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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.



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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

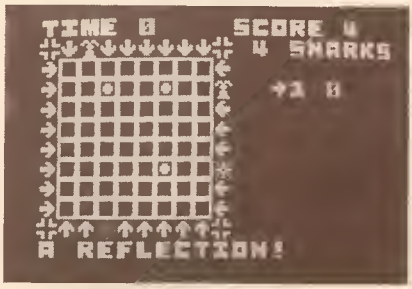
by Jay Jaeger

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



Snark Hunt

SNARK HUNT

APX AWARD WINNER

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

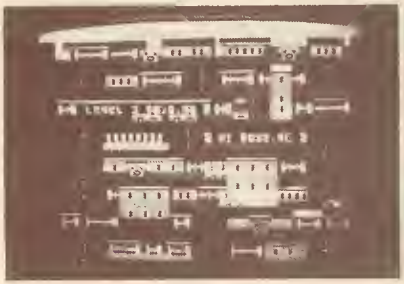
Games

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**



Taxicab Hill

TAXICAB HILL

NEW!

by W. Morris & R. Hoffman

Written in machine language

SMASH! CRUNCH! BANG! goes your taxi as you race up and down the hills of San Francisco in TAXICAB HILL. Watch out though, 'cause those pirate cabs are always trying to steal your fares. The radio in your cab keeps drifting to a crazy jazz station, and those pirates never stop trying to steal your livelihood. There are lots of screaming pedestrians waiting for a lift, and when they pay you, you'll have enough $$$ to flip over the edge into the next San Francisco neigbhorhood. All of us San Franciscans loved TAXICAB HILL the first time we saw it at Antic. Features a super-high-res (16-bit) 4-voice music mode never heard before in any Atari game.

REQUIRES One joystick Controller

#AP137 $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

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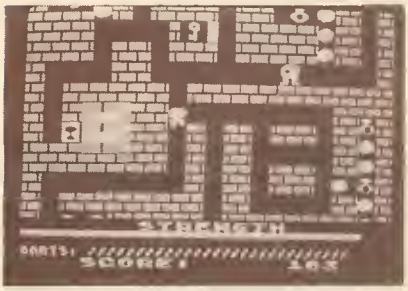
(in Calif. 800-772-3545, ext. 133)

Games

LORD OF THE ORB



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**



Lord of the Orb

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

RAID ON GRAVITRON

by Jim Sommers
Written in machine language
RAID ON GRAVITRON is a point-of-view space battle with outstanding 3-D effects. You dogfight with cyborgs from Gravitron to save the earth. Make sure your shields aren't vaporized by their fireballs! Your Emperor Eddie then commands you to warp out of our universe in a suicide mission to Gravitron itself. During your trip you have to navigate the booby-trapped time tunnels and shoot your way through the statis walls. You must then seek out and destroy your final target.
REQUIRES: One Joystick controller
#AP121 $12.95

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

Games

MARS MISSION II



by Greg Christensen

Written in machine language

If you want to explore life beyond Caverns of Mars, the MARS MISSION II is for you. In this sequel, you've made it past the vertical caverns and you're flying an envoy of ambassadors from Earth into the Martian City. All of a sudden, you're attacked by those Martian baddies and. . .you guessed it, the fighting starts all over again. But this time, things are totally different as you must dodge fields of flying boulders, missile launchers, and other deadly threats. You've got to get past all the levels and make it back to your base! Greg Christensen became the Atari Program Exchange's most successful author with Caverns of Mars; find out why the MARS MISSION II is even better.

REQUIRES: One Joystick controller **#AP120 $15.95**

SEVEN CARD STUD, A USER PROGRAMMABLE SIMULATION

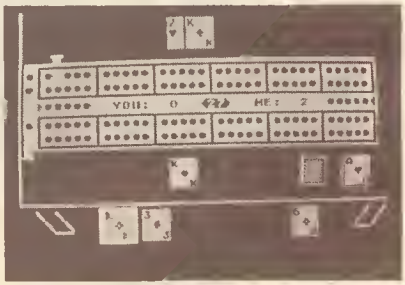
by Monty Webb

Written in BASIC and assembly language

SEVEN CARD STUD simulates five card-playing partners with multi-programmable personality traits. You can "fix" the game to determine each player's characteristics (your poker buddies maybe?). You decide if a player is hard, average or easy to bluff, how often the player raises, and overall playing strategy (too loose, smart or too tight). Manipulating the competition allows you to sharpen your poker skills without becoming discouraged. To make it even better, SEVEN CARD STUD uses 100 percent joystick control for all commands and play options. Poker players are sure to enjoy the extra touches like realistic graphics and sounds in this excellent simulation.

REQUIRES: Atari BASIC language & one Joystick controller

#AP123 $12.95



Cribbage

CRIBBAGE



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

Games

PHOBOS



by Greg Christensen
Written in machine language

Can you master the 16 levels of defense and destroy the Martian's command center? Take your fighter into the core of Mars's largest moon—flying inside harrowing caverns, picking up fuel and knocking out missiles. Phobos's awesome defenses include Compound Laser Gates within narrow pathways that require fine maneuvering; the fast action and great graphics are guaranteed to keep your adrenaline going! With four skill levels, everyone can set their own pace. Fans of Caverns of Mars* will find PHOBOS exceptional.

REQUIRES: One Joystick controller

#AP119 $15.95

*Caverns of Mars ©Atari Corp.

WEAKON



by Eric Freeman
Written in machine language

WEAKON takes you into the thrilling new world of inner space and subatomic particles. You must search for and capture elusive weakons to build up your power generator. Speeding gamma photons, radiation clouds and mesons threaten your very existence—and to make matters worse, all these particles accelerate after several weakons are taken prisoner! WEAKON is a classic arcade shoot-'em-up with unique graphics and effects. With ten levels of difficulty, mastering WEAKON should provide a real challenge.

REQUIRES: One Joystick controller

#AP122 $15.95

Personal Productivity

MAPWARE

by Harry Koons and Art Prag
Written in BASIC

Create and save high-resolution world maps with MAPWARE. You can locate all the main land masses on Earth — with 9000 pairs of geographic coordinates at your disposal. MAPWARE is the only source of this data for Atari BASIC programmers, HAM radio/satellite applications, geography, and cartography. You can create and display maps in four different projections — and you can draw a world map from above any geographic spot you wish. MAPWARE comes on two diskettes — one for the programs and one containing the coordinate data.

REQUIRES: Atari BASIC language

#AP134 $19.95

THE FAMILY TREE



by Harry Koons
Written in BASIC

THE FAMILY TREE can introduce your family to its fascinating history. This program lets you enter and display all pertinent information for each person in your family pedigree. The screen displays a tree with a unique cursor. You move the cursor about the tree using a joystick or keyboard to select a person from the chart. Historical data can then be displayed or edited on the scren. You can save about twenty-four generations on one disk and print charts out on a printer (you may send printed charts to distant relatives to get their help in completing your family's history). A sample pedigree chart is included with this one-of-a-kind program.

REQUIRES: Atari BASIC language
OPTIONAL: One Joystick controller

#AP133 $19.95

Personal Productivity

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

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

DATA MANAGER XL



by William Bartlett

Written in BASIC and machine language

DATA MANAGER XL is a general purpose data management program that is powerful and flexible enough for most applications. The number of records is only limited by free disk space; up to 100 fields per record are allowed, with up to 120 characters per field. Totally reliable indexing will make you breath easily — and you can add and delete fields from your record structure at any time. The reporting capability is exceptional in DATA MANAGER XL — there is an internal "mini word processor" for your reports and form letters, plus a powerful mail-merge option for Atariwriter* and Antic's WORD MAGIC. The "Tools Manager" module has database diagnostics, plus you can also check the accuracy of your disk drive speed. Comprehensive documentation is included.

REQUIRES: Atari BASIC language

#AP129 $19.95

Atariwriter©Atari Corp.



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800-227-1617, ext. 133 (in Calif. 800-772-3545, ext. 133)

Personal Productivity

WORD MAGIC®



by Blue Collar Software®

Written in machine language

WORD MAGIC is a first in word-processors for the Atari. It includes *every* major feature of the most popular word-processors, plus many special ones, including super-fast cursor moves, on-line help files, automatic, on-screen print formatting, joystick or trackball cursor control, cut and paste between files, any type font — and it supports every printer with a built-in printer driver editor. WORD MAGIC is extremely fast with all operations, and is menu-driven for easy use. The program works with Antic's DATA MANAGER XL mail-merge feature for creating custom form letters and reports. When used with GRAPHIC MAGIC, Epson and Gemini printer owners can insert any graphic into any document and the program will automatically print it and paginate the document. You can even see where the graphic will be in the on-screen formatting!

OPTIONAL: One Joystick or Trackball controller **#AP130** **$19.95**

GRAPHIC MAGIC®

by Blue Collar Software®

Written in machine language

GRAPHIC MAGIC is FREE when you buy WORD MAGIC. This unique screen print utility for Epson and Gemini printer owners lets you include any graphics picture created with B/Graph, graphics mode 8, Micropainter, or Microillustrator in your WORD MAGIC document. Your Epson or Gemini will print it out in the format that you specify (½ page or ¼ page) automatically while printing the document. Together, WORD & GRAPHIC MAGIC are the next best thing to using a Macintosh & Imagewriter to combine text and graphics in fancy documents.

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**



NEW PERSONAL PRODUCTIVITY SOFTWARE!

These three menu-driven programs are designed for everyone—no special computer knowledge is required! Developed to give Atari owners solutions to everyday organizational problems, each one includes thorough documentation.

THE EXPENSE TRACKER

by Erv Friedman

Written in BASIC and assembly language

THE EXPENSE TRACKER will automatically keep track of all your home or business expenses. Its large capacity allows you to track 500 expense days on any disk with up to ten expenses per day (a combined total of 5000 expenses on a single diskette). You can catalog expenses by type, project, and employee (you add your own definitions to the ones already provided for you by the system). THE EXPENSE TRACKER offers complete reporting on transaction, project, or employee details. Reports can be printed in detail or summary—by month or year-to-date.

REQUIRES: Atari BASIC language

#AP128 $19.95

THE HOME INVENTORY

by Erv Friedman

Written in BASIC and assembly language

THE HOME INVENTORY is the *only* complete inventory system available for Atari computer owners. You can now catalog every item in your home or business—ideal for insurance and tax purposes. The program will identify items by type, by room (or building) *and* location within room (up to 500 items per disk). You can define your own types, rooms and locations and add them to the categories that come on the disk. THE HOME INVENTORY allows you to track manufacturer, serial numbers, model numbers, purchase date, and price. The system offers complete reporting by inventory number, type and location. For tax purposes, you can receive reports on "straight line" depreciation or single item depreciation.

REQUIRES: Atari BASIC language

#AP127 $19.95

THE ROSTER

by Erv Friedman

Written in BASIC and assembly language

THE ROSTER is an easy-to-use system for managing lists of names and addresses for any member of your family. Its large capacity allows you to store up to 500 entries on any disk. THE ROSTER prompts you to enter all address and telephone data; plus, each entry can have three special fields for things like birthdates, anniversary's, etc. When you want to print your entries out, THE ROSTER will automatically select by any criteria you wish: name, state, zip code, or your own special codes. The program also features variable spacing to fit any label or envelope, plus complete reporting for all entries (including a handy phone list).

REQUIRES: Atari BASIC language

#AP126 $19.95



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Personal Productivity

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 text editor such as Word Magic/AP130

#AP114 $19.95

THE HELP SYSTEM



by Michael Barall

Written in machine language

Now you can create professional help systems for programs that you have written! The Help Text Compiler and The Help Text Viewer will automatically generate help systems controlled by menus and sub-menus. You can create any arrangement of menus and sub-menus that you want, with up to 25 levels of sub-menus available. You can modify the source code (included), and build your help systems into any program that you write. Put those special keys, like the HELP key, to work for you. THE HELP SYSTEM was written by a Stanford mathematician who directed Advanced Operating System development at Atari, Inc.

REQUIRES Text Editor (such as Word Magic/AP130

OPTIONAL: Atari Macro Assembler or MAC/65

#AP136 $15.95

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 48K RAM

#AP115 $19.95

MATHLIB FOR DEEP BLUE C



By Frank Paris

Written in assembly and DEEP BLUE C

Antic's family of DEEP BLUE C software is extended with MATHLIB, a whole new library of math functions designed to expand your DEEP BLUE C COMPILER into the area of floating point calculations. MATHLIB provides the access that DEEP BLUE C doesn't to the functions in the ATARI Operating System Floating Point ROM. Among the 32 new math functions that MATHLIB provides are: integer/floating point, degree/radians, and ATASCII/floating point conversions; floating point addition, subtraction, multiplication, division and square roots; natural and base 10 logarithms and exponentiation, and more!

Demonstration programs provide examples of how it's used, and how you can use MATHLIB in Turtle graphics.

REQUIRES: DEEP BLUE C COMPILER (#AP114)

#AP132 $19.95

Personal Productivity

REAL ESTATE CASH FLOW ANALYSIS



by Richard Lindgren
Written in BASIC

Real estate investing can be easy! With this program, you can learn the ins and outs of real estate totally risk-free. Now your Atari can assist you in analyzing the costs and benefits of income-producing property. The three main modules are completely integrated; the Data Editor, Cash Flow Analysis section, and Amortization section. For example, the Amortization section will calculate data on loan arrangements. This data can then be fed into the Cash Flow section to analyze how it will affect the profitability of that investment. A sample application is included, and the documentation is excellent. Some knowledge of investment terminology is necessary.

REQUIRES: Atari BASIC language

#AP125 $19.95

STRATEGIC FINANCIAL RATIO ANALYSIS



by Richard Lindgren
Written in BASIC

FREE with REAL ESTATE CASH FLOW ANALYSIS! If you are interested in investments of any type, you can use STRATEGIC FINANCIAL RATIO ANALYSIS to compute ratios that measure a firm's profitability, liquidity and use of debt. S.F.R.A. can also help interpret a management's business strategies using "what if" analyses to evaluate the impact of a business decision on future performance. You can work with two sets of information at once — essential for comparisons. Easy use and thorough documentation make this program a good investment.

REQUIRES: Atari BASIC language

#AP125

STOCK MANAGEMENT



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 portifolios.

REQUIRES: Atari BASIC language

#AP106 $19.95

CUSTOM BLEND



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



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800-227-1617, ext. 133 (in Calif. 800-772-3545, ext. 133)

Personal Productivity

CARTOONIST



by Bryan Talbot

Written in BASIC and machine language

Did you ever wish that you could create some exciting graphics with your Atari? You can with CARTOONIST. This menu-driven animation program gives you full control over your movie characteristics. Your frames can be short or tall, different colors and shades, all at once! You can draw, edit, insert or delete frames, copy and exchange ones until you're ready to animate them. Then, CARTOONIST will play the frames back, one after another, at any speed you wish, up to 200 frames-per-second. It's so versatile that anyone who wants to learn about traditional animation can begin right away! CARTOONIST is loaded with features that make it perfect for programmers who want to use animated sequences.

REQUIRES: Atari BASIC language. One Joystick controller OPTIONAL: One set of Paddle controllers

#AP124 $19.95

PRINTER DRIVER CONSTRUCTION SET



for Atariwriter*

by John Eric Hinckley

Written in machine language

Atariwriter is one of the most popular word-processors available for the Atari, but does not normally support many of the most popular printer's features. PRINTER DRIVER CONSTRUCTION SET will make your Atariwriter cartridge *completely* compatible with whatever printer you own. The program supports all of your printers' features, including centering, elongated text, multiple fonts, proportional spacing, underlining super/sub-scripts, and blocked-right text. The program disk includes printer drivers for the most popular printers, such as the Epson, Gemini, Okidata, NEC, C-ITOH, and various daisywheel printers. If you own any other printer, the program will prompt you once, the first time, for control codes from your printer manual.

REQUIRES: Atariwriter cartridge, any Atari-compatible printer

#AP131 $19.95

SCREEN PLOT



by Robert Wilson and Michael Reichmann

Written in compiled BASIC and assembly language

SCREEN PLOT is an extremely useful graphics program that allows you to transfer color screens created by almost any Atari graphics creation program to paper via the Atari 1020, Radio Shack CGP-115, Mannesmann Tally Pixy 3, or Sweet Pea color plotters. This is the *only* program of its type available, and allows you to control many output characteristics. You may plot in different sizes, display pictures and preview plotter pen colors on the screen, and change aspect (display) ratios. You can superimpose one screen-plot on top of another. Many creative opportunities are possible with SCREEN PLOT — it even includes the BASIC source code so that you may study how a plotter driver is written.

REQUIRES: A compatible plotter

#AP135 $12.95

*Atariwriter©Atari Corp.

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!

Disk #1:
Marc Benioff
Sheldon Leemon
Russ Wetmore
Jerry White
#IE301
$12.95

Disk #2:
Matt Loveless
Clint Parker
Fred Tedsen
Russ Wetmore
Jerry White
#IE302
$12.95

Disk #3:
Sheldon Leemon
Fred Tedsen
Clint Parker
Russ Wetmore
Jerry White
John Weber
#IE303
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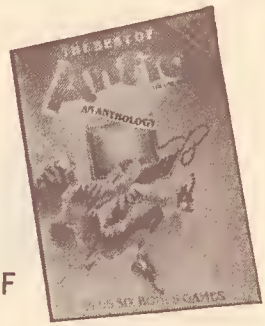
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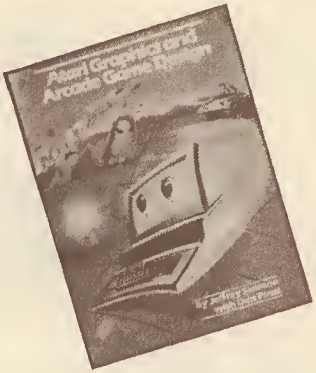
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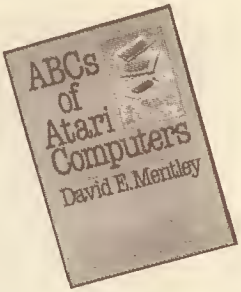
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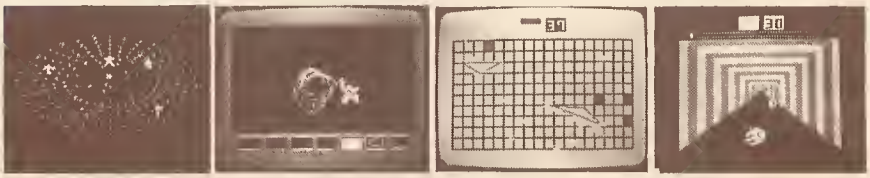
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