

ATARI HOME COMPUTER PRODUCT CATALOG



ATARI

®

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ABOUT THIS CATALOG

This catalog contains complete information on all ATARI Home Computer products. Section 1 briefly describes computers, the advantages of owning a home computer and the specific reasons why an ATARI Home Computer can be your best choice.

Section 2 tells more about the special features of ATARI Home Computers which make them easy to use.

Section 3 lists the uses of ATARI Home Computers and the programs and equipment you'll need for each use. The types of programs that interest you will determine which ATARI Home Computer is best for you and what additional equipment you'll want to own. Section 4 describes ATARI Home Computer equipment and accessories with complete product descriptions, including capabilities, features and specifications.

Section 5 covers customer support and service, warranty information, documentation and technical support information.

This catalog is designed to give you all the information you'll need to decide which system best fits your current and future home computer needs.



AN INTRODUCTION TO COMPUTERS

All computers, whether large or small, simply manage information. Given proper instructions, computers can handle almost any kind of data and give you almost instant information. The key lies in the instructions given to the computer. Unlike a calculator, a computer handles alphabetic data and instructions as well as numbers. The computer's ability to be "programmed" allows you to control, manage, analyze and store quantities of useful information. It frees you from repetitive work and acts as an extension of your mind. A computer can manage lists, perform repetitive calculations, store data for later update, instruct, entertain, draw pictures or even communicate with other computers. As you learn more about computers, you'll want to become familiar with some computer terminology. To help you do this, we have provided a list of useful terms at the back of this catalog. Refer to it freely as you read along.

HOW COMPUTERS BECAME PERSONAL.

Not long ago, computers were large, complex and priced well beyond the reach of the average person. Today, ATARI Home Computers are small, easy to use and affordable. They lie within the reach of families, students and professional people. They have become truly personal.

PROGRAMMING A COMPUTER.

Computer programming shouldn't mystify you. You don't even have to understand it to use an ATARI Home Computer. Dozens of pre-written programs allow you to choose among personal productivity, education, entertainment or home office management. You simply insert a cartridge, diskette or cassette, press a few keys, and you have programmed your computer to perform tasks like word processing, stock charting or playing music. On the other hand, easy-to-learn programming languages such as BASIC and PILOT permit you to design your own programs for your ATARI Home Computer. More experienced users can do the same thing with assembly language.

WHAT AN ATARI HOME COMPUTER CAN DO FOR YOU.

The ATARI Home Computer, along with its constantly expanding library of available programs, can relieve you of the drudgery of dozens of non-creative tasks. ATARI Home Computers can perform jobs that don't require judgment, thereby freeing you to use your mind more imaginatively. The computer performs the routine tasks to present you with the information you need to make decisions, compare alternatives or increase your personal productivity. It also teaches, entertains and does things you can't do. Here are a few examples:

Home Office. Atari's library includes programs for stock, bond and loan analysis, plus

stock charting and a mailing list program. The Word Processor program lets you compose and produce printed work so simply and quickly you'll wonder how you got along without it. The Personal Financial Management System™ allows you to organize your finances with the same ease and efficiency. Other work-saving programs include Graph It™ Calculator and Statistics 1. The TeleLink™ 1 cartridge lets you use your telephone to turn your ATARI Home Computer into a remote terminal that gives you access to information stored in large computer data bases, such as airline schedules or the UPI Newswire. You can use the Dow Jones* Investment Evaluator™ to update the value of your investment portfolio.

*Trademark of Dow Jones & Company, Inc.

Home Study. Atari offers programs that teach foreign languages, touch typing and computer programming. Music Composer™ allows you to play a tune on your computer... in four-part harmony. And learning simulations like Kingdom™ and Scram™ (A Nuclear Power Plant Simulation) put the educational process in the context of an exciting game.

Home Entertainment. You'd expect the pioneer in computer games to offer a complete range of fascinating home entertainment, and Atari doesn't let you down. Some of the favorites include Star Raiders,™ Space Invaders,™ Asteroids,™ Missile Command™ and the extraordinary new Caverns of Mars.™

*Trademark of Taito America Corporation.

Programming Languages and Aids. As your skill and familiarity with your ATARI Home Computer increase, you may want to create your own programs. Slide-in cartridges with ATARI BASIC, PILOT and assembly language allow you to do just that. And the new Macro Assembler™ and Program-Text Editor™ give the advanced programmer a sophisticated software development package.

ATARI IN YOUR FUTURE.

Right now, the ATARI Home Computer allows you to interact with other computers, monitor finances, store and manage lists and records, make airline reservations, educate on many levels, send and receive "electronic mail" (correspondence sent by one computer to another via telephone lines) and entertain your entire family. In the future, you'll be able to bank at home, control household systems, shop, and monitor devices from remote locations. You may even work at home and communicate with the office through your home computer.

COMPUTER LITERACY.

Industry authorities predict that by 1990, one of every four Americans will own a computer and that almost every profession will routinely utilize computers. Schools, recognizing this trend, are teaching computer use and The ability to understand and use computers —computer literacy— will prove essential

to the educational and professional development of today's learning generation. Atari is committed to the development of computer literacy at all levels.

WE'VE BROUGHT THE COMPUTER AGE HOME.™

Based on years of experience in the field of consumer electronics, Atari has designed both powerful and easy to use computers. All operating system software is built in, which means that you can use an ATARI Home Computer as soon as you plug it in. The continually expanding library of programs, coupled with a variety of easy-to-connect peripheral equipment, means that your ATARI Home Computer can grow with you as your needs increase. This "modularity" also means that your ATARI Home Computer will virtually never become obsolete.

SYSTEMS THAT GROW WITH YOU.

ATARI Home Computer Systems specifically meet the need for "modular" expansion (see Section 2, "ATARI Computers' Modular Design"). Both the ATARI 400™ and ATARI 800™ Home Computers readily accept a series of peripheral devices. This modular concept means that your ATARI Home Computer can expand as your requirements grow.

*Trademark of Taito America Corporation.

THE ATARI HOME COMPUTER SYSTEM



POWERFUL PERSONAL COMPUTERS.

The inexpensive ATARI 400 Computer and the extremely flexible ATARI 800 Computer share many powerful features. Both offer a 10K Read Only Memory (ROM) operating system. Both work with ATARI program cartridges or cassettes.

ATARI Home Computers offer sophisticated color graphics (128 possible hues) and upper and lower case letters from a full 57-key standard keyboard. Four-way cursor control

allows you to move rapidly to any point in your computer program. It's part of the computer's built-in screen editor, which lets you make changes in text and programs with a minimum of fuss.

11 graphics modes and 29 graphics keys give you exceptional flexibility when you produce charts, graphs or just video doodles. ATARI Home Computers also provide four independently programmable sound synthesizers and a built-in speaker.

The color shift feature protects your TV screen from computer "burn-in," and ATARI Home Computers have the best FCC-approved Radio Frequency shielding of any personal computer available in order to protect you and your neighbors from television and radio interference. Before any ATARI Home Computer leaves the factory, it gets tested by a master computer in order to carry Atari's limited warranty.



PRODUCT SUPPORT.

Atari builds the only home computers fully tested by a master computer—the ATARI Sentinel System—so you get maximum reliability. But, should anything go wrong, you'll find a network of Authorized ATARI Computer Service Centers throughout the country. These centers can perform timely repairs on any ATARI Home Computer or peripheral device. This "confidence factor" really counts for those who plan to use their ATARI Home Computer on a daily basis.

SOFTWARE SUPPORT.

Atari continually develops new and better programs for both the ATARI 400 and ATARI 800 Computers. In addition, Atari encourages and supports other suppliers in the development of compatible programs and equipment, such as VisiCalc* from Personal Software, Inc. As a result, ATARI Home Computer owners can look forward to the availability of more and more programs.

*Trademark of Personal Software, Inc.

THE VALUE OF EXPERIENCE.

As one of the world's largest manufacturers of microprocessor-based electronic products, Atari has sold millions of Video Computer System™ (VCS) games throughout the world. ATARI Home Computers use the same family of microprocessors and ROM's as the VCS. Sophisticated equipment tests incoming integrated circuits as well as the assembled computers to assure you that ATARI Computer equipment will provide you with years of reliable service.

WHAT TO LOOK FOR IN A HOME COMPUTER.

□ **Programming ease.** ATARI Home Computers accept cassette, diskette and cartridge programs. In addition, owners may write their own programs in ATARI BASIC, ATARI Microsoft BASIC, PILOT and assembly language. Atari will make other languages available in the future.

□ **Typewriter-like keyboard.** ATARI Home Computers give you a typewriter-like keyboard with upper and lower case letters, keystroke graphics, cursor control and four special function keys.

□ **Software.** You can choose from the many ATARI programs listed in Section 3, "Uses of ATARI Home Computers." In addition, an increasing number of programs are available from independent suppliers. The ATARI BASIC Self-Teaching Guide will help people who wish to learn to write their own programs.

□ **Expandability.** An ATARI Home Computer is the beginning of a system, not the end of it. Optional programs and accessories assure you of a system that can meet your needs as they arise.

□ **Memory.** The ATARI 400 and ATARI 800 Computers come with 16K of Random Access Memory (RAM). You can expand the ATARI 800 Computer to 48K of RAM.

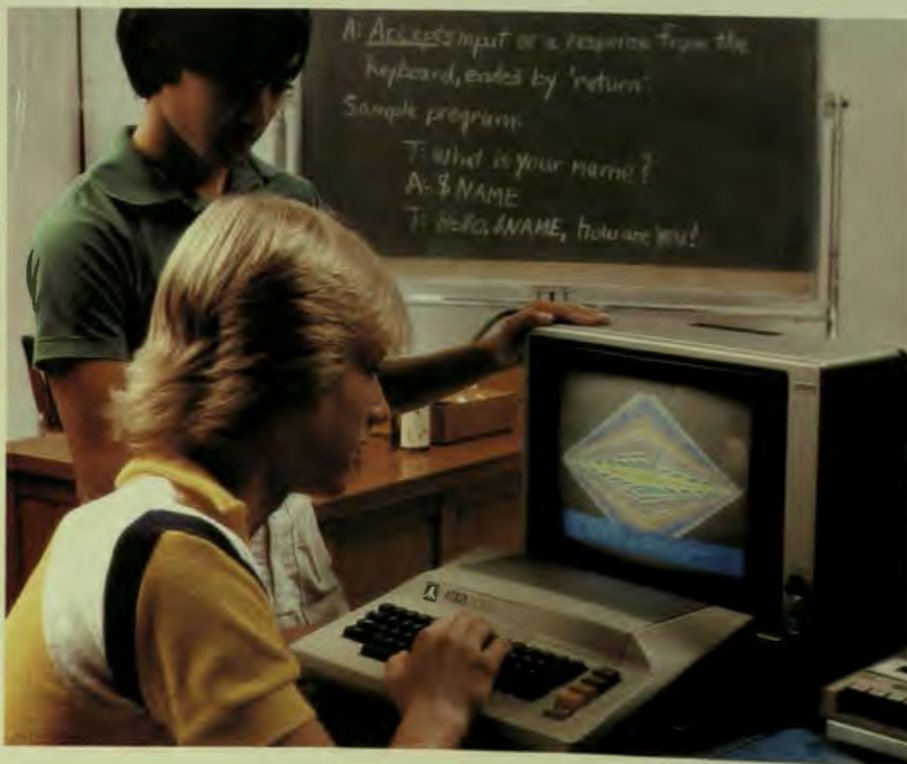
□ **Color and graphics capabilities.** ATARI Home Computers let you choose from 16 colors or 16 intensities from a total of 128 possible hues. Couple that with high graphics resolution,

and you get pictures with exceptional clarity and detail.

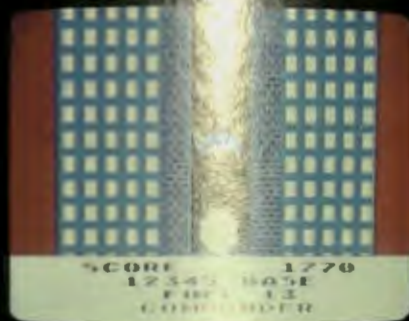
□ **Sound.** ATARI Home Computers offer you four sound synthesizers and a built-in speaker. You can create a variety of sounds, including music in four-part harmony. The ATARI 410™ Program Recorder has two tracks—a digital track for programs and an audio track for recorded voice and sound effects. Many ATARI cassette programs take advantage of this capability.

□ **Modularity.** ATARI Home Computers' modular design permits you easy addition of components to your system or development of a full system for a particular purpose. Input/Output ports allow simple connection of peripherals to the computer console.

□ **Custom electronic circuits.** Atari is one of the few home computer manufacturers to use customized integrated circuits. ATARI Home Computers utilize five Large-Scale Integrated (LSI) Circuits. Atari designed three of them. They give ATARI Home Computers their exceptional color, graphics and sound capabilities. Each custom chip replaces 20 to 30 of the standard components used in other home computers. With fewer than half the number of components of most competing computers, ATARI Home Computers offer greater performance with greater reliability.



VIDEO CASSEL™



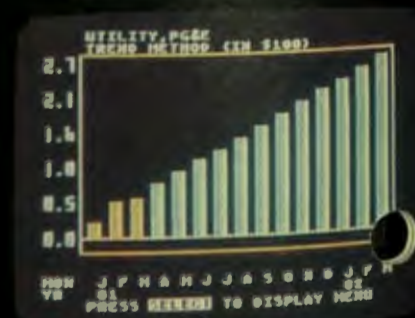
CAVERNS OF MARS™



COMPUTER CHESS



CONVERSATIONAL FRENCH



PERSONAL FINANCIAL MANAGEMENT SYSTEM™

ATARI COMPUTERS' MODULAR DESIGN



HOME COMPUTER SYSTEMS THAT GROW WITH YOU

Build your system your way. Start with an Atari Home Computer and a data storage device. Then add more programs and peripherals a piece at a time. That way, you can have the system you need today and build to the system you'll need tomorrow. As you become more familiar with computers, and as new programs and peripheral equipment become available for Atari Computers, you will undoubtedly want to expand your system.



Add memory. Expand your Atari 800 Home Computer to 48K of Random Access Memory (RAM). Just plug in Atari Memory Modules.™ You can add either 8K or 16K modules to provide you with flexibility in choosing or writing programs. Many Atari programs require no more than 8K or 16K of RAM to run, but more complex programs such as the Atari Word Processor and the Dow Jones Investment Evaluator™ require fully



Add programs. The programs in the Atari Home Computers' growing library work simply and effectively, whether in cartridge, diskette or cassette form. Atari's solid state program cartridges are particularly simple to use. Plug one in, close the console cover, and the program appears on the screen. To use a program diskette, turn on the disk drive, insert the diskette, close the disk drive door, and turn on the computer. The program loads



Add peripheral equipment. Atari Home Computer peripherals are designed to be daisy-chained together. That means you start with the computer and connect peripheral equipment to the I/O port of the previously connected unit; e.g., connect the Atari 810™ Disk Drive to your Atari 800 Computer, then connect the Atari 822™ Thermal Printer to the disk drive... and so forth. Additional expansion, the Atari 850 Internal Module allows you to add the Atari

ATARI specifically designed these computers for easy expandability. It only takes a second to plug in an ATARI program cartridge. You can add peripheral equipment by simply connecting a device to the computer through its I/O port, "daisy-chaining" peripherals or adding the ATARI 850™ Interface Module. You can obtain programs and peripheral equipment from a variety of sources.

expanded 48K RAM systems. Other programs don't require 48K of RAM, but additional RAM allows you the flexibility to write longer music compositions with Music Composer™, sort more records with Mailing List, analyze more data values with Statistics 1, or write longer programs with ATARI programming languages.

automatically. Insert program cassettes into the ATARI Program Recorder, rewind the tape to the beginning, and execute a few simple commands. When the screen reads "READY," type "RUN;" and away you go. All ATARI Computer programs will work simply, regardless of your familiarity with computers. In fact, many of them are suitable for children.

830™ Acoustic Modem, ATARI 825™ 80-Column Printer and many peripherals produced by other companies, such as graphics tablets, plotters, daisy-wheel or graphics printers or hard disk drives. The ATARI 830 Acoustic Modem and the TeleLink™ 1 cartridge turn your ATARI Home Computer into a computer terminal that gives you access to the program libraries of large computers. This greatly increases the number of applications available to you.

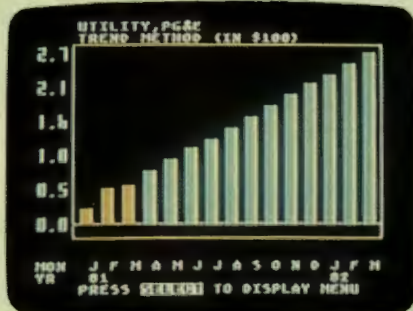


USES OF ATARI HOME COMPUTERS

HOME OFFICE

Estimated availability dates appear for products not already available. Delivery dates are subject to change. Atari reserves the right to modify programs without notice.

PERSONAL FINANCIAL MANAGEMENT SYSTEM™ (CX406)



The Atari Personal Financial Management System is a database-oriented system designed to help you plan and analyze your budget. Use it to keep track of all financial transactions, including cash, checking accounts, savings accounts and credit card use. You can look up past checks, credit card expenses or cash expenses. Records can also be displayed by budget category, date or payee.

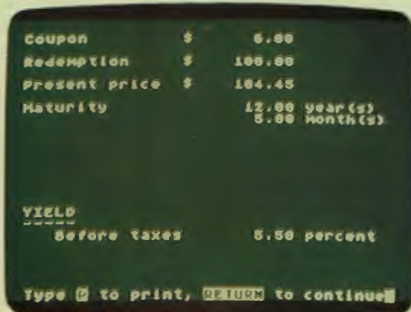
It also allows you to set budget goals and receive charts and printouts that follow budget progress. You can analyze your budget by selecting expense categories (food, automobile, medical, savings, mortgage and other payments) and see what percentage each one is of your total budget. The program also allows you to use present data to forecast future trends. Consists of two program diskettes and one blank data diskette. Requires the Atari 800 Computer, the Atari BASIC cartridge and the Atari 810 Disk Drive. Atari Printer optional.

Minimum RAM requirement: 32K

INVESTMENT ANALYSIS SERIES

The Investment Analysis Series of programs includes Bond Analysis, Stock Analysis, Stock Charting and Mortgage & Loan Analysis (each sold separately). You can use these programs to analyze your current investments and to help determine which investments to make in the future.

BOND ANALYSIS* (CX8106)



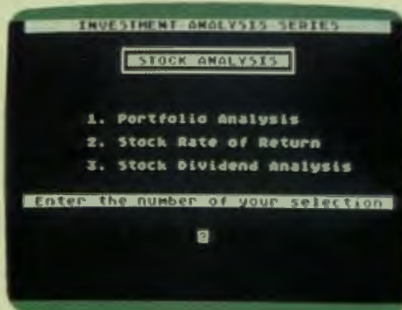
Use your Atari Home Computer to study and calculate bond investments. The Bond Analysis diskette program features two analysis programs:

a. **Bond Price and Interest** computes the price and accrued interest for a given bond and provides the annual coupon in dollars, the redemption value, the maturity and the yield.

b. **Bond Yield** calculates the before-tax yield of a given bond held to maturity. It does not provide for state or federal taxes. You enter the annual coupon, redemption price at maturity, present price, and time to maturity. Requires the Atari 800 Computer, the Atari BASIC cartridge and an Atari 810 Disk Drive. Printer optional.

Minimum RAM requirement: 24K

STOCK ANALYSIS* (CX8107)



Analyze your stock investments using the Atari Stock Analysis program. This diskette contains three programs:

a. **Portfolio Analysis** is used to evaluate portfolios. The computer uses statistical measures of return and variance to calculate the arithmetic mean and standard deviation for one or more stocks.

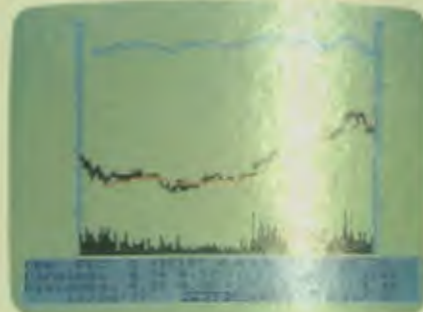
b. **Stock Rate of Return** allows you to analyze the performance of a stock over a range of time. It computes and displays annual rates of return. You provide the dividend per share and the closing stock price and the computer performs the calculations.

c. **Stock Dividend Analysis** calculates the intrinsic value of a stock. Compute the discounted present value of the estimated dividends. The program computes the length of time a growth rate must continue or the price/earnings ratio that must be reached to make the intrinsic value equal to the current market price.

These programs require the Atari 800 Computer, the Atari BASIC Cartridge and the Atari 810 Disk Drive. Printer optional.

Minimum RAM requirement: 24K

STOCK CHARTING* (CX8108)



With the Stock Charting diskette program you can track and study selected stocks and their market performance. This program allows you to retrieve, list and graph data entered on a daily basis. The graph includes a 6-day oscillator, closing quotes, volume and a 10-day moving average. A blank, formatted diskette is included for storage of your portfolio data. This program requires the Atari 800 Computer, the Atari BASIC Cartridge and an Atari 810 Disk Drive. Printer optional.

Minimum RAM requirement: 24K

MORTGAGE & LOAN ANALYSIS* (CX4115)

FOR A MORTGAGE OF \$100,000			
RATE	YEARS	PAYMENTS	INTEREST
20.000	25	1002.61	1749.82
20.000	30	1000.77	1836.11
20.000	40	1000.16	1975.85
20.000	45	1000.13	2071.78
15.000	25	753.24	1130.77
15.000	30	751.30	1224.66
15.000	40	750.50	1421.11
15.000	45	750.29	1536.18
10.000	25	704.75	650.44
10.000	30	701.74	728.77
10.000	40	700.71	940.58
10.000	45	700.77	1076.71

The Mortgage & Loan Analysis Cassette program allows you to compare mortgage terms, including monthly payments and total interest payments, with varying rates of interest. (For example, the monthly payments and total interest paid on mortgages of \$10,000 and \$100,000, at interest rates of 15.5% and 16% for 25 and 30 year mortgages.) This program requires the Atari BASIC cartridge and the Atari 410 Program Recorder. Printer optional.

Minimum RAM requirement: 16K

*A Control Data CYBERWARE™ product manufactured under license from Control Data Corporation © 1980.

HOME STUDY

DOW JONES* INVESTMENT EVALUATOR™ (CX412)

PORTFOLIO TEST 09/22/81 ET 20:06		
FULL REPORT		
SYMBOL	51K5/MY5E	61K5/MY5E
NSHRS	100	100
PURCH PRICE	39 3/4	45 1/4
DATE	06/15/80	07/12/81
STD/CLOSE	43 1/2	43 1/2
ASK/OPEN	43 3/4	43 3/4
YLD/HIGH	45	45
LOW	43 1/8	43 1/8
LAST	45 3/4	45 3/4
YTD (% CHG)	2491	2491
CUR PRICE	43 3/4	43 3/4
CUR VALUE	4375	4375
GAIN/LOSS	800	-150
TERM	LONG	SHORT
CHANGE	1/4	1/4
% GAIN/LOSS	12.9%	-3.3%

The Dow Jones Investment Evaluator automatically connects your ATARI 800 Computer with the Dow Jones News/Retrieval Service,** via your telephone, to update the value of your portfolio. It retrieves the current day's quotations on your stocks, U.S. and foreign bonds, mutual funds, treasury bills and options. It then prints a report which displays your portfolio's value along with both net and percentage changes. Additionally, the Dow Jones Investment Evaluator will collect any current financial news items and special reports on investment instruments you specify. The package includes two program diskettes (master and backup copies) and a blank diskette. The Dow Jones Investment Evaluator requires the ATARI 800 Computer, ATARI 810 Disk Drive, ATARI 850 Interface Module and ATARI 830 Acoustic Modem. Printer optional.

Minimum RAM requirement: 48K

*Trademark of Dow Jones & Company, Inc.

**A registered trademark of Dow Jones & Company, Inc.

TELELINK™ 1 (CXL4015)

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FOR NEWS KEY ENTER
FOR ARTS & LEISURE GO 12
FOR LIVING A HOME GO 13
FOR SUBSCRIPTIONS, BOOKS
AND GIFTS GO 14
Key (ENTER) for next page
(c) New York Times Page NYT-11
THE NEW YORK TIMES

1 NEWS OF THE DAY
2 BUSINESS NEWS
3 EDITORIALS/COMMENTARY/LETTERS
4 NEWS ANALYSIS & BACKGROUND
5 ARTS & LEISURE
6 LIVING A HOME
7 SCIENCE/TECHNOLOGY/MEDICINE
8 SPORTS
9 SUBSCRIPTIONS/BOOKS/GIFTS
Last menu page. Key digit
or 0 for previous menu.
  
```

The TeleLink 1 cartridge automatically handles communication "handshaking" between your ATARI Home Computer and large computers. It allows you access to a variety of information networks with your telephone. You can keep a copy of your conversations using one of the ATARI Printers. TeleLink 1 includes one hour of free access time to the DOW JONES INFORMATION SERVICES,* THE SOURCE, AMERICA'S INFORMATION UTILITY¹ and THE COMPUERVE INFORMATION SERVICE². Requires the ATARI

850 Interface Module and the ATARI 830 Acoustic Modem.

TeleLink 1 Technical Information:

—Data transfer rate: 300 bits per second

—Full or half duplex

—Transfers ASCII characters

Minimum RAM requirement: 8K

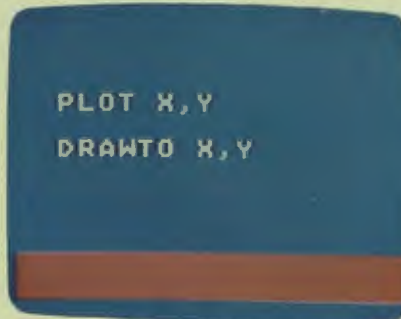
¹THE SOURCE and AMERICA'S INFORMATION UTILITY are service marks of Source Telecomputing Corporation, a subsidiary of the Reader's Digest Association, Inc. ²CompuServe Information Service is a registered trademark of CompuServe Inc., an H&R Block company.

HOME STUDY

AN INVITATION TO PROGRAMMING™ 1, 2, and 3

These lessons are designed to teach the fundamentals of programming in ATARI BASIC. A recorded voice asks you questions, waits for you to respond and indicates whether you are correct or incorrect. These self-teaching courses will teach you to use BASIC programming statements as well as the color, graphics, sound and music capabilities of the ATARI Home Computers. These programs require the ATARI BASIC cartridge and the ATARI 410 Program Recorder.

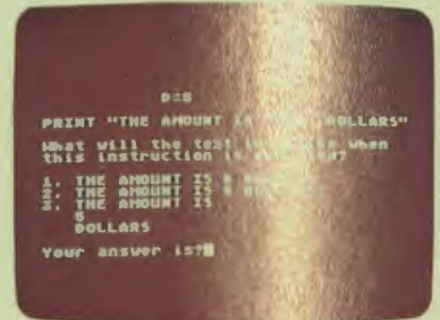
AN INVITATION TO PROGRAMMING 1: FUNDAMENTALS OF PROGRAMMING (CX4101)



This program consists of six lessons which introduce you to the ATARI Computer keyboard, teach you to use the PRINT statement and perform mathematical calculations. The last lesson shows examples of the ATARI Home Computers' color graphics and sound capabilities. One cassette.

Minimum RAM requirement: 8K

AN INVITATION TO PROGRAMMING 2: WRITING PROGRAMS ONE AND TWO (CX4106)



Learn to write programs in BASIC. These lessons cover library functions, FOR...NEXT Loops, subroutines, and READ, DATA, DIMension, PEEK and POKE statements. Includes two cassettes and a workbook.

Minimum RAM requirement: 8K

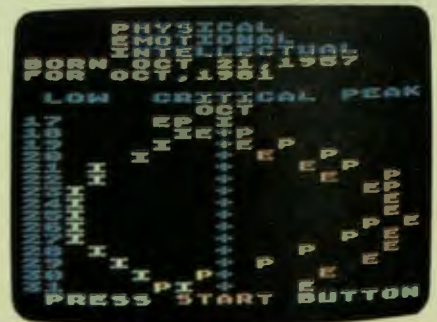
AN INVITATION TO PROGRAMMING 3: INTRODUCTION TO SOUND AND GRAPHICS (CX4117)



The Introduction to Sound cassette includes lessons covering simple music theory and ATARI BASIC commands for setting the sound registers to the desired pitch, purity and loudness levels. Learn to write BASIC programs to play your favorite tune. The Introduction to Graphics cassette teaches you to use the color registers, the graphics characters (□□□□□), the SETCOLOR and POSITION statements, and graphic modes 0 through 5. Includes two cassettes and a workbook.

Minimum RAM requirement: 8K

BIORHYTHM (CX4107)



Use this cassette program to calculate physical, emotional and intellectual highs, lows and critical days. By giving the computer your birthdate you can plot a biorhythm chart on your television screen or optional ATARI Printer. 8K and 16K versions are on alternate sides of the cassette. Requires the ATARI BASIC cartridge, and the ATARI 410 Program Recorder.

Minimum RAM requirement: 8K

CONVERSATIONAL FRENCH (CX4119), GERMAN (CX4118), SPANISH (CX4120) AND ITALIAN (CX4125)



Have your own language lab at home. See the phrases you need to know when traveling to foreign countries spelled out with descriptive pictures on the television screen while you listen to the instructor pronounce the phrases correctly. Each language course consists of five cassettes and a workbook with drills for situations you may encounter on a trip. You may stop the lesson at any point to practice and continue when you're ready. These programs require the ATARI BASIC cartridge and the ATARI 410 Program Recorder.

Minimum RAM requirement: 16K

ENERGY CZAR™ (CX4121)



You are the government official responsible for the United States' energy policy. You must make decisions about such complex problems as which energy sources to use, and whether or not to subsidize or tax energy forms, tighten pollution controls, freeze prices on energy, and ration gas. You must also monitor the country's entire energy usage system, including prices, taxes and environmental effects. The results of your decisions show up in the growth rate of the economy, the inflation rate, and whether or not the public thinks

you're doing a good job. This cassette program requires the ATARI BASIC cartridge and the ATARI 410 Program Recorder. Age 12 to adult. Minimum RAM requirement: 16K

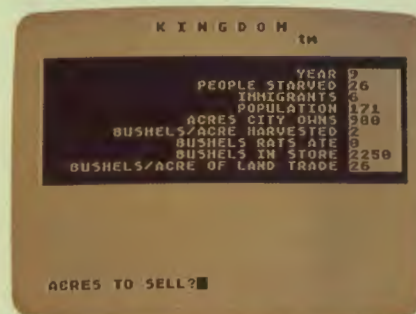
HANGMAN (CX4108)



This educational cassette program has three levels of play—beginner, intermediate and expert. You play against the computer by guessing the word the computer has selected. If you do not guess the word after six tries the computer will hang your man. You may use the computer keyboard or an optional Joystick Controller (CX40) to guess the letter. Suitable for ages 8 to adult.

This program requires the ATARI BASIC cartridge and the ATARI 410 Program Recorder. Minimum RAM requirement: 8K

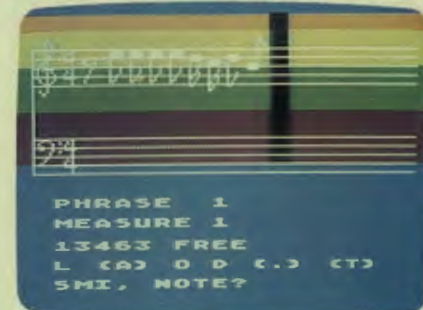
KINGDOM™ (CX4102)



This educational cassette program simulates the running of a small agricultural kingdom. Catastrophe may befall your people, your food supply or your crops. You determine the farming strategy and if you are successful you are allowed to reign another term. Teaches and develops mathematical skills. Age 10 to adult. Requires the ATARI BASIC cartridge and the ATARI 410 Program Recorder.

Minimum RAM requirement: 8K

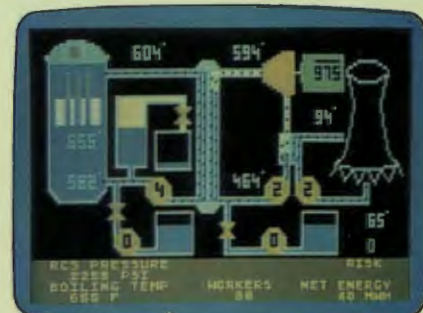
MUSIC COMPOSER™ (CXL4007)



Use this cartridge program and the computer keyboard to compose songs, re-create old tunes or experiment. When you program musical notes through the keyboard, you hear the melody as it is simultaneously displayed on the screen. You can change any note or the tempo. And you can arrange the music to play different sections in the order you choose. Once you have entered music, you can save it using the ATARI 410 Program Recorder or the ATARI 810 Disk Drive. You can also write BASIC programs that can convert a melody into melody plus harmony.

Minimum RAM requirement: 8K (Larger musical compositions require more RAM.)

SCRAM™ (A NUCLEAR POWER PLANT SIMULATION) (CX4123)



SCRAM is an educational simulation of a nuclear power plant. Even without a technical background, you can learn the fundamentals of its operation and develop a deeper understanding of nuclear safety issues. It also provides a game option that challenges you to apply the principles that you have learned from the simulation. Bad luck increases the probability of earthquakes. Allocate workers to repair damage. Above all, try to avoid a meltdown! Used with a Joystick Controller (CX40). 16K and 24K versions are on alternate sides of the cassette. ATARI BASIC cartridge and ATARI 410 Program Recorder required. Age 12 to adult.

Minimum RAM requirement: 16K

HOME ENTERTAINMENT

STATES & CAPITALS (CX4112) AND EUROPEAN COUNTRIES & CAPITALS (CX4114)



These two programs (sold separately) are educational tools designed to teach you the geography of the United States and Europe. Quiz yourself on the names and locations of the states and their capitals, or European countries and their capitals. The computer draws a map and you must identify the state or country outlined. You are then asked to guess the corresponding capital. Be sure to spell correctly. The computer keeps score. Each program consists of one cassette and requires the ATARI BASIC cartridge and the ATARI 410 Program Recorder. Age 10 to adult.

Minimum RAM requirement: 16K

TOUCH TYPING (CX4110)



Learn to type using your ATARI Home Computer. These program cassettes provide step-by-step instructions to familiarize you with the typewriter keyboard while you gain skill and speed. The Touch Typing course is taught in three levels: beginning, intermediate and advanced. You learn to type a variety of different materials while the computer calculates words per minute and number of errors, and determines your weak points. The built-in sentence generator provides drill and practice to strengthen your weak points. This self-paced method of teaching Touch Typing allows you to learn at your own speed. Consists of two cassettes. Requires the ATARI BASIC cartridge and the ATARI 410 Program Recorder.

Minimum RAM requirement: 16K

HOME ENTERTAINMENT

The ATARI Home Computer's exceptional color, high resolution graphics, sound and animation capabilities are used in these entertainment programs, consisting of some of the most popular computer games in the world. Entertain yourself, your family and friends with these challenging games of strategy and fun.

ASTEROIDS™ (CXL4013)



Asteroids draws you into a science-fiction fantasy like the best selling ATARI arcade game, with several play options. The object is to destroy asteroids that cross the screen before they crash into your spacecraft. Sound easy? It's not. These "enemy" asteroids become progressively smaller, swifter and more dangerous. And just to keep you on your toes, flying saucers occasionally veer onto the screen, emitting shots of their own. Use your photon cannon to defend your spacecraft. You gain points for each hit. You can move your spaceship to any screen position using the Joystick Controller and fire an unlimited supply of ammunition. "Hyperspace" makes your spacecraft disappear from the screen, out of danger momentarily, but still capable of being hit upon return. Cartridge. One to four players. Not just for kids. Uses Joystick Controllers (CX-40-04).

Minimum RAM requirement: 8K

BASKETBALL (CXL4004)



You can dribble, shoot, pass, block shots and even make steals. Five different game variations allow one, two, three or four players to compete. Play against the computer, your family or friends. Cartridge. This game uses up to four Joystick Controllers (CX40-04).

Minimum RAM requirement: 8K

BLACKJACK (CX4105)



Play one of the most popular casino games at home with your ATARI Home Computer System. The computer is the dealer and it plays by the rules. You bet and then decide whether to stand, draw another card or double down in your effort to hit 21. Cassette. Requires the ATARI BASIC cartridge and the ATARI 410 Program Recorder.

Minimum RAM requirement: 8K

CAVERNS OF MARS™ (CX4130)



The surface of Mars is barren and rubble strewn—but beneath it lies a challenge that only the brave and skillful dare undertake. Deep within the Red Planet lies the nerve center of the Aliens' stronghold, protected by layer upon layer of the most ingenious defenses the mind of an extra-terrestrial being can contrive. You'll have to thread your way through gaping rock formations, outmaneuver and destroy enemy ships, dodge mines floating in thin air, sneak by deadly laser defenses, blow up fuel dumps—and destroy the Aliens' Headquarters. Diskette: one player; uses a Joystick Controller (CX40).

Minimum RAM requirement: 16K

†Estimated availability first quarter 1982.

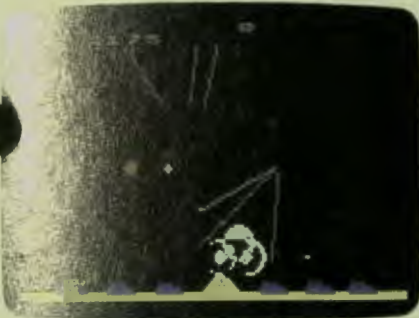
COMPUTER CHESS (CXL4009)



You can play chess against the computer. Eight levels of play are available. Moves are made using a Joystick Controller (CX40). The chessboard and pieces are shown on the screen. Both "castling" and "en passant" moves can be made by you or the computer. The board can be set up for a particular chess position or situation. The computer can play either white or black. Cartridge.

Minimum RAM requirement: 8K

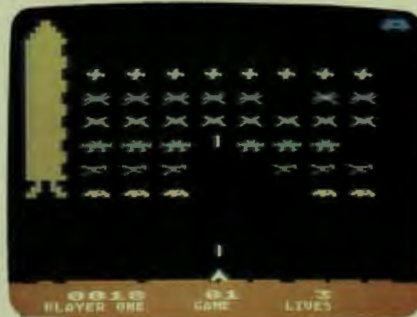
MISSILE COMMAND™ (CXL4012)



Defend six major cities from nuclear attack, like the popular ATARI arcade game. Try to destroy incoming nuclear missiles, guard against killer satellites and bombers, and smart missiles that can dodge your fire. After each battle with the enemy, your points are tallied based on how many cities you have protected and how many missiles you have remaining. Your missile base has a limited arsenal. You use a Joystick Controller (CX40-04) to move the cursor to the selected target area. Each round becomes successively more difficult: the game lasts until all your cities have been destroyed. Cartridge. One or two players. A game for kids of all ages.

Minimum RAM requirement: 8K

SPACE INVADERS* (CXL4008)

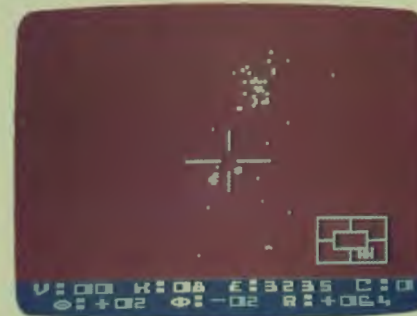


You've made a mission to the moon, but so have the deadly SPACE INVADERS. It's up to you to protect the lunar surface as well as yourself and your laser cannon. There are 12 different game variations, including some where the enemy shoots diagonally. For one or two players. Cartridge. Uses Joystick Controllers (CX40-04).

Minimum RAM requirement: 8K

*Trademark of Taito America Corporation.

STAR RAIDERS™ (CXL4011)



A state of war exists between the Atarian Federation and the Zylon Empire. Your mission: Destroy all Zylon star ships. This strategy and action game features four mission skill levels and rates a player at the end of each session. Dramatic sounds and screen displays make this the most exciting space game available today. Your battleground is the entire galaxy. Meteors fly about you through space. Zylon fleets maneuver to surround and destroy friendly star bases. Careful docking at a starbase enables you to receive a new supply of energy and repair damaged equipment. Cartridge. For one player. Uses a Joystick Controller (CX40).

Minimum RAM requirement: 8K

SUPER BREAKOUT® (CXL4006)



This is a sophisticated version of the popular electronic video game Breakout®, in which you smash through layers of bricks and knock out a wall. Four different games are available, up to eight players can play, and a rating is displayed at the end of each game. You can optionally suspend play or request five additional serves. This cartridge uses up to four Paddle Controllers (CX30-04).

Minimum RAM requirement: 8K

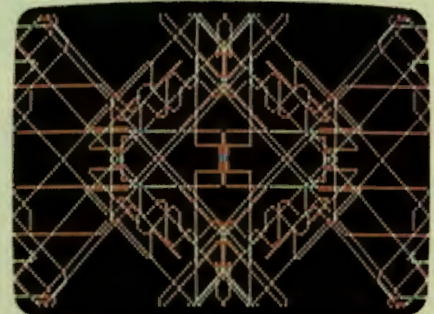
3-D TIC-TAC-TOE (CXL4010)



Now you can play Tic-Tac-Toe from a three-dimensional perspective. This game cartridge program also contains Bottoms-Up, a variation of 3-D Tic-Tac-Toe. Match wits with the computer or compete against another player in either version. One or two players. One-player games feature eight difficulty levels. Uses Joystick Controllers (CX40-04).

Minimum RAM requirement: 8K

VIDEO EASEL™ (CXL4005)



You can create a design or pattern on the screen using the keyboard or up to four Joystick Controllers (CX40-04), then watch as the computer expands on the original pattern indefinitely. Many variations allow you to

PROGRAMMING LANGUAGES AND AIDS

create imaginative and colorful graphic designs. Options include Drawing, Quad Drawing, Life (which uses the mathematic principals of John Conway's game of "Life"), resetting the color and six preprogrammed Painting designs. Cartridge.

Minimum RAM requirement: 8K

PROGRAMMING LANGUAGES AND AIDS

ASSEMBLER EDITOR (CXL4003)

Write your own program in assembly language. Perfect your program by single-stepping through it and observing how memory and the processor's registers are affected by each instruction. Store your programs on cassette or diskette and recall them later for editing and execution. Use assembly language when you need fast, efficient code. This cartridge includes an Editor and a Debugger. It comes with a user's manual.

ATARI BASIC (CXL4002)

BASIC (which stands for Beginner's All-Purpose Symbolic Instruction Code) is a high-level, easy-to-learn computing language commonly available on many home and larger computers. ATARI BASIC is an 8K floating-point BASIC with 9 to 10-digit number precision. The BASIC interpreter includes features that utilize capabilities of the ATARI Home Computer System, such as access to color and character graphics, sound synthesis and the controller ports (so that you can write your own games). It includes PEEK and

POKE instructions, and also allows machine language subroutines to be called from BASIC programs. ATARI Home Computer peripherals are fully accessible through BASIC. This cartridge is included with the ATARI 800 Home Computer along with the ATARI BASIC Self Teaching Guide and the ATARI BASIC Reference Manual. Uses 3K of RAM.

ATARI MICROSOFT BASIC (CX8126)

ATARI Microsoft BASIC makes programs written in this popular computer language readily adaptable to ATARI Home Computers. Language extensions provide convenient access to the special sound and graphics capabilities of your ATARI Home Computer. Accompanying documentation explains the use of the new language features provided, plus special information on hardware support for player/missile graphics, character set definition, and color and sound parameters. ATARI Microsoft BASIC offers many additional powerful commands. It is faster than ATARI BASIC and provides greater floating point precision (to 14 digits). ATARI Microsoft BASIC's features make it particularly appropriate for the experienced software developer. Diskette. The ATARI 800 Computer and the ATARI 810 Disk Drive are required.

Minimum RAM requirement: 32K

DISK OPERATING SYSTEM II ATARI 810 MASTER DISKETTE II (CX8104)

The ATARI 810 Master Diskette II contains

the Disk Operating System II (DOS II), a collection of programs that allows your computer to communicate with the ATARI 810 Disk Drive. DOS enables you to store and retrieve programs, load and save binary files, and move files to and from memory, the screen, diskette and printers. DOS comes with the ATARI 810 Disk Drive on the ATARI 810 Master Diskette II (CX8104).

You need at least 16K of RAM to use an ATARI Disk Drive because DOS takes up approximately 10K of RAM (this number varies with the number of files open and the number of drives being used).

The ATARI BASIC cartridge uses approximately 3K of additional RAM. Since both DOS and BASIC use RAM, ATARI diskette programs generally require a minimum of 24K of RAM. If you plan to write your own programs, you will need to allow for the fact that BASIC and DOS use RAM. The larger the program, the more memory you will need to add to your ATARI 800 Computer.

If you already have the first version of the Disk Operating System (DOS I) (ATARI 810 Master Diskette CX8101), use Disk Operating System II (DOS II) for faster disk access, more utilities, and for random access to data with the ATARI BASIC commands NOTE and POINT. DOS II also requires approximately 2K less resident RAM than DOS I.

Minimum RAM requirement: 16K



ATARI MACRO ASSEMBLER™ AND PROGRAM-TEXT EDITOR™ (CX8121)

The ATARI Macro Assembler and Program-Text Editor make up a software development package for the advanced programmer. The Macro Assembler is a fast assembler of 6502 assembly code capable of macro definition, library file references, conditional assembly, listing control, and cross-reference tables. The Program-Text Editor allows efficient creation and editing of program text files with automatic file backup.

Powerful editing commands make modifications straightforward. The Package will handle advanced programming tasks for ATARI Home Computers. It includes two manuals and a quick reference guide. One diskette. ATARI 810 Disk Drive required. Printer optional.

Minimum RAM requirement: 32K

PILOT (WITH "TURTLE" GRAPHICS)

PILOT (which stands for Programmed Inquiry, Learning Or Teaching) is an easy-to-learn and easy-to-use programming language. It was designed for teachers to create interactive educational programs. PILOT's simple syntax and text orientation make it an ideal language for introducing computer programming to both children and adults. Text beginners may write interesting programs after their first or second session. ATARI PILOT also features a powerful set of simple graphics commands ("turtle" graphics) for drawing color designs and pictures on the television screen, musical sound generation for up to four simultaneous voices, and commands for accessing files on diskette and cassette (including the use of synchronized pre-taped audio for enhancing instructional programs). Cartridge. PILOT is available in two versions: an educators' package and a home package. ATARI 810 Disk Drive and ATARI Printer optional. Suitable for ages 8 to adult.

PILOT (Educators' Package) (CX405)

The educators' package comes with PILOT application programs on two cassettes (minimum RAM requirement: 16K) illustrating



programs for kids, graphics capabilities and uses for teachers and business people. The package also comes with a comprehensive PILOT Primer for beginners, a Student PILOT Reference Guide, a Pocket Reference Card, and a Demonstration Program Users' Guide. Everything is contained in a convenient binder for easy access to the components. ATARI 410 Program Recorder required for PILOT application programs.

PILOT (Home Package) (CXL4018)

The home package is economical for home and student use. It includes the same PILOT language cartridge, the Student PILOT Reference Guide and a Pocket Reference Card.

ATARI HOME COMPUTER EQUIPMENT

THE ATARI 400™ HOME COMPUTER (THE BASIC COMPUTER™)

Atari designed the ATARI 400 Home Computer so that just about anybody can use it. The Basic Computer is very much at home in the classroom, the family room or even the kitchen. Its monopanel keyboard makes it virtually spill- and child-proof. The ATARI 400 Computer makes a perfect learning or teaching tool. It can also form the basis of an affordable telecommunications system to allow you access to a variety of computerized information sources.

The Basic Computer makes the perfect choice for beginning users. Its flexibility lets you add a variety of ATARI Computer peripheral equipment so you can build the right system for you. Once you've connected The Basic Computer to a TV, just open up one of the ATARI Starter Kits, and away you go. ATARI Starter Kits get you and The Basic Computer into action fast. They contain all the materials you need to program and use the computer in any of four fields of interest: entertainment, education, computer communications and programming. Once you have a starter kit, you can expand your system by adding more programs or accessories.

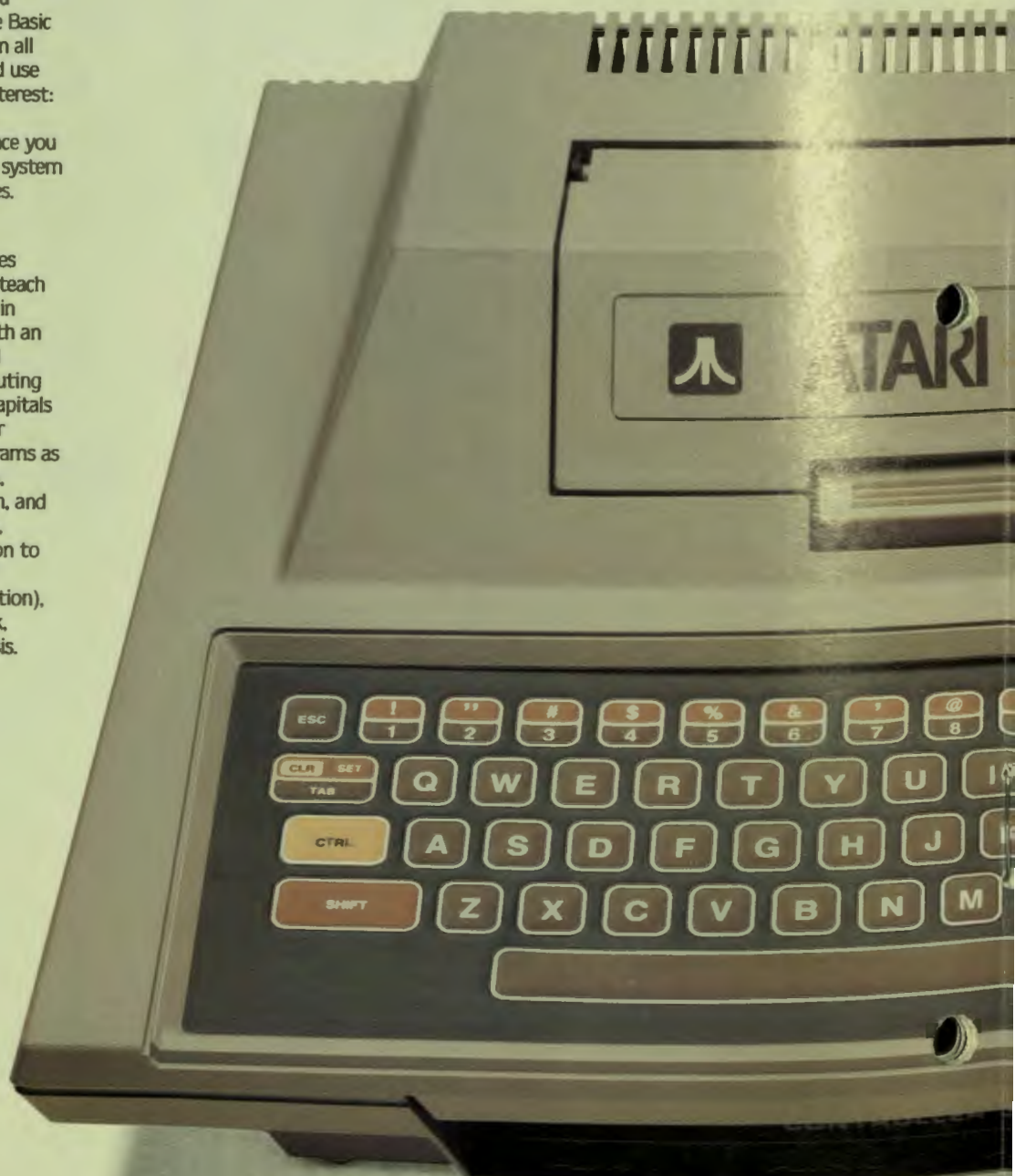
ATARI STARTER KITS

The Educator.™ The Educator kit makes learning fun. You and your children can teach yourselves new subjects and skills right in your home. The Educator kit comes with an ATARI 410™ Program Recorder to load your programs, an ATARI BASIC Computing Language cartridge and the States & Capitals program cassette. Atari has many other educational and self-improvement programs as well, including Energy Czar,™ Hangman, Conversational Spanish, French, German, and Italian, European Countries & Capitals, Touch Typing, Statistics 1, An Invitation to Programming™ 1, 2 and 3, Kingdom,™ Scram™ (A Nuclear Power Plant Simulation), Biorhythm, Music Composer,™ Blackjack, Graph It™ and Mortgage & Loan Analysis.

The Communicator.™ The Communicator kit brings a world of information to your living room. Get the latest stock market information, weather and sports reports or even news, direct off the wires. You also have access to large information networks like CompuServe and Dow Jones. The Communicator includes the ATARI TeleLink™ 1 cartridge, an ATARI 850™ Interface Module and an ATARI 830™ Acoustic Modem. You also receive a free hour of connect time each to the DOW JONES INFORMATION SERVICES, the COMPUSERVE INFORMATION SERVICE, and THE SOURCE, AMERICA'S INFORMATION UTILITY.

The Entertainer.™ The Entertainer kit contains Star Raiders™ and Missile Command™, two exceptionally challenging games. Plug in a game cartridge, connect the two Joystick Controllers, and get set for great times. You can choose from all sorts of other terrific computer games including Asteroids,™ Basketball, Computer Chess, Space Invaders, Super Breakout,® 3-D Tic Tac Toe and Video Easel.™

The Programmer.™ The Programmer kit helps you personalize The Basic Computer by teaching you to write your own computer programs. Programs that can help you solve



financial and scientific problems or play computerized music. You can even write your own game programs. The Programmer kit includes an ATARI BASIC Computing Language cartridge, the ATARI BASIC Reference Manual and the ATARI BASIC Self-Teaching Guide.

ATARI 800 COMPUTER FEATURES

- RAM: 128 bytes of RAM included.
 - Keyboard: Monopanel, pressure-sensitive plastic keyboard.
 - Dimensions: 13½" x 11½" x 4½," 5¾ lbs.
- The ATARI 400™ and ATARI 800™ Home Computers share the same basic electronic

structure. Each includes an owner's guide, TV Switch Box and AC Power Adapter. The two computers differ in the following ways:

- Random Access Memory (RAM) expandability.
 - Keyboard.
 - Dimensions.
 - Price.
 - The ATARI 800 Computer has a monitor jack for connection of a video monitor in addition to a TV set, if desired.
 - The ATARI 800 Computer comes with an ATARI BASIC Cartridge.
- Price and memory expandability represent the key considerations in determining which system best fulfills your requirements.

THE ENTERTAINER™



THE COMMUNICATOR™



THE EDUCATOR™



THE PROGRAMM



THE ATARI 800™ HOME COMPUTER

The ATARI 800 Computer's memory expandability makes it suitable for sophisticated programs such as the ATARI Word Processor, Dow Jones Investment Evaluator™ and Personal Financial Management System™. You can easily expand Random Access Memory (RAM) capacity to 48K with convenient, slip-in Memory Modules™. The additional memory allows the use of the ATARI 810™ Disk Drive and diskette-based programs. In fact, the ATARI 800 Computer can control up to four disk drives. It also offers a monitor jack, typewriter-style keyboard and the ability to handle the powerful programming utilities of ATARI Microsoft BASIC.

ATARI 400/800™ COMPUTER FEATURES

Computer Console: FCC approved, with built-in RF modulator. Connects to any TV (U.S.A.).

Color: Choose from 16 colors, and 16 intensities.

Sound: Four independent sound synthesizers for musical tones or game sounds. Four octaves. Variable volume and tone for each channel. Internal speaker.

Display: Three Text modes: 24 lines of 40 characters; double-width characters; or double-height, double-width characters. Nine graphics modes: From 40 columns by 24 rows up to 320 columns by 192 rows.

Keyboard: 57 alphanumeric keys plus 4 special function keys. Upper/lower case. Inverse video. Full-screen editing. Four-way cursor control. 29 graphics keys.

I/O: Serial input/output port for simple connection to peripherals. Four controller jacks for joystick and paddle controllers.



Memory: Includes a built-in 10K Read Only Memory (ROM) Operating System and 16K Random Access Memory (RAM). ROM may be expanded with user-installed cartridge programs.

CPU: 68008 Microprocessor. 0.56 microsecond cycle. 1.8MHz.

Power: UL approved AC transformer included. 120 VAC, 19 W.

ATARI 800 COMPUTER FEATURES

- RAM: 16K bytes of RAM included. May be expanded in 8K or 16K increments up to 48K RAM with user-installed Memory Modules.

- Keyboard: Full-stroke, typewriter-like keyboard which allows fast, easy data entry and interaction with the computer.
- If desired, a monitor jack allows composite video output for connection to a color or black-and-white monitor (in addition to a standard television set).
- Language: ATARI BASIC Cartridge is included. Also programmable in ATARI Microsoft BASIC, PILOT and assembly language.
- Owner's Guide, ATARI BASIC Self-Teaching Guide and ATARI BASIC Reference Manual included.
- Dimensions: 16" x 12½" x 4½," 9¾ lbs.



THE ATARI 410™ PROGRAM RECORDER

WHY YOU NEED A STORAGE DEVICE

The computer can only run programs which it has stored in its Random Access Memory (RAM). RAM only retains programs as long as the computer remains on. You store programs and data on cassette tape or diskette so that when you want to use them later, you can just load them into the computer's RAM and run them.

ATARI 410™ PROGRAM RECORDER

The ATARI 410 Program Recorder provides storage and retrieval of programs and data on cassette tape. In addition to the digital track that stores computer data, a second audio track allows you to play music or voice through your television speaker as the program runs.

FEATURES

- Direct serial interface to ATARI 400 or ATARI 800 Home Computer.
- Automatic motor control.

- 2-Channel (digital data and audio track).
- 3-Digit tape counter.
- Pushbutton controls for RECORD, REWIND, PLAY, ADVANCE, STOP/EJECT and PAUSE.
- Audio track plays through television speaker.
- Cassettes play on both sides.
- Data transmission rate: 600 bits per second.
- 100,000 bytes of data storage per 60-minute cassette.
- Built-in accidental erasure prevention.
- Record/playback volume automatically adjusted.
- Automatic end-of-tape shut-off.
- Power: Built-in power supply, UL approved. 120 VAC, 6W.
- Dimensions: 9½" x 6¾" x 2¾," 2¾ lbs.



THE ATARI 810™ DISK DRIVE



The ATARI 810 Disk Drive provides fast and efficient data storage and retrieval on 5¼-inch floppy diskettes. Each drive comes with its own Master Diskette, containing the Disk Operating System (DOS). DOS requires a minimum of 16K of RAM, and ATARI Computer diskette programs generally require between 24K and 48K of RAM. Up to four disk drives can be connected to the ATARI 800 Home Computer.

FEATURES

- Direct serial interface to ATARI Home Computer.
- Uses standard 5¼-inch soft-sectored diskettes.
- Store 88K bytes of data on each diskette.
- Power on/off switch.

- "Disk busy" indicator light.
- Built-in 6507 microprocessor and on-board ROM give automatic stand-by capability.
- Average access time: 74 milliseconds.
- Maximum access time: 236 milliseconds.
- Individual device-address when more than one ATARI 810 Disk Drive is used.
- Maximum data transfer rate: 19.2K bits per second.
- Uses Cyclic Redundancy Check (CRC) to check for errors.
- Error recovery rate (soft errors): 1 per 100,000,000 bits read.
- Each diskette is divided into 720 sectors, 13 of which are used for software control.
- The ATARI 810 Disk Drive stores 128 bytes of data in each sector (3 bytes are used to address the next sector).
- 88,375 bytes per diskette are available for program and data storage.
- Media life: 3,000,000 passes on a single track.
- Packed with I/O connector, ATARI 810 Master Diskette II, a formatted diskette; Owner's Guide, An Introduction to the Disk Operating System and Disk Operating System Reference Manual.
- Power: UL approved AC transformer included, 120 VAC, 21W.
- Dimensions: 12" x 9½" x 4¾," 6½ lbs.

THE ATARI 822™ AND ATARI 820™ 40-COLUMN PRINTERS

ATARI 40-column printers allow you to print out and keep a permanent record of programs you write or data generated by the programs you use. The ATARI 820 Printer prints 40 characters per second, and printout may be horizontal or vertical. The ATARI 822 is a quiet, lightweight, compact printer that prints 37 characters per second or plots points one line at a time through a simple assembly language routine.

ATARI 822 THERMAL PRINTER FEATURES

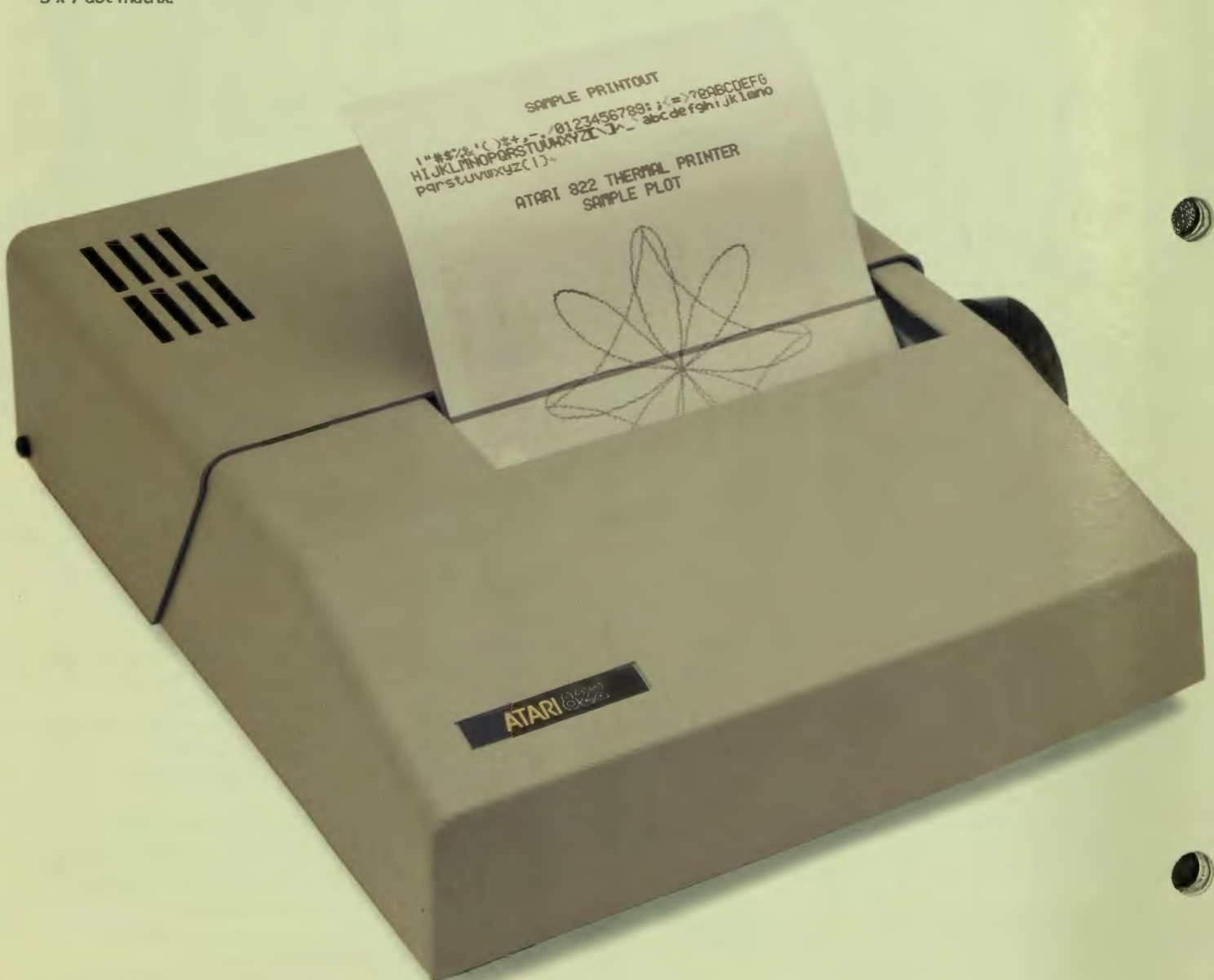
- Direct serial interface to ATARI Home Computer.
- Printing speed: 37 characters per second.
- 10 characters per inch.
- 40 characters per line, upper/lower case and point graphics.
- 5 x 7 dot matrix.

- Built-in microprocessor.
- 96 character ASCII set.
- Full line buffering.
- Bidirectional look-ahead print head.
- One roll of white thermal paper installed.
- Power AC transformer, UL approved, included. 120 VAC, 18 W.
- Dimensions: 9½" x 7½" x 2¾," weighs less than 6 pounds.

ATARI 820 PRINTER FEATURES

- Direct serial interface to ATARI Home Computer.
- High resolution, 5 x 7 dot matrix, impact printer.
- Horizontal and vertical alphanumeric characters.

- Horizontal printing: 40 characters per line, upper & lower case alphanumeric.
- Vertical printing: 29 characters per line, uppercase alphanumeric.
- Power switch and indicator light.
- Paper advance button.
- Built-in 6507 microprocessor, 6532 RAM I/O chip and 2K of on-board ROM.
- Crystal controlled for data accuracy.
- Printing speed: 40 characters per second.
- Uses Standard Roll Paper (one roll included): 3¾" x 3¼" diameter, available at most stationery stores.
- Power: Built-in power supply, UL approved. 120 VAC, 18W.
- Dimensions: 12" x 9½" x 5½," 10½ lbs. (including paper).



THE ATARI 825™ 80-COLUMN PRINTER





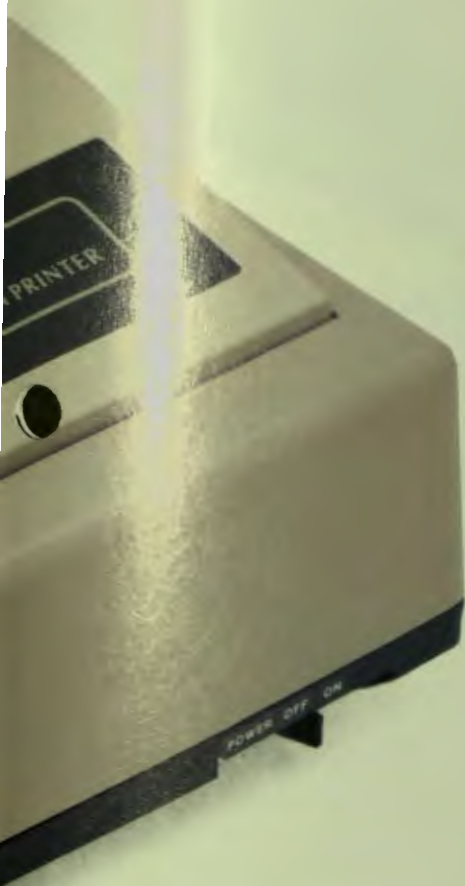
sheets. The ATARI 825 Printer connects easily to the ATARI 850™ Interface Module, which is required for the printer's operation.

FEATURES

- Microprocessor electronics.
- Prints three character sets: monospaced 7 x 8 dot matrix characters at 10 characters per inch (cpi); monospaced condensed at 16.7 cpi; proportionally spaced N x 9 dot matrix characters at avg. of 14 cpi (N=6, 7, 8... 18 dot column variable).
- Each character set with 96 standard ASCII characters.
- All characters can be elongated (printed double width).
- Character density: 10 or 16.7 characters per inch (cpi) monospaced; approx. 14 cpi proportionally spaced; half as many if elongated.
- Number of characters per line: 80 at 10 cpi; 132 at 16.7 cpi.
- Printer speed: 50 characters per sec. (cps) with 10 cpi monospaced; 83 cps with 16.7 cpi condensed; 79 cps (avg.) with proportionally spaced. 22 lines per min. (lpm) with 80 columns; 60 lpm with 20 columns.
- Unidirectional printing at 5 inches per second.
- Carriage return speed upward of 5 inches per second.
- Print buffer capacity: 80 char. at 10 cpi monospaced; 132 char. at 16.7 cpi condensed; 1200 dot columns.
- Vertical line feed: 6 lines per inch.
- Forward and reverse line feed.
- Full and half line spacing.

- Right margin justification capability with condensed or proportionally spaced characters.
- Underscoring and backspacing capabilities.
- Three-way paper handling: roll, fanfold, cut sheets.
- Ribbon system: continuous ribbon 9/16-inch (14mm) wide, 20 yards (18.3 meters) long. Mobius loop allows printing on upper and lower portion of ribbon on alternate passes.
- Ribbon, built-in power supply, interface cable and operator's manual are all included.
- Operator controls:
 - POWER ON/OFF switch
 - ON-LINE/LOCAL switch
 - PAPER REV/FWD switch (Local Mode)
- Data input: 7-bit parallel ASCII-coded data.
- Dimensions: 14.5 inches/37 cm. wide, 11.0 inches/28 cm. deep, 5.0 inches/13 cm. high. Dimensions exclusive of roll paper holder. Weight: 12 lbs./5.4 kg.
- Power: built-in supply, UL approved, included. 120 VAC, 100 W.
- Temperature/Humidity:
 - Operating: 40°F-100°F (4.4°C-37.7°C)
 - 30%-90% relative humidity, non-condensing
 - Storage: -35°F-140°F (-37.2°C-60°C)
 - 5%-95% relative humidity, non-condensing

NOTE: The ATARI 825 Printer must be used in conjunction with the ATARI 850™ Interface Module. Paper is not included.



The ATARI 825 Printer is a versatile dot matrix impact printer that can handle almost any printing task. It can print lines up to 8 inches long in four different character modes: monospaced (uniformly spaced) characters at a density of 10 characters per inch, condensed characters at 16.7 characters per inch, proportionally spaced characters, and double-width characters. It can be set to justify the right margin, execute forward or reverse line feeds, half space, and underline. All character modes and functions are set by control codes from the computer. In addition, this printer can handle three kinds of paper: roll paper, computer-grade fanfold (including three-part forms) and single

THE ATARI 850™ INTERFACE MODULE



Both the ATARI 830™ Acoustic Modem and the ATARI 825 80-Column Printer connect to the ATARI 400 or ATARI 800 Home Computer through the ATARI 850 Interface Module. With the ATARI 850 you can access a larger family of peripheral devices, such as digitizers, plotters, sensors or controllers.

FEATURES

- Direct serial interface to ATARI Home Computer.
- Programmable.
- Four serial interface ports for use with the ATARI 830 Acoustic Modem and other EIA RS232C-compatible peripherals: All have Send and Receive data signals. Port 1 has five additional control signals (Data Terminal Ready, Data Set Ready, Clear to Send, Request to Send and Carrier Detect). Data Terminal Ready and Data Set Ready signal readiness on ports 2 and 3. 20-mA current loop is connectable on port 4 for teletype.
- 8-bit parallel (Centronics type) interface port for use with the ATARI 825 80-Column Printer.
- Automatic telephone answering when used with an appropriate modem.
- Full duplex operation.
- Programmable Baud rate on any port, including 75, 110, 134.5, 150, 300, 600, 1200, 1800, 2400, 4800, and 9600 bits per second. Baudot speeds of 60, 66, 75 and 100 words per minute.
- Serial communication via standard asynchronous start bit/stop bit.
- Uses standard ASCII for communication with most computer-related devices.
- Baudot support for radio-teletype (RTTY).
- One or two stop bits programmable.
- Even, odd, or no parity generation and checking is programmable.
- Serial Interfaces meet EIA RS232C specifications and allow cable lengths up to 50 ft. (15 meters).
- To be used with your ATARI Home Computer, the ATARI 825 80-Column Printer and the ATARI 830 Acoustic Modem must be connected through the ATARI 850 Interface Module.
- I/O Data Cord included.
- Power: AC transformer, UL approved, included, 120 VAC, 17W.
- Dimensions: 9 $\frac{1}{2}$ " x 6 $\frac{3}{4}$ " x 2," 1 lb. 9 oz.



THE ATARI 830™ ACCOUSTIC MODEM

The ATARI 830 Acoustic Modem allows you to communicate with other computers over standard telephone lines. You gain access to computer data bases, information and services such as weather, transportation schedules, entertainment events, electronic mail... even computer programs.

FEATURES:

- The ATARI 830 is a stand-alone, acoustically coupled, frequency shift keying (FSK) modem.
- Operates at rates up to 300 bits per second.
- Communications are possible with both originate only or answer-only modems.
- Fully compatible with the Bell 103/113 series modems.
- Controls
 - FULL: sets full duplex operation
 - TEST: sets audio self-test
 - HALF: sets half duplex operation
 - ANS: sets answer mode
 - OFF: turns ATARI 830 Modem power off
 - ORIG: sets originate mode
- Transmitter Frequencies
 - Originate: mark, 1270-Hz; space, 1070-KHz
 - Answer: mark, 2225-Hz; space, 2025-Hz
- Receive Frequencies
 - Originate: mark, 2225-Hz; space, 2025-Hz
 - Answer: mark, 1270-Hz; space, 1070-Hz
- Receive Sensitivity: -50dBm
- Indicators
 - POWER: LED shows power ON/OFF
 - READY: LED shows read to communicate
- Power: UL approved power adapter included. 120 VAC, 7W.
- Electrical Requirements
 - UL-listed wall mount transformer on a six foot cord (included). Interface/Modem

cable (model no. CX87) (included). This cable connects the ATARI 830 Acoustic Modem to the ATARI 850 Interface Module.

- Dimensions: 10.2" x 4.7" x 2.3," 1½ lbs.
- Operational Environment
 - 32°F-122°F (0°C-50°C)
 - 10%—90% relative humidity, non-condensing
- Storage Environment
 - 40°F-140°F (-40°C-60°C)
 - 10%—90% relative humidity, non-condensing



ATARI COMPUTER ACCESSORIES

ATARI CONTROLLERS

ATARI controllers provide another way to interact with the computer. They plug into one or more of the four controller jacks on the front of the ATARI 400 or ATARI 800 Computer console. Many ATARI programs use paddle and joystick controllers.

CONTROLLERS

ATARI CX30-04 Paddle Controller Pair
ATARI CX40-04 Joystick Controller Pair
ATARI CX40 Single Joystick Controller
ATARI CX50 Keyboard Controller Pair

OTHER ACCESSORIES

Most of the following accessories are supplied with the appropriate ATARI Home Computer equipment. These are replacements.

CX852 8K RAM Memory Module
CX853 16K RAM Memory Module
CX81 ATARI I/O Data Cord (5 feet)
CX86 Printer Cable (Included with ATARI 825 Printer)
CX87 Interface/Modem Cable (Included with ATARI 830 Acoustic Modem)
CX88 Interface/Terminal Cable (Used with ATARI 850 to connect to an RS 232C-compatible device)
CX89 Monitor Cable (Color Monitor)
CX82 Monitor Cable (Black and White Monitor)
CA014746 TV Switch Box (Included with ATARI 400 and ATARI 800 Computers)
CA014748 Power Adapter (Included with ATARI 400, ATARI 800, ATARI 810, ATARI 822, ATARI 850)

C014854 ATARI 820 Printer Ribbon
C014062 ATARI 820 Printer Paper (Roll Paper)
C016345 ATARI 822 Thermal Printer Paper (2 rolls)
CA016087 ATARI 825 80-Column Printer Ribbon (3 per box) (one included with ATARI 825 Printer)
C016233 ATARI 825 80-Column Printer Paper (Roll Paper)
CA016751-01 ATARI 830 Acoustic Modem Power Adapter (Included with ATARI 830)
CX8100 ATARI 810 Blank Diskettes (5 per box)



USEFUL TERMS

Computer: An electronic device capable of recording, manipulating and storing alphabetical and numerical data.

Hardware: In computer terms, hardware includes the computer, its peripherals and any add-in or add-on equipment.

Software: Instructions which tell the computer to perform a specific series of tasks—computer programs.

Peripherals: Equipment connected to the computer to give it added capabilities, e.g., printers and data storage devices.

Languages: Sets of words, symbols and conventions used to tell the computer what to do.

K: Kilobyte. Approximately 1,000 bytes of memory. Each byte can store one alphabetic character or one digit of a number. Running simple programs generally requires a minimum of 8K bytes of memory. Larger programs may require as much as 48K.

Memory: That part of the computer which stores information. Of the two kinds of memory, Read Only Memory (ROM) stores information permanently. Random Access Memory (RAM) stores information temporarily, which the user can change.

ROM: Read Only Memory. ROM provides permanent storage of information, such as computer programs, and cannot be altered. Atari utilizes ROM cartridges as a simple and convenient means to program the computer.

RAM: Random Access Memory. RAM retains data only as long as the computer remains on. That's what makes it necessary to store programs on cassette tape or diskette. When you're ready to use them, you transfer them into RAM and tell the computer to run them.

Input/Output (I/O): The way the computer interacts with the user and peripheral devices. Input from the user occurs via the computer keyboard and peripherals such as a cassette recorder, disk drive or modem. Output occurs through a television, monitor screen or peripheral equipment such as a printer, modem or disk drive.

Application: The act of putting a computer to use. Application programs tell the computer to perform specific tasks, such as word processing, playing music, drawing graphs or telecommunication.

Operating System (OS): Software always present in ATARI Computers which supervises the performance of ordinary tasks.

Disk Operating System (DOS): Software which supervises the interface between the computer and a disk drive storage device. Typical instructions include **read** (deliver information to the computer) and **write** (store information in the disk system).

Daisy Chain: The way ATARI Computer peripherals are connected to the computer console. Each peripheral has two I/O ports. The first peripheral is connected directly to the computer, the next peripheral is connected to the first one, and so on.



CUSTOMER SUPPORT AND SERVICE

The ATARI Home Computer Toll-Free Number. ATARI provides toll-free telephone numbers that connect you with ATARI Customer Service/Field Support. Customer Service personnel can give you the name of your nearest ATARI Computer retailer or answer technical questions about your ATARI Computer programs or equipment when you call (800) 538-8737 (in California, 800-672-1430). We take special care to answer all customer inquiries, because Atari has a continuing commitment to support each product we sell.

Documentation. Carefully written manuals with easy-to-follow instructions accompany all ATARI Home Computer equipment and programs. The following are also sold separately:

- C014385 ATARI BASIC Self-teaching Guide (Wiley Book)
- C015307 ATARI BASIC Reference Manual
- C016347 ATARI Disk Operating System II Reference Manual
- C060054 An Introduction to the Disk Operating System
- C016555 ATARI 400/800™ Technical Users' notes
- C017893 Operating System Source Listing
- C017894 Disk Operating System Utilities Source Listing (DOS II)
- C017809 PILOT Primer: the PILOT Programming Language Instruction Manual
- C017810 Student PILOT Reference Guide

Continuing Support. Atari continually reviews and updates documentation to ensure that ATARI Home Computers are easy to understand and use, and to make more technical information available to advanced programmers and hobbyists.

Your ATARI Computer retailer has a supply of literature describing each ATARI Home Computer product in detail. As new products become available, literature is immediately sent to each dealer.

THE ATARI CONNECTION.™ Each new ATARI Home Computer owner receives a free one-year subscription to THE ATARI CONNECTION, our quarterly magazine for ATARI Computer users. Your subscription starts when you send in your warranty card. Every issue contains information on creative uses of ATARI Home Computers, available new products and useful short programs. The magazine contains information of interest to almost every ATARI Computer user—business and professional people, educators, technical experts, personal users—even children. THE ATARI CONNECTION continually updates and informs a growing audience of ATARI Home Computer owners.

ATARI SPECIAL ADDITIONS™

ATARI SPECIAL ADDITIONS (C060018) is a catalog of additional products you can use with your ATARI Home Computer. All of the products included are produced by

companies other than Atari. Divided into sections, you can easily identify other programs, equipment, accessories and publications available for use with your ATARI Computer. This \$3.00 catalog is included with your subscription to THE ATARI CONNECTION.

Users' Group Support Program. Joining a users' group is an excellent way to learn everything about your computer. The experience and know-how of fellow ATARI Computer owners can help you become an expert—fast! Atari has set up a User's Group Support Program to help you find an existing ATARI Computer users' group, or form one of your own. This program also provides additional support in the form of technical information and special support packages.

The ATARI Program Exchange (APX). To supplement the wide variety of software available from Atari and to assist ATARI Home Computer owners in distribution and acquisition of programs, we created the ATARI Program Exchange. Atari acts as a central repository and distributor of user-written programs. You can expect APX to provide high quality, imaginative software programs written by both professional programmers and ATARI Computer hobbyists. APX authors receive royalties and are eligible for \$100,000 in annual prizes in the APX Contest. Outstanding APX programs can become part of ATARI's product line.

If you would like to submit a program to receive an APX catalog, call 800-538-8737. (Or 800-672-1850 in California).

The ATARI Regional Software Acquisition Centers

An ATARI Regional Software Acquisition Center has been opened in Sunnyvale, California, to provide a place where qualified software developers can work with ATARI Computer equipment and have access to our technical reference materials and trained staff. It also serves as an entry point to Atari, through which third party developers can submit their software for possible acquisition. Other Regional Centers are to be opened soon in all major parts of the country.

Warranty Information. Atari extensively tests their Home Computer products in a factory to ensure that all ATARI Computer products are reliable. We also offer a 90-day limited warranty on all ATARI Computer equipment.* Atari maintains a network of Authorized ATARI Computer Service Centers and Atari service facilities in California and New Jersey, in case your equipment needs repair. You can expect fast and dependable service.

*ATARI does not provide a limited warranty on computer programs but distributes them on an "as is" basis. Consult your warranty card for further information.



ATARI PROGRAM LIBRARY AND ACCESSORIES

Model No.	Title	Software Medium			Minimum RAM Requirement	R=Required Accessory O=Optional Accessory					
		Cartridge	Diskette(s)	Cassette(s)		ATARI 410™ Program Recorder	ATARI 810™ Disk Drive	ATARI Printer*	ATARI 830™ Acoustic Modem*	Joystick Controller CX40-04	Paddle Controller CX30-04
CX4001	An Invitation to Programming™1			1	8K	R					
CX4006	An Invitation to Programming 2 ¹			2	8K	R					
CX4007	An Invitation to Programming 3 ¹			2	8K	R					
CX4003	Assembler Editor	1			8K	O	O	O		O	O
CX4013	Asteroids™	1			8K					R(1-4)	
CX4002	ATARI BASIC	1			8K	O	O	O		O	O
CX4026	ATARI Microsoft BASIC		1		32K	O	R	O		O	O
CX4004	ATARI Word Processor		2		48K		R	R			
CX4004	Basketball	1			8K					R(1-4)	
CX4107	Biorythm ¹			1	8K/16K	R		O			
CX4105	Blackjack ¹			1	8K	R					
CX8106	Bond Analysis ¹		1		24K		R	O			
CX8102	Calculator		1		24K	O	R	O			
CX8130	Caverns of Mars™ ²		1		16K		R			R(1)	
CXL4009	Computer Chess	1			8K					R(1)	
CX4119	Conversational French ¹			5	16K	R					
CX4118	Conversational German ¹			5	16K	R					
CX4120	Conversational Spanish ¹			5	16K	R					
CX4125	Conversational Italian ¹			5	16K	R					

¹Used in conjunction with the ATARI BASIC Computing Language Cartridge (CXL4002).

²Estimated availability first quarter 1982.

* The ATARI 850™ Interface Module is required for operation of the ATARI 830 Acoustic Modem and the ATARI 825™ 80-Column Printer.

NOTE: An 8K ATARI 400 Computer can be expanded to 16K of RAM at an authorized ATARI Service Center. Programs that require more than 16K of RAM cannot be used with the ATARI 400 Computer.

Atari reserves the right to modify programs without notice.

Delivery dates subject to change.

(Continued on next page)

ATARI® PROGRAM LIBRARY AND ACCESSORIES

Model No.	Title	Software Medium			Minimum RAM Requirement	R=Required Accessory O=Optional Accessory					
		Cartridge	Diskette(s)	Cassette(s)		ATARI 410™ Program Recorder	ATARI 810™ Disk Drive	ATARI Printer*	ATARI 830™ Acoustic Modem*	Joystick Controller CX40-04	Paddle Controller CX30-04
CX412	Dow Jones** Investment Evaluator™		5		48K		R	O	R		
CX4121	Energy Czar™¹			1	16K	R					
CX4114	European Countries & Capitals¹			1	16K	R					
CX4109	Graph It™¹			2	16K	R					O(1)
CX4108	Hangman¹			1	8K	R					O(1)
CX4102	Kingdom™¹			1	8K	R					
CX8121	Macro Assembler™ and Program-Text Editor™		1		32K		R	O			
CX4104	Mailing List¹			1	24K	R	O	O			
CXL4012	Missile Command™	1			8K						R(1-2)
CX4115	Mortgage & Loan Analysis¹			1	16K	R		O			
CXL4007	Music Composer™	1			8K	O	O				
CX406	Personal Financial Management System™¹		3		32K		R	O			
CX405	PILOT (Educators' Package)	1		2	16K	R	O	O			O O
CXL4018	PILOT (Home Package)	1			8K	O	O	O			O O
CX4123	Soram™ (A Nuclear Power Plant Simulation)¹			1	16K/24K	R					R(1)
CXL4008	Space Invaders***	1			8K						R(1-2)
CXL4011	Star Raiders™	1			8K						R(1)
CX4112	States & Capitals¹			1	16K	R					
CX4103	Statistics 1¹			1	16K	R	O	O			
CX8107	Stock Analysis¹		1		24K		R	O			
CX8108	Stock Charting¹		2		24K		R	O			
CXL4006	Super Breakout®	1			8K						R(1-4)
CXL4015	TeleLink™¹	1			8K			O	R		
CXL4010	3-D Tic-Tac-Toe	1			8K						R(1-2)
CX4110	Touch Typing¹			2	16K	R					
CXL4005	Video Easel™	1			8K						R(1-4)

¹Used in conjunction with the ATARI BASIC Computing Language Cartridge (CXL4002).

*The ATARI 850 Interface Module is required for operation of the ATARI 830 Acoustic Modem and the ATARI 825 80-column Printer.

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Home Computer Division, P.O. Box 427, Sunnyvale, California 94086
Call toll-free 800-538-8737 (In Calif. 800-672-1430) for the name of
your nearest ATARI Computer retailer. Hours are 7:00 a.m. to 5:00 p.m. California time.

YOUR ATARI COMPUTER RETAILER