

VCS UPDATE...



This month I would like to cover the topic of not using your ATARI VCS cartridges. No matter how often you use your programmable video game, at least some of the several dozen cartridges you probably own must reside somewhere. Leaving them on the living room floor usually causes either many arguments with whomever cleans up the house, or results in a few broken cartridges (or both!).

To this end there exists cartridge holders of many sorts to store and protect your valuable games from dust, direct heat, moisture, or nuclear bombardment. Four different storage units are available that I know of.

The first of which is ATARI's model number ORG-300 "Game Library" that holds 8 cartridges plus instructions. This stores the games vertically and has a button to eject the cartridge which you desire. Then there is the "VIDEOSTAK" cartridge organizer (model number VS-2, available from A-L-S Ind. in Torrance, CA 90504). These units are stackable and hold 8 cartridges horizontally. I find the VIDEOSTAK to be the easiest to use and adapt to the amount of room you have. Third is the "Cassette 'n Game" File storage system from Innovative Concepts, Inc. (2284 Ringwood Ave., San Jose, CA 95131). This unit resembles the tinted plastic diskette-type containers on the market, and offers the classiest method of preserving your precious cartridges.

The fourth storage unit holds up to 12 ATARI game cartridges in a vinyl notebook style covering. This is manufactured by ATARI, but harder to come by it seems than their Game Storage Library.

So does all this mean that your computer cartridges are left out in the cold? No, although the variety of storage methods are greater for the VCS game carts, the VIDEOSTAK organizers have small ridges in slots to hold and position your computer cartridges.

Also, one late news flash...a version of PACMAN(tm) for the VCS should hit the market sometime in early 1982! Several new games have also been announced which we will cover in a later issue. □

SOFTWARE for the ATARI 800* and ATARI 400* from QUALITY SOFTWARE



STARBASE HYPERION™

By Don Ursem

Become absorbed in this intriguing, original space simulation of war in the far future. Use strategy to defend a front line Star Fortress against invasion forces of an alien empire. You create, deploy, and command a fleet of various classes of space ships, while managing limited resources including power generators, shields and probes. Real time responses are sometimes required to take advantage of special tactical opportunities. Use of color, sound, and special graphics

add to the enjoyment of this program. At least 24K of RAM is required.

On Cassette — \$19.95 On Diskette — \$22.95

NAME THAT SONG

By Jerry White

Here is great entertainment for everyone! Two players listen while the Atari starts playing a tune. As soon as a player thinks he knows the name of the song, he presses his assigned key or joystick button. There are two ways to play. The first way requires you to type in the name of the song. Optionally, you can play multiple choice, where the computer asks you to select the title from four possibilities. The standard version requires 24K of RAM (32K on diskette) and has over 150 songs on it. You also get a 16K version that has more than 85 songs. The instructions explain how you can add songs to the program, if you wish. Written in BASIC.

On Cassette — \$14.95 On Diskette — \$17.95



QS FORTH

By James Albanese

Want to go beyond BASIC? The remarkably efficient FORTH programming language may be just for you. We have taken the popular fig FORTH model from the FORTH Interest Group and expanded it for use with the Atari Personal Computer. Best of all we have written substantial documentation, packaged in a three ring binder, that includes a tutorial introduction to FORTH and numerous examples. QS FORTH is a disk based system that requires at least 24K of RAM and at least one disk drive. Five modules that may be loaded separately from disk are the fig FORTH kernel, extensions to standard fig FORTH, an on screen editor, an I/O module that accesses Atari's operating system, and a FORTH assembler.

Diskette and Manual — \$79.95 Manual Only — \$39.95

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