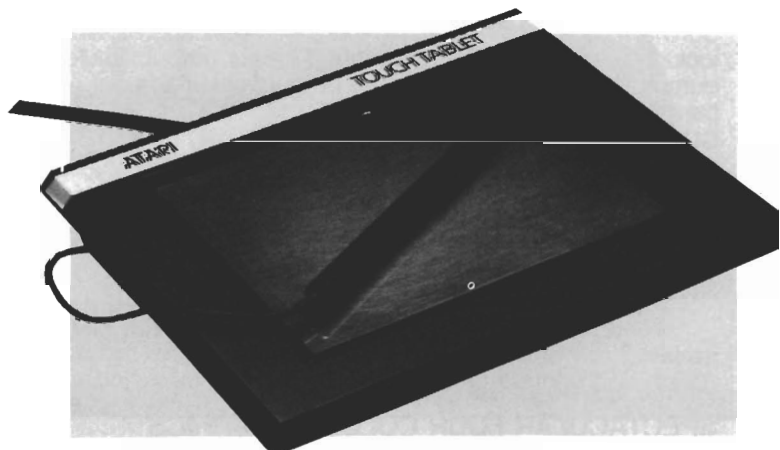
DATA TRANSFER RATE:
125/250K BITS per second.

ADD ON...
...FOR EDUCATION
ATARI TOUCH TABLET

Paint pictures, draw diagrams, write script, or even invent new art forms. The ATARI Touch Tablet puts all the built-in graphics power of your ATARI Home Computer at your finger-tips. Put the pen to the Graphics Tablet and create the designs and images you want to make... right on your own TV screen. An ideal choice for creative children, aspiring artists, or anyone who wants to create computer designs easily. And more — the computer tells you how it works — no programming knowledge is required. The intricate designs can also be saved on tape or disk for later display.
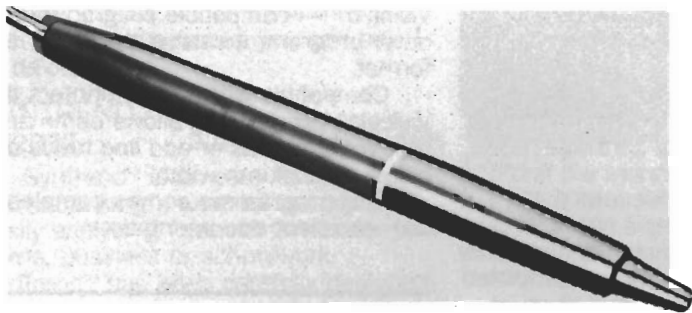
INCLUDES:
Graphics tablet, ROM cartridge, pen and manual.
OPTIONAL:
Atari Programme Recorder or Atari Disk Drive.

ATARI CX75 LIGHT PEN

Now you can create colourful graphics, from casual sketches to sophisticated three-dimensional diagrams, the Atari Light Pen enables you to draw directly onto your television screen. The light pen is accompanied by an Atari cartridge for exciting graphics and drawing. Designs and graphics, once completed on your television screen, can be saved on tape or disk for later reference and display.
INCLUDES:
Cartridge programme, pen and manual.
OPTIONAL:
Atari Programme Recorder or Atari Disk Drive.

ATARI NUMERICAL KEYPAD

Turn your ATARI Personal Computer into a real number-crunching powerhouse. Designed to compliment such high powered financial programmes as VisiCalc, the Numerical Keypad offers a standard calculator keyboard for single-handed entry of dollar amounts, account numbers, and more. You can even write your own programmes for the CX85 Keypad in ATARI BASIC or other computer languages. Advanced users will find it an ideal way to enter machine-language hex code.

TECHNICAL POINTS
ATARI NUMERICAL KEYPAD CX85
KEYBOARD:
Standard 10-key adding machine configuration. Raised dot on 5 key.
FUNCTIONS:
All 4 function keys redefinable under programme control (keyboard overlay included).
INCLUDED WITH PURCHASE:
Handler diskette programme, owner's guide, keypad overlay, technical notes.
REQUIRED:
Atari 1050 Disk Drive.

...FOR ENTERTAINMENT

ATARI JOYSTICKS AND PADDLE CONTROLLERS
Often imitated but never surpassed for economy and enjoyment, these classic controllers deliver all the excitement and action you expect from your ATARI Personal Computer.

Both Joysticks and Paddle controllers plug easily into your computer and so to the controls of your spaceship, dot gobbler or blaster.
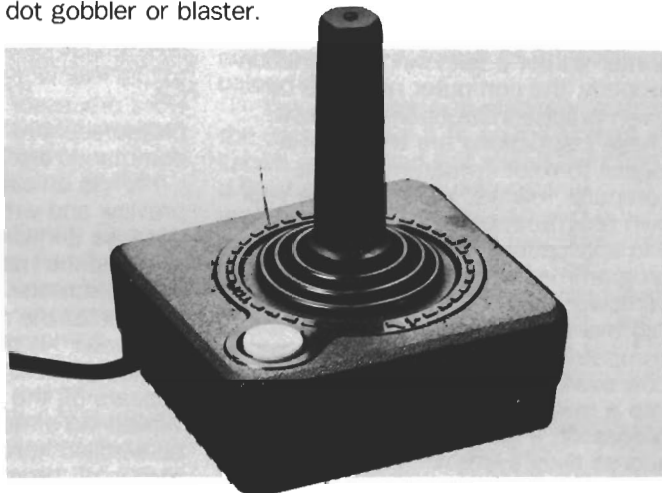
ATARI CX40 Joystick Controller

Atari CX30 Paddle Controller (sold as a pair).

ATARI TRAK-BALL
Roll into action with the new ATARI TRAK-BALL for your Personal Computer! Turn tighter corners, zero in on video villans faster and blast 'em more accurately! Works with any joystick game — Centipede, Missile Command, Galaxian, and more. Capture the ultimate in arcade action and excitement at home!

SOFTWARE — THE PROGRAMMES WHICH GIVE LIFE TO YOUR COMPUTER

When choosing a computer for your family, the software is as important as the machine itself.

A computer is merely a box of electronics hooked up by cables to a printer and/or a television. To function properly, the computer needs to be given precise instructions to follow. These instructions are written in a logical form or "programme" the computer follows. You may write your own programmes for all kinds of topics and applications, or you can purchase programmes written by experts in their particular fields of interest. Known as "software" (to distinguish it from the computer "hardware") programmes now available will turn your computer into a mathematics teacher, a word processor, a game player or a rapid access filing system.

Because it is so versatile a wide range of topics have been included in the library of titles available for your ATARI Personal Computer.

THE BUSINESS SIDE OF ATARI

Many tried and proven programmes written especially for the ATARI 800XL Personal Computer can be run successfully on this or the new Atari 130XE Personal Computer. The generous 128K memory of the ATARI130XE opens new business possibilities and applications.
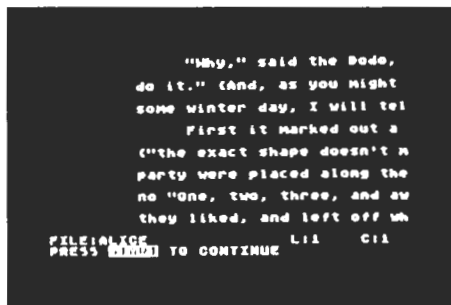
WORD PROCESSING

ECONOSOFT ATSPELLER,
ES27 REV. 2   **DISK**   **48K**

ATSPELLER takes any diskette text file produced by such word processors as TYPIT, the ATARI Word Processor, or any other word processor that creates ATARIDOS-compatible files, and checks it against a dictionary file of more than 30,000 words. If that's not enough, you can create your own dictionary file with even more words. You can have the questionable words highlighted on your TV screen or printed on paper. You can edit as you go along, replacing the incorrect word or leaving it as it is. Finally, if you have too many errors, ATSPELLER can write a new file for you. ATSPELLER takes the drudgery out of proofreading, and gives you confidence that your documents aren't marred by spelling and typing errors.

ATARIWRITER
RX8036   **ROM CARTRIDGE**   **16K**

Completely menu driven, the easy-

to-use Atariwriter™ is a cartridge-based word processor. Beginners will find it pleasureable to use, because the commands are so simple.

It has an almost instantaneous print preview and writing is further simplified because it involves only two kinds of screens; the main menu and text editing screens.

One of the nicest features of Atariwriter™ is the print preview which displays your final document as it appears on the page. The document is viewed via a moving window which can be scrolled horizontally and vertically by means of the cursor arrow controls.

The powerful Atariwriter™ is a must for any serious writer and Atari owner. The Atari 1027 Letter Printer is the perfect partner to the Atariwriter™ enabling a high quality hand copy of the text to be produced.

The Atariwriter™ has excellent vendor support, documentation, visual appeal, reliability, and error handling.

SPREADSHEET

VISICALC™

DX5049   **DISK**   **40K**

Visicalc™ is an electronic worksheet which can employ up to 63 columns and 254 rows to work with. You may create any format you wish within these parameters and perform whatever calculation or manipulation of figures you find desirable.

Any position on the Visicalc™ worksheet can be defined as a label, value or formula. More importantly, any formula can relate to any other position or combination of positions on the sheet.

It features a complete set of artithmetic operations and exponentation, as well as financial functions, such as: Net Present Value, Sum, Mini, Maxi, trigonometry and logarithmic functions. In addition the "Look Up" command allows the comparison of a value to the successive values in a given range and

returns the responding value from the column or row immediately to the right or below the entries in that range.

Files can be saved to a disk, or can be stored as formulas for the calculations on the worksheet or in Data Interchange Format for use with Visicalc™ — compatible programmes or other programmes using the same format.

Compatible with all line printers the Visicalc™ programme allows commands that will suppress or add line feeds and adjust the column width.

This programme comes complete with excellent documentation.

DATABASE

MAILING LIST

CX4104   **CASSETTE**   **24K**

The title Mailing List is a misnomer because its capabilities extend to more than a mailing list keeper.

This programme is able to accommodate the basic name list which includes details such as first, middle and last names, street, postal code, city, and country. Information may also be sorted within the list on any of the fields.

Also included in this package is another programme which is a variation called "General List". With this you can make up any kind of a customised list you may desire, e.g. a list to keep track of recipes or coin collections etc.

The Mailing List programme has excellent visual appeal, plus very good documentation and is very easy to use.

THE HOME FILING MANAGER

CX415   **2 DISKS**   **16K**

Here is a well documented and easy to use programme intended for the budding computer user. With clear and sharp graphics the home filing manager will sort entries and file each entry card alphabetically.

The programme itself is similar to

having a file box that can store addresses, recipes or other minor filing items. The layout on the screen is that of a lined file card.

The programme also allows the user to sort by titles or specific phrases in an entry. It has the ability to insert letters, phrases or complete lines and with a simple keystroke you can add or delete lines.

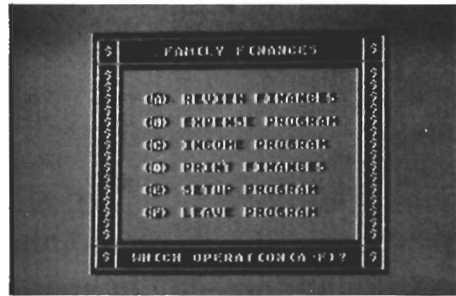## SYNTREND™

AX2032   2 DISKS   48K

SynTrend™ is an easy to use statistical programme for quickly and easily analysing financial trends for your home, business or schoolwork. SynTrend™ has been carefully designed for clarity and flexibility, with easy to understand commands, error messages and clearly designed screens and menues.

SynTrend™ is a powerful forecasting and planning tool. With it you will be able to perform descriptive analyses on variables, perform simple and multiple regressions and write out files for graphing.

Both the novice as well as the seasoned professional will find this programme and manual easy to use and understand.

SynTrend™ is completely menu-driven with many applications and features. With SynTrend™ the exciting world of analysis and forecasting will be opened up to you.

HOME MANAGEMENT

ECONOSOFT—HOME INVENTORY

ES26   DISK   32K

Protect your property by recording vital information.

HOME INVENTORY lets you keep track of a name, type, description, serial number, date purchased, and purchase price. You can store information for up to 1200 items on a single diskette, and you can use as many diskettes as necessary to record all your possessions.

HOME INVENTORY is very easy to use. Colour-coded screens and simple messages guide you through entering the information for each item, locating selected items, and printing complete or condensed inventory lists of all or selected items.

FAMILY FINANCE

CX421   2 DISKS   32K

For homes with existing budgets in operation the Family Finance programme will organise and analyse personal finances.

The first disk in the Family Finances programme is called The Family Cash Flow and this records income/expense information in up to 13 categories for each of 12 consecutive months. Once the information is entered, it may be recalled by category or month.

The second disk A Family Budget illustrates errors in judgement, budget expense (or income) against the actual expense or income for a particular month or entire year.

A well documented, easy to use programme "Family Finances" is excellent for identifying trouble spots within your home budget.

STATISTICAL
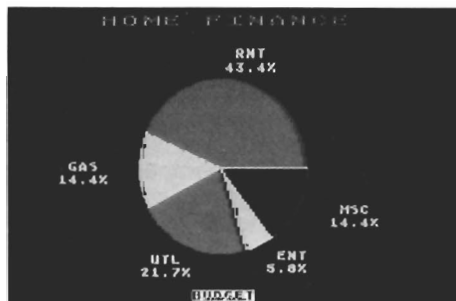
STATISTICS I

CX4103   CASSETTE   16K

The Statistics I programme provides an adequate introduction to statistical terms such as mean, mode, median, standard deviation, variance, skew, and root mean square.

More specifically, the programme allows you to enter a database of information and will then proceed to calculate the results. This programme has excellent error handling and reliability.

GRAPH IT

CX4109   2 CASSETTES   16K

An easy-to-use programme which presents data in a neat organised form.

Completely menu driven; it is able to plot statistical information such as bar or pie charts and mathematical relationships such as two or three dimensional plots.

Bar charts can have 10 columns of data. The data can compromise three diferent factors so that the combined column length is shown as a three-colour stack.

The computer automatically scales the data to make it fit on the screen. Labels are applied last giving the chart a finished look. Two dimensional mathematical-functions can also be graphed. Three different functions can be overlayed on the screen. The programme has automatic scaling and can plot at four different speeds. One option allows the joystick to be used to find the slope of a section of the curve between two points.

It is also possible to simulate three dimensional plots on the two dimensional screen. This programme has visual appeal with very good reliability and documentation.

CALENDAR

TIMEWISE

DX5047   DISK   32K

This computerised appointment calendar stores up to 630 appointments per disk. All appointments for the current day or a calendar with appointment dates marked can be displayed on the screen or printed.

Each appointment added to the record can show date, time, person and type of appointment as well as event, place and comments. You can update and delete your files or browse through them by examining a condensed list of all appointments based on key fields.

This programme is easy to use and there are many prompts to guide the user. If you need to organise your time carefully, this is a useful programme.

LEARNING TO EXTEND YOUR COMPUTER LITERACY AND KNOWLEDGE

For more advanced students, ATARI Personal Computers are able to open new career opportunities as well as vistas of creative programming.

No matter what your level of learning, ATARI provides suitable programmes for you to create new vehicles of learning and system design.

ATARI UTILITIES AND LANGUAGES SOFTWARE

ECONOSOFT—ATARI PASCAL LANGUAGE SYSTEM

ES33   **DISK**   **48K**

Pascal is an excellent tool for developing and maintaining programs. ATARI Pascal offers a flexible modular compilation scheme to permit easy transition from monolithic programming style to modular programming without extensive pre-planning. This modular compilation scheme allows full access to procedures and variables in any module from any other module.

ATARI Pascal supports the International Standards Organization (ISO) draft standard (DPS7/185 as of 10/1/80).

Like UCSD Pascal™, both versions are written around a common core — Pascal as defined by Jensen and Wirth. The differences between ATARI Pascal and UCSD aren't as significant as, for example, the differences in various BASICs.

ATARI Pascal supports sequential and direct access files, text files, and block I/O. It has the same file handling capabilities as the ATARI Disk Operating System 2.OS.

For software developers with patience and persistence. Compilation is time-consuming and is restricted to two disk drives. However, one drive can be used after compilation to run the object program. Before buying, consider carefully its limited testing, support, and lack of tutorial information.

Requires: 2 disk drives.

ECONOSOFT—DEEP BLUE C COMPILER

ES34   **DISK**   **48K**

More powerful and faster than BASIC, yet free of the tedious hours of debugging common in assembly programming, C is a valuable general purpose language. C is also transportable to other computers with minor modifications. The DEEP BLUE C COMPILER helps you create large C programmes for your ATARI Home Computer. Some features DEEP BLUE

C supports are:
- char, int, and pointer data types
- single dimension arrays
- unary operators: +, −, *, & + +, − −, !, $ − (tilde)
- binary operators: +, −, * /, % I, ^ &, = =, !, =, <, < =, >, > =, < <, > >, <op> =, &&, II, ?:, comma
- statements: if, else, while, break, continue, return, for, do, switch, case, default
- #define and #include compiler directives
- relocating linker

Requires: ATARI Programme-Text Editor™ ES-38.

ECONOSOFT—DEEP BLUE SECRETS

ES35   **DISK**   **48K**

DEEP BLUE SECRETS, the source code for DEEP BLUE C COMPILER and linker and the source test for the interpreter. With it you can maintain, modify, and extend this C language for your programming needs.

Requires: DEEP BLUE C COMPILER ES34, ATARI Macro Assembler CX-8121 and Program-Text Editor ES38.

ECONOSOFT—fun-FORTH

ES36   **DISK**   **24K**

Sound and graphics commands for use with EXTENDED fig-FORTH

Fun-FORTH is a valuable set of programming tools to use with another programme, EXTENDED fig-FORTH. It's especially useful for writing games.

Fun-FORTH is clearly organised and designed so that you can load in only the fun-FORTH commands you want to use. You can create families of FORTH words for your specific programming needs. Fun-FORTH not only gives you the programming conveniences available in BASIC, but also provides several new and advanced features.

A working knowledge of FORTH is necessary to use these screens. Programmers interested in increasing their use of the sound and graphics capabilities of ATARI Home Computers will find fun-FORTH a very useful addition to EXTENDED fig-FORTH. In addition to adding many new commands, this extension forms the basis for a very nice programme-development package.

Requires: EXTENDED fig-FORTH

ECONOSOFT—EXTENDED fi-FORTH

REV.2 ES37   **DISK**   **24K**

Full implementation of standard fig-FORTH, with more definitions.

Many advanced programmers find that FORTH is a good development tool for applications requiring high speed and low memory consumption, such as process control, systems software, and games. For these kinds of jobs, a FORTH programme often runs 10 to 100 times faster than does a BASIC

programme to perform the same function.

EXTENDED fig-FORTH is a full implementation of the standard FORTH as defined in the Forth Interest Group (fig) Implementation Guide.

This version adds many definitions, including extended double-precision words. Also included in this version are the standard FORTH editor, a complete Assembler for the 6502, a set of the ATARI Computer's Colour/Graphic definitions, and a set of the ATARI Computer's floating-point definitions. A new definition, SAVE, lets you make a self-booting image of FORTH, on a diskette and will include any new definitions you add. This version doesn't implement the definitions DLIST, MON and TASK. It does implement the complete set of ATARI Computer Screen-Editor capabilities, making editing and changing FORTH programmes simple and straightforward.

You should be familiar with FORTH to use EXTENDED fig-FORTH. Beginning FORTH programmers might want to consult the primer, Starting FORTH, by Leo Brodie (Prentice-Hall). Screens are included in the diskette version for this purpose in Revision 2 (along with some bug fixes).

This version does a good job of emulating the fig-FORTH model. This FORTH includes convenient extensions to allow for diskette backup. It also includes the DECOMP (decompile) word in the DEBUG package; DECOMP is a fairly sophisticated function not often found on microcomputer versions of FORTH. This FORTH supports the RS232 port I/O. Two sound commands are included. The user manual assumes familiarity with FORTH.

ECONOSOFT—TEXT EDITOR

ES38   **DISK**   **32K**

An editor for programs and text files.

This is an exceptionally well-designed easy-to-use text editor. It's superb for revising source programmes written in various programming languages (for example, ATARI BASIC, ATARI Pascal, or assembly language). An outstanding feature is its two-mode approach of immediate text editing, along with commands for searching the file and for manipulating both text strings and blocks of text.

An auto-indent feature allows repositioning the cursor to an automatic tab stop on the next logical line; useful when writing code in language like Pascal.

Other commands let you insert and delete test strings. You can delete blocks of characters within a line, or you can delete the entire logical line. You can recover a deleted line with another command.

You can also load in a designated diskette file and insert it before the cursor.

Another outstanding feature is the ability to customize the editor to fit categories of files. When you specify a filename with a certain extender, the editor automatically uses the options you set instead of its normal settings. Options include: set tab, tab type, and tab displays; set return display; set line length; set screen margins; and set screen colour.

MACRO-ASSEMBLER


CX 8121   DISK   32K

The Atari Macro-Assembler is a serious package for professional programmers and is entirely disk based.

The editor and the assembler are two separate files on the disk and must be loaded one at a time. This means that after editing, source code must be saved to disk before loading in the assembler, which must then re-read the source file before assembly.

The editor has search and replace commands and can copy and move lines. The assembler is extremely fast and has a complete set of pseudo-ops. It supports conditional assembly, local labels and has a complete macro facility.

The macro command allows the user to write new assembly instructions. The structural format of everything is carefully explained.

ATARI MICROSOFT BASIC II
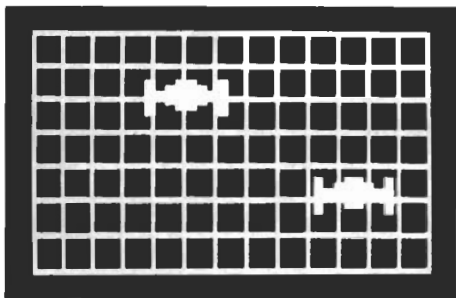
AX 2025   CARTRIDGE & DISK   16K

This improved version of Atari Microsoft Basic is for the user who has done just about everything Atari Basic has to offer.

It offers advanced programming techniques and a faster Basic without requiring you to learn an entirely new programming language.

It provides floating point precision to 16 digits. To spare the tedium of renumbering lengthy programmes there's a convenient renumber command.

Atari Microsoft Basic II is the best

language for bridging the gap between different computer languages.

This programme is very easy to use and has good documentation.

ASSEMBLY EDITOR

CXL 4003   ROM CARTRIDGE   16K

A valuable beginners assembler which doesn't require a disk drive, the Atari Assembly Editor is convenient and easy to use.

Being a complete assembler it can be used by both Atari cassette and disk users. As well as numerous other important features, the Atari Assembly Editor can save object code to disk, tape or memory.

PILOT™
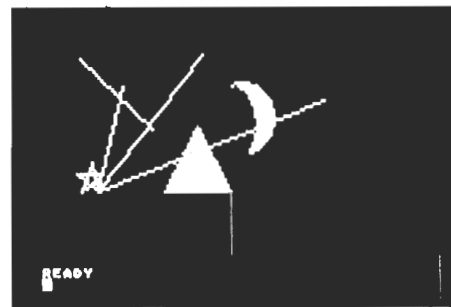
CXL 4018   ROM CARTRIDGE   16K

Pilot™ is a programming language with "turtle graphics". It is easy to learn and easy to use, with simply syntax and textual rather than a mathematical orientation.

Pilot™ includes full screen editing, lower as well as upper case characters, the graphics keyboard and full sound and colour features.

Pilot™ is recommended for ages 18 to adult, and most users should be able to write simple, but interesting programmes after a short working session.

One feature of Pilot™ that makes it very user friendly is the use of abbreviations for commands — e.g. T (type to screen), A (accept from keyboard), M (match command), J (jump command), and SO (sound command) to list but a few. The simplicity of the Pilot™ language together with a natural curiosity about the workings of the computer will lead most students into more complex and creative programming.

LOGO™

RX 8032   ROM CARTRIDGE   16K

Logo™ brings learning, thinking and problem solving skills into the home.
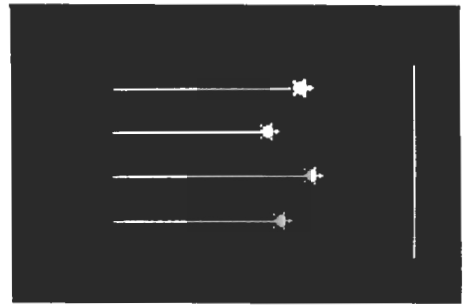
Features both a programming language and a problem solving tool. It teaches children the skill of breaking a large problem into small individual pieces, solving these pieces and then reassembling the pieces to achieve the total solution.

Logo™ is for ages 5 and up which offers an easy way to start programming — there's no end to the exploration and growth.

13

HOW THE NEXT GENERATION IS LEARNING

Previous generations were taught concepts of colour, size, shape and quantity with chalk, crayon, clays and building blocks. Today's children still learn these same concepts, but now they are able to exercise their own control over the speed and depth of the learning process. Equally, they have an added dimension of enjoyment which both encourages and reinforces the learning process. Colourful graphics, lively melodies and captivating animation are all part of ATARI's educational programmes for preschool and primary school youngsters. That's what puts the fun into learning, pre-reading and mathematical concepts. Your children think they're playing. You know they are learning.

COMPUTER SKILLS

INTRODUCTION TO PROGRAMMING I

CX4101　　CASSETTE　　8K

Learn introductory programming in Atari Basic. The lessons in this cassette programme introduce you to the computer keyboard, teach you to use the print Statement and to perform simple mathematical calculations.

You'll also see examples of the computer's colour graphics and sound capabilities. With a little time and practice, you can develop your own personal programmes. This programme includes a Tutorial Audio Track.

INTRODUCTION TO PROGRAMMING II
CX4106　　2 x CASSETTES　　8K

It's easy to learn programming and with these two cassette programmes you'll learn how to write programmes in Atari Basic. The lesssons cover basic functions and commands such as FOR. . .NEXT, loops, subroutines, and RED, DATA, DIM PEEK, and POKE statements.

The package includes two programme cassettes and a workbook, plus a Tutorial Audio Track.

INTRODUCTION TO PROGRAMMING III
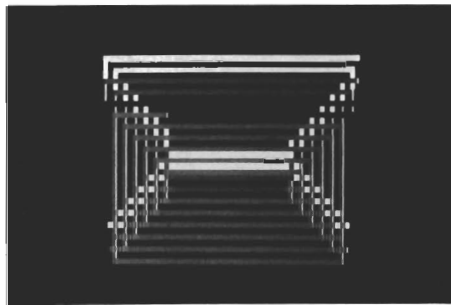
CX 4117　　2 x CASSETTES　　8K

Discover more capabilities of Atari Basic. Learn simple music theory and how to set the pitch, purity and volume levels of notes.

Draw your own computer art by using the colour registers, graphics characters, and other features.

Two programme cassettes and self-guiding workbook come with this programme. Instructions are included on the cassette. This programme includes a Tutorial Audio Track.

BASIC TUTOR ADD-A-PAK
KX 7099　　5 x CASSETTES　　16K

Colour-coded activity folders teach Basic programming statements and commands.

Each folder covers a specific aspect of programming such as graphics. PRINT and IF, THEN statements. Includes reference folders for programmers; reproductible graphs and charts for plotting graphics and keeping records, and programmer's guide.

The objective of this programme is to make the user feel comfortable with the computer and to teach the basic programmes of your computer.

ECONOSOFT—MUSICAL PILOT
ES15　　CASSETTE　　16K

Off you go into the wild blue yonder, piloting your own plane through the musical notation of song after children's song. Each note is represented by a balloon, and you're trying to pop each balloon by flying through it. You have to use your Joystick to aim your plane higher or lower so you don't fly above or below the balloons.

The program has four difficulty levels. You have to anticipate what notes are coming up and move your plane up or down before you get to them. As you learn to do this, you're making progress in correlating the sounds of the song with the notes on the screen. And learning that relationship is what MUSICAL PILOT is all about!

The program keeps score for you, up to 1,000 points for completing the game and becoming an Ace. There are over 1500 notes with 64 popular children's songs and melodies.

Requires: one ATARI Joystick Controller.

MUSIC COMPOSER
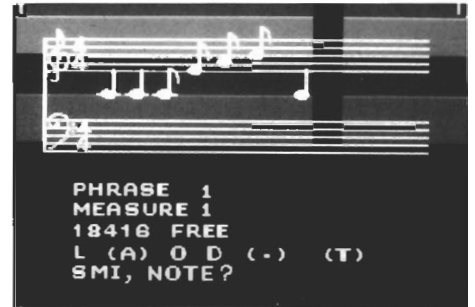
CXL 4007　　ROM CARTRIDGE　　8K

The Music Composer is a ROM cartridge programme designed to help you create and play music through Atari's built-in sound-generating hardware.

Notes are entered at the keyboard in the order: key, sharp or flat, octave, length of note. The programme covers a three octave range. Notes in the current message are displayed on the screen using standard musical notation, and are played through the speaker on your television or monitor.

The documentation gives a detailed description of the data storage format, which makes it possible to manipulate music files with a BASIC or assembly programmes. It can be a great deal of fun to use.

Its low memory requirements permit even the smallest system to play complex tunes. It's also a great way to impress those people who aren't excited by computer games.

Music composer has excellent graphics and is very easy to use.

ATARI MUSIC 1

AX2020　　DISK　　24K

The main menu of Atari Music 1 is divided into lessons on Note Reading and Whole and Half Steps.

The positions of all notes including sharps and flats are learned in Note Lessons. Whole and Half Steps lesson will teach you to fine-tune your hearing, the computer plays a two-tone increment and you determine whether what you heard was a whole or half step.

Practice what you've learned in two exciting arcade-type games. This programme is designed for 8 years through to adult and is suitable for home and institution use.

ATARI MUSIC II

| AX2026 | DISK | 24K |

Atari Music II introduces you to major scales and key signatures.

Major Scales teaches how to determine the number of sharps or flats in a given key.

Hearing Scalewise Modules trains your ears to hear melodies in the major keys.

This programme is designed for 8 years through to adult and suitable for home and institution use.

LANGUAGE ARTS

MY FIRST ALPHABET

| CX 8135 | DISK | 32K |

A is for Atari who brings you the alphabet. Complete with pictures the Atari alphabet comes to life as you look and learn.

This programme is very educational for your child and has good documentation, very good visual appeal and is excellent value for money.

SKYWRITER

| RX 8059 | ROM CARTRIDGE | 16K |

A typing skills program. You're looking at the 10 best friends you ever had — in the real world, and in the fast-paced action of Typo-Attack. Now you can give your fingers a fun workout, while you practice typing skills.

Typo Attack its your developing digits against waves of animated invaders called typos, bent on destroying your bases. You must type the character appearing in the base under attack to blast each typo. The more you play Typo Attack, the greater your typing experience becomes.
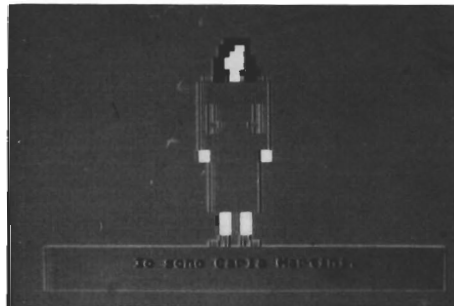
CONVERSATIONAL
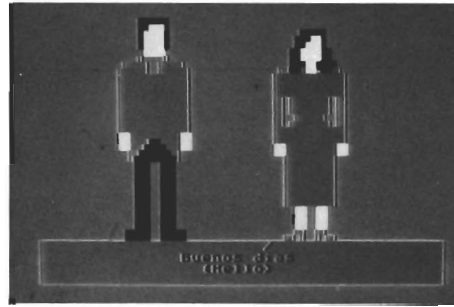
SPANISH CX4120

FRENCH CX4119

ITALIAN CX4125
GERMAN CX4118 CASSETTE 16K

Atari has available four separate but identical language courses designed to introduce beginners to each language. The lessons for each language are the same and each one contains; study (language notes), practice (writing exercises) and activities (reading and writing assignments).

The book is the reference manual for use after each learning phase on the computer. Each package has 5 cassettes containing an audio/computer learning programme and a coursebook of 27 pages. There is also a grammar summary, a vocabulary list and the answers to the exercises.

Your computer is your tutor and guide which gives practice in understanding, speaking, listening and reading the particular language.

Your own language lab at home! These programmes are very easy to use.

EARLY LEARNING SKILLS

ECONOSOFT — LEMONADE
| ES11 | CASSETTE | 16K |

LEMONADE lets you experience running a small business. Your goal is to make as much money as possible. Each day you decide how many glasses of lemonade to produce, how many advertising signs to buy, and how much to charge per glass of lemonade. If you charge too high a price per glass and do little or no advertising, you'll find yourself headed for bankruptcy.

When making your decisions you must also consider how events like heat waves, inflation, and road construction can affect your anticipated sales. Like the real world, you don't see the effect of these events until after you've made your decisions. The results of your decisions each day affect how much money you have available the next day.

In this version of LEMONADE, you may make as many as 99 glasses of lemonade, and you may buy as many as 9 signs. You may charge as much as 99 cents per glass of lemonade. Set yourself a goal and see what it takes to reach it. Good luck!

ECONOSOFT — MATH MISSION

| ES12 | CASSETTE | 16K |

Your spaceship is trying to explore as many planets as possible. But while it's rocketing across the bottom of the screen, a guage shows the fuel level dropping steadily. You can stoke up the spaceship's dwindling supply by answering maths problems correctly. Using either a Joystick Controller or the keyboard, put the right answer into a problem that appears at the top of the screen. Enough correct answers will get you to the next planet, where your spaceship refuels completely, and you're off for still more new worlds to conquer.

Begin by selecting from three speed levels, and then choose addition subtraction, multiplication, division or a combination of all four. You win points for correct answers, and bonuses for special achievements. So get ready — the galaxy awaits you.

Joystick Controller optional.

ECONOSOFT — CUBBYHOLES
| ES13 | CASSETTE | 16K |

CUBBYHOLES is an arithmetic game played by one or two players using Joystick Controllers. In a two-player game, opponents work on separate, but identical 3-by-3 grids of one-digit numbers. The object of the game is to draw boxes around the nine digits in such a way that the sum of the digits in each enclosure equals the

CUBBY HOLES

```
2 1 1
1 5 5
3 4 2
  6
SELECT NEXT
START  MENU
```

number below the grid. All nine digits must be used and each is used only once. If you think you've solved the puzzle, move to the middle of the grid and press the Joystick's trigger button. If you're wrong, CUBBYHOLES tells you to try again. If you're right, you score a point and another round begins. You can play as few as two rounds or as many as twenty. In the one-player version, one grid displays and your goal is to complete every round successfully.

Joystick Controller optional.

ECONOSOFT MATHEMATIC TIC-TOE
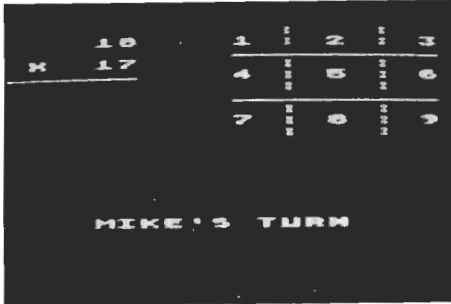
ES14	CASSETTE	16K

MATHEMATIC TAC-TOE is an educational variation of the traditional tic-tac-toe game designed to sharpen basic computational skills. Two players square off against each other, while the computer poses mathematical problems.

MATHEMATIC TAC-TOE features include (1) four kinds of problems — multiplication, division, addition or subtracting; (2) 15 levels of difficulty for each kind of problem; (3) 15 time limit levels for answering a problem.

With so many variations, you never outgrow our outmaster MATHEMATIC TAC-TOE.

ECONOSOFT — NUMBER BLAST


```
PLAYER 1 -5

3 X 2 = ?

PLAYER 2 0

3 X 2 = ?
```
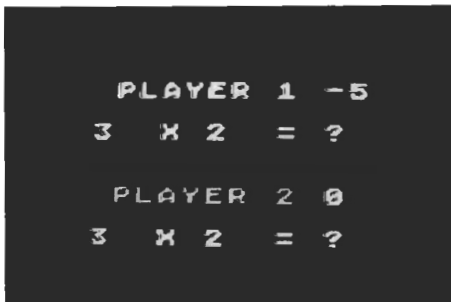
ES16	CASSETTE	16K

NUMBER BLAST is a one or two-player number drill combining quick thinking with quick reflexes. The game offers three kinds of addition and three kinds of multiplication drills.

In the two-player version you practice your multiplication and addition while working your joystick to "blast" your way to the correct number more quickly than your opponent.

In the one-player version, you can practice your joystick techniques and response speed while blasting your way through the drills. In both versions, you may choose a slow, medium, or fast Joystick speed.

Requires: one ATARI Joystick Controller.

ECONOSOFT — COUNTER
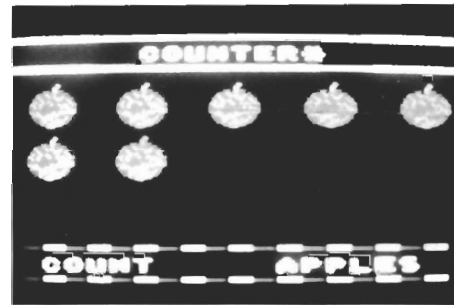
ES19	CASSETTE	16K

COUNTER is a colourful, friendly, and fun way for young children to learn to count to fifteen in any of four languages, English, Spanish, French and German. COUNTER offers six skill levels and a variety of ways to enter numbers, making the programme continually challenging and interesting as a child progresses.

Joystick Controller optional.

ECONOSOFT — THE MAGIC MELODY BOX
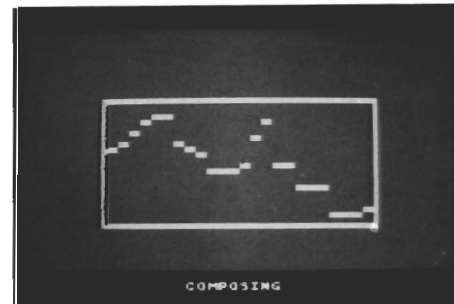
ES20	CASSETTE	16K

THE MAGIC MELODY BOX is a fast, easy, and fun way to introduce young and old to music composition. Creating a four-voice harmonized song involves only two simple steps. First, you select one of 12 predefined rhythm patterns with your Joystick. Next, when the "magic box" appears, "draw a pretty line" with your Joystick. Then you see and hear the computer harmonize your rhythm and melody in a popular song format. When the song ends, you can replay it or compose a new one. You'll be surprised how good your music sounds, and how fast your composition skills grow!

The programme doesn't use traditional musical notations (measures, notes, clefs, sharps, and flats). Rather, it relies on simple abstract concepts (graphic, balance, and themes) like those some of the best professional composers and arrangers use. Children who use THE MAGIC MELODY BOX won't learn to read or play music, but they'll learn to create music. Users of this programme aren't traditional musicians; they're brave newcomers to a new breed of computer-age musicians!

Requires: one ATARI Joystick Controller.

ECONOSOFT — SPELLING GENIE

ES23	CASSETTE	16K

SPELLING GENIE has so much magic and whimsy that children will want to play its four spelling games time and time again. Teachers and parents will welcome the programme's versatility. Along with nine predefined spelling lists, SPELLING GENIE accommodates any spelling list children need to practice.

SPELLING GENIE features four very different approaches to mastering spelling skills. SPELLING GENIE also has a tournament option for playing all four games consecutively.

All games are playable using the computer keyboard, or a Joystick Controller, or a combination. Children can also print their lists for further study.

The four different games offer good reinforcement of word recognition and spelling skills.

ECONOSOFT — MONKEY UP A TREE

ES24	CASSETTE	24K

It's lunchtime in the jungle and a little monkey has found a tree with lots of ripe bananas. The only way the monkey can climb the tree to reach the bananas is for you to solve arithmetic problems. It's up to you to help the monkey get it's lunch today.

MONKEY UP A TREE can be enjoyed by one or two players of all ages, because each correct answer entered by a player causes the difficulty level of that player's subsequent problems to change. The difficulty is determined by the speed and accuracy of previous answers and is adjusted continually. This handicapping feature means all family members should try their best rather than adult players "going easy" on children and it means the game grows with a child's growing mathematical ability.

Reaching the bananas is an appealing goal for children. The sliding monkey is an effective motivator.

ECONOSOFT — MY SPELLING EASEL

ES32   CASSETTE   16K

Have you ever seen an artist set up an easel at the beach? It doesn't take long before a crowd gathers.

Each time a word appears at the bottom of the screen, the child types one or more letters. The word might be "dog" or "hills". A picture representing the word appears, until the child has composed a whole fanciful landscape. Children can play this multilevel game with the keyboard or a Joystick Controller. If nobody's playing, the programme automatically creates landscapes.

HANGMAN

CX4108   CASSETTE   8K

Don't get hanged! The Atari Home Computer is "thinking" of a word in this educational cassette programme. You must guess what it's "thinking".

With each wrong guess the computer will add a part of a person's body. Eight wrong guesses and your man gets hanged.

For ages 8 to adult. Complete with Instruction Guide.

JUGGLES' RAINBOW™

CX4129   CASSETTE   16K

Juggles™ the clown teaches all about 'above' and 'below' and with Juggles you will make beautiful rainbows.

Easy to follow, join Juggles in his wonderful world of colour.

This programme has been designed for young children, has very good visual appeal and documentation and is very easy to use.

JUGGLE'S HOUSE™

CX4130   CASSETTE   16K

In Juggles' House™ we can learn all about 'inside and outside'. But Juggles' House™ is very bare and you must help Juggles to make his house pretty by adding furniture inside, and trees and birds outside.

This programme is designed for young children, has very good visual appeal, and documentation and is very easy to use.

CREATIVE
ECONOSOFT—DRAWIT

ES25   CASSETTE   16K

There are many drawing programmes available for Atari Home Computers. DRAWIT stands out from the crowd because of its well chosen, easy-to-use features and its ability to turn your creations into both a "slide show" for which you control the timing and an automatic message cycling system.

With DRAWIT and 48K of computer memory, you can create up to nine pages of multicoloured drawings in memory at a time; with 16K of memory, you can create one page, and with 32K of memory, you can create five pages. Using four colour pens, you can choose from sixteen different colours and eight different hues. DRAWIT also has a fill feature, and two zoom levels for detail work.

DRAWIT is easy to learn and use, and has many features, such as entering letters of any size, a choice of cursor form and speed, and the ability to load screen from BASIC. The animator demonstration is wonderful.

Requires: one ATARI Joystick Controller.

BIORHYTHM

CX4107   CASSETTE   16K

Plot your personal highs and lows. Determine the low, critical and peak periods of your own personal, physical, intellectual and emotional cycles with this cassette programme.

By giving your birth date you can plot a biorhythm chart on your television screen or optional printer.

This programme is very easy to use with excellent documentation.

PAINT

DX 5048   DISK   48K

Paint is a drawing programme which allows both the adult and child to explore some of the rich possibilities of artistic expression on the home computer.

The mnemonics are easy to remember, eg; Z for zoom, E for erase, P for paint, R for rectangle and M for mix colours. There are two drawing programmes — the first is Paint which is a simplified version of Super Paint and is primarily for your children. The

second programme Super Paint allows the created picture to be saved to disks and displayed later in an art show or slide show presentation.

It can draw circles, lines and rectangles, paint with textured splashes of colour, and paint with brushes that give the leading edge different profiles.

The documentation is very easy to read, breezy and light in tone. Paint is a first-rate package for any would-be computer artist. It allows the child as well as the adult to explore the visual potential of small computers and enhances the creative process.

Requires: one ATARI Joystick Controller.

VIDEO EASEL
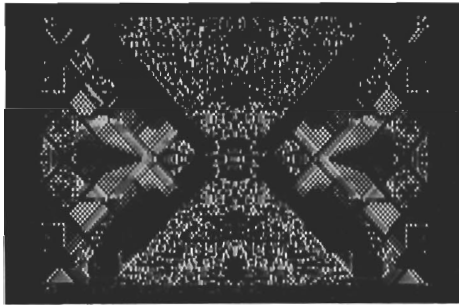
| CXL 4005 | ROM Cartridge | 8K |

The Video Easel is an introduction to computer art.

The programme consists of two drawing modes — a preprogrammed painting module that automatically operates six different kaleidoscope-type patterns and Conway's game "Life" which is a simulation of cellular growth and evolution. In the game you create a pattern and the computer generates symbolic patterns representing the life and death patterns of the colony. The game continues until either all cells or organisms have died or the colony reaches a stable configuration.

This programme has very good documentation and is easy to use.

Requires: one ATARI Joystick Controller.

GENERAL EDUCATION

KINGDOM

| CX 4102 | CASSETTE | 8K |

You own a kingdom far away and long ago! Imagine you are the King of a small country.

Catastrophe can befall your people, your food supply or your crops. It's up to you to decide how to run the farms. If you are successful you'll be allowed to reign for another term.

This macroeconomic simulation allows you to understand the inter-dependency of the economy, production and social well-being. Additionally, mathematical skills can be improved. Suitable for ages 10-adult.

ENERGY CZAR

| CX 4121 | CASSETTE | 16K |

Energy Czar creates a model simulation of the existing energy sources in the U.S.A. The user has been appointed the "absolute Energy Czar" and has complete power to decide energy policy and is mandated to solve the energy crisis.

Through all decisions made, the outcome is judged by the public (i.e. the computer). If it is felt that your decisions improved the growth of the economy, inflation and overall quality of life, you are either voted a national hero or out of office.

It is an entertaining, thought-provoking and nicely implemented educational programme especially suited for ages eight and up. This programme has excellent documentation and visual appeal and is easy to use.

SCRAM
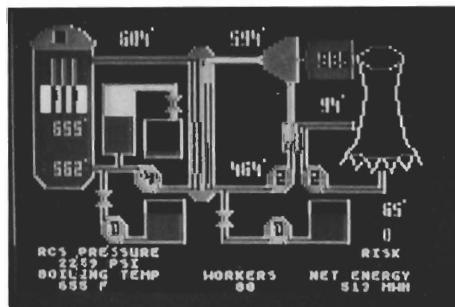
| CX 4123 | CASSETTE | 24K |

Scram is a nuclear power plant simulation. The documentation is excellent and describes the programme and the operation of a nuclear power plant very clearly.

After you are familiar with the functions of the various pumps and valves which affect the temperature you set a risk level from 1 to 9 — this risk level sets the frequency at which earthquakes occur.

As each earthquake occurs you have to locate the damaged components and send repair crews of which you only have a limited number. Obviously earthquakes are more frequent on the higher risk frequencies.

Not only is this a first rate simulation but it also makes excellent use of computer graphics to teach a complex subject. This programme has excellent game concept and creativity which allows a great challenge for the player.

Requires: one ATARI Joystick Controller.

TOUCH TYPING:

| CX 4110 | 2 x CASSETTES | 16K |

Atari eliminates the classroom boredom by bringing the touch typing programme to you in your own home. Easy to follow, this programme is not only designed for beginners but also for advanced touch typers looking to improve their skills.

Touch Typing is very easy to use with very good documentation.

SPEED READING
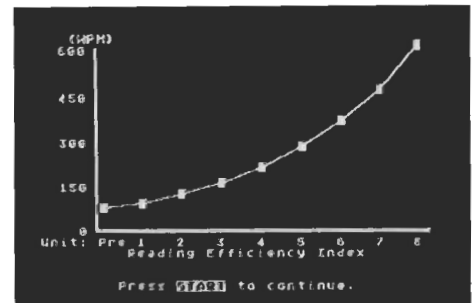
| CX 4126 | 5 x CASSETTES | 16K |

Discover faster and more efficient reading, increase your reading rate and help cut those piles of unread documents. Speed reading consists of workbook materials and computer-aided exercises. Timed practice sessions help pace your progress. Suitable for ages 15 to adult.

Eight sets of lessons, five programme cassettes and instruction manual are included. Each lesson cassette includes a voice track that offers valuable tips and confidence builders.

ATARI ENTERTAINMENT SOFTWARE

The fun of the arcade and the excitement of the chase. Brilliant colour graphics and fast action give new life to your ATARI Personal Computer.

ECONOSOFT—DIGGERBONK

ES1	CASSETTE	16K

Take out your frustrations on the Pulsing Greenies, the Purple Gurple, and a host of other meanies. Of course, they're out to get you too, so you have to keep your wits about you.

Besides your enemies, you have to watch out for some hazards in the landscape, plus the dreaded red bomb might go off at any time — its fragments are deadly.

Requires: one ATARI Joystick Controller.

ECONOSOFT—CATERPIGGLE

ES2	CASSETTE	16K

Devour the snakes crawling through a maze.

Who gobbles up fearsome snakes the way Popeye eats spinach? Who fends off Serpent Security guards CATERPIGGLE, that's who!

This exciting game gets every difficult and calls for lots of strategy at higher levels. Music and other sounds are novel and fun.

Requires: one ATARI Joystick Controller.

ECONOSOFT—DOWNHILL

ES3	CASSETTE	16K

Brrrr! The nippy air triggers your yen to ski. But it's hard to get away, and even when you can the crowds spoil your fun. Help is here! With DOWNHILL, you can sit by the fire, sip a cup of hot chocolate, and ski to your heart's content.

DOWNHILL makes colourful and imaginative use of the ATARI Computer's sound effects and graphics features, including vertical scrolling and player missile graphics.

Requires: one ATARI Paddle Controller.

ECONOSOFT—BUMPER POOL
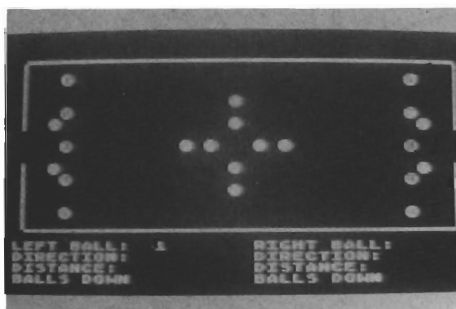
ES4	CASSETTE	16K

Bumper Pool is a two player game that resembles the popular hall game. You each start with five balls; yours are at one end of the table, and your opponent's are at the other end.

The object is to pocket all five of your balls in the opening at the opposite end of the pool table before your opponent does.

ECONOSOFT—SNARK HUNT
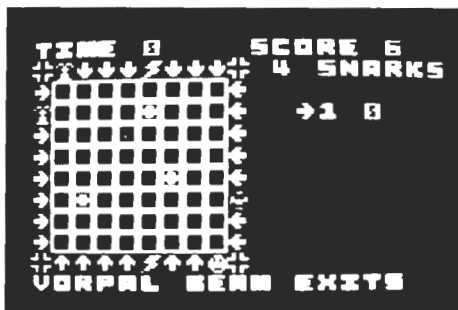
ES5	CASSETTE	16K

Find the snarks hidden inside a mysterious snark box. Fire vorpal beams into the box to see how the snarks affect the beams.

Only logic can help!!!
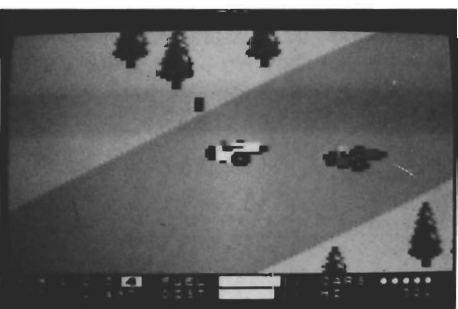
Requires: one ATARI Joystick Controller.

ECONOSOFT—AIR RAID!
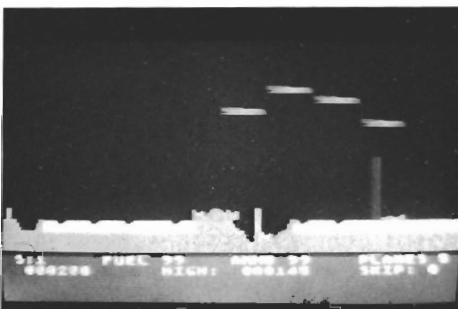
ES6	CASSETTE	16K

Fly above eight scrolling screens of landscape to defend your fighter plane, a radar beacon, and two airstrips against enemy bombers.

ECONOSOFT   ION ROADWAY

ES7	CASSETTE	16K

This endurance race requires lightning reflexes!

You, Zarg, foremost landracer in the star system Altheta, are about to face the greatest challenge of your life.

You know the stakes; if you win, you will be set free to race again.

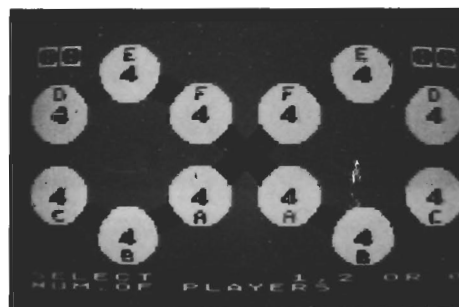Requires: One ATARI Joystick Controller.

ECONOSOFT — MEMORY MATCH

ES8	CASSETTE	16K

MEMORY MATCH is a version of the popular board game that sharpens your concentration. Match pairs of hidden objects or symbols or words on a grid after a brief glimpse.

Joystick Controller optional.

ECONOSOFT—ENNUMEREIGHT

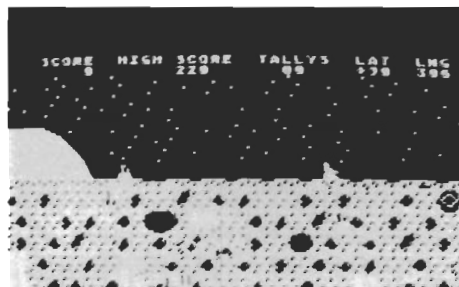

ES9	CASSETTE	16K

Move numbers around a circuit to win points.

If you're a fan of Awari or Mankala, or if you like strategy games, you'll love ENNUMEREIGHT.

ENNUMEREIGHT offers several options. You can play against another player or against the computer. For games with the computer as a player, you can choose from seven levels of difficulty.

This game tests your logic and strategy skills. The graphics and sounds are an integral part of the play.

ECONOSOFT—MOON MARAUDER

ES 10	CASSETTE	16K

Attack enemy installations on the moon.

You are the Earth's last hope. Your orders are to attack with your Starfighter to give the Earth time to prepare her defenses. But beware, Omegan fighters and guided missiles patrol the airspace above the moon, eager to die to defend their bases.

Your fighter can bank left and right, and also dive and climb, but if you come too close to the surface, you're likely to crash or slam into an installation or mountain.

In this one-player game, options include four skill levels and the choice of play or practice mode.

The satellite view greatly enhances the game. The player can spot approaching targets and position his ship to destroy them and avoid ground relation problems during dogfights.

Requires: one ATARI Joystick Controller.

ECONOSOFT — CAN'T QUIT
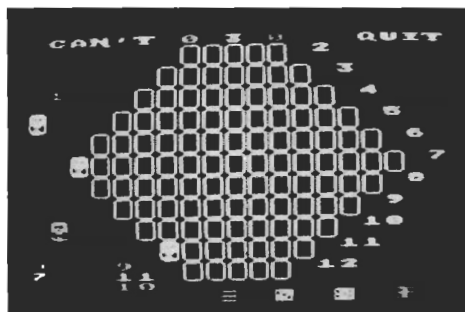
ES 17   **CASSETTE**   **16K**

Success at CAN'T QUIT comes from knowing just when to be bold, and when to fold. Luck certainly helps, but it isn't everything. Each roll of the dice forces you to decide; quit now, or take a chance?

You can play against another player or against the computer. You can even have the computer play a game against itself. The diamond shaped board is composed of eleven rows of boxes, one row for each number from 2 through 12.

When it's your turn, you use a Joystick to roll four dice. They bounce across the screen and finally come to a stop. Then you decide which pair of those dice you're going to use. If you choose a 3 and a 7, for example, game tokens move one space to the right on rows 3 and 7. The object of the game is to have your tokens move completely on the right on 3 rows (or 4 if you choose).

But it's not that simple! If you push your luck too far, you wipe out all the progress you've made. You have to resist taking that last turn before you've gone too far. It's tempting to keep trying one more time — and that's why it's called CAN'T QUIT!
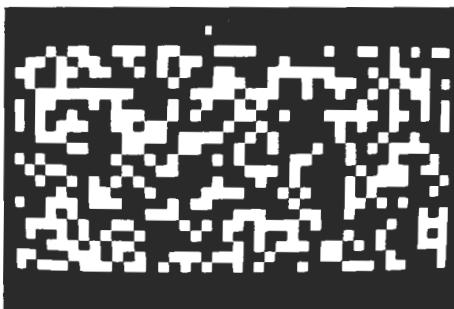
Requires: One ATARI Joystick Controller.

ECONOSOFT — ANTHILL
ES 18   **CASSETTE**   **16K**

You and a friend are at the bottom of a subterranean anthill.

You decide to race each other to the top. The first up, wins. But to win, you'll have to combine a sharp eye, quick reflexes, and strategic planning. This anthill happens to be at a construction site, and so paths open

and close in the maze as the earth shifts under the weight of the heavy machinery. You could make it up to the last layer only to find yourself trapped on all sides!

To make matters even worse, a frantic blue ant scurries round the maze trying to keep you both from deserting him. If he zaps you, you're involantarily thrown back to the bottom and your struggle begins all over again.

Luck will help you a little in ANTHILL, but mostly you must rely on skill!

ECONOSOFT — SALMON RUN
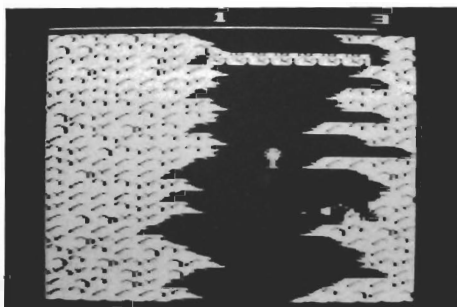
ES21   **CASSETTE**   **16K**

The story of the determined salmon struggling upstream to spawn every season takes a slightly different twist with SALMON RUN. The mighty little fish struggles upstream, fighting bears, waterfalls and sea gulls. But is it all for naught? Does he merely die in the end? Now his fate lies in your hand.

Each game level includes an increasingly difficult series of river courses. Sam faces a variety of complicating circumstances during his journey up-stream. He must overcome waterfalls, bears, fishermen and sea gulls. The frequency of their appearances depends on how long you play the game. Sam can jump the waterfalls and sidestep the fishermen or animals, but if he misses, he starts his trek upstream all over again.
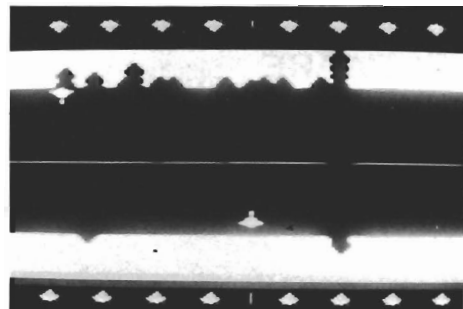
You win one point for every foot you help Sam swim and ten points for every waterfall he jumps. Children of all ages will enjoy SALMON RUN. The graphics are charming!

Requires: One or two ATARI Joystick Controller(s).

ECONOSOFT — QUARXON
ES 22   **CASSETTE**   **16K**

You no sooner discover friendly droids in a new galaxy, QUARXON, when your scanner picks up enemy

movement. Headquarters orders you to defend the droids against enemy attack. You have only one hunter-killer spaceship and you write to out-manoeuver both the enemy ship and the tricky elements unique to QUARXON's atmosphere.

Your primary objetive is to fire your laser through randomly occurring openings in the centre boundary line to break through the multilayered blockade protecting the enemy's droids, who want to take over the galaxy.

QUARXON has one- and two-player options, or you can watch the computer battle against itself. Unique rules make this game fast. Multishaded layers and smooth motion give it a polished look.

Requires: One or two ATARI Joystick Controller(s).

ECONOSOFT — GETAWAY!
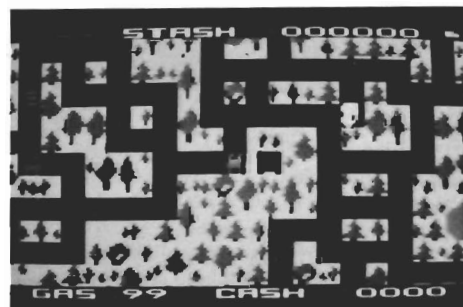
ES 28   **CASSETTE**   **16K**

Quick! Around the corner! The sheriff is in hot pursuit! You've been racing all over town collecting loot and stashing it in your hideout. At first the heists were easy. As long as it was just a little cash here and there, the law wasn't too interested. But then you knocked off an armoured van, and the heat's on. You'd better GETAWAY!

GETAWAY hás increasing levels of difficulty, yet it's easy to learn. The capabilities of Atari Computers have been used in every way to create an action game of surprising subtlety.

Requires: one ATARI Joystick Controller.

ECONOSOFT — KANGAROO
**ES29**   **DISK**   **32K**

Stop monkeying around! You have a baby kangaroo trapped in a cage in a tree high above the ground, and her mum wants to get her down. That looks simple: help Mum climb the ladders and make some superjumps

and she'll rescue Baby soon enough. There's just one catch. Several monkeys are trying to knock Mum down by pelting her with fruit.

This is the ATARI Home Computer version of Kangaroo, the popular arcade game. You use the joystick to guide Mum Kangaroo along tree branches, over some big jumps, and up ladders to get to Baby Kangaroo. Along the way she gains points by gathering fruit and punching out the mean monkeys. During each game, Mum must negotiate four separate playing fields. It's an exciting game for all ages, but particularly for young children.

Requires: one ATARI Joystick Controller.

ECONOSOFT—GALAHAD AND THE HOLY GRAIL
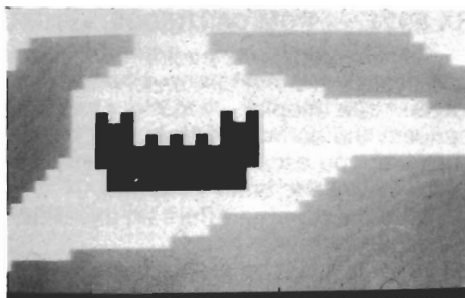
ES 30   DISK   32K

A graphic adventure with almost 100 rooms.

Harken back to the days of old and the legend of Arthur and the Knights of the Round Table. As you recall, in King Arthur's court several knights set off in search of the Holy Grail. Only the truly virtuous succeeded.

With Galahad and the Holy Grail, you become one of the knights on this holy mission. First you decide on your goals. You must swear (this is a game of honour) to accomplish one or more of several goals, such as to find three keys, find the Holy Grail, return the Grail to the white chapel, or slay all monsters. If you and some friends wish to play a tournament, you first agree on the goals and then take turns playing a complete round.

The first screen displays the white chapel, the beginning of your journey. Using your Joystick Controller, you guide your knight through a terrain of walls, roads, meadows, forests, and other obstacles. Some of the walls have magnetic powers. You can enter secret portals when you pass over them. As you travel horizontally, vertically, backwards, and forwards, you will encounter dangers from such unexpected sources as travelling knights, a dragon, and spiders. If you're lucky, you've found a variety of implements to help you fend off the attackers and assist in your search. If one of the challengers defeats you, the game starts again and another player tries to reach the goal. Galahad and the Holy Grail comes in two levels of difficulty.

Requires: one ATARI Joystick Controller.

ECONOSOFT—DANDY

ES31   DISK   40K

Dandy is a 26-level dungeon adventure in which co-operation is the key to success. You and up to three more players must get past the monsters; you lose strength each time a monster rams you, and you must constantly stock up on food to replenish your strength. If you lose all strength, you wind up in limbo, but another player can revive you by shooting an arrow into a heart. You can pick up smart bombs along the way and drop them to wip out all monsters in the area. You must also find keys to unlock doors in each maze. After exploring a dungeon, you take the down tunnel to warp to the next one.

Dandy provides hours of challenging discovery. All movement is done with joysticks, but you must hover over the computer keyboard to rebuild your health and to drop bombs. The combination adds to the frenzy and fun! Even if you master all the dungeons, the game isn't over. You can start over at high difficulty levels, and then you can create your own dungeons with the maze editor that comes with the programme. Dandy is certain to become a favourite in your game collection.

Requires: one ATARI Joystick Controller per player.

BASKETBALL™

CXL 4004   ROM CARTRIDGE   16K

Real life Basketball™ comes to life as players try and outwit their opponents.

You can dribble, pass, dodge and shoot a basketball without even touching the ball!
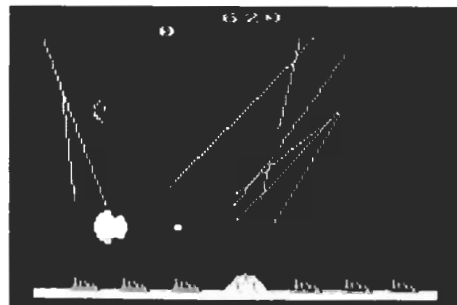
Play with the computer as a team partner, as an opponent or against a friend. Real life court action in your own home!

Basketball's™ game concept is very good including skill, challenge and also holds your interest. The graphics in the Basketball™ programme are very good.

Requires: two ATARI Joystick Controllers.

MISSILE COMMAND™

CXL 4012   ROM CARTRIDGE   16K

Missile Command™ is a popular arcade game in which the enemy launches a missile attack against six of your cities.

You command anti-ballistic missiles with which you intercept incoming missiles, planes, satellites, and smart bombs. The strategy is to protect your anti-missile base, shoot accurately, and intercept the satellite and bomber before they launch their missiles.

Bonuses are earned as a multiple of the number of cities and missiles remaining at the end of each wave. Bonus cities are awarded at every 10,000 points.

The graphics and sound effects are very well done and you will find the Missile Command™ arcade game fun and habit forming.

Requires: one ATARI Joystick Controller.

SUPER BREAKOUT™
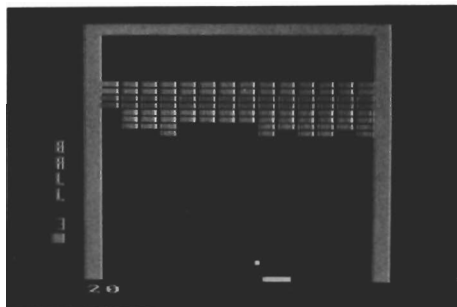
CXL 4006   ROM CARTRIDGE   16K

Keep that ball in motion and knock away the bricks to win!

A popular game for everyone.

Requires: ATARI Paddle Control.

CHESS
CXL 4009   ROM CARTRIDGE   16K

Try and outwit the computer's strategy on any level of chess play.

Whether you're a beginner or an advanced player, you can even learn from the computer in the Atari Chess™

programme. You can retract a wrong move, play blindfold, replay moves or get advice.

Enjoy the well calculated moves of the computer in a most challenging game of chess which is excellent as a game concept.

The programme comes with excellent documentation, is logically presented with very good graphics.

Requires: one ATARI Joystick Controller.

ASTEROIDS™

CXL 4013   ROM CARTRIDGE   16K

Asteroids™ is a fascinating game in which you must navigate a spaceship through a field of moving asteroids. The object is to score points by shooting these asteroids apart.

Of course, pieces of asteroids make the game more perilous; in addition an alien spacecraft randomly enters the field and attempts to destroy your ship.

The game can be played by one to four players. There are three choices of playing options or you can play in patrol or combat modes. Team play is also possible with three or four players.

This programme has very good documentation and will hold your interest well.

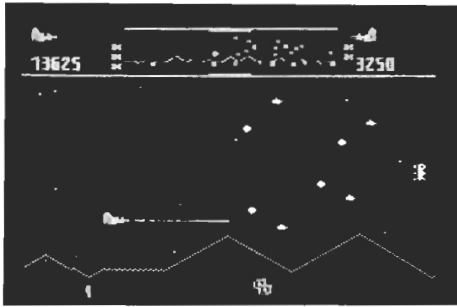Requires: one ATARI Joystick Controller.

QIX™

CXL 4027   ROM CARTRIDGE   16K

Employ the best of your strategies

to box in the deceptive Qix™. But beware, its moves are unpredictable and if it doesn't get you, the spark on your tail will!

Qix™ is a very good game concept which requires skill and challenge.

Requires: one ATARI Joystick Controller.

SPACE INVADERS™

CXL 4008   ROM CARTRDIGE   16K

Five rows of invaders disembark from a space ship on the left side of the screen. As they slowly march across the screen, they fire continuously at your mobile laser base. When they reach the edge, they drop down one notch toward the ground, and you must destroy every last alien before they reach the ground.

PAC-MAN™

CXL 4002   ROM CARTRIDGE   16K

Your Pac-Man™ moves about a maze, scoring points by eating video wafers. Four ghosts pursue you, and any contact (or even close encounters) with them proves fatal.

There are four power pills one in each corner of the maze which when eaten by Pac-Man™ allow you to turn the tables on the ghosts.

For a limited time you may eat them instead.

Requires: one or two ATARI Joystick Controllers.

TENNIS™

RX 8402   ROM CARTRIDGE   16K

Tennis™ offers you an arsenal of different shots that you select with the keyboard controller. The nine number keys are set in the same pattern as your opponent's side of the court. You manoeuvre the players around a detailed court by using the joystick.

To return a volley you simply move the character in front of the ball to hit it. Whether you watch or play, this game is exciting.

Tennis™ has very good game conception and creativity and offers an excellent challenge with very good graphics.

Requires: two ATARI Joystick Controllers.

CAVERNS OF MARS™

RX 8021   ROM CARTRIDGE   16K

Choose your own level of difficulty and destroy the martian base which is located in a deep and winding cavern beneath the surface of Mars. But make sure that you escape back through the maze before the timer runs out!

This programme offers an excellent challenge with very good documentation. The graphics are very good and can be played at various difficulty levels.

Requires: one ATARI Joystick Controller.

CENTIPEDE™

CXL 4020   ROM CARTRIDGE   16K

Centipede™ takes you into the deadly world of garden bugs where an endless stream of jumping spiders, poisonous scorpions, frenzied fleas, and slithering centipedes tread a mushroom garden.

They're out to get your dreaded bug blaster in this fast action, shoot 'em up arcade game.

The object is to stay alive, kill as many bugs as possible and score high. Every time a bug is killed it turns into a mushroom that clutters the playfield. These can be removed by shooting twice at each mushroom.

There are many hidden dangers from each bug. You receive a bonus blast every 10,000 points and can accumulate up to six reverse blasters.

Centipede™ has very good graphics and offers a good challenge to the player.

Requires: One or two ATARI Joystick Controller(s).

DEFENDER™

CXL 4025   ROM CARTRDGE   16K

Defender™ is an airspace battle game designed for one or two players (the two player version alternates turns and compares scores). Your mission is to protect your home city and its inhabitants from a continual alien onslaught.

Your arsenal is a laser cannon and 3 smart bombs — you gain additional smart bombs every time you score 10,000 points or multiples thereof. It has very good documentation and will hold your interest well.

Requires: One ATARI Joystick Controller.

DIG DUG™
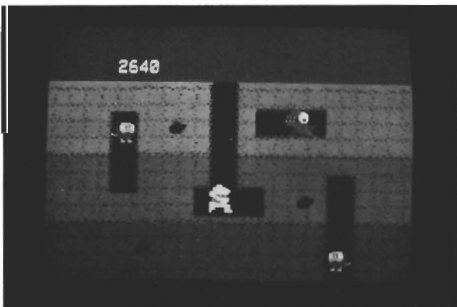
RX 8026   ROM CARTRIDGE   16K

Dig Dug™ is an arcade game in which the hero of the same name burrows through the earth in search of monsters who are trapped in their own miniature tunnels.

Two types of monsters can kill Dig Dug™ on contact: Pookas and Fygars. Both these monsters can turn into ghosts and escape from their tunnels only to reappear just behind our hero. Once all the monsters have been killed you move to a more difficult level with more monsters and more hazards. The graphics are good — a game well worth adding to your collection.

Requires: One or two ATARI Joystick Controller(s).

DONKEY KONG™
RX 8031   ROM CARTRIDGE   16K

Jump over the barrels or pulverize the fireballs and help Mario retrieve his lady friend who is being held captive by the huge ape at the top of the building.

DONKEY KONG /HCS

The graphics and sound effects are outstanding. Donkey Kong™ as a game concept is excellent and offers an excellent challenge.

Requires: One ATARI Joystick Controller.

EASTERN FRONT™

RX 8039   ROM CARTRIDGE   16K

Experience the tactical brilliance of warfare as commander of the German Army in the 1941 invasion of Russia. Through harsh weather conditions of snow and rain a player employs military strategies over colourful screens and 32 subdivisions of time.

Eastern Front™ is the first war game that non-warriors might enjoy. It is highly recommended with excellent graphics and documentation. Guaranteed to hold your interest — offering challenge and requiring skill.

Requires: one ATARI Joystick Controller.

GALAXIAN™
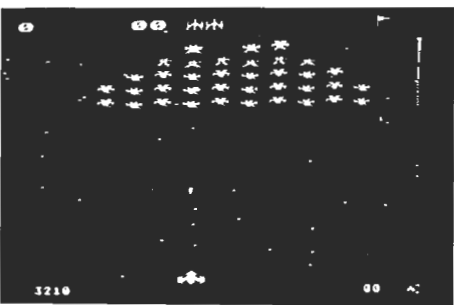
CXL 4024   ROM CARTRIDGE   16K

A warrior fleet of Galaxians has come from deep space to attack Earth. Your five Earthships are the planet's only defense. Each attack wave consists of an armada five rows deep led by four yellow commanders at the top.
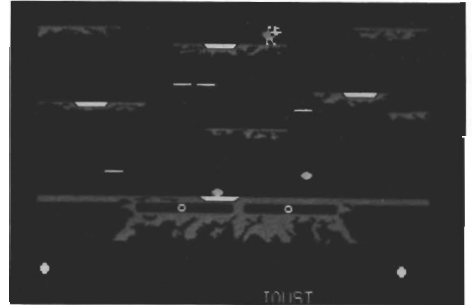
On the beginners level the warriors don't shoot back but on the advanced level seven or eight Galaxians attack simultaneously with an incredible barrage of missiles — no mortal can survive long with those odds.

Galaxians™ is a pleasant and fun shoot 'em up game, with very good documentation and graphics.

Requires: one or two ATARI Joystick Controller(s).

JOUST™

RX 8044   ROM CARTRIDGE   16K

In Joust™ you engage a team of computer-controlled flying knights in combat while mounted on a flying ostrich. You try to unseat enemy riders and retrieve the eggs that result from the collision.

Your lance must be higher than your opponent's lance for you to win but collisions need not be head on. You can just as easily bop him on the head by descending on top of him. All your enemies have different skills depending on their colour.

Joust™ is very popular because of its creativity and the option for two people to play allies. Joust™ has excellent game concept and creativity and will hold your interest.

Requires: one ATARI Joystick Controller.

JUNGLE HUNT™

RX 8049   ROM CARTRIDGE   16K

Cannibals have captured Lady P. To rescue her, Sir Dudley must traverse the Deadly Forest by swinging from vine to vine, swim past or fight fourteen deadly crocodiles, run through a boulder field until he reaches Cannibal Camp and finally jump past two guards armed with poisonous spears.

This game definitely requires dexterity and careful timing even on the beginners level and will hold your interest well.

Requires: one or two ATARI Joystick Controller(s).

MS PAC-MAN™
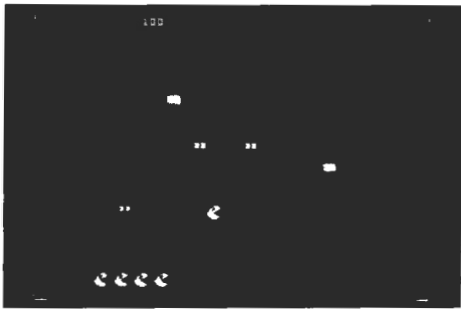
RX 8043   ROM CARTRIDGE   16K

A female Pac-Man™ complete with decorative ribbon, eats the dots in the maze. The four ghosts; Inky, Blinky, Pinky and Clyde try to corner the heroine before she eats all the dots. If you like maze games, Ms Pac-Man™ is the best of its type.

Ms Pac-Man™ has excellent game concept and creativity and will definitely hold your interest. The controllability and challenge is very good with excellent graphics and documentation.

Requires: one ATARI Joystick Controller.

PENGO™
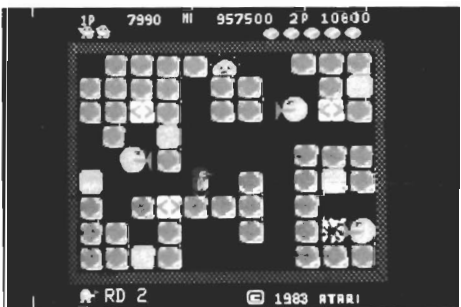
RX 8045   ROM CARTRIDGE   16K

You'll skate on thin ice as you race Pengo, the lovable penguin. Your goal; line up three diamond blocks for points. Your enemies; Sno-Bees with deep freeze strings. Different difficulty levels provide you with 3 to 5 lines.

Requires: one ATARI Joystick Controller.

POLE POSITION™

RX 8034   ROM CARTRIDGE   16K

Pole Position™ is a racing game in which you must qualify on the track before you are allowed to race. You have up to 90 seconds of qualifying time, but must complete the lap in less than 74 seconds if you are to race. The computer then determines your starting pole position. If you get stuck at the back of the pack, you will have to do some fancy manoeuvering to get out ahead.

The graphics are outstanding with sound effects on engine revs and screeching tyres. Speeds as high as 195 m.p.h. are possible on long straights and avoiding other cars on the track requires practise and timing.

There are three different racing courses in addition to practise courses. Pole Position™ is definitely the most realistic racing car arcade game on the market and a must buy for any racing fan.

Requires: one ATARI Joystic Controller.

ROBOTRON™

RX 8033   ROM CARTRIDGE   16K

It is the year 2084 and robots have seized our planet. Help save the last human family.

A fast moving action game with superb sound and graphics.

Requires: one or two Joysticks.

STAR RAIDERS™

CXL 4011   ROM CARTRIDGE   16K

Your battle ground is the entire galaxy. Meteors fly through space. Fleets of Zylon fighter craft surround and attack your starbases.

Add speed with your ion engines and close in on your target. Lock it into your gun-sight crosshairs and blast the Zylon into glowing embers with your photon torpedoes.

Four skill levels. One of the most spectacular 3D effect space games.

Requires: one ATARI Joystick Controller.

WE'RE HERE TO HELP

IMMEDIATE HELP AND SUPPORT

Your ATARI Personal Computer carries a 12-month guarantee from the date of purchase. Our confidence in ATARI Personal Computers rests on their precision manufacture. Before it reaches your home, your computer and its components have been tested under conditions more extreme than they are ever likely to meet whilst in normal use. The chances of your ATARI Personal Computer ever needing repairs are remote, but be reassured that if ever you need us, we're there to help.

Service for your ATARI Personal Computer should be sought initially through the ATARI dealer from whom it was purchased originally. Alternatively, you may direct your enquiry to:

ATARI®

ATARI SERVICE CENTRE
2 POLAND ROAD
GLENFIELD
AUCKLAND

REMEMBER

Your ATARI Personal Computer has a self-test programme built into its memory. If something doesn't work as you expect it to, run the self-test programme — it may save you time and expense.