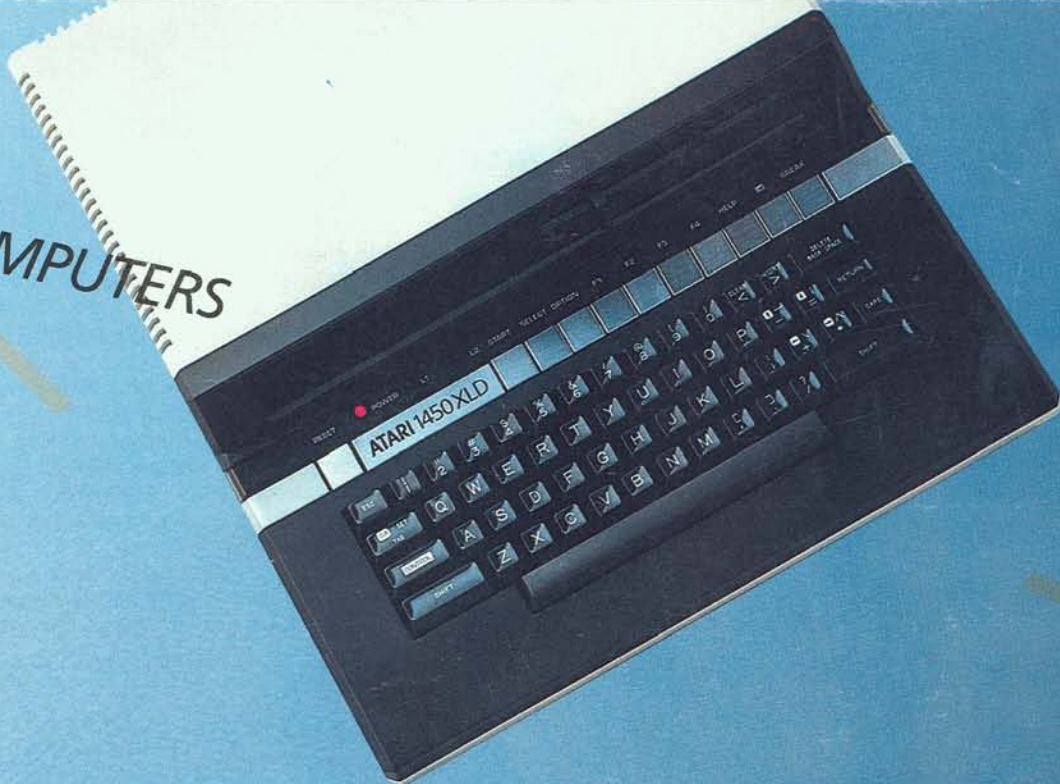
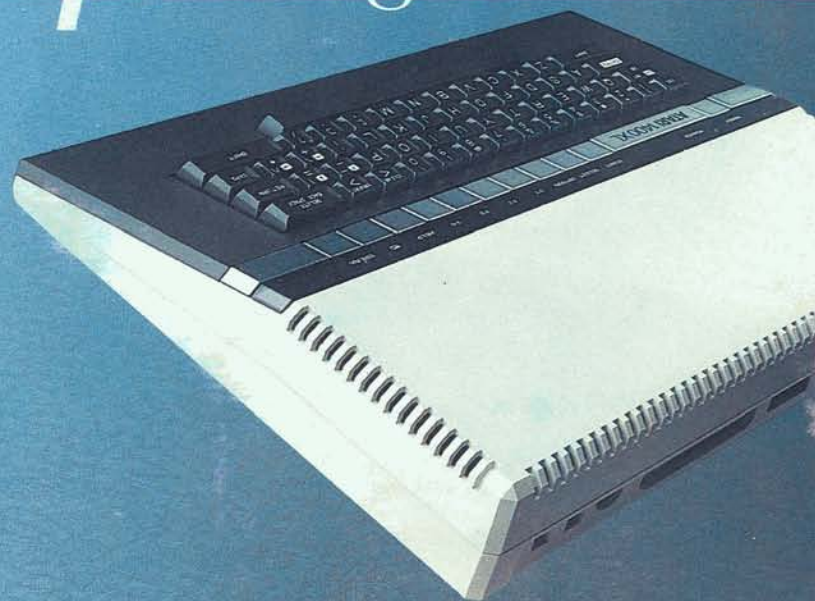


ATARI HOME COMPUTERS

\$100



The next generation



New tools for discovering new talents

AS A NEW GENERATION OF TOOLS IS BORN, NEW TALENTS EMERGE. Now, Atari introduces the next generation of computer tools — four new ATARI Home Computers with new features that make it easier than ever to explore the world of computing.

To guide you through selected programs, each has a special HELP key. For professional ease and accuracy, each offers a sturdy full-stroke keyboard.

All of our new computers are ready to hook up to your TV as soon as you bring them home. Their Self-Test programs reassure you with a visual check on computer functions every time you switch them on. Plus each ATARI XL Computer offers the ready-to-use convenience of cartridge programs.

Our next generation ATARI Computers have the world's most widely used programming language — BASIC — built right in.

And to make it easy to add on future generations of components, each new ATARI Computer includes a special expansion connection that goes direct to the heart of the machine.

Whatever you want to explore with your new ATARI Computer, we've got the programs and peripherals to help you do it.

Bring to life the wonder of learning and the joy of teaching with our educational programs for both young and old.

Organize your active life with our home management programs — they'll save you time while they simplify the business of running a home.

Put your words on paper with our new Atari-Writer word processing program and one of our three new printers.

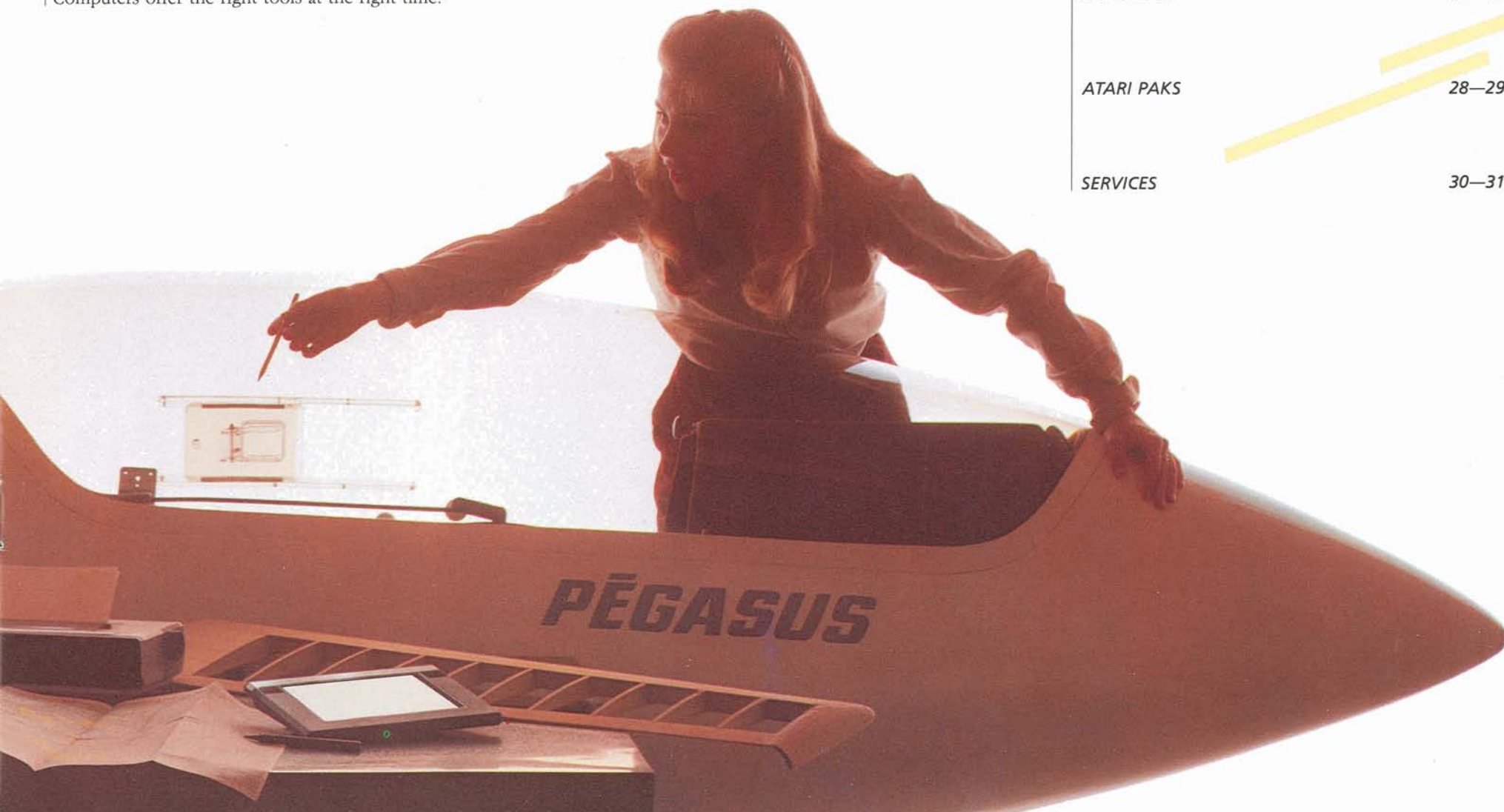
Reach out to new worlds with the telecommunications capabilities of ATARI Computers; plug into home banking and shopping, news, information services and more.

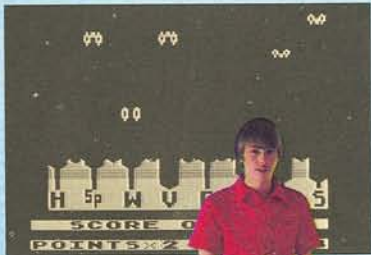


Play the new generation of computer games — only Atari offers you top names in arcade entertainment. And for exploring the creative side of home computing, Atari sound and graphics, in combination with exciting new products like the ATARI Touch Tablet and color printer, bring out the artist in you.

You're part of a new generation — a generation that's developing talents and abilities never known before. And to help you develop, ATARI Home Computers offer the right tools at the right time.

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Feature for feature, your best value

“You can do almost anything with an ATARI,”
—David Buehler,
Student

Though just a high school junior, 17 year old David Buehler has a \$25,000 bank account after winning this year's AtariStar Award for his educational program, “Typo Attack.”

David's interest in programming began in the 8th grade when he acquired his first computer. A couple of years later, he bought an ATARI Home Computer because among its many virtues, “The graphics are so much better than anyone else's.” The idea for a typing game came when David was learning touch typing in school. He programmed Typo Attack in a few weeks specifically for the Atari Program Exchange competition. Since winning his award, he's become a celebrity in his hometown of St. Paul, Minnesota. David is currently hard at work on his latest game, “Wyzle.”

Compare the features. Compare the price. You'll find the ATARI 600XL offers more of what you're looking for in a home computer, for less than you'd expect to pay.

With 16K Random Access Memory (RAM), the ATARI 600XL Home Computer is ready to use with hundreds of popular programs — from entertainment to education to home management.

For professional ease and accuracy, the ATARI 600XL gives you a full-stroke keyboard. And there's more to this keyboard than meets the eye.

Select international characters to work in French, German, Spanish or other European languages. Select graphics characters and put together charts, tables, and other eye-catching designs. Press the HELP key on selected programs and get the background information you need to keep going.

For simple hookup, the ATARI 600XL connects easily to your TV. That means you'll be able to start enjoying next generation computing capabilities almost as soon as you get your ATARI 600XL home.

Want to learn computer programming? The built-in ATARI BASIC Programming Language lets you use all the capabilities of your ATARI 600XL — including 256-color graphics and 4-voice sound.

But you don't need to know programming to use your ATARI 600XL, thanks to the variety of pre-written programs now available.

Your ATARI 600XL becomes a full-featured word processing system when you add our new Atari-Writer program, a printer, and program recorder. Select educational programs for young or old and your ATARI 600XL becomes a delightful way to learn at your own pace. Naturally, Atari's popular game titles are available for your ATARI 600XL — from fast-action arcade hits to strategy adventures.

And when you're ready for more from your ATARI 600XL, it grows to meet your needs with an expansion connection that allows the ATARI 600XL Home Computer to access a Memory Module for 64K of RAM power.

Feature for feature, dollar for dollar, you'll have a hard time matching the ATARI 600XL Home Computer.

**TECHNICAL POINTS
ATARI 600XL HOME COMPUTER****MEMORY:**

16K RAM (EXPANDABLE TO 64K WITH OPTIONAL EXPANSION MEMORY MODULE)

24K ROM (OPERATING SYSTEM PLUS ATARI BASIC PROGRAMMING LANGUAGE)

KEYBOARD:

FULL-STROKE DESIGN

62 KEYS, INCLUDING HELP KEY AND 4 SPECIAL FUNCTION KEYS

INTERNATIONAL CHARACTER SET
29 GRAPHICS KEYS

CPU:

6502C MICROPROCESSOR

CLOCK SPEED OF 1.79 MHz

SPECIAL ATARI INTEGRATED CIRCUITS:

GTIA (GRAPHICS DISPLAY)

POKEY (SOUND GENERATOR AND CONTROLLER PORTS)

ANTIC (CONTROLS SCREEN AND INPUT/OUTPUT)

PROGRAMMING FEATURES:

BUILT-IN ATARI BASIC PROGRAMMING LANGUAGE

HELP KEY (PROVIDES ADDITIONAL INFORMATION AND MENU SCREENS)

SOFTWARE COMPATIBILITY (WORKS WITH PROGRAMS DESIGNED FOR ALL ATARI HOME COMPUTERS)

DISPLAY:

11 GRAPHICS MODES

256 COLORS (128 COLORS DISPLAYABLE AT ONE TIME)

MAXIMUM 320 X 192 RESOLUTION IN GRAPHIC MODES

5 TEXT MODES

MAXIMUM TEXT DISPLAY 40 COLUMNS X 24 LINES

SOUND:

4 INDEPENDENT SOUND VOICES

3½ OCTAVE RANGE

INPUT/OUTPUT:

SOFTWARE CARTRIDGE SLOT

THE EXPANDER (EXTERNAL PROCESSOR BUS FOR MEMORY EXPANSION AND ADDING FUTURE PERIPHERALS)

TV OUTPUT

2 CONTROLLER PORTS

SERIAL I/O CONNECTOR

INCLUDED WITH PURCHASE:

OWNER'S GUIDE

ATARI BASIC PROGRAMMING LANGUAGE REFERENCE CARD

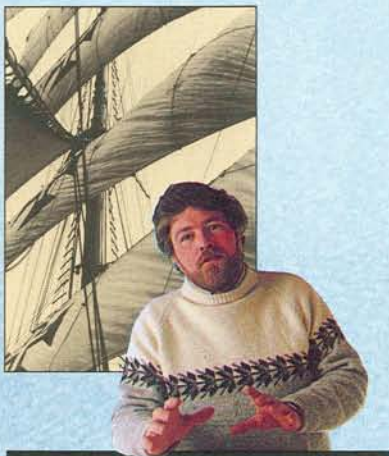
TV SWITCH BOX

AC POWER ADAPTER (UL APPROVED)

ESTIMATED AVAILABILITY JULY, 1983



More memory means more computer power



“What used to take 4 hours, now takes 30 minutes.”
—Tay Vaughan, *Marine Surveyor*

Tay Vaughan is often found aboard leaky boats. As an independent marine surveyor, he evaluates construction methods, seaworthiness, and operating safety for various clients.

At college, Tay realized computer literacy was necessary, so he taught himself programming. Today his ATARI Home Computer saves time and provides greater accuracy. “I use my computer to analyze shipwrecks, collisions, and repair costs,” he remarks. “Being able to generate thorough and consistently reliable reports makes a tremendous difference, particularly in legal cases where I am called as an expert witness. It’s become a vital tool.” And there’s more time to devote to really important things...like sailing!

In addition to all the essential features of the ATARI 600XL, the ATARI 800XL Home Computer has three times the memory with 64K Random Access Memory (RAM) — and more memory means more power!

With more memory you have the power to run any of over 2000 programs available for ATARI Home Computers.

More memory makes organizing files with your ATARI 800XL Home Computer as easy as adding a disk drive and The Home Filing Manager program. Anything from addresses to zoology notes can be immediately accessible right from the keyboard.

Additional memory means you can turn your ATARI Home Computer into a powerful business machine when you use it with the ATARI Bookkeeper for professional quality accounting — or with ATARI Visicalc® for expansive financial modeling.

For word processing, extra memory gives you expanded storage capacity when used with our new AtariWriter program, a disk drive and a printer.

With 64K of memory you can create more elaborate sound and graphics programs with the ATARI 800XL and its built-in ATARI BASIC. Or try advanced programming languages like Microsoft BASIC II to really stretch your range of creative options.

But even if you don’t write your own programs, you can take full advantage of the unsurpassed Atari sound and graphics capabilities with programs that already exist. Our intriguing personal development programs, like PAINT, let you create your own colorful works of art. And our Conversational Languages programs use actual recorded voices.

Games? You can’t choose an ATARI Computer without choosing the best in home entertainment and real arcade action.

In the future, if you want to add more powerful peripherals, you’ll be able to, because the ATARI 800XL includes an expansion connection for future generations of computer components.

Like every new ATARI Home Computer, the 800XL has a full stroke keyboard, HELP key, an international character set, a self-testing Program and more. So if you’re looking for the most memory for the money, the ATARI 800XL is the computer you should look into.

TECHNICAL POINTS ATARI 800XL HOME COMPUTER

MEMORY:
64K RAM
24K ROM (OPERATING SYSTEM
PLUS ATARI BASIC PROGRAMMING
LANGUAGE)

KEYBOARD:
FULL-STROKE DESIGN
62 KEYS, INCLUDING HELP KEY
AND 4 SPECIAL FUNCTION KEYS
INTERNATIONAL CHARACTER SET
29 GRAPHICS KEYS

CPU:
6502C MICROPROCESSOR
CLOCK SPEED OF 1.79 MHz

SPECIAL ATARI INTEGRATED
CIRCUITS:
GTIA (GRAPHICS DISPLAY)
POKEY (SOUND GENERATOR AND
CONTROLLER PORTS)
ANTIC (CONTROLS SCREEN AND
INPUT/OUTPUT)

PROGRAMMING FEATURES:
BUILT-IN ATARI BASIC PROGRAM-
MING LANGUAGE
HELP KEY (PROVIDES ADDITIONAL
INFORMATION AND MENU
SCREENS)

SOFTWARE COMPATIBILITY
(WORKS WITH PROGRAMS
DESIGNED FOR ALL ATARI HOME
COMPUTERS)

DISPLAY:
11 GRAPHICS MODES
256 COLORS (128 COLORS
DISPLAYABLE AT ONE TIME)
MAXIMUM 320 X 192 RESOLUTION
IN GRAPHIC MODES
5 TEXT MODES
MAXIMUM TEXT DISPLAY 40
COLUMNS X 24 LINES

SOUND:
4 INDEPENDENT SOUND CHANNELS
3½ OCTAVE RANGE

INPUT/OUTPUT:
SOFTWARE CARTRIDGE SLOT
THE EXPANSION CONNECTION
(EXTERNAL PROCESSOR BUS FOR A
VARIETY OF FUTURE PERIPHERALS)

TV OUTPUT
MONITOR OUTPUT
2 CONTROLLER PORTS
SERIAL I/O CONNECTOR

INCLUDED WITH PURCHASE:
OWNER’S GUIDE
ATARI BASIC PROGRAMMING
LANGUAGE REFERENCE CARD
TV SWITCH BOX
AC POWER ADAPTER (UL
APPROVED)

ESTIMATED AVAILABILITY
AUGUST, 1983



The computer that talks to you—and to the world!

“With the ATARI ATP System, the current rankings are instantaneously available around the world.”

—Ron Bookman, Director of Communications, Association of Tennis Professionals

Ron Bookman represents the ATP at tournaments all over the globe.

Part of his job is supervising the ATARI Home Computer system used to rank the top 1,000 professional players each week. In addition to calculating player rankings, the ATARI Computer also provides biographical information, match histories by opponent, surface or tournament, and more. This information is available to ATARI Computer users everywhere via CompuServe.

“We get a lot of letters asking about this capability,” says Ron. Just don’t ask the ATP if their computer can improve your backhand.

The ATARI 1400XL Home Computer talks to other computers through its built-in modem — and talks to you with its built-in speech capability.

With the *built-in direct connect modem*, you can read the stock market quotes or the latest business news from your own living room. Bank, shop, or communicate by electronic mail. Access the rapidly expanding network of subscription services like THE SOURCE, AMERICA’S INFORMATION UTILITY, DOW JONES NEWS/RETRIEVAL Service and COMPUSERVE. Tap into special interest bulletin boards or gather research from a wide range of library data bases.

With the built-in speech output, the ATARI 1400XL really speaks *your* language. You can program it to say anything by using the built-in ATARI BASIC Programming Language. And many new Atari programs are being planned to include speech synthesis.

Like every home computer in the XL line, the ATARI 1400XL includes a full-stroke keyboard, a HELP key, programmable control keys, and an international character set — in addition to 64K RAM (Random Access Memory) and a Self-Test program to update you on your computer’s performance each time you turn it on.

To insure years of continued enjoyment and upgradable expandability, the ATARI 1400XL Home Computer includes an expansion connection for future peripherals and accessories.

Discover the excitement of learning, the efficiency of home management, the challenge of programming, and the creativity of graphics and sounds. With the ATARI 1400XL Home Computer, the world is your domain. The only limit is your imagination.

**TECHNICAL POINTS
ATARI 1400XL HOME COMPUTER**
MEMORY:

64K RAM

24K ROM (OPERATING SYSTEM PLUS ATARI BASIC PROGRAMMING LANGUAGE)

KEYBOARD:

FULL-STROKE DESIGN

66 KEYS, INCLUDING HELP KEY, 4 SPECIAL FUNCTION KEYS AND 4 PROGRAMMABLE KEYS WITH 12 PRE-PROGRAMMED FUNCTIONS

INTERNATIONAL CHARACTER SET
29 GRAPHICS KEYS

CPU:

6502C MICROPROCESSOR
CLOCK SPEED OF 1.79 MHZ

SPECIAL ATARI INTEGRATED CIRCUITS:

GTIA (GRAPHICS DISPLAY)

POKEY (SOUND GENERATOR AND CONTROLLER PORTS)

ANTIC (CONTROLS SCREEN AND INPUT/OUTPUT)

PROGRAMMING FEATURES:

BUILT-IN ATARI BASIC PROGRAMMING LANGUAGE

HELP KEY (PROVIDES ADDITIONAL INFORMATION AND MENU SCREENS)

SOFTWARE COMPATIBILITY (WORKS WITH PROGRAMS DESIGNED FOR ALL ATARI HOME COMPUTERS)

DISPLAY:

11 GRAPHICS MODES

256 COLORS (128 COLORS DISPLAYABLE AT ONE TIME)

MAXIMUM 320 X 192 RESOLUTION IN GRAPHIC MODES

5 TEXT MODES

MAXIMUM TEXT DISPLAY 40 COLUMNS X 24 LINES

SOUND:

4 INDEPENDENT SOUND VOICES

3½ OCTAVE RANGE

INPUT/OUTPUT:

SOFTWARE CARTRIDGE SLOT

THE EXPANSION CONNECTION (EXTERNAL PROCESSOR BUS FOR A VARIETY OF FUTURE PERIPHERALS)

TV OUTPUT

MONITOR OUTPUT

2 CONTROLLER PORTS

SERIAL I/O CONNECTOR

SPEECH SYNTHESIZER:

TRANSLATES TEXT TO SPEECH WITH UNLIMITED VOCABULARY

CAN BE PROGRAMMED DIRECTLY TO USE PHONEMES

TELECOMMUNICATIONS:

BUILT-IN DIRECT-CONNECT MODEM

BUILT-IN TELECOMMUNICATIONS SOFTWARE PROGRAM

300 BAUD TRANSMISSION RATE

INCLUDED WITH PURCHASE:

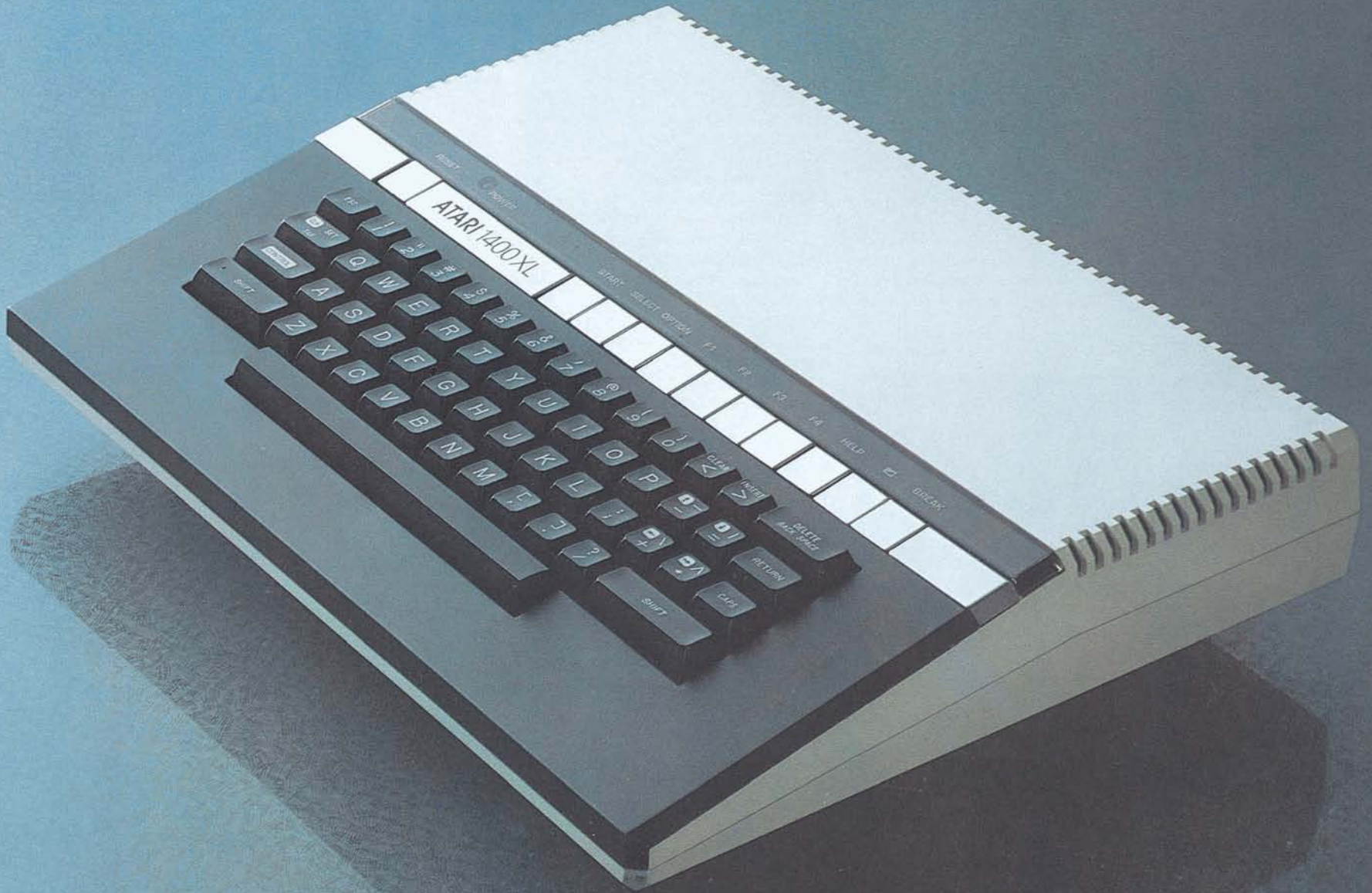
OWNER’S GUIDE

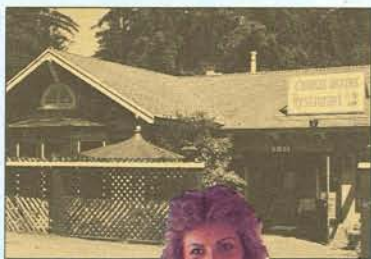
ATARI BASIC PROGRAMMING LANGUAGE REFERENCE CARD

TV SWITCH BOX

AC POWER ADAPTER (UL APPROVED)

ESTIMATED AVAILABILITY
SEPTEMBER, 1983



All your computing power in one component

There are so many things you can do it's really freed up my time to be more creative."
—Karin Fidrych, Proprietor, Charles Dickens Restaurant

Karin Fidrych worked in other people's restaurants to put herself through college. Three years ago, she realized a dream by purchasing The Charles Dickens in Aptos, near Santa Cruz on the California coast.

Last year, a friend introduced Karin to his new ATARI Home Computer which she used to keep track of constantly changing supplies and prices. It cut the time required for this task in half, and she began to think up new applications. Now Karin uses the computer to generate financial reports, update a mailing list, and analyze where her customers live to help plan advertising. "If I had known about ATARI Computers earlier, I would have used them then." Practically the only thing still done by hand at The Charles Dickens is the cooking.

Now you don't need separate components to store and retrieve information or programs, because the ATARI 1450XLD has its own built-in, double-sided, dual-density disk drive. So with this one compact unit, you can instantly access, work with, and save up to 200 pages (254K bytes of information) on a single 5 1/4-inch diskette.

With an ATARI 1450XLD Home Computer, you have the power to use complex financial programs, involved word processing, or any other applications where fast retrieval and storage of information is vital. You have faster access to anything on diskette, because the disk drive built into the ATARI 1450XLD is connected directly to the computer's processor bus.

To let you talk to the world, the 1450XLD has a built-in modem that connects directly to your phone lines. And to let your computer talk to you, the ATARI 1450XLD also includes a speech synthesizer.

The ATARI 1450XLD also gives you functional features, like a magnetically isolated compartment for diskette storage or an additional disk drive, and a case that's strong enough to support a TV or video monitor. And with an expansion connection for adding future peripherals and accessories, you'll always be able to update or broaden your computer's applications.

Like every home computer in the XL line, the ATARI 1450XLD includes a full stroke keyboard, a HELP key, programmable function keys, and an international character set — in addition to 64K RAM (Random Access Memory) and a Self-Test program to update you on your computer's performance each time you turn it on.

For the ultimate in integrated technology and sophisticated ease-of-operation, only the ATARI 1450XLD gives you the all-in-one convenience of computing, communicating, and information storage in one elegantly simple design.

TECHNICAL POINTS
ATARI 1450XLD HOME COMPUTER**MEMORY:**

64K RAM

24K ROM (OPERATING SYSTEM PLUS ATARI BASIC PROGRAMMING LANGUAGE)

KEYBOARD:

FULL STROKE DESIGN

66 KEYS, INCLUDING HELP KEY, 4 SPECIAL FUNCTION KEYS AND 4 PROGRAMMABLE KEYS WITH 12 PREPROGRAMMED FUNCTIONS

INTERNATIONAL CHARACTER SET

29 GRAPHICS KEYS

CPU:

6502C MICROPROCESSOR

CLOCK SPEED OF 1.79 MHz

SPECIAL ATARI INTEGRATED CIRCUITS:

GTIA (GRAPHICS DISPLAY)

POKEY (SOUND GENERATOR AND CONTROLLER PORTS)

ANTIC (CONTROLS SCREEN AND INPUT/OUTPUT)

PROGRAMMING FEATURES:

BUILT-IN ATARI BASIC PROGRAMMING LANGUAGE

HELP KEY (PROVIDES ADDITIONAL INFORMATION AND MENU SCREENS)

SOFTWARE COMPATIBILITY (WORKS WITH PROGRAMS DESIGNED FOR ALL ATARI HOME COMPUTERS)

DISPLAY:

11 GRAPHICS MODES

256 COLORS (128 COLORS DISPLAYABLE AT ONE TIME)

MAXIMUM 320 X 192 RESOLUTION IN GRAPHIC MODES

5 TEXT MODES

MAXIMUM TEXT DISPLAY 40 COLUMNS X 24 LINES

SOUND:4 INDEPENDENT SOUND VOICES
3 1/2 OCTAVE RANGE**INPUT/OUTPUT:**SOFTWARE CARTRIDGE SLOT
THE EXPANSION CONNECTION (EXTERNAL PROCESSOR BUS FOR ADDITION OF FUTURE PERIPHERAL)

TV OUTPUT

MONITOR OUTPUT

2 CONTROLLER PORTS

SERIAL I/O CONNECTOR

DISK DRIVE:

BUILT-IN DOUBLE-SIDED, DUAL DENSITY SLIM LINE

254K BYTE STORAGE CAPACITY (PER DISKETTE)

VOICE SYNTHESIZER:

TRANSLATES TEXT TO SPEECH WITH UNLIMITED VOCABULARY

CAN BE PROGRAMMED DIRECTLY TO USE PHONEMES

TELECOMMUNICATIONS:BUILT-IN DIRECT-CONNECT MODEM
BUILT-IN TELECOMMUNICATIONS SOFTWARE PROGRAM

300 BAUD TRANSMISSION RATE

INCLUDED WITH PURCHASE:

OWNER'S GUIDE

DOS III MASTER DISKETTE

INTRODUCTION TO DOS III GUIDE

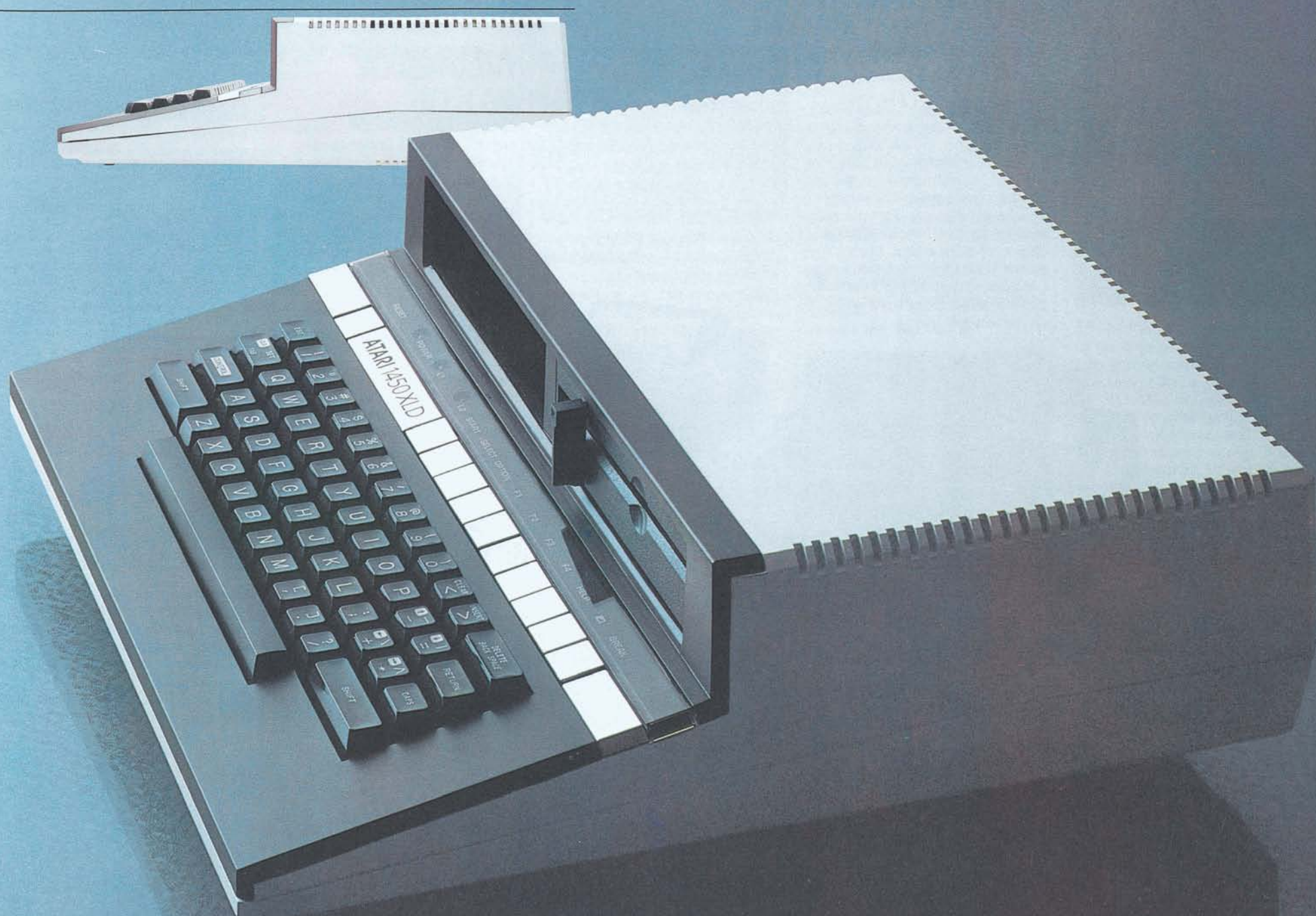
DOS III REFERENCE MANUAL

ATARI BASIC PROGRAMMING LANGUAGE REFERENCE CARD

TV SWITCH BOX

AC POWER ADAPTER (UL APPROVED)

ESTIMATED AVAILABILITY
OCTOBER, 1983



Have it on disk or tape

ATARI 1020 COLOR PRINTER

TYPE: COLOR PRINTER/PLOTTER

FORMAT: 10 CHARACTERS PER INCH
(64 STANDARD CHARACTER SIZES)

PRINTING SPEED: 10 CHARACTERS PER SECOND
(10 CPI MODE)

PAPER TYPE: STANDARD ROLL PAPER (40-
COLUMN WIDTH)

ADDITIONAL FEATURES: 4 COLOR PRINT HEAD.
PRINTS AND PLOTS VERTICALLY AND HORIZON-
TALLY. INCLUDES CASSETTE SOFTWARE PRO-
GRAM TO PLOT DIRECTLY ONTO PRINTER USING
A JOYSTICK, 6 SAMPLE GRAPHICS PROGRAMS

INCLUDED WITH PURCHASE: OWNER'S GUIDE,
INPUT/OUTPUT DATA CORD, AC POWER
ADAPTER (UL APPROVED), 2 PENS EACH: RED,
BLUE, GREEN AND BLACK, CASSETTE SOFTWARE
PROGRAMS, SOFTWARE INSTRUCTION MANUAL

ATARI 1027 LETTER QUALITY PRINTER

TYPE: LETTER QUALITY (FULLY FORMED
CHARACTERS PRESTIGE ELITE 12)

FORMAT: 12 CHARACTERS PER INCH
(80 COLUMNS)

PRINTING SPEED: 20 CHARACTERS PER SECOND

PAPER TYPE: SINGLE SHEETS OR ROLL PAPER

ADDITIONAL FEATURES: BI-DIRECTIONAL
PRINTING, UNDERLINING CAPABILITY

INCLUDED WITH PURCHASE: OWNER'S GUIDE,
INK ROLLER, INPUT/OUTPUT DATA CORD, AC
POWER ADAPTER (UL APPROVED)

CHOOSE ECONOMY!

ATARI 1010 PROGRAM RECORDER. Add storage and retrieval capability to your computer system without spending a lot of money. The ATARI 1010 Program Recorder uses economical cassettes to store text, programs and other information. You'll also gain access to a variety of ATARI program cassettes, including programs like ATARI Conversational French, Italian, German and Spanish, which feature recorded audio instructions to reinforce learning.

CHOOSE CONVENIENCE!

ATARI 1050 DISK DRIVE. Adding an ATARI 1050 Dual-Density Disk Drive* to your home computer system gives you fast, convenient information access. Store text, data or programs permanently on compact, easy-to-handle 5¼-inch diskettes. Each diskette holds up to 127K bytes of information (as much as 100 pages). And you can get to that information fast — because the ATARI 1050 Disk Drive will find any file in a fraction of a second. And with an ATARI 1050 Disk Drive, you can also enjoy the many diskette-based programs available for ATARI Home Computers.



TECHNICAL POINTS

ATARI 1010 PROGRAM RECORDER

DATA TRANSMISSION RATE: 600 BITS PER SECOND

DATA STORAGE CAPACITY: 100K BYTES OF STORAGE ON EACH 60-MINUTE CASSETTE

TRACK CONFIGURATION: 4 TRACK, 2 CHANNELS (DIGITAL AND AUDIO)

SPECIAL FEATURES: AUTOMATIC RECORD/PLAYBACK VOLUME CONTROL, 3-DIGIT TAPE COUNTER, BUILT-IN ACCIDENTAL ERASURE PREVENTION, AUTOMATIC SHUTOFF AFTER EACH PROGRAM

INCLUDED WITH PURCHASE: OWNER'S GUIDE, INPUT/OUTPUT DATA CORD, AC POWER ADAPTER (UL APPROVED)

ATARI 1050 DISK DRIVE

CONTROL LOGIC: BUILT-IN 6507 MICROPROCESSOR AND ONBOARD ROM FOR AUTOMATIC STANDBY CAPABILITY

DISKETTE FORMAT: DUAL-DENSITY, SINGLE-SIDED 5¼-INCH FLOPPY DISKETTES

DATA STORAGE CAPACITY: UP TO 127K BYTES (APPROXIMATELY 100 PAGES) OF INFORMATION PER DISKETTE

SPECIAL FEATURES: AUTOMATIC SWITCHING FROM SINGLE TO ENHANCED DENSITY MODES. "DISK BUSY" INDICATOR. UP TO 4 DISK DRIVES CAN BE CONNECTED TO AN ATARI HOME COMPUTER

INCLUDED WITH PURCHASE: OWNER'S MANUAL, DOS III MASTER DISKETTE*, INTRODUCTION TO DOS III GUIDE*, DOS III REFERENCE MANUAL*, INPUT/OUTPUT DATA CORD, AC POWER ADAPTER (UL APPROVED)

*DUAL-DENSITY FEATURE IMPLEMENTED BY DOS III— ESTIMATED AVAILABILITY THIRD QUARTER, 1983. THE ATARI 1050 IS CURRENTLY AVAILABLE WITH DOS II.



...T^o COMMUNICATIONS

ATARI 1030 DIRECT CONNECT MODEM WITH MODEMLINK Log on to information services and electronic bulletin boards. Bank or shop by computer. Or simply talk to fellow computer users with the economical ATARI 1030 Direct Connect Modem.

The ATARI 1030 plugs directly to your phone jack so *your* home computer can access *other* computers over standard telephone lines. It even allows you to dial directly from your computer for faster, more efficient operation. And with its built-in ModemLink telecommunications program, the 1030 Direct Connect Modem is all you need to get involved in the communications revolution.

TECHNICAL POINTS

ATARI 1030 DIRECT CONNECT MODEM

DIRECT CONNECT: PLUGS DIRECTLY INTO A STANDARD MODULAR TELEPHONE JACK.

COMPATIBILITY: FULLY COMPATIBLE WITH THE BELL 103/113 SERIES MODEMS. COMMUNICATIONS ARE POSSIBLE WITH BOTH ORIGINATE-ONLY AND ANSWER-ONLY MODEMS.

SOFTWARE: BUILT-IN MODEMLINK TELECOMMUNICATIONS SOFTWARE ALLOWS DIRECT-DIALING FROM KEYBOARD. ALSO COMPATIBLE WITH TELELINK I AND TELELINK II TELECOMMUNICATIONS SOFTWARE

CONTROLS: SOFTWARE SELECTABLE FULL AND HALF DUPLEX OPERATION, PULSE OR TONE DIALING, MEMORY BUFFER ON/OFF, PRINTER ON/OFF

INDICATORS: POWER ON/OFF, ON-LINE (CARRIER DETECT) LEDS

OPERATIONAL RATE: 300 BITS PER SECOND.

INCLUDED WITH PURCHASE: OWNER'S MANUAL, INPUT/OUTPUT DATA CORD, TELEPHONE EXTENSION CABLE WITH RJ-11 CLIP CONNECTORS, AC POWER ADAPTER (UL APPROVED)

ESTIMATED AVAILABILITY FOURTH QUARTER, 1983

The next generation is plugged in...

...T^o CREATIVITY

ATARI TOUCH TABLET.

Paint pictures, draw diagrams, write script, or even invent new art forms. The ATARI Touch Tablet puts all the built-in graphics power of your ATARI Home Computer at your fingertips. Put the pen to the Graphics Tablet and create the designs and images you want to make...right on your own TV screen. An ideal choice for creative kids, aspiring artists, or anyone who wants to create computer designs easily.

ATARI TOUCH TABLET CX77

INCLUDES: GRAPHICS TABLET CASSETTE PROGRAM, PEN

REQUIRES: PROGRAM RECORDER

OPTIONAL: ATARI COLOR PRINTER

ESTIMATED AVAILABILITY FOURTH QUARTER, 1983



...T^o FUN & GAMES



ATARI JOYSTICKS AND PADDLE CONTROLLERS.

Often imitated — but never surpassed for economy and enjoyment — these classic controllers deliver up all the excitement you expect from Atari. Both plug easily into your computer — and both plug you into the world of arcade entertainment.

ATARI CX40 (SINGLE JOYSTICK), CX40-04 (JOYSTICK PAIR), CX30-04 (PAIR OF PADDLES)



ATARI REMOTE CONTROL JOYSTICK. Add new freedom to your game playing action. From anywhere in the room, you control your spaceship, dot gobbler, or blaster. Complete package includes two joystick/transmitters and a receiver that plugs into your computer's joystick ports.

ATARI TRAK-BALL. Roll into action with the new ATARI TRAK-BALL for your Home Computer! Turn tighter corners, zero in on video villains faster and blast'em more accurately! Works with any joystick game — Centipede, Missile Command, Galaxian, and more. Capture the ultimate in arcade action and excitement at home.

ATARI TRACK BALL CX80

ESTIMATED AVAILABILITY FOURTH QUARTER, 1983



...**T**O NUMBERS

ATARI NUMERICAL KEYPAD. Turn your ATARI Home Computer into a real number-crunching powerhouse. Designed to complement such high powered financial programs as The Bookkeeper and VisiCalc®, the Numerical Keypad offers a standard adding-machine keyboard for single-handed entry of dollar amounts, account numbers, and more. You can even write your own programs for the CX85 Keypad in ATARI BASIC or other computer languages. Advanced users will find it an ideal way to enter machine-language hex code.

TECHNICAL POINTS
ATARI NUMERICAL KEYPAD CX85

KEYBOARD: STANDARD 10-KEY ADDING MACHINE CONFIGURATION. RAISED DOT ON 5 KEY

FUNCTIONS: ALL 4 FUNCTION KEYS REDEFINABLE UNDER PROGRAM CONTROL (KEYBOARD OVERLAY INCLUDED)

INCLUDED WITH PURCHASE: HANDLER DISKETTE PROGRAM, OWNER'S GUIDE, KEYPAD OVERLAY TECHNICAL NOTES

AND THOSE LITTLE EXTRAS...

COMPUTER ACCESSORIES:

AC Power Adapter CA014748

TV Switch BOX CA014746

Monitor Cable COLOR CX89

Monitor Cable BLACK & WHITE, CX82

I/O Data Cable 5 FEET, CX81

850 Interface Module STANDARD
RS-232 AND CENTRONICS INTERFACE ADAPTER
FOR ALL ATARI HOME COMPUTER

PRINTER ACCESSORIES:

ATARI 1025 80-Column Printer Ribbon* C061419

ATARI 1020 Rainbow Pen Pack C061299

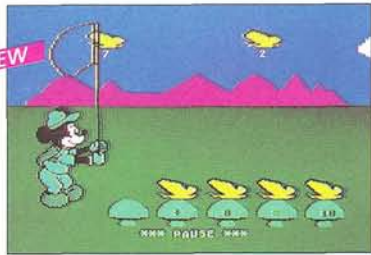
ATARI 1020 Replacement Pen Pack C061420 BLACK

ATARI 1027 Replacement Ink Roller. CA061649



How the next generation is learning

EDUCATIONAL EXCITEMENT FOR THE EARLY YEARS. Colorful graphics, lively melodies and captivating animation are all part of Atari's educational programs for preschool and early grade school youngsters. That's what puts the fun into learning pre-reading and math-preparatory concepts. Your youngsters think they're playing. But you know they're learning.



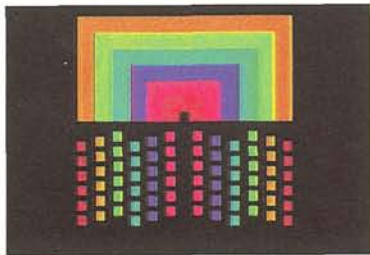
MICKEY IN THE GREAT OUTDOORS takes youngsters through two complete learning adventures; *Mickey Goes Hiking* and *Mickey Goes Exploring*. *Mickey Goes Hiking* helps children build word recognition and learn sentence construction while *Mickey Goes Exploring* sharpens arithmetic skills. More programs in the Disney Education Series are coming soon. For ages 7 to 10.

CASSETTE TX9035

DISKETTE DXS050

REQUIRES: 16K RAM FOR CASSETTE OR 32K RAM FOR DISKETTE, PROGRAM RECORDER OR DISK DRIVE

©MCLXXXIII Walt Disney Productions



JUGGLES' RAINBOW teaches the concepts of *above*, *below*, *left* and *right*. Juggles' Rainbow helps children more readily grasp alphabet, spelling, and reading skills. For ages 3 to 6.

CASSETTE CX4129

DISKETTE CX8137

REQUIRES: 16K RAM, PROGRAM RECORDER OR DISK DRIVE



JUGGLES' HOUSE teaches essential spatial relationships like *upper*, *lower*, *inside* and *outside*, to make learning the fundamentals fun. For ages 3 to 6.

CASSETTE CX4130

DISKETTE CX8138

REQUIRES: 16K RAM, PROGRAM RECORDER OR DISK DRIVE

MY FIRST ALPHABET teaches letters and numbers with vivid picture clues and delightful musical rewards. You can even run this program automatically for children too young to tap keys. For ages 3 to 5.

DISKETTE CX8135

REQUIRES: 32K RAM, ATARI BASIC, DISK DRIVE



HANGMAN. The computer has a word on its *mind*. Guess each letter correctly and save the victim from the hangman's noose — or make six wrong guesses and it's curtains. For ages 8 to adult.

CASSETTE CX4108

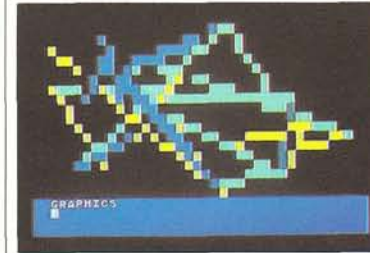
REQUIRES: 8K RAM, ATARI BASIC, PROGRAM RECORDER



LEARNING PROGRAMMING

AN INVITATION TO PROGRAMMING 1, 2, & 3.

With recorded voice prompts, follow-along lesson books, and self-quizzes, this series is one of the most fun and rewarding ways to learn ATARI BASIC Programming Language. For ages 10 to adult. Step-by-step lessons let you create programs and sound and graphics displays.



1. THE FUNDAMENTALS OF PROGRAMMING.

Learn to use PRINT statements to perform simple mathematical calculations and to create special sounds.

CASSETTE CX4101

REQUIRES: 8K RAM, ATARI BASIC, PROGRAM RECORDER

2. WRITING PROGRAMS ONE AND TWO.

You'll really start to get the hang of it here as you learn to write FOR...NEXT loops and how to use READ, DATA, DIM, PEEK and POKE statements in your programs.

CASSETTE CX4106

REQUIRES: 8K RAM, ATARI BASIC, PROGRAM RECORDER

3. SOUND AND GRAPHICS.

Discover a whole new world of creativity. Learn to use pitch, purity and volume to make sound. Use color registers and graphics characters to make computer art.

CASSETTE CX4117

REQUIRES: 8K RAM, ATARI BASIC, PROGRAM RECORDER

GEOGRAPHY GOES GRAPHIC.

Watch your computer draw in states and countries and their images become much stronger in your mind. Once you identify a geographic shape, try to identify the right capital. For ages 10 to adult.

STATES & CAPITALS

CASSETTE CX4112

REQUIRES: 16K RAM, ATARI BASIC, PROGRAM RECORDER



EUROPEAN COUNTRIES & CAPITALS

CASSETTE CX4114


REQUIRES: 16K RAM, ATARI BASIC, PROGRAM RECORDER

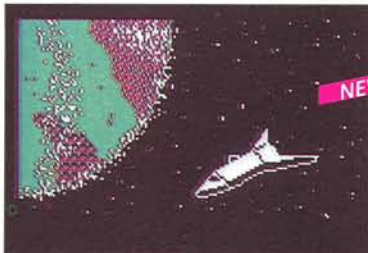
Develop new talents, refine existing ones

As part of the computer generation, you can constantly update your skills and knowledge. ATARI Personal Development programs help your mind explore, create and improve, all according to your individual abilities and pace.

EXPRESS YOUR CREATIVITY!

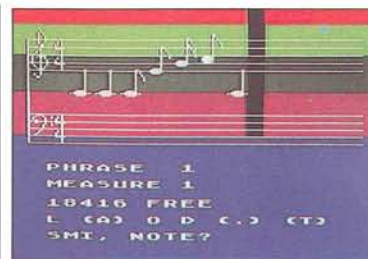
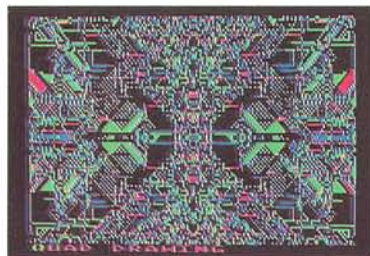
PAINT. Turn your computer into an artists palate. With PAINT, you can create intricate and beautiful video pictures. Select from the colors and brushstrokes available on the screen, including patterned paint, then use your joystick as a brush. PAINT also draws circles, lines and rectangles at your command, and fills in any enclosed area with any color or pattern. Best of all, you can save your paintings on a blank diskette for a later showing.

 **DISKETTE DX5048**
REQUIRES: 48K RAM, JOYSTICK, DISK DRIVE




VIDEO EASEL. Create a computer kaleidoscope that comes alive with colorful designs. Watch your designs expand and unfold. Modify them in infinite variations. VIDEO EASEL paints preprogrammed patterns continuously, and plays Life, a game of exploration and discovery.

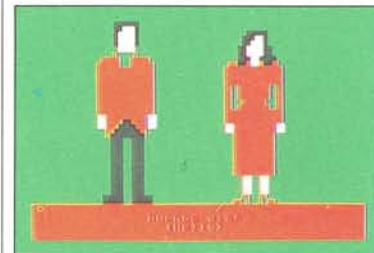
 **CARTRIDGE CXL4005**
REQUIRES: 8K RAM, JOYSTICK



MUSIC COMPOSER. Create musical compositions in four part harmony by entering notes on the screen. You control the pitch, register, duration and loudness of each note. When you finish, your ATARI Home Computer plays your musical composition using its four music voices, and you can save your scores with an ATARI Program Recorder or Disk Drive.

 **CARTRIDGE CXL4007**
REQUIRES: 8K RAM (LARGER COMPOSITIONS REQUIRE MORE RAM)
OPTIONAL: PROGRAM RECORDER OR DISK DRIVE

LEARN A FOREIGN LANGUAGE. The best way to learn a language is with a personal tutor. With the ATARI Computer as your home instructor, you learn a wealth of words and phrases on your own with the aid of descriptive color pictures. As you watch, you also hear each word or phrase pronounced perfectly. Each course consists of five cassettes and a workbook.



CONVERSATIONAL SPANISH CX4120

CONVERSATIONAL GERMAN CX4118

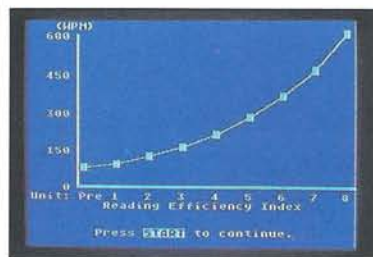
CONVERSATIONAL FRENCH CX4119

CONVERSATIONAL ITALIAN CX4125

 **CASSETTES**
REQUIRES: 16K RAM, ATARI BASIC, PROGRAM RECORDER



IMPROVE READING AND TYPING SKILLS



ATARI SPEED READING.

Increase your reading rate and comprehension while the computer tracks your pace. Workbook materials and computer programmed lessons with cassette voicetracks offer valuable tips and confidence builders. Paced reading sections and timed practices help you sharpen your skills. For ages 15 to adult.

CASSETTES CX4126

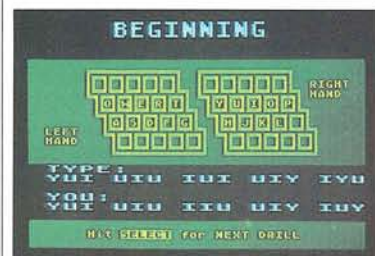
REQUIRES: 16K RAM, ATARI BASIC, JOYSTICK, PROGRAM RECORDER

ATARI TOUCH TYPING.

Improve your typing ability with instant feedback on each lesson. Starting at any level, you progress with the aid of step-by-step instructions. Computer practice sessions measure your speed, evaluate mistakes, and even use a built-in sentence generator to drill you in weak areas.

CASSETTES CX4110

REQUIRES: 16K RAM, ATARI BASIC, PROGRAM RECORDER

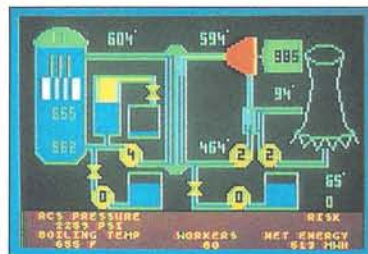


UNDERSTANDING YOUR WORLD

SCRAM. Learn how a nuclear power plant operates. Your ATARI Home Computer simulates plant operations, with you in the control room. Battle adverse conditions — and above all, try to prevent a meltdown. An absorbing and instructional program for ages 12 and up.

CASSETTE CX4123

REQUIRES: 24K RAM, ATARI BASIC, JOYSTICK, PROGRAM RECORDER



KINGDOM. Imagine you're the ruler of a small country threatened by crop failure and an uncertain food supply. Your task is to run the farms, select crops, and guide the agricultural economy. If you're successful, your reign continues for another term. A practical introduction to economic theory. For ages 10 to adult.

CASSETTE CX4102

REQUIRES: 8K RAM, ATARI BASIC, PROGRAM RECORDER



BIORHYTHM. Now you can plot the low, critical and peak periods of the physical, intellectual and emotional cycles for any individual. Just enter the birth-date, and your ATARI Home Computer plots the biorhythm chart on your television screen or optional ATARI Printer.

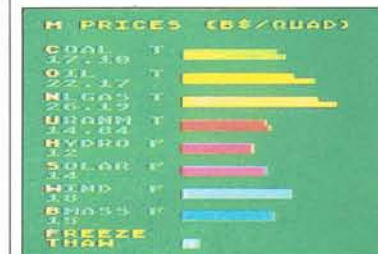
REQUIRES: 8K RAM, ATARI BASIC, PROGRAM RECORDER

OPTIONAL: PRINTER

ENERGY CZAR. The president has just appointed you energy czar, giving you full power to set the nation's energy policy. Control the supply of various energy resources through price regulation, taxation and environmental controls, then watch your decisions influence the growth rate of the economy, inflation and your personal popularity. To remain in power, you must score well in all these areas. For ages 12 to adult.

CASSETTE CX4121

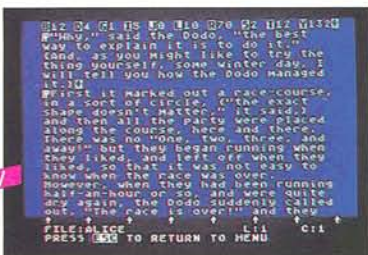
REQUIRES: 16K RAM, ATARI BASIC, PROGRAM RECORDER



For running a business out of your home

Atari puts some fun into the serious side of home computing: writing, organizing and working with numbers. Whether you're tracking the details of managing your home — or managing a business out of your home — Atari gives you a variety of ways to do it easily, accurately, professionally.

THE NEXT GENERATION IN HOME WORD PROCESSING. Finally, the word processor every ATARI Home Computer owner has been waiting for!



ATARIWRITER is the only word processor that works with all ATARI Home Computers — because feature after feature of word working power is packed into a convenient 16K cartridge.

AtariWriter does everything a word processor should: makes corrections instantly, moves blocks of text quickly, and reorganizes pages with a few commands.

It also does things many other word processors can't: like giving you a preview of your page layout before you print it. It lets you easily print out double column text. To custom tailor a single document for a number of people, AtariWriter even offers a form letter option. And AtariWriter can save text on either cassettes or diskettes.

You'll find AtariWriter invaluable for writing anything from letters, reports and poetry to invitations, flyers and novels.

 CARTRIDGE RX8036

REQUIRES: 16K RAM, PRINTER

OPTIONAL: DISK DRIVE OR PROGRAM RECORDER

WORKING NUMBERS

A	B	C	D
MIDGET CO.	(1000)		
	1761	1751	1761
SAVINGS	55000	52500	121750
COSTS	30000	49500	54675
GROSS MFG	25000	42000	65075
GR %	0.45	0.51	0.56
INTEREST	3500	10200	12240
ADVERT.	5500	6240	12275
PRETAX	11000	25500	44460
FT %	0.20	0.23	0.36

VISICALC® VisiCalc combines the ease and familiarity of a pocket calculator with the electronic screen and powerful memory capabilities of your ATARI Home Computer.

Whether you're working with investments, tax records, inventory, cost estimates or business plans, this powerful financial modeling tool will calculate, display, and print the answers to involved problems in just seconds.

One of the most valuable benefits of VisiCalc is its ability to let you explore financial alternatives — to ask "What if...?" Just change any number in your 254 line by 63 column worksheet and VisiCalc instantly recalculates all your data and shows you the new results — so you can see the bottom-line impact of decisions before you make them.


 DISKETTE DX5049

REQUIRES: 32K RAM (LARGER AMOUNTS OF DATA REQUIRE MORE RAM), DISK DRIVE

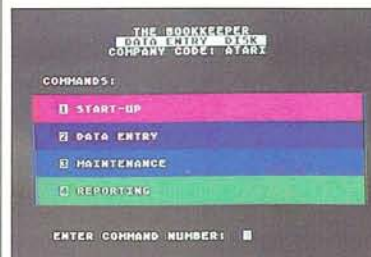
OPTIONAL: PRINTER

THE BOOKKEEPER. Now you can have a professional-caliber double-entry bookkeeping system for your home office. The Bookkeeper's self-guiding entry instructions and color-coded screens get you through your books simply, quickly and accurately. And The Bookkeeper lets you automatically prepare your own professional quality financial reports.

Keep an eye on your bottom line with monthly, quarterly or annual Profit and Loss statements. Use the Balance Sheets to manage your assets profitably. And monitor your cash flow with the General Ledger, Accounts Payable and Accounts Receivable statements. Like a professional would, The Bookkeeper also updates you regularly with Cash Received, Invoices Written, Checks Written and General Journals.

 DISKETTES CX414

REQUIRES: 48K RAM, ATARI BASIC, DISK DRIVE, PRINTER



FAMILY FINANCES. Get a clearer picture of where your money is going — and where you're going to need to focus. Working with ATARI Family Finances, you'll be able to plan a budget and evaluate results, establish goals and track your progress toward those goals.

This practical two-diskette program itemizes over 125 entries in 13 different expense categories for each month and 25 income entries in each of 5 income categories—then prints a variety of reports to help keep you up to date.

 DISKETTES CX421

REQUIRES: 32K RAM, ATARI BASIC, DISK DRIVE

OPTIONAL: PRINTER

For the business of running a home

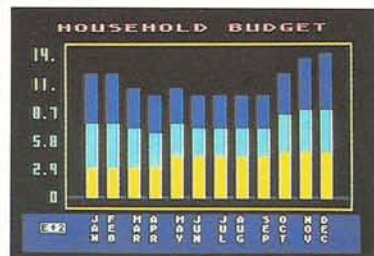
CALCULATE AND CHART

STATISTICS. Statistical analyses that once consumed hours can now be done in seconds. Just enter your data and obtain a variety of calculations — including *mean, mode, median, standard deviation, variance, skew, kurtosis, and root mean square.* And thanks to the ATARI Computer's powerful editing capability, any erroneous data can be corrected quickly and easily.

 CASSETTE CX4103

REQUIRES: 16K RAM, ATARI BASIC, PROGRAM RECORDER

OPTIONAL: PRINTER, DISK DRIVE



GRAPH IT. Another way to look at statistics is with Graph It's colorful displays. Automatically plot pie charts and bar graphs, or use a joystick to trace two or three-dimensional displays and polar plots. You'll see how easy it is to recognize trends, interpret data, and organize information. For business, scientific, educational and even personal applications, Graph It gives you a unique way to analyze numbers.

 CASSETTE CX4109

REQUIRES: 16K RAM, ATARI BASIC, PROGRAM RECORDER

OPTIONAL: JOYSTICK

GETTING ORGANIZED.

Here are three programs to organize both your time and files. You supply the information. Your computer keeps it straight.



TIMEWISE. Now there's a way to organize something you never seem to find enough of: time.

With Timewise you can keep track of important business meetings as well as special personal events. For ongoing dates like appointments and classes, one entry takes care of them all.

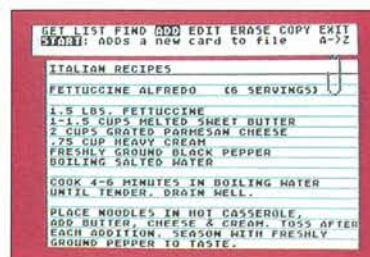
Used with your ATARI printer, Timewise lets you select from a variety of ways to put your schedule on paper. Print your day's activities or create an itinerary for the week. It's a lot easier than carrying around a calendar for the whole year. You can even print a monthly calendar in which special events are highlighted.

The best part of Timewise is that it not only keeps track of dates, it helps you organize your time.

 DISKETTE DX5047

REQUIRES: 32K RAM, DISK DRIVE

OPTIONAL: PRINTER



THE HOME FILING MANAGER. For all those times you've said "I know it's here somewhere...", The Home Filing Manager is the answer. Whether it's your Pavarotti tapes, favorite recipes, or address and birthday lists, now there's a way to keep track of it all.

Once you enter the information, The Home Filing Manager allows you to store, edit and find it in a faster more efficient fashion.

 DISKETTES CX415

REQUIRES: 16K RAM, DISK DRIVE

OPTIONAL: PRINTER

MAILING LIST. Say good-bye to your little black book. MAILING LIST can store, file, and print names, addresses, and phone numbers. This three-part time-saver includes the MAILING LIST program, the ATARI GENERAL LIST and the LIST CUSTOMIZER to use for anything from birthday cards and party invitations to business activities and customer lists.

 CASSETTE CX4104

REQUIRES: 24K RAM, ATARI BASIC, PROGRAM RECORDER

OPTIONAL: DISK DRIVE, PRINTER



A NEW GENERATION OF COMMUNICATION



TELELINK II. Open the doors to the ever expanding world of telecommunications. With TeleLink II and a modem, your ATARI Home Computer can send and receive information over standard telephone lines. You'll be able to enjoy hours of adventure, exploration, education — even *on-line* communication with other computer owners. TeleLink II can even store your most regularly used numbers for instant dialing right from your keyboard.

With TeleLink II you can tap the vast information reserves of popular nationwide services like COMPUSERVE, and THE SOURCE, AMERICA'S INFORMATION UTILITY. Get an edge on stock market quotes or enjoy other business advantages by connecting to the DOW JONES NEWS/RETRIEVAL Service. Or tie into the growing network of electronic bulletin boards for other computer users with the same interests as yours.

 CARTRIDGE CXL4016

REQUIRES: 8K RAM, ATARI 835 DIRECT CONNECT MODEM OR ATARI 830 ACOUSTIC MODEM AND ATARI 850 INTERFACE MODULE

OPTIONAL: PRINTER

Discover the languages of the next generation

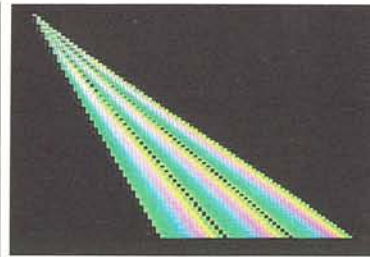
PROGRAMMING IS ONE OF THE MOST EXCITING and rewarding activities you can embark upon with your ATARI Home Computer. For whatever your experience level, or for whatever you'd like to create — there's a programming language that's right for you.

ATARI BASIC. Because of its English-like commands, easy-to-understand order and versatility, BASIC (Beginner's All-purpose Symbolic Instruction Code) has grown to be the world's most popular computer programming language.

ATARI BASIC utilizes the full scope of your 256-color ATARI graphics and 4-voice, 3 1/2 octave, ATARI sound. So you can program *your own* personalized games!

ATARI BASIC is a floating-point BASIC with 9-digit precision. It is capable of manipulating a variety of strings, including words and graphics characters. So you can write your own programs to deal with organizing and calculating all kinds of information.

Advanced commands, such as PEEK and POKE and the ability to execute assembly language subroutines means you can talk directly to the heart of your computer's Central Processing Unit — for faster, more effective programming.



ATARI BASIC is easy enough for the novice to make immediate headway with, yet powerful enough for the advanced programmer to continue with indefinitely. To get you started in BASIC programming, we've put together a 3-part learning series, "Invitation to Programming", complete with tutorial cassettes and graphic demonstrations.

Many of the ATARI programs featured in this catalog are written in BASIC, so they require the ATARI BASIC cartridge or an ATARI Home Computer with built-in BASIC to run.

ATARI MICROSOFT BASIC. Once you've mastered BASIC, you'll appreciate the enhancements you'll encounter in ATARI Microsoft BASIC.

ATARI Microsoft BASIC provides floating point precision to 16 digits (transcendental functions to 6 digits). Its powerful graphics and sound capabilities make it an ideal language for the creative programmer.

To spare you the tedium of renumbering lengthy programs there's a convenient renumber command. And for easy formatting and justifying of custom print-outs and screens, there are handy Print Using commands.

Errors are described in plain English and only *after* you RUN your program. So simple typos won't disturb your train of thought. And you can set up strings at any point in your program, without dimensioning them up front. You'll be able to create multidimensional arrays of variables and strings within the same program.

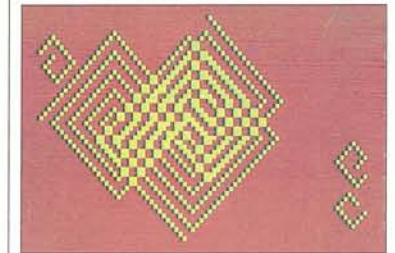
Accompanying documentation explains unique Atari features such as player/missile graphics, character set definition, color and sound parameters. ATARI Microsoft BASIC offers many additional powerful commands, is faster than ATARI BASIC, and is particularly suitable for use in more advanced software development.

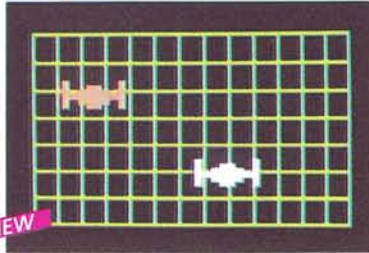


DISKETTE CX8126

REQUIRES: 32K RAM (LONGER PROGRAMS REQUIRE MORE RAM), DISK DRIVE

OPTIONAL: PRINTER, PROGRAM RECORDER





ATARI MICROSOFT BASIC II.

The new cartridge version of the original program — designed to run on *all* ATARI Home Computers. The cartridge itself contains the most useful features of the original ATARI Microsoft BASIC, and an extension diskette is included to give you all the power of the original. ATARI Microsoft BASIC II includes both a Reference Manual and a handy User's Guide to help you make use of the variety of programs already available in this popular programming language.

 CARTRIDGE AX2025

REQUIRES: 16K RAM FOR CARTRIDGE, 32K RAM AND DISK DRIVE FOR EXTENSION DISKETTE

OPTIONAL: PRINTER

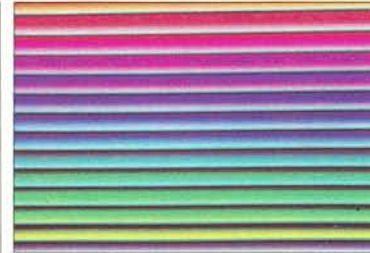
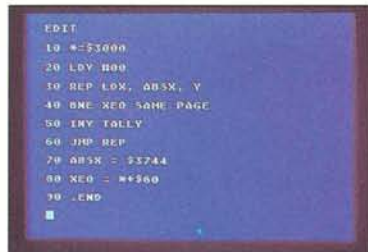
ASSEMBLER EDITOR. For fast, more efficient programs, it's hard to beat the programming power of the ATARI Assembler Editor. Utilizing its English-based abbreviations and acronyms, you can put together programs in machine language without having to deal directly in bits and bytes.

BASIC programmers will appreciate the power to create subroutines with Assembler Editor and insert them into BASIC programs — routines that can help save time and valuable memory when creating complex graphics and sound displays.

 CARTRIDGE CXL4003

REQUIRES: 8K RAM (LONGER PROGRAMS REQUIRE MORE RAM)

OPTIONAL: DISK DRIVE, PRINTER



ATARI MACRO ASSEMBLER AND PROGRAM TEXT EDITOR.

Advanced programmers and software developers know that the creation of any complex program requires a great amount of fine-tuning and revising. That's when the ATARI Macro Assembler and Program Text Editor can become your best friend.

Instead of forcing you to change a variable or value line by line, this valuable programming utility allows global revisions in just a few simple steps.

With the Macro Assembler you can also change colors, revise graphics and alter sound routines throughout your program without retyping all the statements. Listing control, cross reference, and conditional assembly tables gives you valuable overviews of program operations.

Any serious programmer should seriously consider ATARI Macro Assembler and Program Text Editor.

 DISKETTE CX8121

REQUIRES: 32K RAM, DISK DRIVE

OPTIONAL: PRINTER

ATARI PILOT WITH "TURTLE" GRAPHICS.

Responsive, friendly turtle graphics let you easily create imaginative pictures and animated graphics. Or use the simple SOUND statements for melodies and sound effects. PILOT (Programmed Inquiry, Learning or Teaching) is the ideal introduction to computer awareness and is excellent for developing logical thought patterns. For ages 8 to adult.

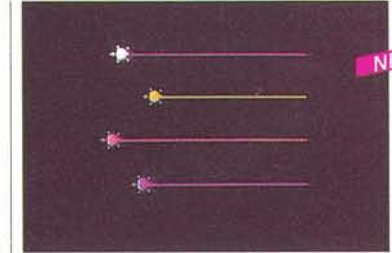
 CARTRIDGE

CXL4018 (HOME PACKAGE)

CX405 (EDUCATORS' PACKAGE)

REQUIRES: 8K RAM (LONGER PROGRAMS REQUIRE MORE RAM)

OPTIONAL: PRINTER, PROGRAM RECORDER OR DISK DRIVE



ATARI LOGO. Plug in an ATARI Logo Programming Language cartridge, and enter a stimulating environment where mathematical and logical thinking become second nature. ATARI Logo is elegantly simple, so preschoolers can explore profound ideas in words they can understand. Yet it's easily expandable so that experienced programmers can satisfy their creative desires.

Learners of all ages gain insights into geometry, math, or physics using ATARI Logo's Turtle Graphics, enhanced by the renowned sound and color capabilities of ATARI Home Computers. Create imaginative animation or video games by controlling ATARI Logo's four dynamic "turtles."

ATARI Logo is built on state-of-the-art artificial intelligence concepts such as list processing. Ordinary words, even sentences, can be moved, changed, and transformed to simulate the richness and complexity of human speech.

At last, there's a computer language that lets you start at your own level—and explore to the limits of your imagination.

 CARTRIDGE RX8032

REQUIRES: 16K RAM

OPTIONAL: PRINTER, PROGRAM RECORDER OR DISK DRIVE

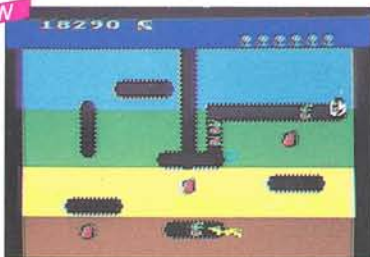
Play Atari with the next generation!

ALL THE ACTION OF THE ARCADES—AT HOME. You'd expect the top arcade games from the leader. And that's what you get! From the depths of alien space, to the center of a monster-strewn earth—from girders where gorillas climb, to magic mushroom patches—only Atari brings home all the sights and sounds of the original arcade action.



QIX. As you race around the screen to complete box after box, you're constantly being pursued by the whirling Qix and sizzling Sparx. An action strategy game unlike any other — with a trillion possible outcomes.

CARTRIDGE CXL4027
1 OR 2 PLAYERS
REQUIRES: 16K RAM, JOYSTICK



DIG DUG. The cheerful miner only wants to unearth his beloved fruits and veggies—but first he has to pop the dragons and monsters that guard them.

CARTRIDGE RX8026
1 OR 2 PLAYERS
REQUIRES: 16K RAM, JOYSTICK

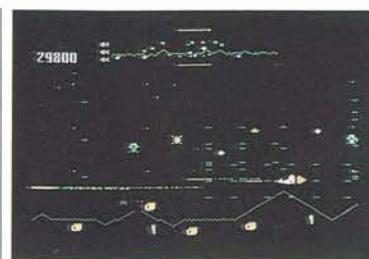
DONKEY KONG BY NINTENDO. Donkey Kong steals Mario's girl, takes her up to his hideout, and dares the intrepid little hero to fight his way up to save her. An instant classic!

CARTRIDGE RX8031
1 OR 2 PLAYERS
REQUIRES: 16K RAM, JOYSTICK



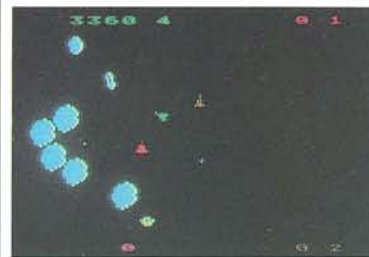
GALAXIAN. Invaders are swarming toward the earth, and only you are airborne in time to fight them off!

CARTRIDGE CXL4024
1 OR 2 PLAYERS
REQUIRES: 16K RAM, JOYSTICK



DEFENDER. As the savior of an alien race, you soar over a blighted landscape on a desperate mission to save frightened humanoids from clouds of dreaded attack craft.

CARTRIDGE CXL4025
1 OR 2 PLAYERS
REQUIRES: 16K RAM, JOYSTICK

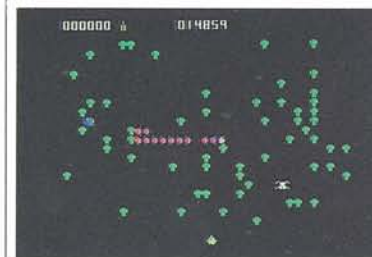


ASTEROIDS. You're caught in the middle of an interplanetary rock pile—and they'll all come smashing in on you unless you blast them to bits in the nick of time.

CARTRIDGE CXL4013
1 TO 4 PLAYERS
REQUIRES: 8K RAM, JOYSTICK

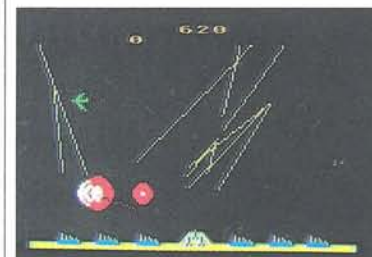
CENTIPEDE. Crawling toward you through the mushroom patch, the centipede is joined by his equally creepy companions the spider, flea, and scorpion. But don't worry, they're all really quite friendly—so long as you keep them at a distance.

CARTRIDGE CXL4020
1 OR 2 PLAYERS
REQUIRES: 16K RAM, JOYSTICK



MISSILE COMMAND. You have just one mission: to keep this country safe from incoming ICBMs. In this multi-level game, the fate of six major cities depends on your skill and daring.

CARTRIDGE CXL4012
1 OR 2 PLAYERS
REQUIRES: 8K RAM, JOYSTICK



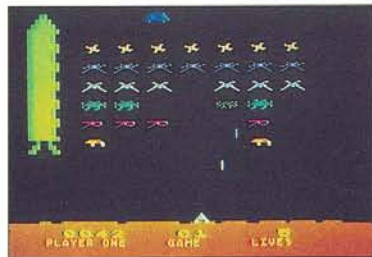


PAC-MAN. Probably the best-known video game since Atari invented Pong. And only Atari brings the original dot-gobbler and his ghostly pursuers to your home computer with the vivid color and excitement of the arcade original.

 CARTRIDGE CXL4022
1 OR 2 PLAYERS
REQUIRES: 16K RAM, JOYSTICK

SPACE INVADERS. They've encircled the moon and are trying to blast away at our last defensive outpost. Only someone who can shoot straight and duck for cover can beat them.


 CARTRIDGE CXL4008
1 OR 2 PLAYERS
REQUIRES: 8K RAM, JOYSTICK



JUST FOR THE FUN OF IT



E.T.™ PHONE HOME! Lost on Earth, the extra-terrestrial must place all his trust in his friend Elliott to find the phone pieces he needs to call his ship back from the stars. Complete your task successfully and hear the voice of E.T. himself!


 CARTRIDGE RX8030
1 PLAYER
REQUIRES: 16K RAM, JOYSTICK

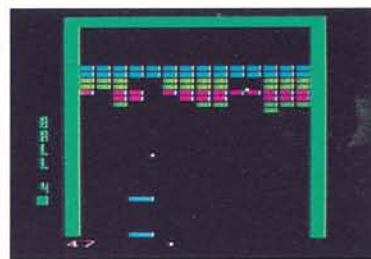


CAVERNS OF MARS are the Red Planet's only vulnerable points, but who among us has the skill to navigate them and activate the doomsday bomb?

 CARTRIDGE RX8021
1 PLAYER
REQUIRES: 16K RAM, JOYSTICK

STAR RAIDERS. You're not just in deep space, but in the control room of a ship hyperwarping its way past Zylon cruisers. Compute your targets, lock'em into your gunsights and blast'em to glowing embers. No wonder this was 1982's Computer Game of the Year!

 CARTRIDGE CXL4011
1 PLAYER
REQUIRES: 8K RAM, JOYSTICK



SUPER BREAKOUT. A wall of multi-colored bricks blocks your path and dares you to smash your way through. This kind of fast action is what video games were made for.

 CARTRIDGE CXL4006
1 TO 8 PLAYERS
REQUIRES: 8K RAM, PADDLE

BASKETBALL. The great old American favorite, updated now by new American technology to give it thrills you never knew existed.

 CARTRIDGE CXL4004
1 TO 4 PLAYERS
REQUIRES: 8K RAM, JOYSTICK




MIND OVER COMPUTER



EASTERN FRONT (1941).

The ultimate computer war game—or is it more? With you as the German commander and the computer determining Russian strategy, the stage is set for the most complex recreation of battle ever devised.

 CARTRIDGE RX8039
1 PLAYER
REQUIRES: 16K RAM, JOYSTICK
OPTIONAL: DISK DRIVE, PROGRAM RECORDER



COMPUTER CHESS. In this classic game your computer has the skill of a master's master. Learn to win here and you'll know you're good. Seven skill levels from beginner to expert.

 CARTRIDGE CXL4009
REQUIRES: 8K RAM, JOYSTICK

Coming your way in the very near future...

Beyond the generation of exciting new ATARI Home Computer products introduced on the preceding pages, there are many more on their way. Here's just a sample...

FOR THE SPORTING LIFE

TENNIS. So authentic, it's like being on centre court at Wimbledon. Play singles or doubles matches against the computer or an opponent. From a baseline perspective you position yourself for each return and choose your best shot. You can even serve to your opponent's forehand or backhand at will.

 **CARTRIDGE RX8042**
1 OR 2 PLAYERS
REQUIRES: 16K RAM, JOYSTICK

SOCCER. Choose your difficulty level then take control of this authentic Soccer game. You select which of your players to control, when to kick, and the height of each kick.

 **CARTRIDGE RX8028**
1 OR 2 PLAYERS
REQUIRES: 16K RAM, JOYSTICK

FOOTBALL. The thrills and excitement of football without the bruises! Play against the computer or each other. Realistic gameplay lets you select the offensive and defensive formations and plays, call an audible at the line of scrimmage, and control the players in real time.

 **CARTRIDGE RX8029**
1 OR 2 PLAYERS
REQUIRES: 16K RAM, JOYSTICK

ATARI THRILLS COME HOME



POLE POSITION. The ultra-realistic graphics and sounds of the Gran Prix explode into your living room in this computer version of the popular arcade game. Complete a lap in qualifying time, then take on the Fuji raceway and competing drivers in a high speed race.

 **CARTRIDGE RX8034**
1 PLAYER
REQUIRES: 16K RAM, JOYSTICK

JOUST. Take an adventurous ride on the back of an ostrich, as you jockey for position, attempting to knock the other players off their buzzards. Just like the arcade game, for one or two players.

 **CARTRIDGE RX8044**
1 OR 2 PLAYERS
REQUIRES: 16K RAM, JOYSTICK





DONKEY KONG JUNIOR

BY NINTENDO. Another great arcade favorite brought home! When Mario the carpenter captures Donkey Kong, Junior pursues him through the jungle in an effort to save his papa.

 CARTRIDGE RX8040

1 OR 2 PLAYERS

REQUIRES: 16K RAM, JOYSTICK

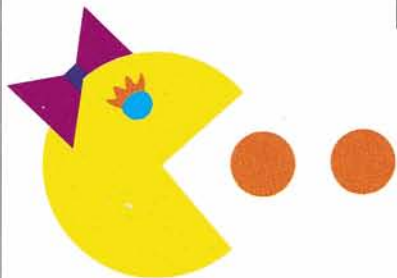


PENGO BY SEGA. Smash or be stung! You propel a penguin through an ice block field as he smashes the deadly sno-bees before they crush him. Freeze the little critters before they catch up to him. The faster he clears the field, the more bonus points you win.

 CARTRIDGE RX8045

1 OR 2 PLAYERS

REQUIRES: 16K RAM, JOYSTICKS



MS. PAC-MAN. She's on her way, America's first lady of the arcade, with the same great graphics and sounds. Guide the ever-hungry MS. PAC-MAN through multiple mazes, gobbling up dots, ghosts and fruits.

 CARTRIDGE RX8043

1 OR 2 PLAYERS

REQUIRES: 16K RAM, JOYSTICK

LEARNING WAS NEVER SUCH FUN



ATARIMUSIC I & II. The perfect way to learn to read music. AtariMusic I teaches note reading and whole and half steps; AtariMusic II covers major scales and keys. Each uses the sight and sound capabilities of your ATARI Home Computer to give you self-guiding lessons, practice drills and computer games to challenge your new-found knowledge. For ages 8 to adult.

ATARIMUSIC I

 CASSETTE TX9028

 DISKETTE AX2020

REQUIRES: 16K RAM FOR CASSETTE OR 24K RAM FOR DISKETTE, JOYSTICK, PROGRAM RECORDER OR DISK DRIVE

ATARIMUSIC II

 CASSETTE TX9031

 DISKETTE AX2021

REQUIRES: 16K RAM FOR CASSETTE OR 24K RAM FOR DISKETTE, JOYSTICK, PROGRAM RECORDER OR DISK DRIVE



DISNEY EDUCATIONAL SERIES. Favorite characters lead children on unique adventures, designed to entertain as well as reinforce language arts, science, social studies and math skills. Future programs will allow children to help Peter Pan decipher a map leading to buried treasure at Mermaid's Cove, or guide the player through mysterious mazes of Wonderland, encountering the Cheshire Cat and the White Rabbit.

©MCMXXIII Walt Disney Productions

You're off to a running start with ATARI All-In-One Paks

NOW YOU DON'T HAVE TO PONDER over all those available pieces to customize your home computer system. Because for whatever you want to do, an ATARI All-In-One-Pak gives you everything you need to do it!

Each All-In-One-Pak includes an ATARI Home Computer, the necessary accessories and add-on components, useful programs with User's Guides, plus books pertaining to the subject you choose.

Only Atari puts together a complete system in one package that saves you decisions — at a price that saves you money.

THE PROGRAMMING SYSTEM.*

Learn to program. Quickly. Easily. At your own pace. You'll begin with the ATARI 600XL Home Computer and its built-in ATARI BASIC Programming Language. Plug in the ATARI 1010 Program Recorder, pop in An Invitation to Programming cassette, and you're on your way.

An Invitation to Programming 1, 2 and 3 offer an easy-to-follow, step-by-step approach to ATARI BASIC, with voice prompts and self-tests. This valuable All-In-One-Pak also includes the *Inside ATARI BASIC* book as well as two learning aids not available separately: a programming exercise book and a sample programs cassette to let you practice your new skills. Only Atari makes learning programming this easy.

THE ENTERTAINMENT SYSTEM.*

If you like the improved graphics, better sound, and heightened strategy of games designed for a home computer, you'll love the authentic arcade-action in this ATARI All-In-One-Pak. It starts with the ATARI 600XL Home Computer that hooks up instantly to your TV. Plug in one of the two top-selling Atari cartridge games included, then put in one or two of the ATARI Joysticks — and you're ready for hours of lively home entertainment.

The fun-filled Entertainment System also includes a handy cartridge case and a book on how to win at ATARI Home Computer Games — exclusively for owners of this ATARI All-In-One-Pak.

THE WRITING SYSTEM.*

If you're a student, professional, or a writer of any sort, you'll find this ATARI All-In-One-Pak gives you a better way to put your words on paper. It's easier and more efficient than even a high quality typewriter — for just about the same price.

Included are the ATARI 600XL Home Computer, the easy-to-learn new AtariWriter program with its helpful User's Guide, the ATARI 1027 Letter Quality Printer and high quality writing paper. Additionally, you get a guide to writing with hints on putting impact into your prose.

If you want to store information or documents on cassette tapes or disks, you'll probably want to add a program recorder or disk drive to your system. But this is the only decision you'll ever need to make when you choose this versatile ATARI All-In-One-Pak.

OWNING AN ATARI HOME COMPUTER OPENS A NEW HORIZON of activities and applications. We've created five special Add-A-Paks that include everything you need to explore an area of personal interest.

Add-A-Paks are the ideal way to take advantage of the expandable, modular design of ATARI Home Computers. As you discover additional areas of interest with your ATARI Home Computer, you'll discover new Add-A-Paks that give you the tools to develop them.



* ESTIMATED AVAILABILITY
FOURTH QUARTER, 1983

Then take off in new directions with ATARI Add-A-Paks



THE COMMUNICATOR II.

Your link to the universe of telecommunications — whether you're interested in news and information, stock market quotes, home shopping, electronic mail or personal communication. The Communicator II Add-A-Pak gets you in touch with it all.

It contains an ATARI TeleLink II Program Cartridge and an ATARI 835 Direct Connect Modem, to connect your computer with other computers via telephone lines. The Communicator II Add-A-Pak also includes information on available resources like the DOW JONES NEWS/RETRIEVAL Service and the COMPUSERVE Information Service.

REQUIRES: 8K RAM

TECHNICAL POINTS
ATARI 835 DIRECT CONNECT MODEM

COMPATIBILITY: FULLY COMPATIBLE WITH THE BELL 103/113 SERIES MODEMS (BOTH ORIGINATE-ONLY AND ANSWER-ONLY).

CONTROLS: FULL AND HALF DUPLEX OPERATION.

OPERATIONAL RATE: 300 BITS PER SECOND

INCLUDED WITH PURCHASE: AC POWER ADAPTER (UL APPROVED), OWNER'S MANUAL, SERIAL I/O CABLE, TELEPHONE EXTENSION CABLE WITH RJ-11 CLIP CONNECTORS

ESTIMATED AVAILABILITY
JULY, 1983



THE ATARI ACCOUNTANT.

When you run your own business, keeping track of your current financial situation is vitally important for yourself and your backers. Now there's an easy way to employ a professional double-entry bookkeeping system and generate an impressive variety of financial reports: The ATARI Accountant Add-A-Pak.

This Add-A-Pak includes The Bookkeeper program, to turn your ATARI Home Computer, printer and disk drive into a powerful accounting system. It generates financial reports including Profit and Loss Statements, Balance Sheets, Accounts Receivable, Accounts Payable, and a General Ledger. For faster, more accurate data entry, you get an ATARI CX85 Numerical Keypad. Also included are a Keypad Handler diskette for use with VisiCalc, User's Guide and Technical Reference Notes.

REQUIRES: 48K RAM, ATARI BASIC, DISK DRIVE, 80-COLUMN PRINTER

CURRENTLY AVAILABLE AS
THE BOOKKEEPER KIT



THE HOME MANAGER.

Put your computer to work around the home with the ATARI Home Manager Add-A-Pak, which includes two of Atari's most useful Home Management Programs.

Family Finances keeps track of all your income and expenses by category and by month. You can establish a budget in each area, and compare it with what you actually spend.

The Home Filing Manager lets you save and recall information from "electronic file cards." Its sophisticated search functions let you find cards by title or key phrases.

Together, these products form the nucleus of a computerized home management system that simplifies and streamlines the paperwork of daily life.

REQUIRES: 32K RAM, ATARI BASIC, DISK DRIVE
OPTIONAL: PRINTER



THE ARCADE CHAMP.

Transform your home computer into an exciting entertainment center with this action package. You get PAC-MAN, the all-time arcade favorite that pits the hungry gobble against a quartet of sneaky ghosts plus another exciting arcade favorite.

The Arcade Champ even includes two ATARI Joysticks and a storage case for holding game cartridges, not available separately. So get set for non-stop fun for players of every age and experience level, with the Arcade Champ and your ATARI Home Computer.

REQUIRES: 16K RAM

ESTIMATED AVAILABILITY
AUGUST, 1983



THE BASIC TUTOR I.

Here's an Add-A-Pak that introduces the world of programming to ATARI Home Computer users. Whether you're a total novice or have some previous experience, you'll soon be writing your own programs in ATARI BASIC.

The BASIC Tutor I includes *Inside ATARI BASIC*, the clearly-written book that introduces this popular language. You also get *An Invitation to Programming 2* and *3*, the self-teaching cassette programs that guide you through program writing, sound and graphics for ATARI Home Computers. Plus, a programming exercise book and sample programs. Learn to write your own exciting programs with The BASIC Tutor I.

REQUIRES: 8K RAM, ATARI PROGRAM RECORDER

ESTIMATED AVAILABILITY
AUGUST, 1983

You'll always have ties to Atari

Your contact with Atari doesn't stop at your dealer's door. In fact, once you take your computer out of its box, your relationship is just beginning. Because we keep in touch and back you up in a variety of different ways — from Toll-Free telephone support to publications that keep you abreast of the latest in ATARI Home Computing.

WE'RE HERE TO HELP.

OUR TOLL FREE NUMBER is 800-538-8543 (in California, 800-672-1404). Call any day. From anywhere. With any questions. One of us will be standing by — ready to talk you through a problem, direct you to the nearest ATARI SERVICE Center, or recommend solutions to upgrading your system or software library.

YOU'RE COVERED. Insure the performance of your new ATARI Home Computer with an ATARI SERVICE contract. This program offers a variety of contracts, depending on your needs and the hardware in your system.

An ATARI SERVICE Contract can guarantee you continued enjoyment and top performance from your ATARI Home Computer for up to three years.

All ATARI SERVICE Contracts include a toll-free hotline, free parts and labor, access to all ATARI SERVICE Centers, a contract to keep for your records, and registration stickers to put on your computer.

Select the contract that's right for you. It's your protection against the unexpected.

OVER 1,000 SERVICE CENTERS are available throughout the United States and Canada. These centers are factory-authorized by Atari. So they can remedy technical problems quickly. And correctly.

Because all our computers are precision made and factory tested under conditions far more extreme than those your computer would ever be exposed to, the chances of your ATARI Home Computer ever needing repair are low. But in the event that you do need us, isn't it nice to know that we're there?

THE SOFTWARE WRITTEN BY PEOPLE LIKE YOU!

There are thousands of ATARI Home Computer owners. Many of them write their own software programs. And when they think they have something that other ATARI owners might like, they send it to the ATARI Program Exchange (APX). If the APX reviewers agree, it's published as an APX title. So it's made available at a very fair price to ATARI users everywhere. If your program becomes popular enough, we may make it a part of the regular ATARI program lineup — just as we did with My First Alphabet and Caverns of Mars. APX authors are even eligible for a share of \$100,000 in prizes awarded annually!

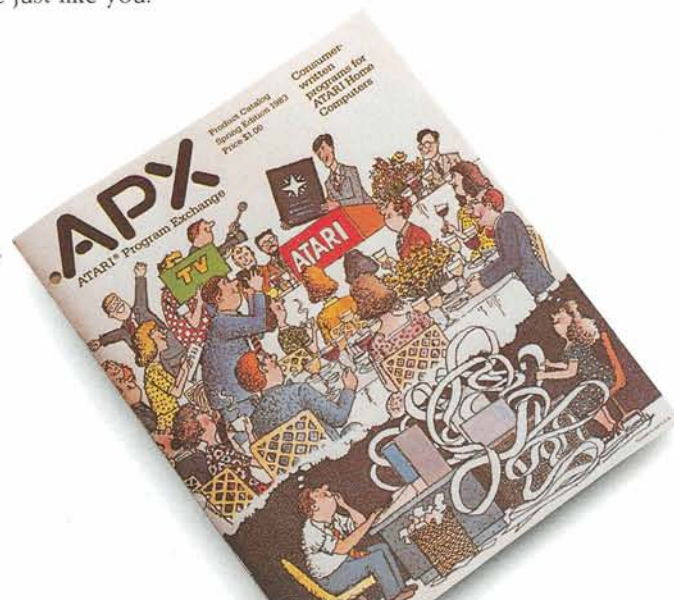
There are currently over 180 APX software programs in entertainment, education, business applications and systems software. And it's all written by and for people just like you!

ATARI COURSEWARE FOR SCHOOLS AND HOME

Whether you're an educator looking for high quality classroom materials, or a parent who wants to round out your child's education at home, you'll be interested in AIMS (ATARI INSTRUCTIONAL MATERIAL SERVICE).

AIMS commissions projects with established educational publishers to make sure our courseware follows curricula currently being used throughout the nation's school districts. And all AIMS programs are field-tested in actual classrooms for content, ease-of-use and skill building.

A few of the AIMS titles (to be released fourth quarter, 1983) include: Math Arcademics, ATARI Sentences, our ScienceLab series, and a multi-program Trigonometry and Algebra course from CONDUIT (University of Iowa).

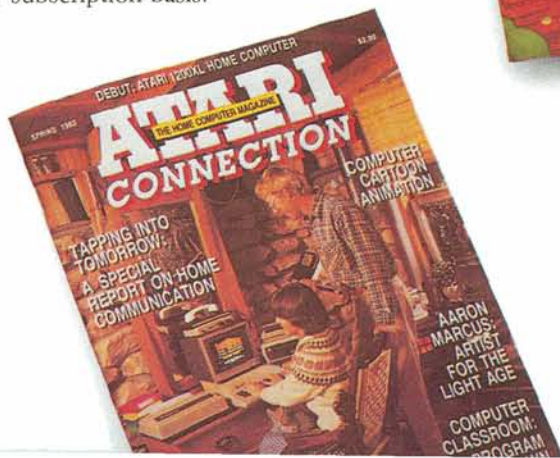


THE MAGAZINE THAT KEEPS YOU CONNECTED

This is the national magazine for ATARI Home Computer owners everywhere. Your first issue of ATARI CONNECTION — The Home Computer Magazine — comes to you FREE when you return your warranty card. In it you'll find a compendium of helpful articles, fascinating features, and late-breaking scoops on the newest ATARI products.

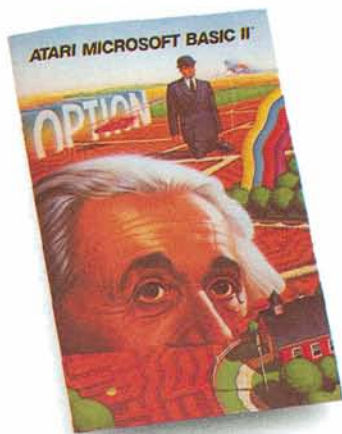
You'll find the tips you need to get more out of your ATARI Home Computers. Plus easy-to-enter programs in entertainment, computer graphics and home management that you can type right in and RUN. If you're a programming whiz kid, you'll want to enter the "Find The Bug" contest. And everyone will love reading — and maybe even contributing to — the letters from users. There are even puzzles, games, cartoons, stories and much, much more.

You're going to enjoy your first issue of ATARI CONNECTION so much that you'll probably want to continue receiving it on a subscription basis.



GOING BY THE BOOK

ATARI Owners Guides are written with one person in mind: you. Clear step-by-step instructions using color photographs and on-screen examples give you an instant understanding of how to operate your ATARI hardware or enjoy your ATARI software.



MEET THE NEXT GENERATION... JOIN AN ATARI USERS' GROUP

Imagine you're at a meeting with other ATARI Home Computer users just like yourself. You could trade discoveries. Exchange information on different software programs. And find out answers to questions many of you share.

When you join an ATARI Users' Group in your area, that's exactly what happens. Over 300 independent Users' Groups have already been organized the world over. So there's probably one in your area. Just write to the ATARI Users' Group Support Program, P.O. Box 50047, San Jose, CA 95150, or call our Customer Service number for information on the user's group near you.

Even if there's not a group where you live, it's easy to start your own. Write to us and we'll make sure you receive our special Users' Group Start Up Kit. Once you've started your group, you'll qualify for our technical support library as well as a listing of the helpful and entertaining video tapes we can loan you.

Publication Date: June, 1983. Every effort has been made to ensure that this catalog accurately documents the ATARI Home Computer products described herein. However, because we are constantly improving and updating our computer software and hardware, Atari, Inc. is unable to guarantee the accuracy of the printed material after the date of publication and disclaims liability for changes, errors or omissions. Some equipment shown in the product illustrations is optional at extra cost. Atari, Inc. reserves the right to make changes from time to time, without notice or obligation in prices, delivery dates, specifications, colors and materials and to otherwise change or discontinue products. ATARI and Design are registered trademarks of Atari, Inc. The following product names are trademarks of Atari, Inc.: Add-A-Pak, All-In-One-Pak, An Invitation to Programming, Asteroids, AtariMusic, ATARI SERVICE, ATARI Special Additions, AtariWriter, Avalanche, Caverns of Mars, Centipede, Dig Dug, Eastern Front (1941), Energy Czar, Graph It, Kingdom, Macro Assembler and Program-Text Editor, Missile Command, ModemLink, Music Composer, My First Alphabet, ScienceLab, Scram, Star Raiders, Super Breakout, TeleLink, ATARI CONNECTION, The Communicator, The Educator, The Entertainer, The Home Manager, The Programmer, The Home Filing Manager, Timewise, Touch Tablet, TRAK-BALL, Video Easel, 400, 600XL, 800XL, 1400XL, 1450XLD, 835, 850, 1010, 1020, 1025, 1027, 1030, 1050. ATARI SERVICE is a service mark of Atari, Inc. CompuServe Information Service is a registered trademark of CompuServe, Inc., an H & R Block Company. DEFENDER is a trademark of Williams Electronics, Inc. DIG DUG is created and designed by Namco Ltd., manufactured under license by Atari, Inc; trademark and © Namco 1982. DONKEY KONG, MARIO and NINTENDO are trademarks and © Nintendo 1981, 1983. DONKEY KONG JUNIOR is a trademark and © Nintendo 1982, 1983. Dow Jones News/Retrieval is a registered trademark of Dow Jones & Company, Inc. E.T. and the E.T. character are trademarks of and licensed by Universal City Studios, Inc. ©1982 Universal City Studios, Inc. All Rights Reserved. GALAXIAN, PAC-MAN, MS. PAC-MAN and PAC-MAN characters are trademarks of Bally Midway Mfg. Co., sublicensed by Namco-America, Inc. for North, South and Central America; trademarks of Namco Ltd. throughout the rest of the world. JOUST is a trademark and © Williams 1982; this cartridge is manufactured under license from Williams Electronics, Inc. Juggles' Rainbow and Juggles' House are trademarks of The Learning Company. Mickey Mouse and other Walt Disney characters © MCMLXXXIII by Walt Disney Productions. PAINT, Superboots™ Software, developed by Capital Children's Museum, Washington, D.C., licensed by Reston Publishing Company, Inc. PENGU is a trademark of SEGA ENTERPRISES, INC. and used by ATARI, INC. under license. POLE POSITION is engineered and designed by Namco Ltd., manufactured under license by Atari, Inc.; trademark and © Namco, 1982. QIX is a trademark and © of Taito America Corporation 1981. Space Invaders is a trademark of Taito America Corporation. THE SOURCE and AMERICA'S INFORMATION UTILITY are service marks of Source Telecomputing Corporation, a subsidiary of the Reader's Digest Association, Inc. VisiCalc is a registered trademark of VisiCorp.



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FOR THE NAME OF YOUR NEAREST
ATARI COMPUTER RETAILER,
CALL TOLL-FREE 800-538-8543
(IN CALIFORNIA 800-672-1404).
HOURS ARE 6:00 A.M. TO 7:45 P.M.
CALIFORNIA TIME.

YOUR ATARI COMPUTER RETAILER