

SUPER



CART™

USERS MANUAL



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SUPERCART User's Manual

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Section 1 - Getting Started

1.0 Introduction

SUPERCART lets you copy ANY cartridge for the Atari 400/800 to diskette, and thereafter run it from your disk drive. Enjoy the convenience of selecting your favorite games and applications from a "menu screen" rather than swapping cartridges in and out of your computer. Each cartridge copied by SUPERCART functions exactly like the original . . . self-booting, etc. (To date there have been no problems duplicating and running all of the protected cartridges that we know of. However, FRONTRUNNER cannot guarantee the operation of all future cartridges.)

SUPERCART is a combination of hardware and software. This manual will teach you how easy it is to use SUPERCART. Section 1 starts with a short section on preparing your computer for SUPERCART, followed by instructions on how to make working SUPERCART program and data (cartridge) diskettes. Section 2 begins with an overview of SUPERCART, continues with instructions on how to copy your cartridges and run them from disk, and concludes by summarizing SUPERCART's operational procedures. Limited Warranty information (which limits our liability) is on the inside back cover of this manual.

PLEASE read this manual slowly and carefully from cover to cover. You will discover that SUPERCART is user-friendly and simple to use.

Thank you for purchasing SUPERCART.

1.1 Preparing Your Computer

Your Atari 400/800 computer has two ON/OFF switches. The main power switch is on the exterior right-hand side of the machine and an adjunct ON/OFF switch is located on the inside right of the cartridge cover. To use SUPERCART it is sometimes necessary to operate your computer with the cartridge door open. Thus it is necessary to follow the instructions below to disable the cartridge cover ON/OFF switch:

Disabling Atari 400 Cartridge Door Switches

Turn the computer's main power switch to the OFF position. Open the cartridge door and locate the ON/OFF switch (a gray tab) on the interior right of the cartridge compartment (approximately 3 1/2" above the "INSERT" key.) Take a piece of cellophane tape approximately 1/2" by 1/2" and carefully center it over the hole surrounding the gray tab. Find a standard diameter pencil with a new eraser and push it into the hole surrounding the gray tab (eraser side down.) Remove the pencil and the gray tab should remain at the bottom of the hole secured by the cellophane tape. Press down any sticky edges of cellophane tape against the metal of the cartridge area so that no sticky parts of the tape are exposed. Without closing the cartridge door, turn the computer's main power switch to the ON position. Your computer should now be ON even though the cartridge door is still open. (If your computer does not "turn on" retry the instructions in this paragraph.) Finally, verify that with the cellophane tape in place, the cartridge door closes and opens as easily as before. (If not, remove the obstruction . . . the cartridge door must freely open and close.) Your computer should now be ON whenever the main power switch is turned to the ON position regardless of whether the cartridge door is open or closed.

Disabling Atari 800 Cartridge Door Switches

Turn the computer's main power switch to the OFF position. Open the cartridge door and locate the ON/OFF switch (two adjacent narrow and thin vertical tabs) on the interior right of the cartridge compartment (approximately 1" above the "BREAK" key.) Take a piece of thin paper and cut out a strip approximately 2 1/2" long by 1/4" wide. Fold the paper in half creating a 1 1/4" long by 1/4" wide piece. Fold the paper again in the same manner this time making a piece 5/8" by 1/4". Repeatedly fold the paper in this fashion until you have created a tightly formed tiny "cylinder." Gently push the paper cylinder between the two tabs of the cartridge door switch. (A small pair of tweezers may be helpful.) This process will separate the tabs slightly while forcing them down about 1/8". Without closing the cartridge door, turn the computer's main power switch to the ON position. Your computer should now be ON even though the cartridge door is still open. (If your computer does not "turn on" retry the instructions in this paragraph.) Finally, verify that with the paper cylinder in place, the cartridge door closes and opens as easily as before. (If not, remove the obstruction . . . the cartridge door must freely open and close.) Your computer should now be ON whenever the main power switch is turned to the ON position regardless of whether the cartridge door is open or closed.

1.2 Implementing SUPERCART

The diskette supplied in your SUPERCART package will not run as is. You MUST create two diskettes from the one diskette you received. The first disk you make will be called the Program Diskette. The Program Diskette will contain: 1) the program used to copy the contents of any cartridge to disk, and 2) the SUPERCART graphics pictures. The second diskette you make will be called the Data (or Cartridge) Diskette. The Data Diskette will contain: 1) the menu program allowing selection of your cartridges from disk, and 2) space for the cartridges you want to copy.

Before you can create your SUPERCART diskettes you must format two diskettes and write DOS files to them. (Please refer to your Atari 400/800 DOS II - Reference Manual if you do not know how to format disks and write DOS files to them.) Label one of the disks "SUPERCART Program Disk", and label the other "SUPERCART Data Disk." When you have readied two disks continue with Section 1.2.1.

1.2.1 Making a Working Program Diskette

Turn your computer OFF and remove all cartridges. Turn ON your disk drive and wait until the BUSY light goes off. Insert the disk you labeled "SUPERCART Program Diskette" into your drive and turn your computer ON. In a few seconds your TV will display the "DISK OPERATING SYSTEM II VERSION 2.0S" menu.

Please follow these steps exactly and check off each task as you go!

1. Screen Prompt: SELECT ITEM OR RETURN FOR MENU

User Response: Type the letter O (not the number zero) and press the "RETURN" key.

2. Screen Prompt: NAME OF FILE TO MOVE?

User Response: Type *.* and press the "RETURN" key.
(Note that the * key is under RETURN to the left of CAPS LOWR)

3. Screen Prompt: INSERT SOURCE DISK, TYPE RETURN

User Response: Remove the SUPERCART Program Diskette from your disk drive and insert the original SUPERCART Distribution Diskette. Press the "RETURN" key. Wait for the prompt in step #4 to be displayed.

4. Screen Prompt: COPYING--D1:SUPRCART.OBJ INSERT DESTINATION DISK, TYPE RETURN

User Response: Remove the SUPERCART Distribution Diskette from your disk drive and insert the SUPERCART Program Diskette. Press the "RETURN" key. Wait for the prompt in step #5 to be displayed.

5. Screen Prompt: INSERT SOURCE DISK, TYPE RETURN

User Response: Remove Program Diskette, insert Distribution Diskette and press "RETURN".

6. Screen Prompt: COPYING--D1:AUTOBOOT.OBJ INSERT DESTINATION DISKETTE, TYPE RETURN

User Response: Remove Distribution Diskette, insert Program Diskette and press "RETURN".

User Response: Remove Program Diskette, insert Distribution Diskette and press "RETURN".

8. Screen Prompt: COPYING--D1:SUPRCART.PIC
 INSERT DESTINATION DISK, TYPE RETURN

User Response: Remove Distribution Diskette, insert Program Diskette and press "RETURN".

9. Screen Prompt: INSERT SOURCE DISK, TYPE RETURN

User Response: Remove Program Diskette, insert Distribution Diskette and press "RETURN".

10. Screen Prompt: COPYING--D1:FRONTRUN.PIC
 INSERT DESTINATION DISK, TYPE RETURN

User Response: Remove Distribution Diskette, insert Program Diskette and press "RETURN".

11. Screen Prompt: INSERT SOURCE DISK, TYPE RETURN

User Response: Press the "SYSTEM RESET" console button.

12. Screen Prompt: SELECT ITEM OR RETURN FOR MENU

User Response: Type the letter E and press the "RETURN" key.

13. Screen Prompt: RENAME - GIVE OLD NAME, NEW

User Response: Type SUPRCART.OBJ,AUTORUN.SYS and press "RETURN".
(Note the comma between OBJ and AUTORUN.)

14. Screen Prompt: SELECT ITEM OR RETURN FOR MENU

User Response: Type the letter A and press the "RETURN" key.

15. Screen Prompt: DIRECTORY--SEARCH SPEC,LIST FILE?

User Response: Just press the "RETURN" key.

If the Screen Display looks as follows:

```
DOS      SYS 039
DUP      SYS 042
AUTORUN  SYS 035
AUTOBOOT OBJ 011
SUPRCART PIC 062
FRONTRUN PIC 062
456 FREE SECTORS
```

SELECT ITEM OR RETURN FOR MENU

then you have successfully made your SUPERCART Program Diskette. Remove your diskette from the disk drive and put a write protect tab on it. Put your SUPERCART Distribution Diskette away in a safe place. You will not need it again unless something happens to the SUPERCART Program Diskette you just made. Make additional Program Diskettes any time you need them by repeating the instructions in this section.

If the screen display is not correct then: (1) either fix the error(s) or, (2) start again with step #1 in section 1.2.1 (be sure to use a clean formatted diskette containing only DOS files.)

1.2.2 Making Data (Cartridge) Diskettes

SUPERCART gives you a choice of two different ways to run your cartridges from disk. The first way is simply to have just one cartridge on a diskette. When you turn on the computer with this kind of diskette in your drive the program will run automatically. This method is useful when you do not want to give the user a choice of what to do (eg. what game to play or what application program to run.) The second way is to have multiple cartridges on a diskette. When you have more than one cartridge on a disk you must choose which cartridge you want to run. When you turn on the computer with this type of diskette in your drive, SUPERCART automatically displays a menu of all the cartridges on that diskette. By pressing just one key, SUPERCART will run the cartridge of your choice. The second method is probably the way you will want to use most of your cartridges.

No special preparation is required if you are only going to copy just one cartridge to each diskette. A formatted disk with DOS files written to it is all that is necessary. (You already have one formatted disk with DOS files labeled SUPERCART Data Diskette.) However, if you want to copy multiple cartridges onto a single disk, continue with the instructions in this section.

Turn your computer OFF and remove all cartridges. Turn ON your disk drive (if it is not already ON) and wait until the BUSY light goes off. Insert the disk you labeled "SUPERCART Data Disk" into your drive and turn your computer ON. In a few seconds your TV will display the "DISK OPERATING SYSTEM II VERSION 2.05" menu.

Please follow these steps exactly and check off each task as you go:

1. Screen Prompt: SELECT ITEM OR RETURN FOR MENU

User Response: Type the letter D and press the "RETURN" key.

2. Screen Prompt: DELETE FILE SPEC

User Response: Type DUP.SYS and press the "RETURN" key.

3. Screen Prompt: TYPE "Y" TO DELETE...
D1:DUP.SYS?

User Response: Type the letter Y and press the "RETURN" key.

4. Screen Prompt: SELECT ITEM OR RETURN FOR MENU

User Response: Type the letter O (not the number zero) and press the "RETURN" key.

5. Screen Prompt: NAME OF FILE TO MOVE?

User Response: Type AUTOBOOT.OBJ and press the "RETURN" key.

6. Screen Prompt: INSERT SOURCE DISK, TYPE RETURN

User Response: Remove the SUPERCART Data Diskette from your disk drive and insert the SUPERCART Program Diskette you made. Press the "RETURN" key. Wait for the prompt in step #7 to be displayed.

7. Screen Prompt: INSERT DESTINATION DISK, TYPE RETURN

User Response: Remove the SUPERCART Program Diskette from your disk drive and insert the SUPERCART Data Diskette. Press the "RETURN" key. Wait for the prompt in step #8 to be displayed.

8. Screen Prompt: SELECT ITEM OR RETURN FOR MENU

User Response: Type the letter E and press the "RETURN" key.

9. Screen Prompt: RENAME - GIVE OLD NAME, NEW

User Response: Type AUTOBOOT.OBJ,AUTORUN.SYS and press "RETURN".
(Note the comma between OBJ and AUTORUN.)

10. Screen Prompt: SELECT ITEM OR RETURN FOR MENU

User Response: Type the letter A and press the "RETURN" key.

11. Screen Prompt: DIRECTORY--SEARCH SPEC,LIST FILE?

User Response: Just press the "RETURN" key.

If the Screen Display looks as follows:

```
DOS      SYS 039
AUTORUN SYS 011
657 FREE SECTORS
```

SELECT ITEM OR RETURN FOR MENU

then you have successfully made a SUPERCART Data Diskette. Remove your diskette from the disk drive but DO NOT put a write protect tab on it. Make additional Data Diskettes at any time by repeating the instructions in this section. Since a Data Diskette will at most hold nine cartridges you will probably have to prepare more Data Diskettes in the future.

If the screen display is not correct then: (1) either fix the error(s) or, (2) start again with step #1 in section 1.2.2 (be sure to use a clean formatted diskette containing only DOS files.)

Section 2 - Using SUPERCART

2.0 Overview of SUPERCART

Assuming that you have disabled the cartridge door switch on your computer (see section 1.1), made a working Program Diskette (see section 1.2.1) and prepared a Data (Cartridge) Diskette (see section 1.2.2) you are now ready to start copying cartridges to diskette.

SUPERCART is a combination of hardware and software. Your SUPERCART Program Diskette (i.e. the software part) is used to copy the contents of a cartridge to your SUPERCART Data Diskette. The SUPERCART Cartridge (i.e. the hardware part) is used to run cartridges from your SUPERCART Data Diskette. The SUPERCART Cartridge is needed to "trick" the computer into thinking that the original "protected" cartridge has been inserted.

The scenario of using your SUPERCART system is simple:

Copying cartridges to disk:

1. Run the cartridge copy program from your SUPERCART Program Diskette.
2. Put a SUPERCART Data Diskette into your disk drive.
3. Insert the cartridge you want to copy into your computer.
4. Repeat step #3 for each additional cartridge that you want to copy.

Running cartridges from disk:

1. Insert the SUPERCART cartridge into your computer.
2. Run the menu program from your SUPERCART Data Diskette.
3. Select from the menu the program you wish to run.
4. Turn the SUPERCART switch to the ON position when prompted.

The following sections discuss in detail how to copy cartridges to disk (section 2.1.2) and how to run cartridges from disk (section 2.1.2).

2.1 Copying Cartridges to Disk

The following sections describe how to copy cartridges to diskette.

2.1.1 Autorun or Menu Selection Diskettes

As described in section 1.2.2 SUPERCART gives you a choice of two different ways to run your cartridges from disk:

Autorun Data Diskettes

Autorun diskettes have just one cartridge copied on them. When you turn on the computer with this kind of diskette in your drive the program will run automatically. This method is useful when you do not want to give the user a choice of what to do (eg. what kind of game to play or what application to run.)

Menu Data Diskettes

Menu diskettes have multiple cartridges copied on them. When you turn on the computer with this kind of diskette in your drive, a menu of all cartridges on that disk will automatically be displayed. By pressing just one key, any of the cartridges on that disk may be selected and automatically run. This method is probably the way you will want to use most of your cartridges.

2.1.2 The Copying Process

Before copying your cartridges you must first prepare either an autorun type Data Diskette or a menu type Data Diskette as described in section 1.2.2. Also note that you may add new cartridges to menu type Data Diskettes that still have room on them. (Menu type Data Diskettes can hold up to nine cartridges with small programs, four cartridges with large programs or a combination of small and large cartridges.)

Turn your computer OFF and remove all cartridges. DO NOT close the cartridge door. Turn ON your disk drive (if it not already ON) and wait until the BUSY light goes off. Insert the disk you labeled "SUPERCART Program Diskette" into your drive and turn your computer ON. In a few seconds your TV will display the SUPERCART Title Screen. Press any key on the keyboard and watch the SUPERCART characture appear.

When the characture disappears follow these steps exactly:

1. Screen Prompt: PLEASE INSERT
YOUR CARTRIDGE

User Response: Carefully insert into the left-hand slot the cartridge that you wish to copy.

(Tilt the cartridge to the right slightly while you are inserting it, then firmly press it down. Note that occasionally your machine will "lock up" while inserting a cartridge. Should the machine have this problem, remove the cartridge and restart from the beginning of section 2.1.2.)

2. Screen Prompt: TYPE A DESCRIPTIVE
NAME FOR CARTRIDGE

User Response: Type up to 20 characters describing the cartridge that you are copying. For example, SPACE MISSION. Only upper case letters and numbers are allowed. Use the "BACK S" key to erase mistakes. When you have completed this step, press the "RETURN" key.

3. Screen Prompt: TYPE A FILE NAME

User Response: If you will be copying this cartridge to an autorun type data diskette just press the "RETURN" key and proceed with step #4.

If you will be copying this cartridge to a menu type data diskette, type a short name (up to 8 characters long) for this cartridge. The name must begin with an upper case letter and may not contain any spaces. (Note that the short name for this cartridge must not be the same as the short name for any other cartridge on the same data diskette, otherwise the other cartridge with the same name will be erased.) When you have completed this step, press the "RETURN" key.

Pressing the "ESC" key will return you to step #2.

4. Screen Prompt: TYPE A DRIVE #

User Response: If you have a second disk drive type the number 2 and then press the "RETURN" key.

Otherwise, type the number 1 and then press the "RETURN" key.

Pressing the "ESC" key will return you to step #3.

5. Screen Prompt: INSERT DATA DISK AND
PRESS 'START' BUTTON

User Response: If you are using a second disk drive turn it ON (if it is not already ON), wait until the BUSY light goes off and insert an appropriate type of data diskette. Then press the "START" console button.

Otherwise, remove the SUPERCART Program Diskette from your drive and insert an appropriate type of data diskette. Then press the "START" console button.

Pressing the "ESC" key will return you to step #4.

The screen will momentarily change color indicating that the copying process has started. Wait a few moments until the next screen prompt is displayed. Should you get a screen prompt indicating a DISK I/O ERROR refer to section 2.1.3 for assistance.

6. Screen Prompt: PLEASE REMOVE
YOUR CARTRIDGE

User Response: Carefully remove the cartridge just copied.

tilt the cartridge to the right slightly while removing it, and firmly pull straight up. Note that occasionally your machine will "lock up" while removing a cartridge. Should the machine have this problem, restart from the beginning of section 2.1.2.)

7. Screen Prompt: GOOD JOB!
 CARTRIDGE SAVED.

User Response: If you want to copy another cartridge press the "START" console button and return to step #1.

Otherwise, remove the data diskette from your drive, re-insert the SUPERCART Program Diskette and press any key except the "START" console button.

2.1.3 Error Messages

If an error is detected while you are copying a cartridge, your screen will display the message DISK I/O ERROR followed by an error number. Here is a list of the most probable errors and potential causes (please refer to your Atari DOS Reference for other error numbers and additional details.)

Error #138 - Either your disk drive is not turned ON or you typed a wrong disk drive number.

Error #144 - Your data diskette has been damaged or you have a write protect tab on your data diskette.

Error #160 - Same as Error #138

Error #162 - Your data diskette is either full or this cartridge is too big to fit in the space remaining on this diskette. (For those who understand a little about diskette storage, small 8K cartridges require 68 sectors of space and large 16K cartridges require 134 sectors of space.) It is recommended that you use DOS to delete the name of the cartridge you were attempting to copy because even though the copy was not completed the cartridge name will show up on the menu when this diskette is used. (Note that the name to delete has an extension of EXE.)

Note that many errors can be corrected and copying resumed by pressing the "RETURN" key.

2.1.4 Copying Language Cartridges

This section applies only to those SUPERCART users wanting to copy language cartridges, for example, Atari BASIC or the Assembler Editor.

SUPERCART has a limitation in that it blocks out a full 16K of memory even though the language cartridge only requires 8K. An example of this would be Atari BASIC. Typing PRINT FRE(0) will reveal 8K less memory available than with the actual cartridge installed.

On the positive side however, SUPERCART will copy a language cartridge such as Atari BASIC along with a utility cartridge that would normally reside in the right-hand side of an Atari 800. The disk resident copy of Atari BASIC and the utility will operate in an Atari 400! To copy two cartridges together simply insert the right-hand cartridge first, then insert the left-hand cartridge and proceed as usual.

Note that to run language cartridges requires a disk containing DOS and DUP system files and no AUTORUN.SYS files. Load and run the language cartridge from DOS menu option L.

2.2 Running Cartridges from Disk

The following sections describe how to run cartridges from diskette.

Turn your computer OFF and remove all cartridges. Insert the SUPERCART cartridge into the left-hand cartridge slot of your computer and be sure that it is switched to the OFF position. DO NOT close the cartridge door. Turn ON your disk drive and wait until the BUSY light goes off. Insert the appropriate SUPERCART Data Disk into your drive and turn your computer ON.

Autorun Data Diskettes

The screen will display the descriptive name of the cartridge that you are loading into your computer.

Menu Data Diskettes

The SUPERCART Selection Menu will display on your screen the list of cartridges that have been copied to the Data Diskette now in your drive. Enter a single digit corresponding to the cartridge you wish to run. Do not press the "RETURN" key. The screen will display the descriptive name of the cartridge that you selected as it loads into your computer.

If you inadvertently have SUPERCART switched to the ON position you will be prompted to switch it OFF before the program will load into your computer.

Turn the SUPERCART switch to the ON position only when prompted to do so.

Additional Information

DO NOT turn your SUPERCART switch to the OFF position while a cartridge is running.

You may close the cartridge cover door at this time if you want to.

Pressing the "SYSTEM RESET" console button with SUPERCART switched to the ON position will cause the program you are running to restart itself just as though the original cartridge was installed in your computer. Pressing "SYSTEM RESET" with SUPERCART switched to the OFF position will cause one of three results:

- Your computer will "lock up" (No harm done, just turn your computer OFF and turn it ON again to redisplay the SUPERCART Selection Menu.)
- Your computer will go into MEMO PAD mode (Once again no harm done, follow the remedy described for "lock up".)
- The SUPERCART Selection Menu screen will be redisplayed (You may choose another cartridge and proceed as usual.)

The effect of pressing "SYSTEM RESET" is dependent on the particular cartridge running at the time and not on SUPERCART.

Limited Warranty

This product and the attached instructional materials are sold "AS IS," without warranty as to their performance. The entire risk as to the quality and performance of the product is assumed by the user. The user, and not the manufacturer, distributor or retailer assumes the entire cost of all necessary service or repair to the product.

However, to the original purchaser only, FRONTRUNNER warrants that the medium on which the program is recorded and the cartridge will be free from defects in materials and faulty workmanship under normal use and service for a period of ninety (90) days from the date of purchase. If during this period a defect in the medium and/or the cartridge should occur, the medium and/or the cartridge may be returned to FRONTRUNNER or to an authorized FRONTRUNNER dealer, and FRONTRUNNER will replace or repair the medium and/or the cartridge at FRONTRUNNER's option without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement or repair of the medium and/or the cartridge as provided above. To provide proof that you are the original purchaser, please complete and mail the PRODUCT LICENSE AGREEMENT to FRONTRUNNER.

If failure of the medium and/or the cartridge, in the judgement of FRONTRUNNER, resulted from accident, abuse or misapplication of the medium and/or the cartridge, then FRONTRUNNER shall have no responsibility to replace or repair the medium and/or the cartridge under the terms of this warranty.

The above warranties for goods are in lieu of all other express warranties and no implied warranties or merchantability and fitness for a particular purpose or any other warranty obligation on the part of FRONTRUNNER shall last longer than ninety (90) days. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you. In no event shall FRONTRUNNER or anyone else who has been involved in the creation and production of this product be liable for indirect, special, or consequential damages, such as, but not limited to, damage to equipment or other software products, loss of anticipated profits or benefits resulting from the use of this product, or arising out of any breach of this warranty. Some states do not allow the exclusion or limitation of incidental or consequential damages so the above limitation may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

The user of this product shall be entitled to use the product for his/her own use, but shall not be entitled to sell or transfer reproductions of the product or instructional materials to other parties in any way.

If a defect in the medium and/or the cartridge should occur during the 90 day limited warranty period, return the original diskette and/or cartridge to FRONTRUNNER for free replacement. If you have physically damaged the diskette, please include \$2.50 for replacement. If you have physically damaged the cartridge, please include \$10.00 for replacement.

If a defect in the medium should occur after the 90 day limited warranty period, return the original diskette and \$5.00 to FRONTRUNNER for replacement. If you have physically damaged the diskette, please include an additional \$2.50 for replacement.

If a defect in the cartridge should occur after the 90 day limited warranty period, return the original cartridge and \$15.00 to FRONTRUNNER for repair or replacement at FRONTRUNNER's option. If you have physically damaged the cartridge, please include an additional \$10.00 for replacement.

Copy Atari 400/800 Cartridges to Disk and Run them from a Menu

Supercart™

Supercart lets you copy *ANY* cartridge for the Atari 400/800 to diskette, and thereafter run it from your disk drive. Enjoy the convenience of selecting your favorite games from a "menu screen" rather than swapping cartridges in and out of your computer. Each cartridge copied by Supercart functions *exactly like the original*. . .self booting, etc.

Supercart includes: COPY ROUTINE - Dumps the contents of the cartridge to a diskette (up to 9 cartridges will fit on one disk.)

MENU ROUTINE - Auto loading menu prompts user for a *ONE* keystroke selection of any cartridge on the disk.

CARTRIDGE - "Tricks" the computer into thinking that the original "protected" cartridge has been inserted.

To date there have been no problems duplicating and running all of the protected cartridges that we know of. However, FRONTRUNNER cannot guarantee the operation of all future cartridges.

Supercart is user-friendly and simple to use.

PIRATES TAKE NOTE:

SUPERCART is not intended for illegal copying and/or distribution of copyrighted software. . .Sorry!!!

SYSTEM REQUIREMENTS

Atari 400 or 800 Computer
48K Memory / One Disk Drive

Others make claims. . .SUPERCART makes copies!!!