

ATARI®

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XL

PRODUCT LINE

FACT SHEETS

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ATARI HOME COMPUTER COMPARISON

FEATURE	400	800	1200XL	600XL	800XL	1400XL	1450XLD
Suggested Price	\$149	\$679	\$799	\$199	\$299	\$499	\$TEA
Standard RAM	16K	48K	64K	16K	64K	64K	64K
Maximum RAM	48K	48K	64K	64K	64K	64K	64K
ROM Operating System	10K	10K	14K	14K	14K	14K	14K
BASIC Language Built-in	NO	NO	NO	YES	YES	YES	YES
Expansion Bus	NO	NO	NO	YES	YES	YES	YES
Full Stroke Keyboard	NO	YES	YES	YES	YES	YES	YES
Number of Keys	61	61	66	62	66	66	66
HELP KEY	NO	NO	YES	YES	YES	YES	YES
International Characters	NO	NO	YES	YES	YES	YES	YES
Function Keys	4	4	9	5	5	9	9
Self Diagnostics	NO	NO	YES	YES	YES	YES	YES
Built-in Disk Drive	NO	NO	NO	NO	NO	NO	YES
Built-in Modem	NO	NO	NO	NO	NO	YES	YES
Built-in Speech	NO	NO	NO	NO	NO	YES	YES
Cartridge Slots	1	2	1	1	1	1	1
Controller Ports	4	4	2	2	2	2	2
CP/M Option	YES	YES	YES	YES	YES	YES	YES
Monitor Output	NO	YES	YES	NO	YES	YES	YES

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ATARI HOME COMPUTER COMPARISON

FEATURE	400	800	1200XL	600XL	800XL	1400XL	1450XLD
Graphic Modes	9	9	11	11	11	11	11
Text Modes	3	3	5	5	5	5	5
Detachable RF Cable	NO	NO	YES	YES	YES	YES	YES

STANDARD CAPABILITIES OF ATARI HOME COMPUTERS

Screen Display	40 x 24
High Resolution	320 x 192
Custom Chips	GTIA, POKEY, ANTIC
ATARI Software Titles	250+
Third Party Software	2000+
Number of Colors	256
Number of Independent Sound Channels	4

ATARI, INC.
FACT SHEET
ATARI 600XL™ HOME COMPUTER

TECHNICAL SPECIFICATIONS

Part of ATARI's new line of microcomputers. It has all of the technological advances and power that ATARI has developed over the years.

Included with purchase:

600XL Home Computer
16K RAM Memory
24K ROM Memory
ATARI BASIC (built-in)
TV Switchbox
Detachable RF Cable
AC Power Adaptor
Owner's Guide

Main microprocessor: MOS technology 6502 series microprocessor.

Operating speed: 1.79 MHz.

Custom LSI chips designed by ATARI:

- ANTIC - A microprocessor dedicated exclusively to video display. Includes light pen position registers and fine scrolling.
- POKEY - This chip dedicated to extremely fast input/output operations plus certain functions such as keyboard scan and control.
- GTIA - Designed for specific monitoring of color-luminance controls, graphics registers and triggering miscellaneous input/output functions. Generates television display at the rate of 60 frames per second (U.S. model).

Word size: 8 Bit.

Permanent memory: 24K Read Only Memory (ROM); 16K Random Access Memory (RAM).

Workable memory: factory installed memory 16K. Maximum available to user is 16K. 14.5K available when using ATARI BASIC. Memory is resident on CPU board and is user expandable (externally) to 64K RAM by user.

Size: 15 x 6-1/2 x 2-3/8 inches

Weight: 5 lbs., 10 oz.

Power: UL approved AC transformer, included. 120VAC

ATARI 600XL FACT SHEET (CONTINUED)

CONSOLE FEATURES

One serial I/O port for ATARI peripherals.

One slot for ROM program cartridges

Two input controller jacks for joysticks, paddles, keypads, etc.

Parallel I/O possible through processor bus on back of 600XL.

KEYBOARD

62 full-stroke alphanumeric keys.

Typewriter organization (ATASCII character set).

HELP key gives instructions on selected programs.

4 special function keys.

UPPER and lower case characters

Operational shift keys for UPPER and lower character display.

True lower case descenders displayed for characters such as p, q, y, etc.

UPPER case shift lock key.

29 character graphics set accessible from keyboard.

International character set.

Each key repeats after being depressed for 1/2 second (adjustable).

Four cursor control keys for quick, full-screen editing.

Deleting backspace key.

Program interrupt (BREAK) key.

Inverse video key.

Tab key with tab, clear tab and set tab functions.

Clear video screen (CLEAR) key.

Character or line delete keys.

SYSTEM RESET key.

Audible acknowledgment of each key stroke.

ATARI 600XL FACT SHEET (CONTINUED)

VIDEO DISPLAY

Built-in RF modulator allows hook-up to TV by attaching a switchbox (included) to TV antenna jack and connecting computer to the switchbox.

Connects to any U.S.A. television set (all cables, hook-ups, etc. included.)

Maximum screen display: 40 characters by 24 lines (960 total characters).

Five (5) different TEXT modes.

Full screen editing capabilities, including:

- Full CURSOR control
- Insert/Delete within a line
- Screen overwrite ability
- ERROR messages appear immediately (in ATARI BASIC)
- Line buffer storage

The video display may be divided into windows displaying different GRAPHIC modes.

COLOR

256 colors are available in a special mode. 128 colors in all other modes. Total of 128 colors may be displayed at one time.

The computer can change background color of screen without disturbing other TEXT or GRAPHIC displays. Foreground material may reflect color changes without affecting background.

SOUND

ATARI provides a four (4) voice sound generator which plays through television speaker. The four voices are independently programmable for volume (16 levels), tone (256) and distortion (8 tonal qualities).

Three and one-half octave musical range in BASIC.

Computer can accept audio signal from cassette program recorder and channel it through TV speaker.

ATARI 600XL FACT SHEET (CONTINUED)

GRAPHICS

Eleven (11) different GRAPHIC modes.

GRAPHICS characters and alphanumeric characters are user definable under software control for special applications.

Four (4) PLAYER/four (4) MISSILE graphics capability.

GRAPHICS resolution range: Low - 40 x 24; High - 320 x 192.

Video display may be divided into different windows to mix GRAPHIC modes. Programmable display lists allow for more than one mode at a time.

Inverse video capability allows computer to display dark characters on light background, and vice versa, to highlight characters.

ACCESSORIES AVAILABLE

The 600XL is fully compatible with the entire line of ATARI peripherals: Cassette Program Recorders, Disk Drives, Printers, Modems, Controllers, etc.

SAFETY FEATURES

Screen protection: built-in protection mode prevents possibility of video "burn-in" by cycling through random color after each nine minutes of keyboard inactivity.

No RF interference. The 600XL has been designed to meet FCC Class B standards for residential computing devices.

Shielding: Electronic components fully protected from static electricity and RF interference.

ATARI internal components (circuit boards, chips, etc.) are not exposed to the user. Expansion through outside processor bus.

Polarized, fool-proof connectors prevent accessories and cables from being connected incorrectly.

Accessories are added easily via Input/Output port on rear of 600XL.

All cords and accessories are UL. listed.

ATARI, INC.
FACT SHEET
ATARI 800XL™ HOME COMPUTER

TECHNICAL SPECIFICATIONS

Part of ATARI's new line of microcomputers. It has all of the technological advances and power that ATARI has developed over the years.

Included with purchase:

800XL Home Computer
64K RAM Memory
24K ROM Memory
ATARI BASIC (built-in)
TV Switchbox
Detachable RF Cable
AC Power Adaptor
Owner's Guide

Main microprocessor: MOS technology 6502 series microprocessor.

Operating speed: 1.79 MHz.

Custom LSI chips designed by ATARI:

- ANTIC - A microprocessor dedicated exclusively to video display. Includes light pen position registers and fine scrolling.
- POKEY - This chip dedicated to extremely fast input/output operations plus certain functions such as keyboard scan and control.
- GTIA - Designed for specific monitoring of color-luminance controls, graphics registers and triggering miscellaneous input/output functions. Generates television display at the rate of 60 frames per second (U.S. model).

Word size: 8 Bit.

Permanent memory: 24K Read Only Memory (ROM); 64K Random Access Memory (RAM).

Workable memory: factory installed memory 64K. Maximum available to user is 62K. Over 37.5K available when using ATARI BASIC. Memory is resident on CPU board.

Size: 15 x 8-1/2 x 2-3/8 inches

Weight: 5 lbs., 12 oz.

Power: UL approved AC transformer, included. 120VAC

ATARI 800XL FACT SHEET (CONTINUED)

CONSOLE FEATURES

One serial I/O port for ATARI peripherals.

One slot for ROM program cartridges

Two input controller jacks for joysticks, paddles, keypads, etc.

Parallel I/O possible through processor bus on back of 800XL.

KEYBOARD

62 full-stroke alphanumeric keys.

Typewriter organization (ATASCII character set).

HELP key gives instructions on selected programs.

4 special function keys.

UPPER and lower case characters

Operational shift keys for UPPER and lower character display.

True lower case descenders displayed for characters such as p, q, y, etc.

UPPER case shift lock key.

29 character graphics set accessible from keyboard.

International character set.

Each key repeats after being depressed for 1/2 second (adjustable).

Four cursor control keys for quick, full-screen editing.

Deleting backspace key.

Program interrupt (BREAK) key.

Inverse video key.

Tab key with tab, clear tab and set tab functions.

Clear video screen (CLEAR) key.

Character or line delete keys.

SYSTEM RESET key.

Audible acknowledgment of each key stroke.

ATARI 800XL FACT SHEET (CONTINUED)

VIDEO DISPLAY

Built-in RF modulator allows hook-up to TV by attaching a switchbox (included) to TV antenna jack and connecting computer to the switchbox.

Connects to any U.S.A. television set (all cables, hook-ups, etc. included.)

May be connected to any color or B&W video monitor via 5-pin DIN jack on rear of 800XL.

Maximum screen display: 40 characters by 24 lines (960 total characters).

Five (5) different TEXT modes.

Full screen editing capabilities, including:

- Full CURSOR control
- Insert/Delete within a line
- Screen overwrite ability
- ERROR messages appear immediately (in ATARI BASIC)
- Line buffer storage

The video display may be divided into windows displaying different GRAPHIC modes.

COLOR

256 colors are available in a special mode. 128 colors in all other modes. Total of 128 colors may be displayed at one time.

The computer can change background color of screen without disturbing other TEXT or GRAPHIC displays. Foreground material may reflect color changes without affecting background.

SOUND

ATARI provides a four (4) voice sound generator which plays through television speaker. The four voices are independently programmable for volume (16 levels), tone (256) and distortion (8 tonal qualities).

Three and one-half octave musical range in BASIC.

Computer can accept audio signal from cassette program recorder and channel it through TV speaker.

ATARI 800XL FACT SHEET (CONTINUED)

GRAPHICS

Eleven (11) different GRAPHIC modes.

GRAPHICS characters and alphanumeric characters are user definable under software control for special applications.

Four (4) PLAYER/four (4) MISSILE graphics capability.

GRAPHICS resolution range: Low - 40 x 24; High - 320 x 192.

Video display may be divided into different windows to mix GRAPHIC modes. Programmable display lists allow for more than one mode at a time.

Inverse video capability allows computer to display dark characters on light background, and vice versa, to highlight characters.

ACCESSORIES AVAILABLE

The 600XL is fully compatible with the entire line of ATARI peripherals: Cassette Program Recorders, Disk Drives, Printers, Modems, Controllers, etc.

SAFETY FEATURES

Screen protection: built-in protection mode prevents possibility of video "burn-in" by cycling through random color after each nine minutes of keyboard inactivity.

No RF interference. The 800XL has been designed to meet FCC Class B standards for residential computing devices.

Shielding: Electronic components fully protected from static electricity and RF interference.

ATARI internal components (circuit boards, chips, etc.) are not exposed to the user. Expansion through outside processor bus.

Polarized, fool-proof connectors prevent accessories and cables from being connected incorrectly.

Accessories are added easily via Input/Output port on rear of 800XL.

All cords and accessories are UL listed.

ATARI, INC.
FACT SHEET
ATARI 1400XL™ HOME COMPUTER

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TECHNICAL SPECIFICATIONS

Part of ATARI's new line of microcomputers. It has all of the technological advances and power that ATARI has developed over the years.

Included with purchase:

- 1400XL Home Computer
- 64K RAM Memory
- 24K ROM Memory
- ATARI BASIC (built-in)
- Built-in telecommunications modem
- Built-in speech synthesizer
- TV Switchbox
- Detachable RF Cable
- AC Power Adaptor
- Owner's Guide

Main microprocessor: MOS technology 6502 series microprocessor.

Operating speed: 1.79 MHz.

Custom LSI chips designed by ATARI:

- ANTIC - A microprocessor dedicated exclusively to video display. Includes light pen position registers and fine scrolling.
- POKEY - This chip dedicated to extremely fast input/output operations plus certain functions such as keyboard scan and control.
- GTIA - Designed for specific monitoring of color-luminance controls, graphics registers and triggering miscellaneous input/output functions. Generates television display at the rate of 60 frames per second (U.S. model).

Word size: 8 Bit.

Permanent memory: 24K Read Only Memory (ROM); 64K Random Access Memory (RAM).

Workable memory: factory installed memory 64K. Maximum available to user is 62K. Over 37.5K available when using ATARI BASIC. Memory is resident on CPU board.

Size: 15 x 12-1/2 x 2-3/4 inches

Weight: 6 lbs., 2 oz.

Power: UL approved AC transformer, included. 120VAC

BKUP-1983-XX-XX-MEMO-0012A-0
downloaded from www.atari800xl.eu

ATARI 1400XL FACT SHEET (CONTINUED)

CONSOLE FEATURES

One serial I/O port for ATARI peripherals.

One slot for ROM program cartridges

Two input controller jacks for joysticks, paddles, keypads, etc.

Parallel I/O possible through processor bus on back of 1400XL

Two modular telephone jacks for telecommunications

KEYBOARD

66 full-stroke alphanumeric keys.

Typewriter organization (ATASCII character set).

HELP key gives instructions on selected programs.

4 special function keys.

4 user programmable function keys (F-1 - F4) each with three built-in functions.

UPPER and lower case characters standard. Operational shift keys for UPPER and lower character display with true lower case case descenders displayed for characters such as p, q, y, etc.

UPPER case shift lock key.

29 character graphics set accessible from keyboard.

International character set.

Each key repeats after being depressed for 1/2 second (adjustable).

Four cursor control keys for quick, full-screen editing.

Deleting backspace key.

Program interrupt (BREAK) key.

Inverse video key.

Tab key with tab, clear tab and set tab functions.

Clear video screen (CLEAR) key.

Character or line delete keys.

SYSTEM RESET key.

Electronic keyboard lock function (prohibits keyboard input when desired.)

Audible acknowledgment of each key stroke.

ATARI 1400XL FACT SHEET (CONTINUED)

VIDEO DISPLAY

Built-in RF modulator allows hook-up to TV by attaching a switchbox (included) to TV antenna jack and connecting computer to the switchbox.

Connects to any U.S.A. television set (all cables, hook-ups, etc. included.)

Connects to a VIDEO monitor via 5-pin DIN jack on rear of 1400XL.

Maximum screen display: 40 characters by 24 lines (960 total characters).

Five (5) different TEXT modes.

Full screen editing capabilities, including:

- Full CURSOR control
- Insert/Delete within a line
- Screen overwrite ability
- ERROR messages appear immediately (in ATARI BASIC)
- Line buffer storage

The video display may be divided into windows displaying different GRAPHIC modes.

COLOR

256 colors are available in a special mode. 128 colors in all other modes. Total of 128 colors may be displayed at one time.

The computer can change background color of screen without disturbing other TEXT or GRAPHIC displays. Foreground material may reflect color changes without affecting background.

SPEECH/SOUND

The 1400XL contains a speech-synthesizer chip, accessible through BASIC, which will produce voice output through television speaker.

ATARI provides a four (4) voice sound generator which plays through television speaker. The four voices are independently programmable for volume (16 levels), tone (256) and distortion (8 tonal qualities).

Three and one-half octave musical range in BASIC.

Computer can accept audio signal from cassette program recorder and channel it through TV speaker.

ATARI 1400XL FACT SHEET (CONTINUED)

TELECOMMUNICATIONS

The 1400XL has a built-in telecommunications modem. Two modular phone jacks are located on the rear of the computer; one to connect the phone line to, the other to connect to the telephone.

GRAPHICS

Eleven (11) different GRAPHIC modes.

GRAPHICS characters and alphanumeric characters are user definable under software control for special applications.

Four (4) PLAYER/four (4) MISSILE graphics capability.

Smooth horizontal and vertical fine scrolling. Will scroll over areas many times larger than normal screen display.

GRAPHICS resolution range: Low - 40 x 24; High - 320 x 192.

Video display may be divided into different windows to mix GRAPHIC modes. Programmable display lists allow for more than one mode at a time.

Inverse video capability allows computer to display dark characters on light background, to highlight characters.

ACCESSORIES AVAILABLE

The 1400XL is fully compatible with the entire line of ATARI peripherals: Cassette Program Recorders, Disk Drives, Printers, Modems, Controllers, etc.

SAFETY FEATURES

Screen protection: built-in protection mode prevents possibility of video "burn-in" by cycling through random color after each nine minutes of keyboard inactivity.

No RF interference. The 1400XL has been designed to meet FCC Class B standards for residential computing devices.

Shielding: Electronic components fully protected from static electricity and RF interference.

ATARI internal components (circuit boards, chips, etc.) are not exposed to the user. Expansion through outside processor bus.

Polarized, fool-proof connectors prevent accessories and cables from being connected incorrectly.

Accessories are added easily via Input/Output port on 1400XL.

All cords and accessories are UL listed.

ATARI, INC.
FACT SHEET
ATARI 1450XLD™ HOME COMPUTER

TECHNICAL SPECIFICATIONS

Part of ATARI's new line of microcomputers. It has all of the technological advances and power that ATARI has developed over the years.

Included with purchase:

1450XLD Home Computer
64K RAM Memory
24K ROM Memory
ATARI BASIC (built-in)
Built-in slimline 5-1/4 inch Disk Drive
Built-in telecommunications modem
Built-in speech synthesizer
TV Switchbox
Detachable RF Cable
AC Power Adaptor
Owner's Guide

Main microprocessor: MOS technology 6502 series microprocessor.

Operating speed: 1.79 MHz.

Custom LSI chips designed by ATARI:

- ANTIC - A microprocessor dedicated exclusively to video display. Includes light pen position registers and fine scrolling.
- POKEY - This chip dedicated to extremely fast input/output operations plus certain functions such as keyboard scan and control.
- GTIA - Designed for specific monitoring of color-luminance controls, graphics registers and triggering miscellaneous input/output functions. Generates television display at the rate of 60 frames per second (U.S. model).

Word size: 8 Bit.

Permanent memory: 24K Read Only Memory (ROM); 64K Random Access Memory (RAM).

Workable memory: factory installed memory 64K. Maximum available to user is 62K. Over 37.5K available when using ATARI BASIC. Memory is resident on CPU board.

Size: 15 x 14-1/2 x 5-1/2 inches

Weight: 10 lbs.

Power: AC power cord, built-in. 120VAC

ATARI 1450XLD FACT SHEET (CONTINUED)

KEYBOARD

66 full-stroke alphanumeric keys.

Typewriter organization (ATASCII character set).

HELP key gives instructions on selected programs.

4 special function keys.

4 user programmable function keys (F-1 - F4) each with three built-in functions.

UPPER and lower case characters standard. Operational shift keys for UPPER and lower character display with true lower case case descenders displayed for characters such as p, q, y, etc.

UPPER case shift lock key.

29 character graphics set accessible from keyboard.

International character set.

Each key repeats after being depressed for 1/2 second (adjustable).

Four cursor control keys for quick, full-screen editing.

Deleting backspace key.

Program interrupt (BREAK) key.

Inverse video key.

Tab key with tab, clear tab and set tab functions.

Clear video screen (CLEAR) key.

Character or line delete keys.

SYSTEM RESET key.

Electronic keyboard lock function (prohibits keyboard input when desired.)

Audible acknowledgment of each key stroke.

ATARI 1450XLD FACT SHEET (CONTINUED)

CONSOLE FEATURES

One serial I/O port for ATARI peripherals.

One slot for ROM program cartridges

Two input controller jacks for joysticks, paddles, keypads, etc.

Parallel I/O possible through processor bus on rear of 1450XLD.

Two modular telephone jacks for telecommunications

BUILT-IN DISK DRIVE

A fast, convenient storage medium for large amounts of data or where speed is required.

A double-sided, dual-density disk drive compatible with existing diskette based programs.

Uses 5-1/4 inch floppy diskettes.

Diskette storage: 127K Bytes (formatted) per side: 254K per diskette

Disk drive speed: 288 RPM (\pm); 6,000 bits per second (average transfer rate); 19,200 bits (maximum).

Wired directly to the 1450XLD processor bus. This increases the speed of data access by more than 200%

Disk busy indicator lamp.

Two additional external drives may be added for additional storage.

Individual device address (eg; D1, D2) to access each side of diskette.

Checks for errors via Cycle Redundancy Check (CRC).

SPEECH/SOUND

The 1450XLD contains a speech-synthesizer chip, accessible through BASIC, which will produce voice output through television speaker.

ATARI provides a four (4) channel sound generator which plays through television speaker. The four voices are independently programmable for volume (16 levels), tone (256) and distortion (8 tonal qualities).

Three and one-half octave musical range in BASIC.

Computer can accept audio signal from cassette program recorder and channel it through TV speaker.

ATARI 1450XLD FACT SHEET (CONTINUED)

VIDEO DISPLAY

Built-in RF modulator allows hook-up to TV by attaching a switchbox (included) to TV VHF antenna jack and connecting computer to the switchbox.

Connects to any U.S.A. television set (all cables, hook-ups, etc. included.)

Connects to a VIDEO monitor via 5-pin DIN jack on rear of 1450XLD.

Maximum screen display: 40 characters by 24 lines (960 total characters).

Five (5) different TEXT modes.

Full screen editing capabilities, including:

- Full CURSOR control
- Insert/Delete within a line
- Screen overwrite ability
- ERROR messages appear immediately (in ATARI BASIC)
- Line buffer storage

The video display may be divided into windows displaying different GRAPHIC modes.

COLOR

256 colors are available in a special mode. 128 colors in all other modes. Total of 128 colors may be displayed at one time.

The computer can change background color of screen without disturbing other TEXT or GRAPHIC displays. Foreground material may reflect color changes without affecting background.

TELECOMMUNICATIONS

The 1450XLD has a built-in telecommunications modem. Two modular phone jacks are located on the rear of the computer: one to connect the phone line to, the other to connect to the telephone.

ACCESSORIES AVAILABLE

The 1450XLD is fully compatible with the entire line of ATARI peripherals: Cassette Program Recorders. Disk Drives. Printers. Modems. Controllers, etc.

ATARI 1450XLD FACT SHEET (CONTINUED)

GRAPHICS

Eleven (11) different GRAPHIC modes.

GRAPHICS characters and alphanumeric characters are user definable under software control for special applications.

Four (4) PLAYER/four (4) MISSILE graphics capability.

Smooth horizontal and vertical fine scrolling. Will scroll over areas many times larger than normal screen display.

GRAPHICS resolution range: Low - 40 x 24; High - 320 x 192.

Video display may be divided into different windows to mix GRAPHIC modes. Programmable display lists allow for more than one mode at a time.

Inverse video capability allows computer to display dark characters on light background, to highlight characters.

SAFETY FEATURES

Screen protection: built-in protection mode prevents possibility of video "burn-in" by cycling through random color after each nine minutes of keyboard inactivity.

No RF interference. The 1450XLD has been designed to meet FCC Class B standards for residential computing devices.

Shielding: Electronic components fully protected from static electricity and RF interference.

ATARI internal components (circuit boards, chips, etc.) are not exposed to the user. Expansion through outside processor bus.

Polarized, fool-proof connectors prevent accessories and cables from being connected incorrectly.

Accessories are added easily via Input/Output port on 1450XLD.

All cords and accessories are UL listed.

ATARI, INC.
FACT SHEET
ATARI 1010™ PROGRAM RECORDER

The ATARI 1010 is an economical way to store programs and data outside the computer's memory, on tape. Later, this information can be read back into memory for use.

Included with purchase:

Input/Output Data Cord
AC Power Adapter
Owner's Guide

Uses standard cassettes. C-60 length cassettes or shorter are recommended.

Two-channels (digital data track and prerecorded audio track). This dual track capability, pioneered by ATARI, allows programs like ATARI's Conversational Languages and Invitation to Programming series to use human narration along with computer generated displays.

Connects directly to all ATARI Home Computers.

Dual Input/Output ports on rear of 1010.

Features:

Automatic motor control
Three (3) digit tape counter
Fast Forward, Rewind and Pause controls
Built-in accidental erasure prevention
Record/Playback volume preset by manufacturer
Automatic end-of-tape shutoff

Data transmission rate: 600 bits per second.

Storage capacity: up to 100K Bytes per 60 minute cassette.

Size: 5 x 7 x 3 inches

Weight: 2-3/4 lbs

Power: UL approved AC transformer, included. 120VAC, 3W

ATARI, INC.
FACT SHEET
ATARI 1020™ PLOTTER/PRINTER

A small, color plotter/printer for graphs, charts, diagrams, art, etc.

Included with purchase:

Input/Output Data Cord
AC Power Adapter
Roll of Paper
Two Pens Each: Red, Blue, Black, Green
Owner's Guide
Sample Programs on Cassette
Instructions For Cassette

Connects directly to all ATARI Home Computers.

4-color X - Y graphics.

Three different character sets: 5 characters per inch monospaced, 10 characters per inch monospaced and 20 characters per inch monospaced.

Printing speed: 10 characters per second in 10 CPI mode.

Horizontal and vertical alphanumeric printing in English and International character sets.

Built-in microprocessor.

Operator controls:

ON/OFF
Pen Color Change
Pen Cartridge Change
Paper Feed

Sample cassette contains:

Joystick Sketchpad - allows joystick to draw pictures on the screen and print them using the ATARI 1020.
6 Sample Drawings

Size: 5 x 7 x 3-3/4 inches

Weight: 1-3/4 lbs

Power: UL approved AC transformer, included. 120VAC, 15W

ATARI, INC.
FACT SHEET
ATARI 1025™ 80-COLUMN PRINTER

The ATARI 1025 is an 80-column, dot-matrix printer.

Included with purchase:

Input/Output Data Cord
AC Power Cord (Built-in)
Printer Ribbon
Owner's Guide

The ATARI 1025 connects directly to all ATARI Home Computers.

Three different character pitches: Monospaced characters at 10 per inch (10 CPI), monospaced characters at 16.7 per inch (16.7 CPI), and elongated characters at 5 per inch (5 CPI).

Character sets: 96 character ASCII English alphanumeric set and International character set.

Character matrix: 5 dots x 7 dots

Characters per line: 80 maximum at 10 CPI; 132 maximum for 16.7 CPI. Eight (8) inch normal line width switchable to 6.4 inches.

Upper and lower case characters.

Paper low/paper empty detector with alarm.

Types of paper: fanfold paper 9-1/2 inches wide; roll paper up to 8-1/2 inches wide; cut sheets (letterhead) up to 8-1/2 inches wide.

Paper feed: Roller and Pin Feed standard; tractor feed, optional.

Ribbon: typewriter-type twin spool

Size: 13-1/2 x 4-1/4 x 10 inches

Weight: 14 lbs

Power: Built-in AC power cord, UL approved. 120VAC, 100W

ATARI, INC.
FACT SHEET
ATARI 1027™ PRINTER

A letter quality, 80-column printer for home use in word processing, records and files, and other printing needs.

Included with purchase:

AC Power Adapter
Input/Output Data Cord
Ink Cartridge
Lubricating Oil
Owner's Guide

The ATARI 1027 connects directly to all ATARI Home Computers.

Print Head: impact, fully formed characters.

Print style: Prestige/Elite 12. 12 characters per inch (type style non-changeable).

Printing speed: 20 characters per second.

Prints 80 characters in 6.7 inch line length. Automatic left and right margin of .66 inch.

Features:

Bi-directional printing
Underline capability
Manual paper/tension adjust
Changeable ink cartridge

Types of paper: Cut sheet (letterhead) or continuous roll.

Size: 14-3/4 x 6-1/4 x 3 inches

Weight: 5 lbs 4 oz

Power: UL approved AC transformer, included. 120VAC

ATARI, INC.
FACT SHEET
ATARI 1030™ MODEM

Used for telecommunications to: receive latest news, sports and weather; check stock prices; bank and shop at home; send electronic mail; communicate with other computers; etc.

Included with purchase:

Input/Output Data Cord
AC Power Adapter
Telephone cord (modular plugs)
Owner's Guide

Connects directly to all ATARI Home Computers.

Features:

Auto dial from keyboard
Pulse and tone dialing
Modem-link software

Can use TeleLink II or other telecommunications software.

Size: 5 x 9 x 1 inches

Weight: 11 oz

Power: UL approved AC power adapter, included. 120 VAC, 3W

ATARI, INC.
FACT SHEET
ATARI 1050™ DISK DRIVE

A fast, convenient storage medium for large amounts of data or where speed is required.

Included with purchase:

AC Power Adapter
Input/Output data cord
Master Diskette (D.O.S.)
Blank, formatted diskette
Owner's Guide
Operators Manual
Introduction to D.O.S.
D.O.S. Reference Manual

Connects directly to all ATARI Home Computers using Input/Output data cord.

Up to four (4) disk drives may be connected to ATARI computers.

Uses standard 5-1/4 inch floppy diskettes.

Diskette storage: 92K Bytes (unformatted); 88K Bytes (formatted).

Disk drive speed: 288 RPM (± 4); 6,000 bits per second (average transfer rate); 19,200 bits (maximum).

Data access time: 74 milliseconds (average); 236 milliseconds (maximum).

Disk busy indicator lamp

Automatic stand-by capability through built-in 6507 microprocessor.

Individual device address (eg; D1, D2, etc.) when more than one drive used.

Checks for errors via Cycle Redundancy Check (CRC).

Size: 12 x 7-1/4 x 3-1/2 inches

Weight: 5 lbs

Power: UL approved AC transformer (included); 120 VAC, 21W

ATARI, INC. FACT SHEET ATARI CONTROLLERS

ADVANCED JOYSTICK™

New, digital joystick for game control, programming, and other special applications.

Compatible with all ATARI Home Computers. Connects through controller ports.

Designed for LEFT or RIGHT hand operation.

May be used as hand-held or table top controller.

Features:

- Self-centering mechanism
- 2 side-mounted "fire" buttons (1 each side)
- High-quality leaf switches (directional control)
- Eight direction output

TOUCH TABLE™

A flat control surface suitable for drawing, menu selection, game control, cursor movement, etc.

May be used with stylus (included) or with finger.

Active drawing area: 4-1/2 x 6 inches.

Resolution to screen: 228 x 192 plotting points.

Compatible with all ATARI Home Computers. Connects through controller ports.

Includes 2 push-button switches on the unit plus 1 switch on stylus for use as:

- Fire buttons
- Menu selection input
- Start/stop line drawings
- Other programmable uses

TRAK-BALL™

A rolling ball controller for cursor movement in any direction.

Suitable for hand-held or tabletop operation.

Fire buttons on either side for LEFT or RIGHT hand operation.

Switchable between true trackball operation and joystick emulation.

True trackball mode allows variable velocity of cursor movement in any direction.

Compatible with all ATARI Home Computers. Connects through controller ports.

All specifications subject to change without notice

BKUP-1983-XX-XX-MEMO-0012A-0

downloaded from www.atari800xl.eu

ATARI, INC. FACT SHEET ATARI EXPANSION DEVICES

ATARI EXPANDER BOX

For expanding the ATARI Home Computers. Allows control cards and special peripherals to be connected.

Features:

- 8 expansion slots
- 2 RS-232 ports (DB-25 connectors)
- 1 Bi-directional Parallel Bus (Centronics)

Size: 12 x 6-1/2 x 4 inches

Weight: 3 lbs. 4 oz.

ATARI 64K EXPANSION MODULE

Used to expand the memory of the ATARI 600XL to 64K RAM. Plugs directly into the expansion port on rear of the 600XL.

ATARI CP/M*

An external microprocessor upgrade to allow CP/M software to be used with all ATARI Home Computers.

Feature:

- Z-80 Microprocessor
- 4.0 MHz processing speed
- 64K RAM
- CP/M 2.2 Operating System
- 40/80 column video output (switchable)
- Standard input/output port
- Monitor output

Fully compatible with either the ATARI 810 or ATARI 1050 Disk Drives.

Typical software uses:

- Word Processing
- Databases
- Spread Sheets

All specifications subject to change without notice.

*CP/M is a registered trademark of Digital Research, Inc.

ATARIWRITER

- Cartridge, 16K RAM and printer required, saves to disk or cassette
- \$99.95
- Convenient, easy to use and powerful word processor for all Atari home computers
- One main menu and easy to follow prompts.
- All text is displayed on the screen for easy editing.
- Fast reformatting with print preview so what you see is what you get.
- Includes cartridge, User's Guide and handy Quick Reference Card.
- Manual includes a quick and easy tutorial, a more sophisticated example and an alphabetical reference guide.
- Quick cursor control to left margin, right margin, top/bottom of file, next screen
- Maximum printer flexibility. Default print commands print standard text automatically. Change formats instantly. Combine a variety of formats within one document.
- Automatic page numbering, headers and footers.
- Automatically centers and right justifies text.
- Move, delete or duplicate blocks of text.
- Chain files.
- Print form letters, double columns.
- Works with AFX ATSpeller spelling checker.
- Supports superscripts, subscripts, underlining, elongated, condensed and proportional print (depends on printer capabilities).
- Printer drivers for some non-Atari printers will be available through AFX.

BOOKKEEPER

- Diskettes, 48K, printer required
- \$149.95 or \$249.95 for Bookkeeper Kit including 10-keypad and Bookkeeper software
- A professional quality accounting system designed specifically for the home professional
- Includes all basic accounting functions for the home office in one easy to use package.
- Screens and simplified guide are color coded for ease of use.
- Designed for use by the accounting novice. (Those who do not know accounting may want to hire a professional accountant to set up their books.)
- Books are always in balance--software automatically prompts for the next entry.
- Comes with 2 program disks, a sample data disk (Penson Company), a blank formatted disk, User's Guide and simplified guide so it is ready to operate.
- Automatically generates professional quality reports--Balance Sheet, Profit and Loss, Trial Balance, General Ledger, etc.
- Includes 4 journals--Invoices Written, Cash Received, Checks Written and General Journal. In the first 3, the user is automatically prompted for the appropriate offsetting entry.
- User does not pay for features not required by a small home office like payroll and inventory. (A 3rd party is working on a payroll system that will work with the Bookkeeper.)
- Handles up to 350 charts of accounts. Permits up to 1,000 distributions per month (one entry requires 2 distributions--a debit and a credit).
- Up to 10 departments can be consolidated in the Profit and Loss statement.
- Allows the user to record and produce accounts receivable and accounts payable information.

FAMILY FINANCES

- Diskettes, 32K, printer optional
- \$49.95
- Two top-selling APX prize-winners improved and combined in one convenient package
- Plan a budget, keep track of income and expenses and compare the results. Find out where your money is going and plan ahead.
- Colorful screen graphics.
- Easy to read User's Guide.
- Review results on screen or print reports.
- Track up to 125 expense entries in 13 categories and 25 income categories in 5 categories each month.
- Accommodates households with annual incomes and expenses up to \$999,999.99.
- Sample data is included in the program so learning is easy.
- Will also be sold with the Home Filing Manager in the Home Manager Kit.

TIMEWISE

- Diskette, 32K RAM required, printer optional
- \$29.95
- A top-selling APX prize-winner-- now improved
- A convenient, easy to use calendar/scheduling program
- Keep track of important dates and appointments for any period between 1981 and 1999.
- Colored screens and easy to follow prompts
- Keep track of schedules for all members of a family or a home office on one convenient diskette.
- Review on screen or print schedules for one day or as many days as you'd like. Review or print monthly calendars which reference important dates.
- Automatically provides the day of the week for any date through 1999.
- Create an automatic reminder of important dates--holidays, birthdays, staff meetings, monthly mortgage payments, etc.

VISICALC

- Diskette, 32K RAM required, printer optional
- \$199.95
- One of the most popular microcomputer software programs of all time -- over 400,000 copies sold (includes Visicalc for other computers)
- A powerful electronic worksheet that replaces paper, pencil and calculator to help you solve number problems
- Fast and versatile
- Use to create custom financial models for any purpose -- cash flow, financial projections, personal finances, taxes, etc.
- Use for "what if" analysis or instant updates. Change one number or formula and the program instantly recalculates to display the new results. Analyze the impact of decisions before you make them.
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[ATPSPELLER FOR ATARIWRITER, APX 0262]
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- Use for “What if” analysis or instant updates. Change one number or formula and the program instantly recalculates to display the new results.
Analyze the impact of decisions before you make them
- Ideal for the home professional or home manager

PRODUCT ANNOUNCEMENT
"Mickey in the Great
Outdoors"

DATE: APRIL 12, 1983

Mickey in the Great Outdoors, the first of the Disney Education Series from ATARI, will be available in early May, 1983. The product includes two complete 16K educational programs on diskette or cassette: "Mickey Goes Hiking," and "Mickey Goes Exploring."

FEATURES:

- Designed for 7-10 year olds.
- Two different programs, four separate and unique educational activities. Includes programs for basic language arts and basic arithmetic skill building.
- Excellent graphics, animation, music, and sound effects.
- Easy to learn and use-- joystick operated.
- Available on Diskette (DX 5050) and Cassette (TX 9035).
- Sturdy vinyl packaging.
- Both diskette and cassette fully compatible with all ATARI Home Computers.
- Retail price \$44.95 for either diskette or cassette-- two complete educational adventures for the price of a game!
- Developed by special arrangement with Walt Disney Telecommunications and Non-Theatrical Co.

[MORE...]

CONTENTS:

"Mickey Goes Hiking" is an animated learning adventure containing two separate educational activities, which reinforce basic language arts skills-- sentence completion and word recognition.

In activity one, Mickey Mouse finds himself standing on the shore of a stream. A "word bridge" is his only pathway to cross. Five stones make up the bridge. A sentence is displayed on the sides of the stones, except one word is missing. The player must help Mickey use his bow and arrow to "shoot down" the correct word which will complete the sentence from among the words floating over his head in clouds. But Mickey must shoot quickly, or a little turtle will crawl up on the empty stone, so there is no room for the word! And, the more sentences Mickey completes, the faster the clouds and turtle move.

In activity two, Mickey appears behind a wall in his flower garden, holding his "magic wand". Four flowers appear in the garden, each with a letter in the center. Mickey needs the player's help to unscramble the letters in the flowers and form a word, by placing the letters on little shelves along the wall. This game offers puzzles which are challenging for adults as well as children!

PROGRAM TWO: "Mickey Goes Exploring" is an animated educational adventure containing two separate activities which help children practice basic arithmetic skills.

Activity one shows Mickey in a field, out to catch butterflies with his net. Next to him, four butterflies sit on toadstools, and each butterfly carries a number or arithmetic symbol. The player must help Mickey complete the arithmetic problem by catching the correct butterfly from among the ones flying over his head. As Mickey gets better at catching the answer to the problem, the problems get tougher and tougher.

When Mickey goes canoeing in activity two, he is faced with a different kind of problem. In the lake he finds several lily pads, and a jumping frog bounding from pad to pad. As the frog jumps, numbers appear on the pads. The numbers form a sequence, but two of the numbers are missing. The player must help Mickey paddle his canoe across the lake to where the correct numbers which will complete the sequence are displayed. Then he must poise with his paddle and wait for the frog to land on the pad. Only then can Mickey knock the number off the upper lily pad and make it land in its place. As Mickey gets better, the game gets tougher-- the

number problems become more difficult, the frog starts jumping faster, and the lily pads start drifting back and forth. This activity helps youngsters understand the important concept of number sequences and intervals, which is essential to learning basic arithmetic.

INTEROFFICE MEMO

SUBJ: JUNE C.E.S. TRAINING

DATE: 14 April 1983

This memo is to provide you with a description of software game titles under my direction, as well as to offer my assistance in the June C.E.S. training effort. I would be more than happy to be used as a resource in any way.

The following products are my responsibility:

FOOTBALL

- FOOTBALL is a PAM conversion which has both real-time tactics and play-selection strategies, so its appeal spans both the armchair quarterbacks and the "joystick jockeys".
- The program is housed in a 16K ROM cartridge, and is compatible with all Atari Home Computers.
- It should be on the market at the end of the third quarter (mid-September).
- Game-play strategies will develop as we define exactly how the computer joystick will take on the functions of the 5200 controller. In general, it is wise not to throw interceptions, run the ball on third-and-long, or stare too long at the cheerleaders.

TENNIS

- TENNIS is another PAM conversion that is graphically and tactically the closest one can get to real tennis without leaving one's armchair. The player can play singles or doubles, and hit backhands, forehands, serves, lobbs, and volleys to any spot on the opponent's court. It even plays a twelve-point tiebreaker.
- The game will be housed on a 16K cartridge, and will run on any Atari Home Computer.
- It will be available third quarter (July).
- TENNIS isn't that difficult to learn how to play, but there are some general hints to keep in mind. The players can select toward which part of the court they want their shots to be hit, but while they are indicating this the character on the screen cannot move. Thus, it is a good idea to establish a central position (much like the real game) on the court after each shot in order to be able to react to the opponent's shot in time.

MS. PAC-MAN

- MS. PAC-MAN is the sequel to the original PAC-MAN, and she has become an arcade hit in her own right. The game differs from the original in that there are four different maze configurations, moving fruits and pretzels, and the ghosts'

movements are less patterned. The computer version of this game will also have three "cartoon" interludes, as in the arcade game.

- The program will be housed in a 16K cartridge that will be compatible with all Atari Home Computers.

- The game should be available sometime in the third quarter (August).

- Strategies for MS. PAC-MAN are identical to those for PAC-MAN, in that the player should gobble as many dots as possible, wait for the ghosts to get close before eating an energy dot, and use the exit tunnels strategically. Since this game has multiple mazes, each maze has to be "learned" as to where it is safe to roam and where it is not.

POLE POSITION

- POLE POSITION is another PAM conversion adapted from the popular arcade driving game. (The coin-op version is currently the most successful in the country.) POLE POSITION has spectacular graphics of a Formula I race car driving around the Fuji raceway, dodging cars, avoiding debris, qualifying, and ultimately racing up to eight laps at any one of three difficulty levels.

- The program shall be housed in a 16K ROM cartridge and should work on all our home computers.

- The game will be available sometime mid-third quarter (August).

- There are two very important secrets to keep in mind: go fast and don't crash.

JOUST

- JOUST is a unique arcade/PAM conversion that features the player on the back of a winged ostrich trying to out-joust his opponents. Defeated foes drop eggs which hatch into even more dastardly creatures unless they are destroyed. The two-player option allows players the opportunity to act cooperatively or competitively in real-time.

- JOUST will be a 16K cartridge playable on all Atari Home Computers.

- The game should be available at the end of the third quarter (September).

- Maneuverability is the key to success in this game. Jousts are won by being at a higher altitude when coming into contact with an opponent. Eggs fall to the ground and are destroyed by running across them, so flight skill, reaction time, and peripheral vision are needed.

Please let me know if you need any more information. I would also be willing to demonstrate other products as well, specifically QIX, EASTERN FRONT (1941), and DONKEY KONG.

Inter Office Memo



Home Computer Division

To:

From:

Subject: Kong Information for CES Training

Date: April 19, 1983

Here's the information you requested for CES training...

DONKEY KONG

- * A 16K Cartridge for all ATARI Home Computers; for 1 or 2 players; requires 1 or 2 Joysticks

- * Available 2nd Quarter 1983 at a retail price of \$49.95

- * Licensed from Nintendo, but completely programmed here at ATARI

- * Description:

- This game involves Mario the carpenter (played by you) and his relentless efforts to save his girlfriend from the gorilla, Donkey Kong.
- Just like the arcade version, our game contains four main screens of play: BARRELS, RIVETS, ELEVATORS, and CONVEYOR BELTS. In all screens but the RIVETS, the object is to get Mario to the top. In the RIVET screen, the object is to run or jump over all 8 yellow rivets, unplugging them. This causes Donkey Kong to fall to the bottom of the screen (a great cartoon).
- Throughout the game, Mario must avoid the following enemies: barrels, firefoxes, bouncing springs, and sandpiles. Points can be awarded, however, by jumping over these, or smashing some of them with a hammer. There's also a BONUS clock ticking away the whole time, so the faster Mario completes each screen, the more points you get.

- * Special things you should know...

- There is a special attract mode; if the keyboard is untouched for 70 seconds, the program cycles through a cartoon of Donkey Kong jumping up and down. This should attract customers in the retail outlets.
- The sounds, the animation, the cartoons, and the game-play are very close to the arcade version.
- There are 5 difficulty levels to choose from, so you can skip to certain screens if you like.
- The game can be started by pushing the Joystick button, as well as the START key.
- It's much better than the version Coleco makes for their game unit. Coleco's has only the first 3 screens, and no cartoons.

DONKEY KONG JUNIOR

* A 16K Cartridge for all ATARI Home Computers; for 1 or 2 players; requires 1 or 2 Joysticks

* Available 3rd Quarter 1983 at a retail price of \$49.95

* Licensed from Nintendo, but programmed here at ATARI

*Description:

- Again there are 4 different screens: VINES, CHAINS, JUMP BOARD, and MARIO'S HIDEOUT.
- A sequel to DONKEY KONG, this game centers around the son of Donkey Kong Junior. Throughout this game, Junior (played by you) tries to get to the top of the screen to save his father, who is being held captive by Mario. It's a little different in the CHAIN screen, however. Here the object is to move keys up a series of chains, opening the locks that hold Kong, and setting him free, for a while anyway.
- The obstacles consist of snapjaws, vicious birds, and sparks. Again, a BONUS clock is ticking away, so the faster you play, the better.

Special things you should know...

- The graphics on this game should prove to be some of the best ever.
- There are 4 levels of difficulty.
- And though I haven't seen Coleco's version, I'm sure ours is much better.

DIG DUG™*

°All the excitement of a very popular arcade game in a 16K cartridge

°Greate graphics

°Object: Guide the gardener as he tunnels beneath the earth searching for delicious fruits and vegetables. Beware the evil monsters, pookas, and firebreathing Fygars, whose touch means the end of Dig Dug. To destroy them, you must lure them up with your air gun until they explode.

°Suggested retail price will be \$44.95

*Dig Dug is created and designed by Namco Ltd.,
manufactured under license by Atari, Inc.
Trademark and © Namco 1982.

E.T. PHONE HOME!*

°First time speech synthesizing is offered in a cartridge form. If E.T. succeeds finding all the phone pieces, you'll hear E.T. say, "E.T. Phone Home," and see his long awaited spaceship appear, to take him back to his planet.

°Great scrolling graphics!

°Object: You are Elliott, searching through maze-like streets and woods in search of pieces to make a phone for E.T. to "phone home." The challenge is to outwit the scientists and government agents pursuing you before your extra-terrestrial friend loses all his energy. Can you save E.T.?

°Suggested retail price is \$49.95, however, it will likely be reduced to \$44.95.

*E.T. and the E.T. character are trademarks of and licensed by Universal City Studios, Inc. © 1982 Universal City Studios, Inc. All rights reserved.

ATARI SPEED READING

- °Increase your reading rate and comprehension. Paced reading sections and timed practices help you sharpen your skills.
- °Audio instruction describes effective reading techniques, such as skimming, scanning, purpose setting, and organizing ideas.
- °Workbook materials and five program cassettes provide a total step-by-step package that can be paced according to each individual user's needs.
- °Requires only 16K RAM, a program recorder, a Basic cartridge, and a joystick controller.
- °Suggested retail price is \$74.95.

PAINT*

- °Offers incredible flexibility to create art. Choose from the many colors and brush strokes, using your joystick as a paint brush.
- °Draw lines, rectangles and circles; you can change the speed of the brush; quickly fill in shapes, erase pictures, and even zoom in on a part of the screen for close-up work.
- °Save your paintings and show up to 24 paintings as a continuous display on the screen in the Art Show mode.
- °This diskette program requires a minimum of 48K RAM, a disk drive, and a joystick.
- °Suggested retail price is \$39.95.

*SuperBoots™ software developed by Capital Children's Museum, Washington, D.C., licensed by Reston Publishing Co., Inc.

CAVERNS OF MARS (ROM)

°Now in cartridge form

°The same game play with five different caverns, and four skill levels

°Object: Get through the caverns, past the fighter jets, activate the bomb, and get out before it explodes.

°Suggested retail price is \$44.95

ATARI MICROSOFT BASIC II

- °The new cartridge version of the original diskette program - designed to run on all Atari home computers
- °The cartridge itself contains the most useful features of the original Atari Microsoft Basic and only requires 16K RAM
- °An extension diskette is included to give you all the power of the original program; however, it requires additional RAM and an Atari Disk Drive
- °Suggested retail price of \$89.95

EASTERN FRONT 1941

- °One of the few cartridge strategy games available
- °6 levels of game play
- °High resolution scrolling map
- °32-page manual with authentic WWII photos
- °Includes a map of the screen for ease of visualization
- °All the reality of the 1941-42 Eastern Front campaign is cunningly packed into this game: the treachery of the terrain, the savagery of winter, the fervor of the Russians' fight to save their homeland, the power of the infantry, the importance of air support, and the impact of strategic moves.
- °Suggested retail price is \$49.95; however, will likely be reduced to \$44.95

QIX*

°First great graphics strategy game available in 16K cartridge form

°Object: The game challenges the player to box in Qix, the spinning helix, by filling the screen with boxes of color. As the game progresses, Qix multiplies and becomes even more aggressive and dangerous

°Suggested retail price of \$49.95

*Trademark and © of Taito America Corporation, 1981

