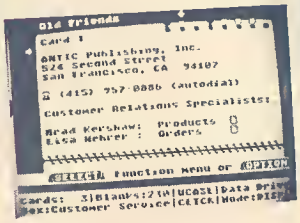

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ARCADE
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Pro-Line, Universe Series, APX Classics, Professional Programmers, Public Domain Library, Books, and Back Issues.
NOW! 37 NEW TITLES

HomeCard™





by Sparky Starks and Russ Wetmore

"Maintain *all* those lists—by the author of HomePak"

Keep your personal lists in order. Christmas lists, mailing lists, Rolodex® lists, personnel files and telephone files aren't a bother anymore! HomeCard is a speedy, full-featured, electronic index card filing system. HomeCard is a label and list management tool with advanced printer formatting. Create *your own* label formats—Rolodex, one-up labels, customized letters (with HomeText), envelopes, cheshire labels, columnar reports, etc. Use HomeCard to create lists and keep them up-to-date. Make changes easily—full-screen editing with popular word-processing commands. Add and delete names, addresses, phone numbers. Store 234 cards on each disk, divided into up to 8 major categories. Chain any number of cards together for reference & print-out. Autodial phone numbers with Atari 1030, or Hayes - compatible modems. . . or with tones generated by TV speaker. Use in home, school, office tool

Editors Note: HomeCard is a quality information management tool which has been uniquely designed for use by all microcomputer users, regardless of their level of computer literacy. If you are working with a computer for the first time, you'll appreciate how easy it is to use HomeCard. If you are a more advanced user, you will find that, underneath its simplicity, HomeCard offers very sophisticated features never implemented before on an 8-bit computer. Anyone who wants to store information for future use will want to look closely at HomeCard.

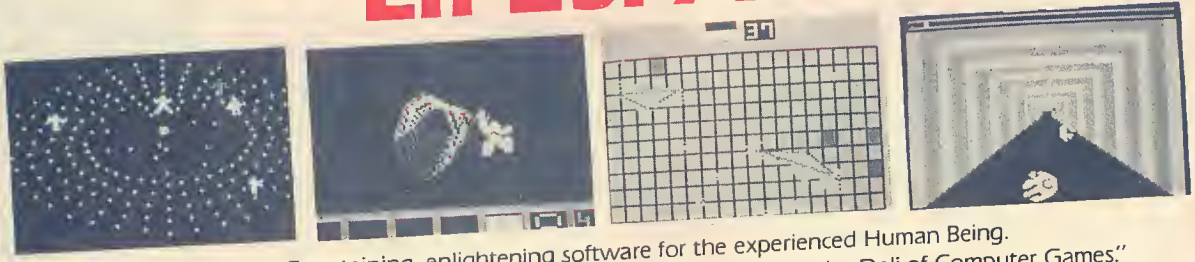
REQUIRES: 48K RAM
OPTIONAL: Printer, Atari 1030 or Hayes-compatible modem
#RW100 $24.95

life

Introducing

Wouldn't you like to know more about yours?

LIFESPAN



At last. Entertaining, enlightening software for the experienced Human Being.
By John O'Neil, the man Electronic Games magazine called "The Salvador Dali of Computer Games."

Five games take you on a kaleidoscoping journey through Life. You can play them.
Think about them. Or just look. LIFESPAN. A game about where you've been. Where you are.
And where you're going.

#LS100 $17.95 LIFESPAN is an Admacadiam production.

TRAVEL TO THE STARS!

"Feed your imagination a banquet!"

Get an understanding of the important scientific facts, terms and theories of today. Use EARTH VIEWS and SPACE BASE to study: Geography, Astronomy, Cartography, Spaceflight tracking, Physics, History and Science. For education. For fun.

EARTH VIEWS

by R.G. Wilson
Written in machine language
"Perfect for Geography, Science, HAM Radio, History & Current Events"

EARTH VIEWS is a WORLD ATLAS!—An electronic world GLOBE!—An exciting adventure game! Yes, it's all 3 in 1: An ATLAS, a GLOBE, a GAME! Call up 250,000 different maps & views of the earth **instantly** at the touch of a button! Includes detailed hi-res maps & projections linked to a giant "Gazeteer Of WORLD PLACENAMES".

In the "GAME" Section: You fly into the Bermuda triangle—Go on quests to exotic places—On your search for Fame, Fortune & Happiness! A built-in HELP feature guides you.

Detailed screen displays of longitude & latitude, lots of colorful information.

REQUIRES: 48K RAM, One joystick

#AP141 $19.95

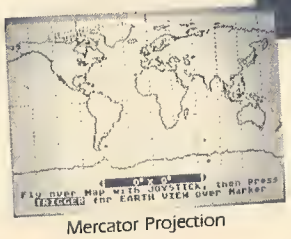
EDITORS NOTE: This pair of programs lets you perform **elaborate visual representations** of the Earth, its environs and its heavenly bodies—Along with the data needed for study—Well presented. Complete with documentation that is clear and detailed. Get plotting speed, screen detail and motion formerly only possible with mini and mainframe computers. Extremely well programmed—Lots of applications, particularly in education. Science departments love them!



Rotating Globe
(Orthographic Projection)



Cylindrical Projection with Orthographic Overlay



Mercator Projection

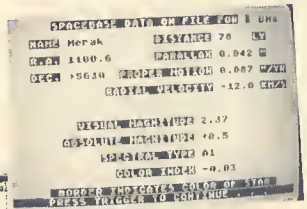
SPACE BASE

by Jeff Mehlman
Written in machine language
"Makes Science Fascinating!"

SPACE BASE is a computer-referenced SKY ATLAS—SPACE BASE is a STELLAR INFORMATION DATA BASE—SPACE BASE is a complete, instant ASTRONOMY REFERENCE SOURCE! SPACE BASE is **All Three! In ONE PROGRAM!** Features include: Cursor movement over giant scrolling color star map (larger than any other scrolling map). Get star data: Name, R.A., DEC, distance from Earth, parallax, radial velocity, magnitudes, spectral type, color index, and more! Colorful screen chart shows where each star fits into the Hertzsprung-Russell Diagram. Study deep sky objects: diffuse nebulae, planetary nebulae, open clusters, globular clusters, many types of galaxies. Border of screen is the "color" of that star! A **must** if you own a telescope. A valuable addition to your library of learning software.

REQUIRES: 48K RAM, One joystick

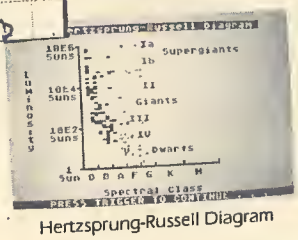
#AP142 $19.95



Messier Catalog Star Data



Scrolling Star Map



Hertzsprung-Russell Diagram

APX CLASSICS from ANTIC

XE, XL COMPATIBLE

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 from ANTIC brings back the *finest* programs that had been unavailable to Atari users for many months. And you can count on being able to find what you're looking for at *half* Atari's former prices.

But you'll also notice that many 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.) Watch for new product introductions every two months. If you have written an *outstanding* program, send it in for our Catalog Manager to evaluate. We pay competitive royalties.

All software available on disk only.

Each program disk is self-documented. Antic is in no manner associated with the Atari Program Exchange. Atari is a trademark of the Atari Corp. Antic is an independent periodical not affiliated in any way with Atari Corp.

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APX CLASSICS FROM ANTIC

Personal Productivity

WORD MAGIC™

by Blue Collar Software
Written in machine language
"Feature-packed Word processing! A business plus!"
WORD MAGIC is *the* high-powered, low-priced word processor program for you! It's got *every major feature* you'll demand, plus all the *special* ones you'll love. "On-line help files" get you started. Choose from many type fonts. "Cut and paste" between files, then check your work with automatic, on-screen formatting. WORD MAGIC keeps you in control; use a joystick or trackball to quickly move the cursor—Scan files rapidly! EDITOR'S NOTE: If you own the *compatible* Antic DATA MANAGER XL (AP129), you can easily perform professional mail-merge list processing and form letter operations. Or use WORD MAGIC with *built-in* GRAPHIC MAGIC plus an Epson or Gemini printer—Easily and professionally insert any graphic into any document. Then preview, paginate and print it out automatically! (This pair is functionally similar to the Macintosh and ImageWriter graphics/text combos.) See FREE BONUS below!
OPTIONAL: One Joystick or Trackball Controller #AP130 $19.95

NEW!
SPELL MAGIC™

by Blue Collar Software
Written in machine language
"The first* integrated, expandable *dictionary for the Atari!"
Spell it *right—every time,* with this 34,000-word integrated dictionary. Get started fast with on-line help and simple menus. Install SPELL MAGIC and WORD MAGIC together on one disk. *Also*—check documents created by other word processors such as Paperclip and HomePak. Check in context: SPELL MAGIC *always* displays your document in a window on the upper half of your screen. Add an unlimited number of expandable *personal dictionaries* (up to 10,000 words each). Updates your personal dictionary automatically while checking words. Counts words. Works with single or double drive systems.
#AP144 $19.95

"FREE BONUS!"

Combine graphics with your text!
by Blue Collar Software
Written in machine language
"GRAPHIC MAGIC is a* FREE BONUS *when you buy WORD MAGIC!"
Here's a software program that is really magical! Combine illustrations & graphics with written presentations. Use it together with WORD MAGIC, plus an Epson or Gemini printer. Enhance your text with graphs, drawings, sketches & charts. Use illustrations you've generated with Micropainter, Microlllustrator, B/Graph, or Graphics Mode 8. Functionally similar to the Macintosh & Imagewriter combination of text and graphics. Thousands of uses!

FREE BONUS with WORD MAGIC!

DATA MANAGER XL

by William Bartlett
Written in BASIC and machine language
"Finally, a flexible, full-featured data base that's sensible!"
Here's a flexible, integrated data base manager/mini-word processor that's easy-to-use. Highly flexible features include: color-coded files, program handles up to 100 field (indexable categories), each field as large as 120 characters,—Quickly make changes with easy add and delete options. Print custom reports from existing files. An Index Manager function allows sorting and file rebuilding. Use with compatible AtariWriter and/or Antic's WORD MAGIC (AP130) for mail merge, form letters, or other letter/list processing needs! A special "Tools Manager" section features: database diagnostics & utilities plus a disk drive speed checker! How-to instructions are complete & detailed. (130XE version available later in 1985.)
REQUIRES: Atari BASIC
#AP129 $19.95

NEW!
THE PRINT TOOL

by Marshall D. Abrams Ph.D.
Written in machine language
"Minicomputer power—now your documents can look like the pro's."
Control exactly how you want text laid out on a printed page or on a screen. THE PRINT TOOL is an Atari conversion of RUNOFF: the document formatter/compiler previously available only on DEC PDP-11's and VAX's. Automatically generate a table of contents, footnotes and index. Make slides for audiovisual presentations. Automatic section, chapter, appendix and page numbering. Use it for any size document—it outputs word plus line count. And much more! Compatible with every text editor/word processor. Students use THE PRINT TOOL for thesis formatting. Teachers use it for class materials—the same source can be used for slides and outlines. Plus, more professional programmers use it for documentation than *any other* text formatter.
REQUIRES: Any text editor (such as WORD MAGIC/AP130)
#AP148 $19.95

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APX CLASSICS FROM ANTIC

Personal Productivity

PRINTER DRIVER CONSTRUCTION SET—For AtariWriter

by John Eric Hinckley

Written in machine language

Build your own printer drivers for AtariWriter! Now AtariWriter is totally compatible with every printer. Comes with 12 preconfigured drivers on disk, including: Epson FX-80/MX-80, Gemini 10X, NEC 8023, C.Itoh Prowriter, Atari 1027, and Brother HR-25. Get improved utility from AtariWriter and your printer! Finally, you get all the features you need with your printer: Elongated text, centering,, up to 3 different type fonts, proportional spacing, underlining, superscript, subscripts, and blocked right text. Includes demo file to show what functions are seen by your printer and special control-code prompts for quick one-time configuring of your custom printer driver.

REQUIRES: AtariWriter cartridge, any Atari-compatible printer.

#AP131 $19.95

SCREEN PLOT

by Robert Wilson and Michael Reichmann

Written in compiled BASIC and machine language

"For Business, Fine arts, Engineering, computing!"

Now you can easily transfer color Atari screen graphics to paper. Supports Atari 1020 color plotter, Radio Shack CGP-115, Mannesmann Tally Pixy 3, Sweet Pea color plotters. Plot in different sizes; modify aspect/display ratios; display pictures & preview pen colors on screen. Special "superimpose" option stacks one plot on top of another. Generate drawings on screen with B/Graph, Microlllustrator, Atari Artist, Atari Graphics, Atari Paint, Atari World or MicroPainter. Then print them out in color! It's easy with SCREEN PLOT! Includes source code to teach how plotter drivers are written.

REQUIRES: One of the above-listed plotters.

#AP135 $12.95

THE FAMILY TREE

by Harry Koons

Written in BASIC

"The only genealogy program for the Atari!"

Record & access up to 6 generations of historical family data with THE FAMILY TREE. Enter names, dates, places & facts; then print out an actual pedigree chart of your own lineage (on any printer). Use the joystick or keyboard to select any relative. Display three windows of pertinent information about that family member instantly. All historical data can be displayed & edited on-screen. Save up to 24 generations on one disk. Send printed charts to distant relatives—get their help in completing each family member's history. Preserve your family tree for posterity!

REQUIRES: Atari BASIC
OPTIONAL: One Joystick

#AP133 $19.95

NEW GET-ORGANIZED SERIES

Get organized! With easy-to-use computer software! No Computer knowledge necessary! Complete quick-start documentation!

THE EXPENSE TRACKER

by Erv Friedman

Written in BASIC and assembly language

"The only complete expense system for Atari owners!"

With the help of THE EXPENSE TRACKER you'll easily record & track all your expenses! Giant expense tracker & controller! Records up to 500 days per disc (up to 10 items per day). Take control.—Catalog expenses by employee, project, type, and your own custom categories! Access expense info by: transaction, project or employee details. Get both "Detailed" and "Summary" expense print outs, indexed by month or year-to-date. For your records, and for the company's. . . Or just to cover your assets.

REQUIRES: Atari BASIC

#AP128 $19.95

THE HOME INVENTORY

by Erv Friedman

Written in BASIC and machine language

Keep track of all the items in your home! Now, you can have a list indexed by: item type/location/value/or other custom categories. Calculate & Print out depreciation figures: monthly, yearly, plus totals & current values. Get both "straight-line" and "single item" depreciation figures for your taxes. Menu-driven system makes entries & catalog changes easy! Aids financial planning/accounting/insurance tasks. Large database stores up to 500 items per disk for fingertip access! *PROTECT YOURSELF!*—THE HOME INVENTORY records manufacturer, serial numbers, model numbers, purchase date and price. Print out lists indexed by inventory number, item type and building/room location. Record your belongings!

REQUIRES: Atari BASIC

#AP127 $19.95

THE ROSTER

by Erv Friedman

Written in BASIC and machine language

THE ROSTER is an easy-to-use list manager with professional powers. Use ROSTER to create custom mailing lists & mailing labels. Keep track of names & addresses, seasonal mailings, club members, and more. Use for sports and business. Use in churches & schools too! Automatic numbering system indexes all records! Menu-driven, easy-to-use, friendly design. No computer knowledge is necessary! Clear, screen messages give quick access & pro results! Index your personal ROSTER lists by: number, name, zip code, state, up to 3 custom-codes, or phone number!

REQUIRES: Atari BASIC

#AP126 $19.95

APX CLASSICS FROM ANTIC

Personal Productivity

REAL ESTATE CASH FLOW ANALYSIS

by Richard Lindgren

Written in BASIC

Know the score in real estate investing! Discover if you'll be able to afford property. Analyze the important costs and benefits. Compute before-tax and after-tax cash flows! Compute projected net worth of an investment property! Compute monthly payments, interest rates, principal amounts, terms for self-amortized loans and more! Three integrated software modules: Data Editor, Cash Flow Analysis, and Loan Amortization perform the analyses/calculations. Then you print them out! Sample application & complete documentation included. Test your investment acumen without risk!

FREE! BONUS PROGRAM! STRATEGIC FINANCIAL RATIO ANALYSIS

by Richard Lindgren

Written in BASIC

FREE with REAL ESTATE CASH FLOW ANALYSIS

Ideal For Investors! Measure financial performance. Develop business strategies with the aid of 15 "Strategic Ratio" plus 15 "Miscellaneous Ratios". Compute financial ratios to measure corporate profitability, liquidity and use of debt. Allows "what if" Financial Modeling of your business. Print out the facts & figures! Aids financial planning. Increases your odds!

REQUIRES: Atari BASIC

#AP125 $19.95

An unbelievable value—originally over $45 from Atari APX!

STOCK MANAGEMENT

by Greg Thrush

Written in BASIC and machine language

Here's the way for a serious trader to stay on top of stock record-keeping and analysis. A series of easy-to-follow menus guides you. Maintains hundreds of transactions! Access your stocks' current status, current value, capital gains, total value, or a summary of your holdings. Then print them out! Even special commands written for historical tracking of portfolios.

REQUIRES: Atari BASIC

#AP106 $19.95

APX CLASSICS FROM ANTIC

Programmer's Library

CARTOONIST

by Bryan Talbot

Written in BASIC and machine language

"One of the best-designed animation packages, ever."

Generate exciting moving graphics with your Atari computer! Do fancy animation quickly! Easily create moving, animated displays of people, objects, or creatures you imagine. They'll walk, slither, hop and fly across the screen! Create a computer "movie" of still frames YOU design—(Use your joystick). Then play still frames back at speeds of up 200 per second—Get GREAT animation! Save your "movies" on disk for later use or in BASIC programs. Written to allow quick & easy changes and for great results! JUST HAVE FUN—or—*SPIFF UP YOUR PROGRAMS* with minimum effort. Menu-driven and joystick-based, so kids love it.

REQUIRES: Atari BASIC. One joystick

OPTIONAL: One set of paddle controllers #AP124 $19.95



Cartoonist

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APX CLASSICS FROM ANTIC

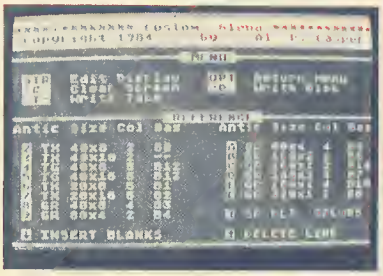
Programmer's Library

NEW!
DISK SCANNER—ANY DENSITY

by Mike Fleischmann for Star Systems Software, Inc.
Written in machine language
"For Indus, Rana, Trak, Astra, Percom, or Atari 1050/810 drives."
Make quick modifications to disk files. Learn the secrets of disk structure. Get a fighting chance in restoring crashed disks. DISK SCANNER is the most *flexible* disk sector editor ever published for the Atari. Disassemble sectors using four range options. Modify sectors and edit them on-screen—use its scrolling map for 256 byte sectors. Redefine sector link masks to adjust to *any* DOS. Scan and print sectors. Trace sector chains. Search sectors by range or chain. Comes pre-configured for single or double density. Enhanced density is supported by an INSTALL utility. Documentation includes a tutorial about disk initialization, variable table of contents (VTOC), directory location and structure. Find out how file formats are different for BASIC, text and machine languages. And much more!
Added Bonus For Advanced Programmers!
Includes a relocatable machine language monitor *and* a directory sorter.
#AP145 $19.95

THE [HELP] SYSTEM

by Michael Barall
Written in machine language
Create professional [Help] systems for programs you've written! Create custom arrangement of sub-menus—up to 25 levels! Automatically generate [Help] systems with the "Help Text Compiler" and the "Help Text Viewer". Now you can put those special keys, like the [Help] key to work for you. This program was written by a Stanford mathematician who directed Advanced Operating Systems development at Atari Inc. Makes writing [Help] systems easy. Includes a license which permits [Help] systems to be used in commercial programs.
REQUIRES: Text Editor (such as Word Magic (#AP130))
OPTIONAL: Atari Macro Assembler or OSS MAC/65
#AP136 $15.95



CUSTOM BLEND

by Al Casper
Written in machine language
Create any combo of text and graphic modes—then automatically write programs in BASIC to create that custom display! Forget about trial and error programming! Access the "ANTIC" custom micro-chip inside your Atari—unleash its power! Use your joystick and CUSTOM BLEND to control any of the Atari 14 graphics display modes. 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! Includes set of on-disk sample screens.
REQUIRES: One joystick
OPTIONAL: Instedit (AP117); Atari BASIC language
#AP118 on-sale $15.95—was $19.95



Mapware

MAPWARE

by Harry Koons and Art Prag
Written in BASIC
Create high-resolution world maps. Store your maps for later use! Ideal for History, Geography, Cartography, Geology, amateur radio, spaceflight tracking, etc. For schools. For business.Easy-to-use, menu-driven program creates and displays maps in 4 different projections: cylindrical, orthographic equatorial, azimuthal equidistant, and general perspective/global. User prompts speed the map-making process. Nearly 9000 built-in, computer coordinates locate land masses and islands anywhere on earth! Make hardcopy hi-res maps with your printer. Plus, the BASIC source code is modifiable so you can use the routines in your own programs.
REQUIRES: Atari BASIC #AP134 $19.95

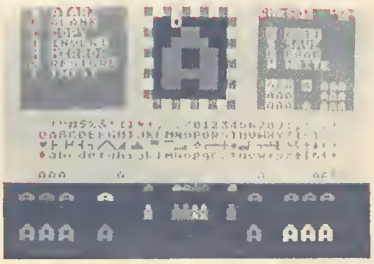
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ORDERS ONLY!

APX CLASSICS FROM ANTIC

Programmer's Library



INSTEDIT

by Sheldon Leemon

Written in BASIC and machine language

"Create custom character sets with many uses!"

Create custom character sets for use in business, games & computing, math, chemistry, video & film production, foreign languages, publishing & fine arts, and more! Simultaneously shows character editing in 6 graphic modes! Make changes easily! Helpful "memo pad function" turns lower half of your screen into a 6-mode graphics workbench. Extend your work into arcade-style, pro-quality game routines with high-res animation! Design special player & missile shapes too! Store your character sets on disk for later easy use as: BASIC data statements, assembler source code, or as a subroutine for addition to other programs & games. Put two different fonts on-screen at once with Antic's compatible CUSTOM BLEND (AP118). *Every* character editing capability you could ask for, *and then some!*

REQUIRES: Atari BASIC: One joystick

#AP117 on-sale $15.95—was $19.95



NEW! ENHANCED POKEY PLAYER

by Craig Chamberlain

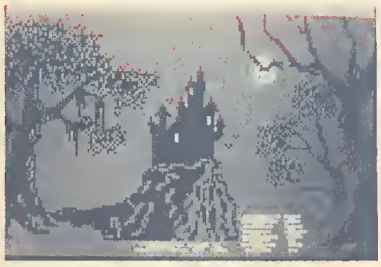
Written in BASIC and machine language

"The ONLY music utility for BASIC programmers!"

Jazz up any program with background music! Experiment instantly—choose from over 50 songs (over 1-1/4 hours of music, including the 1st Movement from Bach's 5th Brandenburg Concerto). Input and edit sheet music under 100% joystick control with the Pokey Editor. Compiled songs are stored as super-compressed BASIC statements. ENTER the song with a BASIC program and, when RUN, it'll play at any tempo in the Vertical Blank Interrupt. Get special effects like phase-shifting, variable attack and decay, percussion, and 8-octave range. Documentation includes a thorough tutorial in electronic music, and how to get the most out of the POKEY chip. A license is included which permits POKEY PLAYER songs to be used in commercial programs.

REQUIRES: Atari BASIC

#AP147 $15.95



DRAW IT!

by James Burton

Written in machine language

DRAW IT!—"For both Fine Arts & High-Tech Programmers"

Here's a multi-colored graphics program to let your creativity run wild! Draw free-hand with your joystick, or automatically draw shapes: circles, boxes and lines! Then combine your creations into computer ART shows/presentations of up to nine illustration pages with the special ANIMATOR feature! For business! For school! Programmers find DRAWIT perfect for developing graphics adventure screens (super compression utility included) Status window menu info helps you develop drawings, or any-size, custom text. Choose from up to 16 different colors, eight hue levels. Control 4 color pens, plus 2 levels of ZOOM for micro-drawing & close-ups. Then, add your drawings/documents to any BASIC program! Features auto-fill, page-merging & page-wipe! Store and Explore! Do custom, color, computer visual presentations automatically. Finally, you can completely use your Atari computer's most powerful and colorful features!

REQUIRES: One joystick
OPTIONAL: Atari BASIC

#AP108 on-sale $15.95—was $19.95

TOLL FREE

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

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NEW!

BULLETIN BOARD CONSTRUCTON SET™

Hayes-compatible version
by Scott Brause
Written in machine language

"Control features previously impossible on any BBS!"

Get more control over your bulletin board than ever before possible! Use the four BBCS editors, and BBCS will program a custom board for you—*automatically*. Create on-line opinion surveys and hold group elections. Use your board for order taking and start your own business! Change menus and features without having to bring your board down. Perform *all* SYSOP functions from anywhere in the world with *complete* system security. Define up to 26 terminal types to make your board support up to 26 other kinds of computers. Use any hardware configurations: supports ATR8000, Hayes Chronograph, ICD R-TIME cartridge, Axlon RAMDISK, and most Atari DOS's in most densities. Private email includes a message base editor with search and replace functions. Here are some of BBCS's outstanding features:

- 100% machine language, 48K required
- Compatible with ALL Atari computers with 48K or more.
- 65,792 security levels. Each level determines what the user will and will not see, plus decides upon access to a particular area.
- Additional "privilege" levels to allow more flexibility in defining security.
- Xmodem upload/download using Atari and standard CP/M modes. ASCII upload/download also available.
- BBS screen colors are selectable.
- Status window on line 1 to convey important information.
- BBCS may be used with or without passwords.
- System automatically checks for private email upon user log-on.
- Downloadable files may be set up on separate drives, and can be broken up into sections.
- All system editors can be used from a remote location.
- Userlog entries may be marked blacklisted to auto log-off problem users.
- Time each user is allowed on is selectable.
- Users can hit a key in the middle of a menu update, and if it is a valid function it will execute immediately.
- Screen is word wrapped for users.
- Before a download takes place, the system calculates the actual transmission time at the current baud rate and reports it.
- Positively, absolutely, no back doors.
- Versions for 1030 and MPP modems available later in 1985.
- Supports 300, 1200, 2400 baud modems.

To try out one of the first BBCS boards in the USA, call:
EAST COAST: Scott Brause (JACC board) (201) 549-7591
MIDWEST: MACE board (313) 882-5909
WEST COAST: Eric Semel (beta tester for 6 months) (213) 305-7843.
(log on in ASCII mode)

#AP146 $24.95

- Get your BBCS board up and running *instantly* with the *FREE BONUS* sample preconfigured BBS!
- Supports Atari 130XE RAMdisk.
- BBCS is the Official Bulletin Board System of the *Worldwide Users Network*.

CHAMELEON CRT TERMINAL EMULATOR

VER. 4.02 NEW VERSION
by John Palevich
Written in machine language

Turn your Atari into a variety of computer terminals! Five popular types: Glass TTY, ADM-3A, DEC VT-52, IBM 3031 ASCII, plus a test terminal. Software supports tab, backspace, line feed, form feed and bell signal. Wide-screen 80-col. emulation (displays 40 columns at a time with auto-horizontal scrolling). Choose 40, 80, or 132 character line lengths! Use with UNIX operating systems too! User-definable terminal parameters. Autodials and stores up to 16 phone numbers. Supports Hayes-compatible and Atari 835/1030 modems (upload/download). This version is totally compatible with the popular Xmodem protocol!

REQUIRES: 48K RAM

#AP113 $19.95

THE APX CHALLENGE!

Are you ready?

APX is looking for professional-quality submissions in these categories:

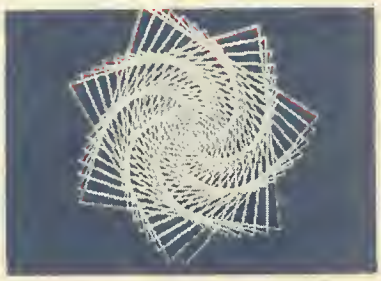
- Systems & Telecommunications
  - —language compilers, interpreters, or libraries
  - —exotic terminal programs
  - —2-player modem games like checkers, chess and backgammon
- Applications
  - —spreadsheets with presentation graphics
  - —outline processors
  - —expert systems
- Entertainment
  - —strategy games
  - —adventure games
  - —point-of-view shoot'em ups
  - —"constructon set" games

If you've got it—we want to see it!

Send a copy of your program with documentation to Antic APX Submissions, 524 Second St., S.F., CA 94107.

APX CLASSICS FROM ANTIC

Systems & Telecommunications



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

DEEP BLUE SECRETS

by John Palevich
Written in C and machine language
Maintain, Extend, Modify C language with John Palevich's source code. This disk contains: the all source code files for DEEP BLUE C COMPILER and linker and the source text for the interpreter. Take control! Recommended for programmers familiar with C.
REQUIRES: DEEP BLUE C COMPILER; Atari Macro assembler, 48K RAM
#AP115 $19.95

DEEP BLUE C COMPILER

by John Palevich
Written in C
Your 6502 Atari can teach you to program the Atari ST!
One of the most transportable languages—Runs on other computers with only minor modifications! Eliminate the tedious hours of assembly language debugging! Faster & more powerful than BASIC. This general purpose language is the "De Facto" standard for the new generation of multi-user "workstation computers" and 68000-based machines like the Atari ST. Pointers, recursive functions, and high-level control structures make complete software systems easy-to-design, implement & maintain. DEEP BLUE C is a proper subset of 7C—a program written for it will run (almost without change) on other computers supporting the full language.
REQUIRES: 48K RAM, A text editor such as WordMagic/AP130
OPTIONAL: Mathlib for C (AP132)
#AP114 $19.95

APX CLASSICS FROM ANTIC

Strategic Challenges

NEW!

PUZZLER

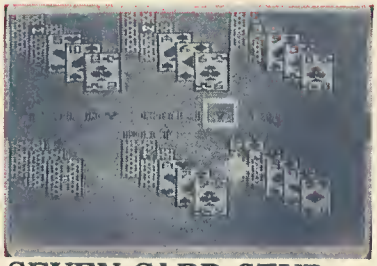
by Patrick Bass
Written in machine language
"A jigsaw puzzle construction set!"
Test your visual and mental agility. PUZZLER is hours of fun and an *unlimited number of jigsaw puzzles*—made with Microscreens! Load any Koalapad, Touch Tablet or Micropainter picture. Then select puzzle piece size (4×4–novice, 8×8–intermediate, 10×10–advanced). Hold down the START key for as long as you want to scramble a little or scramble a lot. Then reassemble the puzzle with your joystick. *Keep your eye on the timer!* Compete against yourself or friends. Great for parties—at ANTIC we've had 9 people playing *at once*! Hit SELECT at any time and your picture will fly back together—PUZZLER's fun for beginners 'cause you can cheat if you want. Comes *packed* with pictures to get you started.
REQUIRES: One joystick
#AP150 $12.95



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APX CLASSICS FROM ANTIC

Strategic Challenges



SEVEN CARD STUD—A USER PROGRAMMABLE SIMULATION

by Monty Webb

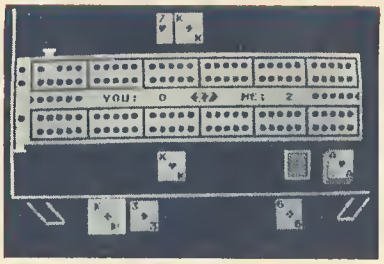
Written in BASIC and machine language

". . . an excellent poker simulation!"

Develop your poker skills! Sharpen your strategy! Break the bank! Your computer tutors you by simulating 5 different players—You vary the psychological traits of each player: Bluff factor, odds evaluation, raises, etc. Start with $10,000. The computer shuffles & deals the cards! Place your bets now! Use a joystick for every move/option you make. Realistic sound effects & great graphics add casino suspense & excitement! Game replay and reset & replay options.

REQUIRES: Atari BASIC. One joystick

#AP123 $15.95



CRIBBAGE

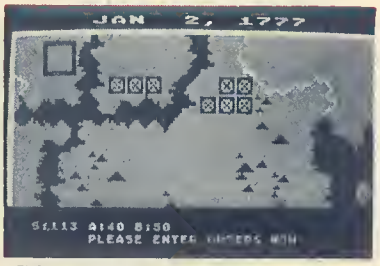
by Jose Suarez

Written in BASIC and machine language

How about an *action-filled* card game. Play it on your Atari—get great color graphics and four levels of play. Beginners are tutored & guided through the game. (We bet you'll have a tough time beating level 4.) Play the whole game with your joystick! Be warned though! At the highest level, the computer will steal any points that you miss. Go for it—Get straights, pairs and flushes—then go on to win!

REQUIRES: Atari BASIC. One joystick

#AP102 $12.95



SARATOGA

by Paul Wehner

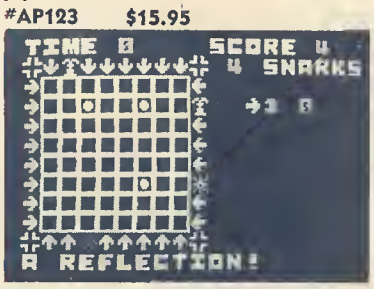
Written in machine language

"American Revolution Strategic Board Game!"

Here's a fun-filled, simulation of the American Revolution. Detailed, realistic & educational tool! Large, scrolling, full-color Eastern U.S. playfield map is marked with rivers, mountains, forts, troop movements & battle sites! Command your troops with the joystick. Defend the strategic areas! Battle against the redcoats—the computer calculates the odds by: terrain, troop strength, etc.—8 different scenarios. Save the thirteen colonies! We've got the game, if you've got the time.

REQUIRES: One Joystick

#AP104 $15.95



SNARK HUNTER

by Jeff Johannigman

Written in BASIC and machine language

Here's a classic strategy board game that'll develop your logical thinking powers. You must find the elusive Snarks lurking in the matrix boxes. Use the penetrating vorpal beams to sleuth out the Snarks. Every player has a time limit, so HURRY UP! Keep your score low, find the snarks and maybe you'll win! For up to 8 players—Great for families!

REQUIRES: Atari BASIC, One joystick

#AP105 on-sale $12.95—was $15.95



OMAR

by Steve Canaday

Written in machine language

Unique! Fascinating! Combines Chess, Checkers & Chinese Checkers into a *fast-paced*, strategy-board simulation game. Use your joystick to make all moves and jumps! Four levels of difficulty: from beginner to expert. Move! Jump! Make a challenge! Capture a Queen, a Castle, a Bishop—then capture your opponent's homebase. HINT: Keep your pieces close together—Attack the opposing homebase as early in the game as possible. Play the computer or a friend.

REQUIRES: One joystick per player

#AP140 $12.95



KLONDIKE SOLITAIRE

by Mike Fleischmann for Star Systems Software, Inc.

Written in machine language

Become a Solitaire Master! Relax, sit back in your easy chair, and grab a joystick. That's all you need. Play 'till you win—no cheating allowed. Auto error-checking won't let you make illegal moves. *Instant* response time. Super-realistic sound and graphics. Learn official Klondike rules while having fun. (Ed. Note: We have to warn you. KLONDIKE SOLITAIRE is completely addicting.)

REQUIRES: One joystick

#AP143 $12.95

APX CLASSICS FROM ANTIC

Fantasy & Adventure

NEW!

KING TUTS TOMB & TOMB CONSTRUCTION SET

by Jeff Wacker

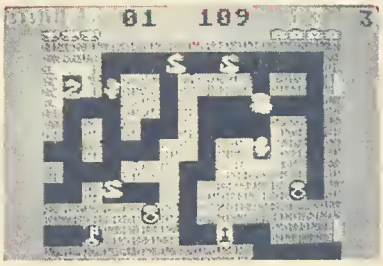
Written in machine language

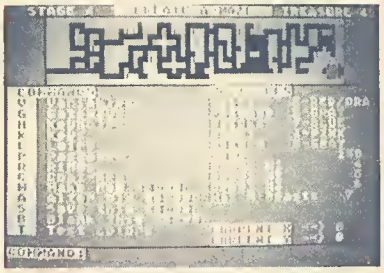
"Can you make it through all 48 mega-levels and survive?"

Explore the corridors of 48 tombs in search of ancient treasure. Watch out for beasts emerging from recessed lairs! Use a musket, land mines, flash bombs and shields for defense. Find the chest of gold, the sarcophagus or other priceless artifacts with the explorer map window. Seven types of beasts—snakes, deadly birds, bugs, bats, dragons, sea serpents, Griffins and curses. Three joystick options—handles up to four players. Five difficulty levels and selectable scenario combinations. Smooth character animation and horizontal scrolling with highly detailed playfields. KING TUTS TOMB combines the best of adventure, arcade and dungeon challenges in four dozen mazes, each 14 screens wide. *Plus*, includes a powerful construction set for custom tomb design.

REQUIRES: One joystick

#AP149 $15.95







NEW!

DRAGON QUEST OR A TWIST IN THE TAIL

by Ed Churnside

Written in BASIC and machine language

"A great graphic adventure game!"

You're in a colorful, magical fantasy land. You must slay the fire-breathing dragon to save the kingdom. Clues are hidden in the screen pictures and text. Look closely at where you are and where you're going. Retracing your steps can be difficult! Don't get killed. Watch out for evil hazards. Carry on the quest, Find the dragon! Games can be saved to disk at anytime during play. Fast and fantastical—for adventure gamers only!

REQUIRES: Atari BASIC

#AP139 $15.95



GALAHAD AND THE HOLY GRAIL

by Douglas Crockford

Written in Machine Language

Carry on the sacred quest! Find the miraculous Grail! You're a knight of the legendary Round Table. Travel forests, meadows, roads, and castles with secret passages. Use the magic ring for protection against the fire-breathing dragon and other perils. Play alone or with 2 or more players. Return the Holy Grail to Camelot and win. Nearly a hundred rooms to search!

Crockford is now with Lucasfilm's Games Group—he's done it again!

REQUIRES: One Joystick

#AP110 $15.95



ATARIORACLE

A Compu-Spiritual Advisor

by Stephen Wagner

Written in BASIC

Quiet the room . . . dim the lights . . . and concentrate. Feel the eerie vibrations that permeate the atmosphere as you ask the all-knowing AtariOracle your questions. Ask it about anything: your love life, friends, finances, your future. The AtariOracle's ghostly hand will spell out its startlingly prophetic answers. All questions and answers can be outputted to your printer for a record of your "session." Includes an Answer Editor that allows you to customize the answers (amaze your friends with intimate details). This one will haunt you!

REQUIRES: Atari BASIC

#AP138 $15.95

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APX CLASSICS FROM ANTIC

Fantasy & Adventure

DANDY DUNGEON



by John Palevich

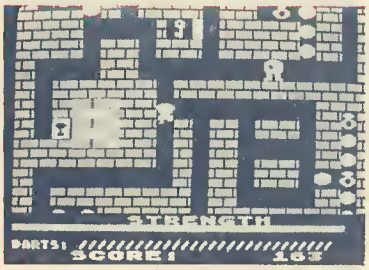
Written in machine language

A unique dungeon adventure/construction set for up to 4 players. You're armed only with a bow and arrows and your wits. Get past the monsters! Collect treasure, magical smart bombs and maze keys as you travel through 26 levels! Easy keystroke commands let you create your own multi-screen scrolling playfields. Print out your new levels on paper with any printer. The secret tactic is cooperation among the players in the DANDY DUNGEON.

REQUIRES: One Joystick per player #AP116 $15.95

APX CLASSICS FROM ANTIC

Maze Chasers



LORD OF THE ORB

by Jose Suarez

Written in machine language

The old magician asks you to recover the Orb. "Return happiness to our land. . .", he begs. Accept the challenge: Recover the 9 treasures! Armed only with a magical cloak and "glowing" arrows you must search through many levels of the warlock's castle for the Living Orb of Fortune. HINT: Elude the forces of evil & build your strength from gold and diamonds you pick up as you scroll through the castle. Brilliant animation and graphics and fast joystick action make gameplay intense.

REQUIRES: One Joystick
#AP103 $15.95



TAXICAB HILL

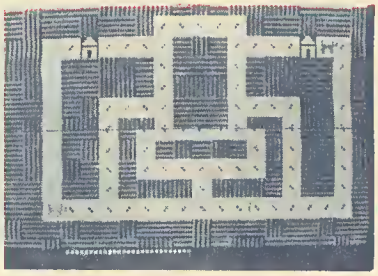
by Bill Morris

Written in machine language

The Game's object: Drive your cab to one of the 4 phones. Receive a call. Pick up your passenger. You score a cab fare! WATCH OUT! Other cabs can steal your fare. Don't have a traffic accident or you'll lose one of your cabs!

Answer the phones! Get the passengers! Three different "neighborhood" play screens: Residential, Warehouse, and High Rise. Scores are displayed in the window of the Taxi Garage. Includes: unique hi-res, 16-bit (4-voice), collection of background blues toons, never heard on any Atari game. Have fun on the Streets of San Francisco—written by an S.F. cabbie!

REQUIRES: One joystick
#AP137 $15.95



BUMPOMOV'S DOGS

by Gray Chang

Written in machine language

From the author of DOG DAZE DELUXE, here's BUMPOMOV'S DOGS! Collect dog biscuits scattered through the maze! Store them up in your doghouse to win! Defend yourself by capturing and throwing a floating bone at your opponent (try and master the "wall-hugging bone" throw). Hit your opponent and he'll drop his stash of biscuits. Or try to steal his biscuits when the "Reward Square" appears. Colorful "splitting & scrolling graphics" let both players follow all the action in this huge multi-screen scrolling doghouse. Collect 100 biscuits to win!

REQUIRES: One joystick per person
#AP112 on-sale $12.95—was $15.95

APX CLASSICS FROM ANTIC

Shoot 'em Ups

RAID ON GRAVITRON



by Jim Sommers

Written in machine language

Lead the raid on the alien stockpile, Gravitron! Find the secret base in a black hole Space-Time Tunnel! Pilot your StarCruiser from the Captain's seat! Give all flight orders with your joystick! Defend yourself with a Plasma Meson Cutter against alien squadrons armed with Gravitron torpedoes. Choose a 1 level training mission or a Combat mission with unlimited number of tougher levels. Check your energy timer—avoid a Plasma Meltdown! Navigate booby-trapped time tunnels to save your space colonies!

REQUIRES: One Joystick

#AP121 $12.95



SPACE WAR

by Jay R. Jeager

Written in machine language

". . . a classic, 2-player galactic shoot-out."

Pilot your personal starfighter to save the solar system! Watch out for the enemy photon torpedos! Return photon torpedo fire—Score a direct hit to destroy the enemy! Use the sun's mysterious gravitational waves to propel your starfighter. BE CAREFUL! Don't become a prisoner of the sun's gravity & and a "sitting duck" for enemy forces! An advanced arcade thriller for one or two players.

REQUIRES: One joystick per player

#AP101 on-sale $12.95—was $15.95



PHOBOS

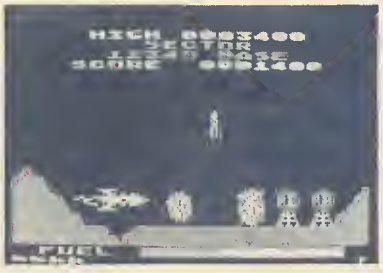
by Greg Christensen

Written in machine language

The Challenge: Travel to the core of the planet PHOBOS. Destroy the enemy control center buried deep within! Plummet through caverns—picking up fuel & knocking out missile defenses. Quick! Steer past the narrowing walls & through the compound laser gates—and DON'T blast the ammo dumps! There's 16 different levels of planetary defense built-into PHOBOS! Choose from 4 skill levels: novice to commander. Game display includes: fuel gauge, current cavern number, score & session high score.

REQUIRES: One joystick controller

#AP119 $15.95



MARS MISSION II

by Greg Christensen

Written in machine language

"A Cavern of Mars sequel!"

Your Galactic Mission: Fly your space shuttle to destroy the Martian base. Get the Solar Command Ambassador out of there without harm. WATCH OUT! As you cruise over dangerous terrain, the Martians launch missiles at you! Get through the 5 sectors of Mars: Picking up fuel & knocking out missiles, Fly past the floating minefields of Chron, Streak thru the Martian suburbs, then to Canalus, the underground mazes & onward—to destroy the alien base! From the most successful APX programmer—the author of Caverns of Mars!

REQUIRES: One joystick Controller

#AP120 $15.95

Caverns of Mars™ Atari Corp.

More Arcade Action at Special Reduced Prices!

Diggerbonk	**#AP107**	**on-sale $12.95 — was $15.95**
Burgers!	**#AP109**	**on-sale $12.95 — was $15.95**
Dog Daze Deluxe	**#AP111**	**on-sale $12.95 — was $15.95**
Weakon	**#AP122**	**on-sale $12.95 — was $15.95**

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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
Over 40 Files—highlights:
BENIOFF 1: Fancy Writer font printer
BENIOFF 2: Moves a charset in ML
LEEMON 3: Screen dump and load to disk by direct CIO call.
LEEMON 4: SPYRO-GRAPH with array for SIN and COS (mode 7.5)
WETMORE2: Object to string converter
WETMORE3: NEXT STEP "DATA" code to assemble file
WHITE 2: Relocates sections of RAM
WHITE 7: Fixes DOS for burst I/O
WHITE 4: Color table animation w/GTIA color registers
WHITE 5: AUTORUN.SYS creator for specific purposes
WHITE 8: Menu to LOAD (and RUN) binary load object files
WHITE 9: Disk font to printer utility

050 free sectors
#IE301 $12.95

Disk #2:
Matt Loveless, Clint Parker, Fred Tedsen, Russ Wetmore, Jerry White
WORKS-IN-PROGRESS: Many related source, data, and object files for an unfinished centipede game by Matt Loveless, plus:
LOVELES : 14 related files
PARKER 4: ML storage program
TEDSEN 1: ML 16-bit sound routine (source and object)
WETMORE: Files 4 through seven contain Russ's general purpose music interpreter (source and object code for each)
WHITE 12: Disk directory print routine

019 free sectors
#IE302 $12.95

Disk #3:
Sheldon Leemon, Fred Tedsen, Clint Parker, Russ Wetmore, Jerry White, John Weber
20 Machine Language Files—highlights:
LEEMON 6: ML calls for ANTIC modes 4 & 5
TEDSEN 2: autorun menu for ML programs
TEDSEN 3: graphic mode 8 character plotter in assembly source code and in BASIC
TEDSEN 4: title card builder
PARKER 5: stunning visual display from Action!'s author.
WETMOR10: SUPRCOPY, a burst I/O disk copy utility (source and object code)
WETMORE9: the music from PREPPIE
WETMORE8: macro files library
WHITE 14: S2FONT upgraded version
WHITE 15: disk font to string converter, modified from Wetmore

004 free sectors
#IE303 $12.95

Disk #4:
Sheldon Leemon, Matt Loveless, Stuart Smith, Fred Tedsen, Russ Wetmore, Jerry White
32 Files—highlights
LEEMON 7: resets charset with no overhead
PARKER 6: SmartModem dialer
LOVELES 3: boot disk for SECs sectors
SMITH 1: music player program
TEDSEN 5: packing algorithms, for compressed picture files (series of 10 source and object files)
WETMOR11: how to access the RS232 port from ML
WHITE 19: removes REM statements from BASIC programs

009 free sectors
#IE304 $12.95

Disk #5:
Marc Benioff, Sheldon Leemon, Matt Loveless, Jim Nagano, Clint Parker, Stuart Smith, Fred Tedsen, Jerry White
Including Jerry White's Atari Memory Map—highlights:
BENIOFF 3: breaks down string to BYTE statements for POKEing to screen
LEEMON 9: joystick player movement using PRINT statements
LOVELES 6: allows color manipulation of screen without DMA
NANGANO1: Extended BASIC
NANGANO2: printer patch for AMAC to produce correct form feeds
NANGANO3: patch to MEDIT to eliminate need to delete backup file
PARKER 7: DLI routine for LOGO
SMITH 4: maze game
SMITH 5: sector/memory copier
TEDSEN 7: description of Advanced Music System files
WHITE 25: ATARI MEMORY MAP

008 free sectors
#IE305 $12.95

Disk #6:
Jim Nangano, Carlos Reyes, Russ Wetmore, Jerry White, John Weber
25 advanced utilities—highlights:
NANGANO4: converts a RAM data file into AMAC's DB statements
NANGANO5: converts a PRN file into equates
REYES 1: BASIC version of Quick Menu Maker II (source code for ML version also)
REYES 4: loads in an object file and converts it to a data statement or string
REYES 5: allows editing of binary headers in ML files
WETMOR14: modified version of Amodem 4 terminal handler
WETMOR15: modified AUTORUN.SYS for RAMDISK users
WETMOR16: modified DUP.SYS for use with WETMOR15
WHITE 28: document file loader and printer
WHITE 30: allows user to modify the color of a Graphic 1 charset

030 free sectors
#IE306 $12.95

Disk #7:
100% Clint Parker Action! Utilities
28 ACTION! utilities written by ACTION!'s author, Clint Parker—highlights:
0LK1C : reads size bytes from dev. into addr—returns # of bytes read
FADEACT : amazing "Star Wars"-like text fadeout demo.
PARKER 1: object file to BASIC converter
PARKER 2: number to string subroutine
PARKER 4: storage utility
PARKER 9: library setup for P/M graphics
SCRDEMO: screen demo program showing moving charset
TIME : displays a real time clock
PARKER10: disk I/O routines
PARKER11: adds a new command to the editor
PARKER12: demo about Readblock and Writeblock
PARKER13: half-finished terminal program
PARKER15: updated MOVBLK routine for Action!

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Disk #8:
Jim Nangano, Carlos Reyes, Fred Tedsen, John Weber, Jerry White
Including MAC65 routines plus more ML source code—highlights
REYES 7: new revised version of Quick Menu Maker II
REYES 8: macro library in tokenized form ready to be used in a MAC65 program (series of 4 files)
TEDSEN 9: BASIC version of P/M editor, with documentation
TEDSEN10: ML version of P/M editor
WE8ER 2: utility to fine scroll both vertically and horizontally (source and object)
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Discover the work of those committed Atarians who unselfishly create programs for everyone to share. During the last three years, Antic has seen the best (and the worst) of it all. We're picky. Our original Library, introduced in 1982, listed 16 disks. It has grown over 300% in the past twelve months. Our next goal is 100 disks or 1,000 programs (whichever comes first).

During the past three years, this family of talented programmers loved the Atari and wrote prolifically for the machine. After all, a challenge is a challenge, right? There was Stan Ockers, who wrote Chicken (Antic's very first game). And some true devotees, like Len Dorfman, who never accepted money for anything he wrote. The works of these talented people, the PAPIE programmers, and others, have inspired many enthusiasts to create exceptional programs.

What's in store for the future? As well as our commitment to the current line of 8-bit software, there is now the Atari ST. Antic is going to release ALL the early ST Public Domain software as it's written. In fact, the leaders in the 68000 world will probably be the next generation's software success stories.

THE USER GROUP/BBS CHALLENGE

You may have Public Domain software to contribute to our Library. Let us know if you do. THE CHALLENGE: Any user group librarian or BBS SYSOP who can produce a disk that is good enough for the Antic PD Library will get their groups name or BBS phone # in that program's title. (Rules: No programs can be duplicates of anything currently published here, and nothing can be copyrighted by any publisher or individual.)

—The Arcade Editorial and Customer Service Dept.

All programs in this series sold as is. There's almost no documentation included, except what's built into the programs themselves (besides the exceptions noted here in this catalog). Therefore, you may need some expertise in order to use the products properly. Because this is Public Domain software, not Antic's, the Arcade Customer Service Dept. cannot provide the same type of service as for programs we publish ourselves. (i.e., Antic Magazine type-in listings, APX Classics, and programs from other internal sources.) There may be some programming quirks you'll need to modify for your individual hardware system (read the descriptions carefully). However, all programs have been tested at Antic and will perform. Due to unforeseen circumstances, contents may vary slightly from the descriptions here.

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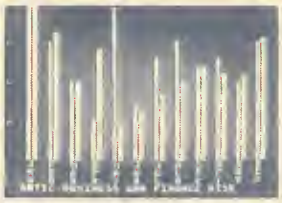
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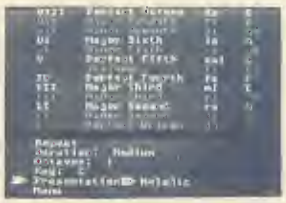
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DEFENSE

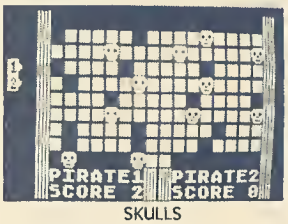
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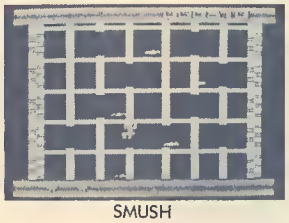
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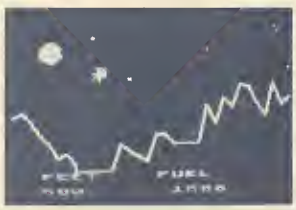
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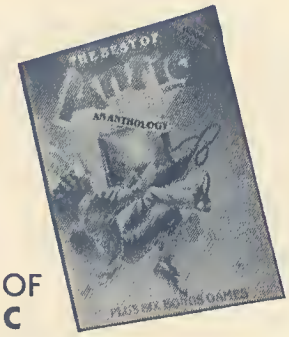
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Antic Contributing Editor

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APR. '83	GAMES, 3-D Maze		#HC302	
MAY '83	TELECOMPUTING, Microids		#HC303	
JUNE '83	DATABASES, Stargazing		#HC304	
JULY '83	ADVENTURE GAMES, USR	6/33K	#HC305	#BK201
AUG. '83	GRAPHICS, Keystroke Artist	9/66K	#HC306	#BK202
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