

APX

ATARI® Program Exchange

Product Catalog
Winter Edition
1983-84



Equestrian

by Al P. Casper

APX Olympic
Contest Winner

Recommended for ages 6 and up
Written in machine language

"Riders, take your places for the equestrian event!" Now, that's excitement! You can ride in your own equestrian events with EQUESTRIAN: fences to leap, obstacles to avoid, quick decisions to make at every turn.

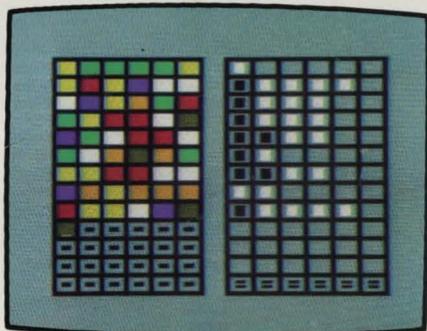
There's no age limit. Children love the wonderful graphics, the sound effects, and the horse that speeds diagonally across the screen. Older players use the joystick to guide the horse and earn high marks. Advanced players can learn from an exceptional manual. Great when you're watching the Olympics!

REVIEW COMMENTS: Diagonal scrolling and graphics are impressive. The play is intricate for the hardened game player, yet simple enough for a young child to play and enjoy.

REQUIRES: One ATARI Joystick Controller.

Order Information

Media	RAM	Price	Order No.
Cassette	16K	\$29.95	APX-10268
Diskette	32K	\$29.95	APX-20268



Mastermatch

by C. Mullally

Recommended for ages 8 and up
Written in BASIC

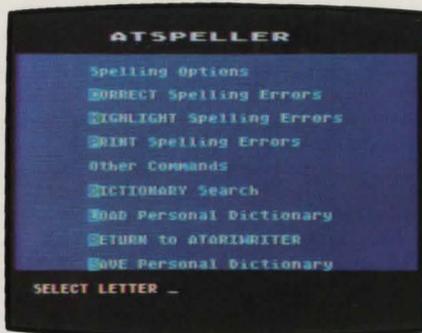
Solve the colorful puzzles of MASTERMATCH, using only logic and concentration — and an occasional clue! The goal is to guess a sequence of colors selected by either MASTERMATCH or another player. Use your joystick to change colors along a row in the left-hand grid. If any of your guesses are right, a tantalizing hint appears. When your guesses run out, or when you solve the puzzle, MASTERMATCH displays the correct answer. Seven levels of difficulty and the live-opponent option will keep you guessing!

REVIEW COMMENTS: Being able to choose the level of difficulty makes MASTERMATCH fun for all ages. You can also create your own gameboard. **NOTE:** *you can only play MASTERMATCH if you have a color TV set.*

REQUIRES: ATARI BASIC Language Cartridge; One ATARI Joystick Controller per player; GTIA chip (1982 or newer computer has one).

Order Information

Media	RAM	Price	Order No.
Cassette	24K	\$24.95	APX-10259
Diskette	32K	\$24.95	APX-20259



Atspeller for AtariWriter

by R. Stanley Kistler

Recommended for ages 12 and up
Written in machine language

With ATARIWRITER™ and ATSPELLER, errors don't have a chance! Now you can use the ATSPELLER program with your ATARIWRITER cartridge to find and correct typos and spelling errors. The result is letter-perfect text every time! And now you can use ATSPELLER without ever removing your ATARIWRITER cartridge. ATSPELLER gives ATARIWRITER owners access to the correct spelling of more than 30,000 words, and the chance to build a dictionary of any special set of words.

You can highlight errors on TV screen or printer, or you can pause at each incorrect word and choose to: correct it; search through the program's dictionary to find the correct spelling; or leave the word as is. ATSPELLER does decrease memory in the computer available for creating documents. You may have to store large documents in two or more files, but you can still use ATARIWRITER to chain them together.

REVIEW COMMENTS: This program strengthens ATARIWRITER by adding a spelling check. This program is also compatible with ATARIWRITER PRINTER DRIVERS (APX-20223).

REQUIRES: ATARIWRITER cartridge.

OPTIONAL: ATARI or equivalent printer.

Order Information

Media	RAM	Price	Order No.
Diskette	32K	\$39.95	APX-20262



Bellum

by Adam Michael Billyard

Recommended for ages 10 and up
Written in machine language

Why has dauntless Monty agreed to fly yet another insane mission? He's answering his Empire's call in its darkest hour! He steers his trusty biplane through incredible danger to deliver a cargo of tea to the officer's club. Will he make it across six landscapes covering 38 screens? Can he find his way across mountains and deserts while being fired upon by cheeky enemy gunners? Will mysterious caves and strange red rivers daunt him? Most important, can he get to the officer's club before teatime?

Use your joystick to pilot Monty's plane from left to right across the moving landscape. You can climb or dive, regulate your speed, drop bombs, and fire on petrol dumps to replenish your fuel. Not all Monty's enemies are human: spiders drop from the sky on thick, sticky webs! If he makes it by teatime, patriotic airs greet him. Oh, good show, Monty!

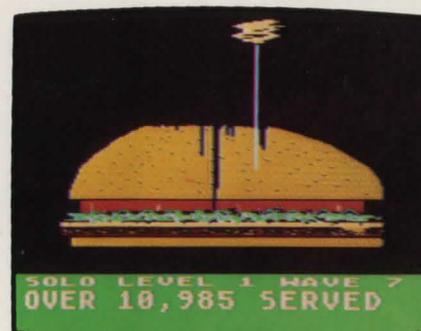
REVIEW COMMENTS: This difficult game is a joystick challenge! You're constantly forced into new dangers.

REQUIRES: One ATARI Joystick Controller.

Order Information

Media	RAM	Price	Order No.
Diskette	32K	\$29.95	APX-20258

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Burgers!

by Douglas Crockford

Recommended for ages 3 and up
Written in machine language

Did you ever dream of eating burgers till you burst? Well, BURGERS! is a dream come true. You are a dreamy little cloud figure floating along the top of the screen. Burgers float gently upward, and if they touch you, you get bigger and *bigger* and finally EXPLODE! To keep from getting big, you use your paddle controller to move out of the way, or zap the burgers with a ray as they float below you. Large burgers zap into small burgers, and small burgers zap into thin air!

BURGERS! was designed with young children in mind. It's purposely non-threatening: burgers don't chase you; the score is tallied as "burgers served"; and the music is as joyful as a nursery song.

REVIEW COMMENTS: As always, Doug Crockford, designer of GALAHAD AND THE HOLY GRAIL, applies his originality and imagination to color and graphics. Experienced gamers will quickly master BURGERS.

REQUIRES: A set of ATARI Paddle Controllers.

Order Information

Media	RAM	Price	Order No.
Cassette	24K	\$17.95	APX-10263
Diskette	24K	\$17.95	APX-20263



Chambers of Zorp

by Karl Gardner and Tom Konchan

Recommended for ages 8 and up
Written in machine language

In the caves beneath Zorp, invisible death is waiting to destroy your planet. One-celled creatures, if set free, could cause a deadly epidemic. In your probe vehicle you use your joystick to stalk the deadly cells and destroy them by firing hypervaccine. But the tiny creatures sense your presence, multiply, mutate into killers, and chase you! Look out!

Once you clear out the pestilence at the "intern" level, you move to "doctor", then "surgeon", where the creatures grow without stop and mutants are *awesome*. You can venture alone or compete with a friend. Saving Zorp is a filthy job, but someone has to do it!

REVIEW COMMENTS: Since each creature behaves in a different way, you won't last unless you outsmart them — you don't just blast everything. Fast, intense game action.

REQUIRES: One ATARI Joystick Controller per player.

Order Information

Media	RAM	Price	Order No.
Cassette	16K	\$29.95	APX-10270
Diskette	32K	\$29.95	APX-20270



Character Fun

by Bruce Campbell

Recommended for ages 3 and up

Written in BASIC

CHARACTER FUN is an extraordinary learning tool. It helps young children learn to identify letters and numbers. It gives them a chance to work with letters and numbers. It offers a chance to work with shapes and colors to create pictures. Maybe best of all, it provides a delightful first lesson in using a computer keyboard.

The lively tunes "Pop Goes the Weasel" and "Yankee Doodle" quickly capture children's attention. A friendly face replaces the cursor. To give them an idea of the pictures they can create, five sample pictures are provided to spark their imaginations. Every key has an effect on the screen image; children can: space, position, and delete characters; control colors of characters and backgrounds; even print upside down and backwards. Best of all, a child's work can be saved to diskette for use later.

REVIEW COMMENTS: An exciting way to introduce young children to keyboard functions! Bright colors, sounds, and music all combine to capture and hold a young child's attention.

REQUIRES: One ATARI Joystick Controller.

Order Information

Media	RAM	Price	Order No.
Diskette	48K	\$24.95	APX-20266



Dragon Quest or A Twist in the Tail

by Ed Churnside

Recommended for ages 8 and up

Written in BASIC

Have you ever fallen down a well, been shot by an arrow, turned into a toad, and found a dragon — all on the same day? That's what happens when you play DRAGON QUEST: you're the chief character in a puzzling picture adventure with many endings, but only one solution!

A fire-breathing dragon has landed in a once-happy kingdom. Now the peasants live in terror, the princess has disappeared, the king is offering a reward, and here you are. To succeed, you must make your way through forests, castles, caves, even a wizard's lair. You're guided by clues you find in the text and pictures. What sets DRAGON QUEST apart from other adventures is its wonderful pictures, as important in unraveling mysteries as its words. For each place there's a separate screen display, and the screen changes are two to three times faster than in most text adventures. You can save the game at any time and reload it later to start where you left off.

REVIEW COMMENTS: Cleverly designed, fun to play, this game will keep you thinking!

REQUIRES: ATARI BASIC Language Cartridge.

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Diskette	32K	\$29.95	APX-20265

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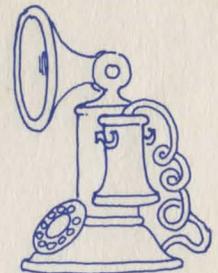
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Ordering Information

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\$10 minimum order, plus shipping and handling charge. We'll fill orders of \$10.00 or more. Please add \$2.50 to your order to cover shipping and handling.

Mail Orders. To order by mail, fill out an order form and mail it, together with your payment, to the ATARI Program Exchange, P.O. Box 3705, Santa Clara, CA 95055.

Phone Orders. For faster service, phone in credit card orders, using our toll-free number, 800/538-1862 (or 800/672-1850 for calls within California). You can also call us at 408/727-5603. Telephone hours are Monday through Saturday, 7 a.m. to 5 p.m. PST.

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Numberland Nightwatch

by Kendall Brown

Recommended for ages 8 and up
Written in BASIC

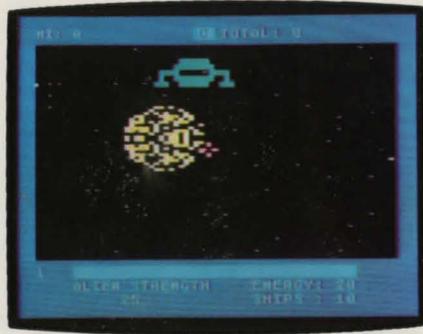
Learning to factor numbers used to be a chore — until it became a challenge! Your mission: save Numberland. Flying numbers are sapping the kingdom's energy. You must trap each flying number, select its factor (a number that can be divided into it so that the resulting quotient is a whole number — a factor of 30 is 6, for example), then aim and *shoot!* To factor a number completely away, you may have to shoot factors at the number two or three times. But don't miss! There are five levels of play: you can battle numbers up to six digits long! Building a high score automatically advances you to the next level. The game requires some skill in joystick control, and at the higher levels, some skill at factoring numbers — an absorbing way to learn!

REVIEW COMMENTS: Game format makes it fun to practice factoring numbers, a skill that takes time to develop.

REQUIRES: One ATARI Joystick Controller.

Order Information

Media	RAM	Price	Order No.
Cassette	16K	\$24.95	APX-10261
Diskette	16K	\$24.95	APX-20261



Raid on Gravitron

by Jim Sommers

Recommended for ages 6 and up
Written in machine language

Fireballs from a Gravitronian ship can vaporize your shield, split your hull like a beer can, and turn your crew into barbecue. Now for the bad news: their ships outnumber yours two to one.

Gravitronians are true cyborgs, part flesh, part metal, and they're out to enslave human populations for spare parts. Their home base, hidden in a black hole at the fringe of the universe, has been found. Now the Great Emperor Eddie has commanded you to off them.

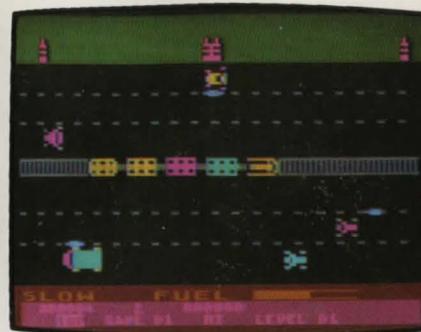
RAID ON GRAVITRON is a space battle with 3-D effects. Locked in your antigrav shell, eyes on your command screen, you use your joystick to give all attack and flight orders. Can you battle past the android fighters, navigate the booby-trapped space-time tunnels, seek out and destroy the remaining Gravitronian ships? No? Ever been to a Gravitronian parts house?

REVIEW COMMENTS: The 3-D effects are great.

REQUIRES: One ATARI Joystick Controller.

Order Information

Media	RAM	Price	Order No.
Cassette	16K	\$29.95	APX-10267
Diskette	24K	\$29.95	APX-20267



Rush Hour

by Mark and Susy Odendahl

Recommended for ages 8 and up
Written in machine language

Five o'clock on the freeway! Another day at the rat race is over, and now you're racing home. Oh, no! You're almost out of gas, and the only station for miles is across six lanes of crazy traffic and a railroad track crammed with commuter trains.

Your goal is to get your car from the shoulder at the bottom of the screen to the gas pumps at the top. Using your joystick, you can speed up, slow down, change direction... *don't stop!* In each lane you dodge speeding cars and trucks... *look out for that train!* If you crash... *watch out for that pot-hole!*... you're done for. You get points each time you cross a lane, stop at a gas pump, or move up a level — there are twenty! Drive solo, or challenge a friend! *Now hit the road!*

REVIEW COMMENTS: Lots of color and action! Quick reflexes and good timing help get the big scores.

REQUIRES: One ATARI Joystick Controller per person.

Order Information

Media	RAM	Price	Order No.
Cassette	16K	\$29.95	APX-10269
Diskette	16K	\$29.95	APX-20269

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Weakon

by Eric Freeman

Recommended for ages 6 and up
Written in machine language

WEAKON takes you to *inner* space, the subatomic world of protons and photons. Use your joystick to steer your craft (shrunk to subatomic size), catch elusive weakons, and bring them to the power generator. To survive while you search, you must dodge speeding gamma photons, clouds of ionizing radiation, and mesons that can pursue and destroy you!

Once you're captured several weakons, the particle accelerator at the bottom of your screen speeds up. Your chances of survival become slimmer, but as your score mounts, you earn return journeys to this dangerous inner universe. Ten levels of difficulty keep you from ever becoming a smug weakon hunter. Challenge a friend with the two-player option!

REVIEW COMMENTS: An action arcade shoot-em-up!

REQUIRES: One ATARI Joystick Controller per player.

Order Information

Media	RAM	Price	Order No.
Cassette	16K	\$24.95	APX-10260
Diskette	16K	\$24.95	APX-20260



National Flags

by Paul Nicholls

Recommended for ages 8 and up

Written in BASIC

Why not identify all the Olympic teams this year by their flags? NATIONAL FLAGS teaches you about the countries of the world by displaying a flag on the screen, then challenging you to guess the nation that flies it. Clues about the country (currency, capital, size of population) provide an additional chance to learn. You can choose a game that covers all the world's nations or one of five specific regions. Or you can select and display one or more of the 168 flags. Even if you don't get a perfect score, you'll be delighted by the colors and patterns!

REQUIRES: ATARI BASIC Language Cartridge.

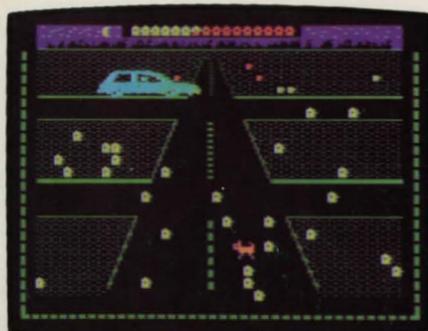
Order Information

Media	RAM	Price	Order No.
Cassette	32K	\$24.95	APX-10167
Diskette	40K	\$24.95	APX-20167

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Dog Daze Deluxe

by Gray Chang

Recommended for ages 8 and up

Written in machine language

Fire hydrants are popping up all over the neighborhood — become top dog by staking your claim first! It's a full time job; other dogs are after those fireplugs too. And crazy drivers never watch for puppies on the prowl. Use your joystick to guide Fido to an unclaimed hydrant, or hit the joystick button: he'll toss his favorite bone. If it hits the fireplug, it's claimed! There's some fancy paw-work involved! Winner is the pooch with the most plugs. And hey, watch out for cars!

REVIEW COMMENTS: Nice graphics and a one-or-two player option make this game fun for everyone!

REQUIRES: One ATARI Joystick Controller per player.

Order Information

Media	RAM	Price	Order No.
Cassette	16K	\$24.95	APX-10264
Diskette	16K	\$24.95	APX-20264

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