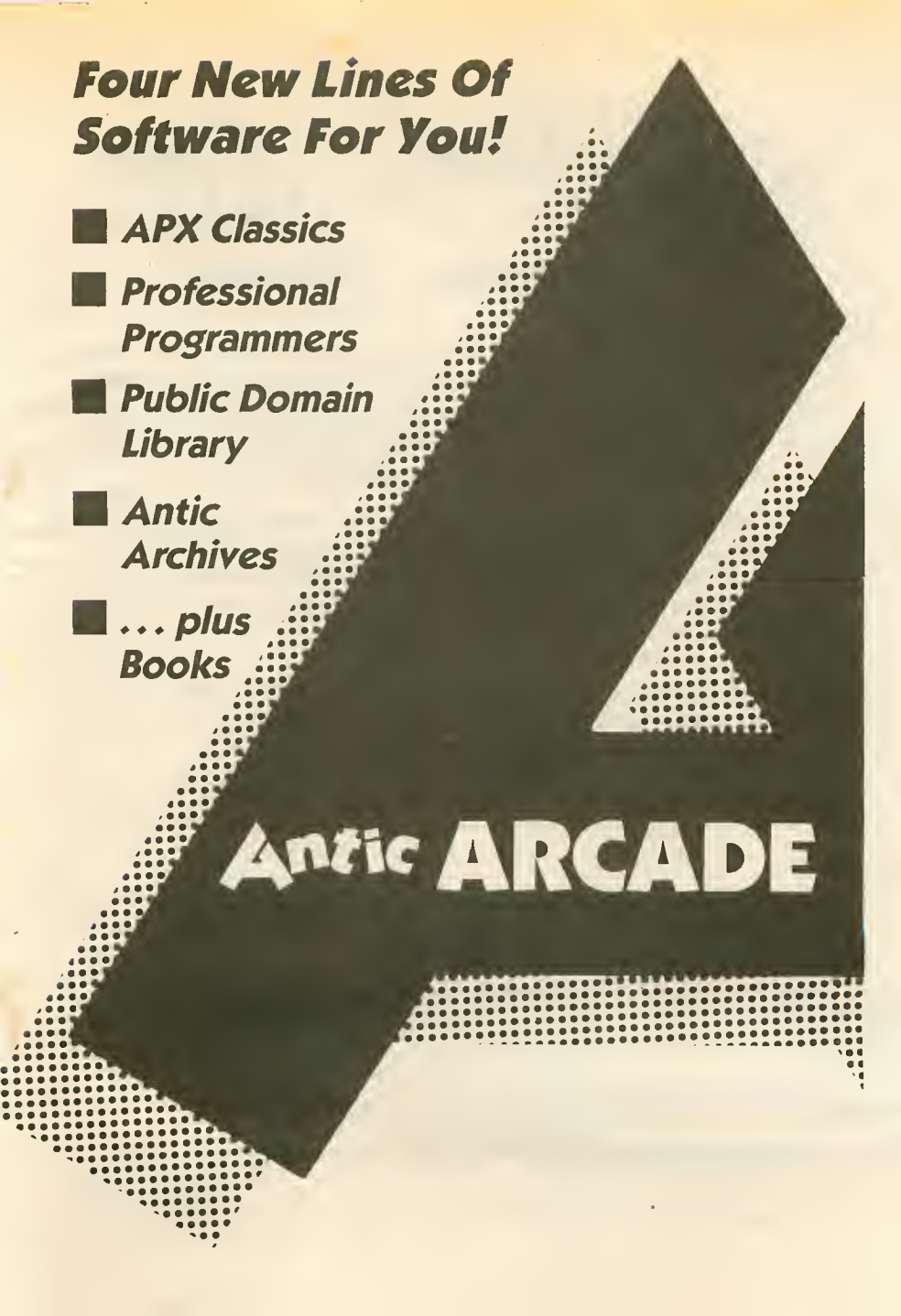

Four New Lines Of Software For You!
APX Classics
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APX lives again. . . via Antic!

The Atari Program Exchange was one of the most advanced software distribution concepts ever created for personal computers (IBM came out with something very similar for the PC in 1984). APX published the best software submitted by Atari users from all over the world. These programs were outstanding — but considered too specialized in appeal for Atari's mass merchandising channels.

APX software was packaged simply but tastefully and sold mostly through well-written catalogs. With the reorganization of the Atari company and the shutdown of APX operations, Antic arranged directly with the authors to re-release many of the very best APX programs — games, real world applications, powerful utilities, demonstrations and tutorials.

APX Classics Line from ANTIC brings back these fine programs that had been unavailable to Atari users for many months. But you'll also notice that some of these programs have never been published anywhere before. . .

We are including this brand new software with our top-of-the-line APX Classics because we want you to know they are as good as the best of APX. (Also a lot are the latest works of former APX star programmers.)

Antic will continue to release additional outstanding programs in the APX Classics line. If you have written a professional-quality program for Atari computers, submit it to **APX Classics from ANTIC,** 524 Second Street, San Francisco, CA 94107. We pay competive royalties and are the largest single information source for Atari users.

Each program disk is self-documented.

Antic is in no manner associated with the Atari Program Exchange.

Atari is a trademark of Atari Corp. Antic is an independent periodical not affiliated in any way with Atari Corp.

Credit card holders, call toll-free, 24 hours-a-day:
800-227-1617, ext. 133 (in Calif. 800-772-3545, ext. 133)

Games

GALAHAD AND THE HOLY GRAIL

By Douglas Crockford

Written in machine language

The search for the Holy Grail goes on in this challenging and exciting graphic adventure by one of Lucasfilm's top game programmers. In GALAHAD AND THE HOLY GRAIL, you will encounter monsters galore, evil knights, and even an occasional dragon. Fear not! Enchanted walls lead you to the sanctuary of secret portals — the lucky finds of swords and keys will assist you in your quest. This was one of APX's all-time best-sellers!

REQUIRES: One Joystick #AP110 $15.95

BURGERS!

by Douglas Crockford

Written in machine language

BURGERS! would terrify even easygoing Wimpy away from his favorite food! As you float above earth, burgers drift gently upward and if they touch you, you get bigger and bigger till you EXPLODE! Designed for young children, the score is totaled as "burgers served" and the music is light and spritely, (despite the grisly premise).

REQUIRES: One Joystick or Paddle Controllers

#AP109 $15.95

SPACE WAR

by Jay Jaeger

Written in machine language

This two-player galactic shoot-out is a hot new adaptation of the classic mainframe computer game developed at M.I.T. in the early sixties. Your goal: to destroy your enemy's space ship before it gains control of our solar system. The sun is both an ally and potential pitfall — you use its gravitational waves to avoid torpedoes and propel your ship to strategic positions. But if you get too close, you're a frozen sitting duck for enemy forces.

REQUIRES: One joystick per player

#AP101 $15.95

DIGGERBONK

by Steve Robinson

Written in machine language

Winding your way through a vertical scrolling maze (amassing points) you "BONK" all the Pulsing Greenies and Purple Gurples who get in your way. Unfortunately, they're out to demolish you too, so you might have to resort to the Panic Button in case of dire emergency. Death is inevitable, so try to bonk as many P.G.'s as possible before you go. Great fun for kids of ALL ages.

REQUIRES: One Joystick

#AP107 $15.95

SNARK HUNT



by Jeff Johannigman

Written in BASIC and assembly language

Snarks (like sharks) are difficult beasts to detect — hidden by mysterious depths. In SNARK HUNT, vorpal beams are your only tool to track these elusive creatures. The beams will react in different ways to the presence of snarks, and you will find your logic taxed to the limit trying to decipher where the snarks are. Up to 8 players can attempt this mission; higher levels create a special challenge.

REQUIRES: Atari BASIC language; One Joystick

#AP105 $15.95

Games

DANDY

by John Palevich

Written in machine language

Dandy is a 26 level dungeon adventure where cooperation is essential to success. You and up to 3 friends must get past the monsters. Strength is lost each time a monster rams you, and a constant supply of food is necessary to rebuild your wasted body. Collect smart bombs along the way (they come in handy) and don't forget to pick up keys to unlock your way out of each maze. DANDY is well-suited for group game play — families will be totally captivated, if not completely addicted.

REQUIRES: One Joystick per player #AP116 $15.95

SARATOGA



by Paul Wehner

Written in machine language

Great wars make great games, and if you enjoyed EASTERN FRONT you'll love SARATOGA — *the* war simulation of the American Revolution. The time is 1777 and your American forces *must* destroy the redcoats before the year ends, yet retain control of Albany, Philadelphia, West Point and Fort Ticonderoga. Eight scenarios and game-save feature make this simulation a lasting hit!

REQUIRES: One Joystick

#AP104 $15.95

BUMPOMOV'S DOGS

by Gray Chang

Written in assembly language

You can't keep a good dog down, and Gray Chang, author of DOG DAZE DELUXE, now presents you with this totally new two-player competition. The race is on to see how many biscuits your two dogs can scoop up. The first dog that picks up 100 biscuits and carries them back to his doghouse wins. Beware the floating bone; if one dog shoots this at his opponent, the stricken canine gets rudely "bumped" through the maze and loses his biscuits. You'll find the splitting/recombining screen unique — making the action very exciting.

REQUIRES: One Joystick per person

#AP112 $15.95

DOG DAZE DELUXE

by Gray Chang

Written in machine language

A dog's favorite fantasy is at the core of DOG DAZE DELUXE — to become top dog by staking your claim to all the new fire hydrants popping up on the screen! It's not easy — careless drivers and competing underdogs are your constant hazards — but no one said a dog's life ever was! Excellent 3-D effects and the one-or-two player options make this game fun for everyone.

REQUIRES: One Joystick per person

#AP111 $15.95

Credit card holders, call toll-free, 24 hours-a-day:
800-227-1617, ext. 133 (in Calif. 800-772-3545, ext. 133)

Games & Applications

LORD OF THE ORB

NEW!

By Jose Suarez

Written in machine language

Explore the three vertically scrolling levels of evil warlock Kyalramoell's castle. Recover the nine treasures he stole from the good kingdom of Boelinus, and rescue the Living Orb of Fortune. Destroy foul creatures from the Land of Nightmares with your glowing darts, gain strength from the gold coins and diamond rings scattered about the castle corridors. LORD OF THE ORB is destined to be one of 1985's classic hits! **REQUIRES: One Joystick #AP103 $15.95**

CRIBBAGE

APX Award Winner

by Jose Suarez

Written in BASIC and assembly language

If you're not a cribbage player already, this quick and exciting version will convert you first time around. CRIBBAGE pits your ability against the computer to assemble winning card combinations and rack up the ultimate score of 121 points before it does. Fast pace and superb graphics make this game a winner!

REQUIRES: Atari BASIC and joystick

#AP102 $12.95

CHAMELEON CRT TERMINAL EMULATOR

VER. 4.2 NEW VERSION

by John Palevich

Written in machine language

Convert your Atari computer into a computer terminal! For five terminal types, "Glass TTY," ADM-3A, DEC VT-52, IBM 3031 ASCII, and a Test terminal, CHAMELEON supports most-used features (including Kermit protocol). The wide-screen 80-column emulation (displays 40 columns at a time with auto horizontal scrolling). Use with UNIX operating systems. All terminal characteristics are user-definable. Supports the Atari 835 & 1030 modems and now has autodial capability (for sixteen phone numbers). CHAMELEON is now totally compatible with AMODEM.

REQUIRES: 48K RAM

#AP113 $19.95

STOCK MANAGEMENT

APX Award Winner

by Greg Thrush

Written in BASIC and assembly language

STOCK MANAGEMENT is an ideal way for you to efficiently organize your transactions and then review your options. Once all your transactions are entered, STOCK MANAGEMENT can tell the current value of your stocks, equity for specific stocks, capital gains for a given year and much more! Comes with a complete set of commands specifically geared for historical tracking of stock portfolios.

REQUIRES: Atari BASIC language

#AP106 $19.95

DRAWIT

by James Burton

Written in machine language

DRAWIT is an outstanding drawing program that exploits the Atari's superior graphics capabilities. With 16 different colors and 8 hues at your disposal you can create up to nine pages of your latest masterpiece in memory. Features include automatic fill, page merging, 2 zoom levels for detail work and page wipes and an animator.

REQUIRES: One Joystick

OPTIONAL: Atari BASIC language

#AP108 $19.95

Applications

INSTEDIT

by Sheldon Leemon

Written in BASIC and assembly language

The best character set editor we've seen. INSTEDIT can help you make maximum use of the advanced graphics capabilities of your Atari computer. You use a joystick to edit a character in an eight-by-eight matrix. INSTEDIT simultaneously displays the modifed character in all six graphics modes. You can even create objects to use with player/missile graphics routines. You can store a character set for further work and even write it to a disk file in the form of BASIC DATA statements, assembler source code, or even an entire BASIC subroutine for incorporating your character set into a program.

REQUIRES: Atari BASIC language; One Joystick #AP117 $19.95

DEEP BLUE C COMPILER



by John Palevich

Written in C

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. Pointers, recursive functions, and high-level conrol structures make complex software systems easy to design, implement, and maintain. Furthermore, C is the de facto systems programming language of the new generation of "workstation computers." DEEP BLUE C is a proper subset of version 7 C, which means that program written for it will run almost without change on computers supporting the full language.

REQUIRES: 48K RAM; A non-line-oriented text editor #AP114 $19.95

CUSTOM BLEND

NEW!

by Al Casper

Written in machine language

If you do any programming with your Atari computer, CUSTOM BLEND will give you the power to create any combination of text and graphics modes — even Display List Interrupts — automatically! Just sit back in your chair with your joystick, and CUSTOM BLEND will write BASIC subroutines controlling any of the Atari's 14 display modes. Get results that used to take hours of trial & error — in minutes! The Automatic Display List Interrupt feature makes it easy to put two totally different character sets on the screen at once — and double the number of colors you have to work with!

REQUIRES: One Joystick
OPTIONAL: Instedit; Atari BASIC language #AP118 $19.95

DEEP BLUE SECRETS

by John Palevich

Written in C and machine language

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

REQUIRES: DEEP BLUE C COMPILER; Atari Macro Assembler; any non-line-oriented text editor; 48K RAM #AP115 $19.95

Credit card holders, call toll-free, 24 hours-a-day:
800-227-1617, ext. 133 (in Calif. 800-772-3545, ext. 133)

THE PAPIE DISKS

Climb into the hacker's attic and discover the arcane secrets of Atari professional programmers!

In the early days of Atari, top professional freelance programmers banded together to trade their secrets. Organized by the prolific Jerry White, the group called itself the Professional Atari Programmer's Information Exchange (PAPIE).

The PAPIE roster reads like a Who's Who of Atari programmers. A sampling includes Russ Wetmore, author of "Preppie I & II," Clinton Parker, creator of ACTION!, Jim Nangano, "Flip & Flop" and "Spy vs Spy," and Sheldon Leemon, creator of "Instedit."

Each member contributed their own private programming utilities and favorite programs, which were compiled on disk by Jerry White under the contributor's name and program number (i.e. Wetmore's 3rd program would be WETMORE3). Some of these professionals are now willing to share them with **Antic's** readers, so we are offering them as a kind of "hacker's delight."

Most PAPIE programs are utilities that help solve advanced programming problems. And there are a good deal of assembly language routines intended to be incorporated into larger programs. In some cases there is documentation, but mostly there is none. Get the whole set and explore how the pros program!

EACH DISK IS GUARANTEED TO BE MORE THAN 95% PACKED!

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Russ Wetmore
Jerry White
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$12.95

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Clint Parker
Fred Tedsen
Russ Wetmore
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#IE302
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Russ Wetmore
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$12.95

Disk #4:
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Stuart Smith
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Russ Wetmore
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Jerry White
#IE308
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COMPLETE SET, PAPIE DISKS 1–8
#IE310 $79.95

ANTIC PUBLIC DOMAIN LIBRARY

There's a treasury of Public Domain software for Atari computers. And the **Antic Public Domain Library** supports all Atari owners, users groups, and bulletin board sysops by making available an ever-growing catalog of the highest quality PD programs for ***everybody*** to share.

All programs in this series are sold as is. There's no documentation included, except what's built into the programs. Therefore, you may need some expertise in order to use the products properly ... and there may be some programming quirks you'll need to modify for your individual hardware system. However, all products have been tested at Antic and will perform. Due to unforeseen circumstances, contents may vary slightly from the descriptions here. But each disk and cassette is filled with proven useful programs.

Credit card holders, call toll-free, 24 hours-a-day:
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GAMES GAMES GAMES

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Our all-time bestseller! Chicken: by Stan Ockers. Classics like Reversi, Hangman and Monopoly. Clewso: detective adventure.
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Big Game Duo

Two BIG games that take up a whole disk. Herbie: 4 levels of screen action. Smokie: graphics and text role-playing simulation of a favorite good ol' movie.
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PICK OF THE MONTH

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Vultures plus Castle Hexagon —2 of the best action games from Stan Ockers, the king of public domain. The rest of the disk is a large scale text adventure that you can play or modify to create your own games.
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GAMES GAMES GAMES

ANTIC EXCLUSIVES

Never before seen on the public domain-circuit! Nine games that all came from direct submissions to Antic. Calamity, Grid Master, Jeopardy, Decode, Jump King, Digger, Slammer, Roni's TV, Hidden Meanings.
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Plenty of Beatles classics like Yellow Submarine and In My Life, plus Star Trek, Ragtime selections and more. Requires Music Composer cartridge.
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Microassembler: USR routines, assembler. Doc: disk documenter. Num: automatic line numbers. Printnop: connect parallel printer to ports 3 & 4. Memtest: memory tester.
#PD010 $10.00

Sound & Graphics

Music and drawing application programs. Baby Pro Sound, Tune Rite, Etch Sketch and more.
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Over 14 programs. BankBalance: checkbook balancer. IRA: retirement fund accounting. Business: menu-driven integrated software. BarGraph: presentation graphics. SinkFund: sinking fund tracker.
#PD022 $10.00

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Disassembler: ML analysis. Tiny Text: word processor. GTIA Text Window. Label Printer: for Epson. RT Clock: real timing.
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Antic Forth

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PICK OF THE MONTH

Antic Telecommunications

Featuring latest improved AMODEM with telephone directory. Autodial system too. Also software for uploading and downloading software on low-cost Atari 1030 modem—TScope, DiskLink, AutoGen.
#PD024 $10.00

Atari 1030/835 modem version
#PD025 $10.00

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KIDS AND THE ATARI

Best-selling starter book for new Atari BASIC programmers. Great for adults as well as kids. The book that got thousands off and running. 219 large-format pages and clever illustrations.

#MG900 $19.95

ATARI ROOTS

Beginners' best guide to Atari assembly language programming. Clear, understandable 288-page introduction to the fastest, most memory-efficient programming language. Takes you all the way through advanced sound and graphics. As excerpted in **Antic.**

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JULY '83	Adventure Games, USR	6/33K	#HC305	#BK201
AUG. '83	Graphics, Keystroke Artist	9/66K	#HC306	#BK202
SEPT. '83	Education, P/M Tutor	8/35K	#HC307	#BK203
OCT. '83	Sports Games, AutoCassette	10/52K	#HC308	#BK204
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Warranty. The **APX Classics from Antic** products are covered by a limited 30-day warranty against defects in materials or workmanship.

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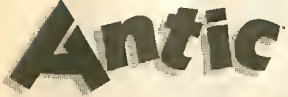
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