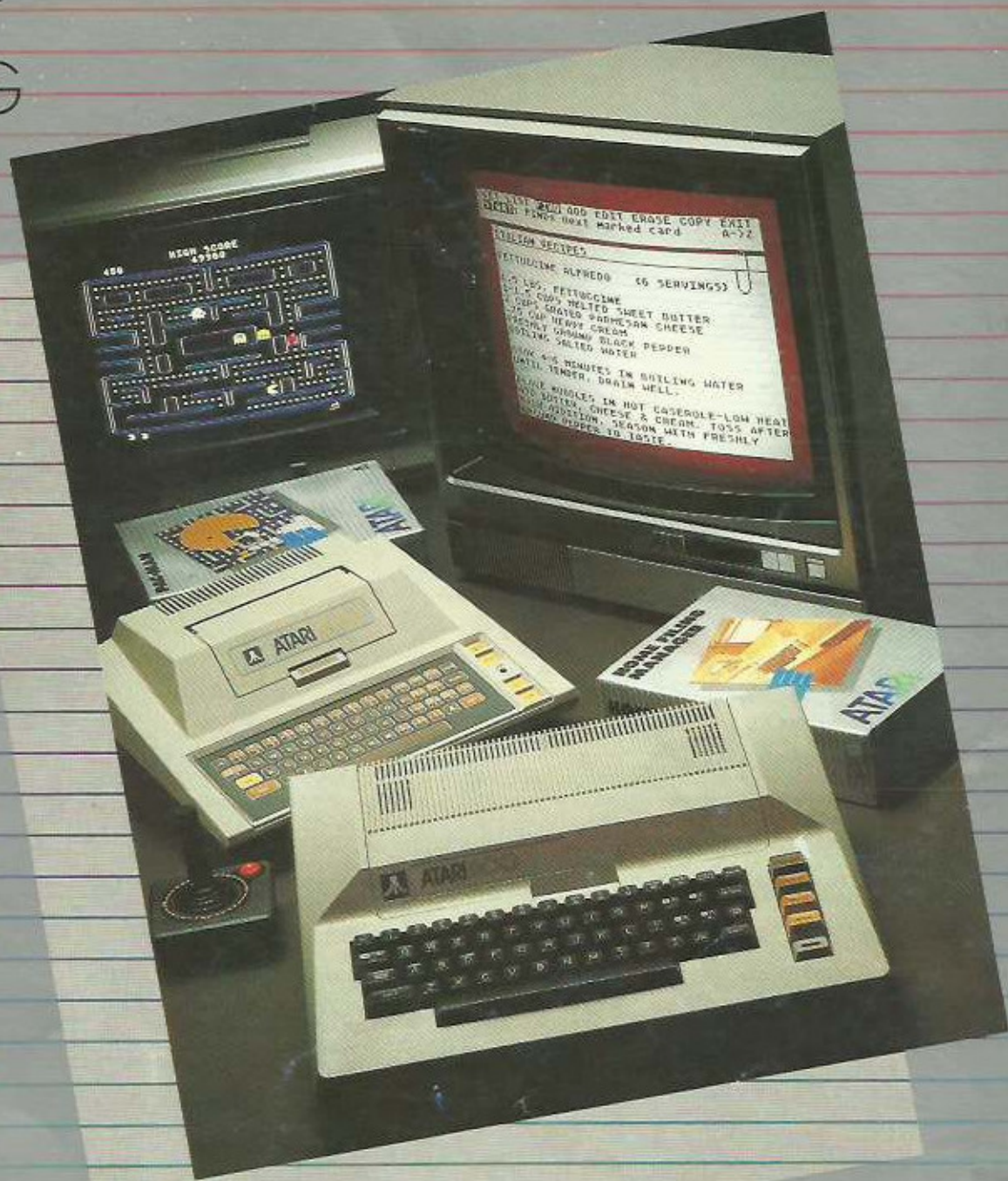


# ATARI HOME COMPUTERS

## PRODUCT CATALOG



# ATARI®



Welcome to the exciting world of ATARI Home Computers. Today, hundreds of thousands of people are using ATARI Home Computers to make their lives easier and more enjoyable. All over the world people like you are learning to harness the power and versatility of computers to educate their children, to expand their horizons by acquiring new skills, to manage their personal and home business finances. An ATARI Home Computer can help make these and many other tasks a whole lot easier.

Atari's advanced technology makes these home computers possible—and affordable. While our computers are very sophisticated, we designed them to be "friendly" and easy to operate. That's why you'll find our computers in classrooms all over the country. ATARI Home Computers are simple enough to be used by your children, yet powerful enough to manage complex home management tasks.

Atari's modular approach to home computing lets you add an extensive range of equipment and programs to handle many activities. As your needs change and you want to do more with our computer, you simply expand your system with additional equipment—like adding a printer, a modem or a disk drive. This way, you won't need to worry about outgrowing your ATARI Home Computer.

With an ATARI Home Computer, you can choose from more than 2000 software programs. If you want to do your own computer programming, we offer a variety of programming languages. If you're interested in home management, Atari offers an assortment of programs for tasks from financial planning to telecommunications to word processing. No matter what your home computing needs are—Atari probably has what you're looking for—today and tomorrow.

Not only do we offer a wide selection of quality, affordable equipment and programs, but we back it up with service. There are currently over 1500 authorized ATARI Service Centers around the country to help you, with more on the way. And if you should have a question about your computer, just call our toll-free number listed on the inside back cover of this book—and one of our Consumer Product Representatives will be glad to assist you.

We hope you will enjoy reading about our products.

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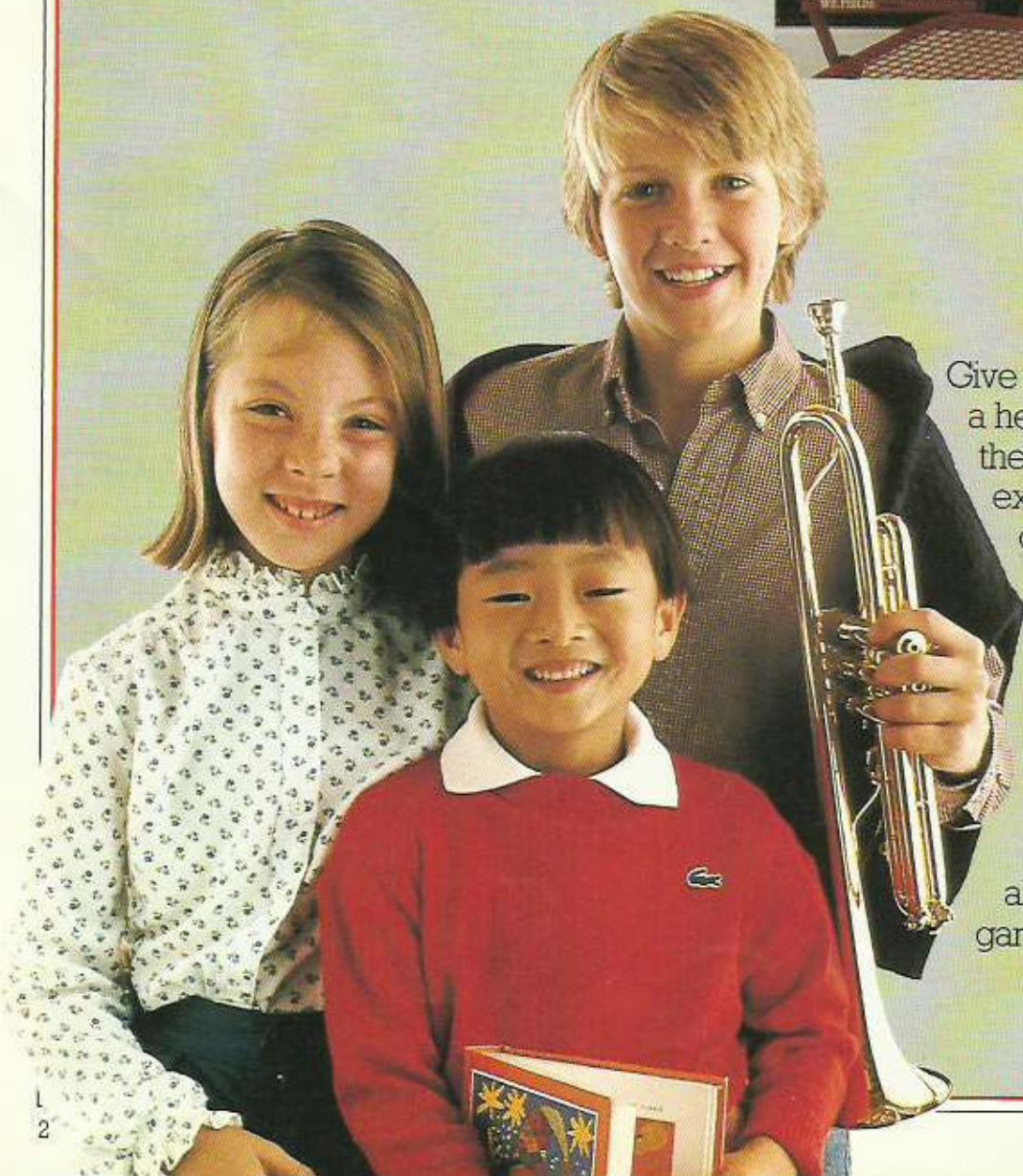
Every effort has been made to ensure that this catalog accurately documents the ATARI Home Computer products described herein. However, because we are constantly improving and updating our computer software and hardware, Atari, Inc. is unable to guarantee the accuracy of the printed material after the date of publication and disclaims liability for changes, errors or omissions. Some equipment shown in the product illustrations is optional at extra cost. Atari, Inc. reserves the right to make changes from time to time, without notice or obligation, in prices, delivery dates, specifications, colors and materials and to change or discontinue models. ATARI and Design are registered trademarks of Atari, Inc.







Would you like to learn some French before your trip to Europe? Atari offers a wide selection of programs that can enrich or simplify your life. Whether you're interested in completing that unfinished novel, composing music, or in learning to read or type faster, ATARI Home Computers offer you a ticket to self-improvement.



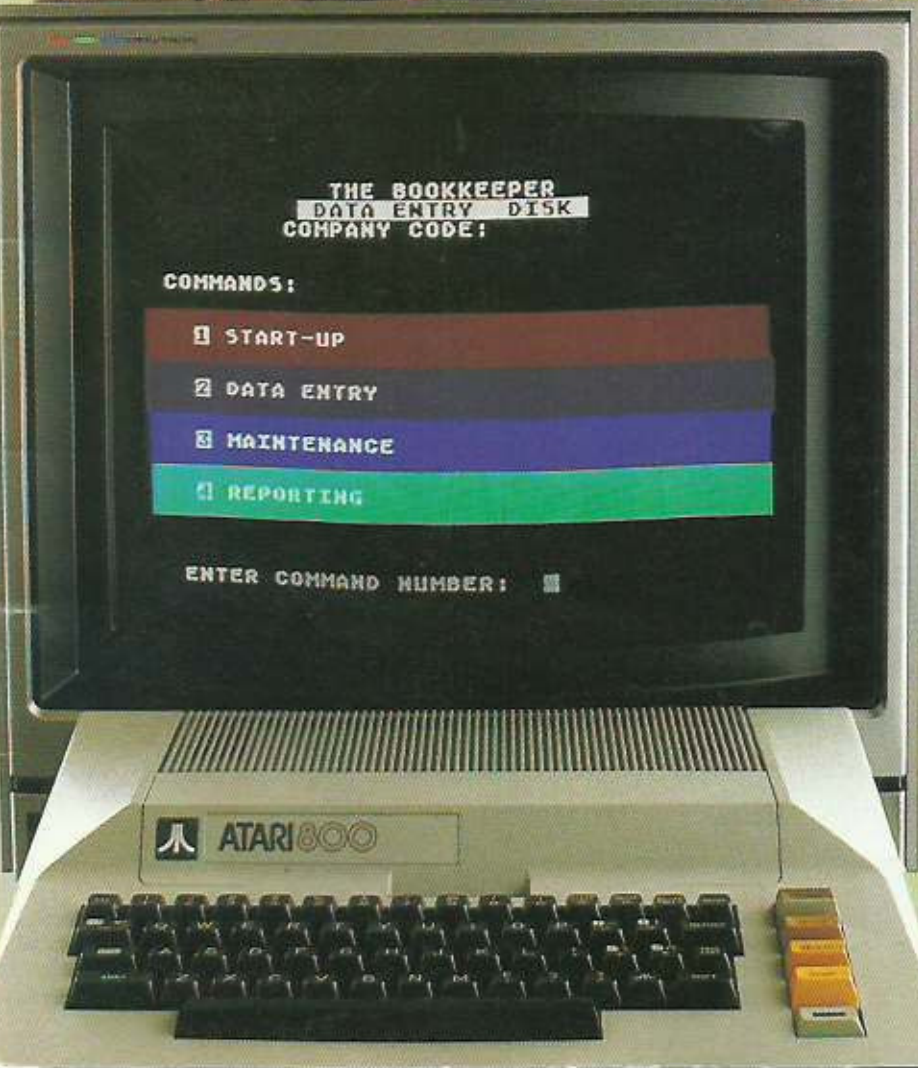
Give your children a head start before they enter school by exposing them to many of the educational concepts offered in Atari's Early Learning Series. Older children will really enjoy our Invitation to Programming Series and our educational programs. And everybody enjoys all the great computer games Atari offers.



With an ATARI Home Computer, you can expand your horizons by learning a foreign language or a new skill. Prepare your children for school and beyond with Atari's learning programs. Manage your family's finances or a small business in your home. You can also entertain your family for hours with Atari's wide selection of computer games.



Give your home office that professional edge. Atari's ready-to-use programs are designed to help you speed through tasks that used to take hours. From managing a home to a small business, Atari has programs that will keep you on top of your bookkeeping, finances and filing.



*The following product names are trademarks of Atari, Inc.: An Invitation to Programming, Asteroids, ATARI Service and Design, ATARI Special Additions, AtariWriter, Assault, Caverns of Mars, Centipede, Dig Dug, Energy Cost, Graph II, Juggler, House, Kingdom, Mario Assembler and Program-Test Editor, Memory Module, Missile Command, Music Composer, My First Alphabet, Scram, Star Raiders, Super Breakout, TeleLink, The ATARI CONNECTION, The Communicator, The Educator, The Entertainer, The Home Manager, The Programmer, The Home Filing Manager, Timewar, Video Base, 400, 410, 800, 810, 830, 835, 850, 1000, 1020 and 1085.*

*Juggler's Rainbow is a trademark of The Learning Company. GALAXIAN, PAC MAN and PAC MAN characters are trademarks of Midway Mfg. Co., licensed by Namco-America, Inc. "E.T." and the E.T. character are trademarks of and licensed by Universal City Studios, Inc. © 1982 Universal City Studios, Inc. All Rights Reserved. LEPENEUR is a trademark of Williams Electronics, Inc. OX is a trademark and ® of Taito America Corporation. 1981. Space Invaders is a trademark of Taito America Corporation. CompuServe Information Service is a registered trademark of CompuServe, Inc. an H & R Block Company. THE SOURCE and AMERICAS INFORMATION UTILITY are service marks of Source Telecommunications Corporation, a subsidiary of The Reader's Digest Association, Inc. The Dow Jones News Retrieval Service is a registered trademark of Dow Jones & Company, Inc. VisiCalc is a trademark of VisiCorp. DIG DUG is created and designed by Namco Ltd., manufactured under license by Atari, Inc. Mickey Mouse characters © 1982 by Walt Disney Productions.*

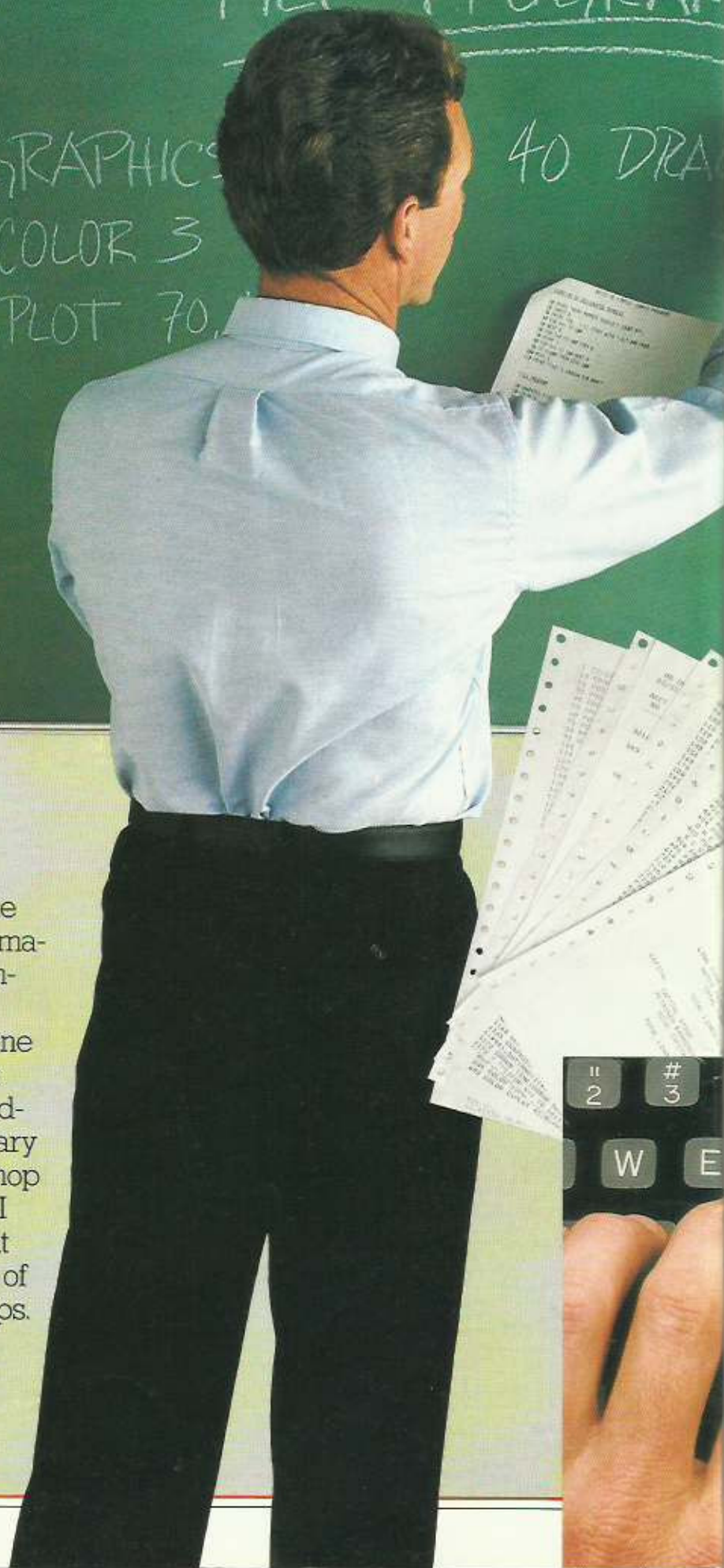


Learning to write your own programs is easy with ATARI BASIC. With so many pre-written programs (over 2000) you may never need to write your own. But if you want to, Atari offers a variety of computer languages to help you get the most out of your computer.

10 GRAPHICS  
20 COLOR 3  
30 PLOT 70

FILL PROGRAM

40 DRA



Tap into a whole new world of information with Atari's Communications System. Over your own telephone line you can get stock quotes or airline schedules, access the Library of Congress, even shop electronically. ATARI Home Computers put an incredible amount of information at your fingertips.



You'll be amazed how easy it is to use an ATARI Home Computer. But don't let their simplicity fool you — they are very sophisticated and powerful. You can get started by buying one of our special kits or selecting from over 2000 ready-to-use programs. It doesn't matter if you're a novice or a computer wiz, ATARI Home Computers are your best bet.

ATARI Computer programs are available in three forms: cartridge, diskette or cassette. And they are all easy to use. Just insert a cartridge and you're ready to go. Many cassette programs have recorded voice tracks which give you helpful information or play music. Diskette programs give you very fast access to large amounts of information.



To communicate with an ATARI Home Computer, you simply type in the commands or data on the keyboard, which is laid out just like a typewriter keyboard. What you type is displayed on a television or monitor screen. And with a printer, you can keep a copy of the information you've entered.

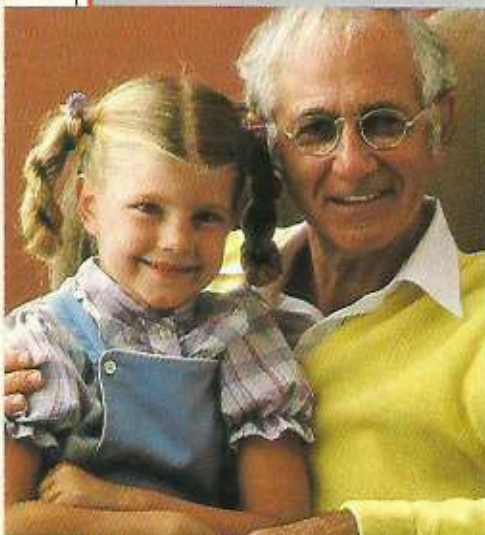


## THE ATARI 400 HOME COMPUTER

It's designed to be used by just about anyone — to introduce you to new subjects and skills, connect you to major information networks or the world of computer games. Versatile. Programmable. Easy to use. And very affordable.

Hook up your ATARI 400 Home Computer to any television set or video monitor. Now the possibilities are endless!

Bridge the generation gap! Your ATARI 400 Home Computer can provide fascinating learning and entertainment programs like Juggles' Rainbow and PAC-MAN as well as current stock market reports with The Communicator Kit.



Rugged, attractive ATARI 400 casing to withstand years of usage.

Built-in speaker gives you audible keyboard prompts.

Advanced child-proof design features pressure-sensitive, wipe-clean keyboard with full alphabetic, numeric, graphic, and control function keys. Typewriter keyboard layout. Upper and lowercase letters.

Four controller jacks for joysticks and paddles.



No programming knowledge necessary, hundreds of ready-to-use programs are available.



For the fun of it there's nothing like an ATARI 400 Home Computer. Top-rated game programs like Defender and Centipede keep kids on their toes and challenge them with tougher and tougher skill levels. And they can discover how easy it is to learn computer programming with An Invitation to Programming

ATARI 400

Complete with 16K of programmable memory (RAM)—enough to get you started using many ATARI Computer programs

Easily connects to other work-saving ATARI Computer equipment such as a printer, a program recorder and a telephone modem through an easy-to-use plug on its side.

Four conveniently placed special function keys provide full control.

Inverse video lets you emphasize letters and numbers on the screen.

Learn how to communicate in four different foreign languages or increase your reading speed and comprehension. Or you can compose your own computerized music. Hundreds of ready-to-use ATARI Computer programs and your ATARI 400 Home Computer take your interests seriously





## THE ATARI 400 HOME COMPUTER SYSTEM

Looking for an affordable way to start some serious computing? Look into the ATARI 400 Home Computer System for the basis of a system that takes you from challenging games to customized programming applications — and beyond.

The ATARI 835 Direct Connect Modem\*\* connects your ATARI 400 Home Computer to your telephone to bring a world of information into your home. Get news and stock quotes — and current airline and entertainment event schedules — even talk to other computers!

The new ATARI 1020+ 40-Column Color Plotter/Printer lets you add color printing capabilities to your ATARI Home Computer. Print out charts, tables or diagrams in 4 dramatic colors. Optional pen pack contains 8 pens. Keyboard selection of 20, 40 or 80 characters per line is available. Connects directly to your ATARI Home Computer.

ATARI Paddle Controllers let you play the field and keep ahead of the action.

Select from 256 colors and display any 128 at one time. Four independent sound voices covering  $3\frac{1}{2}$  octaves can be used simultaneously or separately to compose computer music or create sound effects.

\*Estimated availability first quarter 1983.

\*\*Estimated availability second quarter 1983.



Versatile, visual display offers three text modes: 24 lines of 40 characters; double-wide characters; or double-wide and double-high characters.



With an ATARI 410 or ATARI 1010<sup>™</sup> Program Recorder you can run prewritten cassette programs, or economically store and reload data or programs you write yourself. Both Program Recorders have two tracks—one for computer programs or data, and one for pre-recorded sounds which play through your television speaker.



You're in charge of many of the best video games going with these easy-to-hold ATARI Joystick Controllers.



You deserve top honors! An ATARI 800 Home Computer can help organize files, increase reading speed, and access computer data bases. Add a word processing program and a printer, and you've got a lot of help for preparing term papers and reports quickly and neatly.



Hook up your ATARI 800 Home Computer to any television set or video monitor. Now the possibilities are endless!

48K Random Access Memory (RAM) for sophisticated data manipulation and expanded programming power.

Full-stroke, typewriter-like keyboard means fast, easy communications with your computer. Contains 57 alphanumeric keys, and four special function keys. Upper and lowercase letters.

Built-in speaker gives you audible keyboard prompts.

The ATARI 800 Home Computer means business with its ability to manage finances, handle bookkeeping — and bring other professional computer features into the comfort of your home.



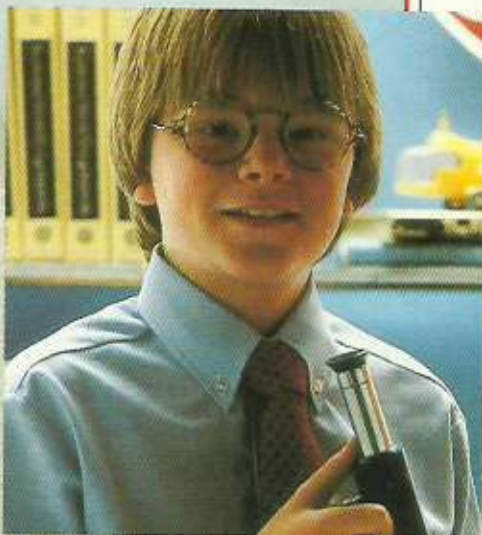


Simply select any of over 2,000 ready-to-use programs and you'll feel like a computer pro right away!

## THE ATARI 800 HOME COMPUTER

Now you're in touch with the future. The ATARI 800 Computer does everything the ATARI 400 Computer can do, and more. It comes with 48K Random Access Memory which gives an expanded range of power and capabilities for managing complex tasks including advanced programming.

Watch genius bloom! The ATARI 800 Computer's advanced color, graphics, music and sound synthesis capabilities give you the chance to become a programming whiz! With a wide selection of programming languages you can make your own sophisticated games and programs.



Full screen editing with four-way cursor control. 29 graphic keys.

Inverse video lets you emphasize letters and numbers on the screen.

Easily connects to other ATARI computer equipment such as a printer, disk drive, program recorder and telephone modem through a convenient side-mounted jack.



The new ATARI 1025 80-Column Printer\*\* lets you keep permanent records of your programs and data generated by your ATARI Home Computer. This high speed dot matrix printer prints 40 characters per second and features a European character set.

The new ATARI 1020 40-Column Color Plotter/Printer\* lets you add color printing capabilities to your ATARI Home Computer. Print out charts, tables or diagrams in 4 dramatic colors. Optional pen pack contains 8 pens. Keyboard selection of 20, 40 or 80 characters per line is available.

Select from 256 colors and display any 128 at one time. Four independent sound voices covering 3½ octaves can be used simultaneously or separately to compose computer music or create sound effects.

Add an ATARI 835 Direct Connect Modem\*\* and you bring home the world of remote data bases and information networks. Communications are possible with both originate-only and answer-only modems. Just connect it to any standard telephone and your computer can access late-breaking news, market quotes, computer data banks — even electronic shopping centers.



Easy-to-use ATARI Paddle Controllers let you play the field — keep you ahead of the action.

The ATARI CX85 Numerical Keypad\*\* provides separate full function, calculator-style keys for fast number entry.

\*Estimated availability first quarter 1983.

\*\*Estimated availability second quarter 1983.



## THE ATARI 800 HOME COMPUTER SYSTEM

The powerful, versatile and expandable ATARI 800 Home Computer System. It's designed to let you match our advanced components to your immediate needs. And leave you room to expand. And expand.

Versatile, visual display offers three text modes: 24 lines of 40 characters; double-wide characters; or double-wide and double-high characters.



An ATARI 810 Disk Drive provides a fast, effective way to store and retrieve programs. Stores up to 60 pages of text on a thin diskette just 5¼ inches in diameter. Up to four disk drives can be connected into one system for enough storage capacity to meet your most demanding needs.



The ATARI 410 or ATARI 1010\* Program Recorders provide a simple, economical way to store and run programs on standard cassette tape. Pressing a few buttons is all it takes to start computing.



Easy-to-hold ATARI joysticks put you in command of many of the best video games going.



## GETTING STARTED IS EASY

Atari's got whatever you need to start computing. Our kits and suggested system packages are designed to make it easier to choose what's right for you—both for today and for when you decide to expand and match equipment, kits and programs to create your own personalized ATARI Home Computer system.

### THE ULTIMATE GAME SYSTEM

Here's the one that gets the entire family in on the fun! Play many of the most popular computer games that only Atari offers. Later, you can add more excitement with games like Galaxian, Defender, Centipede, Asteroids, and soon—Dig Dug. A great way to get started!



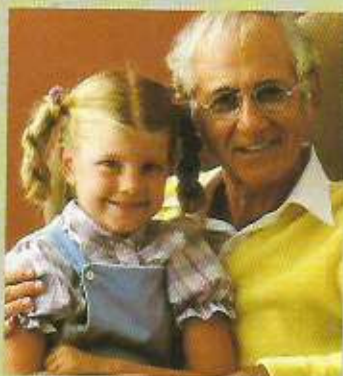
#### You'll need:

*The ATARI 400 or ATARI 800 Home Computer.*

*The Entertainer Kit (includes two popular ATARI Home Computer games—PAC-MAN and Star Raiders—and two Joystick Controllers).*

### THE LEARNING SYSTEM

Give yourself and your children the educational advantage that will last a



lifetime. It's a fun way to learn a variety of subjects. Atari offers learning and personal development programs for everyone—from pre-schoolers to adults.

#### You'll need:

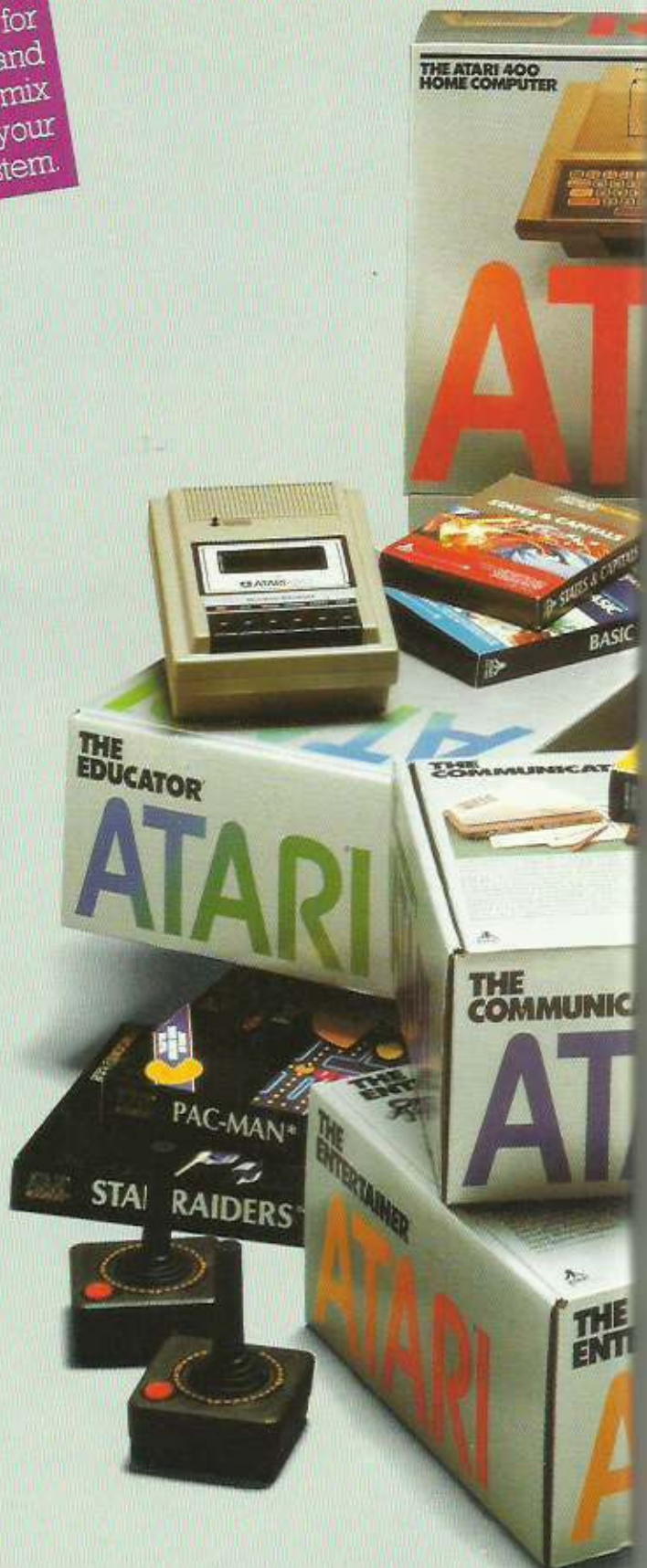
*The ATARI 400 or ATARI 800 Home Computer.*

*The Educator Kit (includes the ATARI Program Recorder, ATARI BASIC and the States & Capitals cassette program).*

Later, you can choose from these and other cassette programs, depending on your interests:  
Pre-school: *Juggles' Rainbow, Juggles' House.*

Simulations: *Energy Czar, Scram (A Nuclear Power Plant Simulation).*

Personal Development: *Conversational French, German, Italian or Spanish, ATARI Speed Reading, Touch Typing.*







### THE COMMUNICATIONS SYSTEM

Let the ATARI Home Computer open a whole world of information and communication for your family. With the Communications System you can access computer information services for news, stock market quotes, sending and receiving electronic mail, even shopping at home—all over your telephone line!

*You'll need:*  
 The ATARI 400 or ATARI 800 Home Computer  
 The Communicator Kit (includes an ATARI Modem, TeleLink, one hour free access to three information networks, and instructions).

*An ATARI Printer (to keep a copy of information and conversations).*

*An ATARI Computer system is a great gift idea! For Father's Day or Mother's Day consider the Business Executive System.*

*For Graduation, the Student Resource System will bring you top honors. And children of all ages will love the Ultimate Game or Learning System. Timely gifts for birthdays, holidays and other special occasions.*

### THE PROGRAMMING SYSTEM

Join the computer age by learning to write your own programs in ATARI BASIC! You'll learn how a computer works, and how to write programs that do what you want them to do. An Invitation to Programming series consists of three separate programs designed especially for beginners. They teach the basics, step-by-step. The easy-to-use self-teaching book and reference manual take you farther.

*You'll need:*  
 The ATARI 400 or ATARI 800 Home Computer  
 ATARI Program Recorder



*The Programmer Kit (includes ATARI BASIC, a self-teaching book, a reference manual and a \$5 rebate coupon for An Invitation to Programming 1, 2 or 3).*

*An Invitation to Programming 1, 2 and 3 (each sold separately).*



## THE HOME OFFICE SYSTEM

Turn your den or study into a home office and get organized. The Home Manager Kit has what you need to file important information and manage your finances. Timewise helps you organize your time.

*You'll need:*

*The ATARI 800 Home Computer (with minimum of 32K RAM)*

*ATARI Disk Drive  
ATARI BASIC*

*The Home Manager Kit (includes The Home Filing Manager and Family Finances\*)  
Timewise\**



## THE STUDENT RESOURCE SYSTEM

The ATARI Home Computer can help students be more organized and work more efficiently so they can get the most out of college. The ATARI



Word Processor can help with term papers. The Home Filing Manager lets you file and organize reference information on computerized index cards. The Communicator Kit gives you access to many libraries and data banks over your telephone line which could prove very useful for doing research. ATARI Speed Reading can help get through reading assignments faster without sacrificing comprehension!

*You'll need:*

*The ATARI 800 Home Computer (with 48K RAM)*

*ATARI Disk Drive*

*ATARI Printer*

*ATARI BASIC*

*The Communicator Kit*

*ATARI Word Processor*

*The Home Filing Manager*

*ATARI Speed Reading*





## MORE STARTING POWER

On these two pages we've put together a few of our more sophisticated kits and system ideas. You'll like their special capabilities to manage complex tasks and manipulate and store more data and information. And when you're ready, you can add additional components, so you won't have to worry about outgrowing your ATARI Home Computer.

### THE BUSINESS EXECUTIVE SYSTEM

The perfect system for busy people who need help managing their time and resources. ATARI Word Processor can save you time on correspondence. ATARI Speed Reading can help you get

track progress with professional efficiency and prepare professional-caliber reports.

*You'll need:*

*The ATARI 800 Home Computer (with 48K RAM)  
ATARI Program Recorder  
ATARI Disk Drive  
ATARI 80-Column Printer  
ATARI BASIC  
ATARI Word Processor  
ATARI Speed Reading  
Timewise\**



through the mountain of information on your desk faster. Timewise lets you organize your busy schedule. Family Finances helps you keep on top of your finances. And if you have a home business, The Bookkeeper Kit helps you

*Family Finances\**

*The Bookkeeper Kit (includes The Bookkeeper and the ATARI CX85 Numerical Keypad).*





## HOME MANAGEMENT

How do you manage to run your home so efficiently, and your life so professionally? Simple: With ATARI's Home Management programs. Keep on top of your investments and finances, do word processing and keep your records straight. Whatever task you wish to tackle becomes easier to do with our easy-to-use Home Management programs.

### TELELINK II\*

An improved version of TeleLink I. Stores two phone numbers 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 1,200 bits per second (industry standard). Full or half duplex. Transfers ASCII characters.

CXL4016

Cartridge program. Works with an ATARI Home Computer with 8K RAM. Requires either the ATARI 835 Direct Connect Modem, or the ATARI 830 Acoustic Modem and the ATARI 850 Interface Module. ATARI Printer optional.

### TELELINK I

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

CXL4015

Cartridge program. Works with ATARI Home Computer with 8K RAM. Requires the ATARI 830 Acoustic Modem and the ATARI 850 Interface Module. ATARI Printer optional.

### THE COMMUNICATOR KIT

In one convenient and thrifty package, you get TeleLink, the ATARI Modem and a free hour of access time to the three information networks.



\*Estimated availability first quarter 1983  
 †Available in the Communicator II kit

### COMMUNICATIONS

Open your home to a world of information! By using your telephone, an ATARI TeleLink program, and your ATARI Home Computer you can access distant databases containing huge amounts of information and programs. Obtain news, stock prices, weather reports, transportation schedules, shop at home, transmit and receive mail electronically, and much more. You receive one hour of free access time to the DOW JONES NEWS/RETRIEVAL SERVICE, the COMPUSERVE INFORMATION SERVICE, and THE SOURCE, AMERICAS INFORMATION UTILITY.

### THE BOOKKEEPER



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.

CX414

Diskette program (4). Works with an ATARI Home Computer with 48K RAM. Requires the ATARI BASIC cartridge, an ATARI Disk Drive, and an ATARI 80-Column Printer.

### GRAPH IT

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 and three-dimensional coordinates, as well as polar plots. This highly visual program has many meaningful applications.

CX4109

Cassette program (2). Works with an ATARI Home Computer with 16K RAM. Requires the ATARI BASIC cartridge and the ATARI Program Recorder. Joystick Controller optional.









## LEARNING

Atari's Learning programs will give your family that educational advantage that is so important in this rapidly changing and competitive world. We have learning programs for all ages—from preschoolers to adults. Give your children a head start before they enter school. And later, prepare them for the future by letting them discover the fun of computer programming.

## STATES & CAPITALS



## MY FIRST ALPHABET

(Early Learning Series)



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.

CX4112  
Cassette program.  
Works with an ATARI Home Computer with 16K RAM.  
Requires the ATARI BASIC cartridge and the ATARI Program Recorder.

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.

CX8135  
Diskette program.  
Works with an ATARI Home Computer with 32K RAM.  
Requires the ATARI Disk Drive and the ATARI BASIC cartridge.

## JUGGLES' HOUSE

(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.

CX4130 (Cassette)  
CX8138 (Diskette)  
Cassette or Diskette program.  
Works with an ATARI Home Computer with 16K RAM.  
Requires an ATARI Program Recorder or Disk Drive.

## JUGGLES' RAINBOW

(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. For ages 3 to 6.

CX4129 (Cassette)  
CX8137 (Diskette)  
Cassette or Diskette program.  
Works with an ATARI Home Computer with 16K RAM.  
Requires an ATARI Program Recorder or Disk Drive.



JUGGLES' RAINBOW



## EUROPEAN COUNTRIES & CAPITALS

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.



CX4114  
Cassette program.  
Works with an ATARI Home Computer with 16K RAM. Requires the ATARI BASIC cartridge and the ATARI Program Recorder.

## AN INVITATION TO PROGRAMMING 1: 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.

CX4101  
Cassette program.  
Works with an ATARI Home Computer with 8K RAM. Requires the ATARI BASIC cartridge and the ATARI Program Recorder.

## HANGMAN

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.

CX4108  
Cassette program.  
Works with an ATARI Home Computer with 8K RAM. Requires the ATARI BASIC cartridge and the ATARI Program Recorder.



## AN INVITATION TO PROGRAMMING 2: 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.

CX4106  
Cassette program (2).  
Works with an ATARI Home Computer with 8K RAM. Requires the ATARI BASIC cartridge and the ATARI Program Recorder.

## AN INVITATION TO PROGRAMMING 3: 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.

CX4117  
Cassette program (2).  
Works with an ATARI Home Computer with 8K RAM. Requires the ATARI BASIC cartridge and the ATARI Program Recorder.

## PILOT

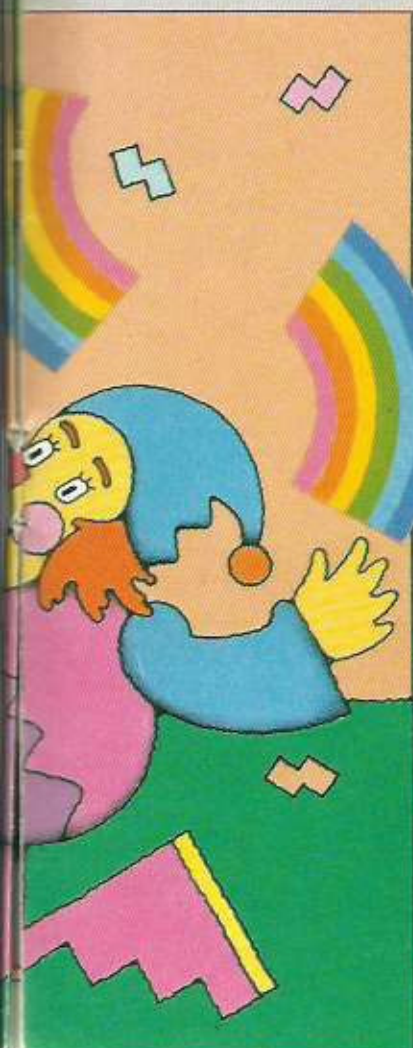
### WITH "TURTLE" GRAPHICS

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. For ages 8 to adult.

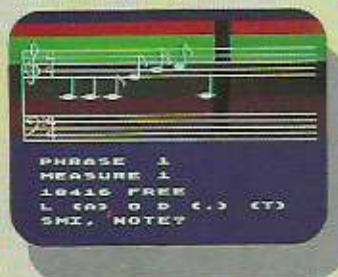
CXL4018 (Home package)  
CX405 (Educators' package)  
Cartridge program.  
Works with an ATARI Home Computer with 8K RAM. (Longer programs require more RAM.) ATARI Program Recorder, ATARI Disk Drive and ATARI Printer optional.





## MUSIC COMPOSER

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.

**CXL4007**  
Cartridge program.  
Works with an ATARI Home Computer with 8K RAM. (Larger compositions require more RAM.) ATARI Program Recorder or ATARI Disk Drive optional.

## TOUCH TYPING



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.

**CX4110**  
Cassette program (2).  
Works with an ATARI Home Computer with 16K RAM. Requires the ATARI BASIC cartridge and the ATARI Program Recorder.

## SCRAM

Learn how a nuclear power plant operates. Watch your ATARI Home Computer 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.



**CX4123**  
Cassette Program.  
Works with an ATARI Home Computer with 16K RAM. Requires a Joystick Controller, the ATARI BASIC cartridge, and the ATARI Program Recorder.

## ATARI SPEED READING

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.

**CX4126**  
Cassette program (5).  
Works with an ATARI Home Computer with 16K RAM. Requires the ATARI BASIC Cartridge, the ATARI Program Recorder, and an ATARI Joystick Controller.

## MUSIC COMPOSER





## BIORHYTHM

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.



**CX4107**  
Cassette program.  
Works with an ATARI Home Computer with 8K RAM.  
Requires the ATARI BASIC cartridge and the ATARI Program Recorder.

## VIDEO BASEL

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.



**CXL4005**  
Cartridge program.  
Works with an ATARI Home Computer with 8K RAM.  
Requires a Joystick Controller.

## CONVERSATIONAL LANGUAGES

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.



**Conversational French**  
CX4118  
**Conversational German**  
CX4118  
**Conversational Spanish**  
CX4120  
**Conversational Italian**  
CX4125

Each language is sold separately.  
Cassette Program (5).  
Works with an ATARI Home Computer with 16K RAM. Requires the ATARI BASIC cartridge and the ATARI Program Recorder.

## PERSONAL DEVELOPMENT

Do you want to "Parler Français" or order a dinner in Spanish? With Atari's four Conversational Language programs you can learn the basics—whether you're going to Hapsburg or Rome. Interested in learning to read or type faster, or compose music? We've got programs to help you. New adventures in self-improvement are as close as your ATARI Home Computer.

## KINGDOM

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.

**CX4102**  
Cassette program.  
Works with an ATARI Home Computer with 8K RAM.  
Requires the ATARI BASIC cartridge and the ATARI Program Recorder.

**ENERGY CZAR**  
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.



**CX4121**  
Cassette program.  
Works with an ATARI Home Computer with 16K RAM.  
Requires the ATARI Program Recorder, the ATARI BASIC cartridge.



## GALAXIAN



NEW

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.

CXL4024  
Cartridge program.  
Works with an ATARI Home Computer with 16K RAM.  
Requires Joystick Controllers.

NEW

## FENDER



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.

CG4025  
Cartridge program.  
Works with an ATARI Home Computer with 16K RAM.  
Requires Joystick Controllers.

## CAVERNS OF MARS

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.

CX8130  
Diskette program.  
Works with an ATARI Home Computer with 16K RAM.  
Requires an ATARI Disk Drive and one Joystick Controller.



## STAR RAIDERS

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.

CXL4011  
Cartridge program.  
Works with an ATARI Home Computer with 8K RAM.  
Requires one Joystick Controller.



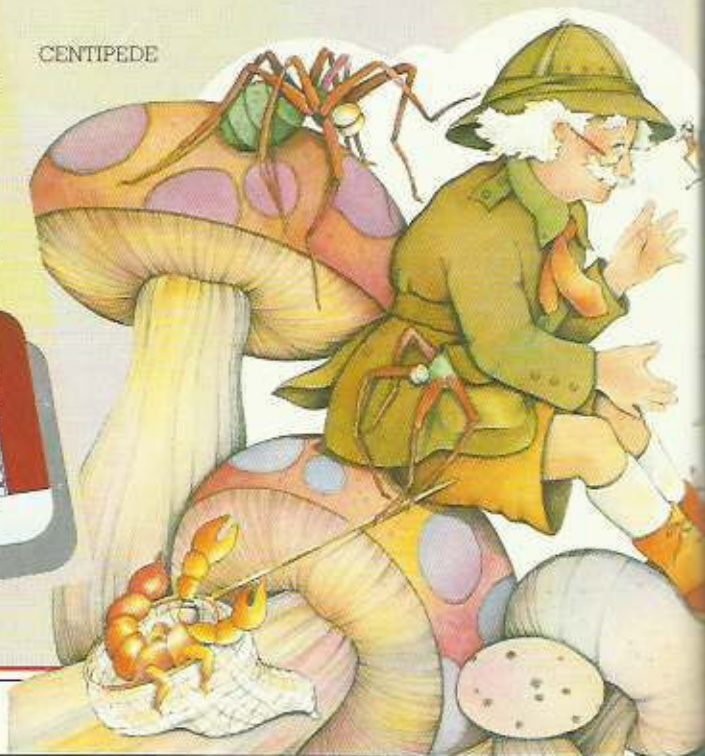
## SPACE INVADERS



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.

CXL4008  
Cartridge program.  
Works with an ATARI Home Computer with 8K RAM.  
Requires Joystick Controllers.

## CENTPEDE





## ASTEROIDS

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.



CXL4013  
Cartridge program.  
Works with an ATARI Home Computer with 8K RAM.  
Requires Joystick Controllers.

## MISSILE COMMAND

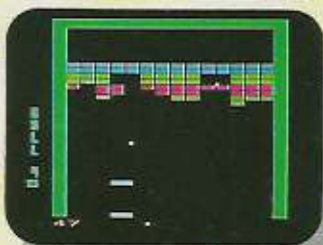
Doomsday fever! You must deploy your anti-ballistic missile (ABM) system to protect six major cities against incoming intercontinental ballistic missiles (ICBM)



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.

CXL4012  
Cartridge program.  
Works with an ATARI Home Computer with 8K RAM.  
Requires Joystick Controllers.

## SUPER BREAKOUT



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.

CXL4006  
Cartridge program.  
Works with an ATARI Home Computer with 8K RAM.  
Requires Paddle Controllers.

## ENTERTAINMENT

So you want to play games? You've come to the right place! Try our new computer games like Defender or Galaxian. Or our other exclusive games like PAC-MAN, Centipede and Star Raiders. No matter what type of entertainment you're looking for, nobody beats Atari.

## PAC-MAN

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 nineteen levels of difficulty.

CXL4022  
Cartridge program.  
Works with an ATARI Home Computer with 16K RAM.  
Requires Joystick Controllers.

## COMPUTER CHESS

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.

CXL4009  
Cartridge program.  
Works with an ATARI Home Computer with 8K RAM.  
Requires one Joystick Controller.

## CENTIPEDE

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.

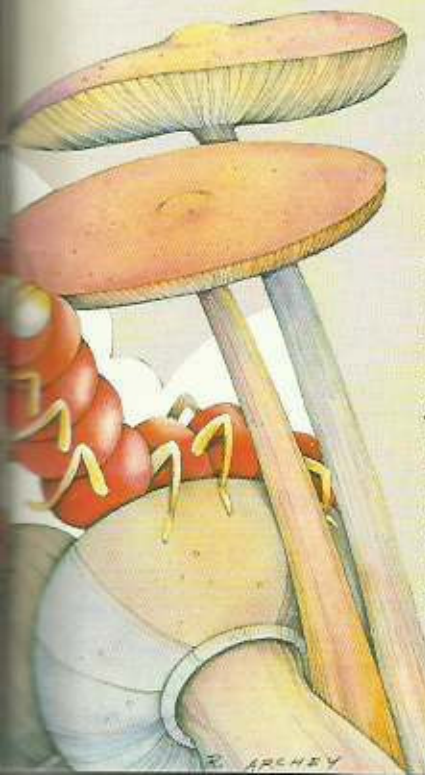
CXL4020  
Cartridge program.  
Works with an ATARI Home Computer with 16K RAM.  
Requires Joystick Controllers.



## BASKETBALL

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.

CXL4004  
Cartridge program.  
Works with an ATARI Home Computer with 8K RAM.  
Requires Joystick Controllers.





## PROGRAMMING

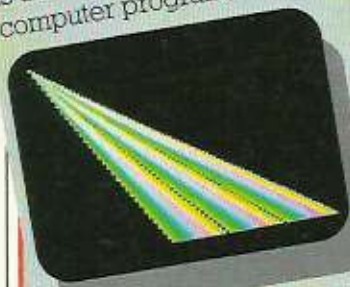
Whether you're a novice or an expert programmer, Atari offers a wide selection of programming languages to help you get the most out of your ATARI Home Computer. And becoming proficient in writing programs can lead to all kinds of exciting opportunities, such as writing your own computer games or educational programs. It's a great opportunity to be creative and have fun!

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.

CXL4002  
Cartridge program.  
Works with an ATARI Home Computer with 8K RAM. (Longer programs require more RAM.) ATARI Disk Drive, Program Recorder and Printer are optional.

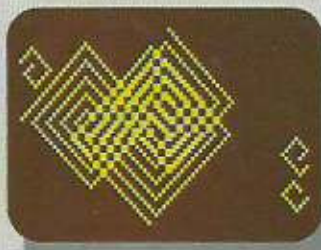
### ATARI BASIC

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 MICROSOFT BASIC



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 to 16 digits, and is particularly suitable for use in more advanced software development. Users manuals included.

CX8126

Diskette program.

Works with an ATARI Home Computer with 32K RAM.

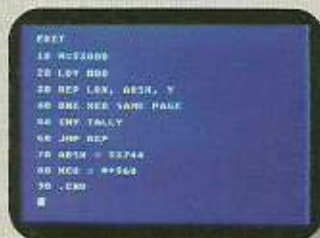
(Longer programs require more RAM.) Requires the ATARI Disk Drive. ATARI Printer and Program Recorder are optional.



PILOT



## ASSEMBLER EDITOR



Assembly language is the command code system built into the ATARI Home Computer's 6502 micro-processor. 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.

CXL4003

Cartridge program.

Works with an ATARI Home Computer with 8K RAM. (Longer programs require more RAM.) ATARI Disk Drive, Program Recorder and Printer are optional.

## ATARI MACRO ASSEMBLER AND PROGRAM- TEXT EDITOR

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.

CX8121

Diskette program.

Works with an ATARI Home Computer with 32K RAM. Requires the ATARI Disk Drive. ATARI Printer optional.

## PILOT HOME PACKAGE



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.

CXL4018

Cartridge program.

Works with an ATARI Home Computer with 8K RAM. (Longer programs require more RAM.) ATARI Program Recorder, ATARI Disk Drive and ATARI Printer are optional.

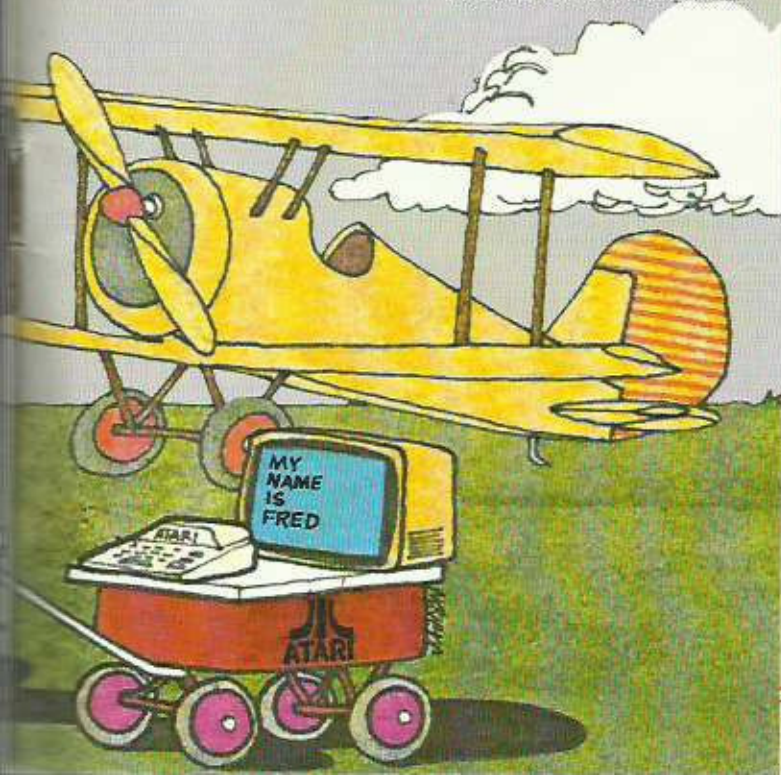
## PILOT EDUCATORS' PACKAGE

Comes with the PILOT cartridge and two demonstration cassettes illustrating 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.



CX405

Cartridge with two demonstration program cassettes. Cartridge works with an ATARI Home Computer with 8K RAM. Demonstration cassette programs require 16K RAM. (Longer programs require more RAM.) Requires the ATARI Program Recorder, ATARI Disk Drive and ATARI Printer are optional.





**QIX**

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.

RX14027  
Cartridge program.  
Works with an ATARI Home Computer with 16K RAM.  
Requires Joystick Controllers.

**E.T. PHONE HOME!**

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.

RX8030  
Cartridge program.  
Works with an ATARI Home Computer with 16K RAM.  
Requires Joystick Controller.

E.T. and the E.T. character are trademarks of and licensed by Universal City Studios, Inc. ©1982 Universal City Studios, Inc. All Rights Reserved.

**DIG DUG**

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.

RX8026  
Cartridge program.  
Works with an ATARI Home Computer with 16K RAM.  
Requires Joystick Controllers.

**ATARIWRITER**

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.

RX8036  
Cartridge program.  
Works with an ATARI Home Computer with 16K RAM. ATARI Printer optional. ATARI Disk Drive or ATARI Program Recorder optional for storage.





## FAMILY FINANCES

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.

CX421

Diskette program (2).

Works with an ATARI Home Computer with 32K RAM. Requires the ATARI BASIC cartridge and an ATARI Disk Drive. Atari 80-column printer optional.



## COMING ATTRACTIONS FROM ATARI

The attractions of owning an ATARI Home Computer keep on coming, and these soon-to-be-released products have all the excitement and promise you've come to expect from Atari. Look for them soon.

### TIMEWISE

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, birth-



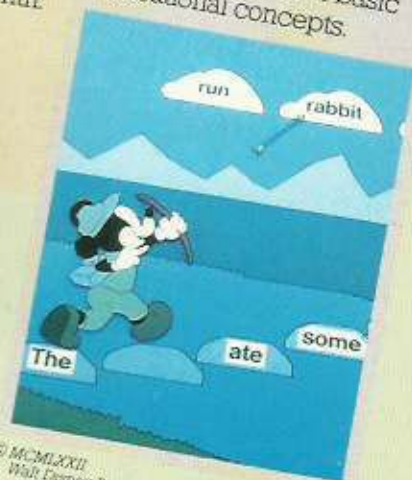
days or payment dates is as simple as pressing a few keys. Plan ahead—with Timewise, that important date will appear automatically on your calendar every year until 1999. Timewise organizes, files and prints out by day, week, or month.

DX5047

Diskette program.  
Works with an ATARI Home Computer with 32K RAM.  
Requires ATARI Disk Drive.  
ATARI Printer optional.

### DISNEY EDUCATIONAL SERIES

The Disney Education Series is comprised of 8 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 Mermaid'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.



© MCMXXII  
Walt Disney Productions

Estimated availability  
first half 1983.



## IMPORTANT HARDWARE FACTS AND FIGURES

Here's a review of all the ATARI Home Computer hardware products shown in this book. You'll find it a useful source of information if you want to know more about any particular item.

### ATARI 400 HOME COMPUTER

The ATARI 400 Home Computer is designed to be used by just about anyone. It's the affordable way to start computing.

**Color:** Choose from 16 colors and 16 intensities for a total of 256 hue combinations (128 displayable at one time).

**Sound:** Special circuitry generates four independent voices for musical and game sounds. Variable volume and tone for each voice. Covers three and one-half octaves.

**Memory:** 16K bytes of RAM, 10K bytes of Read-Only Memory (ROM) containing the operating system.

**Keyboard:** Typewriter-style, pressure-sensitive, wipe-clean, monopanel keyboard with 57 alphanumeric keys and four special function keys. Upper- and lowercase. Inverse video. Full screen editing. Four-way cursor control. 29 graphics keys.

**Display:** Three text modes for visual flexibility: 24 lines of 40 characters; double-wide characters; double-high, double-wide characters. Nine graphics modes: From 40 columns by 24 rows up to a high resolution of 320 columns by 192 rows.

**Central Processing Unit:** 6502B microprocessor has 0.56 microsecond cycle and clock speed of 1.8 MHz.

**Special Features:** Fewer components for greater reliability. Music synthesis. Three customized integrated circuits to handle graphics, sound synthesis and keyboard interchange, for maximum operating efficiency.

**Dimensions:** 13.5" x 11.5" x 4.5"

**Weight:** 5.75 lbs.

**Includes:** AC Power Adapter (UL approved), TV Switch Box, Owner's Guide.

**Power:** 120 VAC, 19W.

### ATARI PROGRAM RECORDERS

An economical way to store and reload programs. Required for use with any ATARI Home Computer cassette program. Uses any high quality cassette tape.

### ATARI 1010 PROGRAM RECORDER

**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.

**Dimensions:** 5" x 7" x 3."

**Weight:** 2.75 lbs.

**Power:** Built-in Power Adapter, (UL approved.) 120 VAC, 3W.

### ATARI 410 PROGRAM RECORDER



**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.

**Dimensions:** 9.50" x 6.38" x 2.75."

**Weight:** 2.75 lbs.

**Power:** Built-in power supply, (UL approved), 120 VAC, 6W.

### ATARI 810 DISK DRIVE

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 diskette.

**Error Recovery Rate (soft errors):** 1 per 100,000,000 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."

**Dimensions:** 12" x 9.50" x 4.63"

**Weight:** 6.5 lbs.

**Power:** 120 VAC, 21W.



\*Estimated availability first quarter 1983.  
\*\*Estimated availability second quarter 1983.



### ATARI 1020 40-COLUMN COLOR PLOTTER/ PRINTER

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:** Alphanumerics and X, Y plotting capability in four colors (standard) allows text generation in English or International character set, either separately or with multi-color 360° 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 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.

**Dimensions:** 5" x 7" x 3.75"

**Weight:** 1.75 lbs.

**Power:** 120 VAC, 15W.

### ATARI 1025 80-COLUMN PRINTER

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:** 5 x 7 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 per 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.

**Dimensions:** 13.5" x 10" x 4.24"

**Weight:** 14 lbs.

**Power:** Built-in power supply, (UL approved), 120 VAC, 100W.

### International Computer Requirements

Television systems differ throughout the world. When purchasing your ATARI Home Computer make sure that the model you select is compatible with the TV system in your country.

### ATARI 800 HOME COMPUTER

The ATARI 800 Computer does everything the ATARI 400 Computer can do, and more. With its 48K Random Access Memory it has the power and capability to manage complex tasks—including advanced programming.

**Color:** Choose from 16 colors and 16 intensities for a total of 256 hue combinations (128 displayable at one time).

**Sound:** Special circuitry generates four independent voices for musical and game sounds. Variable volume and tone for each voice. Covers three and one-half octaves.

**Memory:** Now with 48K bytes of RAM, 10K bytes of Read-Only Memory (ROM) containing the operating system.

**Keyboard:** Typewriter-style, full-stroke keyboard with 57 alphanumeric keys and four special function keys. Upper and lowercase. Inverse video. Full screen editing. Four-way cursor control, 29 graphics keys.

**Display:** Three text modes for visual flexibility: 24 lines of 40 characters; double-wide characters; double-high, double-

wide characters. Nine graphics modes—from 40 columns by 24 rows, up to a high resolution of 320 columns by 192 rows.

**Connectors:** Audio/video line outputs connect computer to a TV set or monitor. Includes 5-pin DIN plug.

**Central Processing Unit:** 6502B microprocessor has 0.56 microsecond cycle and clock speed of 1.8MHz.

**Special Features:** Fewer components for greater reliability. Music synthesis. Three customized integrated circuits to handle graphics, sound synthesis and keyboard interchange, for maximum operating efficiency.

**Dimensions:** 16" x 12.5" x 4.5"

**Weight:** 9.75 lbs.

**Includes:** AC Power Adapter (UL approved), TV Switch Box, Owner's Guide.

**Power:** 120 VAC, 19W.





### ATARI 835 DIRECT CONNECT MODEM\*

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-foot length), telephone extension cable with RJ-11 clip connectors (14-foot length).

**Dimensions:** 9.63" x 6.75" x 2"

**Weight:** 1.56 lbs.

**Power:** 120 VAC, 18 W.

### ATARI 830 ACOUSTIC MODEM

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 per 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.

**Dimensions:** 10.25" x 4.75" x 2.25"

**Power:** 120 VAC, 18W.

### ATARI 850 INTERFACE MODULE

Connects 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, and 100 words per minute.

**Telephone Answering:** Automatic telephone answering when used with an 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.

**Dimensions:** 9.63" x 6.75" x 2"

**Weight:** 1.56 lbs.

**Power:** 120 VAC, 17 W.

### ATARI CX85 NUMERICAL KEYPAD

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.

**Dimensions:** 6.5" x 5.25" x 2.75"

**Weight:** 2.35 lbs.

### ATARI PADDLE CONTROLLERS

CX30-04

### ATARI JOYSTICK CONTROLLERS

CX40-04

### ATARI SINGLE JOYSTICK CONTROLLER

CX40



### ACCESSORIES

Although most of these items are supplied with the appropriate ATARI Home Computer products, you may sometimes find the need for replacements or extras.

### COMPUTER ACCESSORIES

16K RAM Memory Module (CX853)

Power Adapter (CA014748)

TV Switch Box (CA014746)

Monitor Cable (Color) (CX89)

Monitor Cable (Black & White) (CX82)

I/O Data Cord (8 feet) (CX81)

### DISK DRIVE ACCESSORIES

ATARI 810 Power Adapter (CA017964)

ATARI 810 Blank Diskettes (CX8100)

ATARI 810 Master Diskette II (CX8104)

### COMMUNICATIONS ACCESSORIES

ATARI 830 Acoustic Modem Power Adapter (CA016751)

Interface/Modem Cable (CX87)

Interface/Terminal Cable (CX88)—Used with ATARI 850 to connect to an RS232C-compatible device.

### PRINTER ACCESSORIES

ATARI 825 Printer Cable (CX86)

ATARI 820 Printer Paper (CO14062)

ATARI 822 Thermal Printer Paper (CO16345)

ATARI 825 80-Column Printer Paper (CA016233)

ATARI 820 Printer Ribbon (CO14854)

ATARI 825 80-Column Printer Ribbon (CA016067)

ATARI 1025 80-Column Printer Ribbon (CO61419)

ATARI 1020 Rainbow Pen Pack (CO61299)

ATARI 1020 Replacement Pen Pack (CO61420)

### BOOKS AND MANUALS

Computers for People (CO60004)

Inside ATARI BASIC (CO60992)

ATARI BASIC Reference Manual (CO15307)

ATARI 400/800 Technical Users Notes (CO16585)

Operating System Source Listing (CO17893)

Disk Operating System Utilities Source Listing (DOS II) (CO17894)

ATARI Three Ring Binder (BX4201)

\*Estimated availability first quarter 1983. \*\*Estimated availability second quarter 1983.



## ATARI PERFORMANCE PLUS ATARI ASSISTANCE. NOW THAT'S A POWERFUL COMBINATION!

The idea of owning an ATARI Home Computer is an idea worth supporting. That's why we go to so much trouble to back you up — should you ever require help and guidance in operating your ATARI Home Computer equipment.

**GOT A PROBLEM? CALL US TOLL FREE!**  
If there's something about your ATARI Home Computer you don't quite understand — call us toll free, from anywhere in the continental U.S., at 800-538-8543 (in California, 800-672-1404). Our knowledgeable staff are ready to answer your questions, or find out the answer and call you back.

### OVER 1,500 ATARI FACTORY-AUTHORIZED SERVICE CENTERS FOR HELP IN A HURRY.

Every ATARI Home Computer is made and factory-tested to be a precision-made and dependable electronic instrument. But if your equipment should ever need professional attention, you can rely on Atari's nationwide network of over 1,500 factory-authorized service centers to make repairs quickly and dependably. Only Atari-trained technicians work on your equipment, so you know they're doing it right!

### FULLY ILLUSTRATED INSTRUCTION GUIDES YOU CAN EASILY UNDERSTAND.

There are no mysteries about our Owner's Guides. We write them from page one for people who have never used a computer before. You'll find clear, step-by-step instructions using color photographs and on-screen examples to help you become proficient and confident in operating your ATARI Home Computer — right from the start.

### WANT TO MEET KINDRED ATARI SPIRITS? WELCOME TO THE GROUP!

It's a great way to make new friends and meet other ATARI Home Computer enthusiasts! And a great way to learn from others by exchanging computer news, views and software information. With over 250 independent users' groups worldwide, there's probably one near you. If not, we'll help you start one. Just write to the ATARI Computer Users' Group Support Program, P.O. Box 50047, San Jose, CA 95150, or call us at the Customer Service number. We'll make sure you receive our special start-up package, including information about our unique VIDEO VISITS<sup>SM</sup> Library.

### KEEP IN TOUCH WITH THE HOME COMPUTER REVOLUTION. READ THE ATARI CONNECTION.

It's easy! Simply return your ATARI Home Computer warranty card and you'll receive a free complimentary copy of THE ATARI CONNECTION — The Home Computer Magazine with all the news and information on the computer age. It's filled with fascinating features about how people like you are learning to do more

and get more out of their home computers. Here's a magazine for the entire family — THE ATARI CONNECTION features the latest in computer education, a special section just for kids, plus special easy-to-enter programs that will have you learning more and doing more with your ATARI Home Computer. Subscribe and you'll receive special advice from our technical people, and the stories and experiences of other ATARI Home Computer owners. You'll be challenged by the puzzles, games and contests. And be kept informed of late-breaking developments and new products for your home computing system.

### YOU'LL SAY APX IS AWK!

APX stands for ATARI Program Exchange. It offers over 150 software products written by ATARI Computer users. APX catalogs are published four times a year. Obtain yours free by returning your warranty card. Otherwise, there is a nominal charge. You can be an APX author, too! APX program authors receive royalties and are eligible for \$100,000 in annual prizes. Programs awarded prizes through APX can even become part of the ATARI Home Computer product line (like My First Alphabet and Caverns of Mars). To receive an information packet on the APX contest, call 800-583-1862 (in California, 800-672-1850) toll-free.

Here are some APX favorites:

*Entertainment:* Attank!, Avalanche, Downhill, Salmon Run, Quarxon, Galahad and the Holy Grail, Outlaw/Howitzer, Eastern Front (1941), 747 Landing Simulator, Seven Card Stud.  
*Education:* Counter, Typo Attack, Frogmaster, Letterman, Monkey Up A Tree, Mapware, Cubbyholes, Number Blast, Spelling Genie, Starware, Video Math Flashcards, Wordmaker, Magic Melody Box.  
*Personal Interest and Development:* Advanced Music-System, Astrology.  
*Personal Finance and Development:* Weekly Planner, Real Estate Cash Flow, Bowler's Database.  
*System Software:* Mapmaker, Disk Fixer, DDT, Super-sort, Instedit, Chameleon, Extended fig-FORTH, T. A. Text Display Device, "C" Language Compiler, ATARI Pascal Language.






For the name of your  
nearest ATARI Computer retailer,  
call toll-free 800-538-8543  
(in California 800-672-1404).  
Hours are 6:00 a.m.  
to 7:45 p.m. California time.

Your ATARI Computer Retailer



ATARI

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