

# THE BLUE BOOK<sup>TM</sup> For the Atari Computer

The Complete "Where To Find It" Book of  
Software, Hardware, and Accessories  
for the Atari 400<sup>®</sup>, 800<sup>®</sup>, and XL<sup>®</sup>  
Series Computers



First Edition

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# **THE BLUE BOOK™**

## **For the Atari Computer**

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**The Complete “Where To Find It” Book of  
Software, Hardware, and Accessories  
for the Atari 400®, 800®, and XL®  
Series Computers**



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The Blue Book™ Family of  
Computer Directories

## Credits

We take this opportunity to thank the WIDL staff for their efforts in preparing this edition. Thanks to Joe, Jean, Anna, Donna, and Debbie for their work. Cover design by Natalie Wargin

Also, we thank the many people who have helped and supported us during the production of this edition. These include but are not limited to Michele, Kathleen, Lila; Nancy and Mort from Charles Scribner & Sons, and to Jim Moran of VMI. And again, special thanks to Mr. Foster for his patience and loyalty.

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The Blue Book™ Family of Computer Directories

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Printed in the United States of America.

**THE  
SCRIBNER BOOK COMPANIES,  
INC.**

Exclusive Book Trade Distribution of The Blue Book®

597 Fifth Avenue  
New York, N.Y. 10017  
(212) 486-2700



Exclusive Educational Marketing of The Blue Book®

***VISUAL MATERIALS INCORPORATED***

4170 Grove Avenue  
Gurnee, IL. 60031  
(312) 249-1710

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### **Acknowledgements**

We take this opportunity to thank the computer manufacturers, the software producers, and the hardware manufacturers who have cooperated with us to make this directory complete. We gratefully acknowledge the materials, art, and photographs that they have furnished. Introduction photographs courtesy of Atari.

### **Trademark Information**

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The majority of products, programs, languages, operating systems, and hardware in this directory are protected by trademark and/or copyright. We therefore advise you to treat each product name in this directory as being a trademark of its respective company.



# HOW TO USE THE BLUE BOOK

The Blue Book Is The Most Complete Guide To Software, Hardware, And Accessories For The Atari® 400, 800, And 1200XL Home Computers. It Is Very Easy To Use!

The Blue Book Is Divided Into 52 Subject Categories And Has Several Cross-Reference Features For Quick Location Of Software Information. The Sample Format Shown On This Page Will Help Acquaint You With The Blue Book.

## Sample Page

### Section

Software Listings Can Be Found In Sections 10000/Accounting, To 78000/Word Processing. Hardware And Accessories Can Be Found In Sections 80000-94000.

### 43000 • Insurance

Also See Related Categories: 17000 Business Management  
24000 Data Base Management  
33000 Financial  
45000 Invoicing & Billing  
50000 Mailing Lists  
72000 Statistics  
74000 Tax  
78000 Word Processing

### Source

This Bold Face 3 Or 4 Digit Number Tells You The Source Of The Software Package Listed. Just Look This Number Up In The Source Index And You'll Find The Complete Name & Address [and phone number when available] Of The Software Producer.

### Blue Book Number

Each Software Listing In The Blue Book® Has It's Own Unique Identification Number For Fast Reference. Use This Number When Communicating Or Ordering From The Source Or Your Local Dealer. All The Listings In This Book Are In Sequence By Blue Book Number.

Bluebook #ATR-43000

### THE UNDERWRITER

The skyrocketing costs of insurance coupled with the increased costs of writing client policies has prompted a need for efficiency in the field of insurance underwriting. Over the last several years the insurance business as a whole has discovered the advantages of computerization.

Until recently, only the larger insurance companies were using computers to process claims, premium notices, changes in coverage, changes in regulations, and to handle the never ending mound of insurance paperwork. But in recent years with the advent of the affordable microcomputer, smaller companies as well as thousands of independent brokers and agents have discovered that computer utilization is close at hand. And the insurance industry is welcoming this trend toward the new microcomputer technology with open arms.

The Underwriter lets you keep track of important information about each client/policy so that you are free to do more selling. The Underwriter is an insurance policy data base that builds and tracks 6 major segments of information:

1. Insured party
  2. Issuing company
  3. Premium amount
  4. Expiration date of policy
  5. Agent or salesperson
  6. A miscellaneous field for notes, comments, or reminders.
- With the power of data base programming, The Underwriter lets you keep track of these information FIELDS and also lets you sort these FIELDS depending upon your order of priority. Reports can also be printed as a result of your file sorting. Requires: Atari 800, 16K, Atari Basic Cartridge, and Disk Drive.

356

750.00

### System Requirements

### Price

## Introduction to the First Edition

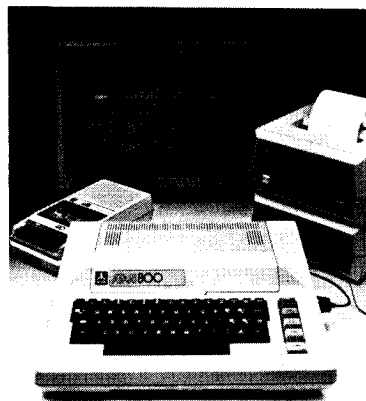
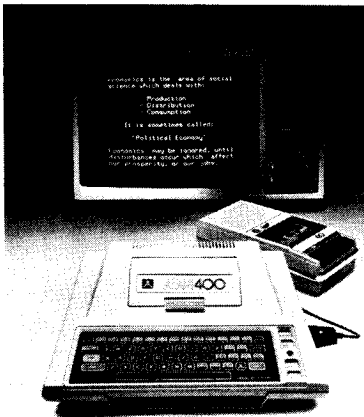
Do you remember how excited you were when you played your first game of Pong? What was the magic in bouncing that little electronic ping-pong ball back and forth across the screen? For the first time, we were given the opportunity to use a television screen for something other than viewing a quiz show or an old movie. Instantly, hand motion was translated to screen motion, providing an entertaining (and often addictive) electronic innovation that aroused our gaming spirit and left many of us with blood-shot eyes.

Pong was just the beginning of a new company and a new phenomena. The man most responsible for Pong and Atari is creator Nolan Bushnell who, like many computer success stories, got the whole thing started with a few hundred dollars in his garage.

After the arcade version of Pong took the country by storm, the game was transformed into a home TV version and sales really began to skyrocket. By 1975, Pong was a hot commodity in the electronics market and imitators were rushing to their circuit boards to create a few bouncing balls of their own. But of all those who sat up to take notice of Atari's newfound success in 1976, it was the corporate giant, Warner Communications, that made Nolan Bushnell a \$28 million offer that he couldn't refuse.

By the late 70's Atari was selling VCS game units by the droves. Pong had already become passe and newer, more sophisticated game cartridges were being released. Atari's revenue soared from \$178 million in 1978 to well over \$500 million by the end of 1980.

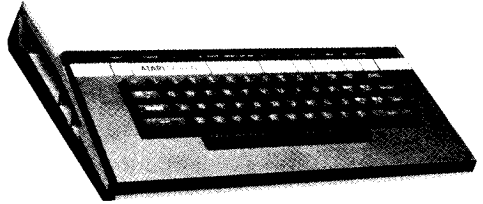
But meanwhile, elsewhere in the Silicon Valley, a couple of guys named Steve had already created a major sensation of their own with a device called The "Personal Computer," and Atari, like hundreds of other companies felt the need to begin competing on this new turf.



And thus, the Atari 400 was born with 16K of RAM and a membrane-style keyboard, giving VCS owners a new toy and the opportunity to do more than just play games. The moderately priced model 400 served as a good "first computer" for many neophytes and gadget buffs. With grass-roots support starting to build, the stage was set for the release of the Atari 800, with features more closely matched to the Apple //. With 16K RAM, easily expandable to 48K with plug in memory cartridges, 40 character screen, and components like the 810 disk drive and the 830 acoustic modem, the Model 800 was competing more seriously under the Apple tree.

Even with some disk problems (B format giving way to C format), The *Atari 400 & 800* computers have been a strong force in the low-end market. With excellent graphics, picture and sound, and good third party software support, the *400/800* machines have bridged the compatibility gap nicely from a VCS game cartridge unit to a functional personal computer. Electronically, the *400* and *800* are basically the same. In all cases, *Model 400* software will run on the *Model 800* and, in some cases, the reverse is also true. With the introduction of the *Atari XL Series* computers, the *400/800* work horses have given way to a new look and a few more bells and whistles.

The first XL released, the *Atari 1200XL*, came with 64K of RAM (just like the *Apple //e*), 4 programmable function keys, start, option, select, and help keys, a self-diagnostic mode, and a complete European character set. Also, hard-core gamers were grateful for the game cartridge slot located on the left side of the machine.



But the *1200XL* has also given way to Atari's current line up of computers containing a variety of features and prices;

- *600XL* — features built-in BASIC, 16K expandable to 64K, 256 colors, full compatibility with original *400/800* software, and priced at \$199.00.
- *800XL* — 64K expandable to 192K, full compatibility with older model *400* and *800* machines, expansion system for control cards and peripherals, and priced at about \$300.00.
- *1400XL* — built-in 64K, built-in modem, and built-in speech synthesizer for a modest \$500.00.
- *1450XL* — built-in 254KB double density 5¼" disk drive, built-in modem and speech synthesizer, and 64K for \$800.00.

Peripherals include the *Model 1050* Disk Drive featuring 3.0 DOS with improved mechanics and compatibility with DOS 2.0 software, a CP/M Module, and a *Model 1027* letter-quality printer for \$300.00 to \$400.00.

Of course features are nice, but what about compatibility between the *400* and *800* machines and the *Atari XL Series* computers? This is a constant problem in this fast-paced market, so here are some facts that can help you sort it out;

Software - the *1200XL* will run all model *400/800* programs produced by Atari or the Atari Program Exchange (APEX). However, some of the *400/800* programs from independent software companies may not run on the *1200XL* computer without changes to address codes. This appears to be an isolated problem, since the operating systems on the *600XL*, *800XL*, *1400XL*, and *1450XL* are compatible with the original *400/800* format. If you own or use an *XL Series* computer, make sure that any of the *400/800* programs that you are considering for purchase specifically state compatibility with your Atari *XL*.

With the exception of some specific complaints about the *1200XL*, Atari seems to be maintaining a goal of "upward compatibility," meaning that software created for older models should run on the

newer models. Again, this philosophy could change with the introduction of an entirely new and different line of computers which, at the rate the computer industry is going, could be next week! How about "downward compatibility?" Because of some differences in operating systems, new programs designed specifically for the XL Series may not run on your Atari 400 or 800. Again, check compatibility with your machine before buying new software. Since there is such a strong base of 400/800 owners and users, software producers are attempting to make their XL programs compatible with older models. Specific questions concerning compatibility should be directed to your local dealer, Atari, APEX, and the independent software companies.

Software Cartridges - the cartridge slot on the 1200XL is slightly smaller than the 400/800 slots and therefore some of the 400/800 cartridges may not be physically compatible

Peripherals - all Atari 400/800 add-on devices including joysticks, printer, program cassette recorder, etc. are fully compatible with the XL Series.

With all of the new hardware and software coming out, there's a real need to sort out products produced by companies and individuals independent of Atari. After all, the purchase of software for microcomputers requires thoughtful planning and consideration. Locating good, usable software is the key to the successful use of your Atari Computer.

*The Blue Book®* is a time saving reference work consisting of more than 1000 software and hardware listings carefully edited and indexed so that you can easily locate and choose the programs that best suit your needs. This premiere edition of *The Blue Book For The Atari Computer®* is the finest, most complete and authoritative directory of software and accessories for the Atari 400, 800, and the Atari XL Series computers. *The Blue Book Family of Computer Directories®* are well known to computer users as 'must have' reference books that save time and money in the search for new programs. In addition to the latest software and hardware, *The Blue Book®* is a valuable "where to find it" reference that leads you directly to the source. Whether you are a hobbyist, educator, businessperson, computer dealer, or potential Atari owner, *The Blue Book®* helps you choose products by careful comparison shopping. Each product listing will lead you directly to the name and address of the manufacturer/author listed in the Source Index, to whom you may request further information, order a product, or request the name and location of a stocking dealer in your area.

## **How The Blue Book® Is Organized**

*The Blue Book®* has been designed to be 'User Friendly.' It's well organized and easy to use. This *Blue Book®* is arranged first by software category. Forty-five major subject categories include everything from accounting to farming to word processing. New categories this year include authoring, library science, religion, and special education. But the best and newest feature is our special "Keyword Index" containing hundreds of software categories for every available application. These "keywords" lead you directly to detailed descriptions of all the software programs that relate to your needs. For instance, looking under Algebra in the keyword index will refer you to only those math programs in *The Blue Book®* that relate specifically to Algebra. Towards the back of the book, special sections are provided for hardware and accessories, such as boards, peripherals, and other directly related items. And last but not least, for the readers further convenience, we have also included an alphabetical index by program name.



## **The Blue Book® Numbering System**

Each product in *The Blue Book®* is assigned a unique *Blue Book Number* which serves as a permanent identifier aiding the computer user, dealer, and manufacturer alike. This number makes it easy to distinguish between a software program produced by several vendors, but all carrying the same title, such as *Spelling*. This *Blue Book Number* will help you locate and identify specific products quickly and easily, and you should mention this unique number when communicating and ordering from the manufacturer or your local dealer.

## **Blue Book® Reader Service**

If you would like information on any of the products listed in this *Blue Book®* just fill in the *Blue Book®* number(s) followed by the source number found in each listing on the *Reader service card* in the back of the book. We will forward your requests directly to the manufacturer or author so that they can send you detailed descriptive literature and, in many cases, the name of a local stocking dealer. Although most of the sources are eager to respond to your requests, *The Blue Book®* is not responsible for their failure to do so. Should you have trouble contacting any of the companies, please let us know.

In addition to writing to the manufacturer for complete descriptions and information, we also recommend that you seek the advice of your local dealer. This will insure that you have complete, up-to-date information that will help you determine whether a product will properly serve your specific needs.

## **Updating**

*The Blue Book®* is as up-to-date as possible at press time, but because new software is appearing everyday, some programs might not appear until the next edition.

## **Left Out?**

If you are a software or accessory manufacturer, and your products are not listed in *The Blue Book®*, we're sorry we missed you. Please send us complete information for possible inclusion in future editions and updates. Listings are provided at no charge, however the publisher reserves the right to edit or exclude any material(s) that the publisher considers to be in poor taste.

Address all mail to: *Atari Editor*, c/o WIDL Video Publications, 5245 West Diversey Avenue, Chicago, Illinois 60639.

We welcome your listings, comments, or suggestions. For your convenience, a form has been provided at the back of this book.

## **Note**

The information, programs, listings, pricing, and indexes are as accurate as we can make them, but we do not assume any liability whatsoever arising from the information in our directories.



# **The Blue Book® For The Atari® Computer**

## **First Edition**

### **Main Subject Index**

Accounting .....	10000
Advanced Mathematics .....	11000
Astrology .....	12000
Authoring .....	14000
Basic Learning Skills .....	15000
Biology .....	16000
Business Management .....	17000
Chemistry .....	19000
Communications .....	21000
Computer Science .....	22000
Data Base Management .....	24000
Demonstration Programs .....	25000
Electronics .....	27000
Elementary Mathematics .....	28000
Energy .....	29000
Engineering .....	30000
Farming & Agriculture .....	32000
Financial .....	33000
Foreign Language .....	34000
Games .....	36000
General Science .....	37000
Graphics .....	38000
Health .....	40000
Home & Household .....	41000
Inventory .....	44000
Invoicing, Billing, & Order Entry .....	45000
Language Arts .....	47000
Library Science .....	49000
Mailing Lists .....	50000
Miscellaneous .....	53000

Music .....	54000
Payroll .....	58000
Personal .....	59000
Personal Finance .....	60000
Physics .....	62000
Religion .....	63000
Real Estate .....	64000
Retail & Point Of Sale .....	65000
School Administration .....	67000
Social Studies .....	68000
Special Education/Assistance .....	70000
Sports .....	71000
Statistics .....	72000
Utilities .....	76000
Word Processing .....	78000

### **RESOURCE & HARDWARE SECTION**

Boards .....	80000
Peripherals .....	81000
Accessories .....	83000
Storage .....	84000
Power, Regulation & Static Control .....	85000
Networking .....	90000
Time Sharing & Communication .....	91000
Books .....	93000
Magazines & Publications .....	94000

# **The Blue Book® For The Atari® Computer**

## **First Edition**

### **Main Subject Index**

#### **OF SPECIAL INTEREST TO EDUCATION**

Advanced Mathematics.....	11000
Basic Learning Skills.....	15000
Biology .....	16000
Business Management.....	17000
Chemistry .....	19000
Computer Science.....	22000
Demonstration Programs.....	25000
Electronics .....	27000
Elementary Mathematics.....	28000
Energy .....	29000
Engineering .....	30000
Foreign Language.....	34000
General Science.....	37000
Graphics .....	38000
Health .....	40000
Language Arts.....	47000
Library Science.....	49000
Miscellaneous .....	53000
Music .....	54000
Physics .....	62000
Religion .....	63000
School Administration.....	67000
Social Studies.....	68000
Special Education/Assistance.....	70000
Statistics .....	72000
Utilities .....	76000
Word Processing.....	78000

#### **OF SPECIAL INTEREST TO BUSINESS**

Accounting .....	10000
Business Management.....	17000
Communications .....	21000
Computer Science.....	22000
Data Base Management.....	24000
Energy .....	29000
Engineering .....	30000
Farming And Agriculture.....	32000
Financial .....	33000
Graphics .....	38000
Inventory .....	44000
Invoicing, Billing And Order Entry.....	45000
Mailing Lists.....	50000
Payroll .....	58000
Real Estate.....	64000
Retail And Point Of Sale.....	65000
Statistics .....	72000
Utilities .....	76000
Word Processing.....	78000

For a detailed listing of program subjects, please refer to the helpful "Key-Word Index" containing hundreds of software categories for every application. These key-words will lead you directly to complete program listings in The Blue Book that relate to your needs. For example, looking under SYNONYMS in the Key-Word Index will direct you to only those language arts programs that specifically cover synonyms.

Also, an alphabetical index by program title can be found in the back of The Blue Book.



# KEY-WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

## A

### ACCIDENT PREVENTION

40002 FIRST AID AND SAFETY

### ACCOUNTS PAYABLE

10005 BOOKKEEPER  
10001 BOOKKEEPER THE  
10003 MICROPAY

### ACCOUNTS RECEIVABLE

10005 BOOKKEEPER  
10004 MICROREC  
10001 BOOKKEEPER THE

### ACIDS

19000 CHEM LAB SIMULATIONS 1-  
TITRATIONS

### ADDITION

28001 MATH FACTS LEVEL 2  
28116 FACTS MATH SERIES-ADDITION  
28111 TEASERS BY TOBBS  
28000 MATH FACTS  
28096 CUBBYHOLES  
28092 ADDING FRACTIONS  
28090 1 2 3 DIGIT MULTIPLICATION  
28088 ADDITION WITH CARRY  
28083 GULP  
28002 COMPUTATION  
28003 MATH FACTS LEVEL 3  
28005 READ AND SOLVE MATH PROBLEMS  
28009 ADDITION  
28011 FRACTIONS-ADDITION  
28017 MISSING MATH FACTS  
28025 ADDITION WITH CARRYING  
28030 MAX IT  
28031 FLASHCARDS  
28032 SELECTED MATHEMATICS  
28050 MISSING OPERANDS (INTEGERS)  
28051 MISSING OPERANDS (WHOLE  
NUMBERS)  
28059 ADD FRACTIONS 1  
28060 ADD FRACTIONS 2  
28064 MIXED FRACTIONS 2  
28068 DECIMALS 2

### ADDRESS BOOK

41000 HOME FILING MANAGER THE

### ADJECTIVES

47101 ASSOCIATIVE IDEA GENERATOR THE  
47034 ENGLISH BASICS-ADJECTIVES (I AND  
II)

### ADVERBS

47035 ENGLISH BASICS-ADVERBS (I AND II)

### ADVERTISING

68004 MARKET PLACE THE

### AFRICA

68001 AFRICA

### AIR FLIGHT SIMULATION

36174 747 LANDING SIMULATOR

### AIR TRAFFIC CONTROL

36020 CONTROLLER

### AIRPLANES

36063 PILOT

### AIRPORTS

68022 GREAT CIRCLE EQUATION PROGRAM

### ALGEBRA

11003 ALGEBRAIC EXPRESSIONS  
60005 CALCULATOR  
11008 ALGEBRAIC FACTORING  
11009 BASIC ALGEBRA  
11016 ALGICALC  
11017 CALCULUS DEMON  
11018 POLYCALC  
28028 ALGEBRA

### ALPHABET

47102 ALPHABETIZE  
47058 ALPHABET ARCADE THE  
15012 ABC'S  
15020 EARLY GAMES FOR YOUNG CHILDREN  
15021 JUGGLES' RAINBOW  
15023 MY FIRST ALPHABET  
47050 PRE-READING

### AMATEUR RADIO

21000 CW MORSE

### AMERICAN HISTORY

68027 PRESIDENTS OF THE UNITED STATES  
68000 SIMULATION LINCOLN'S DECISION

### AMERICAN REVOLUTION

68017 UNITED STATES HISTORY

### AMORTIZATION

64000 REAL ESTATE CASH FLOW ANALYSIS

### ANAGRAMS

47107 SCRAMBLE LETTERS  
47106 SCRAMBLE SPELL  
47054 ASTRO QUOTES  
47118 SCRAMBLE LETTERS C  
47119 SCRAMBLE SPELL C

### ANALOGIES

47065 ANALOGIES  
59001 PREPARING FOR THE SAT

### ANATOMY

16000 HEART LAB  
40000 HEALTH SERVICES CAREER

### ANIMAL TRAINING

68030 FROGMASER

### ANIMATION

36074 PLAYER MISSILE EDITOR  
76053 P/M 800 PLAYER/MISSILE EDITOR  
76026 PLAYER GENERATOR  
22014 TRICKY TUTORIAL 4  
22015 TRICKY TUTORIAL 5  
15032 POND THE  
38015 P.M. ANIMATOR

### ANTONYMS

47099 SNAKE-O-NYMS/WORD FLIP  
47064 VOCABULARY BUILDER 2 - ADVANCED  
47063 VOCABULARY BUILDER 1 - BEGINNING  
47037 ENGLISH BASICS-SYNONYMS AND  
ANTONYMS (I AND II)

### APPOINTMENTS

17004 ATAMEMO

### APTITUDE TESTS

59001 PREPARING FOR THE SAT

### AREAS

28014 AREA

### ARITHMETIC

28007 MATH INVADERS  
53000 DISNEY EDUCATIONAL SERIES  
11015 RPN CALCULATOR SIMULATOR  
28084 COMPUBAR  
28094 MONKEY UP A TREE  
28019 BASIC ARITHMETIC  
28028 MATHEMATICS

### ARTIFICIAL INTELLIGENCE

36131 ABUSE

### ASCII

21001 TELELINK II  
91003 ATARI 850 INTERFACE MODULE  
76056 ATOMA 1-MACHINE LANGUAGE  
MONITOR FOR THE ATARI  
21004 CHAMELEON CRT TERMINAL  
EMULATOR  
21006 SWIFTY DATALINK  
21002 TELELINK 1

### ASSEMBLERS

76058 ATMAS-MACRO ASSEMBLER  
76049 MAC/65  
76047 C/65  
76046 BUG/65  
76044 HEX-A-BUG  
76042 COSMATIC ATARI DEVELOPMENT  
PACKAGE  
76016 SOURCE CODE FOR 'EASTERN FRONT  
(1941)'  
76021 DUNION'S DEBUGGING TOOL (DDT)  
76020 MANTIS  
76015 ATARI MACRO ASSEMBLER AND  
PROGRAM TEXT EDITOR  
76014 ASSEMBLER EDITOR  
76004 ASSEMBLER

### ASSET MANAGEMENT

60004 FINANCIAL ASSET MGMT. SYSTEM

### ASSETS

10000 PRINCIPLES OF ACCOUNTING

### ASTROLOGICAL CHARTS

12002 MOON PHASES  
93015 A LOOK INTO THE FUTURE WITH YOUR  
ATARI

### ASTROLOGICAL SYMBOLS

12000 ASTROLOGY

### ASTRONOMY

37003 STARWARE  
37002 EARTH SCIENCE

### ATARI 400

22019 LEARN-FORTH  
22016 TRICKY TUTORIAL 6  
22001 INSTRUCTIONAL COMPUTING  
DEMONSTRATION  
15026 JOEY'S RAINBOW  
11009 BASIC ALGEBRA  
36253 GUNFIGHT  
94000 ATARI QUICK REFERENCE CARD

### ATARI 800

47131 STORY BUILDER  
47132 FUNDAMENTAL WORD FOCUS  
47133 STORY STARTER  
47134 WORD BLASTER  
47136 MATCH IT

# KEY-WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book.

The Blue Book is arranged in numerical order by blue book number.

47137 SPELLING IN CONTEXT-LEVEL 1  
38012 ATARI WORLD (3D GRAPHICS)  
38013 3-D SUPERGRAPHICS  
44001 MICROINV  
45001 ORDER ENTRY  
10003 MICROPAY  
10002 MICROLEDGER  
10004 MICROREC  
19003 CHEM LAB SIMULATIONS #4-  
THERMODYNAMICS  
28107 GALAXY MATH FACTS GAME  
28001 MATH FACTS LEVEL 2  
28000 MATH FACTS  
27002 DIGITAL ELECTRONICS  
27003 MATHEMATICS FOR ELECTRONICS  
25005 GTIA DEMONSTRATION DISK  
22010 MEET THE COMPUTER  
19000 CHEM LAB SIMULATIONS 1-TITRATION  
22019 LEARN-FORTH  
22016 TRICKY TUTORIAL 6  
22015 TRICKY TUTORIAL 5  
22014 TRICKY TUTORIAL 4  
22013 TRICKY TUTORIAL 3  
22012 TRICKY TUTORIAL 2  
22011 TRICKY TUTORIAL 1  
22008 EXTENDED WSN  
22001 INSTRUCTIONAL COMPUTING  
DEMONSTRATION  
21005 TELETARI  
21000 CW MORSE  
19002 CHEM LAB SIMULATIONS #3-  
CALORIMETRY  
19001 CHEM LAB SIMULATIONS #2-IDEAL  
GAS LAW  
17003 BUSIPACK-1  
17002 OFFICE CAREERS  
17001 ECONOMICS  
17000 SUPERVISORY PRACTICES  
16001 ELEMENTARY BIOLOGY  
15032 POND THE  
15029 KINDERCOMP  
15031 FACTORY THE  
15030 STORY MACHINE  
15028 RHYMES AND RIDDLES  
15027 FACEMAKER  
15005 PRESCHOOL LIBRARY  
15002 IT'S ABOUT TIME  
14002 MICROTEACH  
12001 ASTROLOGY  
10005 BOOKKEEPER  
15001 PRESCHOOL FUN  
15000 SPATIAL RELATIONS  
11007 ADVANCED MATH TERMINOLOGY  
11009 BASIC ALGEBRA  
28108 GRAND PRIX  
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| <p><b>0006 PROGRAM DESIGN INC</b><br/>95 EAST PUTNAM AVENUE<br/>GREENWICH CT 06830<br/>203-661-8799</p> <p><b>0008 QUALITY SOFTWARE</b><br/>6660 RESEDA BLVD SUITE 105<br/>RESEDA CA 91335<br/>213-344-6599</p> <p><b>0121 UNITED SOFTWARE OF AMERICA</b><br/>750 THIRD AVE<br/>NEW YORK NY 10017<br/>212-682-0347</p> <p><b>0127 HAYDEN BOOK COMPANY</b><br/>50 ESSEX STREET<br/>ROCHELLE PARK NJ 07662<br/>800-631-0856</p> <p><b>0158 COMPUMAX</b><br/>POBOX 7239<br/>MENLO PARK CA 94025<br/>415-854-6700</p> <p><b>0173 HIGH TECHNOLOGY SOFTWARE PROD</b><br/>PO BOX 60406<br/>1611 NW 23RD ST<br/>OKLAHOMA CITY OK 73146<br/>405-524-4359</p> <p><b>0194 SYNERGISTIC SOFTWARE</b><br/>830 N RIVERSIDE DR-STE 201<br/>RENTON WA 98055<br/>206-226-3216</p> <p><b>0204 ADVENTURE INTERNATIONAL</b><br/>BOX 435 507 EAST ST<br/>LONGWOOD FL 32750<br/>800-327-7172</p> <p><b>0235 MILLIKEN PUBLISHING</b><br/>1100 RESEARCH BLVD.<br/>ST LOUIS MO 63132<br/>314-991-4220</p> <p><b>0261 OPTIMIZED SYSTEMS SOFTWARE</b><br/>10379-D LANSDALE AVE<br/>CUPERTINO CA 95014<br/>408-446-3099</p> <p><b>0263 MINN EDUC COMPUTING CONSORTIUM</b><br/>2520 BROADWAY DR<br/>ST PAUL MN 55113<br/>612-376-1118</p> <p><b>0279 CONDUIT</b><br/>PO BOX 388<br/>IOWA CITY IA 52244<br/>319-353-5789</p> | <p><b>0301 AVANT-GARDE CREATIONS</b><br/>PO BOX 30160<br/>EUGENE OR 97403<br/>503-345-3043</p> <p><b>0364 SIRUS SOFTWARE</b><br/>10364 ROCKINGHAM DRIVE<br/>SACRAMENTO CA 95827<br/>916-366-1195</p> <p><b>0431 MATRIX SOFTWARE</b><br/>315 MARION<br/>BIG RAPIDS MI 49307<br/>616-796-2483</p> <p><b>0438 STERLING SWIFT</b><br/>7901 SOUTH IH-35<br/>AUSTIN TX 78744<br/>512-282-6840</p> <p><b>0448 AVALON HILL GAME CO</b><br/>4517 HARTFORD ROAD<br/>BALTIMORE MD 21214<br/>301-254-5300</p> <p><b>0475 COMPUTER CASE CO</b><br/>5650 INDIAN MOUND CT<br/>COLUMBUS OH 43213<br/>614-868-9464</p> <p><b>0486 DILITHIUM PRESS</b><br/>PO BOX 606<br/>BEAVERTON OR 97075</p> <p><b>0546 COMPUCOVER</b><br/>PO BOX 324<br/>MARY ESTHER FL 32569<br/>904-243-5793</p> <p><b>0559 HAYES MICROCOMPUTER PRODUCTS</b><br/>5835 PEACHTREE CORNERS EAST<br/>NORCROSS GA 30092<br/>404-449-8791</p> <p><b>0563 VERSA COMPUTING INC</b><br/>3541 OLD CONEJO RD STE 104<br/>NEWBURY PARK CA 91320<br/>805-498-1956</p> <p><b>0596 IDEAL SYSTEMS</b><br/>PO BOX 681<br/>FAIRFIELD IA 52556<br/>515-472-4505</p> <p><b>0623 COMPU-TATIONS</b><br/>PO BOX 502<br/>TROY MI 48099<br/>313-689-5059</p> |
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- 0867 T.H.E.S.I.S**  
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PO BOX 6214  
ARLINGTON TX 76011  
817-277-2726
- 1044 ROBERT J BRADY CO**  
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301-262-6300
- 1086 SCHOLASTIC INC**  
730 BROADWAY  
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212-505-3000

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| <p><b>1133 CLIMATE ASSESSMENT TECHNOLOGY</b><br/>11550 FUQUA ST SUITE 355<br/>HOUSTON TX 77034<br/>713-484-3603</p> | <p><b>1285 EARLY GAMES - LEARNING TLS INC</b><br/>SHELARD PLAZA NORTH SUITE 140A<br/>MINNEAPOLIS MN 55426<br/>800-328-1223</p> |
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- 1306 NEXA CORPORATION**  
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SAN FRANCISCO CA 94126  
415-387-5800
- 1307 MOSAIC ELECTRONICS INC**  
PO BOX 708  
OREGON CITY OR 97045  
800-547-2807
- 1308 EDUCATIONAL SOFTWARE INC**  
4565 CHERRYVALE AVE  
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319-337-8357
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64 BROADHOLLOW ROAD  
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- 1373 HOFACKER**  
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CHICAGO IL 60618



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P O BOX 28  
LAUREL MD 20707  
301-953-7256

### **ADVANCED COMPUTING ENTERPRISES ..... SP:1106**

5516 ROSEHILL  
SHAWNEE MISSION KS 66216  
913-262-2875

### **ADVENTURE INTERNATIONAL ..... SP:0204**

BOX 3435 507 EAST ST  
LONGWOOD FL 32750  
800-327-7172

### **ALKAZAR ASSOCIATES ..... SP:1273**

2638 S LYNN ST  
ARLINGTON VA 22202

### **ANALOG SOFTWARE ..... SP:1299**

PO BOX 23  
WORCESTER MA 01603  
617-892-3488

### **ARTWORX SOFTWARE CO INC ..... SP:0962**

150 N MAIN ST  
FAIRPORT NY 14450  
800-828-6573

### **ATARI ..... SP:1300**

1312 CROSSMAN AVE PO BOX 61657  
SUNNYVALE CA 94086  
800-538-8543

### **ATARI INC ..... SP:1022**

1399 MOFFETT PARK DR  
SUNNYVALE CA 94086  
408-743-4185

### **AVALON HILL GAME CO ..... SP:0448**

4517 HARTFORD ROAD  
BALTIMORE MD 21214  
301-254-5300

### **AVANT-GARDE CREATIONS ..... SP:0301**

PO BOX 30160  
EUGENE OR 97403  
503-345-3043

## B

### **B.W.J. TECHNOLOGY ..... SP:1041**

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ARLINGTON TX 76011  
817-277-2726

### **BASICS & BEYOND INC ..... SP:1139**

PINESBRIDGE RD BOX 10  
AMAWALK NY 10501  
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### **BERTAMAX INC ..... SP:0687**

101 NICKERSON STE 550  
SEATTLE WA 98109  
206-282-6249

### **BUDGE CO ..... SP:0665**

428 PALA AVE  
PIEDMONT CA 94611  
415-658-8141

## C

### **CAVALIER COMPUTER CORPORATION SP:1181**

PO BOX 2032  
DEL MAR CA 92014  
714-755-8143

### **CLIMATE ASSESSMENT TECHNOLOGY SP:1133**

11550 FUQUA ST SUITE 355  
HOUSTON TX 77034  
713-484-3603

### **COMPU-TATIONS ..... SP:0623**

PO BOX 502  
TROY MI 48099  
313-689-5059

### **COMPUCOVER ..... SP:0546**

PO BOX 324  
MARY ESTHER FL 32569  
904-243-5793

### **COMPUMAX ..... SP:0158**

POBOX 7239  
MENLO PARK CA 94025  
415-854-6700

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5650 INDIAN MOUND CT  
COLUMBUS OH 43213  
614-868-9464

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6801 JERICHO TPKE  
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IOWA CITY IA 52244  
319-353-5789

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313-645-2140

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PO BOX 606  
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**DON'T ASK COMPUTER SOFTWARE** .... SP:0995  
2265 WESTWOOD BLVD B-150  
LOS ANGELES CA 90064  
213-397-8811

**DORSETT EDUCATIONAL SYSTEMS** ... SP:1187  
PO BOX 1226  
NORMAN OK 73070  
405-288-2300

**EARLY GAMES - LEARNING TLS INC** .... SP:1285  
SHELARD PLAZA NORTH SUITE 140A  
MINNEAPOLIS MN 55426  
800-328-1223

**EDU-SOFT** ..... SP:1278  
PO BOX 2560  
BERKELEY CA 94702  
800-227-2778

**EDUCATIONAL ACTIVITIES INC** ..... SP:1016  
1937 GRAND AVE  
BALDWIN NY 11510  
516-223-4666

**EDUCATIONAL SOFTWARE INC** ..... SP:1308  
4565 CHERRYVALE AVE  
SOQUEL CA 95073  
800-692-9520

## F-G

**GRYPHON SYSTEMS** ..... SP:0946  
PO BOX 755  
CARDIFF BY THE SEA CA 92007  
619-436-1455

**GUSDORF CORP** ..... SP:0898  
6900 MANCHESTER AVE  
ST LOUIS MO 63143

## H-I

**HAYDEN BOOK COMPANY** ..... SP:0127  
50 ESSEX STREET  
ROCHELLE PARK NJ 07662  
800-631-0856

**HAYES MICROCOMPUTER PRODUCTS** . SP:0559  
5835 PEACHTREE CORNERS EAST  
NORCROSS GA 30092  
404-449-8791

**HIGH TECHNOLOGY SOFTWARE PROD** SP:0173  
PO BOX 60406 1611 NW 23RD ST  
OKLAHOMA CITY OK 73146  
405-524-4359

**HOFACKER** ..... SP:1373  
53 REDROCK LANE  
POMONA CA 91766  
714-623-8314

**HOME COMPUTER SOFTWARE** ..... SP:1296  
1307 S MARY AVE  
SUNNYVALE CA 94087

**IDEAL SYSTEMS** ..... SP:0596  
PO BOX 681  
FAIRFIELD IA 52556  
515-472-4505

**INST FOR COMPUTERS JEWISH LIFE** ... SP:1029  
845 N MICHIGAN AVE SUITE 843  
CHICAGO IL 60611

**IRV'S SOFTWARE** ..... SP:1305  
4910 MORSE AVE.  
SKOKIE IL 60077

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## J-K-L

### **JADEE ENTERPRISES ..... SP:1105**

1799 MEADOWLAKE DR  
CHARLESTON IL 61920  
217-345-4753

### **JMH SOFTWARE OF MINNESOTA INC .. SP:1200**

4850 WELLINGTON LANE  
MINNEAPOLIS MN 55442  
612-559-4790

### **JOHNSON SOFTWARE ..... SP:1164**

1200 DALE AVENUE #17  
MOUNTAIN VIEW CA 94040  
415-969-8462

## M

### **M & R ENTERPRISES ..... SP:0965**

910 GEORGE STREET  
SANTA CLARA CA 95050  
408-980-0160

### **MACROTRONICS INC ..... SP:1125**

1125 NORTH GOLDEN STATE BLVD  
TURLOCK CA 95380  
209-667-2888

### **MAST DEVELOPMENT CO ..... SP:0944**

2212 EAST 12TH ST  
DAVENPORT IA 52803  
319-326-0141

### **MATRIX SOFTWARE ..... SP:0431**

315 MARION  
BIG RAPIDS MI 49307  
616-796-2483

### **MICRO-ED, INC ..... SP:1248**

PO BOX 24156  
MINNEAPOLIS MN 55424  
800-642-7633

### **MICROCOMPUTER WORKSHOPS ..... SP:1282**

225 WESTCHESTER AVE  
PORT CHESTER NY 10573  
914-937-5440

### **MILLIKEN PUBLISHING ..... SP:0235**

1100 RESEARCH BLVD  
ST LOUIS MO 63132  
314-991-4220

### **MINN EDUC COMPUTING**

### **CONSORTIUM ..... SP:0263**

2520 BROADWAY DR  
ST PAUL MN 55113  
612-376-1118

### **MOSAIC ELECTRONICS INC ..... SP:1307**

PO BOX 708  
OREGON CITY OR 97045  
800-547-2807

## N-O

### **NEXA CORPORATION ..... SP:1306**

P O BOX 26468  
SAN FRANCISCO CA 94126  
415-387-5800

### **OAKLEY SOFTWARE ..... SP:1419**

4243 N OAKLEY  
CHICAGO IL 60618

### **OPTIMIZED SYSTEMS SOFTWARE ..... SP:0261**

10379-D LANSDALE AVE  
CUPERTINO CA 95014  
408-446-3099

### **OSBORNE/MCGRAW HILL ..... SP:0814**

2600 TENTH ST.  
BERKELEY CA 94710  
415-548-2805

## P

### **PERCOM DATA ..... SP:1323**

11220 PAGEMILL ROAD  
DALLAS TX 75243  
214-340-7081

### **PHOENIX SOFTWARE INC ..... SP:0726**

64 LAKE ZURICH DRIVE  
LAKE ZURICH IL 60047  
312-438-4850

### **PROGRAM DESIGN INC ..... SP:0006**

95 EAST PUTNAM AVENUE  
GREENWICH CT 06830  
203-661-8799

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## Q-R

### **QUALITY SOFTWARE ..... SP:0008**

6660 RESEDA BLVD SUITE 105  
RESEDA CA 91335  
213-344-6599

### **R A K ELECTRONICS ..... SP:1123**

PO BOX 1585  
ORANGE PARK FL 32067  
904-264-6777

### **RANDOM HOUSE SCHOOL DIVISION ... SP:0888**

400 HAHN RD  
WESTMINSTER MD 21157  
800-638-6460

### **RKS INDUSTRIES INC ..... SP:0977**

4865 SCOTTS VALLEY DRIVE  
SCOTTS VALLEY CA 95066  
408-438-5760

### **ROBERT J BRADY CO ..... SP:1044**

BOWIE MD 20715  
301-262-6300

### **ROKLAN CORPORATION ..... SP:1093**

3335 N ARLINGTON HEIGHTS  
ARLINGTON IL 60004  
312-392-2525

### **ROYAL SOFTWARE ..... SP:1318**

2160 WEST 11TH AVE  
EUGENE OR 97402

## S

### **SCHOLASTIC INC ..... SP:1086**

730 BROADWAY  
NEW YORK NY 10003  
212-505-3000

### **SENTIENT SOFTWARE ..... SP:0715**

PO BOX 4929  
ASPEN CO 81612  
303-925-9293

### **SIRUS SOFTWARE ..... SP:0364**

10364 ROCKINGHAM DRIVE  
SACRAMENTO CA 95827  
916-366-1195

### **SOFTSIDE PUBLICATIONS INC ..... SP:1262**

6 SOUTH ST  
MILFORD NH 03055  
603-673-0585

### **SPINNAKER SOFTWARE CORP ..... SP:1319**

215 FIRST STREET  
CAMBRIDGE MA 02142  
617-868-4700

### **STERLING SWIFT ..... SP:0438**

7901 SOUTH IH-35  
AUSTIN TX 78744  
512-282-6840

### **SUNBURST COMMUNICATIONS INC ... SP:1292**

39 WASHINGTON AVE PO BOX 40  
PLEASANTVILLE NY 10570  
914-769-5030

### **SWIFTY SOFTWARE INC ..... SP:1352**

64 BROADHOLLOW ROAD  
MELVILLE NY 11747  
516-348-0654

### **SYNERGISTIC SOFTWARE ..... SP:0194**

830 N RIVERSIDE DR-STE 201  
RENTON WA 98055  
206-226-3216

## T

### **T.H.E.S.I.S ..... SP:0867**

PO BOX 147  
GARDEN CITY MI 48135  
313-595-4722

### **TIES MINNESOTA SCHOOL DIST ..... SP:1004**

1925 W COUNTY ROAD B2  
ST PAUL MN 55113  
612-638-2348

### **TMQ SOFTWARE INC ..... SP:1028**

82 FOX HILL DRIVE  
BUFFALO GROVE IL 60090  
312-520-4440

### **TRACE SYSTEMS ..... SP:0817**

1928-A OLD MIDDLEFIELD WAY  
MOUNTAIN VIEW CA 94043  
415-964-3115

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## U-V

**UNITED SOFTWARE OF AMERICA ..... SP:0121**

750 THIRD AVE  
NEW YORK NY 10017  
212-682-0347

**VERSA COMPUTING INC ..... SP:0563**

3541 OLD CONEJO RD STE 104  
NEWBURY PARK CA 91320  
805-498-1956

**VERSION I O SOFTWARE ..... SP:1351**

BOX 5535 1207 7TH ST  
CORALVILLE IA 52241  
319-337-8357





## 10000 • Accounting

### INCLUDES ACCOUNTS PAYABLE, ACCOUNTS RECEIVABLE AND GENERAL LEDGER

**Also See Related Categories:** 17000 Business Management  
33000 Financial  
45000 Invoicing & Billing  
58000 Payroll  
60000 Personal Finance  
72000 Statistics  
74000 Tax

Bluebook #ATR-10000

#### PRINCIPLES OF ACCOUNTING 1187

- Assets, Liabilities and Equity
- Double Entry Accounting
- The Journal and the Ledger
- The Income Statement and the Balance Sheet
- Simple Business Accounting
- Service Business Accounting
- Accrual Accounting in Retail Firms
- The Cash Accounts
- Payroll Accounting
- Purchases and Sales
- Notes and Interest
- Inventory and Expenses
- Fixed Assets
- Proprietors, Partners and Corporation
- Yearend Accounting
- Computers and Accounting

8 Cassettes 79.00

into which you enter the individual transactions comprising your posting period. The first program builds and maintains Chafil. You may have up to 884 accounts. The second program organizes and updates Joufil. Program 4 will generate your Trial Balance. If it is not as you want it, you have several resources available through the update programs to make adjustments. Once you are satisfied with the figures, you will want to Post. At this time the program outputs an Audit Trail of all your transactions, now sorted by account number. This aids in tracing the story behind the figures, should you have questions later. Finally, you generate the financial reports, the P&L statement and the Balance Sheet. The standard P&L format shows all accounts by category, your total revenues, total direct expenses, total G&A expenses, and your income (or loss) for the period. Assets, liabilities & owners equities are shown by account and by totals on the Balance Sheet.

**Requires:** Atari 800

**Disk 140.00**

Bluebook #ATR-10001

#### THE BOOKKEEPER 1300

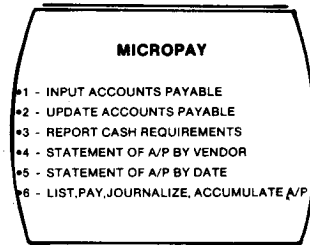
A home office accounting system with professional quality features. The Bookkeeper generates financial reports automatically, Profit and Loss Statements, Balance Sheets, Accounts Receivable, Accounts Payable, and General Ledger. Self-guiding entry instruction and color-coded screens get you through your books quickly, easily, and accurately.

**Requires an Atari Basic Cartridge, an Atari Disk Drive, an Atari 80 Column Printer, and 48K RAM.**

Bluebook #ATR-10002

#### MICROLEDGER 158

The General Ledger system performs the essential duties of double entry bookkeeping. You will work with two files-the permanent Chart of Accounts File, which is the master file containing current and year-to-date amounts for all of your accounts, and the Journal File,



Bluebook #ATR-10003

#### MICROPAY 158

Handles the necessary operations of Accounts Payable required by most small businesses. Two files are used - a transaction file into which you enter activity on your accounts during a user-defined period, and a master file which contains your permanent records of all due and paid A/P. Programs 1 and 2 handle data entry, payments and updates. Program 3 lists either of your files. Program 6 transfers the transaction activity to your permanent file records and also prints the actual



## 10000 • Accounting

checks for whichever due dates you choose. Running programs 4 and 5 will provide you with reports on your A/P by vendor and by date respectively, calculating your cash requirements for individual vendors and single due dates or a range of dates. MicroPay will also create and maintain a Journal File (JOUFIL) for those who wish to use the package interactively with Microledger. All listings and reports displayed on the screen may also be obtained in hard copy.

**Requires : Atari 800**

**Disk 140.00**

Bluebook #ATR-10004

### MICROREC

158

Manages and documents the Accounts Receivable functions of your business accounting system. You will again work with two files - a transaction file and a master file. The transaction file holds A/R transactions until a period is ended and you wish to accumulate them into the master file. The master file is a permanent record of all A/R entries and customer payment receipts. Both the transaction file and master file may be inspected and updated at any time. You will run one of the options specified in Program 1 to print customer invoices (provided in mailable format on your printout). Programs 1 and 2 handle data entry and update, and also receipt of customer payments. File listings are obtained by running Program 6. Accumulation of transaction records into the master file is also carried out by Program 6. Program 7 produces customer statements showing invoice numbers, aging, amounts invoiced and payments received and provides a final "balance due" figure. You may also obtain aging reports, as well as reports of A/R by customer and by date. A Journal File is created for those who use Microrec in conjunction with Microledger. Again, all screen reports and listings are obtainable as printouts.

**Requires Atari 800.**

**Disk 140.00**

Bluebook #ATR-10005

### BOOKKEEPER

431

This series of interlocking programs is menu-driven and self-prompting with relative file structure implemented throughout. In some versions, machine language routines have been used to provide more efficient operation. The system employs state-of-the-art techniques and has been designed to be user-friendly. No knowledge of accounting or computers is required. BOOKKEEPER is available for both service and retail/wholesale firms. This total business system contains the following: 375 General Ledger accounts (ten departments with accompanying revenue and expense accounts), Accounts Receivable file with maintenance and report capabilities (1000 accounts); Payroll with all federal withholding computed, state

and local income tax capabilities for all fifty states (100 employees); Cash Receipts and Cash Disbursements programs that keep track of inventory sales by department, Sales Tax computations, Receipts, and Invoices; Accounts Payable file with maintenance and report capabilities (100 accounts). The system also generates and prints valuable management reports such as Departmental Budgeting, Profit and Loss Statements by Department, the traditional Chart of Accounts Summation (Trial Balance), and Financial Reports.

The Retail/Wholesale version of BOOKKEEPER includes a perpetual inventory control system and permits point-of-sale invoices.

#### FEATURES:

- 375 accounts in the master chart of accounts
- supports 1000 accounts receivable
- provides for the automation of 100 accounts payable
- automated Payroll system for 100 employees
- automatic processing of 40 notes and loans
- captures and posts invoices and receipts for the firm from a single entry
- encourages effective accounts receivable management
- capturing of information for ten departments
- provides for contribution margin analysis by department
- serves as an instant calculator for computing such activities as payroll, invoices and sales receipts while the transactions are being posted to the general ledger.
- allows the user to effectively manage the Company's payables and schedule payments to suppliers.
- permits the company to use either the accrual or cash method of accounting and still track receivables and payables.
- computes depreciation automatically.
- produces trial balance of the general ledger upon demand.
- prepares an income statement for each of the ten departments, a consolidated statement for the company and a balance sheet for the month and year-to-date and for cash month end.
- prepares and posts the year end closing entries to the general ledger automatically.
- contains monthly, year-to-date budgeting capabilities for more effective performance monitoring.
- payroll program is written so as to permit adaption for use in all fifty states.
- files are contained on a single disk maximizing ease of use and data file backup. The system has a separate conversion program which is designed to ease the process of converting to the system.
- retail/wholesale version contains a perpetual inventory system which will accommodate 3000 distinct products and provide vital management information such as the safety stock feature.

## 10000 • Accounting

- retail/wholesale version contains an invoicing procedure which includes price and description lookup and can be used as a point of sale system. Generates an invoice, posts the general ledger and updates accounts receivable and inventory from a single entry.
- relative file structure is used throughout.

**Requires: Atari 800 with Microsoft BASIC** 1,000.00  
Manual 20.00

Bluebook #ATR-10006

### THE CHECK IS IN THE MAIL 1419

What's a collection manager to do when all you get is that worn out line from some of your accounts? Well, this program won't stop the excuses, but it can help you to do a better job of tracking your slow payers and monitoring their progress as you go after those valuable receivables. This accounts receivable program can handle up to 25 accounts with a brief breakdown of aging and amounts due in each category.

- Contains a mini-directory of phone numbers on these accounts.
- Issues a record of collection calls made on each account.
- Can be updated periodically.
- Plenty of room for the status of each account.
- Partial payments can be easily recorded.
- Statement option coming soon.

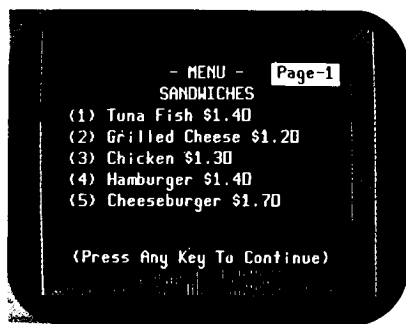
**Requires Atari 1200XL, 48K, 2 Disk Drives, Monitor, 132 Column Printer, and Minimal Programming Knowledge.** 785.00





## 11000 • Advanced Mathematics

Also See Related Categories: 28000 Elementary Mathematics  
33000 Financial  
60000 Personal Finance  
72000 Statistics  
74000 Tax



Blue Book #ATR-11000

### MATH FOR EVERYDAY LIVING

1016

By Ann Edson and Allan Schwartz

Real-life math and business skills are taught with this progressive tutorial and practice program. Making full use of the randomizing and branching capabilities of the computer, the student is given choices to make real-life simulation-type activities. Correct answers bring a reward, while mistakes are corrected by showing the student how to do the problem. The program includes:

- Paying and making change (addition and subtraction)
- Working with sales slips (Beginning multiplication)
- Unit pricing (Beginning Division)
- Computing gas mileage (More Advanced Division)
- Figuring sales tax (Beginning percent)
- Working with wages (Advanced multiplication)
- Earning with overtime (Fractions)
- Earning with piecework or commission (Multiplication and Percent)
- Working with time
- Understanding the paycheck (Combination Math)

Included with the program are 10 reproducible activity masters to reinforce concepts, plus a pre and post test for diagnostic placement and evaluation.

2 Disks 85.00

Blue Book #ATR-11001

### LONG DIVISION

1016

By Philip E. Hessemer

Using a tutorial and drill approach, this program teaches, practices, reviews, and reinforces the learning of long division principles. A series of correct answers is rewarded with animated graphics. If the student makes an error, however, the program branches to show the steps in solving the problem. Then similar problems are generated until the process is mastered. This computer program provides a patient, interesting, and nonjudgmental way of teaching long division. Reproducible activity sheets are included to supplement the computer work.

For Junior/Senior High School.

Disk 19.95

Blue Book #ATR-11002

### PERCENTAGES

1016

By Philip E. Hessemer

This series of programs provides both instruction and reinforcement in solving percent problems. The programs utilize both tutorial and drill formats to develop skill in percent conversion and computation. All problems given are randomly selected by the computer.

Introduction to percent (CP-20035) - This program involves rewriting a decimal as a percent and a percent as a decimal.

Fractions as a percent (CP-20036) - This program explains and provides practice in rewriting fractions as a percent.

Finding a percent of a number (CP-20037) - The instruction and practice from the previous programs are used to find a percent of a given number.

For Junior/Senior High School.

3 Programs, 45.00

# 11000 • Advanced Mathematics

Blue Book #ATR-11003

## ALGEBRAIC EXPRESSIONS

1016

By Philip E. Hessemer

**REWRITING VERBAL PHRASES AS ALGEBRAIC EXPRESSIONS** - This program clearly explains the way in which verbal phrases correspond to algebraic expressions as the computer reviews addition, subtraction, multiplication, and division. It also explains the use of the comma (how it assists in the interpretation of a phrase). In the exercise drills, the computer displays a phrase and the student must enter the corresponding algebraic expression. After two incorrect responses, the correct answer is given. At the conclusion of each exercise level, (there are two levels of difficulty) the student may review the verbal terms and their functions. Unlimited practice is available.

**EVALUATING ALGEBRAIC EXPRESSIONS** - Clear, step-by-step instructive examples show how the basic variables X and Y function in algebraic expressions. Tutorial exercises teach the evaluation process and use bold graphic rewards to positively reinforce correct answers. Incorrect answers are greeted with "try again," and after two wrong responses, the computer will guide the student through the mechanics of solving the problem. Students will learn quickly because this approach never gives them a sense of failure. The program logically leads students to successful manipulation of the X and Y concepts.

For Junior/Senior High School.

**2 Programs on Disk 39.95**

Blue Book #ATR-11004

## EQUATIONS

1016

By Philip E. Hessemer

Each of the programs in this set provides the student with an unlimited supply of random equations which s/he must solve for the variable. Correct solutions are heralded with animated rewards, and a step-by-step display and explanation of how to find the solution are supplied if indicated by poor student performance.

**SOLVING EQUATIONS LEVEL I** - This program provides random equations of one variable and one operation.

**SOLVING EQUATIONS LEVEL II** - This program provides random equations of one variable and two operations, and frequent use of parentheses.

**SOLVING EQUATIONS LEVEL III** - This program provides random equations which include the variable on both sides.

For Junior/Senior High School.

**3 Programs, 45.00**

Blue Book #ATR-11005

## GRAPHING

1016

By Philip E. Hessemer

**INTRODUCTION TO GRAPHING ON THE COORDINATE PLANE** - After reviewing basic terms such as Coordinate Plane, X and Y axes, origin, ordered pair, this program provides instruction on writing an ordered pair for a point displayed on a graph. Random points are displayed on a Coordinate Plane allowing the student to input the correct X and Y coordinates for each. If the student completes the example correctly, a random textual reward is given. If the student is unable to answer the example as required, the computer provides the answer.

**PLOTTING POINTS ON THE COORDINATE PLANE** - This program gives the student the opportunity to plot random ordered pairs, designated by the computer, on a Coordinate Plane. By using specified keys on the keyboard, the student is able to move the cursor on the screen to the proper location. An unlimited number of ordered pairs, motivating rewards for correct answers, and after two unsuccessful attempts by the student, an explanation of how to locate the point and a display of the correct location make this program a valuable teaching tool.

For Junior/Senior High School.

**2 Programs On Disk 39.95**

Blue Book #ATR-11006

## GRAPHING EXPONENTIAL FUNCTIONS

1016

By David Edson

This lesson begins with a review of exponents and how they are calculated. The fundamental rules of exponential notation are reviewed and explained. The computer then displays an X and Y axis and, through the use of graphics, illustrates the way in which an exponential function is plotted. Interactive drill questions are used throughout the lesson to reinforce the tutorial concepts. Rewards are given for correct answers, and branching is used to explain incorrect responses. The combination of tutorial and drill provides a very effective approach which allows the student to master calculating exponents and graphing linear functions.

For Junior/Senior High School.

**Disk 19.95**

For Information,  
See The "How To Use" Page  
In The Front Of The Blue Book

## 11000 • Advanced Mathematics

Bluebook #ATR-11007

### ADVANCED MATHEMATICS TERMINOLOGY 1305

Now you can use the advanced graphics capabilities of the Atari 800 or 1200XL to learn the terminologies of mathematics. Math terms are graphically defined and explained on your monitor using appropriate formulas, drawings, or equations. The program contains 6 lessons beginning with grade level 9 and following through the college grade levels.

**Requires Atari 800 or 1200XL, 64K Memory, and a Disk Drive. Sold As A Set Only. 6 Lessons, 1 Disk 249.50**

Bluebook #ATR-11008

### ALGEBRAIC FACTORING 1139

Help first year Algebra students learn six different methods for factoring polynomials. The six methods are:

1. Finding common factors.
2. The difference of two squares.
3. Polynomials of the form  $Ax^2 + Bx + C$  when  $A = 1$ .
4. Polynomials of the form  $Ax^2 + Bx + C$  when  $A$  less than or greater than 1
5. Grouping.
6. The sum or difference of two cubes.

Within each of the six methods, you may elect to study several examples or to test your knowledge with a ten problem quiz. A seventh option is also available that provides a ten problem quiz with problems selected at random from each of the six methods. Grades 9-12.

**Disk or Cassette 19.95**

Bluebook #ATR-11009

### BASIC ALGEBRA 1187

- The Logic of Algebra
- Algebraic Equations
- Solving Equations
- Operations with Plus and Minus
- Working with Sets
- "AL-JEBR"
- Algebraic Fractions
- Fractions and Division
- Solving Problems with Equations
- Ratio, Proportion and Variation
- Problems with Two Unknowns
- Simultaneous Equations
- Exponents
- Quadratic Equations
- More Quadratics
- Equations and Trigonometry

**Requires Atari 400/800.**

**16 Lessons, 8 Cassettes 79.00**

Bluebook #ATR-11010

### FACTORING TRINOMIALS 1200

Choose among three levels of difficulty for practice in developing the skills needed to factor trinomials. The levels are: 1. Picking the correct factors from a multiple-choice list. 2. Filling in the missing term for a given factor of the trinomial. 3. Giving the factors for a given trinomial. At each level of difficulty, sufficient help is provided for the student to obtain the correct answer whenever errors are made. The rules for multiplication of signed numbers are displayed when the student makes a mistake in giving the correct sign. Throughout the use of this tutorial program, a summary of the student's progress is being tabulated and is displayed after the completion of a set of 10 problems.

**Requires 16K. 9.95**

Bluebook #ATR-11011

### FACTORING PERFECT SQ. TRINOMIALS 1200

Three levels of difficulty are provided for developing skills in factoring perfect square trinomials. You can choose among: 1. Multiple-choice answers, 2. Fill in the missing term for a given factor, or 3. Give the factors for a given trinomial. At each level of difficulty, help is provided whenever the student makes a mistake. A summary is provided when the student completes a set of 10 problems. **Requires 16K. 9.95**

Bluebook #ATR-11012

### FACTORING THE DIFFERENCE OF SQ. 1200

The student can choose from three levels of difficulty: 1) Multiple-choice, 2) Fill in the missing term, or 3) Give the factors for a given expression that is the difference of squares. At every level of difficulty, various levels of help are provided until the student reaches the correct answer. A summary of the student's progress is displayed at the end of 10 problems in this tutorial session. **Requires 16K. 9.95**

Bluebook #ATR-11013

### FACTORING TRINOMIALS WITH COMMON MONOMIAL FACTORS 1200

The skill of finding common monomial factors is developed through the use of this program. Several levels of help are provided when needed. A summary of the student's progress is displayed after 10 problems are completed. **Requires 16K. 9.95**

## 11000 • Advanced Mathematics

Bluebook #ATR-11014

### MULTIPLYING BINOMIALS

1200

The familiar FOIL method of multiplying binomials by sight is graphically displayed by use of this program. Several levels of help are provided whenever the student makes an error in multiplication. Selecting the range of the leading coefficient is also an option in this program. At the conclusion of this tutorial, a summary is provided. **Requires 16K.**

9.95

Bluebook #ATR-11015

### RPN CALCULATOR SIMULATOR

1022

By John Crane

Recommended for ages 12 and up/Written in Basic. Your kid has made off with your Hewlett-Packard calculator to get through her trig test. You're going through RPN withdrawal! Turn your Atari Home Computer into an RPN calculator, so you can perform simple or complex mathematical operation without having to write a Basic program. Reverse Polish Notation (RPN) is a method for doing mathematical operations based on a stack organization. For example, to add 4 and 5 on an RPN calculator, your press the 4 key, the Enter key, and the 5 key. Then you indicate the kind of operation you want by pressing the Add key. Many people tend to prefer this approach over that of using parentheses for doing complex calculations. You enter the value or values you want to work with and the command for the operation you want to perform. The results display in the appropriate stack and memory registers. The program's display screen contains four areas of information: (1) the stack of five registers; (2) the twenty memory registers; (3) command syntax reminders; and (4) the value and command input area. You can use RPN Calculator to perform functions using only one value (for example, sine, cosine, and logarithms) and for those requiring two values (for example, addition and subtraction). You can obtain measurements in either radians or degrees. Supports four kinds of calculator functions: (1) system commands, such as clearing registers, and printing register contents on the system printer; (2) stack operations such as rolling the stack up or down, and swapping the contents of any two registers; (3) mathematical functions such as arithmetic operations, logarithms, square roots, and trigonometric functions; and (4) some statistical operations, including arithmetic means and standard deviations.

**Requires: Atari Basic Language Cartridge.**

**Optional: Atari printer or equivalent printer.**

**Cassette [410] 16K 22.95**

**Diskette [810] 24K 22.95**

Bluebook #ATR-11016

### ALGICALC

1022

By The Soft Warehouse

Recommended for ages 14 and up/Written in Basic. For students and teachers of algebra and calculus and for professionals who want a quick way to perform operations in symbolic algebra and calculus. Algicalc is easy to use, and it has help screens you can display while using the program. To perform an operation, you type in an expression, and the program then expands it, factors it, or differentiates it, as you request. After the result displays, you can enter another expression. In addition, you can assign the results to variables for use in later expressions, letting you perform a sequence of related operations.

**Requires: Atari Basic Language Cartridge.**

**Cassette [410] 24K 22.95**

**Diskette [410] 32K 22.95**

Bluebook #ATR-11017

### CALCULUS DEMON

1022

By The Soft Warehouse

Recommended for ages 16 and up/Written in Basic. The third program in a series that includes Algicalc and Polycalc, provides a comprehensive tool for automatically deriving symbolic partial derivatives and indefinite integrals of expressions. Individually, the programs offer a quick way to perform various kinds of operations in symbolic algebra and calculus. Collectively, they constitute a complete package. Calculus Demon is best at calculus, although it does contain some algebraic capabilities. It also offers some trigonometric, logarithmic, and exponential simplification. In contrast, Algicalc and Polycalc are better at algebra; they compute faster and more accurately and they permit use of larger algebraic examples. The algebraic expressions include trigonometric, inverse trigonometric, logarithmic, and exponential functions. In fact, only the amount of computer memory available limits an expression's complexity. The program also provides various automatic and optional mathematical transformations to simplify results or aid integration. Unlike most programming languages, which can evaluate an expression only if all variables have numeric values, Calculus Demon can do true non-numeric operations. Teachers and students of calculus will want this useful program to create problems, check solutions, and suggest or test hypotheses. Engineers and scientist can use it to check or to avoid tedious calculations.

**Requires: Atari Basic Language Cartridge.**

**Cassette [410] 32K 22.95**

**Diskette [810] 40K 22.95**

## 11000 • Advanced Mathematics

Bluebook #ATR-11018

### POLYCALC

1022

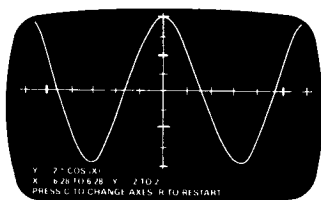
By The Soft Warehouse

Recommended for ages 14 and up/Written in Basic. A computational tool for performing symbolic algebra and calculus operations. It differs from Algigcalc in that Polycalc supports polynomials that are generalized to permit fractional and negative powers of variables, and the program can use many unassigned variables, whereas AlgiCalc can use only one. However PolyCalc is essentially a polynomial system rather than a rational expression system. The program can help professional as well as students and teachers of algebra and calculus with their computational activities, including integration.

**Requires: Atari Basic Language Cartridge.**

**Cassette [410] 24K 22.95**

**Diskette [810] 32K 22.95**



Bluebook #ATR-11019

### PLOT/GUESS THE RULE

1278

Add a new dimension to the study of equations and their graphs. PLOT displays the graph of any function you create. Students can plot families of related functions, superimposing their graphs to discover the effects of changing coefficients, constants or powers. PLOT lets you choose and change the limits on the X and Y axes to focus on interesting portions of the graph. Graph simultaneous equations, conic sections, trigonometric, exponential or logarithmic functions. Color monitor permits alternating screen colors. The program includes detailed suggestions for classroom application.

GUESS THE RULE, in arcade format, encourages students to guess the computer's secret equation. Equation-satisfying pairs provide intriguing hints. GUESS THE RULE develops concepts of functions, ordered pairs and truth tables. It builds skills in arithmetic, equation writing and logical thinking.

**Cassette 14.95**







## 12000 • Astrology

Also See Related Categories: 37000 General Science

Bluebook #ATR-12000

### **ASTROLOGY-REV. 1.1**

1022

By Harry Koons and Art Prag

Recommended for ages 14 and up/Written in Basic. Draw astrological charts based on birth date and birthplace. Ptolemy and Morinus, the famous Greek astrologers, had a much harder time computing the location of the sun, moon, and planets than you will. With Astrology, the mysteries of the zodiac, planetary positioning, natal charts, and rising signs will unfold in your very own living room. Once the program loads automatically into computer memory, you begin preparing your astrological chart. First you enter the exact time and place of birth. You designate the location as geographical coordinates. If you don't know this information, Astrology computes it for you by displaying either a world or United States map. A movable marker appears on the map, which you then position over the location of your birth. As the marker moves, the longitude and latitude register in degrees below the map. After you've typed in the time (to the minute), date, and location of birth, Astrology takes over. The program processes your data and draws an astrological chart on the screen representing the earth, the zodiac, and the twelve astrological houses at the time of birth. Symbols of the zodiac appear on the lines (cusps) between each house. Each planetary sign displays in its proper house. Astrology also computes the relationships (aspects) of the planets in the houses. The program defines the symbols for the planets and the signs of the Zodiac on a separate screen. You can easily access this table for quick identification of the symbols on the chart. Revision 1.1 increases the screen accuracy to plus or minus one degree for the entire century. Once you have your complete chart, some simple interpretations are available in the manual. The computer has done its job.

**Requires: Atari Basic Language Cartridge.**

**Diskette [810] 40K 22.95**

Bluebook #ATR-12001

### **ASTROLOGY**

1373

The purpose of this program is to show you how to calculate your personal horoscope using a home computer. The values calculated are very exact and suitable even for professional astrologers.

**Requires: Atari 800/48K RAM/one disk drive.**

**Includes book 29.95**

Bluebook #ATR-12002

### **MOON PHASES**

1373

Everybody knows that the position of the moon affects your mood and your productive power. So, why not calculate the right time for your great plans.

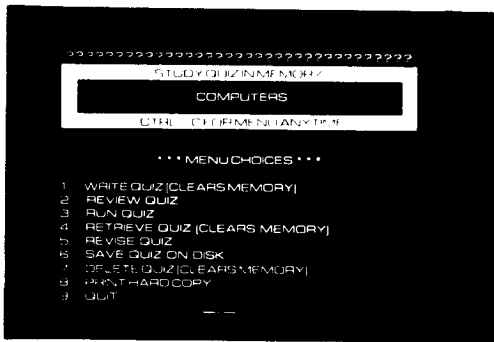
**19.95**





## 14000 • Authoring

Also See Related Categories: 22000 Computer Science  
76000 Utilities



Bluebook #ATR-14000

### STUDY QUIZ FILES [SQF]

0623

A user-oriented host program that allows you to create lessons in quiz form on any subject without programming knowledge. A teacher or parent can place an entire course on the disk with modular lessons which can be retrieved, run or revised at will without having to rewrite lessons each time. Items are scrambled and represented until the material is mastered. The program includes hard copy print capabilities and uses the word-match format with all choices displayed. Two versions are provided on the disk. The more popular edition requires the user to type in the number of his answer choice. The FULL-ANSWER version requires the user to type in the complete response, thereby, reinforcing spelling as well as learning skills. This software is applicable for elementary through college level students and is available in disk form.

24.95

Bluebook #ATR-14001

### MULTIPLE CHOICE FILES [MCF]

0623

A similar program for multiple choice tests. It contains randomized questioning and stimulating, high-impact immediate feedback learning strategies. MCF provides for five choices to each question stem. An advantage of MCF is that longer answer choices may be employed

and likewise, more complex questions. The user need only select the letter identifying his answer choice. Hard copy multiple choice tests may be printed. This program is applicable for elementary through college level students and is currently available in disk form.

24.95

Bluebook #ATR-14002

### MICROTEACH

158

The Microteach software system consists of three integrated software packages: TEACHER'S AID, STUDENT PACK, and COURSEWARE.

- "BOOTS" AUTOMATICALLY - This means that the user need only insert the diskettes into the disk drives and turn on the computer in order to use Microteach.
- MENU-DRIVEN - Designed for the first-time computer user, "Menus" showing the user's options at any one time are always there to provide guidance.
- NO PROGRAMMING LANGUAGE NEEDED - The user doesn't need to know a single word of programming language to run the program.
- IN ENGLISH AND SPANISH - Microteach versions are available in either English or Spanish.

Transforms the computer into an automatic courseware generator, allowing the user to create course materials for any subject or level. Features include the following:

- "Page" or "Scroll" Mode - Any kind of text can be written, using either regular "pages" (screen images full of material) or "scroll" mode, which continues down the page until the instructor has finished entering text.
- Examinations - Many different test formats can be written, such as: Multiple Choice, True/False, Matching, Yes/No, and Fill-In.
- "Programmed Instruction" - On multiple choice questions, this feature allows the instructor to refer the student back or forward to a predetermined page of the course or to a page recommending study sources, depending on the answer given by the student.
- Separate Scoring - The instructor may also assign a separate score to each possible answer to a multiple

## 14000 • Authoring

choice question, thereby awarding partial credit for a "Good" answer and more points for the "best" answer.

- **Color Variations** - The instructor can choose between a wide range of colors for each page.
- **Timed Pages** - The author can determine how long a page or section will remain on the screen, which makes it possible to use audio aides with the course.
- **26 Categories** - The instructor is free to assign these categories for whatever purpose he/she wishes. For example, the instructor may keep track of how many times a student has taken a certain section by assigning a category to a question in that section; then, in the Student Pack Student Report, just divide the total points for that category by the number of points the question was worth to find out the number of times the question was repeated.
- **East Writing and Editing** - The writing and changing of text, questions, and illustrations is very easy to do, with the ability to delete or insert spaces, lines, or whole pages, and subsequent pages are automatically renumbered accordingly.

### STUDENT PACK

Performs a variety of essential functions, enabling students to take the courses generated by the Teacher's Aid, without being able to change them in any way.

- **Controlled Assignments** - The instructor is free to assign any combination of courseware chapters to each individual student. Also, the instructor may determine how often a student can take a particular chapter or section by assigning it to the student that number of times. Thus, a student may be prevented from taking the chapter more than once, if the instructor so desires.

### OR

- **Unlimited Use** - If the instructor does not wish to limit use of the course material, this may be done by not signing up any students at all on that disk, in which case anyone can take the course as many times as desired.
- **Safeguards** - Students that are signed up to use the courseware must enter both their initials and a password (for their own protection) before using the courseware.
- **Grades Tests** - Students enter their answers to test questions, which are automatically graded, according to scores determined by the instructor.
- **Student Report** - Test results are immediately listed in the Student Report/Review section of the Student Pak, which tallies the chapter grade. This feature also lists each student's assignments and progress. (Up to 30 students can be registered on each Student Pak diskette.)
- **Print-Out Capabilities** - The complete Student Report/Review section can either be viewed on the monitor or printed out, as can any text "page"

### COURSEWARE

The courses themselves can cover any subject or level, from spelling to physics, from elementary to post-graduate.

- **Flexible Course Size** - Each diskette (or "volume") may contain up to approximately 2200 lines of text, illustrations, or questions (roughly 120 "pages"). Naturally, a course may consist of more than one volume.
  - **Variable Chapter & Section Length** - the length of each chapter and section is left entirely to the discretion of the author.
  - **Graphics Capabilities** - The standard computer graphics capabilities are at the user's fingertips, making possible an infinite variety of charts, graphs, and illustrations.
  - **Courseware Distribution** - Any courseware written is the property of the author, to do with as he/she pleases. It may be kept for the author's own use, in class or in correspondence courses. Currently, two volumes of Microteach courseware are available from Compumax: An Accounting Primer and A Sales Primer.
- MICROTEACH Is Written In BASIC A + and Requires The Following:**

**Atari 800 Computer.**

**Two Atari 810 disk drives.**

**48K memory**

**C.R.T. monitor [preferably color]**

**Printer [optional].**



## 15000 • Basic Learning Skills

Also See Related Categories: 25000 Demonstration Programs  
28000 Elementary Mathematics  
36000 Games  
37000 General Science  
38000 Graphics  
47000 Language Arts  
53000 Miscellaneous  
68000 Social Studies

Blue Book #ATR-15000

### SPATIAL RELATIONS

867

Designed to prepare a child for reading and math skills. It introduces the child to comparative size and the meaning of words which designate place or position. There are six individual units. Each unit deals with a different concept - in/out, right/left, over/under, big/small, tall/short, high/low. The program has the optional use of the Votrax Type -'N-Talk. Each size or placement is spoken to the child while the screen provides a colorful display. This feature helps the child to recognize the sound of the words that are used with this program.

Features include:

- Full color
- Large, easy-to-read letters
- Player/missile graphics
- Animation
- Sound
- Speech (optional)

Recommended for grades: Preschool - 1.

**Cassette Version Requirements:**

**Atari 400/800, 16K, Atari Basic Cartridge, Program Recorder, and Joystick.**

17.50

**Disk Version Requirements:**

**Atari 400/800, 24K, Atari Basic Cartridge, Disk Drive, and Joystick.**

25.00

Blue Book #ATR-15001

### PRESCHOOL FUN

867

This program was specifically designed for children from the ages of 3 to 6. There is no reading required for the child. A complete guide to using the program with your child is included with the program. Since the program responds to one keystroke answers, your child can concentrate on the program rather than the Return key. There are two parts of this program, each containing several different exercises. Part 1 develops the fundamental skills of color and shape discrimination

as well as teaching numbers from one to nine. Part 2 teaches the recognition of the upper and lower case letters and the basic directions of up, down, left, and right.

Features include:

- Full color
- Large easy-to-read letters
- Sound
- Graphics
- Animation for directions

Recommended for grades: Preschool - 1.

**Cassette Version Requirements:**

**Atari 400/800, 16K, Atari Basic Cartridge, and Program Recorder.**

17.50

**Disk Version Requirements:**

**Atari 400/800, 24K, Atari Basic Cartridge, and Disk Drive.**

25.00

Blue Book #ATR-15002

### IT'S ABOUT TIME

867

By G. Herzenstiel

This program contains two learning units and a game. In unit one, the child learns to read a 'standard' clock and places the correct time onto a digital clock. Unit two uses a joystick to 'set' the standard clock according to the time read on the digital clock. Unit three is a game in which the child tests his/her ability to set the clock before running out of time.

Features include:

- Large easy-to-read numbers
- Colorful displays of the clocks
- Five lessons in each unit; choose from: hour, half-hour, quarter-hour, five minute, or minute intervals
- Sound
- Animation

Recommended for grades: Preschool - 2.

**Cassette Version Requirements:**

**Atari 400/800, 16K, Atari Basic Cartridge, Program Recorder, and Joystick.**

20.00

## 15000 • Basic Learning Skills

### Disk Version Requirements:

Atari 400/800, 24K, Atari Basic Cartridge, Disk Drive, and Joystick. 25.00

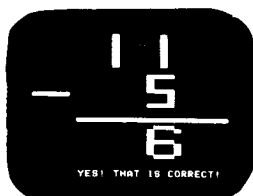
Blue Book #ATR-15003

### HODGE PODGE

962

A learning device for children from 18 months to 6 years. Consists of many cartoons, animation and songs which appear when any key on the computer is depressed.

Disk 19.95



Bluebook #ATR-15004

### TEACHER'S PET

962

By Arthur Walsh

An introduction to computers as well as a learning tool for the young computerist (ages 3-7). The program has a menu of four selections including ARITHMETIC SKILLS, COUNTING PRACTICE, LETTER RECOGNITION and a "recess" called ANSWER MAN.

Requires 16K.

Cassette 14.95

Disk 18.95

Type 'N Talk Version 24K.

Cassette 16.95

Disk 20.95

Blue Book #ATR-15005

### PRESCHOOL LIBRARY

0006

A package that includes four titles:

Sammy the Sea Serpent - An interactive story with a voice narration: the child uses a joystick to guide poor lost Sammy back to the sea. There's also games that the child can play with Sammy.

The Adventures of Oswald - As a narrator tells a story about a young boy named Oswald, children use the joystick to help Oswald walk, climb, jump...and escape from a deep, deep tunnel. There's also a game entitled "Oswald and the Golden Key."

Preschool IQ Builder 1 - Part 1: Decide whether pairs of figures are the same or different. Part 2: Match the

letter at the top of the screen with the same letter at the bottom of the screen.

Preschool IQ Builder 2 - Six lessons of increasing difficulty ask the child to match the letter, number, shape, or word at the top of the screen with the same object at the bottom of the screen.

Designed to help 3- to 6-year olds develop certain critical skills that will be needed when they start school. The programs have five important objectives:

1. To teach shape, letter, and number recognition
2. To present the concept of same and different
3. To reinforce directional concepts
4. To develop listening skills
5. To improve hand-eye coordination

The package includes a detailed User's Guide. In addition to describing each program and how to use it, the guide presents supplementary activities that reinforce and expand on the material covered in the programs.

Requires: Atari 400/800, four cassettes, minimum memory of 16K. 59.95

Bluebook #ATR-15006

### MEMORY BUILDER:CONCENTRATION

0006

Test your powers of concentration, memory and attention span by matching pairs of words hidden behind the grid of boxes on the screen. The games get tougher as you go, but you'll watch your abilities improve as you play. The computer keeps score as you play against yourself, the computer, or another player. Ages 6 to adult.

24K Disk 23.95

16K Cassette 16.95

Bluebook #ATR-15007

### PRESCHOOL IQ BUILDER

0006

PART 1: Decide whether pairs of figures are the same or different. CHALLENGE PART 2: Match the letter on the TV monitor to one on the keyboard. Both programs teach vital cognitive skills that children must learn in order to do well in school. And, both are wonderful ways to introduce children to the computer. Ages 3-6.

24K Disk [Joystick] 23.95

16K Cassette [Joystick] 16.95

The Blue Book Is  
"User Friendly"

## 15000 • Basic Learning Skills

Bluebook #ATR-15008

### **PRESCHOOL IQ BUILDER 2** 0006

Make the face on the screen sing you a happy song; move the letter, number, symbol or word that appears at the top of the screen down to cover it's perfect mate, one of three at the bottom. A program that small children love. It teaches letter, symbol, number, and word discrimination. Ages 3 - 6.

24K Disk [Joystick] 23.95

16K Cassette [Joystick] 16.95

Bluebook #ATR-15009

### **SAMMY THE SEA SERPENT** 0006

Guide poor lost Sammy back to the sea—and get him out of a lot of tight spots along the way! Here's a revolutionary program that requires the child's total involvement. It uses a voice narration, brilliant graphics, color, music, and thrilling sound effects. It's a unique way to get children involved in working with the computer. Also contains games that the child actually plays with Sammy. Ages 3 - 6.

24K Disk [Joystick] 23.95

16K Cassette [Joystick] 16.95

Bluebook #ATR-15010

### **THE ADVENTURES OF OSWALD** 0006

As a narrator tells a story about a young boy named Oswald, children must use the joystick to help Oswald walk, climb, jump, and escape from a deep, deep tunnel. There's also a game for children to play, entitled "Oswald and the Golden Key." Exceptional graphics and exciting music and sound effects. Ages 3 - 6.

24K Cassette [Joystick] 23.95

16K Cassette [Joystick] 16.95

Bluebook #ATR-15011

### **HERE COMES VIOLET** 0006

Help poor Violet. . . she's a cute monster who wants to be ugly like all the other monsters. Voice narration, delightful graphics, and lots of activities keep the child totally involved. Ages 3 - 6.

24K Disk [Joystick] 23.95

16K Cassette [Joystick] 16.95

Bluebook #ATR-15012

### **ABC'S** 1200

The two options in this program provide practice in supplying the missing letter in a sequence of

consecutive letters or matching upper case letters to the displayed lower case letters. A tutorial format with several levels of help is used. **Requires 16K. 9.95**

Bluebook #ATR-15013

### **COUNTING** 1200

This program provides practice in counting stationary objects, moving objects, or sounds in the range of 1-10 or 1-20. A tutorial format with at least three levels of help is used. **Requires 16K. 9.95**

Bluebook #ATR-15014

### **CALENDAR** 1200

Three levels of practice in learning calendar skills (days of the week and months of the year). Level 1: Concentrates on correct spelling. Level 2: Requires multiple choice answers. Level 3: The student fills in the blank. Tutorial help provided. Progress report is given at the end of a lesson. **Requires 16K. 9.95**

Bluebook #ATR-15015

### **ALIENCOUNTER,K-1** 235

- Counting
- Numeral Recognition
- Readiness for Addition and Subtraction

Students match the number that appears on the screen with the number of aliens they land on earth for a perfect encounter. Earn ten perfect encounters in ten tries and watch the fireworks.

Bluebook #ATR-15016

### **FACE FLASH,K-4** 235

- Counting
- Visual Memory
- Base Ten Numeration

Smiling faces appear on the screen. Students indicate how many faces flashed. Each correct answer earns another turn. The face-flash time progressively shortens after each turn. A scoreboard records the three highest scores with player's initials.



## 15000 • Basic Learning Skills

Bluebook #ATR-15017

### CHAOS K-6

235

- Directionality
- Shape and Color Recognition

Student's task is to capture alien satellites that match the shape and/or color of the satellite in the center square. Center satellite and directions change every 50 seconds with a total of 250 seconds of capture as many satellites as possible.

Bluebook #ATR-15018

### ARROW GRAPHICS 2-4

235

- Problem Solving
- Construction of Geometric figures
- Spatial Visualization

Students reprogram the path of a bouncing arrow in terms of direction and number of steps. Three correct patterns and students can let their imaginations wander as they program their own patterns.

Bluebook #ATR-15019

### FLIP FLOP, 2-6

235

- Transformational Geometry

The student will see two figures on the screen. He will determine if the figure on the left can be moved to look exactly like the figure on the right. Three ways the student may move figures are slide, flip, or turn.

Bluebook #ATR-15020

### EARLY GAMES FOR YOUNG CHILDREN 1285

A set of nine entertaining and educational games designed for children ages 2½ to 6. No adult assistance is needed as even very young children select a game of their choice, play it, and select a different game... all by themselves!

- Picture menu gives children control
- Nine games all load into memory
- Match numbers or letters
- Practice spelling names
- Count colorful blocks
- Add and subtract stacks of blocks
- Work with the alphabet
- Compare shapes
- Draw and save colorful pictures

29.95

Bluebook #ATR-15021

### JUGGLES' RAINBOW

1300

(Early Learning Series) Beautifully designed graphics and clever animation make this preschool program an ideal learning tool. Let Juggles the clown introduce your child to the concepts of "above" and "below", "right" and "left." This colorful three-game primer prepares preschoolers to more readily grasp alphabet, spelling and reading skills. Includes keyboard overlays and illustrated manual. Ages 3 to 6.

**Requires Cassette Recorder or Disk Drive and 16K RAM.**

Bluebook #ATR-15022

### JUGGLES' HOUSE

1300

(Early Learning Series) Juggles is back! This time with a house that teaches the concepts of "inside" and "outside," "upper" and "lower." Juggles gives you two different games, captivating graphics, and strong pre-verbal learning skills. A great way for your children to learn these concepts at their own pace. With keyboard overlays and illustrated manual. For ages 3 to 6.

**Requires Cassette Recorder or Disk Drive, and 16K RAM.**

Bluebook #ATR-15023

### MY FIRST ALPHABET

1300

(Early Learning Series) A captivating way for children to learn the alphabet and numbers using sound and entertaining graphics. Large colorful letters and pictures are drawn on the screen, clowns smile and frown and play the "Alphabet Song." You can select an option that automatically runs the program for the child who is too young to use the keyboard. Or randomly select numbers and letters you would like your child to see. Seven program options. For ages 3 to 5.

**Requires Basic Cartridge, Disk Drive, and 32K RAM.**

Bluebook #ATR-15024

### I'M DIFFERENT!

1022

By Kathleen and Philip Bergh

Recommended for ages 3-7/Written in Pilot and machine language. Our first Atari Pilot program. Designed by an experienced teacher and a professional programmer, it's one preschoolers are sure to enjoy. I'm Different! introduces the concepts of "same" and "different" in an entertaining, noncompetitive game

## 15000 • Basic Learning Skills

that doesn't keep score and has no time limit. Using a Joystick Controller, which can be held in a left-handed or right-handed position, a child guides an invisible turtle to the general area of the graphic design that differs from three others displayed on the screen. The turtle leaves a trail wherever he goes, and his path can indicate how well the child understands the concept. Older children can also trace over the designs or practice their letters. To check an answer, the child presses the joystick button. Correct responses cause flashing colors and a merry tune. Five graphics choices-ranging from differences in color or shape only, to classifying objects-span five difficulty levels. I'm Different! can help children learn hand-eye coordination, observation, classification, concentration, and other essential reading readiness skills. When discussions of the designs accompany game play, the skills gained by the child are even greater.

**Requires Atari Pilot and one Atari Joystick Controller.**  
**Diskette [810] 32K 22.95**

Bluebook #ATR-15025

### HICKORY DICKORY

1022

By Dale Disharoon

Recommended for ages 5-11/Written in Basic. Do you know children who, given the choice between reading the time on a traditional clock in the same room and a digital one in another room, will opt for the extra footwork to read the digital time? Many children today grow up with only digital clocks around the house. When they're faced with a traditional clock with hands, they're often stumped. Hickory Dickory can help children master the translation process between these two ways of telling time. Teachers in grades kindergarten through sixth have used Hickory Dickory to help students learn to tell time. The program displays time using hour and minute hands on a traditional face clock in high resolution graphics. Using either the computer console's keyboard or a Joystick Controller, the child gives the digital equivalent. Hickory Dickory offers six skill levels: exact hours, half hours, 15-minute intervals, 10-minute intervals, 5-minute intervals, and all possible minutes. The child selects the number of examples to try. When he or she answers correctly on the first try, the program notifies the child and goes on to the next example. When he misses on the first try, the program displays a clue and asks him to try again. It moves on to a new example only after the child answers the current one correctly. A running score displays after each example and the total score displays at the end of the session.

**Requires: Atari Basic Language Cartridge.**

**Optional: One Atari Joystick Controller.**

**Cassette [410] 16K 15.95**

**Diskette [810] 24K 15.95**

Bluebook #ATR-15026

### JOEY'S RAINBOW

1305

A brand new program which now uses the enhanced graphics capabilities of the Atari 400 to teach young children the association between colors and their names. Hitting any key creates a color at random on the screen with that color's name flashed in big, bold letters at the bottom. You can call up one color at a time, or a variety of colors can be held on the screen at one time, thereby creating thousands of possible color combinations. The names of the colors always accompany the colors so the children are constantly associating each color with its correct name. This program also contains provisions for eventually mixing various colors to obtain various shades.

**Grade Level: Kindergarten and 1.**

**Requires 16K Memory. Joystick Optional.**

**Disk or Cassette 79.50**

Bluebook #ATR-15027

### FACEMAKER

1319

Three games in one. The child completes a blank face by choosing eyes, ears, noses, etc. The second part of the game, the child makes the face wink, smile, frown, cry, stick out its tongue and wiggle its ears. The third part, the child plays Simon Says with the face. **Grade Level Age: 4 - 8. Requires Atari 400/800 and 48K.**

**Disk 34.95**

Bluebook #ATR-15028

### RHYMES AND RIDDLES

1319

A letter-guessing computer game presented in three formats: (1) nursery rhymes; (2) riddles; (3) famous sayings. **Grade Level: 5-9 years old 48K Disk, Atari 400/800**

**29.95**

Bluebook #ATR-15029

### KINDERCOMP

1319

A collection of six educational games that prepare children to read, spell and count. **Grade Level: 3-8 years old 48K Disk, Atari 400/800**

**29.95**

Bluebook #ATR-15030

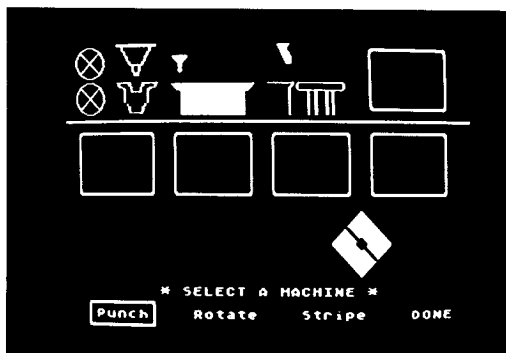
### STORY MACHINE

1319

The child writes sentences, paragraphs and stories with the supplied vocabulary. The story is then animated. **Grade Level: Primary. Requires Atari 400/800 and 48K.**

**Disk 34.95**

## 15000 • Basic Learning Skills



Bluebook #ATR-15031

### THE FACTORY: EXPLORATIONS IN PROBLEM SOLVING 1292

Program Features: Advanced color graphics, animation, random generation of problems.

Students develop inductive thinking by playing the part of an assembly-line worker in a factory. One challenge is to analyze a finished product and recreate it by designing an assembly line to produce it. Students work with raw materials and manipulate the assembly line machinery to punch, rotate and stripe the product accordingly. Another option allows students to use their creativity to develop their own products.

Teaching Objectives:

- To develop inductive reasoning skills.
- To demonstrate the importance of sequence.

**Requires: Atari 400 or 800 with the Atari Basic Cartridge, and 16K memory** Disk 35.00

Bluebook #ATR-15032

### THE POND: EXPLORATIONS IN PROBLEM SOLVING 1292

Program Features: Advanced color graphics, animation, random generation of problems, user options.

Develops students' abilities to logically think through a situation. To help a frog find its way through a pond, students must gather data about a path of lily pads and generalize that data into a pattern. Another option forces the frog to jump a given number of steps.

Teaching Objectives:

- To develop the students' ability to form patterns.
- To be able to generalize from data.

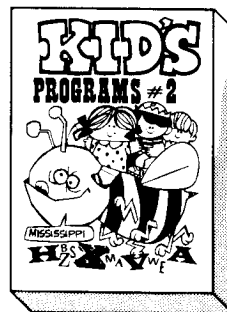
**Grade Level: 3-adult Requires: Atari 400 or 800 with the Atari Basic Cartridge, and 16K memory** Disk 35.00

Bluebook #ATR-15033

### KIDS #1: 1308

Kids ages 4 to 10 can find lost treasures on a small island, do a math quiz, or talk to their Atari.

**16K Tape or 24K Disk 14.95**



Bluebook #ATR-15034

### KIDS #2: 1308

A collection of 3 games designed to help your child's spelling skills. Includes a spelling bee, the Scrambler and Touch. For Kids 4 to 10.

**16K Tape or 24K Disk 14.95**



Bluebook #ATR-15035

### COUNT WITH BUNKY 1352

By Ann McBain Ezell

A fun-filled two-in-one educational package based on sound principles of learning. It is designed to teach preschoolers, or children with special needs, to count

## 15000 • Basic Learning Skills

and do simple addition and subtraction problems. Using colorful, attention grabbing graphics, music and exciting screen displays, children can practice counting groups of identical or dissimilar shapes. Once a youngster has mastered counting, addition and subtraction can be tackled. After each set of 12 problems, Bunky The Monkey climbs a ladder to score the set and, if all the answers are correct, performs a trick.

**Requires Joystick. 32K Disk or 16K Cassette 24.95**

Bluebook #ATR-15036

### ANIMAL COUNTING

1419

A helpful program that begins to teach young children the process of counting and number recognition. This is accomplished using the shapes of familiar animals to help reinforce the number that the child is saying. Research has shown that children can easily relate to animals as a source of learning, so animal counting uses this theory in a very simple program for children of all ages.

Contains:

- 15 phonetic numbers.
- A variety of friendly animals that appear randomly on the screen to help the child with counting.
- Repeats automatically with 3 simple commands.
- Can be updated periodically with new or different numbers.
- The Childs progress can be monitored by the parent or teacher.
- Also reinforces actual number pronunciation.

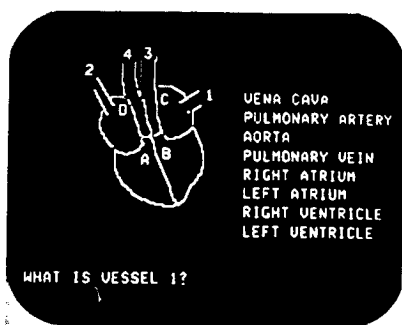
**Requires Atari 1200XL, 48K, 2 Disk Drives, Monitor, Voice Synthesizer, and Minimal Programming Knowledge. 389.00**





## 16000 • Biology

Also See Related Categories: 37000 General Science  
40000 Health  
51000 Medical



Blue Book #ATR-16001

### ELEMENTARY BIOLOGY

263

The special graphics and color used here will be especially helpful in teaching about food chains and circulatory systems. In the drill and practice program, Circulation, students are shown the movement of a blood cell throughout the circulatory system of a fish. The relationships in a food chain are discovered when students role-play an animal in either the Odell Lake or Odell Woods simulation programs. The support manual contains worksheets for use in teaching the food chain relationships. For Grades 1 - 9.

Requires Atari 400/800.

Disk 37.00

Blue Book #ATR-16000

### HEART LAB

1016

By Dennis Kurtz

This innovative program uses animated graphics to produce a simulation model of a functioning human heart. It provides the student with an opportunity to observe, through simulation, the heart in action. The program illustrates the various parts and functions of the heart by showing the pumping action and tracing the blood flow through the arteries, veins, and chambers.



The program is divided into three sections:

1. Tutorial - Reviews the various vessels and chambers of the heart while identifying their locations on a graphic model.
2. Drill - The computer indicates specific parts of the heart on the graphic model, and the student must identify the correct name of the vessel or chamber.
3. Pulse Simulation Exercise - Demonstrates how the heart responds to work. The students enter their pulse rates, before and after exercising, into the computer. The animated, graphic heart demonstrates how their hearts would function using a visual simulation.

Disk 29.95



## 17000 • Business Management

Also See Related Categories: 10000 Accounting  
 24000 Data Base Management  
 33000 Financial  
 38000 Graphics  
 65000 Retail & Point Of Sale  
 72000 Statistics  
 74000 Tax  
 76000 Word Processing

Bluebook #ATR-17000

### SUPERVISORY PRACTICES

- Introduction to Supervision
- Factors Affecting Supervisor's Job
- Leadership Styles
- Planning & Organizing Work
- Giving Orders; Directing Processes
- Supervisory Decision-Making
- Understanding Individual Employee
- Improving Performance-Motivation
- Employee Discipline
- Communications
- Evaluating Employee Performance
- Handling Complaints, Grievances
- Compensating Employees
- Selecting New Employees
- The Supervisor and the Union
- Supervisor of the Future - EEO, OSHA

Requires Atari 400/800.

16 Lessons, 8 Cassettes 79.00

Bluebook #ATR-17002

### OFFICE CAREERS

- An Office Career
- The Office Assistant
- Handling Communications
- Communications Equipment
- Filing and Indexing
- Duplicators and Copiers
- Word Processing Equipment
- Postal and Shipping
- Banking and Legal Duties
- Travel and Conferences
- Spelling and Grammar
- Business Writing
- Writing Reports
- Bookkeeping Steps
- The Business Style
- Planning Your Career

Requires Atari 400/800

16 Lessons, 8 Cassettes 79.00

Bluebook ATR-17001

### ECONOMICS

- What is Economics?
- Pure Capitalism - A Theory
- Mixed Capitalism in the U.S.
- Government: Expenditures
- Microeconomics: A Company
- The Distribution of Wealth
- GNP, Inflation and Recession
- Labor and Unions
- Public Welfare and Poverty
- Theory of Income/Employment
- Government and the Economy
- Money and Banks
- Money and Growth
- Problems and Growth
- Law of Supply and Demand
- Production Costs

Requires Atari 400/800.

16 Lessons, 8 Cassettes 79.00

Bluebook #ATR-17003

### BUSIPACK-1

Mailing list, order entry, inventory control, invoicing, That's exactly what the small business man needs to save time and money.

Atari 800, 48K RAM,

Disk 98.00

Bluebook #ATR-17004

### ATAMEMO

This is the date-blick you always wanted to keep track of your appointments. This powerful program makes effective time planning easy.

1373

29.95







## 19000 • Chemistry

Also See Related Categories: 16000 Biology  
37000 General Science  
51000 Medical

Blue Book #ATR-19000

### **CHEM LAB SIMULATIONS #1: TITRATIONS 0173**

Powerful high-resolution graphics give the user realistic control over these three experiments: an acid-base titration experiment; determination of a weak acid equilibrium constant, including a titration experiment and a pH-meter experiment; and the determination of Avogadro's number, including a titration experiment and a monomolecular experiment.

**Requires Atari 800, 40K, and 1 disk drive. 100.00**

Blue Book #ATR-19003

### **CHEM LAB SIMULATIONS #4: 0173 THERMODYNAMICS**

In this simulation, capillary tube experiments illustrate heat of vaporization, and thermodynamics of an equilibrium reaction.

**Requires Atari 800, 40K, and 1 disk drive. 100.00**



Blue Book #ATR-19001

### **CHEM LAB SIMULATIONS #2: IDEAL 0173 GAS LAW**

Featuring colorful low-resolution graphics, Chem Lab 2 is written in machine language for fast response time and immediate feedback as the student or instructor changes the gas environment. Chem Lab 2 illustrates the ideal gas law, the kinetic-molecular theory and the principles of diffusion.

**Requires Atari 800, 40K, and 1 disk drive. 100.00**

Blue Book #ATR-19002

### **CHEM LAB SIMULATIONS #3: 0173 CALORIMETRY**

This Calorimetry simulation demonstrates Hess's Law by having the user determine the heats of reaction of three separate chemical reactions. Dynamic high-resolution graphics provide a realistic animation of the actual steps of the Calorimetry experiments such as heating water with a bunsen burner and mixing reactants in a Calorimeter.

**Requires Atari 800, 40K, and 1 disk drive. 100.00**



## 21000 • Communications

Also See Related Categories: 22000 Computer Science

38000 Graphics

76000 Utilities

90000 Networking

Blue Book #ATR-21000

### CW MORSE

1123

Allows your computer to become a morse terminal for your amateur radio station. It is capable of sending and receiving morse code at speeds of 25 wpm or more. Includes multiple 255 character message buffers, numerous special function keys, type-ahead keyboard buffering, and automatic speed control on receive. Software written in BASIC for ease of modification by the user. Requires construction of two transistor, one IC interface. Connection is made through the joystick port on the Atari. Package includes software on cassette, complete documentation, interface schematic, and required connector.

Requires Atari 400/800 and 16K.

19.95

Bluebook #ATR-21001

### TELELINK II

1300

An improved version of TeleLink I. Stores two phone number and access codes that connect your computer to other computers. Used with the Atari 835 Direct Connect Modem, it automatically dials and receives information. TeleLink II displays information on the screen and lets you print it at the same time. Data transfer rate: 300 or 1200 bits/second (industry standard). Full or half duplex. Transfers ASCII characters.

Requires Cartridge, 8K RAM, Either the Atari 835 Direct Connect Modem, or the Atari 830 Acoustic Modem, and the Atari 850 Interface Module.

Optional: Printer

Bluebook #ATR-21002

### TELELINK I

1300

Data transfer rate: 300 bits per second. Full or half duplex. Transfers ASCII characters.

Requires Cartridge, 8K RAM, Atari 830 Acoustic Modem, and the Atari 850 Interface Module.

Optional: Printer

Bluebook #ATR-21003

### MORSE CODE TUTOR

1022

By Richard Watts/Macrotronics

Recommended for ages 7 and up/Written in Basic and machine language. Here's a comprehensive and enjoyable program for learning to recognize Morse code. Learn at your own pace. Once you become familiar with all the characters, you can choose from five different practice options. Beginners will want to use the program's tutorial, which contains eleven 4-character lessons. In each lesson you can specify the character to be sent and then listen to the signal, or you can have the program send any of the lesson's characters at random. In the latter case, you then press the corresponding key on your keyboard. If you press an incorrect key, the program sends the code of the pressed key and then resends the original character, to help you learn the difference. You can also choose to have random characters sent from the current and all earlier lessons. As you become familiar with each code, you can increase the transmission speed, from 5 words per minute to as fast as 60 words per minute. You then use the program's other practice activities. For example, you can specify the Morse character to be sent; the character displays in blue on your TV screen as it's sent and then changes to yellow, so you always know which character you're hearing. Or, you can have the program send random characters in groups of five or random words. For all these options, you can vary the speed according to your needs. Those preparing for the FCC code test for ham radio operation, can listen to randomly generated ham radio call signs (e.g. KF8 WMO); each call sign displays as it's transmitted.

Requires: Atari Basic Language Cartridge.

Cassette [410] 16K 22.95

Diskette [810] 24K 22.95

Looking For A Particular Program?  
Use The Key-Word Index  
In The Front Of The Blue Book

## 21000 • Communications

Bluebook #ATR-21004

### CHAMELEON CRT TERMINAL EMULATOR 1022

Convert your Atari Computer into a computer terminal! For three terminal types, GLASS TTY, ADM-3A, and VT-52, Chameleon supports tabs, line feed, form feed, and visual bell signal. For the ADMZ-3A, and VT-52, it also supports cursor addressing and basic editing features. It does not support the special graphics character set of the VT-52 or some rarely used ADM-3A features.

Chameleon's major features are: (1) an 80-column, 24-line character display (displaying 40 columns at a time) with a lock cursor feature for automatic horizontal scrolling; (2) previous page buffer; (3) continuous transmission at baud rates of 75 to 4800 and non-continuous at 9600; (4) selectable input and output parity; (5) a BREAK signal; (6) the full ASCII standard character set; (7) program uploading and downloading capability between your computer and a time-sharing system and between two Atari Computers; and (8) the ability to dump the contents of the TV screen to a printer. (The fall edition of the catalog neglected to mention these last two features.) Assembly language programmers with a 32K disk system and the Assembler Editor Cartridge can define new terminal types with Chameleon (the diskette version includes the source code).

**Requires Atari Basic Language Cartridge, Atari 830 Acoustic Modem or an RS-232C Device, and an Atari 850 Interface Module.**

**Optional: Atari or Equivalent printer.**

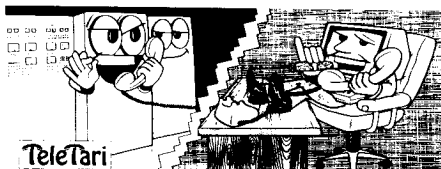
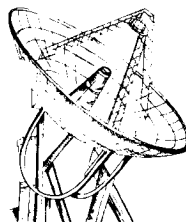
**16K Cassette or 24K Disk 24.95**

function from a menu. Commonly used terminal parameters are included in the program, but you can change them to suit your needs with a couple of keystrokes, using another handy menu, and store the ones you plan to use again. TELETARI's generous buffer stores up to 20K, so you can review, print, or save received information long after you've hung up the phone. TELETARI is compatible with most modems and a wide variety of computers. And because it works through the RS232 port, TELETARI is not limited to modem/telephone uses. Put it to work in any RS-232 application you imagination can devise—even operating a laser disk!

#### FEATURES:

- Buffer of up to 20K
- Menu-driven
- Highly adaptable
- Supports all 850 options
- Compatible with 1200 baud modems and BIT 3 Full-view 80 board.
- Suitable for any RS232 application

**Requires Atari 400/800 or 1200XL, Basic, 32K RAM, And 850 Interface. Disk 39.95**



Bluebook #ATR-21005

### TELETARI

566

Your Atari has never had such easy access to the whole of telecommunications—bulletin boards, news reports, large time-sharing computers, the works. Now it's a snap to tap into all these, and it's just as easy to transfer your program or text files to and from a remote computer. Meet TELETARI, a powerful, adaptable telecommunications package. With TELETARI, you simply choose the desired communications

Bluebook #ATR-21006

### SWIFTY DATALINK

1352

By Tony Dobre

Features full performance uploading and downloading in full-duplex or simplex modes and support both ASCII and ATASCII transmissions. Saves significant connect time charges when using commercial services by automatically off-loading line data to your disk drive upon completion of a transmission. Options are also available to screen and/or printer dump received data. May be used as a remote terminal compatible with all the commercial services and bulletin boards such as the Source and Compuserve, etc.

**Requires 24K Minimum, Atari 850 Interface or Equivalent and Atari 830 Modem or any other 300 baud Modem. Printer Optional. Disk 39.95**

## 22000 • Computer Science

Also See Related Categories: 21000 Communications  
24000 Data Base Management  
38000 Graphics  
76000 Utilities

Blue Book #ATR-22000

### **COMPUTER LITERACY INSTRUCTIONAL PROGRAM [CLIP] 1016**

By Ann Edson and Amy McComb

Developed and tested during a series of inservice courses in computer literacy, this program is designed for use by teachers, administrators, and other school-related personnel as individuals or in small groups. The step-by-step, self-paced format provides the users with hands-on experiences using drill and practice, tutorials, simulation, testing and evaluation on the microcomputer. After mastering the CLIP program, someone who has never used a microcomputer before will be able to set up an in-class or media center program for students to use the microcomputer as a learning tool.

Lessons include:

- Introduction: Language, Booting, the Keyboard
- The Computer as a Calculator
- Instruction via the Microcomputer: Drill and Practice, Tutorial Simulation
- Setting Up and Managing the Microcomputer Facility -including management of a classroom, resource room or library; scheduling, support material, and recording-keeping
- Selection and Evaluation of Software

Clip can be used in large or small segments and reviewed and reused as often as necessary for the user to attain computer literacy.

**Disk 59.00**

Blue Book #ATR-22001

### **INSTRUCTIONAL COMPUTING DEMONSTRATION 263**

The Instructional Computing Demonstration Package is designed to aid in giving a series of brief demonstrations illustrating the use of the Atari computer in instruction. Programs on the diskette were selected from the MECC series of Atari diskettes. The programs are grouped into categories which illustrate ways programs can be used in an instructional setting,

such as in large groups, small groups, and individually. This package provides an opportunity to preview MECC's Atari products and introduces educators to using computers in the classroom.

**Requires Atari 400/800.**

**Disk 35.00**

Bluebook #ATR-22002

### **HOW TO PROGRAM IN THE BASIC LANGUAGE 438**

By James L. Poirot and Don Retzlaff.

GRADE LEVEL: 6-14 and teachers

Software on disks or cassettes parallels chapters in the student workbook. The workbook acts as reinforcement for learning. Programming background is not required. This software and workbook combination gives the student step-by-step learning of BASIC programming. The instructional strategy in this program is tutorial. The available student/teacher instructional documentation for the use of this program includes activity/work-sheets, program operating instructions, teacher's guide and student workbook. The strengths of this program are: No previous computer knowledge is required; clear and simple presentation of topics; accompanying student workbook reinforces learning; tutorial nature of the programs makes learning fun.

**74.95**

Bluebook #ATR-22003

**AN INVITATION TO PROGRAMMING: 1 1300**  
Fundamentals of Programming. A friendly way to get acquainted with programming in Atari BASIC. The six lessons in this program are aided by a recorded voice and introduce you to the computer keyboard, teach you to use the Print statement and perform simple mathematical calculations. You'll also see examples of the computer's color graphics and sound capabilities. For ages 10 to adult.

**Requires Basic Cartridge, Program Recorder, and 8K RAM.**

## 22000 • Computer Science

Bluebook #ATR-22004

### **AN INVITATION TO PROGRAMMING 2:** 1300

Writing Programs One and Two. With these cassette programs, you'll really start to get the hang of writing programs in Atari Basic. Simple instructional steps, including a recorded voice, cover topics such as For...Next loops, subroutines, and Read, Data, Dim, Peek, and Poke statements. You're on your way to becoming fluent in a powerful computer language. Two program cassettes complete with workbook. For ages 10 to adult.

**Requires Basic Cartridge, Cassette, 8K RAM, and Program Recorder.**

Bluebook #ATR-22005

### **AN INVITATION TO PROGRAMMING 3:** 1300

Sound and Graphics. Discover how versatile and powerful Atari Basic can be. Learn simple music theory and how to set the pitch, purity, and loudness levels of notes along with recorded voice instruction. Draw your own computer art by using the color registers, the graphics characters and other features. Soon you'll be using Atari Basic as if it was your native language! Includes two program cassettes and a self-guiding workbook. For ages 10 to adult.

**Require: Basic cartridge and Program Recorder. Cassette 8K RAM.**

Bluebook #ATR-22006

### **PILOT** 1300

With "Turtle" Graphics you won't find a friendlier way to take off into the exciting world of programming than Pilot (Programmed Inquiry, Learning or Teaching). Simple one or two-letter commands let you converse with the computer. And responsive "Turtle" graphics let you create imaginative and colorful displays on your screen. You can even create sounds and tunes using up to four simultaneous voices. Pilot is the ideal introduction to programming and is excellent for developing logical thought patterns. Ages 8 to Adult. **Requires Cartridge and 8K RAM. [Longer Programs Require More RAM.]**

**Optional: Program Recorder, Disk Drive, and Printer.**

Bluebook #ATR-22007

### **PILOT HOME PACKAGE** 1300

Pilot stands for Programmed Inquiry, Learning Or Teaching. It's the friendly way to get started in programming. The home package has been economically designed for home and student use. It includes the Pilot cartridge, the Student Pilot Reference Guide

and a Pocket Reference Guide. Pilot is the ideal introduction to programming for children age 8 to adults.

**Requires Cartridge and 8K RAM. [Longer Programs Require More RAM.]**

**Optional: Program Recorder, Disk Drive, and Printer.**

Bluebook #ATR-22008

### **EXTENDED WSNF** 1022

Do you know someone who is curious about your Atari 400/800 computer but has no programming knowledge to call on to try out your system? This program might be the answer. WSNF (Which Stands For Nothing) is an educational graphics language developed for teaching programming concepts to beginners. Picture a small robot turtle holding a pen in his mouth and sitting in the middle of your TV screen. Now imagine you can command the turtle to do such things as move, turn, and raise and lower his pen. That is what WSNF is all about. WSNF programs consist of strings of one-letter commands like 'F' for forward, and 'L' for left turn. With simple instructions, users can write such standard programming structures as loops and subroutines. This version of WSNF is greatly extended compared to the original language, and it contains many advanced debugging, graphics, joystick, and mass storage features. Although you can do some fairly advanced graphics with WSNF, it is meant to be a beginner's language. Also, because it is strictly a graphical system, it is not suitable for developing applications programs.

**Joystick Controller Optional.**

**16K Cassette or 24K Disk 22.95**

Bluebook #ATR-22009

### **SIMULATED COMPUTER** 1278

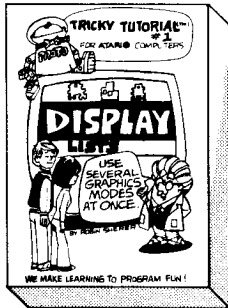
Students run their own simplified computer model and learn programming principles. The CRT displays input and output, internal registers, and 20 memory locations. Students input programs, run them, single-step them, and see the results of every machine cycle. Begin by running a sample program and SIMULATED COMPUTER describes its every step. Students learn to anticipate each computer step as registers are displayed. Soon they write their own programs in SIMULATED COMPUTER's simplified code. Ten available instructions allow surprising program variety. Eight error messages help debug programs and a simulated "BREAK" key halts execution. Typing "HELP" displays full documentation.

**Program includes five lesson tutorial and complete Simulated Computer Manual. Cassette 14.95**

## 22000 • Computer Science

Bluebook #ATR-22010

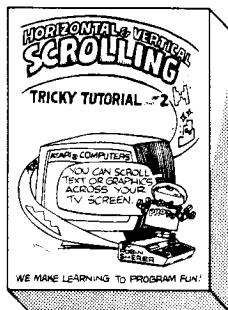
**MEET THE COMPUTER: BEGINNING BASIC 1292**  
Color-coded activity folders teach BASIC programming statements and commands. Each folder covers a specific aspect of programming such as graphics, the PRINT statement, IF THEN statements. Includes reference folders for programmers, reproducible graphs and charts for plotting graphics and keeping records, programmer's guide and other activities. Grade Level: 4-adult **Requires: Atari 400 or 800 with the Atari Basic Cartridge, and 16K memory** Disk 29.00



Bluebook #ATR-22011

**TRICKY TUTORIAL 1: DISPLAY LISTS 1308**  
Instructions on how to modify the Atari Display Lists to get multiple graphics modes on the screen at the same time. You can create your own custom screen that can consist of Atari's regular text and graphics modes plus 5 new ones. Grade Level: High School **Requires: Atari 400/800**

24K Disk or 16K Cassette 19.95

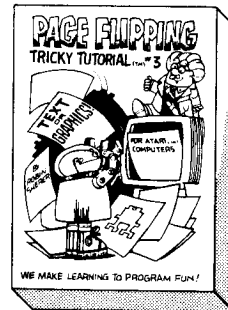


Bluebook #ATR-22012

**TRICKY TUTORIAL 2: HORIZONTAL & VERTICAL SCROLLING 1308**

Teaches how to scroll both text and graphics horizontally, vertically, and diagonally. 18 examples are included to get you started. You can put them in your program now and go back to check the "hows" later. Grade Level: High School **Requires: Atari 400/800**

24K Disk or 16K Cassette 19.95



Bluebook #ATR-22013

**TRICKY TUTORIAL 3: PAGE FLIPPING 1308**

A set of simple programs designed to teach those new to the Atari how to store information on various screens into memory and then bring them back instantly. The techniques taught here can be used for animation and professional slide like displays. Grade Level: High School **Requires: Atari 400/800**

24K Disk or 16K Cassette 19.95

Bluebook #ATR-22014

**TRICKY TUTORIAL 4: BASICS OF ANIMATION 1308**

These programs are designed to teach those new computers how to make shapes appear to move around the screen. Animation is demonstrated using the Print Command, Plot Command, and Atari Player Missile Graphics. Grade Level: High School **Requires: Atari 400/800**

24K Disk or 16K Cassette 19.95





Bluebook #ATR-22015

**TRICKY TUTORIAL 5:  
PLAYER MISSILE GRAPHICS**

1308

Learn to write your own games and other animated applications. Begins with many small samples and builds into a complete game with everything fully explained. Includes editors to help you create applications and playfield shapes. Grade Level: High School **Requires:** Atari 400/800

32K Disk or 16K Cassette 29.95



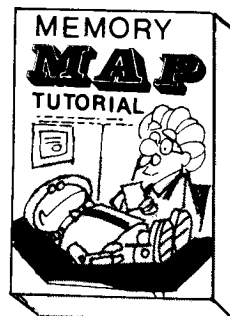
Bluebook #ATR-22016

**TRICKY TUTORIAL 6: SOUND & MUSIC**

1308

Starts with the simple song statement and progresses to chords and complete songs. All the material can be used by beginners. Grade Level: High School **Requires:** Atari 400/800

24K Disk or 16K Cassette 29.95



Bluebook #ATR-22017

**MEMORY MAP TUTORIAL**

1308

If reading about memory locations isn't enough, the Memory Map Tutorial lets you watch them work. It is the perfect companion to the Master Memory Map. We discuss in detail over 30 of the most important memory locations and their functions.

**Requires 16K.**

Disk or Cassette 29.95

Bluebook #ATR-22018

**ATARI BASIC - LEARNING BY USING  
[PROGRAMS FROM BOOK]**

1373

All programs from book (Bluebook #ATR-93012) on disk. (Book included.)

29.95

Bluebook #ATR-22019

**LEARN-FORTH**

1373

A subset of FigForth for the beginner. On disk (32K RAM) or on cassette (16K RAM). Even the Atari 400 or Atari 800/16K RAM owner can program in Forth.

19.95



## 24000 • Data Base Management

**Also See Related Categories:** 44000 Inventory  
50000 Mailing Lists  
76000 Utilities

Bluebook #ATR-24000

### **FILE-FAX DATA BASE MANAGEMENT SYSTEM** 1028

A user-friendly, visually-oriented data base system. You can specify the information you want to keep track of right on your computer screen, and design your format exactly as you want it to appear. FILE-FAX has a built-in editor that allows you to create a "form" right on your screen, entering and displaying all the information you need. You specify the types of data, as well-such as dollars and cents, alphanumeric information, yes or no answers, and so on. Once you enter your information, FILE-FAX will automatically format it to your specifications and create whatever disks are necessary to store it on. No complicated calculations are necessary; FILE-FAX performs all operations automatically. When your data base is established, you can enter, retrieve, delete, or change information readily. Conventional filing systems employed by most businesses organize their paper contents by a specific reference point, such as the last name of the person or company you are dealing with. With FILE-FAX, you can search through your data for sets of records using various criteria, such as matching particular names, letters, or amounts; numbers within a certain range; names between certain letter designations; cities, states, or zip codes. For example, you can file-and retrieve-inventory information by the name of a particular part. But if the name eludes you, FILE-FAX can search for that same information by the part number, or the vendor you bought it from, or the customer you sold it to. Also contains a built-in report generator, which permits you to print out your information on your screen or on paper. Again, you can specify the exact manner or format in which you want your "hard copy" to appear-where on the page you want report titles, page numbers, data base information, informational messages, subtotals and totals. Your report, like your data base, can be altered at will. When your report is printed, the data base items can appear in the alphabetical order in which they are automatically saved by FILE-FAX, or they can be printed out in any manner you specify-up to an eight level sort. This means that a mailing list, for example, could be printed out alphabetically by country, state, county, city,

township, or village; or numerically by zip code. Or that any other report you need can be automatically sorted in whatever manner is most useful to you. FILE-FAX will retrieve, for example, all persons named Johnson residing in a particular city. Or all Johnsons living on a particular street in a particular city. But FILE-FAX also features an in-field search capability—it can search for a string of characters located anywhere within a field within your database. To illustrate one way of using this, FILE-FAX will search for all names ending in "son"—should you be uncertain whether the name you are looking for is Johnson, or Robinson, or Lewison. Help is always available, not only through the step-by-step, comprehensive manual that accompanies each program. The press of a single key, at any point in the program, will display an appropriate help screen on your monitor. In addition, a pocket reference guide is included that contains all the FILE-FAX command keys and tells what each key is used for.

#### **FEATURES:**

- Can create up to 31 fields per record
- Record size limited only the size of your screen.
- Will search for a record based on any field, or part of a field.
- Has the capability to search for a record based on a range-such as "greater than," "less than," "greater than or equal to," or "less than or equal to." And it can do so for any field or part of a field.
- Will total and subtotal for valid numeric fields.
- Can store multiple records with the same primary key
- Completely memory based; once the program is loaded, you need never swap a disk.
- A comprehensive tutorial leads the user through all phases of the program.
- Database file can span disk drives.
- Up to an 8-level sort can be defined at any time.
- Optional suppression of trailing spaces on fields for the printing of mailing labels.
- Help screens available throughout the program.
- Built-in report generator.
- New data disks are formatted automatically. You never need to initialize a new disk.

**Requires 48K RAM and 1 Disk Drive. A printer is recommended for the printing of reports.**

## 24000 • Data Base Management

Bluebook #ATR-24001

### DATA BASE/REPORT SYSTEM

1022

By James W. Burley

If you've ever used a data base manager on a large computer system, you'll appreciate the many features of this general-purpose system. Creates and maintains records. Have up to ten units of information ("fields"), with a maximum field length of 100 characters and a maximum record length of 255 characters. The total number of records you can store varies with record key (size of key being the unique identifier for each record) and available computer memory. Generally, you can store about 1300 records having a five-character key on a system with 40K of memory. You use the main program to create a new file; add, update, and remove records; sort the file; and print reports. Auxiliary programs reorganize the data files to free unused diskette space; redefine the file by adding fields, modifying field sizes, or changing field headings; delete old files; and print special reports. Search criteria for locating records include "equal to," "equal to or less than," "equal to or greater than," "between...and...", "all." You can apply your specified search criterion to one or more fields, and you can search on partial field values. The system produces two standard reports. Vertical reports use no field headings, and each field in a record prints on a separate line. Horizontal reports use headings, and fields print across the page for each record. The report writer lets you modify and order in which fields print, sum up numeric fields, and find your records using other than normal keys.

**Requires:** Atari Basic Language Cartridge. DOS 2-formatted diskette[s] for data.

**Optional:** Atari 825 80-Column Printer or Epson printer.

Diskette [810] 40K 22.95

Bluebook #ATR-24002

### DATA MANAGEMENT SYSTEM

1022

By Ronald and Lynn Marcuse

Here's a data management system ideally suited for short records, such as record, tape, and book catalogs; telephone and address directories; and inventories. Menus and prompts guide you through all input activity. First, you define the characteristics of your file. You enter the file name, the number of fields (up to 8), the field headings (up to 11 char.), maximum field value (up to 30 characters), and the editing desired on a field's value (none, numeric, date, or dollar edits). You can store records as large as 140 characters. From then on, you can add, update, and remove records. You can search your file on any field using whole or partial search keys. Valid search terms are less than or equal to, equal to, greater than or equal to, and range. You can display your search results on the video screen or

print them on your printer (up to 30 char.), specifying either complete or partial records. Finally, you can sort your file on any field, specifying either ascending or descending ASCII values for characters in that field. Recommended for ages 15 and up/Written in Basic and machine language.

**Requires Atari Basic Language Cartridge.**

**Optional:** Atari 825 80 Column Printer or Equivalent.

Diskette [810] 32K 22.95



Bluebook #ATR-24003

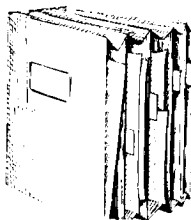
### FILE-IT C

1352

By Jerry White

A cassette only start-up database management system that files and manages personal information and data. Designed to work in 16K and above systems, this user friendly menu driven package creates, sorts, stores and manipulates information. FILE-IT C configures and handles data such as appointment calendars, address or telephone records, credit and charge card records, stock investments, medical and prescription information, hobby, coupon and other types of collection inventories. Because of its flexibility, FILE-IT C is limited only by the user's imagination and creativity. Supports any Atari compatible printer. FILE-IT C holds over 300 records in 48K. **Requires:** 16K minimum

Cassette 19.95



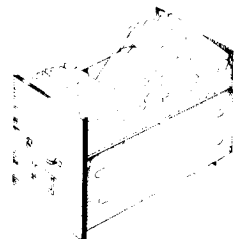
Bluebook #ATR-24004

### FILE-IT 2 +

1352

By Jerry White

An updated deluxe package which contains all of the features and programs of FILE-IT C plus five additional, especially designed file handling and financial management programs. The FINANCIAL ENTRY and FINANCIAL REPORT programs create a



## 24000 • Data Base Management

powerful personal financial management system for recording transaction dates, and expense and income entries. Three additional user designated fields give bottom line accounting capability. Two additional FILE-IT utility programs provide random access updating and user controlled record selection. Full field and sub-field machine language sorting is supplied. Data files are stored on separate data disks permitting large scale data management. Subfiles may be created, merged and sorted by any field. A BAR GRAPH program generates a screen display of financial data, including values and percentages, in bar graph form which may optionally be printed. Supports up to 4 disk drives as well as the 128K Axlon Ramdisk. Extensive documentation, attractively bound, provides clear user instructions along with a tutorial on computer filing. **Requires: 32K minimum, 80 column printer optional**  
Disk 49.95

Bluebook #ATR-24005

### DISKETTE INVENTORY SYSTEM

1352

By Jerry White

Gives quick and complete control of expanding disk libraries by storing a complete listing of all directories directly onto a directory diskette. Just by numbering all your disks, this system will automatically read the directory of each disk, catalog it and alphabetically sort all single and multiple copies of programs and data files right on your screen or on your printer. Prints disk jacket labels and alphabetized lists identifying the location of a desired program or data file.

**Requires: 24K minimum. Printer optional. Disk 24.95**





## 25000 • Demonstration Programs

Also See Related Categories: 36000 Games  
38000 Graphics

Bluebook #ATR-25000

### KALEIDOSCOPE

962

By Clinton Parker

Turn your Atari into a color kaleidoscope of ever-changing patterns. These patterns are determined by options (parameters) which can be modified with the joystick and the keyboard. Depending on the options chosen, sequences of patterns can be generated which will not repeat for days! This is a great demonstration program and it is quite enjoyable to just sit back, relax, and watch. **Requires 16K.**

**Cassette 14.95**

**Disk 18.95**

Bluebook #ATR-25001

### SOUNDTRACK/COLORTRACK

1106

**SOUNDTRACK**-A basic program which serves several useful purposes. First, it is a great tutor in Atari sound capability. Second, "SOUNDTRACK" allows you to sample every basic sound command that your Atari makes, shows you the command while you listen, all with your joystick. Thirdly, "SOUNDTRACK" allows you to build musical chords with all 4 Atari voices. (Almost 5 octaves of musical notes are displayed!) Why "hunt and peck" for the sounds you want when "SOUNDTRACK" lets you find them in minutes?

**COLORTRACK**-Designed to take you through Atari's 9 Graphics Modes and lay all the corresponding color registers at your feet! With your joystick you can sample every set of color combinations in all 9 modes. Each "setcolor" command is displayed and changes automatically as you wield your magic stick. As a bonus, "COLORTRACK" will show you how to use five (yes—5!) separate colors in Graphics Mode 8!

**Cassette [Both Programs] 19.95**

**Disk [Both Programs] 29.95**

Bluebook #ATR-25002

### BANNER GENERATOR

1022

By John Daigle & Steve Bittrolff

Recommended for ages 8 and up/Written in Basic. How often have you wished for a dramatic way to make

your point? With Banner Generator, you can turn out one-liners up to six inches high and as long as 80 characters. You can print messages in normal character intensity or extra dark (if you use an Atari 825 80-Column Printer). You can vary both character height and character width. And you can select from three output methods—the message printed with one fill character (e.g., the character '#'), each output character printed using itself as the fill character (e.g., 'A's' for the letter 'A'), or a short word used as the fill character (e.g., the word 'FAREWELL'). The message prints sideways down the paper like a ticker tape. In addition, you can reproduce banner-size Atari graphics characters, although these characters can't be fill characters.

**Requires Atari Basic Language Cartridge and Atari Printer or Equivalent.**

**Cassette [410] 16K 15.95**

**Diskette [810] 16K 15.95**

Bluebook #ATR-25003

### JUKEBOX #1

1022

By Lee Actor

Recommended for ages 6 and up/Written in Basic and machine language. Eight Classical Music Selections. Do you need a new approach to home entertainment? How about some elegant music as background for your next dinner party? Created with help from Advanced MusicSystem, Jukebox #1 turns your Atari Home Computer into a record player you set and forget. A selection of eight quality classics fills Jukebox #1. The selections are "Overture to the Nutcracker" by Tchaikovsky, "Flight of the Bumblebee" by Rimsky-Korsakov, "Air on the G-String" by J. S. Bach, "String Quartet in Eb" by Mozart, "Brandenburg Concerto #5 in D" by J. S. Bach, "Well-tempered Clavier" by J. S. Bach, "Für Elise" by Beethoven, and "Fugue in C minor" by J. S. Bach. If you want to hear everything, an automatic play feature loads and plays each piece in sequence. As you listen to a piece, a piano keyboard plays notes on your TV screen, with each of the four voices in a different color. For additional fun, plug in your Atari Paddle Controllers and change the tempo of a piece as it plays. (Note. The music on Jukebox #1

## 25000 • Demonstration Programs

cannot be modified using the Advanced Musicsystem program because of space saving measures taken by the author.)

**Requires: Atari Basic Language Cartridge**

**Optional: One set of Atari Paddle Controllers**

**Diskette [810] 32K 15.95**

Bluebook #ATR-25004

### **GRAPHICS/SOUND DEMONSTRATION 1022**

This diskette shows off the Atari Computer's outstanding graphics and sound effects capabilities. An Atari Computer can produce 128 different colors (16 colors, each at 8 levels of brightness). Use these colors in myriad shapes, patterns, and sequences and just try to imagine the range of special effects possible! This diskette illustrates but a few of the many two and three-dimensional effects you can achieve with an Atari Computer. The diskette also contains a scrolling map that demonstrates the Atari Computers' fine scrolling capability; the assembler source code is included to let you see how it works. By studying the source code of any of these programs, you can adapt the techniques to your own applications.

**Requires 32K, Atari Basic Language Cartridge, Joystick Controller, and Paddle Controllers.**

**Optional: Atari Assembler Editor Cartridge. Disk 15.95**

Bluebook #ATR-25005

### **GTIA DEMONSTRATION DISKETTE 1022**

A set of BASIC programs showing off the graphics power of the GTIA chip.

**Requires: an Atari Basic Language Cartridge and an Atari 400/800 Home Computer with GTIA chip installed.**

**Diskette [810] 24K 15.95**



## 27000 • Electronics

**Also See Related Categories:** 21000 Communications  
22000 Computer Science  
30000 Engineering  
62000 Physics

Bluebook #ATR-27000

### BASIC ELECTRICITY

1187

- Electrical Properties
- Electric Power, Current, Voltage
- Batteries and Direct Current
- The Color Code of Resistors
- Ohm's Law: How to Use It
- Series-Parallel Circuits: Kirchhoff's Laws
- Analysis of Series-Parallel Circuits
- Bridge Circuits and Divider Networks
- Magnetism and Electromagnets
- Alternators and Alternating Current
- Alternating Current Analysis
- Inductance and Inductors
- Inductive Reactance
- Capacitors and Capacitance
- Capacitive Reactance
- Analyzing Reactive Circuits

**Requires Atari 400/800.**

**16 Lessons, 8 Cassettes 79.00**

Bluebook #ATR-27002

### DIGITAL ELECTRONICS

1187

- Digital Logic Electronics
- Converting to Other Bases
- Adding/Subtracting in Other Bases
- Digital System Codes
- Boolean Algebra in Digital Systems
- Laws of Boolean Algebra
- Practice with Boolean Algebra
- Understanding Boolean Algebra
- Operations with Logic Functions
- Using Logic Gates
- Circuits: Comparators & Detectors
- Adders and Decoders
- The Seven-Segment Readout
- Simicon, Memory Cells-Flip/Flops
- TTL Integrated Circuits

**Requires Atari 400/800.**

**16 Lessons, 8 Cassettes 79.00**

Bluebook #ATR-27003

### MATHEMATICS FOR ELECTRONICS

1187

- Arithmetic Operations
- Using the Slide Rule
- Using Electronic Calculators
- "2 Percent Arithmetic"
- Negative Numbers; Notations
- Negative Numbers; Notations
- Adding and Subtracting Fractions
- Roots and Powers of Numbers
- Powers of Ten in Electronics
- Equations and Formulas
- Operations with Unknowns
- Making Equations from Statements
- Solving Linear Equations
- Solving Simultaneous Equations
- Solving Quadratic Equations
- Trigonometric Functions
- Vector Operations

**Requires Atari 400/800.**

**16 Lessons, 8 Cassettes 79.00**

Bluebook #ATR-27001

### INDUSTRIAL SOLID STATE ELECTRONICS

1187

- Switches, Relays, Fuses, Breakers
- Transformers
- Electric Generators
- Electric Motors
- Theory of Semiconductors
- Transistor Operation
- Transistor Amplifiers
- Electronic Vacuum Tubes
- Transistor Amplifier Curves
- SCR's, Triacs, and Zeners
- Multi-vibrators
- Boolean Algebra
- Gating Circuits
- Radio Signal Transmission
- Input and Output Devices
- Electronic Instruments

**Requires Atari 400/800.**

**16 Lessons, 8 Cassettes 79.00**





## 28000 • Elementary Mathematics

Also See Related Categories: 11000 Advanced Mathematics  
33000 Financial  
60000 Personal Finance  
72000 Statistics

Blue Book #ATR-28000

### MATH FACTS 867

A series of self-paced instructional programs for elementary school children. The programs in this series automatically advance to the next unit when the child has mastered 80 percent of the work generated by the computer. The previous unit will be reviewed if the child cannot master 50 percent of the work in a particular unit.

The concepts covered in Math Facts Level 1 are:

- Numbers 1 - 20
- Number placement
- Number words
- Addition with symbols
- Subtraction with symbols
- Addition without symbols
- Subtraction without symbols

Recommended for grades K-2

**Cassette Version Requirements:**  
**Atari 400/800, 16K, Atari Basic Cartridge, and Program Recorder. 20.00**

**Disk Version Requirements:**  
**Atari 400/800, 24K, Atari Basic Cartridge, and Disk Drive. 25.00**

Blue Book #ATR-28001

### MATH FACTS LEVEL 2 867

The child is guided graphically throughout this level. In the addition and subtraction units, the column on the right must be added or subtracted before the next column to the left.

This level includes:

- Number sequences to 100
- Greater than/less than (1 - 100)
- Addition - 2 columns
- Addition - 3 columns
- Subtraction - 2 columns
- Subtraction - 3 columns

Features:

- High resolution graphics
- Sound
- Animation

Recommended for grades 1 - 3

**Cassette Version Requirements:**  
**Atari 400/800, 24K, Atari Basic Cartridge, and Program Recorder. 20.00**

**Disk Version Requirements:**  
**Atari 400/800, 24K, Atari Basic Cartridge, and Disk Drive. 25.00**

Blue Book #ATR-28002

### CON\*PUTATION 867

This package contains two memory building programs. Con\*putations is a "concentration" type game for two players. Match any equation behind the boxes with the answer or an equal equation. Each of the eight levels of play helps develop the child's addition, subtraction, multiplication, or division skills. Also included is Tonal Encounter. Play back the melody that the computer composes. Each game is different. There are five levels of play and a demonstration mode.

Recommended for grades 1 - 6.

**Cassette Version Requirements:**  
**Atari 400/800, 16K, Atari Basic Cartridge, and Program Recorder. Cassette 20.00**

**Disk Version Requirements:**  
**Atari 400/800, 24K, Atari Basic Cartridge, and Disk Drive. 25.00**

Blue Book #ATR-28003

### MATH FACTS LEVEL 3 867

Highly detailed graphics aid the child in learning how to carry and borrow. When adding or subtracting, the column on the right must be added or subtracted before the next column to the left. The animated creature makes sure that the child carries in addition or borrows in subtraction when necessary.

Units in this level include:

- Addition - 3 numbers in one column
- Addition - 3 numbers in two columns
- Addition - 3 numbers in three columns
- Addition with carry
- Subtraction with borrow

## 28000 • Elementary Mathematics

### Features:

- High resolution graphics
- Sound
- Animation

Recommended for grades 2 - 4

### Cassette Version Requirements:

Atari 400/800, 24K, Atari Basic Cartridge, and Program Recorder. 20.00

### Disk Version Requirements:

Atari 400/800, 32K, Atari Basic Cartridge, and Disk Drive. 25.00

Blue Book #ATR-28004

### THE BIG MATH ATTACK

867

Challenging new math program ... Unlike any other program of its kind, the authors of this program have skillfully combined the excitement and challenge of an arcade game with basic math skills. Students sharpen their skills before entering the correct answer to the equations before it "lands" on the city. Provides hours of educational entertainment.

### Features:

- Full color
- High resolution graphics
- Animation
- Sound
- Four math functions
- Two levels of play for each function

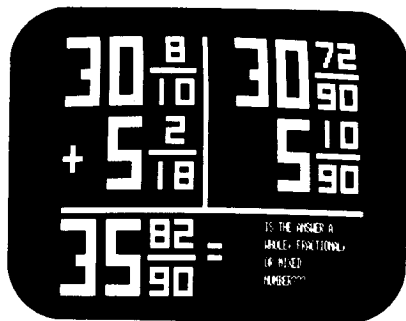
Recommended for grades 1 - 6

### Cassette Version Requirements:

Atari 400/800, 16K, Atari Basic Cartridge, and Program Recorder. 20.00

### Disk Version Requirements:

Atari 400/800, 24K, Atari Basic Cartridge, and Disk Drive. 25.00



Blue Book #ATR-28005

### READ AND SOLVE MATH PROBLEMS

1016

By Ann Edson and Allan A. Schwartz

A progressive tutorial and drill program that teaches your students the important elements of word problems and the conversion of written problems to number problems. The program allows interaction between the student and the computer, provides reinforcement of all concepts, and reteaching where necessary. Interesting animated graphics reward the student when he/she is correct. The program is self-scoring and will not allow the student to progress to higher level concepts until the previous lesson has been mastered.

The programs include:

- Key words in addition problems
- Key words in subtraction or addition problems
- Writing equations
- Using equations to solve addition or subtraction problems
- More Addition and subtraction problems
- Using equations to solve multiplication, addition, and subtraction problems
- More multiplication, addition and subtraction problems
- Using equations to solve division, multiplication, addition, and subtraction problems
- More division, multiplication, addition, and subtraction problems
- Problems without numbers

Included with the program are 10 reproducible activity masters to reinforce concepts and 4 reproducible activity masters for a pre and post-test. Grades 4 - 6, remedial secondary. 2 Disks, 85.00

Blue Book #ATR-28006

### MATH BASEBALL

1016

By Dick Pannetiz

A baseball game format is used to motivate the student to do the repetitive drill and practice problems necessary to build addition, subtraction, multiplication, and division skills. To play, the student must correctly answer arithmetic problems. Each correct answer is a hit, and each incorrect answer is an out. The more difficult the question, the better the hit (double, triple, home run). The program is designed so that two students can play each other, or a single student can play against the computer.

Levels 2 - 6, remedial secondary.

Disk 24.95

## 28000 • Elementary Mathematics

Blue Book #ATR-28007

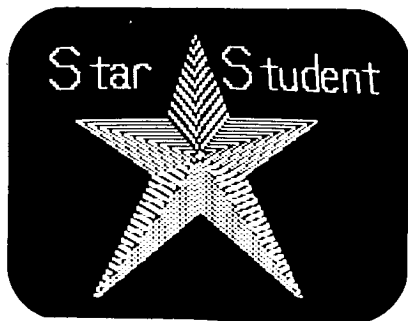
### **MATH INVADERS**

1016

By Robert Kassel and Richard Rothenberg

This program presents arithmetic drills as a motivational and familiar game format. The computer places problems on the screen which move downward toward the student's spaceship. The student must move the spaceship under the problem and type the correct answer to shoot down the problem. This approach makes repetitive drill and practice work fun. The drills include addition, subtraction, multiplication, and division problems. The student may choose the type of operation. All of the problems are randomly generated by the computer. The computer keeps track of scores so that students may play against each other or alone.

Disk 19.95



Blue Book #ATR-28008

### **BASIC MATH COMPETENCY SKILL DRILLS**

1016

By Michael P. Conlon

These individualized programs will not only enhance your students' basic math skills, but will also be a motivational tool to help teachers generate interest in math for poor, as well as average students. Because these programs make full use of the computer graphics capability, students find the lessons fun to use. Even reluctant students become eager to begin class. In each program, the student or teacher can choose from a wide range of types of examples and levels of difficulty so that every program contains several lessons. All the examples given are randomly chosen by the computer, yet all examples are within specific ranges of difficulty. In programs that involve examples with more than one step (for example, fractions), the student is guided through each example and can't continue until each step is done correctly. These programs take the boredom out of math drill! The students enjoy the "rewards," which are bold graphics, given for correct answers. The computer relates to each student by name

which personalizes the lessons. Most important students respond with enthusiasm and learn!!

For junior-senior high school

**Complete diskette series**

203.00

Blue Book #ATR-28009

**BASIC MATH COMPETENCY SKILL** 1016  
**ADDITION, SUBTRACTION, MULTIPLICATION AND**  
**DIVISION OF WHOLE NUMBERS.** 39.95

Blue Book #ATR-28010

**BASIC MATH COMPETENCY SKILL** 1016  
**DRILLS - TABLES 1-12 AND ROUNDING OFF NOS.**

Blue Book #ATR-28011

**BASIC MATH COMPETENCY SKILL DRILLS-** 1016  
**ADDITION, SUBTRACTION,**  
**MULTIPLICATION AND DIVISION** Disk 39.95

Blue Book #ATR-28012

**BASIC MATH COMPETENCY SKILL** 1016  
**DRILLS - DECIMALS AND GRAPHS/MEAN MED-**  
**IAN AND MODE** Disk 39.95

Blue Book #ATR-28013

**BASIC MATH COMPETENCY SKILL** 1016  
**DRILLS - CONVERTING FRACTIONS AND PERCENT**  
**AND PERCENT WORD PROBLEMS** Disk 39.95

Blue Book #ATR-28014

**BASIC MATH COMPETENCY SKILL DRILLS-** 1016  
**AREA, PERIMETER, CIRCUMFERENCE**  
**AND LINEAR MEASUREMENT** Disk 39.95

**Say You Saw It In  
The Blue Book For The Atari Computer**

## 28000 • Elementary Mathematics

Blue Book #ATR-28015

### INTRODUCTION TO MATHEMATICS ON THE COMPUTER 1016

By Harry Finkelstein and Frank A. Russo

This program was designed to help slow learners and learning disabled students increase their mathematical abilities by decreasing the distractibility factor and increasing the students' interest. This program covers addition, subtraction, multiplication, and division. Each area has 6 levels of difficulty. The student makes her/his own choice. Each area has twenty randomly selected problems. If the student gets the problem wrong twice, the computer is programmed to show the same problem as a word problem. This is a self-scoring program. When the student gets 85 percent correct the computer will allow the student to go on to the next area. If the area is complete, it will go up to the next level of difficulty. The only prerequisite for the student is that s/he must be taught to type in "RUN" and to press the enter key. The program runs itself.

For Math Level 1.5-4.0, Reading Level 2, Slow Learners, LD.

Disk 39.95

Blue Book #ATR-28016

### INTRODUCTION TO DECIMALS ON THE COMPUTER 1016

By Harry Finkelstein and Frank A. Russo

This program is modeled on Introduction to Mathematics on the Computer, except that it deals with decimals. It covers addition, subtraction, multiplication and division of decimals. Each area has six levels of difficulty.

For Math Level 2-5, Reading Level 3, Slow Learners, LD

Disk 39.95

Blue Book #ATR-28017

### MISSING MATH FACTS 1016

By Robert Williams

Missing Math Facts contains addition, subtraction, multiplication, and division examples on four levels of ascending difficulty. The student chooses the level s/he wishes to work on (Level 1,2,3, or 4). Each example is presented with the answer, but missing another component. The student must figure out what the missing number is. Correct answers are "rewarded." If the student is unable to give the correct answer by the third try, the complete problem with the answer is displayed. Students may need paper and pencil to work out the problems, especially at the higher levels.

For Grades 3 - 6, Remedial Secondary.

Disk 39.95

Blue Book #ATR-28018

### METRIC AND PROBLEM SOLVING 263

This diskette provides programs that encourage students to become familiar with the metric system. It also includes educational games that review a variety of mathematical concepts. Metric Estimate, Metric Length, and Metric 21 provide drill and practice in working with metric units, estimation, and conversion. Bagels is a game of logic, while Hurdle can be used for teaching coordinate systems, direction, and point location. Number is a game of logic that uses varying ranges of numbers, while Taxman teaches about factors of a number and prime numbers. Handout pages for use with students are available in the support manual. For Grades 2 - 6.

Requires Atari 400/800.

Disk 36.00

Blue Book #ATR-28019

### BASIC ARITHMETIC 263

Basic Arithmetic contains six programs that provide practice in arithmetic skills. The programs are designed for use at the elementary level but could also provide remedial work for older students. Base Ten drills on multiplication of multiples of ten and decimals as well as basic multiplication facts. Math Game and Speed Drill provide exercises in all four arithmetic operations with whole numbers. Round and Estimate involve rounding whole numbers and using rounded numbers to estimate answers to arithmetic exercises. Change allows the student to role play a cashier and practice giving correct change. The support manual contains handout pages for the students' use. For Grades 2 - 6.

Requires Atari 400/800.

Disk 35.00

Blue Book #ATR-28020

### GRAPHING 263

Graphing consists of six programs designed for use in a variety of mathematics classes. Slope, Polygraph, and Polar are problem-solving programs that enable students to investigate relationships between equations and their graphs without tedious point-by-point plotting. Students develop strategies for locating a "snark" while practicing constructing circles on a coordinate system in the educational game Snark. Radar and ICBM are simulations of the interaction of two missiles. In Radar, the positions of the missiles are shown on a simulated radar screen, while in ICBM the missiles' headings are given as north and east coordinates.

For Grades 7 - 12.

Requires Atari 400/800.

Disk 40.00

## 28000 • Elementary Mathematics

Blue Book #ATR-28021

**SPACE JOURNEY** 1093  
An entertaining educational program. By answering questions dealing with fractions, decimals, and percentages, you commandeer a space ship to distant planets or intercept different meteors.  
**Requires 16K. Cartridge 44.95**

Blue Book #ATR-28022

**PICTURE ARTS** 1093  
An entertaining educational program dealing with various mathematical operations. With each correct response, the player can create a funny face by choosing different parts and putting them together.  
**Requires 16K. Cartridge 44.95**

Bluebook #ATR-28023

**CASH REGISTER** 0006  
Run your own grocery store and make sure you don't cheat either your customers or yourself. Colorful graphics and sound make learning practical mathematics skill a real pleasure. There's also a voice tutorial that shows how to use the CASH REGISTER game. Ages 9 and older.  
**24K Disk 23.95  
16K Cassette 16.95**

Bluebook #ATR-28024

**FRACTIONS** 0006  
Learn how to work with fractions: the arithmetic of fractions, equivalent fractions, decimal fractions, proper and improper fractions. Comprehensive, easy-to-follow instructions--with voice narration--build and reinforce important math skills. Ages 9 and older.  
**24K Disk or 16K Cassette 29.95**

Bluebook #ATR-28025

**ADDITION WITH CARRYING** 0006  
Beat your own best score as you progress at your level of mathematical skill. Program walks you through each step of a problem, with sound and color to make it all exciting. Ages 7 and older.  
**16K Disk 23.95  
8K Cassette 16.95**

Bluebook #ATR-28026

**QUANTITATIVE COMPARISONS** 0006  
Eight programs that prepare students for SAT-type math problems. Problems start with elementary concepts and cover most material that would appear in the test. Comprehensive guide included. A final test is given, along with explanations.  
**24K Disk [Joystick] 26.50  
16K Cassette [Joystick] 19.95**

Bluebook #ATR-28027

**NUMBER SERIES** 0006  
1, 2, 3, 7, 11...what's next? Learn how to approach number series problems and how to analyze their patterns. Then practice with increasingly difficult problems. The computer provides clues if you have trouble.  
**16K Disk 23.95  
8K Cassette 16.95**

Bluebook #ATR-28028

**ALGEBRA** 0006  
This course clearly and effectively teaches important concepts of elementary algebra: mathematical sentences; variables; exponents; commutative, associative, and distributive laws; signed numbers; solving equations, etc. Based on learning theory: you must master each step before proceeding to the next. Lots of practice sessions and problem solving. Voice narration, user's guide, and other unique features.  
**24K Disk or 16K Cassette**

Bluebook #ATR-28029

**DIVISOR GAME/WIPE OUT** 1139  
Consists of:  
**DIVISOR GAME**--Although disguised as a game, this program is an excellent exercise for those learning to divide. For those learning about factoring integers, and for those long familiar with both concepts who are looking for a recreational challenge. The game is played using the integers 2 through whatever you choose all displayed in an array. On your turn, you can remove any integer from the array and your score is increased by that number. Your opponent, the Atari, can then remove each integer that is a factor of the number you removed. The sum of these factors is the Atari's score on your turn. On the Atari's turn, it selects first and you select the factors. Play alternates until all integers are removed.  
**WIPE-OUT**--Wipe-Out is an exciting game of judgment and nerve. On the surface it's a game of chance.

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Beneath the surface it's a challenging probability simulation which could form the basis of many non-trivial class discussions in a course on introductory probability. Grade Level 6 - 12.

**Disk or Cassette 19.95**

Bluebook #ATR-28030

### MAXIT

1105

Play against the computer. Or two can play. Designed as a children's game to make addition and subtraction fun. Sound and player/missile graphics.

**Requires 16K And Joysticks. Disk or Cassette 24.95**

Bluebook #ATR-28031

### FLASHCARDS

1105

Traditional flashcard drill of addition facts in a new and modern setting. Children love the joysticks and sound. They hardly know they're getting smarter! Dynamic handicapping and immediate help when needed to remove this from the ordinary. Also available with speech from an Alien Voice Box.

**Requires 16K And Joysticks. Disk or Cassette 24.95**

Bluebook #ATR-28032

### SELECTED MATHEMATICS

1187

- Multiplication-division by fractions
- Addition-subtraction of fractions
- Additions of mixed numbers
- Changing fractions to decimals
- Finding a circle area using pi
- Using a ruler to measure fractions
- Area of triangles
- Squares of small numbers, roots
- Radius and diameter of circles
- Volume of cylinders and prisms
- Changing fractions to decimals
- Rounding decimals, dollars, cents
- Changing percent to decimal fractions
- Part, percent, total in percent
- Interest, commission, percent
- Money and fractions

**Requires Atari 400/800.**

**16 Lessons, 8 Cassettes 79.00**

Bluebook #ATR-28033

### MATHEMATICS LEVEL 1-6

1187

- Learning number digits
- Learning number meanings
- Fundamental drills in addition
- Fundamental drills in subtraction

- Drills in Multiplication
- Fundamental drills in division
- Greek and Roman numeration
- Babylonian and Hindu-Arabic
- Base ten raised to powers
- Grouping and re-grouping
- Lines and Angles: naming, adding
- Triangles, squares, rectangles, circles
- Fractions: equal and unequal parts
- Fractions: equal parts of a whole
- Writing and comparing fractions
- Naming, defining parts of fractions

**Requires Atari 400/800**

**16 Lessons, 8 Cassettes 79.00**

Bluebook #ATR-28034

### MATHEMATICS LEVEL 4-8

1187

- Numerator, denominator, bar
- Multiplication of fractions
- Factors and prime numbers
- Reducing fractions, reciprocals
- Reducing fractions, lowest terms
- Proper fractions, mixed numbers
- Multiplication-division of fractions
- Addition-subtraction of fractions
- Addition of mixed numbers
- Changing fractions to decimals
- Converting decimal numbers
- Word problems using percents
- Additional problems using percents
- Finding circle area using pi
- Using a ruler to measure fractions

**Requires Atari 400/800**

**15 Lessons, 8 Cassettes 79.00**

Bluebook #ATR-28035

### MATHEMATICS LEVEL 5-12

1187

- Decimal and fractional equivalents
- Place values of decimal point
- Addition-subtraction of decimals
- Multiplication of decimals
- Changing fractions to decimals
- Rounding decimals, dollars, cents
- Changing percent to decimal fractions
- Part, percent, total in percent
- Solving for a missing percent value
- Reciprocals in simple equations
- Percent of one number to another
- Interest on money, Part 1, principal
- Part 2, interest formula, installment
- Part 3, discounted-installment interest
- Part 4, comparing interest
- Part 5, simple interest on savings

**Requires Atari 400/800**

**16 Lessons, 8 Cassettes 79.00**

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Bluebook #ATR-28036

### MATHEMATICS LEVEL 4-6

1187

- Reading line graphs
- Reading double line graphs
- Understanding single bar graphs
- Understanding double bar graphs
- Interpreting picture graphs
- Interpreting circle graphs
- Estimating distances: pace, height
- Estimating distances: foot, span
- Estimating weights of objects
- Telling time by hours, A.M., P.M.
- Telling time by minutes
- Telling time-story problems
- Time zones-differences between
- Elapsed time in minutes, seconds
- Fractional, percentage circle graphs
- Circle and bar graphs from data

Requires Atari 400/800

16 Lessons, 8 Cassettes 79.00

- Fractions, time units, rates of speeds
- Business and general problems
- Operations and money problems
- Business and general problems
- Interest, commission, percent
- Money and fractions

Requires Atari 400/800

16 Lessons, 8 Cassettes 79.00

Bluebook #ATR-28039

### MATH FOOTBALL

1184

A two player game, although one player can practice alone. Math Football takes ordinary drill and practice math problems and makes them fun. Players have to answer a math problem in a limited amount of time to score yardage on the football field. One player can have different time limits and harder problems than the other. The computer prompts you for all necessary information in clear English. The disk version of the program 'boots' automatically when you turn on the machine with the disk in the drive. You will not need to make any code modifications.

An Atari 400/800 BASIC program disk version requires 24K RAM Memory. The cassette version requires 16K RAM Memory.

20.00

Bluebook #ATR-28037

### MATHEMATICS LEVEL 6-12

1187

- Equilateral, isosceles, right triangles
- Formula for perimeter of triangles
- Finding one side of a triangle
- Side of an equilateral triangle
- Area of triangle
- Squares of small numbers, roots
- Pythagorean theorem
- 3-4-5 and 5-12-13 right triangles
- Estimating square roots
- Perimeter of rectangles and squares
- Finding one side of a rectangle
- Area of rectangles and squares
- Length, width, area of rectangles
- Diagonals, interior angles of rectangles
- Radius and diameter of circles
- Volume of cylinders and prisms

Requires Atari 400/800

16 Lessons, 8 Cassettes 79.00

Bluebook #ATR-28040

### MATH DIVING

1200

After choosing an operation (addition, subtraction, multiplication, or division) and one of six levels of difficulty, two players compete to climb a tower and be the first to dive into a pool of water. Players advance up the ladder by correctly answering the math problems.

Requires 16K.

19.95

Bluebook #ATR-28041

### RACE CAR FACTS

1200

Two to four players compete, in a math drill format, to get their race car to the finish line. Six levels of difficulty are provided and a choice of addition, subtraction, multiplication, division, or mixed operation problems are given. Extensive graphics are used to advance the race cars a random amount on a correct response, while no advance is provided on an incorrect answer. Requires 16K.

9.95

Bluebook #ATR-28038

### MATHEMATICS LEVEL 6-12

1187

- Basic arithmetic problems
- Computations with currency
- Fraction and percent problems
- Fractional, percent, interest
- Percent and business problems
- Currency and fractions
- Fractions, decimals, percents
- Fractions, business arithmetic
- Discount, percent, fractions
- Percent, interest, area



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Bluebook #ATR-28042

### TICTACTOE FACTS

1200

Two players compete, in a tic tac toe format, to answer math problems correctly to win the game. Six levels of difficulty are provided and a choice of addition, subtraction, multiplication, division, or mixed operation problems are given.

**Requires 16K.**

9.95

Bluebook #ATR-28043

### SPEED FACTS

1200

Two people compete on math facts, using the four basic operations and choosing among six levels of difficulty. Each person has the opportunity to respond and the first one to do so, can attempt to answer the problem. Points are awarded for correct answers and a summary is given when a winner is declared.

**Requires 16K.**

9.95

Bluebook #ATR-28044

### MATH FACTS

1200

A timed practice of addition, subtraction, multiplication, division, or mixed operations with six levels of difficulty is provided. A summary of time and accuracy is given after 10 problems. The student is provided with help if necessary.

**Requires 16K.**

9.95

Bluebook #ATR-28045

### TENS & HUNDREDS

1200

Practice in counting objects using groups of ones, tens, or hundreds. Tutorial help is given.

**Requires 16K.**

9.95

Bluebook #ATR-28046

### PLACE VALUE

1200

Choice of place value, expanded notation, or decimal notation with four levels of difficulty is offered. Tutorial help provided and summary given at completion of lesson.

**Requires 16K.**

9.95

Bluebook #ATR-28047

### NUMBER SEQUENCE

1200

Choice among three levels for practice in supplying a missing number of a number sequence. Level 1: (0-10);

Level 2: (0-100); Level 3: (0-1000). Tutorial help provided, no reading required.

**Requires 16K.**

9.95

Bluebook #ATR-28048

### NUMERAL NAMES

1200

A concentration game format to practice matching the numerals with their corresponding names. The program provides the option for either one or two students.

**Requires 16K.**

9.95

Bluebook #ATR-28049

### MONEY CHANGE

1200

Given a dollar for a purchase and the cost of an item, the student will be required to make change using the fewest number of coins.

**Requires 16K.**

9.95

Bluebook #ATR-28050

### MISSING OPERANDS [INTEGERS]

1200

Choose between addition or subtraction and see if you can supply the missing operand. You can also select between two levels of difficulty, a timed-test with no help provided, or a tutorial practice session. In the tutorial option, several levels of help are provided whenever errors are made. At the conclusion of 10 problems for either level, a summary of your work is displayed.

**Requires 16K.**

9.95

Bluebook #ATR-28051

### MISSING OPERANDS [WHOLE NUMBERS]

1200

You can choose an operation (addition or subtraction), select the range of numbers (0-5 or 0-10), and also the level of difficulty in supplying missing operands in number sentences with whole numbers. Level one is a tutorial practice session with several levels of help provided whenever it is needed by the student. At level two, you can have a timed drill and practice session. Summaries are provided at the conclusion of both session.

**Requires 16K.**

9.95

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Bluebook #ATR-28052

**FRACTION CONCEPTS 1** 1200  
This program provides a choice of either a tutorial or practice with halves, thirds, or fourths. The tutorial shows a model for each fraction presented. Help is provided for incorrect answers.  
**Requires 16K.** 9.95

Bluebook #ATR-28053

**FRACTION CONCEPTS 2** 1200  
Practice is provided in recognizing equal parts, halves, thirds, or fourths. Each is an option which may be selected at the beginning of the program. A ten problem summary is provided.  
**Requires 16K.** 9.95

Bluebook #ATR-28054

**FRACTION SYMBOLS 1** 1200  
A picture representation of a fraction is shown along with a choice of several fraction symbols. The student must select the correct fraction symbol.  
**Requires 16K.** 9.95

Bluebook #ATR-28055

**FRACTION SYMBOLS 2** 1200  
Four different choices are provided in this program. You may choose to work with a group of objects which show halves, thirds, or fourths, or a combination of all of the above.  
**Requires 16K.** 9.95

Bluebook #ATR-28056

**FRACTION COMPARISONS** 1200  
The student must compare two given fractions by typing in the less than, greater than, or = symbols. A ten problem summary is given. Help levels are provided for incorrect answers.  
**Requires 16K.** 9.95

Bluebook #ATR-28057

**FRACTION EQUIVALENTS 1** 1200  
The student may choose to reduce a fraction to lowest terms or find an equivalent fraction for a fraction given in lowest terms. Help is provided for incorrect answers. A Ten problem summary is given.  
**Requires 16K.** 9.95

Bluebook #ATR-28058

**FRACTION, REDUCING** 1200  
Practice reducing fractions. Help is provided for incorrect answers through picture representations. A picture representation of the problem is also given when the problem is correct. A ten problem summary is given.  
**Requires 16K.** 9.95

Bluebook #ATR-28059

**ADD FRACTIONS 1** 1200  
This program provides problems in adding fractions with like denominators. The student may choose to work with problems where the answer must also be reduced. Help is provided for incorrect answers. A ten problem summary is given.  
**Requires 16K.** 9.95

Bluebook #ATR-28060

**ADD FRACTIONS 2** 1200  
This program focuses on addition of fractions without having to reduce the answer. Help is provided throughout the program, including work with common multiples. A five problem summary is given.  
**Requires 16K.** 9.95

Bluebook #ATR-28061

**SUBT. FRACTION 1** 1200  
Practice in subtracting fractions with like denominators is provided. A choice of problems with answers to be reduced or not reduced is given. Help is provided for incorrect answers. A ten problem summary is given.  
**Requires 16K.** 9.95

Bluebook #ATR-28062

**SUBT. FRACTION 2** 1200  
A five problem set is given on subtraction of fractions with unlike denominators. Help is provided for each incorrect answer.  
**Requires 16K.** 9.95

Bluebook #ATR-28063

**MIXED FRACTIONS 1** 1200  
Diagrams are used to illustrate the concept of mixed fractions. Help is provided for incorrect answers. Each

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part of the mixed number is handled separately. Starting with the whole number. A ten problem summary is given.

**Requires 16K.** **9.95**

Bluebook #ATR-28064

### **MIXED FRACTIONS 2** **1200**

This program gives practice in changing mixed numbers to improper fractions. Two methods can be practiced - the counting method or the multiplication and addition method.

**Requires 16K.** **9.95**

Bluebook #ATR-28065

### **IMPROPER FRACTIONS 1** **1200**

Diagrams are used to help the student change mixed fractions to improper fractions. Help is provided for incorrect answers. A ten problem summary is given.

**Requires 16K.** **9.95**

Bluebook #ATR-28066

### **IMPROPER FRACTIONS 2** **1200**

This program gives practice in changing improper fractions to mixed fractions. Help is provided for incorrect answers through the use of fraction diagrams. A ten problem summary is given.

**Requires 16K.** **9.95**

Bluebook #ATR-28067

### **DECIMALS 1** **1200**

Decimal concepts through physical representation.

**Requires 16K.** **9.95**

Bluebook #ATR-28068

### **DECIMALS 2** **1200**

Addition of decimals with emphasis on placement of the decimal point.

**Requires 16K.** **9.95**

Bluebook #ATR-28069

### **DECIMALS 3** **1200**

Subtraction of decimals.

**Requires 16K.** **9.95**

Bluebook #ATR-28070

### **DECIMALS 4**

Multiplication of decimals.

**Requires 16K.** **9.95**

Bluebook #ATR-28071

### **DECIMALS 5**

Division of decimals.

**Requires 16K.** **9.95**

Bluebook #ATR-28072

### **PERCENTS 1**

Concept of percents.

**Requires 16K.** **9.95**

Bluebook #ATR-28073

### **PERCENTS 2**

Estimating with percents.

**Requires 16K.** **9.95**

Bluebook #ATR-28074

### **PERCENTS 3**

Find the rate.

**Requires 16K.** **9.95**

Bluebook #ATR-28075

### **PERCENTS 4**

Find the base.

**Requires 16K.** **9.95**

Bluebook #ATR-28076

### **PERCENTS 5**

Find the percentage.

**Requires 16K.** **9.95**

Bluebook #ATR-28077

### **DECIMALS 6**

Fraction to decimal conversion.

**Requires 16K.** **9.95**

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Bluebook #ATR-28078

### DECIMALS 7

Decimal to fraction conversion.

**Requires 16K.**

1200

9.95

Students will add or subtract the bar lengths given to match the length of the green goal bar. Perfect scores, which require the ability to read graphs correctly and think logically, earn fireworks.

Bluebook #ATR-28079

### DECIMALS 8

Estimation using decimals.

**Requires 16K.**

1200

9.95

Bluebook #ATR-28085

### FRENZY 2-6

235

- Basic Facts Subtraction Drill
- Basic Facts Division Drill

Students must answer 20 basic facts problems before the alligator eats 10 fish. Any fish the student saves earns time in the bonus game. The bonus game object is to capture as many numbers as possible, avoiding obstacles.

Bluebook #ATR-28080

### DECIMALS 9

Comparing decimals.

**Requires 16K.**

1200

9.95

Bluebook #ATR-28086

### BATTLING BUGS, 4 & up

235

- Positive & Negative Numbers
- Integer Readiness

Two rows of bugs will march toward one another. Upon meeting, the colliding bugs disappear in combat. As the bugs continue to march, students must add more bugs to each column to combat the survivors. The goal: "debug" both sets of bugs.

Bluebook #ATR-28081

### DECIMALS 10

Rounding decimals.

**Requires 16K.**

1200

9.95

Bluebook #ATR-28082

### JAR GAME 2-6

235

- Probability
- Ordering of Fractions
- Problem Solving

Green and gold pieces of candy fill two jars. Students must select in which jar a buzzing fly will have the best chance of landing on a gold piece. Score fifty points and you beat the computer.

Bluebook #ATR-28087

### CONCENTRATION, 4 & up

235

- Equivalent Fractions
- Visual Memory

Twenty tiles hiding pictures or symbols of fractions compose the game board. Students try to uncover a pair of tiles which hide matching or equivalent fractions. Matches count for valuable points in this competitive game.

Bluebook #ATR-28083

### GULP!! 2-6

235

- Basic Facts Addition Drill
- Basic Facts Multiplication Drill

Students answer 20 basic facts problems as a little fish is chased by a big fish. Wrong answers speed up the big fish. Correct answers keep the little fish in the lead. A bonus game will test students "fishing".

Bluebook #ATR-28088

### ADDITION WITH CARRY

1282

Elementary & Up. "This is a program I think every school should own."-The Computing Teacher. Randomly generated problems may be designed up to 9 rows and 9 columns. The cursor locates the position of each entry. Errors are immediately flagged enabling the student to enter new answers. The correct answer is given when a second error is made.

**Requires 16K.**

**Disk 24.95**

**Cassette 20.00**

Bluebook #ATR-28084

### COMPUBAR, 4 & up

235

- Reading Graphs
- Constructing Arithmetic
- Expressions

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Bluebook #ATR-28089

### SUBTRACTION

1282

Elementary & Up. Practice in subtraction with the option of borrowing is offered in this program which allows the student to choose the amount of digits in each number. The cursor leads step-by-step as errors are immediately flagged enabling the student to enter a new answer. The correct answer is given after two tries. All problems are generated randomly with different problems presented each time the program is run.

24K Disk 24.95

16K Cassette 20.00

Bluebook #ATR-28090

### 123 DIGIT MULTIPLICATION

1282

Elementary & Up. The student may design the randomly generated problems by choosing to multiply a 3 digit number by a 1, 2, or 3 digit number. Step-by-step, the student is taken through the multiplication and addition process. Errors are immediately flagged as the cursor locates the position of each new entry.

16K Cassette 20.00

16K Disk 24.95

Bluebook #ATR-28091

### LONG DIVISION

1282

Elementary & Up. "...this program should be in every classroom where Arithmetic remediation is going on."-The Computing Teacher. Randomly generated problems designed by the student who chooses a 1, 2 or 3 digit divisor may be solved one step at a time. Immediate error feedback is given at each step and two chances for correction are offered before the correct answer is provided. The cursor locates the position of each entry simulating work being done on paper, heightening the learning experience resulting from the student's interaction with the computer.

16K Cassette 20.00

16K Disk 24.95

Bluebook #ATR-28092

### ADDING FRACTIONS

1282

An excellent opportunity is provided by this program to give students practice in adding fractions with uncommon denominators. All problems are generated randomly. The screen is divided into two segments, the top for the work area and the bottom for messages and instructions. The problem then evolves from left to right. All work is done on the screen. The student is given the option of changing denominators or adding. If changing denominators, the student goes through the

process of entering the least common denominator (lcd) and changing the fraction by multiplying the numerator and denominator. If the student is unable to find the lcd, the program will branch to a section that will explain how the lcd is found. The student completes the addition when the denominators are equal. The program provides for reducing and/or changing to mixed fraction form. All errors are immediately flagged and appropriate explanations given.

Grades 5-8

Cassette 32K 20.00

Disk 32K 24.95

Bluebook #ATR-28093

### MULTIPLYING FRACTIONS

1282

Providing practice in multiplying fractions and in cancelling or reducing, this superb teaching method focuses on errors as they are made in a complex algorithm. The student cannot continue until each step is correct. All problems are generated randomly. The screen is used as a worksheet and is divided into 3 segments. The top part shows the original problem, the middle part is used as a work area, while the bottom section is used for instructions and error messages. The student is given the option of canceling or multiplying. All work is done on the screen. If canceling, the student enters the numbers to be canceled, which are highlighted in the work area. The student then types in the new values after cancellation. All errors are immediately flagged and appropriate explanations are given. When all cancellations are finished, the student then completes the multiplication. The program provides for changing the fraction to mixed fraction form. Errors are categorized and totals are given at the end of each problem and at the end of the lesson.

24K Cassette 20.00

32K Disk 24.95

Bluebook #ATR-28094

### MONKEY UP A TREE

1022

By Joe Grande

Recommended for ages 4 and up. Written in Basic. It's lunch time in the jungle and a little monkey has found a tree with lots of ripe bananas. The only way the monkey can climb the tree to reach the bananas is for you to solve arithmetic problems. It's up to you to help the monkey get its lunch today. Here's what you do. Each time an addition, subtraction, multiplication, or division problem appears below the tree, you type the answer. If you're right, the monkey can climb part way up the tree. If you miss an answer or take too much time, the monkey slides down a bit, and the right answer displays so you can study it. The monkey is very hungry today and wants three bananas for lunch, but he

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can grab just one on each trip up the tree. Only you can help make a hungry monkey happy (and win the game)! Can be enjoyed by one or two players of all ages, because each correct answer entered by a player causes the difficulty level of that player's subsequent problems to change. The difficulty is determined by the speed and accuracy of previous answers and is adjusted continually. This handicapping feature means all family members should try their best rather than adult players "going easy" on children and it means the game grows with a child's growing math ability.

**Requires:** Atari Basic Language Cartridge.

**Cassette [410] 24K 22.95**

**Diskette [810] 24K 22.95**

Bluebook #ATR-28095

### COUNTER

1022

By Al Casper

Recommended for ages 3-8/Written in Basic and machine language. Young children will happily learn to count to fifteen with this friendly introduction to numbers. Bright colors and happy sounds capture youngsters' attention and add to the fun of counting exercises in English, French, German, or Spanish. Counter has two parts. First, a number of five-legged Gorks pop up on the screen. For each Gork, the Arabic numeral and the word for the number in the selected language scroll across the bottom of the screen and a chime counts the number of Gorks currently on the screen. In the second part, Counter displays a random number of objects, such as sailboats or barns, and waits for the child to count them. He or she can either use the space bar, joystick controller, or paddle controller to count each object, or press a number key to indicate the total number of objects. Each response changes the screen's background color, and after each correct answer, the screen turns green and a short melody plays. With one keystroke, parents can check on a child's progress. All four versions have six levels of difficulty. As the levels increase, permitted response time decreases and the maximum number of objects displayed increases. Can also serve as an elementary vocabulary tutorial in any of the program's four languages.

**Requires:** Atari Basic Language Cartridge.

**Optional:** A set of Atari Paddle Controllers. One Atari Joystick Controller.

**Cassette [410] 16K 29.95**

**Diskette [810] 24K 29.95**

Bluebook #ATR-28096

### CUBBYHOLES

1022

By Dale Disharoon

Recommended for ages 5-12/Written in Basic. If you're looking for a fresh approach to teaching addition, your

search is over. This one-or two-player game gives plenty of addition practice, but players will be so absorbed in wielding their Joystick Controllers and planning their strategy, they'll hardly be aware they're sharpening their addition skills. In the two-player version, you each work on separate, but identical 3-by-3 grids of one-digit numbers. Below the grid a number between 6 and 18 displays. You can either select this number yourself or you can opt for Cubbyholes to choose it for you. You use a joystick to draw boxes around sets of numbers such that each set adds up to the number displayed below the grid. You must use all the numbers in the grid, and you may enclose each number in only one box. Each grid has only one solution! Once you think you've solved the puzzle, move to the middle of the grid and press the joystick's trigger button. If you're wrong, Cubbyholes tells you to try again. If you're right, you score a point and another round begins. You can play as few as two rounds or as many as twenty. In the one-player version, one grid displays and your goal is to complete every round successfully. Cubbyholes has more than five hundred puzzle combinations, so line up the kids for fun and competition with an educational twist.

**Requires:** Atari Basic Language Cartridge. One Atari Joystick Controller per player.

**Cassette [410] 16K 22.95**

**Diskette [810] 24K 22.95**

Bluebook #ATR-28097

### NUMBER BLAST

1022

By Richard Wiitala

Recommended for ages 6-16/Written in Basic. Who doesn't like color, sound, and action to perk up tedious memory drills? Here's a one-or two-player number drill combining quick thinking with quick reflexes. In the two-player version of Number Blast, you practice your multiplication and addition while working your joystick to "blast" to the correct number more quickly than your opponent. But be careful-incorrect answers cost you points. Depending on the kind of number drill chosen, either the first to score 200 points or the player with the higher score at the end of a set number of problems is the winner. In the one-player version, you can practice your joystick techniques and response speed while blasting your way through the drills. You can select a slow, medium, or fast joystick speed. Number Blast offers practice in random addition problems with numbers ranging from 1 to 20; addition tables from 1 to 9 with one number picked at random; and integer addition problems with numbers ranging from -20 to 20. It also offers random multiplication problems with numbers ranging from 1 to 12; multiplication tables from 1 to 9 with one number picked at random; and integer multiplication problems

## 28000 • Elementary Mathematics

with numbers ranging from -12 to 12.

**Requires:** Atari Basic Language Cartridge. A set of Atari Joystick Controllers.

**Cassette [410] 16K 15.95**  
**Diskette [810] 24K 15.95**

Bluebook #ATR-28098

### VIDEO MATH FLASHCARDS

1022

By Richard S. Waller

Recommended for ages 6-10/Written in Basic. Run through two-minute drills in such a pleasant way that youngsters might even do them for recreation! These drills resemble the familiar single-digit problem/answer flashcards, but this version enlivens the drills with some simple sound, color, and graphics features. It also displays a two-minute counter in the corner of the screen so the child can keep track of the time. The goal is to answer correctly as many problems as possible within the two minutes. A child can choose addition, subtraction, multiplication, or division problems or a mixture of all four types. He or she need enter only the answer, without having to press the Return key each time. The program displays the number of right and wrong answers as the drill progresses. The child receives a rank, such as Novice or Math Wiz, at the end of the drill according to the number attempted and the number answered correctly. The program also contains a review stage, during which it redisplay any problems missed during the drill to give the child another chance to answer correctly. If he or she misses the answer, the correct answer displays as a suggestion to the child to type in and that problem occurs again later in the review. These drills are suitable for individual and group practice (children taking turns or in teams).

**Requires:** Atari Basic Language Cartridge.

**Cassette [410] 8K 15.95**  
**Diskette [810] 16K 15.95**

Bluebook #ATR-28099

### MATHEMATIC-TAC-TOE

1022

By Nadav Caine

Recommended for ages 8-16/Written in Basic. Simple computation errors you make at age eight can stay with you all your life. Don't let your child start out with these mistakes. Here's an offbeat way for kids to practice their basic computational skills. Suitable for classroom or home use, Mathematic-Tac-Toe provides addition, subtraction, multiplication, and division drills on 15 difficulty levels and 15 time-limit levels, making this program appealing to children with widely varying skill levels. The most difficult levels go beyond the point at which students normally memorize answers. The time limit ranges from 2 to 23 seconds. After choosing the kind of math problem to practice, a difficulty level, and

a time-limit level, the two players are ready to square off against each other on the standard three-by-three square, tic-tac-toe grid. A player chooses a square to fill. The computer then poses a math problem, which the player must answer within the designated time limit in order to mark his or her chosen square. The computer marks the square the player's symbol (X or O) for a correct answer. The player forfeits the square for an incorrect answer. The game ends when one player fills a row vertically, horizontally, or diagonally, or when the players fill all nine squares but neither has completed a row (a tie). Kids will delight in testing their skills against parents', but parents will happily acknowledge defeat in this case.

**Requires:** Atari Basic Language Cartridge.

**Cassette [410] 16K 15.95**  
**Diskette [810] 24K 15.95**

Bluebook #ATR-28100

### MATH UFO

1022

By Gregor Novak

Recommended for ages 8-12/Written in Basic and machine language. A mysterious flashing spaceship floats to the top of the screen. Is it a Martian? No, it's Math Ufo flashing you number drills! Math Ufo is a very competitive, one-or two-player educational game that turns math drills into a fast moving, arcade-style challenge. So, warm up your joystick wrist and get ready for a space chase! As a spaceship containing a math problem floats up the center of the screen, the answer appears within each player's column of numbers along the side. Players use their joysticks to place their guns on the answer and then fire at the UFO as it passes by. A hit from the correct answer earns points. The high scorer after a set time wins the game. In the one-player version, a player races against the clock to improve his score and math skills. To accommodate different levels of coordination and mathematical proficiency, Math Ufo has options for varying the speed of the UFO and the gun movement and for selecting from the addition, multiplication, subtraction, or division problems. You may choose any number between one and nine or all numbers in that range. **Requires:** Atari Basic Language Cartridge. One Atari Joystick Controller per player.

**Cassette [410] 24K 22.95**  
**Diskette [810] 32K 22.95**

Bluebook #ATR-28101

### THREE R MATH SYSTEM

1022

By Dan Rohr

Recommended for ages 5-13 for math drill in the classroom and at home/Written in Basic. Whether faced with a large class or a small one, what teacher

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wouldn't dream of having an ultrafast way to create custom-tailored math drills for each student? Three R Math System can do just that. This comprehensive basic math drill package uses a unique password system by which teachers specify the types and levels of problems for each student, as well as the amount of time allowed per problem, the number of problems to be worked, and the total time allowed for the session. Has 101 difficulty levels covering addition, subtraction, multiplication, and division. Problems range from adding two one-digit numbers to multiplying a three-digit number by a four-digit number. The sequentially designed levels let each student work on problems at his or her current ability level. Designed for kindergarten through eighth grade levels, the system is very easy to use for both students and teachers. The teacher creates a six- or seven-letter password, one letter representing each selectable drill feature, and gives it to the student. The student inserts a diskette into the disk drive, types in his name and the password, and the drill begins. A summary of the results displays at the end of the session. The results can also be stored on diskette or printed out so that the student has a permanent record of the session. The printout contains all the problems worked, together with the correct answers and the student's answers, helping to pinpoint weak spots. Ten extra problems also appear for more practice. The program produces summary reports of all student's results.

**Requires:** Atari Basic Language Cartridge. DOS 2-formatted diskette[s] for storing records.

**Optional:** Atari 825 80-Column Printer or Epson MS-80 Printer.

Diskette [810] 40K 22.95

Bluebook #ATR-28102

### THREE R MATH CLASSROOM KIT

1022

By Dan Rohr

The Three R Math System has been tested and acclaimed by educators, and now it's available as part of a comprehensive three-part package, Three R Math Classroom Kit, which includes a worksheet printing program for practice drills, and a gradebook record keeping program. The program has 101 difficulty levels covering addition, subtraction, multiplication, and division. Problems range from adding two one-digit numbers through dividing a two-digit number into a four-digit number. The sequentially designed levels let each student work on problems at his or her current ability level. The system is designed for kindergarten through eighth grade levels. Both students and teachers have found it easy to use. The teacher creates a seven-letter password, one letter representing each

selectable drill feature, and gives it to the student. The student types in his name and the password, and the drill begins. A summary of the results displays at the end of the session. The results can also be stored on diskette and later printed out so that the student and teacher have a permanent record of the session. The printout contains all the problems worked, together with the correct answers, the student's answers, and the times required to work the problems. This printout can help to pinpoint weak spots. Ten extra problems also print for more practice. The worksheet program lets you generate customer-tailored worksheets from the same 101 different levels of math problems to supplement other practice methods. Because it's a rare school district that can provide enough computers for all its students, this part of the kit can give each student more individual practice for the drills he needs. The worksheet program creates practice pages of problems without answers, problems with every other answer given, or keys with all the answers provided. The easy-to-use prompts make combining these options a snap. The 3rd part of the kit, the gradebook program, offers a means of keeping records for a whole class and for individual students. The gradebook program takes care of hours of painstaking record keeping. This cumulative record lets you and your students check on their progress. If you've done any comparison shopping for a complete package like this one, you probably think the low price is a misprint. It's not—the decimal point is in the right place! This is one of the most thorough and versatile programs you can find for its purpose, and its costs only a fraction of the price of the few programs like it.

**Requires:** Atari Basic Language Cartridge. Atari 825 80-column Printer or Epson MS-80 Printer Diskettes for storing records.

Diskette [810] 40K 49.95

Bluebook #ATR-28103

### TEASERS BY TOBBS

1022

By Thomas C. O'Brien and Sunburst Communications  
Hours of absorbing, challenging fun are in store when you meet Tobbs and try to solve his "teasers"—puzzles in the form of grids. The puzzle grids are made of three squares across and three squares down. The symbol for addition or multiplication appears in the upper left square, and the other eight work together like a crossword puzzle to show sums or products. At first, some of the squares are blank. Tobbs hops about asking what number should fit into each square, based on the relationships among the numbers you see. He shows his delight when you give him the right number, but he shakes his head firmly when you're wrong. The program is based on the ideas of Jean Piaget, the father of child developmental psychology. At the easiest level,



## 28000 • Elementary Mathematics

you supply one-digit answers. But at the higher levels, not only do the squares hold two-digit numbers, but you often have to reason backwards, forwards, and sideways from the sum to the numbers which add or multiply together. For very advanced players, some puzzles have more than one possible answer. If things get too hard for you, Tobbs is always available to give you help. He calculates how many problems you answered correctly at the end of each set of puzzles. Teachers can use the program in the classroom, but parents can also help their children improve their skills. Adults, too, will be challenged by these puzzles! Recommended for ages 8 and up. Written in Basic.

**Requires: Atari Basic Language Cartridge.**

**Diskette [810] 16K 29.95**

Bluebook #ATR-28104

### MATH MISSION

1022

By Dave Kosmal

Your kids would rather play Quarxon or Space Chase than work on their math skills, right? Make their lives a little easier-give them an exciting space game that just happens to provide solid exercises in basic computational skills. While your spaceship is rocketing across the bottom of the screen, the fuel level is dropping steadily. You can stoke up the spaceship by answering math problems. Enough correct answers will get you to the next planet, where your spaceship refuels completely, and you're off to conquer still more new worlds. Flags on the screen appear to show how many planets you've explored. At the beginning of each game, you can set the kinds of problems (addition, subtraction, multiplication, division, or a mixture of all four). You can also choose one of three levels, depending on how fast you think you can give answers to fuel the spaceship. Besides being exciting to play, Math Mission follows some sound educational principles. Each time you answer incorrectly, the same problem appears again. If you miss it three times, the right answer finally appears. In addition, you're encouraged by surprise bonuses for long strings of correct answers, or for landing at a new planet with lots of fuel left.

**Requires: Atari Basic Language Cartridge.**

**Optional: One Atari Joystick Controller**

**Cassette [410] 16K 24.95**

**Diskette [810] 24K 24.95**

**Free Product Information  
Is Available When  
You Use The Reader Action Card**

Bluebook #ATR-28105

### ESCAPE TO EQUATUS

1022

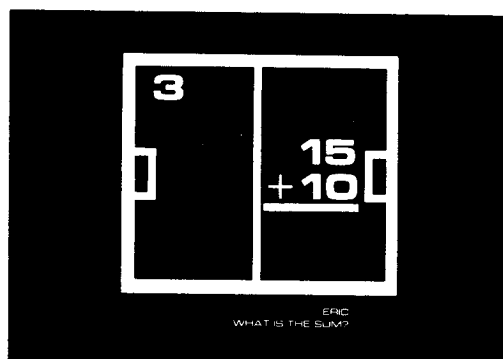
By Thomas Ferguson

The Mathemen are desperate. They're the only survivors of the disaster that destroyed their planet, and they've been cruising through space in their robot ship, looking for a new home. They thought the moon Equatus might be just the place- but no! As soon as they land and leave the safety of their robot ship, the dread Equacion battle cruiser attacks. The battle cruiser sends a series of arithmetic problems across the top of the screen. Then a row of numbers from 0 through 9 descends on the Mathemen. Their only chance is to shoot down the correct answers with their lasers. They'll never survive without your help! In this fast-paced game, you use your Joystick Controller to select correct answers and blast away at them. The four levels start with "trooper," which requires addition and subtraction, division, and multiplication for number 6 to 24. The speed and complexity increase at each higher level. If you miss an answer, the Mathemen are immobilized. But don't despair. The battle cruiser returns later in the game with the problem you missed, and if you get it right this time, they come back to life. While you're breathlessly saving Mathemen, you might not notice that you're learning more efficiently with each repetition. The program keeps a score for each game and compares it to your highest score, so that you can measure your progress.

**Requires Atari Basic Language Cartridge, and one Joystick Controller.**

**Cassette [410] 24K 24.95**

**Diskette [810] 24K 24.95**



Bluebook #ATR-28106

### SOCCER MATH

623

A math teaching program which utilizes graphic-displayed soccer players to test for the correct answer. A choice of addition, subtraction or multiplication problems, in ten skill levels, are displayed on a soccer

## 28000 • Elementary Mathematics

field screen for two players. With a correct answer, the soccer player kicks in a goal, while an incorrect answer results in a missed shot. For missed shots, the correct answer is displayed on the screen for reinforced learning. This program includes a Teacher Management File to assess the current skill level of each student and automatically adjust the skill level of each user based on the number of correct answers, thereby assuring that each player is competing at his or her skill level. The Teacher Management File also allows the teacher or parent to adjust the number of problems, turn the music off and print out the class file. This program is applicable for elementary and intermediate students and is available in disk form. **24.95**

Bluebook #ATR-28107

### **GALAXY MATH FACTS GAME**

**888**

By Jerome I. Weintraub and Random House

**PURPOSE:** Add extra motivation and challenge to the drill and practice of basic math concepts.

**CONTENT:** Six basic math programs: (1) whole number addition, subtraction, multiplication, division; (2) place value; (3) fractions; (4) decimals/percents; (5) integers; (6) estimating/rounding.

The player's ship and crew are on the other side of the galaxy. The objective is to get back to earth without being destroyed by the STAR FIELD, the BLACK HOLE, or the KLINGONS. To overcome the obstacles they encounter, students must accumulate energy and ammunition by correctly responding to basic math-fact questions. Students try to complete the game, or return to earth, in as short a time as possible. The added challenge of avoiding danger in the space trip provides exciting motivation for performing well.

**FEATURES:**

- Space travel dangers provide extra motivation for mastering basic math facts.
- Automatic lowering to an easier level if a student experiences difficulty.
- Problem-solving strategies are developed as game decisions are made.
- Comprehensive Teacher's Manual includes information on the program's instructional design, prerequisite skills, content chart for each level of the program, and clear instructions on how to use the program. Grade Level 1 - 9.

**Requires Atari 800 and 48K.**

**Set of 6 Programs on Disk 147.00**  
**Programs Also Available Individually.**

Bluebook #ATR-28108

### **GRAND PRIX**

**888**

By Paul Foster and Random House

**PURPOSE:** Increase student's motivation to learn basic math concepts.

**CONTENT:** Six basic math programs; (1) whole number addition, subtraction, multiplication, division; (2) place value; (3) fractions; (4) decimals/percents; (5) integers; (6) estimating/rounding.

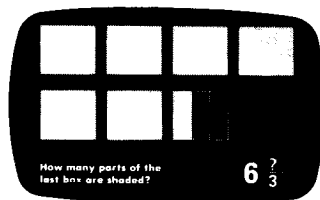
Students are automatically assigned a performance level in the Grand Prix—student driver, teacher driver, or Grand Prix driver—based on their level of math skills. Each level requires greater "driving" and math skills. Students control their cars by using the computer's direction-control keys. Correct answers enable students to change a tire, repair their cars, or refuel. Students race against time to complete 100 laps and math-fact problems.

**FEATURES:**

- Highly motivating and time drill in essential math facts.
- Different placement levels give students of all ability levels a chance to succeed—and learn.
- Comprehensive Teacher's Manual includes program rationale and detailed instructions on how to use the program.
- Easy placement of students based on their ability levels. Grade Level 1 - 9.

**Requires Atari 800 and 48K.**

**Set of 6 Programs on Disk 147.00**  
**Programs Are Also Available Individually.**



Bluebook #ATR-28109

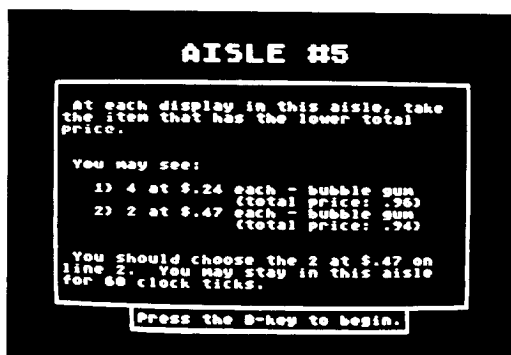
### **FRACTION/MIXED NUMBER RECOGNITION 1278**

Every student can succeed with FRACTION RECOGNITION. High resolution graphics display partially shaded rectangles, and the students count shaded and total parts to name a fraction. Mistakes trigger beeping numbers that count out the correction answer.

FRACTION RECOGNITION mastery leads students to MIXED NUMBER RECOGNITION. Its similar format teaches students to recognize combinations of whole units and fractional parts.

**Cassette 14.95**

## 28000 • Elementary Mathematics

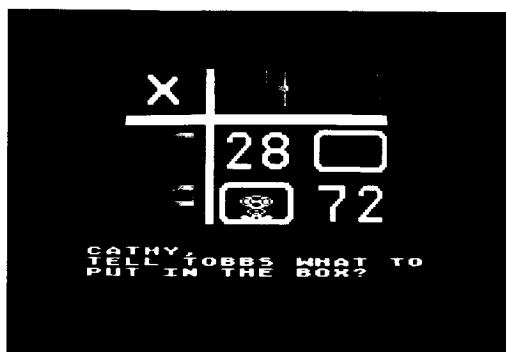


Bluebook #ATR-28110

### SURVIVAL MATH: SIMULATIONS

1292

Four simulations that require students to use their math skills as a basis for making sound judgments. **SMART SHOPPER MARATHON** - students try to figure out the best buys, using such aids as unit prices and percent discounts. **HOT DOG STAND** - students run a hot dog stand at the school's football games to raise money. They must purchase food and set prices on the basis of anticipated crowd size and weather conditions. **TRAVEL AGENT CONTEST** - students plan a 7-day, 6-night trip without exceeding a prescribed spending limit. Money must be allocated for transportation, meals, lodging and special events. **FOREMAN'S ASSISTANT** - students help plan a playroom and buy materials for building it while keeping within a specified time-frame and budget. Covers such concepts as area, perimeter and units of measure. Grade Level: 6-adult **Requires: Atari 400 or 800 with the Atari Basic Cartridge, and 16K memory** 2 Disks 50.00



Bluebook #ATR-28111

### TEASERS BY TOBBS: PUZZLES AND PROBLEM SOLVING

1292

Designed to help students think logically to solve addition and multiplication problems. In both programs, a grid and a character called Tobbs appear on the screen. The grid presents a succession of math problems, each with a missing number. Students use logic to decide which number can't be, might be or must be the number that solves the problem on the grid. Both programs offer six levels of difficulty. A teacher's guide provides background information, plus suggestions for classroom use. Grade Level: 4-adult **Requires: Atari 400 or 800 with the Atari Basic Cartridge, and 16K memory** Disk 35.00

Bluebook #ATR-28112

### MATHS FOR FUN:

1308

Use inventive math games to make learning those ho-hum exercises fun.

16K Cassette or 24K Disk 14.95

Bluebook #ATR-28113

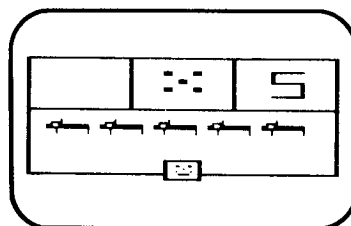
### MARATHON:

1308

Build mathematical skills using a challenging race against the computer or an opponent. Race through different levels of difficulty but watch out...one wrong move and your opponent can take the lead.

**Requires Joystick.**

16K Cassette or 24K Disk 19.95



Bluebook #ATR-28114

### NUMBER MATCH

687

By Kay L. Schrag.

A program for remedial education, slow learners, or young learners. The student matches a numeral with a domino pattern or a set of figures. An excellent program for developing the concept of numbers.

### FEATURES:

- Three levels of difficulty

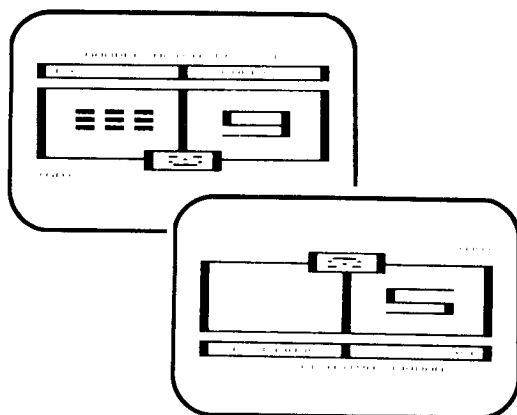
## 28000 • Elementary Mathematics

- Game-like setting
- Highly motivational

At the easiest level the student matches numeral with domino pattern. At the most difficult level, sets of objects are matched with numerals and domino patterns. Ages 3 to 7.

**Requires Atari 800 and 48K Memory.**

**Disk 29.50  
Cassette 24.85**



Bluebook #ATR-28115

### NUMBER MATCH IT

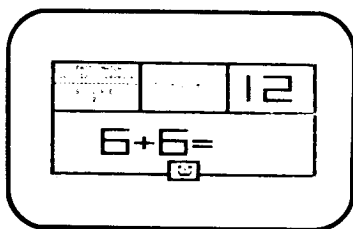
687

By Kay L. Schrag.

There are two levels in this program. In the first, the student is given a domino pattern. He must type the appropriate numeral 1 through 9. At the second level, the student presses the space bar to make counters appear to match the numeral. An excellent program for number concept development.

**Requires Atari 800 and 48K Memory.**

**Disk 29.50  
Cassette 24.85**



Bluebook #ATR-28116

### FACTS MATCH SERIES-ADDITION

687

By Kay L. Schrag.

Excellent for concept development and mastery of basic

facts. In a game-like setting, students match numerals with word names and number combinations.

#### FEATURES:

- Three levels of difficulty
- Four speeds of motion
- Graded sequence of facts

Optional manual control speed for slow or handicapped students.

**Requires Atari 800 and 48K Memory.**

**Disk 29.50  
Cassette 28.85**

Bluebook #ATR-28117

### FACTS MATCH SERIES-SUBTRACTION

687

**Disk 29.50  
Cassette 28.85**

Bluebook #ATR-28118

### FACTS MATCH SERIES-MULTIPLICATION

687

**Disk 29.50  
Cassette 28.85**

Bluebook #ATR-28119

### FACTS MATCH SERIES-DIVISION

687

**Disk 29.50  
Cassette 28.85**

Bluebook #ATR-28120

### MATH FACTS-GAME I

687

By Edward C. Beardslee, Ph.D.

The purpose of these games is to provide highly motivating practice on the 400 basic math facts in addition, subtraction, multiplication and division. The user may choose any operation or combination of operations at any one of four levels of difficulty. To play each game, the user must first correctly give a basic fact, then he can take his turn at the game. The user plays against the computer. The program consists of 4 games:

**COUNT DOWN**-Students try to complete as many facts as they can before the computer counts down from 30 to 0.

**SECRET WORD**- The computer selects a math word. The student tries to guess the word. After each wrong guess, a hint is given until the secret word is identified.

**TIC TAC TOE**- In order to beat the computer, students must get their facts correct and use strategy.

## 28000 • Elementary Mathematics

THE GREAT COMPUTER CHALLENGE- A timed race against the computer to see if the correct answer can be given in the time allotted.

**Requires Atari 800 and 48K Memory.**

**Disk or Cassette 39.80**

Bluebook #ATR-28121

### NUMBER CRUNCHER

687

By Max E. Jerman, Ph.D. and Norman D. Hardy.

Math texts have pictured "Function Machines" of various types for many years. Using a micro computer it is now possible to actually see such a device work. This "Function Machine" accepts the number the user inserts. Then wheels turn and out pops a new number that the NUMBER CRUNCHER made out of the old one. The object is to guess the rule the NUMBER CRUNCHER used to make the new number out of the old one. This highly motivating activity teaches students the concept of a mathematical function in a captivating manner.

Features:

- Carefully graded set of rules.
- Carefully graded set of combinations.
- Encourages reasoning and logical thinking.
- Comprehensive teacher's manual.
- 10 lessons of 5 formulas each.
- 3 levels of difficulty.
- 30 lessons in all.
- Functions range from simple linear  $N + 5$  in Lesson 1 to quadratic in Lesson 10.

**Requires Atari 800 and 48K Memory.**

**Disk 59.80**



## 29000 • Energy

Also See Related Categories: 37000 General Science  
41000 Home & Household  
62000 Physics

Bluebook #ATR-29000

### **SCRAM**

**1300**

Learn how a nuclear power plant operates. Build a nuclear power plant, then you control its operation—even under adverse conditions. Above all, try to prevent a melt-down! Scram is more than a game. It simulates the operation of a nuclear power plant that's modeled after real-life situations. Develop a deeper understanding of nuclear safety issues. It's absorbing for everyone ages 12 to adult.

**Requires 16K RAM, Joystick Controller, Basic Cartridge, and Program Recorder.**

Bluebook #ATR-29001

### **ENERGY CZAR**

**1300**

The President has just appointed you Energy Czar and given you full power to set the nation's energy policy. This simulation lets you promote or restrict supplies of energy resources by raising or lowering taxes on them, regulating prices, and tightening or loosening environmental controls. Your decisions will influence the growth rate of the economy, the inflation rate and your own popularity. To stay in power, you must score well in all of these areas. For ages 12 to adult.

**Requires 16K RAM, Program Recorder, and Basic Cartridge.**





## 30000 • Engineering

**Also See Related Categories:** 11000 Advanced Mathematics  
22000 Computer Science  
27000 Electronics  
62000 Physics  
72000 Statistics

Bluebook #ATR-30000

### FLUID POWER

- Fluid Power Introduction
- Theories and Principles
- Laws
- Fluids and Contamination
- Transmission of Forces
- Basic Systems; Diagrams
- Fluid Power Lines
- Fluid Power Connectors
- Sealing Devices and Materials
- Reservoirs, Filters, Accumulators
- Pumps and Compressors
- Control & Measurement of Flow
- Control & Measurement of Pressure
- Directional Control Valves
- Fluid Power Actuators
- Troubleshooting Fluid Power Systems

**Requires Atari 400/800**

**16 Lessons, 8 Cassettes 79.00**

1187

Bluebook #ATR-30002

### AUTO MECHANICS

- Checking out a used car
- Overhauling the car's engine
- Increasing the car's performance
- Facts about the car's mechanism
- Terms a mechanic uses
- The car's electrical system
- The Automobile Mechanic-Career
- The Mechanic and His Tools
- Safety in the Shop; color code
- The Diagnostic Center
- Engine displacement in cubic inches
- Converting to the metric system
- Mileage-fuel performance
- Computing changes and labor costs
- Replacing a burned out fuse
- Credit interest, paycheck deductions

**Requires Atari 400/800**

**16 Lessons, 8 Cassettes 79.00**

1187

Bluebook #ATR-30001

### FUNDAMENTALS OF REFRIGERATION

- Fundamentals of Refrigeration
- Refrigeration Cycle
- Compressors
- Condensers and Receivers
- Evaporators
- Metering Devices
- Basic Cycle Controls
- Refrigerant Characteristics
- Refrigerant Oils
- Accessories
- Piping
- Dehydrations
- Charging and Discharging Systems
- Installation Procedures
- Multiple Systems
- Troubleshooting

**Requires Atari 400/800**

**16 Lessons, 8 Cassettes 79.00**

1187

Bluebook #ATR-30003

### GENERAL SHOP PRACTICES

- Tool identification lesson, Part 1
- Tool identification lesson, Part 2
- Fasteners and hardware
- Proper lubricant for small engines
- Performing periodic services
- Operation of the four-cycle engine
- Discussion of a two-cycle engine
- Use of micrometers and calipers
- Measuring, marketing, cutting-metal
- Soldering electrical connections
- The acetylene torch, safety rules
- Cutting and Welding
- Electric arc welding, terms, types
- Unsafe situations, prevention
- Employment hints
- Discussion of Business Etiquette

**Requires Atari 400/800**

**16 Lessons, 8 Cassettes 79.00**

1187



## 30000 • Engineering

Bluebook #ATR-30004

### CARPENTRY

1187

- Plans for building a house
- Construction of a house
- Framework and basic construction
- Erect, close in-materials, elements
- The trimwork of a house
- Completing for occupancy
- The Trade of Carpentry
- The Carpenter and His Tools
- Wood: The Basic Material
- Safety on the Job
- Solving Carpenter problems
- Fractional and decimal values
- Problems carpenters deal with
- Linear measurements
- Problems involving area
- Board foot measurement-lumber

**Requires Atari 400/800.**

**16 Lessons, 8 Cassettes 79.00**

1.5" dia. cylinder to go with it. Not having the least idea whether this will raise the car at all, much less do so faster, you tell everyone to take a lunch break. Now get out your Atari Computer and use HYSYS to find the answer! Containing 14 systems calculations, HYSIS has two menus, one for hydraulic cylinders and one for motors and pumps. It also displays a printable system tally sheet for each menu's parameters. You can display the tally sheet at any time, change one of the parameters, and redisplay the tally sheet with all selected parameters updated to reflect the new input. You can also erase the tally sheet and start over. Intended for people involved in designing hydraulic systems, HYSIS quickly solves all the time-consuming calculations normally needed to size hydraulic systems and components. In fact, the program lessens the technical knowledge needed to design a hydraulic system. With the data the program calculates for you, you can often simply specify the support equipment meeting those specifications. (P.S. Your little power unit will save both time and effort. The pit team was mighty impressed!

**Requires: Atari Basic Language Cartridge.**

**Optional: Atari printer or equivalent printer.**

**Diskette [810] 32K 22.95**

Bluebook #ATR-30005

### CONSTRUCTION

1187

- Construction site tools
- Four kinds of masonry mortar
- Making, setting, finishing concrete
- Measuring and drafting tools
- Orthographic and pictorial views
- Construction terms defined
- Nails, woodscrews illustrated
- Wood, uses, dimension lumber
- Power saws, electric drills
- Plumbing terms, concepts, equipment
- Installations of pipe and fittings
- Painters, estimating amounts
- Brushes, rollers, spray guns
- Preparing wall and trim surfaces
- Electricity-terms and components
- Electrical wiring of a building

**Requires Atari 400/800.**

**16 Lessons, 8 Cassettes 79.00**



Bluebook #ATR-30006

### HYDRAULIC PROGRAM [HYSYS]

1022

By William L. Rice

Recommended for people involved with hydraulics/ Written in Basic. Your racing team wants to speed up tire changes in the pits. Manually jacking up each side of the car currently takes about 3 seconds. You suggest a little DC-powered hydraulic unit might be the answer. You happen to have a unit in your low-rider car you'll remove for team spirit. The unit puts out 4.5 gallons per minute at 2500 pounds per square inch. You also have a

## 32000 • Farming & Agriculture

Also See Related Categories: 10000 Accounting  
17000 Business Management  
33000 Finance  
60000 Personal Finance  
76000 Utilities



Bluebook #ATR-32000

### THE WEATHER ANALYST

1133

A menu-driven interactive data manager that allows you to store and analyze your own local temperature and precipitation data. It is the most sophisticated and complete software ever offered for filing and processing weather information on today's microcomputers. The program can be used to keep the records from your home, farm, school, or local airport, then convert the data into useful information. Designed for the:

Weather hobbyist

Energy-Conscious Home Owner or Building Manager

Contractor Whose Work is Weather-Sensitive

Farmer or Home Gardener

Educator or anyone else who is interested and concerned with local weather trends.

Allows you to input daily weather observation of temperature and precipitation. The software then makes all necessary calculations and provides complete information through its various menu selections. These give you both charts and graphs showing such information as accumulated precipitation, average temperatures, and departures from normal. Heating and cooling degree days are also computed to help you monitor energy use in your home or business. The software includes historical weather records for your location covering the period from 1951 through the most recent year available. These records can be recalled to compare with current weather conditions and are also used to compute the long-term normal weather conditions for the user's location.

Disk 59.95

Bluebook #ATR-32001

### MEAT PROCESSES

1187

- Basic Terminology
- Anatomy - Some Terms
- Varieties of Sausage
- Meat Cuts
- Meat Packing Substances
- Meat Packing Conditions
- Meat Packing Processes
- Meat Packing Practices
- Meat Packing Mechanisms
- Animal Diseases
- Miscellaneous Terms
- Weight Conversions
- Volume and Capacity
- A Review of Fractions
- Fahrenheit and Celsius
- The Metric System

Requires Atari 400/800.

16 Lessons, 8 Cassettes 79.00

Bluebook #ATR-32002

### MEAT TECHNOLOGY

1187

- Meat Inspection Legislation
- The Meat Business
- The Poultry Business
- Poultry Anatomy I
- Poultry Anatomy II
- Poultry Pathology
- Meat Hygiene
- Dressing and Inspection
- Meat Preparation
- Marketing Meat
- Natural Additives
- Sanitation Procedures
- Using Graphs
- Time Zones
- Percentage Problems
- Meat Calculations

Requires Atari 400/800.

16 Lessons, 8 Cassettes 79.00

# Mathematical Analysis

Let  $f: \mathbb{R} \rightarrow \mathbb{R}$  be a function defined by

$$f(x) = \begin{cases} x^2 \sin\left(\frac{1}{x}\right) & x \neq 0 \\ 0 & x = 0 \end{cases}$$

Prove that

$$f'(0) = 0$$

Proof:

Let  $h \neq 0$ . Then

$$\frac{f(h) - f(0)}{h - 0} = \frac{h^2 \sin\left(\frac{1}{h}\right) - 0}{h} = h \sin\left(\frac{1}{h}\right)$$

Since  $|\sin(x)| \leq 1$  for all  $x$ , we have

$$|h \sin\left(\frac{1}{h}\right)| \leq |h|$$

As  $h \rightarrow 0$ ,  $|h| \rightarrow 0$ , so

$$\lim_{h \rightarrow 0} \frac{f(h) - f(0)}{h - 0} = 0$$

Therefore,  $f'(0) = 0$ .

Q.E.D.

Let  $f: \mathbb{R} \rightarrow \mathbb{R}$  be a function defined by

$$f(x) = \begin{cases} x^2 \sin\left(\frac{1}{x}\right) & x \neq 0 \\ 0 & x = 0 \end{cases}$$

Prove that  $f$  is differentiable at  $x = 0$  and find  $f'(0)$ .



Let  $h \neq 0$ . Then

$$\frac{f(h) - f(0)}{h - 0} = \frac{h^2 \sin\left(\frac{1}{h}\right) - 0}{h} = h \sin\left(\frac{1}{h}\right)$$

Since  $|\sin(x)| \leq 1$  for all  $x$ , we have

$$|h \sin\left(\frac{1}{h}\right)| \leq |h|$$

As  $h \rightarrow 0$ ,  $|h| \rightarrow 0$ , so

$$\lim_{h \rightarrow 0} \frac{f(h) - f(0)}{h - 0} = 0$$

Therefore,  $f$  is differentiable at  $x = 0$  and  $f'(0) = 0$ .

Q.E.D.

Q.E.D.

## 33000 • Financial

**Also See Related Categories:** 10000 Accounting  
11000 Advanced Mathematics  
17000 Business Management  
60000 Personal Finance  
72000 Statistics  
74000 Tax

### Bluebook #ATR-33000

#### **VISICALC**

**1300**

Visi Calc combines the ease and familiarity of a pocket calculator with the electronic screen and powerful memory capabilities of your Atari Home Computer. Tasks such as calculating sales projections, income taxes, financial ratios, cost estimates, budgets, or even balancing your checkbook can now be done without wasting time erasing and recalculating. The computer's screen becomes a "window" that looks upon a much larger "electronic spreadsheet" with 63 rows and 254 columns. If you change a number you had previously written, VisiCalc automatically recalculates all of the related numbers. Editing features let you quickly change, insert or delete titles, numbers or formulas. You can ask "What if...?" and see how changing one number affects the bottom line.

**Requires 32K RAM, and an Atari Disk Drive. A printer is optional. [Larger amounts of data require more RAM].**

### Bluebook #ATR-33001

#### **STOCK MANAGEMENT**

**1022**

By Greg Thrush

Recommended for ages 18 and up/Written in Basic. Do you have trouble organizing all your stock transaction receipts? With Stock Management, you record the information from your trade confirmation receipts once and the program then takes care of all your record-keeping chores and also performs a variety of analyses. Stock Management is ideal for serious traders looking for an efficient way to monitor their transactions. The program is both fast and enjoyable to use. A series of easy-to-follow menus and prompts guides you through entering and updating information for these transactions: buy, sell, dividends, stock dividends, stock splits, and nontaxable distributions. A system with 32K of computer memory can maintain as many as 150 transactions, including 100 different stocks with 30 listings of the same stock. A system with 40K of computer memory can handle 300 transactions. For each transaction, you record the stock, its symbol, the

transaction type and date, the exchange, and the price/dividend, quantity, and commission or other expense involved. The program automatically updates your file whenever you add new or revised information, and you can then display or print several kinds of reports. For example, you can request an alphabetical listing by stock of all transactions in a file; the current status of your holdings, including the current value of each stock held and the total value of all stocks held; a summary of all transactions for a specific stock, along with its equity, if currently held, or its profit or loss, if sold; and a capital gains summary of transactions in a given year. With Stock Management, tracking your portfolio becomes a piece of cake!

**Requires: Atari Basic Language Cartridge.**

**Optional: Atari 825 80-Column Printer or Epson 80-Column Printer.**

**Diskette [810] 32K 22.95**

### Bluebook #ATR-33002

#### **BONDS OR BOMBS?**

**1419**

What's a bond issue and how is it different from an issue of stock? How are municipal bonds different from savings bonds and how can you benefit from such as investment? This program explores some of the basics of finance and defines 10 of the most commonly overlooked financial terms with plenty of contemporary examples given. Not for the money-hungry or the unemployed!

**Requires 32K, Disk Drive, Monitor [Color Optional], And Letter Quality Printer.**

**525.00**





## 34000 • Foreign Language

Also See Related Categories: 47000 Language Arts

Blue Book #ATR-34000

### **WRITE HEBREW - FOR ADULTS** 1029

If you can read Hebrew print, "Write Hebrew" can teach you how to read and write Hebrew cursive script. The program consists of seven units which present the letters in a logical (although not alphabetical) sequence, which has proven very effective in actual classroom teaching. "Write Hebrew" is available in two formats. One is for very young children and features "Sticky Itzi", a cartoon stick figure who forms the letters. The second, for older children and adults, emphasizes the actual formation of letters without the cartoon format. **Requires: 800/32K, 1 disk drive 20.00**

Blue Book #ATR-34001

### **WRITE HEBREW - FOR CHILDREN** 1029 **Requires 800/32K, 1 disk drive 20.00**

Blue Book #ATR-34002

### **CHUMASH COMPU-FLASH CARDS** 1029

The student is given a choice of word sets from each parasha (approximately 30 words per parasha, complete with verse numbers for reference), allowing him to study the words and their definitions, one by one, at his own pace. At the completion of the study time, the student is tested on the material he has completed. If he answers a flash card incorrectly, the correct answer is given to him. He may then continue on to the next word or request and receive his score (a valuable feature ordinary flash cards do not offer). After receiving his score, the user may return to the main index for another set of words to study. The word sets cover a range of significant areas and were carefully chosen from the parashot by a group of educators with long experience in teaching Chumash. The display is large, clear and easy to read. The Hebrew characters are precise and include vowel signs. This program is designed for the student who is beginning to learn Chumash and is easily adapted for both the day school

and afternoon school student. **Available in Bereshit, Shemot, Vayikra, Bamidbar, and Davarim. Requires Atari 800, 32K, 1 Disk Drive. 20.00**

Blue Book #ATR-34003

### **HEBREW READING** 1029

This individualized program is designed to teach the reading of Hebrew to those who have no prior knowledge of the Hebrew alphabet and/or those who are just building their basic reading skills. The course contains thirteen units encompassing all of the letters and vowels, individually and in sets. An optional sound tape enables the student to hear the proper pronunciation of letters and words. Each unit includes quizzes and review material, allowing the student to test himself before progressing to a new unit. This program is designed for use by either children or adults.

**2 Disks 50.00**  
**2 Disks With Sound Tapes 75.00**

Blue Book #ATR-34004

### **READING RASHI** 1029

This program is designed to teach the student "Rashi script" in a time-conserving, efficient and interesting manner. Each Rashi letter is compared with the corresponding letter of the standard Hebrew alphabet. Special emphasis is given to "look-alike" letters such as "aleph" and "chet". The student should become comfortable with the "Rashi script" after one or two sessions.

Special features:

- Similarities and differences are pointed out through the use of animation, flashing and dynamic displays.
- An index to letters being taught in each group of frames is given to enable the teacher to remediate problem areas.
- The student is self-tested on his ability to master the "Rashi Script" and return to those letters which he has had difficulty in mastering.

## 34000 • Foreign Language

- Three periodic reviews of material are provided for each section.

This program is designed to be used by any student who is already familiar with the standard Hebrew alphabet. **Requires Atari 800, 32K, 1 Disk Drive.**

25.00

Blue Book #ATR-34005

### COMPU-DIKDUK 1029

A series of programs designed to reinforce the student's understanding of basic aspects of Hebrew grammar.

Contents of the series include:

- Conjunctions of Hoveh and Atid in Kal
- Possessive forms - both singular and plural
- Masculine and feminine of common nouns
- Use of prefixes and suffixes

The dynamic use of graphics makes for rapid understanding and assimilation of the grammatical concepts presented. An integral part of each program consists of quizzes and tests so that the student can determine his own progress. Can be used for individual study in a school learning center or at home, as well as in the classroom environment.

**Requires Atari 800, 32K, 1 Disk Drive.**

25.00

Bluebook #ATR-34006

### ASTRO WORD SEARCH:SPANISH 0006

Go on a Spanish word search in the grid of letters on the screen. Computer shows you the number of words, keeps score. Comes with a separate dictionary of definitions. A terrific, entertaining way to improve foreign-language vocabulary. Junior high to adult.

**24K Disk [Joystick] 23.95**

**16K Cassette [Joystick] 16.95**

Bluebook #ATR-34007

### ASTRO WORD SEARCH:FRENCH 0006

Same as ASTRO WORD SEARCH: SPANISH. Junior high to adult.

**24K Disk [Joystick] 23.95**

**16K Cassette [Joystick] 16.95**

Bluebook ATR-34008

### CONVERSATIONAL FRENCH 1300

Like having a live-in language tutor! Now you can learn a wealth of words and phrases to assist you while traveling in foreign countries. The Atari Home Computer teaches you with descriptive color pictures on your TV screen. As you listen, the instructor

pronounces each phrase correctly. Each language course consists of five cassettes and a workbook.

**Requires Atari Basic Cartridge, Program Recorder, and 16K RAM.**

Bluebook #ATR-34009

### CONVERSATIONAL GERMAN 1300

**Requires Basic Cartridge, Program Recorder, and 16K RAM.**

Bluebook #ATR-34010

### CONVERSATIONAL SPANISH 1300

**Requires Basic Cartridge, Program Recorder, and 16K RAM.**

Bluebook #ATR-34011

### CONVERSATIONAL ITALIAN 1300

**Requires Basic Cartridge, Program Recorder, and 16K RAM.**



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**Also See Related Categories:** 15000 Basic Learning Skills  
25000 Demonstration Programs  
38000 Graphics  
59000 Personal  
71000 Sports

Blue Book #ATR-36000

### WAYOUT

364

By Paul Edelstein

Step right up! Step right up! It's new, it's fun, it's amazing! It's Wayout, a game so exciting that it can make a blind man talk, a deaf man see! Step right up! That's the way kid, don't be afraid, come right up here. Now put on these Wayout protective goggles. Atta baby! Now there's an adventuresome youngster ready for a challenging game of Wayout! Here, take this compass and mapmaker and follow me. I'm gonna open this door and I want you to step inside. See, nothing to be afraid of, just a little maze. What are those? Those, my daring young one, are Fireflies! And friendly Fireflies at that! There's plenty of wind blowin' through that maze and those Fireflies will show you which way it's blowin'. OK, I'm gonna lock the door behind you. Now, don't worry kid. If you never come out again you won't have to pay me! Oh, I almost forgot, beware the Cleptangle. He loves to sneak up from behind and take your compass and mapmaker. Try and get out without those! And if you do, I've got twenty five other adventures for you to go on! What do ya think, pretty Wayout, eh? Includes Wayout costume glasses and compass.

**Requires Atari 800, 32K, Disk Drive, Keyboard or Joystick. Disk 39.95**

Blue Book #ATR-36001

### CASINO I

867

Play two popular games at the Lucky Lady! Blackjack and Slot Machine. The computer will be the dealer in Blackjack. Up to four players can play. Program allows for splitting and doubling. Try to break the house by winning \$1000. Slot Machine is a computer simulation of a one arm bandit. Pull the lever and watch the wheels turn. Can you win the jackpot???

**Requires Atari 400/800, 24K, Atari Basic Cartridge, and Program Recorder. Cassette 15.00**

Blue Book #ATR-36002

### CRIBBAGE

867

Per Hoyle

Play Cribbage with the computer at two different levels. As a beginner, the computer will not penalize you for the points you did not peg. At the intermediate level it will. The Cribbage board and the cards are displayed on the screen. Plays to 121 points.

**Requires Atari 400/800, 16K, Atari Basic Cartridge, and Program Recorder. Cassette 15.00**

Blue Book #ATR-36003

### BULLDOG PINBALL

127

Written by Dr. Paul Wilson

An exciting pinball game for one or two players, provides five balls per player. Players control the speed of the ball's release with the shift or break key. The longer the key is held down, the faster the ball is released. The player scores ten points each time the ball hits the bulldog's ears, teeth, jowls, eyes, and nose. Bonus balls are given for each 5,000 point increment to the total score. Seven is the maximum amount of free balls. The game comes with a right and left flipper to help aim the ball at high score targets. However, if either or both of the flippers are activated too frequently, the board tilts and the ball exits the field without further score.

**Requires 16K**

**29.95**

Blue Book #ATR-36004

### BANDITS!

364

It's not enough that the gangs of space Bandits will steal all of your supplies, they want to kill you too! And they've got dozens of devious ways to get the dastardly deed done. There's heat seeking bullets, napalm bombs and bouncing nerve gas balloons - all dropped for one purpose - to send you packing to the pearly gates while the Bandits make off with the lunar loot. It's your job to use your laser gun and protective energy



## 36000 • Games

shield to blow those greedy galactic gangsters to bits. It's you or them! Good luck, pilgrim! Bandits' colorful and imaginative graphics and non-stop fast action insure that this will be one of the most popular Atari games of all time. Bandits is bound to steal the hearts of customers everywhere.

**Requires an Atari 800 computer with 48K memory and one Atari 810 disk drive. Playable with joystick. 34.95**

Blue Book #ATR-36005

### **NORTH ATLANTIC CONVOY RAIDER 448**

In the Bismarck convoy raid of 1941, the computer controls the British convoys and battleships. Will the Bismarck sink the Hood, only to be sunk by the Rodent and King George V, as in history! Or, will the Bismarck cripple or sink the British Home Fleet and go rampaging through the convoy lanes?

**Requires Atari 800 and 24K. Disk 21.00**

Blue Book #ATR-36006

### **LORDS OF KARMA 448**

Like an intriguing puzzle! The fun is deciphering secrets while exploring a mythical, magical city and countryside while at the same time avoiding lurking monsters. You tell the computer what you want by typing simple sentences. The computer has many surprises in store.

**Requires Atari 800, and 48K. Disk 25.00**

Blue Book #ATR-36007

### **CONFLICT 2500 448**

In 2500 A.D., each is threatened by attacking aliens programmed with an infinite number of attack strategies with which to tease the player who must defend earth. A variety of spaceships on the screen adds an extra dimension to the excitement and suspense of this clever SF game. A game for one to ten players in which you can control the length of the game and its difficulty.

**Requires Atari 800, and 40K. Disk 21.00**

Blue Book #ATR-36008

### **PLANET MINERS 448**

One of four players compete with each other and the computer to stake valuable mining claims throughout the solar system in the year 2050. Each player must decide which ships to send to which planets and when to try 'dirty tricks' like sabotage and claim jumping.

**Requires Atari 400/800 24K Cassette 16.00  
32K Disk 21.00**

Blue Book #ATR-36009

### **TANK ARCADE 448**

Classic arcade action. Players pre-determine how many hits it will take to wipe out their opponents and then go to battle to plummet their human counterpart (or the computer) with their best tank battlefield strategy. Tank Arcade is a fast paced solitaire or two player game with nifty graphics. The battlefield randomly changes after each playing.

**Requires Atari 400/800. 15.00**

Blue Book #ATR-36010

### **COMPUTER ACQUIRE 448**

The object of the game is to become the wealthiest person in this "business" game about hotel acquisitions and mergers. For 2 to 6 players it is a subtle game of interplayer strategy. As a solitaire game you play against the computer. One can even pit the computer against itself in this faithful recreation of the classic board game.

**Requires Atari 400/800, and 16K. Cassette 20.00**

Blue Book #ATR-36011

### **MOON PATROL 448**

Arcade Pak game of lunar invasion. Moon Patrol beats any quarter gobbling game around and can be enjoyed in the privacy of your own home. There are four levels of increasing difficulty, each presenting new lunar attackers to battle. Moon Patrol is fast, furious, and most of all, fun.

**Requires 16K. Cassette 25.00**

Blue Book #ATR-36012

### **V.C. 448**

V.C., short for Viet Cong is Avalon Hill's first game ever on the controversial Viet Nam War. Under your command is the chopper based air-mobile and heavily armed 1/509th Air Cavalry and 9/15th Field Artillery for fire support. It is an unconventional conflict. You have the task of bringing the civilian population under your protection where the enemy can hide amongst the people, and where the politics of terrorism and friendship can turn the people you want to save against you. V.C. faithfully recreates this struggle in which you can lose without ever being defeated.

**Requires Atari 400/800. 32K Cassette 20.00  
40K Disk 20.00**

## 36000 • Games

Blue Book #ATR-36013

### NUKEWAR

448

Nuclear confrontation between two hypothetical countries. Defend your country by massive espionage efforts, or by building jet fighter bombers, missiles, submarines and antiballistic missiles. Your cold and calculating computer will choose its own strategy! Very fast paced for players of all ages and levels of experience.

**Requires Atari 400/800.**

**16K Cassette 16.00  
24K Disk 21.00**

Blue Book #ATR-36014

### G.F.S. SORCERESS

448

The first science-fiction adventure game of the continuing saga of Joe Justin and Selena Sakarov aboard the Galactic Federation Starship Sorceress. In the game, the player takes the part of Joe Justin as he attempts to clear himself of a false charge of mutiny. Beautiful full-color manuals are included giving the player useful clues in his or her attempt to prove Joe Justin's innocence.

**Requires Atari 400/800.**

**48K Cassette 30.00  
40K Disk 35.00**

Blue Book #ATR-36015

### ANDROMEDA CONQUEST

448

Vast scale space strategy game of galactic colonizing and conquest. A game in which one to four players compete to form galactic empires throughout the star systems. Each star system has unique attributes such as strange life forms and alien technologies that make interstellar exploration and battle exciting.

**Requires Atari 400/800.**

**32K Cassette 18.00  
40K Disk 23.00**

Blue Book #ATR-36016

### TELENGARD

448

Microcomputer Dungeon Adventure game. In the mysterious underworld of Telengard there are fifty levels of ever-more complex mazes for nightly adventurers to explore. Various means of survival tactics are at the adventurers disposal and all of the necessary ingredients have been incorporated into this real time fantasy and role-playing game. Using wits, magic, and fast thinking the players delve deeper and deeper into the depths of Telengard to fight monsters and reap very valuable rewards. Other not so lucky contestants have never been heard from again!

**Requires Atari 400/800.**

**48K Cassette 23.00  
48K Disk 28.00**

Blue Book #ATR-36017

### KNOCKOUT

448

Is a simulation of the gentlemanly art of self defense for one or two players. Featuring high resolution color graphics each player can control every action taken by his boxer with his joystick apparatus. The outcome of each match will be determined by your own speed and skill. It is in your hands! Available for your Atari 400 or 800 with just 16K!

**Requires Atari 400/800, and 16K.**

**Cassette 20.00**

Blue Book #ATR-36018

### LEGIONNAIRE

448

Real-time simulation of tactical combat during the days of ancient Caesar. You, as Caesar, command up to ten legions against an army of barbarian infantry. The game provides cavalry, shock effects, fatigue, morale, and slope effects as the battlefield scrolls before you in full color and animation. Legionnaire presents the finest graphics and playability way beyond the state of the art.

**Requires Atari 400/800, and 16K.**

**Cassette 35.00**

Blue Book #ATR-36019

### DRAW POKER

448

The crowd couldn't make it over for the regular weekly game? Relax, your personal computer will play 5 card draw poker and bring the crowd with it. Computer draw poker wets you up with four other players controlled by the computer. Lucky, Shifty, Ace, and Slim are their names and they play a smart and mean game, each in their own way. Your opponents will not be afraid to bluff on occasion and they do not bet foolishly, so be prepared to become a high stakes loser or, if lady luck is with you, a big time winner.

**Requires Atari 400/800 and 16K.**

**Cassette 16.00**

Blue Book #ATR-36020

### CONTROLLER

448

A real-time simulation of air traffic control in which you will have to guide the approach and landing sequence of up to 8 aircraft. There are three types of aircraft: Light Planes, Airliners, and Private Jets, with each type having a different rate of climb, turning ability, stall speed, ceiling, fuel consumption and fuel capacity. Controller transforms your microcomputer screen into a realistic "radar scope"; also, each aircraft's heading,

## 36000 • Games

velocity, and altitude is continuously displayed on a separate chart next to the radar scope.

**Requires Atari 400/800.** 16K Cassette 25.00  
40K Disk 30.00

Blue Book #ATR-36021

### TANKTICS 448

Armored combat on the Eastern front of WWII. Includes full-color mounted mapboard and counters. You, as the German tank platoon leader, start the game outnumbered 2 to 1. However, you choose your tank types before each of 5 scenarios. You also specify what your opponent, the computer, is to have before going after or defending the specified objective from the Russians.

**Requires Atari 400/800.** 24K Cassette 24.00  
32K Disk 29.00

Blue Book #ATR-36022

### BOMBER ATTACK 448

Arcade game of ground to air warfare, Bomber Attack is a real time fast action game that puts you in command of a supersonic bomber over enemy terrain. You must drop all 25 bombs on key locations before the enemy can down your bomber. But watch out for Red Cross hospitals, they're neutral ground as provided in the Geneva Convention!

**Requires Atari 400/800 and 16K.** Cassette 16.00

Blue Book #ATR-36023

### GUNS OF FORT DEFIANCE 448

In this exciting arcade game, you are the commander of a 19th century artillery piece in a besieged stockade. For each shot you must specify a type of ammunition--ball, cannister, shell or spherical case--and fuse length (if applicable), and set the elevation and deflection of the cannon. The computer controls the enemy forces, randomly attacking with cavalry, infantry or another artillery piece.

**Requires Atari 400/800.** 16K Cassette 20.00  
48K Disk 25.00

Blue Book #ATR-36024

### COMPUTER BASEBALL STRATEGY 448

Allows the player, as the manager of the home team, to test his skill against a wily and unpredictable opponent, his own computer. Computer Baseball Strategy presents the player with realistic challenges to his skill as a manager while maintaining the incredible enjoyment and ease of play that made the original

Baseball Strategy great. So, if you know you can do better and are looking for a chance to prove it, Computer Baseball Strategy is the game for you. Play Ball!

**Requires Atari 400/800 and 32K.** Cassette 17.00

Blue Book #ATR-36025

### EMPIRE OF THE OVERMIND 448

Recent recipient of the Game of the Year award by Electronic Games Magazine. Enchanting solitaire game. Embark upon a heroic quest to a different plane of reality. The Overmind, a tyrant that is part machine, part spirit of evil, cleverly overthrew the great king, who escaped and planned revenge that has taken 1,000 years to fulfill. Now, you must travel to the Empire of the Overmind and destroy the abomination. Includes deluxe copy of the Rhyme of the Overmind.

**Requires Atari 400/800.** 40K Cassette 30.00  
40K Disk 35.00

Blue Book #ATR-36026

### ROADRACER 448

Allows one or two players to choose a type of race track and a time or lap race before they vie for the checkered flag. The race will soon be won by steady control of your vehicle traveling at speeds of 50 to 200 miles per hour. Steer into a turn too fast and you'll likely crash into a wall losing valuable time. Roadracer is another new "Arcade Pak" game from Avalon Hill challenging your hand-eye coordination.

**Requires Atari 400/800 and 16K.** Cassette 15.00

Blue Book #ATR-36027

### COMPUTER STOCKS AND BONDS 448

Here's your chance to be a Wall Street genius. Players choose a general strategy and invest in the stocks that fit their game-plan. Play it safe, gamble or do a little of both. In a "bear" market players investing heavily could lose their shirts, while a "bull" market would cause them to make great gains. The winner makes the most money through the game transactions.

**Requires Atari 400/800.** 32K Cassette 20.00  
40K Deluxe Disk Version 25.00

Blue Book #ATR-36028

### MIDWAY CAMPAIGN 448

Your computer controls a huge force of Japanese ships whose objective is to invade and capture Midway Island. In the actual engagement, the Japanese made several tactical errors which cost them the battle. Your computer probably won't make the same mistakes! You

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command the badly out-numbered and outranged U.S. Naval Forces. Your only advantage is surprise.

**32K Cassette [Atari 400/800] 16.00**  
**40K Disk [Atari 800] 21.00**

Blue Book #ATR-36029

### **GALAXY 448**

Have you ever wanted to conquer the universe? In Galaxy, players sent their galactic fleets out to explore and conquer the universe, solar system by solar system. The planets discovered may be barren worlds or they may possess immense industrial capacity and defensive ships to resist colonization. Galaxy comes with sound effects (for computers with sound capability) and allows from 1 to 20 players to compete against each other or the computer. A different star map is randomly generated for every game.

**16K Cassette [Atari 400/800] 20.00**  
**48K Disk [Atari 800] 25.00**

Blue Book #ATR-36030

### **VOYAGER 448**

A solitaire computer game that challenges the human player to explore the four levels of an alien spacecraft's maze-like corridors and rooms in 3-D simulated graphics, all the while avoiding robots programmed to blast any intruders. In order to win, the human must destroy all power generators and escape or hunt out and annihilate the killer robots. Voyager comes with color-animated graphics and sound capabilities or computers so equipped.

**24K Cassette [Atari 400/800] 20.00**  
**32K Disk [Atari 800] 25.00**

Blue Book #ATR-36031

### **SHOOTOUT 448**

30 alien warships have entered your patrol zone. OK, shields up? energy level... check, azimuth set?, vup. This may sound like the latest summer space movie thriller but in fact it's the preparations you will make when playing Avalon Hill's new arcade strategy game Shootout at the OK Galaxy. Over 2 years in the making, Shootout is purely graphical combining arcade excitement with just the right touch of strategy.

**16K Cassette [Atari 400/800] 20.00**  
**32K Disk [Atari 800] 25.00**

Blue Book #ATR-36032

### **DNIEPER RIVER LINE 448**

A fictionalized engagement between the Russian and German forces in the southern Ukraine in 1943. The game challenges you, the German commander, to repel

Russian efforts to breach the Dnieper River defensive positions. Soviet units, controlled by the computer, seek to overrun the thin German line and capture sufficient objectives to attain victory. Dnieper River Line has four levels of difficulty and comes complete with over 300 illustrated counters and a mounted mapboard.

**48K Cassette [Atari 400/800] 25.00**  
**48K Disk [Atari 800] 30.00**

Blue Book #ATR-36033

### **BLADE OF BLACKPOOLE 364**

By Tim Wilson

Is an illustrated adventure game. Methinks if I live 'till the seas have withered I'll ne'er know of more adventure than befalleth those that quest for the sword bearing the name Myraglym. Many have abandoned their earthly toils to pursue this great sword o'magic. Legend saeth this mighty blade rests in the caverns 'neath the lake at Blackpoole, where evil serpents and horrid plants have a taste for the flesh of humans. And yea, even man has taken arms against his fellow man in search of Myraglym. So come hither, be ye brave. For if ye seek a life of adventure, ye too must go in search of the Blade of Blackpoole. Travel with wisdom and cunning and the magic powers of Myraglym shall be for none other. Haveth fun with this exciting new adventure game from Sirius. Blade of Blackpoole featureth a myriad of challenging situations and colorful, detailed graphics. Blade of Blackpoole is playable with keyboard. **Requires Atari 800 and 48K.**

**Disk 39.95**

Blue Book #ATR-36034

### **KING ARTHUR'S HEIR 946**

A challenging fantasy quest game. Set in the legendary realm of Camelot, revealed on the computer screen in full color graphics, the player takes the role of right-hand man and heir to King Arthur himself. But in order to assume the throne, the player must prove himself worthy of the crown of Camelot. As a test, the King has commanded him to retrieve the treasured Scroll of Truth, hidden by the great wizard, Merlin. Being faithful to the Crown, the player accepts the royal command and is briefed by Merlin on the mysterious objects that he will encounter on his quest. The player journeys through seven realms, including an ominous forest, a supernatural castle, treacherous caves and magical cities. Some of these hold necessary supplies and even treasure, while others conceal perils. The player must ward off dragons, bargain with wizards, and subdue the devil himself, as they attempt to waylay him on his quest. But aids to his quest also lie in his path. A staff that emanates powerful magic and a ring

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with supernatural powers are among the treasures he may find. And he may discover a magical ark, which acts in his favor; but only if he already has certain magic in his possession. If he uses his powers wisely, they will hasten his quest and return him safely to Camelot and the Crown.

**Requires Joystick Controller.**

**16K Cassette 19.95**

**40K Disk 29.95**

Blue Book #ATR-36035

### **RICOCHET**

**946**

Is a game of subtle strategy combined with fast action and arcade-style graphics. The game can be played against any of four computer opponents or against another human. An exciting innovation of the game is its dynamic handicapping system. The computer automatically adjusts to the skill level of each player, making it possible for two people of widely different skill levels, such as an adult and a child, to have an enjoying and challenging match. Each player has six blocks to maneuver and two launchers to fire at his opponent's goal. The blocks serve as obstacles, but the player also gets points for banking his shots off them before they reach the goal. The more the shot ricochets, the more points he scores. Before he can claim victory, the player must win two out of three (or three out of five) games. A match victory also boosts his personal Ricochet Rating, which measures his mastery of the game against other players. Ricochet also involves a time factor: a "smart clock" allows the player to put more pressure on his opponent by playing more quickly. But the game is over as soon as one player has launched all of his shots.

**Requires Atari 400/800.**

**16K Cassette or 32K Disk 19.95**

Blue Book #ATR-36036

### **STAR WARRIOR**

**946**

The second game of the Starquest series. The player is an interplanetary avenger on a mission of justice, who must single-handedly take on an entire planetary occupation force of storm troopers and nine types of military vehicles. But though vastly outnumbered, the player is far from helpless. Armed with sophisticated electronic direction-finding equipment, decoys to fool the enemy, nuclear missiles, blaster and power-gun, the player can walk, jump, or even fly over swamps, forests and mountains. The player may choose one of three different suits of energized armor; in the disk version, he may even design his own. He also has a choice of two scenarios. In the first, he must direct the enemy away from the main attack, while destroying as

many military installations as possible. He can even set his own time limit, and play for as little or as long as he likes. In the second scenario, the player must track down and destroy the tyrannical military governor and his staff. But the governor is always on the move, so the player never knows where to find him from one session to the next. Since the general is also protected by both fixed guns and mobile units, this scenario presents a double challenge. Nineteen command options and five levels of skill, combined with sound effects and graphics display.

**Requires Atari 400/800, and 32K. Disk or Cass. 39.95**

Blue Book #ATR-36037

### **MONSTER MAZE**

**946**

Features 3-D graphics, ever-changing mazes and nine progressive levels of skill. Over 40 different monsters hunt the player down as he moves through the maze. Vitamins which he finds enable him to defeat the monsters and escape the labyrinth, and there are bars of gold to be collected -- unless he uses up his nine lives. And once he has cleared the maze of its menacing inhabitants, the computer generates a new one, with its own set of challenges.

**ROM Cartridge 39.95**

Blue Book #ATR-36038

### **ALIEN GARDEN**

**946**

The player is a hungry alien, challenged to survive in a world of mysterious crystal life forms. Some are edible, while others explode, killing the player. He must decide to sting, avoid or eat each of the 19 types of crystals; and the faster he does so, the more rapidly his score increases. Nine skill levels add to the challenge. Alien Garden features arcade-style color graphics and sound. The player hears the shattering and tinkling of the crystals as they grow, shrink and explode before his eyes.

**ROM Cartridge 39.95**

Blue Book #ATR-36039

### **PLATTERMANIA**

**946**

Features fully animated color graphics of a circus performer and his swaying rods, each balancing a spinning plate. The player begins with 3 rods and plates, moving quickly from one to another to keep the plates spinning, being careful neither to spin them too hard nor to bump into the rods. As his skill increases, he can work his way up to a dazzling display of 18 rods. And the more plates he keeps spinning, the greater the score.

**ROM Cartridge 39.95**

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Blue Book #ATR-36040

### **HELLFIRE WARRIOR** 946

A sequel to Temple of Apshai. Like its predecessor, it is a fantasy role-playing game, but with more challenge, more detail and more command options. In the role of his favorite hero, the player descends into a 4-level dungeon of 240 rooms and faces numberless perils to rescue the beautiful warrior maiden Brynhild. A challenging game for experienced fantasy role-playing gamers.

**Disk or Cassette 39.95**

Blue Book #ATR-36041

### **DANGER IN DRINDISTI** 946

An expansion module for Hellfire Warrior, adding over 100 new rooms and four levels. The player, in a character or a veteran of Hellfire Warrior, goes on a perilous mission to save the Kingdom of Drindisti from four powerful enemies.

**Disk or Cassette 19.95**

Blue Book #ATR-36042

### **THE KEYS OF ACHERON** 946

An expansion module for Hellfire Warrior. Four magical keys, each in a different dimension, must be recovered amid great dangers.

**Disk or Cassette 19.95**

Blue Book #ATR-36043

### **MORLOC'S TOWER** 946

Combines a challenging puzzle with superior graphics and 18 real-time command options. The player must search through a six-story tower to stop the mad magician Morloc from destroying the city. A competitive scoring system keeps the game challenging, and three skill levels let the user adjust the difficulty of the game. The Book of Lore not only explains the rules, but offers hints for solving the puzzles.

**Disk or Cassette 19.95**

Blue Book #ATR-36044

### **ARMOR ASSAULT** 946

A unique tactical level war game set in an imagined World War III. The player selects from 12 scenarios and a number of different types of terrain. He may play against the computer or a human opponent. Each player maneuvers six tanks, armed with guided missiles and guns, over the varied terrain. Full color,

simultaneous movement and combat resolution take place on the screen. A system for entering orders allows each player to plot his moves without his opponent's knowledge.

**Disk or Cassette 39.95**

Blue Book #ATR-36045

### **TEMPLE OF APSHAI** 946

Allows the player to experience life in a world of ancient legend, fearsome monsters, and spectacular treasures, as he becomes a hero in search of fame and fortune. He can take the part of one of more than 15 million new characters the computer can generate, or can choose a veteran of previous adventures. If he wishes, the same character can return to the dungeon again and again, growing in power and experience, as long as he continues to survive. The computer sells the player the necessary equipment (swords, armor and the like) and keeps track of it, draws a map of the appropriate section of the dungeon, handles the rules, and allows the player 18 options to choose from during the course of an adventure. These range from fighting or running to eavesdropping or searching for traps. The display keeps the player up-to-date on the outcome of his encounters with the 30 types of monsters that roam freely through more than 200 rooms on the four levels of the ruin. The game includes a fully illustrated Book of Lore and a command summary card.

**Requires Atari 400/800 and 32K. Disk or Cass. 39.95**

Blue Book #ATR-36046

### **WIZARD OF WOR** 1093

Descend into the dungeons with your squadron of Worriers. Fight off wave after wave of monsters. Fight hand to hand with the visibles and invisibles. Challenge the Worluk and the Wizard of Wor himself. Can you defeat the Wizard of Wor in the Arena? Try... if you can.

**16K Cartridge 44.95**

**Disk 39.95**

Blue Book #ATR-36047

### **GORF** 1093

The Gorfian Empire has overrun inter-galactic space. It's your duty as The Interstellar Space Force, to fight the Gorfian Empire using all your strength and cunning. Repelling attacks by Droids, Antigravity Bombs, Antiparticle Lasers, Kamikaze Ships, Subquark Torpedoes, you get closer and closer to saving the galaxy. But, can you survive?

**16K Cartridge 44.95**

**Disk 39.95**

## 36000 • Games

Blue Book #ATR-36048

### DELUXE INVADERS

1093

Battle the advancing aliens. Use your speed and skill to avoid elimination. Each assault wave grows more intense as you defend your planet. Final defense of the galaxy is in your hands.

16K Cartridge 39.95

Disk 34.95

Blue Book #ATR-36049

### ANTI-SUB PATROL

1093

As the commander of three destroyer escorts, you're to track down and eliminate enemy submarines in your corridor. Use your cunning and analytical mind, and destroy the sub before it gets you.

16K Disk 29.95

Cassette 19.95

Blue Book #ATR-36050

### LIFESPAN

1093

A multi-dimensional, multi-level experience, traveling through time from birth to adulthood. The player learns to handle dangerous situations by dodging & weaving, learns to explore new planets (experiences), learns to handle all situations that can be encountered in life. With this knowledge and experience, the player delves deeper into life itself.

16K Cartridge 44.95

Blue Book #ATR-36051

### GOLDEN GLOVES

962

Use your joystick to jab, block and duck as each player attempts to land the knockout punch. This unique real-time program brings all of the excitement of ringside to your Atari. Is a one or two-player game, or you can be a spectator as the computer controls both fighters. Requires 24K.

Cassette 22.95

Disk 26.95

Blue Book #ATR-36052

### HAZARD RUN

962

The sheriff has spotted you and you must make the treacherous run through Crooked Canyon past Bryan's Pond to the jump at Hazard Creek and safety. A lead foot is not always the answer as you dodge trees, rocks and chickens in this nerve-racking game. Employs full use of player/missile graphics, re-defined characters and fine scrolling techniques.

Requires 16K.

Cassette 27.95

Disk 31.95

Blue Book #ATR-36053

### BETA FIGHTER

962

See who will be the ace gunner in this action game set on a spectacular Martian landscape. BETA FIGHTER can be played with one or two players and uses player/missile graphics and delightful sound effects. Requires 16K.

Cassette 16.95

Disk 20.95

Blue Book #ATR-36054

### POKER TOURNEY

962

You are entered in a high stakes Draw Poker Tournament facing six tough opponents. Each has his own style of play and or bluffing.

32K Cassette 18.95

40K Disk 22.95

Blue Book #ATR-36055

### CRAZITACK

962

The Crazies are attacking us and the only defenses are the four MX bases which you command. Missiles can be launched singly or in a salvo, but it is doomsday when you run out of missiles. CRAZITACK can be played with one or two players.

Requires 16K.

Cassette 17.95

Disk 21.95

Blue Book #ATR-36056

### DOMINATION

962

Between one and six players compete for power via economic, diplomatic and military means in this significant upgrade to the award-winning game. You must make decisions quickly, exercise skillful hand-eye coordination, outguess your opponents and cope with random events. Requires 24K.

Cassette 17.95

Disk 21.95

Blue Book #ATR-36057

### FOREST FIRE TWO

962

An enhanced version of FOREST FIRE which now allows one or two-player operation! Use your Atari as a fire scanner to help direct operations to contain a forest fire. Requires 24K.

Cassette 16.95

Disk 20.95

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Blue Book #ATR-36058

### ENCOUNTER AT QUESTAR IV

962

By Douglas McFarland

As helmsman of a Riker starship, you must defend Questar Section IV from the dreaded Zentarians. You must use your plasma beam, hyperspace engines and wits to avoid Zentarian mines and death phasers. This real-time action game starts you out with five "lives" and rewards good performances with additional lives and bonus points. Employs extensive assembly level routines and has super sound and full player missile graphics. **Requires 24K.**

**Cassette 21.95**

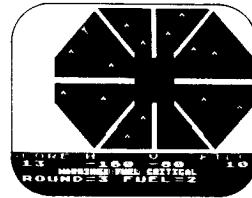
**Disk 25.95**

you blast through the rings and destroy the station, the Empire develops a new station with more protective rings and utilizes additional fiendish weapons such as laser mines and homing torpedoes.

**Requires 16K.**

**Cassette 16.95**

**Disk 20.95**



Blue Book #ATR-36059

### ROCKET RAIDERS

962

By Richard Petersen

Defend your asteroid base against pulsar bombs, rockets, lasers and the dreaded "stealth saucer" as aliens attempt to penetrate your protective force field. Precise target sighting allows you to fire at the enemy using magnetic impulse missiles to help protect your colony and its vital structures.

**Requires 24K.**

**Cassette 19.95**

**Disk 23.95**

Blue Book #ATR-36062

### SPACE TRAP

962

By Edward Schneider

A fleet of Antharian spacecraft is entering the Galaxy through a recently opened black hole. It is your mission to enter the black hole and delay the attacking forces long enough to allow the hole to close, trapping all those inside forever. All maneuvering is accomplished using a joystick.

**Requires 16K.**

**Cassette 14.95**

**Disk 18.95**

Blue Book #ATR-36060

### INTRUDER ALERT!

962

By Dennis Zander

You are in the middle of the "dreadstar" having just obtained its secret plans. You must locate your ship and escape with the plans in order to save the federation. A fast-paced, real-time action game which uses the joystick to control your motion through the various passageways of the Dreadstar. All along the path to safety you are confronted by menacing Droids. Five levels of difficulty are provided.

**Requires 16K.**

**Cassette 16.95**

**Disk 20.95**

Blue Book #ATR-36063

### PILOT

962

By Michael Piro

Puts you in the captain's seat of a mid-sized aircraft as you attempt an approach and landing. The real-time graphics display shows your instrument readouts and the view out your cockpit window. Throttle and angle of attack are controlled by two joysticks. As you near the airport, the runway will begin to take shape, staying in perspective in accordance with your altitude and angle of attack. An "expert" option provides even more challenge once you have mastered your landing skills.

**Requires 16K.**

**Cassette 16.95**

**Disk 20.95**

Blue Book #ATR-36061

### THE RINGS OF THE EMPIRE

962

By Dennis Zander

The Empire has developed a series of battle stations protected by one or more rings of energy. You must destroy these weapons by attacking them in your Y-wing fighter armed with Zydon torpedoes. Each time



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Blue Book #ATR-36064

### BRIDGE 2.0

962

By Arthur Walsh

Allows you to both bid for the contract and play out the hand. You and your computer partner play against two computer opponents and either partnership can take the bid! Be careful of your bidding, Bridge 2.0 will double your contract if you bid too high! Interesting hands can be replayed using the "duplicate bridge" feature.

**Requires 24K.**

**Cassette 17.95**

**Disk 21.95**

Blue Book #ATR-36065

### HEARTS 1.5

962

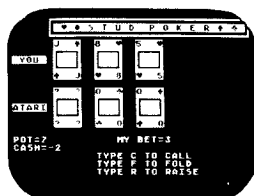
By Arthur Walsh

Computer version of the popular card game of hearts pits you against two tough computer opponents. The program employs a hard-to-beat playing strategy which creates quite a challenge. Hearts 1.5 allows you to choose the number of points to play to and also allows you to pass your three worst cards to one of your opponents (but the other opponent passes his worst cards to you!)

**Requires 24K.**

**Cassette 15.95**

**Disk 19.95**



Blue Book #ATR-36066

### STUD POKER

962

By Jerry White

The classic gambler's card game. You will find the computer to be a worthy opponent who occasionally bluffs but never cheats! The program also contains a betting practice option to test your intuition. Also available for the Type-'N-Talk voice synthesizer, Stud Poker-TNT becomes an amusing kibbitzer who does everything but blow cigar smoke in your face!

**Requires 16K.**

**Cassette 14.95**

**Disk 18.95**

**24K TNT Version-Add 2.00**

Blue Book #ATR-36067

### BLOCKADE

962

By Edward Schneider

You must maneuver a continuously moving line so that you do not crash into a wall, your opponent or your own line. Three levels of play make this a very challenging program. Blockade provides a "solitaire" option in which one player tries to last as long as possible against the clock.

**Requires 16K.**

**Cassette 14.95**

**Disk 18.95**

Blue Book #ATR-36068

### GIANT SLALOM

962

By Dennis Zander

Bring the Winter Olympics to your computer any time of the year! Use the joystick to guide your skier down a giant slalom course consisting of open and closed gates. Four levels of difficulty provide a continuous challenge as you race against the clock. Take practice runs or compete against up to eight additional skiers, where the best two out of three runs wins!

**Requires 16K.**

**Cassette 15.95**

**Disk 19.95**

Blue Book #ATR-36069

### THE VAULTS OF ZURICH

962

By Felix and Greg Herlihy

Zurich is the banking capital of the world. The rich and powerful deposit their wealth in its famed impregnable vaults. But you, as a master thief, have dared to undertake the boldest heist of the century. You will journey down a maze of corridors and vaults, eluding the most sophisticated security system in the world. Your goal is to reach the Chairman's Chamber to steal the most treasured possession of all: The Opec Oil Deeds!

**Requires 24K.**

**Cassette 21.95**

**Disk 25.95**

Blue Book #ATR-36070

### CRANSTON MANOR

962

By Larry Ledden

In this intriguing adventure, you must enter and explore mysterious Cranston Manor and collect its many treasures. Lurking in (and beneath) the Manor are beasts and robots who will not yield the treasures without a fight! This extremely challenging program

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will provide you with many hours (days?) of adventuring. Play may be interrupted at will and your current status saved on the diskette for continuation at a later time. The program maintains separate player files so that any number of people may play the adventure.

**Disk [Only] 24.95**

Blue Book #ATR-36071

### THE NOMINOES JIGSAW PUZZLE

962

By Charles Minns/B. Brownlee

**Requires 24K. Also Available In TNT Atari Format.**

**Cassette 17.95**

**Disk 21.95**

Blue Book #36072

### GIGATREK

962

By John Shepard

Has features not found in other "Startrek" games, including movement and a trigonometric coordinate system for navigation. It is your task during play to destroy the combined fleet of Klingons and Romulons that are menacing the Federation throughout the Galaxy and you must do so within a specified number of stardates. **Requires 24K.**

**Cassette 14.95**

**Disk 18.95**

Bluebook #ATR-36073

### ALPHA FIGHTER

962

By Douglas McFarland

Consists of two different games, both of which use a joystick to maneuver your starship and to fire its blasters. In ALPHA FIGHTER, you must try to prevent alien starships from getting past your starfighter. The more you let by, the worse your score. In ALPHA BASE, you must use your mobile firing base to launch your projectile against the aliens passing overhead.

**Requires 16K.**

**Cassette 14.95**

**Disk 18.95**

The Three Digit Number After  
The Title Refers To The Software Or Hardware  
Producer. His Name, Address, And Phone Number  
Appear In the Source Index  
In the Front Of This Directory.



Bluebook #ATR-36074

### PLAYER MISSILE EDITOR

962

By Dennis Zander

Create your own fast action graphics game for the Atari using "player missile" graphics. By using player data stored as strings, players can be moved or changed (for animation) at machine language speed. All this is done with simple string variables. This program is designed to permit creation of up to 4 players on the screen, store them as string data and then immediately try them out in the demo game included in the program.

**Requires 16K.**

**Cassette 29.95**

**Disk 33.95**

Bluebook #ATR-36075

### MINICROSSWORD

0006

Working from definitions you request from the computer, fill in up to 18 words in each computer-generated puzzle. Pit yourself against the computer's perfect 100% score. Every wrong guess or "don't know" counts against you. More than 500 games in all. All ages.

**32K Disk 23.95**

**24K Cassette 16.95**

Bluebook #ATR-36076

### CODE BREAKER

0006

Break the computer's code and figure out its messages. Start out by decoding scrambled letters; go on to tougher codes in which both letter and word order have to be unscrambled; end by decoding "master challenge" messages. Ages 10 to adult.

**24K Disk [Joystick] 23.95**

**16K Cassette [Joystick] 16.95**

Bluebook #ATR-36077

### STARSHIP DUEL

0006

A 2-player game. Destroy your opponent's fleet of starships while losing as few of your own ships as possible. Quick action and deft handling of the joystick are needed to chase the enemy--or to get out of its way. Four different games, some with blinking phantom ships and invisible hiding zones.

**16K Cassette [Joystick] 19.95**

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Bluebook #ATR-36078

### BOWLING

0006

Roll up a perfect score with this exciting arcade game, using the same skill and judgement required by the real sport. You can hook the ball...hit the pocket for a strike...go a little too high or low and end up with a split. There are 3 levels of difficulty, with the highest a real championship competition. Up to 4 players can compete, and the computer registers the running scores. **Requires Joystick and 24K.**

**Disk 23.95**

**Cassette 16.95**

Bluebook #ATR-36079

### CAPTIVITY

0006

Guide a robot through and out of a maze as quickly as possible, with only the aid of the robot's 3-D view on the screen in front of you. You can consult a map or the robot's compass, but it will cost you points and time. The most advanced maze game available to the ATARI owner, featuring machine-language routines, 5-color hi-resolution graphics, sound effects, an infinite variety of mazes, and 20 game variations.

**Requires Joystick and 24K.**

**Cassette 24.95**

Blue Book #ATR-36080

### MOONBASE 10

0006

The first game on the market to combine arcade and adventure formats with a voice narration. At the time the game begins, aliens from outer space have entered the solar system and have destroyed several ships from earth. Earthbase Control asks the player to secure bases on Io and two other moons of the planet Jupiter. Next, the player must go after the alien's mother ship and destroy its cannons and its robot commander. If successful, the player will be personally thanked by the President of the Earth Federation.

Moonbase 10 can be played at any of seven skill levels. Each successive level is more difficult than the one preceding it. In the easiest levels, the player can accumulate reserve defender ships. If, during a moon battle, a ship gets destroyed, the player gets an additional chance for each ship in reserve. At level 7, no reserve ships are available. However, scoring opportunities are at the maximum at this level. **Requires Joystick.**

**24K Disk & Voice Cassette 29.95**

**16K Cassette 29.95**

Blue Book #ATR-36081

### STAR CRYSTALS

0006

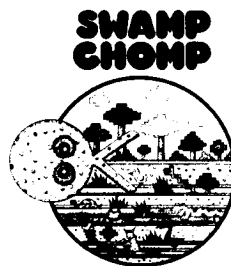
Written by Eric Babinet. An adventure game on the distant planet of Croga. There, scientists have

discovered crystals that could solve the Earth's energy problems--crystals that can capture and greatly amplify solar energy, producing abundant, clean, and safe power. The Crogaans have hidden the crystals deep beneath the planet's surface. Intricate defense systems have been built on the planet's surface. Should these be penetrated, additional defense systems within the planet are activated.

The player's mission is to overpower the Crogaan defense systems and maneuver a spaceship through the caverns within the planet. Once the player obtains a crystal, he or she must carry it back to the planet's surface. The more crystals a person retrieves, the more difficult the game becomes.

For one player--or two players simultaneously. Offers exciting graphics, smooth action, and quick response.

**Requires: 400/800 computer. The cassette version requires 16K; the disk version requires 24K. 29.95**



Blue Book #ATR-36082

### SWAMP CHOMP

0006

By John Konopa. PDI has announced the publication of Swamp Chomp, an action-packed game featuring graphics, eerie sound effects, and increasingly formidable enemies to challenge players of all levels of expertise. For one player--or two players simultaneously.

Swamp Chomp takes you deep into the land of Muckadoo. Between you and your feeding station is a swamp infested with alligators and other terrifying creatures. Should you stay where you are and starve...or brave the perils? Once you leave home you can't return unless you've eaten. And you only have 40 seconds in which to reach the feeding station and return home.

If you make it across the swamp, jump onto flying machines to travel to the feeding station. Once there,

## 36000 • Games

gobble up the food and turn into a swamp chomper--a big-mouthed critter able to eat its former enemies. Quickly use the flying machines to jump back across the sky, then chomp up the animals in the swamp. Be careful! You only have 9 seconds of chomp time. If you run out of chomp time, the creatures will chomp you!

After you've eaten some of the food, bats will appear. Avoid them! They're out for your blood. Even a swamp chomper can't stand up to them. Occasionally, a ghost will appear. If you're in the chomping mode, you can eat the ghost. Gobble, gobble: the computer resets your chomp time at 9 seconds! don't run into the ghost if you aren't in the chomping mode or it's bye, bye baby.

There are 13 boards, offering such goodies as hot dogs, grape soda, strawberry cake, and butter brickle ice cream. Each board is harder to cross than the one preceding it. Centipedes get longer, there are fewer flying machines, and so on.

**For use on Atari 400/800 computers. Cassette and disk versions each require 24K. 29.95**

Blue Book #ATR-36083

### **SPY VS SPY 0006**

By Alan M. Newman. A word game with a theme! One or two spies (players) try to guess the secret word that will allow entrance into an Embassy. If the mission is accomplished, the spy is paid in coin of the realm, and may earn a bonus for working quickly. Those who do well will be called Master Spy or Super Spy. Those who are slow to complete their missions may be known as Sissy Spy or--horrors!--James Bomb.

The secret word, chosen at random from hundreds of words in the computer's memory, contains four letters. The spy uses the joystick to "write" a guess-word. The computer then indicates:

A. How many letters in the guess-word are the same as letters in the secret word and are in the same position as in the secret word.

B. How many letters are the same as letters in the secret word but are not in the same position as in the secret word.

Play continues until a spy guesses the secret word or until he or she has made twelve guesses. If the spy fails to complete the mission, the computer will reveal the secret word. **Requires: Atari 400/800 computers.**

**Cassette version: 16K, 18.95  
Disk version: 32K, 23.95**



Blue Book #ATR-36084

### **CLIPPER**

**0006**

You're the captain of a clipper ship bound from New York to San Francisco, with lots of decisions to make. You pick vessel, cargo, crew and course. Then use your skills to overcome storms, icebergs, illness, delays, doldrums, mutiny and more! Voice-narrated, this high adventure challenges your brain and navigation skills.

**Requires Joystick.**

**32K Disk 29.95  
24K Cassette 24.95**

Blue Book #ATR-36085

### **JEEPERS CREEPERS**

**0008**

By James Albanese. Draws lines around boxes in a maze. When you fill in a box, you earn points and other bonuses. But beware the evil wasps--they're out to sting you! If you're lucky, a Wasp-eating Beetle will come along. Fill in the whole maze and go on to another, more difficult one. The fast action and exciting sound effects will drive you buggy!

**Requires Atari 400/800, 32K, Joystick, and Disk Drive. Disk 29.95**

Blue Book #ATR-36086

### **BLOCK BUSTER**

**0008**

By Alan Griesemer and Stephen Bradshaw. A computer program that can help solve that famous cube puzzle. Significantly extends the capabilities of physical cubes because it adds these features:

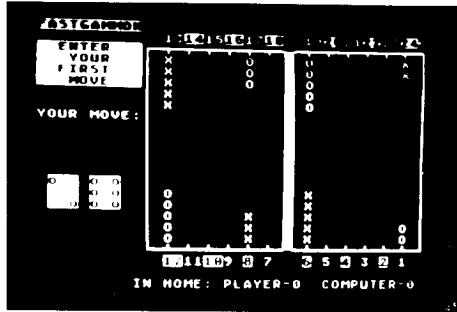
- You can see all six sides of the cube at once, thanks to BLOCK BUSTER'S 'exploded view'.
- Your moves are recorded in a special notation, allowing you to document and repeat a successful series of moves.
- You can program a sequence of moves which can then be invoked by a single command.

Competitions are easy because the cube can always be preset to the same 'scrambled' position, and the computer keeps track of the elapsed time.

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Comes with substantial documentation, over half of which is devoted to cube solving theory—explaining how the computer goes about solving the cube.

**Requires Atari 800 and 32K RAM. Cassette 11.95  
Disk 14.95**



Blue Book #ATR-36087

### **FASTGAMMON 0008**

By Bob Christiansen. Play backgammon against a talented computer opponent. This program is the latest and best version of the most popular backgammon-playing program for personal computers - FASTGAMMON. FASTGAMMON was so named because the computer takes only an instant to decide on its moves. Then you see the move take place on a graphical representation of a backgammon board. Moves are also displayed in numerical format so you can review the last moves by the player and computer. Several options are available: you can roll your own dice or let the computer roll them for you; you can adjust the display speed to be fast or slow; and you can play a game using the same dice rolls as the previous game. The latter feature is a great aid in improving your skills at backgammon. Beginners find it easy to learn backgammon by playing against the computer, and even very good players find it a challenge to beat FASTGAMMON. The 12-page instruction booklet includes the rules of backgammon. Written in machine language. **Requires Atari 400/800, and 8K RAM.**

**Cassette 19.95**

Blue Book #ATR-36088

### **NAME THAT SONG 0008**

By Jerry White. Here is great entertainment for everyone! Two players listen while the Atari starts playing a tune. As soon as a player thinks he knows the name of the song, he presses his assigned key. The computer will ask him to NAME THAT SONG! If he

types in the right title, he wins the points, otherwise they go to his opponent. NAME THAT SONG has over 150 songs that are selected at random by the computer, and the instruction booklet shows how easy it is to add your own songs to the BASIC program. For younger players or for those who aren't sure of their song titles, there is a multiple choice option where you select one of four suggestions. **The cassette version includes both the standard program that requires at least 24K of RAM and a shorter program that runs in 16K. The shorter version is the same except that it includes fewer songs. The Disk version requires at least 24K of RAM.**

**Cassette 14.95  
Disk 17.95**

Blue Book #ATR-36089

### **STARBASE HYPERION 0008**

By Don Ursem. You will soon become absorbed in this intriguing, original space simulation of war in the far future. Use strategy to defend a front line Star Fortress against invasion forces of an alien empire. You create, deploy, and command a fleet of space ships and manage ground support at the same time. Your mission is to hold out until friendly forces from other Starbases can come to your rescue. Survival demands wise allocation of your resources, which include power generators, shields, and sensors, as well as various classes of spacecraft. Real time responses are sometimes required to take advantage of special tactical opportunities. To improve your chances of survival, you can study the STARCOM Battle Manual, which contains the latest intelligence concerning the alien empire. Color, sound, and special graphics add to the enjoyment of this program. **Requires at least 24K of RAM.**

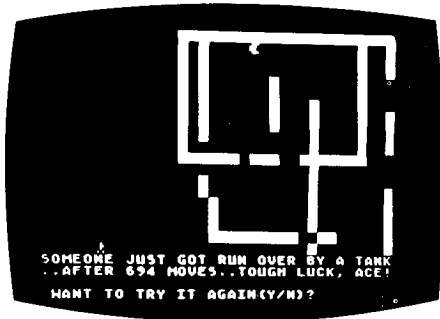
**Cassette 19.95  
Disk 22.95**

Blue Book #ATR-36090

### **TARI TREK II--VERSION I 0008**

By Fabio Ehrenguber. To rid the galaxy of the evil Klingon warships, you must use strategy to guide the starship Enterprise around stars, through space storms, and amidst enemy fire. Nine levels of play allow you to make the mission as easy or as challenging as you wish. Fewer resources are available and more Klingons appear at the higher levels. At the highest level you are also playing against time. Damage to your ship can be repaired in space at a cost of time and resources, or limp back to base if you can for repairs and new supplies. Names for that famous space explorer, Tandy A. Tari. **Requires: 24K of user memory.**

**Disk 19.95**



Blue Book #ATR-36091

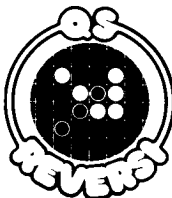
**TANK TRAP**

0008

By Don Ursem. A rampaging tank tries to run you down. You are a combat engineer, building concrete barriers in an effort to contain the tank. Use either the keyboard or an Atari joystick to move your man and build walls. If you trap the tank you will be awarded a rank based on the amount of time and concrete you used up. But they'll be playing taps for you if you get run over. There are four levels of play. At the first level, the tank cannot penetrate your walls, but you can climb over them. At the second level, some of your concrete is slow curing, and the tank can break through before it cures. At level three, you also have civilians to protect, and you lose if one of them gets run down. At the highest level, the tank has a cannon and can shoot through any wall unless you stay close by. Music, color, and sound effects add to the excitement. Written in BASIC with machine language subroutines. **Requires at least 16K of user memory. Runs on the Atari 800 and on an Atari 400 with 16K RAM. Disk version requires 32K.**

Cassette 11.95

Disk 14.95



Blue Book #ATR-36092

**QS REVERSI**

0008

By Lee Merrill. Reversi is an ancient game of strategy, more recently called by the name of Othello. QS

REVERSI is ready to challenge you to a game at any level. Beginners will find it easy to learn the game playing against QS REVERSI—soon you will be beating the computer at its lowest level of play. But move up slowly, because QS REVERSI plays expertly at its highest levels. There are 12 levels of play, and few humans can beat it above level 10. QS REVERSI's excellent algorithms allows it to make its move decision very fast. Only at levels above 8 do you notice any delay at all, and at level 12 the maximum decision time is about four minutes. We have found that QS REVERSI outplays other commercially available micro-computer Othello games, including Hayden's REVER-SAL. Some of the features of the game are:

1. Cursor move selection makes it easy to see and select your move.
2. The board is displayed in high resolution graphics.
3. Tournament mode displays row and columns in tournament notation and requires that moves be specified by row and column (as in a tournament).
4. You are allowed to back up your moves, and then move forward again if you back up too far.
5. A text display is available that records, in standard notation, the moves that have been made.
6. The computer's skill level may be changed at any time during the game.
7. Handicapping is allowed.

**Requires 48K of user memory for highest levels of play, but is playable up to level 9 with 32K of user memory.**

Disk 29.95



Blue Book #ATR-36093

**ALI BABA AND THE FORTY THIEVES**

0008

By Stuart Smith. Encounter sultans, thieves, fierce and friendly creatures as you guide your alter ego, Ali Baba, through the thieves' mountain den in an attempt to rescue the beautiful princess. Treasure, magic, and great danger await you! Ali Baba allows one or more players to participate in the adventure. Up to seventeen friendly characters—humans, elves, halflings, and dwarfs—can join together to fight off thieves, amass great wealth, and rescue the princess. Each player

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guides his own character or group of characters. Watch your adventure take place in high resolution, color graphics. Music and sound effects, too! At first, you may just wish to explore the many rooms, halls and caves, seeing how long you can survive or how much gold you can collect. As you gain experience, you will attempt to rescue the princess. There are some wandering characters (mostly evil) that appear randomly, so each adventure will be a little different. The frequency at which the wandering monsters appear is selectable, so you can make the game as challenging as you wish. Your adventure can be saved on diskette and resumed at a later time. **Requires: 32K of user memory.**

**Disk 32.95**

Blue Book #ATR-36094

### **CRISIS MOUNTAIN 0194**

By Ron Aldrich and David Schroeder. Can you stop the explosion that could trigger a dreaded volcanuclear eruption spewing tons of radioactive ash into the atmosphere? In this fast-paced real-time game you leap tumbling boulders, crawl through claustrophobic tunnels, and bound over columns of bubbling lava to defuse the bombs. Be sure to avoid Bertrum—the radioactive Bat, and hurry, the bombs are ticking away! Multi levels of play. **Requires 48K, one disk drive, and game paddles or joystick to play.**

**34.95**

Blue Book #ATR-36095

### **WARLOCK'S REVENGE 0194**

By Butch Greathouse. Rid your kingdom of the evil warlock, Oldorf, who has terrorized its inhabitants. Lead a party of adventurers, including a gladiator, a strongman, a magician, a wizard, a cleric, an elf and a thief in this fearful mission. Overcome the dangerous obstacles in Oldorf's realm. A role-playing adventure game with high-res graphics. **Requires 40K and one disk drive to play.**

**34.95**

Blue Book #ATR-36096

### **PROBE ONE: THE TRANSMITTER 0194**

By Lloyd Ollmann, Jr. In a research center on the remote planet, Eldriss V., you must deduce how to use the scientific devices found in the lab to unlock its sealed areas. You must capture the transmitter, a secret device needed to save your race. Use keyboard commands and paddles to fight off the building's guard droids. A strategic, arcade-action game in high-res graphics. **Requires 40K Drive, Atari BASIC, and Joystick or Paddles.**

**34.95**

Bluebook #ATR-36097

### **SEA DRAGON 204**

By Wayne Westmoreland & Terry Gilman, Atari version by Russ Wetmore

Secure all hatches! Prepare to dive! The creative pros who brought you "The Eliminator" and "Armored Patrol" now do for submarines what "Armored Patrol" did for tanks! Sea Dragon is a slick, arcade-ish simulation that puts you in command of a nuclear sub that's armed to the hilt with deadly missiles and torpedoes. You guide your submarine past underwater mountains and through labyrinthine passages while avoiding webs of explosive mines that rise from the seabottom. Additional dangers include mine-dropping ships, enemy attack stations, falling stalactites, and deadly lasers—any of which could keep you from your ultimate goal: destruction of the incredibly powerful nuclear reactor at the end of the undersea course! Maneuver around these dangerous obstacles and surface to refuel your ever-diminishing air supply—if you can! You want variety? You got it! Sea Dragon boasts a scrolling seabottom that extends the equivalent of over two dozen screens laid end-to-end. And two player option, sounds and high score save feature go hand in hand with the kind of graphics you've come to expect from Adventure International. Not for the faint-hearted, Sea Dragon is your best bet for underwater thrills and chills.

**32K Disk or 16K Cassette 34.95**

Bluebook #ATR-36098

### **STRATOS 204**

Atari Version by Neil Larimer

Far above the clean, sweeping lines of a futuristic megalopolis, the first wave of craft from another world falls from the skies. Methodically, they work the skyline, releasing the most awesome of weaponry: the terrifying matter ravagers! Instantly, the energy envelope surrounding the city is punctured and several skyscrapers sustain serious damage. The first step in the havoc complete, the pulsating vessels disappear into hyperspace as quickly as they had come. But in the span of a few brief seconds, more appear to recreate anew the terrible destruction. This is STRATOS—a kaleidoscopic explosion of awesome graphics and other worldly sounds that's light-years beyond any arcade-type game you've ever seen on your micro! This joystick-compatible funfest puts you in TOTAL control of the devastating Armageddon Wave—the only weapon capable of decimating the attacking alien ships. STRATOS comes loaded with the professional features

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you've come to expect, including one or two player option, high score save, and mind-melting sounds. Designed for the home arcader who takes his action white-hot, you can be certain the thrills don't let up with this scorcher! STRATOS- look to the skies and prepare for the battle that will shred the universe! Suggested Age Group 10 to Adult.

**Requires Atari 400/800, and Joysticks.**

**16K Cassette or 32K Disk 34.95**

Bluebook #ATR-36099

**SPECIAL SAMPLER** 204  
if you've never experienced the thrill of a Scott Adams adventure, then this is a good place to start! All of the elements of a full-length Adventure are contained in this special cut-down version of our Adventure #a. Hours of enjoyment guaranteed—and at a special price too!  
**Cassette 6.95**

Bluebook #ATR-36100

**ADVENTURELAND** 204  
Wander through an enchanted realm and try to recover the 13 lost treasures. There are wild animals and magical beings to reckon with, as well as many other perils and mysteries. Can you rescue the Blue Ox from the quicksand? You'll never know until you try Adventure #1! This is the Adams Classic which started the whole ball of wax! Try it, you won't be sorry.  
Difficulty Level: Moderate.

Bluebook #ATR-36101

**PIRATE ADVENTURE** 204  
The lost treasures of Long John Silver lie hidden somewhere—will you be able to recover them? Only by exploring this strange island will you be able to uncover the clues necessary to lead you to your elusive goal!  
Difficulty Level: Beginner

Bluebook #ATR-36102

**MISSION IMPOSSIBLE ADVENTURE** 235  
In this exciting adventure, time is of the essence as you race the clock to complete your mission in time—or else the world's first automated nuclear reactor is doomed! So, tread lightly and don't forget your bomb detector! If you survive this challenging mission, consider yourself a true Adventurer! Difficulty Level: Advanced

Bluebook #ATR-36103

**VOODOO CASTLE** 204  
The Count has fallen victim to a fiendish curse placed on him by his enemies. There he lies, with you his only possible hope. Will you pull off a rescue, or is he down for the Count for good? Difficulty Level: Moderate

Bluebook #ATR-36104

**THE COUNT** 204  
It begins when you awake in a large brass bed in a castle somewhere in Transylvania. Who are you, what are you doing here and why did the postman deliver a bottle of blood? Who can say...but somewhere a centuries-old evil lies in dark wait..DifficultyLevel: Moderate

Bluebook #ATR-36105

**STRANGE ODYSSEY** 204  
At the galaxy's rim, there are rewards aplenty to be harvested from a long-dead alien civilization, including fabulous treasure and advanced technologies far beyond human ken! Will you be able to recover them and return home? Prepare yourself for the incredible!  
Difficulty Level: Moderate

Bluebook #ATR-36106

**MYSTERY FUN HOUSE** 204  
This adventure puts you into a mystery fun house and challenges you to find your way through and back out of it. Sure to baffle you for quiet a while, the Mystery Fun House is patiently waiting for you to enter. So, step right up and get your tickets he-yah! Difficulty Level: Moderate

Bluebook #ATR-36107

**PYRAMID OF DOOM** 204  
This is an adventure that will transport you into a maddeningly dangerous land of crumbling ruins and trackless desert wastes—into the very PYRAMID OF DOOM! Jewels, gold- it's all here for the plundering—if you have the expertise to pull its recovery off! Difficulty Level: Moderate

**Tell Your Dealer That You  
Saw it In The Blue Book!**



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Bluebook #ATR-36108

### GHOST TOWN

204

You must explore a one-thriving mining town in search of 13 hidden treasures. With everything from rattlesnakes to runaway horses, it sure ain't going to be easy! And they don't call them ghost towns for nothing, pardner! Includes a special bonus scoring system too! Difficulty Level: Advanced

This program uses many unique plot-twists and strange devices to guide you through to victory, or a certain trip to the gates of hell. Second in the Other Venture Series, this program is sure to keep you riveted to your computer screen waiting for the next axe to fall! Skill Level: Moderate

16K Cassette 24.95

Bluebook #ATR-36109

### SAVAGE ISLAND PART 1

204

A small island in a remote ocean holds an awesome secret will you be able to discover it? This is the beginning of a two part Adventure, the second half concluding as Savage Island Part 2, Adventure #11. Note: This one's a toughie-for experienced Adventures only! Difficulty Level: Advanced

Bluebook #ATR-36113

### ESCAPE FROM TRAAM

204

By Jyym Pearson

Your small space cruiser is in trouble-and even though you survived the initial crash on a bizzare, distant world, you may soon wish that you hadn't! The alien environment of Traam is replete with incredible wonders and sights which no human eyes have ever beheld. You must escape this dangerous world-but be forewarned that if your decisions are not tempered with intelligence and caution, you may not see home again! Skill Level: Advanced

16K Cassette 24.95

Bluebook #ATR-36110

### SAVAGE ISLAND PART 2

204

The suspense begun with adventure #10 now comes to an explosive conclusion with Savage Island Part II! This Adventure requires you to have successfully finished #10 wherein you were given the password to begin this final half. The plot thickens as you wind your way through glowing corridors in search of the elusive clue that will enable you to solve the riddle of the island. Note: For experienced Adventurers only! Difficulty Level: Advanced

Bluebook #ATR-36114

### EARTHQUAKE-SAN FRANCISCO 1906

204

By Jyym Pearson

On April 19, 1906 at 5:18a.m., one of the most violent earthquakes of modern times decimated metropolitan San Francisco. Now, Jyym Pearson (author of Escape From Traam and The Curse of Crowley Manor) has crafted his finest Other Venture to date: Earthquake-San Francisco 1906! Painstakingly researched with close attention to detail and historical accuracy, Earthquake puts you into a topsy-turvy scenario: The city's remains are awash with flame; buildings burn and crumble, and death's dark sentry holds watch over all. It is through this madness that you must plunge-your chances of survival are directly related to your ability to reason logically-hopefully escaping from fallen San Francisco with your life. Earthquake features a new and more powerful data base and is certain to provide you with many hours of thrilling action & challenging puzzles! Skill Level: Moderate.

16K Cassette 24.95

Bluebook #ATR-36111

### GOLDEN VOYAGE

204

The king lies near death in the royal palace. You have only three days to bring back the elixir needed to rejuvenate him. Journey through the lands of magic fountains, sacred temples, stormy seas and gold, gold, GOLD! Can you find the elixir in time? This one is for experienced Adventurers only! Difficulty Level: Advanced

Bluebook #ATR-36112

### THE CURSE OF CROWLEY MANOR

204

By Jyym Pearson

The scene is London, in 1913. Scotland Yard is buzzing with the news there's been a murder at the Crowley Estate! What starts out as a simple homicide investigation becomes a trip into the depths of the occult as you try to solve The Curse of Crowley Manor.

Bluebook #ATR-36115

### STONE OF SISYPHUS

204

The Stone of Sisyphus carries you to a "thinking man's" dungeon, wherein you must apply your skills to effect survival and to realize your goals. This is an unfriendly subterranean world populated by hideous monsters, and dripping with fabulous treasures- the

## 36000 • Games

latter enticing you to face the former! Your survival hinges upon hard intellect, as opposed to the wispy uncertainty of chance, so be prepared to draw deeply from your intellectual reservoir! And, the responsiveness of the program to the individual qualities of your character make this grand adventure frustratingly enjoyable for hundreds of hours before all of its elusive secrets can be unlocked!

**Works on 1 or 2 drive systems.**

**40K Disk 34.95**

Bluebook #ATR-36116

### 3-D TIC-TAC-TOE

204

By Scott Adams (Atari conversion by Tom Schaeper)  
The game of Tic-Tac-Toe has been a family favorite for years, and with good reason—the challenge and excitement never grow old and tiresome. Now, Scott Adams has taken this old-time favorite and upgraded it into a whole new experience—3-D Tic-Tac-Toe! (Atari version is by Tom Schaper) “3-D” means that instead of playing the game on a conventional 3X3 board, you must now rise to the challenge of four 4X4 boards stacked one atop the other! Featuring 8 separate skill settings from ‘dummy’ to genius.

**16K Tape to Disk 14.95**

Bluebook #ATR-36117

### REAR GUARD

204

By Neil Larimer, assisted by Sparky Starks  
You are there—charged with protecting your mothership from the deadly waves of inhuman Cyborgs that are approaching from behind. You must maneuver around their ships as they pass and destroy them before they move offscreen and into contact with the mothership. Rear Guard flaunts the full range of your computer's sound capabilities, and features graphics so crisp and fluid that they actually seem to border on advanced computer animation! Rear Guard also features many extras which are normally found only on expensive arcade machines, including advanced play levels, running high score (with a high score “clear” option), sharp graphics, horizontal scrolling and truly mind-boggling sounds.

**Requires Atari 400/800.**

**16K Tape To Disk 19.95  
32K Disk 24.95**

Bluebook #ATR-36118

### THE ELIMINATOR

204

Atari Version by Steve Coleman

Your mission unfolds at a breakneck pace as you pilot your Eliminator craft over alien terrain and square off against hordes of marauding enemy ships. But the

action doesn't stop there! Realistic sounds, superlative graphics, running high score and joystick compatibility on all versions.

**Requires Atari 400/800. 16K Cassette or 32K Disk 24.95**

Bluebook #ATR-36119

### PREPPIE!

204

By Russ Wetmore

Preppie is here! Teeing off on the course may be delightfully fashionable but it can be pretty dangerous on this crazy green! Preppie is a graphics tour de force that dares your preppie to cross an alligator-filled river and recover wayward golf balls. Dangers lurk everywhere—from speeding golf carts to monster frogs. Only a true Ivy Leaguer could face up to this kind of punishment! Preppie is a real-time game that's written in fast-paced machine language, and Mummy would most certainly approve of its high score save feature, inventive sound routines and joystick compatibility. Preppie also showcases a wide range of the Atari's colors—twenty-eight in all—that will delight and thrill the most fashion-conscious gamer.

**Requires Atari 400/800.**

**16K Cassette or 32K Disk 29.95**

Bluebook #ATR-36120

### BUG OFF!

204

By Sparky Starks

This is one game that will bug the heck out of you—but enjoyably so! Your garden has fallen into a Florida sinkhole where weird forces have mutated a bevy of bizarre bugs into a contingent of killers! In this case, relief is spelled D-D-T, and you'll need oodles of it to dispatch these pesky pests! BUG OFF literally buzzes with excitement with pincer-sharp graphics and more colors than an exploding paint factory! The object of the game is to control the seven different types of bugs that are threatening to run helter-skelter over everything. And what an assortment there is! Butterflies and moths spin deadly cocoons; caterpillars drop teeny-weeny lady bugs by the score, and spiders and wasps add a sinister touch to the rabble roster. If you're lucky, the Army will airlift in more DDT in time; if not-well, we won't talk about that! So, grab onto your joystick and brace yourself for the battle that'll shake your house to its (hopefully treated) foundation! BUG OFF! The only bugs around no one minds in their computer!

**Requires Atari 400/800.**

**16K Cassette or 32K Disk 29.95**

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Bluebook #ATR-36121

### TREASURE QUEST

204

By Luke Buxton Atari Conversion by Dan Horn

If you've ever wanted to captain the trackless seas of the world in search of riches beyond measure with a band of treacherous dogs who happen to double as your crew, then this game should act as a most effective substitute. As captain of the 18th Century sailing ship *Zombie*, you have come half a world in your quest for treasure. Your journey has brought you to the nefarious world in your quest for treasure. Your journey has brought you to the nefarious Blood Straits, and perhaps to a rapid death as well! In your favor are accurate chartings of the area, a dependable navigator, and a seasoned crew. However, the Blood Straits is an area frequented by both violent storms and an unsympathetic British Navy, which may mistake you and your men for pirates. A fickle crew and a rapidly approaching hurricane season round out your problem roster! You give a series of commands to your microcomputer as you go about searching for buried or sunken booty. A detailed instruction booklet is included to clarify and expound upon the various situations that you will encounter, along with advice and hints to aid you in your search. Each game begins differently, so you are assured of many hours of seafaring fun!

**16K Tape To Disk 14.95**

Bluebook #ATR-36122

### TUTTI FRUITTI

204

By Alan M. Newman

There's a wild and wacky place somewhere between Never Never Land and next Thursday where an orchard of fruit relaxes and ripens under a peppermint sun. It's a great place for your famished fruit-munching "Hungry" to pick up a quick snack. But hold on a minute-there are some nasty bugs that are threatening to spoil the fun. Will you be able to avoid the little meanies and fill your Hungry's tummy with the fresh fruit? A colorful, machine language game for one or two players that'll have the whole family camped out around the Atari! The action takes place in a jungle clearing where your joystick-controlled Hungry chows down on a variety of exotic fruits and pastries. Bite a banana, gobble a grape, or polish off a pear- but be sure to avoid the trees and bugs! Eat everything, and advance to the next level, and maybe-just maybe- you'll get a crack at the Key to Everlasting Tutti Fruittiness! Hi-res graphics, vivid colors, and lively sounds. And, you have complete control over numerous options, including the speed of the attacking bugs, the amount of fruit available on each level and lots more. **Requires Atari 400/800.**

**16K Cassette or 32K Disk 24.95**

Bluebook #ATR-36123

### COMBAT

204

By Bob Schilling

A strategic and tactical battle game that will allow you (interacting through your computer) to pit your skill and dexterity against another player and their computer in a real-time battle to the death! You and your opponent are located in a 4096 sq. kilometer combat reservation with exactly the same resources available to each, the outcome to be governed only by the skills of the players. As soon as you have established serial communication with your enemy (110 to 9600 baud modem or direct connection), the battle begins! You decide which weapons to carry, then load them onto and maneuver up to eight remote controlled tanks with the primary goal of finding and destroying your enemy's base before he can do the same to you. Each enemy tank that you can defeat in combat lessens his chances of finding you. Offensive and defensive weapons available to you include: rockets, lasers, shells, mines, decoys, drone reconnaissance aircraft and one nuclear ICBM. All but the last two items may be loaded onto, carried by and fired or dropped by your tanks, up to their maximum load-carrying capacity. Your computer displays current resource status, a map of the combat reservation updated by tank, base and decoy sensors, and handles all communication chores, freeing you to make the strategic decisions and handle the tactical battle situations that arise.

**Requires two computer systems, each with a RS-232 port and a 300 baud full duplex modem. Different types of computers may be used. For example, an Apple user may play an Atari user. 24K Cassette or Disk 49.95**

Bluebook #ATR-36124

### WAR

204

By Stan Erwin

A detailed war game for one or two players. Your army consists of armored units, infantry units, engineer units (which can either build or destroy all-important bridges), and aircraft. Set against a backdrop of forest, cities and rivers, you must move your units into battle and eventually destroy your opponent. Comes complete with an extensive instruction manual that outlines all of the strategies and tactics that you'll need to execute a winning game.

**32K Disk 24.95**

Bluebook #ATR-36125

### ATARI TRI-PACK

204

Includes: *Curse of Crowley Manor*, *Escape from Traam*, *Earthquake-San Francisco 1906*.

**Atari 400/800 32K Disk 39.95**

Bluebook #ATR-36126

**MIND BOGGLERS-1****563**

Three Thought Provoking Mind Beggars Consisting of: CAPTURE-A strategy game in which you and the computer fight for control of the board. Based on the popular game Othello. A challenge at any level of play. Features computer vs. player, player vs. player or computer vs. computer.

MYSTERY BOX-Shoot rays into the mystery box to find the hidden atoms. Increase the number of atoms to increase the difficulty but don't hide too many or your mind may be permanently boggled.

SIMON SAYS-A memory teaser in which you must repeat the computer's pattern. The game adapts to the player's skill level, as you get better the game gets harder.

**Requires: Atari 400/800****16K Cassette 15.95****24K Disk 19.95**

Bluebook #ATR-36127

**POGOMAN****1023**

Great fun for everyone! As you pogo along, keep your eyes peeled for the unicyclist, cats, cars, balls, fire hydrants, birds and garbage cans. Pogoman has graphics that stand alone and a game to match.

**Requires 16K and Joystick.****39.95**

Bluebook #ATR-36128

**KAYOS****1023**

An arcade style space war game. You are under constant attack by deadly forces. See how long you survive. Three game levels for all ages.

**Requires 8K and Joystick.****34.95**

Bluebook #ATR-36129

**MAD NETTER****1023**

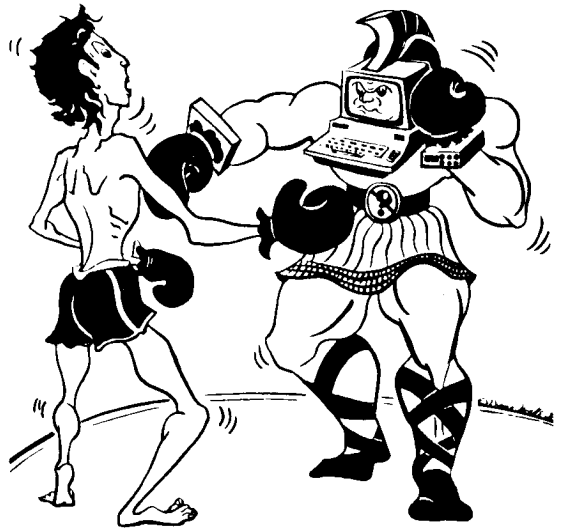
You are the Mad Netter. Beautiful butterflies are everywhere. Catch as many as you can, but look out for the deadly bees. Five different graphic playfields make this one quite a catch.

**Requires 16K and Joystick.****34.95**

Bluebook #ATR-36130

**IT IS BALLOON****1023**

Pilot your balloon over forests, helicopters, meteors, trees, even Indian attacks. This game has it all!

**Requires 16K and Joystick****34.95**

Bluebook #ATR-36131

**ABUSE****995**

A revolutionary new program that gives the home computer a wicked mind of its own. ABUSE transforms one of these mild-mannered machines into a rude, slightly demented smart-aleck whose whole purpose is to exchange insults with the operator. It forces the user to talk to it, responds creatively to whatever the user types in, and in the process comes up with potentially millions of unexpected new curses and obnoxious suggestions. ABUSE has special, ingenious ways to thwart the experienced operator, but can just as easily mistreat someone new to computing, even someone who has never seen a computer before. ABUSE is a real milestone in home software technology--the first program that fills people's widespread need to say what they really think. The program has touched a nerve with computer owners. They love its off-beat humor, and keep finding new ways to use it. Unlike the shoot-'em-up games, abuse can be used by many people at once for the amusement of all. This makes it a riot at parties or any time one wants to show off one's computer to a bunch of friends. Owners also find they can inflict ABUSE on their mother-in-law, boss, lecherous uncle, or the bill collector who knocks on their door -- anyone who's got it coming. ABUSE will dish out the vicious remarks the owner wishes he could make himself, while he just stands innocently in the background. One owner says, "It's like having Don Rickles in your computer!" And owners find ABUSE relieves stress and promotes their mental health. After a frustrating day at work, nothing feels as good as sitting down at the computer and telling it, in no

uncertain terms, just what it can do with itself. In the optional game mode of ABUSE players try to guess parts of the program's vocabulary in as few tries as possible, while all along the insult war continues. Abuse keeps score and ranks players as anything from Inanimate Object (first through fifth class) to Master of Abuse. A really brilliant player may make the computer surrender and die. ABUSE is loaded with surprises. Users can usually expect to be subjected to a preposterous trivia quiz, and will occasionally be forced to watch while the computer takes over their side of the conversation and exchanges insults with itself. ABUSE will also produce some rather original curses. ABUSE is unpredictable because it actually creates its own insults from its large vocabulary each time the program is run. The hybrid BASIC/machine language program uses artificial intelligence techniques. Special random disk access methods developed for this program provide a virtual memory of some 80,000 bytes, nearly twice the memory usage normally available on such machines.

**For the Atari 400 or 800 requires at least 40K RAM and the BASIC cartridge.**

**19.95**

Bluebook #ATR-36132

### GAME MASTER

**1273**

If you have played role playing games, then you know the hassles that can come from them. Rolling the hit points of twenty ogres is a real chore, but worse is keeping track of them during combat. Having to flip through several books to find vital charts doesn't make it easier, either. GAME MASTER is specifically designed to be easy to use no matter what your computer or gaming experience. The commands at your disposal were carefully chosen so as to be flexible and logical--logical to you, not just to the computer. But 'what does it do', you might ask. Well, it does not take control of the game from you or take the creativity and role playing out of the game. It does take care of all the tedious chores that the referee or "game master" normally has to do, so that he can enjoy the game too. GAME MASTER speeds up the game where bottlenecks most frequently occur: where the referee needs to roll large numbers of dice, remember large lists of numbers, or hunt through rule books to find a essential chart or table. With a single command huge handfuls of dice can be rolled, added together, the sum printed, and then stored for later use. Better yet, the computer can do this not just once, but many times with a single command! Encounter with 20 giants? Two commands and three seconds later you're finished with their hit points and if they're hit with a twentieth-level fireball, one command and four seconds later, the damage has been rolled for each and subtracted, automatically. Tired of flipping between pages to find a chart, or need it rolled fourteen times? It's just one command away. Refereeing becomes a snap and loads of fun, instead of

loads of work, and your players will stop falling asleep while you are furiously rolling dice. GAME MASTER is not limited to any one game. Its capabilities can be used for anything from miniature figure battles to pure pencil and paper games, from pre-history to the far future. It comes with complete instructions which include easy to understand examples.

**Disk [Basic Version] 19.95**

**Disk [Advanced Version] 24.95**

Bluebook #ATR-36133

### TALISMAN OF POWER

**1163**

This is a demanding game for the intermediate adventurer. Obstacles abound during the encounters with the demons of the dungeons. As a lone adventurer you must concentrate your intellect, making calculated decisions as you battle your way thru the dungeons. Some decisions can prove fatal. Proceed with cunning, utilizing your dexterity and other strengths with the skill of a dungeon master. Very few make it thru this adventure. You must have the constitution to preserve. Searching and seeking, your quest is to locate the four keys of Gremlock in order to obtain the Talisman Of Power. Without it you will never escape!

**Requires 16K.**

**18.95**

Bluebook #ATR-36134

### GHOST TOWER II

**1163**

You are presented with an intellectual challenge in order to complete this adventure. As you make your way thru some ominous situations, you must search and find the priceless Soul Gem. Difficulties abound at every turn, a perilous journey for most adventurers. Few make it thru the first time. To discover and obtain the Soul Gem will require a high level of gamemanship. This colorful fantasy is nicely enhanced with a Gothic Script.

**Requires 24K.**

**Disk [Only] 21.95**

Bluebook #ATR-36135

### GHOST TOWER

**1163**

This adventure is for the most dedicated gamers. You must find a magical gem in a haunted tower. Fiendish things await you while you are searching thru the rooms and dungeons of the Ghost Tower. Along the way you'll encounter goblins, orcs, etc...can you, solve this adventure?

**Requires 16K.**

**16.95**

## 36000 • Games

Bluebook #ATR-36136

### **GALACTIC ADVENTURE**

**1163**

A space fantasy adventure in which the aliens have galaxial control. Your mission, as starship commander, is to destroy their starbase. Supernatural creatures that are under the aliens control are obstacles to be reckoned with. Then you search the planets caverns for the forbidden antiquated books of knowledge seeking universal knowledge. Laser guns help to defend your starship as you streak thru interstellar space, warding off your attackers. If your starship runs out of fuel your mission is aborted and all is lost.

**16K 19.95**

Bluebook #ATR-36137

### **TOWN OF DERANGO**

**1163**

A western adventure in which you must fight your way thru the town to find the man who slayed your father, Jack Haggerdy. However, Jack has friends, like the gunfighters, Chinese Monks, and others.

**Requires 16K.**

**19.95**

Bluebook #ATR-36138

### **LOOKAHEAD**

**1164**

A number game with a strategy similar to Othello. One player can play against another player or the computer. There are seven rows of seven numbers. A player can pick a number on a single row. The player gets as many points as that number. The other player is then confined to the column where that number was picked, and picks a number that confines the first player to a new row...

**Requires: 16K RAM for the cassette version, and 24K RAM for the disk.**

**15.95**

Bluebook #ATR-36139

### **GYPSY**

**448**

It's A Jungle Out There! Here you are, a happy-go-lucky bug in the garden of your dreams...you have spotted an especially juicy Qok tree in some human's back yard and decided to settle down to serious leaf munching. But beware!! You are not the only one who considers this tree their home. Before you sink your teeth into the luscious foliage, be prepared to face enemies on all quarters. Nearby grazes the infamous Flying Ant of Tasmania, a stubborn and ill-tempered beast. He is busy about his own work, but if you disturb him he will give you a nasty bite! But ants are not your greatest worry. There is much greater danger here. The Poisonous Mushrooms at the foot of this tree are definitely to be avoided. Also in pursuit, the Fandango Bee, who has already become notorious in lower

Sumatra because of her foul temper and selfish disposition. Last, but certainly not the least of your worries, is the Locknest Spider who spends most of his time dangling from his sticky silk thread. So eat while you can. Each leaf section is worth points on the widely accepted Blintz nutritional scale. The nectar from the flowers of Qok is also worth points, and you must take care not to travel on an empty stomach. But most important, avoid your predators: SURVIVAL is the name of the game.

**Requires Atari 400/800 and Joystick. 32K Disk 26.00  
16K Cassette 21.00**

Bluebook #ATR-36140

### **BUG ATTACK**

**1181**

The bugs are on the loose and they're hungry. Ants, millipedes and malicious medflies ravage your lovely cactus, clover and flower gardens as you and your beetle try to stop them with a limitless supply of savage stingers. These villanous vermin strike back with sharp daggers and if all of your beetles are knifed, your beautiful gardens will be left to the mercy of these attacking anthropods. Protect your gardens and defend your honor. So get out there and 'Plug em' and Plant 'em'. For expert debuggers, BUG ATTACK provides many surprises from the super millipede to the deadly five medfly formation, but don't overlook the cartoon intermission. Smooth, colorful animation and delightful music and sound effects further add to this arcade game playable with either keyboard or paddles.

**Requires Atari 400/800, and 24K.**

**Disk or Cassette 29.95**

Bluebook #ATR-36141

### **BAGELS SUPREME**

**1200**

A three-digit number logic game for one or two players. You are asked to determine a three-digit number randomly selected by the computer. If two players are utilizing the program they may elect to each have their own number or they may choose to work on the same number. Clues are given after each guess as to the correct positions of the digits.

Bluebook #ATR-36142

### **STARS**

**1200**

You work with two-digit numbers in this number guessing game. Clues are provided as to how close your guess is to the number chosen by the computer.

**Requires 16K.**

**9.95**

Bluebook #ATR-36143

## HANGMAN

1300

Your number's up if you can't guess the word your computer has on its "mind." With each wrong guess the computer will add a part of a person's body. Six wrong guesses and your man gets hung! For ages 8 to adult.

**Requires Basic Cartridge, Program Recorder, and 8K RAM.**

Bluebook #ATR-36144

## KINGDOM

1300

Imagine you are the king of a small country far away and long ago. Catastrophe can befall your people, your food supply and your crops. It's up to you to decide how to run the farms. If you are successful, you'll be allowed to reign for another term. It's just like running your own small agricultural kingdom. Helps teach and develop mathematical skills. For ages 10 to adult.

**Requires Basic Cartridge, Program Recorder, and 8K RAM.**

Bluebook #ATR-36145

## DEFENDER

1300

Here's the suspense game that's really popular in the arcades! Bombers, Baiters, Pods and other ornery enemies try to capture your humanoids to turn them into mutants for their own forces. Try to eliminate the enemy before they pick up your people. But if you can't, you still have a chance for a rescue mission. But you'll have to reach your humanoids before they reach the stratosphere. For 2 players.

**Requires Joystick Controllers, Cartridge, and 16K RAM.**

Bluebook #ATR-36146

## GALAXIAN

1300

Fleet after fleet of deadly Galaxians attack you. The hornets lead the pack followed closely by emissaries, drones and winged infantry. It's you...or them. Eventually they'll get you. The question is—when? Galaxian can be played by 1 or 2 players, at 10 different skill levels.

**Requires Joystick Controllers, Cartridge, and 16K RAM.**

Bluebook #ATR-36147

## CAVERNS OF MARS

1300

Conquer and escape! Maneuver your spacecraft into the depths of the most dangerous caverns beneath the planet Mars. Watch out for those rubble strewn walls

as you guide your rocket down to the aliens' stronghold at the bottom of the cavern. Activate the bomb and escape! Dodge mines that float in mid-air! There are four skill levels in this game for one player.

**Requires Disk Drive, 1 Joystick Controller, and 16K RAM.**

Bluebook #ATR-36148

## STAR RAIDERS

1300

1982 Computer Game of the Year! Your galaxy needs you now! Fleets of Zylon fighters surround and attack your starbases. Meteors fly through space. You activate your ion engines for extra speed and close in on your target. Lock it into your gunsight crosshairs and blast the Zylon into glowing embers with your photon torpedoes. One player, four skill levels.

**Requires 1 Joystick Controller, Cartridge, and 8K RAM.**

Bluebook #ATR-36149

## SPACE INVADERS

1300

Strange creatures from outer space threaten your moonbase. Your mission: destroy the aliens with your laser cannon before they reach the surface. When you think you've destroyed them all, a new army of invaders appears. But watch out! The aliens have weapons, too. For one or two players; 12 game combinations.

**Requires Joystick Controllers, Cartridge, and 8K RAM.**

Bluebook #ATR-36150

## ASTEROIDS

1300

You're trapped in outer space, adrift in a deadly asteroid belt. You must explode the drifting boulders before they destroy you. Look out! Here comes the enemy spacecraft. Rocket through space in all directions, firing your missiles to protect your spaceship. Score points by destroying the asteroid boulders and enemy spacecraft. Up to four can play as a team against the asteroids or against each other and the asteroids. Blast your way through 32 game variations.

**Requires Joystick Controllers, Cartridge, and 8K RAM.**

**If You Don't Find A Specific Program By Name  
Try The Alphabetical Index  
In The Back Of The Blue Book**

probabilities of blackjack. You can choose the number of decks to play with and the level at which the dealer reshuffles the cards. You can also play with or without insurance. As the dealer, the computer follows a set of casino rules. You have the options of staying, hitting, doubling, splitting, surrendering, and asking for insurance. When you play against the computer, you can request betting and playing strategy prompts at any time and you can specify whether you want message displays when you take an incorrect action. You can also study the computer playing a tens count strategy game of blackjack against the dealer, with instructive data displays. Revision 1.1 fixes bugs in doubling and splitting aces.

**Requires Atari Basic Language Cartridge.**

**16K Cassette or 24K Disk 22.95**

Bluebook #ATR-36160

## QUARXON

1022

By Scott Ludwig

Recommended for ages 7 and up/Written in machine language.

Break through the boundary and destroy the droids. You no sooner discover friendly droids in a new galaxy. Quarxon, when your scanner picks up enemy movement. Headquarters orders you to defend the droids against enemy attack. You have only one hunter-killer spaceship and your wits to outmaneuver both the enemy ship and the tricky elements unique to Quarxon's atmosphere. Your primary objective is to fire your laser through randomly occurring openings in the center boundary line to break through the multilayered blockade protecting the enemy's droids, who want to take over the galaxy. At the same time, the enemy is trying to wipe out your droids. If the enemy's laser hits your ship, you face the immediate and often fatal danger of the crushing wall. Quarxon's atmosphere contains other precarious conditions. For example, if you shoot through the boundary line twice from the same spot, you create a temporary free shooting zone for the enemy, so you must keep moving at all times. And, if your shot misses an opening in the boundary line, the laser fire rebounds into your blockade! The battle ends when one ship destroys all his opponent's droids. Quarxon has one-and two-player options, or you can watch the computer battle against itself. Other game options include choosing from three difficulty levels, varying the thickness of the blockade, and varying the number of droids. Fewer droids make for a more difficult battle, since the number of droids determines how many lives you have.

**Requires One Atari Joystick Controller/Player.**

**Cassette [410] 16K 29.95**

**Diskette [810] 24K 29.95**

Bluebook #ATR-36161

## EASTERN FRONT [1941]

1022

By Chris Crawford

Recommended for teenagers and up/Written in machine language. Operation Barbarossa, the German invasion of Russia During World War II started in a campaign lasting nearly four years and taking nearly 20 million lives. Could you have done better than the real German commander? See how well you can maneuver your troops to obtain a good position before the winter sets in and the Russian counteroffensives begin! Eastern Front is an exceptionally complex one-player wargame. It re-creates the conditions of the campaign, including terrain, seasons, and types of military units, and it adjusts these factors over time. The game closely follows the historic sequence of events. The Germans sweep in, wiping out Russian armies everywhere. But the Russians keep fielding new armies and the Germans, depleted by a long campaign, start to wear down upon approaching Moscow. Reaching Moscow as the mud season sets in, the Germans fail to take the city. They resume their offensive thrust during the winter, making further gains, but they can't achieve decisive results. Their rapidly fading strength combined with the growing Russian strength first halt their advance and then force them to retreat. Your goal is to see if you can change the course of history, given the same physical conditions the German troops faced. Each turn in Eastern Front covers one week of history. To help you plan your moves, you can display vital information about a unit's muster and combat strength. For realism, you can move your troops only so far within a week. At the same time you're figuring your strategy, the computer is working out the Russian maneuvers. Hence, the longer you take to work through your moves, the more time the computer has to plan its own moves. (However, Eastern Front has a handicap provision for novice wargame players.) Then on your command the computer simultaneously executes all orders. It moves troops and fights battles, taking into account terrain, type of unit, season, and presence of other units. Then it performs a variety of calculations related to the passage of time, including updating the date display, reconfiguring the map for the season, bringing in reinforcements, adding replacements, figuring logistics, and extracting penalties for troops whose supplies are cut off. At the end of each week, the computer evaluates your performance and assigns you a score. Recalculated each week, your score reflects how far east your troops have moved, their aggregate muster strength, how far west the Russians moved, and their aggregate combat strength. In addition, if you captured key Russian cities, you earn extra points. The use of intricate artificial intelligence routines makes Eastern Front a challenging wargame. It approximates the true historical perspective of the campaign, making



## 36000 • Games

Bluebook #ATR-36151

**MISSILE COMMAND** 1300  
Doomsday fever! You must deploy your anti-ballistic missile (ABM) system to protect six major cities against incoming intercontinental ballistic missiles (ICBM) armed with nuclear warheads. Guard against killer satellites, bombers, and "smart" bombs that dodge your ABM fire. For one or two players. Six challenging levels and three variations.  
**Requires Joystick Controllers, Cartridge, 8K RAM.**

Bluebook #ATR-36152

**SUPER BREAKOUT** 1300  
Here's your big break! You smash through a wall of multi-colored bricks! Your score goes up as you knock a hole through the wall-then watch the unbelievably fast action as the ball ricochets madly between the backboard and the bricks. Four game versions include Breakout, Progressive, Double and Cavity. Up to eight players can compete against each other.  
**Requires Paddle Controllers, Cartridge, 8K RAM.**

Bluebook #ATR-36153

**PAC-MAN** 1300  
Hearty eaters, this game's for you! It's a race to gobble up dots and stay away from four sneaky goblins in the only official home computer version of this popular coin operated game. Make your way through the maze by using your Joystick Controller. Eat an energy dot and the ghosts turn blue. Turn and catch them to raise your score. This game has over 19 levels of difficulty.  
**Requires Joystick Controllers, Cartridge, 16K RAM.**

Bluebook #ATR-36154

**COMPUTER CHESS** 1300  
Learn championship moves! Or play a masterly game against the computer at your own skill level. Set up a famous game situation or work on a particular chess problem. Use of the Joystick Controller allows you to watch the game board, not the keys.  
**Requires 1 Joystick Controller, Cartridge, and 8K RAM.**

Bluebook #ATR-36155

**CENTIPEDE** 1300  
Centipedes, spiders, fleas, and scorpions have invaded your mushroom patch and you must blast them with your "bug blaster" before they get to you! And listen-each bug has its own unique powers and sounds.

Keep your eyes peeled or these creepy critters will zap you. For one or two fearless players.  
**Requires Joystick Controllers, Cartridge, 16K RAM.**

Bluebook #ATR-36156

**E.T. PHONE HOME!** 1300  
E.T. is stranded on Earth, desperately trying to contact his ship before the government agents and scientists capture him. Luckily, he's befriended Elliott, who can search for the pieces to make a phone. Your challenge is to find the pieces and bring them back before E.T. uses all his energy, to get back up to his spaceship. For 1 player.  
**Requires Joystick Controller, Cartridge, 16K RAM.**

Bluebook #ATR-36157

**QIX** 1300  
Qix swirls around you. Menacing. Captivating. And, if it gets you-deadly. You move throughout the screen creating colorful boxes. Each box establishes your territory. Occupy the screen. Or surrender to Qix. For 2 players.  
**Requires Joystick Controllers, Cartridge, 16K RAM.**

Bluebook #ATR-36158

**DIG DUG** 1300  
You're looking for buried treasure deep below the earth's crust. In Dig Dug's world, the precious valuables are vegetables, gems of the soil. Serious digging will uncover the treasures. But look out for the ferocious Fygar and the precocious Pooka. Because they're looking for you! For 2 players.  
**Requires Joystick Controllers, Cartridge, 16K RAM.**

Bluebook #ATR-36159

**BLACKJACK TUTOR, REV. 1.1** 1022  
By W. H. Northrup  
Recommended for adults/Written in Basic and machine language. Here's a game with more than entertainment as its purpose. It's also a tutorial designed to increase your mastery of blackjack playing and betting strategy. The training occurs in two stages. In the first stage, you learn basic blackjack strategy so that you can maintain roughly even odds over the dealer. In the second stage, you tackle the tens count strategy, which can give you as much as 10 percent advantage over the dealer during some portions of game play. Designed for players already familiar with the popular casino card game, Blackjack Tutor is based on the mathematical

the game at once both complicated and rewarding to play. Eastern Front also makes exceptional use of the technical capabilities of Atari Home Computers. The result is a wargame that outshines virtually any other wargame available. Move your cursor smoothly over the foreground without disturbing the terrain and troops in the background. Multiple redefined character sets permit a colorful and detailed terrain along with a text display. A custom display list is responsible for Eastern Front's unique screen format. Multiple display list interrupts allow for lots of color-as many as eighteen colors on the screen at a time. Fine scrolling gives Eastern Front a map occupying roughly ten screens of area-2 1/3 horizontal screens and 4 1/3 vertical screens-that scrolls smoothly in any direction. And multitasking permits simultaneous moves by both you and the computer.

**Requires: One Atari Joystick Controller.**

**Cassette [410] 16K 29.95**

**Diskette [810] 32K 29.95**

Bluebook #ATR-36162

#### **DOG DAZE, REV. 1.1**

**1022**

By Gray Chang

Recommended for ages 8 and up/Written in machine language. Have you ever wondered what attracts Fido to every hydrant he passes? Dog Daze probably can't solve the mystery, but will give you the chance to put yourself in Fido's place. Dog Daze is a fast-paced, two-player action game requiring skill, strategy, and luck. You control your dog with your joystick. Each time a fire hydrant pops up on the screen, your dog and your opponent's scramble to claim it first. Because only one unclaimed hydrant pops up at a time, you're both after the same target. You claim a hydrant either by running into it or by shooting your bone at it. However, if your bone misses, you'll have to retrieve it before you can shoot it again. Each claimed hydrant changes to the color of the claimant. Every once in a while, a reckless driver comes through, knocking out hydrants and threatening to strike the dogs. As the game progresses, claimed fire hydrants start filling the screen. You can zip right through your own hydrants, but if you run into your opponent's hydrant, you're penalized. A scoreboard of fire hydrants at the top of your TV screen shows who's ahead. The winner is the holder of more hydrants at the end of the time you set for the game, or the first to fill the scoreboard. You can set the time limit from 1 minute to 16 minutes. Dog Daze also has a handicap option so that novice hydrant chasers can challenge pros. Revision 1.1 corrects a minor bug.

**Requires: A set of Atari Joystick Controllers.**

**Cassette [410] 8K 22.95**

**Diskette [810] 24K 22.95**

Bluebook #ATR-36163

#### **AIR-RAID!**

**1022**

By Chuck Gibke

Recommended for ages 8 and up/Written in machine language. Whoop-whoop-whoop! Samuel quickly jumps into his plane and takes off. Once airborne, he flies straight for the bomber formation. A quick burst from his guns and the first one falls. The rest follow, and then the second wave. "A piece of cake," Samuel gloats as he lands to refuel. Soon the next strike appears on the radar scanner. Taking to the air immediately, Samuel bears down on the lead bomber but feels a nasty blast from the bomber's forward guns. Swinging in from behind, Samuel polishes off the remaining planes. "Got to be more careful," he mutters. As Samuel engages another strike force, he suddenly realizes he faces a larger formation-and fighters! Panicked, Samuel dumps his tanks and quickly returns to the airstrip to refuel. The fighters are dogging his tail. A bomb falls on the radar beacon and the scanner blanks out. Then bombs wipe out the airstrip. Samuel can't land; his aircraft can take no more and the fight is over. You face exactly the same conditions as Samuel in AIR-RAID! You must defend your aircraft, the radar beacon, and the two airstrips against enemy bombers, which appear in increasing numbers, some with fighter escort. You fly over eight scrolling screens of landscape. Your final score shows how good a fighter pilot you are and Air-Raid! keeps track of the high score for the game session.

**Requires: One Atari Joystick Controller.**

**Cassette [410] 16K 29.95**

**Diskette [810] 24K 29.95**

Bluebook #ATR-36164

#### **BLOCK BUSTER**

**1022**

By Alan Griesemer and Stephen Bradshaw

Recommended for ages 9 and up/Written in QS Forth. What do you do when you're faced with 43 quintillion possible combinations for solving a puzzle? "The cube" puzzle is a national obsession and it has caused many of us untold frustration. Block Buster can help you master that innocent-looking block. The challenge of cubic puzzles is to unscramble a patchwork of colors so that each side ends up a different solid color. Block Buster offers significant advantages over both the cube itself and printed solutions. For one thing, all six sides of the cube display at once! You move the cube's faces either directly with a Paddle Controller or indirectly by entering simple commands in a command window. The program translates your Paddle Controller moves into the corresponding commands and displays them in the command window, letting you note and repeat successful series of moves. The authors base their commands on the notation used in Douglas

Hofstadter's article, "Metamagical Themes," in the March 1981 issue of Scientific American. Also of great help is the ability to set up the cube to conform to the configuration of a real cube you're stymied by and then, with one command, tell Block Buster to solve the puzzle! The program records its moves in the command window. You can also command Block Buster to scramble a puzzle for you, when you feel like facing the unknown. Cube fanatics will appreciate the program's timer and move counter displays. Warning! You probably won't spend any less time working cubic puzzles because of this program; Block Buster itself is highly addictive.

**Optional: One Atari Paddle Controller and Atari or equivalent Printer.**

**Cassette [410] 32K 15.95**

**Diskette [810] 32K 15.95**

Bluebook #ATR-36165

### **GALAHAD AND THE HOLY GRAIL 1022**

By Douglas Crockford

Recommended for ages 12 and up/Written in machine language. Harken back to the days of old and the legend of Arthur and Knights of the Round Table. As you recall, the King Arthur's court several knights set off in search of the Holy Grail. Only the truly virtuous succeeded. You become one of the knights on this holy mission. First you decide on your goals. You must swear (this is a game of honor) to accomplish one or more of several goals, such as to find three keys, find the Holy Grail, return the Grain to the white chapel, or slay all monsters. If you and some friends wish to play a tournament, you first agree on the goals and then take turns playing a complete round. The first screen displays the white chapel, the beginning of your journey. Using your Joystick Controller, you guide your knight through a terrain of walls, roads, meadows, forests, and other obstacles. Some of the walls have magnetic powers. You can enter secret portals when you pass over them. As you travel horizontally, vertically, backwards, and forwards, you will encounter dangers from such unexpected sources as travelling knights, a dragon, and spiders. If you're lucky, you've found a variety of implements to help you fend off the attackers and assist in your search. If one of the challengers defeats you, the game starts again and another player tries to reach the goal. Galahad and the Holy Grail comes in two levels of difficulty.

**Requires One Atari Joystick Controller.**

**Diskette [810] 32K 29.95**

Bluebook #ATR-36166

### **AVALANCHE**

**1022**

By Dennis Koble

Recommended for all ages/Written in machine language. Six colored layers of graduated rocks are poised overhead. You score points by absorbing the falling rocks with a stack of rectangular shields before the rocks hit the ground. You maneuver your shields back and forth across the bottom of the screen with a Paddle Controller. The impact of the rocks gradually wears away the number and size of your shields, but the rocks keep coming, smaller and faster. If you manage to ward off all the rocks, you face yet another avalanche, but with fewer shields! Compete against your own best score or pit your skill against an opponent. Four bonus levels challenge your ever increasing skill. Your chosen bonus level determines the number of misses you're allowed and the number of points you must obtain to earn an extra turn.

**Requires: Atari Paddle Controllers.**

**Cassette [410] 16K 22.95**

**Diskette [810] 16K 22.95**

Bluebook #ATR-36167

### **MELT-DOWN**

**1022**

By Stephen Romejko

Recommended for ages 8 and up/Written in machine language. A small-town nuclear power plant has sprung a leak in its cooling tower. As the lone night watchman, you're faced with maintaining a safe water level in the tower to prevent a nuclear disaster. To do so you carry buckets of water from basement up to the roof and over the water tower, where you empty them and run back for more. But, the leak in the tower has caused radioactive water to run off into a nearby reservoir. The contaminated water is creating strange behavioral changes in the plant's mice population; they now actively seek humans, and you're the only one around. Played with a Joystick Controller, Melt-Down offers several challenges. First, you fill your bucket by lightly tapping your joystick; too heavy a hand results in overflowing and spilling the water. Then, you use the joystick to climb all the stairs, jumping over any pursuing mice, to reach the top of the tower without tipping the bucket and then empty the water into the tower. You've got to keep the water level up, trying to fill the tower faster than it's leaking. A water level indicator shows you how you're doing. If the indicator reaches bottom, melt-down occurs, annihilating you, the plant, and surrounding area. You earn points for every bucket of water you empty into the tower and for every mutant mouse you leap over. Managing to refill the tower and repair the leak earns you bonus points. Melt-Down has four skill levels, which vary the speed of

the action, size of the mice, and points scored. In case a friend wants to compete for the high score, Melt-Down has a two-player option.

**Requires: One Atari Joystick Controller per player.**

**Cassette [410] 16K 22.95**

**Diskette [810] 32K 22.95**

Bluebook #ATR-36168

## PHOBOS

1022

By Greg Christensen

Recommended for ages 8 and up/Written in machine language.

Did you wear out your Joystick Controller playing Caverns of Mars? If so, run right out and buy another one. Greg Christensen has done it again! He's traveled even farther into the cosmos to bring us Phobos, Mars' closest and largest moon, where a group of renegade martians have set up a command center. You must cut through sixteen levels of defense to destroy the control center buried deep in the core of Phobos. At first, you plummet through caverns, picking up fuel and knocking out missiles as best you can. However, due to the small diameter of Phobos, the gravity exerted on your ship isn't noticeable after a while, and you can soon control your speed. But, it's small consolation considering you face incredibly narrow and craggy paths—a real challenge to negotiate successfully. And that's not all. You must get past many different barriers, such as compound laser gates requiring fine timing and deft steering. Your mission doesn't end should you detonate the control center. You must begin your descent anew, because the martians will rebuild the control center as soon as you destroy it! Comes with four skill levels, from novice to commander. Each higher skill level requires navigating through more caverns. Both your current score and the high score for the session display, along with your fuel gauge and your current cavern.

**Requires: One Atari Joystick Controller.**

**Diskette [810] 16K 29.95**

Bluebook #ATR-36169

## MANKALA

1022

By Elizabeth Chase MacRae

Recommended for ages 8 and up/Written in machine language. The stone age has met the computer age! Mankala, an ancient African game traditionally played with stones on the ground or on a hand-carved board, is now available on your Atari Home Computer. But the computerized Mankala remains faithful to the original game's rules and format. Each player owns six small playing bins and one large home bin, which are arranged as two parallel sets. Players take turns

picking up all the stones in one of their playing bins and dropping one stone in each bin in a counterclockwise direction. They move the stones by using a Joystick Controller to position their yellow marker over a bin and then pressing the red joystick button. Mankala automatically picks up all the stones and drops them in the other bins. Each stone dropped into a home bin remains there permanently, and whenever the last stone in a turn lands in the player's home bin, the player takes another turn. The game ends when one player empties all the playing bins in his set. The holder of more stones is the winner. Players can start with between three and eight stones per bin. Two players can compete against each other or one player can challenge the computer on different levels.

**Requires One Atari Joystick Controller/Player.**

**Cassette [410] 16K 22.95**

**Diskette [810] 16K 22.95**

Bluebook #ATR-36170

## ATTANK!

1022

By Joel Gluck

Recommended for ages 10 and up/Written in Basic. You'll be happily squirming in your chair as you maneuver your two tanks around the battlefield. In this two-player game played with joysticks your mission is to destroy both your opponent's tanks before he or she destroys yours. You maneuver your forces through a realistically responsive environment of trees, rocks, walls, land mines, tunnels, and rubble and then position and fire your guns when your opponent's tank is within firing range. You can choose day or night battle conditions, or a mixture of the two. If you opt for nighttime, only the tanks and shells are visible on the battlefield, except for brief glimpses during explosions. Packed with colorful graphics and sound effects, Attank! is loaded with playing options, such as the number of hits a tank can sustain before being destroyed, shell range, tunnel pattern, and day and/or night battle conditions. You can choose whether to introduce an element of chance into the game by using the random air raid bomb option. Attank! also includes two handicap options so that novices can give pro tank players a real workout. All these options, along with a new battlefield layout every game, create almost unlimited game variations and let you customize the game's battle conditions according to each player's skill.

**Requires Atari Basic Language Cartridge and a set of Atari Joystick Controllers.**

**Cassette [410] 24K 22.95**

**Diskette [810] 32K 22.95**

Bluebook #ATR-36171

**YAHTMAN****1022**

By Dan Reinhart

Recommended for ages 6 and up/Written in Basic and machine language. Most of us have played some version of the popular dice poker games available in both paper/dice and computerized form, but Yahtman is a cut above the rest. For one thing, Yahtman joins in every game himself, along with one to six other players. For another, this fellow is very friendly; he sends messages and performs helpful chores throughout the game. And most unusual of all, he shows by his facial expressions what he thinks at all times-for good or bad! Consists of thirteen rounds of play for each player. In each round, you use a Joystick Controller to roll any or all of five dice up to three times to obtain one of thirteen scoring combinations, such as aces, three of kind, and full house. But you must select some combination each turn, even if you score zero points. You earn bonus points for rolling five of a kind or for high scores. At the end of each round Yahtman suggests which combination will earn you the most points, but you can ignore him and pick any unused combination. As you study each choice, Yahtman helpfully displays the score you would earn by picking that choice. At the end of the game, Yahtman totals each player's score.

**Requires:** Atari Basic Language Cartridge. One Atari Joystick Controller.

Cassette [410] 16K 22.95

Diskette [810] 24K 22.95

Bluebook #ATR-36172

**SALMON RUN****1022**

By Bill Williams

Recommended for ages 8 and up/Written in machine language. The story of the determined salmon, struggling upstream to spawn every season, takes a slightly different twist with Salmon Run. The mighty little fish struggles upstream, fighting bears, waterfalls, and sea gulls. But, is it all for naught? Does he merely die in the end? Now his fate lies in your hands. The screen display of this automatically loading program shows a salmon in a vertical river course, flanked by a jagged shoreline. At the top of the screen is a display of the game level and your score. Using a Joystick Controller, one to four players take turns guiding Sam the salmon up the river to reach his dear Samantha. Each game level includes an increasingly difficult series of river courses. Sam faces a variety of complicating circumstances during his journey upstream. He must overcome waterfalls, bears, fishermen, and sea gulls. The frequency of their appearances depends on how long you play the game. Sam can jump the waterfalls and sidestep the fishermen or animals, but if he misses, he starts his trek upstream all over

again. Sam's struggle upstream is timed by a shrinking horizontal bar at the top of the screen. He races the line as well as the life threatening river course. Should Sam successfully complete one lap, he wins Samantha and a baby salmon. You win one point for every foot you help Sam swim and ten points for every waterfall he jumps. You lose points if you cause him to fall backwards. In a one-player game, you compete against your own best score. In a multiplayer game, you play for the highest score.

**Requires:** One Atari Joystick Controller per player.

Cassette [410] 16K 22.95

Diskette [810] 24K 22.95

Bluebook #ATR-36173

**DOWNHILL****1022**

By Mark Reid

Recommended for ages 8 and up/Written in Basic and machine language. Brrrrr! The nippy air triggers your yen to ski. But it's hard to get away, and even when you can get away, the crowds are starting to spoil your fun. Help is here! With Downhill, you can sit by the fire, sip a cup of hot chocolate, and ski to your heart's content. Not only that-you have the slopes all to yourself! This one-player game challenges your hand/eye coordination and timing precision (but your legs can relax). You use a Paddle Controller to steer your skier around trees and through gates on the beginner, intermediate, or expert course. If you like, you can preview each course before running it, or you can run it sight unseen. The intermediate and expert courses have narrower openings between trees and you'll have to turn your skier uphill if you hope to make every gate. When necessary, you can snowplow (slow down) to avoid hitting a tree or gatepost, which cost you precious seconds. Besides choosing the difficulty of your course, you can also vary the degree of the slope to decrease or increase the speed with which your skier runs the course. The object is to ski to the bottom of the hill as fast as possible, while making every gate. Each gate missed causes a score penalty. The program keeps track of the best time for each course, so you can compete against a friend's time or against your own best time. Swoosh! Time to hit the powder!

**Requires:** Atari Basic Language Cartridge and Atari Paddle Controller.

Cassette [410] 16K 22.95

Diskette [810] 32K 22.95

Bluebook #ATR-36174

**747 LANDING SIMULATOR****1022**

By William J. Graham

Recommended for ages 12 and up/Written in Basic. A game that gives all would-be jumbo jet pilots the

frustration, anxiety, and thrill of landing their very own 747 jet airliner. From the cockpit, you see the airport runway and horizon presented in true perspective; your instrument panel display, which is continuously updated, appears at the bottom of your screen. Runway lights flash for pilot guidance, and they brighten as you approach the airport. For further realism you hear the sounds of air turbulence, various warning signals, and other events. You even hear your engine's deceleration upon landing your aircraft successfully. However, you'll probably have to practice landing many times before you get this far. At the end of your flight, you receive a score that reflects not only your expertise in landing safely but also the quality of your runway approach—how much fuel you used and how long you took to land. The game has 3 levels of difficulty and two options—landing with instruments on and with instruments off (that is, the instrument display isn't updated).

**Requires:** Atari Basic Language Cartridge, One Atari Joystick Controller.

**Cassette [410] 24K 22.95**  
**Diskette [810] 32K 22.95**

Bluebook #ATR-36175

## SOLITAIRE

1022

By Mark Reid

Recommended for preteenagers-adults/Written in Basic. You're all knotted up inside because you can't get your mind off the sale you lost yesterday, your overdue mortgage payment, and your wife's recent spending spree at Saks Fifth Avenue. You can usually calm down by playing some hands of solitaire, but your preschooler cut up your last deck of cards to get at all those pretty pictures on the backs. Solitaire is a computerized version of the standard, one-player Las Vegas card game. At the top of the screen display are the four ace playing areas, where your goal is to place as many cards as possible to win money. Below this area are seven columns for your seven piles of cards, with one card number and suit face-up in each column. Above each column a number indicates how many cards are face-down in that pile. Beneath the columns is the deck and card discard area. You use your Joystick Controller to pick up and then place a card or stack of cards. Spades and clubs display in inverse video to simulate the red/black difference in card suits. After playing through the deck once, positioning all the cards possible to build up the ace areas, you earn \$5.00 for every card you've placed in that area. The computer keeps track of the money you win or lose and of the time elapsed. This version lets you play through the deck as many times as you like, but the program calculates money earned/lost and elapsed time only for the first pass. Thus, you can play to completion without

affecting the true results. See how long it takes you to win \$500 (maybe you will have calmed down by then)!

**Requires Atari Basic Language Cartridge, and 1 Atari Joystick Controller.**

**Cassette [410] 16K 15.95**

**Diskette [810] 24K 15.95**

Bluebook #ATR-36176

## BLACKJACK CASINO

1022

By Bill Zimmerman

Recommended for ages 10 and up/Written in machine language. Set out the drinks. Place bowls of munchies around the room. Dim the lighting. Evening dress, however, is optional at this casino. Now invite from one to four players to gather 'round your Atari Home Computer and spend an enjoyable evening playing blackjack. Blackjack Casino conforms to the standard game, for many years a worldwide favorite, but it also lets you double down when you have fewer than 12 points, split pairs (in games of one or two players), surrender if you want to cut your losses, and take insurance when the dealer's face-up card is an ace. In addition, it uses the five card Charlie rule (any player holding five cards without exceeding 21 automatically wins against the dealer). You use your Joystick Controller to enter your initial stake, your bet, and all your playing decisions. You can restart the game at any time and, should you be so unfortunate as to require more money, you can add money to your stake during the game. Depending on their luck and skill, players will come and go during the evening, but the dealer is blessed with unlimited funds, and your Blackjack Casino will provide unlimited hours of entertainment!

**Requires: One Atari Joystick Controller per player.**

**Cassette [410] 8K 15.95**

**Diskette [810] 16K 15.95**

Bluebook #ATR-36177

## SEVEN CARD STUD, A USER PROGRAMMABLE SIMULATION

1022

By Monty Webb

Recommended for ages 10 and up/Written in Basic. That big game is coming up and you need to practice your poker skills. What strategies work against the new player in your group? How's your bluffing? Do you remember when to fold, hit, and raise? Seven Card Stud simulates five card-playing partners with four programmable characteristics. Using a Joystick Controller, you can change the players' characteristics. If you're new to Seven Card Stud, use the pre-programmed personalities, which are quite a challenge. If you're ready to sharpen your card techniques or create your own competition, you can choose one of

## 36000 • Games

three traits in four different categories for each player. First, you decide if a player is hard, average, or easy to bluff. Next, you decide how often this player raises. Then you choose the degree of risk he'll take before he folds. Finally, you determine his overall playing strategy—too loose, smart, or too tight. You answer these questions for each player. Seven Card Stud shuffles the cards and deals two down and one up to each player. The program finds the highest hand showing and starts the betting. According to the player's programmed characteristics, he will fold, call, or raise. The other players respond in turn. When it's your turn, you also choose to fold, call, or raise. The pot grows as you bet on each round. At the end of seven cards, all hands still in the game turn face-up. Seven Card Stud then determines the winner and the announcement, "'Who Has The Gold?'" appears with a list of everyone's winnings. You can then go back and see everyone's cards for study. At the end of a game, you can play another hand against the same players or you can restart the game and change the players' personalities.

**Requires Atari Basic Language Cartridge and One Joystick Controller.**

**Cassette [410] 24K 15.95**  
**Diskette [810] 32K 15.95**

Bluebook #ATR-36178

### CRIBBAGE

1022

By Jose R. Suarez

Recommended for ages 12 and up/Written in Basic. If you're not a cribbage player already, this program will turn you into one. And if you are one already, Cribbage offers you an opponent who's smarter than you think, and always ready to play. An original computer graphics interpretation of the well-known card game of skill and chance. It's a race to the finish line, 121 points, between you and the computer. The cribbage board is your racetrack. Using your Joystick to assemble and count combinations of fifteens, straights, pairs, and flushes. Each round of play has two phases: head-to-head card playing, in which you try to outwit the computer, and a counting phase, in which you try to outscore the computer. Cribbage has four levels of difficulty. The computer will always play its best but the difficulty level determines the amount of scoring help you get. At the beginner level, the program displays each scoring set of cards. At the novice level, the computer counts all your points for you. At the intermediate level, you must count your own points, but you have an unlimited number of tries to arrive at the correct score. At the card shark level, you must count your points very carefully, since the computer will steal any points you miss! The program's complete graphic display of the game's components, its accompanying

sound effects, and its joystick handling make this version of cribbage enjoyable and challenging.

**Requires Atari Basic Language Cartridge and One Atari Joystick Controller.**

**Cassette [410] 32K 15.95**  
**Diskette [810] 40K 15.95**

Bluebook #ATR-36179

### OUTLAW/HOWITZER

1022

Here are two games to show off your marksmanship. In OUTLAW, you square off against another cowboy, who has you cornered in the desert. Fortunately for you, you can hide behind cactus to elude his bullets. You use your Joystick Controller to chase your opponent and to take aim, then to scamper out of range as he fires back at you. You can run him all over the desert, but he's a real sharpshooter, so you'll be doing some fancy footwork to get him before he gets you. The first to score ten hits is the winner.

In Howitzer your tank confronts the enemy tank across a river, which neither can cross. You hear your tank rumble as you use your joystick to maneuver around the field, but you can't count on trees to protect you from enemy fire. Each cannonball you fire that misses its target leaves a hole in the field, but you'll know when either of you has scored a hit - the earth shakes and the tank explodes. The first to score ten hits is the winner.

You can play OUTLAW or HOWITZER against the computer or against another player. To compensate for different levels of skill, each side can play with or without handicaps—each game has 8 variations.

**Requires 24K and Atari Joystick Controller[s].**

**Disk or Cassette 22.95**

Bluebook #ATR-36180

### GAME SHOW

1022

How often have you watched a game show on television and thought, 'How dumb! I can do much better than that! Well, load GAME SHOW into your Atari Home Computer and see if you really can do better under similar conditions.

Styled along the lines of a current TV program, GAME SHOW tests your ability to predict the most popular answers to various questions. The game works basically as follows. A question scrolls across the bottom of the screen with all the correct answers concealed. Two players then compete for the right to guess the most popular answers within the time limit decided prior to the contest. If the player guesses the most popular answer, he can try to guess all the correct answers before three misses, or he can elect for his opponent to try. If the player winning the right to guess misses the

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most popular answer, his opponent gets a chance to guess, with the same options if he guesses correctly. As the players enter guesses, correct ones display in their appropriate rank and the players earn points. Play then continues through a set of ten questions. The winner is the one with more points at the end of the set.

**GAME SHOW** comes with 200 questions and 1155 answers. When you start recognizing the questions, you can create a separate data disk of your own set of questions and answers to **GAME SHOW** (and print them) and continue to challenge your family and friends. Try it! Maybe you'll sympathize more in the future with a contestant whose mind 'goes blank' when the pressure is on.

**Requires Atari Basic Language Cartridge, 2 Atari Joystick Controllers, and 24K.**

**Optional: Atari or equivalent printer. Disk 15.95**

Bluebook #ATR-36181

### **PUSHKY 1022**

Imagine you've been spirited away to a world populated only by floating clouds of all sizes and by pushkies, which look remarkably like tiny Joystick Controllers. In this strange world, the principal pastime of pushkies is pushing clouds and other pushkies. In fact, that's the object of **Pushky**, a two-player game played with joysticks.

You earn points by 'pushing' more clouds than your opponent and by pushing your opponent. You push by firing missiles from your pushky. Each time you hit a cloud, which can appear anywhere, it disappears and your pushky magically appears in its place. Each time you hit your opponent's pushky, it spins around and disappears. Of course, your opponent is intent on pushing your pushky, too, and on going after the same clouds. Fortunately for you both, spare pushkies wait to fill in for hit pushkies, and you can earn more spares by accumulating points for pushed clouds. You can win at **Pushky** either of two ways: by eliminating all your opponent's Pushkies or by being the first to reach the 'V' (for victory) at the end of the cloud indicator bar. Dedicated **Pushky** players can then advance to **Crazy Pushky** on the same game disk. This version plays all kinds of visual tricks on you. For example, sometimes the clouds take on the same color as the background, and sometimes a pushky takes on the background color. But we won't give away all the tricks!

**Requires 2 Atari Joystick Controllers and 48K.**

**Disk 22.95**

Bluebook #ATR-36182

### **BABEL 1022**

A fast-moving, two-player game packed with sound effects and graphics. You're in a race to build a tower to reach the stars overhead. Which kind of builder are you? One that lays solid foundation or one that lets the bricks fall where they may? You use your joystick to lay the bricks that let you climb to the stars and you score points with each star you touch. You win by outscoring your opponent, but you can also lose at any point if you box yourself in with bricks. In addition, building too precarious a structure can cause you to fall and lose points. And just when you think you finally have the game sewed up, you can become the victim of a celestial event or you can incur the wrath of the heavens!

Play **Babel** for preset goals, set your own goal, or play an open-ended game. Three levels of difficulty.

**Requires Atari Basic Language Cartridge and 2 Atari Joystick Controllers.**

**16K Cassette 22.95**

**24K Disk 22.95**

Bluebook #ATR-36183

### **PUSHOVER 1022**

You're locked in a life-or-death struggle high atop a sheer cliff. Two more steps and it's curtains. But wait! Your strength returns and you start pushing your opponent to an untimely demise. You did it! You've won your first round of **Pushover**.

Once the game starts, a two-sided cliff appears on the screen and a helicopter airlifts one of each player's three warriors to the battleground. The fighters bow to each other and the fight begins! As quickly as possible you must interpret the command symbols displayed on the face of the cliff. You race to respond to the commands with your joystick. With each correct response, you push your opponent closer to the edge of the cliff. The battle can rage back and forth until finally the one who persists with the faster correct responses wins the round as the other warrior plunges to the ground. The battles continue until one player loses by having no remaining warriors. After catching your breath, you can then choose to play another game using the same levels of difficulty, change the options, or leave the battlefield until another day.

**Pushover** has several interesting options. At the start of the game, you can choose one of three types of symbols or a mind-boggling mixture. You can vary the computer's skill from 'easy victim' to 'invincible opponent' in a one-player game. In a two-player game, a handicap option lets novices battle warriors.

**Requires Atari Basic Language Cartridge, 1 Atari Joystick Controller/Player, and 32K Memory.**

**Disk or Cassette 22.95**



Bluebook #ATR-36184

**BLOCK 'EM-REV. 2****1022**

Vent your aggressions and enjoy yourself at the same time. One or two players can select from several game variations. In the two-player game, you each build a maze-like wall with your joysticks, trying to be the first to box in the other's wall. Every collision you force on your opponent earns you a point as well as the satisfaction of seeing your opponent's wall glow and then disintegrate before your very eyes! Simultaneous collisions of both players earn no points for either one. This version has options for determining the winning score (for quick or prolonged games), block size, and play speed.

Or, you can select from two one-player versions. In Ghost Wall, you compete against the computer, but the computer's wall has a distinct advantage-- it can pass through yours. In Captive Sssnake!, you move your snake around the field trying to reach the escape hole before colliding with anything. After your snake reaches a certain length, it remains that length as it moves around. Each time you reach the escape hole, your next snake grows!.

The games demand both reflex speed and strategy, but the relative importance of each depends on the options you select. Revision 2 adds the two one-player variations, offers a black-and-white TV screen option, and improves joystick response at slow speeds.

**Requires Atari Basic Language Cartridge and a set of Atari Joystick Controllers.**

**16K Cassette 15.95****24K Disk 15.95**

Bluebook #ATR-36185

**SPACE CHASE****1022**

You're in a beautiful, colorful galaxy. Your mission is to conquer all the planets for the Galactic Federation and then go on to the next galaxy. A piece of cake, right? But don't forget about those dreaded Clone Robot Ships that will pursue you relentlessly to every corner of space, destroying every planet in its path, planets the federation will hold you accountable for.

You move your ship through space with your joystick until you reach a planet, thereby conquering it. You can plant nuclear charges in the path of the enemy Clone Robot Ships. You can also protect yourself by turning on your shields, but you earn fewer points if you do. Another way to elude the enemy is to venture past the galactic fringe and re-enter the galaxy from the other side.

The more skilled you become at conquering a galaxy, the tougher the challenge you face. In the first galaxy, you must dodge only one Clone Robot Ship. But you

face more enemy ships as you enter additional galaxies. You have only one life for your mission, but you can enter any number of galaxies! Your mission ends when an enemy ship destroys you or when your ship explodes from a nuke.

This real-time, fast-paced game offers realistic sounds and colorful displays. Other features of Space Chase are options for number of nuclear charges and whether to use protective shield, intelligent pursuit of Clones, and scoring based on your selected strategy and your skill. You and your friends can compete in three different ways, because Space Chase keeps track of three different scores — the most points earned, the most planets taken, and the most galaxies conquered.

**Requires Atari Basic Language Cartridge and 1 Atari Joystick Controller.**

**16K Cassette 22.95****24K Disk 22.95**

Bluebook #ATR-36186

**THE MIDAS TOUCH****1022**

Put your worries aside and get ready for a challenging word game. The Midas Touch won't turn everything to gold, but it will provide hours of fun, competition, and thinking.

Before the competition begins, you choose the number of players between one and four, kind of game, time limit for choosing letters, and level of difficulty. In game 1, you fill in blanks on the upper third of the screen. In the more difficult game 2, you fill in the blanks and then try to guess the correct answer to the phrase.

At each turn you have three choices. You can win the chance to choose a consonant by spinning a roulette wheel of words. To spin the wheel, press any number key between 1 and 9 before the timer counts down one-half of your chosen time limit. The words FREE SPIN, LOSE A TURN, LOSE TOUCH, GOLD, SILVER, OIL and ROCK scroll in single file across the lower third of the screen. Depending on where the scrolling stops, you either win a free spin token (usable at any time), choose a consonant (when you stop on a mineral), or lose all your points (when you lose your touch). You have your full time limit to choose a consonant. If you're successful, the letter turns into the mineral. The program computes the dollar value of the consonant, according to the mineral, and adds that amount to your score, which displays at the bottom of the screen. If the letter doesn't exist in the phrase, your turn ends. Or, you can choose to buy a vowel. If you guess a correct vowel, you win points. An incorrect vowel guess ends your turn. Or, you can type the solution. A correct guess wins you the game. An incorrect guess eliminates you from this round of play. The winner keeps his winnings while the other players'

## 36000 • Games

scores return to zero. At the end of a set of three games, each player's total score displays.

**Requires Atari Basic Language Cartridge, and 32K.**

**Disk or Cassette 15.95**

Bluebook #ATR-36187

### **REVERSI II** 1022

A two-player strategy game playable on several levels. The object is to outflank your opponent's squares on two sides — vertically, horizontally, or diagonally — to capture them. You win if you have more points than your opponent when the last square on the grid is filled. Often a substantial lead can vanish with one strategically placed marker. One player can compete against another player, using one or two Joystick Controllers, or one player can compete against the computer at three different levels. At the easiest level, the computer always takes the most pieces possible on a move. At the intermediate level, it studies not only its possible moves but your resulting countermoves, thereby playing a good defense. At the highest level, the computer considers its moves, your responses, and its next move; it also judges the value of each square, since some are considered more valuable than others. Another option offers an unusual feature — you can watch as the computer figures out its next move (using the highest level of strategy). On its turn, the computer displays the number of squares to be gained for any legal move and the value of each square after considering the next few moves. Then, after adding the weighting of this value to each square, the computer makes its move.

**Requires 1 Atari Joystick Controller with a second Joystick optional.**

**16K Cassette 22.95**

**24K Disk 22.95**

Bluebook #ATR-36188

### **CHECKER KING** 1022

Are your checkers opponents too predictable? Do you need a real challenger, the kind who thinks ahead, and can't be double jumped? Then turn on Checker King, the computerized checkers game.

Once Checker King loads automatically into computer memory, a playing board displays on the screen. You then choose to play against either the computer or another person. If you play against the computer, you choose the level of difficulty. Your choice determines Checker King's intelligence. Depending on the level, the program will think ahead before taking its turn. Using a Joystick Controller, you position the movable cursor on a checker and press the joystick button. Then you move the cursor to the desired new spot and press

the button again. The program won't let you make illegal moves and you have to jump your opponent's checkers, if possible. You can also set up the checkers to practice specific strategies.

The game ends when only one color of checker remains on the checker board. Players keep track of their own successes and can choose to play the same game again or change the level and play against a new challenger.

**Requires 1 Atari Joystick Controller/Player, and 16K.**

**Disk or Cassette 22.95**

Bluebook #ATR-36189

### **SNARK HUNT** 1022

Your mission: find the snarks hidden inside a mysterious snark box. Your clues: vorpal beams you fire into the box, which are affected by the snarks inside. Only your logic will help you find the errant snarks.

You search for snarks by shooting vorpal beams into a grid. To shoot a beam you move a marker with your Joystick Controller to one of the arrows bordering the grid and press the red joystick button. The path of the vorpal beam gives you clues to the snark's whereabouts. As a vorpal beam moves through the box, it either reflects off a nearby snark in a known pattern, hits a snark directly and is absorbed by it, or exits from the box directly opposite the entry point. Continue shooting vorpal beams and deciphering their movements to track down the snarks. When you think you know where all the snarks are hidden, you mark their locations. Snark Hunt then reveals where the snarks are and computes your final score.

One to eight players can enjoy this game played completely with one joystick. The number of snarks hidden determines the difficulty or your take. Up to four snarks creates a moderately difficult problem, five or six is tough, and seven to nine may make a complete solution nearly impossible. Any player can hide the snarks or the computer can hide them for you. A time limit option adds to the pressure. Don't give up! Keep on playing to increase your skill, better your score, and multiply your fun.

**Requires Atari Basic Language Cartridge and 1 Atari Joystick Controller.**

**16K Cassette 22.95**

**24K Disk 22.95**

Bluebook #ATR-36190

### **WIZARD'S GOLD** 1022

You're in another magical castle, but this time your task is to find a hidden bar of gold and return it to its rightful place.

**Requires Atari Basic Language Cartridge and 24K.**

**Disk 15.95**

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Bluebook #ATR-36191

### SULTAN'S PALACE

1022

The notorious Sultan Abdul has abducted the sheik's daughter. Gallantly, you offer to rescue the princess from Abdul's pleasure palace. Your will power will be tested if you wander into certain of the Sultan's special rooms. This version is for adults and mature teenagers.

**Requires Atari Basic Language Cartridge and 32K.**

**Disk 15.95**

Bluebook #ATR-36192

### SLEAZY ADVENTURE

1022

Your friend has purchased a sailboat, currently moored in Thailand. You volunteer to sail it home for her, thinking you can use it to import contraband. Of course, the more valuables you take, the greater the risks you face.

**Requires Atari Basic Language Cartridge and 32K.**

**Disk 15.95**

Bluebook #ATR-36193

### ALIEN EGG

1022

You awake from a deep sleep to find yourself the only one left aboard your spaceship. To complete the mission alone, you must suit up, exit the spacecraft, capture a specimen of the inhabitants (an alien egg), and return it to the ship's lab for analysis.

**Requires Atari Basic Language Cartridge and 24K.**

**Disk 15.95**

Bluebook #ATR-36194

### CHINESE PUZZLE

1022

This one is for jigsaw puzzle fans. In this diabolical version, you find yourself locked in a suite of rooms from which you try desperately to escape. Unlike most adventures, the rooms hold no helpful hints.

**Requires Atari Basic Language Cartridge and 24K.**

**Disk 15.95**

Bluebook #ATR-36195

### WIZARD'S REVENGE

1022

As a non-believer, you casually make a deprecating remark about wizard believers. Next thing you know, you're transported to a strange and hostile land with nothing but the clothes on your back. It's wizard country and you'd better high tail it out of there! However, that's easier said than done, as you'll soon discover.

This version of Adventure accepts free form commands and it contains some randomness from session to session. It's full of traps. Even using the HELP command can get you into trouble.

**Requires Atari Basic Language Cartridge and 24K.**

**Disk 15.95**

Bluebook #ATR-36196

### GRIDIRON GLORY

1022

Football is as American as Mom's apple pie. Kids grow up playing in Pop Warner leagues and adults spend inordinate hours watching football games. For those who can't get enough, we give you Gridiron Glory, a two-player, professional simulation played from a coach's perspective.

Using a combination of keyboard and Joystick Controller commands, you and your opponent coach any of the twenty-eight professional football teams. Each team is programmed with a different profile, based on more than thirty statistics, such as punting average and field goal accuracy. You have eight-minute quarters to outcoach and outscore your opponent. A 25-second clock ensures a fast-paced, exciting, and often nerve-wracking game by forcing each coach to call plays quickly.

The playing field displays your position and movement of the ball after you call your plays. The scoreboard displays yards gained rushing and passing, total first downs, current down, yards to go, time remaining, and time-outs left.

**Requires Atari Basic Language Cartridge, a set of Atari Joystick Controllers, and 32K Memory.**

**Disk 22.95**

Bluebook #ATR-36197

### JAX-O

1022

'Jacks' players, it's time to trade your chalk circle for a television screen. The game is the same - only the face has changed. Using your Joystick Controller, you toss a ball onto a playing field and then race to pick up the jacks before the ball bounces.

One to four players can play Jax-o. Each player chooses his own level of difficulty before the game starts. Different levels can exist in the same competition. This choice includes the size of the playing field and ball speed. The game has seven levels and will proceed through each level unless you choose to 'hold' and replay games on the same level.

Once the game starts, ten jacks appear on a square playing field. The player, set, and level number display at the top of your screen. Your player looks like a hand holding a ball and moves when you manipulate your joystick. Pressing the joystick button throws the ball

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onto the field. The player scurries about trying to pick up a jack and catch the ball before it bounces. Clear the field and you move into set two. Now you pick up two jacks at a time until you clear the square. Continue through the sets picking up threes, fours, and so on, up to tens. Your turn ends when your attempt to pick up the jacks fails.

The game starts over once you complete the seventh level. In a one-player game, you try to master different levels of difficulty. In a multiplayer game, you race to be the first to complete all seven levels.

**Requires Atari Basic Language Cartridge and 1 Atari Joystick Controller / Player.**

**24K Disk 15.95  
16K Cassette 15.95**

Bluebook #ATR-36198

### **RABBOTZ, REV. 1.1**

**1022**

Want a truly hare-raising experience? Need something to keep you hopping? You say you are already feeling a little jumpy? Then you are definitely ready for Rabbotz, a one or two-player game requiring speed and dexterity.

Once you choose the initial level of your game, you'll see your screen enclosed by a picket fence. The player or players appear as human beings along with a number of jumping Rabbotz, the ammo shack, and Coney Island - the entrance to the Rabbit Transit System. You move your player using a Joystick Controller. Rabbotz reproduce on the playing field by 'splitting-hares.' Although Rabbotz reproduction happens randomly, no more than two dozen Rabbotz appear on the field at one time.

You accrue points by either sabotaging Rabbotz, catching a bonus ball, or clearing the playing field of Rabbotz to complete a level. The Rabbotz move in unexpected directions and speed. Both you and the Rabbotz can enter Coney Island and reappear anywhere on the screen. Press the joystick button to plant land mines in the Rabbotz path. If you run out of mines, move your player over to the ammo shack for more mines. If a Rabbotz steps on a mine, you win points. If you run into a mine or a Rabbotz, you lose one round of a three-round set. If you clear the playing field of all Rabbotz, you advance to the next level and battle one more Rabbotz than the previous level with one less land mine at your disposal. You can win bonus rounds by making it to higher levels. If you catch the smiling bonus ball, which appears at random times and places on the screen, you win points. Revision 1.1 refines the sounds and motions.

The game keeps track of your score during each set. At the end of the game, all scores display. The highest score this session also displays.

**Requires Atari Basic Language Cartridge and 1 Atari Joystick Controller / Player.**

**16K Cassette 22.95  
24K Disk 22.95**

Bluebook #ATR-36199

### **CENTURION**

**1022**

Here's a real-time war game in which you are a Roman centurion assigned to destroy ten hordes of barbarians before they destroy your ten legions. Your legions occupy positions in an 11-by-18 grid of hexagons. But you don't know the locations of the enemy units until one of your units nears an enemy unit; then that unit displays in its hexagon. You move your legions by issuing a series of directional commands. After entering your commands for a unit, you go on to move other units while the program carries out your commands. It also controls the enemy's moves. The barbarians are intent on wiping out your units! Thus, you constantly need to scan the grid for enemy movement and then recall your units to revise your strategy. 10 levels of difficulty to accommodate novice and experienced warriors alike. The high levels allot barbarians greater strength and give you less time to play your moves. If you vanquish the barbarians, the Roman Senate awards you silver pieces commensurate with your victory.

**Requires Atari Basic Language Cartridge.**

**16K Cassette 15.95  
24K Disk 15.95**

Bluebook #ATR-36200

### **TERRY**

**1022**

Your guests languidly dunk the chips in the dip. Their eyes glaze over boredom. Only their hands are active...stifling yawns. The awkward conversational pauses stretch out interminably. Your party is going down the tubes. It is time to bring in Terry! Not only can she breathe life back into your party, but she can even help you and your guests figure out why the party is bombing, if you are curious to know the reason. Granted, Terry can be sarcastic at times, and sometimes Terry's comments make sense only to Terry. But as analysts go, she's cheap and she is always available. Besides, how else could you save both your party and your composure? (P.S. Terry is also a good companion when you are all alone.)

Terry is your very own analyst. Depending on your mood, you can engage her in light conversation, or you can reveal your innermost feelings. While she does not promise to clear up all your problems, she will keep your sessions in the strictest confidence, so feel free to reveal all. And she is very easy to use. You can start conversing as soon as she automatically loads into computer memory. You talk to Terry via the keyboard, and she displays her responses on your screen. She can last as long as you can - long after your last guest has departed!

**Requires Atari Basic Language Cartridge and 32K.**

**Disk or Cassette 15.95**

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Bluebook #ATR-36201

### DOMINATION

1022

Here's a game where greed, cunning and ruthlessness can work to your advantage. Of course, judicious planning, quick reflexes, and some occasional diplomacy also help. In Domination, between one and five players compete for power via economic means and nuclear or conventional warfare. You must make decisions quickly, exercise skillful hand-eye coordination, outguess your opponents, and cope with random events. You decide the length of the game by setting the number of years you want to cycle through. A cycle consists of three phases for each player. In the Nuclear Conflict phase, you can declare war against any opponent. Then you try to outguess your enemy during seven missile launches. In the Asset phase, you buy, sell, and reallocate assets to prepare for the final phase. In the Domination phase, you choose a country to fight or to try a little diplomacy on - either way, you are after it's assets. Should you declare war, you then allocate your armies and personally shoot the cannons. When you prevail, all the country's assets transfer to you; when you lose, your assets diminish according to how heavily you committed yourself. Winner is the richest superpower at the end of the specified time span.

**Requires Atari Language Cartridge.**

**24K Cassette 22.95**

**32K Disk 22.95**

Bluebook #ATR-36202

### MEMORY MATCH

1022

Drat! Where did I see that other heart? Was it 'sun' or 'son' in box 39? Was that flag in box 17 flying leftward or rightward? 'What'? you ask. These are typical comments you will hear from a Memory Match player. Designed for 1 to 4 players, this is a challenging version of the popular memory game requiring players to match pairs of hidden objects. Memory Match contains 42 numbered boxes hiding 21 matching pairs. You may choose from four kinds of memory challenges. You can select pictures, such as airplanes, boats, houses, space creatures, and rabbits. Or, you can choose the Atari Computer graphic symbols, which can differ, for example, in whether they are facing left or right, up, down, or diagonally, or are in normal or inverse video mode. You can also choose single letters. Or you pick three-letter words, which pose yet another memory challenge since many of these words rhyme or sound alike, such as 'two' and 'too', 'sit' and 'hit', and 'hat' and 'hot.' You enter your pair of number guesses either via the keyboard or with a Joystick Controller.

**Requires Atari Basic Language Cartridge**

**Optional: One Atari Joystick Controller/Player.**

**16K Cassette 22.95**

**24K Disk 22.95**

Bluebook #ATR-36203

### ANTHILL

1022

Beat your opponent to the top of the maze.

**Requires: An Atari Basic Language Cartridge and two Atari Joystick Controllers.**

**Cassette [410] 8K 15.95**

**Diskette [810] 16K 15.95**

Bluebook #ATR-36204

### BUMPER POOL

1022

A two-player version of the popular pool hall game.

**Requires: An Atari Basic Language Cartridge and two Atari Joystick Controllers.**

**Cassette [410] 16K 15.95**

**Diskette [810] 24K 15.95**

Bluebook #ATR-36205

### CODECRACKER

1022

Break the three-to-five digit code within twelve guesses.

**Requires: An Atari Basic Language Cartridge**

**Cassette [410] 8K 15.95**

**Diskette [810] 16K 15.95**

Bluebook #ATR-36206

### LOOKAHEAD

1022

Try to outwit your opponent in this strategy game played on a number grid.

**Requires: An Atari Basic Language Cartridge and two Atari Joystick Controllers.**

**Cassette [410] 16K 15.95**

**Diskette [810] 24K 15.95**

Bluebook #ATR-36207

### MINOTAUR

1022

Try to find your way out of the random maze before the Minotaur devours you.

**Requires: An Atari Basic Language Cartridge and an Atari Joystick Controller.**

**Cassette [410] 24K 15.95**

**Diskette [810] 32K 15.95**

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You Should Be Stocking  
The Complete Blue Book Family  
Of Computer Directories.**

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Bluebook #ATR-36208

### **SPACE TREK** 1022

Destroy the enemy Oralop spaceships that are threatening the galaxy.

**Requires: An Atari Basic Language Cartridge.**

**Cassette [410] 24K 15.95**

**Diskette [810] 32K 15.95**

Bluebook #ATR-36209

### **TACT TREK** 1022

A tactical-level interstellar combat game calling for lots of patience.

**Requires: An Atari Basic Language Cartridge.**

**Cassette [410] 24K 15.95**

**Diskette [810] 32K 15.95**

Bluebook #ATR-36210

### **GETAWAY!** 1022

By Mark Reid

Quick! Around the corner! The sheriff is in hot pursuit! You've been racing all over town collecting loot and stashing it in your hideout. At first the heists were easy. As long as it was just a little cash here and there, the law wasn't too interested. But then you knocked off an armored van, and the heat's on. You'd better Getaway! You use your Joystick Controller in this one-player game to drive your getaway car around a colorful town covering a scrolling map filling 35 screens. You can collect as much cash and other prizes as you want before returning to your hideout. However, the more you're carrying around, the keener the law is on tracking you down. If you're planning a big heist, be sure to stop at a gas station beforehand to avoid the embarrassment of running out of gas while making your getaway. You can use radar blips to detect nearby patrol cars and armored vans, and when you first get caught, you have two other getaway cars at your disposal before you have to call it quits. As soon as you capture the three prizes and the armored van on one level, you automatically move up to the next level. Each level contains bigger prizes and smarter cops. In the end you'll always learn that crime doesn't pay!

**Requires: One Atari Joystick Controller.**

**Cassette [410] 32K 29.95**

**Diskette [810] 32K 29.95**

Bluebook #ATR-36211

### **CATERPIGGLE** 1022

By Scott Ludwig

Who gobbles up fearsome snakes the way Popeye eats

spinach? Who fends off Serpent Security guards the way O.J. scatters tacklers? Caterpiggle, that's who! Using your Joystick Controller, you maneuver Caterpiggle through an intricate maze to eat up long snakes that can appear anywhere. These snakes are tricky. Sometimes they grow longer by segments, even while Caterpiggle is devouring them. If he goes for the snakes in the middle, the two halves go in different directions. The segments can break off and make their own way through the maze, and Caterpiggle has to chase them down. Even after he has eaten them up, they give him trouble, because they slow him down while they're digesting! Be careful- the snakes are guarded by the supervigilant Serpent Security force. If Caterpiggle collides with one of these menacing creatures, he's doomed, for the time being; he has three lives, or three chances to move up to the next level. With each succeeding level, the snakes grow longer and move faster, and it takes Caterpiggle longer to eat each segment. But then you get more points for each level. If you maneuver Caterpiggle skillfully enough, he'll earn a bonus for eating any guards touching a snake! Recommended for ages 7 and up. Written in machine language.

**Requires: One Atari Joystick Controller.**

**Cassette [410] 16K 24.95**

**Diskette [810] 24K 24.95**

Bluebook #ATR-36212

### **DIGGERBONK** 1022

By Steve Robinson

This just isn't your day. You get a speeding ticket on your way to work, you have a run-in with your boss and your husband forgot to defrost the pork chops. Don't take it out on him! Take it out on the Pulsing Greenies, the Purple Gurple, the Yellow Blinker, and a host of other hostile creatures. Play a game of Diggerbonk! Using your Joystick Controller, you maneuver through a vertically scrolling maze to accumulate points by "bonking," or demolishing, your enemies. If you bonk a Pulsing Greenie, you glow with special powers you can use against the real threats: the Purple Gurple, the Yellow Blinker, or, worst of all, the Aqua Chaser. Of course, they're out to get you, too, so you have to keep your wits about you. There are some last-ditch escape methods, including the Panic Button, which you can use only in the most dire emergency. Besides your enemies, you have to watch out for some hazards in the landscape. Don't let the Orange Whirlers entice you too far down the screen, or you might be boxed in as the wall scrolls downward. Even if you just bump into the wall, you lose points, unless you can capture a Twirler. That lets you break a path through the wall whenever you like. Sometimes a fog cloud passes across the

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screen, making it hard to see where you're going. And the dreaded red bomb might go off at any time—its fragments are deadly. Try to bonk as many creatures as possible before your inevitable demise! Recommended for ages 8 and up. Written in machine language.

**Requires One Atari Joystick Controller.**

**Cassette [410] 16K 24.95**

**Diskette [810] 16K 24.95**

Bluebook #ATR-36213

### MICROSAILING

1022

By Glenn Faden

The saying goes that you'll love sailing if you enjoy standing in a cold shower dropping \$100.00 bills down the drain. Microsailing can't replace the thrill of gliding through the water on a brisk, sunny day, but it does give you a taste of the skill required to sail a yacht, without the heavy financial investment or the uncomfortable conditions that can dampen your pleasure. This yacht racing game for one or two players offers four courses of varying difficulty. A yacht runs through the course before the race to show you how to round the marks. You tack and gybe around the buoys on a course using a Joystick Controller as your tiller. Your speed depends on both your helmsmanship and wind conditions. Experienced sailors can even elect to sail in stormy weather. The game offers two sets of rules. Standard rules ignore boat collisions, whereas advanced play follows the right-of-way rules of the North American Yacht Racing Union. The race ends when one player crosses the finish line after rounding all the marks. The program displays the best time for all races and also shows which player has achieved the best time. Microsailing is the perfect way to prepare for your next regatta!

**Requires Atari Basic Language Cartridge, and One Atari Joystick Controller/Player.**

**Diskette [810] 32K 17.95**

Bluebook ATR-36214

### IMPACT

1022

By David Buehler

Play bumper cars in outer space. Between two and four players use joysticks to direct the movement of skimmers in a common field. These skimmers have no drag, so they coast around at the same speed, unless they hit something or change direction. And that's the point of IMPACT: to be the last surviving skimmer by bumping off the others and staying out of their way so they don't bump you off. A player can energize his skimmer before entering recharging time, during which he is totally vulnerable. A player can fend off an

approaching energized skimmer by energizing his own skimmer. Impact's 24 different playing fields contain various bumpers and traps. Some bumpers cause bouncing in random directions, some cause bouncing in predictable directions, and some instantly destroy any skimmer bumping into them. Other game options include individual player handicapping, number of lives, and setting time limits.

**Requires: One Atari Joystick Controller per player.**

**Cassette [410] 8K 17.95**

**Diskette [810] 16K 17.95**

Bluebook #ATR-36215

### LAZER MAZE

301

Lazer beams that you fire are bounced through mazes of reflecting baffles at an enemy Alien. You must correctly predict his position. This game will challenge skills you didn't even know you had!

**Requires Atari 400/800 and 16K.**

**Cassette 29.95**

Bluebook #ATR-36216

### SURVIVAL ADVENTURE

121

**Requires 32K.**

**Disk 24.95**

Bluebook #ATR-36217

### THE PINBALL CONSTRUCTION SET

665

Allows you to build your own video pinball games by providing a library of conventional (and unconventional) pinball pieces and a set of video tools. Use the video hand to put library pieces on the game board—as many as you want, where you want them. Use the polygon tools to make borders and obstacles. Add game logic and scoring rules with the wiring kit. Create hi-res designs and logos using the BudgeCo magnifier and paintbrush. Change gravity, time, elasticity and bumper strength. Load and save designs to/from disk.

**Disk 39.95**

Bluebook #ATR-36218

### ADVENTURE IN TIME...

726

This text adventure sweeps the player through time and space in a quest to save the world. Using his wits, his trusty robot and his computer, the player begins his journey through the eons. The player races from eon to eon, outwitting the perils of the ages in the pursuit of a master criminal...to thwart his plan to destroy the world. Written in machine language, this program is for players of better than average ability.

**Requires 48K.**

**Disk 29.95**

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Bluebook #ATR-36219

### BIRTH OF THE PHOENIX 726

This text adventure is a tutorial for the new game player. Featuring a complete manual and a really clever story, it introduces the beginning player to the wonderful world of adventures covering all of the major situations. Saving the last Phoenix in the world from extinction is interesting, fun, instructive and opens the door for more advanced adventure games. Written in machine language. **Requires 32K.** **Disk 22.00**

Bluebook #ATR-36220

### CYBORG 715

A science fiction adventure written by a professional science fiction author. A unique approach to adventuring with no treasures and no score, CYBORG allows full sentence input from the player. This text adventure contains character development, animals you can talk to, opinions from the CYBORG, and a sophisticated story. **Requires: Atari 800/1200XL** **Disk 34.95**

Bluebook #ATR-36221

### RASTER BLASTER 665

Written by Bill Budge

#### FEATURES:

- Real pinball flippers make this a game of strategy and skilled shot making.
- Animated shields can shoot a lost ball back into play
- Three animated claws trap the ball if they are enabled. When three balls become trapped, all are released for exciting multi-ball play.
- Three sets of targets test your aim and timing. Hit all of them to enable the claws.
- Plus kickers, thumper-bumpers and an animated spinner help to provide unmatched realism.

**Requires Atari 800.** **29.95**

Bluebook #ATR-36222

### CARNIVAL 1299

Written by Phil Mork

Carnival gives you all the sounds and excitement of a real-live shooting gallery!

The fun explodes when bears growl, owls howl and rabbits run as you shoot'em down with deadly accuracy. But blast with care: ducks that get away'll gobble up your bullets fast!

Go head to head against the computer or shoot it out with another player.

**Requires 410 Program Recorder [16K] or 810 Disk Drive [24K], and Joystick Controller.**

Bluebook #ATR-36223

### BURIED BUCKS 1299

Written by Tom Hudson

On a high mountain plateau in Tibet, an entire community of Sherpa natives and monks has been run off of their ancestral soil by the evil Dr. Muta. As a globe-hopping adventurer, you become curious and decide to investigate the situation. While flying over the plateau in your helicopter, your magnetic detector chatters wildly — you have discovered the treasure of a long-lost Sherpa kingdom!

Quickly equipping your helicopter with explosives, you fly over the plateau and blast the treasure out, intending to split the profits with the displaced Sherpas.

But flying over you in his World War II bomber, Dr. Muta has other plans — he intends for the treasure to remain buried — along with you!

BURIED BUCKS is a fast-action "daredevil" game written entirely in machine language for one or two players. **Requires: 16K, ATARI 410 Program Recorder or 810 Disk Drive and joystick controller**

Bluebook #ATR-36224

### TITAN 1299

Written by Lee Pappas with Tom Hudson

On a routine patrol in Saturnian space you have just discovered hostile alien complexes on the surface of Titan. Outnumbered, you must pilot your ship to annihilate cities, military bases, and power cores hidden in the craters of Saturn's largest moon — at the same time defending your fighter against enemy cruisers and planetary assault interceptors!

TITAN is an arcade style space warfare game written in machine language for one player. **Requires: 16K, ATARI 410 Program Recorder or 810 Disk Drive and joystick controller**

Bluebook #ATR-36225

### CRASH DIVE 1299

Written by Tom Hudson

DATELINE: February, 1995. A United States B-1 bomber has been shot down by a Russian-made surface-to-air missile, fired by a third world dictatorship. The bomber has crashed in their territorial waters, scattering its payload across the ocean floor — five thermonuclear bombs!

YOUR NAME: CLASSIFIED

YOUR RANK: Captain: United States Navy fast attack submarine ORCA.

YOUR MISSION: locate and retrieve the nuclear bombs from within dangerous enemy waters. You must avoid



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the hostile ships cruising on the surface, helicopters, and mines. Can you survive the crushing depths, the magnetic mines, ferocious pummeling depth charges, and enemy hunter/killer subs searching for you? You must — the survival of the free world depends on you!

**CRASH DIVE!** is a fast action submarine warfare game written entirely in machine language. **Requires: 16K, ATARI 410 Program Recorder or 810 Disk Drive and joystick controller**

Bluebook #ATR-36226

### **STAR SENTRY** 1299

Written by Craig Patchett with Adam Berger

The Place: a remote outpost on an ice world light years from earth. Suddenly the small planet THULE is surrounded by alien life orbs destined to change the atmosphere to suit themselves. However, this spells certain death for your base as the frozen mountains start to melt!

You take the command of your single seat fighter to destroy the aliens before it's too late. But you didn't know the aliens had help...

Star Sentry is an arcade-type space action game written entirely in machine language for one player. **Requires: 24K, Atari 410 Program Recorder or 810 Disk Drive, and a joystick controller.**

Bluebook #ATR-36227

### **SUNDAY DRIVER** 1299

Sunday Driver gives you four scenarios to choose from. In game one, you must avoid pedestrians, other cars and obstacles while negotiating corners and trying to beat the clock. In other versions it's winter, and you're driving on ice slicked roads. In game three, it's now night-time (don't hit the ghosts!). If this sounds too easy, try the 007 option — it's you against them on twisty roads. **Requires: 16K and a joystick controller**

Bluebook #ATR-36228

### **RACE IN SPACE** 1299

It's a dangerous race through a menacing meteor storm, as two players compete against each other in a fight through the cosmos. Zooming comets can appear from nowhere, sending the spacecraft back to their starting points. Other options include Warp Drive, Missiles, and Negative Universe, turning Race In Space into a full spacewar!

**Requires: 16K and 2 joysticks**

Bluebook #ATR-36229

### **ANALOG ADVENTURE** 1299

This adventure game is the ATARI version of the famous Colossal Cave text game. A.N.A.L.O.G. Adventure nearly fills one disk and includes a save game feature, enabling a player to stop a game and resume playing at a later time.

**Requires Atari 400/800 32K, and Disk.**

Bluebook #ATR-36230

### **MOVIE THEMES** 1299

This long playing cassette features 10 selections from popular films, including all the big recent science fiction favorites.

**Requires Atari 400/800, 8K, and the Music Composer Cartridge.**

Bluebook #ATR-36231

### **THUNDER ISLAND** 1299

Somewhere in the South Pacific lies an uncharted island that contains a giant transparent maze — a maze that can be set up to an infinite number of variations. With the aid of a small lantern, you must negotiate the maze—racing against time or another player.

**Requires Atari 400/800, 16K, and 2 Joysticks.**



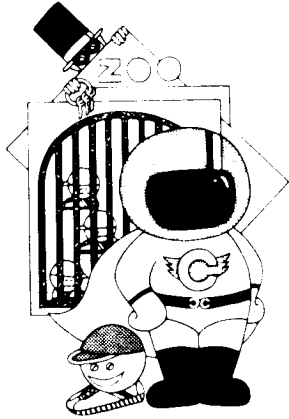
Bluebook #ATR-36232

### **ADVENTURES OF THE BABY SEA TURTLE** 1306

A fast action arcade game with exceptional designs, colors and sounds. Meet Clyde, a newborn sea turtle who must seek a safe haven in the underwater caves. Along the trail, he will meet his predators, who are out to eat him. If he reaches the magical level, he will seek to mate with Claudine. **Requires: Atari 400/800 32K Disk Drive with joystick. 1 to 4 players**

35.00

## 36000 • Games



Bluebook #ATR-36233

### CAPTAIN COSMO

1306

For those who want a unique fast action arcade game with a new refreshing style, designs, colors and sounds. Meet Captain Cosmo, Devious Dan, Spacey Stacey and the Grumpy Munchies. Easy to learn and a challenge to play. Has 99 skill levels.

**Requires Atari 400/800, 32K, Disk Drive, and joysticks. 1-4 Players.**

**Disk 35.00**



Bluebook #ATR-36234

### SUPERBOWL FOOTBALL

1306

Superbowl Football is a realistic football game. You can design your own plays. Penalties, fumbles, as well as interceptions are part of the game. **Requires: Atari 400/800 with 48K Disk Drive and joysticks. Two players**

**40.00**

Bluebook #ATR-36235

### BULLS AND CLEOTS

867

A new program to challenge your skills of logic and deduction. BULLS AND CLEOTS pits you against the computer. This "mastermind" program defies you to enter the correct four digit number before the computer does. You will be given clues after each entry.

BULL AND CLEOTS features three levels of play. At each level you can play alone, with a friend, or against the computer. Recommended for ages 9 - 90.

**Requires 32K.**

**Disk 25.00**

**Cassette 20.00**

Bluebook #ATR-36236

### METEOR STORM

1318

By Jon Atack and L.J. Knoll

As the game begins a gigantic storm is approaching the planet Dracon. You must guide your fighter ship from the rescue ship through the meteors, debris, and the random space storms to the city. As they lower the shield you guide your ship to the landing bridge, pick up a survivor, and fight your way back to the rescue ship. Be careful of the meteors, if they strike the city when the shields are down you lost one person and 1,000 points. A transport ship will then pick up the survivor.

Each city has 10 survivors. If you can save all the people you advance to the next level, but there is a surprise waiting for you if you make it to the 10th level! This is a 100% machine language, fast action arcade game written exclusively for the ATARI. It makes extensive use of the player missile graphics and sound routines available on the ATARI. **Requires: 16K RAM on cassette, 24K RAM on Disk, and one joystick controller**

Bluebook #ATR-36237

### GUESS THE NUMBER/REVERSE

1278

The computer "thinks" of a number and asks the player to GUESS THE NUMBER. The guess "sinks" if too large or "floats" if too small. When the number is correctly guessed, the speaker and screen go wild!

REVERSE reveals a surprisingly challenging strategy with scrambled lists of digits. The object is to arrange the list in order through a series of "reverses." Sound and graphics add to the fun as players refine their strategies.

**Cassette 14.95**

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Bluebook #ATR-36238

### SNOOPER TROOPS I

1319

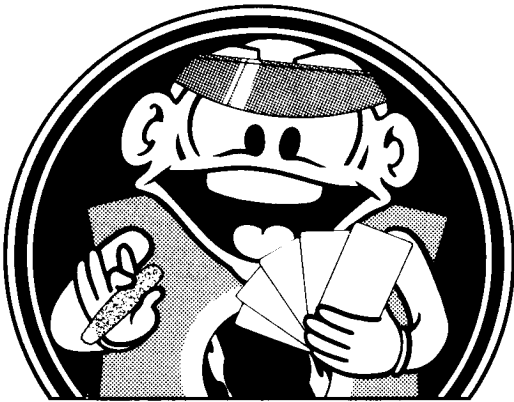
A series of interactive mysteries. Players are private detectives trying to determine who perpetuated the crime and what the motive was. Players drive around town, question suspects, search houses for clues, and use the Snoopnet computer to gather information. Grade Level: 10-adult **48K Disk, Atari 400/800 44.95**

Bluebook #ATR-36239

### SNOOPER TROOPS II

1319

A series of interactive mysteries. Players are private detectives trying to determine who perpetuated the crime and what the motive was. Players drive around town, question suspects, search houses for clues, and use the Snoopnet computer to gather information. Grade Level: 10-Adult **48K Disk, Atari 400/800 44.95**



Bluebook #ATR-36240

### POKERSAM [THE TALKING POKER GAME]

995

By Jerry White

The makers of S.A.M., The Software Automatic Mouth, now bring you a revolutionary talking game: POKERSAM. He narrates every hand aloud, naming the upturned cards, announcing the bets, and wisecracking whenever he gets the chance. Like a lot of poker players, he's sometimes full of bluster and he isn't always a good sport. But he's always a real character with a gift for gab. Your Atari needs no separate speech synthesizer to produce POKERSAM's speech. It's all done with the S.A.M. speech system, which, as you may know, is available separately as an

unlimited-vocabulary speech synthesizer that you can access in your own programs. POKERSAM is not a tool for creating your own computer speech, but it contains a small module of the S.A.M. system. This means that it has the ability to make any Atari computer speak, without additional hardware or software. **Atari 400, 800, and 1200XL 24.95**



Bluebook #ATR-36241

### WORDRACE ACCESSORY #1

995

#### CLAIM TO FAME

You race against the clock and compete with your friends to match historical figures with their claims to fame. What did William Harvey do? Write "Metamorphosis"? Discover the circulation of blood? Lead Confederate forces in the American Civil War? If you know the answer, a fast response will net you a lot of points. But a wrong guess could wipe out your lead in the game. Was Herodotus an orator, general, or historian? What was Carrie Nation's claim to fame? As you gain skill you learn fascinating facts about people who shaped world history: monarchs, poets, warriors, scientists, and more. Get to know over 600 of the famous and infamous!

#### INTERMEDIATE WORDRACE

If you've mastered Beginner's WORDRACE, you're ready for the next step to becoming a word wizard. This is a new level of the same WORDRACE game. It's harder than the Beginner game but easier than the Regular game. These 600 new words and definitions are suitable for youngsters age 11 - 16, but intermediate WORDRACE is fun for older teens and parents too.

#### SPORTS DERBY

If you like sports trivia, show off your knowledge of athletes and their sports in this fast-paced, competitive game. Who was Foxhall Keene, and what was his sport? Was Joe Fuls the first NBA scoring champion, the inventor of the catcher's mitt, or a wishbone quarterback at Oklahoma? Who was the first 4-minute miler not to win his race? Remember, quick right answers get you lots of points, but quick wrong guesses get you lots of trouble. Challenge your friends to identify up to 600 sports figures of the past and present. SPORTS DERBY separates the real trivia champs from the also-rans with hours of exciting fun. **Requires: Atari 400/800/1200XL, Wordrace game disk**

## 36000 • Games

Bluebook #ATR-36242

### SPACE GAMES

1308

Three arcade style games all in one package. Includes: Aliens, Survive, and Robot Attack. **Requires: Atari 400/800**

32K Disk or 16K Cassette 24.95

Bluebook #ATR-36243

### DIGGERBONK

1308

An arcade style game with a scrolling maze that never repeats. You must guide the digger upward before it gets carried off the bottom of the screen while battling Orange Whirlers, Pulsing Greenies, Twindlers, Bombs, Purple Gurpies, the ever nasty Aqua Chasers, and a menacing fog. **Requires: Atari 400/800**

32K Disk or 16K Cassette 29.95

Bluebook #ATR-36244

### ADVENTURES OF PROTO:

1308

Prototype comes alive in his own delightful adventure games. Your child will have hours of fun teaching Proto to color, play songs and catch Mars Mallows. The games even save the songs or pictures that your little one and Proto create.

16K Cassette or 24K Disk 24.95

Bluebook #ATR-36245

### PROTO'S FAVORITE GAMES

1308

Proto just loves kids and in his new adventures they can help him try his skills at bowling, 15 (a number puzzle), connect-the-dots and square-4.

16K Cassette or 32K Disk 29.95

Bluebook #ATR-36246

### PROTO'S FUN DAY

1308

Proto will have an entertaining day with kids (ages 4 to 10) helping him match shapes, assemble new robots in Professor Von Chip's lab, and grow a blooming garden in two different ways.

16K Cassette or 32K Disk 29.95

Bluebook #ATR-36247

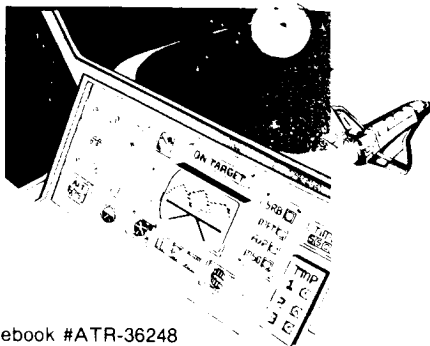
### SHEBA'S SNAKES

1308

Have you ever wondered what kind of pets they used to keep way back then? This game takes you back to Morocco in the 9th century to try and win a pet snake from Sheba, a very wily snake charmer. All you have to

do is guide your new friend through 7 levels of feeding. This game is written in BASIC and machine language so it can be listed—and you can see how an arcade game is developed!

16K Cassette or 32K Disk 24.95



Bluebook #ATR-36248

### SPACE SHUTTLE ADVENTURE - MODULE 1

1352

By Paul Kindl

A realistic, real time, high resolution space flight simulator that reflects an actual Space Shuttle mission with meticulous attention to detail. Neither a typical arcade or role-playing game, this simulator places the user at the controls of the Space Shuttle throughout all phases of the mission. Module 1, the first of this series, provides lift-off, orbit and re-entry to a final touchdown with true representation of approach and landing using fine-scrolling to present the actual runway. Because of the unique game interchange format used in this series, future Adventures Disks (now in development) will integrate with this master program. Assigns scores and skill level to player which may be saved as a permanent record. **Requires 32K and Joystick.**

Disk 29.95



Bluebook #ATR-36249

### TRIVIA TREK

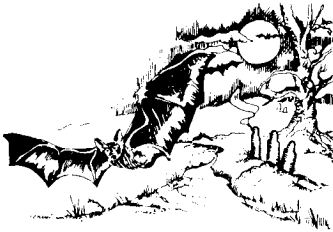
1352

By Jerry White

Unlimited fun, lots of laughs and educational for one or two players. Supplied with two thousand multiple

## 36000 • Games

choice answers and five hundred questions in 50 categories ranging from soap operas to Atari computers to James Bond. CREATE/EDIT, a powerful datafile creation and editing program, allows the user to create and edit trivia questions and answers in original categories and save them on separate data disks. These features insure many hours of fun, allowing all members of the household to create and save their own special files. Special features include: Player Missile Graphics, user or random selection of subjects, random positioning of correct answers and many comical answer choices. Trivia Trek comes with a comprehensive user's guide. **Requires: 32K** **Disk 29.95**



Bluebook #ATR-36250

### HAUNTED HILL

1352

By George Richardson

It is midnight and the lethal malevolent Vampire Bats are flapping their way down the hillside and through the ancient graveyard towards the town. Your assignment, should you choose to accept it, is to defend the town and destroy the attacking bats. But be careful, if you destroy the tombstones, you will unleash the ghosts of the evil ones buried beneath and you will have to contend with these non-corporal antagonists as well.

**Requires: 16K and joystick**

**Disk 29.95**

**Cassette 24.95**



Bluebook #ATR-36251

### FUN 'N GAMES

1352

By Jerry White

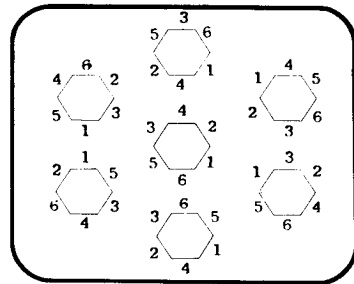
Contains LEAPFROG, WORDJUMBLE, POSSIBLE, and GUESSIT. LEAPFROG is a version of the classic

Chinese Checkers. Instead of checkers, animated colored frogs are used, with the object being to change positions across the screen in the minimum number of "leapfrogging" moves. Options include playing with or without a time limit. WORDJUMBLE is a computerized variation of the popular game everybody plays in the newspaper; a multiple word descrambling puzzle with hidden clues to a mystery answer and "play on word" hints. Complete with 20 ready to run puzzles and instructions for user creation of new puzzles and hints. POSSIBLE automatically lists all possible combinations of words that can be created by a user from a selected set of letters, or word. Helpful in descrambling or creating word jumble puzzles (WORDJUMBLE, SCRABBLE, CLONES, etc.) GUESSIT is a deductive alphabetic reasoning game for 1 or 2 players. Complete with a 60 word vocabulary, easily changed or expanded by the user.

**Requires The Disk Version of GUESSIT. Supports The Vortrax Type 'n Talk.**

**16K Cassette 17.95**

**24K Disk 19.95**



Bluebook #ATR-36252

### HEXAPLEX

687

By Robert White

A number-puzzle game that is easy to play but challenging. Experts at the game can match the numbers on the sides of the hexagons in a short time and make very few moves. The object of the game is to get the numbers on facing sides of each hexagon to match. In each new game the computer randomly rearranges the patterns and positions. There are hundreds of possible combinations to challenge thinking and problem-solving skills. The number of different arrangements and games is almost endless. The user's manual contains directions on how to use simple commands to manipulate the hexagons on the screen to make matches. Score is kept by the computer and displayed continually on the screen. This math-puzzle game does not require computation to win, but rather clear and logical thinking.

**Requires: Atari 800 and 48K Memory.**

**Disk or Cassette 39.80**

## 36000 • Games

Bluebook #ATR-36253

### **GUNFIGHT**

**1373**

A two player, joystick controlled game. Two cowboys fight against each other. The fight takes place in the Sierras. You can hide yourself behind a chaparral, but watch out for the lake near the battlefield.

**Atari 400 or 800 with 16K RAM minimum, and joysticks.**

**19.95**



1. *Chlorophyll a* and *Chlorophyll b* were determined by the method of Lichtenthaler (1987). The total chlorophyll content was determined by the method of Arar and Cook (1980). The carotenoid content was determined by the method of Lichtenthaler and Sponholz (1980). The total phenolic content was determined by the method of Singleton and Rossi (1965). The total flavonoid content was determined by the method of Zhishen et al. (1999). The total protein content was determined by the method of Lowry et al. (1951). The total lipid content was determined by the method of Folch et al. (1957). The total carbohydrate content was determined by the method of Dubois and Gilles (1950). The total nucleic acid content was determined by the method of Burton (1956). The total mineral content was determined by the method of Ashby et al. (1984). The total organic acid content was determined by the method of Saito et al. (1987). The total alkaloid content was determined by the method of Saito et al. (1987). The total saponin content was determined by the method of Saito et al. (1987). The total tannin content was determined by the method of Saito et al. (1987). The total terpenoid content was determined by the method of Saito et al. (1987). The total steroid content was determined by the method of Saito et al. (1987). The total glycoside content was determined by the method of Saito et al. (1987). The total alkaloid content was determined by the method of Saito et al. (1987). The total saponin content was determined by the method of Saito et al. (1987). The total tannin content was determined by the method of Saito et al. (1987). The total terpenoid content was determined by the method of Saito et al. (1987). The total steroid content was determined by the method of Saito et al. (1987). The total glycoside content was determined by the method of Saito et al. (1987).

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## 37000 • General Science

**Also See Related Categories:** 16000 Biology  
19000 Chemistry  
27000 Electronics  
29000 Energy  
62000 Physics

Blue Book #ATR-37000

### CELLS

1016

By David Alan Herzog

In these two programs, a presentation which is informative, motivational, and fun has been created to illustrate and explain the fundamental parts and functions of a cell. Animated graphics are used in both programs to aid in teaching about the cell. The programs contain both tutorial and drill formats.

I. Basic Cell Structure - In this almost totally graphic presentation of the cell, the viewer is introduced to the basic parts of a cell (cell membrane, cytoplasm, nucleus), shown how small particles of dissolved nutrients may pass through a cell membrane while larger particles are kept out, and is shown an amoeba extending a pseudopod. A drill section completes the lesson. The program responds to incorrect answers by branching to clear and complete explanations.

II. Cell Division (Binary Fission) - The subject of cell reproduction by binary fission is explored in a step-by-step animated view of mitosis, cell membrane expansion and pinching together, and the resulting two daughter cells. The tutorial is followed by a drill section which utilizes branching to provide easily understandable explanations to incorrect student responses.

This program, exploring the wonders of the smallest complete unit of life, will make a fascinating addition to any library of educational software.

**Disk 39.00**

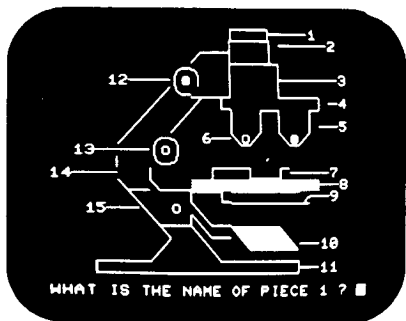
Blue Book #ATR-37001

### PARTS OF THE MICROSCOPE

1016

By Janice Pitkof

Using an excellent graphic representation of a microscope, this program teaches the student to identify the various parts by location and function. The lesson begins with each part of the microscope being highlighted as its purpose is explained. This is followed by a drill section where the student must recall each part and its function. If the student answers incorrectly, the program branches to an explanation which



encourages learning. Animated graphic rewards are used to reinforce correct responses. Graphics ... personal responses ... branching ... animated rewards ... all these ingredients make this lesson one that will generate enthusiasm and interest on the subject in your class.

For Intermediate/Junior High School.

**Disk 19.95**

Blue Book #ATR-37002

### EARTH SCIENCE

263

Students can expand their understanding of earth science concepts through the variety of programs presented in this package. The astronomy topics of distance in space and rotation of constellations are covered by three of the programs. Earthquakes and Minerals instruct students on calculating the distance to an earthquake epicenter and on identifying 29 common minerals. Earthquakes, Solar Distance, and Ursa Rotation take advantage of the computer's ability to calculate mathematical relationships, such as seismic waves or interplanetary distances, quickly and accurately.

For Grades 5 - 9.

**Requires Atari 400/800.**

**Disk 36.00**



Bluebook #ATR-37003

**STARWARE**

1022

By Harry Koons and Art Prag

Recommended for ages 14 and up/Written in Basic. City lights, cloudy skies, and pollution needn't prevent you from stargazing. Explore the heavens. Displays the stars on your TV screen with the brilliance normally seen only by astronomers at remote mountaintop observatories. Its 900 star coordinates accurately locate all the constellations in both hemispheres. You can display high-resolution diagrams of each constellation and high-res maps of the heavens visible from your home (or any other location) at any date and time this century, down to the second. Even the bright planets, sun, and moon are accurately located with respect to the stars. Starware takes about 4½ minutes to generate a complete high-res map. The program prompts you for the necessary information, such as longitude, latitude, and time zone, to draw your requested map. You can look at a map in two ways-first with only the stars and then with the constellations outlines. Starware has beginner and advanced quizzes for testing your progress in learning to identify the program's 66 constellations. The program also has handy features for telescope owners. It quickly calculates Local Sidereal Time (a time related to stars), letting you easily set the hour circle on your telescope. A "finder" option lets you specify the Right Ascension and Declination of the center of the map and the size of the field of view. This information is useful for locating objects in astronomy books and comets as they're discovered. Happy stargazing!

**Requires Atari Basic Language Cartridge.**

Disk [810] 40K 22.95



## 38000 • Graphics

**Also See Related Categories:** 22000 Computer Science  
25000 Demonstration Programs  
36000 Games  
72000 Statistics

Blue Book #ATR-38000

### DRAWPIC

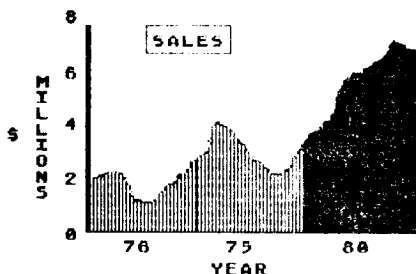
962

Create screens in graphics modes 3-7, using the Atari's joystick. Full or partial screen images are saved as string data in the program and can be instantly recalled and combined into new images using machine language subroutines. These graphic images can be easily incorporated into your own programs.

**Requires 16K.**

**Cassette 29.95**

**Disk 33.95**



### MACROTRONICS SCREEN PRINT

PRESS **CTRL P** TO PRINT SCREEN DISPLAY

Blue Book #ATR-38001

### SCREEN PRINTER INTERFACE

1125

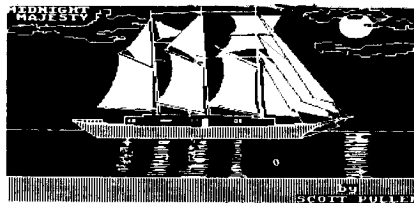
Use your Atari 400 or 800 Computer to print high resolution graphics on EPSON, Centronics, Trendcom or IDS Paper Tiger printers (specific models listed below). With the Screen Printer Interface you can print graphs, drawings, charts, flow charts and more. You can get a hardcopy of just about anything you can display on the screen of your Atari computer. This product includes the Macrotronics Printer Interface cable and a sophisticated machine language program which allows transferring graphics displays to a printer. The cable is 5 feet long and plugs into Controller Jacks 3 and 4 on the front of your computer. The other end plugs into your parallel ASCII printer. A machine language program is booted in from disk along with

DOS. Both high and low resolution graphics may be printed.

Features include:

- Transfers any graphics or text mode - including mixed mode with custom display lists.
- Increase or decrease horizontal and/or vertical scaling. Compose your chart or picture on the screen then print it in one of several sizes, up to several feet wide!
- Grey scale simulation of either color or luminance level, or customize your grey scale.
- Print black on white or reverse image white on black. You can even reverse the grey scaling.
- 55 page professionally written user guide features detailed tutorial, quick reference, sample printouts, example programs, important program addresses and more!
- Fine scrolling, player/missiles and GTIA chip all supported. Display List Interrupts not supported.
- Disk contains DOS 1 and DOS 2 versions plus demo program. **Requires 32K Atari 800 or 400 computer with disk drive and a parallel ASCII printer [EPSON MX-70, MX-80, MX-80F/T, MX-100, Centronics 739, Trendcom 200, or IDS 440G or 445G Paper Tiger]. Note: EPSON MX-80 and MX-80F/T require GRAFTRAX or GRAFTRAX Plus option. Please note that this product will not work with autoboot software [i.e., Atari Word Processor, Text Wizard, VisiCalc, etc.] Specify printer and computer**

**79.95**



Bluebook #ATR-38002

### GRAPHICS COMPOSER

- Complete Joystick Graphics Software
- Save Pictures on Disk or Cassette

**563**

## 38000 • Graphics

- Draw on Hi-Res Screen (Mode 8) in four colors-GTIA not required
- Draw on Medium-Res Screen (Mode 7) in Four Colors From Screen
- Create Player/Missile Shapes Automatically
- Geometric Figures, Program-Circles, Triangles, Squares
- Add Text to Screen-Label and Title in Four Fonts
- Trade Pictures with Friends or Use in Your Own Programs
- Easy to Use Menu & Mnemonics
- Reverse Screen, Fill Figures Automatically with Four Colors
- Airbrush and Paintbrush Modes

Use paddles or joystick to draw picture outline. Then use Fill-in, brush, and Text to color and complete graphics designs. Save to disk to trade with friends. Use completed drawings with player/missiles to create exciting graphic games. Comes with 24 page booklet of easy to understand instructions covering all aspects of graphics composer and Atari graphics.

**Requires 32K RAM, Atari Basic Language Cartridge, Atari 810 Disk Drive, Joystick or Paddles.** 39.95

Bluebook #ATR-38003

### GRAPH IT 1300

Now you can give graphic meaning to complex business and mathematical data. Information is easier to grasp and understand because data relationships are shown on your television screen with colorful bar graphs and pie charts. You can also use a Joystick Controller to plot two or three-dimensional coordinates, as well as polar plots. This highly visual program has many meaningful applications.

**Requires Atari Basic Cartridge, Atari Program Recorder, and 16K RAM.**

**Optional: Joystick Controller.**

Bluebook #ATR-38004

### VIDEO EASEL 1300

Paint by computer. Use a Joystick Controller or the computer keyboard to create richly colored designs. Then watch as the computer expands and modifies your original design indefinitely. Capabilities include drawing, preprogrammed "Painting" and "Life," a game of exploration and discovery.

**Requires Cartridge, 8K RAM, and Joystick Controller.**

Bluebook #ATR-38005

### ENHANCEMENTS TO GRAPH IT 1022

By Howard D. Siebenrock

Recommended for ages 12 and up/Written in Basic. If you own the Atari Graph It program, you know you can create your own bar charts, pie graphs, two and three-dimensional plots, and polar plots on your TV screen, and you can use your Joystick Controller to find values of specific points on the two and three-dimensional plots. Enhancements increases the usefulness of Graph It. With Enhancements you can save your work on diskette or cassette and later redisplay it. Thus, after spending hours creating plots and charts, you can redisplay them without waiting for them to plot again or without re-entering the data. Enhancements also lets you select degrees or radians for plotting the trigonometric functions in the two-or three-dimensional plots, and the function you use displays below the plot. Incorporating these features into Graph It is simple. You merge programs from Enhancements with the cassette Graph It programs and then save the merged programs. From then on, you use these enhanced Graph It programs as you would the original versions, except that you now have additional features readily available.

**Requires Atari Basic Language Cartridge, Atari 410 Program Recorder, and GRAPH IT.**

**Optional: One Atari Joystick Controller.**

**Diskette [810] 32K 15.95**

Bluebook #ATR-38006

### MESSAGE DISPLAY PROGRAM 1022

By Dennis Harkins

Recommended for ages 12 and up/Written in Basic. Business and professional people often need a graphic, automated means to present information in a meeting. Using video aids in stores can often free sales personnel to handle more customers than they otherwise could. This handy program creates up to fifty pages of automatically or manually cycled messages you can display on your computer's screen or over a closed-circuit television system. Containing many of the features of a commercial video message generator, the program is easy and fun to use. Each page can accommodate either ten or twenty automatically centered lines, depending on whether you select large or small characters. Each line can hold as many as twenty characters and you can edit your messages. Message Display comes with eight built-in combinations of letter and background colors, or you can specify your own combinations. You can also edit the colors chosen. Each message can also display the characters in as many as three colors. You can further dress up your messages with fancy borders and dividers and with a highlighted title at the bottom of

## 38000 • Graphics

each screen. You can even change the speed at which the messages display, if you wish. And should you want to create titles for videotape productions, the program lets you manually control screen cycling while your computer is connected to a switcher and feeds the titles into a live program. The diskette version of Message Display also includes a demonstration program containing ten screens (not available on the cassette version).

**Requires:** Atari Basic Language Cartridge.

**Optional:** One Atari Joystick Controller.

**Cassette [410] 32K 15.95**

**Diskette [810] 40K 15.95**

Bluebook #ATR-38007

### ISOPLETH MAP-MAKING PACKAGE 1022

By Clyde Spencer

Recommended for teenagers and up/Written in Basic. Here's a computer mapping package that creates isopleth maps without the tedious and often subjective hand-counting usually required. An "isopleth" is a line drawn on a graph or a map connecting all points of equal value. Topographic contour maps are one example of this kind of map. Isopleth maps are useful for grouping randomly sampled data representing a continuously varying property, such as elevation or temperature, within an area. There are three programs in menu format. With these programs you can create simple isopleth maps from randomly spaced sample points. You can enter as many as 99 X,Y,Z sets of coordinates and produce a 40 x 20 printed listing and/or a 10 color annotated screen display. The printer listing uses values from 1 to 9. Since the program automatically creates nine ranges of values, the contour interval is one-ninth the range of Z-values. Because the main program can take as long as an hour to run, the package includes a plotting program to replot previously generated data files. The package also contains some colorful sample map displays.

**Requires:** Atari Basic Language Cartridge.

**Optional:** Atari printer or equivalent printer.

**Diskette [810] 32K 22.95**

Bluebook #ATR-38008

### SKETCHPAD 1022

By Duane L. King

Recommended for ages 12 and up/Written in Basic and machine language. A computerized doodle pad with storage feature. Remember the doodles you drew around the edges of your lecture and meeting notes? And what about those you sheepishly left on restaurant tablecloths? Now you can doodle on your computer! With Sketchpad you can draw designs until you run out of inspiration, and then store them on cassette or

diskette for later work. You create designs by using a Joystick Controller to position a cursor in the drawing area of the display. Then you type one and two-letter commands in a command window. For example, you type a "B" in the command window to draw a box. Then, to indicate the box's lower left-hand and upper right-hand corners, you position the cursor in the appropriate locations and press the red trigger button. Viola! Sketchpad draws a solid box! The program has 23 commands for drawing, coloring, and merging designs. You can draw points, lines, boxes, circles, lines radiating from a common point, and solid areas. You can create mirror images of designs in several ways- from left half to right half, upper half to lower half, or within the drawing area's four quarters. You can change the hue and intensity of four pen colors (one background and three foreground). All the colors in Atari Basic's 128-color palette (16 hues and 8 luminosities) are available, but your design displays in only four colors at a time. For example, if you change a pen's color to red, then all design elements already created with that pen change to red and new elements drawn with the pen also display in red. You can copy the design elements in one area to another area, and you can merge a design on the screen with one stored on cassette or diskette. The diskette version contains sample designs not included on the cassette version.

**Requires:** Atari Basic Language Cartridge, One Atari Joystick Controller, DOS, and 2 Formatted Disks for storing pictures.

**Cassette [410] 16K 22.95**

**Diskette [810] 24K 22.95**

Bluebook #ATR-38009

### STEREO 3-D GRAPHICS PACKAGE 1022

By Clyde Spencer

Recommended for teenagers and up/Written in Basic. Can introduce you to the world of real 3-D. These programs generate stereograms that let you learn to see a wire-frame stereo model in true three dimensions. Using a simplified approach to the conventional Cartesian coordinate system, you build your model around the center of the "universe"-your TV screen. You then imagine you're in a balloon or aircraft looking down toward the ground and are free to move anywhere you want in the universe. You define your viewing position with the appropriate X, Y, and Z coordinates and the program automatically calculates the parameters to place the center of the universe in the center of your TV screen. You can view objects from anywhere-above, below, behind, and even inside. You can vary the field of view from 2 to 179 degrees, similar to the range from telephoto to normal to wide-angle viewing. Most of the stereogram drawing is in the Atari Computer's high-resolution graphics mode. However,

## 38000 • Graphics

the program also draws a red and green stereopair in medium-resolution graphics mode so users not owning a stereoscope and not being able to direct stereoview can use inexpensive anaglyphic (red and green) glasses to learn direct on-screen stereoviewing.

**Requires Atari Basic Language Cartridge.**

**Optional: Atari Paddle Controllers, Pocket [folding] stereoscope, Polaroid camera, Anaglyphic glasses [red and green lenses].** Disk [810] 32K 22.95

Bluebook #ATR-38010

### MAPMAKER

1022

Were you impressed by the beautiful map used in Chris Crawford's *Eastern Front*? Would you like to create maps as large and detailed as his? Whether you design computerized simulation games or are simply interested in getting the most from your Atari Home Computer, you will find Mapmaker a great programming tool. This easy-to-use utility can help you create multiscreen displays that capitalize on the Atari Computer's outstanding multicolor, fine-scrolled re-defined character sets. The large display that can fit in a small amount of memory is truly impressive. On systems with at least 40K of memory, Mapmaker makes up to 8K available for displays comprising as many as 34 screens! On a system with 32K of memory, 4K is available for screen displays of up to 17 screens. To create a map with Mapmaker, you first define the dimensions of the total display area, and then enter characters from the computer keyboard. Mapmaker acts as an easel upon which you can try out different combinations of shapes by displaying them on the screen. The program's fine scrolling feature allows smooth movement from one part of your map to another using either a Joystick Controller or the directional arrow keys on the computer keyboard.

Mapmaker comes with an all-purpose character set of map elements, which are illustrated by the sample eight-screen map included on the diskette. However, you can use a separate character set editor to create your own mapping characters and then produce an infinite variety of displays with Mapmaker. A compatible editor is INSTEDIT, available through APX. Using graphics mode 2, Mapmaker supports four character colors, plus a background color, and the package contains an easy-to-use facility for changing the playfield color registers. When you complete a map, the program saves your file on diskette.

**Requires Atari Basic Language Cartridge**

**Optional: One Atari Joystick Controller, INSTEDIT or other compatible character set editor.** 32K Disk 22.95

Bluebook #ATR-38011

### FORTH TURTLE GRAPHICS PLUS

1022

If you are a user of our Extended Fig-Forth, you will want to investigate Forth Turtle Graphics Plus. This package contains a group of Forth words (functions) that adds the standard turtle graphics of Atari Pilot to extended Fig-Forth. Using Forth Turtle Graphics Plus, you can design graphic programs displayable in any graphics mode and on any portion of the screen without modifying your program.

Implemented in integer math, the package also includes a normalized coordinate system, the ability to create windows with clipped lines on any part of the screen display, the trigonometric functions, SIN, COS, and TAN, and the twelve graphics modes available with the new GTIA chip for use in Forth programs. Epson printer owners with GRAFTRAX will appreciate the graphics mode 8 screen dump utility included in the package.

**Requires 24K and Extended Fig-Forth.**

**Optional: Epson MX-80 or MX-100 printer with Graftrax.** Disk 15.95

Bluebook #ATR-38012

### ATARI WORLD [3-D Animated Color Graphics]

121

Turns your computer into a sophisticated graphics system capable of creating animated three-dimensional color images, projecting them in true perspective on the screen, rotate them, move them closer, further away, and many other exciting and imaginative things. A screen-oriented text editor is included to facilitate image formation.

You can now "sketch" your dream house, boat, car, or fantasy empire. Then view it as it would be seen from 10,000 feet, or you can zoom in until the screen is filled with a doorknob. You could then go inside and move from room to room examining furniture placement as your screen rotates within the room. Images or specific parts of images can easily be saved to disk or printer.

**Requires Atari 800 and 40K.**

Disk 59.95

Bluebook #ATR-38013

### 3-D SUPERGRAPHICS

121

A 6502 machine language program that will interface to your Basic or machine language programs or games using simple "DOS-like" commands. Watch colorful butterflies, birds, fly across your Atari screen with true 3 dimensional perspective. Have rocket ships fly out at you in this incredible high speed graphics package.

**FEATURES:**

- simple image entry through editor
- objects up to 256 points per side

## 38000 • Graphics

- uses hi-res colors
- allows mixed colored text and graphics for prompts and captions
- translates on 3 axes
- individual axis scales
- 21 different commands
- rotate object 1.4 degrees to 360 degree increments at machine speeds

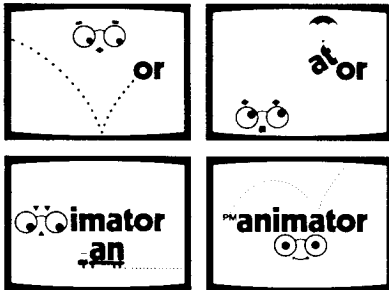
**Requires: Atari 800 with 40K memory [disk optional]  
Cassette 39.95**

Bluebook #ATR-38014

### DELTA DRAWING

1319

Children create colorful drawings on the computer screen by using key commands to control the cursor. One or more drawings can be nested inside one another, building complex drawing programs. The program can be used in a graphics or text mode. Grade Level: 4-14 years old **48K Disk, Disk Drive, printer optional, color TV or monitor recommended, Atari 400/800.** 59.95



Bluebook #ATR-38015

### P.M. ANIMATOR

995

A combination Player-missile graphics editor, animation utility, and tutorial. Supplies the subroutines and know-how to introduce animated player-missile graphics to BASIC programs. An invaluable tool for the beginning and more advanced programmer. The program is hybrid BASIC/machine language.

**Requires Atari 400/800 or 1200XL. Disk 34.95**



The first of these is the fact that the majority of the cases of this disease are reported from the United States and Europe. It is therefore probable that the disease is more common in these countries than in others. The second is the fact that the disease is more common in the summer months than in the winter months. This is probably due to the fact that the disease is more common in the warm countries than in the cold countries.

The third is the fact that the disease is more common in the young than in the old. This is probably due to the fact that the disease is more common in the warm countries than in the cold countries. The fourth is the fact that the disease is more common in the males than in the females. This is probably due to the fact that the disease is more common in the warm countries than in the cold countries.

The fifth is the fact that the disease is more common in the tropics than in the temperate zones. This is probably due to the fact that the disease is more common in the warm countries than in the cold countries.

The sixth is the fact that the disease is more common in the cities than in the country. This is probably due to the fact that the disease is more common in the warm countries than in the cold countries. The seventh is the fact that the disease is more common in the summer months than in the winter months. This is probably due to the fact that the disease is more common in the warm countries than in the cold countries.

The eighth is the fact that the disease is more common in the males than in the females. This is probably due to the fact that the disease is more common in the warm countries than in the cold countries. The ninth is the fact that the disease is more common in the young than in the old. This is probably due to the fact that the disease is more common in the warm countries than in the cold countries.

1914

## 40000 • Health

Also See Related Categories: 16000 Biology  
26000 Dental  
51000 Medical  
59000 Personal

Bluebook #ATR-40000

### HEALTH SERVICES CAREER

- The Medical Team
- The Health Professions
- Helping Patients
- Human Anatomy
- Medical History
- Extended care
- Supplies and Equipment
- Sterilizing Equipment
- Diagnostic Tests
- Blood Tests
- Using the Microscope
- Injections
- Electrocardiograms
- Radiology
- Medical Specialties
- Clear Communications

Requires Atari 400/800.

16 Lessons, 8 Cassettes 79.00

1187

- Diabetic Emergencies
- Prevention and Care of Electrical Shock
- Handling of Fractured Bones
- Care of Minor cuts
- Care of Serious Cuts and Wounds
- Head, Eye, and Ear Injuries
- Moving Injured Persons
- Chemical Burns
- Frostbite and Cold Injuries
- Rescue Breathing

For Atari 400 or 800 with cassette player and educational cartridge. Consists of 16 lessons.

8 Cassettes 79.00

Bluebook #ATR-40003

### PERSONAL FITNESS PROGRAM

1022

By David Getreu

Recommended for ages 12 and up/Written in Basic. Have you been spending too many hours seated at your Atari Home Computer? Are you developing hobbyist's spread? Do you wind easily when you chase after Rover to retrieve your cassettes or diskettes? Do your muscles strain when you lug your equipment to the users' group meeting? Don't despair. Without leaving your computer, you can recapture the pride and vigor that come with being in good physical condition by exercising for 15-30 minutes a day with animated model Pinky Stamina. The eight exercises in the Personal Fitness Program may help improve your flexibility, strength, stamina, coordination, circulation, and general body tone. Taking into account age, sex, heart rate, and past exercise performance, the program tailors the exercises to each user. You can exercise when you want and at your own pace. The program contains daily and weekly progress charts. Recommended that you consult your physician before using this exercise program.

Requires Atari Basic Language Cartridge.

Optional: One Paddle or Joystick Controller.

Diskette [810] 24K 22.95

Bluebook #ATR-40001

### DIET EVALUATION

1200

Record the type and quantity of food you eat in a day and let this program analyze it. The computer reports your desired totals and actual totals for calories, protein, fiber, calcium, iron, vitamin-B1, vitamin-C, and vitamin-A. The program is very easy to use and contains data on nearly 100 foods. The results of the computer analysis can be directed to the screen or printer. Requires 16K.

14.95

Bluebook #ATR-40002

### FIRST AID AND SAFETY

1187

- The Basic Rules of Safety
- Handling Equipment Safely
- Preventing Equipment Accidents
- Recognition of Coronary Attacks
- Care of Coronary Victims
- Recognition of Epileptic Seizures



## 40000 • Health

Bluebook #ATR-40004

### **KNAUS OGINO-BIRTH CONTROL**

1373

This birth control program calculates the time of abstinence using the technique developed by the two scientists H. Knaus and Dr. Ogino.

29.95

Bluebook #ATR-40005

### **SHAPE UP OR ELSE!**

1419

Are you overweight? Out of shape? Many of us are. This program uses the graphic capability of the Atari and presents the user with a total fitness program including exercise routines and a daily diet plan. With Shape Up Or Else, you can monitor your health progress with the long range goal of becoming more physically fit. Choose from a variety of exercise plans with each exercise graphically displayed on the screen with voice-synthesized commands that take you through the paces. The diet plan gives a general briefing on the importance of proper nutritional intake.

**Requires 48K Atari, 2 Disk Drives, Voice Synthesizer, and Color Monitor.**

599.00



## 41000 • Home & Household

**Also See Related Categories:** 21000 Communications  
29000 Energy  
36000 Games  
40000 Health  
59000 Personal Finance  
64000 Real Estate  
71000 Sports  
74000 Tax

Bluebook #ATR-41000

### **THE HOME FILING MANAGER 1300**

At last, a better way to organize your files. This flexible program allows you to create, store, edit, and retrieve information faster than rummaging through that old file cabinet. Helps you to catalog and file such items as tools, recipes, books, addresses, birthdates, and holidays, card lists—anything you can think of to help you organize your life.

**Requires Atari Disk Drive and 16K RAM. Atari printer optional.**

Bluebook #ATR-41001

### **RECIPE SEARCH 'N SAVE 1022**

By Edward Lehmann

How can you come home from work, clean the house, feed the kids, dog, bird, and cat, and still have time to plan an elegant meal for guests? We can't provide the total solution, but here's a program that will get you started. With Recipe Search 'N Save, you can quickly find a recipe that uses the ingredients on hand in your refrigerator. You won't have a cleaner house or a well-fed cat, but you will have your meal planning under control.

You Can:

- store up to 84 recipes per diskette (Use your own blank diskettes for storage.)
- search for recipes using up to two ingredient names and two recipe classifications
- store up to 26 recipe classifications and 8 cookbook titles
- print recipes
- print an alphabetized list of your recipes
- edit recipes
- print an alphabetized shopping list for up to ten selected recipes

A series of program menus guides you through the activities. For each new recipe, you can enter a new recipe name, cookbook title and page number, up to ten ingredients, recipe instructions, and up to four recipe classifications. What a simple way to organize your

kitchen and plan your food budget!

Recommended for ages 14 and up/Written in Basic.

**Requires: Atari Basic Language Cartridge. DOS 2-formatted diskette[s] for storing records.**

**ATARI 825 80-Column Printer or Epson MX-80 Printer.  
Diskette [810] 32K 22.95**

Bluebook #ATR-41002

### **HOME APPLICATIONS AND GAMES PACKAGE 1351**

Over 30 home applications and games especially written for the Atari 400, 800 & 1200 XL Home computers. Here's what's included:

**CHECKBOOK BALANCER**-Take the tedium out of balancing the checkbook. Prevent overdraft errors.

**BUDGET POWER**-Figure the home budget with the Atari.

**NUMBER AVERAGING**-Calculate batting averages and grades.

**WEIGHT LOSS**-Computerize your diet plan.

**BLOOD/ALCOHOL LEVEL**-Test your sobriety before you click on the ignition.

**CRYPTO SYSTEM WITH LIGHT AND SOUND SHOW**-Save sensitive information in unreadable form. Protects your right to privacy.

**MEDICAL HISTORY**-A handy way to keep records on adults, kids and pets.

**GHOST TOWN VAMPIRE GIRLS**-A computer version of the Lady or the Tiger.

**BEOWULF**-Battle the evil, mutant monster Grendel.

**HELICOPTER WAR**-Battle ground troops in this air-war simulation. Graphics and sound effects.

**JET JOCKEY**-Pilot a fighter plane against a Russian built M.I.G. Color graphics and sound effects.

**BRIDGE BUSTER**-Blow up a Hi-resolution graphics bridge.

**.44MAGNUM**-Russian roulette with the most powerful handgun in the world.

**ORACLE AT DELPHI**-Predict the future and test your E.S.P.!

**I-CHING COIN TOSS**-Discover the ancient Chinese method for decision making.

**ADVENTURE DIE CAST**-An automated Dungeon master.

## 41000 • Home & Household

**“R” IS FOR RED**-Right brain, left brain dominance and how I learned to love computer Zen.

**CAR OWNERSHIP EVALUATION**-What will it cost to own the car in the driveway, or on the new car lot, for the next twelve months?

**TRIP EXPENSE CALCULATION**-How much to drive from coast-to-coast on your next vacation?

**MEAL COST PLANNER**-What's it cost to make goulash or quiche? Calculate the per meal and per serving cost.

**UTILITY COST ANALYSIS**-How much does it cost to keep a houseful of lights burning? Here's the answer.

**HEATING LOSS SURVEY**-Here's how to lower the heating bill.

**BULK PURCHASE TABULATOR**-Study the cost effectiveness of making big purchases.

**SMART TYPEWRITER**-Dumb Word Processor. Write letters, business reports, or a best-selling novel with the Atari Home Computer.

**CARPPOOL WORKSHEET**-Make it easy to divide expenses on the road.

**MUSIC COMPOSER**-Play your favorite tunes or write new melodies.

**TYPING TUTOR**-Learn or brush up on typing skills.

**HOME INVENTORY LOG**-Keep a record of important stereo, computer and tv serial numbers.

**TAX BREAK**-Record expenses to maximize deductions at tax time.

**JOGGER LOG**-Chart your performance over the long run, keeping track of distance, time and mood swing.

**CREDIT CARD MANAGER**-Keep track of purchases.

No more searching for records.

**Disk or Cassette 34.95**

Bluebook #ATR-41003

### HOME PAK #2

1351

**DUMB TERMINAL**-Talk to Atari Bulletin Boards or chat on the Source.

**NEW CHARACTER SET**-Game designers can redefine character sets from the standard alpha-numeric to Space ships, Battle ships or zombies.

**SCROLLING DEMO**-No more restriction to just one screen. Access up to ten screenfuls of DUNGEONS, DRAGONS or SPACE WAR! Here's how.

**PLAYER-MISSILE TUTORIAL**-The final word on how to make it all work. It's easy, once you know the secret.

**Specify Atari 400, 800, or 1200XL. Disk or Cassette.**

19.95



## 44000 • Inventory

**Also See Related Categories:** 10000 Accounting  
17000 Business Management  
24000 Data Base Management  
33000 Financial  
45000 Invoicing, Billing, & Order Entry  
65000 Retail & Point Of Sale

Bluebook #ATR-44000

### INVENTORY CONTROL

1373

This program is menu driven. It gives you the following options; read/store data, define items, entry editing, inventory maintenance, (incoming-outgoing), reports. The products are stored with inventory number, manufacturer, reorder level, present level, code number, description. Number of inventory items depends on memory size. It depends on the capacity of your Atari computer how many items you can store in inventory records. The program comes up with the menu, on which you select the various options by pressing one of the number keys. There is no need to press the Return key. 1 & 6: Read/Store Data-You can read or store data on disk or cassette. When this routine ends, the machine displays the menu again.

1: Define the items - You get a list printed on the screen, on which you can put your information. Each entry has the following information: Inventory number, Present level, Manufacturer, Code number, Reorder Level, and Description. Into each entry, you can record alphanumeric characters except the X key. It is not allowed, because it is the exit function. The input of the recorder level and the present level must be numeric. 3: Entry editing - You can make changes, using the cursor functions, A Shift Delete deletes the article. 4: Inventory maintenance - In this mode you can keep track of the merchandise sold and received. The changes are displayed as soon as they are made. 5: Report - You can get a printout of all items in a various description, like reorder level, item number etc.

**Requires Atari 400/800.**

**Cassette 19.95**

**Disk 24.95**

Another program allows you to post transactions to the master file. You may list either file by running the listing program. The inventory reports consist of the stock status report, which gives you the status and valuation of each item as well as the cumulative value for all items on hand, and the ABC Analysis, a report which categorizes your inventory according to frequency of usage and reports the dollar value of each group. The Job Cost Report/Materials tells you the total cost of materials allocated to each job of issue. When used in conjunction with the Job Cost Report/Labor of Micropers, a total job costing is obtained. The Economic Order Quantities program will ask for information concerning the cost of ordering and carrying inventory items, and then advise you of the quantity in which it is most economical to order the item. Again, the program will create a Journal File for those using Microledger interactively with Microinv, and all reports and listings may be printed.

**Requires Atari 800.**

**Disk 200.00**



Bluebook #ATR-44001

### MICROINV

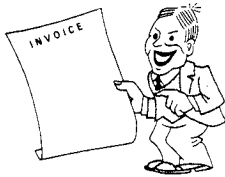
158

A series of programs that carry out the inventory control functions of a small business. The master file maintains detailed information on your inventory stock, while the transaction file monitors data on items received into your inventory or issued to jobs or locations. One program handles data entry into both files, along with update options for the two files.



## 45000 • Invoicing, Billing, and Order Entry

Also See Related Categories: 10000 Accounting  
17000 Business Management  
33000 Financial  
44000 Inventory  
65000 Retail & Point Of Sale



Bluebook #ATR-45000

### INVOICE WRITING FOR SMALL BUSINESS 1373

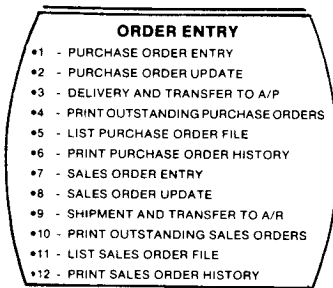
Store your products in Data statements with order number, description, and price. The program later retrieves the description and the price, matching it to the entered order number. The shipping cost and the discount may be calculated automatically depending on the quantity ordered or entered manually. The description to the program tells you how to change the program and adapt it to your own needs. You can get the program on cassette or disk. It comes with description and a couple of invoice forms to write your first invoice onto it.

Disk 39.00

changes in description, price and quantity when orders are shipped or delivered, computes tax and monitors back orders. Program interacts directly with A/P, A/R and Inventory to update records. Interacts through A/P, A/R and Inventory to debit and credit transactions to the proper accounts in Microledger. You may list vendors and customers, report on order histories for individual vendor/customers, call up your orders by order number, record number, or vendor/customer, or list only outstanding orders. Whenever a partial delivery or shipment is made on an order, a new order for the backordered portion may be generated. The purchase order/sales order history programs will provide printouts documenting all activity on original orders. You may obtain hard copy printouts of all reports and listings displayed on the screen.

Requires: Atari 800

Disk 200.00



Bluebook #ATR-45001

### ORDER ENTRY 158

This system handles documentation and control of both Purchase Orders and Sales Orders. Order Entry generates and prints orders and statements in mailable format up to 9 line items per order. Easily manages



## 47000 • Language Arts

**Also See Related Categories:** 15000 Basic Learning Skills  
34000 Foreign Language

Blue Book #ATR-47000

### WORD SCRAMBLE

867

This program is a reading and spelling aid for lower elementary students. A colorful robot prints scrambled words on the screen. The child enters the word correctly. The robot shakes his head to let the child know if the word was entered correctly. This program can be used with the Votrax Type-'N-Talk. This optional feature allows the user to 'hear' the letters as they appear on the screen. The robot also pronounces the word after it is unscrambled.

Features include:

- Choose from one of five word lists supplied with the program
- Enter your own word lists
- Store word lists on disk or cassette
- Review word lists from disk or cassette
- Load and run selected word list
- Full color graphics
- Large easy-to-read letters
- Sound
- Animation
- Optional speech

Recommended for grades 1 thru 4.

**Cassette Version Requirements:**

**Atari 400/800, 16K, Atari Basic Cartridge, and Program Recorder.** 20.00

**Disk Version Requirements:**

**Atari 400/800, 24K, Atari Basic Cartridge, and Disk Drive.** 25.00

**Note: Cassette Version Using Votrax Type 'N Talk Requires 24K. Disk Version Using Votrax Type 'N Talk Requires 32K.**

Blue Book #ATR-47001

### WANTED

867

Your mission is to track down fugitive words. Study the 'wanted' poster for each word and try to identify the fugitive word. The fewer clues you use, the higher your rating at the end of the program. This program improves vocabulary and spelling. The words are

described by their characteristics, part of speech, accent mark, and number of syllables.

Recommended for grades 4 - 8.

**Requires Atari 400/800, 16K, Atari Basic Cartridge, and Program Recorder.** Cassette 15.00

Blue Book #ATR-47002

### WORDMATE

867

Every card in your hand is part of a compound word. The computer also has words in its 'hand'. Match the words in your hand to make compound words. The computer will match its words to make compound words. If you cannot make a word, you must pick a word from the computer's hand. Try to form more compound words than the computer. Be careful! Don't get stuck with the last card!! This program can be used with the Votrax Type-'N Talk. This optional feature allows the user to 'hear' each word as it appears on the screen.

Features include:

- Comes with ten word lists (100 words in all)
- Enter your own word lists
- Store word lists on disk
- Review word lists on disk
- Load and run user selected word lists from disk
- Large, easy-to-read letters
- Sound
- Optional speech

Recommended for grades 3 - 6.

**Cassette Version Requirements:**

**Atari 400/800, 16K, Atari Basic Cartridge, and Program Recorder.** 20.00

**Disk Version Requirements:**

**Atari 400/800, 24K, Atari Basic Cartridge, and Disk Drive.** 25.00

**Note: Cassette Version Using Votrax Type 'N Talk Requires 24K. Disk Version Using Votrax Type 'N Talk Requires 32K.**



## 47000 • Language Arts

Blue Book #ATR-47003

### FISHING FOR HOMONYMS

867

Played like the card game 'fish', you and the computer are dealt five word-cards. You take turns with the computer trying to match the words in your hand with homonyms. This program contains over 150 sets of homonyms. A list of all the homonyms is provided with the program so that the student can study the words before playing the game. The student must enter both spellings for the homonyms. This helps improve both spelling and vocabulary. This program can be used with the Votrax Type-'n-Talk. This optional feature allows the user to 'hear' each word as it appears on the screen. The student can hear the similarities between the words while looking at the spelling differences.

Features include:

- Contains over 150 sets of homonyms
- Large, easy-to-read color letters
- Sound
- Improves spelling
- Optional speech

Recommended for grades 3 - 6.

**Cassette Version Requirements:**

**Atari 400/800, 16K, Atari Basic Cartridge, and Program Recorder. 20.00**

**Disk Version Requirements:**

**Atari 400/800, 24K, Atari Basic Cartridge, and Disk Drive. 25.00**

**Note: Cassette Version Using Votrax Type 'N Talk Requires 24K. Disk Version Using Votrax Type 'N Talk Requires 32K.**

Blue Book #ATR-47004

### SPELLBOUND

867

An extremely versatile user oriented program for any grade level. Can be used with the existing word base, additional word base tapes or enter new words from a child's speller or reader. There are two levels in this program. In the learning level, the word will remain on the screen until a key is pressed. There is no timer; the word will remain on the screen until the child feels that s/he knows how to spell the word. Once a key is pressed, the word disappears from the screen and the child can enter the word. If the word is not spelled correctly, it will reappear on the screen again during the lesson. When the word is entered correctly, a creature from the cheering section will jump up and down in praise. In the testing level, the word is flashed on the screen. The child must then correctly enter the word that was on the screen.

Features:

- Full color

- Large, easy-to-read letters
- Graphics
- Animation
- Sound
- Two levels of learning
- Word base of the most frequently misspelled words
- Ability to create your own word base
- Availability of additional DATA tapes

Recommended for grades 1 - 12

**Requires Atari 400/800, 24K, Atari Basic Cartridge, and Program Recorder. Cassette 20.00**

Blue Book #ATR-47005

### HIDDEN WORDS

867

A "word-search" program ... Your word is displayed at the bottom of the screen. It is hidden among the letters printed on the screen. Move your token over the letters that spell your word. Children enjoy finding and matching the letters of their word with the letters on the screen. Teaches letter and word recognition, and following letter sequences. Hidden Words may be read from left, right, up, down, or diagonally. Find your word before your time runs out!

Features:

- Large, easy-to-read letters
- Full color
- Player/missile graphics
- Word base of the most frequently misspelled words
- For one or two players
- Four levels of play
- Change word base with any SB DATA Tape

Recommended for grades 1 - 8.

**Requires Atari 400/800, 24K, Atari Basic Cartridge, Program Recorder, and Joystick. Cassette 17.50**

Blue Book #ATR-47006

### SB DATA TAPE #1

867

Use these tapes with the Spellbound master tape and the Hidden Words program. The tapes follow a phonetic sequence. Tape #1 begins with short vowels, three letter words and progresses to long vowels, four letter words. The words on each cassette continue this sequence. Each tape contains words more difficult than the previous tape. All words in this series are grouped phonetically and by grade level whenever possible. All Data Tapes contains 300 words.

For grades 1-2.

10.00

## 47000 • Language Arts

Blue Book #ATR-47007

**SB DATA TAPE #2** 867  
For grades 2-4.  
Short vowels, long vowels, blends. 10.00

Blue Book #ATR-47008

**SB DATA TAPE #3** 867  
Blends, hard s, soft c. For grades 2-4. 10.00

Blue Book #ATR-47009

**SB DATA TAPE #4** 867  
Diphthongs, homonyms. For grades 2-4. 10.00

Blue Book #ATR-47010

**SB DATA TAPE #5** 867  
Silent letters, compound words. For grades 3-5. 10.00

Bluebook #ATR-47011

**SB DATA TAPE #6** 867  
More diphthongs, double consonants. For grades 3-5. 10.00

Blue Book #ATR-47012

**SB DATA TAPE #7** 867  
Compound words and endings. For grades 4-6. 10.00

Blue Book #ATR-47013

**SB DATA TAPE #8** 867  
Words not covered in previous units. For grades 4-6. 10.00

Blue Book #ATR-47014

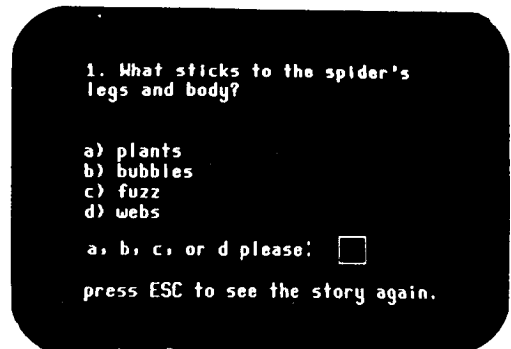
**SB DATA TAPE #9** 867  
Multi-syllable words, compound words. For grades 5-6. 10.00

Blue Book #ATR-47015

**SB DATA TAPE #10** 867  
Unstressed independent sounds. For grades 5-6. 10.00

Blue Book #ATR-47016

**GUESS WORD** 867  
This program gives you the synonyms for the "secret" word. The fewer clues used to correctly identify the words, the greater your score. Written for one or two players.  
For grades 6 and above.  
**Requires Atari 400/800, 8K, Atari Basic Cartridge, and Program Recorder. Cassette 15.00**



Blue Book #ATR-47017

**DIASCRPTIVE READING** 1016  
By Carol Buchter and Ron Buchter  
Six diagnostic tests (one for each skill area), and 36 developmental reading programs, levels 3 to 8 for each skill area, make this a flexible and complete individualized reading series. The programs diagnose the reading skills of each student, prescribe what is needed for improvement, and evaluate performance at each level before directing the student to the next program. If the student did poorly, he/she will be directed to a lower level program for remediation. If he/she did well, the student will be directed to a higher

## 47000 • Language Arts

level program for further developmental activities. Each of the 36 developmental lessons contains short, informative selections, such as charts, paragraphs, etc. The student must carefully read the selections and respond to questions. Each lesson is self directing and self correcting, and focuses on one reading skill for one specific level. Students receive immediate reward or instruction using highly motivating, advanced graphics animation for reinforcement. For instance, each correct answer will show the student that his/her spaceship is getting closer to the moon, and if he/she performs well, a landing will be effected.

A management system, which is completely automatic, is also included in the diskette version of diagnostic reading. The system not only records a student's progress on the disk, but will also remediate or advance the student through each skill area without teacher intervention. The teacher can obtain individual scores, a summary of scores, or a print out of the summary for all the diagnostic results, by typing a simple command. The system can be used over and over again with students being added or deleted at the push of a button. It is designed to keep track of every aspect of a student's performance while remaining simple to understand and easy to implement. The lessons are contained on either 15 color-coded cassettes or 7 diskettes, making the series easy to use for both students and teachers. The diskettes or cassettes encompass the following:

- Diagnostic test for all skill areas (levels 3-8)
- Vocabulary (Levels 3-8)
- Sequence (Levels 3-8)
- Main idea (Levels 3-8)
- Fact/opinion (Levels 3-8)
- Details (Levels 3-8)
- Inference (Levels 3-8)

Difficulty levels determined by student results using SAT and CTBS program.

**7 Disks, 295.00**

Blue Book #ATR-47018

### **HOW TO READ IN THE CONTENT AREAS- SCIENCE/SOCIAL STUDIES/LITERATURE MATHEMATICS**

**1016**

By E. Insel and A.N. Rabin

A skills development program that utilizes the unique capabilities of the computer to personalize, individualize, and interact with the student to help him/her learn content area reading.

Concepts taught include;

- Spotlighting-vocabulary building; learning the meaning of new words and concepts
- Surveying-to determine the information given in a particular reading
- Detecting - main ideas, inferences
- Recalling - important facts, ideas and details
- Utilizing - applying skills to content areas

The program is easy to use and follow. The self-correcting features let the learner know immediately whether or not each response is correct. If incorrect, the program provides for immediate reteaching and reinforcement of the particular skill before the student tries again. Through the clever use of graphics, the microcomputer rewards successful student performance with visual prizes. At the end of each lesson, the learner sees a summary of his/her performance.

For grades 5 - 6, Remedial 7 - 8.

**Disk 189.00**

Blue Book #ATR-47019

### **HOW TO READ IN THE CONTENT AREAS SCIENCE**

**1016**

**Disk 49.00**

Blue Book #ATR-47020

### **HOW TO READ IN THE CONTENT AREAS SOCIAL STUDIES**

**1016**

**Disk 49.00**

Blue Book #ATR-47021

### **HOW TO READ IN THE CONTENT AREAS LITERATURE**

**1016**

**Disk 49.00**

Blue Book #ATR-47022

### **HOW TO READ IN THE CONTENT AREAS MATHEMATICS**

**1016**

**Disk 49.00**

**Use The Blue Book Family  
Of Computer Directories  
To Save You Time And Money!**

## 47000 • Language Arts

Blue Book #ATR-47023

### **OUR WEIRD AND WACKY WORLD 1016**

By Judith H. Cohen and Roberta Behr Wiener

A computer assisted reading program that uses the computer's unique capabilities to provide immediate remediation and reinforcement for poor reading students. High motivation is provided by the techniques, animated graphics and short, humorous, true-to-life stories on which the program is based. Story based activities include fill-ins, look-alikes, cloze practice, ordering, etc. Wrong answers elicit immediate aid by the program. Related ditto exercises stress comprehension and decoding skills. Literal comprehension program: Reading with Understanding. Eight short stories, followed by word meanings and cloze practice on the computer with a follow-up practice ditto for each story.

Reading Level - 4, Remedial Interest Level - Intermediate, Developmental Interest Level - Grades 2 - 4.

**Disk 44.95**

Blue Book #ATR-47024

### **OUR WEIRD AND WACKY WORLD 1016 CRITICAL READING PROGRAM**

Eight short stories, followed by cloze practice and critical understanding questions and a follow-up ditto for each story.

**Disk 44.95**

Blue Book #ATR-47025

### **O'BRIEN VOCABULARY PLACEMENT TEST 1016**

By Janet O'Brien

A graduated vocabulary test that will find a student's independent reading, level quickly. Validated on over 7000 students, it is culturally unbiased, discounts guessing, and has a placement range of readiness through a 7th grade reading level. Scores are stored for display to teacher only.

**Disk 24.95**

Blue Book #ATR-47026

### **OUR WILD AND CRAZY WORLD 1016**

By Judith H. Cohen and Roberta Behr Wiener

Short, humorous stories taken from the pages of newspapers and magazines make this computer-assisted reading program interesting to secondary and adult reading students. The lively subject matter ranges from the physical and mental problems caused by trying to solve Rubik's Cube to the effectiveness of an attack alligator. Eight short stories are followed by a word meanings and cloze practice on the computer.

There is a follow-up practice ditto for each story. Reading level: 4.0 - 5.0, Interest Level: Junior/Senior High School and Adult Education.

**Disk 44.95**

Blue Book #ATR-47027

### **OUR WILD AND CRAZY WORLD 1016 CRITICAL READING PROGRAM**

Eight short stories are followed by cloze practice and critical understanding questions. There is a follow-up practice ditto for each story.

**Disk 44.95**

Blue Book #ATR-47028

### **SCIENCE CONTENT AREA READING 1016**

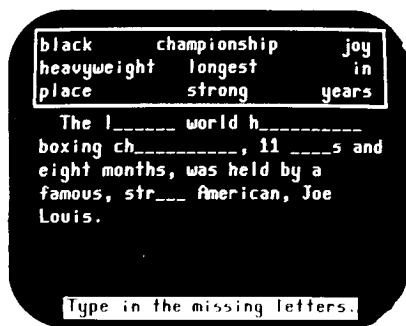
By Dr. Sylvia Van Voorhees and Dr. Shirley N. Winters

These high interest cloze lessons guide students to mastery in reading science material. Four passages of about 300 words each written on a single grade level are on an individual disk. Each of the passages contains seven deletions. There are five disks in the program, a total of 20 lessons, representing grades 4 through 8. These cloze activities aid in identification and correction of errors in the five critical components of reading comprehension: context clues, syntactic clues, signal words, pronoun referents, and prediction clues. When a student makes an error, the program branches to hint at the correct answer. If the student makes a second error, a more specific clue is given. Whenever two or three errors are made, the correct answer is displayed and explained. A management system identified errors and tracks individual scores. In addition, an error analysis can be displayed for each student. The teacher is able to direct students to specific exercises on the dittos according to deficiencies indicated. The readability levels have been verified with the Fry Readability Formula. Textual materials are multiethnic and nonsexist. They have been proven highly successful in extensive classroom testing. For Junior/Senior High School. Specify Level.

**Disk 39.95**

**See The Main Subject Index  
In the Front of The Book  
For All The Subject Categories**

## 47000 • Language Arts



Blue Book #ATR-47029

### USING PHONICS IN CONTEXT

1016

By Ann Edson and Eunice Insel

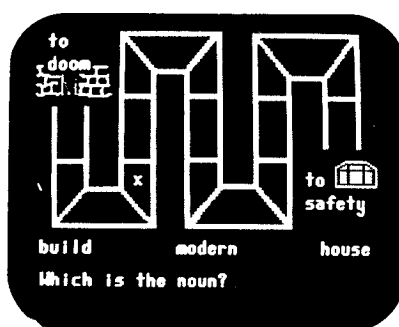
This program enables students to master phonics by practicing phonetic skills in conjunction with semantic and syntactic information in high-interest story form. Fusing word attack skills and comprehension skills, the learner masters phonics through a totally interactive and branching program. A diagnostic pre-test will identify areas of weakness and prescribe the necessary lessons. The levels of branching include review of the concept and in-depth skill development exercises when necessary. A management system keeps the teacher informed to students' progress and areas in which there are still weaknesses. Student results will be stored on the disk for review by the teacher.

The program is wide ranging and specific skills taught in context are:

- Initial consonants
- Final consonants
- Digraphs
- Blends
- Short vowels
- Long vowel patterns (vowel-consonant-final e)
- Long vowel patterns (double vowel combination)
- Irregular vowel patterns
- Vowel plus r combinations

Reading Level: 2 - 4; Interest Level: Intermediate, ESL, Special Education. **4 Disks, 149.00**

**Say You Saw It  
In The Blue Book!**



Blue Book #ATR-47030

### DRAGON GAME SERIES FOR LANGUAGE ARTS

1016

By David Alan Herzog and Carol Friedman

This series of programs uses a game format that allows the student to review and practice parts of speech while actually having fun! Each game in the series focuses on a different part of speech. The student must move along a game board displayed on the computer monitor by correctly answering questions or end up in the fiery dragon's den. Animated graphics make the game motivational and exciting! The student must reach the end of the game board in order to receive the reward. Incorrect answers are explained by branching. A brief review of each part of speech precedes each game. It's a great way to give students the drill work they need in a way they will enjoy.

The series consists of:

- The Dragon of Nouns
- The Dragon of Verbs
- The Dragon of Adjectives
- The Dragon of Synonyms
- The Dragon of Antonyms
- The Dragon of Contractions

Grades 3 - 6.

**1 Disk, 6 Programs 49.00**

Blue Book #ATR-47031

### ENGLISH BASICS-NOUNS I & II

1016

By Dr. Stefan L. Irvin and William B. Arnold

The following English skills are reviewed and reinforced with student interaction: nouns, pronouns, verbs, adjectives, adverbs, homonyms, synonyms, and antonyms, contractions. Each program focuses on a single problem experienced by students. The programs first display text material and highlight it in examples. The student is then quizzed on the skill presented and "reward" messages are displayed for correct answers. If the student gives an incorrect answer, he/she is encouraged to try again. Finally,

## 47000 • Language Arts

if the student keeps giving incorrect responses, the answer is displayed.

**Disk 39.95**

Bluebook #ATR-47032

### ENGLISH BASICS - PRONOUNS I & II

1016

**Disk 39.95**

Bluebook #ATR-47033

### ENGLISH BASICS - VERBS I & II

1016

**Disk 39.95**

Bluebook #ATR-47034

### ENGLISH BASICS - ADJECTIVES I & II

1016

**Disk 39.95**

Bluebook #ATR-47035

### ENGLISH BASICS - ADVERBS I & II

1016

**Disk 39.95**

Bluebook #ATR-47036

### ENGLISH BASICS - HOMONYMS I & II

1016

**Disk 39.95**

Bluebook #ATR-47037

### ENGLISH BASICS - SYNONYMS AND ANTONYMS I & II

1016

**Disk 39.95**

Bluebook #ATR-47038

### ENGLISH BASICS - CONTRACTIONS I & II

1016

**Disk 39.95**

Blue Book #ATR-47039

### PUNCTUATION I - PERIOD/QUESTION MARK/EXCLAMATION POINT

1016

These delightful programs take full advantage of the computer's color graphics, animation, and sound producing qualities, using the vehicle of a written letter to the student, to teach and reinforce basic punctuation. An interactive-tutorial method is used to immediately

involve the student with the lesson. As the punctuation is introduced, the student is also given drill work consisting of inserting the correct punctuation where needed. Each mark is given an identifying sound which is heard only when the mark is correct. The program branches back to instruction when the student makes an error. Additional drill material is provided for students who make more than four errors in the first twenty sentences to be punctuated. Reproducible activity masters are included to complement the microcomputer programs.

**Disk 49.00**

Blue Book #ATR-47040

### PUNCTUATION II - THE COMMA

1016

**49.00**

Blue Book #ATR-47041

### CAPITALIZATION

1016

This program covers the various uses of capital letters. It includes capitalization in letter headings, addresses, quotations, and names. It also illustrates the use of capital letters with the end punctuation marks covered in Punctuation I. Drill is used throughout the lesson to allow a continuously interactive format throughout both tutorial and drill sections. Several different drill formats are used to maintain student interest.

**Disk 49.00**

2. Which sentence is a direct quotation?

A. The police officer shouted for the thief to stop.

B. "Stop, thief!" shouted the police officer.

Type A or B and press RETURN.

Blue Book #ATR-47042

### QUOTATION MARKS

1016

By Ronald A. Feldman

This is a series of six programs which illustrates and reviews the many uses of quotation marks and the proper punctuation of quotations. The programs provide an interactive-tutorial presentation. Each lesson begins with a review of a particular usage followed by a drill exercise.

## 47000 • Language Arts

Concepts taught include:

- The direct quotation
- The indirect quotation
- Capital letters in direct quoted sentence
- Interrupting expressions in the quoted sentence
- The direct quotation and commas
- Closing punctuation in direct quotations

Correct responses in the drill exercises are reinforced with animated graphic rewards. After an incorrect response the computer branches to an appropriate tutorial section to review the concept. Reproducible activity masters are included with the series. They may be used to further reinforce and review the material covered by the computer lesson.

**Disk 49.00**

Blue Book #ATR-47043

### **WRITING COMPETENCY PROGRAM**

**1016**

By Ron Buchter and Carol Buchter

This highly motivating writing competency program is designed to instruct the student in three basic essential areas of writing skills: letter writing, report organization and persuasion. The program provides tutorial instruction, motivating graphic rewards, and a management system which allows the teacher to monitor student achievement. It is designed for use as a complete course of study in writing competency classes and actively involves students in real-life situations. Business Letters (Request and Complaint) - format and basic parts, content, punctuation, audience, tone, capitalization, questions for reinforcement. Organizing a Report - types of organization, outlining skills, unity and coherence, details, questions for reinforcement. Persuasion - arguments and facts, topic sentences, supporting details, audience, questions for reinforcement.

For Junior/Senior High School.

**2 Disks 65.00**

Blue Book #ATR-47044

### **SPELLTRONICS**

**1016**

By Dr. Phyllis Almenoff

A systematic approach to spelling that utilizes the letter cloze technique to reinforce correct spelling and build visual memory. The microcomputer makes use of this technique in an interesting, personal, and non-fault-finding manner. Spelltronics is useful for all students who have trouble spelling. The entire program teaches 240 new words and also allows the teacher to add additional words if desired. Each word is presented 3 separated times with different letters deleted. The student adds the missing letters. Finally, the student must type the entire word into a sentence so that the

word is used in context. If the student is unable to provide the correct spelling after two opportunities, the correct answer is displayed and the student tries again. Correct answers are rewarded in all drills. Words are grouped based on linguistic, phonic, or spelling concepts. The student advances from simple to more complex patterns. Each linguistic pattern has four units containing ten programmed words and a review unit.

Linguistic patterns include:

- Vowel patterns
- Long vowel patterns
- Consonant patterns
- Word endings
- Useful words
- Unexpected spellings

For Grade Level 4, Remedial All Grades.

**Disk 65.00**

Blue Book #ATR-47045

### **SCRAMBLED LETTERS**

**1016**

By Dr. Stefan L. Irving and William B. Arnold

The computer presents spelling words with the letters scrambled. Two students compete to unscramble the letters keying in the correctly spelled word. The computer "rewards" the student who spells the word correctly. At the end of the program, all words are displayed on the screen with the correct spelling. Instructions which describe how teachers may add their own words to the program are included.

**Disk 14.95**

Blue Book #ATR-47046

### **FLASH SPELLING**

**1016**

By Dr. Stefan L. Irving and William B. Arnold

The new spelling words are flashed one-by-one on the screen. The student can attempt typing in the correctly spelled word. A correct response receives a reward. If the student gives an incorrect response, the same word is flashed again for a longer period of time. Instructions which describe how teachers may add their own words to the program are included.

**Disk 33.50**

Blue Book #ATR-47047

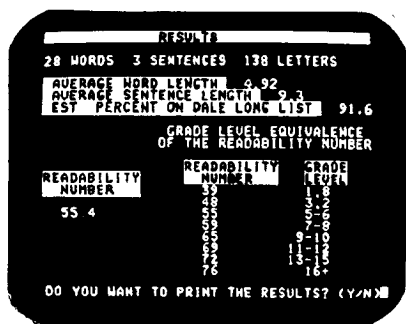
### **READABILITY INDEX AND GRADE AVERAGES**

**1016**

By Dr. Stefan L. Irving and William B. Arnold

Using the Bormuth Formula, which has proven to be one of the most accurate readability equations, the Readability Index enables the user to determine the

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readability of any text by approximate grade level. Parameters checked in the program are average word length, average sentence length, and calculated estimation of the difficulty of the words. It is particularly useful to the classroom teacher in determining appropriate reading materials for students whose reading level is known. To determine the readability of any text, you need only to type in three paragraphs. The program then calculates the readability and presents the results.

The grade averages program is unique in that it enables the teacher to calculate grade averages by using both numeric and letter grades. Numeric and letter grades may be entered together without the necessity of previous conversion. The program furnishes the teacher with a numeric and letter grade average, as well as a complete ranking and summary of each student's grades. The use of plus and minus is acceptable and the program can easily be converted to any standard a school system uses.

Disk 26.90

Blue Book #ATR-47048

### CRYPTO

1016

By Dr. Stefan L. Irving and William B. Arnold  
For this challenging game program, your students will have to use their skills of logic to decode Cryptograms. By using single letter words, double letters in words, and punctuation as clues they can figure out the meanings of these mysterious sentences. Instructions which describe how teachers may add their own sentences to the program are included.

Disk 15.95

Blue Book #ATR-47049

### THE BANK STREET WRITER

1086

The first word processing software developed specifically for the young writer, is a powerful new writing and language arts tool for elementary and secondary students, which evolved out of two years of research and testing with children at the renowned Bank Street College of Education in New York. It's a user-simplified program for writing, spelling, grammar, and punctuation activities--tailored for teachers and students. It allows users to correct spelling or grammar, revise sentences or insert new ones, move paragraphs and so forth, and then to print out a nicely formatted draft or final copy of their work, all with a few simple commands. It is a tool to help young students improve and enjoy their writing by enabling them to think about and control the writing process. The Writer, used with intelligence and sensitivity, can improve not only children's writing, but also their reading and speaking skills.

Atari 400/800 with 48K and BASIC cartridge, requires one disk drive, can be run on most printers. 95.00

Blue Book #ATR-47050

### PRE-READING

263

This unique six-part primary diskette adds fun and magic to teaching pre-reading skills. Youngsters learn letter recognition and alphabetical ordering in Caterpillar and Train. Initial consonant identification is covered in First Letter. Pictures, Words, and Shapes challenge the memory of young learners in fascinating games of concentration.

For Pre-School to Grade 2.

Requires Atari 400/800.

Disk 38.00

Blue Book #ATR-47051

### WORD GAMES

263

Three programs on the Word Games diskette add interest and motivation to working with words. Using a game format, the programs employ techniques of visual recall, logical guessing, and word association to identify a keyword. A word is flashed on the screen for recall and correct spelling in Recall. Scramble randomizes the sequence of letters in a word to be unscrambled. Guess Word presents a series of dots in place of letters and a clue to help identify the word to be guess. Keywords are supplied by the teacher in the fourth program on the diskette, List Maker. Using List Maker, teachers create spelling or vocabulary lists for an individual student or group of students and can change entries easily as learner needs change.

For Grades 1 to 6.

Requires Atari 400/800.

Disk 38.00



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Bluebook #ATR-47052

### **PREFIXES**

263

In the five tutorial programs presented, students learn the prefixes un, re, dis, in, and pre and their meanings. They are taught to distinguish the root word from the prefix and to comprehend the meaning through the context of the sentences. Activities that test the students' understanding of the prefix are also included. Two other programs review the meaning of the prefixes through the use of rephrase. Captivating graphics and color are used to enhance these language arts programs.

For grades 2 - 4.

**Requires Atari 400/800.**

**Disk 39.00**

Bluebook #ATR-47053

### **KROSS' QUOTES**

0006

Beat the clock, by moving scrambled letters up to fill in the quotation at the top of the screen. Speed and verbal power are the keys to this fast-action game: the easier the quote, the less time you have to complete it. Junior high to adult.

**24K Disk [Joystick] 23.95**

**16K Cassette [Joystick] 16.95**

Bluebook #ATR-47054

### **ASTRO QUOTES**

0006

Guess four words from clues furnished by the computer, so that the computer can drop the letters where they belong in the famous quotation. It's space-age anagrams—the better you get, the harder the games get. High school to adult.

**24K Disk 23.95**

**16K Cassette 16.95**

Bluebook #ATR-47055

### **TIME BOMB**

0006

Uncover the secret word before—KABOOM!—the bomb goes off. Contains hundreds of words to guess plus high-resolution and player/missile graphics. Ages 8 and older.

**24K Disk 23.95**

**16K Cassette 16.95**

Bluebook #ATR-47056

### **STORE BUILDER/WORD MASTER**

0006

**STORY BUILDER:** Supply the missing words to complete the computer's verses. It's a captivating way for children to learn grammar skills.

**WORD MASTER:** Guess the three-letter word generated by the computer. A stimulating way to learn both reasoning and vocabulary—even adults love to play it. Ages 9 and older.

**16K Disk 23.95**

**8K Cassette 16.95**

Bluebook #ATR-47057

### **READING COMPREHENSION: WHAT'S DIFFERENT?**

0006

Select the word that doesn't belong in the series. Analytical skill and reading comprehension are the keys to mastering the challenge. Course contains a total of 200 exercises. Ages 8 and older.

**16K Disk 23.95**

**8K Cassette 16.95**

Bluebook #ATR-47058

### **THE ALPHABET ARCADE**

0006

To win the games "Food for Freddie" and "Letter Rescue" put the letters of the alphabet in their correct order. Then sharpen dictionary skills by putting randomly selected words in alphabetical order. The better you get, the more difficult the word lists. Ages 6 and older.

**24K Disk [Joystick] 23.95**

**16K Cassette [Joystick] 16.95**

Bluebook #ATR-47059

### **LET'S SPELL**

0006

Learn to spell 90 basic words. Has all the appeals of animation, sound and voice to make it fun. Ages 7 and older.

**8K Cassette 16.95**

Bluebook #ATR-47060

### **READ 'N SPELL**

0006

Use a voice synthesizer to learn 1800 words at grade levels two through six. Words include the basic vocabulary covered in the most common school readers and spellers. The user hears each word spoken by Zorion, a robot, via the voice synthesizer. Zorion then uses the word in a sentence that is grade-level appropriate. Zorion also gives reviews and tests for added reinforcement.

**32K Disk 79.95**

Bluebook #ATR-47061

### **DO-IT-YOURSELF: SPELLING**

0006

Make up your own list of words, then program it into the computer, with your own voice cassette. The

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possibilities are endless. It's easy to do. Full instructions are included, along with lists of words children should know from first grade on. All ages. **Requires 16K.** **Cassette 19.95**

Bluebook #ATR-47062

**SPELLING BUILDER** 0006  
Master the difficult words that stump most people. Is it "supercede" or "supersede", "combustable" or "combustible?" A voice narration accompanies the programs, which offer both a spelling drill and a method for approaching difficult words. Final test of 320 words. Junior high and older.

**24K Disk 26.50**  
**16K Cassette 19.95**

Bluebook #ATR-47063

**VOCABULARY BUILDER 1:BEGINNING** 0006  
Eleven programs include a set of graded vocabulary questions on synonyms and antonyms (the most common type of vocabulary questions on an IQ test). The last lesson is a vocabulary test. Total of 400 questions, 2000 words in course.

**16K Disk 23.95**  
**8K Cassette 16.95**

Bluebook #ATR-47064

**VOCABULARY BUILDER 2:ADVANCED** 0006  
Eleven programs like those in Vocabulary 1, but using a more advanced word list.

**16K Disk 23.95**  
**8K Cassette 16.95**

Bluebook #ATR-47065

**ANALOGIES** 0006  
This course defines and describes the common types of analogies. The six programs teach a method for analyzing analogies and provides practice in handling all types of analogies. Final lesson tests abilities.

**16K Disk 23.95**  
**8K Cassette 16.95**

Bluebook #ATR-47066

**VOCABULARY BUILDING GAMES** 0006  
A person's ability to recognize, understand and use words is crucial to success in school and work. Learn vocabulary in a challenging, enjoyable way with these fast-action, well-designed games. The package includes: ASTRO QUOTES, MINI-CROSSWORD,

KROSS 'N QUOTES, and TIME BOMB. There is a detailed user's manual with supplementary activities that will further challenge students and adults. Ages 8 and older. **Requires 24K, and Joystick.** **Cassette 59.95**

Bluebook #ATR-47067

**WORDMATH** 1105  
Patterns, letters, or words of varying difficulty are presented. Finding a match lets one climb a stairway to success. Great fun for the little ones.

**Requires 16K.** **Disk or Cassette 19.95**

Bluebook #ATR-47068

**WORD SCRAMBLER AND SUPER SPELLER** 301  
A delightful way to teach spelling. Fun spelling exercises on 3-8 levels, optional word unscrambling and special exercises for missed words.

**Requires Atari 400/800, and 16K.** **Cassette 19.95**

Bluebook #ATR-47069

**DUANE'S WORD HUNT** 1305  
A language arts adventure in which a player wanders thru a forest of letters, with the object of forming one syllable words and increasing vocabulary skills. Ages 4-7.

**Requires Atari 400/800 and 32K.** **Disk 29.95**

Bluebook #ATR-47070

**SPELLING DRILL/SPELLING REVIEW** 1139  
Enter up to fifty words you'd like to study. The drill is conducted by briefly flashing a word on the screen. The length of time the word stays on the screen is a function of the user controlled skill level. Words are presented in random order or in the order entered, whichever you choose. "If a word is not spelled correctly, the same word is asked again later in the drill. If you don't spell a word correctly after three times, the correct answer is displayed. A summary of your effort is given after the drill. "Spelling Review" operates in a similar manner. However, this program contains 800 frequently misspelled words that can be reviewed according to any one of three levels of difficulty. K - 12.

**Disk or Cassette 19.95**

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Bluebook #ATR-47071

### PUNCTUATION SERIES

1248

These lessons provide drill and practice using a standardized test format. The computer randomly selects and presents a problem sentence. The student must identify where (if at all) a mistake in punctuation occurs. As the learner responds, the computer not only says whether the answer was right or wrong, but sets forth the applicable rule for the correction (if any). Each lesson covers from two to seven rules of punctuation. In order to prevent the student from identifying a mistake because of the content of a given problem sentence, many of the problem sentences are identical in content except for a specific mistake in punctuation. At the end of each lesson, the learner's performance is summarized. Specifically, the programs in this series teach the following punctuation rules:

#### PROGRAM 1

- Use an apostrophe in a contraction.
- Use an apostrophe in the possessive form of a noun. Add only an apostrophe if the noun ends in s. If the noun ends in s, add 's.
- Use a comma to set off the explanatory words in written conversation.
- Use a comma after the greeting of a friendly letter.

#### PROGRAM 2

- Use a comma between the name of a town or a city and the name of a state.
- Use a comma between the day and the year in a date.
- Use a comma after a mild interjection.
- Use a comma to separate words or groups of words in a series.
- Use a comma to set off a name in direct address.
- Use a comma after a last name written before a first name.

#### PROGRAM 3

- Use a comma to set off a word group used to add information about a noun.
- Use a comma after Yes or No used at the beginning of a sentence.
- Use a comma to set off a transitional word or phrase.
- Use a comma to set off the explanatory words in written conversation.

#### PROGRAM 4

- Unless two parts are very short, use a comma before the connective in a compound sentence.
- Use a comma between a person's last name and the title following it.
- Use a period after an abbreviation.
- Use a period after an initial.
- Use a comma to indicate a pause between adjectives.
- Use a period after a statement.
- Use a period after a command or request that does not exclaim.

#### PROGRAM 5

- Use a colon after the name of a speaker in a play.
- Use a colon in writing time.
- Use a colon to introduce a list. No colon is used when the list directly follows the verb.
- Use a colon after the greeting in a business letter.
- Use an exclamation point after a sentence that shows strong feeling.
- Use an exclamation point after a sentence that shows strong feeling.
- Use an exclamation point after a strong interjection.

#### PROGRAM 6

- Use a question mark after a question.
- Use quotation marks to show the exact words of a speaker in written conversation.

#### PROGRAM 7

- Use quotation marks around the title of a song.
- Use quotation marks around the title of a short story.
- Use quotation marks around the title of a short poem.
- Use quotation marks around the title of a chapter.
- Use quotation marks around the title of an article.

#### PROGRAM 8

- Use only one set of quotation marks when sentences are quoted together.
- Commas and periods should be placed inside closing quotation marks.
- Use a semi-colon to show a separation greater than a comma.
- Use either quotation marks or underlining for words being discussed.
- Use a hyphen to divide a word at the end of a line.
- Use a hyphen in some compound words.
- Use a hyphen in writing compound numbers.

8 Programs, 56.00

Bluebook #ATR-47072

### TACHISTOSCOPE

1248

This program flashes small groups of words on the screen in random order. The student attempts to read each group at a glance, and then to reproduce it correctly at the computer keyboard. The speed at which the words are flashed on the screen can be set by the student. Five speeds are available. At the end of each run, the student's performance is summarized.

Elementary Level.

9.95

Bluebook #ATR-47073

### WORDS IN CONTEXT SPELLING SERIES

1248

This major drill and practice series is designed to supplement regular classroom instruction in grades 2 through 6. Each grade level consists of 36 lessons

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programmed on a single disk. Each program carries 5 or 6 lessons. All lessons are available through a single loading. The entire series has a total of 180 lessons. Each program, after being loaded, works as follows: First, the student selects the desired lesson from the 5 or 6 offered. This is done by means of a selection menu describing the rules or patterns taught by each lesson. After a lesson has been chosen, the computer displays 10 words that will be used during the lesson. This list of words may be recalled to the screen by the student throughout the lesson. A total of 10 problems are then presented. Each problem consists of a sentence with a word missing. The correct word to be supplied in each instance will be one of the ten spelling words listed for the lesson. If the student does not know the answer, the spelling list may be recalled to the screen, or the computer may be asked to give the answer. At the end of each lesson, the student's performance is summarized, including a listing of the specific words that gave trouble. Each grade level set may be purchased separately. Elementary Level.

Bluebook #ATR-47074

### **SPELLING LEVEL A [SECOND GRADE] 1248**

These 7 programs consist of a total of 36 lessons. There are 10 words in each lesson. The words in each lesson are used to represent a particular rule or pattern that is being taught by the lesson. The lessons for each program in Level A are listed below:

#### **PROGRAM 1**

- Short A words
- Short E words
- Short I words
- Short O words
- Short U words
- Short-vowel words with doubled consonants

#### **PROGRAM 2**

- Short-vowel words ending with K
- Short-vowel words with SH
- Short-vowel words with CH
- Short-vowel words with TH
- Short-vowel words with NG

#### **PROGRAM 3**

- Long A words with AI or AY
- Long A words with A-consonant letter-E
- Long E words with E, EE, or EA
- Long I words with Y or IE
- Long I words with I-consonant letter-E

#### **PROGRAM 4**

- Long I words with I, or IGH
- Long O words with O, OA, or OW
- Long O words with O or O-consonant letter-E
- Words with vowel sounds spelled by UE, UI or EW
- Words with vowel sounds spelled by OO or U-consonant letter-E

#### **PROGRAM 5**

- Some irregularly spelled words
- Using U or OO to spell the vowel sound in "full" or "wool"
- Words starting with WH
- Using AU, AW, or A before L to spell the vowel sound in "small" or "hawk" or "haul"
- Using OU or OW to spell the vowel sound in "round" or "cow"

#### **PROGRAM 6**

- Using OI or OY to spell the vowel sound in "voice" or "joy"
- Using EAR or EER to spell ending sounds in "year" or "deer"
- Using AIR or ARE to spell the ending sounds in "pair" or "rare"
- Using OR or ORE to spell the vowel-R sound in "sort" or "rare"
- Using AR to spell the vowel-R sound in words such as "farm"

#### **PROGRAM 7**

- Using IR, UR, or ER to spell words such as "chirp," "curve," or "perch"
- Using AR, ER, or OR for ending that sound alike, as in "summer," "doctor," or "dollar"
- Using Y to spell the long E ending sound
- Words with silent consonant letters
- Words sounding the same, but with different spellings and meanings.

**7 Programs 49.95**

Bluebook #ATR-47075

### **SPELLING LEVEL B [THIRD GRADE] 1248**

Same format as Level A. The lessons for Level B are as follows:

#### **PROGRAM 1**

- Short vowel words
- Using two consonant letters to spell one consonant sound
- Words where the last consonant letter is doubled before adding ED or ING
- Two-letter consonant sounds
- Using QU and the consonant combinations CK, NK, and TCH
- Spelling the long A sound with AI, AY, or A-consonant A-consonant letter-E

#### **PROGRAM 2**

- Lone E sound with E, EA, or EE
- Long I sound with I, I-consonant letter-E, IGH, or Y
- Long O sound with O, O-consonant letter-E, OA, or OW

- Adding ING to words that end with E

- Using G, J, GE, or DGE to spell the soft G sound

#### **PROGRAM 3**

- Using S, C, CE, or SS to spell the sound we hear at the beginning of the word "sun"
- Words ending with silent E

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- Using OO in words such as “moon” and “look”
- Using AL, AU, or AW to spell words such as “sauce” “fall,” or “hawk”
- Words that have the vowel sound spelled by OU or OW

### PROGRAM 4

- Some irregularly spelled words with OU
- Spelling vowel-R sounds with ER, IR, or UR
- Spelling vowel-R sounds with AR, OR, or ORE
- Spelling vowel-R sounds with AIR, ARE, EAR, or EER

- Spelling contractions

### PROGRAM 5

- Spelling homonyms
- More homonyms
- Words with silent consonant letters
- Using Y at the end of a word to spell the long E sound
- Changing Y to I and adding ES

### PROGRAM 6

- Vowel-R sounds in two-syllable words with OR, AR, or ER
- Two-syllable words ending with LE
- Compound words
- More compound words
- Two-syllable words with doubled consonant letters

### PROGRAM 7

- Two-syllable words divided between consonant letters
- Two-syllable words divided between a vowel and a consonant
- Two-syllable words divided before a consonant between two vowels
- Two-syllable words with three connected consonant letters.

**7 Programs, 49.95**

Bluebook #ATR-47076

### **SPELLING LEVEL C [FOURTH GRADE] 1248**

Same format as Level A. The lessons for Level C are as follows:

#### PROGRAM 1

- Long and short A sounds
- Long and short E sounds
- Long and short I sounds
- Long and short O sounds
- Long and short U sounds
- Vowel sounds with AL, AU, OI, OY, OU, OW, or OO

#### PROGRAM 2

- Words with various vowel-R sounds
- Three patterns for ING endings
- Compound words
- Still more compound words

#### PROGRAM 3

- Irregularly spelled words
- Contractions
- Words ending with AL, EL, or LE
- Words ending with AR, ER, or OR

- Two-syllable words ending with Y

#### PROGRAM 4

- Using C to spell the sound of K or the sound of S
- Words with silent consonant letters
- Homonyms
- Two-syllable words with a vowel on each side of two consecutive consonant letters

#### PROGRAM 5

- More two-syllable words with a vowel on each side of two consecutive consonant letters
- The same as above, but with a syllable break before or after the two consecutive consonant letters
- A vowel-consonant-vowel pattern with a break before the consonant
- A vowel-consonant-vowel pattern with a break after the consonant
- The patterns in the above two exercises combined

#### PROGRAM 6

- Words with two consecutive vowels where the syllable break is between the two vowels
- Vowel sounds in soft syllables
- More vowel sounds in soft syllables
- Irregularly spelled words
- Words with a soft-syllable suffix

#### PROGRAM 7

- More words with a soft-syllable suffix
- Words with a soft-syllable prefix
- Three-syllable words
- More three-syllable words
- Some names of days and months

**7 Programs, 49.95**

Bluebook #ATR-47077

### **SPELLING LEVEL D [FIFTH GRADE] 1248**

Same format as Level A. The lessons for Level D are as follows:

#### PROGRAM 1

- Long and short A sounds
- Long and short E sounds
- Long and short I sounds
- Long and short O sounds
- Long and short U sounds
- Words with OO, OU, or OW

#### PROGRAM 2

- Words with AL, AU, AW, or OI
- Words with AR or ARE
- Words with OAR, OR, or ORE and words with RE, IR or UR
- Words with silent consonant letters
- Some homonyms

#### PROGRAM 3

- ED and ING endings for verbs
- Ending words with AL, EL, or LE
- Ending words with AR, ER, or OR
- Words ending with Y or EY
- Some compound words

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### PROGRAM 4

- More compound words
- Words with a vowel on each side of two consonants
- More words with a vowel on each side of two consonants
- Still more words with a vowel on each side of two consonants

### PROGRAM 5

- Words with a vowel-consonant-vowel pattern where there is a syllable break before or after the consonant letter
- The same as above
- Words with a vowel on each side of three consonant letters
- Words with two vowels together where the syllable break comes between the vowels
- Ending with AGE, TURE, or IVE

### PROGRAM 6

- Some EX, RE, and UN prefixes
- Some ANCE, ENCE, MENT and NESS suffixes
- Some ABLE, IBLE, ANT, ENT, FUL, and LESS suffixes
- Some COM, CON, PRE, and PRO prefixes

### PROGRAM 7

- Some ION, SION, and TION suffixes
- Words with both a prefix and a suffix
- Three-syllable words
- More three-syllable words
- Four-syllable words

**7 Programs, 49.95**

Bluebook #ATR-47078

### SPELLING E [SIXTH GRADE]

**1248**

Same format as Level A. The lessons for Level E are as follows:

#### PROGRAM 1

- One-syllable words with short vowel sounds
- One-syllable words with long vowel sounds
- Some compound words
- Words with AL, AU, AW, OI, OO, OU and OW
- More compound words
- Words with AR, AIR, ARE, EAR, EER, ER, IR, UR, OAR, and OR

#### PROGRAM 2

- Compound words with a vowel-R sound
- Vowel sounds in soft syllable endings
- Two-syllable words with vowel-multiple consonant-vowel patterns
- Two-syllable words with vowel-single consonant-vowel patterns
- Words in which a syllable ends between two vowels

#### PROGRAM 3

- Two-syllable words where the first syllable has the short A sound
- Two-syllable words where the first syllable has the short E sound

- Two-syllable words where the first syllable has the short I sound
- Two-syllable words where the first syllable has the short O sound
- Two-syllable words where the first syllable has the short U sound

### PROGRAM 4

- Two-syllable words in which one syllable has the long A sound
- Two-syllable words in which one syllable has the long E sound
- Two-syllable words in which one syllable has the long I sound
- Two-syllable words in which one syllable has the long O sound
- Two-syllable words in which one syllable has the long U sound

### PROGRAM 5

- Two-syllable words in which one syllable has the OO spelling
- Two-syllable words where one syllable has the vowel sound in COW
- Two-syllable words where one syllable has the vowel sound in BOY
- Two-syllable words where one syllable has the vowel sound in SAW
- Two-syllable words where one syllable has the vowel sound in CAR

### PROGRAM 6

- Two-syllable words where one syllable has the vowel sound in FOR
- Two-syllable words where one syllable has the vowel sound in HER
- Words with the vowel sounds in AIR, CARE, EAR, or HERE
- Words with prefixes COM, CON, EN, EX, IN, and RE
- Words with the suffixes ANCE, ENCE, MENT, NESS, SION and TION

### PROGRAM 7

- Words with the prefixes DE, DIS, PRE, PRO, and UN
- Words with the suffixes ABLE, ANT, ENT, FUL, IBLE, LESS and OUS
- Words with both prefixes and suffixes
- More words with both prefixes and suffixes
- Words with four syllables

**7 Programs 49.95**

Bluebook #ATR-47079

### USAGE BONERS [ELEMENTARY AND UP]

**1248**

This drill and practice series focuses on common mistakes in usage, such as lack of agreement between subject and verb, double negatives, etc. For each problem, the computer not only states whether the student's response is right or wrong, but also shows

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how the mistake in English usage presented in the problem should be corrected. There are ten problems in each lesson. The problems are randomly sequenced. At the end of each lesson, the student's performance is summarized. The format employed is frequently used in standardized achievement tests. Additionally, in order to prevent the student from identifying a mistake because of the content of a given problem sentence, many of the problem sentences are identical in content except for a specific mistake in usage.

**15 Programs, 99.00**

Bluebook #ATR-47080

### **SYNONYM SERIES [HIGH SCHOOL AND ADULT] 1248**

This program series consists of fifteen lessons dealing with a total of 450 words. Each lesson works with thirty words divided into Columns A and B. Each word in Column A must be matched with the expression which is its synonym (i.e. having an equivalent meaning) in Column B. At the end of each lesson, the synonyms from Column A that gave the learner trouble are listed.

**3 Programs, 21.00**

Bluebook #ATR-47081

### **VOCABULARY SERIES [UPPER ELEMENTARY AND HIGH SCHOOL] 1248**

This program consists of seventy-two lessons dealing with words commonly found in daily newspapers and weekly news magazines. Each problem presents a definition and sample sentence. The learner then chooses the vocabulary word that best fits. At the end of each lesson, the learner's results are summarized, including a listing of the specific words that gave trouble during the lesson.

#### **PROGRAM ONE**

- Lesson 1: abandon, abate, abbreviate, abolish, abrupt, abstain, absurd, acute, adjacent, affable.
- Lesson 2: affix, affluent, aghast, alienate, ambiguous, amiable, amplify, animosity, anonymous, apathy
- Lesson 3: apparent, appease, arbitrary, array, arrogant, ascertain, assert, augment, authentic, avert

#### **PROGRAM TWO**

- Lesson 1: bamboozle, barbaric, belated, belligerent, breach, bigotry, brazen, bimonthly, blackguard, boisterous
- Lesson 2: bona fide, bourgeois, boycott, bravado, benevolent, bric-a-brac, broach, brochure, brusque, buccaneer
- Lesson 3: bucolic, buffoon, bureaucrat, caption, castigate, certify, chagrin, chronic, circumvent, cogent

#### **PROGRAM THREE**

- Lesson 1: camaraderie, camouflage, candid, capti-

late, capricious, carte blanche, cartel, categorical, censor, charisma

- Lesson 2: charlatan, chicanery, coalition, clique, collaborate, concede, cynical, conciliate, conductive, conjecture

- Lesson 3: conspire, constituency, cursory, contemporary, contingency, contraband, convert, credence, criterion, culpable.

#### **PROGRAM FOUR**

- Lesson 1: dabble, dais, dastardly, dauntless, dawdle, deadbeat, dearth, debacle, debase, debrief

- Lesson 2: decadent, decimate, decrepit, decry, deface, defame, deferential, deficient, definitive, deflate

- Lesson 3: deflect, defraud, defunct, deluge, degenerate, delete, deleterious, delineate, delinquent, demagogue

#### **PROGRAM FIVE**

- Lesson 1: demacration, demented, demote, demilitarize, demobilize, demolition, denote, deny, deplete, deplorable

- Lesson 2: deport, deprive, desecrate, deride, desolate, despot, detect, deteriorate, deviate, devour

- Lesson 3: dialogue, diatribe, dilapidated, dictator, diligence, dilute, diminish, disclose, disfavor, dispute

#### **PROGRAM SIX**

- Lesson 1: disreputable, distort, divisive, dominant, dynasty, eavesdrop, embargo, effrontery, embellish, eliminate

- Lesson 2: emulate, enfranchise, enigma, enthrall, erroneous, expouse, ethnic, exempt, export, extensive

- Lesson 3: exuberant, facsimile, fallacious, falsify, famine, feasible, felony, flammable, fledgling, foil

#### **PROGRAM SEVEN**

- Lesson 1: forage, forgery, fraud, futile, garish, germicide, ghetto, gist, gourmet, grandiloquent

- Lesson 2: grass roots, gratuitous, grimace, grotesque, guile, gullible, habituate, hereditary, heterogeneous, hinder

- Lesson 3: hoard, homogeneous, hostile, humanity, humid, hypotheses, identical, ignominious, illustrious, immense

#### **PROGRAM EIGHT**

- Lesson 1: imminent, immutable, impartial, impasse, imperative, impeach, immune, impassive, impeccable, impede

- Lesson 2: impinge, impetuous, impertinent, imperialism, imperishable, impersonate, impervious, impetus, imperceptible, imperil

- Lesson 3: implacable, implement, implicate, imply, import, importune, impose, impound, impromptu, impropriety

#### **PROGRAM NINE**

- Lesson 1: improvise, inaccessible, inadmissible, inanimate, inarticulate, inaugurate, inauspicious, incalculable, incarnate, incendiary

- Lesson 2: incentive, incite, incognito, incommunicado, incompatible, inconceivable, inconclusive, incongruous, inconsistent, incorruptible

## 47000 • Language Arts

- Lesson 3: incredulous, increment, incriminate, incumbent, incursion, indefensible, indemnify, indeterminate, indict, indiscreet

### PROGRAM TEN

- Lesson 1: indispensable, indisputable, indivisible, indomitable, induce, induct, industrial, industrious, ineffectual, ineligible
- Lesson 2: inequality, inert, inexhaustible, inexorable, inextricable, infallible, infamous, infest, infidelity, infiltrate
- Lesson 3: infinite, infinitesimal, inflame, inflation, inflection, inflexible, influential, influx, informant, infraction

### PROGRAM ELEVEN

- Lesson 1: infuse, ingenious, ingenuous, initiative, innate, innocuous, inopportune, inordinate, inroads, inscrutable
- Lesson 2: insidious, insinuate, insipid, instability, instigate, insubstantial, insufferable, insurrection, intemperate, intermittent
- Lesson 3: interrogate, intervene, intimidate, intrinsic, inundate, inveterate, irascible, irrefutable, irreplaceable, irrevocable

### PROGRAM TWELVE

- Lesson 1: irreparable, irrigate, itinerant, jaded, jettison, jobless, journalist, judicial, juncture, junta
- Lesson 2: jurisdiction, jurist, juvenile, juxtapose, khaki, kidnap, kilogram, kindle, labored, labyrinth
- Lesson 3: laconic, laden, ladle, languid, lapse, latitude, lavish, leery, legitimate, lenient

### PROGRAM THIRTEEN

- Lesson 1: lethal, levity, levy, lexicography, liability, libel, likelihood, limber, limitless, loath
- Lesson 2: loathe, lope, lucid, lumber, luminous, lunge, lurid, luxuriant, loyal, lyricist
- Lesson 3: magnanimous, magnate, magnet, magnify, magnitude, majority, malevolent, malpractice, mammal, mandible

### PROGRAM FOURTEEN

- Lesson 1: maneuver, mangle, manhandle, mania, manifest, manipulate, manuscript, marauder, martyr, mastery
- Lesson 2: material, materiel, mature, maverick, mediate, mediocre, melancholy, melee, meteoric, migrate
- Lesson 3: misconstrue, misgivings, moderate, modulate, monarchy, monopoly, moral, mortal, munificent, mute

### PROGRAM FIFTEEN

- Lesson 1: naive, narrate, native, naturalized, navigable, nebulous, nefarious, neophyte, neutral, nicety
- Lesson 2: nimble, nocturnal, nomenclature, nominate, nonchalant, noncombatant, nonconformist, nonpartisan, nonplused, nonsectarian
- Lesson 3: notwithstanding, nourish, noxious, nutrients, nullify, nuance, nucleus, numerous, notable, norm

### PROGRAM SIXTEEN

- Lesson 1: oasis, oath, obdurate, obese, objective, obligation, oblique, obliterate, oblivious, obnoxious
- Lesson 2: obsequious, obsession, obsolete, obstreperous, occupation, oddity, offended, offshoot, ominous, omit
- Lesson 3: opaque, opportune, oppress, optimism, oratory, ordained, ordeal, ordinance, organism, oust

### PROGRAM SEVENTEEN

- Lesson 1: outlandish, ovation, pallid, palpable, panic, paraphernalia, parody, partial, particularized, paucity
- Lesson 2: pecuniary, penchant, perceive, peremptory, perishable, perpetrate, persecuted, pertinent, philanthropic, pinnacle
- Lesson 3: pitfalls, platitudes, plebiscite, plumage, plunder, policy, pollutant, polyglot, pontificate, popularize

### PROGRAM EIGHTEEN

- Lesson 1: portend, posthumous, postulate, potent, practicable, prearrange, precarious, precinct, precipitous, precision
- Lesson 2: precocious, preconceived, precursor, predilection, preeminent, predicament, prefatory, prejudice, premediated, premonition
- Lesson 3: preposterous, preside, prestige, prevailing, prevaricate, probe, proceeds, procrastinate, profession, profit

### PROGRAM NINETEEN

- Lesson 1: profligate, profound, prolific, prominent, prompt, propensity, proponent, prosper, provident, provoke
- Lesson 2: pseudonym, punctilious, pursue, qualms, quandry, querulous, questionable, racy, radiate, ramifications
- Lesson 3: rational, raucous, raze, rebuke, rebuttal, recalcitrant, recapitulate, receptive, reciprocate, reconcile

### PROGRAM TWENTY

- Lesson 1: reclamation: recluse, reconnoiter, recount, recourse, rectify, recumbent, recuperate, redolent, redundant
- Lesson 2: refine, reform, refuge, refute, regale, rehash, reimburse, reinforce, relegated, reliance
- Lesson 3: relinquish, reluctant, remedial, remiss, rend, rendezvous, repartee, repel, repent, repetitious

### PROGRAM TWENTY-ONE

- Lesson 1: replenish, repository, reprehensible, repress, reprimand, repudiate, reputable, reputed, requisite, rescind
- Lesson 2: reside, resigned, resilient, resolve, resonance, resort, respect, restitution, resuscitate, retrospect
- Lesson 3: revenge, revile, rift, rubble, sage, salient, sane, sanitary, sarcasm, satiated

### PROGRAM TWENTY-TWO

- Lesson 1: scandal, schism, scope, scruples, sedentary, segregated, seethe, semblance, sensitive, serial



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• Lesson 2: servile, sever, sexist, sham, shun, signify, simplistic, simulate, simultaneously, singular

• Lesson 3: sinister, sinuous, skeptical, slander, sleazy, sleuth, smolder, sodden, solace, solicitous

### PROGRAM TWENTY-THREE

• Lesson 1: solidarity, speculate, spontaneous, sporadic, stabilize, stagnant, stalemate, stance, stark, static

• Lesson 2: status, status quo, stealthy, stigma, stipulate, stymied, subdue, suffrage, summary, superficial

• Lesson 3: supple, synchronize, tacit, tolerance, torpid, toxic, trivial, turbulent, tyrant, unbridled

### PROGRAM TWENTY-FOUR

• Lesson 1: ulterior, ultimate, unaccountable, unanimous, undermine, underrate, underhanded, undue, unique, unkempt

• Lesson 2: vacate, vacuous, valid, vegetate, velocity, veracity, verbatim, verify, vertical, vindictive

• Lesson 3: vindicate, virile, waver, wince, will power, windfall, wistful, yearning, zeal, zone

**24 Programs, 168.00**

Bluebook #ATR-47082

### WORD DEMONS TO/TOO/TWO

**1248**

These homonyms are often troublesome for students. This program provides drill and practice problems using these words. Each lesson consists of ten problems. Because these problems are randomly sequenced and drawn from a larger bank of problems, it is highly unlikely that any two lessons in a row will display exactly the same sets of problems. At the end of each lesson, the student's performance is summarized. Elementary Level.

**9.95**

Blue Book #ATR-47083

### WORD DEMONS: THERE/THEIR/THEY'RE

**1248**

Here are three more homonyms that students sometimes find difficult to use. Except for some changes in the treatment of graphics (the time and error count are displayed along with the problems), this instructional program functions in the same general way as the Word Demon program described in Bluebook #ATR-47082. Elementary Level.

**9.95**

Bluebook #ATR-47084

### VOCATIONAL VOCABULARY

**1187**

- Carpenter, implement, rebuild, unfit
- Cabinet, dimension, girders, link
- Biscuit, crust, seep, vapor, bon bon
- Dough, sliced, crush, consumption
- Adorn, chamber, modern, drab
- Designer, fabric, textile, exquisite

- Bushel, grain, nitrogen, troublesome
- Attendant, hoist, install, courteously
- Medicine, judgment, scientific, brief
- Cell, drugs, fatal, invalid, vaccination
- Injure, aid, misfortune, calamity
- Duty, violence, elude, surrender
- Fountain, irrigate, maze, industrious
- Disease, avoid, cure, antiseptic
- Mechanic, device, adequate, chance
- Arid, humidity, commercial, insert

**Requires Atari 400/800**

**16 Lessons, 8 Cassettes 79.00**

Bluebook #ATR-47085

### READING COMPREHENSION

**1187**

- The Story of BOO
- The Horse Gentler
- Edward P. McCabe: Pioneer
- The Electric Car
- Althea Gibson, Tennis Champ
- The Chickasaw Nation
- The Ghost of Raymond Hill
- The Train Set
- Sleep: The Body's Mystery
- The Buffalo Soldiers
- The Great Ostrich Race
- Basketball Magicians
- Lost Gold
- Grandma's World

**Requires Atari 400/800**

**16 Lessons, 8 Cassettes 79.00**

Bluebook #ATR-47086

### READING COMPREHENSION

**1187**

- Leah's House
- Sacajawea
- The Star Travelers
- Wyoming Journal
- The Deep Blue Caper
- Recovery
- Surfing
- Continental Drift
- Adventurer
- The Great One
- The Year of the Artist
- Aaron Burr
- The Heroic Age
- Civil War Soldier
- Jelly Roll
- The Inventor

**Requires Atari 400/800**

**16 Lessons, 8 Cassettes 79.00**

## 47000 • Language Arts

Bluebook #ATR-47087

### SPELLING

- Plurals
- Plurals
- Plurals
- Suffixes
- Suffixes
- Suffixes
- Homonyms
- Homonyms
- Homonyms
- Homonyms
- Homonyms
- Homonyms
- Homonyms
- Spelling by Syllables
- Doubling Consonants

**Requires Atari 400/800**

1187

**16 Lessons, 8 Cassettes 79.00**

- Baby, body, die, important, will
- Aunt, condition, continue, music
- Bicycle, crawl, elevator, fruit, soft
- Band, bang, bright, burn, clock
- Afraid, babies, bounce, carrier
- Lake, leaves, library, stairs, weight

**Requires Atari 400/800**

**16 Lessons, 8 Cassettes 79.00**

Bluebook #ATR-47090

### READING DEVELOPMENT LEVEL 3-4

1187

- Ancestor, know, musician, office
- Argued, captured, faint, punish
- Ancient, anxious, elegant
- Announcement, exercise, spider
- Accident, instrument, prayer
- Anger, explanation, opinion
- Article, duty, expert, language
- Celebration, defense, rejoice
- Bushel, efforts, harvest, rustle
- Clumsy, disgust, endurance
- Ability, famous, prompt, trench
- Adobe, cautious, collie, pasture
- Darken, generous, pierce, seldom
- Amazed, equipment, necessity
- Conquer, dough, liquid, operate
- Ashes, craters, disaster, fountain

**Requires Atari 400/800**

**16 Lessons, 8 Cassettes 79.00**

Bluebook #ATR-47088

### READING DEVELOPMENT LEVEL K-1

1187

- Letters, sounds, vowels-As-Jj
- Letters, sounds, vowels-Kk-Tt
- Letters, sounds, vowels-Uu-Zz
- pin, pit, fit, him, his, sit, hit, tip
- pal, lap, pan, nap, has, hat, pat
- men, pen, net, hen, set, left, went
- sent, felt, can, did, dad, top, camp
- and, end, pond, send, but, put, us
- sun, ran, belt, bulb, dog, desk, leg
- mild, went, wind, full, fell, egg
- by, my, fly, stand, last, best, must
- plan, plant, clap, crack, slip, drip
- own, show, crow, bunch, chin
- this, them, think, clothes, bath
- back, neck, protect, lesson

**Requires Atari 400/800**

**16 Lessons, 8 Cassettes 79.00**

Bluebook #ATR-47091

### READING DEVELOPMENT LEVEL 5-6

1187

- Announce, chauffeur, fabric
- Camouflage, conspicuous, ostrich
- Alga, encrust, prehensile
- Captive, meadow, wilderness
- Brilliant, earth, icicle, pillars
- Atmosphere, cease, exit
- Abandon, geography, perilous
- Ceremony, crystal, myth, rely
- Agreement, error, hesitation
- Automatic, evidence, helmet
- Abundant, artificial, genuine
- Astronomer, civilize, curse
- Anxiety, condemn, essential
- Advertising, characteristic
- Cavity, contribute, fuel, major
- Bacteria, drug, fatigue, virus

**Requires Atari 400/800**

**16 Lessons, 8 Cassettes 79.00**

Bluebook #ATR-47089

### READING DEVELOPMENT LEVEL 1-2

1187

- About, bear, if, some, they, when
- Boy, down, little, much, paid
- Because, boss, four, girl, school
- Also, high, leave, only, own, sure
- Ate, does, eight, jump, woman
- Close, clothes, might, pair, sister
- Children, shoes, store, story, suit
- Answer, course, half, receive, Mr.
- Certain, distance, follow, month
- Afternoon, beautiful, church, cry

## 47000 • Language Arts

Bluebook #ATR-47092

### READING DEVELOPMENT LEVEL 7

1187

- Artillery, demarcation, haphazard
- Acknowledge, commotion, escort
- Amend, cordial, intrigue, lecture
- Friction, mesh, precede, survey
- Appoint, elapsed, felled, infuriate
- Deport, elaborately, glint, novel
- Deem, furtive, limpid, scanty
- Hesitate, inconvenience, mingle
- Aromatic, gnarled, ledge, park
- Angelic, Belated, monotonous
- Arid, circulate, evaporation
- Archaeologist, document
- Aloft, ascension, ballast, value
- Debris, dilapidated, phenomena
- Bachelor, comprehend, eclipse
- Advisory, demolish, legislative

Requires Atari 400/800

16 Lessons, 8 Cassettes 79.00

- Caste, celestial, compulsory, conversion
- Catalyze, contemplate, diction, duct
- Dauntless, debonair, decrepit, disband
- Dehydrate, denounce, deter, disheveled
- Elongate, emitting, enunciate, explicit
- Genetics, glutenous, harmonized, hybrid

Requires Atari 400/800

16 Lessons, 8 Cassettes 79.00

Bluebook #ATR-47093

### READING DEVELOPMENT LEVEL 8

1187

- Abnormal, deficiency, optical
- Contaminate, Extinguish
- Authentic, discriminating
- Barter, charter, dilemma
- Affirm, budget, substantial
- Advocated, nourish, prophecy
- Abbreviate, annex, marooned
- Adjacent, copyright, incentive
- Abolish, diminish, infuriate
- Analysis, biased, effective, evasive
- Adhere, evacuate, excel, meager
- Adjourn, caress, evade, obstruct
- Appalled, dejectedly, futile
- Adept, canvass, exterminate
- Adrift, clarify, deduct, illegal
- Antiseptic, debris, masquerade

Requires Atari 400/800

16 Lessons, 8 Cassettes 79.00

Bluebook #ATR-47095

### U/ES SPANISH/ENGLISH

1187

- About, some, they when, you
- Down, much, paid, were, who
- Because, four, girl, mother
- Also, high, leave, only, own, sure
- Ate, does, jump, woman, yellow
- Close, might, pair, sister, year
- Children, shoes, store, story, true
- Answer, course, half, receive
- Certain, distance, follow, picture
- Beautiful, finish, cry, afternoon
- Baby, die, important, toward, will
- Condition, continue, result
- Bicycle, crawl, elevator, fruit, soft
- Bang, bright, burn, early, clock
- Afraid, bounce, carries, dance
- Leaves, library, stairs, throw, weight

Requires Atari 400/800

16 Lessons, 8 Cassettes 79.00

Bluebook #ATR-47096

### EFFECTIVE WRITING

1187

- Learn to Write Effectively
- Logic in writing
- Effective Sentences
- Errors in Complex Sentences
- Developing Paragraphs
- Diction
- Diction-Choice of Words
- Common Error in Diction
- The Parts of Speech
- Phrases and Clauses
- Verbs and Pronoun Inflections
- Punctuation
- Capitalization and Hyphens
- Spelling and Mechanics
- Writing Effective Letters
- Writing Reports and Papers

Requires Atari 400/800

16 Lessons, 8 Cassettes 79.00

Bluebook #ATR-47094

### READING DEVELOPMENT LEVEL 9-10

1187

- Bayonet, complex, idolize, indigo
- Boon, diverted, itemize, nominate
- Allot, chaste, insulate, monastery
- Accommodation, circuit, maintenance
- Abate, acclimate, adage, adherent
- Absorption, bewildered, exerts, piling
- Abstract, agitation, amplify
- Accentuate, alleviate, annihilate, arid
- Belligerent, biennial, caliber, coalition

## 47000 • Language Arts

Bluebook #ATR-47097

### GREAT CLASSICS

- Julius Caesar
- Macbeth
- Ivanhoe
- The Grapes of Wrath
- Mutiny on the Bounty
- A Tale of Two Cities
- Robinson Crusoe
- Last of the Mohicans
- Moby Dick
- David Copperfield
- Don Quixote
- The War of the Worlds
- The Three Musketeers
- 20,000 Leagues Under the Sea
- The Red Badge of Courage
- William Tell
- Treasure Island

**Requires Atari 400/800**

**17 Lessons, 8 Cassettes 79.00**

Bluebook #ATR-47098

### BUSINESS COMMUNICATIONS

- Basic Psychology for Businesspeople
- Oral
- Oral Communications
- Courtesy in Communications
- Developing an Effective Writing Style
- Eliminating Common Writing Faults
- The Format of Business Communications
- Patterning Comm. According to Purpose
- Sales Communications
- Letters About Routine/Pleasant Subjects
- Comm. About Unpleasant Subjects
- Writing Collection Letters
- Communications about Employment
- Internal Communications
- Planning the Report
- Illustrating the Report
- Writing the Business Report

**Requires Atari 400/800**

**16 Lessons, 8 Cassettes 79.00**

Bluebook #ATR-47099

### SNAKE-O-NYMS/WORD FLIP

**235**  
Consists of SNAKE-O-NYMS (Synonyms and Antonyms) Choose your game...watch out for the hungry snakes...hop your frog to the correct word...your score gets higher and the game speeds up...more snakes appear...Hissss! WORD FLIP (Word Endings and Word Structure) 12 pairs of words and word endings...choose two...do they make a word?...is the spelling correct?...play alone or challenge someone...how many matches can you make?

Bluebook ATR-47100

### SKY WRITER/POP R SPELL

**235**

Consists of SKY WRITER (Compound Words) Soar through the sky as you pilot your biplane...find the right words as they float by...avoid the thunder clouds and watch your gas gauge...up,up and away! POP'R SPELL (Spelling) Three letters pop out...which one belongs in the secret word?...pick the right letter and take the lead...can you spell the word now?...a poppin' good spelling game for one or more! Ages 7-14

Bluebook #ATR-47101

### THE ASSOCIATIVE IDEA GENERATOR

**1164**

Teaches the use of nouns and adjectives. Random nouns and adjectives are thrown together to create unusual ideas. The words "banana shoe" demonstrate that banana can be a noun or an adjective. You would never have thought of Banana Shoe on your own. The library of words in the Associative Idea Generator is easily changed by the user.

**Requires: 8K RAM for the cassette version, and 24K RAM for the diskette version. 8.00**

Bluebook #ATR-47102

### ALPHABETIZE

**1200**

Choose among three levels of difficulty for practice in alphabetizing word lists. Level 1: Recognize a sorted list. Level 2: Sort with first letter different. Level 3: Sort with some first letters alike. Tutorial help provided at each level. Summary provided at conclusion of lesson.

**Requires 16K. 9.95**

Bluebook #ATR-47103

### DICTIONARY USE

**1200**

Four levels of difficulty in learning dictionary skills. The program will adjust to level of difficulty based on student proficiency. The student may begin at any level and exit, with a summary, at any time. Tutorial help provided. **Requires 16K. 9.95**

**Each Program Has It's Own  
Unique Blue Book Number.  
Use It When Placing Orders Or When  
Writing For More Information**

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### Bluebook #ATR-47104

**SPELL** 1200  
The 100 most commonly misspelled words at the elementary level are grouped into 10 groups. After you choose a group, the computer randomly selects a word, displays it for a short period of time before the student is required to spell it correctly. A summary is provided at the completion of each group of words.  
**Requires 16K.** 9.95

### Bluebook #ATR-47105

**TICTACTOE SPELL** 1200  
The 100 most commonly misspelled words at the elementary level are grouped into 10 groups. The computer generates spelling practice in a Tic Tac Toe game format. The program requires two students to interact at the computer. **Requires 16K.** 9.95

### Bluebook #ATR-47106

**SCRAMBLE SPELL** 1200  
The 100 most commonly misspelled words at the elementary level are grouped into 10 groups. After you choose a group, the computer requires that the student unscramble the word before it reaches the bottom of the screen. Practice for one or two students.  
**Requires 16K.** 9.95

### Bluebook #ATR-47107

**SCRAMBLE LETTERS** 1200  
The 100 most commonly misspelled words at the elementary level are grouped into 10 groups. After you choose a group, a word with the letters scrambled is shown and help is given until the word is unscrambled. The program provides practice for one or two students.  
**Requires 16K.** 9.95

### Bluebook #ATR 47108

**ROCKET SPELL** 1200  
The 100 most commonly misspelled words at the elementary level are grouped into 10 groups. After selecting a group, the student attempts to uncover the letters of a hidden word. If the word is spelled correctly with fewer than 8 incorrect guesses, a rocket ship is built and then launched. **Requires 16K.** 9.95

### Bluebook #ATR-47109

**VOWELS** 1200  
This series of five programs provide practice in recognizing and matching vowel sounds. Separate programs provide practice for A, E, I, O, U. Sets of graphics are used in each program to provide additional student motivation. Help levels are provided for incorrect answers. **Requires 16K.** Set of 5, 39.95

### Bluebook #ATR-47110

**VOWELS-A** 1200  
**Requires 16K.** 9.95

### Bluebook #ATR-47111

**VOWELS-E** 1200  
**Requires 16K.** 9.95

### Bluebook #ATR-47112

**VOWELS-I** 1200  
**Requires 16K.** 9.95

### Bluebook #ATR-47113

**VOWELS-O** 1200  
**Requires 16K.** 9.95

### Bluebook #ATR-47114

**VOWELS-U** 1200  
**Requires 16K.** 9.95

### Bluebook #ATR-47115

**SPELLING** 1200  
Five Spelling programs allow you to enter your own unique spelling word lists under program control. In each copy of the program, that you make, you can have from 1 to 10 lists with 10 to 20 words per list. You also have the ability to examine and/or edit the lists. Simply LOAD and RUN the master program and it will guide you through the steps to enter and SAVE the program with the custom word lists. **Requires 16K.** Set of 5, 39.95

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Bluebook #ATR-47116

**ROCKET SPELL C** 1200  
Same as Bluebook #ATR-47108, with the additional capability to add your own custom word lists easily without programming knowledge. **Requires 16K.**  
24.95

Bluebook #ATR-47117

**SPELL C** 1200  
Same as Bluebook #ATR-47104, with the additional capability to add your own custom word lists easily without programming knowledge. **Requires 16K.**  
24.95

Bluebook #ATR-47118

**SCRAMBLE LETTERS C** 1200  
Same as Bluebook #ATR-47107 with the additional capability to add your own custom word lists easily without programming knowledge. **Requires 16K.**  
24.95

Bluebook #ATR-47119

**SCRAMBLE SPELL C** 1200  
Same as Bluebook #ATR-47106 with the additional capability to add your own custom word lists easily without programming knowledge. **Requires 16K.**  
24.95

Bluebook #ATR-47120

**TICTACTOE SPELL C** 1200  
Same as Bluebook #ATR-47105 with the additional capability to add your own custom word lists easily without programming knowledge. **Requires 16K.**  
24.95

Bluebook #ATR-47121

**U.S. ROAD SIGNS** 1200  
The definite pattern of traffic signs related to such things as their shape and color helps drivers become familiar with the "sign language" of our road systems. This is a tutorial lesson to learn these U.S. road signs. A review is presented at the end of each session, dependent upon how well the student has answered the question. Graphics have been used throughout this program. **Requires 16K.**  
9.95

Bluebook #ATR-47122

**ATARI SPEED READING** 1300  
Increase your reading rate and comprehension and help cut that pile of unread papers down to a manageable size. Atari Speed Reading consists of workbook materials and 8 computer-aided lessons. Each lesson includes a voice track that offers valuable tips and confidence-builders. Timed practice sessions help pace your progress. Metronome-type sounds accompany reading tasks to help pace your progress. For ages 15 to adult.  
**Requires 16K RAM, The Basic Cartridge, Program Recorder, and Joystick Controller.**

Bluebook #ATR-47123

**FOG INDEX** 1022  
By Ingrid Langevin  
Recommended for ages 13 and up/Written in Basic. Many editors and writers rely on the Gunning FOG Readability Formula, commonly known as the FOG Index, to test whether text is geared to the appropriate reading level. The FOG formula analyzes reading level based on word complexity (number of syllables) and sentence length. FOG INDEX automates this analysis, saving you both time and effort. This easy-to-use program guides you through all the options with a series of questions and prompts. You can analyze any text file created by a word processor using Atari DOS and stored on cassette or diskette. Word processors known to be compatible with FOG Index are the Atari Word Processor Text Wizard, and the Atari Program-Text Editor, available through APX. You can also type a 100-word text sample directly into computer memory without using a text editor and then analyze it. For any text file, you can analyze a 100-word sample, your own specified number of words, or the entire file, and you can analyze it. For any text file, you can analyze a 100-word sample, your own specified number of words, or the entire file, and you can analyze up to thirty files on one diskette in sequence. During the analysis, the current word being read, the number of big words encountered, and the total number of words read so far display on your TV screen. A print option lets you print the big words and the readability statistics for future reference. In addition to the FOG Index level, the statistics include the file name, number of words read, number of words included in the computation, number of sentences, average number of words in a sentence, average number of letters in a word, and the number of big words. **Requires: Atari Basic Language Cartridge.**  
**Optional: Atari 825 80-column printer or equivalent printer, and a text editor using Atari DOS [see description].**  
Diskette [810] 32K 15.95

## 47000 • Language Arts

Bluebook #ATR-47124

### TEXT ANALYST-REV. 2

1022

By Ingrid Langevin

Recommended for students, teachers, publishers, editors, and writers/Written in Basic and machine language. Until now, if you wanted to evaluate a piece of writing for its reading level, you could do one of two things. You could rely on simplified methods, such as the FOG index. Or you could reconcile yourself to a lengthy analysis for a more accurate analysis, such as using the Dale-Chall Readability Formula, which requires matching each word of a 100-word sample against the 3000-word Dale list, computing the average sentence length, weighting the variables, and working them into the Dale equation. Now you can have the best of both worlds. Uses the Dale-Chall method to analyze a 100-word sample, your own specified number of words, or the entire contents of one or more files created with the Atari Word Processor or with Text Wizard. It computes the grade level and relevant statistics (such as average sentence and word length), and displays and prints the results in less than two minutes (for a 100-word sample). You can use the printed list of words that don't match the Dale list as a check for spelling errors in your text, and both the statistics and the list of non-Dale words can help you analyze your writing style. After it automatically loads into computer memory, you type the name of the text files you want analyzed and Text Analyst takes over from there. As Text Analyst reads and compares each word, the total number of words read, the number of matched words, and the words not found on the Dale list display on the TV screen. You may also choose to print the list of unmatched words and the readability statistics for future reference. All it takes is one or two uses and you won't be able to get along without it. Revision 2 lets you analyze several files in sequence and specify the size of the text sample.

**Requires: Atari Basic Language Cartridge.**

**Optional: Atari 825 80 Column Printer, and Atari Word Processor or Text Wizard.**

**Disk [810] 40K 15.95**

Bluebook #ATR-47125

### SPELLING GENIE

1022

By Dale Disharoon

Recommended for ages 5-14/Written in Basic. Along with nine predefined spelling lists, Spelling Genie accommodates any spelling list children need to practice. In fact, kids lucky enough to have Spelling Genie will probably clamor for more words to master! Spelling Genie features four very different approaches to mastering spelling skills. In Pop On, a word flashes briefly and the child then types in the same word. In Mix Up, all the letters of a word display in random

order and the child types in the unscrambled word. In Vowels, a word displays with blanks in place of vowels, and the child types in the complete word. In Word Whizzer, ten words display in a column and a spinner displays opposite one of the words; the child activates the "whizzer" by typing the word opposite the spinner. Spelling Genie also has a tournament option for playing all four games consecutively. In each exercise, players can't go on to another word until typing the current one correctly, but the program helps out in various ways to avoid discouragement. A child playing the games alone works against a countdown clock to spell as many words as possible correctly. Two children playing the games compete against each other for the winning score. All the games are playable using either the computer keyboard or a Joystick Controller, or a combination. Children can also print their spelling lists for further study.

**Requires Atari Basic Language Cartridge.**

**Optional: 1 Atari Joystick Controller/Player, and an Atari or Equivalent Printer.**

**Cassette [410] 16K 22.95**

**Disk [810] 24K 22.95**

Bluebook #ATR-47126

### WORD SEARCH GENERATOR

1022

By Max Mulliner

Recommended for ages 6 and up/Written in Basic. Combination teacher's aid and game. Teachers can use it to create spelling and word exercises that students won't even recognize as learning! Word Search Generator has two sample word lists, or you can create your own to tailor a one- or two-player game to a specific list of up to thirty words. No matter what its use, this program provides hours of challenging entertainment. In the game, your objective is to locate words hidden in a grid of letters. Words can be hidden horizontally, vertically, or diagonally, and backwards or forwards within the grid. You use your joystick to locate the first and last letters of a word before time runs out. In the two-player game, you take turns searching for words. The final scores display when all the words have been found. For each round, you can change the word list, the size of the grid, and the time limit. You can also use the program's print option to create copies of word search grids and their solution keys for study or game preparation.

**Requires Atari Basic Language Cartridge, and One Joystick Controller per player.**

**Optional: Atari 825 80-Column Printer.**

**Diskette [810] 24K 22.95**

## 47000 • Language Arts

Bluebook #ATR-47127

### LETTERMAN

1022

By Ed Stewart and Ray Lyons

Recommended for ages 8 and up/Written in Basic. Has it ever bothered you that a game as fun as hangman has a violent underlying premise? Well, here's a variation on the traditional paper and pencil, word-guessing game that replaces a dismal outcome with lively animation, colorful graphics, and amusing sound effects. The only object in danger is the apple on Letterman's head! You have six turns in which to guess the secret word, one letter at a time. Either the program or another player can choose the word. Letterman contains nearly 400 words within three selectable difficulty levels. And when you've exhausted this list you can continue to enjoy Letterman because the user manual contains easy-to-follow instructions for adding to (if your system has more than 16K of RAM) or revising Letterman's list of words. Owing to different computer memory requirements, the cassette and the diskette versions differ slightly. Both versions work as described above. However, the diskette version offers some added features. You can request hints if you get stuck. You can also choose to play under a time limitation for making each guess. And the program can keep track of as many as nine players' turns and scores. **Requires Atari Basic Language Cartridge.**

**Cassette [410] 16K 22.95**

**Disk [810] 32K 22.95**

Bluebook #ATR-47128

### WORDMAKER

1022

By Dale Disharoon

Recommended for ages 6 and up/Written in Basic. Friendly and educational spelling competition. A game for people of all ages who enjoy words and reading. It's a terrific practice tool for students. The more you play, the better you get. One or two players use Joystick Controllers to make three or four-letter words. In a two-player game, you select a time limit between one and five minutes and you're off! A digital timer ticks off seconds as you race to fill your side of the screen with more words than your opponent. You get five points for each correctly spelled word. You lose five for each misspelling. Don't try to copy from your opponent's word list! Wordmaker knows who spelled the word first and gives that player credit. A 30-second warning freezes the joystick for a few seconds so you can examine your progress and plan your final strategy. At the end of a game, the winner's name displays. You may now choose either to reuse all the words in your next game, or to delete those words. If you delete the previously spelled words, the game becomes harder. You must think of different words and the competition mounts. In the one-player version, you race against the

clock and try to surpass your previous scores. Wordmaker's printout option lets you study your words after the game. How about writing a story with your new vocabulary list? The author invites questions and comments by mail and telephone.

**Requires Atari Basic Language Cartridge and 1 or 2 Atari Joystick Controllers.**

**Optional: Atari or Equivalent Printer.**

**Cassette [410] 32K 22.95**

**Disk [810] 40K 22.95**

Bluebook #ATR-47129

### MY SPELLING EASEL

1022

By Al P. Casper

Have you ever seen an artist set up an easel at the beach? It doesn't take long before a crowd gathers. You can expect the same thing to happen when you set up My Spelling Easel for children. The pictures they create are so captivating that everyone wants to get into the act. Each time a word appears at the bottom of the screen, the child types one or more letters. The word might be "dog" or "hills." A picture representing the word appears, until the child has composed a whole fanciful landscape. And for fun, he can easily change the colors of his picture. Children can play this multilevel game with the keyboard or a Joystick Controller. In the "easy scene," the child can press any letter to add a picture to his landscape. The next level requires a key of a letter in the word. The third level calls for each letter of the word in any order, and fourth calls for all the letters in order. If nobody's playing, the program automatically creates landscapes. Recommended for ages 3-10. Written in Basic and machine language.

**Requires: Atari Basic Language Cartridge.**

**Optional: One Atari Joystick Controller.**

**Cassette [410] 16K 29.95**

**Diskette [810] 24K 29.95**

Bluebook #ATR-47130

### SPEEDREAD +

261

SpeedRead+ functions at your reading speed, from now to thousands of words per minute. SpeedRead+ can help you overcome such reading problems as vocalization, single word stops, sub vocalization, and more.

SpeedRead+ offers four modes designed to speed your progress in reading for speed, enjoyment, comprehension, and retention:

- Single Phase - for eye recognition of words and phrases
- Double Phase - for eye movement, focus, and timing
- Random Phase - for peripheral vision expansion



## 47000 • Language Arts

- **Column Phase** - scanning paragraphs with one stop per line

In all four modes, SpeedRead + offers you additional features which help you train your eyes and brain to function as the incredible precision machine they were meant to be:

- 5 selectable phrase widths from one word to one line
- 200 selectable speeds from 5 to over 2000 words/minute.
- Easy control of selection usually single keystroke or joystick

SpeedRead + comes complete with classic short stories for your reading practice and pleasure. But SpeedRead + was designed for ease of use and expansion, so use any appropriately named text file: a story, stock market report, the news, etc.

The SpeedRead + package includes a comprehensive multi-level user guide, complete with summary instructions, detailed explanations of each choice, and explanations of slow reader problems and how to correct them with appropriate SpeedRead + exercises. Also included is a multiple choice examination program, for use with user supplied quizzes. **Requires: 16K and Disk Drive 59.95**

Bluebook #ATR-47131

### **STORYBUILDER 888**

This program provides interesting activities to build knowledge of syntax and story components as well as developing comprehension skills. The program's content is based on the highly successful concept of mix-and-match storybooks. This allows players to experiment with sentence structure and to create new and often humorous story situations. Students have the option of obtaining a printed copy of the titled story when printers are available. The Atari version offers the print option and, in addition, the unique opportunity to add a student originated closing paragraph to the computer contained story. This last option expands the story combinations possible to an infinite number. Grade Level 2 - 6.

**Requires Atari 800 and 48K. Disk 60.00**



Bluebook #ATR-47132

### **FUNDAMENTAL WORD FOCUS 888**

The ten programs of Fundamental Word Focus challenge students to focus on important word analysis skills. The programs employ exciting game-like formats to provide stimulating and productive practice in vowel identification, syllabication, affixes, compound words,

and identification of word elements. Features include an easy to use record-keeping system and a special teacher option which outlines the purpose, objective, prerequisites, and word lists for each level of each program. Atari makes extensive use of color graphics and sound. Grade Level 1 - 9.

**Requires Atari 800 and 48K.**

**Disk 165.00**

Bluebook #ATR-47133

### **STORY STARTER 888**

By Dr. Penny Gaither

**PURPOSE:** Provide practice in constructing stories using cause/effect and time/sequence patterns.

**CONTENT:** Story Starter has four different sequences: "Because," "When," "Then," and "Story Line." The program has three levels of difficulty, with 10 different opening lines for each level. The student provides the remainder of the content.

#### **FEATURES:**

- Helps students understand cause/effect and effect/cause story patterns.
- Encourages and develops creative expression.
- Fosters writing skills and expression.
- A copy of the completed story can be printed and shared with teachers and parents.
- Several students can work as a team to create a story.
- Comprehensive Teacher's Manual includes information on how to use the program and present it to a class. Follow-up activities are also included.

**Grade Level: 2-6 48K, Atari 800**

**Disk 34.50**

Bluebook #ATR-47134

### **WORD BLASTER 888**

By Bill Martin

**PURPOSE:** Use cloze techniques to develop reading vocabulary and sentence comprehension skills for students in grades 2 through 6.

**CONTENT:** Word Blaster contains 540 different sentences, divided into seven levels of reading difficulty. The sentences for each grade level are grouped into three categories of difficulty: one year below grade level; grade level; and one year above grade level.

Each lesson in the program consists of 12 sentences. Four of these sentences emphasize graphophonic cues, four emphasize syntactic cues, and four emphasize semantic cues. There are nine lessons per grade level.

#### **FEATURES:**

- Develops comprehensive and vocabulary skills in context.
- Uses modified cloze activities.
- Rewarding motivational format uses a "shooting gallery" approach to the selection of the correct

## 47000 • Language Arts

missing word. If the appropriate word is "blasted," it moves to its correct position in the sentence.

- Immediate correction and feedback.
- Score appears on-screen at the end of each lesson.
- Comprehensive Teacher's Manual includes clear directions for program use.

Grade Level: 2-6 48K, Atari 800,

Disk 150.00



Bluebook #ATR-47135

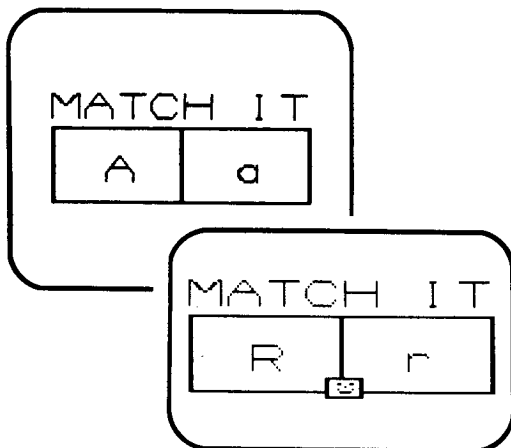
### WORDRACE

995

A word game that's competitive, fast-paced, exciting, addictive—and also educational: WORDRACE is for 1-4 players, requires strategy and speed, and builds players' vocabularies while they have fun. Each turn starts with a word, six possible definitions, and a counter set to 600 points. As time passes the number of points goes down. When you pick the correct definition you get the number of points left, so the sooner you pick, the more points you get. But if you guess wrong, you lose the number of points left, and the clock keeps ticking. Here the strategy comes in: should you study the choices carefully or guess wildly and fast? It's different on each turn, and only experience will tell. To become a champion at WORDRACE, a player must develop a large vocabulary, but anyone from age 9 to adult can enjoy WORDRACE the very first time he plays. The game has three levels of play: Regular Wordrace, for adults and highschoolers; Beginner's Wordrace, for youngsters aged 9-14; and Challenge Wordrace, guaranteed to stump verbal wizards. The whole family can join the fun. The game has over 2000 words and definitions. **Requires: 16K RAM, Atari 400/800**

Cassette 19.95  
32K Disk 19.95

The Blue Book Family Of  
Computer Directories...  
Your Best Source Of Software Information



Bluebook #ATR-47136

### MATCH IT

687

By Kay L. Schrag

Teaches youngsters to match upper with lower case letters or, match lower with upper case letters. Played in a game-like setting, this program provides practice in essential skills of letter recognition. An excellent readiness activity for kindergarten aged children or anyone just learning the alphabet. Correct responses are rewarded with a happy face.

**Requires: Atari 800 and 48K Memory.**

Disk 29.80  
Cassette 24.95

Bluebook #ATR-47137

### SPELLING IN CONTEXT-LEVEL 1

687

By Louise Markert and Max E. Jerman, Ph.D.

Of all the methods used to teach spelling, SPELLING IN CONTEXT is one of the most useful. Learning to spell a word in the context of a sentence helps to provide meaning to the word. Providing meaning for the word should increase the chance it will be remembered.

#### ADVANTAGES OF A COMPUTER

One advantage is that a spelling error can be corrected immediately. Users are not allowed to continue to misspell words. A second advantage is that the computer can remember which words the user misspells. The computer can then give the user a review lesson on the words misspelled during the regular lesson. A third advantage is that the computer can prompt the user to spell correctly a missed word. It can patiently wait and prompt until the user finally spells a word correctly. A fourth advantage is that the computer can present the words in a random order.

## 47000 • Language Arts

Thus, no two students should be given words in the same order. This helps prevent learning to spell words by their position in the lesson rather than by more important clues.

The user types the word and presses the ENTER key. If the word is correct, a positive message is given. If the word is misspelled, one of several corrective messages, like "TRY AGAIN" is given. If a second error is made, on the same word, the correct spelling of the word is given. The user is required to spell the word correctly before the next word is presented. Each misspelled word is recorded by the computer. If the user scores less than 90 percent correct on the lesson, the misspelled words are reviewed at the end of the regular lesson. In this way, the user is given several chances to practice spelling words correctly.

**Requires Atari 800 and 32K Memory.**

**Disk 45.50  
Cassette 45.50**

Bluebook #ATR-47138

### **SPELLING IN CONTEXT-LEVEL 2**

**687**

Number of programs: 2

Number of Lessons: 40

Number of Words: 400

**Requires Atari 800 and 32K Memory.**

**Disk 45.50  
Cassette 45.50**

Bluebook #ATR-47139

### **SPELLING IN CONTEXT-LEVEL 3**

**687**

Number of Programs: 2

Number of Lessons: 40

Number of Words: 600

**Requires Atari 800 and 32K Memory.**

**Disk 45.50  
Cassette 45.50**

Bluebook #ATR-47140

### **SPELLING IN CONTEXT-LEVEL 4**

**687**

Number of Programs: 4

Number of Lessons: 40

Number of Words: 800

Bluebook #ATR-47141

### **SPELLING IN CONTEXT-LEVEL 5**

**687**

Number of Programs: 4

Number of Lessons: 40

Number of Words: 800

**Requires Atari 800 and 32K Memory.**

**Disk 45.50  
Cassette 45.50**

Bluebook #ATR-47142

### **SPELLING IN CONTEXT-LEVEL 6**

**687**

Number of Programs: 4

Number of Lessons: 40

Number of Words: 800

**Requires Atari 800 and 32K Memory.**

**Disk 45.50  
Cassette 45.50**

Bluebook #ATR-47143

### **SPELLING IN CONTEXT-LEVEL 7**

**687**

Number of Programs: 5

Number of Lessons: 40

Number of Words: 800

**Requires Atari 800 and 32K Memory.**

**Disk 45.50  
Cassette 45.50**

Bluebook #ATR-47144

### **SPELLING IN CONTEXT-LEVEL 8**

**687**

Number of Programs: 6

Number of Lessons: 40

Number of Words: 800

**Requires Atari 800 and 32K Memory.**

**Disk 45.50  
Cassette 45.50**



## 49000 • Library Science

**Also See Related Categories:** 24000 Data Base Management  
47000 Language Arts  
67000 School Administration  
93000 Books

Bluebook #ATR-49000

### **DICTIONARY GUIDE WORDS 1248**

At the top of each page in a dictionary are two words called guide words. The first guide word is the same as the first entry word on that page. The second guide word is the same as the last entry word on that page. There are four lessons in this program. Each lesson consists of two columns of words. The student's job is to match each word in Column A with the pair of guide words in Column B that represent the dictionary page on which the Column A word would be found. At the end of each lesson, the computer lists the words from Column A that were not matched correctly with the guide words from Column B. Elementary Level. **9.95**

Bluebook #ATR-49001

### **BOOKSHELF 1200**

Three levels of difficulty in correctly shelving library books. Tutorial help provided. Summary given at end of each lesson. **Requires 16K. 9.95**





## 50000 • Mailing Lists

Also See Related Categories: 17000 Business Management  
24000 Data Base Management  
65000 Retail And Point Of Sale  
78000 Word Processing

Blue Book #ATR-50000

### MAILING LIST PROGRAM

1016

By Russell Pottak

This program will help you save time and energy on any regular mailings you make such as PTA, fund raising, student, faculty, or alumni. The program will allow you to maintain a mailing list of up to 700 names and addresses (depending upon the model) using your microcomputer. At the touch of a key, the computer will print mailing labels or a hard copy of your mailing list. You can put several lists on one diskette, separate them by category (up to 10 categories can be stored) and retrieve each individually. The entire list can also be "searched" to find individual entries according to name, address, city, state, or zip code. Full editing capabilities allow you to revise entries when necessary. **Program is available on disk only and requires a printer.**

**Disk 19.95**

Blue Book #ATR-50001

### MAIL LIST 3.0

962

The MAIL LIST 2.2 has been upgraded and made even better with the addition of enhanced editing capabilities and improved file manipulation. Store a maximum number of addresses on one diskette (typically between 1200 and 2500 names!). Entries can be retrieved by name, keyword(s) or by zip code. They can be written to a printer or to another file for complete file management. The program produces 1, 2 or 3-up address labels and will sort five or nine digit zip codes or alphabetically by last name. Files are easily merged and MAIL LIST will even find and delete duplicate entries automatically. The address files created by MAIL LIST are compatible with FORM LETTER SYSTEM.

**Disk 49.95**

Bluebook #ATR-50002

### MAILING LIST

1300

An easy way to record and save names, addresses and phone numbers for holiday greetings, birthday cards,

party invitations or club activities. You can modify any list format to suit your individual needs and print labels or lists with an Atari Printer.

**Requires Atari Basic Cartridge, Atari Program Recorder, and 24K RAM.**

**Optional: Atari Disk Drive and Printer.**

Bluebook ATR-50003

### DISKETTE MAILING LIST

1022

By William Barlett

Recommended for ages 16 and up/Written in Basic and machine language. A mailing list program that can handle junior's kindergarten class list, mom's client list, and dad's golf club membership list. And this program can accommodate their growing needs. The number of records a file can contain is limited only by available diskette space, not by computer memory, and you can store many different files on one diskette. Diskette Mailing List can handle very large records having as many as 127 units of information (called "Fields"), with each unit as large as 120 characters. You select program functions from menus. First you define the kinds of information you want to include in the records for a file, and then you add the records themselves. You can revise, add, and remove records according to your specifications for which fields to print and their order. Each record prints on one line, which can be as wide as 132 columns. You can also create custom-tailored mailing labels accommodating single and multilabel forms. Labels can contain information from records and text you specify when you request the labels. How about adding seasonal messages to your labels? Users of the Atari Mailing List can easily convert their cassette or diskette records with a transfer program included in Diskette Mailing List.

**Requires: Atari Basic Language Cartridge.**

**Optional: Atari 825 80-Column Printer or equivalent.**

**Diskette [810] 16K 22.95**

## 50000 • Mailing Lists

Bluebook #ATR-50004

### **SUPER MAILER**

1318

Standard features include creating and adding to the data file, sort by name, zip, or data line, and search on name or data line. Edit, modify, and printing any combination of entries are just a few more of the many standard features this program includes. Some of the advanced features include the merging of files, a wild card search, and the ability to use any printer. The program is written in basic with machine language subroutines. **Requires: 48K RAM, Basic, 1 Disk Drive [2 Drives optional]**

tions can keep track of name and address information. (50 addresses - 1 file).

**Designed for use on the Atari 400/800 with one disk drive or program recorder 410P.**

**Cassette 19.95**

**Disk 24.95**

Bluebook #ATR-50007

### **SUPERMAIL**

1373

Up to 500 addresses on one disk. Stores name, company, telephone number and two selection codes. You can search for each part of the address i.e. zip-code, telephone number a.s.o. Also prints labels via the Atari interface.

**Atari 800**

**Disk 49.00**

Bluebook #ATR-50005

### **MAGIC MAIL**

1298

A New Data Base Mailing and Personal Information System for your Atari 400/800 Personal Computer. **FEATURES:**

- Data Fields: Name, Address, City, State, Zip Code Area Code, Phone Number, Birthday (m/d/y), and Entry Type.
  - Up to 1027 records per Disk
  - Less than 1 second search time over 95% of your data, and 2-4 seconds over the other 5%
  - Up to 62 separate and unique files permitted per disk
  - Single or Double Disk Drive Capability
  - Built-in sort, capable of sorting any Data File by any field with up to 10 subfields
  - Command-Driven with simple English-like commands: FIND, MODIFY, PRINT, ADD, SORT, etc.
  - Position Independent & Position Dependent Fields
  - Files compatible with Atari DOS II
  - Every disk Pre-tested for Bad Sectors and recording Integrity
  - Versions for: Epson MX-80, Prowriter, Centronics
  - Print single-width mailing labels or directory listings
  - 100% machine language
- Requires Atari 400/800 and 16K.**

**59.95**



Bluebook #ATR-50006

### **MAILING LIST**

1373

Allows the small businessman to keep track of vendors and customers. You can search for a name or address of a certain town or for an address with a certain note. Fifty addresses are put into one file. It will handle up to 300 items at the same time in memory, (48K), is menu driven with full screen prompting and allows the small businessman to keep track of vendors and customers. Churches, clubs and other organiza-

## **53000 • Miscellaneous Programs**

**Also See Related Categories: 25000 Demonstration Programs**

Bluebook #ATR-53000

### **DISNEY EDUCATIONAL SERIES**

**1300**

The Disney Education Series is comprised of 5 fun-filled programs. Each product contains 2 computer-animated adventures for children. Favorite characters lead delighted children on unique adventures that teach language arts, science, social studies, and math. Youngsters can complete sentences and sharpen their arithmetic skills on a hiking expedition with Mickey Mouse, help Peter Pan decipher a map that leads to the treasure at Mermaids's Cove, or follow the Cheshire Cat through a mysterious maze of shapes in the strange world of wonderland. It's a fun way for children to learn basic educational concepts.







## 54000 • Music

Also See Related Categories: 36000 Games  
38000 Graphics

Blue Book #ATR-54000

### **MUSIC I: TERMS AND NOTATIONS** 263

Music I is the first of a series of three modules for music theory drill and practice. The three diskettes can be used singly or in a combination to provide practice at successive levels of difficulty. The support manual provides one possible sequence of instruction for using the programs on the three diskettes. Four of the programs on Music I present music notations using high-resolutions graphics. Included are drills on note and rest types, enharmonic equivalents, key signatures, and note identification. The Terms program includes 57 musical terms divided into three levels of difficulty. The Introduction program provides an overview of the computer's capability to generate music-related sound and graphics.

For beginning to advanced music students.

**Requires Atari 400/800. Disk 36.00**

Blue Book #ATR-54001

### **MUSIC II: RHYTHM AND PITCH** 263

Music II is the second of a series of three modules for music theory drill and practice. The three diskettes can be used singly or in a combination to provide practice at successive levels of difficulty. The support manual provides one possible sequence of instruction for using the programs on three diskettes. The eight programs on this diskette use either sound or graphics, or both. The programs include drills on rhythm patterns, aural and visual recognition of intervals, determining a wrong or missing note in a musical pattern, and completing a measure of music. The Introduction program provides an overview of the computer's capability to generate music-related sound and graphics.

For beginning to advanced music students.

**Requires Atari 400/800. Disk 40.00**

Blue Book #ATR-54002

### **MUSIC III: SCALES AND CHORDS** 263

Music III is the third of a series of three modules for music theory drill and practice. The three diskettes can

be used singly or in a combination to drill students at successive levels of difficulty. The support manual provides one possible sequence of instruction for using the programs on the three diskettes. All the programs on this diskette use extensive sound and graphics to provide a stimulating approach to music theory study. Whole-half and Find the Half provide drills to differentiate whole and half steps between notes. Students will also learn to distinguish different types of scales and chords in Scales, Triads, and Sevenths. The Introduction program provides an overview of the computer's capability to generate music-related sound and graphics.

For beginning to advanced music students.

**Requires Atari 400/800. Disk 34.00**

Bluebook #ATR-54003

### **MUSIC COMPOSER** 1300

Compose your own music scores in four-part harmony. This ingenious program turns your computer into a musical instrument. Type in musical notes, then hear and see the note as it's displayed on the screen. Finish a section and the computer plays back the melody. You control the pitch, octave, duration, and loudness of each note. Budding maestros can save their compositions, using the Atari Program Recorder or the Atari Disk Drive.

**Requires: 8K RAM. [Larger compositions require more RAM.] Program Recorder or Disk Drive optional.**

Bluebook #ATR-54004

### **ADVANCED MUSICSYSTEM** 1022

By Lee Actor

Recommended for ages 11 and up/Written in Basic and machine language. Mozart, Beethoven, and Bach never had it so good. You can use your musical skills to their fullest. This program provides a complete range of possibilities, from listening to creating. You select your activity from a menu of fourteen choices. The editing function is one of the most interesting. You enter a musical note by specifying various parameters, such as octave, duration, dynamic level, and articulation. Every time you enter a note, the program reproduces it

## 54000 • Music

through the television speaker and displays it on the screen, where it can be easily modified at any time. Advanced Musicsystem can play very complex rhythms and extremely rapid tempos. Once you create music, you can listen to as many as four independent voices in a 5 1/2-octave range. You can watch a piano keyboard playing the notes with each of the four voices appearing in a different color. With the Atari paddle controllers, you can adjust the tempo while the music is playing. Built-in synchronization functions let you construct a tape with at least eight simultaneous voices using an external tape recorder. Advanced Musicsystem lets you save music on a diskette, and merge files to create very large files. Depending on your system's memory size, you can store up to 6000 notes in a file. Using the automatic play feature, you may listen to the demonstration pieces included on the diskette.

**Requires Atari Basic Language Cartridge, DOS, and 2 formatted disks for storing music.**

**Optional: One set of Atari Paddle Controllers, stereo cable, tape recorder.**

**Diskette [810] 32K 29.95**

Bluebook #ATR-54005

### PLAYER PIANO

1022

By Jerry White

Recommended for ages 4 and up/Written in Basic. Turns your Atari Home Computer into a twenty-note minipiano. Everyone can enjoy this versatile program, regardless of musical ability or training. Player Piano can also introduce young children to computer applications beyond game playing. This automatically loaded program displays the 20 black and white piano keys, and a musical note symbol jumps across the keys as you play your tune. The computer keyboard keys correspond to the piano keys display in the lower part of the screen. With Player Piano, you can create tunes much like tapping one out on a piano—you strike a key, the note plays, and it's gone. Additionally, however, a series of menu options let you save your tune as you create it, modify it as desired (now or later), play all or part of it back at any time, and then store it on cassette or disk, for recall at a later time. You can build tunes having as many as 400 notes, composed of whole, half, quarter, and eighth notes, and having a variety of tempos. An auxiliary program lets you display on your TV screen or print a data listing of your longer, more complex songs for analysis and modification.

**Requires: Atari Basic Language Cartridge.**

**Optional: Atari printer or equivalent printer.**

**Cassette [410] 24K 22.95**

**Diskette [810] 40K 22.95**

Bluebook #ATR-54006

### KEYBOARD ORGAN

1022

By Alan Griesemer and Stephen Bradshaw

Recommended for ages 6 and up/Written in QS Forth. What does "Z Z B B N N B V V C C X X Z" mean to you? With Keyboard Organ, it's the beginning of "Twinkle, Twinkle Little Star"! You can turn your Atari Home Computer into a simple organ with vibrato and attack features. You play songs using the computer's keyboard as if it were an organ keyboard, except that you can play only one note at a time. You can record and play back your songs, and even play duets or rounds by recording a song and playing it back while you play along on the computer keyboard. Two rows of piano keys display on your TV screen. The keyboard symbol you press appears at the top of each piano key and the letter of the musical note appears at the bottom. When you press a key, the piano key changes color to show you what note you're playing. You can modify the organ sound with the vibrato and attack options. For example, selecting vibrato ON with SOFT attack produces sounds like an organ, whereas setting vibrato OFF with SOFT attack produces sounds like a calliope. You can record a song and play it back as many times as you like. You can also record a song, turn off the record option, compose other tunes, and then replay your recorded song.

**Cassette [410] 24K 22.95**

**Diskette [810] 24K 22.95**

Bluebook #ATR-54007

### THE MAGIC MELODY BOX

1022

By W. Wes Horlacher

Recommended for ages 3 and up/Written in Basic. A fast, easy, and fun way to introduce young and old to music composition. Creating a four-voice, harmonized song involves only two simple steps. You use a Joystick Controller first to select one of twelve rhythm patterns and then to draw a melody line in the magic box. As you draw, the notes play, and you can back up and redraw your melody at any time. Here's your chance to test whether "crazy" patterns create inspired compositions. Then the program uses the melody line and rhythm selection to compose about a minute of harmonized music in a popular song format. When the song ends, you can play it again or compose a new song. This music program is different. It doesn't use traditional musical notations, such as measures, notes, and clefs. Instead, it relies on simpler, abstract concepts like graphics, balance, and themes, used by many professional composers and arrangers. The program doesn't teach how to read or play music;

## 54000 • Music

rather, it teaches how to create music.

**Requires Atari Basic Language Cartridge, and one Atari Joystick Controller.**

**Cassette [410] 16K 15.95**

**Diskette [810] 24K 15.95**

Bluebook #ATR-54008

### **MUSICAL COMPUTER-THE MUSIC TUTOR 1022**

By Computer Applications Tomorrow

**Recommended for ages 6 and up/Written in Basic.** Good graphics and a catchy tune make this program an excellent educational tool for all ages. Even young children can understand the program's simple explanations. Gives you a solid overview of the mechanics of music. You quickly learn about musical symbols, treble and bass clefs, rhythm, and sharps and flats. You also learn the names of every musical note through simple phrases. For example, "face" stands for some of the notes in the treble clef. You see how musicians read music by counting notes-whole notes, half notes, quarter notes, eighth notes-and the rests that occur in between. You even have time built-in to practice, practice, practice! The program is divided into two parts. Within each part, you choose your activity from a menu. In part one, you learn about note reading, rhythm, and treble and bass clefs. In part two, you learn about notes and rests, dynamic and tempo markings, sharps and flats, and signs and symbols. This program is both versatile and easy to use. For example, you can pause at any time to study a particular screen's information. You can also return to the menu at any time. In addition, all your responses consist of single keystrokes. Once you complete this program, you're on the road to an exciting new interest with unlimited horizons.

**Requires: Atari Basic Language Cartridge.**

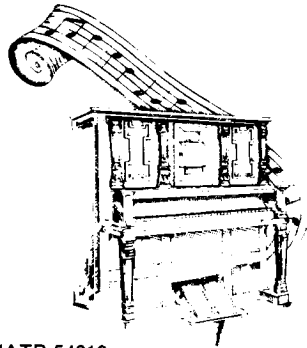
**Diskette [810] 40K 15.95**

Bluebook #ATR-54009

### **MUSIC MAJOR: 1308**

Designed to teach the fundamentals of music in a serious yet lighthearted manner. It gives you comprehensive lessons on such topics as note counting, key signatures, note recognition, measure practice and a sample Beethoven quiz. Parents and teachers can add to or modify the quizzes. **Requires 32K.**

**Disk or Cassette 39.95**



Bluebook #ATR-54010

### **MUSIC LESSONS**

**1352**

A 100 page spiral bound instruction book and a double sided disk (or 2 cassettes - 4 sides) makes this MUSIC and SOUND EFFECTS tutorial by Jerry White the most comprehensive and complete sound package available for the Atari Computer anywhere. The 15 separate programs included are designed to provide demonstrations in Atari BASIC that are educational, entertaining and easy to follow. PLAYER RADIO turns your computer into a 20 note mini-piano that includes a full, graphically accurate, screen display of a piano keyboard. Compose music and save it on disk or cassette to play back later. The SINGALONG programs teach and play songs in 4 part harmony while displaying lyrics on the screen. The instruction book includes all program listings. **Requires: 24K for Player Piano and Joystick**

**32K Disk or 16K Cassette 34.95**



# THEORY OF THE EARTH



The Earth is a sphere, and its surface is divided into four main parts, called continents. These are Asia, Europe, Africa, and America. The oceans are the large bodies of water that surround the continents. The Earth is also divided into smaller parts, called countries and cities.

## THE EARTH'S SURFACE

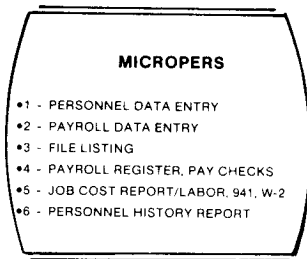
The Earth's surface is not perfectly smooth. It is covered with mountains, hills, valleys, and plains. There are also large bodies of water, called oceans and seas. The Earth is also covered with forests, fields, and cities. The Earth is a very interesting place, and there is much to be learned about it. The Earth is a sphere, and its surface is divided into four main parts, called continents. These are Asia, Europe, Africa, and America. The oceans are the large bodies of water that surround the continents. The Earth is also divided into smaller parts, called countries and cities. The Earth is a very interesting place, and there is much to be learned about it.

## THE EARTH'S INTERIOR

The Earth's interior is a very mysterious place. It is made up of many different layers, and there is much to be learned about it. The Earth is a sphere, and its surface is divided into four main parts, called continents. These are Asia, Europe, Africa, and America. The oceans are the large bodies of water that surround the continents. The Earth is also divided into smaller parts, called countries and cities. The Earth is a very interesting place, and there is much to be learned about it.

## 58000 • Payroll

Also See Related Categories: 10000 Accounting  
17000 Business Management  
33000 Financial  
74000 Tax



Bluebook #ATR-58000

### MICROBERS

158

Contains a complete payroll system and a personnel management system. The payroll system handles both hourly employees paid on a weekly basis and salaried employees paid bi-weekly. The program figures federal and state withholdings, social security tax, disability insurance, miscellaneous deductions, and gross and net pay. It prints paychecks and debits and credits the net pay and various deductions to the proper accounts in your Chart of Accounts (for those using Microleger). The payroll register displays amounts paid to all employees during that pay period along with amounts withheld. Also provides values for the quarterly 941 report and fills out W-2 forms. The Job Cost Report/Labor calculates how much has been spent on labor for each job you have coded in your data entry. Used with Microninv it provides a total job costing. In its personnel management capacity, Microbers provides a complete employment history for each employee, displaying in contiguous master records the vital statistics, status, position and earnings, both current and previous, for each employee. The master file also keeps track of accumulated deductions for each employee.

**Note - Microbers is a California payroll package. It is necessary to customize the withholding procedures for other states or countries.**

**Requires: Atari 800**

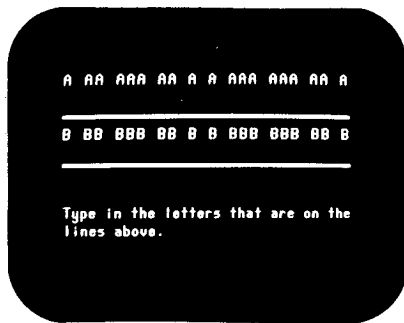
**Disk 200.00**





## 59000 • Personal

**Also See Related Categories:** 12000 Astrology  
21000 Communications  
36000 Games  
40000 Health  
41000 Home & Household  
60000 Personal Finance  
71000 Sports  
74000 Tax  
78000 Word Processing



Blue Book #ATR-59000

### KEYBOARDING

By Anne Dowis

Well-developed typing skills play an important role in using a computer. This program is a series of twenty lessons which presents a systematic and progressive approach to learning the keyboard. The series begins with exercises designed to familiarize the user with the various key positions and to explain correct typing technique. The skill level of the series increases to the point where the user increases typing skills by typing times passages. The computer keeps track of the user's performance. Errors are indicated for each exercise and review lessons are completed after each group of skills. Frequent mistakes send the user back to an appropriate skill drill. The computer automatically times the speed-building exercises. Microcomputer terms and definitions are contained in skill-building exercises to reinforce computer awareness. A management system on the disks keeps track of each user's progress as the lessons are completed. The skills in each lesson must be mastered before the next lesson is attempted. Levels: Upper Elementary to Adult. **3 Disks 99.00**

1016

Blue Book #ATR-59001

### PREPARING FOR THE SAT

Teaches students how to take the Scholastic Aptitude

0006

Test (SAT) and other aptitude and intelligence tests, develops problem-solving skills, and provides practice in answering questions typically found on such tests.

Consists of six cassettes, a user's manual, and a copy of the booklet "Making the Grade." The six cassettes are:

**TAKING APTITUDE TESTS** - This cassette explains the purpose of standardized IQ and aptitude tests. It discusses some of the false beliefs surrounding such tests. It describes ways to improve test-taking skills. And it presents a strategy for answering those questions that are most likely to pay off with correct answers.

**VOCABULARY BUILDERS I AND II** - These two cassettes are designed to help develop a student's vocabulary, and to build skills needed to answer synonym and antonym questions.

**ANALOGIES** - This course describes the common types of analogies and provides practice in analyzing and solving analogy problems.

**NUMBER SERIES** - This course teaches students how to analyze number series patterns and provides practice in number series problems.

**QUANTITATIVE COMPARISONS** - This course reviews mathematics, from elementary arithmetic through algebra and plane geometry, and provides practice in solving the types of mathematics problems found on standardized tests.

With the exception of Number Series, which is self-testing, there is a test at the end of each course. Many people who have above-average intelligence do poorly on IQ and aptitude tests. One reason is that these individuals have not developed problem-solving skills needed to answer the types of questions found on these tests. The test-taker must be able to analyze a question, separate it into its component parts, and then test a variety of answers to find the one that best fits the problem. The poor problem-solver does not follow any real plan of action. Instead, he or she looks for an



## 59000 • Personal

instant answer, or writes the first solution that comes to mind. On a multiple-choice test, the poor problem-solver usually jumps at the first answer that looks like it might be correct. In short, he or she panics and is unable to think through the problem at hand. Preparing for the SAT is designed to help students overcome these problems.

**Atari 400/800 computers with a memory of at least 16K.**  
**Cassette 125.00**  
**Disk 139.95**

Bluebook #ATR-59002

### COUNSELING PROCEDURES

1187

- The Counselor
- The Counselee
- Goals
- Cognitive Counseling Theories
- Affective Counseling Theories
- The First Meeting
- Counseling Techniques
- Counseling Techniques, Cont.
- Communications
- Educational & Training Counseling
- Employee Counseling
- Employee Counseling Interviews
- Career Counseling
- Group counseling
- Testing
- Evaluation of Counseling

**Requires Atari 400/800**

**16 Lessons, 8 Cassettes 79.00**

Bluebook #ATR-59003

### TOUCH TYPING

1300

Improve your typing skills at your own pace. Discover the advantages of touch typing on your Atari Home Computer. Start at any level: beginner, intermediate, or advanced. Step-by-step instructions take you from your starting point up to where you'd like to be. Practice while the computer keeps track of your words per minute. This program even evaluates your mistakes and uses its built-in sentence generator to drill you in your weak areas.

**Requires Basic Cartridge, Program Recorder, and 16K RAM.**

Bluebook #ATR-59004

### BIORHYTHM

1300

How do your highs and lows look today? Now you can plot the low, critical, and peak periods of your own personal, physical, intellectual, and emotional cycles. Simply give your Atari Home Computer your birthdate

and it plots a biorhythm chart on your television screen or optional Atari Printer.

**Requires Basic Cartridge, Program Recorder, and 8K RAM.**

Bluebook #ATR-59005

### TIMewise

1300

Finally there's a way to keep track of it all. Organize and integrate both your business and personal schedules, neatly and easily. Recalling schedules, deadlines, appointments, birthdays or payment dates is as simple as pressing a few keys. Plan ahead—with Timewise, that important date will appear automatically on your calendar every year until 1999. Timewise organizes, files and prints out by day, week, or month.

**Requires Disk Drive, and 32K RAM. Printer Optional.**

Bluebook #ATR-59006

### WEEKLY PLANNER

1022

By Ronald and Lynn Marcuse

Your accountant wasn't too thrilled when you showed up at 2 p.m. for your 1 p.m. conference yesterday (at least you got the day right). You need help! You can store important dates, appointments, and other time-related events for any period from 1981-1999. For each event, you create a record containing data such as the year, month, time, person, and event. Many people can store their records in one file, yet print calendars and appointment listings specific to one person. For recurring events, such as monthly mortgage payments and holidays, you can use the "wild card" feature to enter your information once and have the system automatically record the event for the appropriate days, months, person, and so on. You can locate records by year, month, day, time, or person. For example, you can find all the records for December for your son. You can then display abbreviated versions of as many as 20 records at a time or complete records, one at a time. You can also print your results as appointment listings (three days per page) or as a monthly calendar. You can enter as many events per day as you wish and display them on your TV screen; however, the program prints only the first four events per day on the formatted calendar. You can revise, add, and remove records as needed. How many records you can store depends on how much free memory your system has. A system with 32K of RAM can store 420 records; one with 48K or RAM can handle 575 records.

**Requires Atari Basic Language Cartridge.**

**Optional: Atari 825 80 Column Printer or equivalent.**

**Diskette [810] 32K 22.95**

## 59000 • Personal

Bluebook #ATR-59007

### **TYPO ATTACK**

1022

By David Buehler

Recommended for ages 8 and up/Written in machine language. Do you remember the boring drills and practices you endured to increase your typing speed? Too bad **TYPO ATTACK** wasn't around then. But it's not too late to enjoy this fast-paced game for practicing locating keys on the keyboard and for improving your touch-typing speed and skill. **TYPO ATTACK** will appeal to beginning and professional typists alike (and will probably convert non-typists, as well). Your goal is to defend eight bases against animated typo invaders falling directly overhead. Each base displays a keyboard character. To destroy a typo, you type the character directly below it in a base, which sends up an energy bolt. Pressing several keys at the same time won't help; you must type only one character for the bolt to fire. After the first few invasion waves, you have no time to search for the character on the keyboard. You must rely on your touch skill. And to add to the challenge, the characters in the bases change randomly. The better you become at fending off the typos, the faster they fall and the greater the selection of keys displayed in the bases. If you wipe out one set of invaders, you automatically face another of the game's eight kinds of typo invaders. Each time a typo lands, it digs nearer to the base. When a typo finally reaches a character in a base, the game ends. Comes with nine skill levels, to accommodate all levels of typists. The higher levels contain more typos per invasion, more keys displayed in the character bases, and faster typo invaders. The program keeps track of the high score as well as your current score. This game can turn fledgling typists into champions, and they'll have great fun in the process!

**Cassette [410] 8K 29.95**

**Diskette [810] 16K 29.95**

behavioral psychologist, the program concentrates on drill, practice and reinforced learning through eight phases of instruction.

In each of the eight phases or practice levels, there are ten exercises to be completed at the student's own pace. The screen displays the relevant keyboard positions and identifies where to place your fingers. The student is asked to successfully type four repetitions of each of ten exercises.

**Disk 14.95**

Bluebook #ATR-59010

### **BIORHYTHM**

1373

Tells you what day of your physical, emotional, and intellectual circles you are in. Everybody knows that biorhythm affects your condition and efficiency.

**Atari 400/800**

**9.95**



Bluebook #ATR-59008

### **DECISION MAKER**

1022

Helps you make decisions involving as many as ten choices and ten factors.

**Requires an Atari Basic Language Cartridge.**

**Cassette [410] 8K 15.95**

**Diskette [810] 16K 15.95**

Bluebook #ATR-59009

### **TYPING TEACHER**

623

A hands on educational program which utilizes behavioral learning principles to teach anyone to master the typewriter or keyboard. Written by a



## 60000 • Personal Finance

Also See Related Categories: 10000 Accounting  
11000 Advanced Mathematics  
28000 Elementary Mathematics  
33000 Financial  
41000 Home & Household  
64000 Real Estate  
74000 Tax

Bluebook #ATR-60000

### **FAMILY FINANCES 1300**

These easy to use Atari programs keep track of income and expenses. Plan a budget and evaluate the results. They let you see if you've met your financial goals. Print a variety of reports to keep tabs on your progress. Analyze your budget by specific expense category and see it as a percentage of your total budget.

**Requires Basic Cartridge, disk drive, and 32K RAM. 80 column printer optional.**

Bluebook #ATR-60001

### **FAMILY VEHICLE EXPENSE 1022**

By Jerry Falkenhan

Recommended for ages 18 and up/Written in Basic. Today the rising cost of owning an automobile affects every family. You need to budget your fuel, insurance, repairs and general maintenance. With Family Vehicle Expense, you can keep track of six vehicles in nine expense categories over the course of twelve months. You can also calculate and store the depreciation, loan or lease status, and license fees on your vehicles. You use your own blank diskettes to store your data. The program uses a series of menus to review, enter, change, or delete information on one or all of your cars in any month. This automatically loading program lets you keep records on payments with ten credit cards. It converts liters to gallons automatically and lets you record twelve fuel entries per vehicle per month. If you enter your odometer readings for at least two fill-ups, it automatically calculates your cost/mile and miles/gallon for each vehicle for each month. You can use the print option at any time to create copies of your entries or to obtain summary reports. You can even watch to see when your cars need a tune-up.

**Requires: Atari Basic Language Cartridge. DOS 2-formatted diskette[s] for storing data.**

**Optional: Atari printer or equivalent printer.**

**Disk [810] 40K 22.95**

Bluebook #ATR-60002

### **FAMILY CASH FLOW, REV. 2 1022**

By Jerry Falkenhan

Recommended for ages 18 and up/Written in Basic. Have you ever wondered where your money is going? How about the time you could have written off more on your taxes, if only you'd had records from January to see what you had purchased? Can you remember your gas and electricity expenses for February? Perhaps you're wondering whether you're making enough each month to afford payments on a new car. With Family Cash Flow, you can answer all these questions and many more. This friendly, easy-to-use program can track as many as 125 expense entries in 13 categories and 25 income entries in 5 categories each month. It accommodates households with annual incomes and expenses up to \$999,999.99. You select and perform activities in this automatically loaded program through a series of menus and prompts. You use one option to display an overview of monthly income, expenses, and variance between the two items, along with totals for the year. You use other options to add, modify, or delete expense and income entries (entries can be up to 15 characters long) in any budget category for any month. The program comes with suggested budget categories for both income and expenses. However, you can change these categories to meet your own needs. Categories can be up to 15 characters long. You can display on your TV screen or print two kinds of reports. Yearly and monthly summary reports show total income or expense by budget category. Monthly detail reports list the individual entries for each budget category under either income or expense. Revision 2 adds two new screens for viewing accumulated totals for income and expenses.

**Requires: Atari Basic Language Cartridge.**

**Optional: Atari printer or equivalent printer.**

**Disk [810] 32K 22.95**

## 60000 • Personal Finance

Bluebook #ATR-60003

### **FAMILY BUDGET**

1022

By Jerry Falkenhan

Recommended for ages 17 and up/Written in Basic. Did this winter's utility bills send your finances into a tailspin? If so, it might be time for Family Budget, a program that uses income and expense information from Family Cash Flow to help you set up a design for practical financial planning. This automatically loaded program uses a series of menus as a guide. From the main menu, you can review already established budgets, change entries, print a budget, or set up a budget for future use. Each of these options leads you to an in-depth analysis of your month-by-month income and expenditures. For example, if you select the Review Budgets option, you may see yearly or monthly displays of one or all of your entries. You review, among others, budgeted expense vs. actual expense in any or all months. You can make changes in budgeted amounts and record them on your diskette. As in Family Cash Flow, Family Budget lets you enter income and expense budget amounts totaling \$999,999.99. Family Budget uses your category names already established by Family Cash Flow. After you enter at least two months of information, you're ready to set up a budget. You fill in budget data using your actual expenses as a guide. A built-in averaging function provides information for months with no available data. Family Budget then displays a month-by-month and category-by-category projection with a prompt asking if the information is correct. You check your figures and correct them if necessary. Provides a practical means for arranging your finances. You may review and revise your set of budgets at any time. Maybe your income tripled last year, requiring a change in investments.

**Requires Atari Basic Language Cartridge, and Family Cash Flow.**

**Optional: Atari printer or equivalent printer.**

**Disk [810] 32K 22.95**

Bluebook #ATR-60004

### **FINANCIAL ASSET MANAGEMENT SYSTEM**

1022

By Robert A. Waldman

Are you looking for a systematic way to organize all the niggling details involved in keeping track of your financial assets? No sooner said than done! The Financial Asset Management System helps you evaluate the status of all your holdings by creating records for each asset and producing printed financial reports. Your assets can be of any type, such as stocks, bonds, real estate, collectibles, bank accounts, funds, and certificates. Using a series of menus, you can track as many as 99 different assets per file, and you can create as many files as you need. Each asset can be as

large as 10 million. The system values your portfolio and prints three kinds of reports. One kind orders all your assets in a file alphabetically and lists each asset's yield, profit, and annual payout, among other information. This report also prints subtotals by asset type. The second kind sorts all your assets in a file into five different lists: by value, profit, payout, yield, and percent profit. The third report tabulates all your dividends and interest paid on a year-to-date (YTD) basis. And for your convenience, you can also print data input forms to record information manually until you're ready to update your computer files.

**Requires Atari Basic Language Cartridge and Model 825 80 Column Printer.**  
**Disk [810] 40K 29.95**

Bluebook #ATR-60005

### **CALCULATOR**

1022

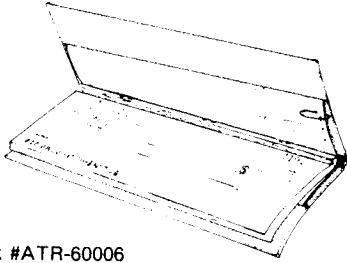
Recommended for ages 15 and up/Written in machine language. Contains 145 functions ranging from simple arithmetic operations to programming commands that let you write your own programs. You can also work complex conversions and watch the stack and memory displays. Once Calculator automatically loads into computer memory, you can choose five basic categories of operations: conversions, fundamental functions, algebraic and trigonometric functions, statistical functions, and financial functions.

After you've finished your calculations, you can print your results. Other commands let you store and retrieve programs as well as data. The screen consists of several areas, each represented by a different color. The stack and memory displays share the center of the screen. Along the bottom of the screen is a prompt line, the space for your entries. You can store these entries in the calculator's memory. A scroll area above the prompt line displays your last seven entries. The Calculator printer option can print everything displayed in the scroll area.

**Requires 24K and an Atari or equivalent printer.**

**Disk 29.95**

**Free Reader Action Cards  
Are Provided In The Back Of The  
Blue Book For Your Convenience**



Bluebook #ATR-60006

**FAMILY FINANCIER**

1352

By Paul Thompson

FAMILY FINANCIER is the 16K cassette answer to budget and checkbook management problems. This menu driven, personal finance package provides a fast and easy means to balance checkbooks, record transactions and generate account statements with monthly totals that can be keyed to budget items and/or one of 44 payees. All data is stored on cassette. Handles deposits, balances, withdrawals, purges, editing, voiding, service charges, outstanding and/or unposted checks, balances, payee listings, and loans. Holds over 100 transactions per month in a 16K Atari computer, over 1000 in a 48K system. **Requires: 16K minimum. Printer optional**

**Cassette 24.95**





## 62000 • Physics

Also See Related Categories: 11000 Advanced Mathematics  
27000 Electronics  
29000 Energy  
30000 Engineering  
37000 General Science  
38000 Graphics

Bluebook #ATR-62000

### FREE FALL

1105

A step-by-step explanation of a typical free-fall laboratory experiment for High School or University Physics. **Requires 48K.** **Disk 49.95**

Bluebook #ATR-62001

### PHYSICS

1187

- Force and Motion
- Motion, Gravity, and Energy
- Dynamics and Gyroscopes
- Certain Properties of Matter
- Matter and Energy
- Sound
- Light and Optics
- Properties of Wave Motion
- Electromagnetic Waves
- Electron and Electricity
- Electromagnetism; AC voltage
- Solid State Physics; Electronics
- The Elements and Their Atoms
- Atomic and Nuclear Physics
- Using Nuclear Physics
- Theory of Relativity

**Requires Atari 400/800.**

**16 Lessons, 8 Cassettes 79.00**







## 63000 • Religion

Also See Related Categories: 59000 Personal



Blue Book #ATR-63000

### GAME OF THE MACCABEES

1029

This program provides useful and interesting information about the Festival of Hanukkah combined with an exciting arcade type combat game. The program begins with a brief general introduction to the holiday. The player then indicates at what level he wishes to play the game (upper or lower). Depending upon his reply, he is presented with a series of questions appropriate to his level which are randomly selected from the program's "question bank" of more than 100 questions. The questions have been designed to provide information about the history, significance, and observances of the holiday. Since they are randomly selected from the "question bank", different questions are presented each time the game is played. When the player has answered his questions, he is given his test score -- shown the correct answers to questions he may have missed -- and provided with a number of Maccabee soldiers for each question correctly answered. The exciting game then begins. With his "army" of Maccabees, he must destroy the Greeks, demolish their altars, and defend the Temple against further attacks by the invaders. At any stage in the battle, the player may request new questions and thus secure fresh troops and supplies. The game is over when either all Greeks or all Maccabees have been destroyed. This program is designed for high school students and adults. **Requires Atari 800, 32K, 1 Disk Drive.** 25.00

Blue Book #ATR-63001

### FESTIVAL FUN

1029

Here to celebrate Hanukkah and Purim, this program is full of games and challenges. Computerized "dreidel" can be played by two or four players and the "Hang Haman" word game by one or two. Following are two programs which generate word-search puzzles for both Hanukkah and Purim (a printer is required for the word-search puzzles). In addition, this disk contains 71 questions on the festival of Hanukkah and 62 questions on Purim - to be used in a classroom or individual learning setting. So as not to leave anyone out of the fun, this program was designed to appeal to a broad age range. **Requires Atari 800, 32K, 1 Disk Drive** 20.00

Blue Book #ATR-63002

### JUDAISM AND PRAYER

1029

This reading course is suitable for individual study or as a supplement to classroom instruction. Included are an introductory summary on the attitudes of Judaism to prayer and selected source material from the Bible, Talmud, Midrash, Hasidic literature and modern thinkers. The student may elect to browse through any or all of the source sections. In addition, the program includes a selection of Jewish prayers, a bibliography, and a brief biographical identification of the authors cited. This program is designed for adult education programs and advanced high school students. **Requires Atari 800, 32K, 1 Disk Drive.** 25.00

Blue Book #ATR-63003

### PROVERBS

1029

Five hundred carefully selected Jewish Proverbs and Folk Sayings, taken from the Talmud, Medieval Hebrew Literature, and Yiddish and Hasidic sources, are presented in this program, indexed by specific categories. To view all the proverbs on any given topic, the user needs simply to type in the category he wishes to see, e.g. "anger," "wisdom," "wealth". If the particular subject is not included in the program, the user is directed to consult the subject index included

## 63000 • Religion

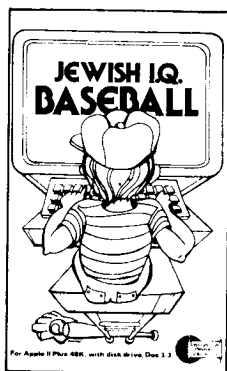
with the proverbs and to choose once again. The student may stop the program at any point and/or choose another subject for viewing. This program is designed as a research aid for the high school student or adult. **Requires: 800/32K 1 disk drive 25.00**

Blue Book #ATR-63004

### JEWISH I.Q. BASEBALL TEACHERS' VERSION

1029

This useful program enables the teacher to use "Jewish I.Q. Baseball" to motivate students and reinforce their knowledge of any subject which he is currently teaching. Instead of using the prepared questions of "Jewish I.Q. Baseball", the teachers' version allows him to substitute questions of his own choosing. No programming knowledge is required. The teacher can also assign particular values to specific questions. **Requires 800, 32K, 1 Disk Drive. 35.00**



Blue Book #ATR-63005

### JEWISH I.Q. BASEBALL

1029

"Jewish I.Q. Baseball" educates students in many areas of Jewish knowledge in an enjoyable, entertaining fashion. Players get singles, doubles, triples and home runs by answering questions correctly. Double plays and even triple plays are possible. The runners, the baseball field, and the scoreboard are all portrayed vividly to make the action realistic. "Jewish I.Q. Baseball" is suitable for one or two players but most effective for classroom use, where an entire class can be divided into teams. Players have the choice of playing at two different levels of skill, minor league or major league. In the one-player version, the student plays against the computer. Questions used in "Jewish I.Q. Baseball" cover Jewish learning in the areas of Bible, Prayer, Festivals, Jewish History, and Israel.

There are 200 questions in the game -- any question answered incorrectly is returned to the bank of questions to be used again in the game. "Jewish I.Q. Baseball" is both informative and motivating -- suitable for all students of all ages. **Requires: 800/32K, 1 disk drive 25.00**

Blue Book #ATR-63006

### THE TEN COMMANDMENTS

1029

"The Ten Commandments" program is designed to help the student learn the commandments in proper sequence and to understand their relevance to his own life. The program presents the Ten Commandments in an interesting and imaginative fashion. The Commandments may be viewed in the Hebrew text or in English translation. After seeing the commandments, the user has the option of viewing the commandments in order with explanations and commentary, or he may choose any single commandment for explanation. Each explanation includes a brief description of the commandment and its significance. The user then has the option of seeing further material on the commandment, entitled "Torah Tidbits", brief, concise explanations of the commandment adapted from traditional sources. An added feature to the regular commentary are "situation ethics" questions for each commandment. Students are presented with real-life situations and are asked to decide how to act, based on a principle from a particular commandment. The program also features two challenging games, "Tablets", and "Hangman", which test the student's knowledge of the Ten Commandments. In "Tablets", each commandment must be located in proper order on the tablets. In "Hangman", the student must fill in missing words appropriate for each commandment. This program is designed for us by 7th and 8th grade day school and afternoon school students. It may also be used in some high school classes. **Requires: 800/32K 1 disk drive 25.00**

Blue Book #ATR-63007

### TORAH AND HAFTORAH BLESSINGS

1029

A music program to supplement and enhance a child's Bar Mitzvah studies. The computer "chants" the blessings before or after the Torah or Haftarah, phrase by phrase, matching each note to its appropriate syllable with a bright red bouncing ball. The student may choose to study the blessings in the Hebrew text or in transliteration. Though the machine is unable to pronounce words, the program has a number of real and valuable advantages.

- The position of the bouncing ball is determined by the pitch of the note. If the note is high, the ball will appear over the correct syllable and near the top of the

## 63000 • Religion

screen. If the note is low, the ball will appear near the bottom of the screen. Each pitch has an exact height.

- A child with a weak ear can gradually learn to coordinate complex tones, to sing correctly and on key.
- If asked to do so, the computer will pause after each phrase (a unit of one or two words) and allow the student to repeat the phrase, continue on to the next phrase, start again from the beginning, or start a different blessing.

- The speed of the blessings is adjustable. They can be studied at a fast, medium, or slow pace.

- Most of all, however, this is an active program. The screen and the sounds are constantly changing. The student is always "on call" to sing along, to respond and to react - always able to slow the machine down or speed it up or turn it over to a new lesson.

This program is suitable for students of varying backgrounds and abilities.

**Requires Atari 800, 32K, and 1 Disk Drive. 25.00**

Blue Book #ATR-63008

### **HALACHIC Z'manim 1029**

A useful and innovative educational program. Students learn the meaning of such important halachic time concepts on "shoat z'maniot" and "z'man tefila" by "hands-on" experience, entering and calculating these times on the computer. Other time periods explained are "z'man kariat shema", "chatzot", "p'lag ham-incha", and "mincha gedola". As an added feature, students can type in the time for sunrise and sunset of any day in the year and the computer will then supply the halachic times, which can also be printed out. This program is an excellent teaching aid for day school and yeshiva students and can actually be used by a school in the calculation of z'manim for its minyan.

**Requires Atari 800, 32K, 1 Disk Drive. 25.00**

Blue Book #ATR-63009

### **BRACHOT BOXES 1029**

Makes use of a tested classroom strategy in testing and reviewing the appropriate benedictions for various foods and food combinations. It can also be used for individual study and review.

Brachot Boxes can:

- Divide a class into two teams by a process of random selection
- Randomly select which member of a team is to answer next, and "call" him by name.
- Play a tic-tac-toe type game in which players get to place their marks on the basis of correct answers to brachot questions.

"Brachot Boxes" includes a brief introduction to the subject of Birkot Hanehenin and explanations of the

principles used in determining the proper benedictions recited over each food item.

**Requires Atari 800, 32K, 1 Disk Drive. 20.00**

Bluebook #ATR-63010

### **BIBLE BASEBALL 1029**

Features:

- An unusual and exciting way to have fun while testing your Bible knowledge.
- 200 questions on "Major League" and "Minor League" levels covering all of the Old Testament from Genesis to Chronicles.
- Players get singles, doubles, triples or home runs depending on the difficulty of the question "pitched" to them.
- Players get an out if they fail to answer a question correctly. If they miss an easy question they hit into a double play and get two outs.
- The scoreboard keeps track of hits, runs, outs and innings just as in a regular baseball game.
- Play against the computer or against another "team."
- See how well you really know the bible. . . **25.00**

Bluebook #ATR-63011

### **BIBLICAL QUOTES 006**

Same as ASTRO QUOTES, but quotations and word clues are from the Bible. High school to adult.

**24K Disk 23.95  
16K Cassette 16.95**

#### **A Few Buying Tips:**

- 1) Define Your Specific Needs First
- 2) Find Program Listings That Are Similar To Your Requirements
- 3) See Your Local Dealer, Ask Questions Arrange For A Demo If Possible, Or Try The Program Yourself
- 4) Write The Software Vendors For Additional Information
- 5) Compare Features And Make Your Choice Carefully.
- 6) Do Not Buy On Price Alone.
- 7) Talk With Other Atari Owners. Join A Club Or A Users Group To Share Experiences & Information

## 63000 • Religion

Bluebook #ATR-63015



### THE PROPHETS

1296

Offers a wide range of puzzles, quizzes and games from which you can greatly increase your understanding and appreciation for these vitally important people in Jewish history and Judeo-Christian religion. Learn about the books they wrote, the prophecies they made, the lives they lived and the people they touched. And do so while having fun in a challenging, stimulating environment complete with sound effects, animation and spectacular color graphics. **Requires: Atari 400 or 800 with 48K, 1 Disk Drive, and 1 Master Disk** 29.95

Bluebook #ATR-63016

### THE PATRIARCHS

1296

Abraham, Isaac and Jacob are just three of the fascinating people who come to life for you in this study of the early Old Testament books of the Bible. Using a combination of word games, puzzles and quizzes, this disk will introduce the beginning Bible student to a subject which is too often ignored in spite of its importance in understanding Biblical history. **Requires: Atari 400 or 800 with 48K, 1 Disk Drive, and 1 Master Disk** 29.95

Bluebook #ATR-63012

### FAMILY BIBLE MASTER DISK

1296

19.95

Bluebook ATR-63013

### KNOW YOUR BIBLE I

1296

Using word puzzles, quizzes and games, this set of programs will help you sharpen your general Biblical knowledge. Learn the order of the books of the Bible in a fun way! Add little-known Bible facts to your background and impress your friends. We even have a game where you teach your computer about famous (and not so famous) Bible characters! A series of graded activities offers something for every member of the family and makes learning facts about the world's best-known and best-selling book fun. **Requires: Atari 400 or 800 with 48K, 1 Disk Drive, and 1 Master Disk**

29.95

Bluebook #ATR-63017

### LIFE OF DAVID

1296

From his boyhood as a shepherd to his reign as King over one of the most powerful nations on the ancient earth, David's story is a classic, filled with everything that makes a human story exciting, dramatic and interesting. On this disk, you'll have a chance, by playing games and working puzzles and answering questions, to find out how much you already know about this familiar Bible hero...and learn a lot you almost surely never heard before! **Requires: Atari 400 or 800 with 48K, 1 Disk Drive, and 1 Master Disk** 29.95

Bluebook #ATR-63014

### KNOW YOUR BIBLE II

1296

An in-depth look at the Old and New Testaments using age-graded quizzes, puzzles and games, this disk offers you highlights of individual books of the Bible, far-away places and long-ago people. You'll find them just as interesting and relevant today as they were long ago when the Bible was written. Several quizzes offer you a chance to test your own knowledge, build up your understanding...and then stump your friends! **Requires: Atari 400 or 800 with 48K, 1 Disk Drive and 1 Master Disk**

29.95

Bluebook #ATR-63018

### LIFE OF CHRIST-PART ONE

1296

The birth, childhood and early ministry of Jesus Christ are the subjects of this disk. This collection of interesting and challenging quizzes, games and puzzles will let you explore in as much depth as you'd like these little-known aspects of the life of the world-changing Nazarene. **Requires: Atari 400 or 800 with 48K, 1 Disk Drive, and 1 Master Disk**

29.95

## 63000 • Religion

Bluebook #ATR-63019

**LIFE OF CHRIST-PART TWO** 1296  
Peer into history and view Jesus' ministry here on earth. Learn more about the miracles, the healings, and the wise teachings of this man Christians call Savior. Using puzzles, games and quizzes, delve into the lives of the people around him and find out how he touched them. **Requires: Atari 400 or 800 with 48K, 1 Disk Drive, and 1 Master Disk** 29.95

Bluebook #ATR-63020

**BOOK OF ACTS-PART ONE** 1296  
Offers a collection of fascinating quizzes, challenging puzzles and intriguing word games, all aimed at helping you learn about the adventures and events contained in the Book of Acts. The early apostles' evangelization efforts and the dynamic preaching of St. Paul will spring to life for you in this experience. **Requires: Atari 400 or 800 with 48K, 1 Disk Drive, and 1 Master Disk** 29.95

Bluebook #ATR-63021

**GREAT MEN OF THE BIBLE** 1296  
Learn about the feats of Samson. The courage of Daniel. The boldness of Peter. The adventures of Paul. And little-known facts about these and other well-known men who highlight the pages of the Old and New Testaments. Find their names hidden in WordSearch puzzles. Decode cryptograms with quotations from the Bible about them. Even use a special program to teach the computer about these heroes! **Requires Atari 400 or 800 with 48K, 1 Disk Drive, and 1 Master Disk** 29.95

Bluebook #ATR-63022

**GREAT WOMEN OF THE BIBLE** 1296  
Ruth and Esther are well-known Bible heroines, but this disk offers you a chance to learn a great many things about them that you might never have known if you hadn't played the games, worked the puzzles and tried the quizzes it contains. Similarly with such New Testament women as Mary Magdalene and the Woman of Samaria. The Bible is filled with rich background about these and dozens of other women...and here's a chance to learn about them in a fun way! **Requires: Atari 400 or 800 with 48K, 1 Disk Drive, and 1 Master Disk** 29.95





## 64000 • Real Estate

**Also See Related Categories:** 10000 Accounting  
17000 Business Management  
24000 Data Base Management  
33000 Financial  
41000 Home & Household  
43000 Insurance  
50000 Mailing Lists  
58000 Payroll  
74000 Tax  
78000 Word Processing

Bluebook #ATR-64000

### **REAL ESTATE CASH FLOW ANALYSIS 1022**

By Richard K. Lindgren

Recommended for real estate investors/Written in Basic. Evaluate property investments. You don't have to be a financial wizard to invest successfully in real estate. The main concerns in property investments are the generated and required, the tax consequences, and the relative worth of the property compared to other investments. Real Estate Cash Flow Analysis can help relieve you of the tedious mathematical calculations needed to evaluate these matters and they can organize the information required so that you can focus on 'what if' questions. What if interest rates change? What if my vacancy rate goes up? What if I have to pay an extra ten percent for the property? The program consists of three sections designed to assist both new and professional investors in analyzing the costs and benefits of income-producing property. The Data Editor guides you in compiling, documenting, and modifying relevant analysis data. The Cash Flow analysis section computes projected net worth for an investment property. The Amortization section computes monthly payments, interest rates, principal amounts, and terms for self-amortized loans. In a typical session, you might use the Amortization section to calculate alternative loan arrangements, and then feed this information into Data Editor to create and document one or more trial data files, which you in turn feed into the Cash Flow section for analysis. One analysis might suggest a change to one or more of the factors, which requires returning to one of the other programs. You can print all the analyses, and the package includes a sample application.

**Requires: Atari Basic Language Cartridge.**

**Optional: Atari 825 80-Column Printer.**

**Diskette [810] 32K 22.95**







## 65000 • Retail & Point of Sale

**Also See Related Categories:** 10000 Accounting  
17000 Business Management  
24000 Data Base Management  
25000 Demonstration Programs  
33000 Financial  
44000 Inventory  
45000 Invoicing, Billing, & Order Entry  
50000 Mailing Lists  
58000 Payroll  
74000 Tax  
78000 Word Processing



Bluebook #ATR-65000

### **C.R.I.S. CASH REGISTER INVENTORY SYSTEM**

204

By Scott Adams

A complete software package that will literally convert your Atari 400 or 800 into a total point-of-sales terminal. With C.R.I.S., you can perform virtually any of the functions found on standard register systems costing up to 10 times the price. C.R.I.S. is also a complete inventory control system, too. Information on backorders, total items sold, items in stock, stock ordered, vendor numbers—it's all here and at your fingertips. C.R.I.S. also prints complete inventory reports, including purchase order, stock inventory, end of period, and it will print customer sales receipts, just like the "Big Machines" do! Here's more:

- Holds up to 1000 separate inventory items (1400 with C.R.I.S. II)
- Supports up to 10 salesmen
- User-defined commission rate based on total sales and is individualized to each salesman
- Accepts stock name of up to 20 characters in length
- Up to 16 items can be listed on each invoice
- End of Day, End of Period, and Purchase Order reports can be generated at any time
- Easy error correction and recovery
- Many "password-protected" functions to help

prevent accidental data loss

- Calculates totals on sales tickets and computes change
- Comes complete in an attractive binder with user-friendly documentation

Included is C.R.I.S. II. This latest version features the dependability of C.R.I.S. II with 40% increase in storage capacity. Since you can purchase C.R.I.S. I for use now on your one-drive, 32K system, and move up to C.R.I.S. II whenever you decide to expand your system. It's actually two programs for the price of one.

**Requires: only 1 disk drive. C.R.I.S. II requires an additional 8K of memory [for a total of 40K] and two disk drives.**

- 40-column printer [if customer receipts are to be issued]
- 132-column printer [for report information]

**We recommend having both printers [receipts can be run on the 132-column printer] and a second disk drive [to make backups easier]. These peripherals are optional and can be added later.**

Atari 400/800 32/40K Disk 249.95

**The Blue Book Is Your Software Shopping Guide.  
We Welcome Your Suggestions And Comments**

## 65000 • Retail & Point of Sale

Bluebook #ATR-65001

### **ATCASH-A CASH REGISTER PROGRAM** 1373

Convert your Atari 400/800 into a powerful cash register. Up to 99 different product groups. Plenty of statistical analysis and reports sorted by item, turn over, and quantity sold. Reports can be displayed on the screen (bargraph display) or sent to the printer. Program is menu-driven.

**Requires 48K RAM, disk drive, and printer.** 49.95

Bluebook #ATR-65002

### **POINT-OF-SALE PACKAGE** 158

The main features of this program are as follows:

- Produces a sales invoice rapidly and accurately. The standard NEBS 9040-2 invoice form is used. Principal data elements used include invoice number, salesperson I.D., date, shipping/billing address, shipped via, terms, p.o. number, up to 15 line items, sales tax and shipping cost.
- Updates the inventory records as the sales take place, in order to verify next time the correct quantity on hand. The inventory master file is compatible with Microinv, for users who also require the batch transactions and other inventory control routines available in that package.
- Quick sales analysis report after each sales period, enabling the user to compare each period to prior periods and verify the proportion of sales to different customers.
- Customer file for storage of repeat customers. Data does not have to be re-entered a second time; the customer data is available by simply typing in the customer number.

Besides these features, Point-Of-Sale may be used jointly with Microledger to generate accounting data automatically, for each sale. Six journal records are produced under this option:

Debit bank or accounts receivable, Credit sales, sales tax and shipping costs, Debit inventory expense, and Credit inventory assets.

**Requires Atari 800 with 48K memory, one single 810 disk drive, and an Atari-compatible 80 column printer.**



## 67000 • School Administration

**Also See Related Categories:** 10000 Accounting  
17000 Business Management  
24000 Data Base Management  
33000 Financial  
50000 Mailing Lists  
76000 Utilities  
78000 Word Processing

Bluebook #ATR-67000

### **INVENTORY OF EQUIPMENT 1016**

The inventory record for hardware was designed to:

1. Compile statistics on the size and content of the library/media center equipment
2. Update the file as new equipment is acquired and old equipment is discarded
3. Provide a means of inventory control of the equipment collection
4. Aid in the selection of new equipment by evaluation of downtime
5. Gain immediate access to items in the collection
6. Maintain a frequency-of-repair and reason for repair record

With the inventory programs, the library media specialist can:

1. Enter any item into inventory by name, make, and serial number
2. Make any necessary changes in existing records
3. Delete any items withdrawn from the collection from the inventory
4. Reference search by type of equipment, ID or property number, vendor, and purchase date

**Disk 59.00**

Blue Book #ATR-67001

### **SCHEDULING OF EQUIPMENT 1016**

This program is designed to work in conjunction with the program on Inventory of Equipment, but it can also be used independently. The scheduling of equipment program was designed to compile a list of equipment scheduled on a daily basis by type, name of borrower, and department.

With the scheduling record, the library media specialist can:

1. Enter into the data file each schedule transaction of equipment
2. Make any changes in the scheduling record, such as cancellations

3. Indicate when an item is returned

4. Retrieve information by:

- A. Type of equipment
- B. Borrower's name
- C. Housing location
- D. Scheduled date

5. Compile scheduled total by:

- A. Type
- B. Month
- C. Year

6. Compile overdue records by:

- A. Borrower's name
- B. Date due
- C. Date borrowed

A special feature of this program prevents the operator from scheduling a piece of equipment that is down for repair.

**Disk 59.00**

Bluebook #ATR-67002

### **PILOT EDUCATORS' PACKAGE 1300**

Comes with the Pilot cartridge and two demonstration cassettes 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 Card, a Pocket Reference Card, and a Demonstration Program Users Guide.

**Requires 16K RAM, Program Recorder, and Cartridge. Disk Drive and Printer are Optional.**

**[Longer Programs Require More RAM].**

Bluebook #ATR-67003

### **QUIZ MASTER**

**1022**

By Ingrid Langevin

Recommended for ages 8 and up/Written in Basic. A classroom-tested, dual-purpose educational tool. Teacher and parents can use it to create five kinds of computer-assisted instruction (CAI) quizzes and students can use it to take the quizzes. Depending on the

## 67000 • School Administration

nature of the material, children as young as third graders can take Quiz Master quizzes. You can create vocabulary review (or spelling tests), true/false quizzes, and multiple choice quizzes with three, four, or five answers, and you can revise your quiz questions as needed. To create a quiz, you answer a series of questions. For example, to create a vocabulary review quiz, Quiz Master asks you questions like "What is word #1" and "What is its definition?", to which you type in responses like "OOPS!" Correct answers reward students with superlatives like "AMAZINGLY STUPENDOUS!" The final score displays at the end of a quiz.

**Requires: Atari Basic Cartridge.**

**Optional: One Atari Joystick Controller.**

**Diskette [810] 32K 22.95**

Bluebook #ATR-67004

### **EASYGRADER-REV. 1.1**

**1022**

By Dan Hale

Recommended for teachers & school administrators /Written in Basic. Whether you teach one course a year or five courses a day, Easygrade helps reduce the effort needed to organize and produce class records. You can store student grades, compute averages, assign final grades, produce statistics, and print reports with this comprehensive package. Menus and prompts guide you through the information you provide the program. To use available computer memory most efficiently, you indicate the number of characters you wish to allocate for class size, number of assignments, and lengths of student and assignment names. You can specify your own grading standard, and the program supports both curve and standard percentage grading. Easygrader assigns, letter grades with pluses and minuses, allowing you to adapt previously established grading methods to the program. You can produce reports for students with low grades, using any desired average as the cutoff. Accommodates both students who've been excused from some assignments and those who enter a course during the term. An optional sorting feature will reorder a class list alphabetically by name to accommodate added students. You can also print two kinds of final grade reports, as well as reports of class average statistics for any assignment and a frequency plot for final grades. Easygrader makes the most of your Atari Computer's time-saving capabilities while letting you retain your traditional grading system. Revision 1.1 uses more color, has a new menu, and contains design changes that make it easier to use.

**Requires Atari Basic Language Cartridge and 2 formatted disks for storing data.**

**Optional: Atari printer or equivalent printer.**

**Diskette [810] 40K 22.95**

## 68000 • Social Studies

Also See Related Categories: 15000 Basic Learning Skills  
59000 Personal



Blue Book #ATR-68000

### **SIMULATION LINCOLN'S DECISIONS**

1016

By Michael Roessler

Here's the ideal program to complement your study of the Civil War period. Lincoln's Decisions leads your students through the key events in President Abraham Lincoln's life and administration. At each major turning point, they are presented with the choices he faced and are challenged to duplicate his decisions. This program will deepen your students' understanding of the values, conflicts, and tribulations of Civil War times. By putting themselves in President Lincoln's shoes, they acquire a sense of the alternative courses that the United States might have followed during this critical period in American history. Students enjoy the challenge of this program and appreciate the special visual effects that recreate the Civil War era.

Levels: 7 To Adult.

**Disk 49.00**

Blue Book #ATR-68001

### **AFRICA**

1016

By Michael Roessler

This program will lay a strong foundation for the study of African history or geography. Part one is an interactive program that induces students to read,

analyze, and evaluate a series of questions about Africa. It is designed to dispel many of the commonly held misconceptions about Africa. For example, many people think of Africa as a country rather than a continent made up of many countries. Part two introduces the major cities, rivers, and landforms of Africa. It then teaches their locations with a series of map drills. A graphic representation of Africa is displayed by the computer with the countries outlined. A drill format then has the student identify various geographical points which the computer indicates on the map. Correct answers to both parts are reinforced with graphic rewards. Branching is used to explain incorrect responses. A management system keeps track of students' scores for each part of the program so the teacher can identify areas that need additional work.

Grade Level 7 to Adult.

**Disk 39.00**

Blue Book #ATR-68002

### **SIMULATION ANNAM: THE STUDY OF A DEVELOPING COUNTRY**

1016

By Michael Roessler

You are the leader of a developing country that is aided by a superpower and in rivalry with an aggressive Communist neighbor. You have a small standing army, many different interest groups, rivals at high levels, and you must remain popular to govern. The computer poses problems which you must solve, but your decisions invariably lead to changes in conditions and more decisions. Working through this program is an exciting way to promote an understanding of contemporary world affairs by seeing the impact of your leadership decisions upon the fate of your small nation - and on your own ability to remain in control. Conditions are presented at random, so there are many possible endings. Students use the game over and over again to discover the consequences of various decisions and to find the most appropriate responses to given situations. The microcomputer becomes a complete learning tool.

Grade Level 7 to Adult.

**Disk 49.00**

## 68000 • Social Studies

Blue Book #ATR-68003

### REGIONS OF THE UNITED STATES

1016

By Michael Roessler

The game-like quality of this program makes learning the geography of the United States fun. In Part I, The Fifty States, students review the states, region by region. Then they choose either a Beginner's Quiz that requires them simply to identify the states and spell their names correctly. In Part II, The Regions, the computer selects a region and gives clues about it. Students are challenged to figure out the region picked using as few clues as possible. This game teaches the major cities, landforms, products, and climates of the different regions of the United States.

Grade Levels 5 - 12.

Disk 39.95

Blue Book #ATR-68004

### THE MARKET PLACE

263

Graphics help stimulate high interest in this module of four simple business simulations. These programs put the student in the role of decision-maker with a variety of choices to evaluate. Each simulation teaches a different aspect of the economic market place. In Sell Apples the major objective is to determine the best price based on number sold. Sell Plants emphasizes the function of advertising. Sell Lemonade involves all the decisions normally found in running a lemonade stand. Sell Bicycles deals with the concepts of supply and demand. The support manual provides information necessary to use the diskette effectively in a classroom setting.

Grade Levels 3 - 8.

Requires Atari 400/800.

Disk 35.00

Bluebook #ATR-68005

### GEOGRAPHY

263

Geography can provide extra drill and practice or self-paced study for students learning world and United States geography. Students learn the characteristic shapes of states from the graphic maps used in States and Capitals. Students also learn a state's associated geographic region, as well as its capital city. Continents helps students associate 86 countries with the continent on which they are located. Capitals provides a drill on the capital cities of these countries.

Grade Levels 4 - 10.

Requires Atari 400/800.

Disk 37.00

Bluebook #ATR-68006

### LABORATORY IN COGNITION AND PERCEPTION

279

By C. Michael Levy, Ira S. Fischler, and Richard A. Griggs

The Laboratory in Cognition and Perception is a cost-effective and educationally sound alternative to one of the high costs of education—psychology laboratory courses.

Direct, "hands-on" experiences in conducting research are invaluable to students of psychology. Many instructors would insist that all undergraduates engage in some of this activity. However, direct confrontation with research participants and with a large array of specialized equipment are expensive as measured in dollars, space demands, or personnel. The Laboratory in Cognition and Perception, a computer-based system, provides a viable alternative to traditional laboratory courses.

The Laboratory exposes students to a variety of phenomena, theoretical points of view, techniques, and experimental designs. Although classical problems in experimental psychology are presented, the major focus of the experiments is on contemporary research. The package may be used as a vehicle for the instructor to (1) demonstrate the use of between-subject, within-subject, and mixed designs; (2) explore the methodological decisions a researcher must make prior to collecting data; and (3) extend the student's knowledge of the processes and phenomena in contemporary human experimental psychology.

The Laboratory is intended to provide students with some of the skills used by cognitive psychologists in designing and conducting experiments. By performing as both the experimenter and the subject, students experience the problems the scientist faces in asking and answering questions, and develop skills in conducting and evaluating research.

The experiments presented in the package are among the most important in cognitive psychology. The first objective of the package is to familiarize students with some of the classic studies in cognitive psychology in a way not possible through simply reading about the experiments.

The second objective is to provide students with the "hands-on" experience needed to understand the logic of experimentation, and to start students on a path which may lead to independent research. Each experiment shows how the ideas behind the experiment are realized by the particular procedures used. As students gain practice in conducting and analyzing experiments, they will develop two essential skills of a scientist: (1) understanding how each experiment simplifies complex processes; and (2) assessing to what extent this simplification was successful.

The Laboratory was designed to be used in a stand-alone course which parallels the substantive

material covered in a lecture course in Cognition and Perception covering psychophysics, measurement and design, memory, information processing, and thinking. However, the Laboratory is not limited to this use, and could be used in a variety of courses including: Experimental or Cognitive Psychology; Experimental Design and Statistics (Research Methods); General Psychology (Introductory); and courses focusing on mental processes including learning, memory, thinking and conceptual processes.

The experiments are concerned with how the human information processing system actively selects information from the environment, transforms it in various ways, relates the information to previously acquired information, stores it, and retrieves it when appropriate and possible. The experiments included in the package are listed below.

- Method of Constant Stimuli (Muller-Lyer)
- Signal Detection (Green-Swets)
- Span of Apprehension (Sperling)
- Iconic Memory (Sperling)
- Feature Detection (Neisser)
- Pattern Interpretation (Posner)
- Retrieval from STM (Sternberg)
- Short-Term Forgetting (Brown-Peterson)
- Comparing Visual and Semantic Information (Chase-Clark)
- Concept Learning (Levine)
- Reasoning from Prose (Frase-Griggs)

The students serve as research participants as they do in traditional laboratory courses. This experimental approach forces the students to become more involved with the subject matter than solely by reading or hearing about a method or a phenomenon. The students may also assume the role of experimenter, inviting friends to serve as subjects or assembling the data generated by their classmates.

Students can set up and run each experiment in this package quickly and may accomplish much more within a given time allotment than in a conventional laboratory. Within eleven 50-minute laboratory sessions, students can collect data on the complete set of experiments. Most of the experiments are sufficiently brief to permit several replications within one lab session and still allow for discussion of the analysis and question portions of the Student Guide. (Experiment 8, Short-Term Forgetting, however, requires almost 30 minutes at the terminal to obtain sufficient data for a meaningful analysis.)

Experiment 4, Iconic Memory, is a continuance of Experiment 3, Span of Apprehension, and is based on George Sperling's partial-report research which was designed to sidestep the limits of the span of apprehension.

The Laboratory package includes 5 Student Guides, Instructor Guide, and the computer programs. The package can be used with any standard textbook in

cognitive psychology. With the background knowledge from the text, and the information for each experiment from the Student Guide, students should have no difficulty using the computer programs. The Student Guide prepares students to conduct the experiments as well as to guide their analyses, focus their interpretation of the data, and direct their independent reading beyond the course text.

The Instructor Guide explains how the computer programs and Student Guide may be used in a laboratory course. This guide also explains how the materials may be adapted for students in other course structures with varying statistical sophistication, competency in subject matter, and time available for experimentation. It also includes suggestions to adjust and enhance the programs for a particular computer and video-display screen. Each experiment is described in the guide by variations, limitations, and potential problems in its use. An annotated sample run of each experiment is included so that an instructor can gain full knowledge of the experiment simulation without the use of a terminal.

The programs are written in a reasonably portable subset of BASIC. Dialect-specific features have been isolated as much as possible. Since recording of response latency is critical in many of the experiments, a timing function must be available within the dialect. The BASIC dialect must also be able to accept a single character from the keyboard without requiring a carriage return.

The video-display (CRT) requirements are more demanding and are likely to cause the greatest transfer problems. The CRTs used with these materials must be able to receive information at 9600 baud to effectively simulate the tachistoscopic presentations frequently used in cognitive psychology. This requirement virtually eliminates the use of these programs on most time-sharing computer systems. Single-user or real-time computers are required.

Cursor control of the CRT must be available under program control. Specifically, cursor addressing, screen erase, and selective screen erase must be present. Lowercase letters are used throughout the programs, but are only critical for Experiment 6, Pattern Interpretation, where displaying both upper and lowercase symbols is required.

Hardcopy output of experiment summaries is highly desirable. When no hardcopy device is present, the data can be displayed on the CRT, but student time at the terminal and error rate increases significantly when they have to copy copious amounts of information.

The package includes 12 programs ranging in size from 120 to 300 lines. The programs are written in Level 1 BASIC.



## 68000 • Social Studies

Blue Book #ATR-68007

### A VISIT OT JERUSALEM

1029

This individualized program is designed both to augment and test the student's knowledge of the history and geography of Jerusalem. Initially the student is given a very brief simple quiz about Jerusalem. Once he has completed this quiz, he is given an individualized "boarding pass" for an El Al flight to Israel. After his arrival, the student "tours" the major points of interest in the city, including the Kotel, Vad V'shem, Kever Rachel, The Hebrew University and the Knesset. Games and graphics are utilized to make the historical and geographical material more interesting. At various points in the program the student is challenged to take a quiz on the material most recently presented. Highlights of the journey include bargaining in the Arab Shuk and writing a personal note to be placed in the crevices of the Kotel, complete with Israeli music and colorful animation. This program is designed for day school and afternoon school students in the 7th and 8th grades. Its "one-on-one" interactions may also appeal to the older student. **Requires Atari 800 and 32K.**

35.00

Blue Book #ATR-68008

### ISRAEL GEOGRAPHY GAME

1029

As an "Israeli Sherlock Holmes", the student uses historical and geographical "clues" to "deduce" the correct names of sites on the map of Israel. The game begins with a map of Israel drawn on the screen and divided into four regions -- Galil, Central, Negev, and Sinai. The student selects a region and an enlarged map of that section is drawn on the screen. A flashing cursor represents the "target" and the puzzle solving is set in motion. The computer provides the historical and geographical "clues", starting with the most difficult ones with progressively simpler ones to follow. If the student does not provide the correct answer after three clues, the computer gives the correct answer and proceeds to the next site. If the user has not exhausted the questions on a particular region, he may return to it at a later point in the game. With the completion of one section of the map, the student may choose to repeat the game using another area of the map. The score-keeping feature makes it particularly suitable for classroom use in which teams of students compete against each other. This program is designed for students in the seventh to ninth grades. Its use of logic and deduction, however, may also appeal to the older student. **Requires Atari 800, 32K, and 1 Disk Drive.**

25.00

Bluebook #ATR-68009

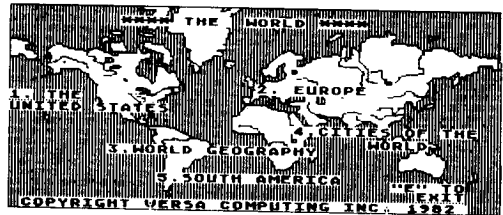
### ASTRO WORD SEARCH: GEOGRAPHY

0006

Locate every one of the geographical place names hidden horizontally, backwards, vertically, or diagonally in the maze of letters on your screen. Hundreds of possible games test geographical knowledge and powers of perception. Junior high to adult.

24K Disk [Joystick] 23.95

16K Cassette [Joystick] 16.95



Bluebook #ATR-68010

### GLOBE MASTER

563

A set of educational programs utilizing 8 high resolution color maps for the study of geography. The Student learning states & capitals, European countries, or continents and oceans will find Globe Master makes learning easier. The advanced student or adult will find Globe Master a challenging game to "brush up" on Asian and African countries or to learn more about Australian & Asian cities. User friendly software options reduce the importance of exact spelling and permit four levels of skill.

**Requires 32K RAM, And Disk Drive.**

29.95

Bluebook #ATR-68011

### COUNTRY GUESS/STATE GUESS

1139

Review a great many geographic facts about the world and/or the United States in an interesting, interactive manner. In COUNTRY GUESS, you select any country in the world. The Atari will ask you several yes/no questions, and then correctly name the country you chose. If the computer suggests you've answered a question incorrectly, grab a reference book or atlas...you're about to learn something. In "State Guess", you select any state in the U.S. for the Atari to identify in the same manner. These programs are excellent learning tools for those studying world or U.S. geography. Grade Level 6 - 12. **Requires 16K.**

Disk 19.95

## 68000 • Social Studies

Bluebook #ATR-68012

### **SOUTH POLE**

1139

A game for one or two players that simulates the race to discover the South Pole between Robert Scott and Roald Amundsen. You decide how many men and dogs, and how much food and fuel you will bring on your expedition. In the course of your journey, you will encounter many of the difficulties that the original expeditions encountered. These include bad weather, mad dogs, mountains, mirages, illness and sometimes death. To survive, it will be necessary for you to manage your dogs and supplies with great care. Grades 6-12

**Disk or Cassette 19.95**

Bluebook #ATR-68013

### **THE "HURRICANE TRACKER"**

1133

If you live on the U.S. Gulf Coast, put your microcomputer to work tracking hurricanes and tropical storms. Let it do the tedious work of locating and plotting the coordinates of a storm as they are reported by the National Weather Service. The menu-driven interactive software can track several storms simultaneously and allows you to enter new reports as they are received—then it calculates:

- Speed of movement since the last report
- Course the storm is traveling
- Distance from your location (or any other city you request)
- Category of intensity

The map routine shows the area surrounding the Gulf of Mexico and Caribbean Sea with the plotted positions of a storm. It's automatically updated each time you enter the coordinates of a new storm report. Also included in the software are several files containing data for classic hurricanes which have struck the U.S. coast. Their tracks can be displayed to provide analogs for new storms which develop. Available for the following systems.

**Requires Atari 400/800 and Disk Drive.**

**29.95**

Bluebook #ATR-68014

### **MAPS AND GLOBES**

1248

This maps and globes series is designed to be used directly with the booklet, *Skills for Understanding Maps and Globes*, by Kenneth Job and Lois Wolf (Follett Publishing Co.). Each program in this series works as follows: The student brings the booklet to the computer, loads the program, and begins the lesson. The computer now poses questions to the student concerning the subject matter in the booklet. The student is free to use the booklet in order to respond to questions from the computer. For example, the computer may refer the learner to a map on a particular

page, and ask questions about the specific symbols being used. The computer thus becomes a sophisticated response device, providing immediate feedback to the student, keeping track of student progress, and so on. Each program covers one chapter in the booklet, as follows:

1. A Map Is Made
2. Finding Our Way
3. Finding Other Directions
4. The Metric System
5. How Far Is It?
6. Finding Cities and Countries
7. Water, Water, Everywhere
8. The Earth's Land Masses
9. The Earth's Land Masses
10. The Old World
11. Guidelines on the Earth
12. Using the Earth's Guidelines
13. Flat Maps of a Round Earth
14. High Lands and Low
15. What's the Weather?
16. The World's Climates
17. What Grows on the Land?
18. People and Products
19. Trade and Travel

Additional student booklets may be purchased. Elementary Level and up.

**19 Programs and Student Booklet 136.00**

Bluebook #ATR-68015

### **SOCIAL STUDIES WORD LIST: REGIONS**

1248

Classroom teachers tell us that although vocabulary exercises are a standard feature of instruction in the area of reading, more work in vocabulary development is needed in subjects such as science and social studies. This set of programs is designed to address this perceived need. Regions presents basic drill and practice social studies word list lessons for the following regions: FOREST, DESERT, FARMING, OCEAN, MANUFACTURING, TRADING, and POLITICAL. Each program works with a vocabulary commonly used when discussing a particular region. At the end of each lesson, the student's performance is summarized. Elementary level.

**7 Programs, 49.95**

Bluebook #ATR-68016

### **UNITED STATES GOVERNMENT**

1187

- A Constitution is Born
- The Making of the Constitution
- A Constitution Grows: Amending
- Voting: The Will of the People

## 68000 • Social Studies

- The Two-Party System
- The Legislative Branch
- The Judicial Branch
- The Presidency
- The President's Cabinet
- Taxes: How we pay for gov't
- Organ./Oper. of City Gov't
- Organ./Oper. of small local gov'ts
- Obj./Organ. of State Gov't
- Basic Principles of U.S. Gov't
- U.S. Gov't/International Affairs
- Naturalization: Citizenship

**Requires Atari 400/800**

**16 Lessons, 8 Cassettes 79.00**

Bluebook #ATR-68017

### UNITED STATES HISTORY

1187

- The Age of Exploration
- The Colonial Period
- Unrest in the Colonies
- The American Revolution
- Confederation to Constitution
- Building the Country
- Division Among the States
- War Between the States
- The Reconstruction Era
- Settling the West
- The Gilded Age
- American Imperialism
- The First World War
- The New Deal
- World War II
- Man Reaches the Moon

**Requires Atari 400/800**

**16 Lessons, 8 Cassettes 79.00**

Bluebook #ATR-68018

### WORLD HISTORY

1187

- Prehistoric Man/First Civilizations
- Egypt/Later Civil. of Near East
- The Greek Age (Hellenic Civil.)
- Roman Empire/Christianity
- The Byzantine Empire
- The Rise of Feudal Europe
- The Middle Ages
- The Renaissance: Europe expands
- The European Reformation
- French Monarchy/Intellect. Devel.
- The French Revolution
- The Industrial Revolution
- European National Trends
- Imperialism and World War I
- World War II and the Cold War
- World History as a Current Event

**Requires Atari 400/800**

**16 Lessons, 8 Cassettes 79.00**

Bluebook #ATR-68019

### PHILOSOPHY

1187

- What is Philosophy?
- Socrates, Plato, and Aristotle
- Religious and Renaissance Phil.
- The Modern Philosophers
- Political Philosophy
- More Political Philosophy
- Epistemology
- Economic Philosophy
- Logic
- Philosophy of Science
- Metaphysics
- Classical Ethics
- Modern Ethics
- Philosophy of Religion
- Contemporary Philosophy
- Futurism

**Requires Atari 400/800**

**16 Lessons, 8 Cassettes 79.00**

Bluebook #ATR-68020

### BASIC PSYCHOLOGY

1187

- General Psychology
- Heredity and Maturity
- Sensory Processes and Vision
- Other Senses & the Nervous System
- Sensory Perception
- Prin. of Learning & Conditioning
- Operant Cond.; Instrumental Lrng.
- Human Learning
- How to Learn and Remember
- Measurement of Responses
- Psychological Testing
- Emotional Develop. and Expression
- Personality
- Behavior Disorders
- Psychotherapy & Mental Health
- Industrial And Applied Psychology

**Requires Atari 400/800**

**16 Lessons, 8 Cassettes 79.00**

Bluebook #ATR-68021

### BASIC SOCIOLOGY

1187

- Sociology As A Science
- Social Organization
- Process of Sociology
- Culture and Society
- Marriage and Family
- Personality, Society and Culture
- Social Control and Social Deviation
- Groups, Associations & Social Inst.
- Social Stratification
- Social Mobility

## 68000 • Social Studies

- Social Power
- Race and Ethnic Relations
- Collective Behavior
- The Population Explosion
- Urbanization
- Social and Cultural Change

**Requires Atari 400/800**

**16 Lessons, 8 Cassettes 79.00**

Bluebook #ATR-68022

### **GREAT CIRCLE EQUATION PROGRAM 1164**

This program calculates distances between airports using longitude and latitude information, and computes fuel use and average flight time for your airplane. The program saves the information for a city on the disk. Cities are remembered and retrievable by city name or 3-letter airport code.

The program also includes:

- A separate data disk with common airports already entered.
- Print section that prints to the screen or a printer
- Edit section that changes or removes information on any individual city.
- Complete internal comments so the user can easily make modifications as desired.
- Complete instructions.

**Requires Atari 800 and 32K RAM. Includes a prepared data disk. Disk 50.00**

Bluebook #ATR-68023

### **ROAD LINES AND INTERSECTIONS 1200**

Centerline striping, edge striping, and crosswalks are three types of pavement marking used to present problem situations for the concerned driver. Intersections, right of way, turns, and proper lane positions are some of the situations used. All of this is provided in a tutorial format for the driver (or driver to be) to get immediate feedback on how well he/she knows the necessary drivers education material. A summary is provided at the conclusion of the lesson. **Requires 16K. 9.95**

Bluebook #ATR-68024

### **DRIVER EDUCATION REVIEW 1200**

A very good review of U.S. Road Signs, their shapes and meaning, along with questions on traffic situations is provided by this program. A true/false format is used with summary provided as an option at any time. **Requires 16K. 9.95**

Bluebook #ATR-68025

### **STATES & CAPITALS 1300**

Turn your Atari computer into a friendly geography teacher. It's fun watching the computer first draw a map of the nation, then outline a state for you to identify. Then you have to name the corresponding capital. You can challenge your friends to a try! For ages 10 to adult.

**Requires Cartridge, program recorder, and 16K RAM.**

Bluebook #ATR-68026

### **EUROPEAN COUNTRIES & CAPITALS 1300**

With this challenging and informative program you can become an authority on European countries, and the names of their capital cities. Your Atari Home Computer automatically draws a map and tests your geographic knowledge. For ages 10 to adult.

**Requires Basic cartridge, program recorder, and 16K RAM.**

Bluebook #ATR-68027

### **PRESIDENTS OF THE UNITED STATES 1022**

By Gary A. Dacus

Recommended for ages 10 and up/Written in Basic. Which president can women thank for giving them the vote? Which president suffered through the Iranian hostage crisis? This one-player quiz has two levels. On the novice level, you select a name from four choices; on the advanced level, you type in a president's first and last name. Both levels give you clues. Study the clues carefully, because you have only one chance per question. The program displays a running total of your correct answers as you play and your final total at the end of the 40 questions. The game remains a challenge because the clues change from game to game. O yes, in case you've forgotten, Warren Harding gave women the vote, and Jimmy Carter held office during the hostage crisis.

**Requires: Atari Basic Language Cartridge.**

**Cassette [410] 24K 15.95**

**Diskette [810] 32K 15.95**

Bluebook #ATR-68028

### **FLAGS OF EUROPE 1022**

By Gary A. Dacus

Recommended for ages 8 and up/Written in Basic and machine language. A colorful program that can help youngsters and adults alike quickly become experts at recognizing European flags. Users can select from two kinds of quizzes for identifying each illustrated flag.

Novices can start out with the multiple choice quizzes. As they become more proficient, they can go on to the fill-in-the-blank quizzes. In both kinds of quizzes, the program helps out with clues in response to incorrect answers and then waits for another guess. Correct answers are rewarded with a few bars of the country's national anthem or of one of its native songs. Remains a challenge after repeated use since the order in which the flags display varies from one session to the next, as does the selection of responses in the multiple choice quizzes. See how long it takes you to become a European flag wizard!

**Requires: Atari Basic Language Cartridge.**

**Optional: One Atari Joystick Controller.**

**Diskette [810] 40K 22.95**

Bluebook #ATR-68029

### MAPWARE

1022

By Harry Koons and Art Prag

Recommended for teenagers-adults/Written in Basic. Create a wide variety of high-resolution world maps, store you maps, and display them whenever you like. Mapware contains nearly 9000 pairs of geographic coordinates for locating main land masses and islands on Earth. These maps are useful for such applications as games and simulations, tracking satellites, pointing amateur radio antennas, and teaching geography and cartography. The menu-driven programs create and display maps in four different projections: cylindrical (rectangular equal-spaced), orthographic equatorial, azimuthal equidistant, and general perspective (global). Try drawing a world map as you would see it from any distance above your hometown. The map creation program prompts you for the data needed, such as the longitudinal and latitudinal endpoints of your map. Comes on two diskettes—one containing the programs to display and create maps and one containing the coordinate data. You also need a blank formatted diskette on which to store data for the maps you create. Mapware comes with five sample maps.

**Requires: Atari Basic Language Cartridge.**

**Diskette [810] 40K 22.95**

Bluebook #ATR-68030

### FROGMASTER

1022

By Michael Crick

Recommended for ages 9 and up/Written in Basic and machine language. Here's a different and fascinating concept in computer instruction. On the surface, Frogmaster is a fast-moving, high-concentration, competitive game for one to four players. Underneath, however, it's a dynamic exercise in learning how to use conditioning to train animals. Inside each frog or tadpole on the screen is a primitive brain—entirely

simulated by the computer. After Frogmaster automatically loads into computer memory, the players position themselves on the "football pond." The object is to train your tadpoles to cross your opponent's goal line; the first to score 50 points wins. Left to themselves, the tadpoles dart around randomly. But when you reward them by pressing the joystick button, they learn to jump in the right direction. When rewarded, the tadpole will glow with pleasure, squeak with delight, and jump again in the same direction. Rewarding also modifies the dozen primitive brain cells controlling each tadpole's behavior. Your aim is to condition these brain cells to turn inept tadpoles into dedicated scorers. After playing some games, you can increase the challenge by adding walls to be penetrated and metamorphosis—where tadpoles turn into frogs that lay eggs and eat opposing players!

**Requires: Atari Basic Language Cartridge. One Atari Joystick Controller per player.**

**Diskette [810] 24K 22.95**

Bluebook #ATR-68031

### ATLAS OF CANADA

1022

Recommended for ages 10 and up/Written in Basic. What is the capital of Nova Scotia? Is the largest Canadian city also Canada's capital? How many provinces does Canada have? Atlas of Canada can give you the answers. The program first draws an outline of Canada and then outlines a province or landmark in white and asks you to name it (and its capital, if it outlines a province). As a clue, the number of letters in the names display. Should you guess wrong (spelling counts!), the correct answer displays. The outline then changes to blue and the program outlines another province or landmark. The program keeps score of your correct guesses and displays your final scores. It presents the provinces, capitals, and landmarks in a different order each time you begin a session, so memorizing an order won't help! How did you do with the questions at the beginning? The capital of Nova Scotia is Halifax. The largest city in Canada is Montreal, but Canada's capital is Ottawa. Canada has ten provinces.

**Requires: Atari Basic Language Cartridge.**

**Cassette [410] 16K 22.95**

**Diskette [810] 32K 22.95**



## 70000 • Special Ed. & Assistance

**Also See Related Categories:** 15000 Basic Learning Skills  
21000 Communications

Bluebook #ATR-70000

### **FINGERSPELLING**

**1022**

By Dewey Garton

Recommended for ages 4 and up. Written in BASIC. Practice letter and word fingerspelling. Here's a colorful program to help you learn fingerspelling, the art of speaking with your hands. Although communicating with deaf people is the principal use of fingerspelling, the technique is also useful for situations like communicating while scuba diving, riding a motorcycle, or working in a noisy environment. It can even be a fun way for kids to communicate with each other "in code." Fingerspelling is easy to use. For example, it takes only one keystroke to select any activity. The program has two parts. In "Show me," you type a letter or a word up to ten letters long, and the program then displays the hand images one at a time, with the letter displayed alongside for reinforcement. In "Test me," you practice reading letters or words. For letter practice, the program displays the hand image for a letter it chooses at random and you press the corresponding letter. When you're ready to practice words, the program displays the hand images for each letter in a word from one of its word lists, and you type the corresponding letters. You may choose from three levels of word difficulty, and you can select from ten speeds for displaying the hand images in the "test me" section. The program also keeps count of how many letter and words you get right in this section.

**Requires: Atari Basic Language Cartridge.**

**Cassette [410] 16K 24.95**

**Diskette [810] 24K 24.95**





## 71000 • Sports

Also See Related Categories: 36000 Games

Bluebook #ATR-71000

### SUNDAY GOLF

204

By Jerry White

Enjoy all of the fun and excitement that goes into a great round of golf, right at home. Select the type of course you wish to play on, the number of players (up to 4), and even the type of club that you'll need to sink that elusive hole-in-one. Realistically simulates all of the energetic strategy which makes golf the exciting sport that it is today. Nice graphics and sound may make you think twice before shelling out another green fee! Includes a graphic scoreboard that keeps a running tally of the hole number, par, and player's name. This is one course that is open for fun 24 hours a day!

**Requires Atari 400/800, and 16K.**

**Disk or Cassette 14.95**

Bluebook #ATR-71001

### PRO-PIX

204

By James Talley

Pro-Pix is the definitive program for keeping track of scores, listings of current division win-loss standings, and the all important predictions of probable game outcomes. You can pick the scores before the game is even played! We guarantee that Pro-Pix will add an extra helping of excitement to your NFL season this year. Just enter the win/loss data into your system as you follow the games over the season and Pro-Pix will do the rest! Believe us friend, this is as close to a crystal ball as you're going to get. Last year, Pro-Pix outguessed Jimmy 'The Greek' Snyder!

**Requires 24K.**

**Disk or Cassette 19.95**

Bluebook #ATR-71002

### ROUND ROBIN SCHEDULER

1200

Your task of creating a Round Robin Schedule is now an easy one. With this program, as many as 38 teams in up to 10 rounds can be scheduled with home and away games balanced. You can enter your team names or you can let the computer assign names to the teams. The resulting schedule can be displayed on the screen or printer. **Requires 16K.**

**19.95**

Bluebook #ATR-71003

### GOLF CLASSIC-4 & UP

235

- Angle and Length Estimation
- Geometric Skills Practice

One to four players may play golf. Each player determines the angle the golf ball should be hit. Next, he determines the number of units for distance. Hazards, greens, sand traps, etc., are included to challenge the plotting student.

Bluebook #ATR-71004

### BASKETBALL

1300

You press hard. Force a wild shot, then make a spectacular break for the winning basket. You can dribble, shoot, pass, block shots, and even steal the ball with this program. One to four players can play against each other or against the computer.

**Requires Joystick Controllers, Cartridge, and 8K RAM.**

Bluebook #ATR-71005

### BOWLER'S DATABASE-REV. 2

1022

By Jerry White

A very friendly, easy-to-use program for keeping track of your bowling scores throughout the season. You enter your weekly scores for your first, second, and third games, using a separate data diskette or cassette for each bowler in your family or each member of your league. To see how you're doing, you request summary and detailed reports. The summary report contains your highest, lowest, and average scores bowled in the first, second, and third games. It also shows your highest, lowest, and average three-game series and your overall game average. The report lists all your game and individual series totals by week. Gives you permanent, detailed records of your bowling performance. It makes comparisons from one season to the next, or from one league to another, a simple task! Revision 2 lets you store scores greater than 255, and it contains a minor display change.

**Requires: Atari Basic Language Cartridge. Additional**



## 71000 • Sports

diskettes for storing data.

**Optional: Atari or equivalent printer.**

**Cassette [410] 16K 15.95**

**Disk [810] 24K 15.95**

Bluebook #ATR-71006

### GOING TO THE DOGS

1022

By Michael Kirtley

Recommended for adults/Written in Basic. Would you like a way to project the outcome of races at the dog tracks? With Going To The Dogs, you can make predictions based on past performances. The program's four main menu selections guide you easily through creating data diskettes to analyzing the races. Using a blank, formatted diskette, Going To The Dogs creates 714 records which you fill with statistics from a race track form. To enter this data, you follow a series of menus and screens requesting the names of the dogs and specifics of each race listed. The program saves up to eleven of the most current races for each dog. Once you've completed entering this data, you can either save or delete the information. You can create records for more than one racetrack. When it's time to analyze a race, you enter the dog's name for each post position, the distance of the particular race, and the grade of the race. The program accommodates vacant post positions. Once you enter all eight positions, the program displays all positions and the corresponding dog names. Then it displays a point rating and ranking for each dog. You can print the results before placing your bets.

**Requires Atari Basic Language Cartridge, DOS, 2 Formatted Disks for storing data, and a Racetrack program.**

**Disk [810] 24K 22.95**

it will show you where each player should be positioned for the play you have chosen. A total of 8 possible combinations of plays are included in this program that is designed to give young would-be ballplayers a better understanding of the game fundamentals and gives experienced players a chance to do some managing for a change. Also includes the 10 do's and don't's of baseball.

**Requires 48K, 2 Disk Drives, Color Monitor, and Optional Voice Synthesizer.**

**495.00**



Bluebook #ATR-71007

### PRO BOWLING

1022

Computerized bowling for one to four players.

**Requires: An Atari Basic Language Cartridge and one Atari Joystick Controller per player.**

**Cassette [410] 16K 15.95**

**Disk [810] 24K 15.95**

Bluebook #ATR-71008

### THE MANAGER'S ALWAYS RIGHT

1419

This exciting program lets you become the manager of your own major league baseball team. It uses high resolution graphics to simulate actual game situations. It's your job as manager to call the proper offensive and defensive plays during the game. The computer will simulate your strategy based on the plays you call, and

## 72000 • Statistics

**Also See Related Categories:** 10000 Accounting  
11000 Advanced Mathematics  
17000 Business Management  
24000 Data Base Management  
33000 Financial  
38000 Graphics

Bluebook #ATR-72000

### STAT

431

STAT is a set of programs for performing a large portion of the most frequently used statistical inference methods. Data can be entered and stored on four different types of data files. These data files can be modified also. The statistical procedures available in the package include the following parametric inference procedures:

SUMMARY STATISTICS for each data file and date set, including the mean and standard deviation. CONFIDENCE INTERVALS for the following: (1) the mean of a normal population (both with and without the variance known), (2) the variance of a normal distribution (both with and without the mean known), (3) the parameter (mean time to failure) of an exponential distribution, (4) the parameter (proportion) of a binomial distribution, (5) the difference of two normal means (for various combinations of assumptions about the variances of the populations) and (6) for the ratio of two normal variances.

TESTS OF HYPOTHESES about (1) a normal mean, with various cases corresponding to possible assumptions about the variance, (2) the difference in two normal means (various cases) and (3) the ratio of two normal variances.

TESTS OF THE EXPONENTIAL MEAN (mean time to failure) and RATIO OF MEANS.

TESTS OF THE BINOMIAL PARAMETER (proportion) and DIFFERENCE OF PARAMETERS

MULTIPLE REGRESSION, including estimation of coefficients, estimation of the error variance, and test of significance of the regression.

ANALYSIS OF VARIANCE for one-way and balanced two-way designs, including interaction

The software is user-friendly, allowing easy recovery from errors and selection of alternate analyses, as desired. The user's interaction is entirely menu driven, with error recovery features. An extensive user's manual introduces the statistical inference procedures used, and gives worked examples for each situation considered, illustrating typical applications. These worked examples serve as a pattern and allow the reader to check his use of the programs. The user's manual gives complete documentation of the programs

and procedures used in them. All formulae, algorithms and procedures are listed and referenced to commonly available statistical literature.

A notable feature of the package is inclusion of very efficient routines for the computation of probabilities and quantiles for the most common statistical distributions, including normal, binomial, chi-square, t and F. Thus the user is not required to furnish "tabular values" from outside sources when performing statistical analyses with this package. **Requires: Atari 800 with Microsoft BASIC**

200.00

Blue Book #ATR-72001

### THE PREDICTOR

962

By Thomas Barker

A complete package that covers least squares fitting of parameters to two or more variables. THE PREDICTOR can be used for predicting sales and process behavior, trend analysis, model building and many other uses calling for multilinear regression techniques. Each option in the program is prompted with simple YES/NO commands making it very easy to use. Consists of two units. The first unit is used for creating, editing, and transforming data. The main unit is the regression program itself which computes the equation which best fits the data. All important statistical parameters are computed and displayed.

Disk 29.95

Bluebook #ATR-72002

### INTROSTAT

596

A statistical package designed for students and researchers in the behavioral sciences. It includes a sample data set adapted from Statlab: An Empirical Introduction to Statistics by Hodges et al (McGraw-Hill, 1975). It also includes a complete data file management program which enable the user to create, modify, and update data files for use by the package's statistical programs. The Statistical procedures available are those which are commonly encountered in an introductory statistics course, including some non-parametric tests which are rarely available in statistical packages:

## 72000 • Statistics

Descriptive Statistics for one variable: minimum, maximum, mean standard deviation, standard error of the mean; optional median and frequency table. Contingency Table (cross tabulation of two variables) with chi-square test. Student's t-test (two-group); simple or matched-pairs; optional one group test. Mann-Whitney U Test. Wilcoxon Matched-Pairs Signed-Ranks Test. One-way analysis of Variance. Two-way analysis of Variance. Two-variable scatterplot in high-resolution graphics (optional regression line). Pearson Correlation Matrix. Linear Regression.

### ADDITIONAL FEATURES

Automatic or specified scaling for high res. plots, distributions, etc. Powerful data file management program—can append files together creating as large as you like for statistical processing.

### OUTPUT

The package is very easy to use. At the option of the user with a printer, either "screen-only" or "screen and printer" output can be produced. Statistical procedures are chosen from a "menu" of options. Similar to Minitab, variables are referred to by a number, but like SPSS it displays variable labels with the statistical results and the number of valid and "missing datum" cases on which computations are based. The statistical significance of each test result may be looked up in the tables published in most statistics texts. The number of decimal places to be displayed may be modified by the user.

### DATA FILE MANAGEMENT

This feature of the package performs six major functions:

- Creation of a new file.
- Saving a new file onto a diskette.
- Display of the directory of variables in a file.
- Modifications to a file (also displaying the contents of any case) includes recoding, categorizing-modifying data and labels.
- Additions to a file (variables or cases): includes the capability of computing "new" variables from existing ones using any of the arithmetic operations and functions of BASIC, the ability to append the file onto the end of any other file on a diskette, thus creating files as large as the diskette can hold.
- Deletions from a file (variables or cases).

The data for each case must be numeric, except for an alphanumeric "ID". Missing data elements can be assigned a "missing datum code" and subsequently deleted from all statistical analyses.

A 40-page user manual accompanies each copy of the INTROSTAT package. The manual describes the use of the package and each statistical procedure in detail, with examples using the sample data set adapted from Stat lab.

**Requires an Atari 800, 48K, DOS 2.0, and 1 or 2 disk drives. A printer is optional. The Data File Management program will handle files of up to 1250 items. These files can be merged with other files to form larger ones for statistical tests.**

**Copy Protected Disk And 1 Manual 65.00**

**Source Code Disk And 1 Manual 125.00**

Bluebook #ATR-72003

### STATISTICS

1187

- Frequency Distributions, definitions
- Graphs-frequency, histograms
- Measures of Central Tendency
- Measures of Dispersion
- Probability-general discussion
- Probability - events
- Probability Distribution-functions
- Binomial Distribution - examples
- Poisson Distribution - examples
- Normal Distribution - properties
- Normal Distribution - to binomial
- Other Probability Distribution
- Tests of Hypotheses - general
- Tests of Hypotheses: t-X2 tests
- Test of Hypotheses: t-F tests
- Review of Statistics - summary

**Requires Atari 400/800**

**16 Lessons, 8 Cassettes 79.00**

Bluebook #ATR-72004

### STATISTICS 1

1300

Turn your Atari Home Computer into your own personal statistician. Just enter data and obtain a wide variety of important statistics. It calculates mean, mode, median, standard deviation, variance, skewness, kurtosis, and root mean square. And thanks to the Atari Computer's powerful editing capability, any erroneous data inputs can be corrected quickly and easily.

**Requires Atari Basic Cartridge and the Atari Program Recorder, with 16K RAM. Disk drive and printer are optional.**



## 76000 • Utilities

Also See Related Categories: 22000 Computer Science

Blue Book #ATR-76000

### **DISKASSEMBLER** 962

A menu based utility that allows the user to examine and modify the contents of individual sectors on an Atari diskette. The program includes a disassembler along with a very useful disk mapping routine. Excellent for examining assembly language programs. **Requires 32K.** **Disk 29.95**

Blue Book #ATR-76001

### **T: A TEXT DISPLAY DEVICE** 962

By Joseph Wrobel

An assembly language routine which greatly expands the display capabilities of the Atari, you will be able to freely intermix text (up to 80 characters per line) and graphics without the use of modified display lists, PEEKs or POKEs. This is accomplished by defining a new device ("T"); printing to that device puts text onto the screen in a size which is determined by the current graphics mode. This device is co-resident and completely compatible with the operating system, DOS and BASIC cartridge.

**Requires 16K.** **Disk or Cassette 17.95**

Bluebook #ATR-76002

### **MUSICBOX** 0006

By Jerry White. Enables a programmer to enter music into his or her own Atari computer program. The music thus entered will run independently of BASIC. For example, Music Box enables a programmer to have background music during a game—without it having any effect on the game.

The package contains the following programs:

**CONVERT:** This program converts data files generated by Atari's Music Composer into a format recognized by the **PLAYTEST** and **COLORGRAN** programs.

**PLAYTEST:** This program reads files created by the **CONVERT** program. Since the music is played during vertical blank interrupts, a programmer can actually add lines of **BASIC** as the music plays on.

**COLORGRAN:** This program is an extended version of **PLAYTEST**. Additional machine language routines have been added to interpret frequency and volume. The routines use this data to change colors on the screen. A colorful display (color organ) is generated and altered as each note of a song is played.

**MUSICBOX:** This program displays each note within Music Composer's range.

**TRANSLAT:** This program reads files generated by Music Composer and optionally prints or displays these files in data entry format.

**DATA FILES:** The disk contains song data files for ten songs, including a waltz, a march, some folk songs and Christmas songs, and two Beethoven pieces. The programmer can use these songs or his or her own song data files.

**MUSICBOX** contains printouts of all the programs on the disk. These programs are not protected, so that they may be studied by the user.

**Requires 32K.** **Disk 29.95**

Blue Book #ATR-76003

### **QS FORTH** 0008

Step into the world of the remarkable **FORTH** programming language. Writing programs in **FORTH** is much easier than writing them in machine language, yet **FORTH** programs run almost as fast—many times faster than **BASIC** programs. **QS FORTH** is based on **fig-FORTH**, the popular model from the **FORTH** Interest Group that has become a standard for micro-computers.

**FORTH** is a language that builds on itself. You define new commands based on existing commands, thereby adding words to the **FORTH** dictionary. **QS FORTH**

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comes with several commands that access the special features of the ATARI computer. You can write others--easy access is provided to every part of the computer's memory.

QS FORTH is a disk-based system that can be used with up to four disk drives. Five modules are included:

1. The FORTH KERNEL. This is the standard FORTH model customized to run on the Atari computer. It must always be loaded.
2. An EXTENSION to the basic vocabulary that contains some handy additional words including a CASE statement (similar to an ON...GOTO in BASIC).
3. An EDITOR that allows editing source programs (screens) using the same type of on-screen editing available with Atari BASIC.
4. An I/O MODULE that makes I/O operations easy to set up. PRON and PROF turn the printer on and off, and commands such as OPEN, CLOSE, PUT, GET, SETCOLOR, and SOUND are available.
5. An ASSEMBLER that allows defining FORTH words as a series of 6502 assembly language instructions.

Modules 2-5 are provided in the form of source code on diskette, and are only loaded into RAM when the programmer needs them. The programmer can write more compact, more efficient programs because unnecessary words do not have to be included in applications programs.

Substantial documentation includes a tutorial introduction to FORTH and numerous examples, and is nicely packaged in a three-ring binder. A listing of the Assembler Module source is included in the documentation.

**Requires 24K RAM and 1 Atari Disk Drive. Disk 79.95**

Blue Book #ATR-76004

### ASSEMBLER

0008

By Gary Shannon. Write your own 6502 machine language programs with this inexpensive in-RAM editor/assembler. Use the editor to create and edit your assembler source code. Then use the assembler to translate the source code into machine language instructions and store the code in memory. Simple commands allow you to save and load the source code to and from cassette tape. You can also save any part of memory on tape and load it back into RAM at the same or a different location. Assemblies can be displayed on the video and/or printed out on the Atari printer. A very useful feature allows you to view and modify hexadecimal code anywhere in memory. The instruction booklet includes the listing of a LOADER program written in BASIC which will load tapes created by the assembler. Instructions on how to interface machine

language subroutines to your BASIC programs are also included.

Users have found that our ASSEMBLER assembles two to three times faster than Atari's ASSEMBLER/-EDITOR CARTRIDGE. And ASSEMBLER includes a symbol table, which Atari's cartridge does not.

Features of the assembler are:

- All 6502 mnemonics plus BGE, BLT
- Pseudo-Ops include ORG, OBJ, HEX, ASC, EQU, DA, DS, END
- Turn video display on and off with VON, VOF
- Turn printer on and off with PON, POF
- Commenting allowed
- Error checking

**Requires 16K of user memory and runs on both the Atari 400 and 800. Cassette 24.95**

Blue Book #ATR-76005

### DISASSEMBLER

0008

By Bob Pierce. This easy to use disassembler is a BASIC program that decodes the part of the memory you specify, translating machine code into assembly language and displaying it in assembly language format on the video and on the printer if you have one. 6502 DISASSEMBLER can be used to disassemble the operating system ROM, the BASIC cartridge, and machine language programs located anywhere in RAM except where the DISASSEMBLER itself resides. (Most Atari cartridges are protected and cannot be disassembled using this disassembler.) An optional display will interpret memory as ASCII characters rather than as machine instructions.

**Requires 8K of User Memory and Runs On Both The Atari 800 and The Atari 400. The Disk Version Requires 24K.**

**Cassette 11.95  
Disk 14.95**

There Are Several Handy, Easy-To-Use  
Indexes In This Directory  
Subject Index - Front  
Source Index - Front  
Alphabetical Title Index - Back

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Blue Book #ATR-76006

### THE PROGRAMMER'S WORKSHOP 0194

Seven separate programs designed to assist Atari programmers with programming details.

Includes disk to cassette transfer, BASIC program compare capabilities, cassette baud rate increase, and two types of program code analysis.

One of the crucial programs is called MICRO-DOS. MICRO-DOS provides a RAM resident program similar to the Atari's DUP.SYS. MICRO-DOS is on-line and available at any time, so it supplies quick and easy access to the DUP.SYS. functions. **Requires: Atari 400/800 computer with 32K and one disk drive. 34.95**

Bluebook #ATR-76007

### THE DISK WORKSHOP 0194

Seven separate programs designed to assist Atari programmers with programming functions.

The Disk Workshop includes disk editing capabilities, fast copying of disks, a formatted disk directory which can be sent to a printer, use of machine language character strings in BASIC, a screen dump for the MX-80 Epson Printer with Grafrax or Grafrax Plus, and transfer capabilities of large files to disk or cassette.

One of the crucial programs is called MICRO-DOS. MICRO-DOS provides a RAM resident program similar to the Atari's DUP.SYS. MICRO-DOS is on-line and available at any time, so it supplies quick and easy access to the DUP.SYS. functions. **Requires: Atari 400/800 computer with 32K and one disk drive. 34.95**

Blue Book #ATR-76008

### GRAPHICS WORKSHOP 0194

By Lloyd Ollmann. A collection of utility programs to improve the graphics capabilities of Atari programmers. The PLAYER-MISSILE device handler allows easy set-up and use of player missiles using the Atari BASIC OPEN, PRINT, and PUT commands. GRAPHICS ENHANCEMENTS includes a new graphics mode and bit-map capabilities. Package also includes a character editor, a bit-map editor, and a player missile editor. **Requires Atari 400/800 with 48K and one disk drive. 39.95**

Bluebook #ATR-76009

### BASIC ROUTINES FOR THE ATARI 204

By Jerry White

A self-help system that cuts through the stuffy technical jargon and allows the user to learn effective programming techniques fast! Basic Routines for the Atari has been written especially for Atari 400 or 800 users who wish to write programs in Basic. This package comes complete with an extensive manual and your choice of a tape or disk which contains all of the routines from the manual-which means you'll be able to actually see each of them in action on your Atari. Some of the Basic routines include joystick, sound, player missile strings and much more- and presented in a way that you'll quickly be able to learn and apply to your own programs. If your programming ability lies somewhere between beginning and advanced, then look no further-Basic Routines for the Atari is the system for you.

**Basic Routines book with 16K Cassette 24.95**

**Basic Routines book with 24K Disk 24.95**

Bluebook #ATR-76010

### S.A.G.E. 204

Scott Adams' Graphics Editor

The Scott Adams Graphics Editor allows the user to draw and edit highly compressed (Graphics Mode 7½) pictures using over 50 different colors & shades. Pictures created with S.A.G.E. may be inserted into BASIC or machine language programs that you've written, leaving four lines or half the screen respectively for text placement at the bottom of the screen. With the machine language interpreter stored in memory, the user will have room for approximately 16K of user programmable memory in both tape and disk versions. The pictures placed in memory are stored in a compressed numeric format, which means that they can be saved onto either tape or disk or even embedded into Basic program as a string! But can I change the color palette, you ask? Certainly! A full range of colors is available with S.A.G.E. which contains between 50 to 100 colors & textures each per picture, all of which can be altered to suit your specific needs. A sample palette is included, too. Here are some more reasons why You need S.A.G.E.:

- Drawing speed-pictures load & draw fast!
- Picture Size-Many of the pictures created with S.A.G.E. in the S.A.G.A. Series used only 300-400 bytes of memory-clearly an improvement over the "old way" which could eat up 4000-8000 bytes or more to store the same picture!
- Pictures look identical on both the newer Aratis (which use the GTIA chip) and the older models (which use the CTIA chip). Unlike many graphic packages available on the market today, S.A.G.E. provides great

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picture quality on identical systems used in Europe, too!

- S.A.G.E. allows the user to place graphics quickly and easily into your own programs.

- S.A.G.E. package includes both tape and disk versions and an easy-to-use manual.

If S.A.G.E. is utilized in developing any graphics routines within a program intended for publication, it must first be offered to Scott Adams, Inc. for publication under the company's standard software contract. If the program is not accepted for publication by Scott Adams, Inc. and is published by another company, there will be an annual fee of \$50 levied to license the package within the program. Programs published by Scott Adams, Inc. which use S.A.G.E. in any of its graphics routines will have the licensing fee waived and will receive our usual high royalty rates. There are, of course, no obligating constraints regulating any non-published program utilizing S.A.G.E.

**Requires Atari 400/800.**

**32K Cassette & 48K Disk [One Package] 49.95**

Bluebook #ATR-76011

### DISKEY

204

By Sparky Starks

A utility program that gives Atari disk drive owners the flexibility to accomplish tasks that other utilities either ignored or only hinted at. With Diskey, the user will be able to actually examine a disk and its directory, and repair some files that might otherwise have been lost. Diskey also performs a multitude of other practical functions, including the following:

- Automatically lists any unreadable or destroyed sectors
- Sends contents of disk to printer selectively
- Up to four separate drives may be addressed
- Can be used to backup some of those "unbackuable" disks
- Allows direct examination of any file
- Over 50 separate key functions available

**Requires Atari 400/800 and 32K.**

49.95

**Some Features Will Require 40K.**

Bluebook #ATR-76012

### ATARI BASIC

1300

Basic, which stands for Beginners All-purpose Symbolic Instruction Code, is the most popular home computer programming language. Its English-like commands make it easy to learn. It's simple enough to get you started in programming now, yet challenging enough to let you keep exploring for a long time to come. Atari Basic has the ability to put your Atari Home Computer's excellent color graphics and 4-voice

sound capabilities to full use. Advanced commands such as Peek and Poke and the ability to call up assembly language subroutines let you explore the inner workings of your Atari Computer. Atari Basic is a floating-point Basic with 9-digit precision. Our three-part learning series, An Invitation to Programming (sold separately), provides an easy way to get started learning to program. The Atari Basic cartridge is required to run many cassette and diskette programs listed in this catalog.

**Requires Cartridge and 8K RAM.**

**Optional: Disk Drive, Program Recorder, and Printer. [Longer Programs Require More RAM.]**

Bluebook #ATR-76013

### ATARI MICROSOFT BASIC

1300

For more advanced programming uses, you'll enjoy the greater flexibility and power of Atari Microsoft Basic. It makes programs written in this popular language readily adaptable for use with your Atari Home Computer. Language extensions provide easier access to sound and graphics capabilities. Accompanying documentation explains its features and additional hardware support for player/missile graphics, character set definition, color and sound parameters. Atari Microsoft Basic offers many additional powerful commands, is faster than Atari Basic, provides floating point precision of 16 digits, and is particularly suitable for use in more advanced software development. Users manuals included.

**Requires Disk Drive and 32K RAM. [Longer Programs Require More RAM.]**

**Optional: Printer and Program Recorder.**

Bluebook #ATR-76014

### ASSEMBLER EDITOR

1300

Assembly language is the command code system built into the Atari Home Computer's 6502 microprocessor. So when you use the Atari Assembler editor, you're actually speaking to the computer in its own language. Advanced users can write faster, more efficient programs, and perfect them by single-stepping through and observing how memory and the processor's registers are affected by each instruction. Users manual included.

**Requires Cartridge and 8K RAM. [Longer Programs Require More RAM.]**

**Optional: Disk Drive, Program Recorder, and Printer.**

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Bluebook #ATR-76015

### ATARI MACRO ASSEMBLER AND PROGRAM-TEXT EDITOR 1300

If you demand the ultimate software development tools for your Atari Home Computer you'll appreciate the sophisticated capabilities of the Atari Macro Assembler and Program-Text Editor. Advanced programming techniques available in the Macro Assembler include macro definition, listing control, conditional assembly and cross-reference tables. Program-Text Editor allows fast creation and editing of program text files with automatic file backup. Includes two manuals and a quick reference guide.

**Requires Disk Drive and 32K RAM. Printer Optional.**

Bluebook #ATR-76016

### SOURCE CODE FOR EASTERN FRONT [1941] 1022

By Chris Crawford

Recommended for advanced programmers/Written in assembly language. You've played the game...now read the code! Intended for advanced programmers, this package takes you behind the scenes for a look at the thought processes involved in creating a sophisticated, computerized wargame. This diskette contains all the source code files for Eastern Front (1941)-about 700 sectors of code! The user manual contains a complete source and object code listing, as well as the following sections:

- Program structure review
- Detailed memory map
- Unit characteristics chart
- Map diagrams
- Explanatory essays on each module
- Narrative history of Eastern Front development
- Discussion of game design consideration

The package is like a tutorial on advanced game design. The diskette contains only the source code (that is, the English equivalent of the code the computer runs) for Eastern Front. The object code (that is, the code the computer runs) is sold separately. Only advanced programmers should consider using the source code in this package to create an object file for running Eastern Front instead of purchasing the object code.

**Requires: Assembler Editor Cartridge.**

**Diskette [810] 40K 49.95**

Bluebook #ATR-76017

### SCREEN DUMP UTILITY 1022

Three programs let you print copies of screen displays. You can copy text to any Atari printer or equivalent printer. You can copy text and graphics characters only to an Atari 822 Thermal Printer or a Centronics 739 Graphics Printer. An AUTORUN.SYS file automatically

loads a screen dump program into memory. You then enter or load in an applications program. Whenever you want a printed copy of a display screen, you simply type CONTROL P. You can change several of the graphics screen dump programs' parameters, including increasing the size or proportion of the printed image and printing black on white or white on black. You can also call these programs from your applications programs with a USR function.

**Requires 24K and Printer.**

**Disk 15.95**

Bluebook #ATR-76018

### DEEP BLUE C COMPILER 1022

A general-purpose programming language designed to fill the gap between Basic and assembly language. Created by system programmers, it is more powerful and faster than Basic, yet it is clearer and less error-prone than assembly language. Features such as pointers, recursive functions, and high-level control structures make complex software systems easy to design, implement, and maintain in C. Additionally, C is the de facto systems programming language of the new generation of work station computers. Unlike assembly language programs, C programs are transportable to other computers with minor modifications. The Deep Blue C Compiler helps you create large C programs - ones taking more than a day to write and containing more than a hundred lines of code - written for your Atari Home Computer.

**Requires Atari Program-Text Editor or other Non-Line Oriented Text Editor.**

**Optional: Atari Macro Assembler, or Atari Assembler Editor Cartridge. 48K Disk 39.95**

Bluebook #ATR-76019

### DEEP BLUE SECRETS 1022

With Deep Blue Secrets - the source code for Deep Blue C - you can maintain, modify, and extend the C language for your own programming applications. Deep Blue C consists of the object code for a compiler, a linker, and an interpreter. The compiler, which converts C source text into compiled C code, is an adaptation of Ron Cain's public domain Small C Compiler. The linker, which combines several compiler C code files into a single executable object file, and the interpreter, which executes the object file, are original works required to implement C on the 6502 microprocessor used in Atari Home Computers.

The Deep Blue Secrets disk contains the source code for the compiler and linker and the source text for the



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interpreter; the accompanying manual documents these programs.

**Requires 48K, Deep Blue C Compiler, Atari Macro Assembler and Program Text Editor. Disk 39.95**

Bluebook #ATR-76020

### MANTIS

1022

Many assembly-language programmers have disk based Atari Home Computers with a full complement of memory for developing programs. But to broaden the potential market for their work, they are interested in creating programs for cassette-based Atari Computers with 16K of memory. Until Mantis Boot Tape Development System (Mantis) came along, developing such programs usually meant having to remove memory modules, unplug the disk drive, and make temporary cassette copies. No more. With Mantis, you can assemble and debug machine-language tape programs on your disk-based system with all the memory your system normally contains. You use the Atari 410 Program Recorder only after you have completely debugged your program.

Mantis is a powerful debugging tool helpful throughout a program's development cycle. With Mantis you can load and save DOS-2, binary-load files containing object code between diskette and computer memory; read and write machine-language tapes; examine and modify your programs in memory; and execute machine-language tapes in memory, simulating a 16K, cassette-based system and returning to Mantis and DOS upon command. Mantis works as follows. It saves DOS in high memory, simulates a 16K cassette based Atari Computer for testing purposes, and then restores DOS for further development work. A full screen, three format memory map and comprehensive set of memory editing commands let you modify your program interactively. Now you can easily read, write, and test machine-language, tape-based programs while taking advantage of the speed and power of your disk-based system!

**Requires 40K and Atari 410 Program Recorder.**

**Optional: Assembler Editor Cartridge, Atari Macro Assembler, and Program-Text Editor.**

**Disk 22.95**

Bluebook #ATR-76021

### DUNION'S DEBUGGING TOOL (DDT)

1022

The features designed into the Atari Home Computer make it unique among current microcomputers. However, getting at some of these features is done more efficiently in low-level assembly language programming than in high-level languages like Basic and Pilot. Assembly language programmers can benefit

greatly from adequate development tools. The Atari Macro Assembler and Program-Test Editor is one such powerful programming tool, and now we have a companion piece, Dunion's, which is a debugging tool specifically designed for use with the Macro Assembler.

Most of the time, correcting a program bug is not the central problem; finding it is. That is where DDT comes in. DDT operation centers around control of its display screen and around the ability to monitor and change easily the internal state of the machine. This feature works while also maintaining the user's screen display. The display is divided into six areas, each showing a different aspect of what is going on inside the computer at any instant. The areas are: (1) a register display showing the current contents of the 6502 processor registers; (2) a display window forming a window into the system memory address space; (3) a stack display showing the top fifteen items on the system stack; (4) a mini-symbol table showing the names and values of fifteen user-defined declared symbols; (5) a breakpoint table showing the settings of user definable breakpoint and trap registers; and (6) a command window showing commands typed from the keyboard. Commands are available for changing the contents of registers and memory, examining areas of memory, and single stepping the processor. You can assemble DDT along with your source code if you wish, and you can place DDT in memory according to what you want to work on. Example programs included in the package illustrate ways to set up and use DDT's many features.

**Requires 16K, Atari Macro Assembler and Program Text Editor.**

**Optional: Atari Basic Language Cartridge [For Examples.] Disk 39.95**

Bluebook #ATR-76022

### DSEMBLER

1022

If you write machine language subroutines as part of Atari Basic programs, you know how cumbersome debugging your assembler routines can be. Here is a tool written in Basic that is useful for studying and debugging 6502 machine language code. With Dsembler you can disassemble any of the valid 6502 machine code in memory and display or print the results in a five-field format: (1) the location of the disassembled instruction; (2) the hex value of each byte of the instruction; (3) if you labeled the location while debugging the code, the label name (i.e., not necessarily the label you assigned as you wrote the code); (4) the op-code for the instruction; and (5) any associated operand using standard 6502 format (if you labeled an operand address while debugging, the label name will appear instead of that address).

Using Dsembler, you can also: (1) convert integers

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between 0 and 65535 to hexadecimal and vice versa; (2) regenerate labels, rename existing labels, and remove an existing label (Dsembler can create as many as 254, two-to-eight character labels); (3) display or print a list of label values and their names; (4) store a file of labels to diskette or cassette and recall them; (5) load your machine code quickly into memory; (6) display 'pages' of memory for quick scanning; (7) jump to a machine language subroutine with the 6502 X, Y, and A registers set as you wish; (8) search any part of memory for any specified byte sequence, using wild cards for byte values if you wish; and (9) write your own operation as an option on Dsembler's menu.

**Requires 24K, and Atari Basic Language Cartridge**

**Optional: Atari Printer or equivalent**

**Disk or Cassette 22.95**

Bluebook #ATR-76023

### ATARI PASCAL LANGUAGE SYSTEM 1022

Pascal is a structured-programming language suited for professional software developers, making it an excellent tool for developing and maintaining programs. Atari Pascal is a multipass, pseudo-code compiler offering a flexible modular compilation scheme to permit easy transition from large, monolithic programming style to modular programming without extensive preplanning. This modular compilation scheme allows full access to procedures and variables in any module from any other module. Once the source program has been compiled, the Pascal Linker is used to bind individually compiled modules and their run-time libraries into an executable object program.

Atari Pascal supports the International Standards Organization (ISO) draft standard (DPS/7185 as of 10/1/80), including variant records, sets, typed and text files, passing procedures and functions as parameters, GOTO out of a procedure, conformant arrays, and program parameters.

Although Atari Pascal is not completely compatible with UCSD Pascal, both versions are written around a common core - Pascal as defined by Jensen and Wirth. The differences are not as significant as, for example, the differences in various Basics.

Atari Pascal contains many enhancements, including:

- additional predefined scalars: BYTE, WORD, STRING
- additional operators on integers
- null strings
- ELSE on CASE statement
- external procedures
- absolute variables
- chaining to another program
- modular compilation

It also contains the following built-in procedures and functions:

- graphic, sound, and controller (Joystick and Paddle) functions comparable to those available in Atari Basic
- real and transcendental definitions
- move and fill procedures
- bit and byte manipulations
- file manipulation procedures
- heap management aids
- string manipulation
- address and sizeoff functions

Atari Pascal supports sequential and direct access files, text files, and block I/O. It has the same file handling capabilities as the Atari Disk Operating System 2.0S. Run-time error handling includes checks for, divide by zero, heap overflow, string overflow, and range checking, as well as support for user-supplied routines.

Atari Pascal has been tested, but not exhaustively. The ISO Test Suite has been successfully executed. Although errors are detected, the results might not be the same as in the ISO Test Suite. Testers agreed that Atari Pascal is an excellent 'second generation' product suited for software development. However, this product is seriously restricted owing to memory limitations and diskette capacity and performance.

As with other APX programs, Atari does not support this product after sale. However, we will study all documented problems we receive for future revisions.

**Requires 48K, 2 Atari 810 Disk Drives, and Atari Program-Text Editor.**

**Optional: Atari 825 80-Column Printer or equivalent.**

**Disk 49.95**

Bluebook #ATR-76024

### EXTENDED FIG-FORTH, REV. 2 1022

For several reasons, the Forth language has been gaining in popularity in recent years. Many advanced programmers find that Forth is a good development tool for applications requiring high speed and low memory consumption, such as process control, systems software, and games. For these kinds of jobs, a Forth program often runs 10 to 100 times faster than does a Basic program to perform the same function. Because Forth was not designed for floating point calculations (although they are possible and this version supports them), it is not normally used for business applications, number crunching, and the like. However, it fills the gap nicely between Basic and machine language programming. On the one hand, programming in Forth

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is usually easier than programming in machine language, but Forth programs do not run as fast as machine language programs do. On the other hand, programming in Forth is sometimes slower than programming in Basic, but Forth programs run faster than Basic programs do.

Extended fig-Forth is a full implementation of the standard Forth as defined in the Forth Interest Group (fig) Implementation Guide. It roughly follows the 6502 rev. 1.1 Forth sources as supplied by the Forth Interest Group (P.O. Box 1105, San Carlos, CA 94070). Many changes were incorporated in adapting the sources to the Atari Home Computer, but the definitions, operation, and used interfaces remain as described in the guide.

This version adds many definitions, including extended double-precision words, such as 2DUP, 2SWAP, D!. Also included in this version are the standard Forth Editor, a complete Assembler for the 6502, a set of the Atari Computer's Color/Graphic definitions, and a set of the Atari Computer's floating-point definitions. A new definition, SAVE, lets you make a self-booting image of Forth on a diskette and will include any new definitions you add. This feature lets you produce applications packages in volume easily. This version does not implement the definitions DLIST, MON, and TASK. It does implement the complete set of Atari Computer Screen-Editor capabilities, making editing and changing Forth programs simple and straightforward.

You should be familiar with Forth to use Extended fig-Forth. Beginning Forth programmers might want to use the primer, STARTING FORTH, by Leo Brodie (Prentice-Hall) along with Extended fig-Forth. Screens are included in the disk version for this purpose in Revision 2 (along with some bug fixes).

The cassette version is a subset of the disk version. It does not contain the EDITOR, OS, or COLOR/GRAPHICS screens. However, the manual lists all the screens, so cassette users can type in the screens they want to use that are not included on the cassette. The cassette version is primarily for use as an introduction to Forth, and not as a software development system.

**16K Cassette or 24K Disk 39.95**

Bluebook #ATR-76025

### FUN-FORTH

**1022**

Fun-Forth is a valuable set of programming tools to use with another APX program, Extended fig-Forth. It is especially useful for writing games. The 41 screens of

Forth words (commands) included in fun-Forth facilitate using advanced sound generation, simple turtle graphics, the Joystick and Paddle Controllers, and the yellow console keys and keyboard in Forth programs. Also included in this package are various words for timekeeping, random number generation, creation of arrays, and recursion.

Fun-Forth is clearly organized and designed so that you can load in only the fun-Forth commands you want to use. You can create families of Forth words for your specific programming needs. Fun-Forth not only gives you the programming conveniences available in Basic, but also provides several new and advanced features.

**Requires Extended fig-Forth**

**Optional: 1 Atari Joystick Controller and 1 Set of Atari Paddle Controllers. 24K Disk 22.95**

Bluebook #ATR-76026

### PLAYER GENERATOR

**1022**

You do not have to be a computer pro to create screen movement and animation of your games, educational programs, or business presentations. Player Generator saves you time and energy when you create players with your Atari Home Computer.

Once the program loads automatically into computer memory, an 8 X 22-dot grid appears. You create a player by using your Joystick Controller to move a flashing cursor over the dots and pressing the trigger button when the cursor rests on the desired dot. You follow this procedure until you have your desired graphic. While you are designing, a replica of your player displays alongside the grid. You can create up to five players. The program lets you save your design and use it in your own program.

Using a series of program options, you can select one of fifteen background and player colors, erase the player and design grid, reverse background color and dots, alter luminance of the player, generate a random pattern, alter the size of a player, store a demonstration program of your new design from a disk, or save a design to a disk. One key press cycles you through all the possibilities within each choice.

**Requires Atari Basic Language Cartridge and 1 Atari Joystick Controller.**

**24K Cassette or 32K Disk 15.95**

Bluebook #ATR-76027

### UTILITY DISKETTE II

**1022**

Contains five programs for performing various house-keeping and programming functions. The Menu program displays the disk directory and lets you run a Basic program by typing a number. The Lister program

prints a formatted listing of any Basic program with substitutions for all non-printing characters. You can print headings and the conversion table showing the printed character substituted for each non-printing character. And, you can select the printed line width number of lines per page, and normal or compressed type. The Compare program analyzes two versions of a Basic program and displays or prints lines that do not match. Hexdump produces a formatted screen display or a printed listing of either memory locations or disk files. The program works with any type file, including Basic, binary, and data files. The output is in ASCII representations of printable hexadecimal values. Sort is a high-speed sort/merge routine that sorts fixed-length records up to 255 bytes long in ascending or descending order and on any sort key. The program's sublist algorithm lets you sort disk files larger than the available memory can handle.

**Requires Atari Basic Language Cartridge.**

**Optional: Atari 825 80-Column Printer or Equivalent.  
24K Disk 29.95**

Bluebook #ATR-76028

#### **INSTEDIT - REV. 1.1**

**1022**

Instedit can help you take advantage of the advanced graphics capabilities of your Atari Computer. You use a Joystick Controller to edit a character in an eight-by-eight matrix. Instedit simultaneously displays the modified character in all six graphics modes. To experiment with combining characters, merging them to create larger objects, you can use Instedit's memo pad mode. You can even create objects for use with the Atari Computer's system of player missile graphics. In addition to point-by-point character editing, you can change the whole character at once. You can erase it, restore its original shape, invert letter and background color, copy the form of another letter, or shift the position of the character within the matrix. You can store a character set for further work. Once you are satisfied with a set, Instedit can write all or part of your character data to a disk file or to a cassette in the form of Basic Data statements, assembler source code using the Byte directive, or even an entire Basic subroutine for incorporating your character set into a program. Revision 1.1 contains a minor change in the editing prompt.

**Requires Atari Basic Language Cartridge and 1 Atari Joystick Controller. 16K Cassette or 24K Disk 22.95**

**Note: Microsoft Basic Version of INSTEDIT Requires 40K, 1 Atari Joystick Controller, and Atari Microsoft Basic. Disk 22.95**

Bluebook #ATR-76029

#### **MICROSOFT BASIC**

##### **CROSS-REFERENCE UTILITY**

**1022**

Have I used this variable somewhere else? Does another statement branch to this one? How did I get to this statement? What caused the value of that variable to change? If I change this subroutine, what other code is affected? If you have programmed in Basic, you have probably faced these kinds of questions. Microsoft Basic Cross-Reference Utility (MXREF) can help give you the answers. This program development tool produces directories of variable usage and line number references within Atari Microsoft Basic Programs. MXREF requires your program to be stored on disk in LIST format. After loading MXREF into computer memory, you answer prompts requesting the names of the file to be processed and the report file. MXREF then analyzes your program and issues a report to your designated output device. The report includes title, variable reference, and the line number reference sections. The title section identifies the file analyzed and the value of the TIME\$ field when the report was generated. The variable reference section lists all variables in alphabetical order; next to each is a list of all line numbers that are referenced within statements; next to each entry is a list of all line numbers of statements referencing the indicated line.

**Requires Atari Microsoft Basic**

**Optional: Atari or equivalent printer. 40K Disk 15.95**

Bluebook #ATR-76030

#### **MUSIC PLAYER**

**1022**

Would you like an easy way to add music to your programs? Are you interested in writing programs that teach musical concepts while playing examples? These are but two of the ways you can take advantage of Music Player, a companion program to the Atari Music Composer cartridge. With Music Player, you can incorporate into your programs music you create with Music Composer, and a big plus to Music Player is that the music can play independent of program operation. For example, you can play some back-ground music to keep a user entertained while your program performs a lengthy operation. Or, you can create musical guessing games, having the music play in the background as a player picks an answer. You can even have the music play while you edit your programs.

Music Player uses the familiar commands OPEN, CLOSE, and PUT, just as if it were another Atari input/output device. It works basically as follows. As part of your program, you include a routine to load the Music Composer song file. After the file loads, your program issues an OPEN command using 'M:' (to specify Music Player) as the device code. Your program

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can then start and stop the music at any time by using the PUT command. Music Player automatically loads into your computer when you turn it on, so all you then have to do is RUN your program. The disk contains a sample Basic program using demonstration songs.

**Requires 16K, and File[s] created with Atari Music Composer.**

**Optional: Atari Basic Language Cartridge [For Sample Songs] Disk 22.95**

Bluebook #ATR-76031

### **INSOMNIA [A SOUND EDITOR] REV. 1.1 1022**

This sound editing package gives you an easy and enjoyable method for generating a complex (four-voice) sound or a few simple sounds lasting up to four seconds. You can install these sounds in your Basic programs through a machine language subroutine included in Insomnia that lets your program run unimpeded by the sounds. Thus, your program is not slowed down by it's sounds, but it can turn these sounds on and off at will.

You create sounds by plotting points in three windows of a screen display: frequency, volume, and distortion. These parameters correspond to the last three parameters in the Sound statement of Atari Basic. You select the sound parameters and plot your points using a Joystick Controller, a Paddle Controller, or both. Working with any of the Atari Computer's four sound generators, you immediately hear the changed sound each time you plot a point. You can play your sound either continuously or once only, and you can isolate one voice for modification or you can combine voices to hear the overall effect. Insomnia also can produce very low and very high frequency sounds normally unattainable with conventional sound generating methods. You can save and recall sounds on disk for further revision. Revision 1.1 corrects bugs in one of the demonstration programs.

**Requires 24K, Atari Basic Language Cartridge, 1 Atari Joystick Controller, and 1 Atari Paddle Controller.**

**Disk 22.95**

Bluebook #ATR-76032

### **DISK FIXER/LOAD'N GO 1022**

Contains the two APX programs DISK FIXER (FIX) and LOAD'N GO. Fix lets an advanced programmer get directly at several areas of a disk, sometimes helping to recover some or all files from a 'crashed' disk. You can (1) display directory entries, (2) modify directory entries, (3) trace sector chains through a file, looking for the end of the file or for a bad sector, (4) check the allocation map, (5) modify sector links, and (6) edit

actual sector date. Fix requires a detailed understanding of disk structure and is recommended for advanced systems programmers only.

Load'N Go lets you automatically start a Basic program whenever you turn on your computer. It is like custom tailoring your computer to a single application, except you can custom tailor it to as many applications as you wish. To set up the automatic program execution, you run Load'n Go once. Load'n Go asks you for a RUN or LOAD command for the Basic program you want to autoexecute. It then creates an AUTORUN.SYS file that automatically starts your program whenever you turn on your computer with the program disk inserted in the first disk drive. LOAD 'N GO is very simple to use, and its applications are limited only by your imagination.

**Requires Atari Basic Cartridge [For LOAD 'N GO].**

**24K Disk 29.95**

Bluebook #ATR-76033

### **SUPERSORT-REV. 3 1022**

A high-speed sorting routine you call from your Basic programs. It can sort 1,000 thirty-byte names in less than ten seconds and 1,000 one-byte items in less than two seconds! Depending on your computer's memory size, Supersort can sort as many as 10,000 records. A record is limited to 256 characters. Any data field can be a sort key and Supersort loads itself into RAM as an AUTORUN.SYS file when you boot a disk containing Supersort. You run your Basic program as usual, storing in one long string the items you want sorted. You POKE in your record and key lengths and execute a USR function. Supersort sorts the entire string in ascending order by your specified key(s). Your Basic program then determines what is done to the sorted data.

Installing itself below Basic at boot time, Supersort uses page 6 in memory as a scratch pad and about 1000 bytes of RAM for itself. This program combines C. Hoare's Quicksort with a standard insertion sort. The algorithm is described in Donald Knuth's ART OF COMPUTER PROGRAMMING, Vol. 3, p. 114. The disk has the assembler editor source code to allow you to modify the program to fit your needs.

**Requires 24K, and Atari Basic Language Cartridge.**

**Optional: Atari Assembler Editor Cartridge. Disk 22.95**

Bluebook #ATR-76034

### **DISKMENU 1022**

A real time-saver for anyone who has programs that do not load automatically into computer memory. It gives you a quick and easy way to organize and use all those

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games and utilities you have been accumulating on various disks. With this automatically loaded program, you use a single keystroke to load into memory any Basic program stored in SAVE format and any machine-language program in BINARY SAVE format (i.e., normally loaded using option L, Binary Load, on the DOS menu). Diskmenu can display and run as many as 47 programs on a disk. You can also specify that a program just load into computer memory instead of both loading and running.

Setting up your program disks with Diskmenu is easy. You copy two programs from the Diskmenu disk to each program disk. From then on, you simply insert your program disk into the disk drive and, after the list of programs on the disk plays, you type the character next to the name of the program you want to load into memory. Diskmenu loads your program in a matter of seconds and you are on your way.

**Requires 16K and Atari Basic Language Cartridge.**

**Disk 15.95**

Bluebook #ATR-76035

### BASIC/XA

1022

A package of development tools Atari Basic programmers will find invaluable; they are easy to use and fast. Interfacing between your program and the DOS menu, Basic/XA lets you list all program variables, their values and dimensions, and which lines use them; change variable names; delete a range of lines; renumber the program; and check for bad GOTO statements and syntax errors. Another option lets you print, or store on disk or cassette the variable list, variable values, and the cross-reference table.

To use Basic/XA with a program, you first boot Basic/XA into memory. Both the development tools and all the normal DOS options are then available. Next you load in the program you want to work on. To use a tool, you type DOS, which causes the Basic/XA menu to display. From this menu, you can select a tool, return to Atari Basic, or go on to the Atari DOS menu.

Basic/XA uses about 4000 bytes of memory. A basic program included with both versions lets you relocate the disk version for your system and provides cassette owners with a way to transfer Basic/XA to disk.

**Requires Atari Basic Language Cartridge.**

**Optional: Atari or equivalent printer.**

**16K Cassette or 24K Disk 29.95**

Bluebook #ATR-76036

### BASIC PROGRAM COMPRESSOR [MASHER] 1022

If you have ever worked for hours on a program just to have it run out of memory, this utility is for you. Masher compresses your Basic programs into as little

memory as possible. You can tell Masher the name of your program and how many variables you have used (the Basic Cross-reference Utility or the Variable Changer, described elsewhere in this section tells you this if you don't feel like counting). Then Masher (1) removes REMark statements, (2) converts frequently used constants to variables, and (3) packs together multiple short lines to form longer ones. Depending on how compressed your initial code is, Masher can reduce the required RAM by as much as 50 percent. Used wisely, it can save you a lot of work and RAM.

Masher reserves lines 0-9 and variable names Q0-Q999 for its own use.

**Requires Atari Basic Language Cartridge and 32K.**

**Disk 15.95**

Bluebook #ATR-76037

### BLIS, REV.1.1

1022

Prints your Atari Basic programs in a clear, easy to follow format. You can print each routine on a different page, if you wish. In addition, it indents logical units like FOR/NEXT loops and IF/THEN statements. It can also print your REMark statements in boldface, or it can print them as titles at the top of the page. If your program contains multiple statements per line, Blis will print each statement separately, indenting as appropriate. All these features make debugging easier, since you can clearly see program blocks and subordination. These features also result in a format that is suitable for publication. Other niceties are: running top titles, page numbers, use of condensed character set to preserve the visual logic even with long statements, and conversion of nonprinting characters within strings to printed representations. To use Blis, you simply answer a series of prompted questions that set your options. These include starting and ending page numbers (in case you want to print only part of your program listing), whether you are using continuous paper or separate sheets, the name of your program file, and whether you want to print a running top title.

Revision 1.1 corrects an indentation error in nested loops.

**Requires 16K, and Atari Basic Language Cartridge, and Atari 825 80-Column Printer.**

**Disk 22.95**

Bluebook #ATR-76038

### ATARI PROGRAM TEXT EDITOR

1022

For revising source programs written in various programming languages (for example, Atari Basic, Atari Pascal, or assembly language). An outstanding feature of the Program-Text Editor is its two mode approach of immediate text editing along with commands for searching the file and for manipulating both text strings and blocks of text. The editor uses a

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cursor for working with program text. You edit your text by moving a cursor around the 20 lines of text in the text window and then typing in your revisions. The cursor indicates your current position and where the next character will appear. (The cursor also lets you do automatic vertical scrolling forward and backward in your text.) You can position the cursor and revise text in any of the following ways:

- Move cursor left or right
- Move cursor up or down one physical line
- Move cursor to beginning or end of logical line
- Display previous or next screen of characters
- Insert new line(s)
- Tab to next tab stop
- Insert characters into text
- Delete characters to the left or right of the cursor
- Delete current logical line

It also has an auto-indent feature for repositioning the cursor to an automatic tab stop on the next logical line, which is useful when writing code in languages like Pascal.

The Program-Text Editor uses commands for more general text changes and for moving whole or partial files in and out of computer memory. The command window at the bottom of the display screen contains three lines in which you can retain a series of commands and use them repeatedly, as needed. Command mode offers these actions, among others ('n' refers to a number; 'buffer' refers to the part of the file currently in computer memory; 'file' refers to the entire file):

- Move cursor left or right n characters
- Move cursor up or down n logical lines
- Move cursor to start or end of logical line
- Move cursor to column n (range 1-200)
- Move cursor to beginning of buffer or file
- Move cursor to end of buffer or file

The editor supports files too large to fit into computer memory with commands to load in sections of the file. You also use command mode to search for specific strings. The editor accepts wild cards as substitutes for characters in search strings. It offers these search commands:

- Search for occurrence n of string 1 in buffer or file
- Search for string 1 in buffer or file and replace with string 2 n times
- Search for string 1 in buffer or file and replace upon verification with string 2 n times

Other commands let you insert and delete text strings. You can delete blocks of characters within a line, or you can delete the entire logical line. You can recover a deleted line with another command.

The editor also supports work with blocks of text. After you place markers immediately before and after the

relevant text, you can use these commands:

- Copy the marked block to a new location
- Move the marked block to a new location (erasing its previous position)
- Delete the marked block
- Print the marked block to the printer
- Write the marked block to a specified disk file

You can also load in a designated disk file and insert it before the cursor.

Another outstanding feature of the Program-Text Editor is the ability to customize it to fit categories of files. When you specify a filename with a certain extender, the editor automatically uses the options you set instead of its normal settings. Settable options are:

- Set tabs and tab type (normal or expanding)
- Set tab display method
- Set carriage return display method
- Disengage auto-indentation feature
- Set maximum line length
- Set left and right screen margins
- Set screen color and luminance and character luminance

**Requires Atari Basic Language Cartridge [For Customizer feature only], and 32K.**

**Optional: Atari printer or equivalent.**

**Disk 39.95**

Bluebook #ATR-76039

### SPEED-O-DISK

**1022**

Occasionally an Atari 810 Disk Drive will drift from its normal speed. If you store information on disk in a drive that's running more slowly or faster than the normal speed (within a range), you will end up with disks that disk drives operating at normal speed can not handle. One indication that your drive's speed might be off is that you get frequent Error 144 (Device Done Error - invalid 'done' byte) or Error 138 (Device Timeout) messages. Speed-o-disk is a utility to measure the speed of your drive. The program displays disk speed on your TV screen and it updates the information every five seconds.

Although the instructions describe how to adjust your disk drive if it is not running at proper speed, you can void your warranty by attempting to adjust the drive yourself rather than taking it to an authorized Atari Service Center for adjustment. Neither Atari nor Apx assumes responsibility for the accuracy of these instructions or for the consequences to your disk drive if you attempt to adjust the speed based on the instructions. We recommend, instead, that you take your drive to your nearest authorized Atari Service Center for adjustment.

**Requires 16K.**

**Disk 22.95**

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Bluebook #ATR-76040

### DISKETTE LIBRARIAN

1022

'Why doesn't someone write an on-line cataloging system to organize my disk files' you grumble as you search your stack for the game your friends are impatiently waiting to play. Help is here! Diskette Librarian not only catalogs several pieces of information about your diskette files, but also updates entries, searches and sorts on any unit of information, and displays or prints the formatted catalog. In addition, Diskette Librarian can automatically run a Basic program stored in Save format after it locates the program and prompts you to insert the referenced disk. This feature can make your computer easier for beginners to use.

A series of menus guide you through these activities. You set up your catalog by first entering a volume number for each disk (you must leave one sector free on each disk to store this internal label). Then, as each file name on a disk displays, you add the following information in response to prompts: (1) description, (2) file type, (3) program source, and (4) date. Diskette Librarian supports both automatic and manual file updating. You can display or print complete or partial catalogs and complete or partial entries that are sorted or unsorted.

**Requires Atari Basic Language Cartridge.**

**Optional: Atari 825 80-Column Printer or Equivalent.**

**24K Disk 22.95**

Bluebook #ATR-76041

### KEYPAD CONTROLLER, REV. 2

1022

By Thomas D. Newton

Recommended for programmers/Written in BASIC and machine language.

The keyboard layout on the Atari Home Computer is ideal for many uses. However, for activities involving entering lots of numbers, a numeric keypad would probably serve you better. Now you can have the best of both worlds-the keyboard's typewriter layout and separate keypad layout using a pair of Keyboard Controllers. With Keypad Controller, not only can you enter numbers in keypad fashion, but you can also do program editing. You use one controller to enter number, periods, and commas, and the other controller to enter arithmetic operators, and to move the cursor around the screen. You can move the cursor up, down, left, and right, and you can insert and delete characters. Keypad Controller has another function programmers will appreciate. You can use it to slow down program displays on your TV screen. This automatically loaded program is usable with both the Atari Basic Language Cartridge and the Assembler Editor Cartridge. Once you load Keypad Controller into

computer memory, it remains there until you turn off your computer, but you activate and deactivate the controllers as needed by pressing three keys. Revision 2 contains an option for using the program with two-player games.

**Requires Atari Basic Language Cartridge or Assembler Editor Cartridge, and 2 Atari Keyboard Controllers.**

**Cassette [410] 8K 15.95**

**Diskette [810] 24K 15.95**

Bluebook #ATR-76042

### COSMATIC ATARI DEVELOPMENT PACKAGE 1022

By John R. Powers, III

Recommended for teenagers and up/Written in Basic Use your Atari Computer as a low-cost 1802 Development System. The 1802 is a microprocessor used in many popular hobby computers and games. The package functions as a development system for 1802 assembly language. Both 1802 cross assembly and data transfer are supported. With your own text editor (for example, the Atari Assembler Editor Cartridge (CXL4003) or the Atari Program-Text Editor, APX-20075), you prepare an 1802 assembly language source program using all the power of symbolic references, mnemonics, and operand expression processing, and store it on a diskette file. The cross assembler takes your 1802 assembly language program and produces hex machine instructions and data. Then, using the data transfer program, you can upload and download files, and inspect and change the 1802 microcomputer memory contents. Features include: a superset of both the RCA CRAAssembler and the Hughes HMDS Assembler; a full operand expression evaluation with nesting to ten levels; a source file chaining option; a sorted label table output; an ability to assemble 20-30 source statements per minute; a two-step methodology permitting the use of the intermediate file as backup; an output fully compatible with UT4 and UT20 hex loading utilities; the source code file created with or without line numbers for input to the assembler; sample 1802 source files included to demonstrate and test features; and file upload and download capabilities with the 1802 source and object code supporting this feature.

**Requires Atari Basic Language Cartridge, 850 Interface Module [For Data Transfer], and Text Editor.**

**Optional: Atari Printer.**

**Diskette [810] 32K 29.95**

**Looking For A specific Program?  
Try The Key-Word Index  
In The Front Of The Blue Book**



## 76000 • Utilities

Bluebook #ATR-76043

### SOUND EDITOR

1022

A program for creating short (one-second) sounds like croaks and rattles.

**Requires: An Atari Basic Language Cartridge and an Atari Joystick Controller.**

Cassette [410] 16K 22.95  
Diskette [810] 24K 22.95

Bluebook #ATR-76044

### HEX-A-BUG

1022

By David Kano

New programs rarely work as planned on the first run. But finding the errors is difficult at speeds at which the computer usually runs. Hex-A-Bug is an easy-to-use tool for stopping your program so you can find and correct the bugs. You load Hex-A-Bug and your program into memory, and you use breakpoints to switch control from your program to Hex-A-Bug. Being able to determine the intermediate results of your program by studying memory locations and register values can be invaluable for locating errors. Your program's screen display remains intact and you can easily toggle between it and the Hex-A-Bug display. This screen-oriented program uses very few commands. The main screen area consists of "strips" across the screen, each strip being one functional area. You move a flashing cursor from one functional area to another. In this way, you can change the contents of any register, breakpoint, address of a memory strip, or memory location. Horizontal fine scrolling forwards and backwards from any location gives you quick and easy access to all information. In addition, you use simple commands to do such things as go to DOS, single step through your program, search for a string of values, and continue execution of your program. Recommended for assembly language programmers. Written in machine language.

**Optional: Atari Macro Assembler or Atari Assembler Editor Cartridge.**

Diskette [810] 48K 39.95

Bluebook #ATR-76045

### BASIC A +

261

Upward compatible with Atari Basic, it adds statements and features that enhance the Atari 800's real power, flexibility, and ease of use: I/O features for business and other applications. Additional file manipulation commands. Significant help in program development and debug. Structured programming aids. And more! A partial list of the enhancements of BASIC A + includes:

### PLAYER/MISSILE GRAPHICS

The PM commands - A full set of special statements and functions allows the BASIC A + user to exercise almost complete control over the Atari's player/missile hardware.

PMADR and MOVE - With the ability to obtain the memory address of any player or missile combined with the ability to move any block of bytes from and to anywhere in memory, lighting fast changes are possible with BASIC A +. And use BPUT and BGET with PMADR for fast P/M loads from disk.

### ENHANCED INPUT/OUTPUT

Print using - Easy-to-use, flexible, and sophisticated. For business use or just for producing readable, sensible output.

Protect, unprotect, rename, erase, dir - Use these commands with any filename. Or use wildcard searches to affect all or some of the files on a disk.

RGET/RPUT - Provides fixed field I/O in an environmental designed for either fixed length or variable length records.

### STRUCTURED PROGRAMMING

IF...ELSE...ENDIF - Use these structured programming commands to get rid of those unnecessary GOTO's. Allows any number of statements for either the true or false condition.

WHILE...ENDWHILE - As with all BASIC A + control structures, WHILE...ENDWHILE may be nested to any level (subject to available memory).

BGET/BPUT - Provides the BASIC A + user with assembly level capabilities. Whole blocks of data can be quickly moved between any location and any file or device.

### MORE PROGRAMMING AIDS

Meaningful Error Messages - Now no need to look up those error numbers. BASIC A + tells you what the problem is.

TRACE - Use the TRACE command to follow your program flow as each line is executed.

SET and SYS - Allows the BASIC A + user to change and examine system parameters, such as: disallow breaks, change tab width for print, and more.

INPUT "... " - Output a prompt string and request keyboard input with a single statement.

### AND EVEN MORE

There's more. Things like optional zero-time for loops, optional lower case input, easy programming chaining, and overlays.

**Requires: 48K and 1 Disk Drive**

80.00

Bluebook #ATR-76046

### BUG/65

261

BUG/65 includes all the traditional debugging operations: display memory, change memory, disassembly, instant assembly and more. But BUG/65 shows its real power with such features as: a breakpoint capability

## 76000 • Utilities

that allows for "conditional breakpoints" (i.e., breakpoints that only happen if some register has some particular value, etc.), and a single step and trace mode that even displays the status register in a readable fashion. BUG/65 is a stand-alone program which allows you to read files into memory (optionally with an offset), write files, and read or write single sectors. Still not enough? How about allowing BUG/65's output to go only to the printer, so any display you have on the screen will not be effected. And one more unique and powerful feature: BUG/65 can be loaded anywhere in memory, so as not to disturb your program.

**Requires 48K and 1 Disk Drive.**

**34.95**

Bluebook #ATR-76047

### C/65

**261**

Produces assembly language output. (We know of the similar C compilers, but they all produce a "p-code" output which then must be interpreted.) C/65 is based on the "Small C" compiler, as published in Dr. Dobbs Journal, but it has been much restructured to enable it to run on and produce code for our familiar 6502 based machines.

C/65 is a usable subset of the powerful C language: it supports INTegers and CHARacters, arrays thereof, and pointers thereto. It also features full recursion, easy assembler interface, #INCLUDE, and a non-macro version of #DEFINE. AUTOMATIC, global and EXTERNAL variables are also available; and, even though neither static nor initialized variables are directly supported, one may easily include assembly language code which effects the desired results. And the language does work: we have used it to write several new OS/A+ commands.

**Requires MAC/65 or equivalent assembler.**

**80.00**

Bluebook #ATR-76048

### TINY - C

**261**

As part of our continuing effort to support the Atari user community, we have—through special arrangement with tiny-c Associates—developed tiny-c for your use. Tiny-c provides an easy-to-use, easy-to-modify programming environment for any suitably equipped Atari computer, tiny-c is an interactive, interpretive language that implements a very usable subset of the extremely powerful C language.

TINY - C includes the Portable Program Preparation System for ease of software development. Since Full source is included, the user may customize the system as desired. The comprehensive library which is included allows easy access to all features of OS/A+. Tiny-c could very appropriately be used as a language

for programming instruction, as first step up from BASIC, or as an experimenter's tool.

The OSS tiny-c package includes a comprehensive user's guide, which serves both as an introduction to structured programming and as a tiny-c reference manual. **Requires: 48K and 1 Disk Drive**

**99.95**

Bluebook #ATR-76049

### MAC/65

**261**

THE EDITOR - MAC/65's editor is the same familiar line oriented editor that comes with both the cartridge and EASMD, excepting that now there are two edit modes. TEXTMODE allows you to enter code like any other editor. EDIT mode though, is the FIRST difference you'll notice about MAC/65. When in EDIT mode the editor does syntax checking! That's right, every source line is checked for proper assembly language syntax when it is entered.

THE ASSEMBLER - Again MAC/65's assembler can handle everything the cartridge and EASMD can. Such as source code in memory or on disk, object code in memory or on disk, etc. Even all the mnemonics are the same. But the resemblance is only skin deep: Ask for an assembly and watch MAC/65 come into it's own! MAC/65 can do memory to memory assemblies at the rate of thousands of lines per minute. Even disk to disk assemblies proceed at hundreds of lines per minute... over 25 times faster than the cartridge. The most unique thing about MAC/65 is its macro power. Now you can easily find out how many arguments were passed to a macro, extract the length of a literal string argument, find out if a label has been defined and/or referenced, and much more. Naturally you may use nested macros, powerful conditional assembly directives (IF, ELSE, ENDIF), usable listing controls, included files, and other control and formatting directives. **Requires 48K, and 1 Disk Drive And Includes BUG/65 Program.**

**80.00**

Bluebook #ATR-76050

### OS/A +

**261**

With OS/A+ you can add your own device drivers, add your own commands, and access all system features from C/65 or the assembly language level almost as easily as from BASIC A+.

OS/A+ is our name for an operating system that is interfaced to the user via a general purpose, keyboard oriented, command processor. In addition to several powerful intrinsic commands, any system utility program may be invoked simply by entering its name. And, of course, the utility may examine the invoking command line and process parameters, filenames, etc.

Underneath the simplicity and flexibility of the OS/A+ console processor lies the real power of the OSS

## 76000 • Utilities

operating system. A truly device independent user interface simplifies the application programmers task: there are no special calls for the console, printer, or disk because all device and files are treated alike. A program can get a byte from the keyboard, a disk file, or a serial port with exactly the same OS command format — only the file (device) name need change. System utilities included with OS/A+: Format and initialize new disks, copy files, and duplicate entire diskettes. Perhaps the best news is that a simple, workable BATCH capability is standard.  
**Requires 48K and 1 Disk Drive.**



Bluebook #ATR-76051

### SOFTWARE AUTOMATIC MOUTH

995

A high-quality speech synthesizer that consists entirely of software and comes on a disk. S.A.M. produces natural-sounding, intelligible speech from an Atari 400/800 computer. Plus, because S.A.M. is a program and not a hardware device, it costs less than any other speech synthesizer now on the market. S.A.M. has unlimited vocabulary, full inflection that the user can adjust at will, and separate controls for faster or slower speech and higher or lower pitch. A complex system of built-in pronunciation rules makes typing in exactly what they want the computer to say. S.A.M. understands an easy-to-learn phonetic language (a version of the International Phonetic Alphabet), and also comes with Reciter, an internal English-to-speech conversion system, so that users can type in ordinary English spellings of words and hear them pronounced correctly. S.A.M. lets users add speech to their own Basic programs with almost no effort; two simple

commands make the computer say whatever the programmer wants at whatever point he wants in the execution of his program.

Unlike some devices that are also called speech synthesizers, S.A.M. does not merely take stored, pre-recorded speech in compressed form and decompress it. When the operator asks S.A.M. to say something, the program actually calculates the wave form of the desired speech from acoustic descriptions of all the phonemes (fundamental sonic building blocks of speech) found in English and the rules by which phonemes combine. This is why S.A.M.'s vocabulary is not limited — it can say anything from nonsense syllables to the Gettysburg Address, at the user's discretion.

The clearly-written, simple instructions that come with the program enable even the computer novice to get S.A.M. working in minutes. In addition, the owner's manual provides interesting background information on the nature of speech synthesis. The program also comes with an English-phonetic language dictionary of some 1500 commonly used words, which helps users learn the phonetic alphabet and gives them a chance to type in phonemes directly even before they have mastered phonetic spelling.

S.A.M.'s voice comes directly out of the speaker in the user's television or monitor, so no additional loud-speaker is needed. **Requires Atari 400/800, or 1200XL and 9K of RAM. Can be used with or without RECITER, which uses another 6K.** 59.95

Bluebook #ATR-76052

### FILE SAFE!

1351

Need to protect confidential client or other privileged information from prying eyes? File safe scrambles text and programs to help protect your secrets. Encrypt files with a secret password, decrypt for updates. Especially useful if you work in a shared environment where lots of folks have a chance to compromise your files. Workbook tells how to protect Electronic Mail, Source & CompuServe Files as well as Corvus and other Networking schemes.

**Specify Atari 400, 800, or 1200XL. Disk version includes cassette version and workbook.** 49.00

These Directories Are Updated  
On A Regular Basis. Contact Your Local  
Dealer For New Editions As They  
Become Available.

## 76000 • Utilities



Bluebook #ATR-76053

### P/M 800

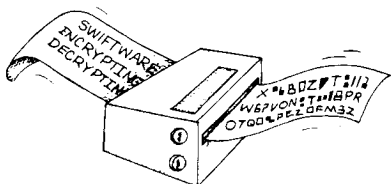
1352

By Fred and Doug Tedsen

P/M 800 gives you complete creative control of all graphic functions of players, colors, missiles, resolution, priority settings, etc. With just a joystick and simple inputs from the keyboard, quickly create players on a grid right on your TV screen, then save them to a disk or cassette. Utility routines which are provided, easily convert player data into strings which can be incorporated into your own Basic or Assembler programs. Create and animate your own characters. Instructions include a complete user's tutorial that takes you step by step, exploring the fantastic graphic capabilities of the Atari Computer.

Requires 32K.

Disk 39.95



Bluebook #ATR-76054

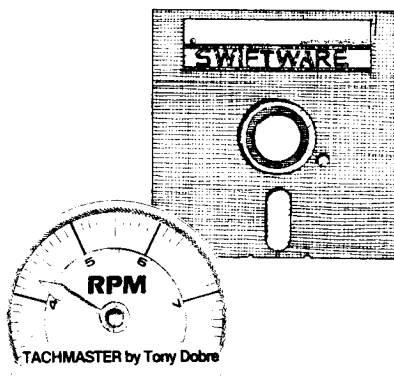
### CRYPTO 800

1352

Converts your programs or data into a encrypted (scrambled) form which cannot be used or understood by any unauthorized party. Only your secret key can unlock the code. Crypto 800 uses DES (the Data Encryption Standard) endorsed by the National Bureau of Standards for use by many business and government agencies. You have the flexibility to encrypt entire programs, specific sectors or blocks of sectors, or an entire disk. Your secret key can be any alpha-numeric or hexadecimal code up to 16 characters long or Crypto 800 can generate random keys for you. Single and multiple encryptions and decryptions are simple and quick to perform with the option of original data being truly erased, not just "deleted". Crypto 800 is ideal for safeguarding important information while in storage, shipping through the mail or even when transmitting over telephone lines.

Requires 32K.

Disk 39.95



Bluebook #ATR-76055

### TACHMASTER

1352

By Tony Dobie

This disk drive speed utility program has been designed specifically for the Atari 810 Disk Drive by the author of the original "RPM" program. Tach-Master, using 100 percent machine language routines, displays RPM readings, updated 5 times per second, in digital and analog form on your screen. Reliability to within 1/4 RPM is assured. With TACH-MASTER, drive speed adjustment to factory specifications can be easily accomplished without any special equipment. Comes complete with step by step user's instruction manual.

Requires 24K.

Disk 29.95

Bluebook #ATR-76056

### ATMONA 1 - MACHINE LANGUAGE MONITOR FOR THE ATARI

1373

A powerful machine language monitor supplied on a bootable cassette. This monitor provides you with the firmware support that you need to get the most out of your system. ATMONA I comes on a bootable cassette. No cartridges required. Disassemble, memory dump hex plus ASCII, change memory locations, block-transfer, fill memory block, save and load machine language programs, start machine language programs. Comes with introductory article on how to program the Atari computer in machine language. Also available in ROM.

Memory: 16K RAM

Language: 6502 Machine Language

Hardware: Atari 400 or 800, Printer optional.

Cassette 19.95

Disk 24.95

Cartridge 59.00

## 76000 • Utilities

Bluebook #ATR-76057

### ATMONA-2 SUPERSTEPPER

1373

A Tracer to explore the Atari ROM/RAM area. Stop at previously selected address. Opcode or operand (cassette). (Includes Atmona-1). With Atmona-2 you can step through a machine language program in 6502 code. You can stop at a previously entered address, opcode or operand. You can Trace in single steps or simulate the program with a Goto. Atmona-2 will display your starting address and the starting conditions. Type Goto and the supertracer will simulate the program until it reaches the stopping condition. You will see a slow execution of Atmona-1 because 0747 is its starting address. After a few seconds it stops at address 075B, showing us the contents of the registers and the mnemonic code of the next instruction to be executed. You are in the first command level and you can Trace (single step) or define new stopping conditions. Instead of stopping at an address you also can stop at a defined opcode or a defined operand. The supertracer Atmona-2 stops at non executable opcodes, RT! or BRK instruction. While running the supertracer may be stopped by pressing the Reset button.

Cassette 49.95

Disk 54.00

Bluebook ATR-76058

### ATMAS MACRO-ASSEMBLER

1373

The system is delivered as a combined machine language program on disk. If desired they can also be run as standalone programs. Thus the Editor e.g. could effectively be used also for higher programming languages like Pascal, Forth etc. The Editor is so powerful that you even can use it as a wordprocessor. THE EDITOR: The Editor (screen oriented) partitions the screen display area into three parts.

1. Status Line (first line on top)
2. Text Window (mid area of the screen)
3. Command Line (dotted line on bottom)

No line numbers! Fully screen oriented! The text window occupies the inner area of the screen and comprises 21 lines. When executing an editing operation the result is displayed immediately in the text window. The cursor can be moved backward and forward as well as linewise up and down (scrolling). the Commands have to be written into the command line. The editor also can be operated in two different modes: Direct mode and command mode. The editor has 24 direct commands for cursor positioning, open and closing X-Register, jump to Assembler, jump to Atmona-1, and many more. In the command mode you are allowed to use nearly 19 special commands such as "set tabulator to value", "delete one character back", insert hex byte at actual cursor position, etc. Status and

Error messages are displayed at the last two positions on the status line on top.

THE ASSEMBLER: The Assembler can be started directly from the Editor. The assembler translates in three passes. The editing of the lists and thus the assembling can be interrupted by pressing any key. For continuing you can press any key except the stop key. When at the second time the stop key is pressed the assembler will be aborted with an automatic return to the editor. If during assembling no errors have been encountered the assembler stops after completion. By pressing any key you can return to the editor. If during assembling an error is found the assembler stops immediately and a self-explaining error message is developed on the screen. By pressing any key you return to the editor with the cursor positioned directly after the erroneous textpart. These features contribute considerably to a quicker correction. The assembler interprets all existing opcodes of the 65XX language set as well as a few additional pseudo-opcodes. It translates 12K of sourcecode in about 5 seconds.

Please specify your system and RAM size. Disk 89.00

Cartridge 129.00

Bluebook #ATR-76059

### POWER FORTH

1373

An extended fig-Forth version, Editor and I/O package included. Utility package includes decompiler, sector copy, Hex-dump (ASCII), Atari Filehandling, total graphic and sound; joystick program and player missile. Two game demos (sound and animation) and a mailing list, written in Forth are included.

Disk 39.95

Bluebook #ATR-76060

### FLOATING POINT PACKAGE

1373

For Power Forth with trigonometric functions(0-90 degree).

Disk 29.95



## 78000 • Word Processing

Also See Related Categories: 24000 Data Base Management  
50000 Mailing Lists

Blue Book #ATR-78000

### FORM LETTER SYSTEM

962

Consists of an easy-to-use text editor and a mini mail list generator. The user has the capability of creating, editing, justifying and storing letters as well as building and updating address files. The addresses are automatically inserted into your form letter along with an optional personalized salutation. FLS will also print the addresses onto standard label stock. FLS files are completely compatible with those files created by MAIL LIST 3.0 and TEXT EDITOR.

Disk 39.95

Bluebook #ATR-78001

### TEXT EDITOR

962

This program is very "user friendly" yet employs all essential features needed for serious text editing. TEXT EDITOR has minimal memory requirements and provides full text justification, centering, tabbing, file merging and editing capabilities. The program is ideal for letters and is easily capable of much larger jobs. Files created with TEXT EDITOR are fully compatible with Artwork FORM LETTER SYSTEM.

Disk 39.95

Bluebook #ATR-78002

### ATARI WORD PROCESSOR

1300

Modern word processors have already become favorites at the office. Now you can discover the joy of creating perfectly composed, error-free pages of copy at home with your own Atari Word Processor. It's so easy. Everything you type is displayed on your TV screen where you have the opportunity to edit and correct. Any kind of text-reports, documents, letters, movie scripts—even that great novel can be crafted, edited, stored on a disk, and printed only when you want it—in final form. Includes many powerful features such as: block text, move, save or delete, global search and replace, and double column print. Packaged in a binder containing a six-lesson training workbook, a reference

manual, one master diskette, one training data diskette, and an audio cassette for training.

**Requires 48K RAM, Atari Disk Drive, and an Atari or equivalent 80-Column Printer.**

Bluebook #ATR-78003

### ATARIWRITER

1300

Here's the word processor you've been waiting for. Displays all characters, so you can see what you're editing. Preview option shows you exactly how it will all print out. Edits and reformats in seconds. Provides great flexibility in formatting—double columns, automatic page numbering, headers, footers, centering, form letters and more. One menu and a handy message window are all it takes.

**Requires Cartridge and 16K RAM.**

**Optional: Disk Drive or Program Recorder for Storage.**

Bluebook #ATR-78004

### TEXT FORMATTER [FORMS]

1022

By Dale Yocum

Recommended for teenagers-adults, depending on text editor used. How often have you typed a report or letter and then wished you'd chosen a different layout? When were you last satisfied with your first draft? If you're still using a typewriter, revising your document means retyping your text. But with Forms and a text editor you can change line spacing, line length, left-hand margin, paragraph indentation, and more without rekeying your text. You set up the format by entering simple codes along with your text. For example, you enter "C" before text you want to center. You use a text editor to type in your Forms codes and text and to store your data file. You can use almost any editor that produces a text file on cassette or diskette, with or without line numbers, for example, the Atari Program-Text Editor or the Atari Assembler Editor Cartridge. When you're ready to print your text, you run the Forms program, which asks whether you want to print your entire

## 78000 • Word Processing

document (data file) or only selected pages-a convenience when you revise only one section or a few pages of a large document.

**Requires Atari Basic Language Cartridge, Compatible Text Editor, and Atari Printer or Equivalent.**

**Cassette [410] 16K 22.95**

**Disk [810] 24K 22.95**

Bluebook #ATR-78005

### ATSPELLER

1022

How can you look a word up in the dictionary if you can't spell it? At last there's an answer to the perplexing problem of English spelling. Atspeller takes any diskette or cassette text file produced by such word processors as Typit, the ATARI Word Processor, or any other word processor that creates ATARI DOS-compatible files, and checks it against a dictionary file of more than 30,000 words. If that's not enough, you can create your own dictionary file with even more words. You can have the questionable words highlighted on your TV screen or printed on paper. You can edit as you go along, replacing the incorrect word or leaving it as it is. Finally, if you have too many errors, Atspeller can write a new file for you. Atspeller takes the drudgery out of proofreading, and gives you confidence that your documents aren't marred by spelling and typing errors. Recommended for ages 12 and up. Written in machine language.

**Requires 2 Atari 810 Disk Drives, and Disk[s] Containing Text Files.**

**Optional: Atari Printer or Equivalent.**

**Disk 39.95**

Bluebook #ATR-78006

### TYPIT

1022

By Charles E. Balthaser

Ever wish for the good old days when you used to type short papers without having to learn word processing commands and symbols? Typit brings back the simplicity of those days-without sacrificing the latest editing capabilities of your computer. A page of text appears on the screen just the way it will on the printed page, without code symbols. Each line is as long on the screen as it's going to be on the page. There's no "wraparound" of text from line to line. An audio signal sounds when you're at the end of a line. To help you visualize how each page is going to look on paper, Typit displays a perforated line every 65 lines, to show the bottom of an 11-inch sheet of paper. Typit is a snap to learn. The seventeen editing commands are short and simple. With a system having 48K of memory, you have room for about four pages of text. With a system having 24K of memory, you can type

about one page, making it ideal for memos, letters or short homework assignments, or macros or subroutines for programmers. You can save on diskette anything you write with Typit. Written in assembly language.

**Requires: Atari 825-80-column printer or equivalent printer.**

**Optional: Diskette[s] for storing documents**

**17.95**

Bluebook #ATR-78007

### WORDPROCESSOR FOR ATARI 400/800

1373

This machine language program features screen oriented editing, scrolling text, string search (even nested), left and right margin justification, and over 30 commands. You can save text on disk or cassette.

**Cassette 29.95**

**Disk 34.95**

**Cartridge 69.00**



## 80000 • Boards

Bluebook #ATR-80000

### **MOSAIC 64K RAM SELECT [FOR ATARI 400] 1307**

A bank select Ram memory system. The MOSAIC 64K RAM Select was designed to take full advantage of the Atari computer's internal architecture. Four banks of 4K RAM are addressed above the normal 48K limit. This means the MOSAIC 64K RAM Select gives you 48K RAM hard-wired memory with four 4K RAM banks of additional memory for 52K of RAM continuous and 64K RAM total. Also note that no ROM cartridge can ever interfere with the MOSAIC.

Bluebook #ATR-80001

### **MOSAIC ADAPTER 1307**

For the Atari 800 owner with 3 Atari 16K boards in his computer. When you want to free up one of these memory slots for other uses, such as 80 Column board, RAM board, ROM board, Utility board, etc., you can use the Mosaic Adapter and still have 48K. The Mosaic Adapter comes with no memory, but has 16 open slots to receive the 16 memory chips off 2 Atari 16K memory boards, making the Mosaic Adapter a 32K RAM Memory board. The 8 chips across the top of the Atari 16K board easily unplug and then plug into the open slots on the Mosaic Adapter without any soldering. When the Mosaic Adapter and the Mosaic Expander are upgraded to 32K they are identical to the Mosaic 32K RAM board.

Bluebook #ATR-80002

### **MOSAIC EXPANDER 1307**

Generally used by the Atari 400 user, the Mosaic Expander comes with 16K of memory and open slots to receive the 8-16K memory chips that come with the Atari 400 or Atari 800. These chips easily unplug from the Atari 16K RAM board and the user can plug these into the 8 open slots on the Mosaic Expander, making it a 32K Ram. No soldering required.

Bluebook #ATR-80003

### **MOSAIC 32K RAM 1307**

Takes advantage of Atari's superior bus structure. Eliminates screen interference caused by the other boards.

Bluebook #ATR-80004

### **EPROM-BURNER 1373**

Bare board only with description, schematic and software.

**Boards used in Atari 400 or 800 Computer. 49.00**

Bluebook #ATR-80005

### **EPROM BURNER FOR ATARI 400/800 1373**

Eprom means Erasable Programmable Read-Only-Memory. Eprom burners are the devices that make cartridges. If you have created a program and want to make a cartridge version the program can be "burned" into Eproms (the 2516 or 2532) with this product. The burner attaches to the Atari's gameport and comes with operational software.

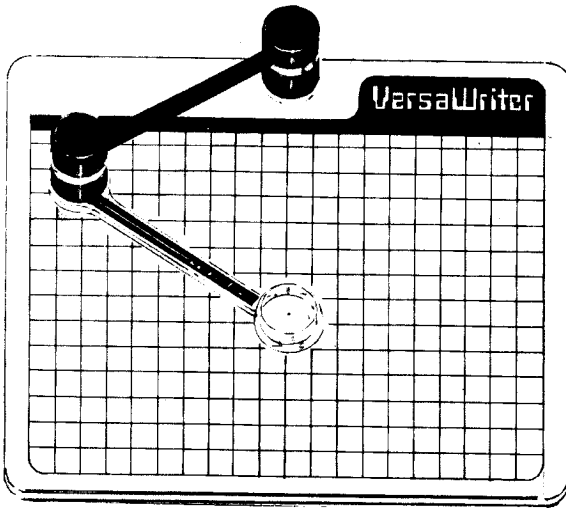
**179.00**







## 81000 • Peripherals



Bluebook #ATR-81000

### VERSAWRITER

563

A digitizer drawing board and software system that allows quick entry of graphics to the Atari Hi-res (Mode 8) or Medium-res (Mode 7) screen. EXCEEDS the accuracy of the Atari high resolution screen at 30/1000 of an inch. The digitizing rate is quicker than 20/1000 seconds, faster than any human operator will need. The useful drawing area is 8" X 12.5" (designed for the aspect ratio of a television screen). Plugs into Atari Controller Jack #4. To use Versawriter, simply place any drawing, chart or diagram under the transparent Mylar sheet. Trace the outlines of your drawing with the pointer on Versa Writer's drawing arm. Your drawing appears immediately on the screen. Versa Writer commands are one letter mnemonics entered by pressing the appropriate key on Atari's keyboard. Prompt messages are liberally embedded within the programs, informing the user of available commands. Versa Writer is not subject to the grounding and magnetic field problems of other, more expensive graphic input devices (you won't erase a diskette if you place it on the Versa Writer.)

**Requires 40K RAM, Atari Basic Language Cartridge, and Atari 810 Disk Drive.**

299.00

Bluebook #ATR-81001

### ATARI 1010 PROGRAM RECORDER

1300

Data Transmission Rate: 600 Baud (bits per second). Data Storage Capacity: Minimum 64,000 bytes per 60 minute cassette, formatted. Track Configuration: 4 track, 2 channel (digital data and audio track). Special Features: Automatic motor control, automatic record/playback volume adjustment.

Bluebook #ATR-81002

### ATARI 810 DISK DRIVE

1300

Provides fast, efficient data storage. Required for any diskette program. ROM: Built-in 6507 microprocessor and on-board ROM give automatic stand-by capability. Maximum Data Transfer Rate: 19.2K bits per second. Data Storage Capacity: 88,375 bytes per standard 5 1/4 inch disk. Error Recovery Rate (soft errors): 1 per 1,000,000 bits read. Error Checking: Uses Cyclical Redundancy Check (CRC). Includes: AC Power Adapter (UL approved), I/O Connector cable, Atari 810 Master Diskette II, a formatted diskette, Atari owner's guide, "An Introduction to the Disk Operating System" and "Disk Operating System Reference Manual."

Bluebook #ATR-81003

### ATARI 1020 40-COLUMN COLOR PLOTTER/PRINTER

1300

Provides 4-color graphics presentation of charts, tables and diagrams. Fully interchangeable with text in black, red, blue and green. Text mode allows keyboard selection of 20, 40 or 80 characters per line. Graphics Mode: Alphanumeric and X, Y plotting capability in four colors (standard) allows text generation in English or International character set, either separately or with multicolor 360 degree graphics. Printing Speed: 10 characters per second (40 column mode). Print Spacing: 20, 40 and 80-column modes. Characters: Horizontal and vertical alphanumerics (English and International character sets). Print Type: Water soluble ink pen technology. Print Head: 4-pen barrel. Special

## 81000 • Peripherals

**Features:** Built-in microprocessor. Operator Controls: On/Off, pen color change, pen change, paper feed. Includes: 2 pens each of red, blue, green, black: Power Adapter (UL approved), roll of paper. Optional: 8-pen rainbow color package.

Bluebook #ATR-81004

### ATARI 1025 80-COLUMN PRINTER 1300

High speed dot matrix printer capable of standard (80-column), condensed (132-column), and expanded (40-column) double width print modes. Configured in both English alphanumerics and International character sets. **Printing Speed:** 40 characters per second (80 column mode). **Print Spacing:** 5 characters per inch, expanded print (40-column). 10 characters per inch, normal print (80-column). 16.7 characters per inch, condensed print (132-column). **Print head:** 5X7 character dot matrix. **Justification:** Short line mode. **Buffer Capacity:** 132 characters at 16.7 cpi. 80 characters at 10 CPI. **Vertical Line Feed:** 6 and 8 Lines/Inch. **Line feed:** Forward. **Spacing:** Full Line. **Ribbon System:** Typewriter-type spool. **Paper Handling:** Roll, fanfold and single sheets. **Operator Controls:** Power On/Off, Online/Local switching, paper feed. Includes: I/O cable, owner's manual, printer ribbon. Optional: Roll paper holder, tractor feed.

Bluebook #ATR-81005

### ATARI 410 PROGRAM RECORDER 1300

**Data Transmission Rate:** 600 Baud (Bits per second). **Data Storage Capacity:** 100,000 bytes of data storage per 60-minute cassette. **Track Configuration:** 4 track, 2 channel (digital data and audio track). **Special Features:** Automatic motor control, automatic record/playback volume adjustment.

Bluebook #ATR-81006

### MAST SYSTEM 2 944

The interactive Slide Projector with Direct Computer Control. Combine our advanced microprocessor technology within the new Kodak Ektagaphic III Model B projector and another marvelous new product emerges. The System 2. A random-access type of visual system allowing the user a freedom of selectivity and purpose, based on open-ended communications. No linear searching as with standard slide projectors. The microchips integrated into System 2 speed you to the exact image selected (within an 80 slide tray); takes the shortest route possible (under 3 seconds); controlled by you with remote keying (also compatible with any computer.) To your great advantage—any slide can be

quickly and cheaply updated without reorganizing or disturbing any slides presently in the tray. System 2 will improve any area of communications where random-access was used before and opens dramatic new areas of usage. System 2 can be directly attached with the computer via standard RS-232 connectors. Control functions are written into the software using any computer code—System 2 is compatible to them all. Many trays of slide images can be stored, maintained and retrieved from computer memory. System 2 projectors can be equipped with a specially designed (hand-held) remote-control selector. It is attached by wire cable to a special control connector independent of the RS-232 connector. **FEATURES:**

- Advanced microprocessor technology.
- Self-contained, needing no additional control boxes, space consuming attachments or computer boards.
- Any slide number can be directly accessed.
- Projector takes the shortest route to selected slide
- Slide is displayed under three seconds.
- Uses standard 81-slide tray.
- Works with any plastic, cardboard or glass mounted slide. (Glass mounted slides recommended.)
- Can be used for standard slide sequences when random-accessing is not needed.
- Increased illumination and improved edge-to-edge uniformity from a wide choice of high-efficiency lamps.
- Lamp module that's readily accessible at the back for quick lamp replacement while maintaining projector alignment; or, for even faster lamp changes, the entire module can be replaced with a spare one in just a few seconds.
- Rear tray-position indicator to speed up slide tray cuing.
- Improved lens-mount system that grips even long focal-length lenses securely.
- Built-on handle that provides a comfortable grip on the projector.
- Two threaded sockets in the base for bolt lockdown on stands or similar supports.
- Attaches directly to computer via standard RS-232 connector.
- No interfacing required.
- Will accept any computer code, including binary, serial or parallel.

#### CONSTRUCTION:

Glass filled polycarbonate housing—features new built-in handle. Long-life motor—provides cooler operation and more bearing lubrication than motors used in nonprofessional projectors. Lifetime lubrication—for dependable operation. Direct-current solenoid—for greater reliability and reduced electromagnetic interference (EMI). Improved focus motor—minimizes EMI. Dark-screen shutter—eliminates screen flashes when the slide gate is empty. Gate—provides positive, repeatable vertical and horizontal slide registration.

#### OPTICAL SYSTEM:

## 81000 • Peripherals

Quartz-halogen, 82V projection lamps. Furnished: ANSI Code EXR, 300W (medium brightness, 35-hour lamp life at HI). Wide selection of interchangeable lenses—pick the best lens for virtually any projection situation. Improved lensmount system with precise rack-and-pinion focus. **Requires: RS232 Port.**

Bluebook #ATR-81007

### SUP'R ACCESS-1

965

A 7-port RS-232 interface unit that provides electrical switching between your CPU and six other devices, including an internal 110/300/1200 Baud Modem. Now, you can economically reconfigure, patch, and switch on-line data communications equipment...

- Modems
- CPUs
- Multiplexers
- Peripherals

...Safely-without time consuming reconnections.

### A COMPLETE CENTRAL EXCHANGE

- Fast access to your peripherals.
- Convenient cable management for all your peripheral devices for clutter-free, system-safe operation.
- All electronic switching for greater reliability.
- LED indicators on all switches make determination of switching configuration fast and easy.
- Flexible customization: DIP switches to configure printer and interface modem.
- Auto-answer capability.
- Wide compatibility with other systems and peripherals-operates at 110, 300, and 1200 baud.
- Compatible with Bell 103 (low speed) and Bell 202 (high speed).
- Self-test capability-analog and digital loop-back for testing.

**Requires: RS232 Port.**





## 83000 • Accessories

Bluebook #ATR-83000

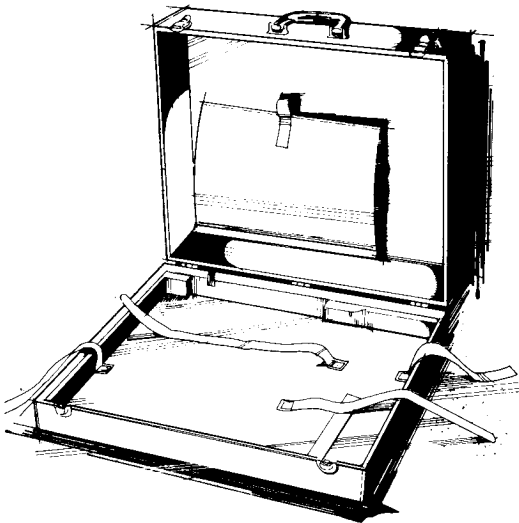
### DUST COVERS

546

CompuCovers offer the protection you demand for your valuable equipment.

First and foremost a dust cover should protect. Static free CompuCovers are made of clear plastic or tough durable cloth backed vinyl. The cloth backed vinyl is available in two colors, saddle tan and black. The smooth covers are custom cut to stylishly fit each individual piece of equipment.

3.95



Bluebook #ATR-83001

### ATARI CASE

475

These attache style cases have been designed specifically to hold the Atari computer equipment in a fully operational configuration. This single case can be

used in a variety of equipment configurations. It will hold the 800 computer along with an 810 disk drive and a 410 recorder or an 822 printer. It can also hold the 800 computer with an 815 dual disk drive or an 820 printer. The same case can also be used to carry the 400 computer along with peripheral equipment. Space is available in the case to hold the 850 expansion unit, power supply, ROM cartridges, tapes, disks, manuals and other miscellaneous items. A matching case is available to carry the 825 printer and the AP105 case will carry a monitor or small TV set along with other accessories such as a modem or small printer. The equipment need not be removed from the case to operate. Simply remove the detachable lid, plug in the equipment and operate. All equipment is held in position with a security strap and cradled in foam rubber for protection.

Bluebook #ATR-83002

### ATARI NUMERICAL KEYPAD

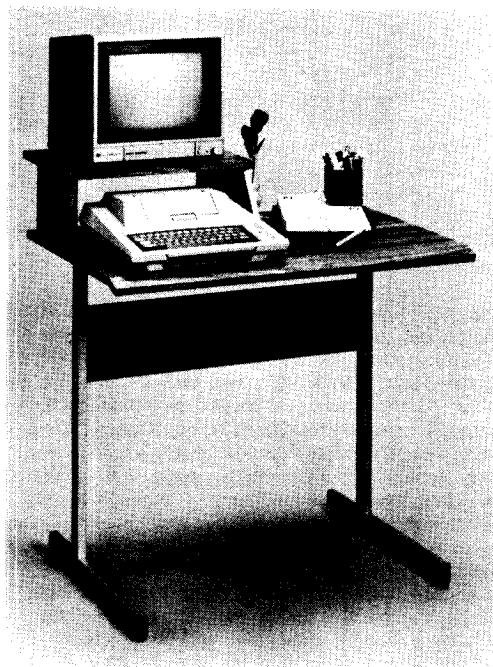
1300

Lets you enter numbers quickly and efficiently into your Atari 800 Home Computer. Works with VisiCalc, The Bookkeeper, or programs you design. Keyboard: Standard 10-key adding machine configuration. Raised dot on 5 key for quick, accurate data entry. Functions: 4 function keys provide quick, single-touch cursor control. All keys redefinable under program control (keyboard overlay included). Includes; Handler diskette program.

**Accessories Required: Atari Disk Drive.**

Blue Books Are  
Also Available For  
The IBM-PC, APPLE, And COMMODORE  
Computers. Buy Them At  
Your Local Dealer

## 83000 • Accessories



Bluebook #ATR-83003

### COMPU-TABLE

898

A basic, long-legged desk is an affordable companion for the latest home computer systems. Eighteen-inch-deep by 31 1/2 inch wide desk surface. Capped by an adjustable hutch which puts the monitor at an easily visible level. A modesty panel also serves to tie the crisp, clean design together.

70.00

Bluebook #ATR-83004

### DISK SENTRY

1352

A user installed electronic assessor which, under operator control, selectively overrides the write-protect circuit in the Atari 810 Disk Drive. Using integrated circuit technology, Disk Sentry selectively allows the writing of data and programs to both sides of single sided and write-protected disks without removing write-protect tabs or tampering with the disk itself. Disk Sentry cannot damage the Drive or diskettes. Installs and removes easily, requiring only one simple plug-in connection to a readily accessible circuit board.

No soldering, batteries or external power supply is required (power is supplied by the drive). Disk Sentry's LED signals system status preventing accidental disk erasure and its single push-button simplicity is most appealing. Complete with installation instructions and user guide.

For Disk Drive Systems Only.

39.95



Bluebook #ATR-83005

### SOUNDTRAP

817

Quiets printing noise to a level where a business or phone conversation can be conducted standing next to a functioning printer.

SoundTrap also efficiently utilizes desk top space. With the unit in the upright position, held by the optional stand, the accessory becomes a data holder or copy stand for easy reading. Plus, SoundTrap provides storage for paper and simplifies paper feeding and fan folding. Will accomodate Atari 825 and 1025 printers.

129.00

Bluebook #ATR-83006

### EPSON PRINTER TO ATARI 400/800 INTERFACE

1373

This construction article comes with printed circuit board and software. (Screenprint and variable characters per line). You can use the Epson printer without the Atari printer interface. Works with gameports 3 and 4.

19.95

## 83000 • Accessories

Bluebook #ATR-83007

### **RS232 INTERFACE**

**1373**

Allows you to use print on a serial printer without having to buy the Atari 850 interface.

**Comes With Software, Connector, and Construction Article.**

**19.95**







## 84000 • Storage

Bluebook #ATR-84000

### **AT-88 DISK DRIVE**

**1323**

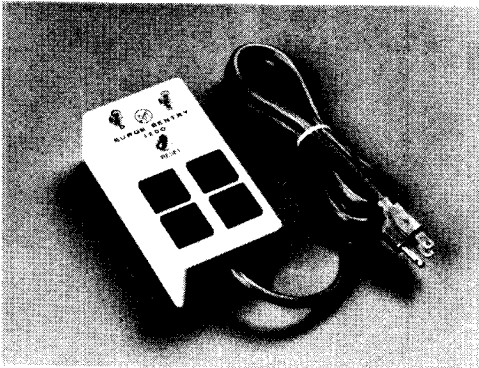
Compatible with both the Atari 400 and 800 models, the Percom Data AT-88 is a single density drive, utilizing much of the technological success of Percom Data's double density disk system. The new drive offers 88K bytes (formatted), with plug-in compatibility to the Atari computers. The AT-88 has its own integral power supply, and is shipped with the OSA/Plus operating system at no additional cost. The Percom Data drive may also use the Atari operating system software without any modification.

**488.00**





## 85000 • Power Supplies, Regulation, & Static Control



Bluebook #ATR-85000

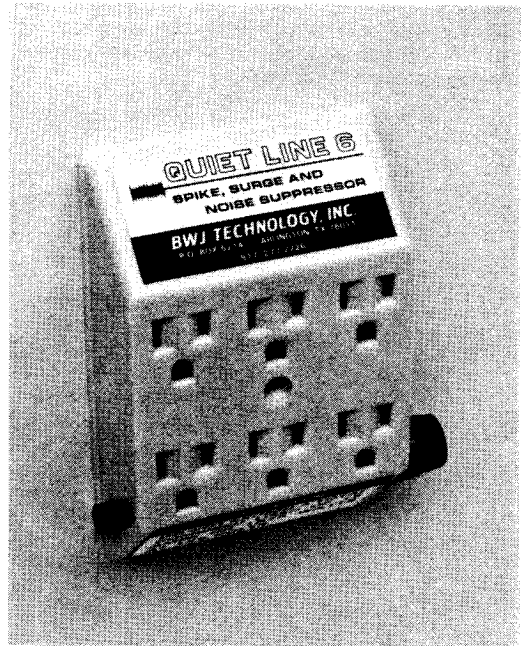
### **SURGE SENTRY**

977

Kills high-speed, high-energy transients within picoseconds (trillionths of a second) before they can destroy your data, disrupt programs or damage valuable equipment. And Surge Sentry's performance stays at top levels. There's no degradation—even after millions of "hits" and years of service. Industry-leading response speed, high energy dissipation (up to 1,000,000 watts at 100 microseconds) and proven dependability mean real, plug-in protection from the variations occurring daily on all power lines. And the economical Surge Sentry is backed by a 30-day, money-back guarantee plus a one-year warranty. Designed to protect both large and small systems, the Surge Sentry line includes "drop-out" models for brown-out protection, "Master Switch" and "Auto-Switch" models for easy system power-up, noise filter unit for EMI/RFI protection and central station and NEMA-plug versions for large system installations and UL and CSA Listed models.

**SS120 D Shown, other models available**

132.00



Bluebook #ATR-85001

### **QUIETLINE 6**

1041

Effectively "cleans up" your incoming AC powerline, removing damaging electrical surges, spikes, and other noise. At the same time, it will prevent interference generated by equipment plugged into the QUIETLINE 6 from affecting other equipment. The QUIETLINE 6 is used to remove irritating or damaging electrical impulses from your power line. A quick over voltage can alter data while it is being executed, or even physically destroy the device. The QUIETLINE 6 is designed to eliminate this problem. A spike may be typically over 5,000 volts, and of very short duration (i.e., 100 nanoseconds). A "surge" may run up to 2,500 volts, and is of medium duration. Both of these are

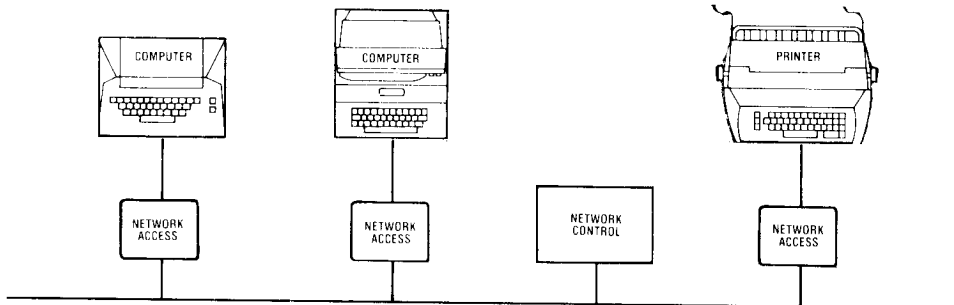
## 85000 • Power Supplies, Regulation, & Static Control

caused by basically the same action, the most typical of which is an inductive load being turned on or off. An "inductive load" can be almost any load in your house-your blender, your airconditioner, your power drill- any time these are turned on or off, a surge is created! Granted, some are small, but any one may come right at the time your computer is trying to store information and the surge may alter that information. In addition, spikes may be caused by switching relays in power stations or electrical distribution centers. Switching grids can do amazing things to your line, things you never even knew before the advent of sensitive electronic equipment! Lightning striking your house has very observable effects. Lightning striking your A.C. grid, as much as 5 miles away, can cause a very sharp surge on your line.



## 90000 • Networking

Also See Related Categories: 21000 Communications  
91000 Time Sharing & Communications



Bluebook #ATR-90000

### VISION

1323

Vision can connect Atari into a coherent information and resource-sharing network, allowing each workstation to communicate with all others and for each to share in the use of expensive peripherals. VISION gets information users working together efficiently, economically, and best of all, immediately. A general purpose local-area network, VISION can improve productivity and lower operating expenses. VISION is for the office, the factory, the laboratory and the classroom. For today, tomorrow and for years to come.

VISION puts low-cost computer power where you need it. You can start with as few as two workstations, expand to as many as 255. And unlike central-processor systems, each new station just adds more processing capability.

VISION sends information from site to site on a simple two-wire bus, a high speed message conduit that may be up to 4,000 feet long. You can add VISION to almost any floor plan. VISION communicates with each microcomputer's own operating system, requiring absolutely no programming for immediate networking capability. VISION also provides for higher level, more direct networking through user application programs. VISION also accommodates custom programming—if you can't find the exact application or utility you want from Percom Data's library of networking software. VISION connects each station to a multimillion-character data

base, giving management-authorized users access to inventory records, sales reports, employee files, mailing labels, parts lists, shipping schedules, user manuals, product specifications, educational lessons, process measurements...and so on. VISION lets you grow. Optional equipment provides for linking up with other networks, for networking with "dumb" terminals and for batch data processing.

**VISION SOFTWARE**—The VISION operating system controls user access, and provides for device addressing, printer spooling (printer operation that frees computers for other activity) and rigid-disk read/write operations. Optional programs are available for common business applications and for data base management. File transfer and screen utilities are also available.

#### Requirements:

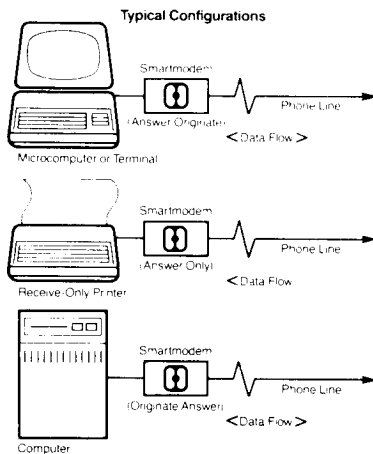
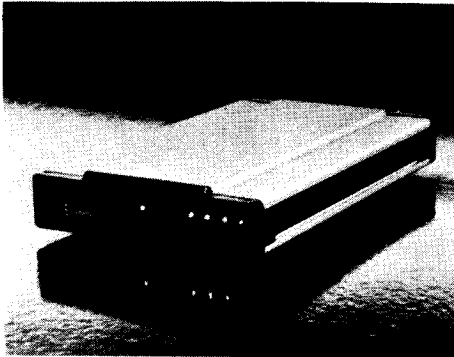
**Hardware**—RS-232-C Port

**Software**— Disk-Operating System





## 91000 • Time Sharing & Communications Hardware



Bluebook #ATR-91000

### HAYES STACK SMARTMODEM

559

The Smartmodem is an FCC-approved direct-connect device designed for use with RS-232-C compatible computers or terminals to communicate via the

telephone system with other computers or time sharing systems.

A unique feature is that the Smartmodem can be program-controlled in any language by ASCII character strings. This intelligent datacomm system analyzes and executes commands and in response sends result codes which, at the user's discretion, can be English words or decimal digits. The Smartmodem has auto-dial and auto-answer capabilities. A special design feature is that all circuitry required for auto-dial and auto-answer is installed within the Smartmodem. This eliminates the need for any auxiliary equipment and makes the Smartmodem a stand-alone system.

The Hayes Stack Smartmodem can be connected to any telephone system in the U.S. Dialing can be either Touch-Tone or pulse. Furthermore, both dialing modes can be combined within a command with pulse being used, for example, to access a PBX board and Touch-Tone for dialing an outside number after the second dial tone is received. An audio monitor permits the user to follow the progress of the call and be alerted to wrong numbers and busy signals. If a busy signal is encountered, by entering a repeat command, the Smartmodem will automatically redial the number at any time.

Operation can be in full or half duplex with a data rate of 0-300 baud. Power-on default options are controlled by the positioning of seven option switches. Four of these options can be overridden by software command. LED status indicators on the front panel of the unit provide a visual check of the Smartmodem's operational status. In addition, the unique "Set" commands allow the user to select (and change) various operational parameters, such as dialing speed, escape code character, and number of rings to answer on.

The Smartmodem is the first product in a new series that features the exclusive Hayes Stack design. This compact design permits other Hayes components to be stacked on top of the Smartmodem, thereby eliminating clutter.

**Includes the Smartmodem unit, a power pack, one modular telephone cable to connect the unit to the telephone line, and an owners manual.**

**Requires an RS-232-C Interface.**

**289.00**



## 91000 • Time Sharing & Communications Hardware

Bluebook #ATR-91001

### ATARI 830 ACOUSTIC MODEM

1300

Connects the Atari Home Computer with your telephone to provide access to outside data bases, information networks and electronic mail. Compatibility: Fully compatible with the Bell 103/113 series modems. Communications are possible with both originate-only and answer-only modems. Controls: FULL-sets full-duplex operation. TEST-sets up audio self-test, HALF-sets up half-duplex operation. ANS-sets answer mode. OFF-turns Atari 830 Modem power off. ORIG-sets originate mode. Operational Rate: 300 bits/second. Indicators: Power ON/OFF. Includes: AC Power Adapter (UL approved), Owner's Manual, Interface/Modem cable (CX87) for connection to the Atari 850 Interface Module.

**Accessories Required: Atari 850 Interface Module.**

and 100 words per minute. Telephone Answering: Automatic telephone answering when used with appropriate modem. Communications Code: Uses standard ASCII. Baudot support for radio-teletype (RTTY). One or two stop bits programmable. Includes: AC power supply (UL approved), I/O Data Cord, and Operator's Manual.



Bluebook #ATR-91002

### ATARI 835 DIRECT CONNECT MODEM

1300

Directly links the Atari Home Computer to a standard modular telephone jack for fast, convenient telecommunications. Compatibility: Fully compatible with the Bell 103/113 series modems. Communications are possible with both originate-only and answer-only modems. Controls: Full and Half duplex operation. Operational Rate: 300 or 1200 bits per second. Receive Sensitivity: -43 dBm. Indicators: Power ON/OFF, On-line (carrier detect) LEDs. Includes: AC Power Adapter (UL approved), owner's manual, serial I/O cable (3 ft. length), telephone extension cable with RJ-11 clip connectors (14-foot length).

Bluebook #ATR-91003

### ATARI 850 INTERFACE MODULE

1300

Connect Atari Home Computers to a wide range of accessories including modems, printers, digitizers, plotters, sensors and controllers. Serial Interface Ports: Four serial interface ports for use with the Atari 830 Acoustic Modem and other EIA RS232C-compatible components: 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. A 20 mA current loop is connectable on port 4 for teletype. Parallel Interface Port: 8-bit parallel (Centronics type) interface port. (For use with the Atari 825 80-Column Printer.) Operation: Full-duplex operation. Port Baud Rates: 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,

## 93000 • Books

Also See Related Categories: 94000 Magazines & Publications

Blue Book #ATR-93000

**THE MECC BOOK FOR THE ATARI** 263  
This guide to the MECC courseware collection assists educators in selecting materials to fit their specific needs. Courseware for the Atari computer is indexed by program title, by curriculum area, and by grade level. These indexes direct the reader to more complete information on each program. By using "The MECC Book" for the Atari, the topic, grade level, reading level, educational objective, and a brief description for each program on any disk are easily obtained.  
**35 Pages. 5.00**

Blue Book #ATR-93001

**ATARI COMPUTER NEW USER'S GUIDE** 263  
This manual is designed to aid the new Atari computer user in the setup and operation of the hardware. It assumes that you will be using either an Atari 400 or 800 computer with a disk drive and television set. The manual begins with instructions for setting up the computer and then introduces you to the keyboard and general operation. Instructions for using both MECC diskettes and commercial diskettes are provided. A section on troubleshooting helps you solve some of the problems faced by a first-time user. Additional topics covered in this manual include formatting new diskettes, using DOS and system commands, and techniques for programming in BASIC. With this manual, a new Atari user can get off to a good start in the classroom.  
**Manual 4.00**

Bluebook #ATR-93002

**ATARI PROGRAMMING ... WITH 55 PROGRAMS** 867  
By Schreiber  
Hands-on programming instruction for the Atari 400/800 computers with BASIC cartridge CXL4002. All the fundamentals for beginners ... from defining a program, memory and mass storage, flowcharts, statements, and commands to screen display. Special

attention is paid to the graphics modes. Every owner, or potential purchaser, of an Atari personal computer will find this an invaluable resource of operating and programming information.

**Hardbound 21.95**  
**Paperback 13.95**

Bluebook #ATR-93003

**ATARI: A BEGINNER'S GUIDE** 1044  
By Lance Zimmerman  
A tutorial for the Atari 400 and 800 home computers. Emphasis is on the novice--someone totally unfamiliar with computers. Written in a friendly style with the beginner in mind. Includes many short examples which are fully explained. A must for the new Atari owner or user.  
**7 x 9 1/4, 200 Pages Illustrated. 14.95**

Bluebook #ATR-93004

**DE RE ATARI** 1022  
By Amy Chen, Jim, Cox, Chris Crawford, Jim Dunion, Bob Fraser, Kathleen Pitta, and Lane Winner  
De Re ATARI tells you everything you want to know about the Atari 400 and Atari 800 Home Computers, but were afraid to ask. It's an excellent resource and training text for professional programmers who use Atari Home Computers and for advanced hobbyists who understand Atari Basic and assembly language. Neither an introductory manual nor a reference for the computer, De Re Atari is a tutorial that explains the concepts and principles behind the internal structure of the Atari Home Computer. Topics include graphics indirection (i.e., color registers and character sets), player-missile graphics, display list interrupts, scrolling, sound, the Operating System, the Disk Operating System, and Atari Basic. Many discussions concern the three special-purpose integrated circuits designed by Atari-Antic (a microprocessor for television display), CTIA (a chip for television display), and Pokey (a chip for input/output and sound generation). Appendices contain information on memory usage, human engineering, the hardware and software used to operate the

Atari 410 Program Recorder, cassette applications, television artifacting, and the GTIA chip (the new television display chip). Sample programs, display screens, and diagrams generously illustrate the discussions on the strengths and versatility of Atari Computers. A glossary defines and explains some less commonly encountered terms used in De Re Atari. An Added feature is a laminated Programmer's Card containing the most critical and often needed facts and figures about the computer. By the way, in case you were wondering, De Re Atari is Latin for 'All About Atari.' **Handbook For Advanced Programmers 19.95**

Bluebook #ATR-93005

**ATARI 400/800 DISKGUIDE** 814  
By John Taylor  
ATARI computer users, if you can't remember all the commands and functions used in operating your 400/800, here's something to jog your memory. Whether it's DOS, ATARI BASIC, numeric functions, machine functions, or any other ATARI command or function you need to find, this DiskGuide is so handy and easy to use, you'll want to have one right beside your computer. **32 Pages, 5 1/4 x 5 1/4. 7.95**

Bluebook #ATR-93006

**YOUR ATARI COMPUTER: A GUIDE TO ATARI 400/800 PERSONAL COMPUTERS** 814  
By Lon Poole with Martin McNiff & Steven Cook  
Up until now, one of the biggest problems with ATARI has been its lack of a really comprehensive training manual. Your Atari Computer is well thought-out and easy to follow, but the real surprise is that it is of almost equal value whether you are a rank novice or a veteran of innumerable midnight campaigns. **458 pp., 6 1/2 x 9 1/4. 16.95**

Bluebook #ATR-93007

**SOME COMMON BASIC PROGRAMS ATARI EDITION** 814  
By Lon Poole, Mary Borchers, and Steve Cook  
This is the Atari computer edition of the excellent programs featured in 'Some Common BASIC Programs: Finance, Statistics, Math, and Home Budgeting. **202 pp., 8 3/8 x 10 7/8. 14.99**

Bluebook #ATR-93008

**COMPUTERS FOR PEOPLE** 486  
By Jerry Willis and Merl Miller  
The Atari's popularity is growing in leaps and bounds. This book, written by two well-known computer book authors, outlines some of the major benefits and uses of the Atari 400 and 800 computers. Not only does it describe the many applications of computers, the book also discusses new ideas like electronic mail, word processing and educational simulation, contains a 15 page glossary, and has over 27 pages of 4-color glossy pictures. It also provides a 7-step guide to buying a computer. **208 Pages, 45 Illustrations. 7.95**

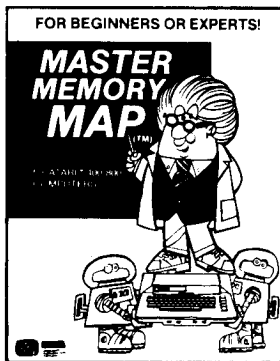
Bluebook #ATR-93009

**INSTANT [FREEZE DRIED COMPUTER PROGRAMMING IN] BASIC** 486  
By Jerald R. Brown  
Of the dozens of books available purporting to teach computer programming, one of the consistently popular instructional texts has been INSTANT (Freeze-Dried Computer Programming in) BASIC. The 2nd Edition keeps the style and flavor that made the first edition so popular. The author, co-founder of People's Computer Company in Menlo Park, California, provides more annotations, additional activities and text, and updates all information. It is oriented for Microsoft-like versions of BASIC as used on any brand of computer using Microsoft BASIC 80, with annotations for Atari BASIC. A valuable tool for every beginner, it is full of graphics, end of chapter activities. **200 pages, 500 illustrations. 12.95**

Bluebook #ATR-93010

**HOME APPLICATIONS FOR THE ATARI HOME COMPUTER** 1351  
By Timothy P. Banse. Published by Little Brown & Company. It's a tutorial on how Atari Basic can be used to perform tasks around the house. **14.00**

**If A Software Company You Know Of  
Is Not in This Edition,  
Have Them Send Materials To Us  
For A Free Listing**



Bluebook #ATR-93011

**THE MASTER MEMORY MAP** 1308  
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- Screen editing: cursor control keys
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- How to make changes in a program
- Saving your own programs on a disk
- Removing a disk from your drive
- Turning off your Atari
- DOS II menu options
- System commands
- Care of the disk
- Error messages

.25

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0204

Compiled by Daniel V. Horn II

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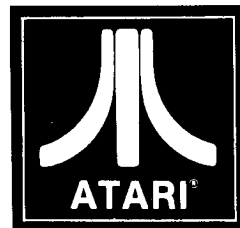
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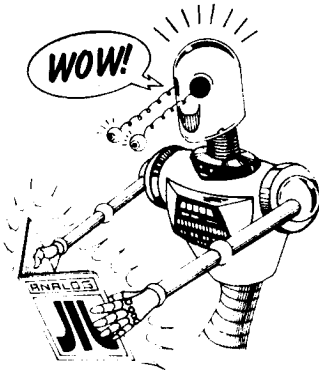
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Distributed by The Scribner Book Companies, Inc.  
ISBN 684-17921-0