CompuClub
Where Atari owners belong.

ATARI ST
INSTOCK!

WE HAVE THEM
WE LOVE THEM
WE SELL THEM

Yes the ST has finally arrived, and it's everything we hoped for. Like everyone else who has seen the ST, we were floored by the graphics and speed of units when we first got them up and running. But, Antic and Analog will tell you all about that. Let us tell you about some of the things they may forget to tell you.

The 520ST is offered in two packages. Package one includes the 520 ST, the 500k disk drive (379k formated), and a hires Monochrome Monitor. This package sells through the club for $750.00 and is in stock as of this writing.

Package two consists of the 520ST, the 500k disk drive, and an RGB color monitor. This total club price on package two is $900.00. Both packages include Logo and Basic. We have been told by Atari that we will have the first shipment of the RGB versions in our hands by the last week of July. I should warn you that there are only 6 units left unsold out of this first shipment.

The ST's do not have TV output on them, so the monitors are essential. Another fact that you will want to know is you must use the ATARI monitors. The monitors, like the disk drives, have a unique cable arrangement that I have never seen before. So, until a third party hardware supplier gets a chance to look at them and come up with a match, there is only the Atari hardware option for this new unit.

As I am sure many of you know, the GEM system is coming on Disk. This system uses up approx 200k of the 512k of RAM in the system. Atari has promised a 260k ST version for the Mass Merchants late in the fall or early in the winter. When this unit is available GEM will of course be on ROM, and I am told Atari plans to offer the GEM chips to the 520 owners for a nominal price ($30.00 is the figure we have heard most often.) This will free up the 200k

NEW 800 NUMBER 1-800 MY-ATARI

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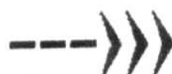
of RAM now used for GEM. I feel pretty strongly that this will happen, since there can be no 260ST without the ROM version of GEM.

At this point there are 16 software titles being shipped for the ST. Mince, a word processor, all Infocom titles, and about 30 more are promised within the next 30 days. Among the titles we are told to expect in August from Atari are GemWrite, GemDraw, Professional (a high powered spreadsheet), DBMaster, STCobol, and with a little luck 2key accounting. We are told that there are over 200 titles in development for the unit, from over 30 different software houses. Release of these titles is expected, before the late fall. The great majority of the titles are in "serious software" catagory, with only about 20% of the promised titles classified as "games".

If your already familiar with the Mac by Apple, then this unit will make you think you died and went to heaven. I haven't timed it yet, but the loading speed of the drives is definitely much faster than the Mac. And, the graphics seem

to be faster too. Unlike the Mac you don't have to do lots of disk swapping, when running programs. Gem is resident in its entirerty, and does not require loading in pieces.

In short, this is a well designed package, with what looks to be a lot of software support coming. I would strongly recommend it to anyone who wants to work with the newer high powered bussiness or graphics software that has become available for the 16-bit machines in the last year. And, all for price that is unheard of for the power offered.

1-800-MY ATARI
OUR NEW ORDER LINE
1-800-692-8274

As some members now have learned, 1-800-MY ATARI is the new toll-free Club phone number.

This change of telephone numbers is the result of an on-going problem with AT&T Communications. It is our belief that AT&T has given out the CompuClub phone number to people requesting the number for other companies. Whatever the reason, we have received thousands of calls for other companies. We apologize for any inconvenience or delays that may have resulted from this problem.

If you have experienced problems in contacting the Club by telephone, we would like to know. If you have found that you were unable to reach us because you were connected to the wrong number or the lines were busy, please, write to us.

Meanwhile, we hope the change of numbers will make it easier for you to contact the Club. Also, we hope that 1-800-692-8274, which translates to 1-800-MY-ATARI, will prove to be an easy-to-remember number. And again, if you have experienced any problems contacting the Club by telephone, a written comment would be helpful.

Thanks.

Your CompuClub staff.

CONTENTS:

GREAT AM. ROAD RACE
LIST:$24.95
CLUB:$18.75

LET'S SEE NOW....O.K., I'VE GOT MY MAPS, FULL TANK OF GAS, ROAD'S CLEAR AHEAD, I GUESS I'M SET. WELL HERE GOES.........OH NO ! BLEW MY ENGINE !.....O.K. ALL FIXED, LET'S START OVER....THINK I'LL MAINTAIN 150 MPH FOR AWHILE.....HMM, MAKING GOOD TIME.....POLICE AHEAD, BETTER SLOW DOWN !.....ONLY 200 MILES TO THE NEXT CITY AND....OUT OF GAS !!!....MAYBE IF I PUSH, I CAN STILL MAKE IT.....10 SECONDS LEFT....JUST A LITTLE MORE............DARN !!!!!!!!

No, I'm not trying to make it home from work on Friday night. I'm playing the latest release from ACTIVISION, called "THE GREAT AMERICAN CROSS COUNTRY ROAD RACE." And if you haven't seen any ACTIVISION software in a while, you're in for a treat!

Right from the start the graphics are crisp and smooth, with the possible exception of the cars themselves. I know, you're thinking "not another road race game", but this one's really different. This is the best of the others rolled into one.

The objective is to drive coast to coast (west to east). You can map your own route, or pick from four default routes the game offers. You'll drive through night and day, with variable weather conditions such as fog, rain, etc. You will have to reach each city along the way before time expires. If you reach a city with time to spare, then you have extra time to get to the next one.

It's not as easy as it sounds though. You have to contend with collisions, police with radar, and empty gas tanks, not to mention blown engines. When, and if, you get to the east coast and make it in one of the 10 best times, your name gets saved to disk with the others. Then try your hand at a different route, or try to beat your old time. You may not be as good as you think you are!

In my opinion, this one's worth adding to your collection. Try it for yourself! I think you'll agree.

CALL US AT 800 MY ATARI

BBS NOTES
1-617-788-0024

After two and one half months of operation the BBS has logged almost 1500 callers and is running smoothly.

The few problems we have experenced have been do to our errors in the main, and I think we have those licked. There have been a few problems that we can solve here, however.

When you sign on the BBS for the first time (and each time after for that matter), you will see displayed a message that advises you that you can request a password when you log off. Let me go over the procedure for you, so that your request will be filled ASAP.

When you select [G] for Goodbye from any menu, the board responds with the question "Any Comments?" Answer "Y" for Yes and then type in your name and the fact that you are a CompuClub member and MOST IMPORTANT tells us what word you would like to use as a password to gain access to the members section of the board. Its probabley a good idea at this point to note how you signed on; i.e. upper case, or lower, formal first name, or nickname, since this is how the board will recognize you, when you sign on in the future.

What will you find in the members section of the BBS? Among the features are some special prices on software and hardware; Short updates on what is happening and what has been received here at the Club; product reviews; and a Locator board where members can leave there name and a phone number for others in their areas who are interested in Atari to get in touch with them. In general its a pretty friendly board and we would love to have you call.

RAMDISK XL
USE THE ATARI RAMDISK WITH THE 800XL
by Paul Swanson

There is a way to fool DOS 2.5 into making the extra 16K in the 800XL into a RAM disk. This RAM disk operates as drive 8, as it does on the 130XE. But, it "thinks" it has 64K, instead of only 16K, so some careful accounting is required when using it.

There are actually a little over 110 sectors available. It will not operate correctly, if more than 110 sectors of information is saved to it.

To implement the RAM disk, boot a DOS 2.5 disk that has DOS.SYS, DUP.SYS and RAMDISK.COM. (Available from CompuClub. Member price $5.)

If you boot to BASIC, enter DOS to get the disk utility menu. Attempt to format drive 8 using the H command. You will get an error.

Next, format drive 8. Your RAM disk is now installed. Use A to list the directory on D8: and you will see the 499 free sectors.

As far as DOS is concerned, you are running a 130XE with the RAM disk installed. As long as no more than about 110 sectors are used on drive 8, it will work.

There is another important differance between the 800XL and the 130XE RAM disks. On the 130XE you can type DOS from BASIC and get the disk utility menu from the RAM disk, which also has MEM.SAV activated on the RAM disk. Therefore, when you go back to BASIC, your application will be restored to memory. There are some POKEs you can enter that will do the same for the 800XL RAM disk, but that will require that DUP.SYS and MEM.SAV be on the RAM disk. That space can be used more efficiently in other ways. It would be better to put those files on drive 1, since your drive 8 has only about 110 sectors.

Some people who have purchased the Nite Lite Bulletin Board System are experimenting with the RAM disk on their Atari 800XL computers. For those running Nite Lite this way, alter line 20040 in the program to use D8:, instead of D1:, and have the files LOGON, ATLOGON, GREET and all of the AMENU files in the RAM disk while running the board.

VHANDLER
RAMDISK FOR ALL DOS'S
LIST:$29.95
CLUB:$22.45

Let me see if I understand this....
You love the 130XE and you think the RamDisk is a super feature of DOS 2.5. But you just spent hundreds of dollars to get a true double-density drive, and you don't want to give up that feature to use the RamDisk function of DOS 2.5.

OK. I think I have an answer for you. V Handler is a wedge program, that allows you to use the upper 64k of the 130XE with just about ANY DOS in any density. This is not a simple USR call from Basic, but a true OS wedge. Once you have loaded it you will have the ability to use all DOS functions from either Basic or the DOS menu to the RamDisk. And, if thats not enough for you, the RamDisk is a full 80k not a mere 64k.

How? Glad you asked. The wedge also replaces parts of the OS, while it is adding a new device (the RamDisk) thus freeing up another 16k for you to use for whatever you would like. The wedge loads as an autorun.sys file from almost any DOS, and can be added to most programs that load from DOS.

We understand that most of the third party DOS publishers will be adding a RamDisk feature to support the 130XE's at some point this fall, but if you don't want to wait this looks like a good way to start to use the extra power in the 130 right away!

GEMSTONE WARRIOR
LIST:$39.95 CLUB:$29.95

You will be impressed with this new offering by SSI. A slight flavor of Conan in this quest gives the player an entertaining scenario to begin his or her search. You have a limited amount of time combined with ninety mazelike caverns and rooms. If this isn't enough of a challenge, then there are also eight different flavors of ghouls, demons, and monsters to spice up your search.

Your search ends, when you have successfully found all five pieces of the Gemstone. The evil that awaits you is strong and difficult to defeat. To aid you, your weapons consists of a crossbow and arrows and fireballs. This all may be done with your joystick or from the keyboard. Expect to use the save-game option regularly with this one because you may become hooked.

PAPERCLIP
LIST:$69.95
CLUB:$52.95

The news of yet another word processor is probably the last thing that any of us really care to hear about.

We have have plenty of this type of software now available in the marketplace.

However, it may be wise to read on about what may well become the standard that other word-processing programs will come to be judged by.

PaperClip was released several years ago for the Commodore 64. (Did I say a nasty name?)

Enough with the history lesson, and on with the review. PaperClip is an innovative program. The features seem endless.

The key features are:
1. Simultaneous editing of two files, including block moves between files.
2. You have a built-in simple math package (nifty).
3. Graphics merge with many of the popular graphics program files such as Koala Pad, Atari Light Pen, B/Graph, SynTrend, Fun With Art, etc.
4. Two-column printing. And, it is possible to preview a double-column printout.

Like the other software packages from Batteries Included, you can backup the original disk using DOS 2.0, 2.5, DOSXL, TOPDOS, or other compatible DOS program.

I am pleased to say that there is an electronic key to protect the program from piracy. To any one who may be absent minded, myself included, you will need the key to use the master diskette and any copies of the program.

You may well want to make more than one copy of PaperClip. Because, along with the many other features, you also can create macros and configure your copies of PaperClip with different features and defaults for many different applications.

You may find a couple of minor annoyances during your first few hours of banging away at the keys. These, however, are greatly outweighed by the positives.

The first, and the most irksome to me, was the screen color control. Whether it be with a monitor or television, I find a white screen with black letters the easiest on my eyes. The color selection is limited to hue only for foreground, and, intensity only for the background (characters).

You may occasionally find, if you use the delete/backspace key, that the cursor tends to backup to the top of the screen. This can be very annoying, but You become adjusted to this quirk, or possible bug, rather quickly and work around it.

You will also notice that character deletions and certain types of insert functions will slow down as the text buffer fills. That is to be expected and can be overlooked.

Slightly irksome is the fact it can require several different key combinations to activate some of the features. However, fully-featured word processors all seem to require combinations of key strokes to access the more sophisticated features. Therefore, I consider this a minor inconvenience.

The observations described are not grave faults and are very acceptable, especially in light of the tremendous power available to you with PaperClip.

Printing with PaperClip is a unique experience. With printers such as an Epson or Toshiba it is possible to take advantage of the user definable character fonts. By linking a data file to the text, we can download different character sets to the printer. You can create mail/merge files, also you can merge data files from SynFile for printing.

In short, I think you will find that PaperClip is among the most powerful word-processing software yet available for Atari.

THE HALLEY PROJECT

LIST:$39.95 CLUB:$29.95

If you don't already know you will know by the end of 1986. "The Comet Is Coming!". Halley's Comet is due to pay a visit to our neighborhood of the solar system. This is no light matter. It only happens every 76 years or so. Boston's Hayden Planetarium show ("The Comet Is Coming!") warns of the hype of past visits of the comet and what we may expect on this visit. Hold on to your wallet is a major theme of the show. Enjoy a once-in-a-lifetime natural event, but do not go comet crazy.

Mindscape Inc. is aware of the visitor from the edge of the solar system. They have released "The Halley Project" as part of their ALERT product line, which is "teen/adult recreational/educational software that will keep you challenged for hours."

If Mindscape has done what it set out to do, the program will be educational. Many programs that are called educational are not. Many arcade games are the best teachers. The game QIX introduces geometry, topology, and calculus. M.U.L.E. teaches economics. Tom Snyder's "Agent U.S.A." is a great instructor of geography. Most mathematics and spelling drill programs are left to collect dust. If they are not willingly put into the disk drive, how much teaching are they doing?

Before learning can take place, our senses must be stimulated. Something catches our eye, we are alerted by a sound, an odor grabs the nose, a flavor melts in the mouth, something tingles to the touch. The brain will focus in, and try to perceive what is going on. Add enough observations together, and you begin to grasp a concept. If several concepts point to the same result, we generalize. Babies have limited observations of the world, and might think the next room is a long trip. A first grader will bug Dad, by asking how much further to go on a drive to the local beach. A few years later, the kids know the mileage, time, and direction of every funspot within 500 miles of the house. Nobody has ever been to Pluto, but most teenagers have a feel for the distance from here to there. That is abstract thinking.

"The Halley Project" has excellent packaging. The bookcase has a full-color artist rendition of the Earth with a comet and a nebulae in the background. Inside you will find packets from the organization P.L.A.N.E.T. These are marked TOP SECRET with tempting pull tabs to open their flaps. They contain a dossier, a tape recording, and a star map. All are begging you to join in on the Mission-Impossible type fun. Also included is a catalog with coupons for a telescope, a Halley poster, a Halley tee-shirt, space magazine subscriptions, and space books. Remember, we were warned about hype.

With all this sight and sound, I figured the program would be similar to an Infocom adventure, but with great graphics. I loaded in the program without reading the docs.

The cockpit reminds one of Lucas Film's "Rescue on Fractalus". As you leave the comet, the rythmic sound of "Ballblazer" is heard. The comet slowly fades as the ship pulls further away. A black-and-white comet, but that's what color it should be, right? I want to change the ships view and direction to get on with the mission. All the traditional things I do to maneuver the ship do not work. I grab for the quick reference guide and am still confused. There is a radar system with only the Zodiac signs and distance as a guide. The thrust system makes no sense at all.

With my curiosity peeked, I must begin reading thirty pages of documentation, or I will surely be lost in space. The radar is now easy to control, but is overbearing in its use of star pattern recognition. The engines are true to Newton's law of force applied in a direction, but what a pain. The only difference between getting thrust and getting a new view is the fire button. Count on a sore thumb and many slips. A science-fictional warp drive has been added, so a trip from Earth to Saturn only takes a minute. Instead of the years of the Voyager space probe, you'll encounter some of the most obnoxious "screen flicker" in the known universe.

The next step is to get from one point to another. I decided to forget about the mission and go to Mercury. The planet appeared as a white disk with a black area on the dark side which blocked the stars. No features of the planet are visible. Mercury is likened to the moon in astronomy books, and this picture is probably accurate. The closer you get, the bigger it looms in front of you. The gravity of the planet has no effect on navigation. In order to fake an orbit, thrust must be consistently applied to an ever changing direction. As you round the planet; an excellent example of phasing, an eclipse, and a sunrise are demonstrated. It is very difficult to maintain the proper view and thrust at the same time. After finding the landing area on Mercury, I activated an automatic landing system and saw the sphere get closer and closer. Still no detail of the planet. After landing, a representation of the planet surface was drawn on the screen from disk. It was less satisfying than the static display of adventure games.

My next stop was Saturn. I was anticipating driving through the rings. Saturn and all the planets are only displayed as white spheres with no features, except for the black shadow on the dark side. No rings. The sun gets smaller as the observation point gets further away. Five of Saturn's moons can be visited, with the relative size and distance — accurately depicted. A feeling for the three dimensions and vastness of the solar system are a plus for this simulation. The lack of color and character make it a sterile environment, instead of the diverse place it really is.

The program attempts to educate through its use of missions to the wonders of the solar system. You must land on several planets or moons as directed, and return to the comet. The destinations are often given as clues. This sends the inquisitive to the library and the curious to exploring. I learned more about constellations and star recognition through the navigation system than I did in my college astronomy course. A few good lessons are learned about parallax, astrophysics, and the spacial relations of the solar system. An excellent study of comets is presented in very accurate detail. The ten missions are repetitious, although some are pointed at showing an amazing solar-system fact. I completed all ten missions in a day. THE FINAL CHALLENGE is sent to star pilots who complete all ten missions and send in the secret code that is displayed. Performances will be compared to other star pilots.

If your children are not old enough to understand the abstract concepts of solar time, distance, and size, do not buy this program. Very few children under junior-high age will understand what is going on. Older family members may not be stimulated enough to generate the concentration needed to enjoy this product.

Reviewed by:
Ed Comora & Donat Rheaun

NEWS STAND WATCH

If you can't take your Atari with you on vacation, cheer up. At least you can do some reading while you're out there relaxing.

The April/May issue of Atari Explorer has updates on the new Atari printers, Plato cartridge and other items. The printed word not withstanding, CompuClub still has not received definite shipping and price information for a number of products mentioned.

The Club does, however, have in stock a number of the game cartridges described in the retrospective article by Arnie Katz and Bill Kunkel. For those with a VCR, the magazine provides information on how to link you Atari to a video recorder. Now you can forever record those championship games of Pac Man and Star Raiders.

August Antic has a number of articles for modem fans. Owners of 1030's can learn some secrets from Russ Wetmore and also learn about Proterm in an article that includes a type-in version of the program.

There is also a profile of MPP and reviews of Smart 1030, Ballazer and Rescue on Fractalus.

The July issue of Antic offers articles on inner workings of the 130XE, and an article comparing a number of the disk operating systems available for Atari.

Wargamers can read about the origins and people of SSI, and read a review of Gulf Strike by Avalon Hill. There is also a report on the status of Synapse, including descriptions of eight new games.

For those interested in Antic programs, a catalog including descriptions is included.

The July Analog offers a "First Look" at the 520ST by Tom Hudson, as well as a report on Atari at Comdex.

For the productivity minded, there is a translator program, a DOS 3 to DOS 2 conversion program, and an Atari Writer printer driver.

Reviews include War in Russia by SSI and Dragonriders of Pern by Epyx.

In the July Online Today, Professor Byron T. Scott of the E. W. Scripps School of Journalism, Ohio University, discusses the legal issues that have arisen about electronic communications.

HITCHHIKERS HINTS
HINTS FOR HITCHHIKERS GUIDE TO THE GALAXY
CLUB:$26.20

by JOHN REX

Here are some hints for Hitchhikers Guide To The Galaxy. If you know these then fine. If not, they may prove helpful.

If you are a beginner player or a purist and would rather not risk spoiling the action of this adventure, perhaps you would prefer to read this column after you have had some experience with the game. Whether you utilize these hints, the Infocom Hitchhikers Hintbook (Club price $7.95), or both is something players must decide for themselves. Otherwise, continue as you see fit.

After getting up. Get screwdriver/toothbrush. Go South. Get the Mail, as you will need it later.

Go South again, and lie in front of the bulldozer in the mud. Lie down, and wait until Mr.Prosser takes your place. (Ignore Ford, when he offers you the towel.)

Then go to the bar, and type "BUY CHEESE SANDWICH." Then drink the beer that Ford has bought, until you hear your house being knocked down.

Go East. There will be a dog yapping. GIVE SANDWICH TO DOG. Important for later. Go North, to the house. When Ford drops the device at your feet, get it. Then push green. Wait until it doesn't say you can't smell.

SMELL. Touch shadow. Eat peanuts. Remove gown. Hang gown on hook. Get towel. Cover drain with towel. Cover panel with satchel put junk mail on the satchel. Push button. Get gown and towel. Wear gown. Turn switch, and read the screen. It will be the first or second word from the 2ND verse of Prostetnic's favorite poetry. (When he reads it.)

Ok. Wait until you are strapped in, and he starts reading the poetry. Type ENJOY POETRY. After a bit more from the first verse, he'll start the second verse. Write the appropriate word (first or second).

When you get brought to the hold, TYPE "FRIPPING" or TYPE "LYSHUS" depending which word is asked for. If it blows up, then try again. The case should open. Get the plotter.

Wait until your in the Heart Of Gold. Then, wait until you can hear. LISTEN. Then go South. You will be brought to the bridge. Go Down, and West. Touch pad. Get substitute. East. South. Then keep going South, until you are in the engine room.

It will try to talk you out of it. When you get in. LOOK. Until it lets you see the inside. Drop plotter, substitute (It won't spill.) Put the dangly bit in tea. PUT SMALL PLUG IN RECEPTACLE (on plotter). Turn switch. If this doesn't work. Then leave a message. NOTE: Don't refer to the tea as TEA.

Call it substitute.

CompuClub News

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MONITOR CABLE(5 PIN DIN)	DS01A	10.00
MPP 1000E MODEM	SUP10H	90.00
ORANGE	ELE03A	104.90
PANASONIC 1090	PN1090	229.00
PANASONIC 1091	PN1091	299.99
PEACH	ELE04A	73.12
PRINTER CABLE (ST)	CCB01A	26.00
SINGLEMAN EXPRESS 1200b	ANC12H	230.00
SS/DOUBLE DENSITY DISKS	CLB02D	21.00
VOLKSMODEM (300 BAUD)	ANC20H	59.95

COMPUTERS

title	item #	Club $
130XE COMPUTER	ATI01H	149.95
520ST W/MONOCHRONE&DRIVE	ATI52A	750.00
520ST W/RGB & DRIVE	ATI52B	900.00
800XL COMPUTER	ATI02H	99.95

EDUCATION
LEARNING PROGRAMS FOR ALL

title	item #	Club $
7 CITIES OF GOLD	ECA12D	24.95
ADD	HYD01D	8.95
AGENT U.S.A.	SCH01D	22.45
ALIEN ADDITION	DEV01D	25.50
ALLIGATOR MIX	DEV02D	25.50
ATARI MUSIC I	ATI24R	22.45
ATARI MUSIC II	ATI25R	22.45
AtariLab LIGHT MODULE	ATI23R	37.45
AtariLab STARTER KIT	ATI22R	49.95
BANNER CATCH	SCH02D	22.45
BASIC BUILDING BLOCKS	MEC01D	59.95
BIG BIRD	CBS11R	18.75
BIOLOGY	AEC45D	14.95
BRAIN STRAINERS	CAR10D	9.95
BUDDY BOTS	MDS02D	18.75
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CONVERSATIONAL ITALIAN	ATI28C	19.95
CONVERSATIONAL SPANISH	ATI29C	19.95
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DIVISION	HYD03D	8.95
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DRAGON MIX	DEV04D	25.50
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EARLY GAMES FOR CHILDREN	CPT01D	22.46
EARLY GAMES FRACTION FAC	CPT02D	22.46

EARLY GAMES MATCH MAKER	CPT03D	22.46
EARLY GAMES MUSIC	CPT04D	22.46
EARLY GAMES PIECE OF CAK	CPT05D	22.46
EARNIE'S MAGIC SHAPES	CBS10R	18.75
ELEMENTARY SCIENCE	AEC55D	14.95
FACTOR BLAST	HYD04D	22.45
FRACTION FEVER	SPN34D	29.95
FRENCH	AEC90D	14.95
FUN WITH ART	EPX03D	29.95
GRAMMER WORD USE	AEC20D	14.95
HALF TIME	CBS22R	9.95
HEY DIDDLE DIDDLE	SPN35D	29.95
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IN SEACH OF THE MOST AMZ	SPN45D	29.95
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INVITE TO PROG. II	ATI13C	14.95
INVITE TO PROG. III	ATI14C	14.95
JUGGLES HOUSE	ATI16D	16.95
JUGGLES HOUSE	ATI15C	16.95
JUGGLES RAINBOW	ATI18D	16.95
JUGGLES RAINBOW	ATI17C	16.95
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KINDERCOMP	SPN78D	29.95
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MASTERTYPE	CR10D	29.95
MASTERTYPE	LIT01R	29.95
MATCH WITS	CBS21D	22.46
MATHMAZE	DES03D	29.96
METEOR MULTIPLICATION	DEV05D	25.50
MICKEY IN GT.OUTDOORS	ATI19D	22.45
MICROTYPING	HYD09D	9.50
MIND OF MAN SERIES	ODS01D	112.00
MINUS MISSION	DEV06D	25.50
MONKEY BUILDER	ART65D	18.75
MONKEY MATH	ART55D	18.75
MONKEY NEWS	ART60D	18.75
MONKEY SEE & DO	HYD10D	9.50
MOVIE MUSICAL	CBS23R	12.95
MULE	ELA07D	18.75
MULTI (MULTIPLICATION)	HYD11D	9.50
MUPPET LEARNING KEYS	KOA50D	59.95
MUSIC COMPOSER	ATI30R	22.45
MUSIC CONST. SET	ECA09D	24.00
MY FIRST ALPHABET	ATI20D	22.45
PAINT	ATI32D	22.45
PEICE OF CAKE MATH	SPR02D	22.45
PICBUILDER	XER50D	29.95
PLAYFUL PROFESSOR	SCN02D	22.45
PRISONER II	EDU04D	24.71
PROGRAMERS GUIDE	KOA05D	14.95
READING COMP I,II, & III	AEC70D	29.95
READING COMP II	AEC75D	14.95
READING COMP III	AEC80D	14.95
RENDEVOUS	EDU05D	29.96
ROMPER ROOM	FRS05D	29.95
SAT	HAR10D	59.95
SAT MATH	HYD14D	29.95
SAT SAMPLE TESTS	HYD15D	14.95
SAT VERBAL	HYD16D	29.95
SCRAM	ATI32C	14.95
SIMULATED COMPUTER II	CAR30D	14.95
SKYWRITER	ATI21R	22.45
SONGWRITER	LIT04D	29.95
SPANISH	AEC85D	14.95
SPEED READING	ATI25C	22.45
SPELLAKAZAM	DES04D	29.96
SPELLICOPTER	DES05D	29.96
SPELLING BEE GAMES	EDU06D	29.96

SPELLING GRADES 2-8	AEC95D	29.95
SPIDER EATER	KOA06D	22.95
SQUARE PAIR	SCH03D	22.45
STICKY BEAR ABC	XER40D	29.95
STICKY BEAR BASKETBOUNCE	XER20D	29.95
STICKY BEAR BOP	XER10D	29.95
STICKY BEAR NUMBERS	XER10D	29.95
STICKY BEAR OPPOSITES	XER30D	29.95
STICKY BEAR SHAPES	XER20D	29.95
SUBTRACTION	HYD17D	9.50
SUC W/ MATH +/-	CBS30D	18.75
SUC W/ MATH DECIMAL +/-	CBS34D	18.75
SUC W/ MATH FRACT +/-	CBS33D	18.75
SUC W/ MATH FRACT M/D	CBS34D	18.75
SUC W/ MATH MULT/DIV	CBS23D	18.75
SUCCESS LIN EQUATIONS	CBS36C	18.75
SUCCESS MULT/DIV	CBS31D	18.75
SUCCESS QUADRATIC	CBS37D	18.75
TEACHERS PET	ART80D	14.95
TELLY TURTLE	CAR20D	14.95
TIMEBOUND	CBS24C	18.75
TINK'S ADVENTURE	MDS04D	18.75
TINK'S SUBTRACTION FAIR	MDS05D	18.75
TINKA'S MAZES	MDS06D	18.75
TOUCH TYPING	ATI33D	14.95
TRAP-A-ZOID	DES06D	29.96
TUK GOES TO TOWN	MDS07D	18.75
TYPO ATTACK	ATI34D	16.50
U.S. ADVENTURE	FRS07D	22.45
U.S. GEOGRAPHY	AEC30D	14.95
U.S. GOVERNMENT	AEC35D	14.95
U.S. HISTORY	AEC25D	14.95
VOCAB WORD BUILDER	AEC10D	14.95
WEBSTER THE WORD GAME	CBS27R	22.45
WIZ TYPE	ONL07D	26.20
WORD FLYER	ECA13D	29.00
WORLD GEOGRAPHY	AEC40D	14.95
WORLD HISTORY	AEC15D	14.95

LANGUAGES
FOR ALL ATARI COMPUTERS

title	item #	Club $
ATARI BASIC	ATI79R	37.45
ATARI MICROSOFT BASIC I	ATI81D	37.45
ATARI MICROSOFT BASIC II	ATI82R	29.95
DEEP BLUE C	ANT02D	14.95
KYAN PASCAL	KYN01D	52.95
LOGO	ATI11R	37.45
PILOT	ATI31R	22.45
ST COBAL	ATI509	112.50

PRODUCTIVITY
DATA BASES, MAILING LISTS, WORD PROCESSORS, ACCOUNTING, ETC.

title	item #	Club $
1030 MODEM DISK	CLB05D	7.50
2KEY ACCOUNTING (ST)	ATI506	52.95
80 COL. CARD (800 ONLY)	BIT01A	230.00
ACCOUNTS PAYABLE	MMG01D	74.95
ACCOUNTS RECEIVABLE	MMG02D	74.95

ADVENTEREWRITER	DYN20D	30.00
ATARI WRITER	ATI66R	37.45
ATARIWRITER TEMPLET	ATA10A	12.95
AUTO MECHANIC	BBS01D	8.50
Accounts Payable/Receive	ATI76D	18.75
B-GRAPH	BAT20D	52.50
BACK TO BASICS A/R	PEC04D	59.95
BACK TO BASICS G/L	PEC01D	59.95
BANK STREET WRITER	BR017D	52.95
BOOKKEEPER KIT	ATI84D	189.95
CHEMELEON	ANT04D	14.95
CODE WRITER	DYN30D	74.45
COMPUSERVE STARTER KIT	CMS01B	25.95
CUT & PASTE	ELA04D	18.75
CUT & PASTE	ECA03D	24.00
CodeWriter	ATI69D	44.95
DATA MANAGER	MMG05D	37.45
DATA PERF/ TEMPLET	ATA50A	12.95
DATA PERFECT	LJK01D	49.95
DB MASTER (ST)	ATI505	74.95
FAMILY FINANCES	ATI67D	29.95
FILL 'N BILL DENTAL MGR.	MMG76D	750.95
FINANCIAL COOKBOOK	ECA05D	30.00
FINANCIAL WIZARD	CPA15D	44.95
FORM LETTER WRITER	MMG07D	22.45
FileWriter	ATI70D	22.45
GEMDRAW (ST)	ATI502	37.45
GEMWRITE (ST)	ATI501	74.95
GENERAL LEDGER	MMG08D	74.95
HARD DISK INTERFACE	SUP16R	200.00
HOME ACCOUNTANT	CON01D	59.95
HOME MANGAGERS KIT	ATI83D	67.45
HOMEPACK	BAT40D	37.50
Home Integrator	ATI73D	22.45
INVENTORY	MMG10D	74.95
KID'S DOS	BBS02D	14.95
LETTER PERF. TEMPLET	ATA40A	12.95
LETTER PERFECT W/SPELL	LJK02D	49.95
LETTER SPELL WIZ	DAT40D	59.95
LJK DISK UTILITY	LJK04D	22.45
MAIL LIST	MMG11D	29.95
MAIL MERGE UTIL	ROY01D	12.95
MEGAFILER	MEG03D	24.95
MICROFILER	SUP13R	18.75
MODEM DRIVER PACKAGE	SUP14R	15.00
MenuWriter	ATI72D	22.45
NET WORTH	LII02D	59.95
NUMERICAL KEYPAD	ATI10H	37.45
PAGE WRITER	MEG04D	22.95
PAPERCLIP	BAT10D	52.95
PAYROLL	MMG13D	74.95
PAYROLL PACKAGE (MILES)	MIL01D	112.45
PROFESSIONAL (ST)	ATI503	74.95
ReportWriter	ATI71D	22.45
Retail Invoice	ATI77D	18.75
SPELL PERFECT	LJK03D	49.95
SUPER MAILER	ROY02D	37.45
SYNCALC	SYN15D	36.00
SYNCALC TEMPLET	ATA15A	12.95
SYNCHRON	SYN47D	29.95
SYNCOMM	SYN10D	29.95
SYNFILE	SYN25D	39.95
SYNFILE TEMPLET	ATA25A	12.95
SYNSTOCK	SYN55D	29.95
SYNTREND	SYN30D	29.95
Salesmens Expenses	ATI75D	18.75
Small Business Inventory	ATI74D	18.75
TAX ACCOUNTANT	CON10D	52.45
TEACHERS AID	BBS08D	14.95
VISICALC	ATI68D	32.50
WRITERS TOOL KIT	OSS09D	74.95

RECREATION
GAMES OF ALL TYPES, GRAPHICS & MUSIC PROGRAMS, INTERESTING & ODD PROGRAMS FOR ALL AGES

title	item #	Club $
4 IN 1 SAMPLER (ST)	INF504	7.95
4 IN SAMPLER (INFOCOM)	INF01D	5.95
AIR RESCUE I	MIC01D	26.20
ALLEYCAT	SYN01C	14.95
ALLEYCAT	SYN01D	14.95
ALTERNATE REALITY	DAT80D	29.95
ARCADE CHAMP	ATI87R	22.45
ARCADE MACHINE	BR005D	44.95
ARCHON	ECA01D	24.00
ARCHON II	ELA03D	26.20
ASTEROIDS	ATI36R	14.95
ASTROCHASE	FRS01D	18.75
ASTROCHASE	PKR01R	37.45
AXIS ASSASSIN	ECA12D	18.75
BALL BLAZER	EPX01D	29.95
BASKETBALL	ATI99R	14.95
BEACH HEAD	ACC01D	26.21
BEYOND CASTLE WOLF	MUS02D	26.20
BLUE MAX	SYN05D	26.20
BLUE MAX	SYN05C	26.20
BLUE MAX 2001	SYN80D	22.45
BOULDERDASH	FRS02D	18.75
BOULDERDASH	FRS02R	22.45
BOUNTY BOB STRIKES BACK	BFS20R	33.70
BOUNTY BOB STRIKES BACK	BIG02R	37.46
BRIDGE	ART20C	18.75
BRIDGE	ART20D	18.75
BRISTLES	FRS03R	18.75
BRUCE LEE	DAT10D	29.95
BUCK RODGERS	SEG23R	29.95
BEAM RIDER	ACT75R	14.95
CLAIM TO FAME	DAS01D	1496.0
CREATURE CREATOR	DES01D	29.96
CRYPTO CUBE	DES02D	29.96
DECATHALON	ACT65R	18.75
HEATHCLIFF	DSF05D.	22.46
JUMPMAN	EPX05D	18.75
JUMPMAN JR.	EPX06D	29.95
PITSTOP	EPX07D	29.95
PITSTOP II	EPX08D	29.95
PM ANIMATOR	DAS02D	26.22
PQ EDUCATION EDITION I	SUN40D	18.75
PQ ENTERAIN EDITION I	SUN50D	18.75
PQ GENERAL EDITION I	SUN10D	18.75
PQ GENERAL EDITION III	SUN20D	18.75
PQ PARTY QUIZ GAME	SUN00D	29.95
PQ SPORTS EDITION I	SUN20D	18.75
RESCUE OF FRACTULUS	EPX09D	29.95
SUMMER GAMES	EPX10D	29.95
TELTTARI	DAS04D	29.96
TEMPLE OF APSHI	EPX11D	22.45
UPPER REACHES OF APSHI	EPX12D	15.00
WORDRACE	DAS05D	18.71
BRUCE LEE	DSF02D	22.46
MICROPAINTER	DSF08D	26.21
POOYAN	DSF09D	22.46
SANDS OF EGYPT	DSF10D	22.46

CASTLE WOLFENSTEIN	MUS01D	22.45
CAVERNS OF MARS	ATI37D	22.45
CENTIPEDE	ATI38R	18.75
CHESS	PKR02R	44.95
CHOPLIFTER	BR020D	26.21
CLOSE ASSAULT	AVA01D	26.20
COMMBAT	ADV02D	18.75
COMPUBRIDGE	ART10D	22.45
COMPUTER QUARTERBACK	SSI34D	29.95
CONAN	DAT30D	29.95
CONGO BONGO	SEG02R	29.95
CRIBBAGE	HYD02D	8.95
CROSSWORD MAGIC	MDS03D	37.45
CRUSADE IN EURPOE	MIC02D	29.95
CUTTHROATS	INF02D	26.20
CUTTHROATS (ST)	INF501	29.95
DALLAS	DAT27D	26.20
DARK CRYSTAL	ONL01D	28.50
DAVID'S MIDNITE MAGIC	BR086D	26.21
DEADLINE	INF03D	33.70
DEADLINE (ST)	INF502	37.45
DECISION IN THE DESERT	MIC02D	29.95
DEFENDER	ATI40R	18.75
DIG DUG	ATI41R	18.75
DIG DUG	DAT56R	29.95
DIMENSION X	SYN33D	12.95
DNIEPER RIVER LINE	AVA02D	22.50
DONKEY KONG	ATI42R	37.45
DONKEY KONG JUNIOR	ATI43R	37.45
DRAGON RIDERS OF PERN	EPX02D	22.45
DRAGONS KEEP	ONL02D	22.45
DRELBS	SYN19D	12.95
DUNGEONS AND DRAGONS	MEG02D	14.95
DUNZHIN	SCN20D	29.95
EASTERN FRONT 1941	ATI44R	14.95
EMPIRE OF THE OVERMIND	AVA03D	26.25
ENCHANTER	INF04D	26.20
ENCHANTER (ST)	INF503	29.95
ENCOUNTER	SYN02D	14.95
ENTERTAINER KIT	ATI86R	22.45
EXODUS/ULTIMA III	ORS01D	44.95
F-15 STRIKE EAGLE	MIC03D	26.20
FEMALE DATA DISK	ART91F	14.95
FEMALE DATA DISK III	ART92F	14.95
FINAL LEGACY	ATI45R	18.75
FLIGHT SIMULATOR II	SUB02D	37.45
FLIP FLOP	FRS04D	18.75
FOOTBALL	ATI46R	18.75
FROGGER	PKR03R	37.45
GALAHAD & THE HOLY GRAIL	ATI47D	14.95
GALAXIAN	ATI48R	14.95
GATEWAY TO APSHI	EPX04D	29.95
GEN'L MANAGER DISK	MLS01D	29.95
GFS SORCERESS	AVA04D	26.25
GHOST BUSTER	ACT02D	22.45
GHOST CHASER	ART50D	14.95
GO	HYD05D	9.50
GOLF	HYD06D	9.50
GREAT AMERICAN ROAD RACE	ACT34D	29.95
GREAT MAINE RACE	HYD07D	9.50
GUMBALL	BR027D	22.45
HALLEYS PROJECT	MDS15D	29.95
HARD HAT MAC	ECA06D	20.00
HEARTS 1.5	ART40D	14.95
HELLCAT ACE	MIC04D	22.45
HITCHHIKER'S GUIDE	INF05D	26.20
HITCHHIKERS GUIDE (ST)	INF505	29.95
HODGE PODGE	ART50D	14.95
INFIDEL	INF06D	29.95
INFIDEL (ST)	INF506	37.45
JAMES BOND	PKR07R	37.45
JOUST	ATI49R	18.75
JUNGLE HUNT	ATI50R	18.75
JUPITER 1999	AVA02D	37.45
KENNEDY APPROACH	MIC05D	26.20
KEYSTONE CAPERS	ACT85R	12.00

LEGIONARE	AVA01D	26.20
LOST TOMB	DAT41D	26.20
MALE DATA DISK	ART91M	14.95
MASK OF THE SUN	BRO0OD	29.95
MICROLEAGUE BASEBALL	MLS02D	29.95
MIG ALLEY ACE	MIC06D	26.20
MILLIPEDE	ATI51R	18.75
MINDWHEEL	SYN45D	29.95
MINER 2049ER	BIG01R	37.46
MISSLE COMMAND	ATI52R	14.95
MONKEY WRENCH II (800)	EAS01R	22.45
MONKEY WRENCH II (800XL)	EAS02R	22.45
MOON PATROL	ATI53R	18.75
MS. PAC-MAN	ATI54R	18.75
MULE (400/800 ONLY)	ECA07D	24.00
MURDER ON THE ZINDERNUFF	ECA08D	24.00
NATO COMMANDER	MIC07D	26.20
NECROMANCER	SYN18D	9.95
NIGHT MISSION PINBALL	SUB20D	22.45
NY CITY/ELECTRICIAN	SYN08D	18.75
ONE ON ONE	ECA04D	28.00
OPERATION WHIRLWIND	BRO65D	29.95
PAC MAN	ATI55R	18.75
PARIS IN DANGER	AVA04D	26.25
PENGO	ATI56R	18.75
PHARAOH'S CURSE	SYN71D	9.95
PINBALL CONST. SET	ECA10D	24.00
PITFALL II	ACT03R	18.75
PLANETFALL	INF07D	26.20
PLANETFALL (ST)	INF507	37.45
POKER TOURNEY	ART60D	18.00
POLE POSITION	ATI57R	18.75
POOYAN	DAT44D	22.45
POPEYE	PKR04R	37.45
PRINT SHOP	BRO10D	33.70
Q*BERT	PKR05R	37.45
QIX	ATI58R	18.75
QUAZIMOTO/AIR SUPPORT	SYN36D	18.75
RAINBOW WALKER/COUNTDOWN	SYN07D	18.75
RASTER BLASTER	BUD01D	22.46
REALM OF IMPOSSIBILITY	ELA12D	18.75
RELM OF IMPOSSIBILITY	ECA11D	24.00
REVERSAL	HYD12D	9.50
RIVER RAID	ACT80R	12.00
ROBOTRON:2084	ATI59R	18.75
RUN FOR THE MONEY	SCR10D	29.95
SARGON III	HYD13D	29.95
SCROLLS OF ABADON	ACC02D	26.21
SEA STALKER	INF08D	26.20
SEASTALKER (ST)	INF508	37.45
SERPENT'S STAR	BRO85D	29.95
SHADOW WALKER	SYN22D	9.95
SHAMUS	SYN13D	9.95
SHAMUS	SYN13C	9.95
SHAMUS CASE II	SYN27C	9.95
SHAMUS CASE II	SYN27D	9.95
SOLO FLIGHT	MIC08D	26.20
SORCERER	INF09D	29.95
SORCERER (ST)	INF509	37.45
SPACE INVADERS	ATI60R	14.95
SPACE SHUTTLE	ACT04R	18.75
SPARE CHANGE	BRO80D	26.21
SPITFIRE ACE	MIC09D	22.45
SPY HUNTER	SEG01D	33.70
SPY VS. SPY	FRS06D	22.45
STAR RAIDERS	ATI61R	14.95
STAR VOYAGER	ATI62R	14.95
STARBOWL FOOTBALL	ACT10D	18.75
STARBOWL FOOTBALL	ACT05D	22.45
STARCROSS	INF10D	33.70
STARCROSS (ST)	INF510	29.95
STARLEAGUE BASEBALL	ACT06D	22.45
STARTER KIT	CSV01A	25.00
STEALTH	BRO15D	22.45
STRIP POKER	ART90D	22.45
STUD POKER	ART70D	14.95
SUPER BREAKOUT	ATI63R	14.95

SUPER COBRA	PKR06R	37.45
SURVIVOR	SYN16D	9.95
SURVIVOR	SYN16C	9.95
SUSPECT	INF11D	29.95
SUSPECT (ST)	INF511	33.70
SUSPENDED	INF12D	33.70
SUSPENDED (ST)	INF512	39.95
T.G.I.F.	AVA05D	18.75
TANKTICS	AVA06D	21.75
TAPPER	SEG02D	33.70
TEAM DISK	MLS03D	14.95
TENNIS	ATI64R	14.95
TRACK & FIELD	ATI65R	22.45
TRIVIA QUEST	ROY03D	29.95
TROLLS & TRIBULA	CRT10D	18.75
TROLLS TALE	ONL03D	22.45
ULTIMA I	ONL04D	26.20
ULTIMA II	ONL05D	44.95
ULYSSES & GOLDEN FLEECE	ONL06D	24.95
UNIVERSE	OMI01B	67.45
UNIVERSE PRODUCT GUIDE	OMI02B	12.95
UP & DOWN	SEG50R	33.70
UP & DOWN	SEG03R	33.70
VC	AVA07D	18.75
VOYAGER	AVA08D	18.75
WHISTLER'S BROTHER	BRO45D	22.45
WISHBRINGER	INF16D	26.20
WITNESS	INF14D	26.20
WITNESS (ST)	INF513	39.95
WORMS	ECA14D	20.00
ZAXXON	DAT45D	22.45
ZEPPELIN	SYN95D	9.95
ZEPPELIN	SYN95C	9.95
ZORK I	INF15D	26.20
ZORK I (ST)	INF514	29.95
ZORK II	INF16D	29.95
ZORK II (ST)	INF514	29.95
ZORK III	INF17D	29.95
ZORK III (ST)	INF514	29.95

STRATEGY

title	item #	Club $
50 MISSION CRUSH	SSI33D	29.95
BASEBALL	SSI43D	29.95
BATTLE FOR NORMANDY	SSI12D	29.95
BREAKTHROUGH ARDENNES	SSI58D	44.95
BROADSIDES	SSI29D	29.95
CARRIER FORCE	SSI25D	44.95
COMBAT LEADER	SSI48D	29.95
COMPUTER AMBUSH	SSI48D	44.95
COMPUTER QUARTERBACK	SSI57D	29.95
COSMIC BALANCE	SSI40D	29.95
COSMIC BALANCE II	SSI44D	29.95
CYTRON MASTERS	SSI27D	22.45
EAGLES	SSI09D	29.95
EPIDEMIC	SSI31D	26.20
FIELD OF FIRE	SSI59D	29.95
FORTRESS	SSI21D	26.20
GALATIC ADVENTURE	SSI47D	44.95
IMPERIUM GALACTUM	SSI61D	29.95
KAMPFGRUPPE	SSI30D	44.95
KNIGHTS OF THE DESERT	SSI10D	29.95
OBJECTIVE KURSK	SSI39D	29.95
OPERATION MARKET GARDEN	SSI65D	37.45
QUESTRON	SSI37D	37.45
RAILS WEST	SSI45D	29.95
REFORGER 88	SSI49D	44.95
TIGERS IN THE SNOW	SSI41D	29.95
WAR IN RUSSIA	SSI46D	59.95

UTILITIES
DOS'S, PROGRAMMERS TOOLS, DISK TOOLS, ETC.

title	item #	Club $
DISK COMMANDER II	MMG06D	22.45
PRINT WIZ II	ALN01D	22.45
400/800 TECH REF. NOTES	ATI91B	14.95
ABC COMPILER	MON01D	52.96
ACTION LANGUAGE	OSS01R	74.95
ACTION TOOL KIT	OSS02D	29.95
ADVENTURE WRITER	ATI35D	22.45
ASSEMBER EDITOR	ATI78R	22.45
ATARI MACRO ASSEMBLER	ATI80R	22.45
BANKSTREET MUSIC WRITER	MDS01D	37.45
BASIC COMMANDER	MMG03D	26.20
BASIC DEBUGGER	MMG04D	26.20
BASIC REFERENCE MANUAL	ATI90B	7.45
BASIC TUTOR	ATI88C	49.95
BASIC XL	OSS03R	59.95
BASIC XL TOOL KIT	OSS04R	29.95
COMPUCLUB CATALOG DISK	CLB07D	5.00
CompuClub SD/DD DOS	CLB01D	7.50
DATA DOUBLER	DND01D	22.45
DEEP BLUE SECRETS	ANT03D	14.95
DESIGNERS PENCIL	ACT01R	18.75
DISK MAGIC	BMS10D	20.95
DISKEY	ADV01D	37.45
DOS UTILITY SOURCE	ATI92B	14.95
DOS XL W/BUG 65	OSS05D	29.95
GRAPHICS GENERATOR	DAT12D	18.75
GRAPHICS MASTER	DAT13D	18.75
GRAPHICS TITLER	MMG09D	29.95
IMPOSSIABLE (800 OR XL)	CSS06H	112.95
INSIDE ATARI BASIC	ATI89B	7.45
LINERS	BBS04D	8.95
MAC 65	OSS06R	74.95
MAC 65	OSS08D	60.00
MAC 65 TOOL KIT	OSS07D	29.95
MACRO ASSEMBER TEXT EDIT	ATI89R	24.95
MAKE BOOT	MON02D	12.95
MEGAFONT II	MEG01D	18.75
MMG BASIC COMPILER	MMG12D	74.95
MOVIE MAKER	RES01D	37.45
MR. DO	DAT43D	22.45
OPERATING SYY SOURCE CD.	ATI92B	14.95
PATCHES #1	BBS05D	14.95
PATCHES #2	BBS06D	14.95
POKER SAM	TRN03D	18.75
PRINT DRIVER CONST. SET	ANT05D	14.95
PRINT SHOP GRAPHIC LIB.	BRO35D	18.75
PROGRAMMERS KIT	ATI85D	189.95
PUBLIC DOMAIN #I	BBS08D	7.95
RAM TEST	MMG14D	22.45
SAM-SOFTWARE AUTO MOUTH	TRX12D	44.95
SPARTA DOS	ICD01D	29.95
TOUCH TABLET (ATARI)	ATI09H	49.95
TYPOS	BBS03D	7.50
U.S. DOUBLER	ICD02D	59.95
VALDOCS II (ST)	ATI508	112.50
VIDEO SCREEN MAKER	BBS07D	18.75
val DISPLAY FORMATTER	VAL02D	29.95
val DOS/DOS FILE EDITOR	VAL07D	44.95
val FORTH 1.1	VAL01D	44.95
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