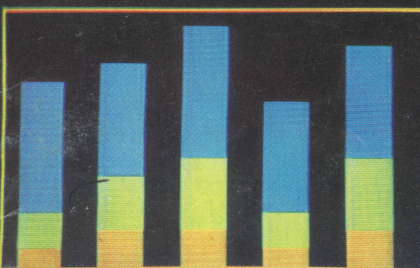


# 1981 SOFTWARE CATALOG

# ATARI®



## HOME BUDGET



FOOD UTIL AUTO MED INSUR

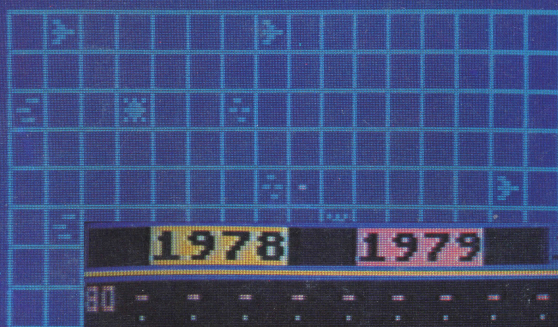
Stockholders

Board of Directors

President

ce-pres.  
finance

## GALACTIC CHART



WARD  
TARG  
STAR

## A MORTGAGE OF \$70000

E	YEARS	PAYMENTS	INTEREST
0	30.	614.30	151148.05
0	35.	601.77	182743.72
0	40.	594.40	215313.03
0	30.	640.32	160514.30
0	35.	628.69	194051.40
0	40.	622.00	228559.61

ATARI CALCULATOR COPYRIGHT  
RPN RAD DEC BITS16 FIX

1978 1979 1980



STACK	REG.
2.987	0
35.1	1
45.2	2
13.456	3
2368.7688	4
3.1416	5
120.6	6
3.3714286	7
637.8	8
69.9	9

## STATES AND CAPITALS



STATE 7  
SOUTH DAKOTA  
CAPITAL  
PIERRE  
CORRECT STATES:16  
CORRECT CAPITALS:6

REGISTER 0-99  
3.  
35. \*\*\*  
1987 STD  
REGISTER 0-99  
2.  
1987 \*\*\*

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ch is limited - we may  
other economic systems.

\*\*\* MONTHLY SALES F  
PROD.A=BLUE PROD.B=RE  
N



PHRASE 1 2035  
MEASURE 1 FREE  
SMI, NOTE?



A Warner Communications Company



## BUSINESS APPLICATIONS

### ATARI® ACCOUNTANT™

The ATARI Accountant brings the most sophisticated computerized accounting to the small business or professional person. Three packages are available—General Accounting System (CX401), Accounts Receivable System (CX402), and Inventory Control System (CX403). Each can be used alone or together for your business accounting. Even an accounting primer is included. Each package consists of several diskettes. Requires ATARI 800™ with 48K RAM, ATARI 815™ Dual Disk Drive, ATARI 850™ Interface Module, and ATARI 825™ 80-Column Printer.

### ATARI WORD PROCESSOR (CX404) (See PROFESSIONAL APPLICATIONS for description)

## PERSONAL FINANCE & RECORD KEEPING

### PERSONAL FINANCIAL MANAGEMENT SYSTEM™ (CX406)

The ATARI Personal Financial Management System is a database-oriented system designed to help you plan and analyze your budget. It keeps track of all financial transactions, including cash, checking accounts, savings accounts, and credit card use. You can look up past checks, credit card expenses or cash expenses. Records can also be displayed by budget category, date or payee.

It also allows you to set budget goals and receive charts and printouts that follow budget progress. You can analyze your budget by selecting expense categories (food, automobile, medical, savings, mortgage, and other payments) and see what percentage each one is of your total budget. The program will also allow you to use present data to forecast future trends. Diskette. Requires the ATARI 810 Disk Drive and a minimum of 32K RAM. ATARI Printer optional.

### INVESTMENT ANALYSIS SERIES

The Investment Analysis Series of programs includes Bond Analysis, Stock Analysis, Stock Charting and Mortgage & Loan Analysis. You can use these programs to analyze your current investments and to help determine which investments to make in the future.

#### BOND ANALYSIS (CX8106)

Use your ATARI 800 Personal Computer System to study and calculate bond investments. The Bond Analysis diskette program features two analysis programs:

1. **Bond Price and Interest** computes the price and accrued interest for a given bond and provides the annual coupon in dollars, the redemption value, the maturity, and the yield.
2. **Bond Yield** calculates the before and after tax yield of a given bond using two tax rates, one for ordinary income and one for capital gains. You provide the computer with the present price, time to maturity, and tax rates for both ordinary income and capital gains.

Each of the Bond Analysis Programs requires 24K of RAM and the ATARI 810 Disk Drive.

#### MORTGAGE & LOAN ANALYSIS (CX4115)

The Mortgage & Loan Analysis program cassette allows you to compare mortgage terms, including monthly payments and total interest payments, with varying rates of interest. (For example, the monthly payments and total interest paid on mortgages of \$10,000 and \$100,000, at interest rates of 15.5% and 16% for 25 and 30 year mortgages). This program requires 16K of RAM and the ATARI 410™ Program Recorder.

### STOCK ANALYSIS (CX8107)

Analyze your stock investments using the ATARI Stock Analysis Program. This diskette contains three programs:

1. **Portfolio Analysis** is used to evaluate portfolios. The computer uses statistical measures of return and variance to calculate the arithmetic mean and standard deviation for one or more stocks.
2. **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. You provide the dividend per share and the closing stock price and the computer performs the calculations.
3. **Stock Dividend Analysis** calculates the intrinsic value of a stock. Compute the discounted present value of the estimated dividends. The program computes the length of time a growth rate must continue or the price/earnings ratio that must be reached to make the intrinsic value equal to the current market price.

These programs require 24K of RAM and the ATARI 810 Disk Drive.

### STOCK CHARTING (CX8108)

With the Stock Charting program diskette you can track and study selected stocks and their market performance. This program allows you to retrieve, list, and graph data entered on a daily basis. The graph includes a 6-day oscillator, closing quotes, volume and 10-day moving average. A blank, formatted diskette is included for storage of your portfolio data. This program requires 24K of RAM and the ATARI 810 Disk Drive.

### MAILING LIST (CX4104)

Use the ATARI Mailing List program cassette to keep a record of names and addresses for Christmas cards, birthdays, or club activities. A General List program is included, which you can use to save other types of lists, like household inventory, insurance policies, recipes, hobbies, tapes and records. A List Customizer program lets you modify either of the List programs to the specific format you need. You can sort the data alphabetically and print labels or lists with an optional ATARI Printer. Requires a minimum of 24K of RAM and the ATARI 410 Program Recorder. Disk Drive optional.

## PERSONAL INTEREST & DEVELOPMENT

The following are BASIC programs designed to teach, entertain and stimulate the mind.

### AN INVITATION TO PROGRAMMING™ 1, 2, and 3

These lessons are designed to teach the fundamentals of programming in ATARI BASIC. A recorded voice asks you questions, waits for you to respond, and indicates whether you are correct or incorrect. These self-teaching courses will teach you to use BASIC programming statements as well as the color, graphics, sound and music capabilities of the ATARI Personal Computers. Each lesson requires 8K of RAM and the ATARI 410 Program Recorder.

### AN INVITATION TO PROGRAMMING 1: FUNDAMENTALS OF PROGRAMMING (CX4101)







































This program consists of six lessons, which introduce you to the ATARI keyboard, teach you to use the PRINT statement, and perform mathematical calculations. The last lesson shows examples of the ATARI Personal Computer's color graphics and sound capabilities. One cassette.



## **AN INVITATION TO PROGRAMMING 2: WRITING PROGRAMS ONE & TWO (CX4106)**

Learn how to write programs in BASIC. These lessons cover library functions, FOR...NEXT loops, subroutines, and READ, DATA, DIMension, PEEK and POKE statements. They also cover flow charting and programming structure. Includes two cassettes and a workbook.

## **AN INVITATION TO PROGRAMMING 3: SOUND AND GRAPHICS (CX4117)**

The Sound cassette includes lessons covering simple music theory and ATARI BASIC commands for setting the sound registers to the desired pitch, purity and loudness levels. Learn to write BASIC programs to play your favorite tune. The Graphics cassette teaches you to use the color registers, the graphics characters ( , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , ,



### GRAPH IT™ (CX4109)

Create your own bar charts, pie graphs, two and three-dimensional plots and polar plots on your television screen. Use your Joystick Controller to find values of specific points on the two and three-dimensional plots. Requires a minimum of 16K of RAM and the ATARI 410 Program Recorder. Two cassettes.

### STATISTICS I (CX4103)

Use Statistics I to determine general statistics from your data, such as mean, mode, median, standard deviation, variance, skewness, kurtosis, and root mean square. ATARI's unique editing capability allows you to replace erroneous data inputs rapidly. This program cassette requires a minimum of 16K of RAM and the ATARI 410 Program Recorder. Adding additional memory allows you to analyze more data values. Printer and disk drive optional.

## EDUCATION

### ATARI EDUCATIONAL SYSTEM EDUCATIONAL SYSTEM MASTER CARTRIDGE (CXL4001)

Allows the user to use Talk & Teach™ cassette courseware (listed below). Direct interaction with the computer takes place through the keyboard, television screen, and speaker. This running dialogue between the user and the computer is highlighted by immediate feedback on accuracy and understanding. Educational levels are Elementary (E), Secondary (S), Adult/College (A), and Technical (T). Each course consists of 16 lessons on four cassettes. These programs require 8K of RAM and the ATARI 410 Program Recorder.

Model No.	TITLE	Educational Level
CX6017	Basic Algebra	S, A
CX6016	Basic Electricity	A, T
CX6011	Basic Psychology	A
CX6005	Basic Sociology	A
CX6010	Business Communications	A
CX6006	Counseling Procedures	A
CX6012	Effective Writing	A
CX6009	Great Classics	E, S
CX6008	Physics	S, A
CX6007	Principles of Accounting	A
CX6014	Principles of Economics	A
CX6015	Spelling	E, S
CX6003	Supervisory Skills	A
CX6002	U.S. Government	E, S, A
CX6001	U.S. History	E, S, A
CX6004	World History	E, S, A

### ENERGY CZAR™ (CX4121)

You are the government official responsible for the United States' energy policy. You must make decisions about such complex problems as which energy sources to use, and whether or not to subsidize or tax energy forms, tighten pollution controls, freeze prices, or ration gas. 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 or not the public thinks you're doing a good job. This program cassette requires a minimum of 16K of RAM and the ATARI 410 Program Recorder. Age 12 to adult.

### HANGMAN (CX4108)

This educational program cassette has 3 levels of play—Beginner, Intermediate and Expert. You play against the computer by guessing the word the computer has selected. If you do not guess the word after six tries the computer will hang your man. You may use the computer keyboard or an optional Joystick Controller to guess the letter. Suitable for ages 8 to adult. This program requires 8K of RAM and the ATARI 410 Program Recorder.

### KINGDOM™ (CX4102)

This educational program cassette simulates the running of a small agricultural kingdom. Catastrophe may befall your people, your food supply or your crops. You determine the farming strategy and if you are successful you are allowed to reign another term. Teaches and develops mathematical skills. Age 10 to adult. Requires 8K of RAM and the ATARI 410 Program Recorder.

### SCRAM™ (A Nuclear Reactor Simulation) (CX4123)

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 also provides a game option that challenges you to apply the principles that you have learned from the simulation. Bad luck increases the probability of earthquakes. Allocate workers to repair damage. Above all, try to avoid a meltdown! Used with a Joystick Controller. 16K and 24K versions are on alternate sides of the cassette. ATARI 410 Program Recorder required. Age 12 to adult.

### STATES & CAPITALS (CX4112) AND EUROPEAN COUNTRIES & CAPITALS (CX4114)

These two programs are educational tools designed to teach you the geography of the United States and Europe. Quiz yourself on the names and locations of the states and their capitals, or European countries and their capitals. The computer draws a map and you must identify the state or country outlined. You are then asked to guess the corresponding capital. Be sure to spell correctly. The computer keeps score. Each program consists of one cassette (packaged separately) and requires 16K of RAM and the ATARI 410 Program Recorder. Age 10 to adult.

## INFORMATION & COMMUNICATION

Turn your ATARI Personal Computer into a computer terminal! You will need the ATARI 850™ Interface Module, the ATARI 830™ Acoustic Modem and a telephone. This will give you access to data bases and literally thousands of programs. These computer networks provide national and international news, stock market information, financial reports and electronic mail service (communication with other personal computer "terminals").

### TELELINK™ I (CXL4015)

This cartridge allows you to access a variety of information utilities. Data transfer takes place through the ATARI 830 Acoustic Modem at the rate of 300 bits per second. TeleLink I supports full and half duplex. Characters are transferred in ASCII. You can keep a hard copy record of your conversation using any one of the ATARI Printers. TeleLink I includes one hour of free time on CompuServe's Information Service, an information utility for personal computer users. Minimum RAM requirement is 8K.

## ENTERTAINMENT

The ATARI Personal Computer Systems' exceptional color, high resolution graphics, sound and animation capabilities are used in these entertainment programs, consisting of some of the most popular games in the world. Entertain yourself, your family and friends with these challenging games of strategy and fun.

### ASTEROIDS™ (CXL4013)

Asteroids draws you into a science-fiction fantasy like the best selling ATARI arcade game, with several play options. The object is to shoot down asteroids that cross the screen before they crash into your spacecraft. Sound easy? It's not. These "enemy" asteroids become progressively smaller, swifter and more dangerous. And just to keep you honest, flying saucers occasionally veer onto



the screen, emitting shots of their own. Defend your ship with laser bullets. You win points for each hit. You can move your spaceship to any angle continuously, firing an unlimited supply of ammunition. "Hyperspace" makes your spacecraft disappear from the screen, out of danger momentarily, but still capable of being hit upon return. One to four players. Cartridge. Not just for kids.

#### **BASKETBALL (CXL4004)**

You can dribble, shoot, pass, block shots, and even make steals. Five different game variations allow one, two, three or four players to compete. Play against the computer, your family or friends. This game uses up to four Joystick Controllers (CX40-04). ROM cartridge. Operates with minimum 8K RAM system.

#### **BLACKJACK (CX4105)**

Play one of the most popular casino games at home with your ATARI Personal Computer System. The computer is the dealer and it plays by the rules. You, on the other hand, bet money and decide whether to stand, draw another card or double down in your efforts to hit 21. One cassette. Requires ATARI 410 Program Recorder and 8K of RAM.

#### **COMPUTER CHESS (CXL4009)**

You can play chess against the computer. Eight levels of play are available. Moves are made using a Joystick Controller. The chess board and pieces are shown on the screen. Both "castling" and "en passant" moves can be made by you or the computer. The board can be set up for a particular chess problem or situation. The computer can play either white or black. Uses one Joystick Controller. ROM cartridge. Operates with minimum 8K RAM system.

#### **MISSILE COMMAND™ (CXL4012)**

Defend six major cities from invaders using three missile bases, like the popular ATARI arcade game. Try to destroy incoming nuclear missiles, guard against killer satellites and bombers, and smart missiles that can dodge your fire. After each round of battle with the enemy, your points are tallied based on how many cities you have protected and how many missiles you have remaining. Each missile base has a limited arsenal. You use a Joystick Controller to move the cursor to the selected target area. Your nearest missile base will fire. Each round becomes successively more difficult; the game lasts until all of your cities have been destroyed. Cartridge. One or two players. A game for kids of all ages.

#### **SPACE INVADERS\* (CX4111)**

You've made a mission to the moon, but so have the deadly SPACE INVADERS\*. It's up to you to protect the lunar surface as well as yourself and your laser cannon. The SPACE INVADERS program cassette has 12 different game variations, including some where the enemy shoots diagonally. For one or two players. Uses Joystick Controllers. Requires the ATARI 410 Program Recorder and 8K of RAM.

#### **STAR RAIDERS™ (CXL4011)**

A state of war exists between the Atarian Federation and the Zylon Empire. Your mission: Destroy all Zylon star ships. This strategy and action cartridge features four mission skill levels and rates a player at the end of each session. Dramatic sounds and screen displays make this the most exciting space game available today. Your battleground is the entire galaxy. Meteors fly through space; Zylon fleets surround and destroy friendly star bases, and docking at a starbase enables you to receive a new supply of energy and repair damaged equipment. For one player; uses a Joystick Controller. Operates with minimum 8K RAM system.

#### **SUPER BREAKOUT® (CXL4006)**

This cartridge is a sophisticated version of the popular electronic video game Breakout, in which you smash through

layers of bricks and knock out a wall. Four different games are available, up to eight players can play, and a rating is displayed at the end of each game. You can optionally suspend play or request five additional serves. This cartridge uses up to four Paddle Controllers. Operates with minimum 8K RAM system.

#### **3-D TIC-TAC-TOE (CXL4010)**

Now you can play Tic-Tac-Toe from a three-dimensional perspective. This game cartridge program also contains Bottoms-Up, a variation of 3-D Tic-Tac-Toe. Match wits with the computer or compete against another player in either version. One-player games feature eight difficulty levels. Uses Joystick Controllers. Operates with minimum 8K RAM system.

#### **VIDEO EASEL™ (CXL4005)**

You can create a design or pattern on the screen using the keyboard or up to four Joystick Controllers, then watch as the computer expands on the original pattern indefinitely. Many variations allow you to create imaginative and colorful graphic designs. Options include Drawing, Quad Drawing, Life (which uses the mathematic principles of John Conway's game of "Life"), resetting the color and six preprogrammed Painting designs. Uses Joystick Controllers. Cartridge. Operates with minimum 8K RAM system.

### **PROGRAMMING LANGUAGES**

#### **ASSEMBLER EDITOR (CXL4003)**

Write your own 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 a Debugger.

#### **BASIC COMPUTING LANGUAGE (CXL4002)**

BASIC (which stands for Beginner's All-Purpose Symbolic Instruction Code) is a high-level, easy to learn computing language commonly available on many personal and larger computers. ATARI BASIC is an 8K floating-point BASIC with 9 to 10-digit number precision. The BASIC interpreter includes features that utilize capabilities of the ATARI Personal Computer System, such as access to color and character graphics, sound synthesis and the controller ports (so that you can write your own games). It includes PEEK and POKE instructions, and also gives you the ability to write machine language subroutines. The ATARI peripherals are controllable through BASIC. This cartridge is included with ATARI 400™ and ATARI 800 Personal Computer Systems.

#### **PILOT (CX405)**

PILOT (which stands for Programmed Inquiry, Learning, or Teaching) is an easy to learn and easy-to-use programming language. Designed for creating interactive educational programs, PILOT's simple syntax and text orientation make it an ideal language for introducing computer programming to both children and adults (especially teachers); in fact, novice users may write interesting programs after their first or second session. ATARI PILOT also features a powerful set of simple graphics commands for drawing color designs and pictures on the television screen, musical sound generation for up to four simultaneous voices, and commands for accessing files on disk and cassette (including the use of synchronized pre-taped audio for enhancing instructional programs). Cartridge. Ages 8 to adult. ATARI 410 Program Recorder or ATARI 810 Disk Drive optional (recommended for program storage); ATARI Printer optional.

\*Trademark of Taito America Corporation.



# ATARI® SOFTWARE LIBRARY AND ACCESSORIES

Model No.	Title	Software Medium			Minimum RAM Requirement	R = Required Accessory O = Optional Accessory						
		Cartridge	Diskette	Program Cassette(s)		ATARI 410™ Program Recorder	ATARI Disk Drive	ATARI Printer*	ATARI 830™ Acoustic Modem*	Joystick Controller CX40-04	Paddle Controller CX30-04	Light Pen CX70
CX4101	An Invitation to Programming™ 1¹			1	8K	R						
CX4106	An Invitation to Programming 2¹, ³			2	8K	R						
CX4117	An Invitation to Programming 3¹, ³			2	8K	R						
CXL4003	Assembler Editor	1			8K	O	O	O		O(1-4)	O	O
CXL4013	Asteroids™ 4	1			8K					R(1-4)		
CX8111	Astrology¹, 4		1		24K		R	O				
CX402	ATARI Accountant™ 4. Accounts Receivable System General Accounting System Inventory Control System		4		48K		R	R				
CX401			4		48K		R	R				
CX403			5		48K		R	R				
CX404	ATARI Word Processor 4		2		48K		R	R				
CX6017	Basic Algebra²			4	8K	R						
CXL4002	BASIC Computing Language	1			8K	O	O	O		O(1-4)	O	O
CX6016	Basic Electricity²			4	8K	R						
CX6011	Basic Psychology²			4	8K	R						
CX6005	Basic Sociology²			4	8K	R						
CXL4004	Basketball	1			8K					R(1-4)		
CX4107	Biorhythm¹			1	8K/16K	R		O				
CX4105	Blackjack¹			1	8K	R						
CX8106	Bond Analysis¹		1		24K		R	O				
CX6010	Business Communications²			4	8K	R						
CX8102	Calculator		1		24K	O	R	O				
CXL4009	Computer Chess	1			8K					R(1)		
CX4119	Conversational French¹			5	16K	R						
CX4118	Conversational German¹			5	16K	R						
CX4120	Conversational Spanish¹			5	16K	R						

¹ Used in conjunction with the ATARI BASIC Computing Language Cartridge (CXL4002).

² Used in conjunction with the Educational System Master Cartridge (CXL4001).

³ Estimated availability first quarter 1981.

⁴ Estimated availability second quarter 1981.

\*The ATARI® 850™ Interface Module is required for operation of the ATARI 830 Acoustic Modem, the ATARI 825™ 80-Column Printer and TeleLink™.

**NOTE:** An 8K ATARI 400™ can be expanded to 16K of RAM at an authorized ATARI Service Center. Programs that require more than 16K of RAM cannot be used with the ATARI 400.

Atari reserves the right to modify programs without notice.

Delivery dates subject to change.

(Continued on next page)



# ATARI® SOFTWARE LIBRARY AND ACCESSORIES

Model No.	Title	Software Medium			Minimum RAM Requirement	R = Required Accessory O = Optional Accessory						
		Cartridge	Diskette	Program Cassette(s)		ATARI 410™ Program Recorder	ATARI Disk Drive	ATARI Printer*	ATARI 830™ Acoustic Modem*	Joystick Controller CX40-04	Paddle Controller CX30-04	Light Pen CX70
CX6006	Counseling Procedures <sup>2</sup>			4	8K	R						
CXL4001	Educational System Master Cartridge	1			8K	R						
CX6012	Effective Writing <sup>2</sup>			4	8K	R						
CX4121	Energy Czar™ <sup>1</sup>			1	16K	R						
CX4114	European Countries & Capitals <sup>1</sup>			1	16K	R						
CX4109	Graph It™ <sup>1</sup>			2	16K	R				O(1)		
CX6009	Great Classics <sup>2</sup>			4	8K	R						
CX4108	Hangman <sup>1</sup>			1	8K	R				O(1)		
CX4102	Kingdom™ <sup>1</sup>			1	8K	R						
CX4104	Mailing List <sup>1</sup>			1	24K	R	O	O				
CXL4012	Missile Command™ <sup>4</sup>	1			8K					R(1-2)		
CX4115	Mortgage & Loan Analysis <sup>1</sup>			1	16K	R		O				
CXL4007	Music Composer™	1			8K	O	O					
CX406	Personal Financial Management System™ <sup>1,4</sup>		1		32K		R	O				
CX4116	Personal Fitness Program™ <sup>1, 4</sup>			1	16K	R						
CX6008	Physics <sup>2</sup>			4	8K	R						
CX405	Pilot <sup>4</sup>	1		2	8K	O	O	O		O	O	O
CX6007	Principles of Accounting <sup>2</sup>			4	8K	R						
CX6014	Principles of Economics <sup>2</sup>			4	8K	R						
CX4123	Scram™ (A Nuclear Reactor Simulation) <sup>1,3</sup>			1	16K/24K	R				R(1)		
CX4111	Space Invaders**			1	8K	R				R(1-2)		
CX6015	Spelling <sup>2</sup>			4	8K	R						
CXL4011	Star Raiders™	1			8K					R(1)		
CX4112	States & Capitals <sup>1</sup>			1	24K	R						
CX4103	Statistics I <sup>1</sup>			1	16K	R	O	O				

<sup>1</sup> Used in conjunction with the ATARI BASIC Computing Language Cartridge (CXL4002).<sup>2</sup> Used in conjunction with the Educational System Master Cartridge (CXL4001).<sup>3</sup> Estimated availability first quarter 1981.<sup>4</sup> Estimated availability second quarter 1981.

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(Continued from previous page)

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Model No.	Title	Software Medium			Minimum RAM Requirement	R = Required Accessory O = Optional Accessory						
		Cartridge	Diskette	Program Cassette(s)		ATARI 410™ Program Recorder	ATARI Disk Drive	ATARI Printer*	ATARI 830™ Acoustic Modem*	Joystick Controller CX40-04	Paddle Controller CX30-04	Light Pen CX70
CX8107	Stock Analysis <sup>1</sup>		1		24K		R	O				
CX8108	Stock Charting <sup>1</sup>		2		24K		R	O				
CXL4006	Super Breakout®	1			8K					R(1-4)		
CX6003	Supervisory Skills <sup>2</sup>			4	8K	R						
CXL4015	TeleLink™ I	1			8K			O	R			
CXL4010	3-D Tic-Tac-Toe	1			8K					R(1-2)		
CX4110	Touch Typing <sup>1</sup>			2	16K	R						
CX6002	U.S. Government <sup>2</sup>			4	8K	R						
CX6001	U.S. History <sup>2</sup>			4	8K	R						
CXL4005	Video Easel™	1			8K					R(1-4)		
CX6004	World History <sup>2</sup>			4	8K	R						

<sup>1</sup> Used in conjunction with the ATARI BASIC Computing Language Cartridge (CXL4002).

<sup>2</sup> Used in conjunction with the Educational System Master Cartridge (CXL4001).

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