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for ACE of Columbus membership. Dues are on an annual basis and entitle the members to all club benefits (Newsletter, Disk or Tape of the month, group discounts, etc.). Monthly meetings, in the basement of State Savings, 6895 N. High Street, Worthington, Ohio are open to nonmembers.

Upcoming meeting dates at 7:30 pm are

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December 4

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THE EDITOR'S COLUMN

This month I have several topics to discuss: new officers for ACE of Columbus, a communications short course, the 10th anniversary of microcomputing, and software prices.

CHANGING OF THE GUARD

Last month we elected officers for the coming year. The changeover will not be as imposing as changing of the guard at Buckingham Palace. However, I would like to acknowledge those people who have served us for the last year and those who will serve us in the coming year. We thank those who will be stepping down from their positions for their service: Sheldon Wesson and Larry Fletcher. We welcome the newly elected officers: Joe Blue, Kathy Fellows, Charles Lusco, Roger Stultz, and Don Bowlin. And we acknowledge those people continuing to serve in the same or different positions: Bill Eckert, Mike Compton, Norman Knapp, Tim Adcock, and Don Noble. The current officers need your support. At the first meeting of the new officers, an idea for a program was discussed which will be implemented only with the support of the membership; a 'communications shortcourse.'

COMMUNICATIONS SHORTCOURSE

Now that ACE of Columbus has established a bulletin board system, the perceived need for instruction in the use of modems, communication software, uploading and downloading of files, etc. was discussed at the last officers' meeting. The consensus of opionion was that the membership should be contacted to see if there is sufficient interest for such instruction. The format of the instruction will be like that of a short course course: 2 to 3 evening sessions with hands on experience for each participant. Meetings will be arranged at a time and place convenient to the participants and instructor. We need instructors who are not currently officers. Joe Blue will coordinate, but not teach, this program. If you are interested, sign up at the November meeting or contact Joe Blue.

TEN YEARS

Believe it or not, the microcomputer industry is now ten years old. The anniversary is being celebrated this month with a special issue of Creative Computing, the first magazine devoted to microcomputers. If you are at all interested in how the industry started in garages across the nation and grew into the big business it is today, buy the November issue while it is still on the news stands.

All the articles are written by people who had a significant part in the explosive growth of the industry. David Ahl, David Lien, Wayne Green, Adam Osbourne, Bill Budge are just a few of the contributors whom I've heard mentioned previously. Considering the impact that Atari has had on the industry, particularly games, it is odd that, as far as I can tell, there is not a single author to tell the Atari story. Several contributors refer to Atari's early success with Pong and fliratation with disaster during the recent price war.

In the style of the popular board game Trivial Pursuit, I've put together a few questions concerning the developement of the microcomputer industry. Both questions and answers are included

in this issue in the article entitled Micro Trivia.

FALLING LEAVES FALLING PRICES

During the last year the prices of computer hardware has fallen dramatically. Corresponding lowering of software prices has not taken place. However, there are software bargains to be found if the computer owner is a careful shopper. Traditionally, the lowest prices have been offered by mailorder companies. But there are a few local dealers with prices competing with mailorder companies. A few general mass merchandisers also offer software at reduced prices through their catalog or surplus outlet stores.

Prices for recently released software is still high since software publishers have to recover their costs and authors are entitled to their royalties. The best bargains are to found in software that has been in use for at least one or two years.

There are several reasons for this situation. The first is that you can benefit by the experience of the early purchasers; from what I've heard and read not all the software on the market is very good. Another reason is that business conditions are not that stable; retailers may go out business and sell their inventory at a loss to recover some of their investment. An enterprising dealer can buy lots of software at bargain basement prices and pass the savings on to you. Software publishers have been lowering pirces on software in an effort to meet the competitions's prices or when they have recovered their initial investment.

Some of the bargains I've seen recently have been Atariwriter, Pilot, APX programs, many of the older Atari games, Atari Speed Reading, Conversational French, German, and Spanish, and many others.

Another way that a computer owner can save money is to buy/sell programs from/to other owners. The ACE of Columbus newsletter will accept ads for original software from members and run them without charge. These are just a few ways you can save on software purchases if you are a careful shopper.

IF I CAN DO IT THEN ANYBODY CAN

by Charles W. Brown

I am not one to brag about my programming. In fact, I am not very proud of it at all. By now I should be well into machine language. I still rely heavily on the services of my tutor who instructs me in programming. I hope to make the jump into assembly language, but I have seen some of it and it seems to be very confusing to me. I would like a better understanding of Basic. I try to write my own Basic programs, and use my tutor to help me with the complicated aspects. I hope to start learning a lot of things and figuring out things for myself. This way I can use my class time for more advanced items that I be should learning. A lot of the things I have to ask about are things that I should know better. While I am on the subject, I would like to give credit where credit is due. I have no intentions of stealing the limelight from any body. My instructor who tutors me in computer programming is Bary Schumacher. Gary works as a data control analyst and programmer at Ross Labs. I found out about him when he unselfishly donated his time to teach programming on the Atari 800 computer at the Clintonville branch of the Columbus Public Library. Not only does he teach me all 3 Basics (Atari, Microsoft, and XL), but on many occasions he has written machine language subroutines that made my programs work better and faster or just plain work. I truly appreciate the extra effort that he has spent on me.

When I turned my program into the disk of the month, I couldn't believe that I was the only one who had donated a program to Sheldon for the DOM. I sure hope that there is someone out there who is working on a really great program that we all can use. From what I hear from the people talking at the meetings and from what I hear, there are many people who know a heck of a lot more about programming than I do. I am sure that those people can write a heck of a better program that what I can come up with. I don't understand how after all this time I was the first to give a Sheldon a program for the DOM.

There are many reasons to write programs for the disk of the month. One of them is to inspire other people to try their hand at programming. Another is to give someone a solution to a problem they are struggling with. You may have used a concept in your program that some one can use in their program and it may help someone understand the computer better. Someone could also write a Basic program that is somewhat similar to a store bought one. Unless you can program in machine language, it is not going to be as good or fast or powerful as the one from the store. You have to realize though that some of the programs you can buy in the store are powerful enough to run a business. I don't know very many people who own a business so there is a good chance that a program written by you could be good enough to fit someone's needs to the point that they could use it instead of paying the money out to buy the one in the store. The possibilities are unlimited.

I always have gone through life with the feeling that if I could do something then somebody else can do it a lot better than I could. So, if I can write programs then I can guarantee that you can do it a lot better. So I want see some of your programs on our DOM. All we need is a couple of people to submit one and it will start the ball rolling and once that happens you never know where it will lead us. Maybe someone will write something that will unlock the power of the

Atari that we have always known it contains. This will show us other things we can use our computers for and as a result will get more for our money that we spent on these things. So I hope to see some of your ideas on those great disks that we get from Sheldon each month, because remember if I can come up with something I can guarantee you that somebody can do a lot better than me with little effort. As I said if I can do it then anybody can.

Editor's note: my apologies to Charles for the delayed publication of this article. Our current DOM librarian is Charles Lusco.

GAME REVIEW

ONE ON ONE
Eelectronic Arts
2755 Campus Drive
San Mateo, CA 94403
48K - disk $40

One of the best games to come out for the Atari is One On One by Electronics Arts. Beside the different game generator games, this is one of my favorite games. I am not too keen on basketball, but I do like this game.

One On One is an imaginary game of basketball played one on one with Larry Bird facing Julias Erving (Doctor J facing the Bird). This game features a number of options that give you a lot of variety.

One of the first options that you have is the type of game you want to play. You can play park and rec., varisty, college, or pro. Then you can choose between playing another player or the computer with you being Dr. J or the Bird. Then you can choose how to end the game, either by a set time or by a set score. Last you can choose either winner outs or loser outs. Winner outs means the man who scored a basket gets to take the ball out again. Loser outs means the man who got scored on gets to take the ball out. You can easily see that you do have several options.

In the game itself, you use the joystick to move your player in the usual manner. This game does have an unusual feature. By quickly pushing the joystick button you can have your player do a 180 degree turn around. Two quick hits on the joystick button will make your player do a 360 degree spin (now you are getting fancy). This game has other features that are nice. The defensive player can block the ball, go for the steal, or get the rebound if he can't block the ball. If the play that you have just made is good enough, you can get an instant replay. With the instant replay you can see what your player did again. If you stuff the basket well enough, you may even shatter the back board. If this happens the back board turns into shattered glass and falls to the floor. Then the janitor comes out to sweep up the glass and seems to cuss out the player as he walks by him. One of the most important features about this game is the fatigue bar. This is a bar on the bottom of the screen that indicates how tired your player is getting. As your player runs around, especially when he jumps, he will start to tire out. As he tires the fatigue bar will grow in length to warn you of this problem. The more your player tires the slower he will play and he won't be able to jump as high and eventually won't be able to jump at all. This would be a real problem on defense when you

try to block your opponent's shot. If you have your player stand still and dribble the ball for a short time he will get some of his strength back. If you decide to call time out, your player will start again fully rested. You have to keep a close eye on this fatigue bar and plan your strategy accordingly.

One of the main reasons that I like this game is because I can beat the computer at the park and rec level. I am not too good at these games and I have to have an easy one in order to play successfully. It is kind of discouraging to play a game and lose all the time. You would quickly grow tired of a game like that, no matter how good for fancy it is. With the options it contains, I will be able to advance to higher playing levels if I ever do get any better.

I hope to have given you a little insight into this game and what it is all about. It is a lot different from the regular old space shoot em ups and it seems to be a nice change of pace. I know that each person is different and that what one person like another one will not like. So I will recommend that you at least give this game a good check out and I am confident that you find it most enjoyable.

Reviewed by Charles Brown

MICROTRIVIA

by Norman Knapp

The microcomputing industry has come a long way in ten years. To give you some of what has occurred during that time, I've seleted some Trivial Pursuit like questions to illustrate this progress. When necessary and possible I've included some explanation to the answers.

1. Specific date for the birth of personal computing.

2. The name of the first personal computer based on a microprocessor.

3. The first home computer.

4. Name, place, and opening date of the first microcomputer show.

5. The names of the microcomputer available at the end of 1975.

6. Author of Breakout.

7. The names of first packaged microcomputer systems, released almost simultaneously in 1978.

8. Release date of the first floppy disk drive for a micro computer.

9. Release date of the Atari 400/800 system.

10. The first coin-op game.

11. This computer initiated the low end computer price war.

12. The names of "Snow White and the 7 dwarfs" of the computer industry.

13. The president of which computer company made the following fateful statement: "I can't see any reason that anyone would want a computer of his own."

14. The first word processing program.

15. The first transportable computer.

16. The first notebook computer.

17. The first personal or home computer to feature color graphics, 4 voice sound, upper/lower case characters, floating point Basic and full screen editing as standard features.

Answers are on the next page.

1. May 5, 1966: the date that Stephen B. Gray founded the Amateur Computer Society and began publishing a quarterly journal, the ACE Newsletter, for communication among people attempting to and occasionally succeeding at building a computer built of cast off parts of mainframe computers.

2. An ad for the Scelbi-8H appeared in the March 1974 issue of QST, an ameuter radio magazine.

3. The Digi-Comp I, introduced in 1963: a plastic mechanical device featuring a 3-bit register, 6 AND or 3 OR gates, operated without electricity via a hand operated clock. The Instrumentation Manual introduced binary math, programming theory, and logical concepts of AND and OR in 15 experiments. The Advanced Programming Manual explained how the experiments were developed using Boolean algebra, Venn diagrams, truth tables, logical equations, and flow charts. Programs included impressive demonstrations of binary counting and shifting, logical puzzles, and games.

4. The first and only World Altair Computer Conference, March 26-28, 1976, Albuquerque, NM.

5. Altair, Sphere, Jolt, RGS, Scelbi-8H, SWTPC, Mircro 440, Mike 2.

6. Steve Wozniak, formerly a technician for Hewlett-Packard and founder of Apple Computer Co.

7. Apple II, Commodore PET, and TRS-80.

8. Mid 1978 for Apple and Radio Shack microcomputers.

9. Mid 1979.

10. Pong, released by Nolan Bushnell, founder of Atari.

11. Sinclair ZX81.

12. IBM and Univac, Honeywell, Burroughs, GE, RCA, NCR, Control Data.

13. DEC, the first company to challenge the dominance of Snow White and the 7 dwarfs with the introduction of the PDP-1 in 1959 for $120,000 while mainframe systems sold for over a quarter of a million dollars. David Ahl, editor of Creative Computing, proposed in 1974, to DEC, building a computer designed to fit in a deep attache case, to which Ken Olson, president of DEC, responded with quotation under discussion. DEC missed the opportunity of dominating the personal computer industry, which might have otherwise developed quite differently.

14. Electric Pencil, originally written for the MITS Altair microcomputer.

15. The Osbourne.

16. The Epson HX-20.

17. The Atari 800.