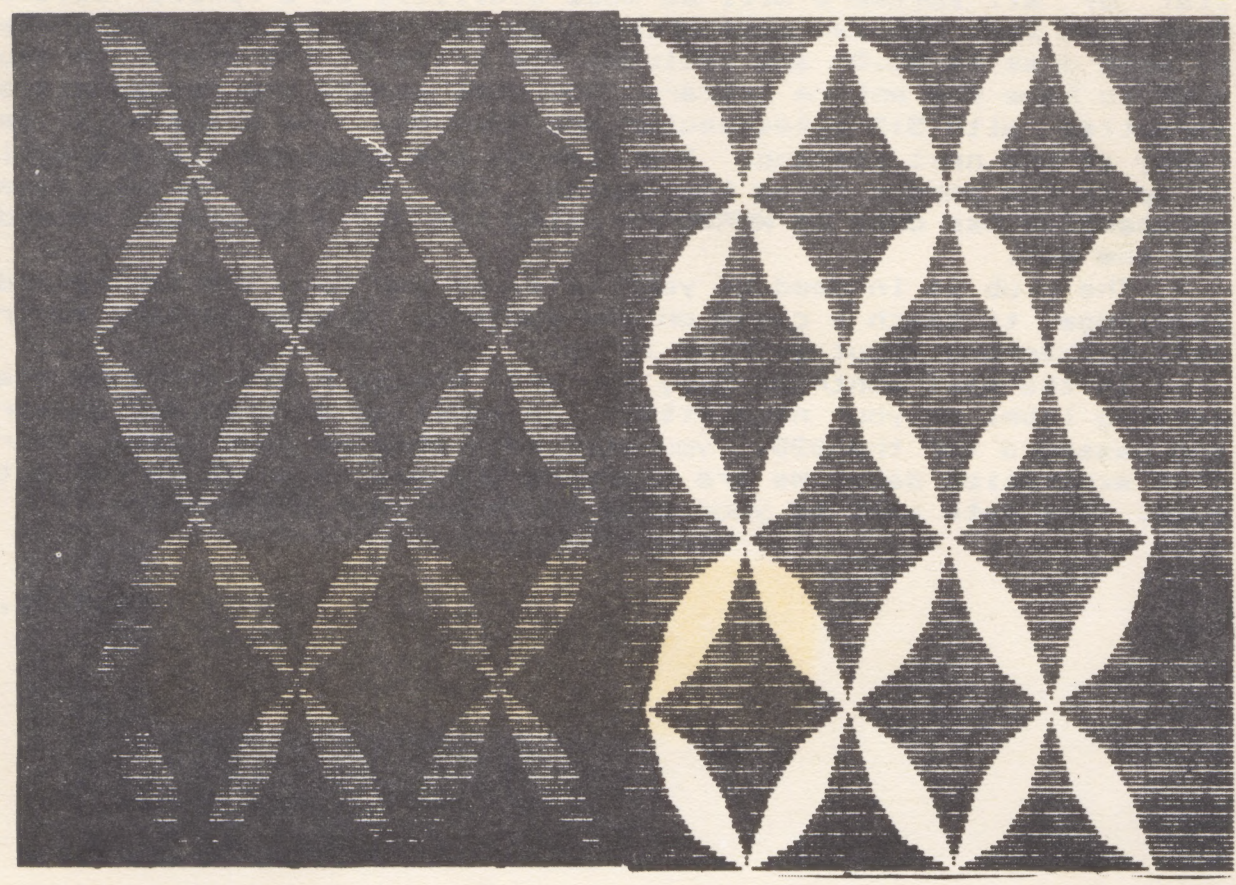


*Antic Page 37 Cassette*

DALLAS ATARI COMPUTER ENTHUSIASTS

VOLUME 4 ISSUE 6

JUNE 1983





## PRESIDENT'S PERSPECTIVE

As many of you know for the past few months I've talked about the 'real' use of the Atari. First, let me say that I like to play games as much as anyone, but the computer has a better place than just that.

A few months ago we demoed a new product called the ATR-8000 from Software Publishers Inc. in Arlington. The unit gives you a serial port, a printer port with up to 64K of buffer, a disk drive interface, and CP/M capabilities. At first I thought so what! Then I discovered that with CP/M, you have available programs like UCSD PASCAL, FORTRAN, COBOL, and WORDSTAR a wordprocessor and the list does not stop there.

At the last meeting, there were enough ATR-8000's sold to justify the formation of a new library, devoted entirely to the ATR-8000. We think this is the first library in the U.S. devoted to CP/M to run on the Atari. The library will contain about 130 disks of software in the public-domain. We will be managing this library a little different than the standard Atari library. A list of all software will be made available at a price \$6.00. From that list you can pick which disk you wish to buy. The price of each disk is \$5.00 and includes the price of the disk. If you wish to have the entire library, you must supply the needed disks formatted with 512 bytes/sector and \$200.00. The disks will be ready at the next meeting. The time on the complete library will be up to the person doing the coping. Oh! before I forget, This perspective was done on WORDSTAR using the BIT-3 80 column board and the 800.

The club is in need of your help. If you have the desire and knowledge to teach a class on any subject, please contact me or Jeff Rutherford about setting it up.

In the next month or two, you will notice a new entry on the mailing label on your newsletter. In addition to the user number and password for the BBS, you will note that we have added your club expiration date. We are changing the way in which we collect dues. This date will be your clue to renew your membership.

Happy computing,  
Gary

## DAL-A.C.E. CLUB LIBRARY DISKETTE MENU

### DALLAS ONE:

BLUES CHASE DEVILDUM GIGGLE SEAGULL SPACEMAZ TXTMODES MENU GALGIG SRLIN  
 ZONEX BIO BGBOX MASTGOLF BEET GRDEMO NEWCLOCK CLEWSO SUPBAR CREATION  
 COLORSTK BLASTER TYPATUNE FLAG SOMEDO

### DALLAS TWO:

DENMENU1 DENMENU2 DIAGONAL COUNT GALACTIC NAME REFLECTI RANDOM GRAPH ATARI800  
 STARSHIP DATASTMT INSTRING VARIABLE DIVISION TREASURE NITEMARE CIRCLES RAINBOW SETCOLOR  
 SLINKY BOX3D GRTXT08 AGAIN YATZEE METEOR ENGINEER HAMURABI INTEREST SHORT  
 RANDART2

### DALLAS THREE:

ATARICAN MARK1 TRENCH RICOCHET SCRL19 DATABASE SCOLOR1 PLAYMISS BYTE1 BYTE2  
 POKEDEMO ANGLECAN ANIMATON STOPSND DIGCLOCK ENCOUNTE SCOLOR2

### DALLAS FOUR:

WORDJUMB BLACKJAC SLOTMACH STATES BASEBALL LUNARLAN ANMULOAN AMORLOAN SPACESH0 PHOMEIND  
 CRAPS BOING HEXCONV COMETS SUPEROIL STUDDPOKE TANKS SEADOGS SORTOUT

### DALLAS FIVE:

ASMEDT ASMLDR ASM MICROASM LOADOBJ NUM ASMIN ASMTMP PRINTNOP CHECKERS  
 COLOR PATTERN NEMTEST DOC

### DALLAS SIX:

CLASSICA KING CAT TIP ALLGOOD KILLER0 ARIABYDS ENTERTN BOUREE SOLACE  
 ANFUGA PASTORAL SONATADS MINUETTO SALLY NEVERMOR LILYDFV SEVENSEA HALLMKIN ANITRA  
 PRINCESS MARKETPL JCSUPER EASY BEET5TH POMP2 BACHCDR TOEACH WOEFUL LAMANCHA  
 STARWARS CANTINA DUMP CHORDS NOTES JOY ROW LULLABY JESUJOY GREENSLE  
 NIGHT POLKA WILLIAM HARKANGL GOTELLIT BARE FUGUES F23 WINDY SPANFL  
 NOTE: MUSIC COMPOSER CARTRIDGE REQUIRED

### DALLAS SIXTEEN:

MONDRIAN ATMAN CANNON CONCEN CUBE HANGMAN.FNT HANGMAN AUDJOY HANGMAN.INS TELEFANT  
 SCRAMBLE DISKPEEK DOTS HANGMAN2

### DALLAS SEVENTEEN:

MUSIC REVERTER R60 MODDOS MEELBORN HANGQUOT BLITZ FONTEDIT FOOTBALL BOMBS BIO

### DALLAS EIGHTEEN:

MORSE GUESSNUM MULTIPLY REMAINDR

### DALLAS NINETEEN:

FROG BATS CHICKEN BANKSHOT DOGGIES SLOTS ROBOTSET BLKJACK

### DALLAS TWENTY:

NJTERM TNUMBERS COLORMIX OPAMP GOBBLER NJTERM.INS GRUBS2 STOCKS2 STOCKS AUTODIAL

### DALLAS TWENTY-ONE:

ENERGY SKI BLITZ.VB2 STATISTIC MICROTXT STATCOMP SCRNTOPR SATELITE RACECAR

### DALLAS TWENTY-TWO:

LIBRARY REVIEW DISK #1 REVIEWS OF DALLAS #14 & 18 AND BAY AREA UTILITIES  
 ALSO HAS A MINI WORD PROCESSOR DESIGNED TO HELP YOU REVIEW DISKETTES FOR THE LIBRARY.

SAN DIEGO ONE  
 ARTILLER SDMENU SIMON MOD2 PINUP1 PDMEMO PINUP2 TWEETY LOANS INVOICE2  
 MISSCMD CUR

SAN DIEGO TWO:  
 INDEX INDEX24 INDXHELP INDEX0 INDEX1 INDEX2 FAILSAFE TRIVIA AGGIETST MODEN3  
 POETRY ADDRFINO RJUST PRCTRLBO APPLE POLAR MUSICBAR HORSES

BAY AREA GAMES #1:  
 ALIEN BBO6 CIVILWAR DMAZE GAMEPAK1 HAMURABI HANGMAN

BAY AREA GAMES #2:  
 MONOPOLY SIMON SLOTS STARTREK STAR TAXMAN BARICADE SLOT LETTERS CRAPS  
 BOING BLASTER MATE2

BAY AREA GAMES #3:  
 ENGINEER CANNON MGOLF WUMPUS TREASURE DIALOGUE ELIZA LOST TUPWARE

BAY AREA FINANCE:  
 BUSINESS CFAIR HOMEFIN SAVLOAN BANKING

BAY AREA EDUCATION:  
 TYPING STATES AMERICAS WORLD ALGGRAP POLAR6R MATH MATH2 POWER2 METRICS  
 ASTRONOM PLOTFUNC

BAY AREA GRAPHICS:  
 GRAFIX1 GRAFIX2 ATARI400 HELIDEMO GOODNAME GRAPH1 TITLE FLAG PLOT TRAIN  
 JOYWRITE GG GRAPH2 BARGRAPH WAVE COLORSTK GIGGLE MARQUEE BOX3D

BAY AREA UTILITIES:  
 CAT825 ERMSG ENTRAP ERRORMSG RENUMBER RENUM HEXADEC PRINT PROPRINT HEXLOADR  
 TOKEN1 TOKEN2 VARIABLE POWER2 SCRNSSET CALENDAR JUSTIFY DISASM FILEDUMP TAPEDUMP  
 MUSICDMP CASSETTE RANTOP TIMING

SAN ANTONIO ONE:  
 PLOTDAT MINER SPIRAL ELLIPSE PATTERN CIRCLE SUNSET WORLDMAP VWOBJ VWDEMO  
 CHARLIE PHONE GRAPH TREK

HACE #1:  
 RROUL MARQUE OCTADRAW BARGRAPH SMASH DISKTAPE DUPL COPY DISKTEST MATH  
 STATES ARTILL MARQUE2 NUKE CARDS JLANDER

HACE #3:  
 CONCEN CALENDAR DISKDUMP DODGE DIRECTORY LINEPRO GOLF PLAYER STARTREK

HACE #5:  
 KINGDOM ELECTRIC TYPTUNE STARBASE PRINTCAL OBJCON NEWINV TUNERITE TUNEROTE FIVESTUD  
 ARIFACE ARMY80 ARMENU BUILDNEW PRINT BOMBARD LUNAR2

ST. LOUIS GAMES #1:  
 ROADRACE RACETRAP TIMEBOMB BIRDS ATOMS SKIIER ROBOT LIFE INSTRUCT CRANE  
 LIFEA LIFE B LIFEC

ST. LOUIS GAMES #2:  
 BOATS TANKWAR BOATS2 LAYOUT1 LATOUT2



**MAC/65 and BUG/65**

from OSS

Review by John Carmody

Additional material by Archie Lamb

This new Assembler-Debugger package is being hailed as the best ever for the ATARI and one of the best for any micro. Is it? In my opinion it is, despite its shortcomings. Lets look at the assembler MAC/65 first.

MAC/65 is a Macro assembler for the 6502, as the name suggests. A Macro is an assembly language program which may be referred to by name in other programs. In addition dummy parameters (variables) in the Macro can be replaced by real parameters in the main program. Macro capability enhances the usefulness of an assembler by making it easier to create and use libraries of useful routines. Each routine is written as Macro's then called by name in programs that need them. For example the library supplied with MAC/65 contains Macro's called PRINT, OPEN, CLOSE, etc. The following is an example of a complete assembly lanugage program for the MAC/65. Notice how much the program looks like BASIC. As one becomes more proficient in assembly language a variety of useful routines can be defined as Macro's and used in a variety of programs. The library capability is further enhanced by the .IF assembly directive. With this it is possible to assemble only the parts of a library that have been referenced in the program.

Use of MAC/65 is very reminiscent of the ATARI assembler-editor or EASMD. Most of the entry and editing use the same full screen editing as BASIC, making it easy for the casual user. MAC/65 allows entry with or without syntax checking, so text entry is easy. Assembly is amazingly fast.

So what are my complaints? Mainly that very little debugging can be done from the assembler, so to test run and debug the assembled program one must save the assembled program, save the source code( if necessary), exit to DOS, run BUG/65, load the assembled program, then begin debugging. While the presence of a resident editor in MAC/65 is much better than the ATARI Macroassembler, the lack of resident debugging makes the system much harder to use. I realize that there are space constraints for large programs, but for shorter programs the SYNASSEMBLER is much easier to use. A less serious fault, but one that causes repeated errors is the use of LOAD #D:PROGRAM rather than LOAD "D:PROGRAM. I am so used to BASIC that the second format is what I type automatically. For the serious programmer a Macro assembler is a necessity, and MAC/65 is an excellent one. For the casual programmer, or the person starting on assembly language programming the SYNASSEMBLER is much easier to use.

BUG/65 is the debugger that comes with MAC/65, but it can be used with machine language programs from any source. It performs all the functions of most debuggers and has a few functions rarely found. It includes a complete mini-assembler so short routines can be written, assembled and debugged from BUG/65. A sophisticated breakpoint facility is available allowing program termination if specified conditions are met. The Trace and Single step facilities are seriously weakened by their inability to trace through ROM code (for example the operating system or BASIC). In general a good debugger, but not much superior to the resident debugger in Synassembler.

PRODUCT REVIEW  
ZAXXON

Well Zaxxon has finally been released and the 16k cassette was well worth the wait. The 3-D graphics and smooth scrolling is what impressed me. The object of the game is to penetrate the two flying fortresses to reach the Zaxxon robot. Sounds like a piece of cake right. . . wrong. In between the fortresses is deep space where you are faced with an attack of enemy planes. Next you must enter the fortress of Zaxxon. In this fortress you are faced with laser walls. If your navigation is not rusty you go on to destroy Zaxxon (you need a small miracle to do that one). On a scale of 1 to 10 I give a 8 for the 16k cassette of Zaxxon.

EDUCATIONAL SOFTWARE REVIEW

EARLY GAMES  
by SOFTWARE ETC

REQUIRES 16K, BASIC, CASSETTE, KEYBOARD

PRICE \$26.35

REVIEWED BY RICH GREENLEE

Early games is an educational program designed to teach the basic fundamentals of letter and number identification through a series of nine separate programs which are selected by the child using a picture menu. The program is primarily for pre-school children as the various programs introduce the child to numbers, letters and shape comparisons. The program also has exercises which require the child to add, subtract and spell. Each exercise is presented in a picture format allowing the child to answer in the correct manner using input from the keyboard. Wrong answers are addressed by a negative sound from the computer. Correct answers are reflected by a positive sound and picture display of the correct response.

Additionally, the program requires very little instruction or parental supervision. The child very quickly learns to use the menu and selects his/her own programs. Early games also includes a drawing program which allows the child to use his/her imagination to draw shapes, etc.

All in all, the program is well designed and does a good job in teaching fundamental skills.

Editor

May 11, 1983

**OPERATING SYSTEMS: FACT AND FICTION**

Ever since the release of the ATARI 1200XL computer I have been hearing how bad it is. Did you know that this and that piece of software will not run on it! Thats because the OPERATING SYSTEM is all messed up!

All of this is nothing but a LOT OF BULL. Although I do not care for the 1200 O/S, because of the wasted memory for the logo and diagnostic routines, lets not say IT doesn't work.

WHAT DOESN'T WORK on the 1200 XL is some of the software that was written for the 400/800. The reason it doesn't work is because the authors DID NOT FOLLOW THE O/S RULES when writting the software. If they had, the software would have run. If you have had your computer a while, you will remember that some software written for the early computers would not run with the new "B" ROMS. You would have thought that this lesson would have made the software authors take note. But as you can now see, it didn't.

I have developed a NEW O/S that gives you the four additional graphics modes for the 400/800 (modes 12-15), and even though I went to great pains to keep as many of the O/S routines as possible in the same location, there are still a few software packages that will not run on it. Including one by ATARI! Needless to say, I do not use or reccommend these packages.

One final thought. If you let the user software guide the O/S, then you will always have the same O/S and same computer. Come on software authors, FOLLOW THE O/S ENTRY RULES and we can all upgrade considerably.

Wesley B. Newell  
President  
Newell Industries

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**DISCLAIMER**

The articles and ads contained in this newsletter do not necessarily reflect the views of this newsletter or of the club. (You the reader are the final judge on anything you read.)

Product Review - ZAXXON  
Reviewed by Jeff Rutherford

ZAXXON has been advertised ( or should I say "hyped" ) in the magazine ads for months, and I really looked forward to seeing it implemented on the ATARI. I was very impressed with the graphics on the arcade machine, and I figured that the ATARI would do a credible job at duplicating the arcade experience. I must say that this version by Datasoft has fallen far short of my expectations. On the positive side, I will say that the graphics are pretty. However, there a number of reasons why I am not happy with ZAXXON. The documentation that comes in the package looks like a photocopy. Also included in the package was an order form for a ZAXXON iron-on T-shirt transfer that was printed in three colors on heavy stock. Why couldn't they print the instructions that way? My main gripe with the documentation, however, is that pressing ESC will supposedly pause the program . I tried ESC and many other keystroke combinations and never got the program to pause. It is really irritating when the instructions tell you how to use a feature that doesn't work as promised. The first few levels don't have the vertically rising missiles like the arcade version. In terms of playability, I found the game pretty boring. When you finally get to the ZAXXON Robot encounter ( I did it on the third try ), it is a real letdown. Once you destroy the robot, you get to start all over again. The game does not make good use of the sound capabilities of the Atari, nor does it have the polish that many programs have ( e.g. MINER 2049er ). In summary, ZAXXON is O.K. as a graphics demo, but dont count on a lot of challenge or long term play value.

----- REPORT CARD -----

ZAXXON by DATASOFT  
16K Cassette

GRAPHICS .....A  
SOUND.....C-  
SIMILARITY TO ARCADE.....B-  
DOCUMENTATION.....D  
PLAYABILITY.....C

A=EXCELLENT    B=GOOD    C=FAIR    D=POOR    F=AWFUL

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## QIX!

Qix is here! Atari recently released the home-computer version of this arcade favorite, and it's a winner.

For those not familiar with the game, it is not a shoot-em-up. The object of Qix is simply to capture area by drawing boxes around it. You may draw fast or slow with extra points for boxes drawn with slow draw. Your major nemesis is the Qix which moves randomly around the uncaptured portion of the screen. When, not if, the Qix touches an uncompleted box you lose the partial box and a life. You must also dodge the Sparx which move randomly along the lines of all completed boxes. And if you ever stop while drawing a box, the Fuse will chase up the partial box toward you. No place is safe for long! When you manage to capture 75% or more of the screen, the round ends. A unique twist in the scoring adds greatly to the enjoyable character of Qix: considerable bonus points are awarded for each 1% above the 75% that is captured with the final box. It pays to be tricky!

For those that are familiar with the arcade Qix, the 400/800 cartridge is a very good rendition of that game (8 on a scale of 1 to 10 ). When Qix first comes up the appearance of the game is different in a couple of ways. First, the playfield is wider than it is high. Second, the Qix looks fatter and spins more slowly. However, a few minutes of play are enough to dispel these appearance changes as superficial. There are two differences with more impact though. First, since there is only one button on the joystick you can select fast or slow draw--not no-draw. This prevents you from safely transversing an outside corner because instead of stopping at the corner, you begin drawing. Second, the game is easier--I had surpassed my best arcade score within 15 minutes.

Finally, some particulars. The instructions are very good although I would have liked a demo-mode included in the cartridge. There is a pause feature. The sound, which is for entertainment only, is good but not great. The graphics are reasonably faithful to the original (no opportunity for exotic or detailed characters) but the fill is predictably slow. My one real gripe is the two player mode. Presumably because of memory restrictions, the first player plays all three of her lives and then the second player does the same.

The most important test of any game, however, is its playability. Qix is superbly playable! It has quickly become the hands-down favorite of my household!

-Eric Weeren

Noncommercial Word Processors  
REVIEW

by Ron Hopkins-Lutz

So you finally bought that printer home and now you're broke. Haven't even got the money to buy a text editor program! Didn't know what printer cables cost, did you? Well neither did I. I can't do anything about the cost of cables but I can do something about what you can do for word processing until you have enough money to buy ATARIMWRITER (tm), TEXT WIZARD (tm), or LETTER PERFECT (tm). Given below are four magazine or public domain word processors of varying capabilities. All use under 8k of memory and need only be typed in. All come in books or issues that include other programs that are worth several times the price of the listings. I rate them as to ease of use, cost, and capability on a scale of 1-5 with five being the best.

TINYTEXT-available from the ACE club library or ANTIC Magazine Feb. 1983, vol. 1 #2

COST:FREE or \$3.00 plus postage

Ratings-Cost 5  
Ease of Use 2  
Capability 1

A public domain program originally written by Jim Carr of the Eugene, Oregon users group. It was designed for newsletters and its parentage shows. It is somewhat slow in operation due to the need to hit [RETURN] every three lines upon entry. Simple formatting controls. Allows centering, paragraph indentation, right justification, and tabulation. All can be changed at time of printing. Imbedded printer control codes are possible but program uses them in line count, so strange things can happen to spacing, etc. No block moves, deletes, or inserts. Allows line delete and insert of up to three lines. Simple to learn and use. No search and replace. Format values must be set at time of printing unless default values are being used. Format may be viewed on screen if page width is 38 columns or less. A lot of bang for the buck but not much when compared to the other three. One star for availability.

MICROTEXT 1.2-available in Best of Softside, from Softside Books or some computer stores.

COST:\$19.95 plus shipping if ordered by mail.

Ratings-Cost 5  
Ease of Use 4  
Capability 2

This is the one for the speed typists among us. The fastest entry of any of the programs. Can keep up with about 60 wpm. Most others are for about 25 or 30 wpm. No [RETURN] unless needed. Crude formatting. Page numbering unreliable. Can be easily modified. No imbedded commands to the printer. No centering, indent, etc. other than by counting spaces. Runs in under 4k. Complex editing routines but all commands visible when editing. Heavily idiotproofed. Best choice for the occasional user. No block move. Block delete only to the end of text. Has limited block insert, and line insert and delete. Very fast on printout, probably due to limited formatting capability. This would be a loser if it weren't for the fact that you also get two excellent adventure games, several arcade games, a very good random access database, and the best version of Othello I have ever seen. Book includes a typo checking program that identifies the lines where you made errors typing in the listings. Probably the second best buy, mainly because of what comes with it.

Compute Line Editor-available in Compute!'s Second Book of Atari-from Compute! Books and most computer stores.

COST:\$12.95  
Rating-Cost 4  
Ease of Use 4  
Capability 4

The only line oriented editor in the group. It has search and replace, the only one of the four which does, block move, delete, and insert. It has line delete, insert, move, and copy. It is slow on input and does not have word wraparound since it is line oriented. Some what fussy when editing and slow, slow, slow on search and replace. Line oriented editors are rare but do allow easy block operations. No imbedded commands. Pagination is excellent and the printout is reliable if slow. Allows margins and line length only to be set. Works with Gemini and Epson printers only. Difficult to modify. Works with disc only as printed. Not a good choice unless you already have the book. Still it is capable and has extensive editing capabilities. Better than Tinytext and comes in a great book. Otherwise a second choice to Microtext and Scriptor because of its slowness.

SCRIPTOR-available in Computer magazine April, 1983, vol. 5 #4

COST:\$2.50 plus postage if ordered by mail

Ratings-Cost

Ease of Use 5

Capability 5

This totally awesome program is really something. It has everything, except search and replace. You name it does it. It is the only program that takes more than a few minutes to learn to use. If you are writing the great american novel and can't afford Letter Perfect this is the one to buy. It will link files and can imbed/define control codes for almost any printer although it works as is with a Gemini or an Epson. This article was prepared using Scriptor. Very easily modified program. A bit slow on printout but otherwise very nice. Amazing what can be done in BASIC. It is the only program that can link files for longer printouts. Truly amazing. Get this one and type it in if you are serious about wordprocessing.

None of the above has the ability to merge with a data base, do headers, etc. All four are usable and relatively easily gotten. This article was prepared using Scriptor. The article some months ago on Player Missile Graphics was done on Tinytext. The article I did last month was prepared on the Compute Line Editor. So looking at those should show that all three are usable.

### THE YOUNG PEOPLE SPECIAL INTREST GROUP

There is yet another division of the Atari Computer Enthusists. This new intrest group is for young Atari Computer Enthusists from ages 8 to 16.

As things look now the intrest group meeting will be held one hour before the regular meeting time. The Young People Special Intrest Group will cover everything from games to education, demos included, and will basicly be a scaled down version of the user group meeting. For more information contact Chris Magid. 241-7320

### FORTH MEETING

The next FORTH MEETING will be held 06-9-83 at 7:30 the home of Tom Schaeper. 2215 Crockett, Carrollton, Tx. 242-2483

### DAL-ACE EDUCATION SIG

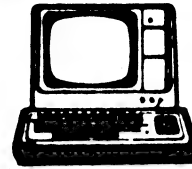
The next meeting of the DAL-ACE Education SIG will be held the Wed. prior to the regular Saturday meeting at 7:30 at Software etc., 14400 Dallas Parkway (across from Ewing Buick).

### DAL-ACE BUSINESS SIG

The next meeting of the Business SIG will be held 6-16-83 at 7:30 at Tom Burke's home. 1620 Auburn Dr., Richardson. phone 644-0432.



# T. M. Computing



## A T A R I 400/800

	Retail	TYPE	TMC Price		Retail	TYPE	TMC Price
ADVENTURE INTERNATIONAL-----				INFDCOM-----			
Prepie	\$ 29.95	D T	\$ 21.00	Deadline	\$ 49.95	D	\$ 34.95
Rear Guard	\$ 19.95	T	\$ 14.50	Zork I,II,III	\$ 39.95	D	\$ 26.95 ea.
SAGA #1 Adventureland	\$ 39.95	D	\$ 26.95	INNOVATIVE DESIGN SOFTWARE-----			
SAGA #2 Pirate's Adventure	\$ 39.95	D	\$ 26.95	Survival of the Fittest	\$ 39.95	D C	\$ 26.95
SAGA #3 Mission Impossible	\$ 39.95	D	\$ 26.95	JV SOFTWARE-----			
Sea Dragon	\$ 34.95	D	\$ 23.50	Action Quest	\$ 29.95	D T	\$ 21.00
ART SCI-----				Ghost Encounters	\$ 29.95	D T	\$ 21.00
Poker Solitaire	\$ 14.95	T	\$ 10.95	L. J. K. ENTERPRISES INC.-----			
Cypher Bowl	\$ 49.95	D	\$ 34.95	Letter Perfect	\$ 199.95	C	\$ 149.00
AVALON HILL GAME COMPANY-----				Data Perfect	\$ 99.95	D	\$ 69.95
Computer Stocks & Bonds	\$ 25.00	D	\$ 16.95	Nail Merge	\$ 29.95	D	\$ 21.00
Empire of the Overmind	\$ 35.00	D T	\$ 24.00	ROKLAN-----			
Galaxy	\$ 25.00	D	\$ 16.95	Deluxe Invaders	\$ 39.95	C	\$ 26.95
B-1 Nuclear Bomber	\$ 16.00	T	\$ 11.50	Gorf	\$ 44.95	C	\$ 29.95
Shootout at the U.K. Galaxy	\$ 20.00	T	\$ 14.94	Wizard of Wor	\$ 44.95	C	\$ 29.95
AVANT-GARDE CREATIONS-----				SIERRA ON-LINE SYSTEMS-----			
Lazermaze	\$ 29.95	T	\$ 21.00	Crossfire	\$ 44.95	C	\$ 29.95
Word Scrambler & Speller	\$ 19.95	T	\$ 14.50	Crossfire	\$ 29.95	D T	\$ 21.00
BLUE CHIP SOFTWARE-----				Frogger	\$ 34.95	D T	\$ 23.50
Millionaire Controller	\$ 79.95	D	\$ 55.00	Softporn Adventure	\$ 29.95	D	\$ 21.00
BRODERBUND SOFTWARE-----				Ultima II	\$ 59.95	D	\$ 40.00
Choplifter	\$ 44.95	C	\$ 29.95	SIRIUS SOFTWARE-----			
Serpentine	\$ 39.95	C	\$ 26.95	Deadly Duck	\$ 34.95	C	\$ 23.50
Apple Panic	\$ 29.95	D T	\$ 21.00	Fast Eddie	\$ 34.95	C	\$ 23.50
Serpentine	\$ 34.95	D T	\$ 23.50	Worm War	\$ 34.95	C	\$ 23.50
Choplifter	\$ 34.95	D	\$ 23.50	Way Out	\$ 39.95	D	\$ 26.95
David's Midnight Magic	\$ 34.95	D	\$ 23.50	SYMAPSE SOFTWARE-----			
Genetic Drift	\$ 24.95	D T	\$ 16.95	Clain Jumper	\$ 44.95	C	\$ 29.95
Sea Fox	\$ 29.95	D	\$ 21.00	Picnic Paranoia	\$ 44.95	C	\$ 29.95
Track Attack	\$ 29.95	D	\$ 21.00	Slime	\$ 44.95	C	\$ 29.95
Star Blazer	\$ 31.95	D	\$ 22.50	Disk Manager	\$ 34.95	D	\$ 23.50
Stellar Shuttle	\$ 24.95	D T	\$ 16.95	File Manager 800+	\$ 98.95	D	\$ 69.95
Labyrinth	\$ 29.95	D T	\$ 21.00	Syn Assembler	\$ 49.95	D	\$ 34.95
BUDGECO-----				THORN EMI/PERSONAL ELECTRONICS-----			
Pinball Construction	\$ 39.95	D	\$ 26.95	Jumbo Jet Pilot	\$ 49.95	C	\$ 38.50
Raster Blaster	\$ 29.95	D	\$ 21.00	Submarine Commander	\$ 49.95	C	\$ 38.50
COMPUTARI/ON-LINE-----				Figure Fun	\$ 29.95	T	\$ 24.00
Financial Wizard	\$ 59.95	D	\$ 40.00	Home Financial Management	\$ 29.95	T	\$ 24.00
CREATIVE SOFTWARE-----				UNITED SOFTWARE OF AMERICA-----			
Decision Maker	\$ 14.95	T	\$ 10.95	3-D Supergraphics	\$ 39.95	D T	\$ 28.95
Household Finance	\$ 29.95	T	\$ 21.00	Survival Adventure	\$ 22.50	T	\$ 16.75
Loan Analyzer	\$ 14.95	T	\$ 10.95	Atari World	\$ 59.95	D	\$ 44.00
DATANOST-----				HARDWARE & ACCESSORIES-----			
Airstrike	\$ 39.95	D T	\$ 26.95	Flip-N-File(cartridges)	\$ 29.95		\$ 19.95
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Monster Maze	\$ 39.95	C	\$ 26.95	Mico Trackball	\$ 69.95		\$ 49.95
Crush, Crumble, Choop	\$ 29.95	D T	\$ 21.00	Rana 1000 Slieline disk drive	\$ 549.00		\$ 425.00
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Rescue at Rigel	\$ 29.95	T	\$ 21.00	Axlon Rampower 32(Atari 400/800)	\$ 120.00		\$ 95.00
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## Warner Chief Indicted For Several Thousand Crimes Against Mankind

By ANN PHOENY

*Staff Reporter of OFF THE WALL STREET JOURNAL*

NEW YORK—Steven Ross, chairman of Warner Communications Inc., parent company of Atari Inc., wonder corporation of yesteryear, was indicted in federal court yesterday on 3,127 counts of extortion, manslaughter, grand theft, assault, forgery, buggery, drunken driving, armed robbery, jaywalking, and treason. Mr. Ross, who ordered the extermination of millions of European Jews in Nazi death camps during World War II, was not available for comment.

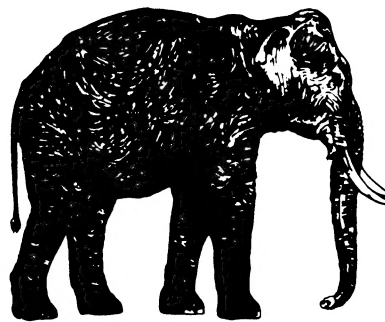
Mr. Ross, whose alleged role as mastermind of the Lindbergh kidnapping has never been proved in court, scored his biggest business coup in 1976, when he purchased Atari Inc., an unknown manufacturer of video games, for \$28 million. Last year Atari earned \$789 trillion on \$1.9 zillion in sales, and Mr. Ross was named Lord High Suzerain of the Universe, the first earthling ever to hold the largely honorary title.

But Mr. Ross's fortunes changed abruptly late last year when Warner reported that Atari's earnings would reach only \$3.7 kajillion in 1983, not \$22.5 bazillion as previously announced. The revised estimate sent shock waves through Wall Street, and the price of the company's stock fell from nearly \$60 a share to about 4 lire.

Mr. Ross, who once appeared on prime-time television as a singing straight man of the comedy team Allen and Ross, was standing on the grassy knoll in Dallas on the day when President John F. Kennedy was killed, and is said to believe that hazardous nuclear wastes should be stored in the refrigerators of poor people.

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mustn't  
forget\*

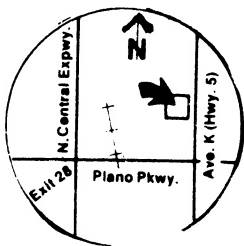


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- 1:00 TO 2:00 SALES
- 2:00 TO 2:30 BUSINESS MEETING
- 2:30 TO 2:45 GENERAL QUESTIONS
- 2:45 TO 3:15 TECHNICAL QUESTIONS
- 3:15 TO 3:45 BREAK, NEWSLETTERS AND SALES
- 3:45 TO 5:00 DEMOS ETC.

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AUGUST - DATA BASES FEATURING FILEMANGER 800, DATA PERFECT, AND THE DATA BASE PROGRAM IN THE LIBRARY.



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