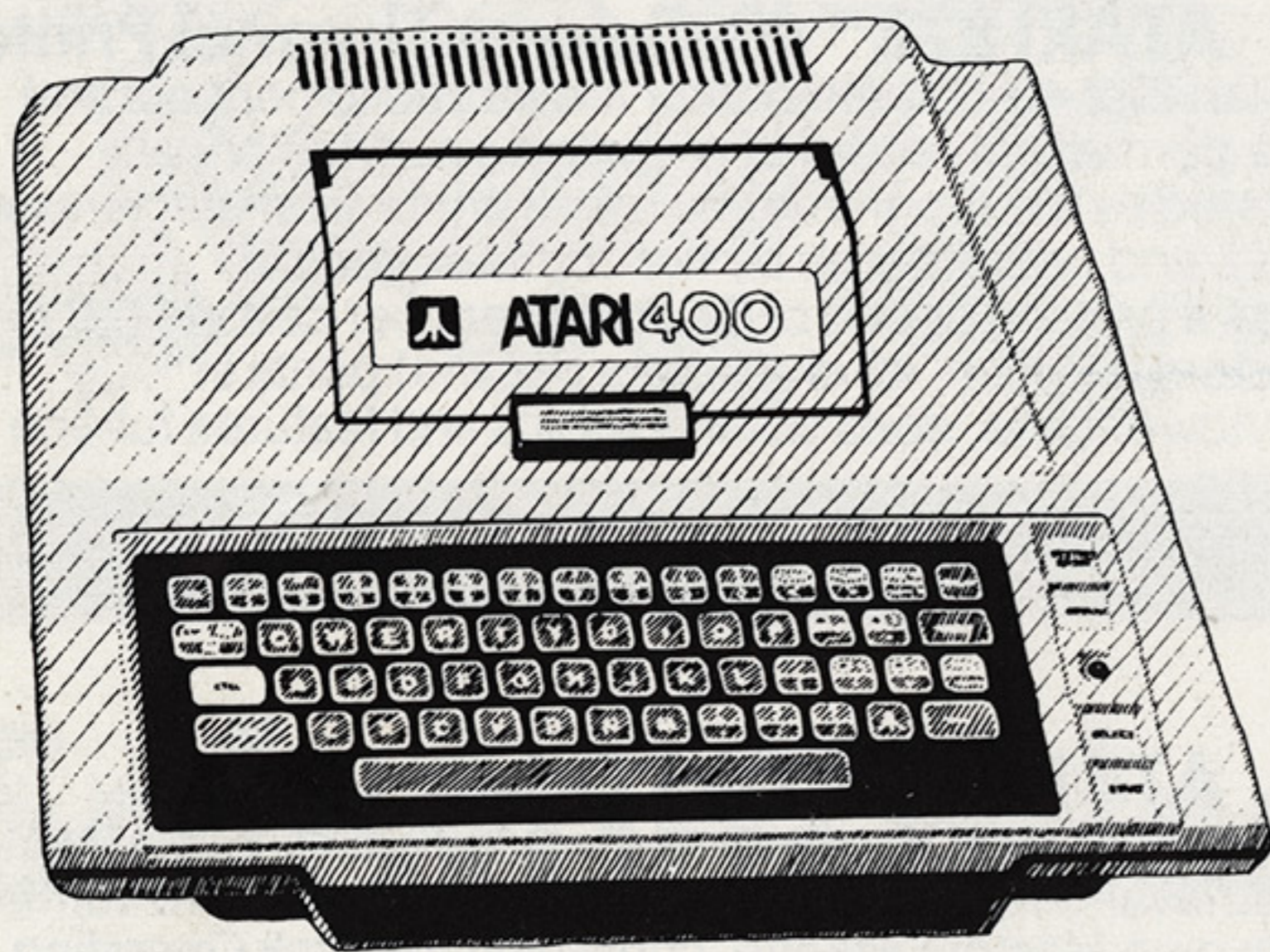


# HOME COMPUTER CLUB NEWS

Summer 1982

# 4000



Welcome to the first issue of the Atari Home Computer Club News, produced for your enjoyment by Atari International (U.K.), Inc. This publication is an exclusive one, since it is for circulation ONLY to Registered Owners of an Atari 400™ or Atari 800™ Home Computer. We're hopeful that, in time, we will have created a really useful and creative two-way communication medium between our Users and Atari International.

### Take your choice — with Atari

We're quite sure that you are more than happy with your Atari Home Computer: and have found it efficient and easy to use. You've probably discovered, too, just how powerful and versatile it is. There is a wealth of Atari Home Computer programs available in the U.K. — for virtually any home application — so don't just satisfy yourself

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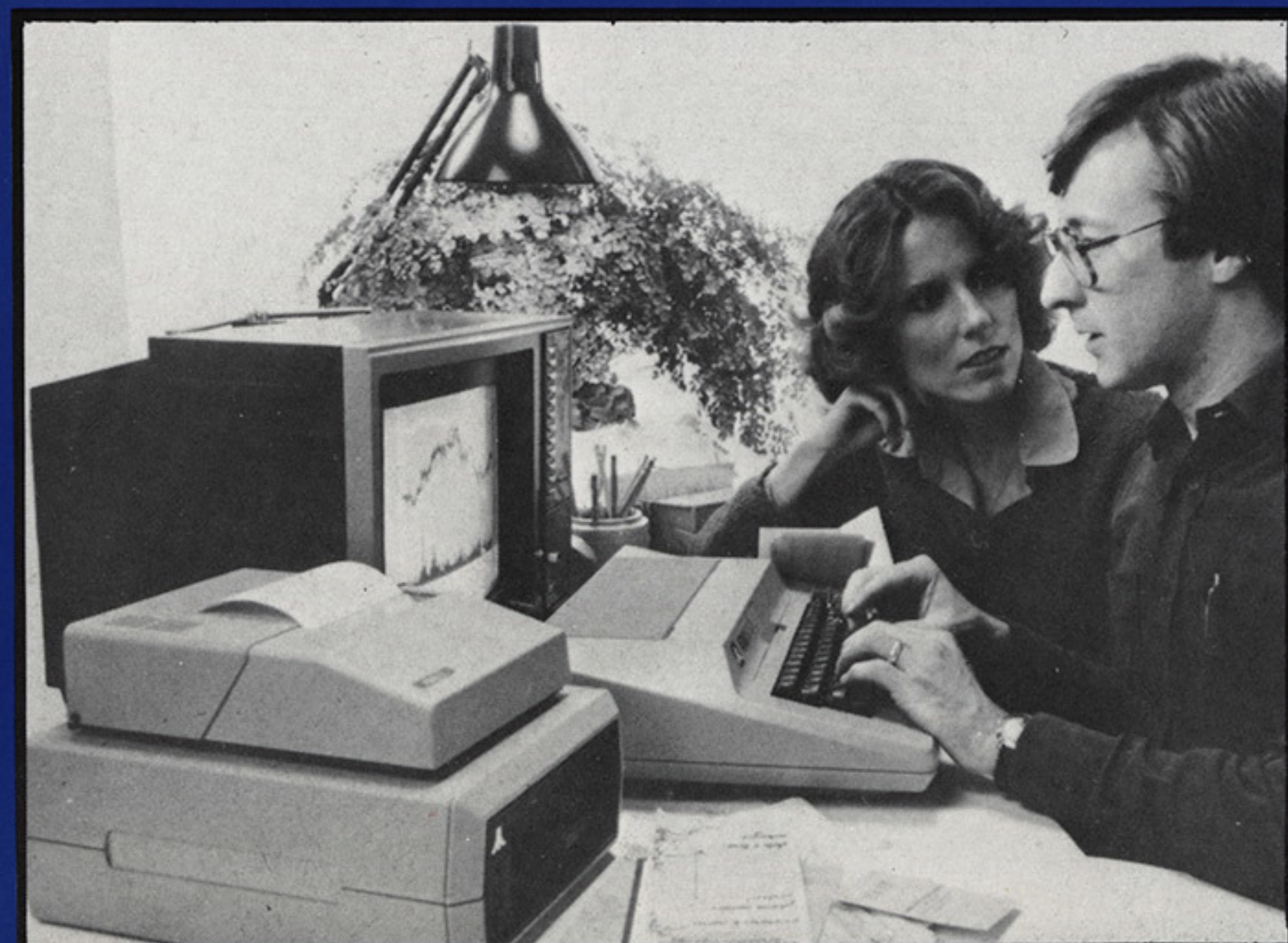
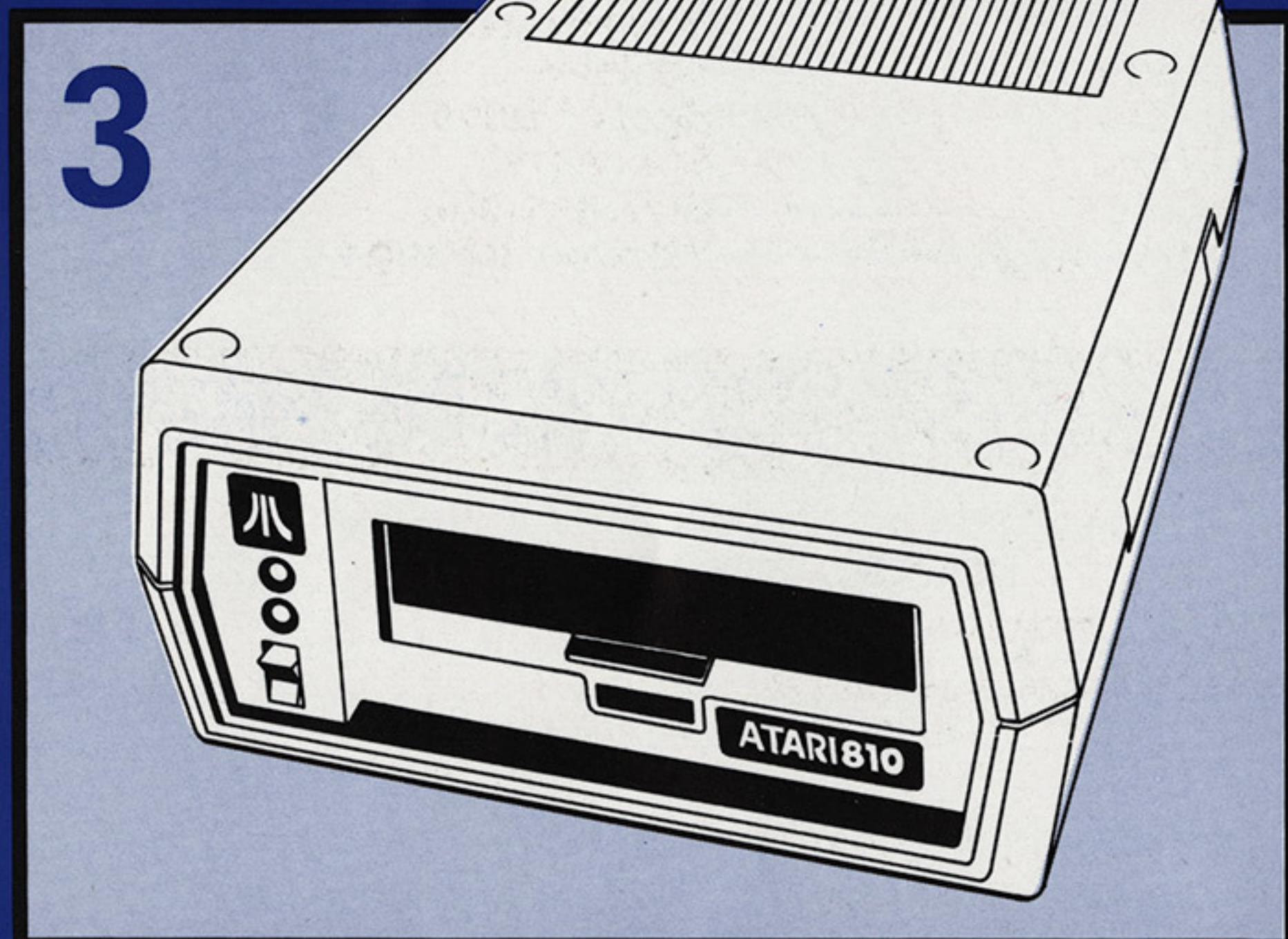
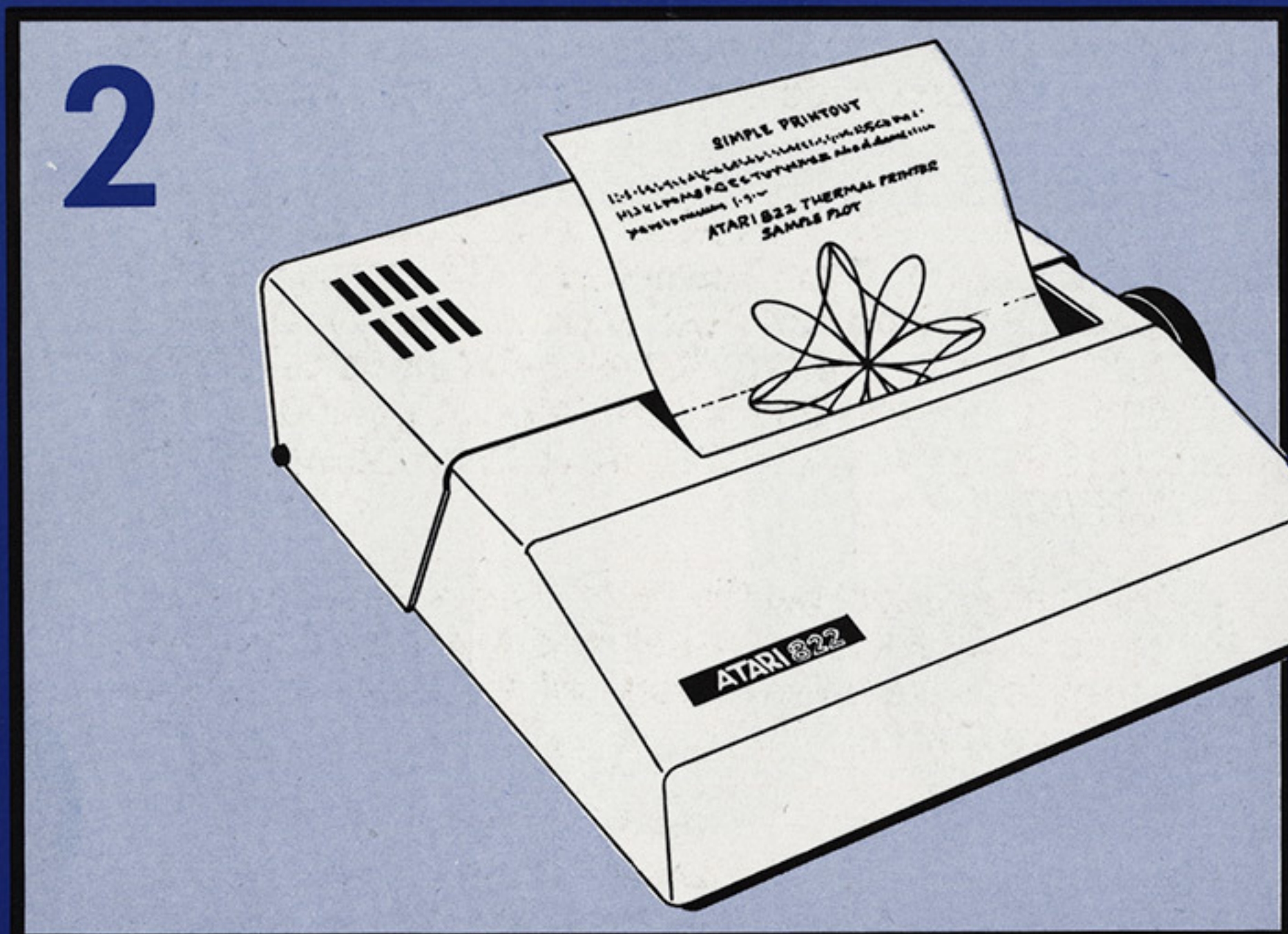
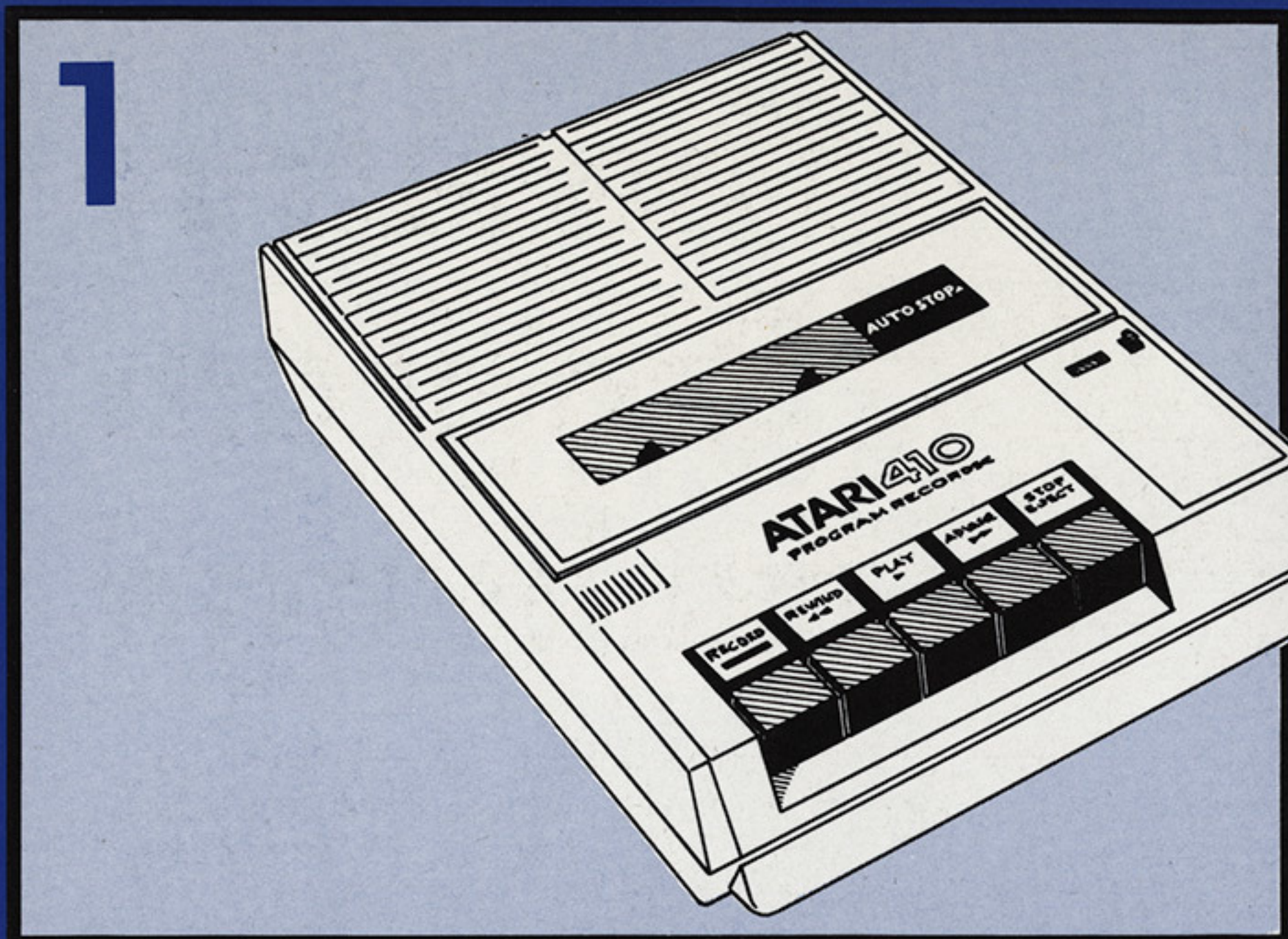


by playing the ultimate in computer games, teach yourself new subjects, new skills, balance your budgets — write your *own* computer programs!

### Expand for tomorrow

Build the computer system you want today, secure in the knowledge that it will grow to meet your needs for the future! You can add printers, recorders, disk drives — and more (see inside). And as your Atari Home Computer is programmable, customise it to your own, and your family's personal applications.

Keep in mind that a home computer is only as good as the name that goes on it, and the programs that go with it. Your Atari Home Computer has them both! The best name in home computers — and some of the best computer programs available anywhere. Read on . . .



# Additional Equipment

Your Atari Home Computer system can grow with your expertise . . . Start with your 16K Home Computer — and almost certainly you'll need a data storage unit. Then add more programs, accessories and peripherals — a piece at a time. That way, you can have the system you need today and build to the system you'll need tomorrow. As you become more familiar with computers and as new programs and peripheral equipment become available for Atari Computers, you will undoubtedly want to expand your system. Below are details of additional equipment available — see them at your Atari Home Computer dealer, now.

## 1 ATARI 410™ Program Recorder

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

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

**Suggested retail:** £50.00 (incl. VAT)

## 2 ATARI 822™ 40-Column Thermal Printer

The Atari 822 40-column printer allows you to print out and keep a permanent record of programs you write or data generated by the programs you use. It prints 40 characters per second, and printout may be horizontal or vertical.

It has a printing speed of 37 characters per second (10 characters per inch, 40 characters per line) prints in upper/lower case, does point graphics and features full line buffering.

**Suggested retail:** £265.00 (incl. VAT)

## 3 ATARI 810™ Disk Drive

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

**Suggested retail:** £345.00 (incl. VAT)

## 4 ATARI 850™ Interface Module (NOT ILLUSTRATED)

With the Atari 850 you can access a whole family of peripheral devices, such as digitisers, plotters, sensors and controllers — as your own home computer system grows!

**Suggested retail:** £135.00 (incl. VAT)

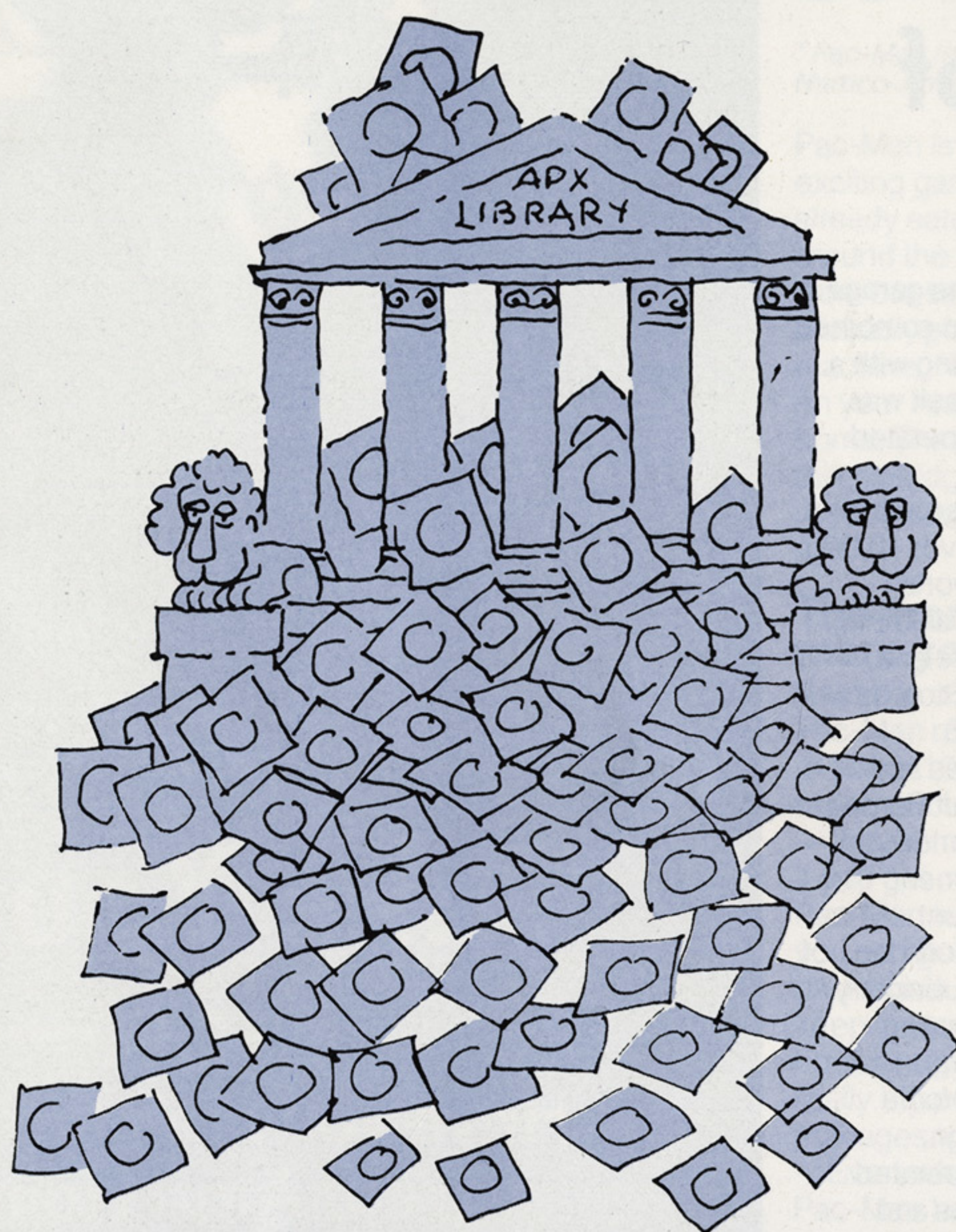
For a full specification on this additional equipment for your Atari Home Computer, refer to your Product Catalogue, or ask your dealer for a demonstration and advice. Atari International (U.K.), Inc. have recently issued a new Retail Price List for Home Computer Owners, which lists all the Atari Home Computer products currently available. If you require further copies, write to us:

**Helen Cutche, HCS Correspondence Co-ordinator**  
RHA — 5/7 Forlease Road  
Maidenhead, Berks.

# INTRODUCING

# APX

# The Atari Program Exchange



Atari has created the Atari Program Exchange (APX) to distribute user-written software for Atari Home Computers. When you buy APX software you'll be building a library of high-quality, imaginative programs — at very acceptable prices.

Potential programs can be sent to APX in the United States for assessment, and the best win large financial prizes, plus royalties! Atari currently have over 100 APX titles available — most of which will shortly be on sale here. Just to whet your appetite, here are some titles — and proposed U.K. suggested retail prices (including VAT):

**Family Cash Flow** (SRP approx. £14.00), **Decision Maker** (SRP approx. £11.50), **Text Formatter** (SRP approx. £14.00), **Personal Fitness Program** (SRP approx. £14.00), **Quiz Master** (SRP approx. £14.00), **Stereo 3-D Graphics** (SRP approx. £14.00), **Sound Editor** (SRP approx. £14.00), **Supersort** (SRP approx. £14.00), **Word Processing** (SRP approx. £37.00).

And in the entertainment sector, the choice is virtually never-ending, since new APX titles are being added all the time! Here are just a very few examples — they will nearly all retail in the £10 to £24 price bracket:

**Anthill**  
**Attank**  
**Avalanche**  
**Babel**  
**Blackjack**  
**Castle**  
**Chinese Puzzle**  
**Codecracker**  
**Dice Poker**  
**Domination**  
**Downhill**

**Eastern Front '41**  
**Look Ahead**  
**Memory Watch**  
**Minotaur**  
**Outlaw**  
**Sleazy Adventure**  
**Solitaire**  
**Space Chase**  
**Space Trek**  
**Sultans Gold**  
**Wizards Revenge**

## Software titles available in the U.K.

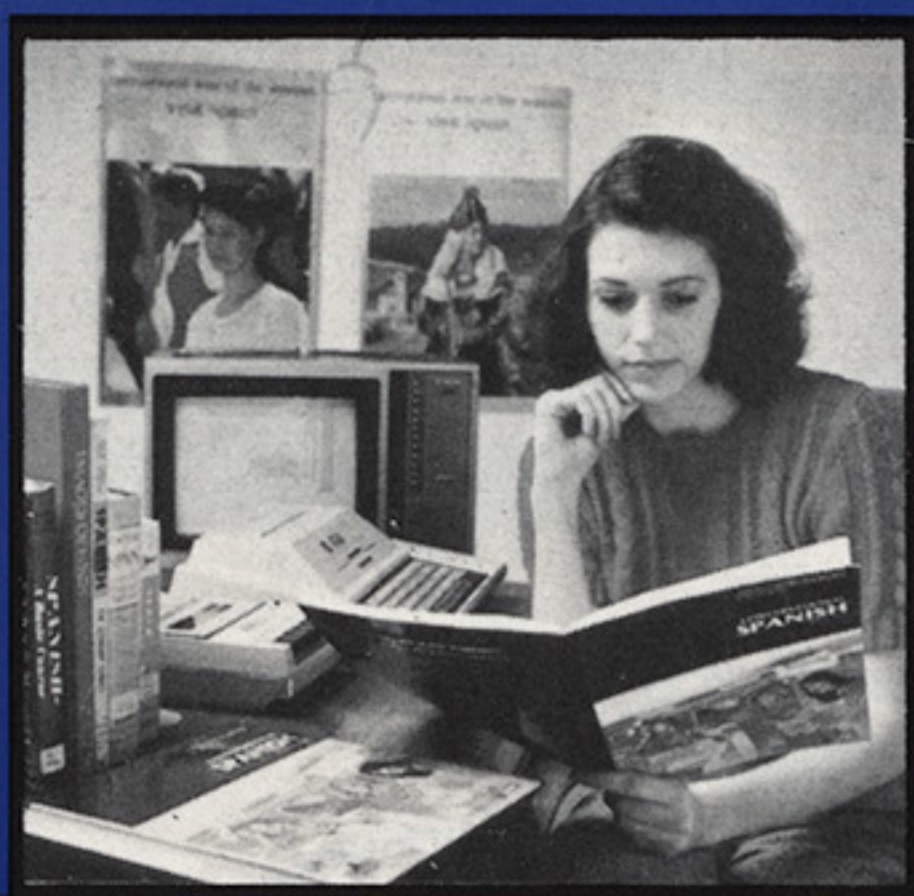
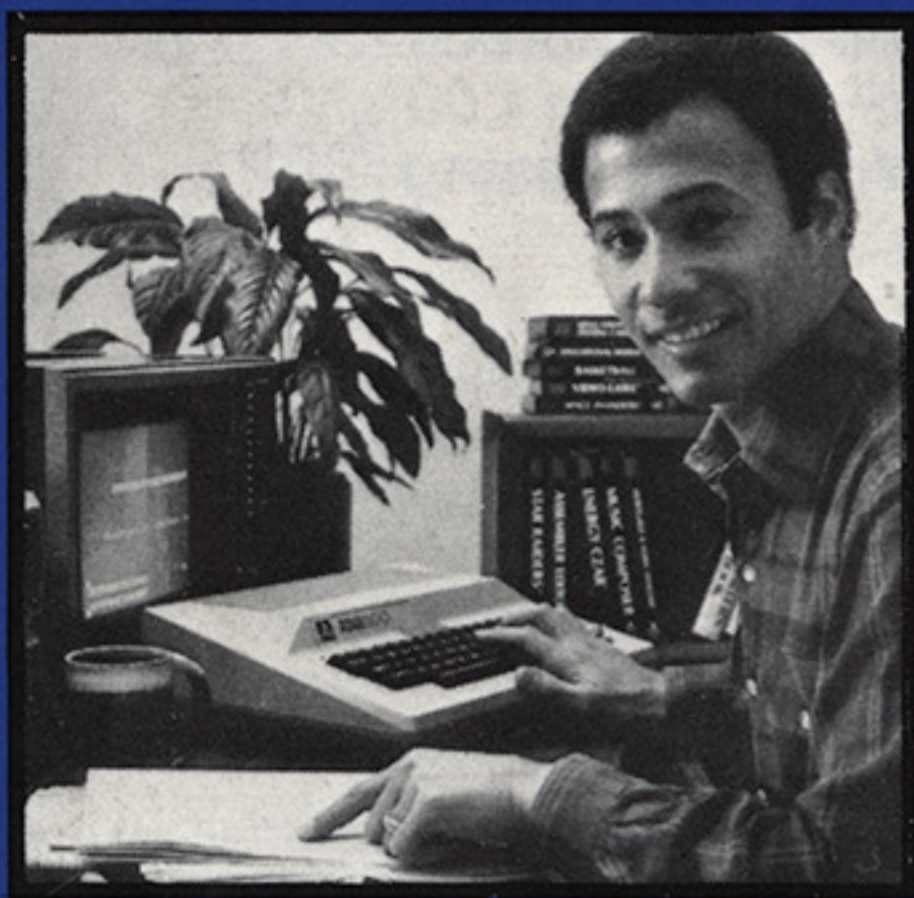
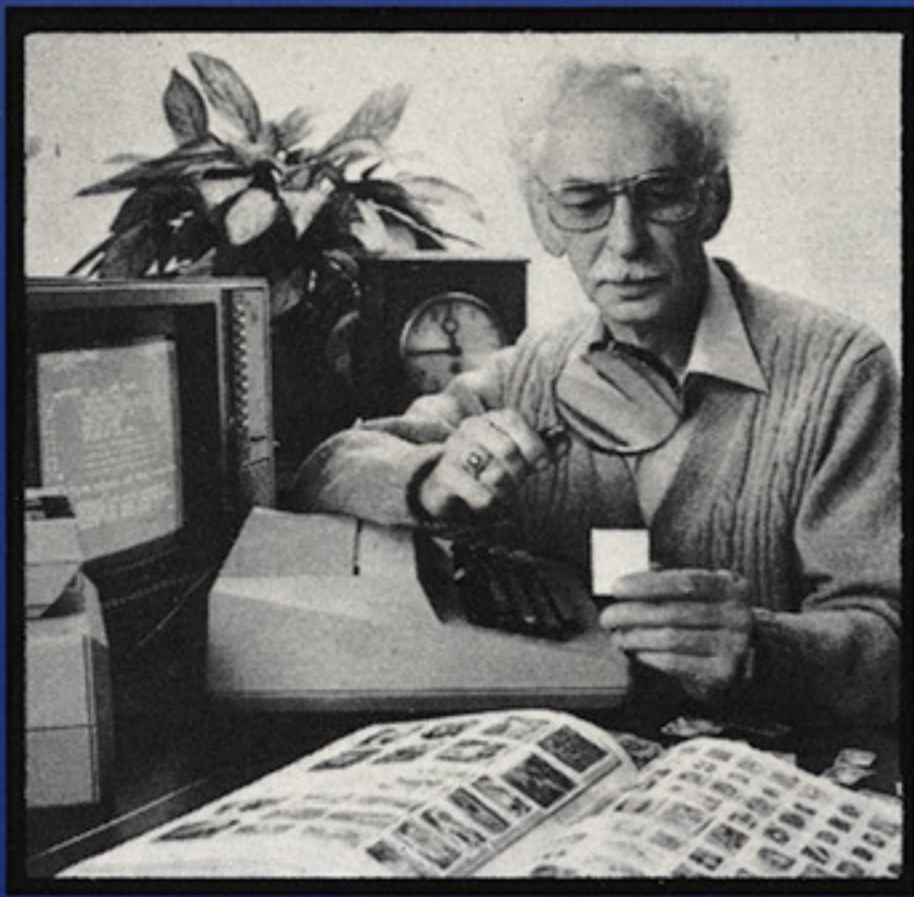
You may not be aware of the extent and variety of Atari Home Computers software available in the U.K. For instance, there are already six programs in the *Home/Office* category, fifteen in *Home Study*, twelve in *Home Entertainment* and twelve in the *Programming Languages and Aids* category. They're well worth looking at, so ask your local dealer for a hands-on demonstration.

### Put your Home Computer to work!

As well as giving you plenty of fun and enjoyment on the entertainments side, don't forget that your Atari Home Computer can, along with our constantly expanding library of programs, relieve you of the drudgery of dozens of non-creative tasks. Atari Home Computers can perform jobs that don't require judgment, thereby freeing you to use your mind more imaginatively. The computer performs the routine tasks to present you with the information you need to make decisions, compare alternatives or increase your personal productivity. So even if some of the titles

in a software category might look a bit daunting at an initial glance, it's worth investigating whether a particular program *could* benefit you, or a member of your family, in your home environment.





# You've joined the Computer Revolution—courtesy of Atari!

Atari's story begins in 1972 in the garage of a young computer engineer who combined his knowledge of microprocessing with a penchant for having fun. The result was PONG<sup>®</sup>, the first popular coin-operated video game.

Since its inception, Atari has grown into an international company with over 10,000 employees worldwide. Atari's world headquarters is in Sunnyvale, California, with manufacturing facilities in Ireland, Taiwan, Hong Kong and Puerto Rico, as well as in various locations in the U.S.

Atari has also established sales and marketing operations throughout Europe—including now, the U.K.! Our worldwide expertise in the home entertainment industry is derived from our parent company, Warner Communications Inc., of which Atari is a wholly-owned subsidiary.

Atari is divided into three operating divisions: *Coin-Operated Games*, *Consumer Electronics* and the *Home Computer Division*. These design, manufacture and market coin-operated video games, home video games and computer hardware, software and peripherals.

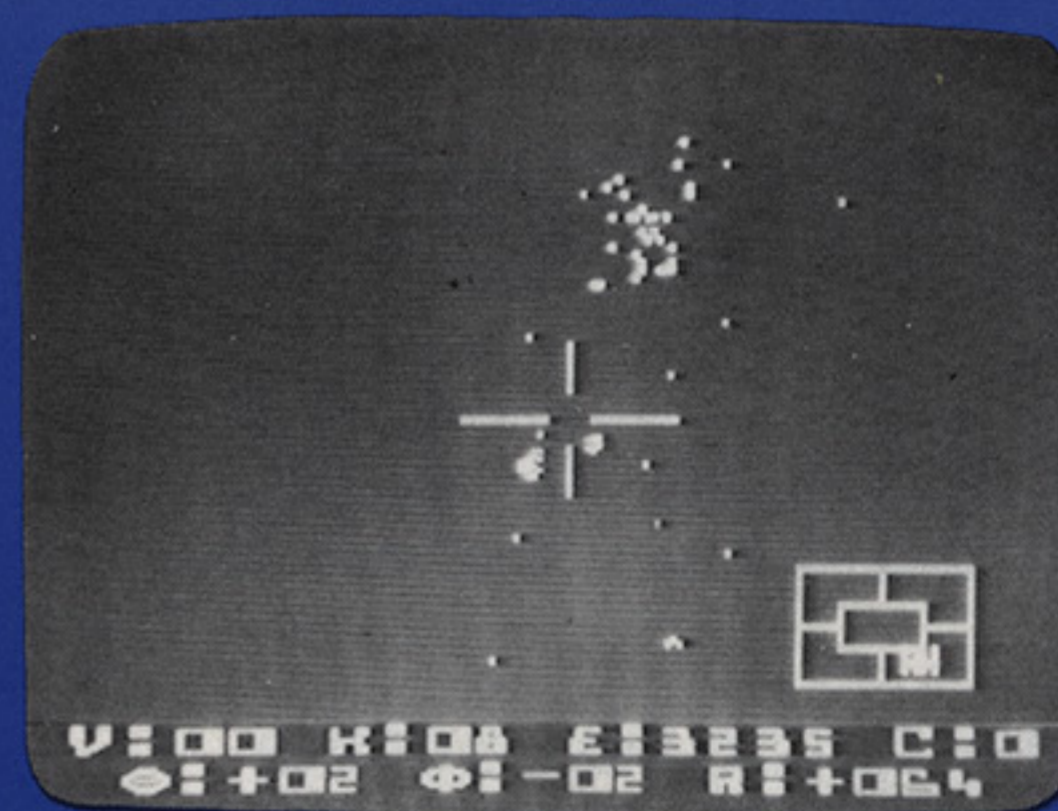
The Coin-Operated Games Division has produced more than 75 great arcade games. One of the latest, *Tempest* utilises Atari's new "QuadraScan Color" video display system, a technological breakthrough which stimulates a three-dimensional realism and dazzling full-colour graphics.

Since the creation of the Atari Video Computer System (VCS)<sup>™</sup> in 1977, Atari has sold millions of VCS units and tens of millions of cartridges. The sophisticated technology which brings you the world's best in video games has led to a natural extension into the home computer field: the Atari 400<sup>™</sup> and Atari 800<sup>™</sup> Home Computer Systems were introduced in the U.S. in 1979—powerful, educational and flexible computers for use in the home.

Today, Atari is preparing for tomorrow's innovations in consumer electronics. Research and development . . . worldwide production facilities . . . the best in quality control systems . . . aggressive marketing—and financial strength. All combine to assure Atari's continued leadership in the world of consumer electronics. The opportunities are vast, limited only by the imagination.



## Take Your Pick— Have you seen these great Atari Home Computer titles?



### Star Raiders<sup>™</sup> — CXL4011 (cartridge)

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

**Suggested retail: £29.95 (incl. VAT)**



### Missile Command<sup>™</sup> — CXL4012 (cartridge)

Defend six major cities from a missile attack. Try to destroy all incoming missiles, guard against enemy bombers, and save your cities. Dodge your fire. For one player. Your point is to see how many cities you can save. How many missiles can you destroy? Your missile base is your only defense. You use a Joystick Controller. The cursor to the selection screen becomes a target. It's difficult: the game has been destroyed.

**Suggested retail: £29.95 (incl. VAT)**



Our new Retail Price List shows all the Atari Home Computer products currently available. If you have not received a copy, write to our Correspondence Coordinator, *Helen Cutche*, for one. Her address is on page 2. But take a look at these super titles in the meantime.

# "Play PAC-MAN\* on your ATARI home computer"



\* Pac-Man is licensed by Namco-America, Inc.

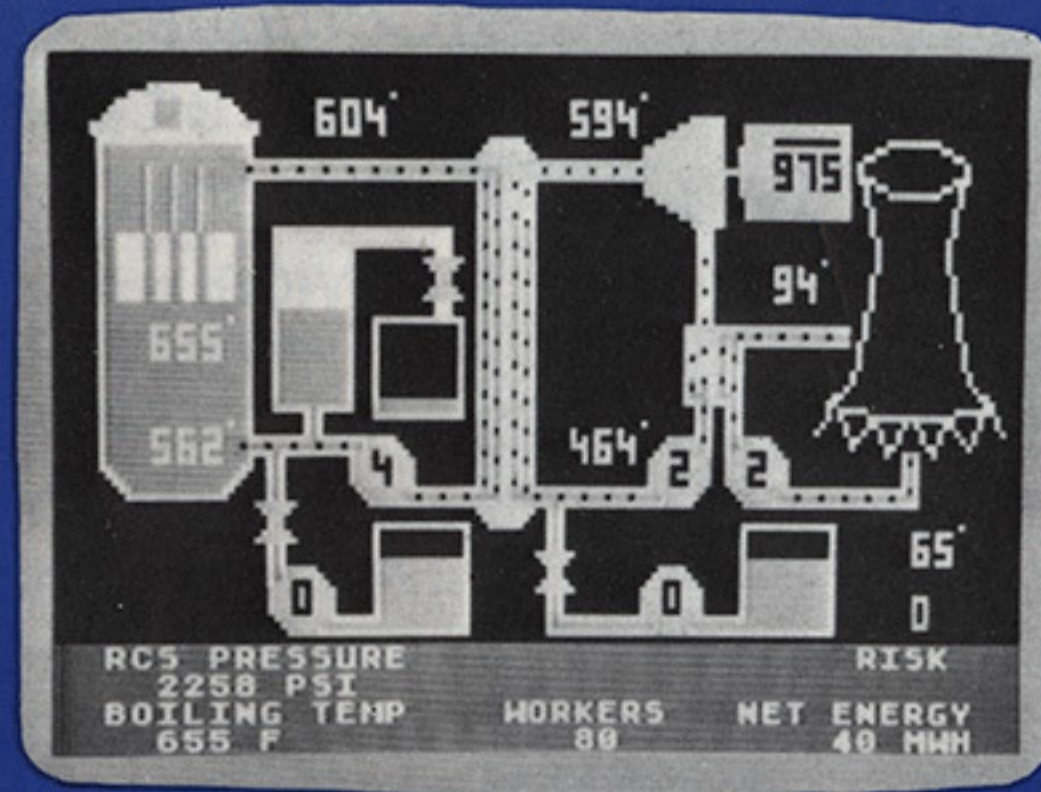
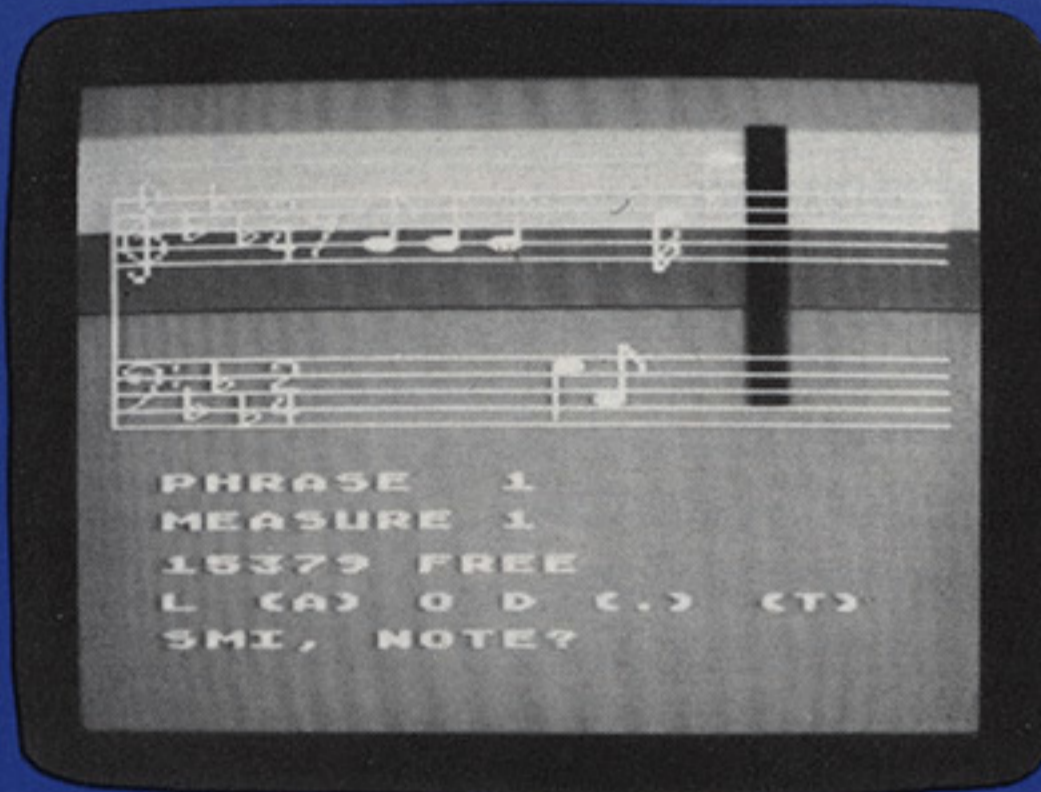
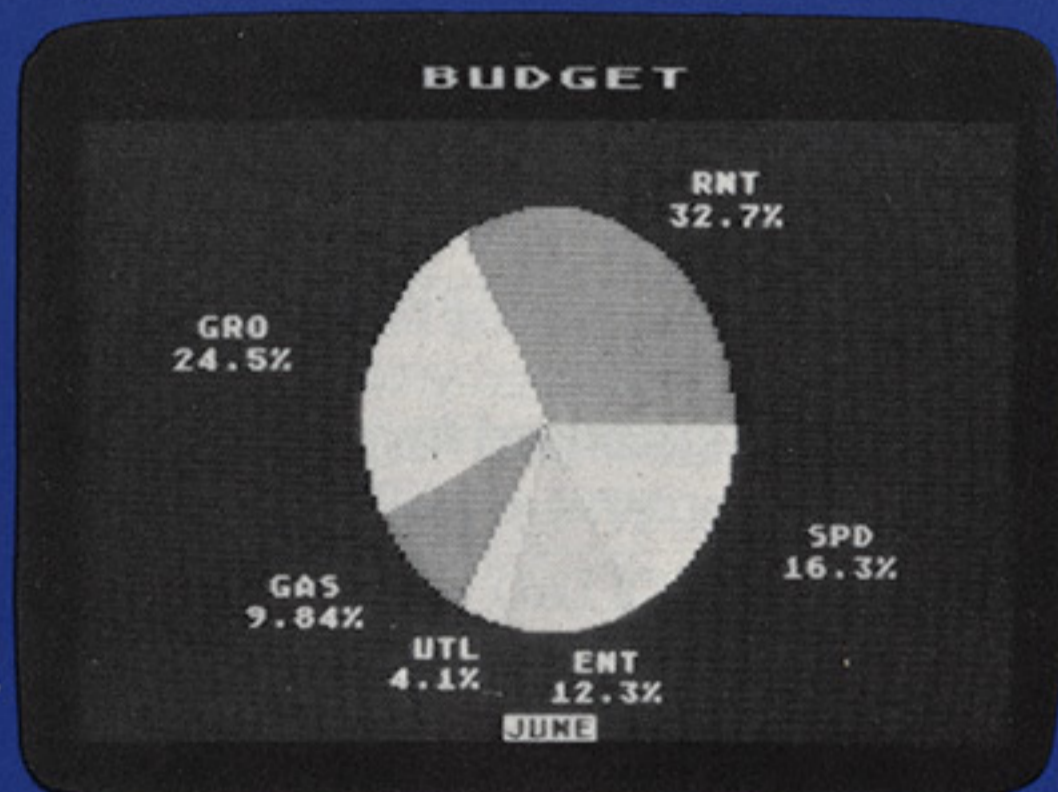
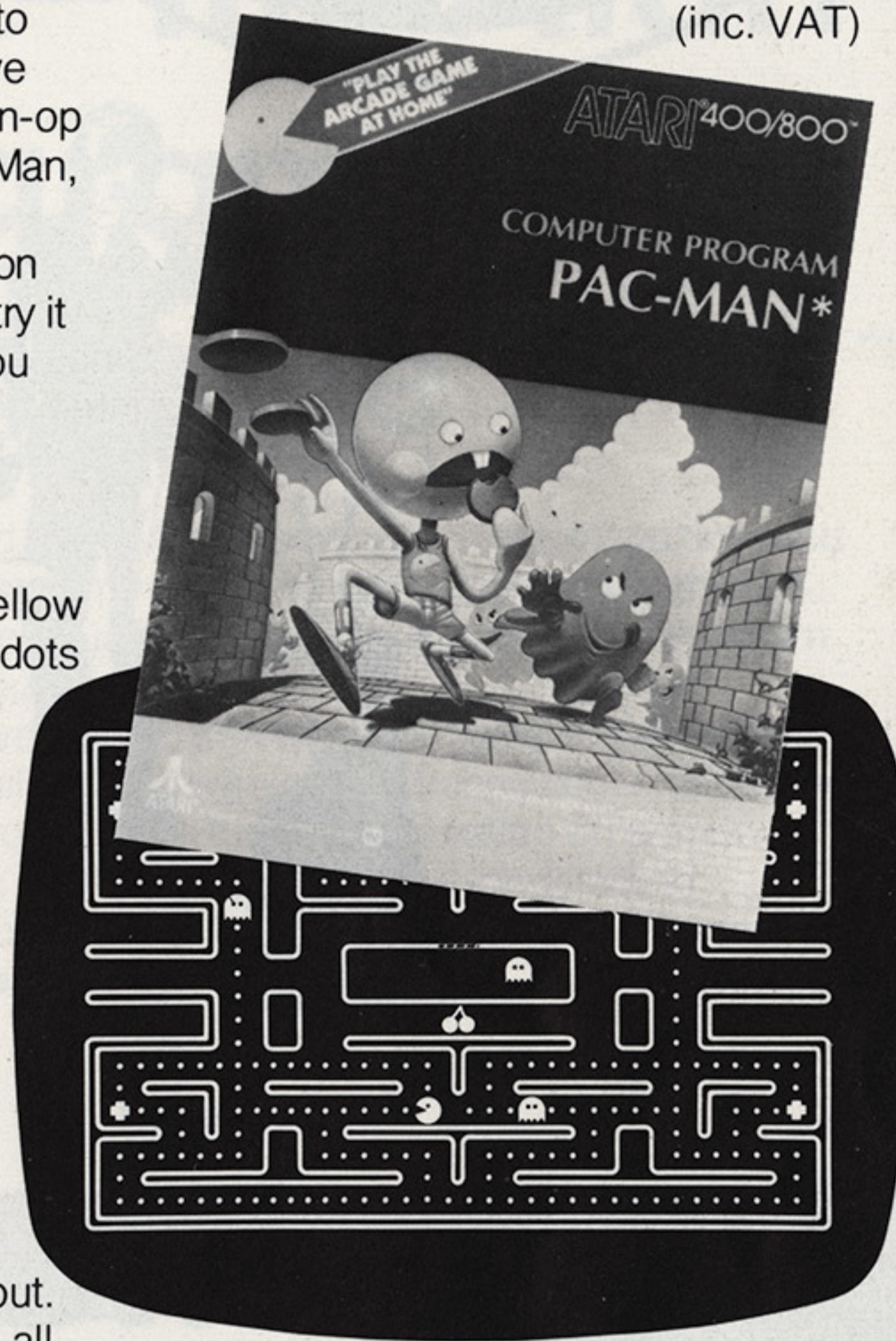
Pac-Man is the most popular, fun and exciting game ever devised—he's already eaten into hearts and homes around the world and he's all set to work the same magic here. You've probably played Pac-Man on a coin-op machine. Now you can play Pac-Man, on your Atari Home Computer, at home. The graphics and sounds on this cartridge are sensational, so try it at your local dealer, as soon as you can.

this excitement, with this super new cartridge on your Atari Home Computer. **Suggested retail: £29.95 (inc. VAT)**

## The more he eats, the more you score

You're in control! You wind the yellow Pac-Man round the maze, eating dots to score 10 points each—but watch out for gobbling goblins—they're nothing but trouble! If you get crafty and help Pac-Man to eat an energy dot, you can gobble the goblins back again. For an extra treat, keep your eyes open for tasty bonus nuggets—they score really big points if Pac-Man manages to chomp them up.

Everywhere in the world, Pac-Man has been a super sell-out. Now you can share in all this fun, all



**Scram™ — CX4123 (cassette)**  
 Scram is an educational simulation of a nuclear power plant. Even without a technical background, you can learn the fundamentals of its operation and develop a deeper understanding of nuclear safety issues. It also provides a game option that challenges you to apply the principles that you have learned from the simulation. Bad luck increases the probability of earthquakes. Allocate workers to repair damage. Above all, try to avoid a meltdown! Used with a Joystick Controller. Atari BASIC cartridge and Atari 410 Program Recorder required.  
**Suggested retail: £17.50 (incl. VAT)**

**Graph It™ — CX4109 (2 cassettes)**  
 Create your own bar charts, pie graphs, two and three-dimensional plots and polar plots on your television screen. Use your Joystick Controller to find values of specific points on the two and three-dimensional plots. Requires the ATARI BASIC cartridge and the ATARI 410 Program Recorder.  
**Suggested retail: £13.95 (incl. VAT)**

**Music Composer™ — CXL4007 (cartridge)**  
 Use this cartridge program and the computer keyboard to compose songs, re-create old tunes or experiment. When you program musical notes through the keyboard, you hear the melody as it is simultaneously displayed on the screen. You can change any note or the tempo. And you can arrange the music to play different sections in the order you choose. Once you have entered music, you can save it using the Atari 410 Program Recorder or the Atari 810 Disk Drive. You can also write BASIC programs that can convert a melody into melody plus harmony.  
**Suggested retail: £35.95 (incl. VAT)**



# News and Views

These two pages are specifically for you! As time goes by, you will probably take over the magazine... Atari Home Computer users always have lots of ideas, so, on our Letter page, here's your chance to give us your news, air your views. We'll pay £5 for every letter published. Please keep the letters to a maximum of two pages, and send them to our Correspondence Co-ordinator, **Helen Cutche**, at the address on page 2.



## USER GROUPS

Notes from Graham Daubney, on setting up your own *Atari Home Computer User Group*. If you are keen to voluntarily recruit and administer one of these Groups in your area, ring Graham on 01-988 8844 for advice.

With the establishment of Atari Home Computer Systems in the U.S.A., specialist Atari user groups began to develop. These were, and still are, actively encouraged and supported by Atari. Since the Atari computer systems have been on sale in the U.K., a number of Atari groups are beginning to form: in fact it appears that many are already up and running.

It is the intention of Atari International (U.K.), Inc., to first establish contact with all of these groups and then to be of assistance where possible.

If you already have or are planning to set up an Atari HCS User Group in your area, please ensure that you notify us of your existence. We require the following details to enter your group into our records.

CONTACT NAME	NUMBER OF MEMBERS
GROUP NAME	PRESENT ACTIVITIES
MEETING TIMES AND PLACE	PLANNED ACTIVITIES

Please include some background information on your Group and list areas where you feel that we can be of assistance.

## Choosing a name

When setting up a Group one of the first things that has to be done is the choosing of a name. This has to be done carefully, as one of the problems with Group titles is that they sometimes imply that Atari is affiliated with one group or another. To avoid this confusion we have a number of guidelines which must be followed when 'naming' your Group. These are:

1. In describing your Group or Club, you should always state that it is an independent group.
2. You should avoid statements which suggest an official or formal connection with Atari.
3. The well-known Atari "fuji" logotype may not be used in association with your Group's name, as that tends to suggest an official connection with our company.

You may use the trademarked name Atari to inform others of the nature of your group. When used, it must be capitalised, and must be used in one of two ways:

### Option One

If the name of your Group contains reference to Atari, it may be done as in this example:

The South East Essex Atari Computer Club  
An Independent Computer User's Group

a name such as *The South East Essex Atari Club* would not be permitted as it stands, since it implies a connection with Atari. If you use Option One you must include the statement of independence each time you publish *anything* with your Group name on it.

### Option Two

A preferred option is to use a name that does not refer directly to Atari, i.e. STARFLEET. In this case it is acceptable to add a statement such as "A club for users of Atari computers" if you wish.

# Trade marks

You may refer to our various trade marks when discussing our products, but distributed material such as your newsletter should identify our trade marks.<sup>TM</sup>

# Meetings

When your User Group is established and has found a regular meeting place, you may wish to invite along guest speakers from time to time. We will try, where possible, if requested, to send along a member of the Atari team to talk to your Group and demonstrate our latest products or new techniques of programming. This can work in the other direction too, so if you feel that one of your members is qualified to give a talk or present a lecture on an Atari subject, let us know and we will make other Groups aware of his talents. This interchange of ideas and people between groups should ensure that the initial enthusiasm within your Group is maintained.

It must be realised that a successful Group will take a fair amount of organisation, and this burden can get heavy if only one person is relied on, so make sure that, if you are a Group member, you offer all the assistance that you can to your Group leader. In fact it is a good idea if, from time to time, the leadership of the Group changes around.



# Networking

One area that I am sure many of you will be interested in is Networking. We are particularly keen to put Groups in touch with each other so that an interchange of ideas can take place. If you are 'playing' with networking or program exchange, give us details and we will see if we can put you in touch with other Groups.

Once our directory of User Groups is established we will ensure that your Group is kept informed of happenings at Atari on a regular basis.

# APX—the Atari Program Exchange

You will have read about APX elsewhere in this magazine, and I am sure that by now there must be many programs in the U.K. that are of sufficient quality to apply for a place in our Program Exchange catalogue.

Don't be shy, we want to see what you have achieved, and don't forget that all authors who submit successful entries are paid a royalty. If you require further information on entries for the Atari Program Exchange, please write for details to:  
**Atari Program Exchange, P.O. Box 59, Alperton Lane, Wembley, Middx.**

# Letters

Dear Sir

We have recently purchased an Atari 400 Home Computer. We have had many hours of fun with it and our house is always full of neighbours, friends and sometimes complete strangers wishing to use it and play Star Raiders.

Many of your competitors in the field of home computers use a display cartridge or tape to demonstrate the capabilities of their machines. If the Atari system used a similar display cartridge to that of your competitors, the superior graphics and sound features of the Atari Home Computer would ensure that your competitors' hardware would remain where they belong i.e. in the shops and the Atari would be in people's homes, where they obviously belong! If the cartridge demonstrated some of the features of Basketball, Graph It, Chess etc., it would surely outsell all others in its class.

Messrs J. Back and C. D. Nobbs,  
Grantham, Lincs.

Thanks, gentlemen — we have this matter in hand! Ed.

Dear Sir

I purchased an Atari 800 for my son's fifteenth birthday, and am actually getting a lot of enjoyment from it myself, as well. He is very pleased with the machine, but I am subjected to a constant barrage of requests as to the availability of more software, meeting other Owners, etc, etc. I know you have a Club for the Atari VCS, and we are hoping that you will soon be setting up something similar for the home computer boffins. If so, please include my son — and oblige.

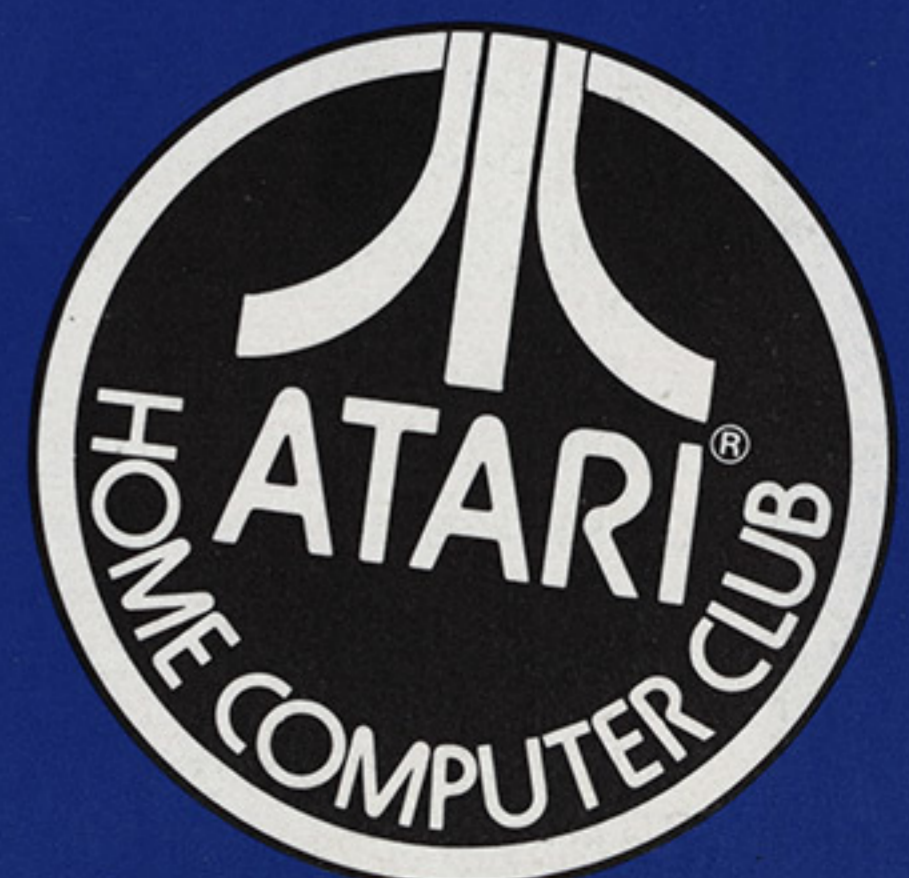
J. Sumner,  
Southampton.

*No sooner said than done, Mr Sumner! We already have your registration details and the Home Computer Club News will be sent to Colin automatically in future. Ed.*

Dear Sir

I am well pleased with my Atari 400 system and have already bought extras. It is a popular computer around my area and both my friends and school teachers like Atari. Thank you once again and I hope to be hearing from you in the future.

Mark Bell,  
Freckleton.



# What's in it for Kids?

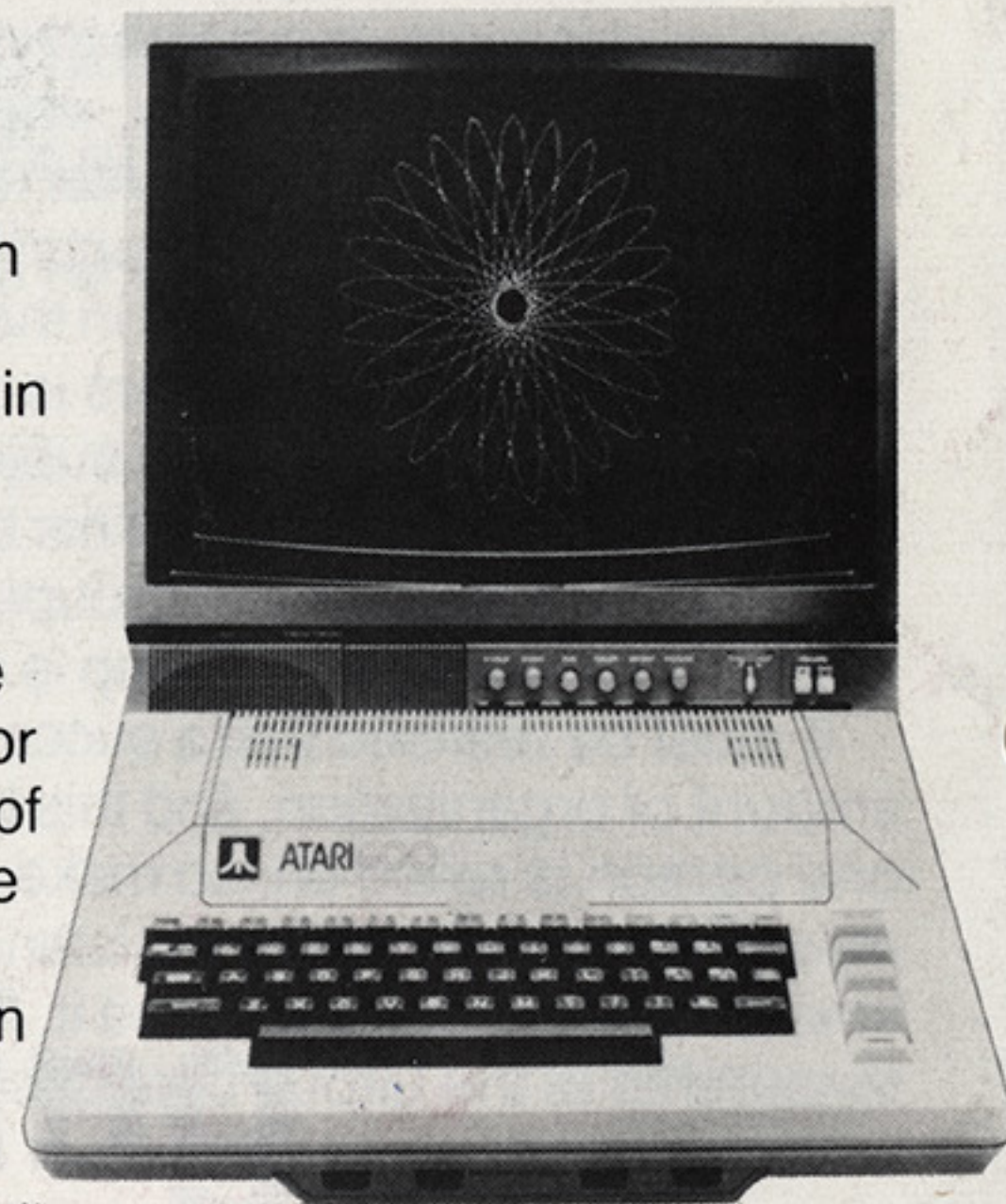
You've probably had to rescue your Atari Home Computer from the clutches of the younger members of your household — and obviously the games element is of particular interest to them! But remember, the computer can actually help smaller children to learn — as long as they are able to tell it exactly what to do! Explain to your child that the Atari Home Computer can't think for itself, although it can do things very quickly!

In future issues of Home Computer News, we'll be giving you "special" programs for the little ones — clever things which they can do for themselves (perhaps with your supervision at first), on software which you will probably already have. For instance, we can give them fun ways to practice counting backwards, draw circles, do puzzles and play dice (naughty!) — all on the Atari Basic cartridge!



# Colour, Graphics and Sound Capabilities

Have you ever wondered why the colours on your Atari Home Computer are so fantastic, compared with other "small" computers which you may have seen in the shops, or in other people's homes? It's because Atari Home Computers let you choose from a total of 16 colours, or 16 intensities, from a total of 128 possible hues! Couple that with the Atari Home Computers' high resolution graphics—and you get screen pictures with really exceptional clarity and detail.



And as for sound—did you know that Atari Home Computers offer you four sound synthesisers? So you can create all sorts of sounds, including music in four-part harmony! And if you have an Atari 410 Program Recorder you'll find it has two tracks—a digital one for programs and an audio one for recorded voice and sound effects. Many Atari cassette programs take advantage of this capability.

# Our Plans for Growth

When you first connected your Atari Home Computer, you weren't alone! You're now part of the gigantic and constantly multiplying "family" of Atari Home Computer users, resident throughout the world! As you know, Atari as a company really believes in its products, and in the U.K., its employees are particularly enthusiastic about the Atari Home Computers.

We use them in our work, we use them at home. We'd take them on holiday if we could! In the Home Computer News we'll be striving to share our enthusiasms and ideas with you — to increase your knowledge and enjoyment of the Atari Home Computers.

We'll also keep you advised of all U.K. new product launches for Atari Home Computers, progress in the fulfilment of our distribution network and service centres — and anything and everything else which we feel will interest you. Quality in communication is a vital part of Atari's worldwide philosophy — and we'll establish the highest of standards, as the months go by.

# Say Your Bit

Still on the topic of communication — half the fun of having a home computer is broadcasting news of your discoveries and achievements to others! So with forthcoming issues of the Home Computer News we'll be publishing, separately, short programs or ideas from our Home Computer Club Members.

In order to be consistent, we're going to provide a "Say Your Bit" set format on which this material should be written, in black pen or biro (or typed, with a carbon ribbon). So write to us today for a "Say Your Bit" master (or two — in case you spoil the first one!) if you have something really interesting to impart to your fellow Members. Contact **Helen Cutche**, our HCS Correspondence Co-ordinator, at the address given on page 2.



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