

\$7.50

THE ATARI 800™ PERSONAL COMPUTER

Send your student to school with a secret weapon.





INTRODUCTION AND GUIDE TO CATALOG USE	-	Yellow
GRADE/SUBJECT/PROGRAM LISTING	-	Blue
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If you entered a library for the first time, your initial reaction might be: "What a wonderful reading lab! I bet you could really learn to read here!" True. However, a library can also open new worlds to us all. We can investigate the stars, escape into fantasy, relish the fine arts, learn how to build a house. When first introduced to the computer, your initial reaction might be: "What a wonderful way to learn how to program!" True. Like a library, the computer opens new doors and expands our horizons, and it "teaches" us new ways to learn. However, it is not necessary to know how to program a computer in order to benefit from its educational value.

What is software? Software is a general term. In part, it refers to programs that have already been written by educators or professional software developers. Software also refers to programming languages that allow teachers and students to write their own programs.

The computer is not a machine to replace the classroom teacher; it is a tool to reinforce the material he/she has presented. How does the computer address learning skills and traditional subject areas through software? The computer patiently guides the child through the course of study by using subtle reinforcement through video displays, audio instruction, and student response. The computer consistently addresses the cognitive and affective domains and teaches skills as well as subject matter. Some of these skills are:

- *Pattern recognition
- *Basic math skills
- *Language arts skills and Reading
- *Aesthetic appreciation and stimulation
- *Problem-solving and decision-making
- *Development of imagination
- *Development of a sense of mastery and self-esteem.

"Pre-packaged software" refers to programs that have been published for you to purchase for classroom use. These may come from ATARI, INC. or from third-party vendors. They can be divided into the following categories:

Drill and Instruction Programs are those whose teaching value is based on rote memorization of the fundamental material. These programs most frequently address such subjects as math, spelling, and social studies.

Tutorial Programs are those which instruct the student with facts. These programs are a great aid for the classroom teacher. They can be used as reinforcement for a newly introduced subject or as a "tutor" for the remedial or advanced student.

Computer Assisted Instructional Programs are programs in which the computer is used to directly present lessons and provide instruction relating to the subject matter. The variety of strategies and approaches is very great, limited only by the creativity of the teachers and programmers who produce them.

Simulation Programs are those which use the computer to recreate a real life model or situation. The simulation allows the student to alter the conditions of one or more components and see the consequences of this alteration on the rest of the system. Simulation programs enable the computer to become an infinitely variable experimental laboratory for exploratory learning.

Learning Games are programs which approach many of the traditional subjects but incorporate their teaching into imaginative game formats. To win, students must solve math problems, spell vocabulary words, specify point in a grid, solve logic problems, etc. Good learning games can add special excitement and motivation to school work.

Management Aids is software designed to ease the administrative workload. These may be in the form of authoring programs, word processing, or data management programs. For teachers there are grade-keeping programs and programs which assist in making up tests and quizzes.

Utility Programs are those programs designed to be useful tools in programming the computer or in teaching programming concepts.

A well-rounded educational library will provide a selection of software from each of these categories.

1. Begin your software library by selecting pieces which will fit easily into your curriculum. (Choose a category, such as learning game or tutorial, which will best enhance your teaching method.)

2. Learn the program well BEFORE introducing it to your students.

3. Allow sufficient class time to permit everyone in the group an opportunity to use the computer. Some programs may be best-used for individual students. How you use the programs will be determined by your students' needs.

4. If the program you have selected does not perform to your expectation, exchange it. A program that works well in one classroom may not work as well in another.

6. Enjoy your programs and use them creatively with your students!

This software catalog has been designed to address most of your questions as you select programs for your school. The first list is arranged according to grade level and subject area. Here you can easily find the names of programs that may fit your particular needs. The second list, arranged alphabetically by program title, provides a brief description of each program, and includes company name, requirements, and price.* Particular attention should be paid to requirements.

There are supplemental lists of computer science and utilities programs, information services, management aids, direct order software, and books and magazines.

The educational programs listed are representative of quality software. Because the software market expands monthly, check with your dealer for new program availability.

Key to grade-level abbreviations:

E-A = Elementary - All (K-5)
E-P = Elementary - Primary (K-2)
E-I = Elementary - Intermediate (3-5)
M = Middle School (6-8)
HS = High School

*Prices listed reflect list price and do not include educational discounts by dealer. Prices are subject to change without notice.

MemoryBuilder:Concentration
All
Lang. Arts

Do It Yourself Spelling
All
Lang. Arts

Let's Spell
All
Lang.Arts

MemoryBuilder:Concentration
All
Lang.Arts

Graphics Composer
All
Art/Comp. Sci.

Micro-Painter Refill #2(Cl.Car
All
Art/Comp. Science

Micro-Painter Refill #1
All
Art/Comp. Science

Micro-Painter
All
Art/Comp.Science

Touch Typing
All
Business

PILOT
All
Computer Science

Conversational German
All
Foreign Lang.

Conversational French
All
Foreign Lang.

Conversational Spanish
All
Foreign Lang.

Great Classics
All
Lang. Arts

Letterman
All
Lang. Arts

Vocab-Blaster
All
Lang. Arts

Vocab-Blaster
All
Lang. Arts

Wordmania
All
Lang. Arts

Wordmania
All
Lang. Arts

Wordmaker
All
Lang. Arts

Mugwump
All
Math

Graph It
All
Math

Mathematic-Tac-Toe
All
Math

Maxit
All
Math

Numberblast
All
Math

Keyboard Organ
All
Music

Music Composer
All
Music

Musical Computer-The Music Tut
All
Music

Player Piano
All
Music

Chem Lab Simulations 1,3,&4
All
Science

Hidden Words

All

Several

Memory Match

All

Several

Round-Robin Scheduler

All

Several

Word Search Generator

All

Several

European Countries & Capitals

All

Soc. Studies

Flags of Europe

All

Soc. Studies

Kingdom

All

Soc. Studies

Mapware

All

Soc. Studies

Scram

All

Soc. Studies

States and Capitals

All

Soc. Studies

U.S.Government
All
Soc. Studies

U.S.History
All
Soc. Studies

World History
All
Soc. Studies

Rdg. Comp. - Level 3-4
E-A
Lang.Arts

Rdg.Comp.-What's Different
E-A
Lang. Arts

Scramble
E-A
Lang.Arts

Spelling Bee
E-A
Lang.Arts

Spellbound
E-A
Lang.Arts

Fracton & Mixed No.Recognition
E-A
Math

Addition with Carrying
E-A
Math

Addition with Carrying
E-A
Math

Aliencounter/FaceFlash
E-A
Math

Aliencounter/FaceFlash
E-A
Math

Big Math Attack
E-A
Math

Big Math Attack
E-A
Math

Cash Register
E-A
Math

Casino 1
E-A
Math

Con*putation/Tonal Encounter
E-A
Math

Cubbyholes
E-A
Math

Fraction & Mixed No.Recognitio
E-A
Math

Gulp!!/Arrow Graphics
E-A
Math

Gulp!!/Arrow Graphics
E-A
Math

Hickory Dickory
E-A
Math

Math - Diving Facts
E-A
Math

Math Facts - Level 3
E-A
Math

Math - Race Car Facts
E-A
Math

Math -Tic Tac Toe
E-A
Math

Math - Speed Facts
E-A
Math

Math Number Sequence
E-A
Math

Math - Timed Facts
E-A
Math

Math Facts - Level 2
E-A
Math

Math - Tens & Hundreds
E-A
Math

Math's for Fun
E-A
Math

Mathematics - Level 1-6
E-A
Math

Metric and Problem Solving
E-A
Math

Money Change
E-A
Math

Spatial Relations
E-A
Math

The Jar Game/Chaos
E-A
Math

The Jar Game/Chaos
E-A
Math

Video Math Flashcards
E-A
Math

Player Piano
E-A
Music

Kids #2
E-A
Several

Kids' Games #1
E-A
Several

My First Alphabet
E-A
Several

Frenzy/Flip Flop
E-I - HS
Math

Frenzy/Flip Flop
E-I - HS
Math

Plot and Guess the Rule
E-I - HS
Math

Crystals
E-I-HS
Art

Crystals
E-I-HS
Art

Graphic Master
E-I-HS
Ind.Arts/Comp.Sci.

Compu-Read 3.0
E-I-HS
Lang. Arts

Compu-Read 3.0
E-I-HS
Lang. Arts

Minicrossword
E-I-HS
Lang. Arts

Story Builder/Word Master
E-I-HS
Lang. Arts

Story Builder/Word Master
E-I-HS
Lang. Arts

The Time Bomb Word Game
E-I-HS
Lang. Arts

The Time Bomb Word Game
E-I-HS
Lang. Arts

Wordrace
E-I-HS
Lang. Arts

Bagels - Number Guess
E-I-HS
Math

Fraction Equivalence
E-I-HS
Math

Fraction Reducing
E-I-HS
Math

Marathon
E-I-HS
Math

Plot and Guess the Rule
E-I-HS
Math

Speed Drill & Number Line
E-I-HS
Math

Speed Drill & Number Line
E-I-HS
Math

Music
E-I-HS
Music

Music 1 - Terms & Notations
E-I-HS
Music

Education & Scientific
E-I-HS
Science

Quiz Master
E-I-HS
Several

Snooper Troops #2
E-I-HS
Several

Snooper Troops #1
E-I-HS
Several

Globe Master
E-I-HS
Soc. Studies

Monarch
E-I-HS
Soc. Studies

Monarch
E-I-HS
Soc. Studies

Bishop's Sq./Maxwell's Demon
E-I-HS

Fun & Games
E-I-HS

Isaac Newton & S.G. Newton
E-I-HS

Mar Tesoro
E-I-HS

Mar Tesoro
E-I-HS

Trivia Trek
E-I-HS

Dictionary Use
E-I-M
Lang. Arts

Rocket Spell
E-I-M
Lang. Arts

Scramble Spell
E-I-M
Lang.Arts

Spelling
E-I-M
Lang. Arts

Tic Tac Toe Spell
E-I-M
Lang. Arts

Wanted
E-I-M
Lang.Arts

Compu-Math/Decimals
E-I-M
Math

Compu-Math Decimals
E-I-M
Math

Fraction Symbols
E-I-M
Math

Fraction Concepts
E-I-M
Math

Math - Place Value
E-I-M
Math

Missing Operands (Pos. Nos.)
E-I-M
Math

Elementary Biology
E-I-M
Science

Bookshelf
E-I-M
Several

Scramble Letters
E-I-M
Lang. Arts

Alphabetize
E-I
Lang. Arts

Calendar
E-I
Lang. Arts

Fishing for Homonyms
E-I
Lang. Arts

Rdg. Comp.- Level 5-6
E-I
Lang. Arts

Rdg. Comp.-Stories
E-I
Lang. Arts

Wordmate
E-I
Lang. Arts

Battling Bugs/Concentration
E-I
Math

Battling Bugs/Concentration
E-I
Math

Cash Register
E-I
Math

Compu-Math Fractions
E-I
Math

Compu-Math/Fractions
E-I
Math

Golf Classic/Compubar
E-I
Math

Golf Classic/Compubar
E-I
Math

Math*UFO
E-I
Math

Mathematics-Level 4-6
E-I
Math

Spell
E-M
Lang. Arts

Spelling Genie
E-M
Lang. Arts

Three R Math System
E-M
Math

Lemonade
E-M
Several

Hodge Podge
E-P
Several

Kindercomp-Early Lng. Prg.
E-P
Lang. Arts

ABC's
E-P
Lang. Arts

Kindercomp-Early Lng. Prg.
E-P
Lang. Arts

Preschool IQ Builder 2
E-P
Lang.Arts/Math

Preschool IQ Builder
E-P
Lang.Arts

Preschool IQ Builder 2
E-P
Lang. Arts

Preschool Games
E-P
Lang.Arts

Preschool IQ Builder
E-P
Lang. Arts

Rdg. Comp.-Stories
E-P
Lang. Arts

Rdg. Comp. - Level 1-2
E-P
Lang. Arts

Reading Dev.-Level K-1
E-P
Lang. Arts

Sammy the Sea Serpent
E-P
Lang. Arts

The Adventures of Oswald
E-P
Lang. Arts

The Adventures of Oswald
E-P
Lang. Arts

Vowels
E-P
Lang. Arts

Word Scramble
E-P
Lang.Arts

Teacher's Aide
E-P
Math

Teacher's Aide
E-P
Math

Counter
E-P
Math

Math - Counting
E-P
Math

Math Numeral Names
E-P
Math

Math Facts - Level 1
E-P
Math

Preschool Fun
E-P
Math

Stars - Number Guess
E-P
Math

Facemaker
E-P
Several

It's About Time
E-P
Several

Preschool Fun
E-P
Several

Spatial Relations
E-P
Several

Teacher's Pet
E-P

Teacher's Pet
E-P

Road Lines & Intersections
HS

Bond Analysis
HS
Business

Business Communications
HS
Business

Mortgage Loan & Analysis
HS
Business

Personal Finance Mgmt. Sys.
HS
Business

Principles of Accounting
HS
Business

Stock Charting
HS
Business

Stock Analysis
HS
Business

Supervisory Practices
HS
Business

Word Processor
HS
Business

Astro Word Search: French
HS
Foreign Language

Astro Word Search: Spanish
HS
Foreign Lang.

Astro Word Search: Spanish
HS
Foreign Lang.

Astro Word Search: French
HS
Foreign Lang.

Conversational Italian
HS
Foreign Language

First Aid & Safety
HS
Health

Health Services Career
HS
Health

Auto Mechanics
HS
Indus. Arts

Basic Electricity
HS
Indus. Arts

Carpentry
HS
Indus. Arts

Construction
HS
Indus. Arts

Digital Electronics
HS
Indus. Arts

Fluid Power
HS
Indus. Arts

Fundamentals of Refrigeration
HS
Indus. Arts

General Shop Practices
HS
Indus. Arts

Indus. Solid-State Electronics
HS
Indus. Arts

Adult Phonics Series
HS
Lang. Arts

Astro Quotes
HS
Lang. Arts

Kross 'N' Quotes
HS
Lang. Arts

Kross 'n Quotes
HS
Lang. Arts

Rdg.Comp. - Level 9-10
HS
Lang. Arts

Vocational Vocabulary
HS
Lang.Arts/Indus Arts

Mathematics for Electronics
HS
Math/Indus. Arts

Algicalc
HS
Math

Calculus Demon
HS
Math

Factoring-Perfect SquareTrinom
HS
Math

Factoring Trinomials
HS
Math

Factoring-Difference ofSquares
HS
Math

Factoring-Common Monomials
HS
Math

Missing Operands(Neg. Nos.)
HS
Math

Multiplying Binomials
HS
Math

Polycalc
HS
Math

Statistics
HS
Math

Statistics
HS
Math

Philosophy
HS
Philosophy

Basic Psychology
HS
Science

Physics
HS
Science

Physics Examples 1
HS
Science

Starware
HS
Science

College Bd.SAT Prep. Series
HS
Several

Basic Sociology
HS
Soc. Studies

Eastern Front(1941)
HS
Soc. Studies

Economics
HS
Soc. Studies

Astro Word Search:Geography
HS
Soc. Studies

Meat Processes
HS

Meat Technology
HS

Office Careers
HS

Road Signs
HS

Selected Mathematics

M-HS

Math

Paint

M-HS

Art

Sketchpad

M-HS

Art

Text Wizard

M-HS

Business

Diet Evaluation

M-HS

Home Economics

Analogies

M-HS

Lang. Arts

Analogies

M-HS

Lang. Arts

Codebreaker

M-HS

Lang.Arts

Codecracker

M-HS

Lang. Arts

Effective Writing

M-HS

Lang. Arts

Elbbarcs
M-HS
Lang. Arts

Elbbarcs
M-HS
Lang. Arts

Minicrossword
M-HS
Lang. Arts

Spelling Builder
M-HS
Lang. Arts

Spelling
M-HS
Lang. Arts

Spelling Builder
M-HS
Lang. Arts

Vocabulary Builder 1:Beginning
M-HS
Lang. Arts

Vocab.Builder 2:Advanced
M-HS
Lang. Arts

Vocabulary Builder 1:Beginning
M-HS
Lang. Arts

Vocab.Builder 2:Advanced
M-HS
Lang. Arts

Basic Algebra

M-HS

Math

Decimal Fractions

M-HS

Math

Fractions- Mixed Numbers

M-HS

Math

Fraction Subtraction

M-HS

Math

Mathematics- Level 6-12

M-HS

Math

Mathematics-Level 5-12

M-HS

Math

Number Series

M-HS

Math

Number Series

M-HS

Math

Percent

M-HS

Math

Quantitative Comparisons

M-HS

Math

Quantitative Comparisons

M-HS

Math

Advanced Musicsystem
M-HS
Music

Frogmaster
M-HS
Science

Decision Maker
M-HS
Several

Flight Simulator
M-HS
Several

Flight Simulator
M-HS
Several

Astro Word Search: Geography
M-HS
Soc. Studies

Atlas of Canada
M-HS
Soc. Studies

Eastern Front(1941)
M-HS
Soc. Studies

Energy Czar
M-HS
Soc. Studies

Presidents of the U.S.
M-HS
Soc. Studies

USA
M-HS
Soc. Studies

Guessword

M

Lang.Arts

Rdg. Comp. - Level 7

M

Lang. Arts

Rdg.Comp. - Level 8

M

Lang. Arts

Codecracker

M

Math

Fraction Addition

M

Math

Mathematics-Level 4-8

M

Math

ABC's
JMH
E-P
Lang. Arts
16K,410 or 810,BASIC
\$9.95

Computer assisted instruction. The two options in this program provide practice in supplying the missing letter in a sequence of consecutive letters or matching upper case letters to the displayed lower case letters. A tutorial format with several levels of help is used.

Addition with Carrying
PDI
E-A
Math
16K,810,BASIC,Joystick
\$23.95

Drill & Instruction. Beat your own best score as you progress at your level of mathematical skill. Program walks you through each step of a problem, with sound and color to make it exciting.

Addition with Carrying
PDI
E-A
Math
8K,410,BASIC,Joystick
\$16.95

Drill & Instruction. See above.

Adult Phonics Series
Dorsett
HS
Lang. Arts
16K,410,Ed.Mast.Cart.
\$158.00

Tutorial. 32 programs arranged in four levels of increasing rates of learning. The series is designed to teach adult students the common sound patterns of the language in a clear and concise format. The primary goal is for the mature non-reader to learn to read basic words and sentences in a short time.

Advanced Musicsystem
APX
M-HS
Music
32K,810,BASIC
\$29.95

With the ADVANCED MUSICSYSTEM, students can use their musical skills to their fullest. This program provides a complete range of possibilities, from listening to creating. It allows you to save music on a diskette, and merge files to create very large files. This is a comprehensive package for people with a good knowledge of music.

Algicalc
APX
HS
Math
24K,410,BASIC or 32K,810,BASIC
\$22.95

ALGICALC is a valuable tool for students and teachers of algebra and calculus. It is easy to use, and it has help screens you can display while using the program.

Aliencounter/FaceFlash
Milliken
E-A
Math
16K,410
\$29.95

Learning Games. ALIENCOUNTER makes learning to count fun! Designed for preschool and kindergarten use, this game incorporates learning to count with flying saucers and aliens. FACE FLASH teaches counting, visual memory and base ten. It is an exciting and fast-paced game for young children.

Aliencounter/FaceFlash
Milliken
E-A
Math
32K,810
\$32.95

Learning Games. See above.

Alphabetize
JMH
E-I
Lang. Arts
16K,410 or 810, BASIC
\$9.95

Computer assisted instruction. Choose among 3 levels of difficulty for practice in alphabetizing word lists: recognize a sorted list, sort with first letter different, sort with some first letters alike. Tutorial help provided at each level. Summary provided at conclusion of lesson.

Analogies
PDI
M-HS
Lang. Arts
16K,810,BASIC
\$23.95

Tutorial. This course defines and describes the common types of analogies. The six programs teach a method for analyzing analogies and provides practice in handling all types of analogies. The final lesson tests abilities. Designed to help students prepare for the SAT.

Analogies
PDI
M-HS
Lang. Arts
8K,410,BASIC
\$16.95

Tutorial. See above.

Astro Word Search: Geography
PDI
M-HS
Soc. Studies
16K,410,Joystick,BASIC
\$16.95

Learning Game. The challenge is to locate every one of the geographical place names hidden horizontally, backwards, vertically, or diagonally in the maze of letters on the screen. Hundreds of possible games test geographical knowledge and powers of perception.

Astro Word Search: French
PDI
HS
Foreign Language
16K,410,BASIC,Joystick
\$16.95

Learning Game. The challenge is to go on a Spanish word search in the grid of letters on the screen. The computer shows you the number of words, keeps score. It comes with a separate dictionary of definitions. A terrific, entertaining way to improve foreign-language vocabulary.

Astro Word Search: Spanish
PDI
HS
Foreign Lang.
16K,410,BASIC,Joystick
\$16.95

Learning Game. Same as ASTRO WORD SEARCH: FRENCH.

Astro Word Search:Geography
PDI
HS
Soc.Studies
24K,810,BASIC,Joystick
\$23.95

Learning Game. The challenge is to locate every one of the geographical place names hidden horizontally, backwards, vertically, or diagonally in the maze of letters on the screen. Hundreds of possible games test geographical knowledge and powers of perception.

Astro Quotes

PDI

HS

Lang. Arts

16K,410

\$16.95

Learning Game. Guess four words from the clues furnished by the computer, so that the computer can drop the letters where they belong in the famous quotation. It's space-age anagrams -- the better you get, the harder the games get.

Astro Word Search: French

PDI

HS

Foreign Lang.

24K,810,BASIC,Joystick

\$23.95

Learning Game. See above.

Astro Word Search: Spanish

PDI

HS

Foreign Lang.

24K,810,BASIC,Joystick

\$23.95

Learning Game. See above.

Atlas of Canada
APX
M-HS
Soc. Studies
16K,410,BASIC or 32K.810,BASIC
\$22.95

Learning Game. What is the capital of Nova Scotia? Is the largest Canadian city also Canada's capital? ATLAS OF CANADA can give you the answers. The program first draws an outline of Canada and then outlines a province or landmark in white and asks you to name it and its capital. Should you guess wrong, the correct answer displays. Canada's version of States & Capitals.

Auto Mechanics
Dorsett
HS
Indus. Arts
8K,410,Ed.Mast.Cart.
\$79.00

Tutorial. Sixteen programs designed to teach the basics of Auto Mechanics. This program incorporates the Program Recorder for a voice overlay. Through out the program, students are asked multiple choice questions to reinforce retention. 8 cassettes.

Bagels - Number Guess
JMH
E-I-HS
Math
16K,410 or 810,BASIC
\$9.95

Learning game. You are asked to determine a three-digit number randomly selected by the computer. Clues are given after each guess as to the correct positions of the digits. One or two players.

Basic Psychology
Dorsett
HS
Science
8K,410,Ed.Mast.Cart.
\$79.00

Tutorial. Sixteen programs on eight cassettes, designed to present an introduction to BASIC PSYCHOLOGY. Tutorials include: Heredity, Sensory Processes, Learning and Conditioning, Measurement of Responses, Psychological Testing, Personality and many others.

Basic Algebra
Dorsett
M-HS
Math
8K,410,Ed.Mast.Cart.
\$79.00

Tutorial. Sixteen programs on eight cassettes, BASIC ALGEBRA addresses the major areas of Algebra instruction. Courses include: Algebraic Equations, Working with Sets, Algebraic Fractions, Solving Problems, Ratio, Two Unknowns and many others.

Basic Sociology
Dorsett
HS
Soc. Studies
8K,410,Ed.Mast.Cart.
\$79.00

Tutorial. BASIC SOCIOLOGY incorporates voice with visual instruction to teach the fundamentals of Sociology. Courses include: The Social Organization, Culture, Marriage and Family, Social Stratification, Social Control and Deviation, Collective Behavior and others.

Basic Electricity
Dorsett
HS
Indus. Arts
16K,410,Ed. Mast. Cart.
\$79.00

Tutorial. Sixteen programs on eight cassettes addressing the basics of electricity. Ideal for Industrial Arts Classes. Courses include: Electrical Properties, Current and Voltage, Batteries and Direct Current, Color Code of Resistors, Ohm's Law, Magnetism, Alternating Current Analysis, Inductance, Capacitors and others.

Battling Bugs/Concentration
Milliken
E-I
Math
32K,810
\$32.95

Learning Game. Two entertaining games designed to reinforce the concepts of positive and negative numbers and the concept of equivalent fractions and visual memory. Well designed.

Battling Bugs/Concentration
Milliken
E-I
Math
16K,410
\$29.95

Learning Game. See above.

Big Math Attack
Thesis
E-A
Math
24K,810,BASIC
\$25.00

Learning Game. A skillfully designed game combining the excitement and challenge of an arcade game with basic math skills. Students sharpen their skills by entering the correct answer to the equations before it 'lands' on the city.

Big Math Attack
Thesis
E-A
Math
16K,410,BASIC
\$20.00

Learning Game. See above.

Bishop's Sq./Maxwell's Demon
Datasoft Inc.
E-I-HS

32K,810,BASIC,Joystick
\$29.95

Learning games. Bishop's Square is patterned after the Rubik's Cube. Capture flying gas molecules with Maxwell's Demon.

Bond Analysis
Atari
HS
Business
24K,810
\$24.95

The Bond Analysis Diskette Program allows the student to study investments and investment forecasting. The Bond Price and Interest program compute the price and accrued interest for a given bond and provide the annual coupon in dollars, the redemption value, the maturity and the yield. The Bond Yield program calculates the before and after tax yield of a given bond using 2 tax rates, 1 for ordinary income and 1 for capital gain.

Bookshelf
JMH
E-I-M
Several
16K,410 or 810,BASIC
\$9.95

Computer Assisted Instruction. Three levels of difficulty in correctly shelving library books. Tutorial help provided. Summary given at end of each lesson.

Business Communications
Dorsett
HS
Business
8K,410,Ed.Mast.Cart.
\$79.00

Tutorial. BUSINESS COMMUNICATIONS teaches the fundamentals necessary for entry into the business world. Some of the sixteen programs are: Basic Psychology for Businesspeople, Oral Communications, Effective Writing Sytle, Sales Communications, Letters, Report Planning. Using the Program Recorder to incorporate voice with visual learning, this courseware is well designed and interesting.

Calculus Demon
APX
HS
Math
32K,410,BASIC or 40K,810,BASIC
\$22.95

CALCULUS DEMON is the third program in a series that includes ALGICALC and POLYCALC. It provides a comprehensive tool for automatically deriving symbolic partial derivatives and indefinite integrals of expressions. Individually, the programs offer a quick way to perform various kinds of operations in symbolic algebra and calculus. Collectively, they constitute a complete computational package.

Calendar
JMH
E-I
Lang. Arts
16K,410 or 810,BASIC
\$9.95

Computer assisted instruction. Three levels of practice in learning calendar skills (days of the week and months of the year): correct spelling, multiple choice answers, fill in the blank. Tutorial help provided. Progress report is given at the end of a lesson.

Carpentry
Dorsett
HS
Indus. Arts
8K,410,Ed.Mast.Cart.
\$79.00

Tutorial. This courseware is designed to teach the basics of carpentry. The sixteen programs include: Construction of a House, Framework, Trimwork, Tools, Wood, Safety, Linear measurement and others. As with all Dorsett courseware, this program incorporates the voice track with the visual information.

Cash Register
PDI
E-I
Math
16K,810,BASIC
\$23.95

Learning Game. Run your own grocery store and make sure you don't cheat either your customers or yourself. Colorful graphics and sound make learning practical mathematics skill a real pleasure. There's also a voice tutorial that shows how to use the CASH REGISTER game.

Cash Register
PDI
E-A
Math
8K,410,BASIC
\$16.95

Learning Game. See above.

Casino 1
Thesis
E-A
Math
16K,410,BASIC
\$15.00

Learning Game. An entertaining variation on teaching math concepts. Learn to add the "teen" numbers by playing Blackjack and Slot Machine.

Chem Lab Simulations 1,3,&4
High Tech.Sftwr.Prod
All
Science
40K,810,BASIC
\$100.00 each

Simulation. Designed to interactively illustrate actual experiments performed in beginning chemistry classes. Chem Lab 1 illustrates Titration; Chem Lab 3 illustrates Calorimetry; Chem Lab 4 illustrates Thermodynamics.

Codebreaker
PDI
M-HS
Lang.Arts
16K,410,BASIC,Joystick
\$16.95

Learning Game. Break the computer's code and figure out its messages. Start out by decoding scrambled letters; go on to tougher codes in which both letter and word order have to be unscrambled; end by decoding "master challenge" messages.

Codecracker
APX
M
Math
8K,410 or 16",810,BASIC
\$15.95

Learning Game. See above.

Codecracker
APX
M-HS
Lang. Arts
8K,410,BASIC
\$9.95

Learning Game. See above.

College Bd.SAT Prep. Series
Krell Software
HS
Several
16K,410 or 810,BASIC,AVAILABLE 1983
\$229.95

Educator edition set includes 25 programs covering vocabulary, word relationships, reading comprehension, sentence completion, and mathematics.

Compu-Math/Fractions
Edu-Ware Svcs.,Inc.
E-I
Math
48K,810,BASIC
\$39.95

Tutorial. This program defines and names the parts of fractions, provides problems in addition, subtraction, multiplication, and division of fractions, and works with denominators.

Compu-Read 3.0
Edu-Ware Svcs., Inc.
E-I-HS
Lang. Arts
48K,410,BASIC
\$19.95

Tutorial. The program has units on letters, words, synonyms and antonyms, and sentences. The user can put in his own word list. The program is designed to improve speed and recall.

Compu-Read 3.0
Education-ware Svcs.
E-I-HS
Lang. Arts
48K,810,BASIC
\$29.95

Tutorial. See above.

Compu-Math Fractions
Edu-Ware Services Inc
E-I
Math
48K,410,BASIC
\$29.95

Tutorial. See listing for disk version.

Compu-Math Decimals
Edu-WareSvcs.Inc
E-I-M
Math
48K,410,BASIC
\$29.95

Tutorial. This is a companion program to CompuMath/Fractions. It has an equivalent function and also addresses percentages and converting fractions to decimals.

Compu-Math/Decimals
Edu-Ware Services,In
E-I-M
Math
48K,810,BASIC
\$39.95

Tutorial. See above.

Con*putation/Tonal Encounter
Thesis
E-A
Math
16K,410,BASIC
\$20.00

Learning Games. This package contains two memory building programs. CON*PUTATION is a 'concentration' type game for two players. Match any equation behind the boxes with the answer or an equal equation. Each of the eight levels of play helps develop the child's addition, subtraction, multiplication or division skills. TONAL ENCOUNTER is similar to the Simon Electronic games.

Construction
Dorsett
HS
Indus. Arts
8K,410,Ed.Mast.Cart.
\$79.00

Tutorial. These sixteen programs are instructional courses in basic Construction. Incorporating the voice instruction with visual information, some of the subjects covered are: Construction site tools, masonry mortar, finishing concrete, Orthographic and pictorial views, Construction terms, Power tools, Electricity-terms and components and others.

Conversational Italian
Atari
HS
Foreign Language
16K,410,BASIC
\$59.95

Computer Assisted Instruction. This interactive learning program consists of five cassettes and a workbook. It teaches the student commonly used conversational phrases. Incorporating the Program Recorder for voice tutorial along with the colorful graphics, it holds interest and stimulates interest among students. Excellent for use with small student groups.

Conversational Spanish
Atari
All
Foreign Lang.
16K,410
\$59.95

Computer Assisted Instruction. Same as Conversational Italian. See above.

Conversational French

Atari

All

Foreign Lang.

16K,410

\$59.95

Computer Assisted Instruction. Same as Conversational Italian.
See above.

Conversational German

Atari

All

Foreign Lang.

16K,410

\$59.95

Computer Assisted Instruction. Same as Conversational Italian.
See above.

Counseling Procedures

Dorsett

16K,410,Ed.Mast.Cart.

\$79.00

Tutorial. These sixteen programs using voice address the fundamentals of counseling. Courses include: The Counselor, the Counselee, Goals, Theories, Techniques, Interviews, Testing and others.

Counter
APX
E-P
Math
16K,410,BASIC or 24K,810,BASIC
\$29.95

Young children will happily learn to count to fifteen with this friendly introduction to numbers. Bright colors and happy sounds capture youngsters' attention and add to the fun of counting exercises in English, French, German, or Spanish. COUNTER has two parts.

Crystals
Dynacomp, Inc.
E-I-HS
Art
24K,810,BASIC
\$18.95

This is a unique program which simply generates very beautiful color patterns on your screen. These fascinating graphics displays are always different and the effect is mesmerizing, much like sitting in front of an electronic fireplace!

Crystals
Dynacomp, Inc.
E-I-HS
Art
24K,410,BASIC
\$14.95

Same as above.

Cubbyholes

APX

E-A

Math

16K,410,BASIC,Joystick or 24K.810,etc.

\$22.95

Learning Game. If you're looking for a fresh approach to teaching addition, you may want to use CUBBYHOLES. This one or two player game gives plenty of addition practice, but players will be so absorbed in wielding their joystick controllers they'll hardly be aware they're sharpening their addition skills. The graphics, sound and ingenuity add a new dimension to drill and practice.

Decimal Fractions

JMH

M-HS

Math

16K,410 or 810,BASIC

\$9.95

Drill. This program has recently been converted into two programs, one changing fractions to decimals (Decimal 6), and one changing decimals to fractions (Decimals 7), each for \$9.95

Decision Maker

APX

M-HS

Several

8K,410,BASIC or 16K,810,BASIC

\$15.95

DECISION MAKER helps you make decisions involving as many as ten choices and ten factors.

Dictionary Use
JMH
E-I-M
Lang. Arts
16K,410 or 810,BASIC
\$9.95

Computer assisted instruction. Four levels of difficulty in learning dictionary skills. The program will adjust to level of difficulty based on student proficiency. The student may begin at any level and exit, with a summary, at any time. Tutorial help provided.

Diet Evaluation
JMH
M-HS
Home Economics
16K,410 or 810,BASIC
\$19.95

Record the type and quantity of food you eat in a day and let this program analyze it. The computer reports your desired totals and actual totals for calories, protein, fiber, calcium, iron, vitamin B1, vitamin C, and vitamin A. Data on nearly 100 foods.

Digital Electronics
Dorsett
HS
Indus. Arts
8K,410.Ed.Mast.Cart.
\$79.00

Tutorial. Incorporating a voice track with visual information, these sixteen programs instruct in the basics of DIGITAL ELECTRONICS. Courses include: Converting to other bases, Boolean Algebra, Logic Functions, Using Logic Gates, Integrated Circuits and many others.

Do It Yourself Spelling
PDI
All
Lang. Arts
16K,410,BASIC
\$19.95

Computer Assisted Instruction. Make up your own list of words, then program it into the computer, with your own voice cassette. The possibilities are endless. It is easy to do. Full instructions are included, along with lists of words children should know from first grade on.

ESL Eng. as a Second Lang.
Dorsett

ESL
16K,410,Ed.Mast.Cart.
\$158.00

Tutorial. A series of thirty two programs combine voice and visual data to assist in the development of English. Designed specifically for those students who have developed English as a second language.

Eastern Front(1941)
APX
M-HS
Soc. Studies
16K,410,Joystick
\$26.95

Learning Game. EASTERN FRONT is an exceptionally complex one-player wargame. It re-creates the conditions of the campaign, including terrain, seasons, and types of military units and it adjusts these factors over time. The game closely follows the historic sequence of events of the Eastern Front of Germany during the second World War. In addition to learning from the military simulation, EASTERN FRONT is valuable in teaching strategy and planning.

Eastern Front(1941)
APS
HS
Soc. Studies
32K,810,Joystick
\$29.95

Learning Game. See above.

Economics
Dorsett
HS
Soc. Studies
8K,410
\$79.00

Tutorial. Using interactive audio visual instruction, this set of sixteen programs teaches the fundamentals of Economics. Courses include: Capitalism, Government Expenditures, Micro-economics, the Distribution of Wealth, Labor and Unions, Public Welfare and Poverty, Money and Banks, Supply and Demand and many others.

Education & Scientific
University Software
E-I-HS
Science
32K,410,BASIC
\$29.95

This is actually a book of 27 education and scientific programs which you can put into your computer. The programs require Microsoft BASIC.

Effective Writing
Dorsett
M-HS
Lang. Arts
8K,410,Ed.Mast. Cart.
\$79.00

Tutorial. Teaching the basics of good writing skills, these sixteen cassettes use audio visual instruction. Courses include: Logic in Writing, Effective Sentences, Developing Paragraphs, Diction, Parts of Speech, Verbs and Pronoun Inflections, Spelling and Mechanics, Writing Effective Letters, Reports and Papers and several others.

Elbbarcs
Computer Age
M-HS
Lang. Arts
40K,410,BASIC
\$19.95

This program is no longer available.

Elbbarcs
Computer Age
M-HS
Lang. Arts
40K,810,BASIC,Joystick
\$21.95

See above.

Elementary Biology
APX
E-I-M
Science
16K,810,BASIC
\$29.95

Simulation. One of the MECC program series, ELEMENTARY BIOLOGY contains three introductory biology programs. CIRCULATION is a tutorial on the circulatory system of a fish, which has a two chambered heart. ODELL LAKE and ODELL WOODS are simulations focusing on ecological concepts of food chains and food webs. The programs come with extensive and excellent documentation, including many suggestions and materials for both background and follow-up activities.

Energy Czar
Atari
M-HS
Soc. Studies
8K,410
\$14.95

Simulation. You are the government official and responsible for the United States' energy policy. You must make decisions about such complex problems as which energy sources to use, whether to subsidize or tax energy forms, tighten pollution controls, freeze prices, or ration. You must also monitor the country's entire energy usage system, including prices, taxes and environmental effects. The results of your decisions show up in the growth rate of the economy, the inflation rate, and whether the public thinks you are doing a good job.

European Countries & Capitals
Atari
All
Soc. Studies
16K,410
\$14.95

Learning Game. This program is an excellent tool to teach the geography of Europe. A map is drawn by the computer and the student must identify the countries and capitals correctly. The computer keeps score.

Facemaker
Spinnaker
E-P
Several
810
\$34.95

Learning game. FACEMAKER exercises a child's creativity and improves memory and concentration. It also provides a very simple introduction to programming and familiarity with the computer keyboard.

Factoring Trinomials
JMH
HS
Math
16K,410 or 810,BASIC
\$9.95

Computer assisted instruction. Choose among three levels of difficulty for practice in developing the skills needed to factor trinomials: pick the correct factors from a multiple-choice list, fill in the missing term for a given factor of the trinomial, and give the factors for a given trinomial. Tutorial help available when needed. Progress kept and tabulated.

Factoring-Common Monomials
JMH
HS
Math
16K,410 or 810,BASIC
\$9.95

Computer assisted instruction. The skill of finding common monomial factors is developed through the use of this program. Several levels of help are provided when needed. Summary of progress is displayed after 10 problems.

Factoring-Perfect Square Trinomials

JMH

HS

Math

16K,410 or 810,BASIC

\$9.95

Computer assisted instruction. Three levels of skill are provided for developing skills in factoring perfect square trinomials: multiple choice answers, fill in the missing term for a given factor, or give the factors for a given trinomial. Help is provided throughout the program, and a summary is displayed after 10 problems.

Factoring-Difference of Squares

JMH

HS

Math

16K,410 or 810,BASIC

\$9.95

Computer assisted instruction. Three levels of difficulty: multiple choice, fill in the missing term, or give the factors for a given expression that is the difference of the squares. Tutorial help is provided throughout, and a summary of progress is displayed after 10 problems.

First Aid & Safety

Dorsett

HS

Health

8K,410,Ed.Mast.Cart.

\$79.00

Tutorial. Covering such topics as: Safety Rules, Handling Equipment, Preventing accidents, Recognition of Coronary Attacks, Care of Victims, Diabetic Emergencies, Fractured Bones, Minor Cuts, Chemical Burns, etc. These programs incorporate sound and visual instruction.

Fishing for Homonyms
Thesis
E-I
Lang.Arts
16K,410,BASIC
\$20.00

Learning Game. Played like the card game "fish", you and the computer are dealt five word-cards. You take turns with the computer trying to match the words in your hand with homonyms. This program contains over 150 sets of homonyms. A list of all the homonyms is provided with the program so that the student can study the words before playing the game. The student must enter both spellings for the homonyms. This helps improve both spelling and vocabulary. This program can be used with the Votrax Type 'N' Talk. This optional feature allows the user to 'hear' each word as it appears on the screen.

Flags of Europe
APX
All
Soc. Studies
40K,810,BASIC
\$22.95

Learning Game. FLAGS OF EUROPE is a colorful program that can help youngsters quickly become experts at recognizing European flags. Users can select from two kinds of quizzes for identifying each illustrated flag. Novices can start out with a multiple choice quiz. As they become more proficient, they can go on to the fill-in-the-blank quiz. The program helps out with hints. This program is not suitable for black and white televisions.

Flight Simulator
Dynacomp, Inc.
M-HS
Several
16K,410,BASIC
\$17.95

Simulation. Learn from this realistic, mathematical simulation which allows you to take-off, fly, navigate, and land an airplane. The program employs kinematic aerodynamic equations, as well as applies the characteristics of a real airfoil to simulate the response of flying machines ranging from gliders to space shuttles.

Flight Simulator
Dynacomp, Inc.
M-HS
Several
16K, 810, BASIC
\$21.95

Simulation. See above.

Fluid Power
Dorsett
HS
Indus. Arts
16K, 410, Ed. Mast. Cart.
\$79.00

Tutorial. These sixteen audio visual interactive programs address basic information about: Theories and Principles, Laws, Fluid Power Lines, Sealing Devices, Reservoirs, Pumps, and many other subjects.

Fractions- Mixed Numbers
JMH Software
M-HS
Math
16K, 410 or 810, BASIC
\$9.95

Drill. This is now two separate programs, each for \$9.95. Mixed Fractions 1 uses diagrams to illustrate the concept of mixed fractions, starting with the whole number. Mixed Fractions 2 gives practice in changing mixed numbers to improper fractions.

Fraction Concepts
JMH
E-I-M
Math
16K,410 or 810,BASIC
\$9.95

Computer assisted instruction. This has now been put on two separate programs, each at \$9.95. The first program provides a choice of either a tutorial or practice with halves, thirds, or fourths. The second program gives practice in recognizing equal parts, halves, thirds, or fourths.

Fraction Subtraction
JMH Software
M-HS
Math
16K,410 or 810,BASIC
\$9.95

Computer assisted instruction. This program has been divided into two separate programs, each for \$9.95. The first one gives practice in subtracting fractions with like denominators, with a choice of reducing answers or not. The second program works with subtraction of fractions with unlike denominators.

Fraction Addition
JMH
M
Math
16K,410 or 810,BASIC
\$9.95

Computer assisted instruction. Again, two programs have been made on the topic. The format is similar to the one mentioned above, except the fractions are added rather than subtracted.

Fraction Reducing
JMH Software
E-I-HS
Math
16K,410 or 810,BASIC
\$9.95

Computer assisted instruction. Problems are accompanied by a picture representation. Help is provided when necessary, and a ten-problem summary is given.

Fraction & Mixed No.Recognition
Edu-Soft
E-A
Math
16K,410,BASIC
\$14.95

Computer assisted instruction. Using high resolution graphics, this program displays pictorial representations of fractions and helps students recognize fractions.

Fraction Symbols
JMH
E-I-M
Math
16K,410 or 810,BASIC
\$9.95

Drill. The company has now made this into two separate programs, each for \$9.95. The first one shows a picture representation of a fraction with a choice of several fraction symbols. The second program offers the student the choice of working with halves, thirds, fourths, or a combination of all of them.

Fracton & Mixed No. Recognition
Edu-Soft
E-A
Math
16K, 810, BASIC
\$19.95

Computer assisted instruction. See listing for cassette version.

Fraction Equivalents
JMH
E-I-HS
Math
16K, 410 or 810, BASIC
\$9.95

Computer assisted instruction. The student may choose to reduce a fraction to lowest terms or find an equivalent fraction for a fraction given in lowest terms. Help is provided for incorrect answers, and a ten-problem summary is given.

Frenzy/Flip Flop
Milliken
E-I - HS
Math
16K, 410
\$29.95

Learning Game. Two colorful and entertaining games designed to drill subtraction and division and introduce transformational geometry.

Frenzy/Flip Flop
Milliken
E-I - HS
Math
32K,810
\$32.95

Learning Game. See above.

Frogmaster
APX
M-HS
Science
24K,810,BASIC,Joystick
\$22.95

Learning Game. Simulation. Here is a different and fascinating concept in computer instruction. On the surface, FROGMMASTER is a fast-moving high-concentration, competitive game for one to four players. Underneath, however, it is a dynamic exercise in learning how to use conditioning to train animals. Inside each frog or tadpole on the screen is a primitive brain--entirely simulated by the computer. The metamorphosis option is particularly well done. The accompanying manual is excellent.

Fun & Games
University Software
E-I-HS

32K,410.BASIC
\$29.95

This is actually a book containing programs that you can input into your computer. There are two volumes, each for \$29.95, which contain 15-20 programs each.

Fundamentals of Refrigeration
Dorsett
HS
Indus. Arts
16K,410,Ed.Mast. Cart.
\$79.00

Tutorial. Sixteen programs with audio visual interaction teaching courses in: Refrigeration Cycle, Compressors, Condensers, Evaporating Units, Metering Devices, Refrigerant Oils, Piping, Troubleshooting and others.

General Shop Practices
Dorsett
HS
Indus. Arts
8K,410,Ed.Mast.Cart.
\$79.00

Tutorial. An excellent instructional tool for the Industrial Arts Department, this sixteen course program discusses and displays information on: Tool Identification, Hardware, Lubricant, Engines, Cutting and Welding, Employment hints, and many others.

Globe Master
Versa Computing
E-I-HS
Soc. Studies
32K,810,BASIC
\$29.95

This set of educational programs utilizes 8 high-resolution color maps for the study of geography. There are 4 skill levels in this user-friendly software.

Golf Classic/Compubar
Milliken
E-I
Math
16K,410
\$29.95

Learning Game. GOLF CLASSIC incorporates color graphics and sound to teach geometric angle and length estimation. COMPUBAR is an instructional program addressing reading graphs and constructing arithmetic expressions.

Golf Classic/Compubar
Milliken
E-I
Math
32K,810
\$32.95

Learning Game. See above.

Graphics Composer
Versa Computing, Inc.
All
Art/Comp. Sci.
32K,410 or 810,BASIC,Joystick or Paddle
\$39.95

This program enables you to create player/missile shapes automatically, add text to the screen, draw geometric figures on a hi-res screen (Mode 8), and save your pictures on either disk or cassette.

Graph It
Atari
All
Math
16K,410
\$19.95

Computer Assisted Instruction. This program allows students to create their own bar charts, pie graphs, 2 and 3 dimensional plots and polar plots on the screen. The joystick controller can be used to find values of specific points on the 2 and 3 dimensional plots. 2 Cassettes.

Graphic Master
Datasoft, Inc.
E-I-HS
Ind.Arts/Comp.Sci.
48K,810,BASIC,Joystick
\$39.95

Use this program to draw, edit, paint and label pictures. It is a flexible tool which edits images in much the same way a word processor works with text. Even the computer novice can achieve professional results in a very short time.

Great Classics
Dorsett
All
Lang. Arts
8K,410,Ed.Mast.Cart.
\$79.00

Tutorial. This series of sixteen GREAT CLASSICS presents an interesting and effective means of introducing students to great pieces of literature or for review. Classics include: Julius Caesar, Macbeth, Ivanhow, Treasure Island, Mutiny on the Bounty, A Tale of Two Cities, Robinson Crusoe, Last of the Mohicans, Moby Dick, David Copperfield, Don Quixote, The War of the Worlds, The Three Musketeers, 20,000 Leagues Under the Sea, The Red Badge of Courage, and William Tell.

Guessword
Thesis
M
Lang.Arts
8K,410,BASIC
\$15.00

This program gives you the synonyms for the 'secret' word. The fewer clues used to correctly identify the word, the greater your score. Written for one or two players.

Gulp!!/Arrow Graphics
Milliken
E-A
Math
16K,410
\$29.95

Learning Game. GULP is an educational game designed to drill multiplication and addition facts in an exciting and colorful way. This game is very well constructed and children will enjoy the gaming aspects. GULP is a one player game. ARROW GRAPHICS is directed at problem solving and directionality. It is ideal for first through third graders. Learning the AAROW GRAPHICS game will give the children a sense of mastery.

Gulp!!/Arrow Graphics
Milliken
E-A
Math
32K,810
\$32.95

Learning Game. See above.

Health Services Career
Dorsett
HS
Health
8K,410,Ed.Mast.Cart.
\$79.00

Tutorial. The sixteen cassette programs use audio visual interaction to teach facts about HEALTH SERVICES. It is a good aid for any vocational program. Courses include: The Medical Team, Helping Patients, Human Anatomy, Medical History, Sterilizing, Diagnostic Tests, Using the Microscope, Injections and many others.

Hickory Dickory
APX
E-A
Math
16K,410,BASIC or 24K,810,BASIC
\$15.95

Computer Assisted Instruction. HICKORY DICKORY can help children master the translation process between reading a traditional clock and reading a digital clock. The program displays time using hour and minute hands on a traditional face clock. Using either the computer keyboard or a joystick controller, the child gives the digital equivalent. HICKORY DICKORY offers six skill levels. It provides clues when an answer is incorrect.

Hidden Words
Thesis
All
Several
24K,410,BASIC,Joystick
\$17.50

Learning Game. HIDDEN WORDS is a word search program. Your word is displayed at the bottom of the screen. It is hidden among the letters printed on the screen. Move your token over the letters that spell your word. It teaches letter and word recognition and following letter sequences. This program does not include a printer option.

Hodge Podge
Artworx Sftwr. Co.
E-P
Several
16K,810.BASIC
\$19.95

Learning game. Children can and do learn letters of the alphabet, words, numbers, musical scales, songs and animals from this program, simply by having favorites that they want to see and hear again and again. No reading required. Excellent graphics.

Indus. Solid-State Electronics
Dorsett
HS
Indus. Arts
8K,410,Ed.Mast.Cart.
\$79.00

Tutorial. This set of sixteen cassette based programs offers a visual and an auditory tutorial. It encompasses such subjects as: Transformers, Electric Generators, Motors, Semiconductors, Transistors, Vacuum Tubes, Boolean Algebra, Gating Circuits and many others.

Isaac Newton & S.G. Newton
Krell Software
E-I-HS

48K,410,810,BASIC,AVAILABLE 1983
\$49.95

Learning game. This program is an inductive game that allows players to intervene actively by proposing experiments to determine if new data conform to the "Laws of Nature" in question. Levels of difficulty range from simple to fiendishly complex.

It's About Time
Thesis
E-P
Several
16K,410,BASIC
\$20.00

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

Keyboard Organ
APX
All
Music
24K,410 or 24K,810
\$22.95

Simulation. Turn your ATARI Computer into a simple organ with vibrato and attack features. You play songs using the computer's keyboard as if it were an organ keyboard, except that you can play only one note at a time. You can record and play back your songs and even play duets or rounds by recording a song and playing it back while you play along on the computer keyboard. You can modify the organ sound. There is no delay between a key press and a sound. It is a good simulation of an organ. The graphics are nicely done and the "play-along" feature is unique.

Kids #2
Santa Cruz Ed. Sftwr
E-A
Several
16K,410 or 24K,810,BASIC
\$14.95

Three learning games including Spelling Bee which allows you to input your own words, then flashes the words on the screen and waits for the child to spell them correctly; Scramble, a scrabble-type game where two players have to make up words out of the random letters on the screen; and Touch, a game designed to increase body awareness.

Kids' Games #1
Santa Cruz Ed. Sftwr
E-A
Several
16K,410
\$14.95

Three learning games including Math Quiz which allows you to input the highest numbers your children can handle in their math drills; Dialogue, a conversation with a wise-guy computer; and Lost Treasure, a simulation of an island with clues to help kids find the hidden treasure.

Kindercomp-Early Lng. Prg.
A.Douglas Davis
E-P
Lang. Arts
24K,810,BASIC,Joystick
\$18.00

This program is now available from Spinnaker Software.
It is collection of learning exercises for pre-schoolers,
presented in a fun and exciting manner.

Kindercomp-Early Lng. Prg.
A. Douglas Davis
E-P
Lang. Arts
16K,410,BASIC,Joystick
\$15.00

See above.

Kingdom
Atari
All
Soc. Studies
8K,410
\$14.95

Simulation. This educational program cassette simulates the running of a small agricultural kingdom. Catastrophe may befall your people, your food supply, or crops. You determine the farming strategy--if you are successful you are allowed to reign another term, Teaches and develops mathematical skills.

Kross 'N' Quotes
PDI
HS
Lang. Arts
16K,410,BASIC Joystick
\$16.95

Learning Game. Beat the clock, by moving scrambled letters up to fill in the quotation at the top of the screen. Speed and verbal power are the keys to this fast-action game: the easier the quote, the less time you have to complete it.

Kross 'n Quotes
PDI
HS
Lang. Arts
24K,810,BASIC,Joystick
\$23.95

Learning Game. See above.

Lemonade
APX
E-M
Several
16K,410 or 810,BASIC
\$15.95

Simulation. This is a version of the classic computer game for teaching basic economic concepts to grade school students. They have the opportunity to test their math skills as they operate their own lemonade business.

Let's Spell
PDI
All
Lang.Arts
8K,410,BASIC
\$16.95

Computer Assisted Instruction. LET'S SPELL is designed to teach a student to spell 90 basic words. It has all the appeals of animation, sound and voice to make it fun. Ages 7 and up.

Letterman
APX
All
Lang. Arts
16K,410,BASIC or 32K,810,BASIC
\$22.95

Learning Game. LETTERMAN is a less violent adaptation of the traditional Hangman Spelling Game. You have six turns in which to guess the secret word, one letter at a time. Either the program or another player can choose the word. LETTERMAN contains nearly 400 words within three selectable difficulty levels. The user manual contains easy-to-follow instructions for adding to or revising LETTERMAN's word list. Graphics are lively and fun.

Mapware
APX
All
Soc. Studies
40K,810,BASIC
\$20.95

With the MAPWARE programs you can create a wide variety of high-resolution world maps, store maps and display them whenever you like. MAPWARE contains nearly 9000 pairs of geographic coordinates for locating main land masses and island on Earth. These maps are useful for teaching geography and cartography. Many interesting variations are included in the programs. The user manual is very good. Although it does require study to learn its operation.

Mar Tesoro
Syncro Inc. Sftwr.
E-I-HS

32K,810,BASIC,Joystick
\$24.95

Simulation. Rent a boat and crew with your initial capital and dive for sunken treasure. You can amass a fortune or be terminated by a shark or octopus.

Mar Tesoro
Syncro Inc. Sftwr.
E-I-HS

24K,410,BASIC,Joystick
\$19.95

Simulation. See above.

Marathon
Educational Sftwr.
E-I-HS
Math
16K,410 or 24K,810,Joystick
\$19.95

Learning game. Run against the computer or an opponent. Correct answers to math drills make the runners advance. Levels vary in speed and difficulty from Walker to Olympian.

Math - Speed Facts
JMH
E-A
Math
16K,410 or 810,BASIC
\$9.95

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

Math - Counting
JMH
E-P
Math
16K,410 or 810,BASIC
\$9.95

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

Math - Race Car Facts
JMH
E-A
Math
16K,410 or 810. BASIC
\$9.95

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

Math - Tens & Hundreds
JMH
E-A
Math
16K,410 or 810,BASIC
\$9.95

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

Math Facts - Level 3
Thesis
E-A
Math
24K,410,BASIC
\$20.00

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

Math - Timed Facts
JMH
E-A
Math
16K,410 or 810,BASIC
\$9.95

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

Math - Diving Facts
JMH
E-A
Math
16K,410 or 810, BASIC
\$9.95

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

Math - Place Value
JMH
E-I-M
Math
16K,410 or 810,BASIC
\$9.95

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

Math -Tic Tac Toe
JMH
E-A
Math
16K,410 or810,BASIC
\$9.95

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

Math Facts - Level 2
Thesis
E-A
Math
24K,410,BASIC
\$20.00

Computer Assisted Instruction. The child is guided graphically throughout this level. In the addition and subtraction units, the column on the right MUST be added or subtracted before the next column to the left. This level includes: Number sequences to 100, greater than/less than (1-100), addition of two columns, addition of three columns, subtraction of two columns and subtraction of three columns. Recommended for grades 1-3.

Math Number Sequence
JMH Software
E-A
Math
16K, 410 or 810,BASIC
\$9.95

Computer Assisted Instruction. Choice among three levels for practice in supplying a missing number of a number sequence. Level 1: (0-10); Level 2: (0-100); Level 3 (0-1000). Tutorial help provided; no reading required.

Math Numeral Names
JMH
E-P
Math
16K,410 or 810,BASIC
\$9.95

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

Math Facts - Level 1
Thesis
E-P
Math
16K,410,BASIC
\$20.00

Computer Assisted Instruction. A series of self-paced instructional programs for elementary school children. The programs in this series automatically advance to the next unit when the child has mastered 80% if the work generated by the computer. The previous unit will be reviewed if the child cannot master 50% of the work in a particular unit. The concepts covered include: Numbers 1-20, number placement, number words, addition with symbols, subtraction with symbols, addition without symbols and subtraction without symbols.

Math's for Fun
Educational Sftwr.
E-A
Math
16K,410 or 24K,810
\$14.95

Drill. An inventive way to learn math while having fun, this is for practice in basic math skills.

Math*UFO
APX
E-I
Math
24K,410,BASIC,Joystick or32K,810,etc.
\$22.95

Drill and Instruction. Learning Game. MATH*UFO is a very competitive, one or two player educational game that turns math drills into a fast moving arcade-style challenge. To accommodate different levels of coordination and mathematical proficiency, MATH*UFO has options for varying the speed and selecting from the addition, multiplication, subtraction or division problems. You may choose any number between one and nine or all numbers in that range. It is an extremely entertaining way to learn basic number facts.

Mathematics-Level 5-12
Dorsett
M-HS
Math
8K,410,Ed.Mast.Cart.
\$79.00

Tutorial. This set of 16 programs deals with decimals, fractions, percent, and computing interest.

Mathematics- Level 6-12
Dorsett
M-HS
Math
8K,410,Ed.Mast.Cart.
\$79.00

Tutorial. These 16 programs involve principles of geometry such as finding the area of triangles, rectangles, and circles; finding one side of a triangle or a rectangle; estimating square roots.

Mathematics-Level 4-8
Dorsett
M
Math
8K,410,Ed.Mast.Cart.
\$79.00

Tutorial. This set of 16 programs covers a variety of topics such as: factors and prime numbers, reducing fractions, changing fractions to decimals, and problems with percents.

Mathematics - Level 1-6
Dorsett
E-A
Math
8K,410,Ed.Mast.Cart.
\$79.00

Tutorial. This set of 16 programs is the most elementary of the Dorsett series and covers material ranging from learning number digits through naming, defining parts of fractions.

Mathematics for Electronics
Dorsett
HS
Math/Indus. Arts
8K,410,Ed.Mast.Cart.
\$79.00

Tutorial. Sixteen programs for the student of electronics, ranging in topic from using a slide rule to vector operations.

Mathematics-Level 4-6
Dorsett
E-I
Math
8K,410,Ed.Mast.Cart.
\$79.00

Tutorial. A variety of programs dealing with graphs, estimation, and telling time.

Mathematic-Tac-Toe
APX
All
Math
16K,410,BASIC or 24K,810,BASIC
\$15.95

Drill and Instruction. Learning Game. This program provides addition, subtraction, multiplication, and division drills on 15 difficulty levels and 15 time-limits levels, making this program appealing to children with widely varying skill levels. A player chooses a square to fill. The computer then poses a math problem, which the player must answer within the designated time limit in order to mark his or her chosen square.

Maxit
A.Douglas Davis
All
Math
8K,410 or 810,BASIC,Joystick
\$20.00

Meat Processes
Dorsett
HS

16K,410,Ed.Mast. Cart.
\$79.00

Tutorial. In addition to covering topics such as basic terminology, varieties of sausage, and meat packing information, these programs cover mathematical skills necessary for meat processing, such as weight conversions, fractions, Fahrenheit and Celsius, and the metric system.

Meat Technology
Dorsett
HS

16K,410,Ed Mast.Cart.
\$79.00

Tutorial. Topics in this set of sixteen programs include: meat business, inspection legislation, hygiene, preparation, additives, and marketing.

MemoryBuilder:Concentration
PDI
All
Lang.Arts
16K,410,BASIC
\$16.95

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

Memory Match
APX
All
Several
16K,410 or 24K,810,BASIC
\$22.95

Learning game. Like the popular memory game, this program requires players to match pairs of hidden objects in 42 numbered boxes. There are four kinds of memory challenges: pictures, such as airplanes, boats, houses, space creatures, rabbits; ATARI computer graphic symbols; three-letter words; single letters.

MemoryBuilder:Concentration
PDI
All
Lang. Arts
24K,810,BASIC
\$23.95

Learning game. See above.

Metric and Problem Solving
APX
E-A
Math
16K,810,BASIC
\$29.95

This set of 7 programs from MECC contains three drills and practices and four games for learning about the metric system and problem solving techniques. MECC programs come with extensive, excellent documentation, including many suggestions and materials for both background and follow-up activities.

Micro-Painter Refill #2(C1.Car
Datasoft,Inc.
All
Art/Comp. Science
48K,810,
\$19.95

For use with Micro-Painter below. These pictures are of
classic cars.

Micro-Painter Refill #1
Datasoft,Inc.
All
Art/Comp. Science
48K,810
\$19.95

For use with Micro-Painter below. This diskette contains
illustrations of artistic nudes.

Micro-Painter
Datasoft,Inc.
All
Art/Comp.Science
48K,810,Joystick
\$34.95

This electronic paint and drawing set lets you fill in pictures
with hundreds of possible color and pattern combinations.
Unique "microscope" feature lets you zoom in on small areas.
Great for kids and serious graphic applications.

Minicrossword
PDI
M-HS
Lang. Arts
24K,410,BASIC
\$16.95

Learning game. Working from difinitions you request from the computer, fill in up to 18 words in each computer-generated puzzle. Pit yourself against the computer's perfect 100% score. Every wrong guess or "don't know" counts against you. More than 500 games in all.

Minicrossword
PDI
E-I-HS
Lang. Arts
32K,810,BASIC
\$23.95

Learning game. See above.

Missing Operands (Pos. Nos.)
JMH
E-I-M
Math
16K,410 or 810,BASIC
\$9.95

Computer assisted instruction and drill. You can choose the operation (addition or subtraction), select the range of numbers, and the level of difficulty in suplying missing operands in number sentences. Level one is a tutorial practice session; level two is a timed drill. Summaries are provided at the conclusion of both sessions.

Missing Operands(Neg. Nos.)
JMH
HS
Math
16K,410 or 810,BASIC
\$9.95

Computer assisted instruction and drill. See above.

Monarch
Dynacomp.Inc.
E-I-HS
Soc. Studies
16K,410,BASIC
\$14.95

Simulation. As ultimate ruler of your own country, it is your job to decide the country's budget, manage the country's economy and redistribute the wealth to your countrymen.

Monarch
Dynacomp,Inc.
E-I-HS
Soc. Studies
16K,810,BASIC
\$18.95

Simulation. See above.

Money Change
JMH
E-A
Math
16K,410,or 810,BASIC
\$9.95

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

Mortgage Loan & Analysis
Atari
HS
Business
16K,410
\$14.95

Analyze and compare. Planning to buy a new home, speculate in real estate, or start a new business? The Mortgage and Loan Analysis cassette program allows you to compare mortgage terms, including monthly payments and total interest payments, with varying rates of interest.

Mugwump
APX
All
Math
8K,410 or 16K,810,BASIC
\$15.95

Learning game. Practice the coordinate system while trying to locate four hidden mugwumps in a ten-by-ten grid.

Multiplying Binomials

JMH

HS

Math

16K,410 or 810,BASIC

\$9.95

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

Music Composer

Atari

All

Music

8K

\$59.95

Compose your own scores. Type in musical notes, then hear the note as it's displayed in the screen. Finish a section and the computer plays back the melody. You control the pitch, octave, duration, and loudness of each note. Includes an instruction manual.

Musical Computer-The Music Tutor

APX

All

Music

40K,810,BASIC

\$15.95

Computer assisted instruction. The program is divided into two parts. Within each part, you choose your activity from a menu. In part one, you learn about note reading, rhythm, and treble and bass clefs. In part two, you learn about notes and rests, dynamic and tempo markings, sharps and flats, and signs and symbols.

Music
Analog Software
E-I-HS
Music
8K,410,Music Composer Cart.
\$12.00

This program is no longer available.

Music 1 - Terms & Notations
APX
E-I-HS
Music
16K,810,BASIC
\$29.95

Computer assisted instruction. This set of programs from MECC helps students recognize different types of notes and rests in both the treble and bass clefs, recognize key signatures in major and/or minor keys, identify musical terms and notes that are equivalent in pitch but that can be written differently. Extensive documentation includes ideas for background and follow-up activities.

My First Alphabet
Atari
E-A
Several
32K,810
\$34.95

A new way to learn letters and numbers. 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. This is an award-winning program which uses exciting and attention-holding sound and graphics.

Numberblast

APX

All

Math

16K,410,BASIC,Joysticks or 24K,810,etc.

\$15.95

Learning game. A one- or two-player drill combining quick thinking with quick reflexes and offering practice in random addition and multiplication problems, and addition and multiplication tables. Positive and negative numbers, if desired. Three joystick speeds.

Number Series

PDI

M-HS

Math

8K,810,BASIC

\$23.95

Computer assisted instruction. Learn how to approach number series problems and how to analyze their patterns. Then practice with increasingly difficult problems. The computer provides clues if you have trouble.

Number Series

PDI

M-HS

Math

8K,410,BASIC

\$16.95

Computer assisted instruction. See above.

Office Careers
Dorsett
HS

16K,410,Ed.Mast. Cart.
\$79.00

Tutorial. This set of 16 programs covers communication skills, office equipment and skills.

PILOT
Atari
All
Computer Science
8K
\$79.95

PILOT (Programmed Inquiry, Learning Or Teaching) is a simple yet powerful programming language. "Turtle" graphics offer an intuitive approach to creating intriguing color pictures on the screen. PILOT sound can create tunes using up to four simultaneous voices. Educator package available with manual and demonstration tapes.

Paint
Reston
M-HS
Art
48K,810,Joystick
\$39.95

Three programs allowing the user to "paint" on the screen using 81 different shapes and sizes of brush strokes and hundreds of color textures and patterns. A "zoom" function allows you to get a closer look at the paintings and to do fine, detailed work. Paintings can be saved on diskettes.

Percent
JMH
M-HS
Math
16K,410 or 810,BASIC
\$9.95

Computer assisted instruction. There is a series of 5 programs (\$9.95 each) which deal with estimating with percents, finding the rate, finding the base, finding the percentage.

Personal Finance Mgmt. Sys.
Atari
HS
Business
32K,810

No longer available.

Philosophy
Dorsett
HS
Philosophy
8K,410,ED Master Cart
\$79.00

Tutorial. This set of 16 programs covers philosophy from Socrates to futurism, including political philosophy, logic, ethics, metaphysics, and religion.

Physics
Dorsett
HS
Science
8K,410,Ed.Mast.Cart.
\$79.00

Tutorial. These sixteen programs cover a variety of topics including, motion, energy, sound, matter, light, electronics, atomic and nuclear physics.

Physics Examples 1
A Douglas Davis
HS
Science
32K,810,BASIC
\$40.00

This program has been sold to Conduit and is not available at this time.

Player Piano
SantaCruz Ed. Sftwr.
All
Music
24K,410 or 32K,810,BASIC
\$14.95

This program changes your keyboard into a 20-note mini-piano with options to create your own songs, save them, and edit them. You can build tunes having as many as 400 notes with a variety of values and tempos.

Player Piano
Edu-Ware Svcs., Inc.
E-A
Music

\$19.95

Same program as above. Also available from APX - 24K,410
or 40K, 810 - \$22.95.

Plot and Guess the Rule
Edu-Soft
E-I-HS
Math
24K,410,BASIC
\$14.95

Computer assisted instruction; learning game. In Plot you
can make a graph of any function you like, choosing your
own limits, including conic sections and simultaneous
equations. Guess the Rule is an algebra guessing game with
eleven levels of difficulty.

Plot and Guess the Rule
Edu-Soft
E-I - HS
Math
24K,810,BASIC
\$19.95

See above.

Polycalc
APX
HS
Math
24K,410,BASIC or 32K,810,BASIC
\$22.95

Computer assisted instruction. This is a computational tool for performing symbolic algebra and calculus operations. It supports polynomials that are generalized to permit fractional and negative powers of variables and can use unassigned variables.

Preschool Fun
Thesis
E-P
Math
16K,410,BASIC
\$17.50

Computer assisted instruction. The program consists of two parts: Part 1 teaches the basic colors, shapes and counting to nine. Part 2 teaches the recognition of upper and lower case letters and directions. Reading is not required.

Preschool IQ Builder 2
PDI
E-P
Lang.Arts/Math
8K,410,BASIC,Joystick
\$16.95

Learning games. Make the face on the screen sing you a happy song; move the letter, number, symbol or word that appears at the top of the screen down to cover its perfect mate, one of three at the bottom.

Preschool IQ Builder
PDI
E-P
Lang.Arts
8K,410,BASIC,Joystick
\$16.95

Learning Game. Decide whether pairs of figures are the same or different. This program is designed to teach vital cognitive skills that children must learn in order to do well in school. It is also an excellent introduction to the computer.

Preschool IQ Builder 2
PDI
E-P
Lang. Arts
8K,810,BASIC, Joystick
\$23.95

Learning Game. Match the letter on the TV monitor to one on the keyboard. Like Preschool IQ Builder 1, this program teaches vital cognitive skills.

Preschool IQ Builder
PDI
E-P
Lang. Arts
24K,810,BASIC,Joystick
\$23.95

Learning Game. Same as above.

Preschool Games
APX
E-P
Lang.Arts
16K,810,BASIC,Keyboard Controllers
\$15.95

Learning Games. PRESCHOOL GAMES is a set of eight games introducing basic game concepts to children. These games are not of the highest educational value, but the program does provide a nice variety.

Preschool Fun
Thesis
E-P
Several
24K,810,BASIC
\$25.00

Computer Assisted Instruction. There is no reading in this program. Since the program responds to one keystroke answers, the child can concentrate on the program rather than the return key. There are two parts to this program. Part one develops the fundamental skills of color and shape discrimination as well as teaching numbers from one to nine. Part two teaches the recognition of the upper and lower case letters and the basic directions of up, down, left, and right.

Presidents of the U.S.
APX
M-HS
Soc. Studies
24K,410,BASIC or 32K,810,BASIC
\$15.95

Quiz. This one player quiz has two levels. On the novice level, you select a name from four choices; on the advanced level, you type in a president's first and last name. Both levels give you clues. This program is primarily text.

Principles of Accounting
Dorsett
HS
Business
8K,410,Ed.Mast.Cart.
\$79.00

Tutorial. This excellent tutorial program contains sixteen courses covering such subjects as: Assets, Liabilities, Equity, Double Entry Accounting, The Journal and the Ledger, The Income Statement and the Balance Sheet, Simple Business Accounting, Payroll Accounting, Purchases and Sales, Notes and Interest, etc.

Quantitative Comparisons
PDI
M-HS
Math
8K,410,BASIC
\$16.95

Eight programs are contained in QUANTITATIVE COMPARISONS that prepare students for SAT-type math problems. The problems start with elementary concepts and cover most material that would appear in the test. A comprehensive guide is included. A final test is given, along with explanations.

Quantitative Comparisons
PDI
M-HS
Math
8K,810,BASIC
\$23.95

Same as above.

Quiz Master
APX
E-I-HS
Several
32K,810,BASIC
\$22.95

Management Aid. QUIZ MASTER is a dual-purpose educational tool. Teachers and parents can use it to create five kinds of computer-assisted instruction quizzes. Students can use it to take the quizzes. Depending on the nature of the material, children as young as third graders can take quizzes. It's weakness is that quizzes cannot be printed.

Rdg. Comp.- Level 5-6
Dorsett
E-I
Lang. Arts
8K,410,Ed. Mast.Cart.
\$79.00

Computer assisted instruction. This is a set of 16 programs designed to improve vocabulary by using words in a sentence. A specific list of vocabulary words is available.

Rdg. Comp.-Stories
Dorsett
E-P
Lang. Arts
8K,410,Ed.Mast.Cart.
\$79.00

Computer assisted instruction. A wide variety of topics is available in these sixteen programs, each one telling a story with comprehension questions.

Rdg. Comp. - Level 7
Dorsett
M
Lang. Arts
8K,410,Ed.Mast.Cart.
\$79.00

Computer assisted instruction. Same as above listing for Level 5-6, except the vocabulary is more advanced.

Rdg. Comp. - Level 3-4
Dorsett
E-A
Lang.Arts
8K,410.Ed. Mast.Cart.
\$79.00

Computer assisted instruction. See above. Vocabulary less difficult than Level 5-6.

Rdg. Comp.-Stories
Dorsett
E-I
Lang. Arts
8K,410,Ed.Mast.Cart.
\$79.00

Computer assisted instruction. This program works the same way as the Dorsett story program above, although the stories are different and a bit more advanced.

Rdg. Comp. - Level 1-2
Dorsett
E-P
Lang. Arts
8K,410,Ed.Mast.Cart.
\$79.00

Computer assisted instruction. See above.

Rdg.Comp. - Level 8
Dorsett
M
Lang. Arts
8K,410,Ed. Mast.Cart.
\$79.00

Computer assisted instruction. See above.

Rdg.Comp.-What's Different
PDI
E-A
Lang. Arts
8K,410,BASIC
\$16.95

Computer Assisted Instruction. Select the word that doesn't belong in the series. Analytical skill and reading comprehension are the keys to mastering the challenge. This course contains a total of 200 exercises. Ages 8 and older.

Rdg.Comp. - Level 9-10
Dorsett
HS
Lang. Arts
8K,410,Ed.Mast.Cart.
\$79.00

Computer assisted instruction. See above.

Reading Dev.-Level K-1
Dorsett
E-P
Lang. Arts
16K,410,Ed.Mast. Cart.
\$79.00

Computer assisted instruction. See above.

Road Signs
JMH
HS

16K,410 or 810,BASIC
\$9.95

Tutorial. The definite pattern of traffic signs related to such things as their shape and color helps drivers become familiar with the "sign language" of our road systems. This is a tutorial lesson to learn these U.S. road signs. A review is presented at the end of each session, dependent upon how well the student has answered the questions. Graphics have been used throughout this program.

Road Lines & Intersections

JMH

HS

16K,410 or 810,BASIC

\$9.95

Tutorial. Centerline striping, edge striping, and crosswalks are three types of pavement marking used to present problem situations for the concerned driver. Intersections, right of way, turns, and proper lane positions are some of the situations used. All of this is provided in a tutorial format for the driver (or driver to be) to get immediate feedback on how well he/she knows the necessary drivers education material. A summary is provided at the conclusion of the lesson.

Rocket Spell

JMH

E-I-M

Lang. Arts

16K,410 or 810,BASIC

\$9.95

Learning Game. The 100 most commonly misspelled words at the elementary level are grouped into 10 groups. After selecting a group, the student attempts to uncover the letters of a hidden word. If the word is spelled correctly with fewer than 8 incorrect guesses, a rocket ship is built and then launched. An additional program, Rocket Spell - C is available which enables you to add your own custom word lists easily. (\$24.95)

Round-Robin Scheduler

JMH

All

Several

16K,410 or 810,BASIC

\$19.95

Management Aid. Your task of creating a Round Robin Schedule is now an easy one. With this program, as many as 38 teams in up to 10 rounds can be scheduled with home and away games balanced. You can enter your team names or you can let the computer assign names to the teams. The resulting schedule can be displayed on the screen or the printer.

Sammy the Sea Serpent
PDI
E-P
Lang. Arts
16K,410,Joystick
\$16.95

Learning Game. Guide poor lost Sammy back to the sea--and get him out of a lot of tight spots along the way. Here is a revolutionary program that requires the child's total involvement. It uses a voice narration, brilliant graphics, color, music, and thrilling sound effects. It's a unique way to get children involved in working with the computer and reinforces such concepts as up, down, left and right.

Scramble Letters
JMH
E-I-M
Lang. Arts
16K,410 or 810,BASIC
\$9.95

Learning Game. The 100 most commonly misspelled words at the elementary level are grouped into 10 groups. After you choose a group, a word with the letters scrambled is shown and help is given until the word is unscrambled. The program provides practice for one or two students.

Scram
Atari
All
Soc. Studies
16K-24K,410,Joystick
\$24.95

Simulation. SCRAM is an educational simulation of a nuclear power plant. Without a technical background, you can learn the fundamentals of its operation and develop a deeper understanding of nuclear safety issues. It provides a game option that challenges you to apply the principles that you have learned from the simulation.

Scramble Spell
JMH
E-I-M
Lang.Arts
16K,410 or 810,BASIC
\$9.95

Learning Game. The 100 most commonly misspelled words at the elementary level are grouped into 10 groups. After you choose a group, the computer requires that the student unscramble the word before it reaches the bottom of the screen. Practice for one or two students. SCRAMBLE SPELL-C is also available with the additional capability to add your own custom word lists easily.

Scramble
Santa Cruz Ed.Sftwr.
E-A
Lang.Arts
16K,410 or 24K,810
\$14.95

This program is now available in Kid's Games #2 by Santa Cruz (also known as Educational Software, Inc.)

Selected Mathematics
Dorsett
M-HS
Math
16K,410,Ed.Mast. Cart.
\$79.00

Tutorial. These sixteen programs are listed as vocational programs and cover topics such as fractions, some geometry, percent, and money.

Sketchpad

APX

M-HS

Art

16K,410,BASIC,Joystick or 24K,810,etc.

\$22.95

This program has 23 command for drawing, coloring, and merging designs. You can draw points, lines, boxes, circles, and lines radiating from a common point. All the colors in the ATARI's 128 color palette are available, but you design displays in only four colors at a time. The user's manual is excellent.

Snooper Troops #2

Spinnaker Software

E-I-HS

Several

48K,810

\$44.95

Learning game. The Disappearing Dolphin is an educational game with full color graphics and sound. It helps children learn to take notes, draw maps, classify information, and develops vocabulary and reasoning skills.

Snooper Troops #1

Spinnaker Software

E-I-HS

Several

48K,810

\$44.95

Learning game. Same as above, although this case deals with The Granite Point Ghost.

Spatial Relations
Thesis
E-A
Math
24K,410,BASIC
\$17.50

Computer Assisted Instruction. This program is designed to prepare a child for reading and math skills. It introduces the child to comparative size and the meaning of words which designate place or position. There are six individual units. Each unit deals with a different concept -- in/out, right/left, over/under, big/small, tall/short, high/low. The program has the optional use of the Votrax Type 'N Talk.

Spatial Relations
Thesis
E-P
Several
24K,810,BASIC
\$25.00

Computer Assisted Instruction. Same as above.

Speed Drill & Number Line
Edu-Soft
E-I-HS
Math
16K,810,BASIC
\$19.95

Drill. Computer assisted instruction. Speed Drill tests number facts in a fun format. The student is awarded for speed and accuracy. Number Line is an introduction to positive and negative numbers and can help the student who needs reinforcement.

Speed Drill & Number Line
Edu-Soft
E-I-HS
Math
16K,410,BASIC
\$14.95

See above.

Spelling
JMH
E-I-M
Lang. Arts
16K,410 or 810,BASIC
\$99.95

Five spelling programs that allow you to enter your own unique spelling word lists under program control. You can have from 1 to 10 lists with 10 to 20 words per list. They include: Rocket Spell C, Spell C, Scramble Letters C, Scramble Spell C, Tictactoe Spell C. See individual programs for descriptions. \$24.95 if purchased separately.

Spell
JMH
E-M
Lang. Arts
16K,410 or 810,BASIC
\$9.95

Drill and Instruction. The 100 most commonly misspelled words at the elementary level are grouped into 10 groups. After you choose a group, the computer randomly selects a word, displays it for a short period of time before the student is required to spell it correctly. A summary is provided at the completion of each group of words.

Spelling
Dorsett
M-HS
Lang. Arts
8K,410,Ed.Mast.Cart.
\$79.00

Tutorial. This set of sixteen programs deals with spelling demons such as plurals, suffixes, homonyms, spelling by syllables, and doubling consonants.

Spelling Genie
APX
E-M
Lang. Arts
16K,410,BASIC or 24K.810,BASIC
\$22.95

Drill and Instruction. SPELLING GENIE has so much magic and whimsy that children will want to play its four spelling games time and time again. It features four very different approaches to mastering spelling lists. A child playing the games alone works against a countdown clock to spell as many words as possible correctly.

Spelling Builder
PDI
M-HS
Lang. Arts
16K,410,BASIC
\$19.95

Drill and Instruction. Students can master difficult words that stump most people. A voice narration accompanies the cassette programs, which offer both a spelling drill and a method for approaching difficult words. A final test of 320 words are included.

Spelling Bee
Santa Cruz Ed.Sftwr.
E-A
Lang.Arts
16K,410 or 24K,810
\$14.95

This program is now available in Kid's Games #2 from Santa Cruz (also known as Educational Software, Inc.)

Spelling Builder
PDI
M-HS
Lang. Arts
24K,810,BASIC
\$26.50

Drill and Instruction. Same as above.

Spellbound
Thesis
E-A
Lang.Arts
24K,410,BASIC
\$20.00

Computer Assisted Instruction. Drill and Instruction. An extremely versatile user oriented program for any grade level. It can be used with the existing word base, additional word base tapes or enter new words from a student's speller or reader. There are two levels in this program. In the learning level, the word will remain on the screen until a key is pressed. There is no timer. Once a key is pressed, the word disappears from the screen and the child can enter the word. If the word is not spelled correctly, it will reappear on the screen again during the lesson. When the word is entered correctly, a creature from the cheering section will jump up and down in praise. In the testing level, the word is flashed on the screen. The child must then correctly enter the word that was on the screen.

Stars - Number Guess
JMH
E-P
Math
16K,410 or 810,BASIC
\$9.95

Learning Game. You work with two-digit numbers in this number guessing game. Clues are provided as to how close your guess is to the number chosen by the computer.

Starware
APX
HS
Science
40K,810,BASIC
\$22.95

Simulation. STARWARE displays the stars on your TV screen with the brilliance normally seen only by astronomers at remote mountain-top observatories. Its 900 star coordinates accurately locate all the constellations in both hemispheres. You can display high resolution diagrams of each constellation and maps of the heavens.

States and Capitals
Atari
All
Soc. Studies
16K,410
\$14.95

Drill and Instruction. This program is designed to teach the geography of the United States. The computer draws a map and you must identify the correct states and capitals. The computer keeps score.

Statistics
Dorsett
HS
Math
8K,410,ED Mast. Cart.
\$79.00

Tutorial. These sixteen programs cover topics such as frequency distributions, measures of central tendency and dispersion, probability, and tests of hypotheses. The last program is a review of statistics.

Statistics
Atari
HS
Math
8K,410
\$19.95

Computer Assisted Instruction. This "Talk 'n' Teach" program gives visual and audio instructions and allows the student to advance at his/her own pace.

Stock Analysis
Atari
HS
Business
24K,810
\$24.95

The STOCK ANALYSIS PROGRAM contains 3 programs. Portfolio Analysis is used to evaluate portfolios. Stock Rate of Return allows you to analyze the performance of a stock over a range of time. It computes and displays annual rates of return. Stock Dividend Analysis calculates the intrinsic value of a stock. It computes the length of time a growth rate must continue to make intrinsic value equal to current price.

Stock Charting
Atari
HS
Business
24K,810
\$24.95

With a stock charting diskette a student can track and study selected stocks and their market performance. The program allows you to retrieve, list, and graph data entered on a daily basis. The graph included a 6 day oscillator, closing quotes, volume and 10 day moving average.

Story Builder/Word Master
PDI
E-I-HS
Lang. Arts
16K,810,BASIC
\$23.95

Computer Assisted Instruction. Supply the missing words to complete the computer's verses. It's a captivating way for students to learn grammar skills. WORD MASTER increases skill by guessing the three letter word generated by the computer. Ages 9 or older.

Story Builder/Word Master
PDI
E-I-HS
Lang. Arts
8K,410,BASIC
\$16.95

Computer Assisted Instruction. Same as above.

Supervisory Practices
Dorsett
HS
Business
8K,410,Ed.Mast.Cart.
\$79.00

Tutorial. This set of 16 programs deals with leadership styles, employee discipline, the supervisor and the union, planning and organizing work, and other related topics.

Teacher's Pet
Artworx Sftwr. Co.
E-P

24K,810,BASIC
\$18.95

Computer assisted instruction. This is an introduction to computers as well as a learning tool for the young computerist. The program provides counting practice, letter-word recognition, and three levels of math skills.

Teacher's Aide
Dynacomp
E-P
Math
24K,410
\$13.95

Computer assisted instruction. There are drills in addition, subtraction, multiplication, and division, with five levels of difficulty for each procedure. This program demonstrates the steps involved in long division and multiplication.

Teacher's Pet
Artworx Sftwr. Co.
E-P

16K,410.BASIC
\$14.95

Computer assisted instruction. See listing for disk version.

Teacher's Aide
Dynacomp
E-P
Math
24K,810
\$17.95

Computer assisted instruction. See above listing for cassette version.

Text Wizard
Datasoft, Inc.
M-HS
Business
32K,810,850Interface,825 Printer
\$59.97

This is a good word processing program which is easy to use.

The Adventures of Oswald
PDI
E-P
Lang. Arts
24K,810,410,BASIC,Joystick
\$23.95

As a narrator tells a story about a young boy named Oswald, children must use the joystick to help Oswald walk, climb, jump...and escape from a deep, deep tunnel. Not this company's best effort.

The Adventures of Oswald
PDI
E-P
Lang. Arts
16K,410,BASIC,Joystick
\$16.95

Same as above.

The Jar Game/Chaos
Milliken
E-A
Math
32K,810
\$32.95

Learning games. The Jar Game is a fun way to introduce young children to probability. In Chaos, the student must match colors and shapes in an arcade-type format.

The Jar Game/Chaos
Milliken
E-A
Math
16K,410
\$29.95

Learning game. See above.

The Time Bomb Word Game
PDI
E-I-HS
Lang. Arts
24K,810,BASIC
\$23.95

Learning Game. Uncover the secret word befor--KABOOM--the bomb goes off. This program contains hundreds of words to guess plus high-resolution and player/missile graphics. Ages 8 and older.

The Time Bomb Word Game
PDI
E-I-HS
Lang. Arts
16K,410,BASIC
\$16.95

Learning Game. Same as above.

Three R Math System

APX

E-M

Math

40K,810,BASIC

\$22.95

Management Aid. This program allows the teacher to create custom tailored math drills for each student. It has 101 difficulty levels covering addition, subtraction, multiplication and division. Problems range from adding two one digit numbers to multiplying a three digit number by a four digit number. The sequentially designed levels let each student work on problems at his or her current level.

Tic Tac Toe Spell

JMH

E-I-M

Lang. Arts

16K,410 or 810,BASIC

\$9.95

Learning Game. The 100 most commonly misspelled words at the elementary level are grouped into 10 groups. The computer generates spelling practice in a Tic Tac Toe game format. The program requires two students to interact with the computer. An additional program is available to enable teachers to enter their own word lists.

Touch Typing

Atari

All

Business

16K,410

\$24.95

Computer Assisted Instruction. Two program cassettes provide step-by-step instructions to familiarize the student with the typewriter keyboard while gaining skill and speed. The TOUCH TYPING course is taught in 3 levels: beginning, intermediate and advanced. The student learns to type a variety of different materials while the computer calculates words-per-minute and number of errors and determines the student's weak points. The built-in generator provides drill and practice to strengthen skills.

Trivia Trek
Swift Software
E-I-HS

32K,810,BASIC,Joystick
\$19.95

Learning game. For one or two players, this game has 500 trivia questions covering 50 categories. Users can input their own questions and answers too.

U.S.Government
Dorsett
All
Soc. Studies
8K,410,Ed.Mast.Cart.
\$79.00

Tutorial. These 16 programs cover topics such as the Constitution, voting, the branches of the government and how they are organized and operated.

U.S. History
Dorsett
All
Soc. Studies
8K,410,Ed.Mast.Cart.
\$79.00

Tutorial. This set of tapes covers U.S. history from the age of exploration to the space age. After information is presented, the student is asked comprehension questions.

U/ES Spanish/English
Dorsett

16K,410,Ed.Mast.Cart.
\$79.00

Tutorial. These 16 programs can be used to teach Spanish to English-speaking students, or to teach English to Spanish-speaking students.

USA
Whalley Comp Assoc.
M-HS
Soc. Studies
32K,810,BASIC
\$24.95

Learning game. The three levels range in difficulty from simply identifying a state for its outline on a U.S. map to identifying the state, naming its capital, nickname and postal abbreviation. A certificate of achievement can be printed for the student who successfully completes the game.

Video Math Flashcards
APX
E-A
Math
8K,410 or 16K,810,BASIC
\$15.95

Drill and Instruction. VISEO MATH FLASHCARDS run through two minute drills in such a pleasant way that youngsters might even do them for recreation. These drills resemble the familiar single-digit problem/answer flashcards, but this version enlivens the drills with some simple sound, color and graphics features. It also displays a two-minute counter in the corner of the screen so the child can keep track of the time.

Vocab.Builder 2:Advanced

PDI

M-HS

Lang. Arts

16K,810,BASIC

\$23.95

Computer Assisted Instruction. Eleven programs are included in this easy-to-use, highly effective basic skill-builder program. It was designed specifically to help students and adults prepare for aptitude tests. Self-scoring enables you to measure progress. Programs include a set of graded vocabulary questions on synonyms and antonyms. The last lesson is a vocabulary test. A total of 400 questions, 2000 words are included in the course.

Vocab.Builder 2:Advanced

PDI

M-HS

Lang. Arts

8K,410,BASIC

\$16.95

Computer Assisted Instruction. Same as above.

Vocabulary Builder 1:Beginning

PDI

M-HS

Lang. Arts

16K,810,BASIC

\$23.95

Computer Assisted Instruction. Same as Vocabulary Builder 2, but on a basic level.

Vocab-Blaster
Computer Age
All
Lang. Arts
16K,410,BASIC
\$19.95

This program is no longer available.

Vocab-Blaster
Computer Age
All
Lang. Arts
16K,810,BASIC
\$21.95

See above.

Vocabulary Builder 1:Beginning
PDI
M-HS
Lang. Arts
8K,410,BASIC
\$16.95

Computer Assisted Instruction. Same as above.

Vocational Vocabulary
Dorsett
HS
Lang.Arts/Indus.Arts
8K,410.Ed.Mast.Cart.
\$79 00

Tutorial. These sixteen programs help the student learn terms associated with a particular vocation, including carpentry, baking, interior design, medicine.

Vowels
JMH
E-P
Lang. Arts
16K,410 or 810,BASIC
\$9.95 each or \$39.95 for a set of 5

Drill and Instruction. This series of five programs provide practice in recognizing and matching vowel sounds. Separate programs provide practice for A,E,I,O,U. Sets of graphics are used in each program to provide additional student motivation. Help levels are provided for incorrect answers. Order by vowel.

Wanted
Thesis
E-I-M
Lang.Arts
16K,410,BASIC
\$15.00

Learning Game. Your mission is to track down fugitive words. Study the 'wanted' poster for each word and try to identify the fugitive word. The fewer clues you use, the higher your rating at the end of the program. This program improves vocabulary and spelling. The words are described by their characteristics, part of speech, accent mark and number of syllables.

Word Scramble
Thesis
E-P
Lang.Arts
8K,410,BASIC
\$20.00

Learning Gamer. This program is a reading and spelling aid for lower elementary students. A colorful robot prints scrambled words on the screen. The child enters the word correctly. This program can be used with the Votrax Type 'N' Talk. This optional feature allows the user to 'hear' the letters as they appear on the screen.

Word Search Generator
APX
All
Several
24K,810,BASIC,Joystick
\$22.95

Management Aid. WORD SEARCH GENERATOR has two sample word lists, or a teacher can create her own to tailor a one or two player game. In the game, the objective is to locate words hidden in a grid of letters. Words can be hidden horizontally, vertically, or diagonally, and backwards or forward within the grid. Word Search can be printed on the ATARI 825 Printer.

Word Processor
Atari
HS
Business
48K,810,850 Interface,825 Printer
\$150.00

Any kind of text, reports, documents, letters, even books, can be created, edited, stored on diskette and printed at any time.

Wordmaker
APX
All
Lang. Arts
32K,410,BASIC,Joysticks or 40K,810,etc.
\$22.95

Learning Game. One or two players use Joystick Controllers to make three or four letter words. In a two player game, select a time limit between one and five minutes. A digital timer ticks off seconds as the student races to fill his side of the screen with more words than his opponent. The printout option is an outstanding feature.

Wordmania
Syncro Inc. Sftwr.Di
All
Lang. Arts
24K,810,BASIC
\$19.95

Learning game. This is an educational program designed to improve typing abilities, word recognition, spelling, concentration. One-two players, three levels, over 1000 words.

Wordmania
Syncro Inc.Sftwr Div
All
Lang. Arts
16K,410,BASIC
\$14.95

Learning game. See above.

Wordmate
Thesis
E-I
Lang Arts
16K,410,BASIC
\$20.00

Learning Game. Every card in your hand is part of a compound word. The computer also has words in its 'hand'. Match the word in your hand to make compound words. The computer will match its words to make compound words. If you cannot make a word, you must pick a word from the computer's hand. Try to form more compound words than the computer. This program can be used with the Votrax Type 'N' Talk. This optional feature allows the user to 'hear' each word as it appears on the screen.

Wordrace
Don't Ask
E-I-HS
Lang. Arts
32K,810,BASIC
\$19.95

Learning game. The player races against the clock to choose the right definition of a word from among six choices. There are three vocabulary levels, and up to 4 players can play. The program has a vocabulary of over 2000 words.

World History
Dorsett
All
Soc. Studies
8K,410,Ed.Mast.Cart.
\$79.00

Tutorial. These sixteen programs guide the student through world history from prehistoric man to current events. After giving some information, the program asks the student to answer comprehension questions.

Micro-Painter Refill #1
Datasoft, Inc.
All
Art/Comp. Science
48K, 810
\$19.95

See listing under educational programs.

Micro-Painter Refill #2 (Cl. Car
Datasoft, Inc.
All
Art/Comp. Science
48K, 810,
\$19.95

See listing under educational programs.

Micro-Painter
Datasoft, Inc.
All
Art/Comp. Science
48K, 810, Joystick
\$34.95

See listing under educational programs.

3-D Supergraphics
United Software of A
HS
Computer Science
40K,410 or 810
\$39.95

This is a program that projects three-dimensional color images on the Atari screen. The system draws images so fast that animated displays are possible.

An Invitation to Programming-2
Atari
All
Computer Science
8K,410
\$29.95

Computer Assisted Instruction. This program teaches how to write programs in BASIC. These lessons cover library functions, FOR/NEXT loops, subroutines, READ/DATA, DIMension, and PEEK and POKE statements. They also cover flow-charting and programming structure. Includes 2 cassettes and a workbook.

An Invitation to Programming-1
Atari
All
Computer Science
8K,410
\$24.95

Computer Assisted Instruction. This program consists of 6 lessons which introduce the student to the ATARI keyboard, teach the use of PRINT statements, and perform mathematical calculations. The last lesson provides examples of the color, graphics, and sound capabilities.

An Invitation to Programming-3
Atari
All
Computer Science
8K,410
\$29.95

Computer Assisted Instruction. This cassette program contains lessons covering simple music theory and ATARI BASIC commands for setting the sound registers to the desired pitch, purity and loudness levels. It teaches how to write BASIC programs to play music. The graphics cassette teaches how to use the color registers, graphics characters, the SETCOLOR and POSITION statements and graphics modes 0-5. It includes 2 cassettes and a workbook.

Assembler Editor
Atari
M-HS
Computer Science
8K
\$59.95

This cartridge enables the user to program in Assembly Language. Perfect your program by single-stepping through it and observing how memory and the processor's registers are affected by each instruction. Store your programs on cassette or diskette and recall them later for editing and execution. Use Assembly Language when you need fast, efficient code. This cartridge includes an editor and debugger.

BASIC Computing Language
Atari
All
Computer Science
8K
\$59.95

BASIC is a high-level, easy -to-learn computing language. ATARI BASIC is an 8K floating-point BASIC with 9-10 digit number precision. The ATARI peripherals are controllable through BASIC.

Basics of Animation
Santa Cruz Ed. Sftwr
HS
Computer Science
16K,410 pr 24K,810
\$14.95

Shows you how to animate simple shapes using the PRINT and PLOT commands and also has a nice PLAYER/MISSILE game you can learn on and modify.

Basic A+
Optimized Systems So
M
Computer Science
32K,410 or 48K,810
\$80.00

A language that is completely upward compatible with Atari BASIC and has over 40 new features.

Character Generator
Datasoft, Inc
All
Computer Science
16K,410
\$15.95

Create the characters you need. There are virtually no limits with this sophisticated program. You can even create special characters for foreign languages.

Character Magic
Quality Software
HS
Computer Science
32K,410 or 810,
\$29.95

This program is not available at this time.

Curve Program
West Coast Consultan
HS
Computer Science
48K,810,BASIC,Plotter
\$199.00

This is a general-purpose, 2-D graphics package for
hard copy plotters using business and scientific graphics.

Curve-USA
West Coast Consultan
HS
Computer Science
48K,810,BASIC,Plotter
\$76.00

This program plots a map of the continental U.S. or any
subset thereof, complete with legends identifying the states
by picture, shape, color, etc.

Curve's Three-D
West Coast Consultants
HS
Computer Science
48K,810,BASIC,Plotter
\$199.00

This program will plot 3-D surfaces, space curves, and user data in 3 dimensions using oblique projection.

Curve-Fit
West Coast Consultants
HS
Computer Science
48K,810,BASIC,Plotter
\$99.50

Performs least-square polynomial fit to user data. Straight line, exponential, and power-law functions are also available.

Datasm/65
Datasoft, Inc.
HS
Computer Science
32K,810
\$89.97

This full-function assembler-editor features 57 editing commands. Designed for the novice and expert, your programs can run many times faster than before. More power than any other assembler on the market today.

Display Lists
Santa Cruz Ed. Sftwr
HS
Computer Science
16K,410 or 24K,810
\$14.95

This program teaches you how to alter the program in the ATARI that controls the format of the screen. Manual included.

Enhancements to Graph It
APX
M-HS
Computer Science
32K,410,810,BASIC,Graph-It
\$15.95

This program allows you to save your Graph-It creations on either cassette or disk. It also lets you select degrees or radians for plotting the trigonometric functions in the two- or three-dimensional plots, and the function you use displays below the plot.

Graphics Simulator
Santa Cruz Ed. Softw
HS
Computer Science
40K,810
\$19.95

This program allows the ATARI to act like more expensive graphics computers. You type in simple commands like line, box, circle, polygon, fill, and save to get a high resolution picture you can save on the disk.

Horiz/Vert Scrolling
Santa Cruz Ed.Sftwr
HS
Computer Science
16K,410 or 24K,810
\$14.95

The information you put on the screen, either graphics or text, can be moved up, down, or sideways. A tutorial designed to help you get the most from your ATARI graphics. Manual included.

Load 'n' Go
APX
All
Computer Science
16K,810,BASIC
\$15.95

Utility. With LOAD 'N GO you can automatically start a BASIC program whenever you power up your computer. It's like custom-tailoring your computer to a single application, except you can custome tailor it to as many applications as you wish. It is very simple to use and it applications are unlimited.

Mapmaker
APX
HS
Computer Science
32K,810,BASIC
\$22.95

Utility. This program is an easy-to-use utility that can help you create multiscreen displays that capitalize on the ATARI's outstanding multicolor, fine-scrolled redefined character sets. The large display can fit in a small amount of memory. It is used to design maps such as those in EASTERN FRONT.

Master Memory Map
Santa Cruz Educ.Sftw
HS
Computer Science

\$5.95

Utility. This program really shows the way to use the ATARI's capabilities. It begins by explaining how to PEEK and POKE values into memory so that even new programmers can use these functions.

Micro-Soft BASIC
Atari
E-A
Computer Science
32K,810
\$89.95

For the experienced software developer, this language is more flexible, more powerful, and faster than Atari BASIC. Language extensions provide convenient access to sound and graphics capabilities and greater floating point precision (to 14 digits).

PILOT
Atari
All
Computer Science
8K
\$79.95

PILOT is a programming language designed for creating interactive educational programs. PILOT's simple syntax and text orientation make it an ideal language for introducing computer programming concepts to both children and adults. In fact, novice users may write interesting programs after their first or second session. PILOT also features a powerful set of simple graphics commands for drawing color designs and pictures.

Page Flipping
Santa Cruz Ed. Sftwr
HS
Computer Science
16K,410 or 24K,810
\$14.95

Utility. Normally you have to redraw the screen everytime you change the picture or text. Now you can learn how to have the computer draw the next page you want to see while you are still looking at the previous page, and then flip to it instantly. You won't see it being drawn. Depending on your memory size and how complicated the picture, you could flip between many pages, thus allowing animation or other special effects.

Player Generator
APX
HS
Computer Science
24K,410,BASIC,Joystick or32K,810,etc.
\$15.95

Utility. This program allows you to create players for your program easily. You can create up to five players. This program has many options.

Simulated Computer
Edu-Soft
M-HS
Computer Science
24K,810,BASIC
\$19.95

An award-winning program, SIMULATED COMPUTER offers an internal view of a computer in action. Students learn the principles of machine language programming and see the results of every machine cycle.

Simulated Computer
Edu-Soft
M-HS
Computer Science
24K,410,BASIC
\$14.95

Simulation. See above.

Sound Editor
APX
HS
Computer Science
16K,410,BASIC,Joystick or24K,810,etc.
\$22.95

Utility. This program is used for creating short (one-second) sounds like croaks and rattles. A useful tool.

Stereo 3-D Graphics Package
APX
HS
Computer Science
32K,810,BASIC
\$22.95

These programs generate stereograms that let you learn to see a wire-frame stereo model in true three dimensions. You can view objects from anywhere - above, below, behind, and even inside. Good for learning coordinate geometry.

The Graphics Machine
SantaCruz Ed. Sftwr.
HS
Computer Science
48K,810
\$19.95

This program allows the ATARI to act like more expensive graphics computers. Simple commands produce a high resolution picture you can save on disk in only five seconds. Several demos included to learn from.

The Next Step
On Line Systems
E-I-HS
Computer Science
32K,810,BASIC,Joystick
\$39.95

This is a user friendly, menu driven graphics tool kit that allows you to create new character sets or redefine characters to make shapes for use with your basic or machine language programs.

Tricky Tutorials
SantaCruz Ed.Softwr.
M-HS
Computer Science
16K,410,BASIC
\$19.95

Learn how to use the unique graphics, sound and programming capabilities of the ATARI computer. Topics include animation, player/missile graphics, scrolling, page flipping, sounds and music, and others.

Tricky Tutorials
SantaCruz Ed.Softwr.
M-HS
Computer Science
24K,810,BASIC
\$29.95

Same as above.

ATARI Program-Text Editor
APX

Utilities
32K,810,BASIC
\$39.95

Utility. This Program Text Editor is a superb tool for revising source programs written in various programming languages. An outstanding feature of this program is its two mode approach of immediate text editing along with commands for searching the file and for manipulating both text strings and blocks of text. It has many excellent features.

ATARI Pascal Lang. System
APX

Utilities
48K,2-810s,ATARI Program-Text Editor
\$49.95

Pascal is a structured-programming language suited for professional software developers, making it an excellent tool for developing and maintaining programs.

ATARI Macro Assembler
Atari

Utilities
32K,810

\$89.95

A fast assembler of 6502 assembly code capable of sophisticated programming techniques such as macro definition, library file references, conditional assembly, listing control, and cross-reference tables. Program-Text Editor allows fast creation and editing of program text files with automatic file backup.

BASIC Cross-Ref. Utility(XREF)
APX

Utilities
40K,810,BASIC
\$15.95

Utility. Gives you three important pieces of information about your BASIC program: the number of variables you've used, the names of all your variables, and the lines in which you've used these variables.

BASIC Prog. Compressor(Masher)
APX

Utilities
32K,810,BASIC
\$15.95

Compresses your BASIC programs into as little memory as possible by removing REMark statements, converting frequently used constants to variables, and packing multiple short lines together to form longer ones.

Chameleon CRT Terminal Emulator
APX

Utilities
16K,410 or 24K,810,BASIC,830 Modem,850 I
\$22.95

Convert your ATARI Computer into a computer terminal!
For three terminal types, "Glass TTY," ADM-3A, and VT-52,
Chameleon supports tabs, line feed, form feed, and a visual
bell signal. For the ADM-3A and VT-52, it also supports
cursor addressing and basic editing features.

Disk Fixer (Fix),Rev.2
APX

Utilities
24K,810
\$22.95

For the advanced systems programmer only. Its use requires a
detailed understanding of disk structure. Can be invaluable
in salvaging a destroyed diskette.

Diskette Librarian
APX

Utilities
24K,810,BASIC
\$22.95

This program catalogs several pieces of information about your
diskette files, updates entries, searches and sorts on any
unit of information, and displays or prints the formatted
catalog.

Diskmanager
Synapse Software

Utilities
32K,810,BASIC
\$29.95

Maintain an inventory of all the programs in your disk library. DISKMANAGER can automatically update your library when you add or delete programs. Fast machine language sorts allow you to locate any program in your library quickly and efficiently.

Dsembler
APX

Utilities
24K,410 or 810.BASIC
\$22.95

A useful, easy-to-use debugging tool for programmers writing assembler routines to run with ATARI BASIC programs.

Dunion's Debugging Tool (DDT)
APX

Utilities
16K,810,Macro Assembler and Program-Text
\$39.95

A debugging tool specifically designed for use with the Macro Assembler. For all levels of assembly language programmers.

Extended fig-FORTH,REV.2
APX

Utilities
16K,410 or 24K,810
\$39.95

A full emplementation of the standard FORTH as defined in the Forth Interest Group(fig) Implementation Guide. You should be familiar with FORTH to use EXTENDED fig-FORTH.

Forth Turtle Graphics Plus
APX

Utilities
24K,810,EXTENDED fig-FORTH
\$15.95

With this program you can design graphic programs displayable in any graphics mode and on any portion of the screen without modifying your program.

Instedit, Rev.1.1
APX

Utilities
16K,410 or 24K,810,BASIC,Joystick
\$22.95

Can help you take advantage of the advanced graphics capabilities of your ATARI computer. Edit a character in an eight-by-eight matrix. Character can be simultaneously displayed in all six graphics modes.

K-DOS
K-Byte

Utilities
8K,410 or 16K,810,BASIC
\$17.95

A powerful Disk Operating System completely compatible with ATARI DOS which enables the user to transfer cassette files to disks and vice versa. Many other features.

Mantis Boot
APX

Utilities
40K,810,410
\$22.95

A powerful debugging tool helpful throughout a program's development cycle. It saves DOS in high memory, simulates a 16K, cassette-based ATARI Computer for testing purposes, and then restores DOS for further development work.

Speed-o-Disk
APX

Utilities
16K,810
\$22.95

A utility to measure the speed of your disk drive. The program displays disk speed on your TV screen and it updates the information every five seconds.

Supersort, Rev.3
APX

Utilities
24K,810.BASIC
\$22.95

A high-speed sorting routine you call from your BASIC programs. It can sort as many as 10,000 records of 256 characters.

T:A Text Display Device
APX

Utilities
8K,410, or 16K,810,BASIC
\$22.95

Makes intermixing text and graphics on the same line not only possible but easy. Can use this with any of the standard BASIC and hardware graphics modes with as many colors as are normally available in each mode.

U-DOS+
Binary Corp.

Utilities
16K,410 or 810,BASIC
\$39.95

Cassette or diskette-based utility system that provides high-level BASIC programming aids: cross reference variable listings and replacements, structured listings, file copy programs, printing aids, directory listings, line numbering and renumbering, program recovery aids, assembly language sub-routines and much more.

Ultimate Renumber Utility
APX

Utilities
8K,410 or 16K,810,BASIC
\$22.95

A fast, convenient BASIC renumbering routine. Not only changed numbers at the beginning of each line, but also all references to these numbers within any program statement to correspond to the new line number.

fun-FORTH
APX

Utilities
24K,810,EXTENDED fig-FORTH
\$22.95

Especially sueful for writing games. Facilitates using advanced sound generation, simple turtle graphics. A working knowledge of FORTH is necessary to use these screens.

Telelink I
Atari
All
Information Services
8K,830Modem,850Interface
\$24.95

This cartridge automatically handles communication "hand-shaking" between your ATARI computer and large computers. It allows you to access a variety of information networks with your telephone.

The SOURCE
The SOURCE
HS
Information Services
8K,830Modem,850Interface.Telelink
\$100+

One of the most comprehensive collections of information and communication services available anywhere, for business as well as personal use. You can access more than 1200 programs and services just by typing in the commands in plain English.

Data Management System
APX

Management Aids
32K,810,BASIC
\$22.95

A data management system ideally suited for short records, such as record, tape, and book catalogs; telephone and address directories; and inventories.

Data Base/Report System
APX

Management Aids
40K,810,BASIC
\$22.95

A very versatile data base management system. Sort and search routines work quickly. You should have some data base knowledge to use the program.

Diskette Mailing List
APX

Management Aids
16K,810,BASIC
\$22.95

This program can handle a variety of lists. The number of records a file can contain is limited only by available diskette space, not by computer memory, and you can store many different files on one diskette. The option of using as many as 127 fields extends this program beyond printing labels.

Easygrader
APX

Managment Aids
40K,810,BASIC
\$22.95

You can store student grades, compute averages, assign final grades, produce statistics, and print reports with this comprehensive package. This program can support 100 assignments for 35 students with names as long as 25 characters and assignment names as long as 20 characters.

Grade Book
Educational Sftwr.

Management Aids
24K,410 or 32K,810
\$24.95

This program will maintain a file of students' test scores along with comments. Up to 7 subjects are allowed.

Message Display Program
APX

Management Aids
32K,410 or 40K,810,BASIC
\$15.95

This is a useful tool for presentations, unattended demonstrations, and lectures. Good for a graphic, automated means to present information. Large and small characters, and a variety of color combinations are available.

Quizmaster
APX

Management Aids
32K,810,BASIC
\$22.95

This program can be used to create five kinds of computer-assisted instruction quizzes: vocabulary review (or spelling tests), tru/false quizzes, and multiple choice quizzes with three, four, or five answers. You can revise your quiz questions as needed.

Stock Management
APX

Management Aids
32K,810,BASIC
\$22.95

Ideal for serious traders looking for an efficient way to monitor these transactions: buy, sell, dividends, stock dividends, stock splits, and nontaxable distributions.

Text Formatter (FORMS)
APX

Management Aids
16K,410 or 24K,810,BASIC, text ed.,prtr
\$22.95

With this program and a text editor, you can changle line spacing, line length, left-hand margin, paragraph indentation, and more without rekeying your text.

Text Analyst
APX

Management Aids
40K,810,BASIC
\$15.95

This program uses the Dale-Chall method to analyze a 100-word sample or the entire contents of any text file created with the Atari Word Processor or with Text Wizard. It computes the grade level and relevant statistics (such as average sentence and word length, and displays and prints the results in less than two minutes (for a 100-word sample).

The Computerized Card File
APX

Management Aids
40K,810,BASIC
\$15.95

This is a very basic system for storing, updating, and retrieving information organized like index cards. The program can handle any card size, number of fields, and field arrangement.

The Test Master
Whalley

Management Aids
16K,810
\$29.95

This is an extremely versatile test-making and test-editing program. It has four question modes and can have as many as 700 questions in the question file.

Weekly Planner
APX

Management Aids
32K, 810,BASIC
\$22.95

With this program you can store important dates, appointments,
and other time-related events for any period between 1981
and 1999. Powerful wild card for searches.

The following pages contain listings of software that we do not carry. However, the programs may be ordered directly from the company. For your convenience, we have included the addresses and phone numbers of the companies:

Control Data Publishing Co.
P.O. Box 261127
San Diego, CA 92126
1-800-233-3784

Scholastic Inc.
904 Sylvan Ave.
Englewood Cliffs, NJ 07632
1-201-567-7900

Scientific Research Associates, Inc.
155 N. Wacker Dr.
Chicago, IL 60606
1-800-621-0664

Softswap
333 Main St.
Redwood City, CA 94063
1-415-363-5472

Basic Number Facts
Control Data
E-A
Math
48K,810,Controller
\$45.00

French Vocabulary Builder
Control Data
M-HS
Foreign Language
48K,810,Controller
\$45.00

Whole Numbers
Control Data
E-M
Math
48K,810,Controller
\$45.00

German Vocabulary Builder
Control Data
HS
Foreign Language
48K,810,Controller
\$45.00

Decimals
Control Data
E-I
Math
48K,810,Controller
\$45.00

Spanish Vocabulary Builder
Control Data
M-HS
Foreign Language
48K,810,Controller
\$45.00

Fractions
Control Data
E-I
Math
48K,810,Controller
\$45.00

Computer Literacy:Introduction
Control Data
M-HS
Computer Science
48K,810,Controller
\$45.00

Physics: Elementary Mechanics
Control Data
HS
Science
48K,810,Controller
\$45.00

Sine Waves
Softswap
HS
Math
32K,810,BASIC

Math Quiz
Softswap
All
Math
8K,810,BASIC

Hangman for One
Softswap
All
Lang. Arts
8K,810,BASIC

Scrambled Word
Softswap
All
Several
8K,810,BASIC

Bourreau
Softswap
All
Several
8K,810,BASIC

Name the States
Softswap
All
Social Studies
8K,810,BASIC

Meet the Romans
Softswap
All
Several
8K,810,BASIC

Bagels
Softswap
All
Math
8K,810,BASIC

Fancy Rose
Softswap
All
8K,810,BASIC

Trap
Softswap
All
16K,810,BASIC

States & Capitals
Softswap
All
Social Studies
8K,810,BASIC

Geography
Softswap
All
Social Studies
8K,810,BASIC

Multiplication Bingo
Softswap
All
Math
16K,810,BASIC

PILOT with "Turtle" Graphics
Scholastic Inc.
All
Computer Science
16K,410

Guess the Number/Reverse
Scholastic Inc.
E-I
Math
16K,410

Simulated Computer
Scholastic Inc.
M-HS
Computer Science
16K,410

Numerical Games
Scholastic Inc.
E-A
Math
16K,410

Counting
Scholastic Inc.
E-P
Math
16K,410

Number Sequence
Scholastic Inc.
E-P
Math
16K,410

Calendar
Scholastic Inc.
E-P
Math
16K,410

Improper Fractions
Scholastic Inc.
E-I
Math
16K,410

Tens and Hundreds
Scholastic Inc.
E-A
Math
16K,410

Fraction and Mixed No. Recognition
Scholastic Inc.
E-A
Math
16K,410

Stars
Scholastic Inc.
E-A
Math
16K,410

Bagels Supreme
Scholastic Inc.
M
Math
16K,410

Place Value
Scholastic Inc.
E-A
Math
16K,410

Fraction Concepts
Scholastic Inc.
E-P
Math
16K,410

Math Diving
Scholastic Inc.
E-A
Math
16K,410

Alphabetize
Scholastic Inc.
E-A
Language Arts
16K,410

Math Facts
Scholastic Inc.
E-M
Math
16K,410

Bookshelf
Scholastic Inc.
E-A
Lang. Arts
16K,410

Tic-Tac-Toe Facts
Scholastic Inc.
E-M
Math
16K,410

Rocket Spell
Scholastic Inc.
E-A
Lang. Arts
16K,410

Race Car Facts
Scholastic Inc.
E-A
Math
16K,410

Spell
Scholastic Inc.
E-A
Lang. Arts
16K,410

Plot/Guess the Rule
Scholastic Inc.
E-I-M
Math
16K,410

Scramble Spell
Scholastic Inc.
E-M
Lang. Arts
16K,410

Speed Facts
Scholastic Inc.
E-I
Math
16K,410

Elementary Biology
Scholastic Inc.
M
Science
32K,810

ABC's
Scholastic Inc.
E-P
Lang. Arts
16K,410

Music 1 - Terms & Notations
Scholastic Inc.
M-HS
Music
16K,810

Fractions
Scholastic Inc.
E-A
Math
16K,410

Fraction Symbols 1
Scholastic Inc.
E-P
Math
16K,410

Fraction Equivalents 1
Scholastic Inc.
E-I
Math
16K,410

Fraction Comparisons
Scholastic Inc.
E-I
Math
16K,410

Fraction Symbols 2
Scholastic Inc.
E-P
Math
16K,410

Metric and Problem Solving
Scholastic Inc.
E-I
Math
16K,810

Arith. Games/Amus. Park Est. Tennis
SRA
HS
Math
32K,810
\$65.00

Arithmetic Games/Disc.Mach.& No. Chase
SRA
M
Math
32K,810
\$65.00

Mathematics/Classroom Mgmt.
SRA
HS
Math
32K,810, AVAILABLE SUMMER 1983
\$595.00

Computer Drill & Instruction A
SRA
E-P
Several
40K,810
\$365.00

Computer Discovery
SRA
All
Computer Science
16K,410 or 32K,810
\$200.00

Computer Drill & Instruction B
SRA
E-I
Several
40K,810
\$495.00

Phonics/Computer Drill & Instr.
SRA
E-P
Lang. Arts
32K,410,810
\$1150.00

Computer Drill & Instruction C
SRA
E-I
Several
40K,810
\$575.00

Arithmetic Games/Beano & Rockets
SRA
E-I
Math
32K,810
\$65.00

Fact Track (Comp. Drill & Instr.)
SRA
E-A
Math
32K,810
\$100.00



APX Catalog
by: Atari
\$2.00

Listing of titles available through the ATARI Program Exchange. Each listing contains a brief description of the programs and requirements.

ATARI 400 and 800
by: Martin McNiff and Steven Cook
Osborne Publishing
\$16.95

Teaches reader the fundamentals of BASIC. Written for beginners, but includes many tips for the advanced user. In addition, it instructs on uses of the 800,400,410,810, etc. A must for every school.

ATARI: A Beginner's Guide
by: Zimmerman
Prentice-Hall
\$12.95

Tutorial for 400 and 800. Written for the novice.

The Atari Assembler
by: Don and Kurt Inman
Prentice-Hall
\$12.95

The ATARI Assembler provides simple detailed directions for the Assembler Language Cartridge. It also provides information about programming in Assembler Language.

ATARI BASIC: Learning by Doing
by: Thomas Rowley
IJG Press
\$5.95

This is a supplementary resource book for learning ATARI BASIC Computing Language. It provides short programs and exercises to increase your understanding.

ATARI DOS
by: Bill Wilkinson
Optimized Systems Software
Compute
\$19.95

Step-by-step guide to DOS Software.

ATARI PILOT for Beginners
by: Jim Conlan and Tracy Deliman
\$14.95

Hands-on introduction to Atari PILOT language.

ATARI Sound and Graphics
by: Herb Moore, Judy Lower, Bob Albrecht
Wiley Publishing

A self-paced, self-instructional guide that opens up vast creative possibilities of artistic programming on the ATARI.

ATARI Special Additions
by: Atari
\$4.95

This booklet is designed to keep you informed of current and upcoming hardware, software and accessories to be released soon. Not all products are currently on the market. However, it is a good source book.

The Basis of BASIC
by: Educational Insights

For computer-literate students ready to move right into programming. Pre-test, review of terms and concepts, a systematic and comprehensive presentation of BASIC commands and their functions, and applications such as games and graphics programs.

Bit of Byte
by: Educational Insights
\$6.95

For students who already have some familiarity with computers and their operation. Pre-test, review of essential concepts, a more detailed treatment of flowcharting, debugging programs, and an introduction to BASIC programming.

Computer Calling
by: Educational Insights
\$6.95

For beginners. Introduction to computers: their functions, applications, history and components. Pre-programming activities including loading and store programs and flowcharting.

Computers for Kids
by: Sandra Larsen
Creative Computing
\$4.95

Complete instruction for little and big kids in ATARI BASIC Programming Language. Includes everything from flowcharting to color graphics and sound. Excellent.

Computers for People
by: Jerry Willis and Merl Miller
Dilithium Press
\$7.95

An excellent introduction to personal computers. This book gives you information on the uses of microcomputers and discusses the design of various machines. Included is a comparative "shopping list" for your convenience.

Computers in Mathematics:
A Sourcebook of Ideas
by: David Ahl
Creative Computing
\$15.95

This book contains pragmatic, ready-to-use classroom-tested ideas on everything from simple binary counting to advanced techniques like multiple regression analysis and differential equations.

Compute's First Book of ATARI
by: Compute Magazine
\$12.95

This is a collection of Compute's best ATARI articles. Highly recommended for the beginning computerist.

Compute's Second Book of ATARI
by: Compute Magazine
\$12.95

This is a second edition of some of Compute's best articles and programs for the ATARI computer. This edition contains all new articles. An excellent addition to any programming library.

De Re ATARI
by: Chris Crawford
APX
\$19.95

This book, written by ATARI's star programmer, is full of hints for programming. A must for all ATARI libraries.

Education & Scientific Programs
University Software
\$34.95

A collection of programs written in Microsoft BASIC.

Fun & Games Programs, vols. I,II
University Software
\$14.95 each

A collection of programs for recreation. Written in Microsoft BASIC.

Games for the ATARI
by: S. Roberts
Hofacker Press
\$7.95

This book provides ideas on how to create your own computer games. It deals primarily with BASIC examples.

Home & Economics Programs
University Software
\$24.95

A collection of programs for home use. In Microsoft BASIC.

How to Program your ATARI in 6502
Machine Language
by: Sam Roberts
Hofacker Press
\$9.95

The subject of this book is to teach you how to program your ATARI computer in 6502 machine language. An excellent guide.

Katie and the Computer
by: Fred D'Ignazio and Steve Gilliam
Creative Computig
\$6.95

Story of a little girl and her adventures with a computer. Designed to teach youngsters about the uses of the computer and familiarize them with technical terminology.

Nailing Jelly to a Tree
by: Jerry Willis and William Danley
Dilithium Press
\$15.95

Written especially for the beginner who wants to adapt BASIC programs to the ATARI. Provides a good understanding of software design.

Paint
by: Capital Children's Museum
Reston Publishing Co.
\$39.95

Combination of book and software (diskette, 48K, requires joystick) that enables students to create and save computer art. Hundreds of colors, textures, patterns available.

Picture This!
by: David Thornburg
Addison Wesley Press
\$14.95

A comprehensive guide to PILOT programming language. This book gives detailed instruction and programs and examples to help you learn or teach PILOT.

Small Business Programs
University Software
\$49.95

A collection of programs for use in small business. In Microsoft BASIC.

Some Common BASIC Programs
by: Lon Poole and Mary Bordners
Osborne/McGraw Hill
\$14.99

Includes 76 short programs on financial, mathematical, statistical and general interest subjects.

Stimulating Simulations
by: C. W. Engle
Hayden Publishing
\$6.50

Twelve unique progrms for you to type in BASIC. A good learning tool.

Technical User Notes
by: Atari
\$29.95

Technical notes, right from ATARI, which are helpful to the intermediate and advanced programmer.

Understanding ATARI Graphics
by: Michael Boom
Alfred Publishing Co.
\$2.95

A Handy Guide to teach beautiful and practical graphics with easy-to-follow directions.

The Visicalc Book
by: Donald H. Bell
Reward Books
\$14.95

A complete tutorial on understanding and working with
Visicalc.

Wiley BASIC
by: Bob Albrecht, LeRoy Finkel,
Jerald Brown
Wiley Publishing
\$10.95

For two years this was the self-teaching guide included with
the ATARI 800 Computer. It is a workbook for BASIC programming,
a good source of information for the beginning programmer.

6502 Assembly Language Programming
by: Lance A. Leventhal
Osborne/McGraw Hill
\$17.95

6502 Assembly Language Programming provides comprehensive
coverage of the 6502 microprocessor assembly language. It
provides an extensive range of programming examples.



THE ATARI 800 PERSONAL COMPUTER

LIST OF PROGRAMS AVAILABLE