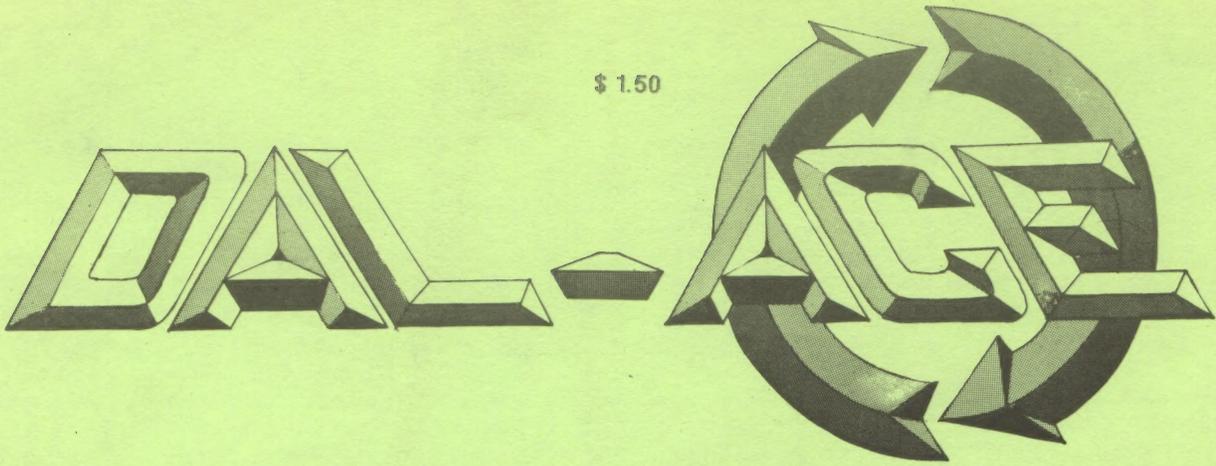
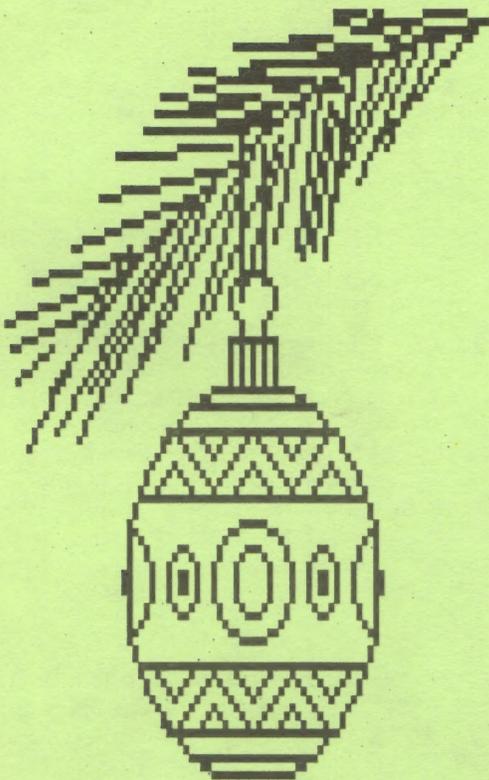


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Dallas Atari Computer  
Enthusiasts

December 1987



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Don't forget to bring \$3.00 or an unwrapped toy to  
to the December meeting  
to donate to Toys For Tots!

## Editor(ial)

Well, this is my last official duty as newsletter editor (except for delivering it to the printer). I can say that I have had a lot of fun during my term as editor. It has advanced me farther than I could have ever imagined.

Over the past year, I have seen many changes in the club in general. Some of these changes have been for the better, and some others not so good. But the main thing I am seeing, not only in our club, but also in the entire Atari community is a growing rift between the 8 and 16 bit computers. I feel that this rift is brought about by the jealousy of people who own 8 bits and the flaunting of the people who have 16 bit computers. I see no reason why we can't get over this problem and live as Atari computer together.

One possible way to solve the continuing battle between the Atari clubs of the Metroplex would be to form like a holding company into which all of the clubs would belong. We could still have separate meetings in both Dallas and Fort Worth, but by being one club, we could more effectively serve the Atari community. The best way, I feel, to go about forming this "holding company" would be to start by producing a joint newsletter. This was one of my goals for the past year, but because the club underwent such a drastic change, I was really unable to do so. By producing a joint newsletter, many of the members who belong to more than one club would not have to see the same articles in each of the clubs newsletters. Also by doing this, it would allow a more inexpensive way to produce the newsletter (since we would be producing more copies and a larger issue) for all clubs involved. This would allow more funds to devote to purchasing equipment for demonstrations, providing a multi-line metro BBS for all Atari users (up to 4 lines), and as mentioned above, a larger, better quality publication.

After producing a joint newsletter/magazine, the clubs should slowly merge their operations and memberships. In order to still keep a meeting in both cities, I would suggest two sets of officers, one to preside over each.

I have no idea whether of not this proposition will work. I do, however, feel that EVERYONE in the Atari community here in the Metroplex would benefit from such a merger. I would definitely give us a stronger representation in the Dallas Computer Council, and Atari would no longer have to suffer at the hands of the IBM and Apple folks.

Again, this is a proposition open to everyones consideration, and I invite all opposing views (even though I am not going to be editor).

Another thing, I would like for you to take a look at the authors of all of the articles this month. Having trouble recognizing them? That's because they're all reprints!!!

Now on to another matter. **WE NEED A REPLACEMENT EDITOR!!!!** I wasn't sure how else I could get your attention other than by putting that in bold and in larger letters. The qualifications to be an editor have been printed in the past two issues, and I do not feel like typing them in again. So if you have any questions about being newsletter editor (and I know that I will have a lot of people that jump up and say "I want to do it", right???) , please feel free to give me a call before the meeting, or you can talk to me about it at the meeting. And if we are unfortunate enough not to get a replacement, **THERE WILL NOT BE A NEXT ISSUE UNTIL SOMEONE VOLUNTEERS!!!**

Have a Happy Christmas and a Merry New Year!!  
(I love to be different)

SCOTT

## November Presidential Elections Donny Arnold

As you may know, I am running for DAL-ACE '88 club president in the November elections. The following are some of my goals 1988.

1. Increase public awareness: Have the club listed in major magazines such as Analog, Antic and The Computer Street Journal. Obtain a list of new users from Atari and send out flyers advertising the club and its BBS. Post DAL-ACE banners at all club functions outside of the monthly meetings.
2. Hold club functions outside regular monthly meetings. I would like to see things like Softball, Vollyball, Picnics, Bowling and Campouts. I would like to see a full calendar of events posted in each newsletter.
3. Increase member attendance at club meetings. We could do this by having door prizes, drawings and refreshments.
4. Have group rap sessions after monthly meetings to hear members wants, needs and ideas. The club belongs to the members and they should be heard!
5. Increase club revinues that it may see and learn the latest in computer technology. I would like to see DAL-ACE stand alone in its success.

This is just a kick-off of ideas should I be elected president. My main objective is to make DAL-ACE the best computer club around and something we can all be proud of.

## ATARI MEANS BUSINESS: A REPORT FROM THE 1988 COMDEX

By Anita Malign, START Editor  
ANTIC PUBLISHING INC.,  
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Las Vegas, November 2, 1987

Atari intends to give the likes of Sun Microsystems and Apollo Computers a run for the money with Abaq (the root word for abacus), the new transputer-based workstation that the company is showing here. By using RISC (Reduced Instruction Set Computer) architecture, the workstation will operate at 10 MIPS (million instructions per second). The latest graphics hardware and the IMS T-800 - the Inmos Company's 32-bit microprocessor - combine to form affordable, powerful personal workstations. A single transputer can deliver over ten times the power of an IBM PC AT. However, there's even greater strength in numbers. You can connect two, 10, 100 or even MORE transputers to create a relatively low-cost computer workstation with the power of a supercomputer. (Talk is that the price will be in the \$5000 range.) When attached to a transputer, the ST or Mega acts as the input/output device for the system. Transputers can be linked via a built-in high-speed serial port to form a multiprocessor array or a local area network.

Helios, the Unix-like operating system, was developed by the Perihelion Company in Great Britain, as was the transputer board itself. The Helios operating system encourages the use of many small programs which work together to create a final product.

Shiraz Shivji, Atari's vice president of research and development, expects that the transputer will be used primarily in engineering and science applications. Included with Abaq will be a very high resolution monitor, capable of four graphics modes: 1280 X 960 in 16 colors or monochrome; 1024 X 768 in 256 colors; 640 X 480 in 256 colors with two screens; and 512 X 480 in 16 million colors plus overlay. No firm delivery date is set, but late 1988 seems to be the most talked-about time frame. From a first-hand view, the crisp, vibrant graphics (such as four separate pictures running simultaneously) were drawing crushing crowds.

### CD-ROM FOR ATARI

The exciting CD-ROM player introduced at Comdex can read up to 540 megabytes of data or play music. It connects to Atari's ST and Mega computers through the DMA (direct memory access) channel, a communications port that transmits data at up to 10 million bits per second. At 540Mb, the player can store more data than 1,000 floppy disks or 200,000 printed pages.

Demonstrated at the show is an English and French visual dictionary from Facts on File. It is categorized by topics such as transportation and food: click on the transportation theme and choose from an array of topics such as ferrys, container ships, airport terminals and so on - all items illustrated. Speech output identifies each image in French and English. Grolier's Encyclopedia also runs on this CD-ROM, as do audio CDs. Atari has a task force at work now developing more products for this player, which will be available at computer specialty dealers and retail outlets in February, 1988, at a suggested retail price of \$599.

### DO ATARI DESKTOP PUBLISHING

G.O. Graphics, in conjunction with Atari, will bring to market a sophisticated desktop publishing program called Deskset. This works as a front end to the CompuGraphics typesetting equipment, offering the use of 1,800 fonts. This is not just a desktop publishing program for four-page newsletters and the like: it could design entire publications such as Antic and START. It will output to such laser printers as the striking Atari laser printer, also being demonstrated with Deskset. (Look for the next Comdex installment for additional desktop publishing programs for the ST.) Deskset, which works only on a Mega, will work within the GEM environment and offers all the standard features of the most sophisticated desktop publishing programs - features such as character compensation, kerning, columns, boxes, rules and the ability to merge text and graphics. Look for this product mid-to late 1988.

### AND...ATARI PCS

The Atari PC1, introduced earlier this year, can be used as a local area network workstation or as a standalone personal computer. It runs at a top speed of 8 Mhz, with a software switch to set the clock speed to 4.77 when needed. The PC1 works with any CGA, MDA, EGA or multi-frequency monitor. Maximum color screen resolution is 640 X 350. The PC1 has a 64-color palette, with a maximum of 16 on the screen at a time. It is expected to retail at \$800.

New to the Atari PC family is the PC2, a dual speed XT compatible with five slots and hard-disk support. The PC4 is an 80286 microprocessor-based IBM PC/AT compatible machine. It has clock speeds of either 8 or 12 Mhz, VGA-compatible video, four AT-style expansion slots, up to one megabyte of system RAM and is ready for an 80287 numeric coprocessor.

Additionally, Atari is announcing "Moses PromiseLAN," a local area network that can connect up to 17 PCs using off-the-shelf telephone wire. They will also be developing Moses PromiseLAN adaptors for its Mega and ST computers. Thus, the Mega and Atari laser printer will be able to share data with PCs and Apple Macintoshes.

## COMING NEXT UPDATE...

Watch for more third-party desktop publishing programs from Soft Logik, Timeworks, Migraph... Multiuser, Multitasking programs with the Idris operating system... Desktop video from Antic Software... Products galore from MichTron, Spectrum Holobyte, Word Perfect, Abacus, ISD Marketing, B.E.S.T., and lots more.

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## PRESS RELEASE: OVERVIEW OF COMDEX 1987 ATARI BOOTH

### CONNECTIVITY, SOLUTIONS, AND TECHNOLOGY: ATARI ANNOUNCES NEW PRODUCTS AT COMDEX

(Las Vegas, NV - Comdex Fall 87)

In a series of major product introductions, Atari Corporation emerges as a maker of a complete line of high-performance, low-cost solutions for the business world.

New technology is showcased by Abaq, an ultra-high-performance Workstation with blazing speed and dazzling graphics. The Abaq, based on a sophisticated "transputer" chip, runs more than 10 times faster than a PC/AT technology and more than 5 times faster than the 68020 with math processor. The parallel processing capability of Abaq lets a single system multiply its processing power by adding extra transputer chips.

Atari unveiled its new CD player capable of reading CD-ROM disks and of playing musical CD disks. The CD-ROM is supported by a Mega and ST-compatible DMA interface, and will retail in early 1988 for under \$600.

Atari's connectivity answer is a LAN which is compatible with the NETBIOS standard used by IBM and Novell. It communicates data at 1 megabits-per-second to PC's and over 250K bits-per-second over Appletalk. Atari is planning to manufacture "PromiseLAN" adaptors for the Mega, ST, and PC computer lines.

The Atari Mega computers are showcased with a variety of solid business solutions. Desktop publishing is represented by both the Atari SLM804 Laser Printer and by G.O. Graphics, who are porting their Deskset program (CompuGraphics compatible) which Atari will market. Word Perfect is displaying the recently shipped Word Perfect ST and Atari is displaying Microsoft Write. A group of vendors are appealing to VARs with vertical packages running under the IDRIS multi-user multi-tasking operating system. Several new high-end CAD packages are on display including Foresight's Drafix 1.

Atari expanded its PC-compatible offerings by adding two new models, the PC2 (PC XT compatible) and PC4 (PC AT compatible), both with EGA graphics, high clock speeds, and low price tags. A variation of the PC3 will operate in VGA graphics mode as well. The PC2 and PC4 will be offered with 3.5" or 5.25" floppy disks and with hard disks. These new models join the PC1, which at \$799 is a basic 512K PC XT compatible, suitable for use as a LAN workstation and for standalone personal computing. The PC2 includes XT-compatible slots, while the PC4's slots are PC AT compatible.

"We offer complete systems for the office," said Atari president Sam Tramiel. "I can see Atari Mega computers with laser printers as desktop publishing stations exchanging data with a satellite group of PC1's as LAN stations. An entire office environment can be created. The PC, the Macintosh, and the Atari computers co-exist. Each can do the things they do best."

West never existed, where certain death zips almost peacefully by as you backtrack in a left turn for all you're worth.

Yes, the graphics are well done; close, in fact, to the original arcade classic (whoops., that should be "Classic" with a capital "C"!), even down to the cracked windshield when an incoming missile finds its mark. Don't get me wrong, ST Battlezone is probably a very good game for someone who hasn't played the Atari 2600 version, and I think there's a very good chance that whoever I may have sold it to will enjoy it.

I should be excited about the release of the game; I've waited over a year for it. But I still can't believe the 2600 version, crammed somehow into a 4K cartridge, can outshine a program with a megabyte of RAM to roam in! In level one, I shot some tanks and missiles, each of which was fairly predictable. I sunk a few saucers. I scored some points. In level two, more of the same. In fact, I could see no difference between any of the first six game levels. The first time on the most challenging (?) level 6, I played for over twenty minutes before turning the computer off. That was only two hours after I broke the seal on the box! So this is a challenge?

The controls are sluggish (perhaps in an attempt to emulate a "real" tank?) and all the pyramids and boxes strewn about the playfield tend to get in the way more than offer a calm refuge.

Even the feel of the game is slow. In the midst of combat, it seems likely that if you were quick after pressing the fire button, you would have time to boot another game on that tired old 130XE in the corner before the shell leaves the cannon of your tank.

The winning strategy seems to be to back up while turning from left to right, pressing the fire button prior to lining up on the target to give the simulated crew (?) time to load a shell into the cannon and send it off. You almost never get hit this way, and you can keep trying until you eventually hit the target. What fun!

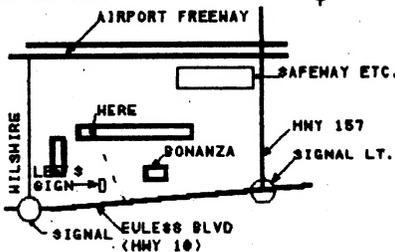
I'm making all of this sound worse than it probably is, but I thought Atari could easily improve on the 2600 version with all that ST memory and speed waiting to be exercised. In the 2600 version, the game got visibly harder, even presenting up to two enemy tanks and a saucer at the same time. The ST version never sends multiple tanks after you. The 2600 version was very responsive; you could be accurate instead of guessing; you could say, "Gee, I made a good shot", instead of "Wow. I got lucky again." There were also several strategies to master in the 2600 version, not one. It seems trading fully colored-in tanks for vector graphics has cost a bit of playability.

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## Battlezone ST

Reviewed by Dave Thorson  
Reprinted from the NW Phoenix  
Atari Connection

Well, by the time you read this I may have sold my ST version of Battlezone (in the time warp between the time I wrote this and when you're reading this). I was a bit disappointed when I got the chance to play the game.

Battlezone, a land where you command a lone tank against insurmountable vectorized odds, where you can be shot from behind as if the code of the

My conclusions? Try it before you buy it. Friends wonder how I do so well at the 2600 version; perhaps the ST version is what they're looking for. I still love those graphics. They may keep me from selling it....

## Chem Lab For the XL and XE by Terry Frits reprinted from Rockford Atari Computer Club Newsletter

First, let me say that I am not a chemistry major or any kind of expert on chemistry. My only experience with chemistry was as a teen making gun powder and blowing holes in the back yard or setting my dad's picnic tables and garage on fire...or making Hydrogen and nearly setting the neighbor's house on fire. That's another story, but it does demonstrate the need for just such a program as CHEM LAB from Simon & Schuster. The introduction of the book that comes with the program states that all of the experiments could actually happen in real life. If the chemicals you mix would cause an explosion it will explode on the screen, or if they catch fire they do it in the computer (not on your dad's picnic table). There is also a note to parents and teachers noting that the purpose is to let young minds experiment with the science and chemistry without the danger, cost, or mess of chemicals and supplies.

The manual is the one of the best I have seen. It is written to the young person without talking down to them, yet uses words they can easily understand. It has exact loading instructions and defines all the key words used in the program. It talks a lot about chemistry and its uses in real life. It has a glossary of terms and definitions, has a section on the chemicals and their state and formula. My favorite part is the CHEM LAB notebook for entering the experiment. Again, as you can see, I am very impressed with the instruction and documentation that come with the program, AND...it's even hard bound.

Once you've read the instructions (which is a must to begin using the program), you will be instructed on how to use the robot arms, pick up beakers and flasks and connect them. You will also learn how to measure and pick up solids, liquids, and gasses needed for your experiments. Then you're ready to begin one of the 50 experiments that come with the disk, so you need to enter the lab. The main lab boots up with two robot arms, 3 gas dispensers, a solids dispenser, a liquid dispenser, and the element platform. Using the keyboard you can add

fire, beakers, flasks and other chemistry items you will need for your experiment.

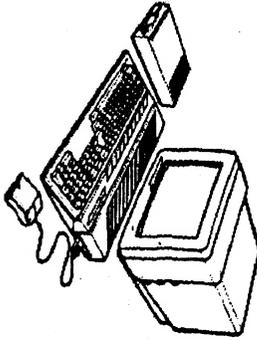
The first experiment is a practice one intended to add a little humor. It is named "Drink Me" and requires powdered baseball, bubble gum, supernova juice, soda pop, and Alaskan gas. The rest of the experiments use real chemical names, and although there are 50 experiments, you can change around the chemicals and add amounts to add variations to each experiment; so the experiments can be almost countless.

I loaded and ran the Drink Me experiment and followed their directions and blew up part of my lab and one flask. At least it wasn't the back yard or basement. After playing with CHEM LAB for awhile, my pros and cons are...well, I couldn't really find anything I didn't really like about the program except having to share half of the disk with the Commodore, but there is something I think the program could use: a quick reference card for the keys and different experiments. It's not really a big problem and someone could make their own, but it would be nice to have.

Other than that, I am very impressed with the program and the book that comes with it. I would suggest an age group of 6th or 7th grade and up for this program, unless your child is very bright in science. The list price is \$39.95. The Atari sound and graphics are very well used and wondering what will happen on the next experiment keeps the user interested. Even at the list price, I think this is one program that is a winner and should be looked into if you are considering educational software for your children.



# DAL - ACE



## What Is IMG Scan?

IMG Scan is a simple, inexpensive device which turns your dot matrix printer into an image scanner allowing you to scan any page that can be put into your printer! Keeping in line with Atari's power without the price philosophy, IMG Scan finally makes image scanning simple and affordable. This brings powerful graphic capabilities to desktop publishing, image processing, and graphic art applications on the Atari ST! At \$99.95, the IMG Scan opens doors that were closed by expensive and inferior video digitizers.

*This entire brochure was created on an Atari ST using a desktop publishing program and IMG Scan. All images and line drawings were reproduced with IMG Scan, imported into the desktop publishing program, and printed on an Apple LaserWriter. This is how easy IMG Scan is to use.*

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Fig. 2. This image was scanned from an original cover removed from *Verity* for magazine with IMG Scan and printed on an Apple LaserWriter.

## How It Works

The operation of IMG Scan is very straightforward. A small cartridge (approx: 1.6" X 1.9") plugs into the Atari St's cartridge port and is connected to the printer's head via a thin, flexible image cable. This image cable can be attached most anywhere on the print head using nothing more than a piece of adhesive tape. The user is at option to use any method he may come up with to mount the cable, but is not encumbered by an inflexible mounting bracket. This is one reason that IMG Scan can be made to work on most any printer. With the image cable attached to the print head, the printer is controlled by the IMG Scan driver software. The software can be set for sizing the scanned image among 20 different levels of magnification or reduction. Since 256 gray levels are recorded, and the ST is capable of displaying only 16 colors at a time, the contrast of individual gray level ranges can easily be adjusted and assigned to color palette positions. The image may then be colorized or saved to disk etc.

## Applications

IMG Scan is an indispensable tool in desktop publishing. It is very useful in things like adding photographs, charts, clip art, line art, or anything that can be scanned, to newsletters, business cards, letter heads, etc. You could, for example, put your own picture on your own letterhead! Also it can be used to create a computerized photo album. Send pictures of family and friends over the phone lines. And of course, IMG Scan is perfect for use with art programs to enhance your art creations.



Fig. 1. This image was scanned from a photocopy of a *National Geographic* cover with IMG Scan and printed on an Apple LaserWriter.

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## Monopoly or Monopoly? Reprinted from "The Inputer"

Beverly, MA.-- Parker Brothers, owners of the world-famous MONOPOLY real-estate trading game, has taken note of what has become a misconception in the software world. A number of software companies and individual programmers have been distributing versions of the popular game, claiming it public domain.

Parker Brothers wants to set the record straight. The MONOPOLY game, including the board graphics, the instructions, the playing cards, the title deed cards, and all other distinctive elements of the MONOPOLY game are fully protected under the Federal Copyright Act and the Federal Trademark Act.

The copying of any or all of these protected elements, including software, constitutes a violation of federal law, and also may be a violation of state Unfair Competition laws. Importantly, the trademark MONOPOLY is registered in the U.S. Patent and Trademark Office and is fully protected under both federal and state trademark laws. Any unauthorized use of the registered MONOPOLY mark is unlawful.

Parker Brothers wants the world to know that it has licensed the MONOPOLY property to Sega for the Sega Master Systems and Virgin Games for home computers. Other than these two licenses, none of the software versions of MONOPOLY game now on the market have been authorized by Parker Brothers. Therefore, all unauthorized versions are infringements for which manufacturers and users may be liable in a lawsuit for both injunctive and monetary relief.

Therefore, to avoid prosecution, we are giving notice to all producers, advertisers, distributors, and users of the infringing software, production and purchase of such software must stop. For more information call Arthur Greenbaum (212) 503-6240.

## Keyboard blues By Neil Van Oost, Jr. Reprinted from JACG

I had just turned on my 130XE to complete a Turbo Basic program that I was working on. I typed in LOAD....Guess what! No quote mark, no X no half dozen other keys. Part of my keyboard had died.

If this happens to you, don't panic, there is a solution to try. All that is required is some patience, manual dexterity, and some tools. The tools that are required are: 1)two needles 2)two "jumper wires with alligator clips on both ends, 3)an Ohm meter

with a 1X scale, 4)ad artist double O paint brush, 5)some Q-tips, 6)a magnifying glass, 7)some paper towels, 8)a bottle of COPPER PRINT, 9)a small cross point screwdriver- the kind you clip in your shirt pocket, 10)a regular cross point with a small point.

The COPPER PRINT should be available at most electronic supply houses. I didn't try Radio Shack, but they might have something similar. Before you disconnect your 130, write down the keys that don't work. Now disconnect your computer. Pick a well lighted clean work space and lay down some paper towels to work on. On the bottom of your 130 are four screws. Remove them. Now holding your 130 by the sides, turn it over and remove the top and lay it aside.

Before you do anything further, take a good look at how the keyboard sits in the computer, and how it is connected. The connection is on the lower right, it is a clear plastic ribbon with silver trace lines, that is stuck into a connector in the 130. Lay your keyboard over so you can get at the connector. Firmly grasp the ribbon cable on both sides, close to the connector. Gently rock it back and forth until it comes free.

Place the bottom of the computer aside, where it will not be in the way, and place the keyboard, key side down in front of you. Now, get up, have a cup of coffee or a cold drink and relax a bit.

When you are ready to proceed, remove all of the screws, about twenty or so -- I didn't count them -- and place them aside where they will not get knocked on the floor or lost. Your keyboard will now separate into three parts, the metal back, the plastic sheet with the keyboard circuit, and the part with the keys. Take your time and remember how everything came apart. If in part, make notes. You can now lay the part with the keys and the metal back aside.

Take another break as the most difficult part is yet to come. Look at the plastic circuit board. On one side the trace shows silver and the other side black. Place it with the black trace up, then match up the trace with the key positions of the keys that were missing. Use the magnifying glass and look for a break. When you find the break, you must very, very carefully scrape the black away on both sides. Use a sharp pen knife or a razor knife, but be very careful and use a light touch. All you want to do is expose about 1/8 of an inch of silver on each side. Handle the plastic circuit board very carefully, try not to flex it too much.

Time for another short break. Get your bottle of COPPER PRINT and start shaking it. I recommend for at least 3 to 5 minutes to get the copper particles well mixed. Now using the fine brush, join the

CONTINUED ON PAGE 15

DAL - ACE

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Empire	Electronic Arts	\$ 55.00	\$ 46.75	\$ 44.41
Golden Path	Firebird	\$ 44.95	\$ 38.21	\$ 36.30
Guild of Thieves	Firebird	\$ 44.95	\$ 38.21	\$ 36.30
Jewels of Darkness	Firebird	\$ 29.95	\$ 25.46	\$ 24.18
Knight Orc	Firebird	\$ 44.95	\$ 38.21	\$ 36.30
Leisure Suit Larry	Sierra	\$ 39.95	\$ 33.96	\$ 32.26
Mercenary	Electronic Arts	\$ 40.00	\$ 34.00	\$ 32.30
Pawn	Firebird	\$ 44.95	\$ 38.21	\$ 36.30
Sentry	Firebird	\$ 44.95	\$ 38.21	\$ 36.30
Silicon Dreams	Firebird	\$ 29.95	\$ 25.46	\$ 24.18
Sundog	FTL	\$ 39.95	\$ 33.96	\$ 32.26
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Phantasie III	SSI	\$ 39.95	\$ 33.96	\$ 32.26
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Liberator	TDC	\$ 19.95	\$ 16.97	\$ 16.11
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Midi Maze	Hybrid Arts	\$ 39.95	\$ 33.96	\$ 32.26
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Paperboy	Mindscape	\$ 39.95	\$ 33.96	\$ 32.26
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Starglider	Firebird	\$ 44.95	\$ 38.21	\$ 36.30

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Wanderer (Stereo 3-D)	Antic	\$ 39.95	\$ 33.96	\$ 32.26

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Psion Chess	Psion	\$ 59.95	\$ 50.96	\$ 48.41
Shanghai	Activision	\$ 39.95	\$ 33.96	\$ 32.26
Cards	MichTron	\$ 39.95	\$ 33.96	\$ 32.26
Strip Poker	Artworx	\$ 39.95	\$ 33.96	\$ 32.26

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Flight Simulator II	SubLogic	\$ 49.95	\$ 42.46	\$ 40.34
High Roller	Mindscape	\$ 49.95	\$ 42.46	\$ 40.34
Roadwar Europa	SSI	\$ 39.95	\$ 33.96	\$ 32.26
Silent Service	MicroProse	\$ 39.95	\$ 33.96	\$ 32.26
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Championship Basketball	Gamestar	\$ 39.95	\$ 33.96	\$ 32.26
Championship Football	Gamestar	\$ 39.95	\$ 33.96	\$ 32.26
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GFA Basic Book	MichTron	\$ 39.95	\$ 33.96	\$ 32.26
GFA Basic Compiler	MichTron	\$ 79.95	\$ 67.96	\$ 64.56
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Megamax C	Megamax	\$ 199.95	\$ 169.96	\$ 161.46
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Music Construction Set	Electronic Arts	\$ 50.00	\$ 42.50	\$ 40.37
Music Studio	Activision	\$ 49.95	\$ 42.46	\$ 40.34

## WORD PROCESSING & DESKTOP PUBLISHING

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Electra Spell	Abacus	\$ 29.95	\$ 25.46	\$ 24.18
Word Perfect	Word Perfect	\$ 395.00	\$ 335.75	\$ 318.96
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Publishing Partner	Soft Logik	\$ 89.95	\$ 74.46	\$ 72.63

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Chemistry	Atari	\$ 19.95	\$ 16.97	\$ 16.11
First Letters & Words	First Byte	\$ 50.00	\$ 42.50	\$ 40.37
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# DAL - ACE



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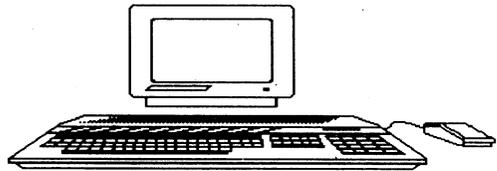
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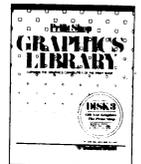
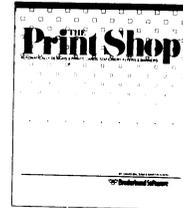
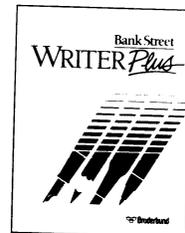
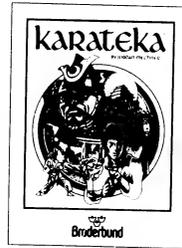
Toys for Tots!

## CONTINUED FROM PAGE 8

broken parts. Use the Q-tips to clean up any mistakes, making sure that no adjoining traces were bridged. When you are satisfied with your work and have allowed at least 10 minutes for the COPPER PRINT to dry, set up your meter on the R x 1 ohm's scale. Use the jumpers to go from probes to needles. Now very carefully touch the trace on both sides of the break. You are looking for zero ohms. Remember to zero your meter before you start.

Reassemble your computer. Be careful not to over tighten the screws on the back of the keyboard and make sure you plug it in straight and it makes good contact. Power up your 130. With a little luck, your repair job is finished. If the problem still exists, you will have to do the whole procedure over again. It took three times and about 2 1/2 hours before I finished mine.

If you don't think you can do the above, seek help. Preferably free help, and as a last resort, remember it will cost about \$40 to 50 if you have to have it done by a service center, and if you botch the job, it will only cost around \$60 to 80 to pick up a used 130. The risks are worth it.



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# NEW ST DISKS

by joe camblin

December's best SHAREWARE and Public Domain software for the ATARI ST

DAL-ACE DISK 90 contains a very impressive demo called *Video Boink*. See how many famous faces you can recognize on the three dimensional rotating cubes that are spinning and bouncing off the walls...requires double sided drive and 1 meg machine.

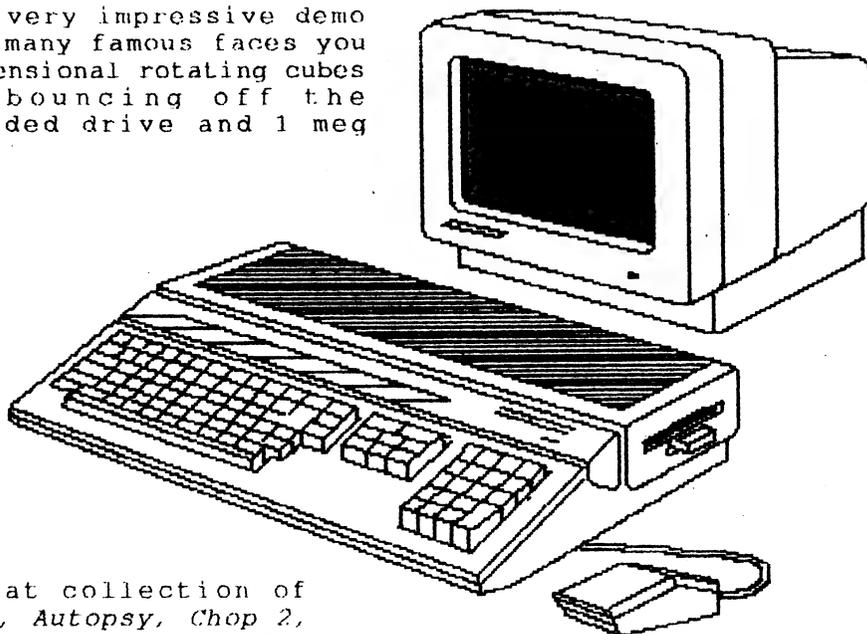
DAL-ACE DISK 91 is a CAD 3-D animation demo. *MISFIRE* demonstrates how a soviet missile just might be exploded in space before it reached the U.S. (Star Wars SDI)! Misfire requires double sided drive, 1 meg, and color monitor.

DAL-ACE DISK 92 has a great collection of utilities: *Autocopy, Autogem, Autopsy, Chop 2, Labelmaker, Mailmerge2, SCode & SDecode, SCache, RGB2Composite, Setboot, Notepad.ACC, and Spell21*. Everyone needs this one.

DAL-ACE DISK 93...Starting with the December meeting there will be at least one surprise mystery disk gathered from the best, last minute stuff that I can get my hands on before each meeting. Exciting huh?

Winter is here and temperatures are dropping, but the

ST KEEPS GETTING HOTTER AND HOTTER



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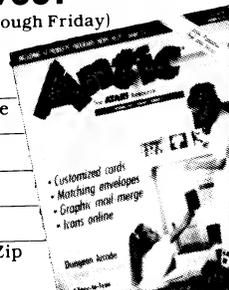
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## THE DEATH OF THE 8-BITTERS

By Virg Forsberg

Reprinted from Iceberg (NTACT)

The 8-bit system users are dead or dying, and are taking their machines with them! Got you attention yet?? I have just made a statement that will not endear me to this group! Let me see if I can explain why I make such a statement.

When I first joined NTACT, we were all 8-bitters. We supported each other through the club. We developed utilities to make our computing lives easier, simpler, faster, and more fun in general.

There was familiarity and fellowship united in a common goal. We continued to fight for the survival of our fine machines that were being pushed out by cheaper, better marketed, and "inferior" machines. That didn't preclude us from fully supporting "our" machines until, a turn of events, a light on the horizon, Jack Tramiel! He was marketing our rivals quite successfully, much to our regret, and schools were jumping on the band wagon and pushing us further and further out of the market. Despite all of this, we hung together and maintained a market for our jewels.

Now we come to the crux of the matter. With the advent of new technology, out comes a computer called the ST. What happened is a lot of the older Atari users, hungry for something new in the market, maintained loyalty to our machines and decided to try out the new kid on the block. We loved it!! So, those who could afford it, wanted it, or just wanted the newest toys, went out and bought it. For whatever reason, we got new toys to play with, do our serious computing with, or just to play the new games with. A lot of these people were what was/is called "DIEHARD ATARI USERS", and left a gap in the current 8-bit users. Not ALL left, but it seems like those who filled the voids, gaps, and sustained Atari in the past had moved on, leaving behind the current lot of 8-bit users who are just as dedicated to their machine as those who had used them for so long.

These users now feel deserted, abandoned, and angry that others wouldn't stay and support their machines. We didn't leave because the machine was bad, obsolete, or for any other reason except to get the newest and latest toys on the market. The very same reason we bought our 8-bit systems!! Now, instead of being glad Atari was making a come back, those who feel that the 8-bit Ataris still have a lot to offer, decry others for leaving and deserting them. The remaining users of the 8-bit system offer the excuse that they aren't being supported by the existing clubs that they have belonged to in the past and wish to "break away" from from those who are "putting them down", "ignoring them", and "belittling their machines". The opposite is true.

You are HYPERSENSITIVE to statements that the new, on a whole, can do more and do it faster. I some ways it can and in others it can't, but where is YOUR support?! What have you done for the machine?! How have you helped to maintain it?! What have you done for those who agree with you?!

# DAL - ACE

In this past year, the only exodus of users from the club have been the 8-bit users. They are running and hiding into small pockets and saying that the club no longer supports them! The truth of the matter is that they no longer support the club! The 8-bit users have been like a little kid saying we won't do for them. Well, children, it is time that you matured and took responsibility for your actions! You ran out when your computer was being threatened. You ran away from the club saying that it was all ST users. If the club becomes all ST users, it is because all of the 8-bit users have left, leaving more ST users than 8-bit users. An ST user isn't going to write an article for the newsletter on how to accomplish something with an 8-bit machine. As a club officer, I've had to watch you denounce, belittle, and shun the club that has tried to offer you every chance to be heard and to support yourselves, but the only thing that I ever hear is that you aren't getting support. Where is YOUR support?! How have you demonstrated it?!

To demonstrate what I am referring to is the fact that the club has a BBS that used to get roughly a 50/50 mix of users. That has changed to about 25/75. Why? Because the 8-bit users are giving it up to the ST users. 8-bit users quit supporting themselves online, in the newsletter, and they have quit supporting their machines!! Unlike the 8-bit users of the past, the new users want others to support their machines. They won't do it for themselves. They will log on the the board, read, and download. They won't post or upload, or help a new 8-bit user unless he runs into their new 8-bit only club. I am not knocking a new club, but I am knocking "8-bit flight".

The existing 8-bit users gather together, cry on each others shoulders, and agree that they aren't being supported by the club. The only problem with that is the fact that they aren't supporting each other. The only article written in the past two months by a club member was a generic article. This is lack of support by BOTH sides. If Atari was still only trying to survive on 8-bit sales, as a company, it would die. Even Commodore knows this, as is evident by their Amiga, but that doesn't mean their 64's and 128's are dead. Neither are Atari's XL/XE's. Their users are dying! They will no longer offer of themselves to support the machine of their choice.

In order for any machine to survive, it must have the support of their users. The users remain banded together and do something for their machine. The Atari users of the past did this and Atari is doing more than just surviving. Some of the 8-bit users of the past did move on, but not all of them. Now is the time when 8-bit users must remain banded together, SUPPORTING their machines. The 8-bit is not dying because of the ST, but because of its current users. The supporting 8-bit users are dying. With dead support from its current users, the 8-bit will die!

**DEAD SUPPORT = A DEAD MACHINE**

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## Empire

By Interstel

Distributed by Electronic Arts  
For the Atari ST Computers  
Color or Monochrome

Reviewed by Bob Schwartz  
Reprinted from P.A.C.E.

### BASICS:

Empire is a strategic game of world conquest. On a scale of war games, it would stand closer to games like RISK than the historical simulations such as KAMPFGRUPPE. The solitaire version pits you against either 1 or 2 computer controlled opponents and will accommodate 3 human players who begin one city and attempt to conquer one of the numerous random maps available. You can even create your own. Except for your initial city, the remainder of the map is blacked out. As military units are built, you must explore, expand, and defend your empire. Each visible screen amounts to 1/9th of the complete map. Scrolling is handled using the standard GEM bars on the right and bottom of each screen. The remainder of the 30 commands can be accessed by pull down menus and/or the keyboard.

Cities may normally produce armies, planes, subs, destroyers, cruisers, aircraft carriers, battleships, or troop transports. Armies may take 6 turns to complete, while for a battleship you can expect to wait 60. This method of procurement takes place of the more conventional monetary systems employed by most games of this type. Units move and fight with specific advantages and their construction must be geared to the type of map chosen and the current enemy strengths encountered. Enemy movement is always hidden from the controlling player. A typical game can last 150-50 turns or 6-20 hours. A save feature is included and can be accessed at any time. The program is not protected, but the security system requires entering words from the manual before loading can continue.

### COMPARISONS:

EMPIRE fits into the same category as SSI's COLONIAL CONQUEST. While the ebb and flow is similar, there is considerably more depth. Graphics and overall control are comparable, if not identical, to games designed by Roger Damon (FIELD OF FIRE, WAR GAME CONSTRUCTION, and PANZER GRENADIER). Icons represent the varied units on screen. Like INTERSTEL's first release STAR FLEET, the manual is approximately 100 pages, but set up in such a way as to allow you to

begin very quickly and refer to specific sections to explain details. After one game, you will seldom need it except for the security system. In an attempt to toe in all of their products, INTERSTEL's ads suggest that EMPIRE is part of the STAR FLEET universe. The connection is a reach at best.

### OVERALL:

EMPIRE is flatly the most addictive game I've played on my ST. Due to the numerous setup options, replay value is considerable. It is obvious that the designers put a huge effort into converting and improving this main frame classic. Two words of caution. Due to detail of the icons, a monitor is mandatory. The game is, therefore, rendered unplayable on a TV. Furthermore, if you are inclined to try a 3 human player game, be warned that the time requirements could approach 50 plus hours. An option for "Play by Mail" arguably could take years to complete. That notwithstanding, for my money, EMPIRE is the best game since M.U.L.E. I'm willing to bet that buyers will be tempted to call in sick the day after they purchase it. I did.

# DALACE

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# Computer

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# New from MichTron...

## Computer Aided Design

### GFA Draft

This efficient, two-dimensional CAD program makes it easy to create circuits, scaled drawings, and detailed plans. Its features include: 255 drawing layers, printing or plotting in different colors or densities, drawing with definable "symbols", and more!

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### GFA Draft Plus

*GFA Draft Plus* retains all the great features of the original *GFA Draft*, but in addition, there are some great new features. These include: a streamlined user interface which consolidates related functions into a single menu selection, the displaying of values in the polar coordinate system, and new drawing modes with parallel lines, tangent lines, and line sizing.

**\$149.95**



### MasterCAD

*MasterCAD* uses a simple but revolutionary concept in graphic design, which allows the user to project into 3-D any design drawn in two dimensions. Move, copy, rotate, and flip any object. Observe the object from various viewpoints, and as a transparent or solid. The features of this easy to use program make it one of the best.

**\$199.95**

## Educational

### ABZOO

Because animals are known to be fascinating for children, *ABZOO's* use of them makes learning fun! *ABZOO* is a new game designed to teach children, ages 3 to 6, letter recognition, for both reading and typing. *ABZOO's* unique approach is to divide the learning process into successive steps--from typing randomly on the keyboard through writing words that correspond to pictures.

**\$39.95**



### Algebra I Series

*Algebra I Series* is a program designed for anyone interested in learning Algebra. The program guides the student step by step on a journey of understanding and achievement. It is ideal for anyone who has a mathematics phobia, or has doubted their capacity for learning complicated subjects! Features include: printed worksheets, saving work sessions, and graduated help menus.

**\$39.95**

### Invasion

*Invasion* is a new arcade game designed to help youngsters improve typing skills, memorize terms, improve spelling, and learn basic math. The user must enter a correct response in time to prevent the falling problem in the sky from destroying the city below. *Invasion* is extra special because it allows you to create new problems as the child progresses. *Invasion* makes learning fun!

**\$39.95**

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## Fireblaster/War Zone

Reviewed by Bill Boles  
Reprinted from M.A.C.E

Do any of you out there know what's wrong with the ST? There are a few good "old-fashioned shoot-'em-up" games available for the fanatical arcade fiend. Most programs have been role-playing games, text adventures, and war games. There are not many games -- other than Time Bandits -- that allow the player to shoot, blast, burn, and, in other words, destroy everything in sight!

Well, don't despair. A company called Paradox has come to the rescue with not one, but two fantastic fast-action games -- and they're both in the same box! That's right. You get two great games, Fireblaster (an outer space game) and War Zone (a tank battle game), for the price of one.

Before describing each game, let me tell you about the instructions. The first thing you will notice is they are triangle-shaped rather than the same, old, boring, square rules that you're used to. These instructions are also very brief. So brief, in fact, that all they tell you is how to work a joystick. Another neat thing about the rules is that there are sections in English, French, and German for international ST users. It's nice to see a company that is concerned about our friends in other countries. Now, on to the games themselves...

Perhaps the best way to describe a Fireblaster would be to call it a "souped-up, high octane" version of Galaxian. In this game, you have a ship at the bottom of the screen that you move with a joystick as you attempt to survive wave after differing wave of an assortment of nasties. The attackers appear from the upper left and move back and forth across the screen dropping bombs on you. Destroying all opposition moves you up to the next level. Getting killed, rather than sending you back to level one, lets you continue on the same level upon which you were killed. When you destroy the last ship, a screen with big letters appears, and you are required to enter your name with the joystick. Unfortunately, your scores are not saved to disk, so this feature should have been left out.

War Zone, on the other hand, has a little more meat to it. In this game you are armed with a tank -- looks more like a car to me -- in which you roam about destroying things at your leisure. As the game begins, you are on a stretch of paved roadway that soon turns into a blasted battlefield. Pushing the stick forward starts the game, scrolling down the screen.

During play, you can move forward, side to side, or hold your position. Take care, however, for if

your tank reaches the bottom of the screen, it will explode and cost you your tank. As you make your way across the battlefield, you will be under constant attack by enemy tanks, cars of various sorts, and gun turrets.

Scattered about the screen are objects looking like fuel pump nozzles that, when driven over, give you more fuel. What makes this game so exciting is that after firing, your vehicle needs a moment or two to reload before firing again. This forces you to plan exactly when to fire. Like Fireblaster, when you are killed, you are not sent back to the beginning. I wish that I could tell you what the goal of this game is, but, unfortunately, the copy I bought came with two copies of the Fireblaster rule book, and no rules for War Zone.

By now, you would probably like to know how well these two games stand up to what's currently available. They are very good. The graphics are top-notch, and the sound -- also MIDI compatible -- is also well done. As for playability, these games will keep you busy for quite some time as you strive to beat your previous scores.

So if you want to spend a night relaxing with a good "shoot-'em-up" game, just go to your local ST store and look for the triangular box!



## From This Corner by Roger Downey Reprinted from NWPAC

As I begin to write this, a stack of computer magazines crowds me on the left, and a stack of papers has a good rate of growth to my right. The computer desk I built three years ago to hold everything, including magazines, plus provide me with space as a desk has shrunk. I'm maybe two or three magazines away from the capacity of the upper shelf (I long ago filled up the bottom shelf under the desk). All of which leads me to ask: Are those computer magazines for real?

You've seen the ones I mean. A father-type with a satisfied smile is sort of hunched over his son (or mother-type over her daughter) who is sitting in front of a terminal. First of all, we know the ad's a fake -- the teenager is actually doing his/her homework!!! But, look more closely! The computer is set up on the kitchen table. Connect and disconnect that baby a couple of times and watch how often it ends up on the ol' family food holder.

Even more foolish is the absence of computer books, joysticks, magazines, etc., from the close proximity of the keyboard. Things just can't ever be that neat!!!

Space was, and always will be my problem. It must be my "pack"rat instinct, but I can't throw away a computer magazine, even one whose feature article was a program to determine whether a computer has the GTIA chip (For you short-timers, the old Atari 800 did not have an upgraded graphics chip supporting Graphics modes 9, 10, and 11 until 1982). I think I still have at least three or four of the first box of "Elephant" disks I got when I bought my old "800."

I aggravated the situation when I added a printer to my set-up a couple of years ago. Well, once you print that stuff out, you have to save it, don't cha? People ask me when I'll buy an ST computer. Where would I put it...on the kitchen table??

On another subject, I'm seriously considering a memory upgrade for my 130XE. A few months ago, I saw an ad in a computer magazine for an upgrade that would increase the size of the XE RAMdisk to 256K. It's comparable in size to the RAMBO and the Newell upgrades for the 800XL. I sent away for the flyer mentioned in the ad, but it didn't tell me much. So, I called the company, Electronic Dimensions in San Luis Obispo, California.

The 320K upgrade (64K RAM and a 256K RAMdisk) costs \$45 plus \$4 shipping. The fella who answered the phone said that it's a hot item right

now, and they're selling plenty. He warned that it should be installed by someone who knows what he's doing. The upgrade comes with the memory chips, chip sockets, schematic instructions, and software. Electronic Dimensions includes a RAMdisk handler to utilize the extra memory as well as copy of MYDOS 4.0. SpartaDOS will also work with the upgrade and so will Syn-File +.

The guy at the company asked me if I would be interested in a larger memory installation because they are now selling a 640K upgrade (64K RAM and 576K RAMdisk) for \$70 plus the shipping charge.

I'm still debating whether to do it, but it does sound tempting!!

## TIDBITS

### Reprinted from LA-ACE Journal

You can tell you are spending too much time at your computer when...

Your alarm clock goes off and you haven't been to bed yet.

You spend three weeks on a program that only uses 16K of memory, then a friend shows you one that does the same thing in only 15 lines.

Your gosub never returns. "Your wife starts watching football.

You check the calendar to see what season it is.

The cat wants to sleep on the compute because it is the warmest place in the house.

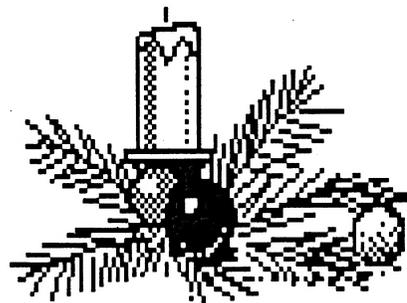
You start to like cold french fries and warm milk.

The folks at the computer store know you by your first name.

A tornado blows the roof off your house, and all that you notice is that the light is better.

You start to understand machine code.

Magnets make you nervous.



## NEWSLETTER SUBMISSIONS

Submissions are welcome in any form. It is, however, extremely helpful if submissions conform to one of these formats:

1. ASCII files with no formatting information
2. On ST disk format
3. Uploaded to the DAL-ACE BBS
4. Publishing Partner file

It is requested from any 8-Bit user the he/she upload articles to the club BBS. (Number on back page). Articles will also be accepted if they are printed out and given to one of the officers or editors.

## CURRENT DAL-ACE SCHEDULE OF EVENTS

Saturday December 12 - Main Meeting at Infomart

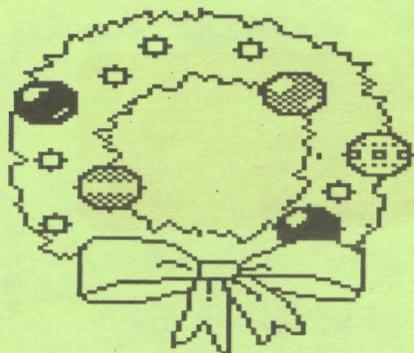
As of this printing, no further dates were available.

Please listen at the meeting for further details.

As always, all dates more than 30 days in advance are tentative. Please call for more information.

## INFOMART DIRECTIONS

From North Dallas, take either Stemmons (I-35E) or the Dallas North Tollway south. From Stemmons, take the Oak Lawn Exit, turn east and park at the Infomart. If you are using the tollway, exit right on Wycliff, go left on Harry Hines to Oak Lawn and turn right. From the south, take Stemmons north, then follow above. Infomart is the big, white steel and glass building south of the other 'marts. GUESTS ARE WELCOME!!!!!!



## NEWSLETTER ADVERTISEMENTS

Personal sale ads are free to all current members. Please see the editor for details.

### COMMERCIAL RATES

Full Page		\$35.00
Half Page	\$25.00	
Quarter Page	\$15.00	

Ads must be CAMERA READY. Copy must be received prior to the production meeting. Mail copy to the address on the back page, or contact the advertising manager. Copy received after the production meeting will be run the following month. For contract advertisers, if no new ad is received prior to the production meeting, the most recent ad will be run.

## SPECIAL THANKS!

We would like to express our deepest appreciation to Megamax, Inc. for allowing us to use their laser printer for our newsletter.

Special thanks also to our advertisers for supporting ATARI and DAL-ACE. Be sure to let them know how much we appreciate their support.

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## MEETING INFORMATION

10:00 - 11:00	8 Bit Sig
11:00 - 11:30	Disk Sales
11:30 - 12:00	Main Meeting
12:00 - 12:30	BBS Users
	New users
	Newsletter Exchange
12:30 - 2:00	ST Sig

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## DAL-ACE

### Dallas Atari Computer Enthusiasts

DAL-ACE is an independent user education group not affiliated with the ATARI Corporation. This is the official newsletter of DAL-ACE and is intended for the education of its members as well as for the dissemination of information about Atari computer products.

DAL-ACE membership is \$16.00 per year. This newsletter is written, edited, and published by volunteers. Its availability and/or distribution may, at times, be subject to circumstances beyond the control of the club officers. Members will note that their renewal date appears on their address label. A pink label indicates that your membership expires this month.

Other user groups may obtain copies of this newsletter on an exchange basis.

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