# PROGRAMS FOR THE ATOM

INTRODUCTORY PACKAGE

A set of 4 cassettes containing programs designed to introduce you to the world of personal computing. Complete with a booklet giving full instructions on loading and running the programs — all you need is an Atom with at least 3K text-space.

MINICALC

TYPER

MEMORY

Cassette 1 — Interactive Teaching

Step by step this tape teaches you to 'talk' to the Atom — no manuals or experience necessary. The display on the TV screen will tell you what the computer is doing, what you should do next, and even what you have done wrong.

Cassette 2 — Financial Planning

The MINICALC program will introduce you to the concepts of financial modelling that are widely used in business, and will prove invaluable for household budgeting.

SALES uses graphical techniques to chart sales over a 12-month period, with cumulative and 3-monthly averages.

Cassette 3 — Household

Programs for use in the home.

TBOOK is a computerised telephone-book, which can hold 95 names and telephone numbers for quick and easy access; these can be stored on cassette.

Learn to touch-type with TYPER, which gives you a carefully graded series of exercises which get harder as you improve; it includes a diagram of the keyboard so you do not have to look down at your hands.

Timing a series of actions is difficult, even with a stopwatch; TIMER will automatically organise the timing of a series of events, such as the stages in preparing a meal, display the current time and a countdown, and ring an alarm when each one is due.

Cassette 4 — Games

ATTACK — defend yourself from attack with a laser gun,

CONNECT4 — Play against the computer, or another player, to get 4 counters in a row.

BREAKOUT — Knock bricks from a wall with a bat and ball, and try to beat the high score. MEMORY — For 1 to 4 players; the computer lays out 25 pairs of cards face-down, and you must remember where the pairs are.

MASTERMIND — Crack the computer's code in less than ten attempts.
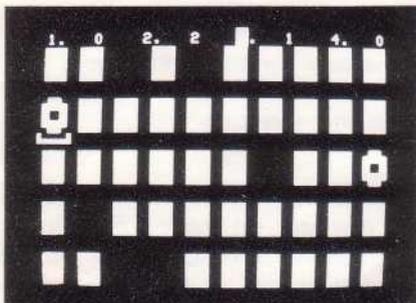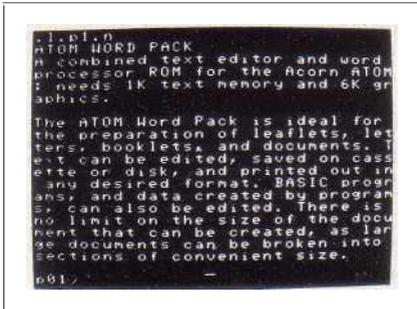
WORD PACK ROM

A combined text editor and word processor ROM for the Acorn ATOM; needs 1K text memory and 6K graphics.

The ATOM Word Pack is ideal for the preparation of leaflets, letters, booklets, and documents. Text can be edited, saved on-cassette or disk, and printed out in any desired format. BASIC programs, and data created by programs, can also be edited. There is no limit to the size of document that can be created, as large documents can be broken into sections of convenient size.

The Word Pack is supplied in a 4K ROM which simply plugs in to the ATOM's utility **ROM** socket. The ROM adds the commands EDIT and TEXT to the ATOM's command set, and these commands can be inserted in programs. The EDIT command enters the text editor/word processor. The TEXT command stores text to the editor's text area, so that output generated by programs, or by the LIST command, can subsequently be edited.

The Word Pack comes complete with a 16-page booklet giving full instructions, and examples of use.

Text Editor

The Text editor uses the ATOM's high-resolution screen to display the text, with full upper and lower case. Editing commands are all single keystrokes; they allow text to be added anywhere in the document, deleted, or moved, using a cursor to specify the required position. Any part of the document can be viewed, and the editor includes a 'find' command which will search for a string, and replace all or selected occcurrences of it by another string; thus, for example, spelling mistakes can be corrected throughout the text with a single command.

Text-Editor Commands:

Insert after, insert before, copy text to buffer, end of text, delete, enter text, escape/delete mark, find (and replace), home cursor, insert character, next page, output to printer, previous page, quit to BASIC program, replace text, move to start, transfer text to buffer, where is end of text, exchange character, move to end, roll up one line, cursor to start of line, cursor to end of line, mark cursor position, load text file, save text file, execute COS/DOS command.

Word Processor

The processor commands can be inserted into the text to give great flexibility in how it is printed. Pages can be printed in any format, with optional page numbers, and sections can be justified as required. The processor caters for most makes of printer, and for single-sheet printing the processor can be made to wait for a keypress after each page.

Processor Commands:

Allow lines to be on the same page, allow new page, centre line, double-space lines, equal-position line numbers, indent, justify lines, keypress for new page, set lines per page, line one of document, margin, no justification, output character to printer, set page number, no page numbers, right margin, single-space, temporary indent, width of page, exchange control character, comment line.

ATOM FORTH
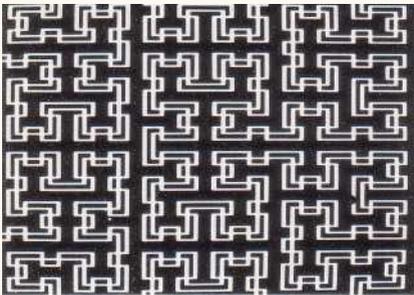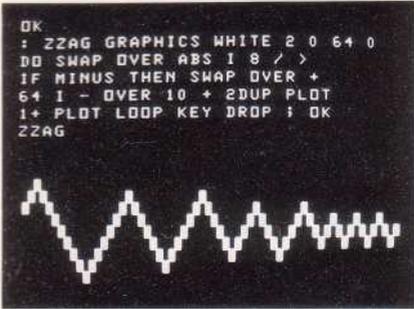
ATOM FORTH is a complete implementation of the FORTH language for the fully expanded ATOM. The cassette contains:

   The FORTH dictionary and compiler
   The Tape Interface/Screen Editor.
   The Graphics package.
   A high-resolution graphics demonstration.

FORTH's most distinctive feature is its extensibility. The basic unit is the 'word' — the programmer uses existing words to define his own which can then be used in further definitions. Words can be entered directly at the keyboard, allowing sections of a program under development to be tested individually. FORTH is a compiled language so programs run very fast (typically 5 times faster than BASIC).

   In addition to a comprehensive set of arithmetic and stack operators, control transfer words, and defining words, ATOM FORTH includes the more advanced features for defining the actions of defining words themselves. This opens the door to 'meta-FORTH' and user-defined FORTH-based languages.

   The Tape Interface and Screen Editor add words to the dictionary for manipulating files of source programs independently of ATOM BASIC. The Graphics include words for plotting black, white, and inverted points and lines in four modes. The demonstration program illustrates the use of recursion to draw a complex design with high-resolution graphics.

   For instructions on using ATOM FORTH refer to the accompanying manual 'FORTH Theory and Practice' which gives a thorough introduction to FORTH programming and many practical examples.

ATOM BUSINESS

The book "ATOM Business", and its accompanying cassette, describe eleven business programs covering a wide range of different business applications:

ADDUP tallies a column of totals, and provides verification facilities.

LABEL prints multiple copies of labels from a typed address.

WTMS is a general-purpose conversion program, between metric and imperial units, and can be extended to deal with any desired conversions.

DCF calculates whether the best option in a particular situation is to lease or buy equipment based on the discounted cash flows involved.

SALES maintains a file of sales data on cassette, and provides commands to update and edit it.

GRAPH will print a 'Z' curve of the sales figures from the SALES program, showing cumulative sales for the year to date, actual sales week by Week, and a plot of the 3-week moving average.

NOM maintains a nominal ledger, using a printer for an audit roll.

BUDG performs the calculations necessary to divide a financial budget into the correct portions over a year.

EXS calculates an expenses claim, keeping control of the VAT components of each expense.

STD gives the standard deviation for a set of data values.

QUE sets up a simulation of a queueing situation in a supermarket or shop, and gives a pictorial display of the state of the queues as a function of time.
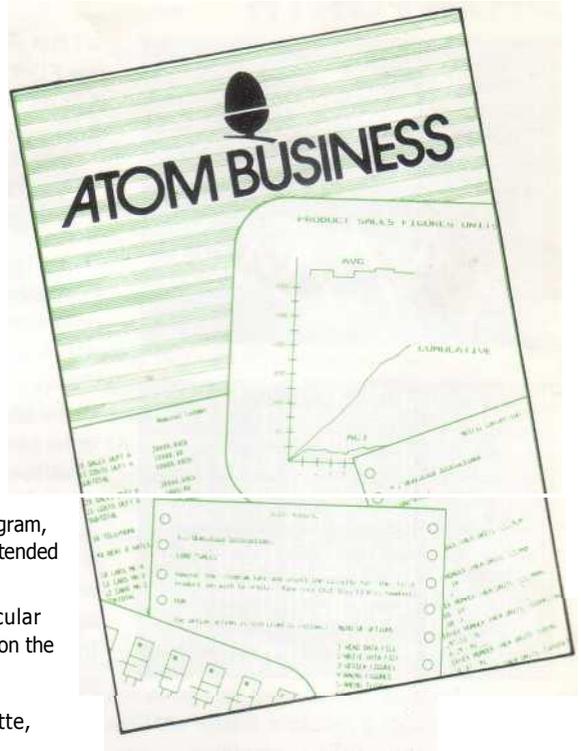
The book and cassette are produced in conjunction with Phipps Associates.

ATOM SYNTHESISER
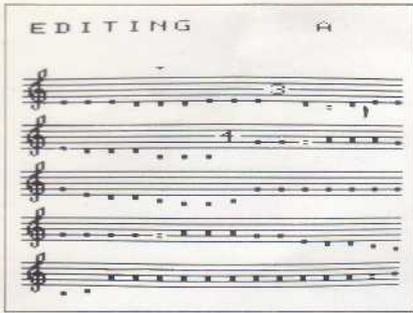
The ATOM Synthesiser turns the ATOM into a programmable synthesiser, using the keyboard as a piano keyboard, with the ability to record, and edit four separate tunes, and play them through the internal speaker. As well as altering the tempo, the notes can be played in four different voices which can be selected at any point in a tune. While a tune is being recorded, played or edited, the notes are displayed on musical staves.

Commands: Manual, Record, Play, Edit, Tempo, Save, Load.

ATOM Synthesiser comes complete with some demonstration tunes on cassette, including Variations on Bach's Toccata and Fugue, and "The Teddy-Bear's Picnic".
Program 5K, graphics 6K.

ATOM LIFE PACKAGE
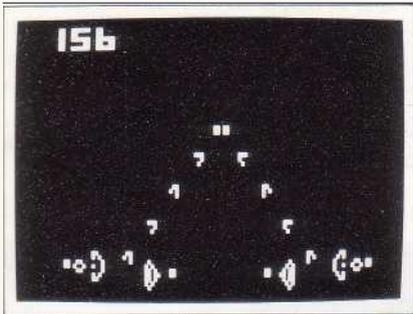
The ATOM LIFE package is one of the fastest versions of Life available on any microcomputer, and will process a full 256 x 192 screen in less than 2 seconds, or an 128–x 64 screen in under 1/2 second. It uses the standard set of rules for survival and reproduction. These rules, though simple, give rise to a very complicated and fascinating selection of patterns. Some patterns are stable, others die out, some oscillate between different states, and some (such as the glider and the spaceship) move with successive generations.

A cursor-drawing system allows any shape to be drawn on the screen. The program comes complete with 7 programmed shapes, which can be called up in any part of the screen in any orientation. These shapes are:

Glider, small spaceship, flying machines, glider gun, queen bee, 15 cycle, and eater.

Complex patterns can be saved to cassette and reloaded, and 5 interesting patterns are provided with the program:

Newgun, two oscillators, a poisoned cell, and a grid pattern.

ATOM DESK DIARY


```
           FIND
NAME     SMITH D. J.
ADDRESS  12 CANROOF ST.
         HOLBORN
         LONDON

POSTCODE WC1N 2PH
TELEPHONE 01-405 1223
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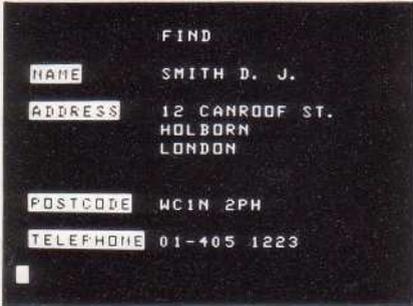
ADDRESS BOOK

Allows a file of up to 100 names, addresses, post codes, and telephone numbers to be built up and searched in a fast and convenient way. Options are selected from menus displayed by the program, and it allows all the entries to be printed out for mailing lists, etc.
Program 5K, graphics 6K.


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 THURSDAY 15  OCTOBER  1981
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1    ◆   JANICE'S BIRTHDAY

2 10.15 DENTAL APPOINTMENT
3 12.05 RECORD MUSIC - RADIO 3
4 13.15 LUNCH - B. CLARK
5 16.00 SQUASH MATCH
6 19.00 DINNER - J. JONES


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ANY CHANGE(I/D,F/B)?
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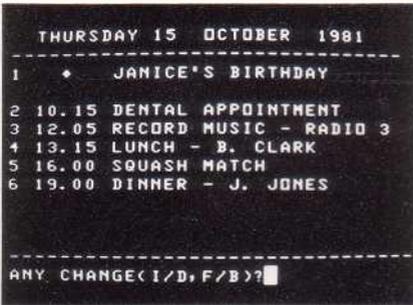
PLANNER

Works just like a written diary with many automatic features, and space for up to 300 entries. Three types of entries can be made: appointments, at a specified time-of-day; permanent entries, such as birthdays and holidays, which automatically get carried through to subsequent years; and exclusive entries, for trips and holidays, which prevent further appointments to be made on that day. Program 5K, graphics 6K.

ATOM DATABASE

The ATOM DATABASE is a very versatile and efficient cassette or disk based database system. Possible applications include:

Keeping a personal telephone directory
Recording the stock of a wine cellar
Storing data on the chemical elements
Organising census data

The information can be typed in and edited just like a BASIC program, making it very easy to create and edit databases. The format of the database is chosen by the user, and consists of any number of named fields of specified width. The program includes commands to list subsets of the database, and output the database to a printer with full control over the output format.

Subsets of the database are selected with a versatile testing command, allowing searches for equality, substrings, and alphabetical inequalities. The data can be sorted into alphabetical order of any field, and will sort 100 records in under 20 seconds.

The ATOM DATABASE comes complete with a 16-page booklet giving full instructions, and a sample application.

Database Commands:

Give all values taken by field, edit database, leave program, list fieldnames, execute search, specify fields to be printed, switch printer on/off, renumber database, reset, specify search, sort database on any field, print current test, discard sort.

Test options:

AND, OR,), (,)=, (=, =, SUB, NSUB

Program 5K, graphics 1K.

UTILITY PACK 1

DISASSEMBLER
A versatile disassembler which can list machine code in standard ATOM assembler form, or store the assembler text into memory so that it can be edited and re-assembled with any starting address. Graphics **2K.**

FAST COS
Speeds up program saving by modifying the ATOM's standard cassette-interface routines to operate at 1200 baud, or 4 times the standard speed. Program 1K.

RENUMBER
A fast renumber for BASIC or assembler programs, which gives a display of the line numbers for labelled lines Program 1K.

SOFT VDU
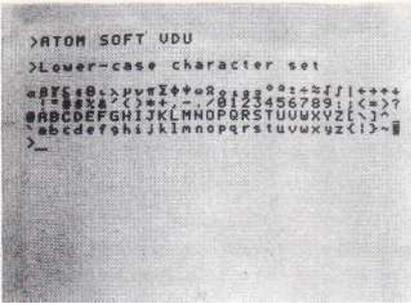
SOFT VDU

The soft VDU replaces the normal ATOM VDU, but provides 128 characters including upper and lower-case letters, and mathematical symbols. The characters can be mixed with high-resolution graphics, and the DESIGN program allows new characters, such as foreign letters, to be designed and added to the character set. Program 1.5K, graphics 6K.

PEEKO - COMPUTER
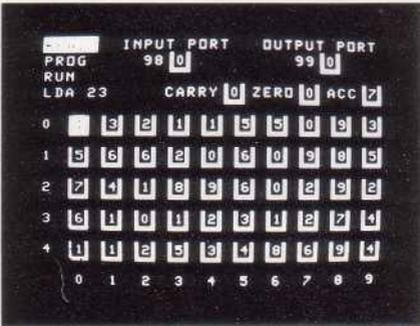
The PEEKO-Computer simulates the operation of a simplified microcomputer in order to teach the fundamentals of machine-code programming. The PEEKO-Computer has ten easily-learned instructions, and the display gives a visual analogy of the operation of a real microcomputer. Programs can be entered, single-stepped, or run, with the memory and register contents being displayed at every step. To aid comprehension each instruction mnemonic is displayed as it is encountered.

The PEEKO-Computer comes complete with a 16-page instruction manual which contains examples to teach:

The concepts of instructions and data
Loads and stores
Jumps, with conditions
Addition, and the carry flag
Multi-byte arithmetic
Iteration

The instruction set can be extended to include subtraction and indirect-addressing instructions, and using the extended instruction set there are examples to demonstrate:

Multi-byte subtraction
Addressing of tables of data
Multiplication and division by repeated addition and subtraction
Factorization

The cassette includes three demonstration PEEKO-Computer programs. Program 5K, graphics 1K.

MATHS PACK II
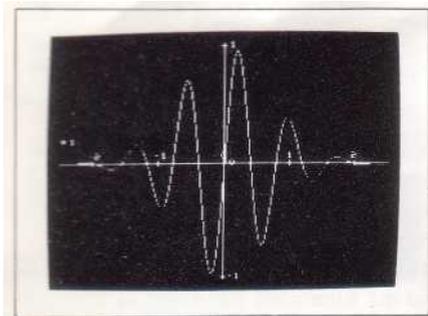
PLOT
A versatile graph-plotting package for use in research, accounting, schools, and mathematics, or simply for amusement. Will draw a graph of a specified function, with automatic scaling if required, or a plot of coordinate data, connected by line segments or a smooth curve; a regression line can be fitted to data. Annotated axes are drawn if required. Program 5K, graphics 6K.

SIMULTANEOUS
Solves a set of simultaneous equations, with integer or real coefficients, by the rapid Gaussian-elimination technique. Program 2K, graphics 1/2K.

REGRESSION
Calculates the best-fitting straight line to a specified set of data points, gives the equation of the line, and the correlation coefficient of the fit. Program

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MATHS PACK Picomath Algebraic Manipulation Package

The Picomath suite of programs will perform a wide range of algebraic manipulations, and expressions can be symbolically differentiated or integrated.

POLYNOM can expand and simplify, differentiate, or integrate, a polynomial expression such as:

$$(2x - y).(x + y)^2 - (28z - 1)^2$$

into the equivalent polynomial:

$$2x^3 + 3x^2y - y^3 - 784z^2 + 56z - 1$$

RATIONAL can expand and simplify an expression such as:

$$1 + \frac{1}{x-1} - \frac{1}{x-1} + \frac{2x}{x^2-1}$$

into the equivalent ratio of two polynomials, reduced to lowest terms:

$$\frac{x + 1}{x - 1}$$

TR IGONOM can expand and simplify, differentiate, or integrate, a trigonometric expression such as:

$$\frac{1 + \tan^2x}{1 + \cot^2x}$$

into the equivalent standard form:

$$\sec^2x - 1$$

FOURIER can perform trigonometric transformations into a linear combination of sines and cosines of integer multiples of x. For example:

will be transformed into:

$$64 \sin^4 x \cos^3 x$$

$$3 \cos x - 3 \cos (3x) - \cos (5x) + \cos (7x)$$

Memory requirements: Programs 5K, graphics 1/2K, need floating-point.

ATOM WORD TUTOR
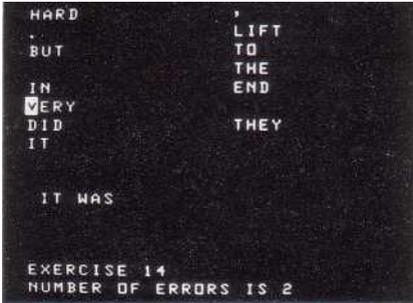
SENTENCES

ATOM WORD TUTOR consists of three versatile programs designed to aid the development of language abilities in children of primary school age. Each program is supplied with a sample database that provides the material for a full set of exercises, and the supervisor can enter further teaching material and build up libraries of databases on cassette. A simple, clear cursor method allows the pupil to answer the problems without typing. The names and scores of up to 16 pupils are recorded and can be viewed by the supervisor. Programs 5K, graphics 6K.

PAIRS
Words are presented with pairs of letters replaced by blanks. The pupil can choose from up to four possible pairs, only one of which completes each word.

RELATIONS
One of each pair of related words is displayed along with a linking phrase. The phrase is completed by adding the second word of the pair, selected from the list on the screen.

SENTENCES
Each exercise shows a sentence with the words and punctuation marks randomly rearranged. The pupil must reconstruct the original sentence by selecting the items in the correct order.

GAMES PACK 1
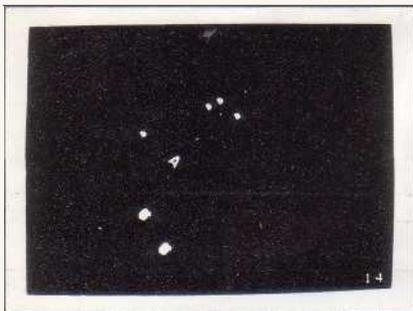
ASTEROIDS

Your spaceship is encountering an asteroid storm; you must shoot the asteroids before they collide with your ship; but beware that large asteroids will break into smaller asteroids when hit. As in the popular pub version the game keeps a ladder of the ten best scores, together with the names of the scorers. Program 4K, graphics 6K.
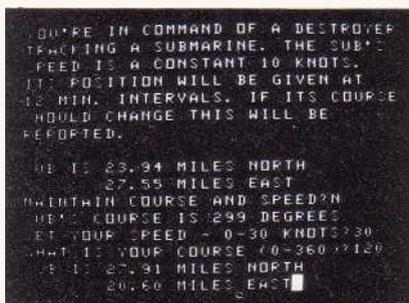
SUB HUNT

You are in command of a destroyer tracking a submarine; knowing the submarine's course and position you must choose your course and speed to catch it. Program 1K, graphics $^{1}/2$K, needs floating-point.
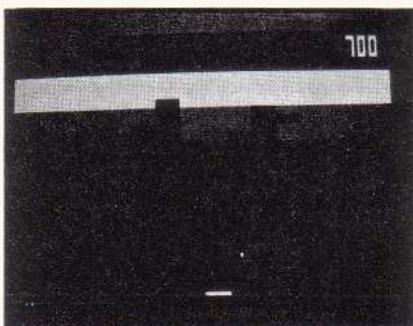
BREAKOUT

Breakout is a version of the popular pub game in which you score points for knocking bricks from a wall. Balls can get trapped behind the wall and knock out a great many bricks. To add to the skill the balls undergo two changes of angle and speed, and when hitting a ball two angles of reflection are possible. The game keeps a record of the highest score. Program 3K, graphics 1-2K.

GAMES PACK 2
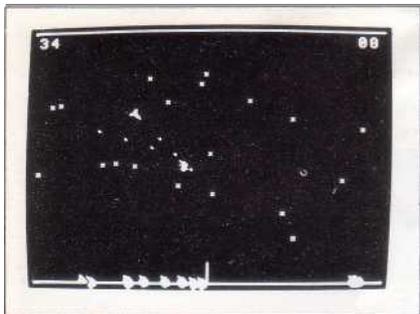
DOGFIGHT

A two-player game in which each player controls a plane from the keyboard, and tries to shoot down the opponent without crashing into the stars. Each player has control of the direction of flight, a fire button, and an accelerate control. Program 4K, graphics 6K.
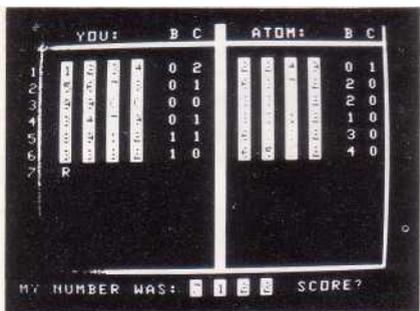

MASTERMIND

Guess the computer's code before the computer guesses yours; a test of logical deduction and reasoning. Program 3K, graphics 1/2K.
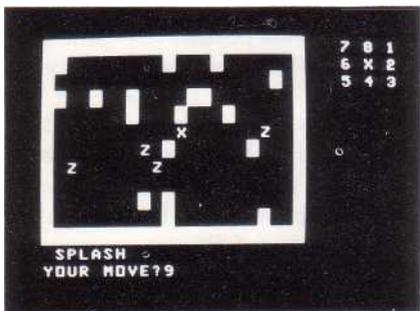
ZOMBIE

Your plane has gone out of control and you are plummeting into the unknown. You land on Zombie island; your only hope of survival is to lure all the zombies into the swamp. In desperation you can try a jump into hyper-space! Program 3K, graphics 1/2K.

GAMES PACK 3
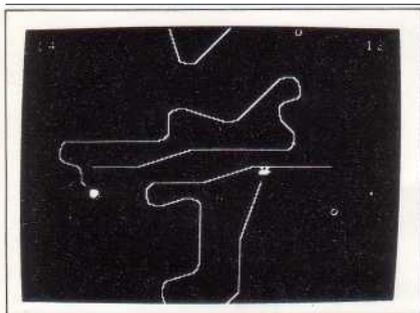
RAT TRAP

Move your rat without colliding with the trails left by either rat, and entangle your opponent before he entangles you! With high-speed action-replay feature. Program 4K, graphics 5K.
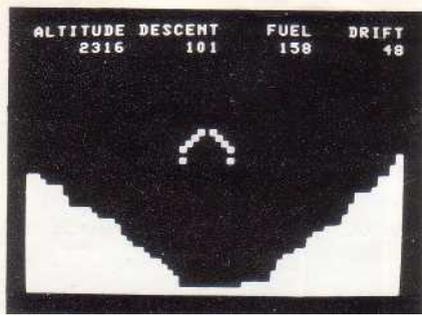
LUNAR LANDER

Land a spacecraft on a lunar crater; instrument panel gives readout of altitude, velocity, fuel remaining, and drift velocity, and provides control over thrust and drift. Program 1K, graphics 1/2K.
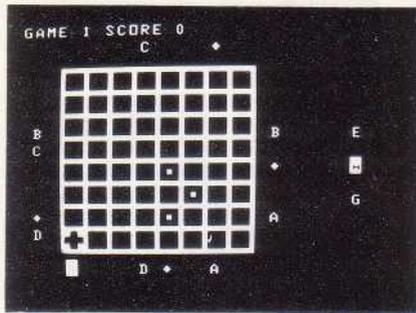

BLACK BOX

Deduce the position of four invisible objects in the Black Box by firing rays at them and observing how they are reflected or absorbed. Program 3K, graphics ½K.

GAMES PACK 4
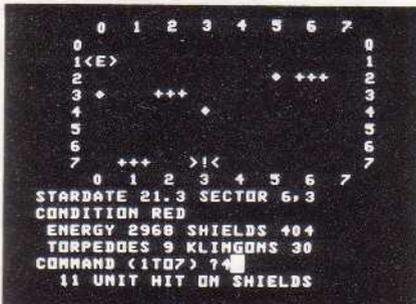
STAR TREK

A full implementation of the now classic computer game in which you must rid the universe of Klingons. With short and long-range scans, galactic map, phasers, photon torpedoes, shields, etc. Program 5K, graphics 1K.
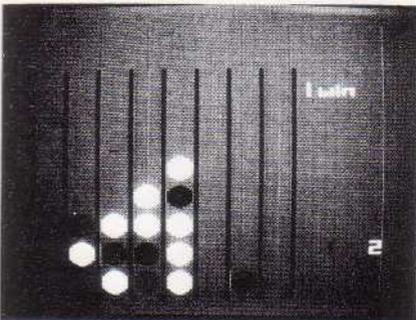
FOUR ROW

You and the computer take turns in placing marbles on the board, and the first to get a line of four marbles horizontally, vertically, or diagonally, wins. Program 5K, graphics 6K.
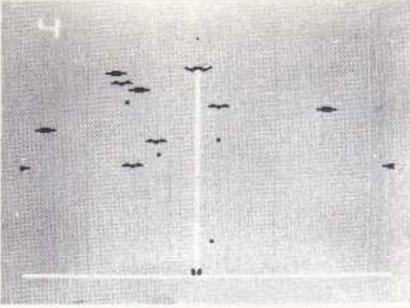
SPACE ATTACK

Earth is being invaded by hostile aliens; armed with a laser-gun you must repel the invasions and avoid being hit by the gunner ships. If you fail, the mother ship lands and the invaders take over. The game becomes progressively harder with each subsequent invasion; if you survive ten invasions the earth is saved! Program 3K, graphics 6K.

GAMES PACK 5
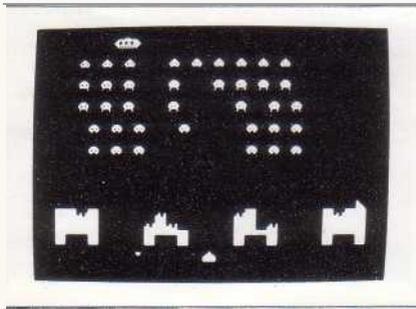
INVADERS

The most popular video game, with invaders, flying saucers, shelters, and full sound effects, now available for the ATOM. Program 5K, graphics 6K.
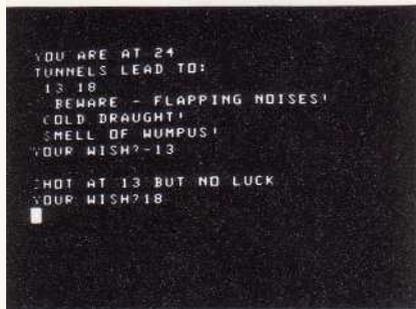
WUMPUS

You are wandering in a network of caves inhabited by the Wumpus. Discover where he lurks and shoot him before he eats you; the pits and bats don't make things any easier. Program 2K, graphics 1/2K.
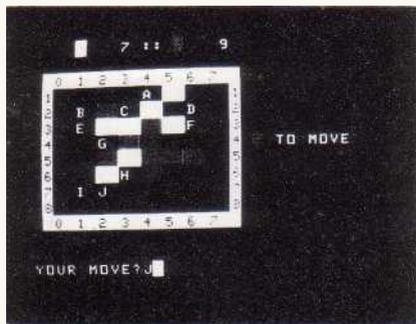
REVERS!

Reversi, also called Othello, is played with counters that are black on one side and white on the other; players take turns in placing and turning over counters, and the player with the most counters wins. Program 3K, graphics 1/2K.

GAMES PACK 6
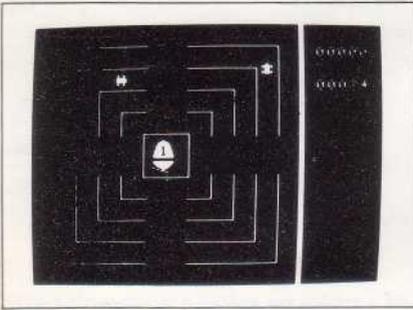
DODGEMS
Steer your car around the lanes, collecting points, but avoid the computer-controlled car which is programmed to collide with you. If you survive, the game gets faster. Program 4K, graphics 6K.
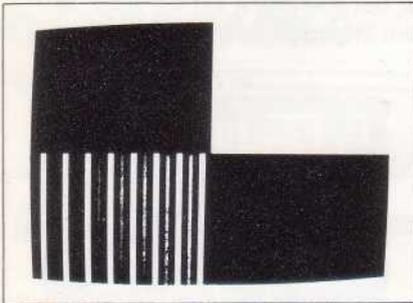
SIMON
Test your ability to remember a progressively longer sequence of lights and tones. With adjustable skill level. Program 2K, graphics 3K.
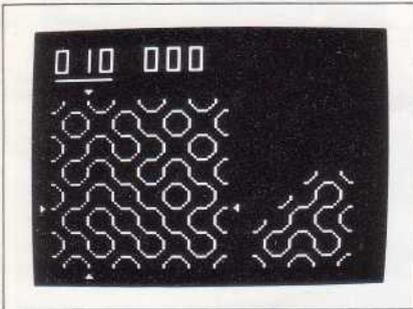

AMOEBA
Try and create the shapes devised by the computer; for up to 4 players. Program 3K, graphics 3K.

GAMES PACK 7
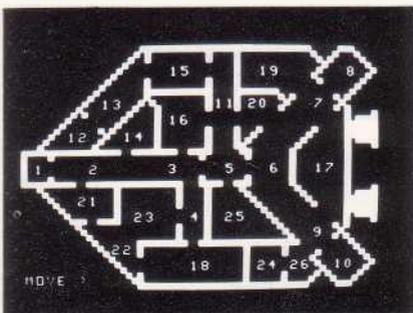
LIFE FORMS
Your computer has just informed you that an alien life-form has invaded your spacecraft; your only hope of survival is to discover a way of destroying the aliens with the weapons available on the ship. Program 5K, graphics 2K.
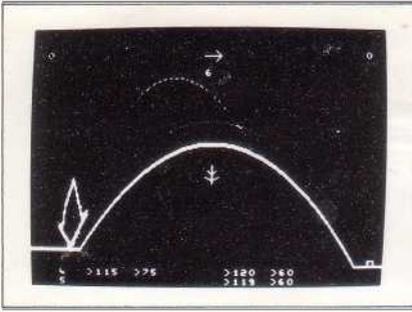
BALLISTICS

A two-player game in which you take turns in firing shells at the other player, taking into account the wind and shape of the hill. Program 3K, graphics 6K, needs floating-point.
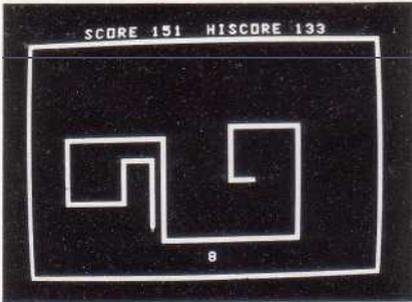

SNAKE

Grow yourself a snake by guiding it towards digits which it eats; but don't let it eat the walls, or itself. Program 2K, graphics 1/2K.

GAMES PACK 8
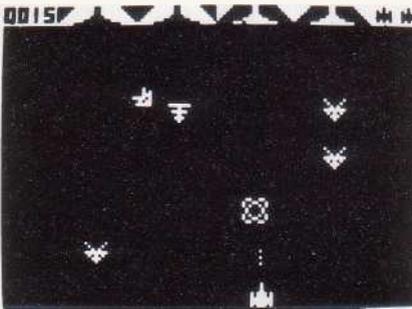
STARGATE

Protect your missile base against the waves of invading aliens who attack by warping through stargates, and aim for the highest score. A highspeed game with astonishing sound effects. Program 5K, graphics 2K.
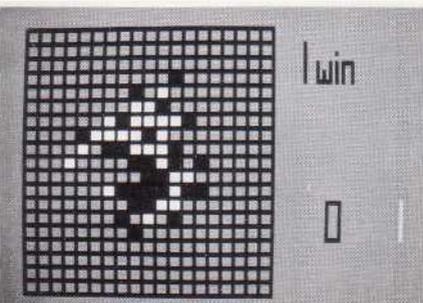
GO-MOKU

Play against the computer to get five counters in a line in this traditional Japanese game; with convenient cursor-entry of moves. Program 4K, graphics 6K.
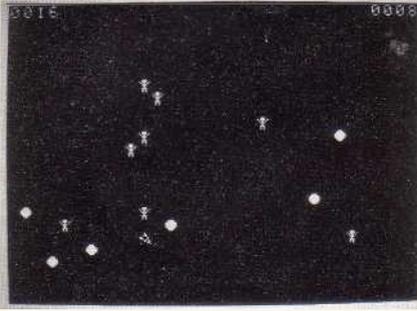
ROBOTS
Robots are following your car. Lure them into potholes, or be converted into scrap metal!
Program 4K, graphics 6K.

GAMES PACK 9
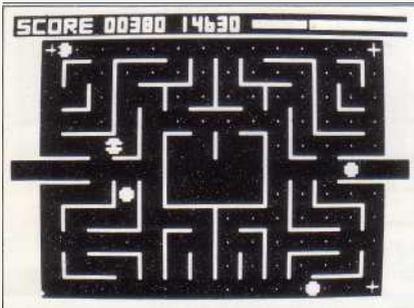
SNAPPER
Guide the Snapper through the maze eating dots and avoiding the creatures from the cave. Before you can eat them you must eat a cross to become invulnerable. Later screenfuls have different mazes and faster creatures. Program 5K, graphics 3K
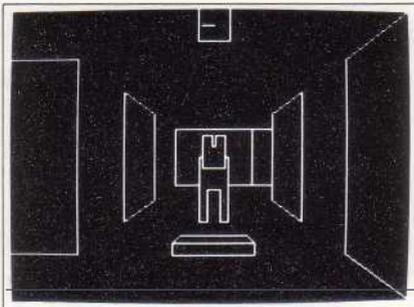
MINOTAUR
Wander in a three-dimensional labyrinth, and move the five gold bars from their treasure chests to the safe without being eaten by the hungry Minotaur. The audio minotaur detector warns you when he is nearby, and a map, compass, and marker crosses help you find your way through the passages of the labyrinth. Program 5K, graphics 6K
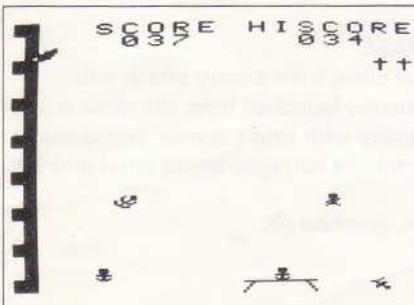

BABIES
Use the trampoline to rescue babies that are falling from a burning building, by bouncing them to the safety of the right-hand side of the screen.
Program, 5K, graphics 3K.

GAMES PACK 10
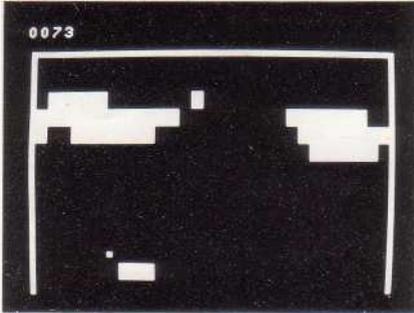
BREAKOUT
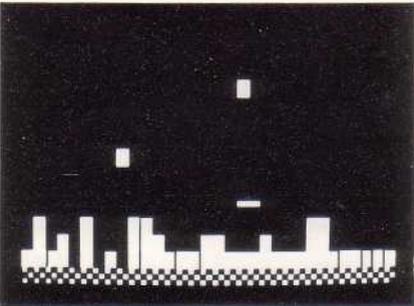
HECTIC
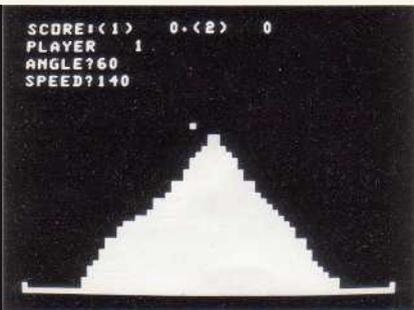
BOMBS-AWAY

Ten Games for the Minimum ATOM

This pack includes video games such as Breakout and Squash, games of deduction such as Mastermind, and simulations such as Ski-Run and Track, all of which will run on an 8+2K ATOM.

BREAKOUT — Knock bricks from a wall and beat the high score.

HECTIC — Catch the blocks falling from the sky before they block your way.

MASTERMIND — Guess the computer's code in less than ten attempts.

SKI-RUN — Ski down a mountain, avoiding the trees, to the safety of a hut.

SNAKE — Guide your snake to feed it on digits, but avoid bumping into the edge!

TRACK — Drive along a race-track, avoiding the oncoming traffic.

SIMON — Test your memory with a series of letters provided by the computer.

SQUASH — Keep 15 balls in play in the squash court.

MOON — Land your module on the surface of the moon, controlling thrust and with a readout of height, velocity, and acceleration.

**BOMBS-AWAY —** Two players fire at each-other across a mountain.

GAMES PACK 11
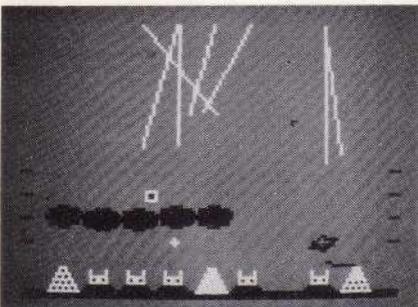
MISSILE BASE

Defend your cities from enemy attack with intercept missiles launched from the three ground bases. Complete with smart bombs, propagating explosions, missile barrages, bonus cities and full scoring.

Program 5K, graphics 6K.
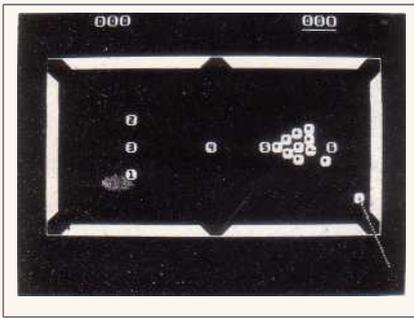
SNOOKER
ATOM SNOOKER is a fast real-time simulation of this skillful game for two players, with automatic scoring and direct control of angle and speed of shot.
Program 5K, graphics 6K.
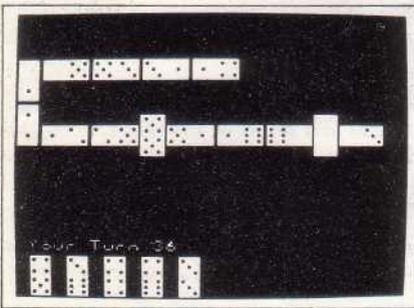
DOMINOES
A graphics version of the traditional pub game for one player against the computer.
Program 5K, graphics 6K.

ATOM ADVENTURES

DUNGEON
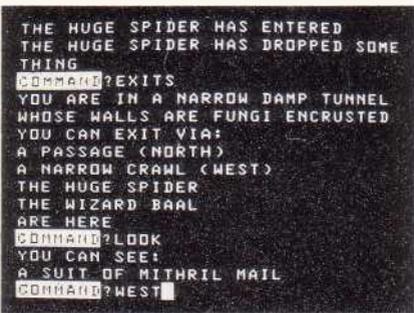
The ATOM ADVENTURES let you explore a fantasy world, with descriptions of the places you visit, the characters you encounter, and the objects you find in your quest for treasure. The pack consists of an Adventure program, and three different Adventure games:

DUNGEON
Search for treasure in a maze of interconnected caverns, tunnels, and caves, inhabited by friendly and unfriendly monsters. Win by finding treasure, and taking it to the Throne Room.

HOUSE
You start on the doorstep of a haunted house, in whose rooms lurk the ghosts of some familiar people. Find treasure and take it to the Grand Banqueting Hall to win the game. INTERGALACTIC
You play the part of an intergalactic traveller in this mind-bogglingly wierd trip from Earth to the most distant parts of the galaxy. To win you must survive battles against the inhabitants of alien planets, and return home with treasure.
Program 5K, graphics 5K.

ATOM CHESS
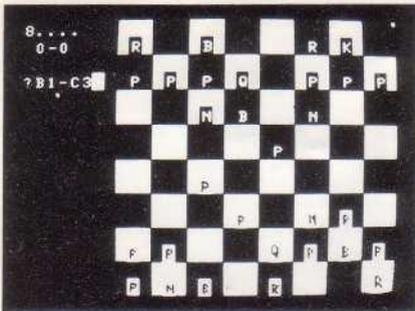
ATOM CHESS is a complete chess-playing program, with the following features:

• 6 levels of play, giving novice to professional standards.

• Computer moves in 2 seconds at the lowest level.

• Board display with coordinate entry of moves, and rejection of illegal moves.

• Computer and human castling (0-0 and 0-0-0).

• En-passant captures allowed, and played by computer.

• Up to 127 moves each side are stored, and can be replayed from any point in the game.

• A game can be restarted at any earlier point.

Program 5K, graphics 6K.

QTY	ITEM	PRICE	PRICE P&P & VAT	TOTALS
	Introductory Package (4 Cassettes + booklet)	20.00	23.00	
	Word Pack ROM (includes manual)	26.00	29.90	
	ATOM FORTH	10.00	11.50	
	FORTH Theory and Practice	6.00	6.00	
	ATOM Business Cassette	7.50	8.63	
	ATOM Business Book	6.95	6.95	
	ATOM SYNTHESISER	10.00	11.50	
	ATOM LIFE PACKAGE	10.00	11.50	
	ATOM Desk Diary	10.00	11.50	
	ATOM Database (includes manual)	10.00	11.50	
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	Soft VDU	10.00	11.50	
	Peeko-Computer (includes manual)	10.00	11.50	
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	Maths Pack 2 (MP2) Algebraic manipulation programs	10.00	11.50	
	ATOM Word Tutor	10.00	11.50	
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	ATOM Adventures Dungeon, House, Intergalactic	10.00	11.50	
	ATOM CHESS	10.00	11.50	
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