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ATARI INTERFACE MAGAZINE

Vol. 1 No. 6

June 1989

SHOW ISSUE

Michigan Atari Computer Expo Show Report

Learn about The Expo and See the Faces behind the Software and Hardware

Have You Read Any Good Ones Lately?

A "Magazine-aholic" shares his views of an ST publication and a letter to the Editor

A Practical Suggestion to Get More New 8Bit Software

An 8Bit Devotee Tells How to Get Software Companies to Release Titles for the 8Bit already ported to other computers

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ST Magazines from Around The World

An international list of ST Publications

Reviews of Battle Chess, PHANTASM, Pha$ar, War In Middle Earth,

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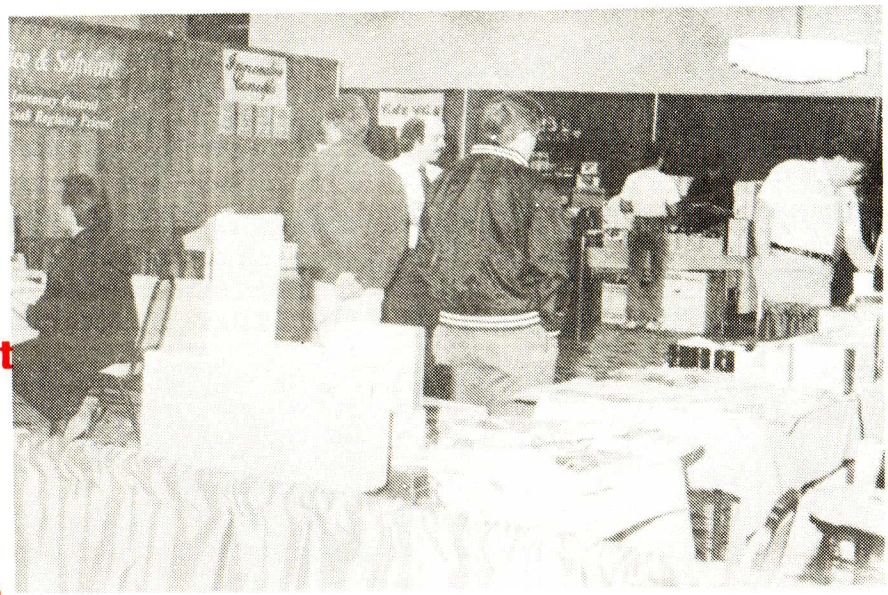

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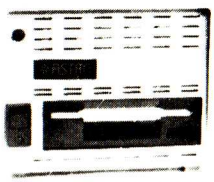

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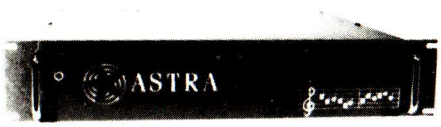

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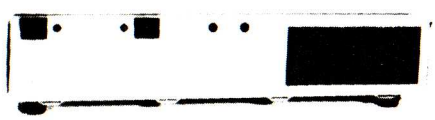

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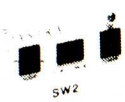

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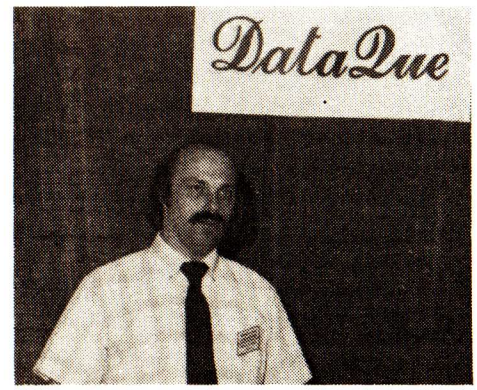
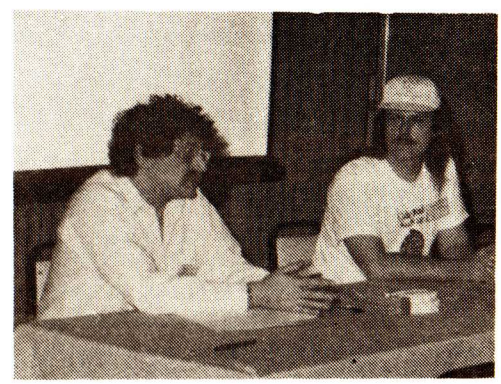


DataQue's Chuck Steinman shows off the Turbo-816



George Morrison (left) and Charles Johnson (right) in a seminar at the MACE Expo

On the Cover
Photos from the MACE Expo. Bottom photo shows Wayne Buckholdt and Jim Riffe of SofTrek.

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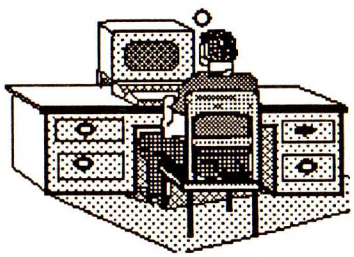


Editorial Ramblings

In the May issue of Atari Interface Magazine, we wrote one paragraph taking an online publication (ST*ZMAG) to task for its inaccurate reporting of events that were to take place at the now-passed MACE Atari show. The ST*ZMAG issue in question stated that Atari would not have a booth at the show and no Atari representatives would be onhand.

At the time our editorial was written, Atari had confirmed that they would have two booths at the MACE show, that they would pay for these booths and that there would be Atari representatives at the show. At that time, Mike Dendo had stated that either he or Joe Mendolio would be at the show to represent Atari U.S. Joe Mendolio also said he would contact Atari Canada to see who they could send to the show.

As always, predicting what the future may bring (especially where Atari is concerned) is never easy- for online publications and magazines alike. However, at no time did Atari state they would not have a booth or have representatives at the MACE show.

Atari did indeed have two booths at the Expo, and the booths were paid for in full by Atari Corp. Atari Canada executives Julius Oklamcak and Saliesh Patay attended the show Saturday as official representatives. Finally, though neither Mike Dendo or Joe Mendolio attended the show, Atari did contact Dave Horton of InCom Marketing, Atari's midwest Product Representative, and requested that he and his staff officially represent Atari U.S. at the show.

In closing the editorial in the May issue, we stated:

"The Michigan Atari Computer Expo will be over just about the time you read this, and contrary to any misinformation spread by a certain online "publication," Atari has stated they will have representatives at the Expo. At least one Atari U.S. executive has told us he will be at the show, and there will even be some Atari Canada execs at the Expo. Looking at that online publication's track record, the Atari community should be used to the factual inaccuracies they present. Perhaps that's why some online users have nicknamed them Z*Rag and ST Z*Rag?"

This statement was taken as a direct slam by Ron Kovaks, Z*MAG Publisher, who contacted us about his concerns. The nicknames Z*Rag and ST*ZRAG first appeared in discussions on one of the major online information services and were not invented by us, contrary to the implication made by Leo Sell, president of CHAOS and co-publisher of the CHAOS/GAG newsletter which is financially affiliated with ZNet (see "From the Readers' Viewpoint"). The closing of the May editorial was not meant as a "slam," though we can understand how Mr. Kovacs interpreted it that way. To Mr. Kovacs and the Z*Mag/ST*ZMAG Staff, we sincerely apologize for printing a statement that you felt was derogatory to yourselves and your publications. Now, we ask you to apologize to MACE and MACE officers for your past false statements.

From the Reader's Viewpoint

Please be so kind as to print this letter in its entirety or to phone me if you refuse. I will be placing it in other appropriate sources of Atari news.

Dear Editor:

I found your "Editorial Ramblings" in the May issue to be extremely distasteful. Your unwarranted attack on Z*Mag and ST Z*Mag was both uncalled for and unprofessional. Such conduct is unbecoming to any user group newsletter or similar magazine and engaging in such attacks only serves to weaken the Atari community here in Michigan.

Frankly, I don't understand why you would make such provocative statements, especially in light of the past troubles between you, user groups, other publications - online or otherwise, and questions about your statements and policies.

Incredibly, your own statements made in the editorial belie your call for accuracy. You made several statements about Atari corporation plans, executives and the MACE show which were supposed to support your contention that other information had been incorrect. You stated that Atari Corporation attended the event and that "at least one Atari executive...will be at the show".

I think it significant that even as you accuse another publication of inaccuracy, you keep your statements vague (for instance you did not name the Atari executive that would "be at the show"). Atari Corporation was represented by their area Business Rep, who is NOT an employee of Atari, but of INCOM Marketing of Columbus Ohio, and by Michael Groh, area MIDI Marketing Rep, who has his own marketing company named JAMM. There were no actual executives or employees of Atari Corporation.

The same thing is true of your statement about Atari Canada executives. No such executives were at the Atari booth, and even had they been at the show, I doubt they could officially represent Atari Corporation. Both trade rules and corporate policy would likely rule it out.

In short, and in light of your questionable statements, you owe Z*Mag and ST Z*Mag a retraction and apology. Your reference to "some online users nicknaming them Z*Rag and ST Z*Rag" is pretty thinly veiled. It's not clear whether those users are simply you or who they are. I will say this, I check in on the services too and I have not seen such a reference anywhere except in your editorial.

I presume that, if I had a problem with you, you would expect me to bring it directly to you, and not make up names or insults to print in other sources. Please extend other publications the same courtesy that you would expect.

Leo Sell, CHAOS President

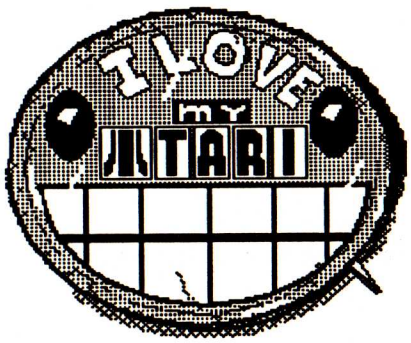
[Editors' Reply: Leo, when the editorial in question was written, we were predicting the future, since our deadline was several weeks before the Expo. It wasn't until just a few days before the show MACE learned no Atari Corp. Executives would be attending, even though MACE had been assured they would by Sig Hartmann, Mike Dendo and Joe Mendolio. Instead, Dave Horton and Doreen Needham of InCom Marketing were officially designated by Atari US to be Atari's show representatives.

As for Atari Canada Execs, Julius Oklamcak and Sailesh Patry were there, most of Saturday wearing official badges as representatives of Atari Canada. The Zmag issue we were referring to stated Atari would not have a booth. This was wrong, and Atari even PAID MACE for the booths Zmag said they didn't have! At NO TIME did Atari ever say they would not have a booth at the show.

I don't understand how it is unprofessional to report what users are saying on the services...to which you say you subscribe. I also don't know how, if you indeed frequented all the services, you could have missed the big discussion of Zmag and STZmag on one of them. There is no thinly veiled insult, simply passing along of information.

Having participated on CIS and Delphi on a weekly basis and attending nearly every weekly conference on these systems, we have NEVER seen your participation, Leo.

We also take offense at your implication that we wouldn't print your letter. Unlike the publication you champion, we do print views dissenting from our own.]



Atari News and Comment

by Bill and Pattie Rayl

Joe Mendolio, Atari's new Vice President of Marketing, has also been named Atari's user group liason, taking over the position vacated by Cindy Claveran in April of this year. User Groups wishing to contact Mr. Mendolio can reach him at (408) 745-2010.

Atari Canada reportedly received two of the new Atari Portfolio computers, a sign that the "world's smallest IBM compatible" is close to market and should meet its June release date.

Some stores in the US are already taking advance orders for the VCR tape-sized computer that comes with 128K RAM, and built-in MS-DOS 2.11, BASIC, word processor and Lotus-compatible spreadsheet.

Though not for everyone (especially with 40 column by 8 line display, RAM card software access only and a price tag of "just under $400"), this little "AA" battery-operated portable has caused a stir in the computer industry and should sell well.

ST Hardware Products

Third-party products that expand the ST's power and flexibility are just now hitting the market.

At least three different 16 mHz accelerator boards are nearing release. Attendees of the recent MACE-sponsored Atari Expo got a chance to see one of these boards in action at the DataFree booth.

Their board fits into any ST and can be switched on or off with an external switch. Giving an overall average 30 percent speed increase, the accelerator "does not use a RAM cache, this making our upgrade fully compatible with all software."

According to DataFree, "some programs change code at random" and using an accelerator with a built-in RAM cache could cause program crashes. The DataFree 16 mHz Accelerator may be available by the time you read this and retails for $199.95. Call DataFree at (416) 741-9825.

FaST Technologies of Andover, Massachusettes, is also nearing completion of their accelerator board that provides approximately 35 to 40 percent speed increases and should sell for around $400.

The May, 1989 issue of ST Informer carries an excellent article on the board, with photos and benchmark speed comparisons. FaST Technologies can be reached at (508) 475-3810.

Finally, from John Russell Innovations (JRI), makers of GenLock, comes an accelerator board that reportedly will cost only $99.95.

Another product from JRI is a small board that gives your ST a 4,096 color palette. Installation is as simple as unplugging the ST's video shifter chip, placing the chip onto the board and plugging the board into the shifhter's original socket. The board retails for $49.95 and is available now. JRI's phone number is (415) 458-9577.

Online News

GEnie SysOp Holly Stowe recently left the Atari Roundtable (RT) for a position in the Gadgets by Small RT. Replacing Holly is Jeff Williams, of Software Plus, a chain of Atari stores in Illinois. Drop in on the weekly Wednesday night Conference (10 p.m. Eastern) and welcome Jeff aboard!

Not to be outdone, CompuServe's Atari ST Forums recently added Antic Software's David Ramsden to their already capable staff of SysOps. David can usually be found in the Thursday night Conference (10 p.m. Eastern). If you want to know anything at all about Antic's Cyber series, David is an expert on the subject.

World of Atari

The World of Atari show to be held at the Hyatt Regency Dearborn in Michigan is only a couple weeks away. The most recent press release says Atari Corp. will have over 10 representatives on-hand and the STacey laptop will be on display.

The show will also give Michigan its first look at the Spectre GCR and pc Ditto II emulators. With a larger show area than the Anaheim show (and more exhibitors too!), the show promises to be an event you won't want to miss. Call (503) 673-2259 for more information.

As reported in the May, 1989 issue of the Puget Sound Atari News, plans have tentatively begun for a World Of Atari show in Seattle, Washington. As reported in that publication, "Although no firm date has yet been set, [Rich Tsukiji] did say that a Seattle show was the #1 priority for the August 26-27 weekend of 1989."

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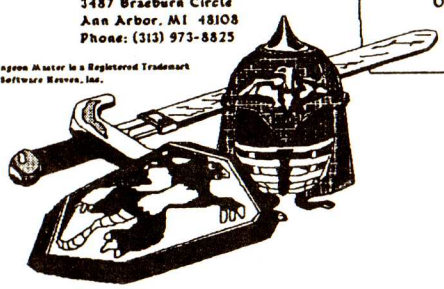

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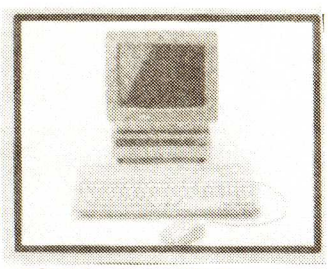

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The Michigan Atari Computer Expo

by Pattie Snyder-Rayl (MACE)

Whew! I am glad the running around organizing an Atari show is over! The show was a success, in all aspects, and was a credit to the Atari Community in Michigan.

Members of MACE, the Michigan Atari Computer Enthusiasts, can be proud of what our club has done for the User Group Community in Michigan and throughout the country. MACE held our heads high and produced our show despite lots of dirty politics playing in the background in an apparent attempt to stop our User Group-sponsored show.

As I said before, the Expo was a success. Many vendors told me they sold more in one day of our show than during the whole World Of Atari show in Anaheim, which was billed as the "Atari Event of the Year." This made them extremely happy, and made MACE happy too! Even those vendors who didn't outsell other recent shows were very satisfied with their sales because their costs to attend our Expo were much less, therefore, they didn't have to sell as much to make the show worthwhile.

John Eisvoog (CodeHead) & ICD's Tom Harker (right)

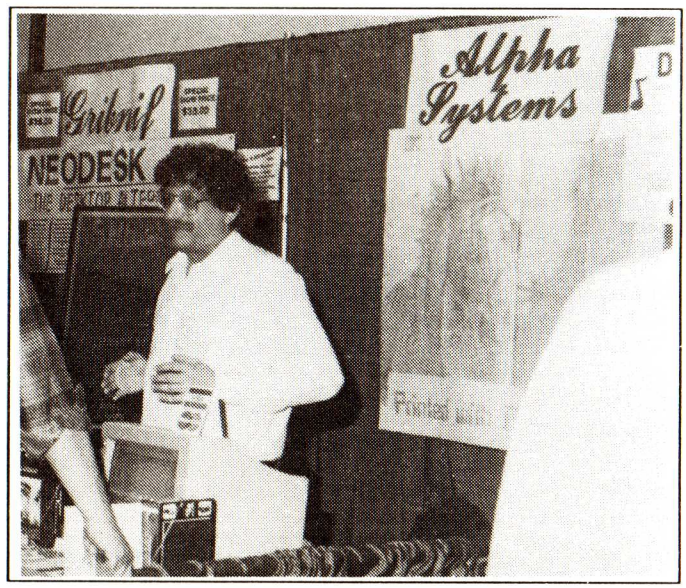
SofTrek's Wayne Buckholdt talks with Bill & Pattie Rayl about the Expo

Tom Harker, of ICD, told me, "MACE should be proud of the show you've put on. It's a very good show. You've done a lot to make vendors like me happy, and it shows." Craig Thom, also of ICD, said "The show was more fun than I thought it'd be! I'm glad I was able to come."

Wayne Buckholdt was very impressed with the way MACE organized the show to cater to the exhibitors. "You really planned things well, with the site of the show right near the airport. This means a lot to the developers coming from outside the area. The shuttle service saves us the expense of a taxi or a rental car, especially when we're bringing lots of product and equipment."

MACE made good plans, but even those weren't free from problems. Atari Corp Management, including Sig Hart-

Dave Horton and Mike Groh chat at the Atari Booth

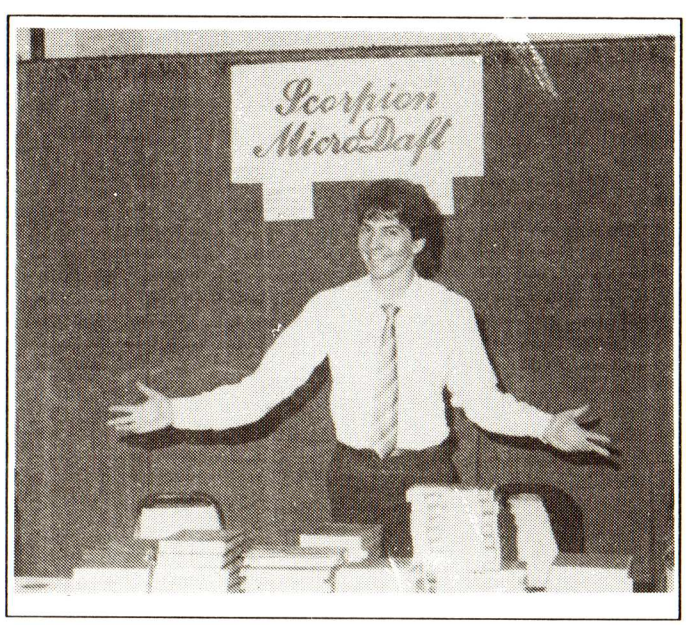


George Morrison of Alpha Systems

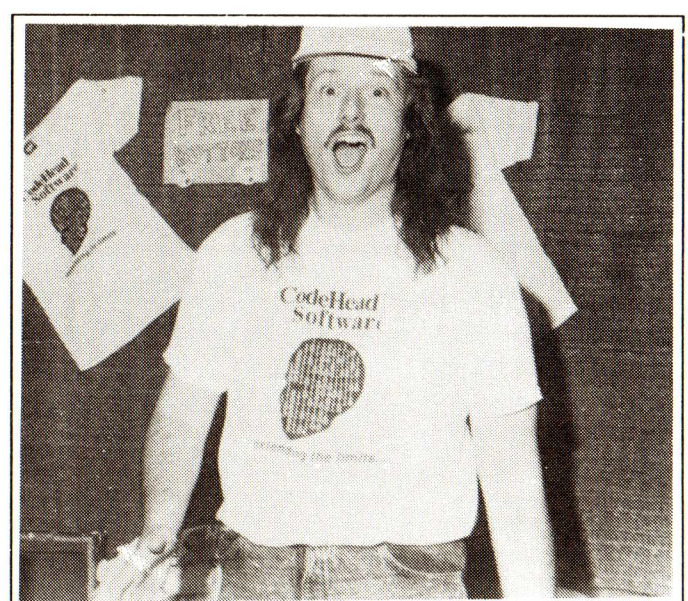
mann, Mike Dendo, and Joe Mendolio assured me several times each that there would be an Atari Executive at our show. Unfortunately, Atari did not come through on this simple gesture, and did not supply even the needed computer equipment promised for use at the Expo. However, Atari did send payment for the two booths used at the show. I was not informed of the change in plans for the Atari reps until a few days before the show.

Atari Canada came through on their promises though! Julius Oklamcak, Technical Support and on-line spokesman for Atari, and Sailesh Patry, Marketing Support Manager were both at the Atari Expo and spent considerable time talking to exhibitors and show-goers alike. Also at the booth were Dave Horton and Doreen Needham, the Atari manufacturers representatives for Atari Corp. Dave Horton spent much of his time demoing the ST educational software Atari shipped for the show. Mike Groh was also onhand as the MIDI representative for Atari in our area. He participated in a seminar about MIDI music, which was attended by MIDI enthusiasts.

The final count on show attendance stands at about 1500-1750. The uncertaintly lies in the fact the tickets were good for both days, and many people returned on Sunday which wouldn't reflect in ticket sales. I was hoping more people would come since it has been a long time since Michigan had an Atari-only show, but it would seem the smaller attendance reflects the way the Atari market has been shrinking in the past year or so. It will be interesting, for me at least, to see if the Dearborn ST World

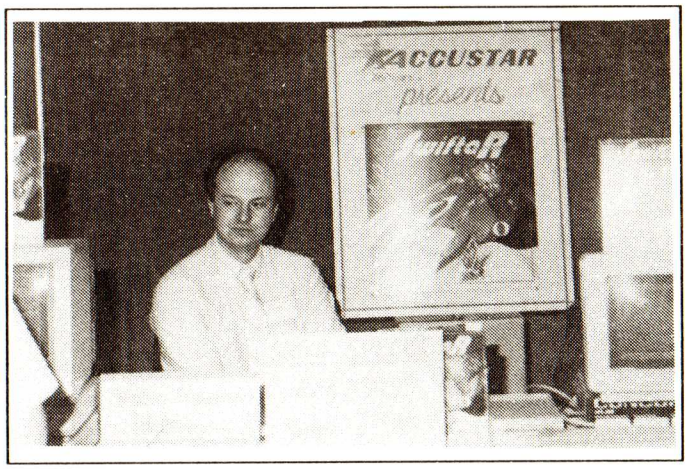


Scorpion/MicroDaft's Eli Thomlinson



CodeHead Software's Charles Johnson

Wayne Buckholdt & Gribnif's Rick Flashman (right)



Michigan's own Accustar

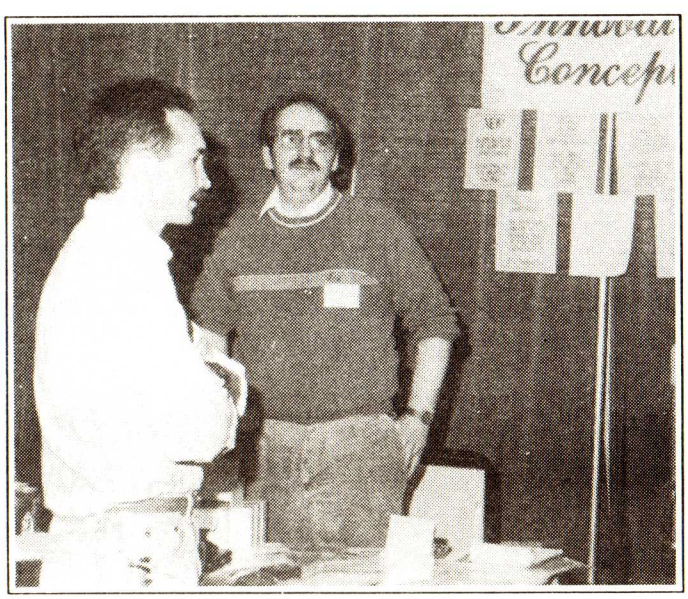
show can draw the projected 7,000 people since we drew Users from Pennsylvania, Tennesee, Ohio, Kentucky, Wisconsin, Illinois, Indiana and a few other states, not to mention several cities in Ontario, Canada!

The response from the User Group community for the show was larger than we anticipated, and this resulted in a congested hallway, for which MACE apologizes for any inconvenience. I understand many clubs did very well for themselves at the show. Several user group officers told me they were happy with the show and the response they were getting from show-goers and congratulated MACE on sticking to our guns and holding the Expo.

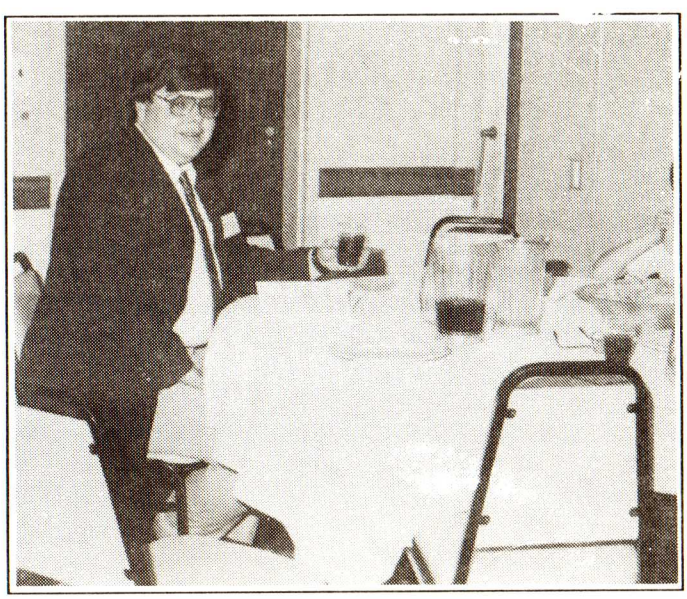
TAG's Steve Volker keeps an eye on one of Rite Way's Models

People attending the show told me everything from "This is the greatest show I've been to in six states!" to "This isn't an awesome show, but it isn't a bad one either." I saw many people leaving the Expo with arms full of software and hardware.

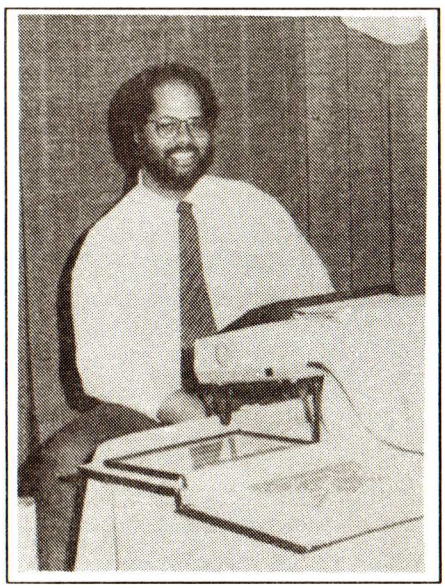
On Sunday, Rite Way and CAL COM became embroiled in a price-slashing war, to the benefit of the show-goers, but Joppa Computers, Rentertainment Sector One, Basic Bits 'N' Bytes and Mars Merchandising took the war in their stride and simply offered discounts on their software. Rite Way seemed to be selling lots of hardware (MACE member and CompuServe SysOp Keith Joins went home the happy owner of



Bob Carlini & Innovative Concepts' Mark Elliot (right)



ICD's Craig Thom partakes of the complimentary lunch



Mike Clayton (Electronical Soft.)

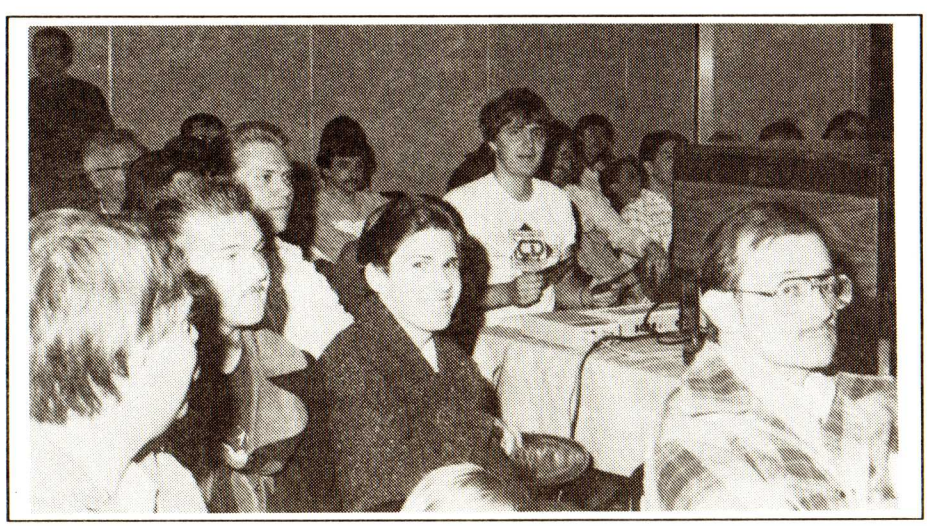
a Mega4!) and offered discounts on software, but the selection was very limited.

Apparently the price war was a bitter one because the contracts dealers sign with Atari say they will not sell hardware outside their area, and Rite Way was angered by CAL COM's selling hardware when they are from Maryland, according to Dave Horton after the Expo. I just saw many happy new Atari owners!

Thank Yous

I'd like to take a moment and thank all the people who helped MACE pull off this Expo, and do it with style and thoughtfulness. Sharie Middlebrook and Don Neff deserve a big hug. Sharie had the enviable task of coordinating all the volunteers for the show. She got to contact all the volunteers and try to coordinate when they could work at the show. Don Neff had fun tracking down exhibitors to see what times they'd like to have seminars and what they'd like to speak about. Then he got to try to schedule all these talented Atari developers into a collection that would interest and provide a variety to show-goers on both days!

Heather Neff deserves a big Thanks for her help at the ticket counter both days, keeping track of the funds and paying our bills, with all the chaos going on around her. Kip Kiefer should get a warm Thank You for his help in coordinating the User Group ticket sales and booth setup. Ted Newkument helped out with the libraries, and an extra Thank You to Ted and Kip and their spouses for help in copying all those BobTerm disks! Thanks go to Mike Olin and Bob Retelle for their work at the Expo, and to Mike Lechkun and Jerry Cross for their background information. The Expo couldn't have gone as smoothly as it did without the Gold Card volunteers, and though you're too many to name here, MACE Officers wish to thank you wholeheartedly for your help and support!



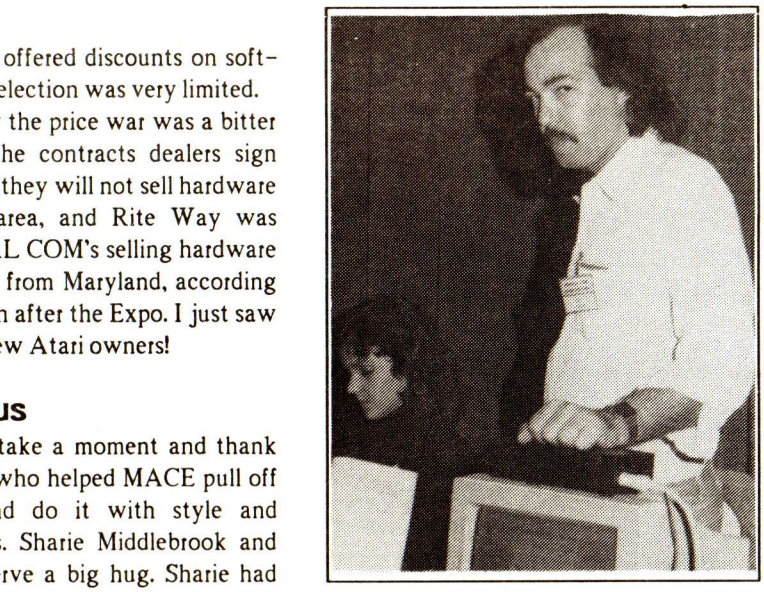
Darek Mihocka packs the seminar room for his demo of ST Xformer

Summary

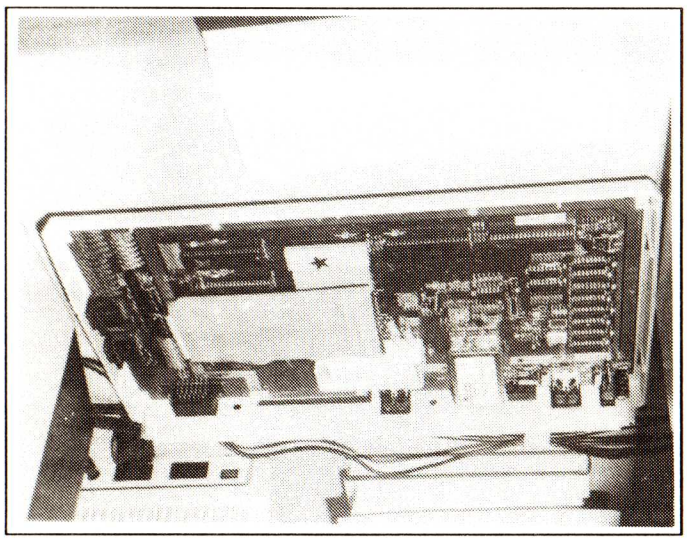
If you missed the Expo (for shame!) some of the highlights included: DataQue demonstrating their Turbo-816 board that turns an 8bit Atari into a 16bit machine...DataFree of Canada showing off their own 16 mHz board for the ST...MichTron showing off Fleet Street and UltraScript bundles, Alpha Systems with their 8- and 16bit product lines, including the new Beat Box... CodeHead Software showing off the new HotWire shell, along with their other fine ST products...

Gribnif was showing (and selling a lot of copies of!) the latest version of NeoDesk (v 2.03)...SofTrek was putting the ST through its paces by demoing TurboST, the software Blitter. A new version of TurboST will available "probably by the end of the year" that gives some really phenomenal speedup! You had to see the demos to believe it!

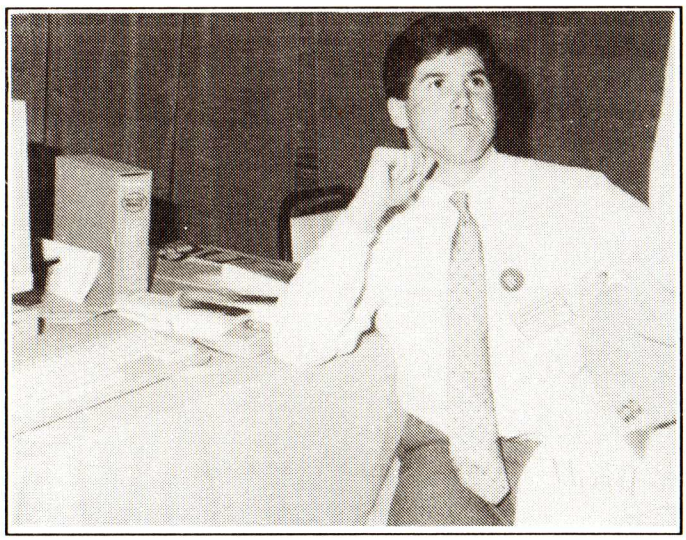
ICD was showing off their products and doing brisk sales on SpartaDOS X. Tom Harker, ICD President said they had sold all the cartridges they had brought on the first day. WordPerfect was showing their top-of-the-line word processor for the ST...Scorpion/Microdaft was selling their 8bit and ST games...custom-built hard drives were the focus of the Hurricane Systems booth, where an 85 Meg drive was selling for a show special of just over $700.



Canada's DataFree



A close-up look at DataQue's Turbo816 board



Gordon Mella from WordPerfect

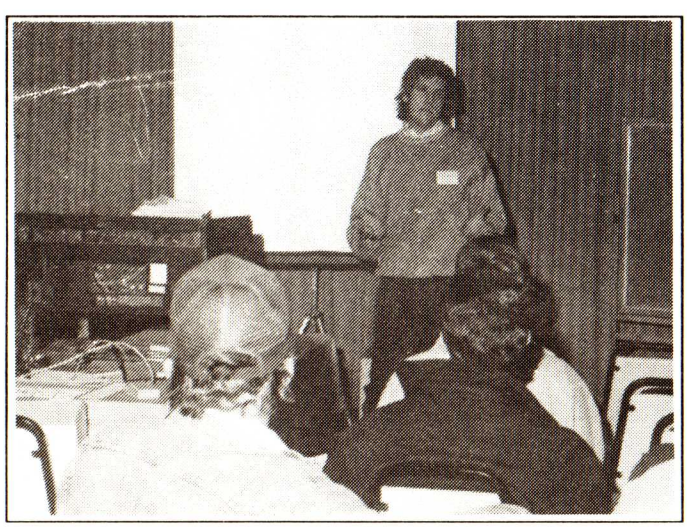
Electronical Software had YEMACYB, the excellent 8bit Atari color printing utility...Family Detective was giving free LOGO tutorials on the ST...Innovative Concepts was selling all kinds of goodies for 8bit owners...Nice & Software showed off their CRICIT bar-code reader and cash register software/ hardware for the ST.

Ralph Turner was pulling double-duty at the show, representing ST Informer and promoting his "The Atari ST Book." Unicorn Publications was selling "The Lost Scrolls of Mount Anaias," the 112-page Dungeon Master hintbook and copies of Atari Interface Magazine (and back issues of Michigan Atari Magazine).

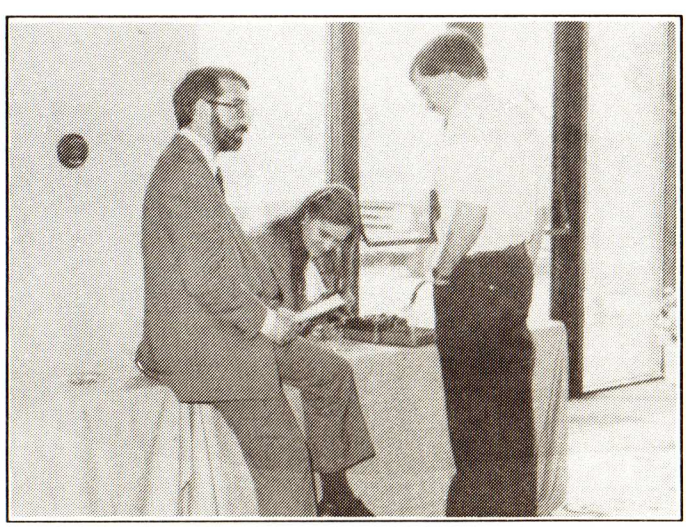
Pattie Rayl, MACE Expo Manager

Darek Mihocka introduced the latest (and last, according to him) version of his ST Xformer 8bit Atari emulator to a packed seminar room. Bob Puff, programmer of the Super Arc utilities (among other great programs) introduced his new feature packed shareware terminal program, BobTerm. Lucky attendees of the show were able to purchase the first copies available anywhere!

Other seminars included George Morrison of Alpha Systems and Charles Johnson of Codehead Software speaking on shareware software, and Mike Groh, Atari's MIDI representative demonstrated several popular programs for creating music on the ST.



MIDI Rep Mike Groh talks about Music and STs



MACE Officers Don & Heather Neff and Ed Hanson

Some Spellers are Better than Others.

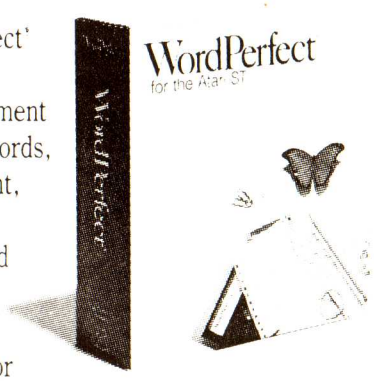
Before she won her regional spelling bee, Margaret Hollingsworth pored over seven different dictionaries for more than three hundred hours.

And while we'd all like to be champion spellers, most of us just don't have that kind of time.

So may we suggest putting the WordPerfect® Speller in your corner.

Not only will the Speller check your document (or any section of it) for errors and double words, it will instantly count the words in a document, page, or block of text.

You can look a word up phonetically to find the correct spelling, and the Speller will give you a list of replacement words with similar sound patterns. Or if you're looking for just the right word, and you know it begins with "s" and ends in "-ology," use a wild-card character to replace the unspecified letters. The Speller will show you a comprehensive list of your options.



With the WordPerfect Speller (included in your WordPerfect software for the Atari), more than 115,000 words are at your fingertips. No other speller can match that kind of power.

Not even Margaret.

WordPerfect
CORPORATION

1555 N. Technology Way · Orem, UT 84057
Tel (801) 225-5000 · Telex 820618 · FAX (801) 222-4477

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A Practical Suggestion to Get More New 8bit Software

by Mark Quigg

Would you like to get more software for your Atari 8bit? Perhaps you notice that people with other 8bits such as the Commodore 64 enjoy an abundance of new games, databases, and more. Here is a way that is GUARANTEED to work. We can make software giants like Electronic Arts, Microprose, Epyx, and many others "an offer they can't refuse!"

The Problem

The Atari 8bit computer, as we know, is an outstanding product: it has very good graphics capabilities, sound, and much more. It includes features not found on most machines, like a full screen BASIC editor. And it is inexpensive!

Yet the market for Atari 8bit software is surprisingly small. Major developers don't support us anymore, for the most part. Why?

I believe there are a combination of factors involved. One is that Atari has a reputation for piracy...the developers fear their programs will be copied, and illegally sold, thus cutting in on their profits.

Another is that Atari Corp. has concentrated their marketing efforts in Europe; they hope to capture the #1 spot in the industry (I understand they have accomplished this in Germany). This means that the parent company doesn't offer as much in the way of commercial advertising and promotion, which is vital to the brand image.

The Solution!

This idea is so simple, yet has such power, it is amazing no one's mentioned it before.

It is this: Write a letter to the companies you want to produce software for the Atari, including the names of several of your friends who own Atari computers. That's all there is to it! Consider this:

In 1988, Universal Studios released a film called "The Last Temptation of Christ." This angered many Christians, and petitions all over the country were signed, and sent to theaters and Universal Studios. The result? Over 1300 theater chains refused to book the movie; Universal lost $12-14 million!

Last year, the Congress of the United States decided on a pay raise for themselves. Editorial pages of newspapers all over the country were filled with letters from irate citizens, opposed to the high raise. Just recently Congress voted on the issue, and decided against the raise by an overwhelming margin.

The point is not to debate the right or wrong of these issues, but that when the people got together and responded, action WAS TAKEN.

You've probably seen the appeals in ANTIC magazine, and other places, to write a letter to the company. I read them, and wondered, "Will they listen to one person? Are there enough others doing the same to make a difference? Will they even take the time to read the letter?" I believe they will. Atari users wrote to Springboard, and they were compelled to translate "Newsroom" for the Atari.

The advantage of including several names of your friends with Ataris is that it represents paying customers to the company. They will definitely stand up and take notice.

If you work for a business that services the Atari community, you could actually send your business mailing list to them (name, city, and state only will protect your customers and you). This can easily result in THOUSANDS of names!!

What To Do

1) When you get a chance, upload this text file to your local BBS's. No need to go out of your way; just keep the disk handy, and do it the next time you happen to log on. If you could upload to 1 or 2 long distance boards (if you are calling them already anyway), it would be very helpful. Remember that this will help your u/d ratio as well.

2) Take a few minutes to think of people you know that use Atari 8bits, and write them down or type them in. If you can get their personal signatures, this is the best of all. However, just entering their name, city, and state should be fine.

3) If you are involved with a user's group, you might share this article with them...a large-sized group can go far in impressing a profit-seeking developer.

The Effect

It is my hope that this file will be distributed across the country. If only 200 people respond, with a list averaging 10 names, that's 2000 names of consumers to persuade the developer. However I believe many more will respond, and provide even larger lists...users groups could be a good source of many names.

If only one or two large companies respond with new software, this will be an incentive for others to join in as well. After all, they don't want to lose their share of the profits available.

A Sample Letter

Following this article is an example of a letter you could send. A few points are important:

Specify which titles you want produced. This gives the developer a starting point. The best to choose are ones already made for the Commodore 64, since they would be easier to translate.

Include a statement to the effect "I don't pirate software, and encourage my friends not to as well." This can help shatter Atari's image of being a pirate's computer.

With the names, only use the person's name, city, and state...not the street address...unless you get permission to do so. Also you can only include names of people that actually use an Atari 8bit. You can use people's handles on bulletin boards as well, if you put the name in quotes ("Dr. Kildare") so they'll know you're serious.

DON'T be critical of the company...praise works much better.

You can use the letter as-is, or create your own. A form letter will suffice; you can create one letter, and simply change the addressee for each company.

I've also enclosed a list of many software developers that should be producing for the Atari. You might send to one company yourself, and get your friends to do one each — all using the same list of names.

Sample Letter

Avalon Hill
ATTN: President
4517 Hartford Rd
Baltimore, MD 21214

Dear Sir:

In the past, I have purchased fine programs from you for my Atari 8bit computer. However, I understand that you are no longer producing new titles for these machines.

Won't you please reconsider? Would you consider translating "Super Sunday" for the Atari? Thank you for your time.

Sincerely,

John Smith

P.S. I have enclosed a list of a few friends who also use Atari computers..

Fred Jones, Jacksonville, FL
John Smith, Chicago, IL
George White, New York, NY
Sam Stevens, Los Angeles, CA
"The Bean", Atlanta, GA
Bill Green, Charlotte, NC

Conclusion

I'm putting my money where my mouth is. As the General Manager of Homemade Software, a small company that specializes in public domain software for the Atari, I have access to the mailing list. I intend to send a list of hundreds of names to all the companies on the list; also to upload this file to several of the bigger Atari BBSes in the country.

Do this today, while it's on your mind! It will only take a few minutes, yet could reap BIG rewards in new software.

Company List

AVALON HILL

President, 4517 Hartford Rd., Baltimore, MD 21214 (Programs: Civil War, Incunabula, NBA, Super Sunday)

ELECTRONIC ARTS

Trip Hawkins, President, 1820 Gateway Dr., San Mateo, CA 94404 (Programs: Bard's Tale, Artic Fox, Marble Madness, Skyfox)

SIERRA ON-LINE

President, P.O. Box 485, Coarsegold, CA 94039 (Programs: 3-D Helicopter Simulator, Thexder, Kings Quest)

MICRO ILLUSIONS

President, 17408 Chatwsorth St., Granada Hills, CA 91344 (Programs: Fire Power, Turbo, Galactic Invasions, Land of Legends, Faery Tale Adventures)

MEDIAGENIC (formerly Activision)

President, 3885 Bohannon Dr., Menlo Park, CA 94025

EPYX

President, 600 Galveston Dr., Redwood City, CA 94063 (Programs: Championship Wrestling, Sub Battle Simulator)

MICROPROSE

William Steahley, President, 120 Lakefront Rd., Hunt Valley, MD 21030 (Program: Gunship)

BRODERBUND

President, 17 Paul Dr., San Rafael, CA 94903 (Programs: "Carmen Sandiego" series)

SIR-TECH

President, P.O. Box 245, Ogdensburg, NY 13669 (Programs: Seven Spirits of Ra, Deep Space.) NOTE: This company probably has never developed for the Atari 8bit before, so leave off the first sentence of letter.

CINEMAWARE

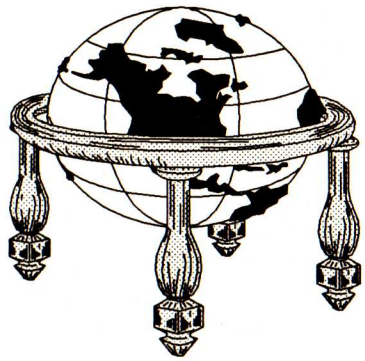
President, 4165 Thousand Oaks Blvd., Westlake Village, CA 91362 (Programs: The Three Stooges, Rocket Ranger) NOTE: Company also new to Atari.

ACTIONSOFT

President, 201 West Springfield Ave., Suite 711 Champaign, IL 61820 (Programs: Jet, Up Periscope!) NOTE: Same as above.

ORIGIN SYSTEMS

President, 136 Harvey Rd., Building B, Londonderry, NH 03053



ST Magazines Around the World

compiled by Eric Terrell

[Editors' Note: Reprinted from a UseNet article with permission of the author.]

Here's the latest list of ST magazines available around the world. This list includes magazines with partial ST coverage. Please send additions or corrections to me (att!druhi!terrell) on UseNet.

Name: ST Magazine
Type: Paper
ST Coverage: Full
Address: Pressimage
210 rue du Faubourg St Martin
75010 Paris
France

Name: Atari ST User
Type: Paper
ST Coverage: Full
Address: Database Publications
Europa House, Adlington Park
Adlington
Macclesfield SK10 4NP
Great Britain

Name ST World Magazine
Type: Paper
ST Coverage: Full
Address: Gollner Publishing Ltd.
First Floor, 10 Theatre Lane
Chichester, West Sussex
PO19 1SR
Great Britain

Name: ST-Amiga Format
Type: Paper
ST Coverage: Partial
Address: Future Publishing
4 Queen street BATH
Avon BA1 1EJ
Great Britain

Name: The ONE
Type: Paper
ST Coverage: Partial
Address: Priority Court 30-32
Farringdon Lane
London EC1R 3AU
Great Britain

Name: The ST Club
Type: Paper
ST Coverage: Full
Address: 9 Sutton Place
49 Stoney St.
Nottingham
Great Britain

Name: ST-klubben
Type: Disk
ST Coverage: Full
Address: Box 290
N-6151 Orsta
Norway

Name: Svenska Hemdator Nytt
Type: Paper
ST Coverage: None
Address: Box 152,448 01 Floda
Sweden

Name: Atari ST Nieuws
ST Coverage: Full
Address: Postbus 5011
2000 CA Haarlem
The Netherlands

Name: ST
Type: Paper
ST Coverage: Full
Address: Postbox 11129
2301 EC Leiden
The Netherlands

Name: ST
Type: Paper
ST Coverage: Full
Address: Stichting ST
Bakkersteeg 9A
NL-2311 RM Leiden
The Netherlands

Name: ST News
ST Coverage: Full
Address: Negende donk 4
NL-5233 PJ Den Bosch
The Netherlands

Name: Atari Explorer
Type: Paper
ST Coverage: Partial
Address: Atari Explorer Pub. Corp.
7 Hilltop Road
Mendham, NJ 07945
USA

Name/Type: Computer Shopper
Paper
ST Coverage: Partial
Address: Coastal Associates Publishing
5211 S. Washington Ave.
P.O. Box F
Titusville, FL 32781
USA

Name: ST (68000er) Magazine
Type: Paper
ST Coverage: Full
Address: Markt & Technik Pub. Inc.
501 Galveston Drive
Redwood City, CA 94063
USA

Name: ST Informer
Type: Paper
ST Coverage: Full
Address: 909 NW Starlite Place
Grants Pass, OR 97526
USA

Name: Current Notes
Type: Paper
ST Coverage: Partial
Address: 122 N. Johnson Rd.
Sterling, VA 22170
USA

Name: Atari Interface Magazine
Type: Paper
ST Coverage: Partial
Address: 3487 Braeburn Circle
Ann Arbor, MI 48108
USA

Name: ST World
Type: Paper
ST Coverage: Full
Address: 1385 Cleveland Loop Drive
Roseburg, Oregon 97470-9622
USA

Name: ST X-PRESS
Type: Paper
ST Coverage: Full
Address: P. O. Box 2383
La Habra, CA 90632-2383
USA

Name: ST Report Online Magazine
Type: On-Line
ST Coverage: Full
Address: P.O. Box 6672
Jacksonville, FL 32236-6672
USA

Name: ST*ZMAGAZINE
Type: On-Line
ST Coverage: Full
Address: P.O. Box 74
Middlesex, NJ 08846-0074
USA

Name: ST-Log
Type: Paper
ST Coverage: Full
Address: P.O. Box 1413-MO
Manchester, CT 06040-1413
USA

Name: STart
Type: Paper
ST Coverage: Full
Address: 544 Second Street
San Francisco, CA 94107
USA

Name: Atari ST Computer
Type: Paper
ST Coverage: Full
Address: Heim Verlag
Heidelberger Landstr. 194
D-6100 Darmstadt 13
West Germany

Name: c't
Type: Paper
ST Coverage: Partial
Address: Magazin fuer Computertechnik Verlag
Heinz Heise GmbH & Co
Postfach 61 04 07
3000 Hannover 61
West Germany

Name: ST (68000er) Magazin
Type: Paper
ST Coverage: Full
Address: Markt & Technik Verlag
Hans-Pinsel-Str. 2
D-8013 Haar Bei Meunchen
West Germany

Name: Atari Magazine
Type: Paper
ST Coverage: Full
Address: Postbox 2095
5202 CB Den Bosch
The Netherlands

Name: ST Vision
Type: Paper
ST Coverage: Full
Address: Postfach 1651
D-6070 Langen
West Germany

PHANTASM from Scorpion

by Bob Retelle (MACE,WAUG)

Wandering around the MACE Expo with my "Gold Card" looking for bargains, I decided to try one of the games being displayed by Scorpion/MicroDaft. There was quite a variety of games, and with the show specials and special discounts, many were priced less than $15 each. Among their offerings was one called PHANTASM, from Exocet Software, which looked interesting.

The name, and the typically "European" package art (featuring, naturally, a Boris Vallejo style, half-naked woman) has nothing at all to do with the game itself. Likewise, the extremely brief scenario on the sheet of documentation has little connection to what you'll see on the screen. Actually, the game stands on its own without these "marketing tools."

PHANTASM is essentially a "combat flight simulator" arcade game. The graphics are very well done, in a "filled 3-D shapes" style very similar to STARGLIDER II. The game is acceptably fast, even with these complex shapes, with only a little bit of slowdown when the screen displays many large, filled polygons. A nice touch is the "point source" lighting effect, which simulates sunlight, and creates realistically shadowed objects. When facing into the "sun," everything is silhouetted -- almost like driving into a sunset. Travelling over the surface of the planet, you pass from the well lit "day" side to the dark, shadowy "night" side, as you pursue your elusive goal.

The object of PHANTASM, other than shooting almost everything in sight, is to eventually eliminate the eight bases which are spewing out all kinds of nasty enemy thingies, and transport back to your own planet. Your Phoenix fighter-interceptor is armed with both lasers and guided missiles, although the lasers have a nasty habit of overheating and refusing to work until they cool down again (the aliens need SOME kind of advantage after all). By judiciously firing the lasers in short bursts, you can avoid the embarassment of having them stop working just as ANOTHER alien ship pops up from behind a small mountain range. Your ship can carry only nine missiles at a time, but there are arms dumps scattered here and there which will rearm and repair it. An Anti-Missile Beam will destroy incoming enemy missiles (as long as it lasts), and Boosters will help you run away from groups of aliens that are just too large to handle all at once

One facet of games, of which I am usually very critical, is the control of your ship. Happily, the controls in PHANTASM are very good. The joystick is quick and responsive in steering the ship and controlling the speed. Height is controlled by keys on the keyboard, and really comes into play only occasionally during the game. Because of this, the game is much more like a tank simulation than an aircraft simulator, despite the futuristically-rendered fighter craft on the instruction sheet.

Unfortunately, the one area in which PHANTASM is sorely lacking is its documentation. The one, lonely, little card in the packaging gives the basics of which keys do what, and an overview of what the indicators on the screen mean, but very little else. Even those details are often incorrect, as I discovered when I began to wonder what the random seeming dots all over the main screen were. After playing a bit, it became apparent that they are a "heads up" radar display that wasn't even mentioned on the instruction card at all!

What helps to save the situation is that the lowest difficulty level is essentially a "Training Mission" level. In this level, objects which come into range of your lasers are identified in a screen on your instrument panel, giving some clue as to what to do with them. Your ship is very hard to destroy in this level, but you aren't given any score. Three other levels increase the difficulty and point values for enemy objects destroyed, although there is never any indication of how many points each individual object is worth. There are enemy spaceships and tanks, and radar towers and fortresses to shoot, fuel dumps and arms supplies to dock with, and of course, the 8 "re-constitutions" to destroy.

There is a screen showing the entire planet, which allows you to choose your area of conflict, but it appears to me that the game is created randomly every time you play, thus rendering this screen effectively useless. About the only control you have is whether you start on the light or dark side of the planet. The planet is divided up into 64 sections, and each section takes an appreciable amount of time to explore, so a complete game could take a great deal of time. Unfortunately, there is no "Save Game" option, so you must play all the way through in one sitting, or restart from scratch each time.

Played fast and furiously or slow and cautiously, PHANTASM is a nice blend of graphics, playability and value. It combines fast action with strategy and is definately recommended!

For 520ST. 1040ST, 520STfm and MEGA

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Above prices correct on 3-22-88. Prices of populated boards subject to chip adjustments to meet fluctuating DRAM prices.

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20MB 48 ms - $595 40 MB ST251$795
30 MB f. ht. 45 ms autop. CDC - $745

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Have You Read any Good Ones Lately?

by Steve Volker (TAG)

Just about this time every month, I become a "MAG-a-holic." Armed with my checkbook and any undesignated money laying too close to my reach, I can be found in any number of bookstores in town, snatching up the most recent issue of my favorite magazines.

I buy all Atari-specific periodicals, anything with the word "computer" in it's title, and will buy any premier issue of anything, regardless of the topics discussed. I'm a magazine junkie. And do I read everyone of them? I sure do!! I read voraciously!

But though I thrive on all the little tidbits of rumor and information found within these many pages, my main reason for buying any of them is for FUN! I seek to be entertained, shocked, enlightened, surprised, titillated, and coddled, by those in the Atari community who seem to know, or be closer to, so much more than I. (As evidenced by their Bylines.)

Still, all this aside (and by way of making some kind of point), I never approached this monthly ritual with the proper respect. That is until the embarrassment and humiliation I felt while reading the June '89 issue of ST-Log.

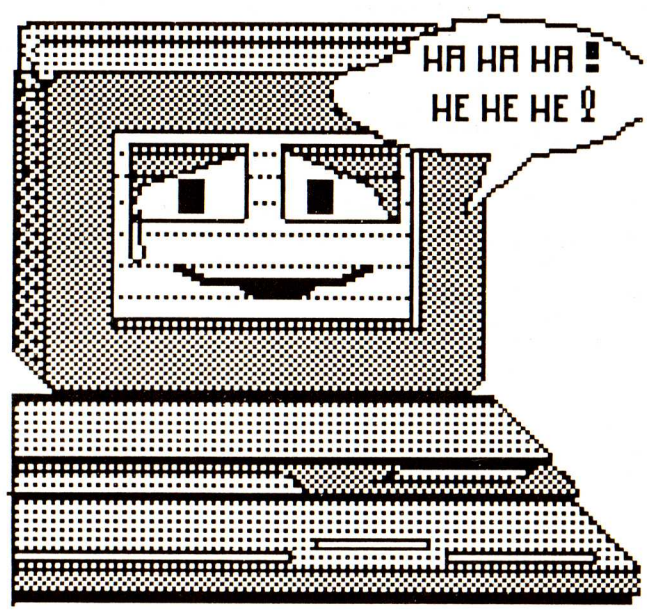
I found it on page eight of this issue, under the heading of Reader's Comment, (and just below the letter about the giant European Keyboard or whatever the h... it was) an open letter from CEO/chairman of Spectrum HoloByte, Inc., Gilman G. Louie, which bears some serious reading.

In short, Mr. Louie tells the tale of their latest (and possibly last) offering for the Atari ST, the FALCON air-combat simulator, from it's official release by Spectrum HoloByte itself, to the pirated released on various bulletin boards around the country, JUST 30 DAYS LATER!!

The rest of the letter talks of the costs involved in marketing software, and the understandable reactions by software publishers who have had their products so caustically stolen, but the thought of such blatant piracy had already deeply shamed me, and prompted me to write this article. If after reading (and rereading) Mr. Louie's letter, you feel as I do (pissed!, frustrated!, ashamed!, @#$%^!), I have a few suggestions as to how you can add action to your righteous indignation:

1. Begin by replacing all pirated and copied programs in your own personal disk library with the same program bought legitimately.
2. Be verbal in your distaste for the practice of piracy, and elect only club officers in your User Group who feel the same.
3. Willingly report any information about pirate BBSes to the respective company being cheated.
4. Support any organized effort to curb and curtail furthur piracy.
5. Most importantly, refuse not to pirate again, and actively support those software publisher's who have continued to support us over the years.

I hope these suggestions are of some use. Er...ah... ahem...excuse me...AIM? Here's your soapbox back...guess I got carried away. (Stanley! Why are you laughing!?)



Absolute Beginners' Column

by Lew Stone (GAG)

Why is there a notch on the edge of a disk?

This notch is supposed to protect the information stored on the disk. If you cover it with tape, most drives cannot write to that disk, thus keeping it from being overwritten by unwanted data. This is true of 5.25 inch disks, but the 8-inch disks do just the opposite, and the 3.5-inch disks also protect when the opening is uncovered. It would be nice if the drive manufacturers could make up their minds and stick to it.

Some drives are single sided and some are double sided, meaning there are read/write heads on both sides of the disk. Most of us with 5.25 inch single-sided disk drives have found that taking a notch out of the other side of our disks enables us to flip our disk over and use the back side.

Discovering that you have twice as much disk space as you thought is pretty exciting stuff, especially back in those days when a box of 10 cost $50. We had been told by salespeople that single-sided disks can only be used on one side. But which side was that? Apples read/write from the botton side and some other drives from the top.

If you have a 3.5 inch single-sided drive you probably have noticed that many programs and public domain disks are double sided. Sometimes you can get an upgrade for your single sided drive, but most likely you'll find that a new double-sided drive is about the same price.

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Home Accounting or Where Did the Money Go?

by Bill Pike (PAC)

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Here is a program that, while it doesn't guarantee a happy household, at least takes some of the steam out of an argument (or maybe it adds to it).

Anyhow, for those of us who are married, one of the major arguments (or at least the loudest) is, "Where did all the money go???"

For those who are single, if this is the cause of an argument with yourself, this program will help you too.

The name of the program is PHA$AR and it is available through ANTIC's 'The Catalog'. The cost is $79.95.

The program supports 50 income categories and 250 expense categories. It also supports money transfers between categories (robbing Peter to pay Paul) and Miscellaneous Expense and Miscellaneous Income sections, for those who have extra income or expenses.

PHA$AR is menu driven and fairly user friendly. For example, if you have an expense that doesn't fit well in any of the existing categories, you can type in the new category and the program will add it to the existing list. The same holds true for income.

One of the strengths of this program is its check balancing features, allowing you to reconcile you accounts. There is also a feature allowing you to keep track of your PLASTIC MONEY.

The above-mentioned features would be enough to make the program interesting, but here are the real goodies:

You can generate reports of expenses/income for each month or a partial year or yearly total.

After several months of data are entered, you can generate a monthly budget automatically and you are allowed to exclude non-typical expenses from the budget categories. This gives you a better picture of how you are really doing.

Graphs can also be generated to show how you are doing financially, rather than trying to figure out what a bunch of numbers in rows mean.

Last, but not least, there also is a program included that will take expense categories you have marked as a tax deduction, your income, and your other expenses and puts all these things together to give you an estimate of your taxes for the year.

However, this may not be good if you want a surprise on the 15th of April. If you don't, it can be a distinct advantage to use the information to adjust your income and expenses for a lower tax bite.

To sum everything up, like any program that will give you a lot of help, this program needs data to work from. If you take the time to enter the data, about 30 minutes to one hour per day, it will make things a LOT easier for you.

I have only seen two programs of this type for the ST and only had the chance to review this one. The only other accounting programs that I have seen have been full-blown business accounting packages and I AM NOT A C.P.A.; I don't think you are either.

So get PHA$AR, enter the data, and use the money that you save on tranquilizers and asprin to take a Hawaiian Vacation.

War in Middle Earth

by Dan Crevier

I was given a copy of War in Middle Earth to review by a friend of mine who received versions for all computers to review, even though he only has an Amiga.

War in Middle Earth (WIME) comes on three single-sided disks. It is possible to copy all of the files onto a hard drive, or onto double-sided disks because the program is not copy protected!

If you own a double-sided drive, but no hard drive, I suggest copying the contents of disk 2 and 3 onto a double-sided disk. This way, you only have to swap disks once. If you do not have a double-sided drive or a hard drive, you are in for a lot of disk swapping.

It is great that Melbourne House did not copy protect the disks, so users can take advantage of their double sided drives and hard drives.

WIME uses a large map that is included in the game for copy protection. Periodically WIME will ask you for the coordinates of something on the map. At first, it may be hard to find some of the cities and landmarks, but after playing for a while, it is no problem locating things on the map. The inconvenience of looking things up on the map is well worth not having copy protected disks.

WIME is based heavily on the Lord of the Rings Trilogy by J.R.R. Tolkien. You control the forces of good trying to destroy the Ring of Power.

To do this, you must bring it to Mount Doom, located in the middle of the evil territory. Along the way, you can supposedly gain the support of other armies to help destroy the ring. I found that after a while they joined me even if I did not try to get their help.

The manual included with WIME has a good overview of the Middle Earth world, so reading the Lord of the Rings trilogy is not necessary. Also, it has a good glossary of people and places.

The section on how to play the game does not make the gameplay totally clear, but it is not hard to figure out. The manual also has some good strategies.

Gameplay in WIME takes place at three different levels. At the highest level is a map of all of Middle Earth which shows the location of all good, evil, and neutral forces.

At the next level is the Campaign map which gives a nice scrolling map of Middle Earth with the different forces shown as different shields or figures. This level is perfect for war gaming. The screen scrolls when you move the pointer to the edge, so it is very easy to move around Middle Earth. It is from this level that you can give commands to the forces that you control.

At the most detailed level is the Animation Level. This level shows fully animated pictures of all of the people and monsters against nice digitized backgrounds.

I found some major problems with the game. The main problem was that you can move units through mountains, rivers, and even partly through lakes.

One of the hardest parts of the game is getting into the area around Mount Doom, which is surrounded by mountains with passes guarded by 10,000 orcs, but it is possible to walk through the mountains and avoid the orcs. Maybe this was intentional on the programmers' part, but I find that it makes the game far too easy.

I encountered another problem. One time I was playing and decided to go straight for Mount Doom. After walking through the mountains to avoid the orcs in the passes, I went to Mount Doom. Mount Doom was guarded by about 2,000 orcs, and I didn't stand a chance, but I went for it anyway. The orcs killed me, but then it gave me the victory sequence, even though I had just been killed at Mount Doom.

Also, I had some problems getting my units to move exactly where I wanted them to in the shortest path.

Even with these flaws, WIME is an entertaining game. It is more of a war game than an adventure game, but still has an adventure feel to it.

I only recommend this game to Tolkien fans who think they would like a war game/adventure game cross, but if you prefer Ultima and Dungeon Master type games over war games, you are probably better off waiting for Chaos Strikes Back or Ultima V.

The Atari Users Association

by Robert Guadagno (AUA)

I would like to take this time to introduce myself, I am Robert J. Guadagno, President of the Atari Users Association (A.U.A.), I am writing you all to give you a better understanding of what the A.U.A. is trying to do for the ATARI community.

Slight History

The A.U.A. was started by myself a year ago back while I was reading an article in a now-expired Atari magazine that expressed how Atari was annoyed at the amount of letters they were receiving from users and user groups making outrageous demands on Atari Corp. for little things.

It went on to say that Atari was hoping to hear from its supporters, but in a more ORDERLY fashion. While reading this (you may say the LIGHT came on) I thought of the Atari Users Association, a group with the sole intention of "merging" Atari users and user groups to form ONE ORGANIZED NETWORK of Atari supporters.

This group (that became the A.U.A.) will NOT "take over" any user group, but, in turn, will take its members' voices, and add them to ours. The Atari Users Association will not PRY into ANY user groups business unless the officers of that group wishes the A.U.A. to do so...The A.U.A. is a support group ONLY, made to better SERVE the Atari community as well as Atari themselves.

Right now the A.U.A. is only 300 members weak! Why weak? There were over ONE MILLION Atari computers sold in the United States and Canada, and as members of the Atari community, we are greatly out-numbered. The Atari Users Association needs YOUR help, YOUR numbers, YOUR voices, to make Atari #1 again.

What the AUA Intends to Do

Write-in campaigns: (quite the same as Antic Publication's "SpringBoard" write-in "News Room" campaign) for better software support for the ST and 8bit Atari computers.

Information exchange: To keep the Atari users informed about the Atari community at large.

Company contact: To talk to the software and accessory companies, to let them know WE are behind them, give them ideas as to what we, as Atari users would like to see (The A.U.A. has a contact with Spectrum HoloByte, and have been speaking to them about the FALCON matter) to show THEM that we SUPPORT them, and will continue to do so.

The Atari Users Association feels that a POWERFUL ORGANIZED VOICE is necessary to communicate our thoughts to Atari, and to the MYRIAD of software and add-on hardware vendors. The Atari community is labeled as being a "risk-group," it is the Atari Users Association's job to STOP that manner of thinking.

The A.U.A. is NOT "waging war" on IBM, Apple, or Commodore, instead we are trying to organize the efforts and the voices of the Atari users and user groups to BETTER the standing of Atari in the computer industry, to let the software companies know that we ARE worth more than one title a QUARTER.

What the AUA Has in the Works

The Atari Users Association has made every effort to talk to Electronic Arts, to get MOST of the software NOW available for MOST computers available for the Atari computers, each call was met with a disappointing end.

The AUA feels that a WRITE-IN organized PETITION to Electronic Arts WILL get results. By sending 10,000 letters of demand at once in one package we will get MORE attention than 10,000 sent in all alone at different times.

I thank you ALL for your time, and I hope you will ALL add your voice to ours.

Sincerely, Robert J. Guadagno
President, Atari Users Association

If you have any questions or suggestions please leave them to me on the FoReM Fnet at NODE 133, Hologram Inc., (201) 727-1914, addressed to COMIC-KID or call (201) 290-2242, or write to us at the address below. THANK YOU!

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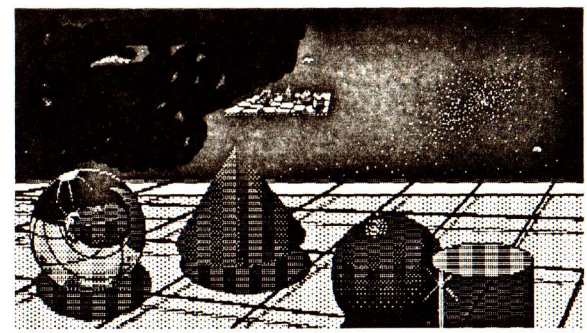
Battle Chess



by Tom Hayslett (STar)

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Several months ago, I was at a meeting and we had an Amiga there running a new program called Battle Chess from Interplay. I tried the program for a few minutes and loved it. The first thing I did was get the name and address of the company that put out the game and promptly wrote them a letter requesting an ST version of the game.

I don't know if my letter helped or not, but I just received Battle Chess for the ST by Interplay . What is it? Well, it's basically a chess game but with a twist. The board and pieces are in 3D graphics, and each piece is animated in its own special way. When you move the piece, it walks (or waddles, scoots, etc.) to the square you designated. If the square is occupied, an animated 'battle' sequence follows. The outcome is always as it would be in a chess game, but watching the animated battles (and listening to the digitized sound effects) is very captivating. Each piece fights and moves differently making it interesting to watch the different battles.

Now that you know what Battle Chess is, let me explain the other important things. The game comes on 2 single-sided unprotected disks. There is a back-up program included but not just for backup purposes.

The backup program helps you set your backup disks for either a 520 (512K) or 1040 (or MEGA). With a 1040 or MEGA you can put the game on one double-sided disk or as I did, on a hard drive. I put it two folders deep on a hard drive and it works great. You can run Battle Chess from either low or medium resolution and it runs perfectly. I even left all my hard drive 'AUTO' folder programs (and accessories) active and nothing conflicted with Battle Chess.

After the title screen, the game asks for a move to be entered from a table in an appendix in the manual. I prefer this type of copy protection and commend Interplay for it. It's great having it on the hard drive and available at all times.

Moving a piece is simple — point at the piece you want to move and the square becomes highlighted. Click the left mouse button and then any square you point the mouse at that is a legal move will also become highlighted.

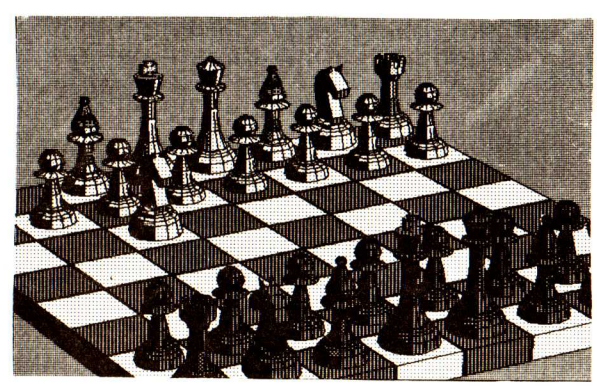
Pressing and holding the right mouse button brings up the animated scrolls (drop down menus) from which you may select many options including load/save a game, turn sound on or off, change from 3D to 2D, set the level of play anywhere between the 10 available levels, and (ready for this?), set up and play via modem or null modem cable! I haven't tried the modem option but it looks similar to Falcon or Jet as far as setting it up and playing.

All the menu options have keyboard equivalents that are shown in the menus themselves.

I'd really like to tell you how good a game of chess it plays but I can't. It seems every time I play a game I can't resist seeing a new 'Battle Scene' and I force a move that I ordinarily wouldn't make just to watch and hear the fight.

Some of these sequences are absolutely hilarious and Interplay has done VERY well with the graphics and sound. (By the way, I think the ST version looks better than the Amiga version!)

If you're a chess player and would enjoy a new 'twist' to the game or even if you're one of those graphic animation collecting folks, you will love this program. Thanks Interplay for the great program and for allowing us to back it up and install it on our hard drives. It's great!



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DIGISPEC is an exciting new breakthrough in computer video digitizing. **DIGISPEC** works with your Color ComputerEyes to create **spectacular 512 color** video images. Now you can capture and display video pictures in unsurpassed detail and clarity, with 512 different colors on your ST screen.

DIGISPEC is easy to use. It works on any ST computer. Simply capture an image with your Color ComputerEyes and color video camera (or VCR, video disk, etc.). Then run **DIGISPEC,** and watch as your picture appears in a full rainbow of 512 true colors.

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Note: Those with only 512K of main memory can use Switch/Back with a Polydisk, just like those with one Meg.

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Cascades Atari Computer Enthusiasts

CACE

Cascades Atari Computer Enthusiasts (CACE) is the Atari club in and around the Jackson County area. The main purpose of the club is to help inform new users and to promote the use of Atari computers in the community.

President	Brent Fisher	764-4599
Vice-President	Tim Hotchkiss	522-8912
Secretary	Joe Cripps	782-0199
Treasurer	Craig Schaff	787-3970

The current membership dues are $10 per year, or $14.80 if you wish to subscribe to Atari Interface Magazine, and are payable at any of the CACE monthly meetings, or by mail. Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter. Any written communication with CACE or payments by mail should be sent to: CACE, P.O. Box 6161, Jackson, MI 49204. Our meetings are held on the second Sunday of the month, from 1 pm to approx. 4 pm. The meetings take place at the East Side Lounge, on the corner of Horton and Gansom Streets in Jackson, MI.

Fishin' Around by Brent Fisher

Well now, did one and all enjoy Mother's Day? You know that day that we were supposed to have the meeting on. Since I wasn't there, I have no idea as to who, if anyone, showed up. If you did, you already know that I wasn't going to be there, and as it turned out I was unable to attend. So how about next year we move the date around so that this doesn't happen again?

Any way, on to some good and possibly interesting things. Such as, you ask? Well how about a bit of a run down of what I got to see at the Michigan Atari Computer Exposition. Not much to be quite truthful. I arrived too late on Sunday to see any of the conferences that I was interested in. But I did get to pick up a few things at the show that some of you might be interested in. I think that I'll bring with me a couple of the new games that I have purchased. By the way anyone with an ST, if you have Airball, bring it with you. I'd like to see it and compare it to the 8-bit version.

At the show, there were quite a few 8bit vendors in attendance. Those of you who missed the show do have a second chance since the World of Atari show in Detroit is coming up at the end of the month. Hopefully I can go and see some of the seminars this time. But point in fact I do think the show itself went pretty good. There were quite a few people there while I was at the show. David Sullivan was supposed to have been in attendance, but for some reason didn't show up. Well David, are you ever going to release GOE or are we of the 8bit community going to just have to be satisfied with Diamond from your competitor? Anyway, if anyone has questions about the show, get a hold of me and ask, I'll be happy to answer any that are asked.

The next meeting will be on Sunday June 11th at the East Side Lounge. Come and check out some of the new games from Atari.

Ask Tim's Evil Twin Brother by Tim's Evil Twin

This month I, Tim's evil twin brother, have successfully executed a coup against my belligerent little twerp brother, Tim. I was successful because of the number of people reading his column has declined (from three to two), thereby enabling me to take over. Excuse me a moment while I put on my ridiculous colored glasses so that I can report objectivity.

Hey evil twin brother, how do I avoid gouges in my 20 Meg drive?

Oh, you mean 20 mile drive, that's easy just avoid driving on Jackson's stretch of I-94 until the repair crews get done with it.

Hey evil twin brother, I heard that there is a new simulation coming out for the Atari ST's, have you heard anything about it?

You must be referring to the new Coleco Adam simulation, not only do you get to have that fabulous tape drive that made to Adam so famous but you also get the printer. I don't know about the rest of you ST fans but I just can't wait until this one comes out.

Hey evil twin brother, did you hear about the new Star Trek simulation?

Ah yes, the new simulation that allows you to talk your computer into emulating the computers from the old Star Trek series. Among the best things that you can do with it, is the capability to cause your computer to calculate pi to it's last digit and to make it feel guilty about destroying another Federation starship.

Hey evil twin brother, have you heard about the new computer game called 'Drunken Sailors'?

Yes, it's most recent update puts you at the controls of a super tanker to see if you can ship oil through small inlets. I have also heard that you can earn extra bonus dollars from a certain oil company if you can figure out how to spill the most oil.

Hey evil twin brother,!

2&%#$@27.UHHHH Nooo not so SOOON, I'M Stil%'@)249762%&W@%*+-

We interrupt this deranged lunatic to tell you that Tim will be back next month with an all new ASK TIM column. Again we apologize for any inconvenience caused by Tim's evil twin brother.

The MAGIC/Surfboard BBS
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CHAOS is the Capitol Hill Atari Owner's Society, serving the Atari community of the Lansing, Michigan area. The Campus Hill Atari Owner's Society is the Michigan State University chapter of CHAOS.

Membership dues are $15.00 per year and entitles members to a 1-year subscription to the Atari Interface Magazine, a free disk from our regular library, and access to our libraries and other resources. Dues may be paid at any CHAOS meeting or by mail. If not using an official membership application, please include your name, address, phone and a list of your equipment and interests.

Sysop John Nagy and CHAOS invite you to call one of the country's finest BBSes at 517-371-1106, 300/1200/2400 baud, 24 hours a day (Atascii/Ascii) serving both 8 and 16 bit Atari computers. Send inquiries regarding CHAOS, mail orders, memberships and so on, to:CHAOS, PO Box 16132, Lansing, MI 48901.

General meetings of the membership take place several times a year. 8bit and 16bit Special Interest Group meetings take place monthly. The S.T. INterest Group meets on the second Saturday of the month. The 8bit S.I.G. meeting, for 400/800 and XL/XE owners, takes place on the third Saturday of the month. Meetings begin at 10 a.m. sharp and last until 1 p.m.. Members and guests are welcome to any SIG meeting that interests them.

Illegal copying, or any violation of coyright laws, is not condoned or allowed at any CHAOS-sponsored function, including the club BBS.

President's Corner by Leo Sell

Here comes the big one -- the Detroit area World of Atari show, sponsored by ST World magazine in cooperation with the Atari Corporation. The first show was held at the Disneyland Hotel, Anaheim California and was the biggest all Atari show EVER. At 19,000 square feet, the show coming up will have even more sales floor area and will likely have more vendors.

The World of Atari show is June 24 and 25 at the Dearborn Hyatt Regency, near the Fairlane mall. You won't want to miss it. According to the information I received in the mail today, Atari corporation executives scheduled to speak at the show include: Sig Hartman, VP; Mike Dendo, VP of Marketing; Jay Crosby, VP of Software; Joe Mendolia, VP Software-Desktop Publishing. Also scheduled to speak is Mike Groh, MIDI Marketing Rep for this area.

The equipment being shown will include the usual ST and DTP systems, and may include the Portfolio, the STACY, and the TT.

Besides Atari, vendors so far include: Gadgets by Small with their Spectre 128 and the GCR, Avant-Garde with PC-Ditto II, Accusoft, Antic, Astra, Best Electronics, ICD, Intersect, Michtron, MiGraph, Seymore-Radix, SofTrek, and Supra.

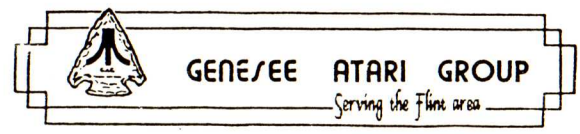
User groups that will be participating as vendors and assisting with the show include CHAOS, GAG, GLASS, and MAGIC.

The World of Atari show will certainly be the biggest thing to hit Midwest Ataridom, EVER. See you there.

In other news, CHAOS is moving and combining its monthly meetings. Starting with the June meeting, we will have a single meeting for both 8bit owners and ST owners. The meeting is the third Saturday, at 10 a.m., at the Capitol Federal Savings and Loan, on Saginaw (not Grand River), east of Abbott in East Lansing. Saginaw street going out of East Lansing is the old route to Flint that forks off to the northeast near Frandor. The branch is just past Abbott near the old Win Shuler's resturant. Be sure to park AWAY from the building. The branch is open for business and we must leave the parking lot nearest the building open for customers.

To kick off the new meeting place, we're having an auction. The emphasis is on ST hardware and software, but as usual we'll sell anything.

See you there!



The Genesee Atari Group is a non-profit group of Atari owners in and around Flint, Michigan. Our purpose is to provide assistance to users of Atari personal computers. This organization is not affiliated with Atari, Inc.

GAG meets on the second Wednesday of the month at the Neithercut school, located at 2818 Crestbrook Drive, Flint. (Off Atherton between Hammerberg and Van Slyke). Meetings begin at 6:30 pm. All are welcome. GAG is a participating member of the Atari Interface Magazine, and members can purchase subscriptions at a greatly reduced rate. GAG is also affiliated with the Great Lakes Atari Digest, and members receive a free subscription with their membership. Membership is $15 per year for the family.

GAG has an exceptional public domain library of 8- and 16-bit software. Contact one of the officers to receive a complete catalog. GAG also has a large magazine library for use by it's members, including Antic, Analog, ST-Log, Start, and several others. We do not support piracy, Piracy is theft!

For more information contact:

The Genesee Atari Group PO Box E Flint, MI 48507

Jerry Cross	President	736-4544
Dave Pettit	Vice Pres.	232-0508
Ed Kalush	Librarian	517-288-4531
Gil Merciez	Librarian	
FACTS BBS		736-3920

Presidents Report by Jerry Cross

Got a few important reminders this month, so read carefully! First, unless you have already sent in your subscription, this will be your last issue of AIM. Since our club can not afford to send out two seperate magazines, we began offering AIM at a discounted rate of $10. This subscription will begin in July, so unless I receive your check by June 15, you will no longer receive AIM. AIM is still an excellent magazine and you should consider this offer.

June is also the last meeting date for this summer. Neithercut school is closed from July to August so our next meeting will not be held until September 13. If there is any interest from the members, it could be possible to put on a picnic or some sort of other activity, but judging from the past years, these summer meetings were poorly attended.

At the last meeting I showed a video tape of the Disneyland World of Atari show, courtesy of John Nagy (CHAOS). If you would like to borrow this tape, which includes the entire seminar featureing Sig Hartman discussing the future of Atari, and other

scenes of the show, let me know and I'll make arrangements to loan you a copy. I also have a copy of the Computer Chronicals PBS show that featued Atari. The June meeting will feature a demo of a new ST game "Battle Chess". This is a great animated chess game that I have also seen on an IBM computer. The demo is courtesy of Lew from Discount Computers.

GAG had a booth at the MACE show in May, and managed to earn about $600 in disk and magazine sales. This money will be used to cover our bills for next year. Over the past two years we have used profits from computer shows to get magazine subscriptions (with disks) from several computer magazines, an 8bit computer and drive for use by Discount Computers to demo and copy our p/d disks, software for our commercial library, and new disk drives for our librarians. Thank you for supporting our 8bit and ST libraries so we could afford all of this!

DON'T FORGET!!! The Detroit World of Atari show is only days away! We will need volunteers for both OUR booth plus helping out ST-World with the show. If you haven't done so already, and you don't mind giving up some time, please offer to volunteer! We also are in need of loaner computer equipment for the vendors who are attending the show. That's it for this month. I hope you all enjoy your summer vacation. See you in September!

GKAUG GREATER KALAMAZOO ATARI USERS GROUP

GKAUG meets on the second Saturday of each month at 11 a.m. in the Dewing Hall, Room 305, on the Kalamazoo College Campus, corner of Academy and Monroe. Dues are $25/yr and include a subscription to Atari Interface Magazine.

President	Frank Fellheimer	657-6106
Vice President	Dan Youngs	
Treasurer	Dave Bryant	
Archiver	Dave Oldenburg	
SysOp	Alex Stevens	
GKAUG BBS		(616) 657-2665

Next meeting: Saturday, 09 Sep 89. We are not scheduling meetings for June/July/Aug this year. Your AIM will come in the mail as usual...if your dues are paid, of course.

We had about a dozen people at the meeting this May. Two of them were ST users, and got to listen to all of our 8-byte chatter.

We had a lot to show this time since Bryant, Oldenburg and myself attended the Atari Show in Detroit a couple of weeks ago. It was simply amazing. There was tons of hardware and software for the ST. I had no idea that there was so much. There was a lot for us 8 byte users as well. I bought the Sparta X cartridge and am learning how to use it. Its pretty nifty so far. I also managed to pick up an Atari Light gun and the Cross Bow cartridge to use it with....its really neat too. I bought it for my sister Celina in Chicago, but I couldn't help testing it out a bit. We also picked up a couple of programs for the club "Solar Star" and "Drop Zone". Only $2.00 each... What a deal.

We did a demo of the SpartaX cartridge, the Atari light gun, Cross bow, Cheat and showed how cheat worked on Shamus Case II... I finally made it to the Shadows Den...what a deal!

I am about to complete my tour of duty here in Kalamazoo and my work will take me out of the area. If the club is to continue, we need someone to take over the Helm of this ship. Please consider the Presidency of this club. It is most rewarding, and not really very difficult.

Our next meeting will be at Dewing hall in September, hopefully I will get things started if someone doesn't take over before then. We have an alternate location for the meetings in the wings also: Mr. Bill Cekola of Star World at 6151 S. Westnedge in Kalamazoo has offered to let us use some space in his arcade/pizza parlor to hold our meetings. It sounds like fun to me. Start the meeting, order your pizza, eat after the meeting, then play some real arcade games. Something new!!

I hope to keep you informed for the next few months, so check your AIM. Call me if you want to consider a new position of leadership. Frank

Great Lakes Atari ST Support 'GLASS', Michigans only 'ST' only Users Group I ♡ my ST!

Meetings - First Thrusday every month, 6 p.m. to 9:30 p.m., Athens High School, 4333 John R, Troy, Mi., 1/10 north of Wattles <17 Mile> - Room 1528 - Mailing Address - P.O. Box 99737, Troy, Mi. 48098 Phone - (313) 828-1653 after 4 p.m. - Steve Mileski, president

Dues - $1.00 per month, ie:join in April - pay $9.00, all memberships expire on January 1, each year. Non-members welcome at no charge.

GRASS GRAND RAPIDS ATARI SYSTEMS SUPPORTERS

Next Meeting: 6:30 P.M. Wednesday, 7 June 1989. Wyoming Public Library. 3350 Michael S.W.

Tim Feenstra	President	(616)784-6230
5625 Buthview N.E. Comstock Park, Mi. 49321		
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Bob Bulliment	Secretary	(616)457-1766
Chuck Baughman	Librarian	(616)795-7373
Terry Reine	Membership	(616)698-7244
Gary Heitz	Director	(616)676-0112
Gerry Borysiak	Director	(616)896-9358
Charlene Bird	Director	(616)795-3593

President's Monthly: 16 may 1989.

With the winter computing season coming to an end, and hardcore 8bit users gearing up for the long hot summer nights, I find myself faced with the task of converting my disk library over to double sided format thanks to the addition of an atari XF551 disk drive. I have had it only a week and a half now (I got it at the Atari Expo) but it is one of those things you wonder how you ever did without it.

I have not worked at all with the DOS XE that came with it, I started to use SpartaDos from the start, and the two work very well together and I love to see those 1300-1400 free double density sectors when I format a new disk. Only two complaints with the drive, no power light to indicate if it is on, and the switch is in the back, (what do you mean I have to stand up to reach over and turn this thing on). To any thinking about a drive purchase, I recommend the purchase of one of these.

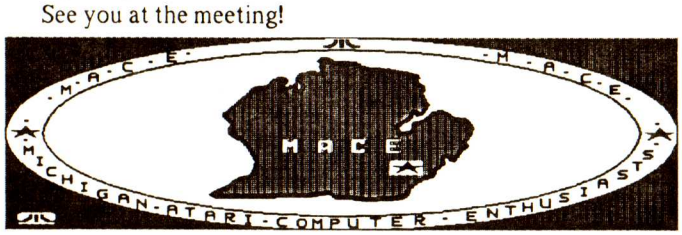
There are still some US Doublers left as of today. If you have a 1050 drive and have not bought yours yet, come to the June meeting to get yours.

The basic programming is underway again. The project is a disk cataloging system that will work with any dos, any drive setup, and be able to list directories and sub-directories. To this point I see only a problem with those who use DOS XE. The incompatability with other dos types might make this a tough challenge.

Meetings will continue through this summer, but July and August will be informal meetings and have been declared show and tell. If you have something of interest, bring it to one of those meetings and we'll have a system set up for you to show it. Those of you who have written something of your own now have a captive audiance to display it to. Let's all bring something to show and tell.

Lastly, I would like to commend those who put on that great Atari Expo. The displays and bargains were worthy of a show far larger than this. If there were any complaints, it would have been that the user groups could have used a little more room. Great work all, I hope this becomes the Atari world of the future. I look forward now to the June show (but Dear, I really did need this and I got a great deal).

See you at the meeting!



Michigan Atari Computer Enthusiast members receive, as part of their dues, Atari Interface Magazine, a monthly magazine keeping them informed of what is new in MACE and the whole Atari community. Members are also entitled to purchase disks from the 8bit and ST public domain software libraries. 8bit disks are $3 each and ST disks are $4 each, and if you buy three disks from either library and you can choose a 4th disk absolutely FREE! Non-members may purchase disks at a slightly higher rate. Mail order is also available. For a catalog of current disks in our libraries, send $2 for either an ST or 8bit catalog to the MACE address below. Please indicate ST or 8bit when sending in your order.

The most important benefit you receive is the help and support from (and interaction with) other Atari owners. If you're having a problem, need advice about a software package or whatever, your fellow MACE members can and will help. That's what a user group is all about -- helping each other get the most from our computing.

MACE meets on the third Tuesday of each month from 7:30 to 10 pm in Room 115 of the Southfield Civic Center at 10-1/2 Mile and Evergreen Roads.

MACE can be contacted at PO Box 2785, Southfield, MI, 48037 or by calling Bill Rayl at (313) 973-8825 or Bob Retelle at (313) 483-7358.

Any MACE member who contributes an article which appears in Atari Interface Magazine is entitled to a free disk from the library of his/her choice.

MACE BBS Numbers:

MACE WeST	(313)582-0657	(3/12/2400)
MACE East	(313)978-1685	(3/1200)
The College Board	(313)478-9647	(3/12/2400)
DownRiver Outpost	(313)675-4660	(3/12/2400)
Molin's Den	(313)420-0407	(3/1200)

The May meeting of MACE was called to order by President Bill Rayl at 8pm. Bill announced this meeting was a celebration of Eight years of service to Atari users around the world. Bill also announced that special prices on disks would be in effect for this meeting only, and that ST Librarian Ed Hanson had a stack of labels (for 3.5") disks to sell at a very good price.

Pattie Rayl spent about 20 minutes discussing the MACExpo which was held last weekend. Pattie treated us to a slide show of the event, pointing out faces to the names we've all come to know over the past few years. Pattie thanked all the people who had helped make the show such a success and, in return, received a lively round of applause for her efforts.

Bill presented member Don Neff with this year's MACE Ace Award. Don's efforts to support the club during his 3 years of membership have been greatly appreciated! (Don got himself elected as 8Bit Disk Librarian during his first year of membership and, after exemplary service there, he found himself elected to the presidency in the following year. Don was also actively involved in the MACExpo by taking on the task of scheduling and orchestrating the stream of seminars that were held virtually non-stop throughout the entire show.)

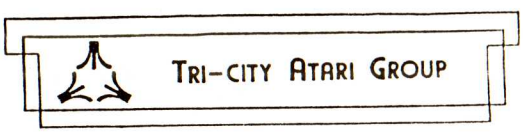
"Intermission" lasted the remainder of the evening as members enjoyed cake and homemade punch (thanks Heather!) while door prizes were distributed. Ironically, both Ted Newkumet (8Bit Disk Librarian) AND Ed Hanson (ST Disk Librarian) won a box of blank disks! Prizes were donated by:

Rite Way
Atari Corporation
Sideline Software
CodeHead
ICD
Alpha Systems
Michtron
SoftTrek
Gribnif.

The next general meeting of MACE will be held on June 20. The topic for our June meeting will be New Users, so if you are new to your ST or 8bit (or still feeling hesitant about using it) please join us!

TACE -- Tinker ACE of Oklahoma meets the first Saturday of each month at 1pm (12:30 set up time) in the Moore Public Library, 225 South Howard, just off of SW4th and I-35 in Moore. TACE can be contacted at PO Box 7697, Moore, OK 73153 or at the TACE BBS (405) 793-7980, 24hours., 3/12/2400 baud, running Oasis 4.3 software with over 60megs of online storage. ST & 8bit support. Dues: Full - $20.00, Correspondence - $15.00.

President	Michael Beard	(405) 793-7978
Vice President	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Greg Yelle	(405) 390-9184
BBS SysOp	Michael Beard	(405) 793-7978
Technical Advisor	Ron Hamilton	(405) 387-5649



The Tri-City Atari Users Group meets the second Saturday of every month at 2 p.m. at the Rudy Zauel Memorial Library on the corner of Shattuck and Center in Saginaw. Upcoming meetings are scheduled as follows: May 13, and June 17, 1989.

LeRoy Valley	President	686-6796
Marty Schmidt	Treasurer/Secretary	792-6029
Al Jennings	ST Disk Librarian	790-1980
Ted Beauchamp	8bit Librarian	686-8872

Club dues are $20.00 per year. For this fee you get the Atari Interface Magazine, support for both the 8bits and ST's, and full access to the clubs public domain library. We currently have 150 8bit disks and 50 ST disks. 8bit disks cost $1 each, and ST disks cost $2 each. Check your mailing label. If you need to renew or you haven't even joined yet, then do it now!

Note from the Prez

We didn't have any eightbitters show up this month...I really don't why. And I guess I'll never know unless somebody tells me! We've finally got a real Atari store opening up in our area! Midi-To-Go (run by Charlie Brown...No kidding!) on Euclid Avenue in Bay City will be carrying a full line of Atari ST hardware and software! Hopefully this will help us increase our membership! If you can, please patronize Charlie's establishment.

STill to Come!

Want to see a decent drawing package? I don't mean an ART package, I mean a DRAWING package! Well then, come to the June meeting and see Brian LaFreniere demo EZ-Draw on the ST! Along with the basic EZ-Draw package Brian will also demo some of the accessories that Migraph sells for EZ-Draw (SuperCharger, EZ-Tools, etc.). Brian has been using the package for some time, so this should be an excellent demo! Along with EZ-Draw, we'll also be showing a Hewlett Packard DeskJet and the Migraph GDOS printer driver for said DeskJet.

RelicST to Relish!

Tom Wheeler really did a stand up job demoing GST-C! No kidding! He explained all of the pros and cons of this program (which E. Arthur Brown is currently selling for the incredibly low price of $14.95), and even showed some sample programs that he "threw" together. GST-C is a complete beginners C package. It includes the compiler, assembler, and an excellent editor. The editor alone is worth the price! The only real bad points to this program are the sketchy documentation and the lack of floating point support. If you want to try C, however, this package can't be beat! After the demo, we raffled off the package and our newest club member, Wayne Fenior, won it! Congratulations Wayne!

Official TAG elections are always held in June (or July...), so get ready to vote! It looks like Steve Volker is willing to run for President, so that means LeRoy will try for ST Disk Librarian. Please show up and volunteer if you have something to contribute!

Eight Bit Meeting Notes By Ted Beauchamp

Due to a missed deadline the following article is the minutes of the meeting for April.

The Eight Bit portion of the meeting was spent looking at several disk from the club public domain library. Since we have some new members and maybe some members that haven't been around in a while we thought it might be fun to pick a few disk with interesting titles and see what they were. We looked at a Wheel of Fortune program and several programs for children. We may continue to do this if everybody seems interested since we have so many disks in the library that we are not familiar with. We also received approximately eighty disk of programs from Mike Ranger. He has donated these disks to the club library. I will attempt to sort through these and include them in the club catalog as soon as possible. If anyone would like to volunteer, your help would be welcome. With this many new disks it sure would speed things up. We may already have some of these programs in the club library since Mike used to belong to a different Atari club that also belonged to AIM (sorry I don't remember which club, no offense intended) and probably traded disks with the same sources TAG did. I now have some more copies of the library catalog. If you need a copy come to the next meeting or give me a call and I'll tell you how to pick one up. Mike also donated twenty or thirty disk full of text files and other stuff that could be formatted and reused. I don't think it would be right to charge the usual price for a copy of a club disk made on one of these used disk, so I would like to suggest we either remove the fee for copies using these disks or simply offer these disk to the club members at a minimal fee for their own use. The disks would have to be sold on a first come first served basis, with a maximum of five disks per member per month. It appears that most or all of the regular eight bit members could not make the May meeting. We therefore have no meeting notes for this

month. I'm sorry if any eightbit members showed up and I wasn't there to give you access to the club library. If any members have questions or need copies of club disk call me at the number listed at the beginning of the club notes. We should be back on track for next month though so show up and enjoy our newest disk of the month. Remember, until the supply of previously owned disks is used up the price will be reduced.

Equipment volunteers for June:
ST Brian LaFreniere Monitor & 1040
LeRoy Valley HP DeskJet
8 Bit Ted Beauchamp Computer and disk drive
Hank Kaufmann Monitor

Remember, if you're bringing equipment, please bring all of the necessary cables (such as power cords, monitor cords, mouses, etc.).

The May meeting of the Washtenaw Atari Users Group was called to order at 7:59pm on Tuesday, 5/9/89, by President Jon Brode. The meeting was held at its new location inside the Michigan Union building on the campus of the University of Michigan. It would appear that many members did not remember the move was announced at the April meeting as the turnout was light. Several new faces appeared during the course of the evening, presumably as a result of WAUG's appearance at the MACExpo the previous weekend.

Jon briefly discussed the potential interest in WAUG's involvement with the MacTechniques Macintosh users group as was presented by that club's president, John Shuler, in the April general meeting. While the members are still interested in hearing more, there has been no response to any attempts to contact the club via their BBS, as suggested by Shuler. It would seem a good idea is headed into oblivion.

Both disk librarians (Mike Millage and Russ Crum) discussed results of disk sales at the MACExpo, and both also announced that there would be no Disk-of-the-Month as they simply had not had time to make up any bundles after all the work they had done to get things ready for the show.

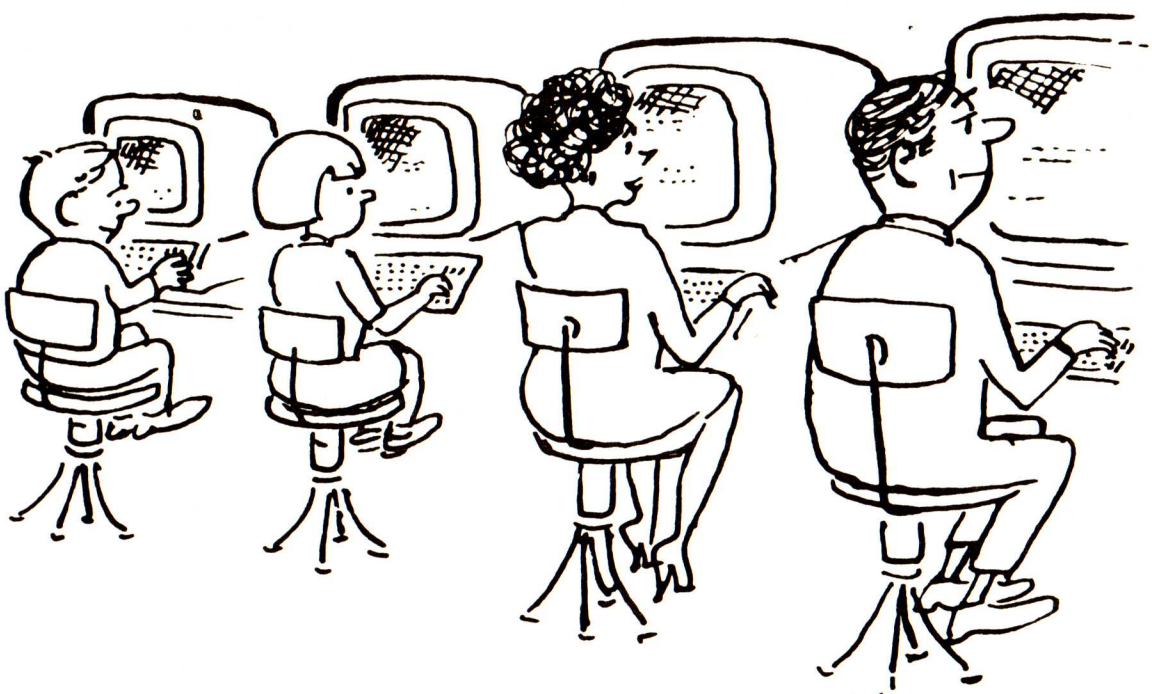
Treasurer Dick Selke announced that the club had purchased a used SF354 disk drive to replace the brain-dead unit that has been causing Russ so many headaches. Dick recapped total sales income and expenses incurred at the show, and followed with a to-date report of the club's financial status.

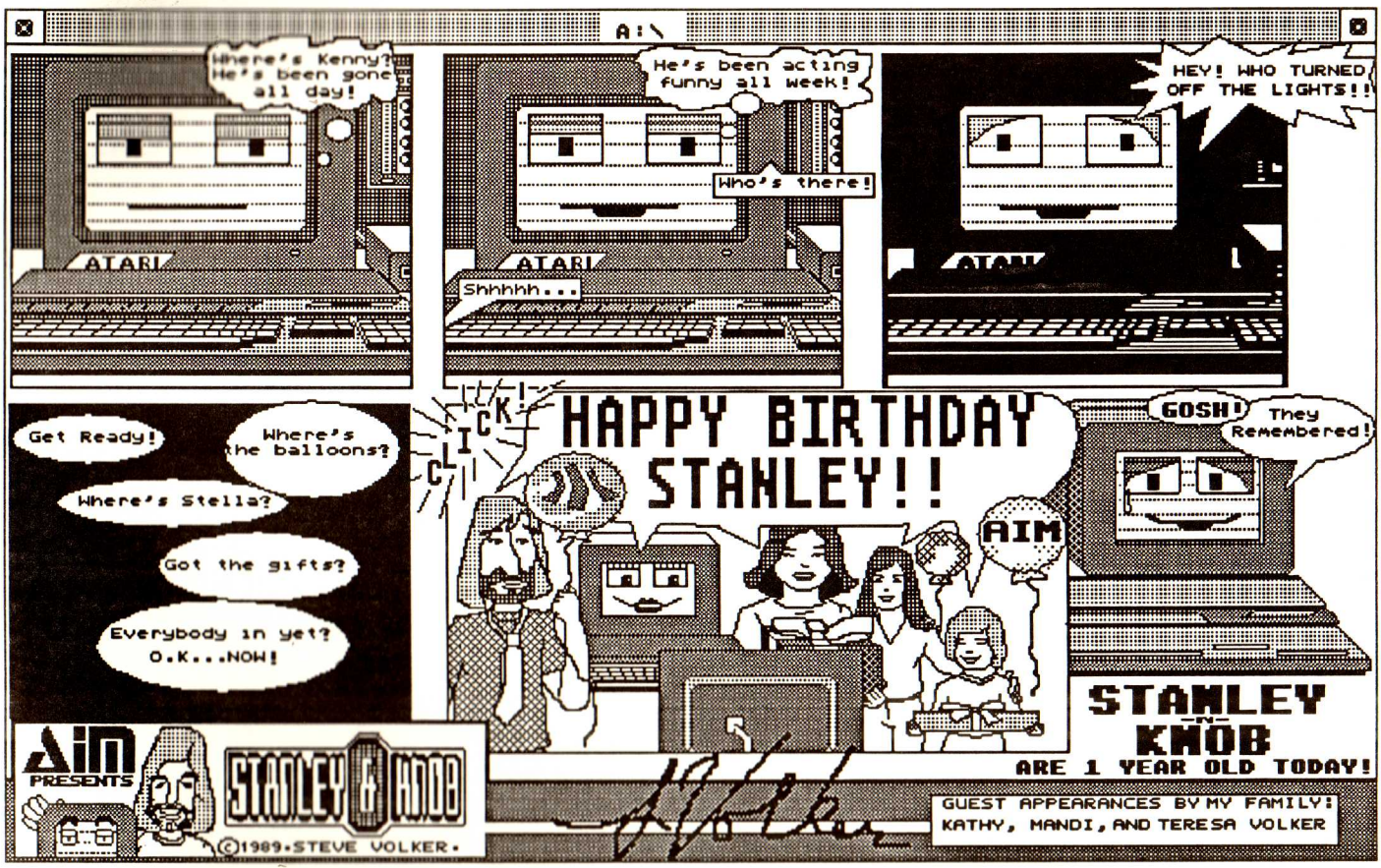
Jon led a short Q&A session, which was followed by demonstrations, done by Craig Harvey, of a Morse Code tutor and a demo release of "Quiz Plus" from Mad Scientist Software. Mike Millage then showed "The CPR Disk" from the XL/XE library and noted that he would have extra copies at the May general meeting.

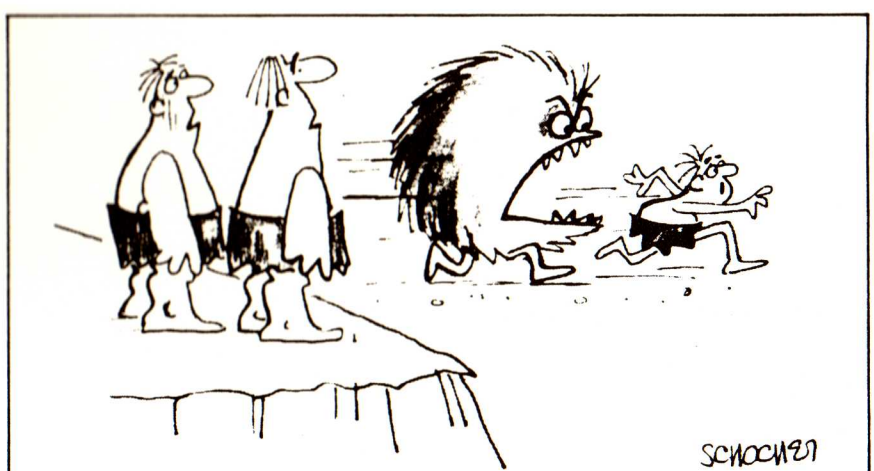
Member Jay Skotcher related an interesting tale of frustration about having had a Future Systems GTS-100 disk drive that "forced the write protection ON" in his internal drive A: whenever it was plugged into his ST! Jay noted that Future Systems did resolve the problem.

The June general meeting, to be held on 6/13, will again be held in the Michigan Union and the feature topic will be Officer Elections and a Swap Night.

Michael Olin, WAUG Rec. Sec'y







"That's the Last Pac-Man on earth. Thank goodness we've seen the last of him."

June 1989 Events Calendar

SUN	MON	TUE	WED	THU	FRI	SAT
				GLASS GEnie 8bit CIS ST 10PM 1	2	3
CIS 8bit CO 10PM 4	5	Delphi CO 10PM 6	**GRASS** GEnie ST CO 10PM 7	CIS ST & GEnie 8bit CO 10PM 8	9	**GKAUG** (no June meeting) 10
CACE CIS 8bit CO 10PM 11	12	**WAUG** Delphi CO 10PM 13	**GAG** GEnie ST CO 10PM 14	CIS ST & GEnie 8bit CO 10PM 15	16	**CHAOS** **TAG** 17
CIS 8bit CO 10PM 18	19	**MACE** Delphi CO 10PM 20	GEnie ST CO 10PM 21	CIS ST & GEnie 8bit CO 10PM 22	23	**WORLD OF ATARI** 24
WORLD OF ATARI CIS 8bit CO 10PM 25	26	Delphi CO 10PM 27	GEnie ST CO 10PM 28	CIS ST & GEnie8bit CO 10PM 29	30	

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Comparison Chart of the Three Major Services
All Rates are Listed per Hour

	CompuServe	GEnie	Delphi
Daytime			
300 Baud	$6.00	$18.00	$17.40
1200 Baud	$12.50	$18.00	$17.40
2400 Baud	$12.50	$18.00	$17.40
Nighttime			
300 Baud	$6.00	$5.00	$4.80*
1200 Baud	$12.50	$6.00	$4.80*
2400 Baud	$12.50	$12.00	$4.80*

*Delphi Rates are $4.80 per hour when signed up with the Advantage Plan, otherwise the rate is $7.20.