Antic

CATALOG

WINTER



ANTIC Unleashes XL/XE Power!

DON'T MISS the Special ST Section!

NEW! Free Software Offer!

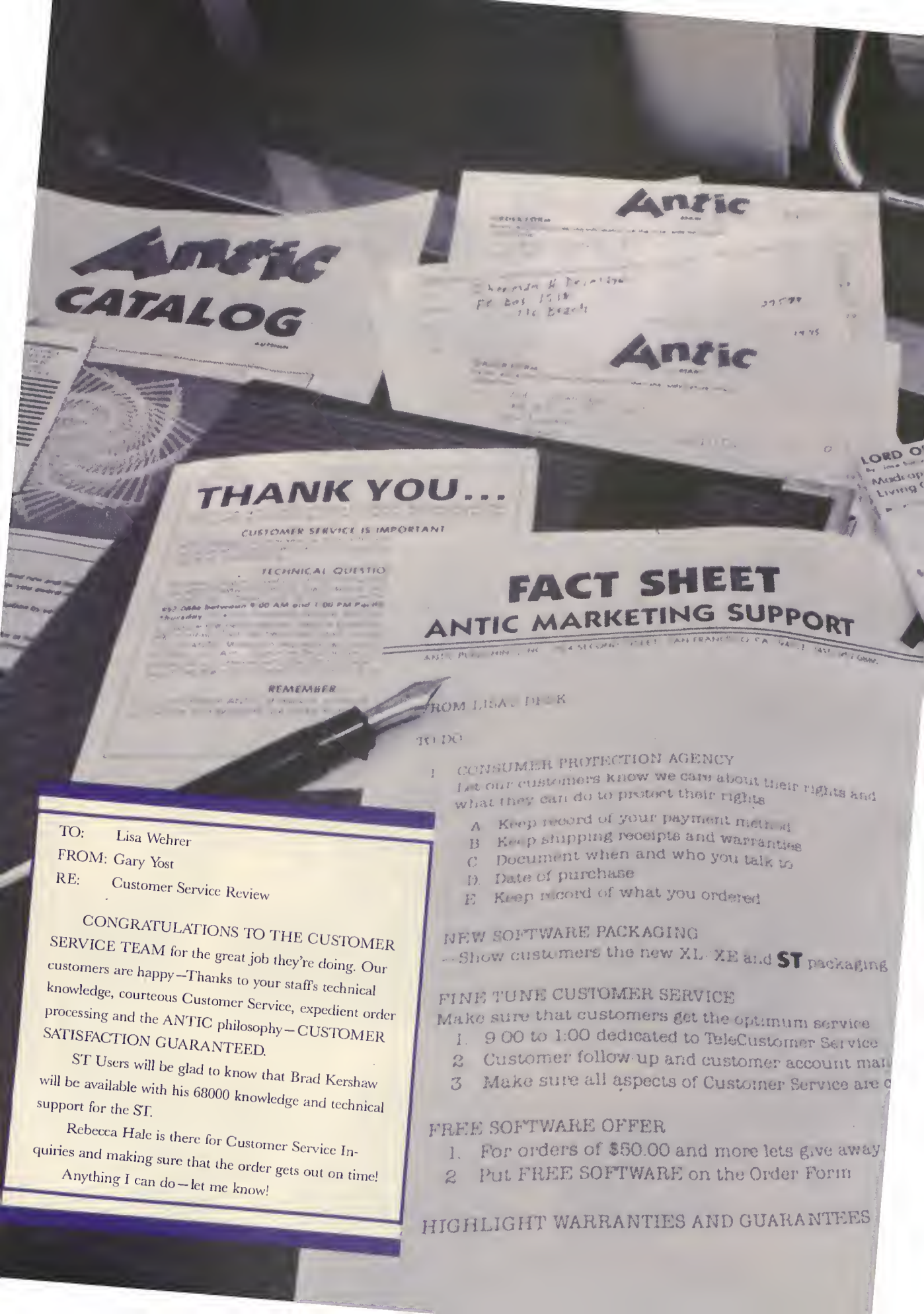








Save this catalog for all of your spring software ordering. Watch for our new catalog to be released April/May.



TO: Lisa Wehrer
FROM: Gary Yost
RE: Customer Service Review

CONGRATULATIONS TO THE CUSTOMER SERVICE TEAM for the great job they're doing. Our customers are happy—Thanks to your staff's technical knowledge, courteous Customer Service, expedient order processing and the ANTIC philosophy—CUSTOMER SATISFACTION GUARANTEED.

ST Users will be glad to know that Brad Kershaw will be available with his 68000 knowledge and technical support for the ST.

Rebecca Hale is there for Customer Service Inquiries and making sure that the order gets out on time!

Anything I can do—let me know!



■ **TO ORDER, CALL TOLL FREE (800) 443-0100 X133**, or write to Antic, 524 Second St., San Francisco, CA 94107

■ Customer Service inquiries call (415) 957-0886. (Please don't call our 800 number) Our hours are 9 A.M.-1 P.M. PST Monday thru Thursday.

■ Compuserve members log on to ANTIC ON-LINE.

■ Customer satisfaction and products carry the Antic Guarantee.

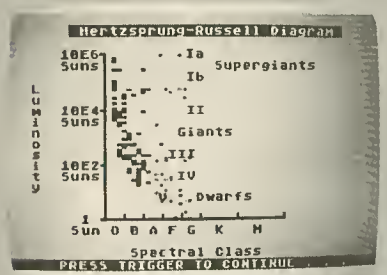
■ FREE SOFTWARE—See order form for details.

TRAVEL TO THE

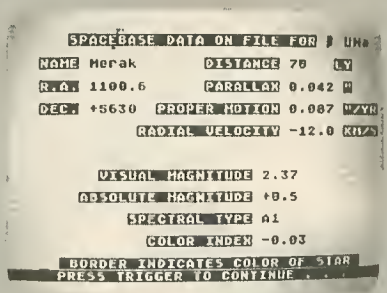
"Feed your imagination a banquet!"

GET AN UNDERSTANDING of the important scientific facts, terms and theories of today. Use EARTH VIEWS, SPACE BASE, HALLEY PATROL, and ORBIT—A TRIP TO THE MOON to study: Geography, Astronomy, Cartography, Spaceflight Mechanics, Orbital Tracking, Physics, History and Science. For education. For fun.

EDITORS NOTE: These four programs let 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!



Hertzsprung-Russell Diagram



Messier Catalog Star Data



"Makes Astronomy Fascinating!"

SPACE BASE

by Jeff Mehlman
Written in machine language

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 9-foot by 3-foot scrolling color star map. Get star data: Name, Right Ascension, Declination, 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 start! A must if you own a telescope. A valuable addition to your library of learning software.

REQUIRES: 48K RAM, One joystick

AP142 **$19.95**

"Perfect for Geography, Science, HAM Radio, History & Current Events"

EARTH VIEWS

by R.G. Wilson
Written in machine language

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 and views of the earth **instantly** at the touch of a button! Includes detailed hi-res maps and projections linked to a giant "Gazeteer Of WORLD PLACE-NAMES".



Mercator Projection

In the "GAME" Section: You fly into the Bermuda triangle—Go on quests to exotic places—On your search for Fame, Fortune and Happiness! A built-in HELP feature guides you. Detailed screen displays of longitude and latitude, lots of colorful information.



Rotating Globe
Cylindrical Projection with Orthographic Overlay

REQUIRES: 48K RAM, One joystick

AP141 **$19.95**

STARS!

NEW!!

Conquer Spaceflight!

A detailed simulation of spaceflight mechanics.

ORBIT—A TRIP TO THE MOON

by John D. Reagh
Written in machine language

Boot Up and Blast Off!

Simulate a trip to the moon! Control your simulator with your joystick. While in Earth orbit, dock with the space station. Or use your radar and intercept the target drone. Your objective is to enter a near circular, low altitude lunar orbit—then detach the lunar landing module and descend to the moon's surface. But it's not that easy . . .

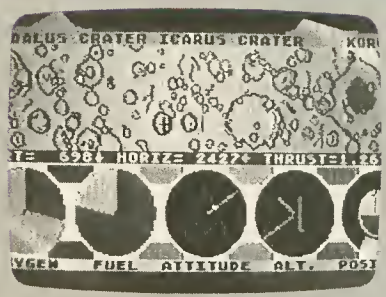
- Adjustable magnification mode gives variable earth views. View the moon out your porthole while landing.
- 92× real-time simulation includes life-support system emulator. This is a serious simulation of a true mission.
- Scan your targets with the radar mode.
- Fuel consumption, rocket throttle, oxygen supply, orbital position, altitude, radar scope, graphic display and more.
- On-board ships computer calculates planetary orientation. **Experiment with different radial velocities and orbital constants** and instantly see your newly-plotted course on the high-res screen.

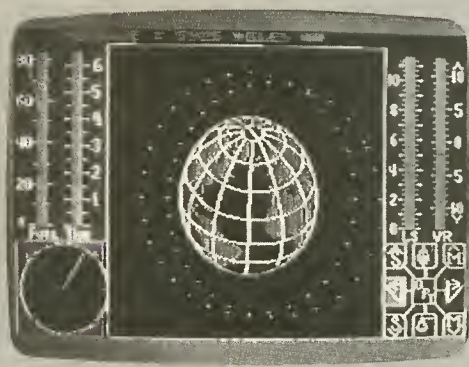
Designed and written by a Lockheed aerospace engineer. Complete with great documentation that's educational too!

REQUIRES: 48K RAM, Joystick

AP168 **$15.95**

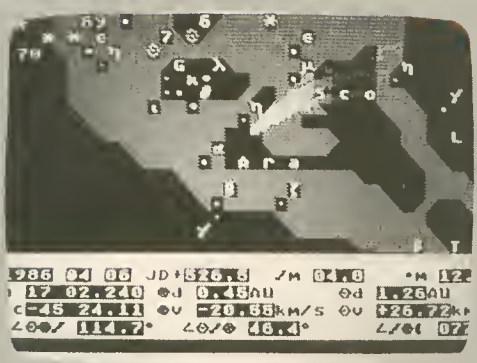
EDITORS NOTE: We only had one thing to say when we first saw ORBIT . . . "WOW!" The Universe Series is now complete.





"Could be the closest look anyone's going to get of Halley's Comet. . ."

HALLEY PATROL



by Jeff Mehlman
Written in machine language

Atari owners are extra-lucky this year! This **interactive graphic almanac** will take all the frustration out of discovering when and where to find Comet Halley. Detail and clarity are what the Atari can display so well, and the author of Space Base has done it again! HALLEY PATROL **animates** the comet in the same nine-foot by three-foot star map **with** a simultaneous information almanac. Key in any date for quick reference, or use the joystick or function keys to cruise through the animated seven-month period of viewing opportunity. Watch the comet grow from a speck and become visible in November. Labeled constellations smoothly scroll by as it turns into a blazing giant in late March, obscuring a section of the Milky Way. Visually **track the angle of the tail** in relation to the constellations as it continually shifts position. For **serious astronomers**, the almanac window displays fifteen fields which access its huge file of comet data. Get the Right Ascension, Declination, Jovian date, 4 types of distances and velocities, Magnitude, and much more! Information bar gives novices **clear advice** about visibility conditions, full moons and solar flares, etc. Excellent documentation. The whole family will love this!

AP159 **$17.95**

FREE BONUS DISK! Order **now** and we'll send you HALLEY WATCH, an educational microscreen astronomy class. Using Antic's elegant Fader slideshow, the author has developed an accurate course in Comet Halley's history, its physical structure, and point-of-view treetop tracking. Written for anyone to understand, you'll discover where to look for the comet at its closest passes to the Earth. EDITORS NOTE: (Jeff Mehlman has requested that we make HALLEY WATCH a FREE contribution in accordance with the credo of The International Halley Watch Organization.)

TOLL FREE

Credit card holders, call toll-free, 24 hours-a-day
800-443-0100, ext. 133 (Continental U.S. and Hawaii)

ORDERS ONLY!

READ FASTER

Understand More!
Save Time!
Save Effort!

NEW!

SPEEDREAD+

by Eagle Software
Written in machine language

SPEEDREAD+ teaches you to read faster with less effort. Just load the program, answer the questions and read the provided text. Now you're reading faster. And *retaining MORE!* Expand you reading skills! Uses time-proven "Tachistoscope Method" recognized as effective by reading teachers for years.

SPEEDREAD+ features include:

■ Four modes for reading text chosen specially to develop: high reading speeds, proper eye movement and timing, peripheral vision, single column reading skills.

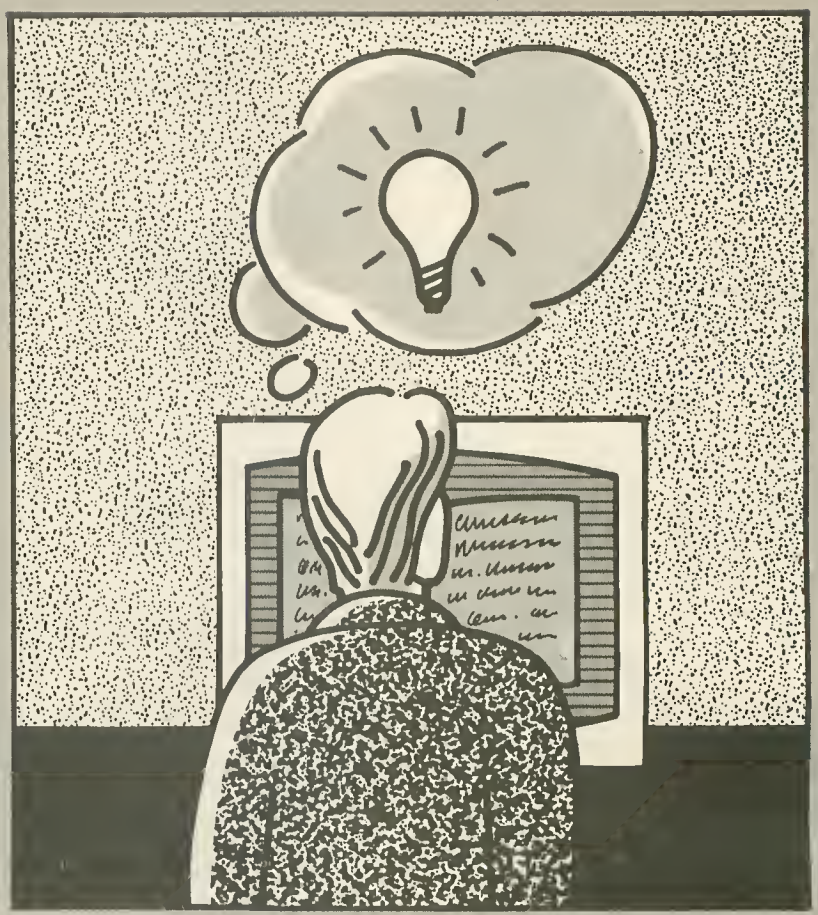
■ Excerpts from three classical texts included on disk: "The Legend Of Sleepy Hollow, Rip Van Winkle, The Outcasts Of Poker Flat." No typing necessary (but you can add more if you want).

■ You can vary: Phrase mode (standard/random/double), Length, Width, flash rates and repeat modes.

Special APPENDIX includes tips to help slow readers, guidelines, and more.

REQUIRES: 48K RAM, Joystick
AP164 **$19.95**

"The Speedread+ program was more rigorous and more challenging than the commercial course I took. It was also more fun . . . Performance—excellent; Documentation—good; Ease-of-use—excellent; Error handling—excellent" *Infoworld* magazine



REMEMBER MORE

NEW!

Memorize Faster!
Learn How!
Get Memorease+!

MEMOREASE+

by Eagle Software
Written in machine language

Learn how to memorize efficiently and quickly. Retain more. Uses a tested Gradual Recall technique. Based on well-known psychologist B.F. Skinner's work.

Many operational modes:
- —Memorize Speeches
- —Poems
- —Facts
- —Prose of any kind
- —Memorize Vocabulary
- —Definitions
- —Comparative Statements
- —Languages
- —Any flash-card information!

MEMOREASE+ features include:

■ Two text modes: Full page memorize and split page memorize.

■ Split page quiz allows a special flash-card review of material.

■ Text page editing for addition or deletion of text.

■ User adjustable page colors.

■ Excellent documentation with memory tips and techniques.

REQUIRES: 48K RAM
AP163 **$19.95**

EDITORS NOTE: Finally, after a year of trying, we've made MEMOREASE+ and SPEEDREAD+ an excellent value. They were each recently sold by another publisher for over twice our low price!

TOLL FREE

Credit card holders, call toll-free, 24 hours-a-day
800-443-0100, ext. 133 (Continental U.S. and Hawaii)

ORDERS ONLY!

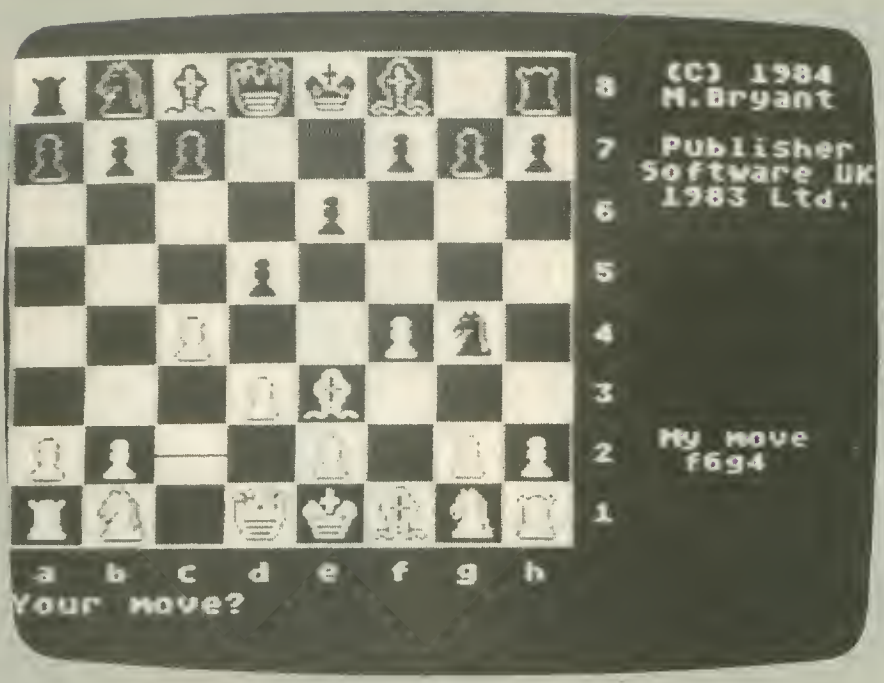
IDEA AMPLIFIERS

Great moves . . . for all level players.

NEW!

COLOSSUS CHESS 3.0

The *Ultimate* Computer Chess.



by Martin Bryant,
English Software UK
Written in machine language

Here's a chess program with all the moves of a *chess master*, a *great chess tutor* or a *master tournament opponent*. Whether you're a beginner or a pro, COLOSSUS CHESS 3.0 is for you.

Dare to challenge the program that *outplayed* 20 of the best computer chess programs available!

COLOSSUS CHESS features include:

■ Unique two-screen dual display—space bar toggles between current game and unique view of COLOSSUS's "brain." Watch Colossus consider thousands of moves *while you pick up valuable chess clues*.

■ On-screen elapsed-playing-time *clocks add realism*, excitement to Tournament mode (full tournament play).

■ *Save your game to disk*. Adjust the screen colors for your taste.

■ 3000 "opening-move" variations. Capable of "thinking through" 450 different moves per second.

■ COLOSSUS teaches *you* to be a better chess player with simulation modes (infinite mode, problem mode, equality mode, average mode, all-the-moves mode, blindfolded mode). Adjust playing speed and style (try this with game replays!), find the best moves and *solve chess-mating problems*.

■ "WHAT-IF" commands for: Replay, Supervisor, Qualify Parameters, Orientation, Use next-best move, Back-step, and Alter-position.

REQUIRES: 48K RAM
AP161 **$15.95**

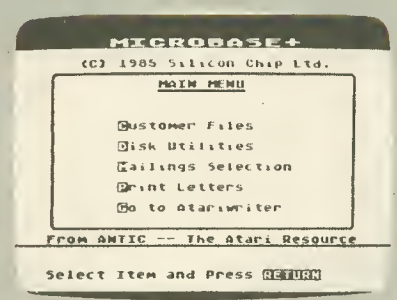
EDITORS NOTE: COLOSSUS CHESS 3.0 was named ". . .one of the best buys in chess programs today" by *Analog* magazine (Nov., '85).

ORGANIZE EVERY-THING

NEW!

XL/XE owners! Your Atariwriter™ cart. can now be your *ultimate productivity tool*.

MICROBASE+



by Chipsoft UK
Written in machine language

Want to see something amazing? Put your Atariwriter cartridge into your XL/XE and boot up MICROBASE+ in your 1050 disk drive. After the familiar Atariwriter load screen—voila!—MICROBASE+ appears. You're now using the *fastest*, most powerful *mail-merge* utility ever created for the Atari, and the *plus* is that you can go to Atariwriter anytime you want from the MICROBASE+ menu. This program is designed to make life super-simple for anyone who's keeping mailing lists and wants to use them with Atariwriter. It is not a full-featured database, but because we've designed it for mail-merge, it's *fast*. So fast, in fact, that you can flip through records with just a keystroke—no waiting for disk accesses. Everyone will love the extremely versatile search functions. Plus, 130XE owners will appreciate the one-pass backup program, eliminating disk swapping.

REQUIRES: 64K XL or XE computer, Atariwriter cart., 1050 disk drive.
AP172 **$19.95**

EDITORS NOTE: MICROBASE+ may not seem like it belongs with the other three Idea Amplifiers on this page. However, we found that it gives us incredible power to *communicate* with all the different lists of people we send mailings to from Antic. We discovered MICROBASE+ on our recent trip to England, and we were so excited about it that we didn't come back until the contract was signed.

NOW, MAKE YOUR OWN PROGRAMS LOOK MORE PROFESSIONAL THAN THE PROS!
Plus 130XE Extra's.

RAMbrandt

Atari Design Studio





by Bard Ermentrout of PACE
Written in FORTH and machine language

Imagine . . . the ultimate, all-in-one paint software. For under $20! Sit down with RAMbrant and enter a graphic design studio with the tools to make any programmer a creative artist. When we first saw this at Antic, it took our technical staff **three hours** to step through each of its features. Use the built-in programmers toolkit to enhance your own programs or picture files. Or just doodle with RAMbrandt for the fun of it! We barely have enough room to list all the **power**, but here goes:

- 5 graphics modes (7, 7+ (ANTIC E), and GTIA 9, 10, 11)
- Works with joystick, Koala Pad or Atari Touch Tablet; or **both** joystick and graphics tablet
- All functions execute **faster than any other paint program**
- Commands are screen selectable with on-screen mode window
- Horizontal and vertical coordinates always displayed
- Box mode
- Circle/elipse mode
- Rubber band line mode
- Freehand plot mode
- Text mode (print in 4 sizes with any **font**—3 included)
- Paint or fill with any font
- Undo. Heavy-duty implementation.
- Fill mode (pattern, solid and random—define patterns yourself and store them on disk)
- Mirror mode (vertical, horizontal, and 4-way)
- Zoom mode
- User-definable unlimited brushes (5 predefined brushes built-in)
- Airbrush and Thick paint modes
- Paint or fill with any pattern, quilt or tile
- Quilts (selectable/definable two-color patterns which can be stored on disk—5 built-in)
- Tiles (selectable/definable patterns with any number of colors which can be stored on disk—5 built-in)
- Checked/Mix, horizontal or vertical striped patterns
- 128 colors on-screen at once in any mode with easy one-key access to Display List Interrupts. Works in all modes.
- Color hunt mode (paint over only the color you select)
- Random/Probability color and Exclusive Or color
- Transparent color (allows Quilt overlays)
- Window mode—grab any or all of your image and:
  - —Rotate in 5 degree increments up to 360 degrees
  - —Vertically or horizontally flip
  - —Wipe with any color
  - —Animate
- Animation mode (capture up to 32 frames and flip through them at any speed—preview Moviemaker ideas instantly)
- Rubber stamp mode (multiple rubber stamps can pick up pieces of your pictures and duplicate them wherever you want)
- **130XE RAMdisk Support!** Now, store **eight** different pictures in RAM at once and flip through them instantly. Cut and paste between pictures, tool
- Scale mode (select any size area and reduce it or blow it up)
- Printer module supports fast or slow screen dumps to Epson MX80-compatibles and C.ITOH/NEC printers
- **Okimate 10** color printer dump supports color fine-tuning
- Flip images backwards for T-shirt iron-ons!
- Save and Load pictures in formats compatible with Moviemaker, Micro-illustrator, and Micropainter
- Complete documentation (includes info about file formats)

REQUIRES: 48K RAM, One joystick and/or Koala Pad or Touch Tablet
OPTIONAL: Okimate 10, Epson MX80-compatible, C.ITOH or NEC printer. 130XE.

AP157 **$19.95**

FREE BONUS! **Order now** and get a FREE DISK with a best-of collection of RAMbrandt pictures (including examples in each GTIA mode) **plus** extra character sets.

THREE VISUAL TREATS!

Ignite Your Imagination!

Play computer graphics like an instrument. New color technology!

COLOURSPACE

NEW!

by Jeff Minter, Llamasoft UK
Written in machine language

QUESTION: What is Colourspace?
ANSWER: A program to do for light what a music synthesizer does for sound.

Your keyboard is used to select and adjust parameters (42 factory presets and 80 programmable presets). The joystick is used for actual playing.

Up to an *hour's* worth of joystick input can be recorded and then played back. During playback you can adjust parameters, change presets and *instantly* judge the effect. (ex. a sequencer and four burst generators can be programmed for explosion effects.) All presets, light-form primitives, etc., *and* the joystick input can be saved to special tape files. Over fifty commands (without including presets). Special "Duet" mode lets you and a friend compose together at once. Plus, use "Overdub" mode for double-tracking. Even load in your own pictures and compose on top of them.



Just Look!

42 factory presets include: curved screens, hardware reflections, interlace effects, stroboscopics, "Ooze" for pulsating pixels (variable speed and pulse width), Vector mode tracks color to 32 different trace angles, "Speed Boost" accelerates pixel rates. Even alter the shape of the light elements!

COLOURSPACE is fascinating all by itself. But if you really want to get creative, boot it up and put on some good music! Access the colorful power of the Atari computer. At last, the *ultimate creative lightshow!*

REQUIRES: 48K RAM, Joystick
AP166 **$15.95**

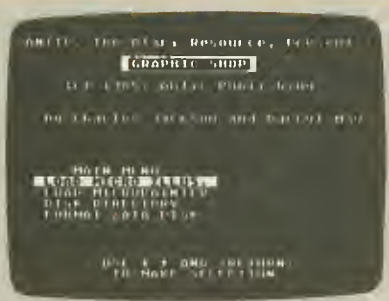
EDITORS NOTE: We found COLOURSPACE on a licensing trip to England last September. The software is so elegant and unusual that we *had* to bring it back to the States. *Personal Computer Games* magazine said COLOURSPACE ". . . looks like being one of the greatest entertainment programs ever."



Create Print Shop™ Icon graphics from all or part of your favorite Microillustrator or Micropainter graphics files.

GRAPHIC SHOP

by Charles Jackson and Daryll May
Written in compiled BASIC



Now you can use the best graphics editing software to create signs, banners and decorative icons for the best graphics printing program. If you've enjoyed the fabulous, friendly Print Shop from Broderbund, you may have been a little frustrated by the limitations of its graphics editor.

Wouldn't you like to **harness the power and handling ease** of your Koala Pad or Touch Tablet to create those nifty letterheads? **Now it's a snap with GRAPHIC SHOP!** GRAPHIC SHOP uses a menu system and commands similar to Print Shop. Choose to either **compress an entire picture** into a Print Shop file **or** pick up and **convert only a small portion of it.** Printer **Preview Screen** uses four windows to let you choose which color registers will be replaced by pattern fills, and which will appear as black and white. GRAPHIC SHOP was designed by the Antic staff to be elegant and simple to use.

OPTIONAL: RAMbrandt (AP157)
AP156 **$19.95**

Print Shop™ Broderbund Software

ADD COLOR TO YOUR GRAPHICS WITH OUR COLOR PAPER. See page 17 for information.

TOLL FREE

Credit card holders, call toll-free, 24 hours-a-day
800-443-0100, ext. 133 (Continental U.S. and Hawaii)

ORDERS ONLY!

APX MOVES ON...
...INTO THE FUTURE!

Antic's user-submitted software division celebrates a one-year milestone.

There's a lot of new excitement around here about Atari software. Submissions are getting more and more interesting, and we're seeing a lot more of the really meaty stuff. As the Atari 800 matures, the quality of the programming just keeps on getting better.

Historically, the Atari Program Exchange was originally created by a few renegade Atari, Inc. employees in 1981. It was the first successful user-submitted software division, ever. (IBM came out with something very similar for the IBM 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.

Since we resurrected this division one year ago, ANTIC Software has brought you over forty new titles. And you can count on being able to find what you're looking for at half Atari's former prices.

New software is what we're all about. We're introducing brand-new software at the beginning of every calendar quarter. And we pay very competitive royalties. If you've written an outstanding program and would like us to evaluate it, send it to: Product Development Supervisor, Antic Catalog, 524 Second St., S.F., CA 94107. Please don't forget to read about "The Challenge" (on the back page of this catalog).

ALL SOFTWARE AVAILABLE ON DISK ONLY.

Each program disk is self-documented. Antic is in no manner associate 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.

ALL PROGRAMS XE/XL COMPATIBLE

"The first *integrated, expandable* dictionary for the Atari!"

SPELL MAGIC™

by Blue Collar Software
Written in machine language

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, *and AtariWriter*. 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**

"Feature-packed Word processing! A business plus!"

WORD MAGIC™

by Blue Collar Software
Written in machine language

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!

EDITORS 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**

130XE version: Includes Word Magic, Graphic Magic *and* Spell Magic:

AP160 **$29.95**

"GRAPHIC MAGIC is a *FREE BONUS* when you buy WORD MAGIC!"

GRAPHIC MAGIC™

by Blue Collar Software
Combine graphics with your text!
Written in machine language

Here's a software program that is really magical! Combine illustrations and graphics with written presentations. Use it together with WORD MAGIC, plus an Epson or Gemini printer. Enhance your text with graphs, drawings, sketches and charts. Use illustrations you've generated with Micropainter, Micro-Illustrator, B/Graph, or Graphics Mode 8. Functionally similar to the Macintosh and Imagewriter combination of text and graphics. Thousands of uses!

"Energy saving made simple!"

A useful, money-saving, simulation of a home heating and cooling system.

HOUSE

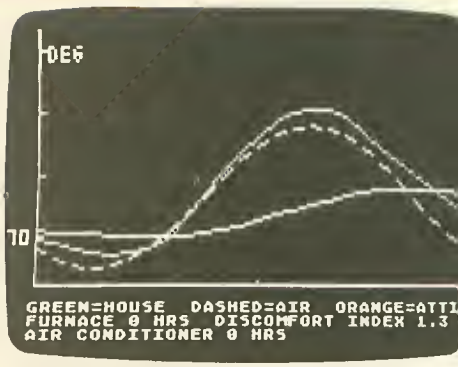
by Dr. Gordon G. Power
Written in BASIC

Here's a state-of-the-art computer modeling program that can help you *make energy-saving decisions about your home.*

HOUSE is an advanced home energy simulation that anyone can operate. Saves time. Helps you make effective, energy-saving changes to your home. No more guessing where your energy dollar is going. You just answer several simple questions and HOUSE does the rest.

NEW!

- HOUSE uses comparative thermodynamics and computer modeling techniques to accurately simulate a typical 24 hour "energy" day in your home. Adjustable variables allow for any climate, heating type and insulation.
- Customize HOUSE for your specific home and its location/characteristics.
- HOUSE helps you calculate what home energy improvements should be made to your home. Works for all size single-structure buildings.
- HOUSE performs cost analysis and prints out charts of results (24-hour thermal tables of heating/cooling cycles).



Use your computer to save energy costs! For a more comfortable home, get HOUSE today!

REQUIRES: Atari BASIC
OPTIONAL: 80-column printer
AP169 **$15.95**



"Organize ideas with the only outline processor for the Atari."

CREATIVE PROCESS

by Dave Thorson
Written in compiled BASIC

Capture your ideas and turn them into professional documents. *Control your own schedule* and juggle many projects at once. CREATIVE PROCESS can be your desktop manager, a drafting tool for making sense out of long meetings, an outline processor, address and phone number filer, project manager, calendar, time-record manager, and work-in-progress monitor. Reduce the time needed to get out a document because *speed is the key feature*. GEM-like command windows let you concentrate on *ideas*. It's as easy as jotting down a note. Advanced editing features include *WindowCopy*—user-defined windows that move or copy text anywhere. Undo key, adjustable screen colors, utilities package, and 130 XE RAMdisk support are only a few of CREATIVE PROCESS's *huge* list of features. Comes pre-configured for single and enhanced density—capable of supporting your double-density DOS's as well. 100% compatible with Word Magic (AP130), Atariwriter, and Paperclip.

REQUIRES: 48K RAM
OPTIONAL: Atari-compatible printer, Word Magic (AP130)
AP151 **$19.95**

"Minicomputer power—now your documents can look like the pro's."

THE PRINT TOOL

by Marshall D. Abrams Ph.D.
Written in compiled BASIC

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**

"Finally, a flexible, full-featured database."

DATA MANAGER XL

by William Bartlett
Written in BASIC and machine language

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 and utilities plus a disk drive speed checker! How-to instructions are complete and detailed.

REQUIRES: Atari BASIC
AP129 **$19.95**

TOLL FREE

Credit card holders, call toll-free, 24 hours-a-day
800-443-0100, ext. 133 (Continental U.S. and Hawaii)

ORDERS ONLY!

"For Business, Fine Arts, Engineering, Computing!"

SCREEN PLOT

by Robert Wilson and Michael Reichmann
Written in compiled BASIC and machine language

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 and preview pen colors on screen. Special "superimpose" option stacks one plot on top of another. Generate drawings on screen with Rambrandt, Micro-Illustrator, Atari Artist, Atari Graphics, Atari Paint, Atari World or Micro-Painter. 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**

GET ORGANIZED SERIES

by Erv Friedman
Written in BASIC and machine language

THE HOME INVENTORY

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 and Print out depreciation figures: monthly, yearly, plus totals and current values. Get both "straight-line" and "single item" depreciation figures for your taxes. Menu-driven system makes entries and catalog changes easy! Aids financial planning/accounting/insurance tasks. Large database stores up to 500 items per disk for fingertip access! *PROTECT YOURSELF!* Record your belongings!

REQUIRES: Atari BASIC

AP127 was $19.95—**on-sale $15.95**

The Roster

Make keeping track of names and addresses a snap!

AP126 was $19.95—**on-sale $15.95**

The Expense Tracker

"The only complete expense system for Atari owners!"

AP128 was $19.95—**on-sale $15.95**

PRINTER DRIVER CONSTRUCTION SET — For AtariWriter™

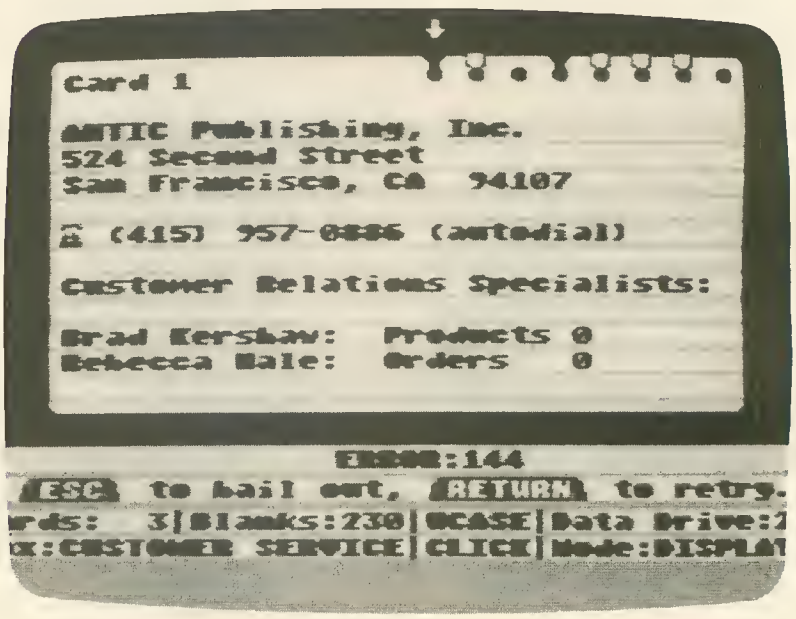
by John Eric Hinckley
Written in machine language

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, subscript, 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**

Atariwriter™ Atari Corp.



Packed with features! The most unusual and ergonomic database ever written for the XL/XE.

HomeCard

by Russ Wetmore and Sparky Starks
Written in compiled Action!

HOMECARD is really a simulation. Russ and Sparky *discovered algorithms* for a powerful, relational database technique developed by office workers in the 19th century. *Imagine*, ordinary 3×5 cards with eight holes punched at the top. *Each hole represents a category* (friends, business contacts, holiday card list, etc.), and you choose the category(s) you want to look at, by *"ripping the hole"* for that category (you can "retape" the hole with one keystroke). You then put a thin metal rod through one of the unripped categories and *pick up the stack of cards*, holding the rod at both ends. *Voila*, the ripped cards fall out—*instantly*! Store 234 cards in each "box" (floppy disk).

HomeCard is a true-to-life simulation of this system. And it is the *only* relational database available for the Atari computer. Although it was designed with an *extremely simple-to-use* front end, the simulation is 100% complete. That kind of power makes HomeCard kind of bizarre. And, add the fact that HomeCard has the *most flexible printer formatter ever seen* on an Atari. Plus, HomeCard uses telephone icons on the screen to access your modem's dialing ROM—it's an instant autodialer. Compatible with an 850-device or 1030 modem. Or, if you aren't a modem owner (yet), HomeCard will dial through your TV speaker. Absolutely perfect for salesmen who spend a lot of time on the phone and for maintaining records. Use in home or school too!

REQUIRES: 850 interface to print

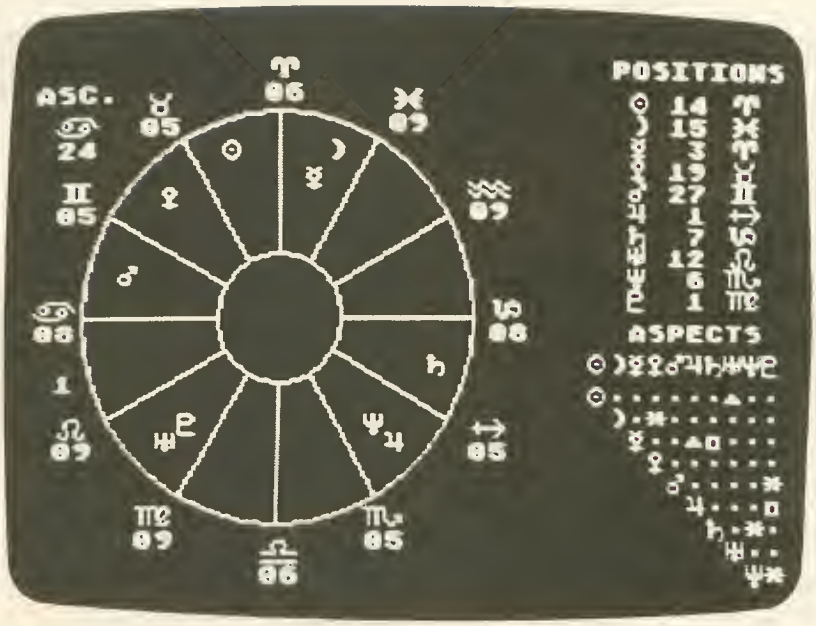
RW100 **$19.95**

The two most powerful Atari financial modeling tools for less than the original price of one!

REAL ESTATE CASH FLOW ANALYSIS

by Richard Lindgren
Written in BASIC

Know the score in real estate investing! Discover if you can 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 and complete documentation included.



FREE! with REAL ESTATE CASH FLOW ANALYSIS

STRATEGIC FINANCIAL RATIO ANALYSIS

by Richard Lindgren
Written in BASIC

Ideal For Investors! Measure financial performance. Develop business strategies with the aid of 15 "Strategic Ratio" and 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 and figures! Aids financial planning. Increases your odds!

REQUIRES: Atari BASIC
"Two disks for the price of one!"
AP125 **$19.95**

"The only genealogy program for the Atari!"

THE FAMILY TREE

by Harry Koons
Written in BASIC

Record and access up to 6 generations of historical family data with THE FAMILY TREE. Enter names, dates, places and 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 and 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**

Print out your family's personal astrological charts.

ASTROLOGY *NEW!*

by Harry Koons and Art Prag
Written in BASIC

Complete your *family records* for *posterity*. With this menu-driven program you can *easily* create astrological charts for *all of your friends and relatives*. Use your joystick to quickly enter birthplace coordinates on scrolling U.S./World map. ASTROLOGY draws a finely detailed astrology chart on your computer screen—with aspects of sun, moon, and planets displayed. Quickly and accurately computes planet position! Accuracy of one to two degrees for any time this century. Save your charts on disk for later use/reference, or print out charts on Epson or Gemini-compatible graphics printers. Includes sample astrology chart, plus appendix to aid chart interpretation.

EDITORS NOTE: Once you've recorded your pedigree with FAMILY TREE, use ASTROLOGY to chart the *exciting* and *mystical* part of *your family's history*.

REQUIRES: Atari BASIC, Joystick
AP167 **$15.95**

TOLL FREE

Credit card holders, call toll-free, 24 hours-a-day
800-443-0100, ext. 133 (Continental U.S. and Hawaii)

ORDERS ONLY!

NEW ATASCII VERSION PLUS MUCH MORE!
"Control features previously impossible on any BBS!"

BULLETIN BOARD CONSTRUCTION SET™

Hayes-compatible-version 2.0
by Scott Brause
DELPHI ID: RABBIT
Written in machine language

Now, the *best* Atari bulletin board system has just gotten better. Use the four BBCS editors and create your own powerful, customized BBS. Remote sysop capability lets you change menus and features from anywhere in the world with *complete security*. Your BBS will grow as you do—even start your own on-line business, create opinion surveys, and hold user group elections. Define up to 26 terminal types so your board can support up to 26 other kinds of computers. Choose the hardware configuration you want: supports ATR8000, Hayes Chronograph, ICD R-TIME cart., Axlon and 130XE RAMdisk, and most Atari DOS's in most densities. Plus, BBCS Sysop's Corner on Compuserve gives you fast, accurate support. Here are some of the features that made Version 1.6 a hit:

- 65,792 security levels (plus privilege levels). Each level determines what the user will and will not see, plus access to a given area.
- Users can hit a key in the middle of a menu update, and if it is a valid function it will execute immediately.
- Xmodem upload/download.
- Downloadable files may be set up on separate drives, and can be broken up into sections.
- Before a download takes place, the system calculates the actual transmission time at the current baud rate and reports it.
- BBCS may be used with or without passwords.
- System automatically checks for private email upon user log-on. Full-featured email editor has search-and-replace functions.
- Screen is word-wrapped for users.
- Time each user is allowed on is selectable.
- Userlog entries may be marked blacklisted to auto log-off problem users, or they may be tagged to buzz sysop upon log-on.
- Status window on line 1 to convey important information.
- Positively, absolutely, no back doors.
- 100% machine language.
- Supports 300, 1200, 2400 baud Hayes-compatible modems.

Version 2.0 gives you more, including:

- ATASCII/ASCII capability (defined by terminal type).
- Full subdirectory support (with SpartaDOS, MYDOS 3.18-up, TOPDOS).
- Time zone conversion to users local time.
- Better user reporting for sysop. Over 30 kinds of info for sysop-definable reports.
- Delete user passwords by date.
- RAMdisk write-back to eliminate data loss by power failure.
- Wild card search capability for users searching the message base.
- One-user/one-vote per survey.
- External chat bell support for XL/XE owners.
- Much faster message base access.
- Better defaulting for users reconfiguring their own terminal type.
- For programmers, vectors are published and available in XLBOOT.COM to make it easy to write add-on programs (e.g. games) in assembly language.

Try out a BBCS board near you, call:
EAST COAST: Scott Brause (JACG board) 201/549/7591
MIDWEST: ICD BBS 815/968/2229
WEST COAST: Eric Semel 213/305/7843

AP146 **$24.95**

EDITORS NOTE: Get your BBCS board up and running *instantly* with the FREE BONUS sample preconfigured BBS!

CHAMELEON CRT TERMINAL EMULATOR

VER. 4.03 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 (on/off), form feed, bell signal, speeds up to 9600 bps, plus lots more. Wide-screen 80 and 132 column emulation. You've never seen anything as fast and smooth as the vertical *and* horizontal fine scrolling. All these features make CHAMELEON flexible enough to use with UNIX operating systems. Perfect for logging on to non-standard systems, such as MCI MAIL and DELPHI, because you can customize *all* terminal parameters. Autodials and stores up to 16 phone numbers. Supports file transfers and features on all Atari 850-interface, 835, 1030, and XM301 modems. Version 4.03 includes Columbia University's Kermit file-transfer capability, in addition to total compatibility with the popular Xmodem protocol.

REQUIRES: 48K RAM
AP113 **$19.95**

Your 6502 Atari can teach you to program the Atari ST!

DEEP BLUE C COMPILER

by John Palevich
Written in C

One of the most transportable languages—Runs on other computers with only minor modifications! Eliminate the tedious hours of assembly language debugging! Faster and 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 and maintain.

REQUIRES: 48K RAM, A text editor such as WordMagic/AP130
OPTIONAL: Mathlib for C (AP132)
AP114 **$19.95**

"Intelligent terminal featuring M.C.L.—Macro Command Language. Plus 130XE RAMdisk support. . ."

BACKTALK



by Steve Ahlstrom, Dan Moore and Don Curtis
Written in compiled Action!

Heavy-duty telecommunications power—designed for the future. Now, *do more* in less time on BBS's and on-line services. Save money too! Program your Atari PC to dial up lists of other computers or services in the middle of the night and upload or download files. It's a revolutionary concept called "Broadcasting." And BACKTALK has CRC (Cyclic Redundancy Checking) accuracy. Upload/download with three protocols: Xmodem (with or without CRC) (99% flawless transmission) Amodem (Atari BBS version of Xmodem), and Xon/Xoff. Supports 300, 1200 *and 2400* baud. ASCIII and ATASCII translation—full and half duplex. Use BACKTALK with almost any modem: Atari 850-compatibles, 835, 1030, or XM301. BACKTALK's pop-up menu and extra-large buffer will minimize on-line time (it's the "ultimate" term program for 130XE owners). Ergonomic design. Eye-soothing fine-scrolling text, edit preview window and joystick macros make life more comfortable.

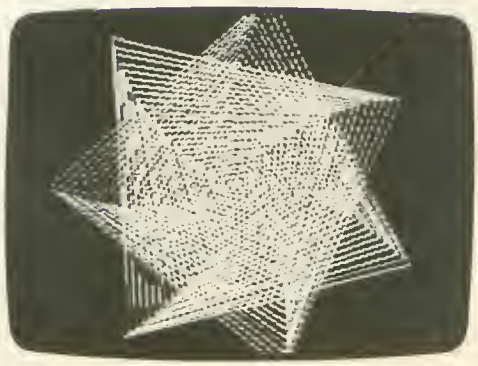
The revolutionary Macro Command Language features these commands:

- wait for any length character string
- control capture buffer (on/off/dump)
- control baud rate switching
- control Xmodem up/download files
- chain macro's with GOTO statements
- error handling (ON ERROR GOTO)
- wait a specified amount of time
- execute macro at a specified time of day
- LOAD new macro library from disk and execute
- joystick activation of last 5 macros
- and much more . . .

Build an unlimited number of MACRO libraries. And Compuserve SIG*Atari members can use BACKTALK to correctly download 99% of CIS's "A-protocol." BIN files (previously available only with Tscope).

Two years in-the-making, the authors of Paperclip and Synfile+ have done it again. Designed by a SIG*Atari SYSOP, Steve Ahlstrom, exclusively for ANTIC's on-line readers.

AP154 **$19.95**



Add fast floating point and graphics to C.

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**

TOLL FREE



Credit card holders, call toll-free, 24 hours-a-day
800-443-0100, ext. 133 (Continental U.S. and Hawaii)

ORDERS ONLY!

CONTROL THE POWER



"Add maps to your programs. Includes source code for 9000 world coordinates."

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 was $19.95—on-sale $15.95

"Control ALL the graphics modes with this Display List subroutine generator."

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 $15.95

"New double density disk editor for Indus, Rana, Trak, Astra or Percom drives. . ."

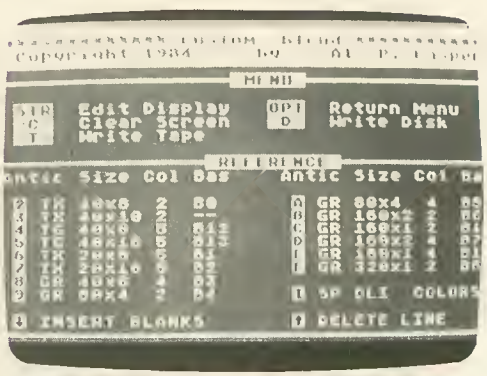
DISK SCANNER—DOUBLE DENSITY

"Bonus Machine Language Monitor!"

by Mike Fleischmann
Written in machine language

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, volume table of contents (VTOC), directory location and structure. And much more! Added Bonus For Advanced Programmers!
Includes a relocatable machine language monitor *and* a directory sorter.

AP145 **$19.95**



TOLL FREE
Credit card holders, call toll-free, 24 hours-a-day
800-443-0100, ext. 133 (Continental U.S. and Hawaii)
ORDERS ONLY!

"The single most-used utility in my entire library." —Ron Luks, SYSOP & Founder, SIG*Atari

SHERLOCK 1050 Enhanced Density Disk Sector Editor

by Dan Moore and Steve Ahlstrom
Written in machine language

The Atari 1050 disk drive *demands* new tools for accessing/editing sectors above 720. With SHERLOCK 1050 you can customize *any* program in your library—and you *don't* have to be an assembly language programmer. Modify commercial applications programs to take full advantages of your own Atari system. Alter programs to easily access RAMdisks, change title screens, customize menus—anything is possible. Examine or edit any byte in any sector of your enhanced or single density disks (in HEX and ASCII mode). Disassemble (from the disk itself) any machine language file or autoboot disk and *learn its secrets! Restore deleted files* and *salvage broken files* with the Trace option. Instantly create a sector map of a DOS 2.5 or 2.0 disk. Quickly search through an entire disk for up to 32-byte strings in either HEX or ASCII format. Send SHERLOCK 1050 output data to your screen or printer. HEX-to-decimal conversion utility is built-in. *All at machine language speed, and more!* Includes a tutorial for novice disk users.

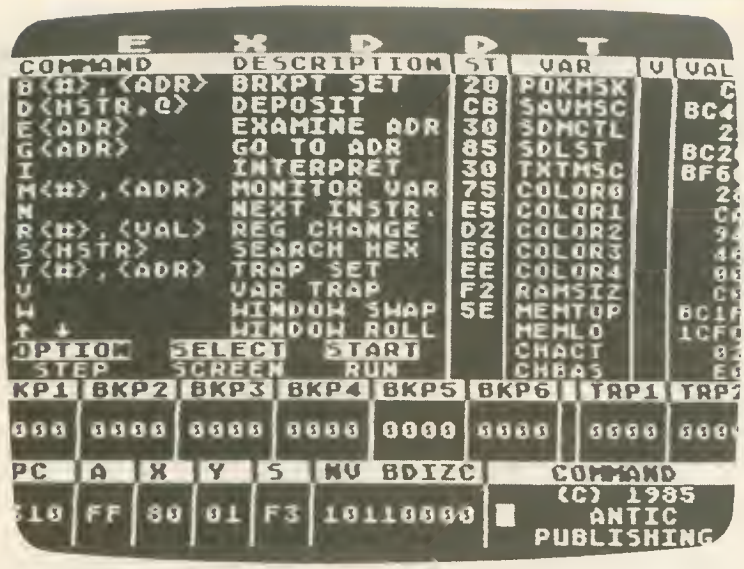
REQUIRES: Atari 810 or 1050 disk drives
OPTIONAL: Atari-compatible printer
AP155 **$19.95**

Computer Color Paper

Premium Sampler Pak contains 160 sheets of 60 lb. paper, 20 each of 8 brilliant colors: red, blue, green, white, pink, parchment, and yellow, 200 matching greeting card size envelopes, and 200 matching business size envelopes.
CP001 **$19.95**

Professional Pak contains 375 pieces: 250 sheets of paper: pearl gray, aqua, buff, pewter gray, and ivory. (50 of each color), and 125 business size envelopes (25 of each color).
CP002 **$24.95**

The **Pastel Sampler Pak** contains 350 pieces: 200 sheets of paper (40 of each color: dusty rose, winter green, golden rod, pastel yellow, and powder blue), 75 greeting size envelopes (15 of each color and 75 business size envelopes (15 of each color).
CP003 **$12.95**



Attention! Assembly language programmers! The original APX Dunion Debugger—Now made better.

EXTENDED D.D.T.

NEW!

by Jim Dunion
Written in machine language

We've taken the best assembly language debugger—*and made it better!* Jim Dunion has improved upon his already excellent program.

So what's new?

These are the differences between the original and EX-tended DDT.

- Built-in mini-assembler. Plus, EXDDT is completely relocatable.
- Over 150 built-in system symbols for more understandable disassembly. Symbolic references allowed. Ability to 'mark' symbols so that interpretive mode will halt if the values of these symbols change.
- Hex to decimal and decimal to hex convertor. Search capability for Hex or ASCII string.
- Ability to deposit to graphic control areas (such as color register shadows) without affecting EXDDT screen.
- NEXT instruction for single stepping past subroutine calls.

FIVE THINGS that made the original DDT "the ultimate debugger".

- Flash (keystroke) entry into DDT. Display screen switchable between DDT and application program. Single step debugging capability, even through ROM.
- Built-in disassembler.
- Eight breakpoint registers. Two trap registers.
- Current stack display. Register contents always displayed.
- Source code provided for re-assembly.

EDITORS NOTE: "EXDDT operates invisibly and works with any Atari computer that has a disc drive and enough memory to support DOS. A must for assembly language programmers. . ."
AP171 **$15.95**

"Design your programs with built-in documentation."

THE [HELP] SYSTEM

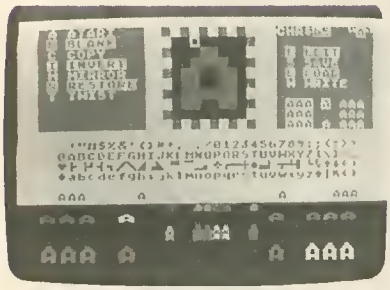
by Michael Barall
Written in machine language

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.

"NEW! Atari DOS 4.0 (originally written by the author of Atari's 1450XLD) is now in Antic's Public Domain Library, including the original 100-screen [Help] System."

REQUIRES: Text Editor (such as Word Magic (AP130))
OPTIONAL: Atari Macro Assembler or OSS MAC/65
AP136 **$15.95**

Programmers Library



"Create custom character sets with many uses!"

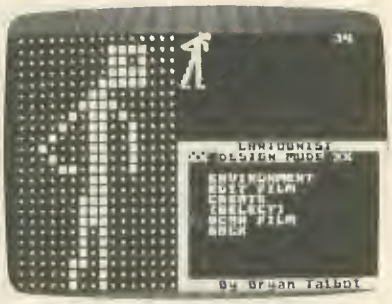
INSTEDIT

by Sheldon Leemon
Written in BASIC and machine language

Create custom character sets for use in business, games and computing, math, chemistry, video and film production, foreign languages, publishing and 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 and 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 and 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 was $19.95—on-sale $15.95
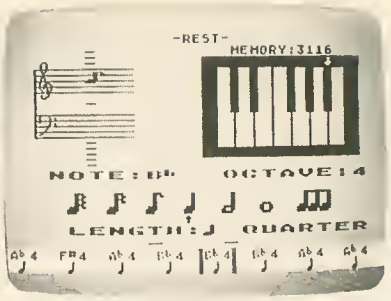


"For BASIC programmers—the ideal animation utility. Adds pizzaz."

CARTOONIST

by Bryan Talbot
Written in BASIC and machine language

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 and easy changes and for great results! Menu-driven and joystick-based, so kids love it too.

REQUIRES: Atari BASIC. One joystick
OPTIONAL: One set of paddle controllers
AP124 was $19.95—on-sale $15.95



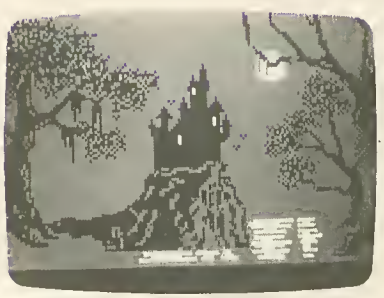
"The ONLY music utility for BASIC programmers!"

ENHANCED POKEY PLAYER

by Craig Chamberlain
Written in BASIC and machine language

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



"Highly disk and memory efficient graphic editor designed for BASIC and M/L programmers."

ENHANCED DRAW IT!

by James Burton
Written in machine language

ENHANCED DRAW IT! is a graphics mode 7 paint package plus compression utilities (designed by Ed Churnside of Dragon Quest fame). Let your creativity run wild! Draw free hand with your joystick (status window displays horizontal and vertical position), or automatically draw shapes: circles, boxes and lines. Programmers find ENHANCED DRAW IT! perfect for developing graphics adventure screens. Use the file compression programs to pack dozens of pictures on a disk! Built-in ANIMATOR feature is perfect for art shows/presentations and simple animation experiments.

Status window menu info helps you develop precise drawings or any-size custom text. Choose from up to 16 different colors and eight hue levels. Control four color pens, plus two levels of zoom for micro-drawing and close-ups. Then, add your drawings or charts to any BASIC or M/L program! Features auto-fill, page-merging and page-wipe! Store and Explore! Finally, programmers can efficiently use the Atari's most powerful and colorful features!

REQUIRES: One joystick
OPTIONAL: Atari BASIC
AP108 was $19.95—on-sale $15.95

"Superb animation—Genuine martial arts realism!"

CHOP SUEY

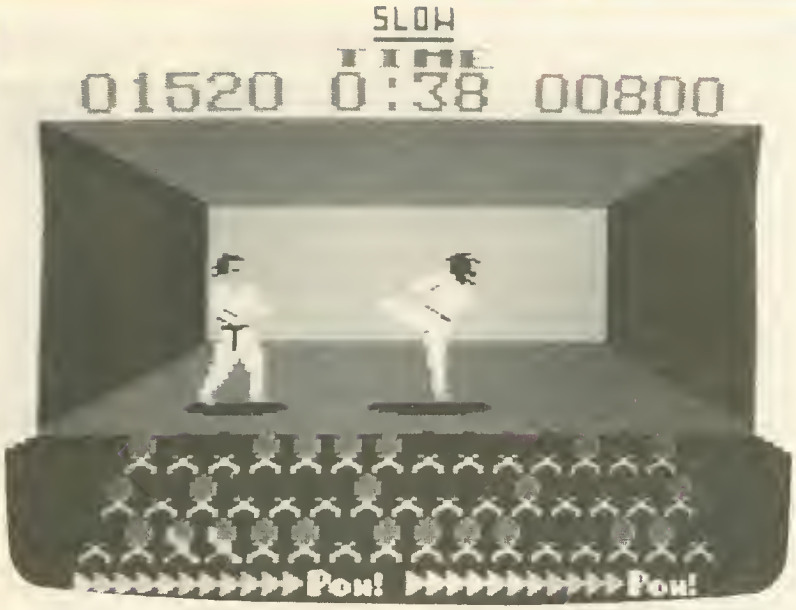
NEW!!

by English Software UK
Written in machine language

An action-packed *martial arts* competition *simulation*. For anyone who likes thrill-a-minute competitive games. Two players throw Kung-Fu jabs, kicks and blows to win the game. 29 on-screen colors, and the *smoothness of the animation has to be seen to be believed*.

CHOP SUEY FEATURES INCLUDE:

- Eight fast-moving joystick positions: High kick, jump up, jump over, move right, jab, low kick, body kick, move left. Fire button changes direction.
- Every move has a score and "pain level" rating. "POW GAUGE" lets you know your health rating during match.
- "Killer" Scorpions enter through air vents to disrupt match.
- One and two-player options.
- Become a Black Belt! Eight progressive levels of game play. Beginner to Master levels.



- Normal speed or (for the insane) Superfast mode game-play option.

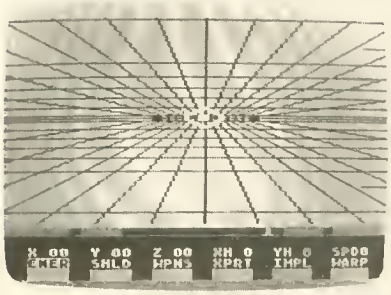
REQUIRES: One joystick per player

AP162 **$15.95**

EDITORS NOTE: "CHOP SUEY" is the most popular new Atari game in England. *Atari User* magazine said CHOP SUEY ". . . has got to be one of the best Atari buys of the year. Go get it grasshopper!"

MEET THE CHALLENGE!





Star Raiders was a great game. . . for its time.

XTAL (*CRYSTAL*)—AN ADVENTURE IN SPACE

by Dave Reese
Written in machine language

Captain's log, stardate 2284.0. Step onto the bridge of the USS EXCALIBUR SSC-1310—she's the *best* heavy star cruiser in the United Federation's starfleet. Suddenly a Class One distress signal! A planet-threatening Ion Radiation storm has developed in the peaceful Canasian section. Your mission: destroy that storm. Fail . . . and you'll be peddling Quirkies at a Gamorian outpost.

The EXCALIBUR comes equipped with impulse and warp drives, transporters, phasers, communicators, shields, quadrant map display, and a spectacular 3D cockpit/navigation viewscreen.

Dock with Starbase Delta-1 when you're low on fuel or need repairs. The docking sequence is visually *stunning* as the EXCALIBUR is grabbed by Delta-1's tractor beam and brought right into the docking bay. Detailed colorful special effects are *everywhere* in XTAL—each type of ship looks different, plus 4D Time Warps, science probes, and meteor showers which all contribute to XTAL's remarkable realism.

REQUIRES: 48K RAM, One joystick

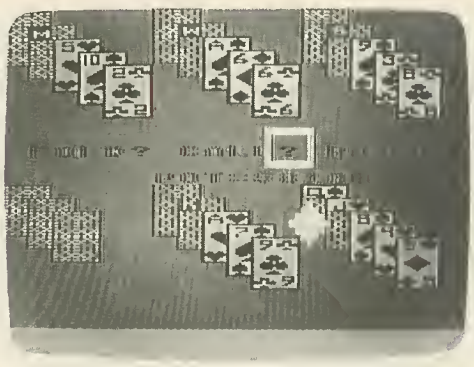
AP158 Star Raiders® Atari Corp. **$15.95**

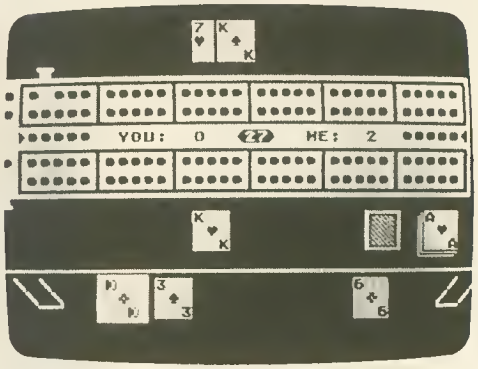
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ORDERS ONLY!

TWO GREAT CARD GAMES FOR THE PRICE OF ONE.





". . . an excellent poker simulation!

SEVEN CARD STUD—A USER PROGRAMMABLE SIMULATION

by Monty Webb
Written in BASIC and machine language

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 and deals the cards! Place your bets now! Use a joystick for every move/option you make. Realistic sound effects and great graphics add casino suspense and excitement! Game replay and reset and replay options.

"For *serious* card-playing fun."

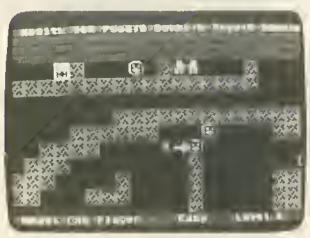
CRIBBAGE

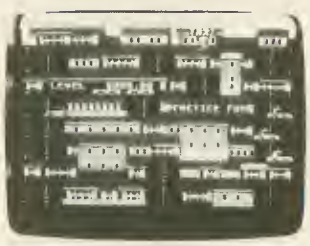
by Jose Suarez
Written in BASIC and machine language

How about an *action-filled* card game. Play it on your Atari—get great color graphics and four levels of play. Beginners are tutored and 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
Cribbage+Seven Card Stud
AP173 **$15.95**

BEST VALUE!





"This 4-player game inspired GAUNTLET™, the arcade hit."

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 **$12.95**

GAUNTLET™ Atari Coin-Op.

"Very different, kind of strange. For music freaks."

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!

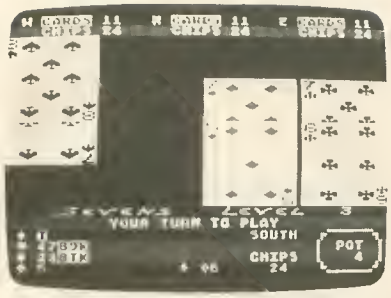
REQUIRES: One joystick
AP137 **$12.95**

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ORDERS ONLY!

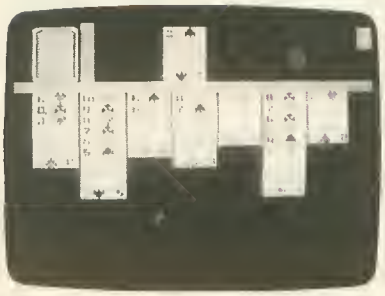
Antic's NEW Double Plays combine two popular card game Classics. Now twice as much strategy and action can be yours for the price of one.



Excellent translation of a card game classic . . . Incredible Graphics!

SEVENS (FAN TAN)

by Craig Preator
Written in machine language
If you enjoy strategy games or card games—or both, you'll spend hours trying to beat your Atari at SEVENS. And maybe you will. Also called FAN TAN, SEVENS is a multi-player hybrid of solitaire, crazy eights, and poker. Start with 25 chips, 1/4 of the deck, and three lightning-fast computer opponents. Four difficulty levels, from SEVENS HELPER—a tutorial level, to BE CAREFUL—tournament rules where every move is tactically critical (or you pay fines). Build sequences on foundations of sevens; build toward other cards of the same suit; choose a card nearest the Ace or King; but play the Seven Of Hearts last. Select cards and handle chips with easy joystick control. Little touches, like the brilliant look of the face cards, are everywhere in the game. The realistic combination of SEVENS' graphic detail and speed will really challenge your wits.



"Perfect for programming breaks."

KLONDIKE SOLITAIRE

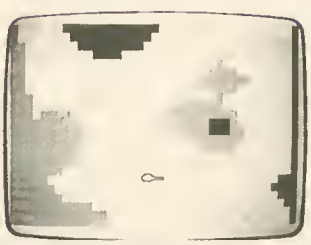
by Mike Fleischmann for Star Systems Software, Inc.
Written in machine language
Become a Solitaire Master! Relax, sit back in your easy chair, and grab a joystick. That's all you need. Play 'till you win—no cheating allowed. Auto error-checking won't let you make illegal moves. *Instant* response time. Learn official Klondike rules while having fun.
EDITORS NOTE: We have to warn you. KLONDIKE SOLITAIRE is completely addicting.)
REQUIRES: One joystick
Sevens+Solitaire AP174 $15.95



"A great graphic adventure game for your entire family!"

DRAGON QUEST OR A TWIST IN THE TAIL

by Ed Churnside
Written in BASIC and machine language
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 $12.95

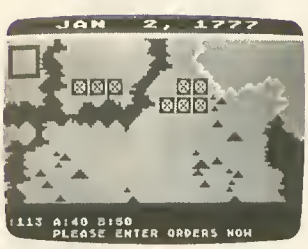


"Incredible playability. Unique. An Atari adventure classic."

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 $12.95



"American Revolution Strategic Board Game!"

SARATOGA

by Paul Wehner
Written in machine language
Here's a fun-filled, simulation of the American Revolution. Detailed, realistic and educational too! Large, scrolling, full-color Eastern U.S. playfield map is marked with rivers, mountains, forts, troop movements and 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 $12.95



OMAR

by Steve Canaday
Written in machine language

Unique! Fascinating! Combines Chess, Checkers and 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**



PUZZLER

by Patrick Bass
Written in machine language

Test your visual and mental agility. PUZZLER is hours of fun and an *unlimited number of jigsaw puzzles*—made with Microscreens! It'll even let you play with puzzles in five graphics modes. Switch between modes and cycle through all the color registers with simple one-key commands. Load any RAMbrandt, 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**



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 and 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 **$12.95**

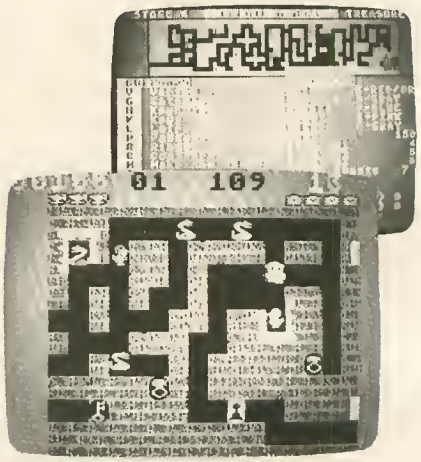


ATARIORACLE

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 **$12.95**



KING TUTS TOMB & TOMB CONSTRUCTION SET

by Jeff Wacker
Written in machine language

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**

BOOKSHELF



BEST OF ANTIC ANTHOLOGY

298 pages of the finest material from Antic's first year (original magazines out of print). You get 31 terrific programs—utilities, applications and tutorials. 10 games including 6 never published anywhere else. NO typing when you order Book+Disk!

MG200 $12.95
ANTHOLOGY & DISK (double-sided)
MG201 $24.95



ATARI GRAPHICS AND ARCADE GAME DESIGN

Add realism, action and interest to your games. 10 clear, detailed chapters unlock the mysteries of writing imaginative Atari games! Learn the secrets! Increase your skills! Complete basics, advanced theory and stumbling blocks. Lists 6 ready-to-run game programs. For novice or expert. 477 pages w/appendix.

MG103 $19.95

THE MUSICAL ATARI

"Become a keyboard organist"

Turn your Atari computer into a keyboard organ or piano! Learn 4-voice music theory while you learn BASIC too! Chapters include: What is music?, Resonance, Harmony and Special effects library, plus 29 favorite songs scores, written in Atari sound statement numbers and standard musical notation.

SOLD OUT

MG800 $14.95

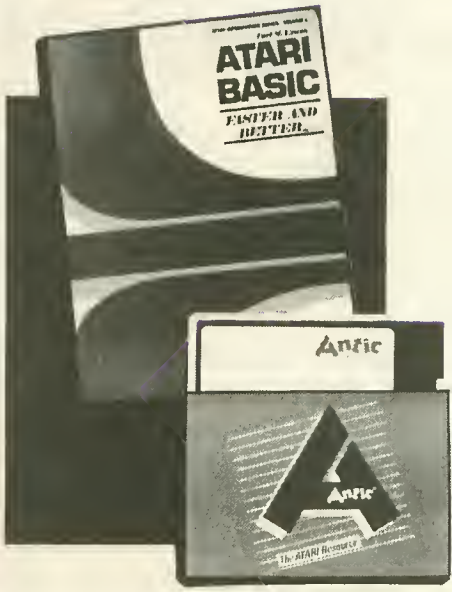


ATARI PLAYER-MISSILE GRAPHICS IN BASIC

by Philip Seyer

Learn the secrets of player image design and animation and make your players dance! Create professional-quality Atari special effects. Includes 12 chapters of programming examples, plus MAZEDUEL, a two-player arcade game/tutorial. Add sound, missiles, 3-D effects, and collision detection—clear step-by-step instructions demonstrate how. Spiral bound to lie flat—173 pages plus appendix.

MG950 $14.95
ATARI P/M GRAPHICS+DISK
MG951 $24.95



ATARI BASIC, FASTER AND BETTER

by Carl Evans,
Antic Contributing Editor

Make your BASIC programs run better and faster! Know the tricks! Here's a daily reference cookbook of subroutines and techniques for improving your code. Ready-to-run solutions to most common programming problems: Includes 300 pages of handlers, machine language routines, and program shells.

MG400 $15.95
ATARI BASIC+DISKS (2 double-sided)
MG401 $29.95

ATARI COLOR GRAPHICS

"A complete, step-by-step course"

Master the mysteries! Teach yourself to be a computer artist. Get this 202-page beginner's workbook—Unlock the secrets of Atari color graphics, the machine's most powerful feature. So simple to follow, a complete novice can create stunning graphic displays by following a few easy steps.

MG500 $12.95

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ORDERS ONLY!

ANTIC PUBLIC DOMAIN LIBRARY

Discover the work of those committed Atarians who unselfishly create programs for everyone to share. During the last four 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. We've spent literally hundreds of hours grouping the best of them together by type.

During the past four 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, 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 the best 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.

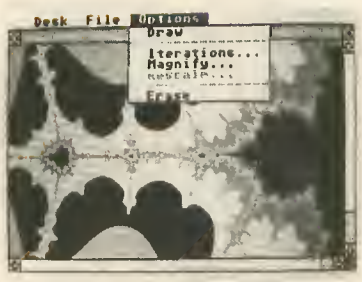
All programs in this series sold as is. There's almost no documentation included, except what's built into the programs themselves (besides the exceptions noted here in this catalog). Therefore, you may need some expertise in order to use the products properly. Because this is public domain software, not Antic's, the 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, Pro-line and other copyrighted Antic software). 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.

520 ST

S/Terminal plus SOURCE!

Get on-line and transfer files with S/Terminal, a full-featured terminal program written in 68000 assembly language. S/Terminal features Xmodem, Xon/Xoff, 300/1200/2400 baud support (and more, up to 19.2K baud), and on-line help screen. ALL SOURCE CODE IS INCLUDED, in addition to object code. S/Terminal is designed for successful Xmodem transfers under difficult conditions and will work with Compuserve from foreign countries. This disk also includes several C source and object graphic examples, plus five LOGO demos.

PD057 $12.00



"Learn about Frectals and GEM with "C" source code."

ST FRACTALS plus SOURCE!

Features MANDLEZOOM by Harry Koons. Uses Mandelbrot algorithm to draw fractals in GEM windows in any resolution. Then zoom in with 2×, 4×, 8×, or 16× magnification. Change fractal iteration values and rescale fractals to enhance their color. Then save your fractal picture to disk. Includes all "C" source and object files. PLUS, a half dozen other fractal programs that use different algorithms and display techniques (some also with source code).

PD068 $12.00

"Enhanced version with fill and palette functions."

ST DOODLE plus SOURCE

The perfect GEM learning tool. PD paint program written in "C", including object and source files for you to explore. Works in all three resolution modes. Demonstrates GEM drop-down menus, windows, scroll bars, color selection, fill algorithm, three brush sizes. Comes with NEOVERT—converts your pictures from NEO to DOODLE format. Learn how GEM and the ST work . . . without any typing!

PD058 $12.00

TELECOMMUNICATIONS

ANTIC 850 TELECOMMUNICATIONS

Telecom code Galore! Get AMODEM complete w/*phone directory* and *autodialer*. Use TSCOPE for Compuserve SIG*Atari downloading and on-line graphics. Plus DISK-O-LINK, a Mac-like, experimental bit-mapped terminal written in C. (This version is for 850 interface w/Hayes-compatible modems.)
PD024 **$10.00**

ANTIC 1030 TELECOMMUNICATIONS

NEW! Now including TERM1030 ver. 3.0 w/ *unlimited file-size downloading* plus auto-dialing directory. Also includes TSCOPE and DISKLINK.
PD025 **$10.00**

CENTEX 7.83 ATARI TERMINAL

The most full-featured Public Domain telecommunications program available, rivaling most of the other commercially available terminal programs. A must additon to any user group PD library or BBS! Features: joystick input, auto log-on macros, adjustable delay rate, SPRINT and MCI code support, am/pm clock, on-line timer, adjustable margins, colors, and luminances, on-line help menu, auto-dial database (with name and comments fields—limited only by disk space), auto-redial, 300/1200 bps, unlimited file capture, Xmodem and buffer up/download, answer or originate commands, built-in disk utilities package, and more! Pre-configured to support Atari 850-interface modems (Hayes-compatibles, Volksmodem, etc.), and will support 1030 and XM301 if you add *your own* R: handler (available in Compuserve's SIG*Atari DL2) and the MPP if *you have* the Smartmodem emulator (available from MPP). DOS2.5/130XE users can configure CENTEX to access the 130's RAMdisk. Try it, you'll like it!
PD059 **$10.00**

HOMEPAK CUSTOMIZER DISK

If you own HomePak, this disk will allow you to change dozens of parameters: new character sets (includes one new example charset), key repeat rate and bell toggle, auto line-feeds on/off (essential for MCI mail and Delphi). Learn about the custom macros. Special handlers for MPP modem, ATR-8000, and R-Verter owners. Including a new DOS 2.5 patch, plus 130XE owners can use the RAMdisk patch to access their extra 64K.
PD041 **$10.00**

VT100 TERMINAL EMULATOR

How would you like an 80-column terminal program without needing any special hardware? This will turn your Atari into a DEC-compatible VT100 graphics terminal. Supports: Hayes compatible (850 interface and R-Verter), Atari 835 and 1030, and MPP1000 modems. Access on-line VAX graphics. Use with any DEC minicomputer, including Delphi and CompuServe. Ready-to-run, complete documentation included.
PD037 **$10.00**

KERMIT TERMINAL EMULATOR

Now your Atari 800 can talk to the new Atari ST's, IBM PC's, and many other minis and micros. Kermit gives you more control over transferring files than any other terminal program. Invented at Columbia University, this version was written by John Palevich (the author of APX's Chameleon). Comes ready-to-run, with complete documentation. Supports Hayes compatible modem.
PD038 **$10.00**

AUTODIALER TELEPHONE DATABASE

Hayes-compatible machine language telephone database dials 100 different phone numbers. Also dials codes for most long-distance carriers such as Sprint, MCI and ITT. Communicate faster. Prints standard form-fed labels. (850 interface required)
PD036 **$10.00**

MSCOPE MPP COMPUSERVE TERMINAL EMULATOR

MSCOPE is a special version of TSCOPE just for the MPP1000 series of modems (written by Joe Miller). This is the *only way* to view CompuServe's on-line graphics. MPP owners will appreciate 100% error-free downloading from the SIG*Atari (finally!). Comes ready-to-run, with complete documentation.
PD040 **$10.00**

PROGRAMMER'S TOOLKIT

SUPER UTILITIES #1

Lots of utility for low bucks! Includes: MICROASSEMBLER with USR ROUTINES and ASSEMBLER. A disc documentor, DOC. Do automatic line number with NUM! Connect parallel printer to ports 3 and 4 with PRINTNOP. MEMTEST, memory tester.
PD010 **$10.00**

SUPER UTILITIES #2

"Utility software For Everyone!"
MODEM, Telecommunications software. HOME INVENTORY tracks your belongings, TYPO, the original Antic listing proofreader. BUBBLE SORT, a E-Z data controller. RENUMBER, make BASIC line number changes simple. Plus, COMPARE, a listings difference checker.
PD011 **$10.00**

SUPER UTILITIES #3

All for a price you'll love. TINY TEXT, a word-processor. GTIA TEXT WINDOW. LABEL PRINTER, RT CLOCK, add real-timing to your system, plus DISASSEMBLER, offers M/L analysis.
PD012 **$10.00**

THE FIX XL (PD TRANSLATOR)

Stop hunting for the Translator! Here it is! Better than the factory original. FIX XL is the easiest, most powerful translation software around! FIX XL Disk contains entire compatible 400/800 OS so XL/XE owners can run ALL Atari software.
PD026 **$10.00**

ANTIC FORTH

Here's a double-sided disk that includes: Powerful FIG-forth Language, an EDITOR, plus ON-DISK TUTORIAL. Lowest priced FORTH ever!
PD020 **$10.00**

The next Atari DOS? (Yup! And the *fastest*!)

DOS 4.0

by Michael Barall

Here it is—the DOS that Atari, Inc. spent over $100,000 developing for the 1450XLD (and all future 8-bit computers). DOS 4.0 (code-named Q-DOS) is compatible with single, 1050-enhanced, *and* double-density drives. It's compatible with your existing DOS 2.0, 2.5, or 3.0 programs (once they've been converted to DOS 4.0 format with the conversion utilities (included)!. The Disk Utility Package has been designed to minimize disk swapping on systems that have only one disk drive (for disk *and* file copies). All docs included—DOS 4.0 comes with Atari's 100-screen on-line [Help] System, giving you instant one-key access to complete technical documentation. Plus, DOS 4.0 is *fast*—about *twice* as fast as DOS 2.0, and *three times* faster than DOS 2.5.
PD067 **$10.00**

EDITORS NOTE: Thanks to Michael Barall for releasing this impeccable systems software into the Public Domain after receiving the rights to it back from the new Atari Corp.

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800-443-0100, ext. 133 (Continental U.S. and Hawaii) ORDERS ONLY!

PROGRAMMER'S TOOLKIT

ARTDOS

If you use microscreen graphics or special character sets in your programs, ArtDOS will load them to your screen directly from DOS—no graphics program is required. New DUP.SYS menu options include Load Micropainter file, Load Microillustrator file, Load or Display Character Set, Make AUTORUN.SYS, and Read Text File. One-key commands speed things up. This disk includes 10 picture files, plus 20 new character sets, which you can use with any program you write. Make your programs more professional looking.

PD043 **$10.00**

ESSENTIAL UTILITIES (+EPSON AIDS)

18 utilities, featuring 5 for Epson MX and FX owners. Including EPSONTYPIST—turn your Epson into a typewriter. SYSTAT—Atari system status monitor. PROTECT scrambles BASIC programs. AUTOTYPE converts USR code into BASIC strings. Plus 14 more!

PD046 **$10.00**

DATABASE MANAGERS AND DISK UTILITIES

SUPRINDX and DISKDIR, two of the most popular user group disk directory database's. SECTCHEK—simple sector checking utility. CALENDAR—prints monthly calendar anytime this century. QUIKSORT—learn to sort faster in BASIC. Includes SUPERDUP.SYS, a new DUP.SYS with built-in everything! 14 free sectors on this *packed* disk!

PD047 **$10.00**

PROGRAMMER'S DESIGN TOOLS

Redefine any mode character set with FONTEDIT, the best PD font editor ever written. Use with PMDESGNR, a self-modifying P/M graphics program builder. Create computer graphics with SKETCH, a powerful paint tool. Experiment with POKEY chip with SOUNDLAB. DATABASE is a general purpose file management system. Plus a lot more!

PD048 **$10.00**

ACTION! UTILITIES #1

(Graphics-oriented)

16 Action! programs, including: 4 Epson screen character dump routines. Superfast GTIA screen loader. Display list example. Internal DUP.SYS written in Action! Plus 5 graphics demo's and more.

PD054 **$10.00**

ACTION! UTILITIES #2

(Mach. Lang-oriented)

ASSEMBLR—machine language assembler, works with Action! monitor (plus docs). DISSASEM—disassemble ML programs in Action!. RAMSORT—hi performance in-RAM sort utility (plus docs). DOS3TO2—conversion utility to convert DOS 3 to DOS 2 files. RELOCBIN—generates a self-relocating binary load file (plus docs). BINMENU—beautiful binary load menu with rainbow background and Action! logo.

PD055 **$10.00**

LEARNING LABORATORY

SAN MATEO COMPUTER—USING EDUCATORS SOCIETY (C.U.E.S.)

Teachers Using Atari's—
Official Education Packages

C.U.E.S. EDPACK #1

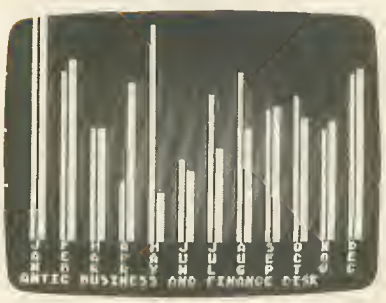
Six mathematics games, including, +,−,*,/ guessing games, roman numeral tutorial, and drill and practice lessons. Hi-res geometry and algebra equation plotters. International geography game plus two USA states and capitals lessons. Plus, an English and *French* version of HANGMAN.

PD044 **$10.00**

ASTRONOMY & METEOROLOGY *(JACE)*

The Jacksonville Atari Computer Enthusiasts (JACE) have an unusually diverse collection of Public Domain software. This is definitely the best PD collection for amateur astronomers. Includes an observation simulator for tracking objects in our solar system; Comet Halley coordinate generator; a hurricane locator/tracker; a planetarium simulation that plots constellations and star points; a planet tracker for calculating the exact position of planets at different times of the year; and a weather forecaster which uses your barometric readings and time input to predict conditions wherever you live. All this on one disk!

PD063 **$10.00**



BUSINESS & FINANCE

More than *14* programs! BANK BALANCE, Get the correct balance! IRA, for retirement fund accounting. BUSINESS, great menu-driven integrated software. BARGRAPH, for presentation graphics, SINK-FUNDS, a sinking fund tracker, plus 9 more titles! Worth much more.

PD022 **$10.00**

RADIO & ELECTRONICS *(JACE)*

Ever wondered how Morse Code works? How to predict satellite orbits? What Ohm's law is all about? Well, the JACE people have done it again. Includes programs to teach all the above, plus a YAGI antenna designer, ***three*** resistor design and decoder programs, and an LC-circuit value computer. HAM utilities include a call record program and a routine to put a clock and call-letter log on-screen. All programs are easy to understand and to modify for your individual needs.

PD064 **$10.00**

C.U.E.S. EDPACK #2

The FUNCTION Machine, generates any math functions. Create a custom Spelling Bee with SPELLBEE, AMERICAS—interactive N. and S. America lesson. METRICS—metric system tutorial. MATHPKG—find: G.C.D., Prime factors, Linear interpolation, quadratic roots, simultaneous equations, and more! Plus four bonus programs!

PD045 **$10.00**

COMPUTER TUTOR

"Ideal For Youngsters. . ."

Eight learning-games: BARNYARD, a mystery, MATHWARS for Arithmetic action. Test general knowledge with CONCENTRATION. Work on your French with translation *flashcards in FRENCH* GAME. QUIZ: a giant, multi-purpose, test program. Get the *educational advantage*!

PD023 **$10.00**

CREATIVE ARTS & ENTERTAINMENT



PD MICROPAINT ARTIST

(A.C.A.O.C.)—BBS: 714-731-6523

Greg Tavares of the Atari Computer Assoc. of Orange County, CA has written a machine-language clone of the most popular Atari graphics program ever. Includes every feature from the original, plus some new ones: Draw, Elastic, Zoom, Fill, and Halt Fill modes. "Undo" lets you experiment confidently. An unlimited number of colors and patterns are available. Use the mini-DOS for file handling. Follow the guidelines in the documentation to include files in your BASIC programs. BONUS! Get started with eight microscreen pictures culled from the Antic Archives.

PD053 **$10.00**

ATARI MINI-FILM FESTIVAL

(or "Reel Time Animation")

See the amazing computer animation capabilities of your Atari! This disk contains eight films, all made with Moviemaker by artists from all over. See the fabulous Dancing Robots, Swarming Birds, Charlie Chaplin, and lots more (including Antic's 1984 New Year's Juggler). The disk has a machine language Moviemaker autoplayer on it; you don't need to own the program to enjoy these incredible animations.

PD042 **$10.00**

ATARI SPEAKS HUMAN

Ever wonder if your Atari could digitally sample a human voice? As well as an ordinary tape recorder? *It can.* NACHRIC and VAN HALEN are two mind-blowing digitized human voice experiments. Put David Lee Roth inside *your* Atari! (Hint: NACHRIC is an eerie hello in German from our Atari friends overseas—crystal clear!)

PD052 **$10.00**



HEAVY METAL ART *(JACE)*

Turn your Atari on to '80s-style heavy metal computer art! Includes Alfred Gomez's prize-winning entry in Antic's color-the-cover contest, Vampire Girls from Venus, Valkyrie D'N'D Heroess, Space Dock scene simulation, and more! All pictures display more than 30 colors at once, and some use over 100 colors for beautiful shading effects.

PD060 **$10.00**

GRAPHICS GALORE

A super disk of demonstration graphics: ATARI RAINBOW LOGO, SPIRAL, SPIDER COLORING PROGRAM, and much more! Amaze your friends!

PD015 **$10.00**

CROCKFORD'S WHIMSEY

"Great special effects!"

Douglas Crockford, (creator of GALAHAD and THE HOLY GRAIL, BURGERS) is now the music programmer at Lucasfilm's Games Division. Here's some of Doug's classic whimsey. Mind-boggling simulations of a super-real 3D DANCING BALL, a terrific, musical EAR TRAINING DRILL, an awesome endless 3-D maze where you search for the musicial passages, plus JANE'S PROGRAM, a combination of computer art, music, and game, to boot!

PD033 **$10.00**

ALL THAT JAZZ

TAKE THE A TRAIN, SATIN DOLL and others by Duke and Mercer Ellington and Billy Strayhorn. TAKE FIVE by Dave Brubeck. BIRD—tribute to Charlie Parker. Glen Miller's IN THE MOOD, RHAPSODY IN BLUE by Gershwin. SODA FOUNTAIN RAG, SUMMERTIME, LUSH LIFE, and 4 others to set those fingers snappin'!

PD051 **$10.00**

MUSICAL HITS

Enjoy scores from your favorite films and TV shows: STAR WARS and other famous themes—M.A.S.H., Happy Days, Young and The Restless, and more! Does NOT require Music Composer cartridge.

PD014 **$10.00**

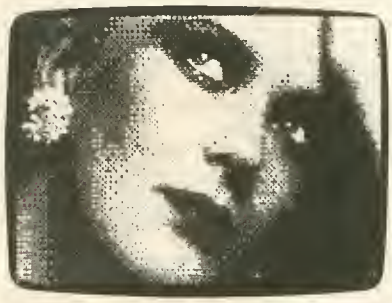


PHOTO GRAPHICS

Outstanding! A colorful collection of an entire disk full of *excellent* high-resolution digitized photos in an automated slide show.

PD017 **$10.00**



130XE AUTO ARTSHOW

If you own a 130XE, this disk has ***a lot*** to offer. Of course, it has ***sixteen*** great pictures on it. But it also loads ***all*** of them into the extra 64K at once, and then displays them by page-flipping from one to the other. What's more, the short program that does this is in LIST-able BASIC form, and you can study it and modify it to load your own compressed Microillustrator files. Learn more about the fantastic 130XE computer! Free Bonus! Includes DOS 2.5 for folks who haven't been able to get it from a local user group, BBS, or Compuserve.

PD065 **$10.00**

SOUND & GRAPHICS

A whole disk of Music and Drawing application programs—For programming, school, home use: BABY PRO SOUND, TUNE RITE, ETCH SKETCH, and more!

PD016 **$10.00**

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STRATEGY & ADVENTURE GAMES

TACTICS AND WITS

Full of puzzles and conundrums. Stretch your mind! QUBIC—3D tic-tac-toe; CIVIL-WAR—wargame text simulation; WSPUZZLE and WORDHUNT—two wordgame brain-teasers; HAMURABI—govern ancient Sumeria; RICOCHET—fire shots into the grid to discover who's hiding where; BLOCKED—worms-like graphic strategy; and more!

PD061 $10.00

LITERARY FANTASY

Boot up strategy with 4 BIG text adventures. DEATH WORLD—go on a quest to find the only other survivor of Alpha II. MAD HOUSE—escape from the Asylum. or DUNGEON—overthrow the King's army *after* you get out of his dungeon. And HIGH SCHOOL CONFIDENTIAL—sheesh!

PD056 $10.00

ANTIC STRATEGY DISK #1

Full of strategy classics! Includes: BLACKJACK SIMULATION, DEATHSTAR, a sci-fi action game, WUMPUS, a text adventure, CIVIL WAR, a strategy game, and ARTILLERY.

PD002 $10.00



OCKERS and ADVENTURE

Two of Stan Ockers best: VULTURES and CASTLE HEXAGON. The rest of the disk is a large scale text adventure that you can play or modify to *create your own games*—Get creative!

PD004 $10.00

BIG GAME DUO

Two BIG games that fill an entire disk. HERBIE has 4 levels of screen action. SMOKIE is a role-playing simulation with text plus great graphics. Derived from a well-known movie!

PD007 $10.00

TALES OF ADVENTURE

Four new all-text adventures. Ideal for fantasy and puzzle freaks! A great value in games! Solve a jungle mystery. Go on a deadly treasure hunt! Sail the seas as the captain of a doomed ocean liner . . . or wake up as a super-human monster!

PD032 $10.00

STRATEGISTS ENCOUNTER

Nine classic strategy games on one disk! Includes QUIX—machine-language PD version; CLUE, where you must discover the murderer; OILWELL—oil-drilling game simulation; STRATEGY—computer version of STRATEGO; DIMEN23—3D maze game; TAG—try to tag the other player; BIRTHDAY—a birthday card program complete with words, music and cake that you can customize for your friends; and two more!

PD062 $10.00

FANTASY VENTURES

Features sophisticated simulation games and text adventures. *Seven* top games including: TITAN, HORSERACE, DUNGEON, TIGER and HURRICANE.

PD027 $10.00

ANTIC PIX MACHINE LANGUAGE GAMES



ORBIT: 48K orbital simulator. Try to dock with an orbiting space station while dealing with strong gravitational forces. Threatening asteroids can be blasted with missiles. Exceptional astrophysics simulation.

DEFENSE: Defender clone with a unique Death-Ray twist. Very fast. Voted BEST USER GROUP SHOOT-EM-UP at Antic.

PD018 $10.00

STELLAR TRIO

"Joystick Busters!"

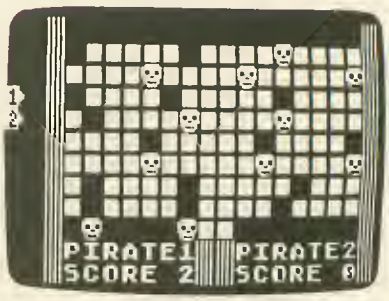
GAUNTLET: 48K planetary attack game featuring 50 screens, 17 types of smart enemy ships with 10 types of offensive weapons. Use fusion bolts, flares, homing missiles and napalm-like TRIDEX to get to the Kingship and win. 3 difficulty levels. 10 game play options.

STRATEGIC QUARTET

"Mind Benders!"

BACKTRAK: Find the shortest way through the PAC-MAN-like screens without getting caught by the killer bird.

SKULLS: Pits two players against each other with "deadly" results. Fun and very furious.



BEAMTRON: Another two-player test of logic. Use the deflector-building tool kit and build Beam Paths to destroy your adversary's weapon! The Russian Roulette of Atari games.

LIFESET: Game of Life Construction Set with more variables than inventor/scientist John Horton Conway could have dreamt of!

PD019 $10.00

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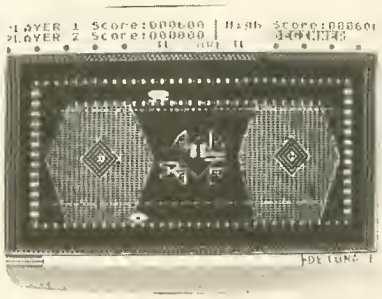
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GAMES OF SKILL & ACTION

GAME GREATS

Another Ockers classic: FROG. Arcade fun and action galore with: TANK BATTLE, SPEED DEMON, COLLISI, PETALS, DRAW, and more!

PD003 **$10.00**



FAST FUN #2

Warp-speed, professional, machine language games. Written by assembler whiz Len Dorfman. Includes: ERG, DIAMOND, plus TRICKY—You'll play them again-and-again! Smoother and more challenging than BASIC games.

PD035 **$10.00**

100% FAST FUN

Here's a disk of fast-paced games that's *too good to pass up*. Includes: CREEPSHOW and BLACKHOLE: 2 pinball board games. Take on some "chopper" action in WHIRLY-FLYER, plus PASSIONATELY, a graphics and music demo by Alternate Reality's Price and Gilbertson.

PD021 **$10.00**



ANTIC EXCLUSIVES II

Newest releases! Seven of the *latest* direct submissions. With all-new action! Includes: SPACE LIMBO, invaders with a twist, Or sail the world for *treasure* in BAY PILOT, try some *hit-movie excitement* and play SPOOK BUSTERS! Also includes: TAXMAN, HATS, ANTIPONG, and TYPO TIME—a *learning-* game to sharpen your typing skills.

PD009 **$10.00**

GAME TREASURY

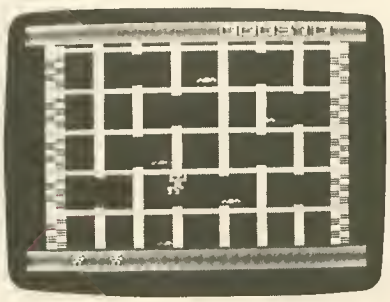
A super games value. *13* hot new public domain games. Puzzle games: BOGGLER, CUBES, and TIC 1. Plus PINBALL, DARK TOWER, METEOR, OUTPOST, WAR, plus 7 more!

PD028 **$10.00**

MORE GAME GREATS

BATS: yet another Ockers masterpiece. COUCH: Analyze your own psyche! STELLAR DEFENSE: Zap the aliens! MASTERBRAIN: Test your logical thinking! HAMMURABI: You're the ruler of an ancient kingdom! SLALOM, ACEYDUCY and more!

PD005 **$10.00**



FAST FUN #3

An excellent collection of 100% machine language games—*faster* running, *faster* playing! Includes: 5 challenging, "extra-fast", arcade-hits: FROGGIE, CHOMPER, SMUSH, ROUNDUP, and XEVIOUS, plus NORDIC. Look at that collection!

PD031 **$10.00**

ANTIC GAMES DISK #1

Our all-time best seller! CHICKEN: by Stan Ockers. Classics like REVERSI, HANGMAN, MONOPOLY, and CLEWSO: a detective adventure.

PD001 **$10.00**

SEAGAMES AND MORE

Oceangoing arcade action with JELLYFISH and CONVOY. Plus mystery fun with SHERLOCK, SABOTAGE and QUEST. Take a break from the action with MINIATURE GOLF.

PD029 **$10.00**

A DOZEN TOP GAMES

Twelve exciting games for one low price! From KNIGHTS to WILD WEST, from ALIEN SHIP to LONE EAGLE. Includes: BOXES, TANKS, TILTER, TRAGEDY, BALLOONS, EGGS plus more!

PD030 **$10.00**

ANTIC EXCLUSIVES I

First time in the public domain! From direct submissions to ANTIC—9 new games: ANTIC CALAMITY, GRID MASTER, JEOPARDY, DECODE, JUMP KING, DIGGER, SLAMMER, RONI'S TV, HIDDEN MEANINGS. Nine *exclusive* games for one low price!

PD008 **$10.00**



MOON GAMES

A great collection: LUNAR LANDER, new improved version. Plus, MOON BASE, GRAVITY DEFENSE, TALKING WUMPUS: a text adventure for S.A.M. speech synthesizer. Plus PIG, FISH, and ARCADE MENAGERIE.

PD006 **$10.00**



NINE BIG GAMES

COMPUTER BACKGAMMON, BANANA-GRABBING MONKEYS, ENVIRONMENT X, MAD MASONS, and *5 more games*. Many of these available for the first time in public domain.

PD034 **$10.00**

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		# Progs/K	Mag No.	Disk No.
'83 OCT	**SPORTS GAMES** Feature Programs: TRACK STAR, MOUNTAIN SKIING, CASSETTE AUTOBOOT, MAXTER MIND, NIGHTMARE MISSION, LINE ZERO, and 3 Education Programs, FORTH Factory, Starting Line, Profile: The 3 Carlston's (Broderbund) . . .	10/52K	HC308	BK204
NOV	**SOUND & MUSIC** Feature Programs: S.A.M. W/OUT SCREEN BLANKING, SOUND BEYOND SOUND, SIMPLE SYNTHESIZER, PICK A CHORD, RANDOM MUSIC, AIR RAID 2000, and Logo, Starting Line, 3 Education Programs, Tape Topics, Profile: Roberta Williams (Sierra On-Line) . . .	9/51K	HC309	BK205
DEC	**NEW PRODUCT GUIDE** Feature Programs: ANATOMY OF A ROBOT (part I), GARBAGE COLLECTOR (For unwanted character strings), GTIA SKETCHPAD (modes 9,10,11), and 101 Best Atari Products, Display List Interrupts Explained, Automate Your Player/Missiles . . . 148 pages—BIGGEST ANTIC EVER!	13/60K	HC310	BK206
'84 JAN	**PRINTER SURVEY** Feature Programs: POCKET CALENDARS, SCREEN DUMP (White & Herrera), ROBOTS (part II), WORDFIND (by Ratcliff), SNOWBIRD, ROAD RACE, and Starting Line, 2 Education Games, 11 Great Printer Articles/Programs—Essential Reference . . .	12/54K	HC311	BK207
FEB	**PERSONAL FINANCE** Feature Programs: MONEY MATTERS (Personal Investment Simulator), PHONE BOOK, STOCK SPREADSHEET, CHARACTER GRAPHICS TECHNIQUES, THE GAUNTLET, GALACTIC GLOOP, and Starting Line, Logo Books, Systems Guide, Tape Topics . . .	12/64K	HC312	BK208
MAR	**WORLDWIDE USERS ISSUE** Feature Programs: POKER SOLITAIRE, CENTURION, ESCAPE MAZE, DISK SECTOR READ, GTIA RAINBOW, FLASH CARDS, and Letters and Photos from Around the World, 8 International Atari Articles (Atari's in Grenada?), FORTH Factory, Profile: James J. Morgan (Atari CEO) . . .	14/60K	HC313	BK209
APR	**ATARI GAMES—2ND ANNIVERSARY.** Feature Programs: RISKY RESCUE (J.D. Casten Favorite!), ARENA PSYCHOTICA, LIGHT PEN DOODLE, MEMORY WINDOW, and Atari Controls Your Environment, Audio/Video output for the 400, Introduction to AI, P/M Graphics, 3 Education Games . . .	15/59K	HC314	BK210
MA/JU	**EXPLORING THE XL** Feature Programs: ESCAPE FROM EPSILON, SCROLLING TUTORIAL, ANIMATE FROM BASIC (part I), COLOR TV ADJUSTER, TALK TO YOUR ROBOT (part III), and Photo/technical Anatomy and Evolution of the 800XL, Profile: James Levy (Activision CEO) . . .	10/54K	HC315	BK211
JULY	**TELECOMMUNICATIONS** Feature Programs: AMODEM 4.2 (850 version), WORLD OF ATARI/SHORTWAVE, STARSECTOR DEFENSE, LAPTOP-TO-ATARI INTERFACING, RUN ROBOT RUN (part IV), C LANGUAGE TUTORIAL, and Plato Rising (The Definitive Learning Phone), ANIMATE FROM BASIC (part II) . . .	6/38K	HC316	BK212
AUG	**DISK DRIVE SURVEY** Feature Programs: HORSPLAY (Racetrack handicapper), CREEPY CAVERNS (Anthony Ramos's arcade classic), VARIABLE XREF & RENAMER, SIMON (Memory Game), and Disk Drive Survey, Logic According to Boole, ATR-8000 Evaluation, Profile: Lucasfilm's Ball Blazer and Fractalus Design Team . . .	6/67K	HC317	BK213
SEPT	**COMPUTER GRAPHICS** Feature Programs: 128 COLORS FOR MICROPAINTER/ILLUSTRATOR, FADER, EASY MODE CONVERTER, DRAWING FUN, OLYMPIC DASH, COPYMATE, and Unlocking the 56 Graphics Modes, Rotate Your Player, Pilot, Graphics Product Survey . . .	11/65K	HC318	BK214
OCT	**LEARNING MAGIC** Feature Programs: PLUS & MINUS, MOLE ATTACK, CHABOT'S 4/5 CHAR. ANIMATOR, P/M BOUNCING BALL (Fox & Waite), DIVER, JACKS, and Action!, Solving Problems with Logo, Top 18 Edu. Programs, Tutorials . . .	9/63K	HC319	BK215
NOV	**COMPUTER ADVENTURES** Feature Programs: ADVENTURE ISLAND, ADVENT X-5, OMNIVENTURE, WINDOWS (part I), CREATE YOUR OWN CURSOR, and We Solved 8 Infocom's, 4 Adventure Articles, Assembly Language Tutorial I (by Mark Andrews—Atari Roots) . . .	9/60K	HC320	BK216
DEC	**BUYERS GUIDE** Feature Programs: INFOBITS (Database System), BANNERTIZER, BIFF-DROP (J.D. Casten's classic!), WINDOWS (part II), and Assembly Language Tutorial II (Andrews), 125 Best Atari Products of 1984 . . .	6/30K	HC321	BK217
'85 JAN	**SUPER UTILITIES** Feature Programs: DISKIO, TYPO II, BASIC SEARCHER, TOUCH TABLET CURSOR, WIDETEXT, Q.T., SCRAMBLE, and Op-Code Finder (Assembly), XL Parallel Bus Revealed (part I), Profile: Dan Bunten (Seven Cities of Gold) . . .	7/62K	HC322	BK218

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		# Progs/K	Mag No.	Disk No.
FEB	**MONEY MASTERY** Feature Programs: HOME LOAN ANALYZER (Type-in the APX Award Winner!), CURRENCY CHANGER, INCOME TAX SPREADSHEET (SynCalc), DRUM/BASS SYNTHESIZER, KOOKY'S QUEST, and Tramiel Declares War!, S.A.M. Handler (Assembly), XL Parallel Bus Revealed (part II) . . .	8/67K	HC323	BK219
MAR	**ULTIMATE PRINTER GUIDE** Feature Programs: KWIK DUMP (Best Graphics Dump), FONTMAKER, CUSTOM PRINT (for Atari special char's. by Matt Ratcliff), LABELMAKER, KEYBOARD MACRO COMMANDER, TWO BIG GAMES, and Secrets of Atariwriter, Printer Guide, XL Parallel Bus Revealed (part III) . . .	8/61K	HC324	BK220
APR	**COMPUTER FRONTIERS** Feature Programs: S.A.M. SPEECH EDITOR, EIGHT QUEENS PROBLEM (Solution), PRICE'S PAINTER GETS FRIENDLIER, DOT MATRIX DIGITIZER, CRYPTOGRAPHY, MANEUVER, CRAZY EIGHTS!, and Welcome to ANTIC ON-LINE, Expert Systems, XL Parallel Bus Revealed (part IV), Profile: Nolan Bushnell . . .	10/87K	HC325	BK221
MAY	**3RD ANNIVERSARY ISSUE** Feature Programs: SON OF INFOBITS (Database Editor), TSCOPE AUTODIALER, ARENA RACER, BEER PARTY ATARI, MODE MIXER, FADER II, AMAZING (Action! game), and ST: Meet the 68000, GEM overview . . .	10/86K	HC326	BK222
JUNE	**COMPUTER ARTS** Feature Programs: VIEW 3-D, GRAPHICS UTILITY PACKAGE (For Atari BASIC), PICTURE ENHANCER, GUITAR TUTOR, THE MUSICIAN, HELICOPTER ROUND-UP, TURBO TYPO II, and MIDI overview, Logo music, GEM Seminar coverage, Profile: Ron Luks (SIG*Atari) . . .	10/173K	HC327	BK223
JULY	**COMPUTER CHALLENGES** Feature Programs: 3 Puzzles (CRYPTOQUOTES, SLIDE, NAME THAT SONG), 4 Arcade Games (STAR VENTURE, DARKSTAR, OVERFLOW, MINIATURE GOLF), and 130XE Bank Switching, Everything About Every DOS, Profile: Joel Billings (SSI) . . .	8/145K	HC328	BK224
AUG	**TELECOMPUTERS** Feature Programs: ATARI 'TOONS (BBS Cursor Art), WETMORE ON THE 1030 MODEM, 1030 PROTERM, DISPLAY MASTER (Special Effects), VALLIANT, and ST SECTION I (Kermit Transfers, Interior View, Desktop Intro), Profile: The Microbits Boys . . .	9/117K	HC329	BK225
SEPT	**POWER PROGRAMMING** Feature Programs: BASIC REVISION C CONVERTER, 16-BIT MUSIC, 130XE ONE-PASS COPIER, MIRRORED DISPLAY LISTS, SOUND EFFECTS LIBRARY, FINE SCROLLING WORLD (Andrews, part I), 8 QUEENS ACTION!, PAGE FLIPPING, CRICKETS, and ST SECTION II (1st Address Map, Using GEM Control Panel, Hi-res Art) . . .	10/60K	HC330	BK226
OCT	**MIND TOOLS** Feature Programs: GRAPH 3-D, YOGA BREATHING, BANJO PICKER, ALIEN ASYLUM, LEMONADE (APX hit economics simulation!), FINE SCROLLING WORLD (part II), and ST SECTION III (CD-ROM IN DEPTH, 1st ST Benchmark, GEM COLOR Program), S.A.T. Software Review . . .	8/54K	HC331	BK227
NOV	**NEW COMMUNICATIONS** Feature Programs: MORSE CODE RECEIVER/TRANSLATER, RAPID GRAPHICS MODE CONVERTER, 130XE MEMORY MANAGEMENT, MORE TYPO II ENHANCEMENTS, VAMPIRE RATS, FAST CURSOR MOVES, and Radio Modems and Software Overview, ST SECTION IV (ST Uses IBM Disk Files, ST Sound) . . .	8/63K	HC332	BK228
DEC	**4TH ANN. SHOPPERS GUIDE** Feature Programs: DISKIO PLUS (Enhancements Plus 2.5 Compatibility), BBS CRASHBUSTER (Ratcliff), BUILD YOUR OWN EPROM BURNER, BOX-IN (J.O. Casten), and 100 Best Atari Products, Profile: Lucasfilm Design Team, ST SECTION V (Intro To 520ST Assembly Lang., ST LOGO Exploration, ST Products Guide) . . .	6/71K	HC333	BK229
'86 JAN	**ATARI PRODUCT REVIVAL** Feature Programs: APPOINTMENT CALENDAR, DUNGEON MASTER'S APPRENTICE, BINGO CALLER, SYSOP SANTA CLAUS, WIREBALL, and Mapping the XL/XE (Ian Chadwick), ST SECTION VI (ST FONT LOADER, TOS Roadmap, UK Software) . . .	7/69K	HC334	BK230

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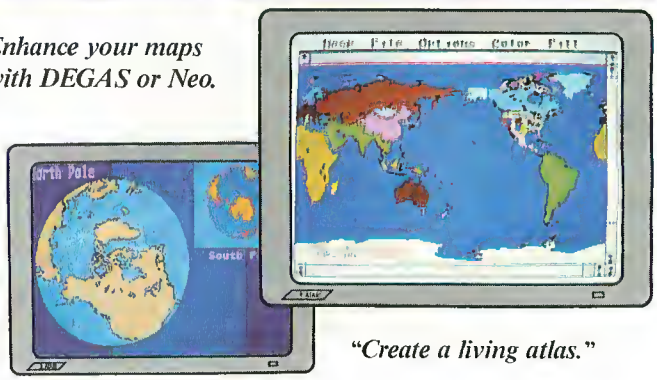
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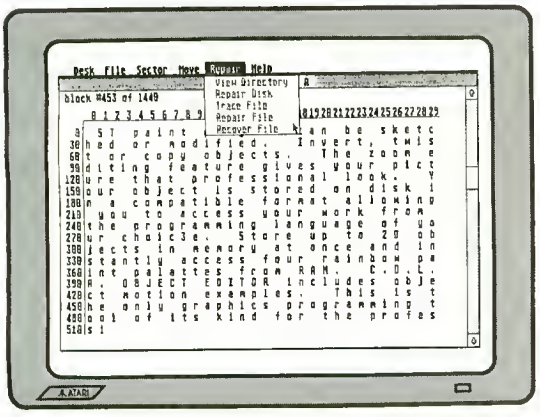
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