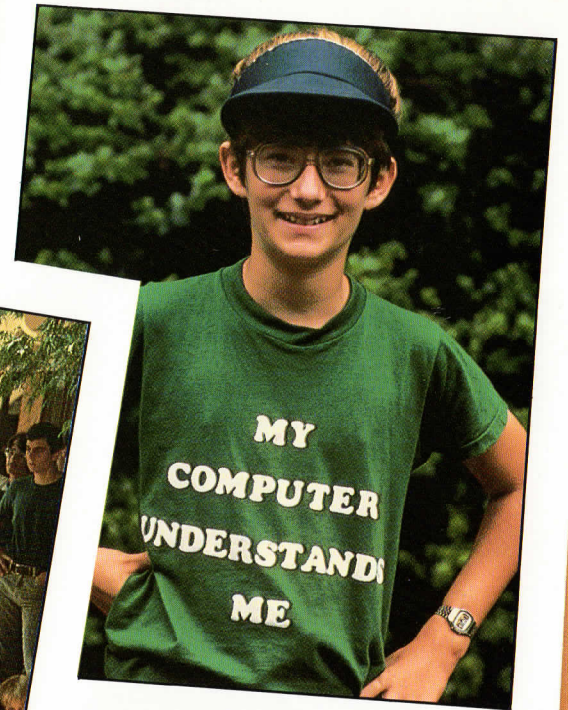
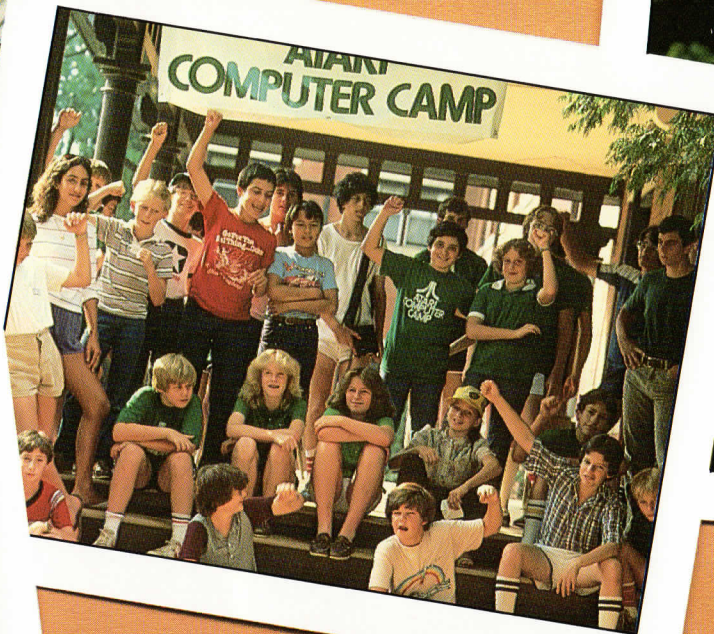
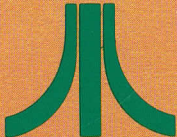


The Camp Experience That Lasts a Lifetime.




ATARI[®]
COMPUTER CAMPS

Atari Computer Camps- Learning and Laughing

Atari Computer Camps are an exceptional summer experience. From 2 through 8 weeks, 10-16 year olds can escape the pressures of cities and schools and enjoy all the wonderful, traditional summer camp activities like swimming, arts & crafts, and campfires.

But Atari Computer Camps are more. Most importantly, they're informal learning environments where

exciting and fun they can be. Those with more experience will get advanced instruction in areas that interest them and in topics they haven't even considered.

Learning about computers and life, laughing with old friends and new ones—that's what Atari Computer Camps are really all about.

Preparing For The Computer Age

The computer age is upon us. Every day computers touch a new part of our lives: from business to grocery stores, our cars, even our museums. Home computers help us by doing everything from managing mundane day-to-day chores to

helping us discover new ideas. In the future, the reach of computers will only be limited by our imagination to use this technology to help solve complex human problems. As the significance of computers continues to grow, computer knowledgeable people will have at their disposal a powerful tool—one that will serve them the rest of their lives.

Why Atari Computer Camps?

In the tradition of Atari excellence, a team of camping and computer experts were brought together and created a very special program.

Through a curriculum that



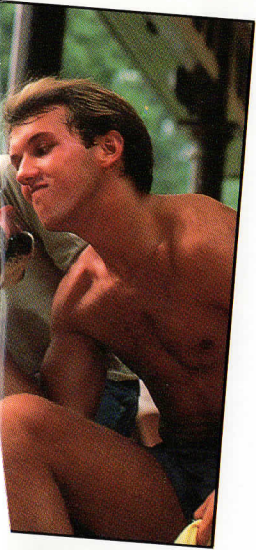
young people can develop a wide variety of computer and problem-solving skills while having fun.

And it doesn't matter how much computer experience a camper has. Young people new to computers will learn how to make computers work and just how challenging,



has been designed by individuals at the forefront of computer literacy, Atari campers are exposed to state-of-the-art computer technology on state-of-the-art equipment. In addition to extensive use of distinguished outside consultants, Atari has a full-time team of professionals in computers and education dedicated to Atari Computer Camps. The traditional part of the camping program was developed by members of the American Camping Association who have operated sleepaway camps for over twenty-five years.

Beautiful Locations All Across The Country



Welcome! Blue sky, fresh air, grassy playing fields, tennis courts, computer classrooms, crystal clear swimming pools. Along with these features, another advantage of Atari Computer Camps is the choice of

camp locations offered throughout the country—from the majestic Pacific to the charm of the New England countryside.

Each site is on a school campus, chosen for its beautiful setting, comfortable housing, range of facilities, and accessibility. Each Atari Computer Camp features extensive computer equipment and peripherals, plus a library with over 100 Atari software titles. A book library, ranging from science fiction and fantasy to manuals and workbooks, is also available at each camp site.

The Housing The housing is comfortable, uncrowded, and meets Atari's high standards of quality. In a dormitory setting, boys and girls are housed separately under the supervision of a mature and dedicated counseling staff.

The Food Nutritious and well-

balanced, all meals are prepared by chefs and bakers in modern facilities. Delicious multi-course meals are served buffet style, and campers can eat as much as they want. Mealtime is one of the special times when campers and staff can get together and talk about the day's activities.

The Staff Each camp is headed by a Director who is an educator with many years of camping experience. An Assistant Director shares the

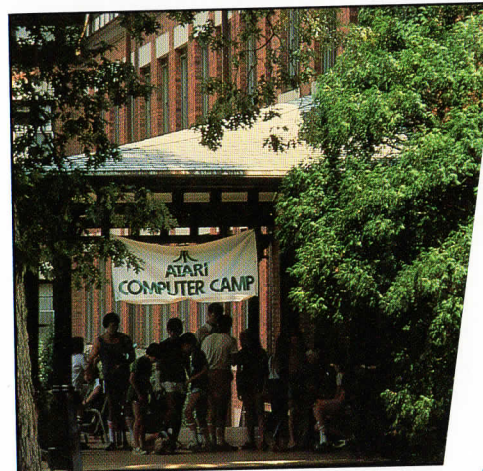


administrative responsibilities.

Overseeing the computer program is the Director of Computer Instruction, who has years of experience in computer programming and teaching.

Each computer class is headed by a professional Computer Science Teacher, aided by one or two Teaching Assistants. Teaching Assistants are college students majoring in computer science. In addition, each site has an on-site computer expert to instruct advanced campers and assist other campers with technical questions.

General Counselors are chosen for their camping experience and most importantly, their concern and affection for young people. Counselors live with campers on a 24-hour basis.



Atari Computer Camps also have Specialty Counselors who are all experts in their fields. The swimming specialists are certified by the American Red Cross as Water Safety Instructors. Other specialists include a Sports Director, Tennis Pro, Drama and Arts & Crafts Instructors.*

*For a complete list of all the special activities offered at each camp, please see the Location Brochure.

"I loved it. You learn a lot and have lots of fun while doing it. I made lots of friends. The friends I made I still keep in touch with. It was a great experience."

Sarah Cohen, age 13



A Computer Curriculum Designed

Atari Computer Camps provide a unique opportunity for young people to learn in a nonthreatening, comfortable environment. The curriculum is designed to address the needs of campers according to age as well as experience. The program, structured to instill a sense of self confidence and control of the computer, allows campers to progress at a pace that reflects their mastery of the material. This philosophy gives youngsters an opportunity to maximize their summer learning experience.

Using ATARI Home Computers in a hands-on environment, campers learn practical specifics as well as conceptual principles. Every camper is taught how to use powerful

software, like a word processor, electronic worksheet, file manager, and a mailing list program. Depending on their level of computer literacy and length of stay, campers are exposed to the specifics of PILOT and BASIC, two of the most popular programming languages in use today. Since computer science is such a fast-changing field, campers will develop skills that can be generalized to other programming languages they will encounter later on. Most significantly, youngsters will learn and sharpen programming skills, discovering that the computer is a tool that will serve them the rest of their lives.

Atari Computer Camps have a flexible program which can meet the needs of campers who come with different amounts of experience. Each youngster will be evaluated to determine his or her level of computer literacy and placed in the appropriate class.

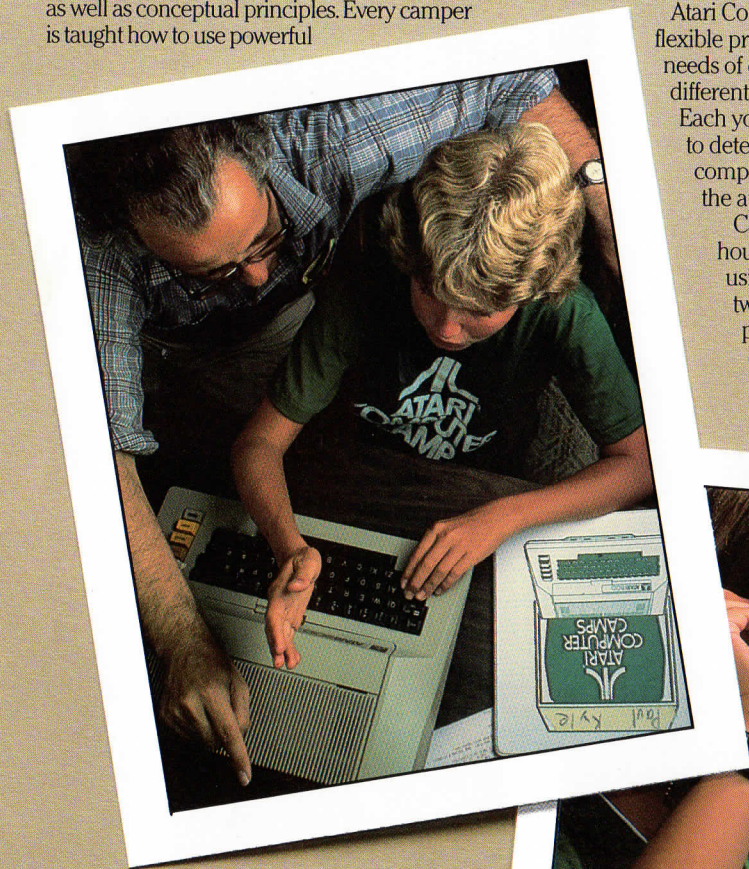
Campers can spend at least 4 hours per day, 6 days a week using computers. There are two daily instruction periods, plus individual hands-on computer time where

campers can work on projects and explore the extensive software library.

For the Beginner. For campers who have never touched a computer before, or who have limited exposure to computers, the Atari curriculum provides a solid foundation to build upon. All beginning youngsters start with a computer readiness module which teaches them to use existing software, including a painting program, a music program, a word processor, an adventure game, a data management program and an ecology simulation. Using the language PILOT, they are exposed to fundamental programming concepts through applications in graphics and sound. Working directly on the computer, they are encouraged to interact with a partner and are given free time to experiment independently. Beginners who stay beyond two weeks will be able to explore other topics. Depending on their readiness level, they may learn the fundamentals of

BASIC, or tackle an intermediate-level project. **For the Intermediate.** Youngsters with some prior exposure to computers will discover new challenges during their summer at Atari Computer Camps. Working in BASIC or PILOT, these campers are exposed to powerful programming tools and concepts. Depending on the intermediate camper's progress and length of stay, some of the topic areas covered include four color graphics, programming the use of joysticks, character graphics, animation, creating sound effects and music. In class, campers work hands-on with the latest ATARI Home Computers. Free time allows intermediate campers the opportunity to develop their skills and explore new ideas on their own. Like beginners, intermediates are exposed to the use and function of a wide range of software.

For the Advanced. Advanced campers participate in an independent study program. They are supervised by an instructor who carefully monitors their progress to ensure that they have achieved a degree of proficiency before proceeding to more powerful concepts. Last summer, advanced students' projects included an airline reservation system, adventure games,



For Everyone

file management programs, data management programs and various games complete with sound and graphics. While the advanced course of study varies according to the needs and interests of the individual, most advanced campers work in BASIC. Some, depending on their degree of proficiency, will gain exposure to features such as Player-Missile Graphics, custom display lists, or will be able to explore machine architecture and ATARI 6502 Assembly Language. Other languages such as Pascal, LISP, and Forth are available for campers to explore on their own. Advanced youngsters also receive instruction on how to prepare a program for submission to the ATARI Program Exchange.

For Everyone: computer libraries, lectures, films and some extras. In addition to computer instruction, Atari Computer Camps offer lots of computer-related extras. Campers have access to over 100 software titles, plus an extensive library of books on computer-related subjects. They have the

opportunity to work with a robot "turtle" and use a voice synthesizer. Each site features different speakers on computer topics. Last year's speaker list included Dr. Alan Kay, Atari's Chief Scientist, a guest from Information International (who worked on the film TRON), and representatives from Computer Creations (a company specializing in computer graphics).

At the end of the session, campers can take part in computer contests and earn awards. Each camper will receive a special certificate of course completion from the Director of the program.

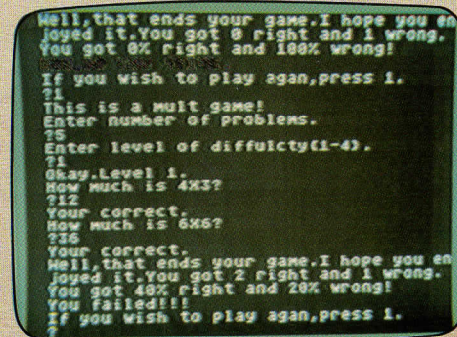
"They don't give you the answers, they make you discover them yourself. Which is nice, 'cause it's like you knew the answers all along."

Mike Bailey, age 14

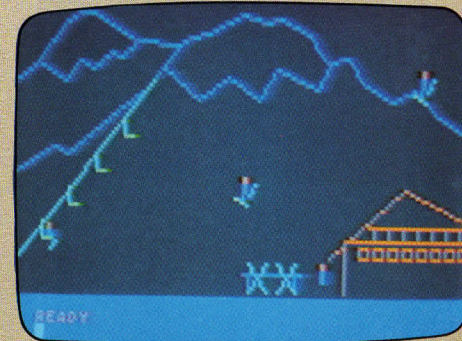


The programs shown here were all written and created by Atari Computer Campers.

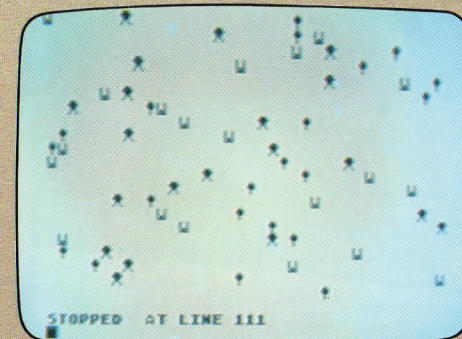
MULT: Created by a camper in East Stroudsburg, MULT challenges the user, at varying degrees of difficulty, to solve a number of multiplication problems. The program was carefully written to react to both correct and incorrect responses.



MOUNTAIN: The graphics capabilities of the ATARI 800™ computer were used by this camper from Asheville to create a picture with some supplemental text. The skills needed to create programs like this one are learned during the first few days of camp.



SKI: SKI is a remarkably creative project, incorporating such advanced programming techniques as animation controlled by joysticks, scrolling, and character graphics. The program allows the user to steer a skier down a slope while trying to avoid obstacles in a game format.



CHOPSTICKS: The major accomplishment of CHOPSTICKS is the tune it plays. Using the sound capabilities of the ATARI Computer, the programmer painstakingly defined each note, its loudness and duration, and the length of pauses between notes. Unfortunately, we can only share with you the graphic portion of the program.



Everything A Summer Camp Should Be

The computer curriculum is an important part of Atari Computer Camps, but it is by no means the only part. The following scheduled activities are also offered to provide every camper with a well-rounded summer camp experience.

Daytime

Team Sports Participation and fun are the goals of Atari Computer Camps' team sports program. Basketball, touch football, softball, volleyball and soccer are just a few of the activities planned.

Tennis Campers will learn from qualified tennis instructors on regulation courts. Classes are small to allow more personalized instruction.

Swimming Atari Computer Camps have selected sites with excellent facilities for swimming and other water sports. Swimming instruction, Red Cross Life Saving programs and free swim are all available for campers of every skill level.

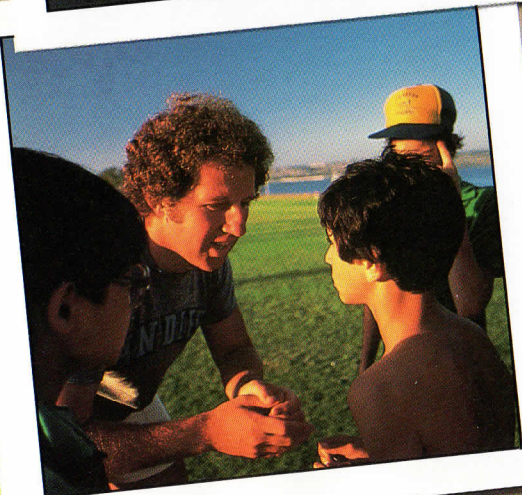
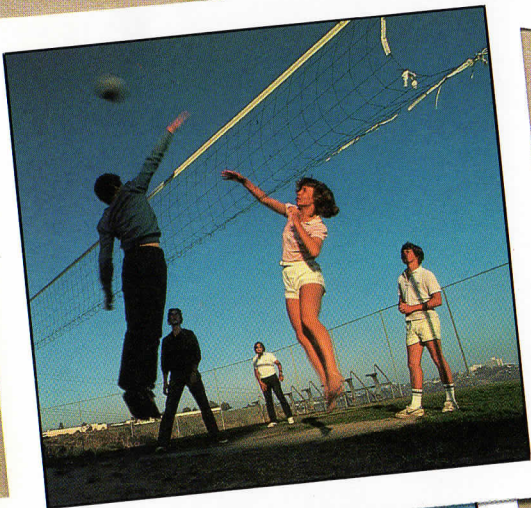
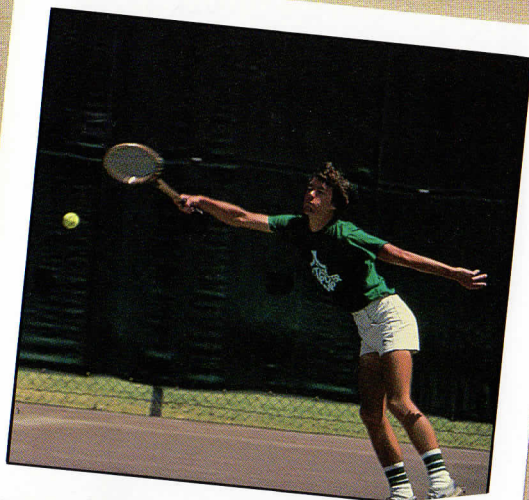
Aerobics By popular demand, an aerobic dance exercise program is offered at Atari Computer Camps. Qualified instructors have choreographed easy-to-learn routines intended to improve coordination and build stamina.

Arts & Crafts Creativity is the theme for Atari Computer Camps' arts & crafts program. Sculpture, ceramics, painting, sketching and weaving are only a sampling of the program's offerings.

Evening

Barbecues, campfires, drama, lectures, movies, rap sessions, scavenger hunts, indoor games, moonlight swims and sing-alongs are just some of the evening activities in store for campers.

Singing around the campfire, having fun with new friends... that's what summer camp is all about. At Atari Computer Camps, the evenings are as exciting and fun-filled as the days.



A Typical Day Isn't Typical At All

8 AM—Breakfast

"Go for it! You've got a full day ahead."



At Atari Computer Camps a typical day includes a wide range of exciting activities like computer instruction, sports, movies and adventure games. Here's what a typical day could be like.

10:30 AM—Choice of Scheduled Activities

"Tennis, arts & crafts, drama, dance, whatever. I love choices!"

12:00—Lunch "Mmm. At last."

1:00 PM—Free time

"Frisbee or computer free time?"

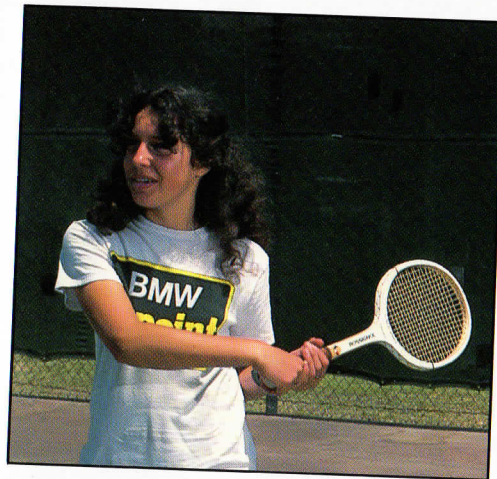
2:00 PM—

Computer Learning Time

"Now the computer does what I want it to!"

3:00 PM—Choice of Scheduled Activities

"How 'bout volleyball, aerobics or swimming?"



8:30 PM—Evening Activity

"After dinner there's still a lot to do."



10:00 PM—Lights Out—Except for the Senior Campers

"Tired? Not me...ZZZ, ZZZ, ZZZ."

("Seniors: Wanna stay up for more computer free time?")



4:30 PM—Quiet Time

"Dear Mom..."

6:00 PM—Dinner

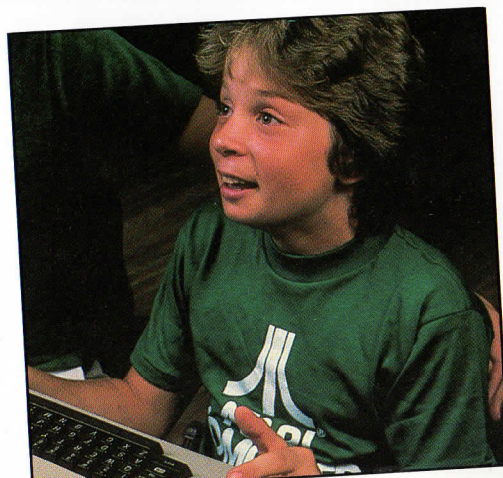
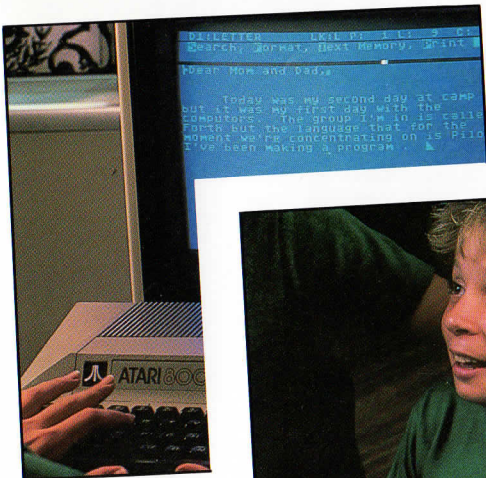
"Who's for seconds?"

7:00 PM—Computer Free Time

"I made a rocket move across the screen!"

9 AM—Computer Learning Time

"Once you get started, there's no stoppin' ya!"

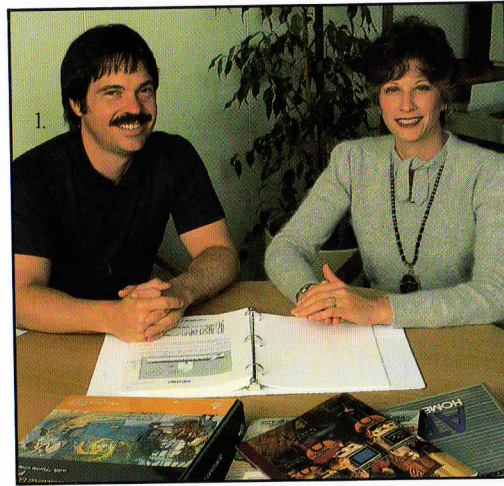


Meet The Atari Computer Camps Family

Atari has brought together an outstanding team of computer science professionals and professional camp directors to develop the curriculum and run the camps. These people are the founders of Atari Computer Camps.

1. ALAN KAY—Vice President, Chief Scientist, Atari Inc. Dr. Alan Kay, who holds a Ph.D. in Computer Science, is one of the most respected people in the field of personal computers in the United States. He co-designed one of the first personal computers and was the initial designer of Smalltalk, a programming language for the non-programmer. Alan has participated in many aspects of the Atari Computer Camps curriculum development.

2. LINDA GORDON—Executive Director, Atari Computer Camps, Vice President—Special Projects, Atari Inc. As head of Special Projects for Atari's Corporate Division, Linda is one of the prime motivating forces behind Atari Computer Camps. She



4. PATRICIA TUBBS—Educational Consultant, Atari Inc. A member of the Executive Committee of Computer-Using Educators, Pat has extensive experience teaching people of all ages about computers. Pat's contributions have been very important in developing the computer curriculum at Atari Computer Camps.

5. DAN SCHLIFTMAN—Executive Director, Atari Computer Camps. Director of Training for all Atari Computer Camps personnel, Dan has spent his entire life involved with camps in every leadership and administrative capacity. Dan holds a Masters Degree in Business Administration. As an Executive Director of

Atari Computer Camps, Dan lends his expertise to every aspect of camp operation.

6. ILLENE BERG—Camp Administration Coordinator, Atari Computer Camps. Illene holds a B.A. Degree from Finch College. She is involved in all aspects of planning the camping program for each camp location around the country. Illene works closely with each individual camp director and Executive Directors to ensure that all youngsters have a most meaningful camping experience.

7. MIKE SPARBER—Executive Director, Atari Computer Camps. A top camp professional with twenty-five years experience in camping administration, Mike has owned and directed his own successful camp as well as a nationwide network of top camps. He holds numerous degrees including a Masters Degree in Education and a Doctor of Laws. A certified teacher, parent of three children, and a computer enthusiast, Mike serves as an Executive Director of Atari Computer Camps.

8. ROBIN BERNHEIM—Business Manager, Atari Inc. Robin holds a Masters Degree in Business Administration from UCLA's Graduate

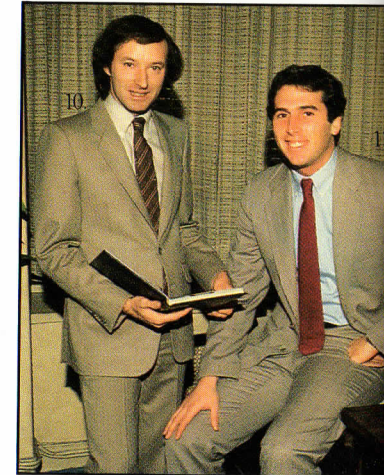
School of Management. She has worked with young people of all ages through Project Share, the Big Sister program, the Residential Education program at Stanford University, as well as in the classroom.

9. ROBERT KAHN—Director, Special Projects, Atari Inc. Bob has been directing and designing the Atari Computer Camps curriculum from the beginning. He holds a Masters Degree and has done doctoral work in Education and has worked with computers in



received a Masters Degree from the Harvard Graduate School of Business Administration and has worked in business as well as education.

3. WAYNE HARVEY—Software Consultant, Atari Inc. Dr. Wayne Harvey holds a Ph.D. in Science Education and a Masters Degree in Computer Science. He has taught at the University of California at Berkeley and has also been instrumental in the development of Atari Computer Camps' computer curriculum.



educational settings for the past sixteen years. He developed and directed the Computer Education Project at the University of California's Lawrence Hall of Science.

10. FLIP SHULMAN—Director, Personnel and Camper Records, Atari Computer Camps. Flip holds a Bachelors Degree in Business Administration from Hofstra University. He has been involved in camping all of his life. Flip currently directs the management and fiscal operation of Atari Computer Camps.

11. TONY "BIG T" SPARBER—Site Selection and Facility Director, Computer Camps. Tony possesses a Bachelors Degree in Business Administration from Adelphi University. He is a college varsity athlete. Tony coordinates site selection and athletic programs for all of our Atari Computer Camps. He also has been involved in camping all of his life.



Camp Equipment: Computers, Peripherals, Software

At Atari Computer Camps, campers will learn to use a full range of the very latest in ATARI equipment including the new ATARI 1200-XL. ATARI-compatible equipment and software will also be available. Computers, peripherals, software... ATARI equipment gives campers a new world to explore.

ATARI 1200-XL—Home Computer with 64K RAM capacity.

ATARI 800™ — Home Computer with 48K RAM capacity.

ATARI 400™—Home Computer with 16K RAM capacity.

ATARI 810™ DISK DRIVE

—A storage mechanism for storing programs on disks.

ATARI 1025™, 1020™, 825™ and 822™ PRINTERS—Campers will use the printers to print out listings of their programs to take home. Printers are also used at camp to print pictures, graphics, and documents composed on the word processor.

ATARI 830™ MODEM—Telephone communications device between computers. Modems are used at Atari Computer Camps to connect "electronic bulletin boards" so campers can send and receive messages between Atari camps.

ATARI PADDLES AND JOYSTICKS—Controllers used to move images around on the screen.

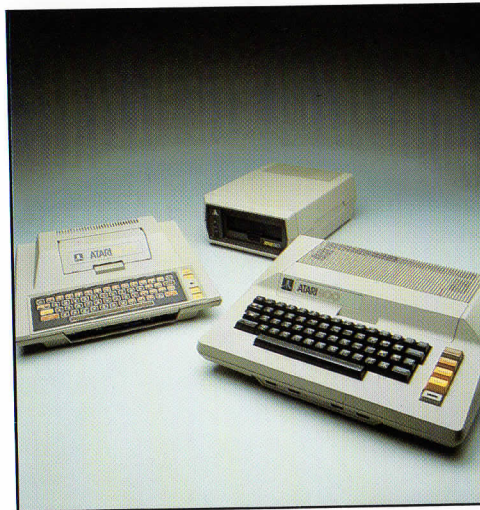
SPEECH SYNTHESIZER—Produces sound of human speech.

GRAPHICS TABLET—A tool to make graphics easier. Graphics tablet places graphic images on the video monitor.

TERRAPIN TURTLE

—A small robot that looks like a turtle which campers will learn to control with the ATARI Home Computer.

LIBRARY—An extensive collection of books and magazines relating to ATARI Home Computers as well as science fiction, puzzle and game books and magazines.



SOFTWARE—A large library of ATARI and APX favorites and many other programs. Pictured and listed below are some of the more than one hundred titles available at each site:

Atari Computer Camps Are Just The Beginning

Atari Writer™
ATARI Pascal
Player Maker
Advanced Music
System
Starware
Defender!
Galahad and the
Holy Grail

The fun and learning don't have to end when the camp session does. Campers can remain involved with computers and Atari through APX, the ATARI Program Exchange. Atari created APX to distribute user-written software for ATARI.

Campers can submit programs they create to the Exchange and compete for prizes. Programs submitted which meet APX standards are listed in a quarterly catalog.

On-going involvement with each camper's progress will be maintained with a special toll-free number campers can call for help with their programs.

¹ Trademark of Williams Electronics, Inc.



Here's What People Are Saying About Atari Computer Camps

Evan Katz, age 13:

"The camp was very helpful educationally. It really broadened my mind in terms of computers. It gave me something to work with for the rest of my life, and I can't wait to go back next year."

Mike Bailey, age 14:

"My favorite thing was when they teach you something new on the computer, then they let you go."

Matthew Schwartz, age 11:

"Came not knowing anything, left knowing a lot."

Diana Barrows, age 16:

"It was a great experience. I made lots of new friends. It's an experience everyone should be able to take advantage of. It can open all sorts of new ideas and new doors."

Tori Penske, age 12:

"The Atari Computer Camp was even greater than my ideal camp. I learned BASIC and PILOT programming at a level I can understand."

Kenny Rosenberg, age 14:

The instructors and counselors were nice. I learned a lot about computers.

Phyllis Katz, parent of Evan Katz, age 13:

"It was a most positive experience for Evan and we are delighted with his interest in the computer field. He now has the ATARI 800.™ Evan is planning on returning to Atari next summer."

Samuel and Virginia Holloway, parents of Paul Holloway, age 13:

"We very much appreciate having the opportunity to have been able to send our son to such a camp as this. The knowledge and experience gained by him was outstanding and started him on a firm path toward future development. There is no question that he would have stayed all summer if it had been possible, and we would like to send him again...no question about it. The instructors were terrific, the location good, and the program excellent. Great work Atari..."

William and Patricia Kriz, parents of Kurt Kriz, age 15:

"Our son made many new friends. The counselors were great, and he wanted to stay another month when camp ended!"

Karen Thong, mother of Samuel Thong, age 14:

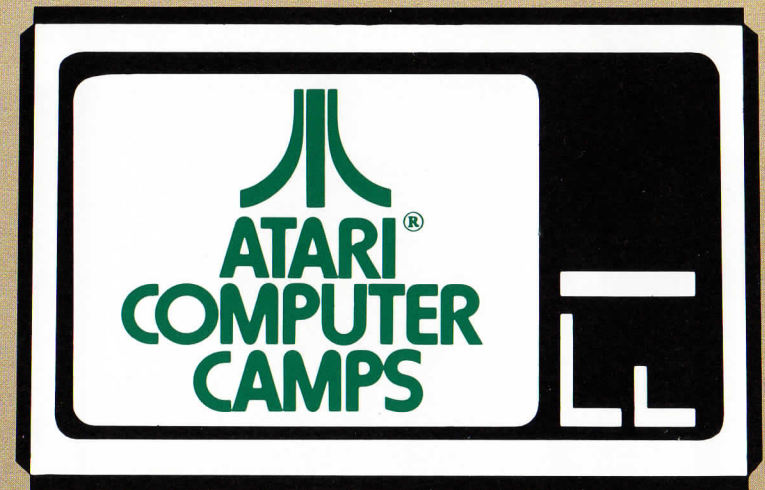
"It was very well staffed and equipped. It had excellent facilities and super boarding arrangements."

Atari Computer Camps in the News:

As part of its series on camps, the Today Show produced a segment on Camp Atari—Asheville in July, 1982.

Atari Computer Camps were highlighted in Newsweek's computer camp article in the July 19th issue.

Evening Magazine featured Camp Atari—Poconos on one of their shows last summer.



How To Get In On The Fun

By Mail...

Complete the application form and return it in the enclosed postage-free reply envelope with a deposit of \$100.00. The one hundred dollars may be paid by personal check or charged to Visa, MasterCard, American Express, or Diners Club.



By Phone...

You can also enroll by calling Mike Sparber, Dan Schliftman, Illene Berg, or any of the Atari Computer Camps Staff, toll-free: **800-847-4180**. Outside the U.S., or in New York State, call collect: 212-889-5200.

Office Hours...

Our office in New York is open fifty-two weeks a year from 9 a.m. to 10 p.m., seven days a week.

How to Lengthen Your Stay...

Many campers have chosen to extend their stay at camp. If you wish to do so, rates are listed on the application.

What to Pack...

Upon enrollment, a medical form, departure notice, clothing list, baggage shipment, visiting dates and times, and all other important information will be sent to help campers prepare for their stay. There is no camp uniform, and clothing is casual.

Transportation...

Campers are responsible for their transportation to and from camp. If campers fly to the airport nearest their chosen camp, transportation to and from the airport is provided at no extra cost.

Everyone Welcome...

Atari Computer Camps are non-sectarian. Services are provided for all faiths, and attendance is optional. All races, nationalities, and creeds are welcome.

Atari Computer Camps are centrally administered with the same standards of quality, staff, program, and training prevailing at all camps.

Atari Computer Camps are an equal opportunity employer.

Health Services...

Every camp has a full-time registered nurse on staff. A doctor is on twenty-four hour call, and a hospital is nearby.

Any Questions...

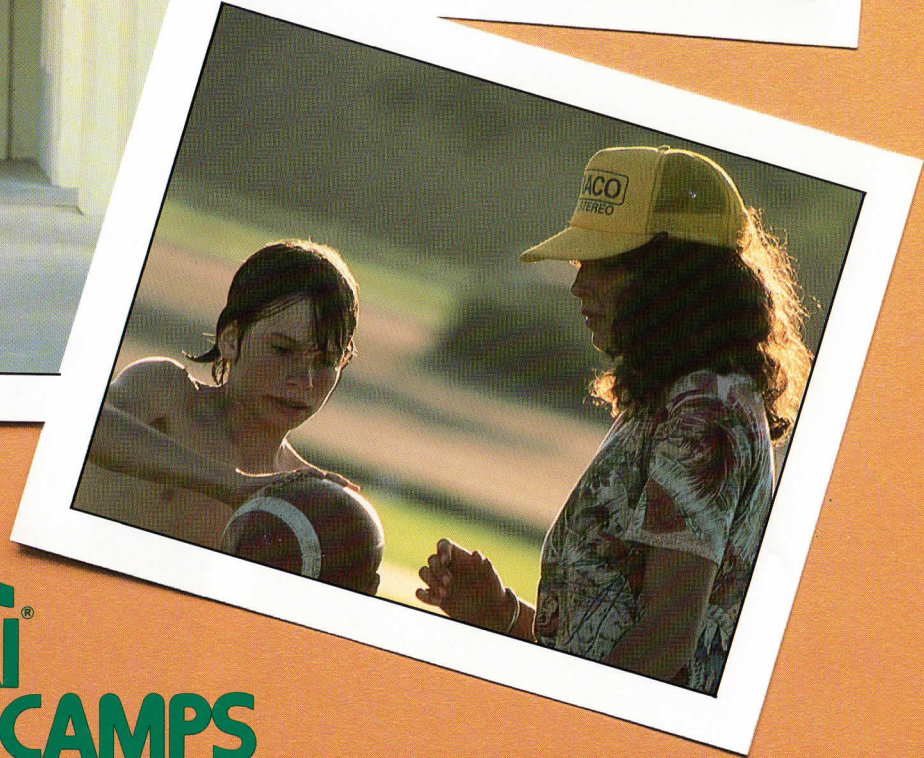
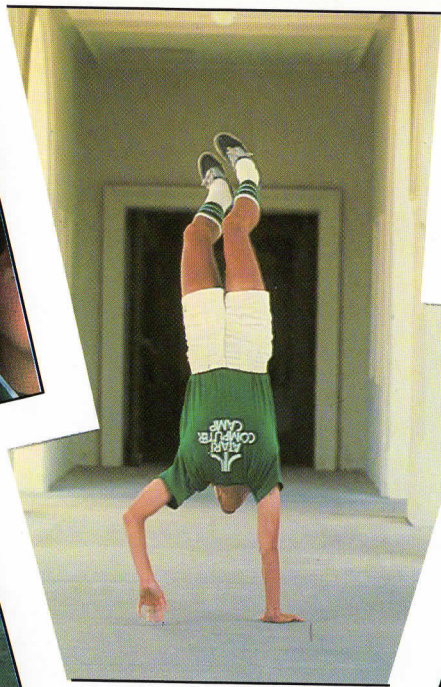
Because of the personalized nature of the camp environment and curriculum, enrollment is limited. See the enclosed application and location brochure for date of commencement, termination, and other specific site information.

If you have questions, feel free to call the toll-free numbers listed.

"By the time I get a job, everything will be done with computers. I might as well learn it now."

Sean Scott, age 14






ATARI[®]
COMPUTER CAMPS

40 East 34th Street, New York, NY 10016

800-847-4180

(New York State and Canada call collect 212-889-5200)