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# Current Notes

Vol. 8 No. 7

September 1988

*Steve Gibson*

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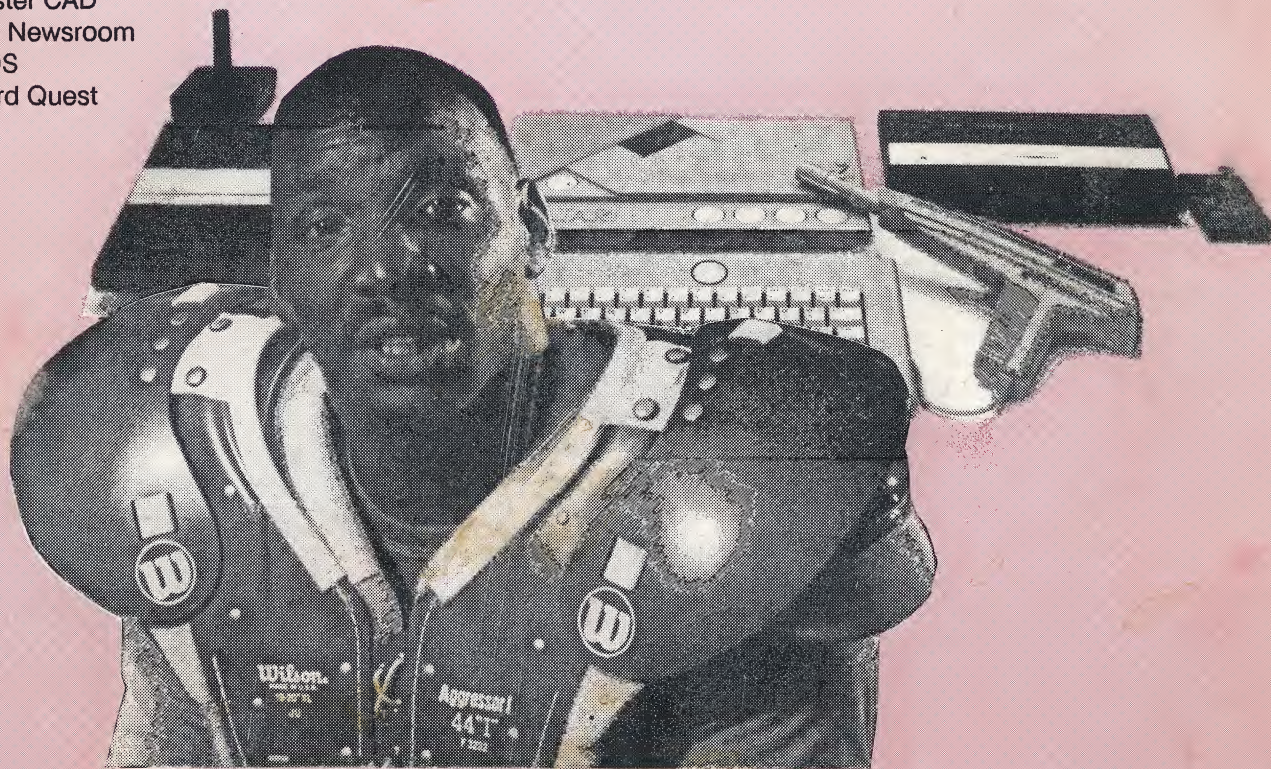
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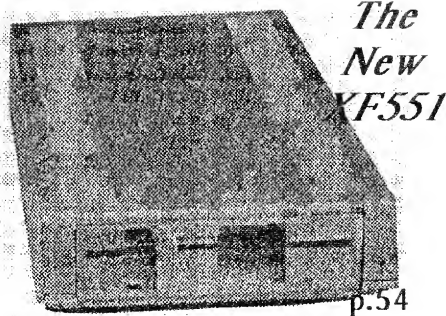
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### TIME TO RENEW?

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### Games, Games, Games.

As Atari owners, we are blessed with having not only one of the finest computing machines available on the market, we also have, whether we own an 8-bit or 16-bit Atari, one of the finest game machines available on the market. There are some Atari owners who use their computers regularly and do not play any games. However, for most us, a computer at home is, above all, for fun, and that means all kinds of entertainment software, including games.

Many Atari computer owners have chastised Atari for maintaining its image as a "game" company. But Jack Tramiel, President of Atari, is not a "game" president. Nor, as many of you suspect, is he a "computer" president. Evidence suggests that, above all else, he is a "money" president. Under Tramiel, Atari's primary goal is to make money. And the current game market offers lots of potential for making money.

After a slump of several years, video game sales rose to \$1.1 billion in 1987 and are projected to reach \$1.9 billion in 1988. There are a number of reasons for this resurgence. Of course, the very young game consumers of today were in playpens in the early 80's. But more than that, today's games are more complex, exciting and realistic with more vivid color, crisper graphics, and more realistic sound. And the cost for all this technological glamor? When it was first introduced, an Atari 2600 sold for about \$150 with game cartridges retailing for about \$30. Today, the game system sells for \$50 and cartridges are down to about \$10. Great entertainment at one-third the cost; no wonder game sales are booming.

Atari has, obviously, benefitted from this growing game market. Video game sales in 1987 were double the 1986 number. The Atari Games Division, under the leadership of Michael Katz, is aiming at doubling that number once again this year with a major marketing push in the third and fourth quarters of this year. The major elements in the Atari game plan this year include the release of **45 new game titles**, increased distribution through Sears and Rose's, and a doubling of the advertising budget.

Of the expected 45 new game titles, quite a few will go to the 2600 and 7800 market. *Crossbow*, *Sprintmaster*, *Super Baseball* and *Super Football* have already been released for the 2600. The 7800 has received eight new games so far (*Ballblazer*, *Dark Chambers*, *Desert Falcon*, *Impossible Mission*, *Summer Games*, *Winter Games*, *Hat Trick*, and *Super Baseball*).

The latest addition to the Atari game line, the XE Game System, is slated to receive 19 new titles. Of

course, as CN readers are well aware, the new game system is just the 8-bit computer in disguise, so all of these games are really for the computer market. Already released are the adventure games *Gato*, *Ace of Aces*, and *Into the Eagles Nest* as well as five arcade/action games (*Necromancer*, *Food Fight*, *Commando*, *Desert Falcon*, and *Kareteka*). More games are scheduled for release each month throughout the rest of this year.

Atari's media strategy calls for a greater emphasis on national and prime time coverage this year. (Of course, being "greater" than last year is no feat since Atari's advertising campaign in 1987 never did materialize!) This fall's promotions will be tied to major sports championships in basketball, baseball, and football.

"Spud" Webb, NBA slam-dunk champion, is the Atari spokesman for the **NBA Championship Sweepstakes**, a contest that promotes Atari's basketball games for its three video game systems. The grand prize winner receives an all expense paid trip to the NBA Basketball Championships. Hundreds of second and third prizes consisting of Atari game systems will be offered.

Ozzie Smith, MVP short-stop for the St. Louis Cardinals, is the spokesman for the **World Series Sweepstakes** which features Atari's baseball game cartridges for the 2600, 7800 and XE. In this sweepstakes, the grand prize winner receives a trip for two to the World Series plus other valuable prizes.

And finally, a man dear to the hearts of Washingtonians, Super Bowl quarterback Doug Williams is the spokesman for the **Super Bowl Sweepstakes**. This promotion will coincide with the release of new *Super Football* game cartridges for the 2600 and 7800 in the fall. The grand prize is a trip for two to the Super Bowl. Now, that's something worth winning!

### Computers, Computers, ...

Before you worry too much about our "Game" machines, consider the poor folks who have an IBM or IBM-clone. If they already have an AT (with 20Mb drive and 1.5Mb memory), according to the August '88 issue of *Personal Computing*, they will be able to **upgrade** to the new OS/2 operating system for a mere \$5,000. And, although they will have multi-tasking, potential users will have to stand in line waiting for their turn at the computer. For that money, an Atari household can give Daddy a Mega ST4, Mama a 1040 ST, and Junior and Sis a 520 ST each. Now that is what's called "Atari multi-tasking!"

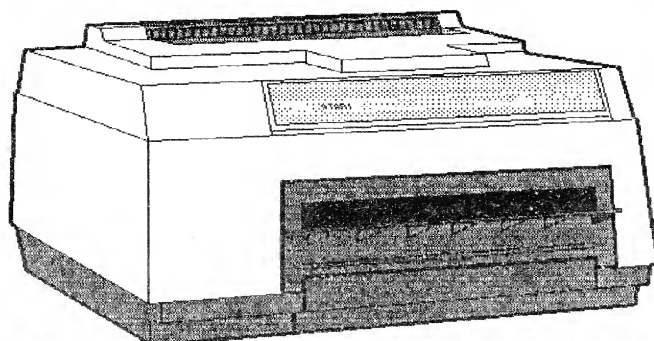
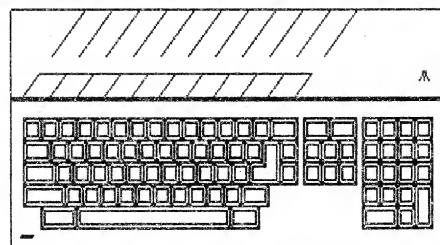


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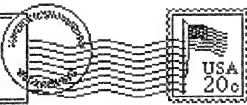
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## The Money Processor

Dear Mr. Peters,

In the May issue of *Current Notes* (Accent on Basic Computing), your article on Checkbook Balancing interested me.

I purchased my Atari 800 in mid 1984. One reason—I thought—was a money management program. I thought this program would save lots of time balancing my checkbook since computers are so fast. The first program I purchased was *Home Accountant*. It had a companion income tax package which I also bought. The first problem I had setting up the program, was the fact that everything had to be set up in budget form. I have never been able to work on a budget so I set it up on a trial budget. The income tax package was supposed to take the information from the original program and set it up on a tax form—**wrong**. It missed more than it transferred. It also had a nice graph program which was supposed to tell me how my money was holding out. That did not work much better. When I checked the book for a help number, I discovered that I had to send the company a twenty dollar registration fee for each program before I could call for help. I returned the package to the dealer. I tried several others before I bought them and found most of them were the same. Most had to be set up in budget form to work.

Then my dealer found *The Money Processor* by Luck Software. I have never seen the program listed in any catalog or any reviews or comments, so I was a little leery. The package came with two disks, an 8-page instruction manual, and a 28-page user's manual. It also had reference cards for the 400, 800, and 1200XL keyboards. It works with one or two drives.

In less than ten minutes, I had the program running and was

entering numbers. It is so simple to use, you really don't need the manual. Up to 150 accounts are available for charge accounts, checking accounts, tax information, savings, cash and budget accounts. All totals are on the screen and change as you enter numbers. No special calculation keys are needed. Checking accounts show statement balance and checkbook balance at the same time and both change with each entry. A 50 check statement can be balanced and verified in about two minutes. About one more minute to print the statement on my old BMC printer. This gets filed with the bank statement. I spend less than ten minutes a week inputting information and about ten minutes a month verifying three checking accounts. I usually do this while I work with my new 520ST.

No special printer codes are needed. This program asks if your printer has automatic carriage return or if it is an Atari printer.

After a statement is verified, it is moved from the original worksheet to a statement section. These statements can be called up any time to check or search for an item. They can also be reopened if you find you made a mistake. You cannot change a statement once it is verified (without re-opening it) since this would change all other balances. This procedure definitely takes less time than paper and pencil or calculator, and I have a hard copy that tells me who got paid and when.

I was amazed at the way this program handles the information. I now have almost four years' worth of statements on my original data disk and still have over 200 sectors free (out of 707). Statements can be moved to another disk whenever you feel it is necessary. I have purposely not done this because I would like to see how much the program can take. This does slow down the loading a bit, but it doesn't bother me. I have written to the company on two occasions—once to compliment them on the program and once to see if the program would be available for my new ST. Both letters were answered

within about ten days. My only regret is that it is not available for the ST. I still use my 800, but only for this program. Everything else is done on the ST.

I tried several programs for the ST and haven't found one I like as yet. I tried *Phaser* and although it took quite a long time to set up, it did seem to work quite well. However, a one month, 15 check statement took almost 15 minutes to print out and it was very confusing. Maybe someday I will find a program as good as *The Money Processor*, but until then I'll stick with "Luck".

Although I do not subscribe to your magazine I pick up a copy at my dealer every month when available. I enjoy the articles and have learned from them. Keep up the good work—maybe if we all work together we can get Atari to pay attention to us little guys. I bug them whenever I can about new product and information shortages. We have to let them know how we feel—maybe they will get the idea.

Thanks for listening  
Lynn Emerich (Mr.)  
Bernville, PA

[Luck Software, Offer P-001, 1160 Niblick Road, Paso Robles, CA 93446 \$59 (805) 238-2585]

## Turtle NOT a Problem

Dear Mr. Sommers:

In the July-August issue of *Current Notes*, you caution ST users about FAT damage from the program Turtle in your "ST UPDATE" column.

As the author of *Turtle*, I find this quite surprising. *Turtle* is in use by thousands of ST users, all over the world, and there has never been an instance of it causing any damage to any drive. The program is designed specifically to make this as close to impossible as can be achieved.

When the "Set Archive Bit" function is not enabled, *Turtle* never updates the hard disk at all. When this function is enabled, the Archive bit is updated by the GEMDOS



function Fattrib, a standard library call. That call updates only the directory entry. It has no impact on the FAT.

All file I/O is accomplished by standard file open and read functions. There is never any direct access to the hard disk, never any files written to the hard disk, and never any non-supported functions used to access the hard disk, either reading or writing.

I strongly encourage you to have whoever reported Turtle as damaging a drive confirm precisely what happened, and that they contact me directly.

Reports such as this have always turned out to be damage caused by some other source, such as performance enhancers (Atari, Supra, and Astra have all issued warnings against such products as *Turbodos*, *Fastfat*, and others as being dangerous).

Sincerely,  
George Woodside  
Woodland Hills, CA

(818) 348-9174

GEnie: G.WOODSIDE

Compuserve: 76537,1342

USENET:woodside@ttidca

*Our apologies Mr. Woodside. Perhaps the problem was, as you suggest, caused by some other program. I have included your various "IDs" so anyone encountering problems with Turtle can contact you directly. -JW*

## Atari's User Bashing

Dear Joe,

My urge to speak out in response to your Atari-bashing editorial (June issue) took over just as I was about to drop my renewal in the mail (you may have suspected something unusual by the mangled, taped envelope). In fact, until recently I really had not planned on renewing at all.

I was one of the first to plop down about \$2,000 for an Atari computer system many years ago. The Atari 800 with 48K of memory

was the most powerful computer available for the price (sound familiar?). Well, over the years I have changed from an Atari flag-waver to a closet Atarian who refers to his computer as an "old 8 bit" among his PC-using friends. Your comments were right on target.

The ST system interests me, but can I survive another round trying to support and get support for another Atari product? My experience just last week may provide the answer.

While in San Jose on business I managed to get away to a Federated store to go SX212 modem shopping. Federated is the chain that Atari apparently bought in order to have an outlet for their products. The store's computer "expert" did not even know that there was such a thing, and when I showed him a tattered SX212 box he said that he never sold anything from that display rack before. I decided to check the other Federated store in San Jose. By the way, none of the computer systems in the store were turned on.

The second store was even worse than the first. The only salesman who knew anything about computers had recently quit. There was, however, a new SX212 on the shelf which I decided to purchase in spite of the salesman's objections that it was for the ST and would not work with my "old 8 bit". As he was writing the sales ticket he complained that he sold \$1,500 worth of equipment the day before, got only \$2 in commission, and might as well go on welfare.

So why am I renewing for another year? I'm really not sure, stubborn I guess. Federated convinced me that nothing has changed, and purchasing a nice ST system would only continue my suffering from the user-bashing that Atari does so well. Maybe I should have tried to figure out how to turn on that Amiga while the salesman was busy complaining? Oh well, here's my \$20 for another year. I may give in yet!

Sincerely,  
Mike McFarlane  
Eugene, OR

## Inspire Confidence?

Dear Sir or Madam:

A friend let me borrow his copy of your June issue that he picked up in Houston on a business trip. I enjoyed it very much, and wanted to order some items from the Applied Computer Associates ad on page 7, but the address was missing. I discovered that the area code for the BBS phone number was for Maryland, but was unable to identify the city. There was no conventional phone listing, and the phone company will not give out addresses.

On July 7, I accidentally discovered their phone number in the list of advertisers, but when I called them, they told me that the June Specials were no longer in effect. I thus had to pay for a long distance phone call in the daytime to find out that I could not get the special price that I had hoped to get on some software. Their July specials are only in-store, so it was a total waste.

This does not inspire confidence.

Sincerely,  
Kenneth Van Dellen

*Well, Kenneth, I'm not sure what to say. It is not unprecedented that store sales last only for a limited time. Most of the "stores" advertising in CN are just that, stores. They are not mail order houses. They must pay rent and pay for employees to service customers. A store usually has a "sale" to bring in customers, not to be nice and give the products away. The hope is that customers will buy other products once they are in the store. But I don't really believe your experience was a total waste. After all, when you consider the time and money you expended on your search, you may come to appreciate the value of just walking into your own local store and purchasing a product, even if it does cost a little more than the lowest price you can find. That extra cost is for the convenience of having a local store in the first place. -JW*

## Keep That Laser On!

Dear Mr. Waters,

I think I came up with some information (the hard way) that all your readers should know. Recently I purchased a Mega 4 and SLM laser printer for the office. For a day everything seemed to go fine and dandy until for no apparent reason the Mega began to scramble my disk. To make a long story short, if the SLM laser printer is plugged into the DMA port and not running (turned on) then the Mega will scramble any data disk in drive A. Atari should send out a special warning to their Mega owners—it would have saved me a lot of grief. Thank God for backup disks.

Yours Respectfully  
Patrick Raymore  
Loma Linda, CA

*Thanks for the warning Patrick. Atari must go to a great deal of trouble to find such incompetent designers. Buy an inexpensive Atari and then spend the rest of the products' life paying a higher electricity bill because the printer HAS to be on all the time. This was probably put in by the same guy who designed the 1040ST joystick ports. -JW*

## Happy with Desk-Jet

Dear Current Notes:

As an avid reader for the last couple of years, I have come to depend on your magazine for the latest information in the ST world. In particular, I have relied on your fine reviews of products affecting desktop publishing. Having used Soft-Logik's *Publishing Partner* and a 9-pin dot matrix for my publishing needs, I have never been quite satisfied with the final product. Although the program was good, the printing of small point fonts on the dot matrix was less than satisfactory. It was time for a new printer.

Searching for the right printer is time consuming and at times, very frustrating. Should I go 24-pin, go into debt and buy a laser ... deci-

sions, decisions. Just when I thought it was time to drop back 5 yards and punt, along came a review of the Hewlett-Packard "Desk-Jet" inkjet printer (written by Jim Wallace and published in your June issue). THANK YOU MR. WALLACE. His review was straightforward, informative, and answered my compatibility questions. I contacted Hewlett Packard and received a brochure in the mail. Hewlett Packard additionally had their nearest distributor contact me to discuss any questions I may have had. The distributor sent me samples of the finished product and offered me a competitive price. I immediately ordered the unit.

Am I happy with my purchase? You bet! Mr. Wallace was right on the money with his review. The quality of the finished product is outstanding. Although printout speed varies, as discussed by Mr. Wallace, the finished product more than makes up for any wait. Preliminary reviews of *Publishing Partner Professional* indicate that new print drivers are being designed specifically for the Desk Jet and will increase print speed. Regardless, the Desk Jet offers a happy medium in price and quality results.

Thank you *Current Notes* for providing Mr. Wallace's review. *Publishing Partner*, Hewlett Packard, and *Current Notes* ... what a combination!

G.D. Heckman  
La Quinta, CA

## A Sad Farewell

Dear Joe,

I appreciated your reminder that my subscription is about to run out. I have identified very closely with your publication and its goals for three years now. But I am really going to have to say "Good bye", with some sense of loss.

I think it was back in late '83 or early '84 when my wife and I bought my stepson an Atari 800XL. I had read the good things about it in *Consumer Reports*, and had followed the dramatic change of ownership of the company. The

800XL's were being sold out then at very low prices, as I recall, about \$100 apiece. So we bought him an outfit which he enjoyed very much.

I had also read a comment by columnist John Dvorak (who was writing for *InfoWorld* at that time), in which he praised your publication as being the best users' group newsletter around. Well, I bought my stepson a subscription as a gift, and when I visited him some time later in Chicago, I was so impressed with it I promptly subscribed for myself. I decided, on the basis of what I read there, that I would buy the successor to the 1040 ST with the blitter chip and the detachable keyboard when it came out. I even tried to persuade a neighbor of mine (who sells IBM clones) to become an Atari dealer when I read (in *InfoWorld*) at the time that a "futurist" was a person who could conceive ideas faster than Atari could bring them to market.

Then began the interminable wait for the Mega ST. I kept calling dealers around the Midwest. None had seen it. Indeed, none had seen any of the other announced hardware either. I waited all spring before last, through the summer into fall. Still nothing was available around here. When it finally did appear, it was not available in an expandable one megabyte version (which I had been hoping for), and the prices were not all that much below that of competing machines. So last November, I finally chose to buy an AT compatible through my school. I got a Zenith Z-286 with one meg of RAM memory and a 20 meg hard disk for \$2000. I am compatible with the machines that our school has been buying for student use (Zenith 148's), as well as with the Zenith 158 in my departmental office. I was able to buy an internal 2400 baud modem for \$140, and to get help having it installed by the fellows from Academic Computing who work in the basement of the same building I do. I have been able to get *WordPerfect* for a very reasonable price, and *PC Write* for free. (My school has a licensing agreement for all



students and staff.) I have been able to attend classes at school on how to manage my hard disk, the basics of MS-DOS, on *PC Write*, and on *WordPerfect*. So I have not merely bought a machine. I have joined an active support community that has enabled me to do much more than I would have been able to do had I been the only Mega ST owner in all of Northeast Iowa.

It has been a tough choice. But I think I did the right thing. The result has been that my interest in Atari has become entirely academic. I love your magazine, and the institution which keeps it going. I am astonished at your ability to create such a thing out of whole cloth. I will miss the adventures and opinions of Dave Small. I have not yet found anything like your publication in the IBM clone world. But I must invest my time in looking at and in learning about that world, now that I am committed.

But I really do hate to say "Good Bye."

Yours truly,  
Fred Hallberg  
Janesville, Iowa

## RAM Cart No Help!

Dear Current Notes

I'm a semi-religious reader of your magazine, which is to say that I find it the best source of information on the Atari ST (my 1040 and I have announced wedding plans for Oct.). Keeping this religious obligation in mind I breathlessly read your review of the Hewlett Packard Desk-Jet printer. I had just purchased the program *Publisher* and I knew I needed a better printer. Well the printer is great but the review has cost me \$120.

Buying a Ram cartridge in the hope of speedier printing turns out to be as valuable as buying a hammer and chisel. The ram cartridge is *only* for loading in soft fonts. It has nothing at all to do with the internal printer ram. The cartridge lists for \$175, but I, the comparison shopper as mentioned above, paid \$120.

Since this discovery, courtesy of Hewlett-Packard (there was a one

second difference in graphic printing speeds but somehow I feel my timer, which doubles as an egg timer lacks pinpoint accuracy), I've ground my teeth in outrage. The bible lies. The Gods have failed. A poorer and wiser man I write this note and hope it will save some poor believer from making the same error. In addition, MiGraph informs me that their driver for the Desk-Jet now comes with installation instructions for the *Publisher* program. I've just ordered it from them and no doubt will put it to good use. I plan to disassemble the ram cartridge and plug it into my dog who while extremely user friendly has only 135 bytes of ram that function.

I still love your magazine but, personally, I feel reviewers should not open up their big mouths on a subject just because common sense tells them that ram is ram when it's actually not.

Sincerely  
David Barkin  
Peekskill, NY

## Thanks, L&Y and ICD

Dear Joe,

I am the kind of person who complains loud and clear when things are WRONG, and when things are RIGHT I feel I have an obligation to make just as much of

a fuss. I am taking this opportunity to address two "rights". I would first like to thank you and all of the people who make tremendous personal sacrifices to make sure that Current Notes goes out to its readers on a regular basis and who make it worthwhile reading. It is definitely a pleasure to sit down to read it.

I would also like to comment favorably on one of your advertisers, L&Y Electronics, Inc. Recently, I decided to order the ICD Doubler Chip from them. I sent my order out on the 22nd of June and exactly one week later I had my order in my hands. The product was shipped as advertised. However, they sent me some additional written material and an enlarged photocopy of the schematic drawing of the 1050 circuit board. The drawing was annotated and had a phone number and the suggestion that I call if I had any questions.

I started working on my drive at 6 pm and had it completed by 7:15 pm. I feel they should be complimented on their speedy service and their willingness to help their customers. Thanks to the quality of the documentation that they (and ICD) provided, I had no difficulty; but it was reassuring to know that they were close by & willing to help.

Thank you,  
D. Montalvo  
Towson, MA

## WordPerfect Atari User Group Special

As a special product promotion, WordPerfect Corp. is offering *WordPerfect* at a reduced price to members of Atari users groups until September 15.

The promotion will allow members to purchase *WordPerfect* for \$155, a savings of \$174 from the list price of \$329. Users group members must show proof of membership to be eligible for the special offer.

Todd Ashman, director of WPCorp's Atari Products division, sees the promotion as a way to make *WordPerfect* available to dedicated Atari users at a more affordable price. "The product has been available for one year," said Ashman, "but we wanted to give Atari users an added incentive to purchase the product this summer."

All Atari *WordPerfect* orders qualifying for the special price must be accompanied by a WPCorp users group purchase agreement, available from WPCorp. Interested users groups can call (800) 321-4566 or (801) 227-5900 to request the users group purchase agreement. The purchase agreement should then be submitted directly to:

WPCorp Atari Orders at 288 West Center Street, Orem, UT 84057.

## Update on the ST Space Connection

Dear Joe,

Chris Anderson's article in the May issue, *ST Space Connection*, was very flattering, indeed (in addition to being well-written), and talking to Chris was a very enjoyable experience.

I would like, however, to straighten out one inaccuracy in the article: it was John Antoniadis, who originally persuaded my company (and NASA) to use the Atari ST as workstation for the *Cosmic Background Explorer* and who should have been given credit for it. I joined the project later, when NASA decided to add graphic capability to the program.

As an update to Christopher's article, I may add that last month the program was officially delivered to the customer and is currently used at the Goddard Space Flight Center in Greenbelt, MD. We may expect some bug fixes or improvements, but basically this is it. To give the CN readers an example of the user-defined display, enclosed is a screen shot from the testing phase.

Now a more general remark. When you write a piece of software to run on just a few tens of machines or so (as opposed to mass-market distribution), you do not care about PC-compatibility. What counts is the performance itself and the cost-to-performance ratio.

The problems with Atari ST penetrating the scientific/engineering market are not limited to the "game machine stigma" or "incompatibility with compatibles." For some applications, even a one-of-a-kind machine could be used. It is the machine limitations that bar Atari ST from some "respectable" uses.

First, lack of any respectable color display mode. The medium resolution screen is not sharp enough for serious text or graphic applications and, anyway, four colors is not enough. A humble PC clone with an EGA board will be, for most purposes, better. The gossip (at least partly originating from Sunnyvale) about the EST has gone on for three years and nothing has happened.

Second, most of the scientific/engineering applications (and a fair share of graphic ones as well) perform a lot of floating point arithmetic. The cheapest PC clone has an option for an arithmetic coprocessor; the ST has none.

True, some third parties now provide this upgrade, but it is difficult to find (unless you live in Germany) and, of course, invalidates your warranty. This is why only a few software vendors offer libraries for the Motorola 68881 co-processor chip, and some (like MichTron for their GFA BASIC) for a ridiculous price. Once again, PC clones equipped with the 8087 chip will run circles around our wunderkind machines, while these

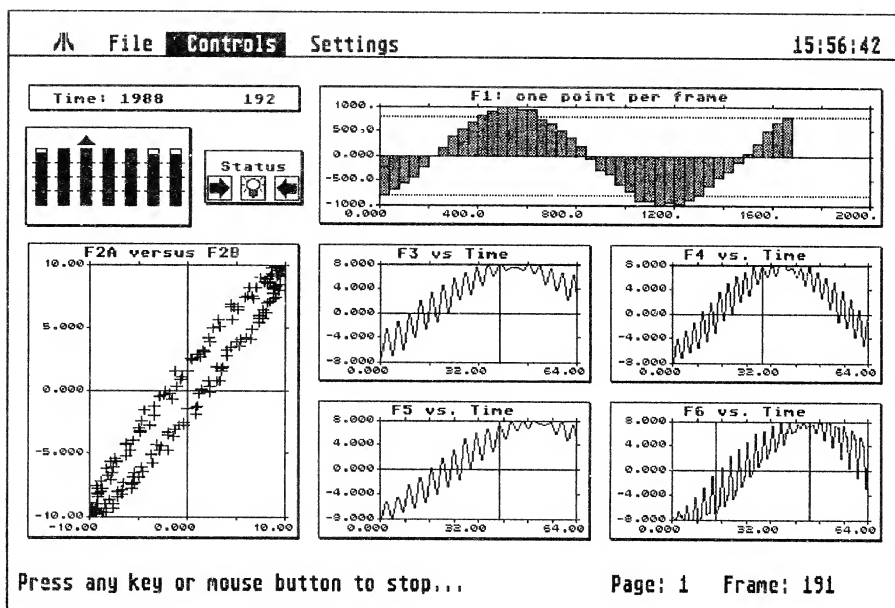
trot along with their pants down.

Would the built-in provision for the floating-point co-processor increase the ST production cost in any significant degree? I don't think so.

Still, as long as floating-point speed and high-res color are not of much importance (as in my air traffic control prototyping), the ST is a very respectable performer. Besides, it makes a great VAX terminal, too.

Sincerely,  
J. Andrzej Wrotniak

*[The May 1988 issue of The Atari Forum newsletter announced the availability of the Atari SFP004 Floating Point Coprocessor PCBA to registered developers. The card, designed to be used only with the MEGA line of computers, contains a Motorola PLCC 68881 Floating Point Coprocessor chip, clocked at 16 MHz. An optional version clocks the chip at 20 MHz. Note, however, that the card will have no effect on application performance unless the application has been compiled to specifically support the SFP004. -ed]*



Sample Screen From the Cosmic Background Explorer



## Dear Atari Lovers,

Are you a member of WAACE? If you are currently a member of NOVATARI, AURA, FACE, MACC, SMAUG or WACUG, you are automatically a member of WAACE. If you belong to another Washington, D.C. area Atari users group, you may become a WAACE member soon. If you are already a WAACE member, I hereby appoint you the publicity committee for Atarifest '88 (and if you are not a member, you can be a "public relations consultant" for WAACE).

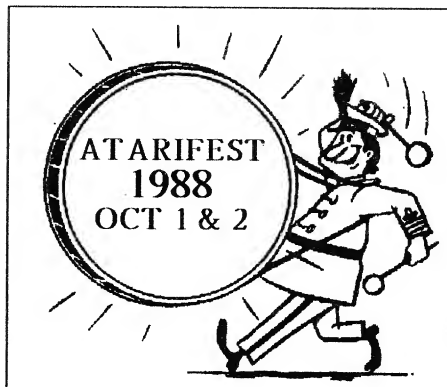
Your job is to inform other club members, Atari and non-Atari computer users, and the general public about Atarifest. You have one month to complete your task. This year's show will be held on **Saturday and Sunday, October 1st and 2nd at Fairfax High School**, 3500 Rebel Road, Fairfax, Virginia. The show will open at 10:00 a.m. on Saturday--1:00 p.m. on Sunday--and run until 5:00 p.m. both days.

The Atarifest planning committee has been meeting for the past seven months to put together the biggest and best Atari show on the east coast. You can tell veteran club members that this year's show will be at least as exciting as last year's, and you can tell the general public that this will be a great opportunity to see exactly what Atari computers can do for them--now and in the future. It's also a great opportunity to meet Atari developers and vendors who produce and sell the wonderful products which make Atari's computers so versatile, and representatives from Atari Corporation will be there, too.

When you tell people about Atarifest, don't forget to mention that the Atari ST is the only computer which can run IBM, Macintosh AND Atari software. Tell them to come and see how it's done. On

Saturday, we will have **demonstrations of pc Ditto, Magic Sac**, and possibly the 8-bit emulator, XFORMER, presented by club members in the classroom area of the school.

There will also be demonstrations of **telecommunications hardware and software, desktop publishing, educational applications, graphics, word processing** and other productivity programs. The **MIDI Music room** will host area musicians with a vast array of electronic music synthesis equipment performing their original compositions.



New this year will be special seminars and demonstrations of software and hardware **to aid the handicapped**. Georgia Weatherhead is working with ESPH, Education for Severe and Profoundly Handicapped, to organize this area. Graduate students from George Mason University will be on hand to help.

We are again planning to have a **swap room** for folks to buy and sell used hardware and software, and will also have **seminars every hour both days**. If your contacts need further persuasion to attend, inform them that **admission is FREE**, and lots of **door prizes** will be given out.

If you meet folks who are particularly interested, you can extend them an invitation to attend our **banquet Saturday night** at the Holiday Inn. For \$20.00 they'll

have a chance to rub elbows with some of the big names in "Atari-dom," eat a fine meal, and hear our special guest speaker's illuminating talk. Andrea Bonham is the person to contact at (703) 534-3503 to make reservations.

Make sure that your audience knows how to get to the show. Coming east from the beltway on route 50, they need do turn left on Rebel Road, which is directly across from the Denny's Restaurant about a half mile west of Fairfax Circle. Coming from the west on route 50, take a right at the first light after the fire station at 10101 Lee Highway. Using the Metro rail system, take the Orange Line to the Vienna Station (the end of the line). CUE buses leaving the station pass right by the high school. We will be distributing flyers with maps on them. If you can, make copies of them and help us distribute them.

Visitors to the area should know that reduced rates are available at the **Fairfax City Holiday Inn**, 3535 Chain Bridge Road, Fairfax, Virginia 22030 (703) 591-5500. When making reservations, mention Novatari.

By the way, as a member of the publicity committee, be sure to ask your favorite stores and companies if they have returned the registration materials we sent them. Tell them to contact Don Elmore at (703) 444-9053 if they haven't reserved a table yet. And, of course, if you can help out with the show, please let me know--we can always use extra hands. Contact me at (703) 476-8391.

Thank you so much for all your help. Your efforts are appreciated and well worth it. The Atarifest has always been, above all, great FUN. See you there!

Gary Purinton  
Atarifest Chairman

## The Good Ole Days

**Hats On Award**—It would seem that Atari top management is up to its old tricks. Arbitrary, hit-em-across-the-knee-cap management is known to be effective for the short run. For the long pull, it pulls a company apart.

Do you know the name of the single major league software developer that has produced a product for the ST? It's WordPerfect Corporation (WPC) of Orem, Utah, the producer of the leading word processing program for any computer in this country. Much has been said in the past about the need for Atari to keep the backing of WPC for the ST. After a mild quiver last winter, when WPC considered dropping support for the ST because of low return on their investment, they stepped back in and continued to supply the type of product assistance for which they are now renowned. That meant owners could call up and a knowledgeable person would orally walk them through their problem, whether it was caused by *WordPerfect*, the program, or the device they were trying to use to print *WordPerfect* text on.

In the case of the Atari SLM804 laser printer, this meant WPC programmers had to identify those areas where Atari had done a sloppy job in writing a Diablo emulator for their laser printer and then patching *WordPerfect* by modifying the printer driver and/or remeasuring the fonts that might be used. This was Time and this was Money.

They also asked Atari to assign a programmer for what might constitute about a week of work changing the emulator so that it really did emulate the Diablo printer and would work smoothly with *WordPerfect* and all available fonts.

Reportedly several people at

Atari, recognizing the value of continued WPC support for the ST and the Mega's, urged that this should be considered on a priority basis.

Atari with its infinite lack of marketing savoir faire, and we are inclined to add, grace, has now declined, believing that the single programmer available for the minor renovation of the emulator has higher priorities. (Our stealth detective inside Atari reports in fact the programmer is Dave Staugis, author of NeoChrome, who recently was transferred from the ST project to the game division to work on video games.

This left the President of WPC, Alan Ashton, when he was informed of Atari's refusal, to decide what to do. Several people recommended, and in fact were seconded by one or two people in Atari who were disgusted with what amounted to an Atari slap in WPC's face, that WPC toss Atari support out the window and get on with making money with the Macintosh and the Amiga WPC products. Yes, WPC is making more money selling their product for the Amiga than for the ST's. The somewhat bigger league management that directs WPC compromised by continuing to develop new products for the ST's (a souped up version of *WordPerfect 5.0* in about a year, one that will import graphics, sort, etc.).

But the SLM804, a printer that is fast becoming a winning product for Atari with print quality as high as any other 300 dpi on the market, has been "put in the limited printer support category." That means nothing more can/will be done to make WPC products more compatible with it—unless WPC should take it upon itself to reverse engineer the Diablo emulator and make one themselves to ship with their program! But, for now, if you want to use the best word proces-

sor out there for power word processing with a laser printer you'll have to buy another brand of laser printer or hobble along with a gimpy Diablo emulator and the 804.

Printers aside, with customary elan, WPC has come out with yet another update of *WordPerfect*, dated 1 August '88. Faster? About three times faster than *MicroSoft Word*. The scroll bar is up to speed, there are new drivers, including one for the Hewlett Packard DeskJet. If you haven't received it, call 800-321-3271 and once talking with the ST support team give them your warranty number. WPC is also offering users' groups a serious discount on *WordPerfect* for the ST—\$155.

## Software

**Waiting for Cuomo and PPP**—*Publishing Partner Professional* has been shipped to owners of the original program in "Beta Format." That means SoftLogic has sent PP owners a disk with the "introduction and reference section" of the new documentation, along with a warranty card. Is the beta version ready? No. It will not, for example, print out your work.

Why release it? SoftLogic states that a combination of missed deadlines and popular demand (read intense pressure by users to release it as is) caused them to make the decision, realizing they would be risking negative press, similar to what WordPerfect Corp. encountered when its initial version came out loaded with bugs.

The final finished version (consisting of 2-3 disks) was scheduled to be released by the end of August, "definitely by then", according to a SoftLogic rep. So, if the company meets this latest of deadlines, you will be seeing PPP on dealer shelves or receiving



notice of its availability as you read this. But a close look at the beta copy of PPP by one of CN's programmers/authors suggest either this deadline will be "slipped" or yet another bug-flawed copy of the program will hit the market. We hope our prognosis is wrong, but official beta testers, for example, have received nothing "to test" since the last "unworkable" version was released. Shawn Fogle, one of the two founders, has left the company; no explanation as to why is available. Deren Kasmaier, his original partner, is now president of the company.

**Ultra Script Mystery**—Atari's bow to PostScript supremacy is Imagin's *Ultra Script* for the ST. It is supposed to be the software that will complete Atari's solid introduction into the world of DTP (desktop publishing). A recent announcement by Atari's new prince of software, Joe Ferarri, purported that it would be bundled with the new summer Mega ST publishing packages after being shown at one of the national Desktop Publishing Conferences. That seems to have been a "preemie" announcement. People at Atari are known to be "playing" with it and testing its quality and compatibility with the other parts of the package, the Mega ST2 or ST4, the SLM804 laser, TimeWorks *Publisher ST*, and *Word Perfect* or other word processors of their choice that have laser printer drivers.

But, suddenly there are whispers that *Ultra Script* does not really utilize PS-cloned fonts. The mutters include the bug-a-boo words, "bit stream," which suggests limits to the program's ability to smoothly rescale its fonts. This would be a serious nose dive in quality, just at a time when it looked as though Atari DTP was up front with the heavy lifters, despite its abortive attempt to include *Microsoft Word* in the all star package.

**Let the Games Begin**—A week or so after you read this the Olympic games will begin in Seoul. Are games for the ST becoming a passing fancy? Are the veterans of our machine now too jaded to revel in a good game? Well, if you believe one of our authors, a regular CN columnist who missed this issue, and without mentioning his name, was one of two authors given CN awards last year, yes, to believe him, he's never played a game. We find that unique, i.e. one out of some 70 authors, something of a statistical freak.

For our part, we see the quality, challenge and narcotic influence of "your favorite game" on the rise. Just recently we completed one, (after our 40th hour with it), the sequel to *Barbarian*, the *Obliterator*. (Anyone who has seen himself rocketing away from the doomed star ship with a point score higher than 2645, please advise the ST Editor for receipt of a small mystery prize.)

The shelves are laden with new games, including a number of high quality and fascination. Elsewhere in this issue the top role playing games are skillfully rated. But for blood-pumping arcade games, here we rely on one of our authors, just departing for his freshman year at college, Dan Greenblatt. After surveying some four dozen or more games this summer he selected the following for your serious consideration.

*Typhoon Thompson* is near the top of the list. Fast action, stellar graphics, investing you with the need to keep thinking if you are to triumph.

A digitized version of *Strip Poker* is out, *SP II*; the pix are new, but the analog for the poker itself remains the same—not Vegas quality, but erratically challenging.

*In Search of The Lost Sea Child* has to be seen; no description would suffice. *Bionic Commander* and *Better Dead Than Alien* will

cause you to surrender up more time than you might wish, but isn't that what games are all about.

*Jet* is the flight simulator of the year, a clear advance over the original *Flight Simulator*, and more realistic than *Dive Bomber*, which isn't to be sneezed at itself. Along with *Jet*, Sublogic has released a European scenery disk. It can be used with any of their flying programs to give you a tour of Europe.

*Gold of the Realm* and *Alien Syndrome* will cost you quite a bit more of your sleep as you try to winnow your way to the solution and victory.

Some of you may have tried to accustom yourself to the PD dart game. I for one had trouble, even though a fan of the British pub and American rec-room game. Now *World Darts* will test your real throwing skills.

We hope in the next issue to bring you full reviews of *Super Star Hockey* and *President Elect*, a once every four years simulation when the candidates duke it out.

*Fire & Forget* is the ultimate fighting machine. You can stage a guerilla or a planetary war. You choose; Thunder Master, with its turbo engines and nuke cannons does anything you want, including "magnetic levitation".

**Not Everything is Games**—From a hi-tech accounting series, and including sales programs, video retail software, and fuel inventory to church management programs, Hi-Tech Advisers of Winter Haven, Florida is trying to point the Atari into the active business world. Encourage them.

## HARDWARE

**The Accelerator Board**—Kenneth George of Webster, Texas is so close and yet still so frustrated with his accelerator board that will make your ST run IBM software as fast as an IBM AT. Everything is fine. The color is surprisingly good.

But the monochrome version scrolls uncontrollably. He is literally working on it night and day, and despite urgent voices on Genie suggesting he release the color version, he declines to get caught in the same bear trap that may have snared *Publishing Partner Professional*. Expectations? Before Xmas—hopefully.

#### **A Delight to Observe—**

That's right, the new Atari TOS works like a wonder. Its speed is everything the blitter was to be and quite a bit more. Shapes fly around the screen. Put *Turbados.ST* into the system along side it and your eyes will do a double take. It seems to be almost bug free and compatible with everything that its predecessor was. We expect it to be released by mid-October. Nice work, Atari.

#### **From Dresses to Drams?—**

The Dauville Mall, in fact Malls, was to be an apparel leader in Houston. Four malls were opened around the outskirts of the city, but what with the plummeting oil business and reportedly "crazy" marketing practices on the part of the company, the malls folded and were taken over by the financiers. Enter Atari! In the southwest outskirts of the city one of the vacant malls suddenly loomed large in the eyes of everybody. Computers were swooping in to replace the ladies gowns. Was this to be the new Atari chip plant? Was this to be the facility that would replace the Taiwan plant, that Atari was rumored to be moving to America, or was this to be a new manufacturing plant which would increase the amount of product Atari would be able to make available in the U.S. versus Europe.

All the answers are not immediately available from Atari. We believe it is not a dram shop. Not a replacement for Taiwan, at this stage. Not a burgeoning factory, employing 2,000 Houstonians and revitalizing the Texas economy in time for George Bush to win the

state and the presidency. Not even a "done deal" as yet. But the Atari rep in the area purportedly assured the management at MegaByte Computers in nearby Webster, Texas that Atari definitely will be coming into the area.

Our best information is that the facility will be a relatively small sub-assembly plant as it starts out, with an initial work force of 200 people. It will not produce finished Atari computers or other hardware, but it will produce units which will be shipped and assembled elsewhere.

There is speculation that the delay in completing arrangements hinges on whether or not the plant would be included in the area's "Foreign Trade Zone." We speculate that more likely the transaction hinges on the Atari "business is war" approach to the final price on the lease. The script goes, "We're committed to the area and your mall." Then, after expectations have risen, the bomb goes off in the form of a totally unacceptable offer for the product or, in this case, the lease. It is then that serious negotiations start, often with feints to other possible sites to "hold" the leaser's attention, with occasional suggestions of withdrawing completely. All this with heavy background music until the pen comes out and scratches out a final agreement.

**And Drams—**Will there be an upsurge in supply? Meaning more ST's in the U.S., and no increase in prices. Not likely. 126K chips are holding at about \$12.50 each, some cheaper at discounts, but do not expect the cost of chips to come down, nor the supply to increase for the next 10 months, at least.

**Leaving Home—**More and more, the Atari ST's are running away from home and into unique offices and other abodes. The mid-west reports that the Ferme Laboratory in Illinois has purchased "a number of ST's" and their scientists, in turn, are now making

individual purchases. America's largest company, AT&T has bought several in the Chicago area to use as Unix training stations. Down in the southwest, beleaguered NASA is turning to the ST. That turmoil of people and monitors that you see on TV when the NASA Space Center is put on the screen, well, among that group are 11 technicians, known as flight dynamic's officers, who now would rather fight than give up their ST's. One of them has even produced a program for the IBM using his ST and pc ditto. With the new publishing packages, several Mega's have been sold to small publishing houses and to a psychiatrist office or two.

While it's not overpowering the territory, the ST and the Mega ST's are gradually strutting their stuff. Thus, despite our occasional bantering at Atari's front office, we do confess that the one place we all collide in tight agreement is our certainty that the ST is the finest, most versatile machine out there.

#### **Shiraz's Frankstein Castle—**

Deep in the Atari grotto, there are a number of machines and programs that have not yet left their Atari home and may never. Draped in R&D cobwebs you have the EST, the Enhanced ST. Across the dusty floor, with a shaft of light on it, is the open heart of the 68030 machine, that we mentioned was "almost ready." Up on a shelf, half in a shipping box, is Atari's Compact Disk ROM player. Despite the fact that Broderbund Software has The Electronic Whole Earth Catalog on CD ROM, just waiting to give us charts, pictures, words and even sound effects on any earthly subject, the machine just sits there. Along side is a PC2, back for re-inspection, having been so well received in Canada, if never seen in the U.S. *The Promised Lan* is no where to be seen. In fact, a third party is reportedly about ready to issue a local area networking pro-



gram for the ST by the end of the year.

What about the rest of those products that were paraded around Comdex '87 last year. Well, not one of them, not *DeskSet*--the new typesetting program that would wow! the DTP community, nor UNIX running on the ST, nor the mighty ABAQ. None of them have emerged. Only their shadows dance back and forth in the dark castle, wondering when and if they'll ever get out. Meanwhile the "torch room" next door is roaring with the sound of game after game being electrically recharged and repacked for release. Clean up your castle, Atari.

**Summer Lightning**--Are you, like some us, bored with the idea of disconnecting your TV or your computer when the skies darken and the lightning tweaks across the sky? Don't be. Do it! Disconnect, at least, your line from your modem to your phone jack. Two of our authors lost their 2400 baud modems last week. A BBS the same week lost its 9600 baud machine and about \$1,000 as a result. So lighten up and uncouple when the dog whines and the summer thunderstorm arrives. Even if you're "surge protected," your sneaky little phone line isn't.

**Once Again the Fragman**--A fragman is always up there in front, sometimes carrying the banner, sometimes leading the charge. Many of you, who have heard about the new Atari centers in selected Federated stores, have wondered who will do it. Sam was rumored to be concentrating most of his time on making Federated profitable. But who would do the Atari centers? The assignment has been made, and once again the fragman is Neil Harris, who has had almost as many jobs in Atari as Secretary of Defense, Frank Carlucci, has had in the U.S.G.

## CLASSIFIED ADS

Non-commercial classified ads (up to 350 characters) are free to subscribers of CURRENT NOTES. Commercial advertisements (and any characters over 350) cost \$0.02/character. Send your ad to CN Classified, 122 N. Johnson Rd., Sterling, VA 22170.

**FOR SALE:** Word Writer ST by Timeworks, brand new, never registered, \$35. Bob Stephenson (505) 831-0705, 3805 Riverview Rd, NW, Albuquerque, NM 87501.

**FOR SALE:** 520ST color system, 1 meg expansion, internal clock, 1 SS drive, 1 DS drive, mouse, joystick, 300 baud modem (\$900). Adaptec RLL controller and 200W power supply for hard disk (\$330). Call Michael. (301) 336-7994. Leave message, moving up to Mega ST.

**FOR SALE:** Atari 400 w/64K + AccuSoft keyboard, Percom DDDS drive, 850 interface, Atariwriter, Syncalc, 85 disks full of programs, recent years of Antic+Analog magazines. \$189 or best offer. **ST SOFTWARE:** VIP Professional \$60; Certificate Maker+Library One, \$23; Flight Simulator II, \$19; Easel ST, \$5. Gerald Graham (804) 392-8306, Farmville, VA 23901. Will deliver to Atarifest.

**HELP! HELP!** Stop the tears!!! Only copy of grandchildren's favorite software crashed. Want to buy, rent, borrow a copy of GHOST ENCOUNTERS for 8-bit by JV software (they no longer exist) to copy. Call 215-358-3829 (and. dev) will reimburse.

**FOR SALE:** Atari 800s, \$40 each; Atari 130XE, \$75; Atari 810 disk drive, \$80; A.I.D. Interfast I interface, \$20; APE Face interface, \$10; Atari Basic Cartridges, \$5 ea; Datafiles or Flip'n'Files w/50 used disks, \$10 each; original game programs from \$2 to \$20; Atari books and back-issues of Atari magazines. Call Roger Eastep (301) 762-0061.

**FOR SALE:** LDW Basic 2.0, \$30; Pro Sprite Designer (ST), \$10; BBS Express (ST), \$35. Bob Reitz, 218 N. Fourth St., Sunbury, PA 17801, (717) 286-5901.

**Earn Extra Money.** Put your home computer to work in your spare time. Send self addressed stamped envelope to: Computerized Data Ltd., Rt 3, Box 472, Excelsior Springs, MO 64024.

**Trade ONLY!** PD software for XL/XE. 1. Basic Games; 2. Games; 3. Adventure Games; 4. Games; 5. M/L Games; 6. M/L Games; 7. Games; 8. Dos 4.0 (QDOS). I will TRADE for disk (PD, XL/XE only). Please send a list of your disk & your request to: Eric Chilton, 705 Fox Valley Drive, Longwood, FL 32779.

**FOR SALE:** ATR-8000 w/2-DSDD IBM type drives, runs Atari software as well as CPM-80. Works with all Atari 8-bit computers & has a built-in serial port (modem) & parallel port (printer) with a 64K printer buffer. Includes MYDOS and CPM software. Original cost \$1,200, will sell for \$350. Call Jeff Greenblatt (703) 430-3830 or 450-6462 evenings and weekends.

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## Hope on the Horizon

It should come as no surprise to Atari 8-bit owners who have been looking for new software titles from major companies that there are precious few to be found. Broderbund, Sierra, Epyx, and Activision long ago pulled up stakes and moved on to more profitable climes. Electronic Arts, Infocom, Microprose, and Accolade are more recent defectors. Even the Antic Catalog would appear to have forsaken the 8-bit buyer; its pages are almost totally devoted to ST products.

Despite these set-backs 8-bit users should find some comfort in the following:

Atari has released a dozen titles on cartridge for the XE Game System. Although these tend to be older classic programs, a number of newer games are slated for release this summer, including the golf simulation *Mean 18*, which has never before been available for the 8-bits.

A few major labels, such as SSI, Mindscape, and Datasoft continue to produce 8-bit games, while Hi-Tech Expressions still supports Atari with its many print programs.

From smaller, independent firms come any number of new products. This month I received Alpha Systems' *Cheat!* (a utility for giving arcade game figures unlimited lives), Michael Holloway's *Mapper* (see below), and Stardust Software's *QuickCode* (see below) for review.

Perhaps the most encouraging sign of software support came from Springboard Software who, responding to a massive letter-writing campaign, decided to market an Atari version of the company's venerable classic *The Newsroom* along with all three clip art disks. Hopefully, 8-bit users will support this decision by purchasing the product.

A product-in-the-making which also deserves strong user support is Total Control Systems' *GOE*, an ST-like desktop program which in its final form will include a word processor, paint program, and font maker.

So, for those of you who are ten inches away from despair, things are not quite as bleak as they might be. If we do our best to support those new, quality products and continue to write, asking software support for Atari 8-bits from those companies who have given up on them, then maybe we can reverse the tide.

## GOE ALERT!

Total Control Systems' owner and president, David R. Sullivan, informed me recently that Merrill Ward no

longer will be handling *GOE*, the ST-like, 8-bit desktop. Instead, Sullivan—the program's creator—will be overseeing its production and distribution.

According to Sullivan, *GOE* will be unveiled at the Glendale (California) Atarifest on September 17 and 18. At that time, *GOE* may be purchased for \$49.95. A discount for user group purchases of five or more most likely will be in effect.

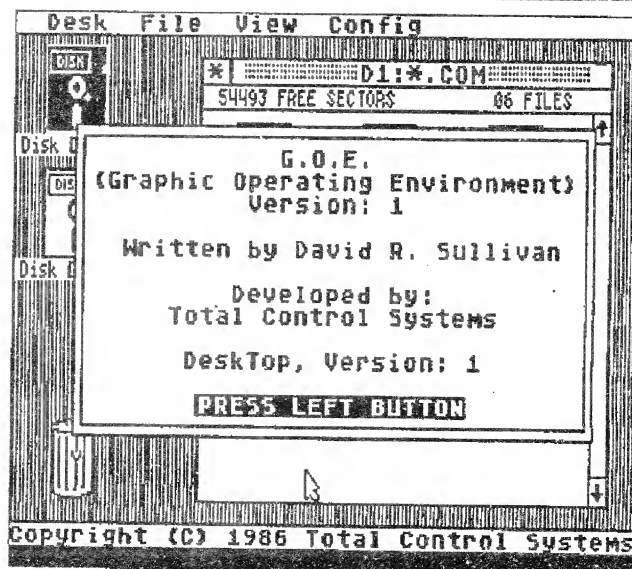
The *GOE* package will include a super cartridge containing the operating system, the initial desktop, the permanent icon file, several fonts, and at least two accessories (calculator and notepad) and a disk holding a full-featured word processor and a relatively sophisticated paint program.

Sullivan hopes that user group support will convince Atari that *GOE* should be bundled with its XE Game Systems. Perhaps Atari will remember how bundling *GEOS* with the Commodore 64C helped spur additional sales of that computer.

Other *GOE* programs are in the planning stages at the moment. These include a data base and a terminal program. Total Control Systems intends to be fairly open about the inner workings of the company's desktop. The hope is that third-party firms will develop *GOE*-compatible programs of their own.

Mr. Sullivan also assured me that, when *GOE* becomes available, anyone who bought a demo disk from Merrill Ward will receive credit toward the purchase of the finished product.

Those interested in receiving additional information about *GOE* should write or call Total Control Systems at 4156 Tolowa Street, San Diego, CA 92119, (619) 270-0111.



## Meanwhile, Back at Merrill Ward

Merrill Ward's president, Shelley Merrill, claims that he still is committed to an Atari 8-bit desktop. As a result, his company will market Reevesoft's *Diamond*, a disk-based ST-like desktop.

Presently, there are three separate *Diamond* programs, each retailing for \$29.95. In addition to the desktop, there is a word processor (*Diamond Write*) and a paint program (*Diamond Draw*). Each program requires 64K of memory.

Mr. Merrill assured me that the *Diamond* programs would be displayed and on sale at the Glendale Fest. Anyone who purchased the *GOE* demo will get credit toward the purchase of one or more of these products, or a refund of his or her \$5.00.

(Merrill Ward & Associates, 255 North El Cielo Road, Suite 222, Palm Springs, CA 92262, (619) 328-8728.)

## QuickCode

According to Stardust Software's documentation, "*QuickCode* is an integrated package of over one hundred macros and their support sub-routines, which, together with *MAC/65* (OSS's assembly language cart-ridge), provide the most complete and versatile programming environment available for generating 100% machine language code for the Atari line of 8-bit computers."

Full support is supplied for I/O, DOS operations, player-missile graphics, integer math, subscripted string handling, two-dimensional string and numeric arrays, conditional branching, IF-ELSE type commands, and four types of loops. The disk program also supports many new, undocumented graphic modes and features PLOT and DRAWTO routines that reportedly are a good deal faster than those built into the operating system.

A run time package is included at no extra charge. No royalties are required of those using the package for professional programming. (Stardust Software, P.O. Box 33192, Indianapolis, IN 46203, (317) 788-7403 \$34.95.)

## Mapper & Quik-Pics

Michael Holloway of Paducah, Kentucky created both of these programs. *Mapper* displays a number of maps on screen and prints them out to Epson-compatible printers in four different sizes, including inverse. Also on the two-sided disk is a world reference data file that contains the vital statistics of most of the world's countries and all of the states of the Union. These also can be printed out.

*Quik-Pics* is a collection of digitized pictures created with *Computereyes*. A double-sided disk full of pictures is included along with a loader program.

*Mapper* sells for \$14.95, and *Quik-Pics* for \$9.95. Both programs may be obtained by contacting the author at 3308 Rucker Avenue, Paducah, KY 42001, (502) 442-2121.

"Software for the Atari is not to be found in this area of the country and gets very little support," laments Mr. Holloway. "I am glad to see there are the 'little people' like myself that continue to support the 8-bit line."

## Celebrity Cookbook Version 2

Merrill Ward & Associates's newest version of this popular cookbook/recipe filer program (a *GOE*-based item) corrects most of the minor problems found on the original two-disk product. The cookbook disk includes new printer drivers. More color has been added, and the speed of the program has been increased greatly. It now fully uses an ST mouse, joystick, or trackball, in addition to the cursor keys. Word wrap has been added to the recipe filer, and a mouse, joystick, and track ball may control the cursor in the word processing editor. Also, the user now can calculate the cost of his/her recipes and grocery shopping lists.

Anyone owning the original version may receive an update for \$13.00 from Merrill Ward & Associates, 255 North El Cielo Road, Suite 222, Palm Springs, CA 92262, (619) 328-8728. If you sent in your warranty card, Merrill Ward will mail you update information automatically.

## More on PrintPower

After reading my review on Hi-Tech Expressions' *PrintPower*, Larry Melton of Laurel, Maryland, wrote me the following very informative letter.

"I think you missed some important points in your review of *PrintPower*. This is the program that Broderbund should have produced in the first place.

The resolution of *PrintPower's* graphics is so much better. They start with a large, high resolution picture, and, if you want a smaller picture, you may get some distortion when the picture is shrunk. *Print Shop* starts with a small picture, and, if you want a larger picture, the graininess is enlarged, too. That graininess has always bugged the h... out of me.

Granted, *PrintPower* has a lot of catching up to do. It lacks the large number of pictures (public domain and others), and I really miss the graphics, border, and font editors. Maybe if enough support is shown, Hi-Tech Expressions will come out with *PrintPower Companion*.



I have not examined the disks; but I suspect that *PrintPower* pictures take up more space than *Print Shop* pictures because of the higher resolution. *Print Shop* pictures have become sort of a 'standard' for many graphics and application programs. That will be tough for *PrintPower* to overcome.

You still can't conveniently store your masterpieces on disk, but *PrintPower* does save the last item (sign, card, banner, etc.) on the program disk, so you can conceivably save one masterpiece per disk. Backups are easy since *PrintPower* is not copy protected.

You also failed to mention that the disks use enhanced density, so not every disk drive is compatible, and that they recommend two disk drives (so do I; swapping *Print Shop* disks always bugged me, too). *PrintPower* also uses the extra 130XE memory, and the memory under the OS (XL's and XE's only). I believe the extra memory is used to speed up the printing process.

Sharper images. That's why I like *PrintPower* better than *Print Shop*. As soon as picture, border, and font editors are made available, *PrintPower* will be the clear choice."

Thank you, Larry for your excellent postscript to my review.

## Saracen from Datasoft

As young Christian adventurer Ilan the Crusader, you find yourself in a huge Saracen fortress containing 100, action-filled rooms. Armed with a longbow, you must solve mazes, while avoiding live cannon balls, castle guards, and bombs until you can find the Saracen Chief and destroy him.

This double-sided disk, 48K program retails for \$19.95 from Datasoft, 19808 Nordhoff Place, Chatsworth, CA 91311.

## Sesame Street Print Kit

Hi Tech Expressions, developer and publisher of *Print Power*, *Awardware*, and many other print programs, has shipped *Sesame Street Print Kit*, a program featuring the Sesame Street Muppet characters.

The program allows users to design and print cards, signs, storybooks, invitations, banners, and more. Some 60 Sesame Street Muppet graphics are available, including Big Bird, Cookie Monster, Grover, Bert & Ernie, Oscar, Snuffle-upagus, and other Sesame Street pals. Graphics can be moved anywhere on the design, and highlighted with twenty decorative borders which range from Oscar's Trash Can to Ernie's Rubber Duckie.

*Sesame Street Print Kit* also features a line-by-line text editor. Seven type faces are available in three

sizes, with bold face, italics, and shadow and outline effects. The on-screen design area helps the user to position graphics and text in creative and attractive combinations. Graphics from Hi Tech's *PrintPower* are compatible with the *Sesame Street Print Kit* and provide more print options.

(Hi Tech Expressions, 588 Broadway, Suite 1105, New York, NY \$14.95.)

## In Defense of Paperclip

The following is an excerpt from a letter sent to me from David J. Harris relating to Roy Brooks' article entitled "Using the Upgraded 320XE" in the April 1988 issue. After praising Mr. Brooks for the quality of his piece, Mr. Harris takes exception to Mr. Brooks' use of *Word Magic* and goes on to say that *Paperclip* is his word processor of choice.

"The features that really impress me are the 112K of RAM available for text, the macro capability, the dual text windows, and the best feature is being able to load the 33,000-word dictionary into RAM. I have an 800XL with the 256K Rambo upgrade.

Once a dictionary is loaded into RAM, you can spell check as many different files as you want without reloading the dictionary. I did a time comparison of AtariWriter Plus's spell checker and Paperclip's, and...Paperclip blew AtariWriter Plus right out of the water....A disk-based spelling checker is just too slow for my taste."

Mr. Harris continues by saying that he shares Mr. Brooks' "...disappointment in the lack of an integrated program like Appleworks for the Atari. "But, on the bright side, we do have Synfile+, Syncalc, and Paperclip....The ability to port the files back and forth is a life saver....So, even though the Atari community lacks an 'Atariworks', we do have the next best thing, and the combined cost of the three programs is about \$100 cheaper than Appleworks 2.0."

We thank Mr. Harris for his comments.

## Stuck on Newsroom

My thanks to Sharon R. Mahoney of Excelsior Springs, Missouri for her letter describing how she uses Springboard's The Newsroom and for her print-outs from the program. Ms. Mahoney has "...made print-outs for my business and started a newspaper for the kids to keep in touch with each other...." She concludes by saying "Just had to tell someone how wonderful this program is." A copy of her letter was forwarded to Springboard as well. This is a nice way of supporting the companies that support us.

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## New Developments

Well, here we are again. That one month break was quite refreshing. In the last issue of Current Notes, a good portion of this column was devoted to doom and gloom surrounding the future of the Magic Sac. How current can an article be? I prepare my articles as close to the deadline as possible so that the information contained in it is as up to date as it can be. So much for being up to date!! After I modemed my article to Frank Sommers, the ST Editor (and chief nitpicker), the entire outlook for the future of the Magic Sac changed; at least for the near future that is. So....I added that "HOT NEWS" box to the article just to be current. The doom and gloom portion of the article did make interesting reading though.

Since that time, there have been several new developments in Magic Sac land. Version 6 of the Magic Sac software has been released for Beta testing; Dave Small has decided to develop a 128K ROM version of the Mac emulator; and Symmetry Corp. has released a new version of HyperDA. All of these new developments are discussed in further detail in this issue.

### Version 6

By now, you all know that Dave Small is no longer part of Data Pacific. His brain-child, The Magic Sac, is owned by Data Pacific, but according to Dave, he still owns the code to the software to drive the cartridge. As such, it appears that any future enhancements to the Magic Sac will depend upon Dave and Joel coming to terms financially with one another on each enhancement. For now, they have reached an agreement on developing Version 6 of the software.

Preliminary information on Version 6 was that it would have increased floppy and hard disk I/O speed, and that it would have sound in it. The Beta version I received did not have sound and it appears, at this time, that it will not contain sound due to the difficulties of producing the full range of the sound spectrum without consuming all of the CPU's time, which would slow the Sac down considerably. So, for now, Version 6 will not contain sound. BUT READ ON!!

The increase in floppy and hard disk speed is incredible. Although Dave had indicated that the increase was from 100%-800%, I

found that it could be as much as a 2000% increase depending on what commands are invoked.

The Beta version I received had the faster speed, called TURBO, turned off as default. The release version will have TURBO turned on as default. To toggle between normal and TURBO modes, the left and right cursor keys are used in conjunction with the SHIFT key. SHIFT <--- turns the TURBO on; SHIFT ---> turns the TURBO off.

With floppies, TURBO mode operates differently than with a hard disk. With a hard disk, it reads and writes in TURBO mode. With a floppy disk, it only writes in TURBO mode. According to Dave, floppies are already optimized to read data as fast as they reliably can.

I did some benchmarking with both types of drives and here are some of the results:

Load in Pagemaker 2.0a from a hard disk:

WO/TURBO ==> 29 sec.

W/TURBO ==> 16 sec.

Copy a 605K folder containing 27 files from one HFS HD partition to another:

WO/TURBO ==> 2 min. 43 sec.

W/TURBO ==> 59 sec.

Copy a single 786K file from one HFS HD partition to another:

WO/TURBO ==> 2 min. 45 sec.

W/TURBO ==> 29 sec.

Copy a single 786K file from a HFS HD partition to a HFS floppy:

WO/TURBO ==> 9 min. 1 sec.

W/TURBO ==> 3 min. 55 sec.

Copy a single 786K file from an HFS floppy to a HFS HD partition:

WO/TURBO ==> 3 min. 53 sec.

W/TURBO ==> 2 min. 12 sec.

Duplicate a single 786K file on the same HFS HD partition:

WO/TURBO ==> 2 min. 42 sec.

W/TURBO ==> 8 sec.

Copy a single 786K file from an HFS floppy to another:

WO/TURBO ==> 9 min. 54 sec.


W/TURBO ==> 5 min. 50 sec.

The Magic Sac, Revision 6.1  
Written by Dave Small and Dan Moore  
Produced by Joel Rosenblum  
Copyright 1985, 1986, 1987 Data Pacific Inc, all rights reserved.

The Magic Sac is dedicated to Wade Curtis.

Memory size	Hard Disk status	Printer port
<div style="border: 1px solid black; padding: 2px;">128K</div> <div style="border: 1px solid black; padding: 2px;">256K</div> <div style="border: 1px solid black; padding: 2px;">512K</div> <div style="border: 1px solid black; padding: 2px;">832K</div> <div style="border: 1px solid black; padding: 2px;">1408K</div> <div style="border: 1px solid black; padding: 2px;">1920K</div> <div style="border: 1px solid black; padding: 2px;">3456K</div>	<div style="border: 1px solid black; padding: 2px; text-align: center;">Hard disk present</div> <div style="border: 1px solid black; padding: 2px; text-align: center;">Disabled</div> <div style="border: 1px solid black; padding: 2px; text-align: center;">Enabled</div> <div style="border: 1px solid black; padding: 2px; text-align: center;">Atari SH204</div> <div style="border: 1px solid black; padding: 2px; text-align: center;">Boot from HD</div>	<div style="border: 1px solid black; padding: 2px; text-align: center;">Serial</div> <div style="border: 1px solid black; padding: 2px; text-align: center;">Parallel</div> <div style="border: 1px solid black; padding: 2px; text-align: center;">Laser</div>
<div style="border: 1px solid black; padding: 2px;">Save config</div>	<div style="border: 1px solid black; padding: 2px;">Forget it</div>	

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The 8 seconds above is not a typo. TURBO mode literally inhales the file from a hard disk and writes it out in no time flat.

Only two programs have been found to not be compatible with TURBO on. The first is the older version 2.2 of MacWrite, and the other is Switcher. Since MacWrite 2.2 has been replaced by MacWrite 4.6, this is of no consequence. As far as Switcher is concerned, if it is copied to a hard disk in non-TURBO mode, it will work fine when it is run in TURBO mode. That's why the switch was included in Version 6, so it can be turned off.

Version 6 will be sold separately by Data Pacific. The tentative price for it is \$20 and it should be available by the time you read this. Contact Data Pacific for its availability and price.

## 128K Cartridge

As eluded to in the last issue of *Current Notes*, it appears that there will be a 128K cartridge in the not too distant future. By 128K, I mean it will use the Macintosh 128K ROMs as compared to the present use of 64K ROMs.

Preliminary information on this cartridge is that it will be marketed by a newly formed corporation by the name of Gadgets, Inc. which is being formed by Dave Small. In other words, it will not be a Data Pacific product and it will not carry the Magic Sac logo (there goes the title of this column again). This cartridge will be not be an upgrade to the Magic Sac and there will be no trade-in value for the old Magic Sac cartridge.

The tentative name for the new cartridge is "SPECTRE 128." The price of the SPECTRE 128 has not been finalized, but word is that it will retail for somewhere around \$200 less ROMs. It appears that the 128K ROM sets are beginning to appear on the market since demand for them as a Mac upgrade has decreased considerably. The current price for the 128K ROMs is

\$99 although the price seems to vary from week to week. As a matter of fact, Pre-Owned Electronics of Waltham, MA advertised the ROM sets for \$135 in the June issue of *Computer Shopper*. Then in the July issue, they advertised them for \$125, but when I called to order them, I purchased them for \$99. The salesman indicated to me that the ROMs were not used. They were from new sets that were separated from the Mac "E" upgrade kits. The phone number for Pre-Owned Electronics is 1-800-274-5343.

Although the Magic Sac with 64K ROMs currently runs some 200+ commercial titles that I have personally tested, more and more of the new titles appearing on the market requires a Mac Plus (128K ROMs) in order to run properly. So, in theory, once the new cartridge becomes available, software such as HyperCard, Adobe Illustrator and Freehand, Cricket Draw, and the new versions of MacWrite, MacPaint and MacDraw should all work properly with it. The Magic Sac and the Spectre 128 could, in theory, coexist in the same market since the Spectre 128 will cost approximately twice the price of the Magic Sac. Those who just want to occasionally use a Mac emulator might want to just purchase the Magic Sac. On the other hand, those who have serious use for a Mac emulator will most likely opt for the Spectre 128. In any case, there will definitely be a good market for a used Magic Sac in the near future for those who want a good buy.

Dave Small is currently working on getting the cartridge up and running by modifying the existing Magic Sac code. His initial expectation is that it should be ready for Beta testing in approximately 3 months time. The cartridge will most likely not have a built-in clock/calendar a la the Magic Sac Plus. This is because the ST cartridge port is limited to 128K and all of it will be used for the 128K ROMs. Updates on his progress will be periodically posted in future issues of this column.

## HyperDA Update

In the June issue of *Current Notes*, I did a review of HyperDA. At that time version 1.01 was reviewed and the only way it would work was with a tester such as SampleIt or DA Tester 1.5. Since then, Symmetry has released version 1.02 of HyperDA.

HyperDA 1.02 is now fully compatible with the Magic Sac. It still has the same limitations I described in that article except for two major improvements related to the Magic Sac. The first is that it can be installed in the System File and can concurrently be run while using another program. The second is that the clipboard is now fully functional. This means that while using another program such as MacWrite or MacPaint, you can call upon HyperDA, load in a HyperStack, copy any portion of a card to the clipboard, and then paste it into the document you're working on in MacWrite or MacPaint. This applies to any other program that utilizes the clipboard. Since the clipboard is pretty much a universal function in most Mac programs, HyperDA can be most useful. You can even copy cards to the scrapbook for use later on. This is how the new *Current Notes* library disk M55, ClipArt #3, was created. There are some really fantastic PD HyperStacks available with all kinds of art work or other information that can be converted to graphic illustrations via the clipboard and/or the scrapbook. Once these illustrations are in MacPaint format, they can be ported over to the ST side using Transverter and imported directly into Publisher ST or converted to Degas format using Picswitch.

Symmetry is working on version 1.1 of HyperDA. The release date is supposed to be late August or early September; around the same time this issue of *Current Notes* will appear. When it is released, I'll provide an update on its compatibility with the Magic Sac and its new features.

## New Library Disks

Over the last month's break I finally found time to go through all the PD or Shareware software I've been collecting. So this month, *Current Notes* is releasing 4 new library disks. Here is a rundown on what is on them.

Disk M54, Demo Disk #2, contains a full working version of the program Design. This program has all the tools you need to create highly complex organization and flow charts. All the functions of this demo version work including printing. The only feature that doesn't work is the save function. The disk comes with 5 sample charts and full documentation in MacWrite 4.6 format.

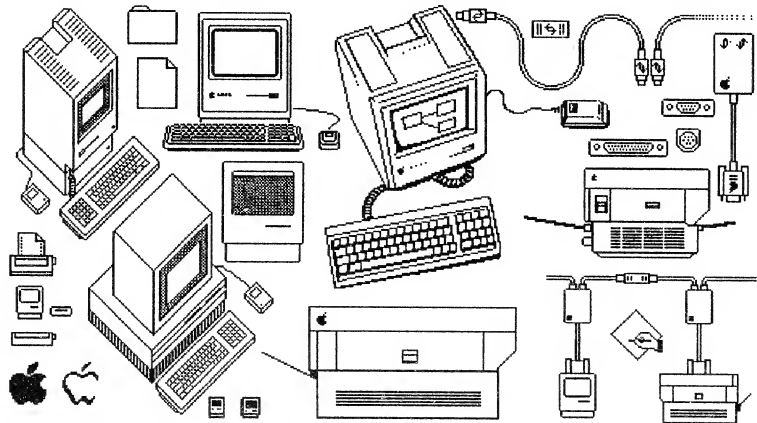
Disk M55, Clip Art Disk #3, contains 26 clip art documents in MacPaint format. The titles are Animals, Arrows, Books, Business, Calendar, Computer, Disk, Files, Geography, Holiday, Houses, Icons 1-6, Mail, Memo, Miscellaneous 1, Miscellaneous 2, Money, Music, Office, People, and Symbols. It should be noted that all these clip art files were created from some PD HyperStacks using HyperDA 1.02 and the clipboard by copying them from stacks and pasting them into MacPaint.

Disk M56D, HyperStacks #3, contains only 1 HyperStack. The file on this disk is Atkinson's Clip Art Stack and it is a huge 786K. This Clip Art stack contains 500 pieces of clip art. The disk is double-sided and requires HyperDA to use it. With this stack and HyperDA, you can create your own clip art files by copying the art to the clipboard and pasting them into any paint type program such as MacPaint, FullPaint or SuperPaint. By the way, this was the file I used to do the time testing of version 6. I used it because it's the largest single file I could find that I knew would barely fit on a floppy disk.

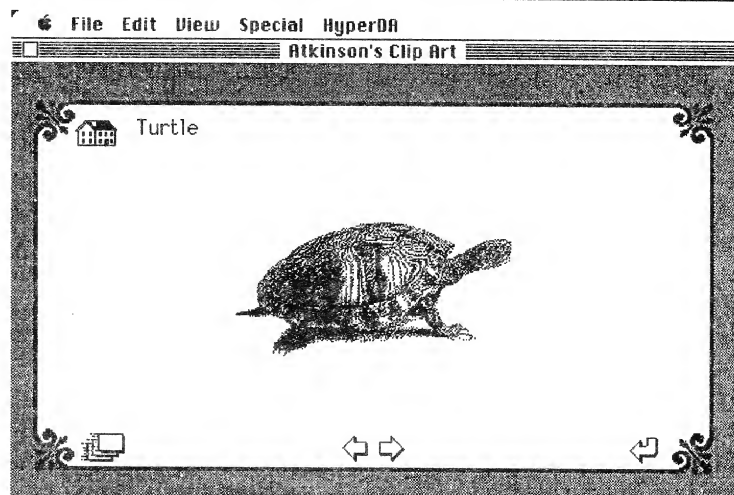
Disk M57, Graphics #5, contains 6 graphics oriented applications or DAs. The titles are MicroFilm Reader 1.4, Bomber, Iliana II, Preview, Super Ruler 1.1, and XVT-Draw. Most of these files come with

complete documentation. Additionally, MicroFilm Reader 1.4 also comes with a sample Microfilm, the March 88 issue of Arts & Farces. Arts & Farces is a PD publication that is currently being published on

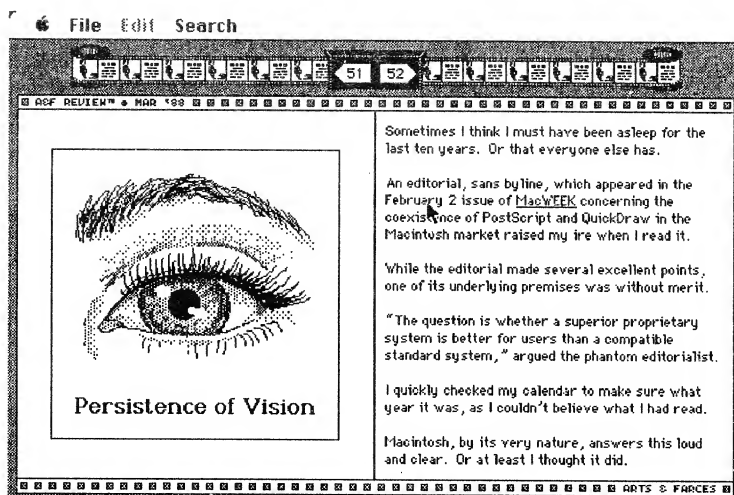
a monthly basis. It requires MicroFilm Reader to be able to read or print it out. Back issues and future issues can be found in the software library of the Macintosh Round Table on GENie.



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# The Dark Side of the BBS World

## Part 2

### Phone Phreaking

Since piracy often involves a lot of long distance calls, pirates have become experts on making these calls for free.

There are several ways they do this. The easiest is to steal someone's MCI or AT&T calling card number, and use it; the calls are then billed to someone else. (That someone else then gets a surprising phone bill at the end of the month, and has to hassle with the phone company to not be charged).

Pirate BBS's often maintain LISTS of such numbers. If your MCI/Sprint/AT&T calling card number ever gets on any such list, heaven help you; stories of \$10,000 phone bills are commonplace. This is a very good reason to keep your number a secret.

(Sprint and MCI now have programmed their computers to look for unusual surges of activity on a given number, to turn it off before too much damage is done. At that point, a "trap" can be put on any phone attempting to use that number, and the user prosecuted. Also, some people have set up companies offering cut-rate long distance service by selling these numbers; MCI and Sprint are kept busy prosecuting such outfits).

If your kid gets involved in something like this, they could be in deep trouble. Things to watch for would be lots of activity on far-away BBS's with no corresponding phone bill. (And if you're not watching your long distance bill...)

There are Atari ST (and many other computer) programs written

to scan for such codes; they plug in a long distance number and an MCI number, and search for valid pass codes, by trying 0000, 0001, 0002, and so forth. Since it's automatic (the ST does it), it's effortless.



One such ST program is "Mikeydialer," available on about every pirate BBS. Figure 1 shows an excerpt from its documentation file.

Thus, your ST can randomly attempt to break through MCI security all night, or call enemies' phone numbers to annoy them at random times, or scan for computer modem numbers (a la the movie "War Games"). And Mikeydialer is only one of many programs of its breed.

### The Phone Phreakers

A few years back, someone discovered that it's possible to fake out AT&T's long distance equipment to get free calls with the use of special tones. (The legend is that a whistle given away in Captain

Figure 1: MIKEYDIALER Documentation File

#### MIKEYDIALER Version 2.0 Documentation

Programmed By: Michael F.

Documented By: Dr. Funkenstein

MikeyDialer supports:

1. War Dialing, with or without long distance services.
  2. Code hacking (random, sequence, or both)
  3. Annoyance calling, with or without long distance services.
  4. Auto VT-52 terminal mode with: XMODEM CRC File transfer, FLASH Dialing Directory, Function keys, Baud Rate controls, Half/Full Duplex, Line feed On/Off.
  5. Result output to printer, disk file, or nil (ignore)
  6. Load and save configuration files on disk.
  7. Six memory banks for multiple parameters.
  8. Code validator, also validates phone numbers for a carrier signal.
  9. Improved war-dialer with dial-tone scan capability.
  10. Updated GEM user interface.
  11. Multiple Non-Voice destination telephone numbers.
  12. Output results may now goto a memory (storage) bank (1-6).
- Added into Version 2.0 are: (1) Multi-Programmable Dialer, for use with PBX hacking, and (2) Clock timer.

Crunch boxes happened to be the right frequency, 2600 Hz).

Thus, the Phone Phreakers were born; they'd do things like make free calls all the way around the world, tie up all long distance trunks to a given city, and so forth.

AT&T was naturally furious, and the "phone cops" became a frightening legend to phone phreakers. Being a private company, the "phone cops" did not necessarily play by the rules, according to the legends.

Your local phone company probably monitors every phone in its area for the dreaded 2600 Hz tone, indicating a phone phreaker in action; if this is detected on your line, you will be receiving a visit from your local phone security people pronto.

Alas, the enforcement is spotty; those cities with ESS (Electronic Switching Service—if you've got call waiting and call forwarding, you've got ESS) can nail a 2600 Hz phone phreaker within a second, while cities with older equipment look for it randomly. So this tone-calling still works sometimes.

The accurate generation of tones was required. A device called a "Blue Box" did this; it had oscillators inside tuned to the exact right frequency. But why go to all the effort of building oscillator circuits when a computer can do it for you?

The computer pirates have developed "Blue Box" programs *that run on computers*. The computer's sound chip—the Yamaha/GI sound chip, in the ST's case—is used to generate the proper tones. There are also many 8-bit blue box programs, made especially easy by the direct link made from the 8-bit sound chip to the phone line in Atari's modem.

It is COMMON to find these blue boxing programs on pirate BBS's. If you'd like to have a world of hurt fall on you, download one, and start using it in any large city, with an ESS phone system. I would

**Figure 2. Excerpt from a "blue boxer" program**

### **MIKEYHACK PAYPHONE ASSISTANT**

**Version 1.0a**

**Programmed by Michael F.**

Most users familiar with Mikeydialer will appreciate the upcoming availability of PayPhone Assistant. If you're furiously excited about the topic of boxing, PayPhone Assistant is exactly what you have been looking for!

PayPhone Assistant is a product which is better known as blue boxing, except that all you will require is the assistance of an Atari ST computer and virtually no hardware knowledge to get started.

PayPhone Assistant runs on an Atari ST Computer. It features a visually appealing and user-friendly GEM-based interface. Using PayPhone Assistant is very simple because it is capable of producing most of the operator tones, including the famous 2600HZ tone, at the click of a mouse button.

take the time to warn my kids about these programs; it takes one second for an ESS system to trace someone using a 2600 Hz tone.

Figure 2 provides an excerpt from a "blue boxer" program.

PAYPHONE has been obsoleted somewhat by the newer "BABYBLUE" program, which has a GEM interface, on-line documentation, and so on. Babyblue even contains comments that put down "Mikeydialer"; apparently two groups of phone phreaker-pirates are in competition.

You can literally dial the phone by holding the telephone up to the ST's speaker and typing in the needed numbers; Payphone or Babyblue then generates the proper touch-tones.

This feature doesn't have to be used illegally. For instance, HyperCard for the Macintosh has a dialer feature; it uses the Mac's sound generator to dial the phone for you, with a built-in phone directory. But Hypercard doesn't contain the "special" frequencies that manipulate long distance switching equipment.

## **Deeper and Deeper**

Kids often see nothing wrong with making long distance calls to other BBS's; no one is being

obviously hurt, after all, they say. The phone company isn't particularly popular; a phone call seems "free" to them.

What's sad, though, is that with this lure, kids are often dragged in further and further to criminal activities. It becomes up to the kids how far in they want to get, and there is considerable peer pressure on pirate BBS's to go farther than "mere" blue boxing or calling on a stolen MCI number. Being a teenager is a rough enough time; now you can get in considerable trouble just with a modem and the ST from inside your house. (And here your parents are glad you're at home instead of "out somewhere," maybe getting into trouble...)

Take, for instance, "Carding," as it's called on BBS's. This is where a Carder finds out someone else's Visa or MasterCard number. They then call a mail order outfit, order something, and pay for it using that Visa/MC number.

Lists of available Visa/MC numbers are available on the BBS's. There are also documentation files describing the procedure exactly, including many tips on not getting caught. Naturally, the first thing many carders order is a newer, faster modem, or a hard disk.

These Visa/MC numbers typically come from the carbon copies

made when a Visa/MC card is run through a machine. The carbons contain an image of the card, and that's all it takes; the carbons are typically thrown away at the end of the day, and kids collect them out of the trash bins. (This is called "Trashing", and is considered recreational sport among many kids. AT&T installations are particular targets of "Trashing", as old, thrown-away copies of confidential telephone company equipment information are available there--of considerable interest to phone phreakers).

The carbons are a big problem; this is why you'll be asked, "Do you want your carbons?" when you use your Visa/MC.

It's all out there in the BBS world, waiting for someone to dial in. All it takes is an ST, a modem, and a few hour's work to discover the right BBS numbers; I had no trouble at all infiltrating these BBS's, and I didn't even try hard.

## Harassment

It is a dangerous thing to tangle with talented phone phreakers or the "hackers" of computer systems. (I hate the use of the word "hacker" in this manner; it used to have a much prouder meaning, until the national media made it a synonym for computer abuser). Many people know how to penetrate the "security" of computer systems that have a lot to do with running our lives.

A typical example is a credit union. Most retail stores can run a credit check on a customer before extending them credit; they have the phone number, and password, of the credit company's computer. Most are very careless with these numbers. If a hacker gets the number, he can then examine *or alter* someone's credit rating.

For instance, your personal credit rating can be destroyed by

someone calling into a credit agency and giving them phony bad information about you. This means you can forget about getting a bank loan, car loan, or new credit cards. Your driver's license can be cancelled via the DMV computer, which can lead to a mighty exciting time if you're stopped for a traffic violation; you can be arrested. Your phone number (even unlisted) can be determined, and you can be subjected to (modem generated) calls at all hours. Your Visa/MC number can be determined, and thousands of dollars of equipment can be ordered through it, and charged to you. Your address can be determined by a "CNA," if someone gets your phone number.

I'm not exaggerating. All of these things happened to a News-week reporter named Richard Sdanza, after he did an article on "The Shadowy World of Computer Hackers." (The harassment was the topic of a followup article--"The Revenge of the Hackers.").

The use of "harassment dialers" is common among pirates; they call a given BBS, have their modem hang up, call again, and so forth, tying up the BBS' phone line. This is called "board wars," and is happening in every major city.

When Michtron started their anti-pirate campaign, they were sent a brief note saying, "call this number." On that number was an answering machine; the voice on it described in chilling detail exactly what would happen if Michtron attempted to prosecute an organized group of pirates, known as the Alliance. Many of the above tactics were described. It's not far from terrorism, in an information-oriented society.

Hence, I am more than a little hesitant to write this article. I'm not telling you a great deal of what I've seen, or naming names or phone numbers, because of this; I don't need to be harassed. (Tech support calls at 6 AM at home for the Magic

Sac were bad enough!--I had to get an unlisted number.)

Michtron has been a leader in shutting down pirate BBS's; if I were running a pirate board, I would think long and hard before putting anything from Michtron on it. They've busted many boards, had the equipment seized, and collected considerable damages; they also offer a reward to anyone turning in a pirate board with Michtron software on it. (As you can see above, COASTLINE had Michtron software on it. This was its fatal mistake.) But Michtron may pay a price just for trying to uphold their copyrights; pirates are fierce about their "right" to copy software.

It's happened to me as well. I've already detailed Best Electronics' efforts to copy the Magic Sac; now, Happy Computers is going into competition with Best, producing a cartridge that uses my software and Mac ROMS to run Mac software. Thus, we have two Atari companies competing with each other for the right to use the Magic Sac software on their cartridges.

I get a mental image of mud wrestling, smile, and try not to worry about it. They'll get exactly what they deserve.

## Latest Trends in Pirate BBS's

One of the newer trends in pirate BBS's is "anarchy" info. It's ... well, pretty weird stuff. There's an old saying in the writing business: "Show, don't say," This means, SHOW something happening, don't just say something about it. I don't think you'd believe me if I told you, so I'll include a short selection from just one BBS' catalog.

In San Diego, a teenaged BBS user was recently injured by making a pipe bomb, using directions found on a BBS. This news recently made Byte Magazine's BIX information



service. You can bet the trend will continue; teenagers are often fascinated with stuff like this, very rebellion and anti-authority oriented. (Much like a punk rock band.)

If your kid gets into stuff like this, you've got big problems. Teenaged kids are not known for common sense. (I look back at when I was a teenager, and congratulate my guardian angel on getting me through). Naturally, if you're a parent, and see any of this stuff on a home computer, it's time to take action.

I'm a big believer in freedom of information exchange, as long as that information isn't copyrighted. That's what being a "hacker" (old-style definition) was about; helping other people use computers, spreading the good news about computers.

This information presents me with a dilemma. This information is *really* dangerous. If someone actually tries doing some of the things suggested, they can get hurt or killed. I ran some of the chemistry information past my brother, who's a chemist, and he just shuddered; his comment was, "I wouldn't try this in a professional lab, much less at home."

So, Figure 3 is an excerpt of a catalog of freely downloadable information from a BBS I will not give the name or number of. You will find this same information file in the restricted areas of BBS's all over the country; I've seen them in Chicago, San Francisco, and New York BBS's.

## Conclusion

Well, there you have it, the dark side of the BBS world. This stuff is out there--pirate BBS's, credit card info, phone phreak programs, and worse, as we've seen. It's available, often on a local phone call, from your friendly local BBS.

The pirate bulletin boards are definitely illegal, and subject to

**Figure 3. Dangerous Files on BBS Systems**

(Note: the entire directory is 700 entries long; I have had to edit it for space reasons. I've also added some explanatory comments.)

PHRACK.PHK	The Complete Phrack Issues #1 16 (This is an on-line magazine, much like Z-mag, but devoted to breaking into computers, phone phreaking, and reports of who's been arrested this month in the pirate world. As I said, this is an entire society; here's one of their newsletters)
ARPANET.HAC	Hacking Arpanet (This is how to break into the government's Arpanet network).
BLACK.ANA	Improvising Black Powder (How to make black powder, pipe bombs; this is the one that caused the trouble in San Diego).
BLUEBOX.PHK	Blue Boxing Information I-V (Schematics on how to make blue boxes and use them).
BSIF.PHK	The Bell Special Intelligence Force (Who investigates phone phreaks)
CABLES.HAC	Cable Pirating made E-Z
CAUGHT!.PHK	What to do if you are Caught
CCNUS.PHK	Credit Card Numbers (Some credit card #'s)
CODE.PHK	The CODEBOOK on Compuserve
COMPDIAL.PHK	Compuserve Access numbers (Compuserve access #'s)
CREDIT.PHK	How to hack AT&T Credit Cards
CARDING.ANA	The Basics of Carding
CCARDIN.ANA	The Guide to Credit Card Fraud
CHANGE.ANA	Coin Changer Fraud (See section on "carding")
FAKEID.ANA	How to get Fake ID
FEDS!.PHK	Federal Department Phone numbers.
FREESTUF.ANA	How to get stuff for free (Essentially, credit card fraud)
FREETV.ANA	Free Cable TV
HARASS.ANA	Techniques of harassment. (See previous section)
HBOPIRAT.ANA	HBO pirating.
LOCKPICK.ANA	Lock picking
M-80'S.ANA	M-80's and how to use them
MERCURY.ANA	Mercury Fulminate
NAPALM.ANA	Making Napalm
NITROGLY.ANA	Making Nitro Glycerin (Extremely dangerous files)
PHONETAP.PHK	Phone tap detecting (How to see if the phone company is after you).
PHSXNUM.PHK	Phone Sex numbers
PLASTIC1.ANA	Kitchen Improvised Plastic Explosives I-IV (No kidding; very dangerous.)
SHIMMING.ANA	Shimming Doors
SHOPING.ANA	Shoplifting, By Ziggy
SHOPLIFT.ANA	Shoplifting by the Stainless Steel rat (These are how-to-shoplift files.)
SMOKING.ANA	The Art of Smoking Pot
SPRINT#.PHK	Sprint Access Numbers
TRASH3.PHK	Trashing Fun ][
TRASHING.PHK	Trashing Information
TRASHIS.PHK	Trashing Techniques ("Trashing" is mentioned previously)
TROJ.HAC	Information on Trojan Horse Programs (related to viruses).
UNIX2.HAC	Instructions (how to crash UNIX)
UNIXHACK.HAC	Hacking Unix

lawsuit and criminal investigation.

The "information" boards are probably not illegal. There is probably nothing that can be done about them; they're protected under First Amendment rights. It's information; what you do with it is up to you. (Some information, such as the credit card info listed above, is definitely illegal, however).

I don't believe in the attitude of, "don't publicize this stuff, we don't want people to know about it." My experience has been that the kids already know about it! I've talked with many computer users, a great many of whom are teenagers, who know all about this stuff.

My attitude is more to inform about the danger of this informa-

tion. Using a MCI card seems easy; the numbers are available on a BBS, all you have to do is punch them into the phone. It can also land you in jail.

And one big concern of mine is that one thing can lead to another. Downloading a free game from a pirate BBS .. well, the BBS is a long distance number, don't want to pay for the call .. need a blue boxing program .. a faster modem would be nice. The peer pressure doesn't help. As a head of a Denver Atari user's group, I used to get called up by local phone phreakers who were Atari users "just to chat." Given that the phone numbers called probably went on a computer tape somewhere, I really didn't want to be called.

If I had not seen it happen before, I would not mention it. But it's going on now, and ignoring it (or much worse, confining knowledge of it to the underground) makes the problem worse.

My recommendation is that if you've got a child using a modem, keep your eyes open. Someone can get into a heck of a lot of trouble with just an ST and a modem; there are people who will be happy to tell them how. Given that the next generation is going to grow up accustomed to modems, this article is far from the last you'll read on this subject.

I hope it helps keep someone out of trouble.

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# TOOLS FOR YOUR TALENT

## A Look at Desk Accessories, What They are, What They Can Do For You, Plus a Sketch of Some of the Best of Them

By Robert Goff

Desk accessories (DAs) are exactly what they sound like. Imagine yourself late some night working at your desk. It's covered with pages of the report you're working on to present tomorrow. The phone rings and you rummage around under the mess for your note pad to jot down a memo. You check your Rolodex for the number to call back. Then you reach in a drawer for your drawing set for that graphic touch. The alarm clock rings, and you notice a message stuck to it telling yourself to go to bed. (Yawn) Lights out!

### Accessories That Stay Around

Desk accessories on the ST are different than the Terminate and Stay Resident programs (TSR's) that our PC compatible brethren have been used to. The ST's GEM interface really wants the desk accessories around. It was made to accept them and to regulate their functions. That means that desk accessories work a lot better than they do in the MSDOS environment, where the TSR must hack out its own little niche in the machine with no regard for other TSR programs. By contrast, ST desk accessories rarely interfere with each other. One thing to watch out for, however, is that desk accessories fail to release the memory they set aside for them-

selves when they should. If you load a DA that uses a resource (RSC) file, then do a warm start (reset, color resolution change, etc.), the memory that was allotted for the resource file is not released. Using a memory check utility such as Megamatic in your boot process will alert you to this fact.

### Modular Programs

Since a desk accessory can communicate with the main resident application, an author can write a 'kernel', or a core program, that provides the basic functions, and add additional features in 'modules' as desk accessories. If the author had included all the features that any user might want, they'd wind up with a program the size of Kansas. Instead, the user can load the parts of the program needed for that job.

Tom Hudson makes excellent use of DAs in his programs *Degas Elite* and *CAD 3D*. *Degas Elite* does not in itself have the ability to load picture files in the .TNY format. However, if I boot my computer with a desk accessory called **tiny-lodr.acc**, and then call that desk accessory from within *Degas*, I can load .TNY files directly into the *Degas* workscreens. Other desk accessories, **operator**, **pageflip**, and **degghisto** also work with *Degas* to provide features that *Degas* alone doesn't have. *CAD 3D* version 2.0 can be totally controlled by the **Cyber Control** desk

accessory, and do things that can't be done otherwise.

Version 1.2x of *Flash*, the terminal program from Antic Publishing, has a companion called the **Remote Control and Kermit** desk accessory. It expands *Flash* in two ways: First, it adds the Kermit transfer protocol to the basic *Flash* program. Second, it provides the necessary interface to allow a remote user to call a computer running *Flash* and access its functions without the need for someone to operate the host computer. This provides tremendous flexibility to the user who wants to transfer files to and from work, leave a message for a friend, distribute a PD program, etc., without the hassle of setting up an entire BBS system. Unfortunately, it doesn't yet work with version 1.5x.

### Capture Your Own Pictures

**Unispec** is a desk accessory that works alone, and with the *Digispec* program that captures pictures from the Computereyes digitizer in 512 colors. Yup, that ST that could only display 16 colors in a 320x200 resolution can now display 512 (and more) colors. You capture the picture with *Digispec*, use the paint features of **Unispec** to touch it up, and save it in Spectrum 512 format (the original 512 color paint program).



## Multi-Tasking

Since the desk accessory sits patiently waiting for the proper input while you do something else, it can be treated as a very limited form of multitasking. Some DAs can even run simultaneously with other applications.

For example, one of the nicest things a DA can handle is background file transfers. If you've ever thought that there were better things in life than watching the x-modem block counter count up to 1500, you would probably appreciate a desk accessory that would transfer a file over the telephone line while you use *First Word* to work on that article that's due tomorrow. The terminal program *Interlink* uses this feature and there is also a DA available for use with *Flash*.

Another excellent example is printer spoolers. A spooler is a program that feeds a file to your printer while you use your computer for something else. Most spoolers are simply a queue in RAM that holds a block of data waiting for the printer to be ready. They are really printer buffers. However, the desk accessory that comes with *Solapak* reads a file from a ram disk, sends the printer command codes you specified for that file, and sends the file to the printer. In fact, you can provide instructions for printing up to eight files and the DA will send each one to the printer, one after another.

## Customization

Some desk accessories alter your system, customizing it like the programs in the auto folder do. The Desktop is a particularly nasty application (say the developers) that does a lot of housekeeping chores when it's run. It initializes GEM for the first time when the computer is booted, and every time

you exit an application and return to the Desktop, it resets a lot of the GEM environment to standard values. That means if you want to change something that the Desktop affects, you have to run it after the Desktop runs. You can do this, of course, by simply running the program from the desktop window, but the whole idea of computers is automation, right? The only things that run automatically after the Desktop runs are desk accessories.

One example of this is a little thing called **getdefs.acc**. The DESKTOP.INF file contains a lot of information that the Desktop doesn't read and use all by itself. These are generally things that the control panel accessory sets, and if you load **control.acc**, it will set them for you. (Another example of modular programming!) For example, **getdefs.acc** is a smaller program that sets the values on boot, although it does not give you control over them. So, use **control.acc** to set things like screen colors and key repeat speed and save them in the DESKTOP.INF file. Then use **getdefs.acc** to set them on the next bootup.

## Differentiate Your Icons

Another popular class of DAs is the Icon Editor group of programs by Alex Leavens and available from Antic Software. The original version appeared in START, and comes as two desk accessories. The first is an editor that enables you to make files that contain your own Desktop icons; the second automatically loads those icons on boot-up. I find that the original GEM icons have similar shapes, and it was harder for me to recognize different file types with the icons than with text file entries. When I replaced the standard set with icons that were shaped differently for each file type, I liked

using icons much more. To each his own.

We've discussed the general uses of desk accessories. Now let's look at a few of the more useful individual desk accessories.

## Playing With Time

**Alarmclk.acc** reads the keyboard clock and sets the system clock when it is run, allows you to set the system clock from the desktop, displays a little numerical time indicator (commonly called a corner clock) on your screen, and allows you to set up to five alarms. When the time and date for the alarm arrives, the computer will ring, and if you are running a program that the desk accessory can talk to (a GEM program) a window will appear on the screen giving you the message associated with the alarm. The alarms are saved between boots in a data file that the accessory reads when it is loaded.

## Let Your Keyboard Do The Work

**Startkey.acc** installs keyboard macros in your computer. You can assign over 60 keystrokes to any key on your keyboard, cause keys to execute GEM menu items, and even access the message pipeline straight to the inner workings of your program. That last feature is pretty complicated, and generally takes a lot of technical knowledge, but the other features are plenty powerful. Unfortunately, Startkey is not a very well-behaved program. It consistently makes trouble for other programs that stretch the computer's limits. While I have heard many complaints against Startkey, the only problems I have seen personally are with the MicroEmacs text editor and the *Universal Item Selector*. There is now a commercial program called

*Wholly Macro!* that is similar and shouldn't cause the same interference problems.

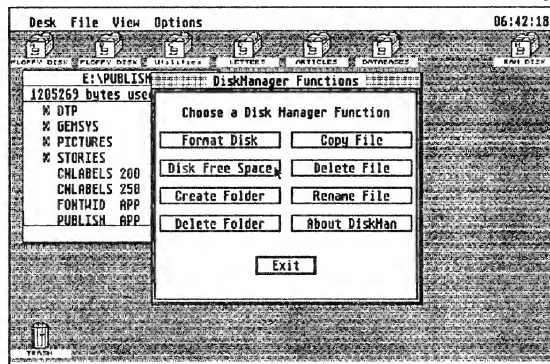
## Write Protect Your Hard Drive

**Protect.acc** is a valuable little utility that lets you write protect any disk drive connected to your system. Now, you can write protect your hard drive partitions just as easily as you protect your floppy disks. Say you are running a bulletin board system. Place all your system files in one partition of the hard disk, protect it, and put the messages and downloads in another partition. Or maybe you're concerned that the new program you just got at the users meeting may be a trojan. (No, not that kind of Trojan! I mean a Dr. Jekyll that masquerades as a legitimate program until you load it into your unsuspecting system. Then it turns into a raging Mr. Hyde, running rampant through your system and doing as much damage as it can. This usually means scrambling any data on all connected disk drives. These are also called viruses.) While it's not foolproof, **protect.acc** helps protect your system from this kind of malicious vandalism. (Another good way is to turn off your hard disk before running any suspect program.)

**Calendar.acc** displays a neat little calendar page showing the current date, and lets you page through by months or by years.

Have you heard of the **DCFORMAT** program from Double Click Software? Well, it comes in a desk accessory, too, so you can format a disk almost any time. That's can be critical when you want to download that huge file, but just ran out of disk space. Another accessory called **Desk-**

**man.acc** gives you formatting plus a few of the other critical Desktop functions as well. (Frankly, **UIS** makes a lot of the disk utility accessories, including **desk-man.acc** and **crystal.acc** obsolete. At least **dcformat.acc** provides some useful features not found in **UIS**.)



deskman.acc and alarmclk.acc (see upper right-hand corner) from CN library #220.

How about a ram disk and a print buffer at the same time? An accessory called **rambufr.acc** automatically installs a ram disk and/or a printer buffer when it's loaded. An advantage of this over the semi-permanent ram disk is that you can get rid of it if you want the extra memory for something else. That's a significant consideration on a 512k machine.

## Need a Calculator?

Have you ever been typing away on some project or other, and just had to have a calculator? Maybe it was a column of numbers to add, or a formula to evaluate for different input values. Didn't it seem a shame that right under your fingers was as much number crunching power as you'd ever need, yet you couldn't use it without great inconvenience, if at all. Many people (myself included) keep their trusty programmable calculator next to the computer for such emergencies. An alternative is to use one of the many calculator desk accessories. Drop it down,

and it displays a simulation of the calculator keypad and allows you to perform all the same functions. Some are even programmable.

Last, but not least, is **THUNDER!** It sits between your keyboard and your screen and, like Big Brother, monitors everything you type. If the word is not in the

'approved list' (dictionary to the rest of you), it beeps. Select it from the Desk menu or press Alt-Z, and *Thunder!* shows you the word you misspelled and a list of alternatives. Select the one you want, or type in the correct word, and it backspaces and makes the correction for you. *Thunder!* is a good spell checker with a large dictionary and intelligent parsing to try and guess what you really meant when you typed 'kornkob'. Unfortunately, it only works with GEM applications like *First Word*. Most of the more recent GEM word processors like *Word Writer ST* and *Word Perfect* include their own spell checkers, and the best non-GEM word processor I know, *ST Writer*, can not use *Thunder!* as a desk accessory. But all is not lost. I am typing this in *ST Writer*, and after I am done I'll run it through *Thunder!*'s stand-alone program to check the spelling and count the words.

Of all the specific desk accessories mentioned here, only five (**Cyber Control**, **Unispec**, the **Flash Remote Control and Kermit Accessory**, **Solapak**, and **Thunder!**) are commercial programs. The other 12 accessories mentioned are public domain or shareware and are available on local Bulletin Board Systems, from your User Group library, a national service like Genie and, of course, the Current Notes ST Library. Look around for DAs that help make your job easier, and they will help you get a lot more out of that expensive machine.



## The Gamer's Delight

"It was the best of times, it was the worst of times." That famous introduction has been borrowed far too often, yet once again its precise irony rings true. At present, the best machine a fantasy gamer could own is the ST, especially if you prize graphics as much as content. The future, however, may be a period of dormancy for all ST games, if the portentous dialogue about dismal Atari sales continues. Doomsayers notwithstanding, current offerings for ST fantasy gamers are numerous enough to justify a critical compendium.

A panel of play testers, programmers, journalists, all hard core fantasy gamers, was chosen from the Games Roundtable on GENie to judge 17 Computer Role Playing Games. Each game was rated on a ten-scale for graphics, content (plot and detail), and difficulty. The average score for each game is listed below. Listings also include party size and setting, followed by perspective (first-person is a 3-D view a la Bard's Tale, third-person is an overhead view like Ultima). A brief synopsis concludes each listing, and if a review appeared in

# A Buyers' Guide to Role-Playing Games for the ST

*By Robert Millard*

*Current Notes*, the date is given in parentheses. Hopefully, flagging game sales will improve, and this feature can continue in the tradition of Evan Brooks's annual wargame wrap-up in the former Battle Bytes column. A flourish, if you will, then, for *Current Notes*' first buyer's guide to ST role-playing games.

## Alternate Reality

Publisher: Datasoft  
 Graphics: ★★★★★★  
 Content: ★★★★★  
 Difficulty: ★★★★★★  
 Party size:1  
 Perspective: first-person  
 Setting: city, Tolkienesque

A better game than most reviews have indicated. Many were dismayed at the lack of a specific goal, and a horrid, time-consuming game-save routine. The latter would be almost forgivable if novice characters were more durable. Still, Datasoft has created a game "world" that looks somewhat like Skara Brae of the Bard's Tale, but with better feel. Content rating would be higher if a plot existed. Graphic window is only two inches by four inches.

## Autoduel

Publisher: Origin  
 Graphics: ★★  
 Content: ★★  
 Difficulty: ★★★★★★  
 Party size:1  
 Perspective: third-person

Setting: cities and highways of a post-nuclear holocaust, north-eastern United States

A dreadful port that has one believing it might run on the Atari eight-bit emulator. Another game with a weak plot, Autoduel offers many options to make a vehicle combat-ready, and has an arcade element that is remotely like Major Motion. And it is fun, if you can get past the disk access, and graphics below even eight-bit standards. A cheat patch can be downloaded on GENie. (9/87,XE)

## Bard's Tale

Publisher: Electronic Arts  
 Graphics: ★★★★★★★★★★  
 Content: ★★★★★★  
 Difficulty: ★★★★★★★★★★  
 Party size:6  
 Perspective: first-person  
 Setting: dungeon, town

A superb conversion of a classic, a grand undertaking with amazing graphic detail, lots of animated monsters, and deviousness deluxe. For some gamers, though, it has far too much mapping, combat, and linearity. One-meg owners can use a ramdisc program found on ARMUDIC and GENie. An unlimited money patch, which can also be found in certain circles, throws a perhaps too-tough game balance totally in the party's favor, and should be avoided by serious gamers.



## Dungeonmaster

Publisher: FTL

Graphics: ☆☆☆☆☆☆☆☆

Content: ☆☆☆☆☆☆☆

Difficulty: ☆☆☆☆☆☆☆

Party size:4

Perspective: first-person

Setting: dungeon

Considered by many to be the finest ST game in any genre. Graphically, Dungeonmaster and Bard's Tale are in their own league. DM is less like Dungeons and Dragons than BT, though. With its real-time combat and monsters that actually move about the dungeons, DM has more verisimilitude than BT. It also has more variety, and is challenging but beatable. Until the second module is released, FTL suggests masters of Dungeonmaster try it with only one character. It can be done! Beaucoup BBS chatter. (3/88)

## Moebius

Publisher: Origin

Graphics: ☆☆☆☆☆☆☆

Content: ☆☆☆☆☆

Difficulty: ☆☆☆☆☆

Party size:1

Perspective: third-person

Setting: Oriental, planes of earth, water, air, and fire

Perhaps the \$59.95 list price (right up there with Ultima IV) has made this one the least noticed game on the list. Combat is an arcade sequence a la Karateka, but with swords, too. Moebius does enough things well, that, with a greater variety of adversaries and more plot, it might have been a hit. Not to be overlooked, though, especially if the theme appeals. Interface could be better.

## Phantasie I

Publisher: Strategic Simulations

Graphics: ☆☆☆☆☆

Content: ☆☆☆☆☆

Difficulty: ☆☆☆☆☆

Party size:6

Perspective: third-person

Setting: multiple Settings, Tolkienesque (towns, castles, countryside, dungeons)

The first ST fantasy game with awesome (older gamers substitute "outstanding") graphics, notably the monster pictures. Phantasie I features auto-mapping of dungeons, and more monsters than you can shake a mace at. A few first-generation symptoms exist, like too much disc access and too many dialog boxes. (5/87)

## Phantasie II

Publisher: SSI

Graphics: ☆☆☆☆☆

Content: ☆☆☆☆☆

Difficulty: ☆☆☆☆☆

Party size:6

Perspective: third-person

Setting: multiple Settings, Tolkienesque (towns, castles, countryside, dungeons).

Largely a different plot in the same graphic system. The only improvements were the inclusion of a distance weapon (rocks), and a new terrain feature (lava). Nice ending.

## Phantasie III

Publisher: SSI

Graphics: ☆☆☆☆☆☆☆

Content: ☆☆☆☆☆

Difficulty: ☆☆☆☆☆

Party size:6

Perspective: third-person

Setting: multiple Settings, Tolkienesque

Logical Design Works did good conversions of Phantasies I and II, but Westwood Associates' effort on Phantasie III was sublime. Their artists really understand color and contrast in computer graphics, and disk I/O couldn't be better. Unfortunately, The Wrath of Nikademos, as the game is sub-titled, is a

pretty quick play. New features include real distance weapons (bows), injury complexities, and player-chosen skills for characters as they advance in levels. Ostensibly, the final game in the series. (6/88)

## Questron II

Publisher: SSI

Graphics: ☆☆☆☆☆☆☆

Content: ☆☆☆☆☆

Difficulty: ☆☆☆☆☆

Party size:1

Perspective: third-person

(first-person in dungeons)

Setting: multiple Settings, Tolkienesque

The surface world looks a lot like Time Bandits, but some of the monsters are blurry. Dungeon graphics are great, where the scale is much larger. This is another fast play, utilizing a game system that is simply too old to be interesting by contemporary standards. Another fine Westwood conversion. Lots of monsters.

## Rings of Zilfin

Publisher: SSI

Graphics: ☆☆☆☆☆☆☆

Content: ☆☆☆☆☆☆☆

Difficulty: ☆☆☆☆☆

Party size:1

Perspective: third-person

Setting: Tolkienesque countryside, towns, and castles

If you ever wished the King's Quest series had better graphics and a fantasy format, here 'tis. May be too cute for hard-core gamers, but with 900K and lots of animated graphics, it's worth a look. (12/87)

## Roadwar 2000

Publisher: SSI

Graphics: ☆☆☆☆☆

Content: ☆☆☆☆☆

Difficulty: ☆☆☆☆☆

Party size:15 vehicles

Perspective: third-person  
Setting: post-nuclear holocaust  
North America

Lack of depth is rescued by a detailed tactical combat option, which can take twenty minutes or more per battle. Too many passive elements in game. Westwood's first SSI port for the ST. (11/87)

## Roadwar Europa

Publisher: SSI  
Graphics: ☆☆☆☆  
Content: ☆☆☆☆  
Difficulty: ☆☆☆☆  
Party size: 15 vehicles  
Perspective: third-person  
Setting: post-nuclear holocaust  
Europe

Even before the fallout and exhaust fumes of its predecessor had cleared, this sequel was released. Same game system, different map.

## Sundog

Publisher: FTL  
Graphics: ☆☆☆☆☆☆☆  
Content: ☆☆☆☆☆☆☆  
Difficulty: ☆☆☆☆☆☆☆  
Party size: 1  
Perspective: third-person  
Setting: futuristic space, planets, cities; synopsis:

A classic that surely sold a few STs when it appeared in '85. Space battles, stock trading, exploration, and many nuances keep this one interesting longer than most games in the genre. The only flaws are that avoidance is the best strategy when confronted, and it does bog down a bit in the end. A major toy chain discounts it at ten dollars. (4/86)

## Ultima II

Publisher: Sierra  
Graphics: ☆☆  
Content: ☆☆☆☆☆☆☆  
Difficulty: ☆☆☆☆☆☆☆  
Party size: 1

Perspective: third-person  
Setting: multiple Settings and time periods, Tolkienesque

This earliest of conversions is the all-time worst ST port. Innovative when it first appeared in 1982, the game is simply too dated now to be a real contender. Still, it may be interesting history for Ultima aficionados, and you do get to cruise through outer space. Best played in monochrome, or in eight-bit format, which has far better color.

## Ultima III - Exodus

Publisher: Origin  
Graphics: ☆☆☆☆☆  
Content: ☆☆☆☆☆☆☆  
Difficulty: ☆☆☆☆☆☆☆  
Party size: 4  
Perspective: third-person  
Setting: multiple Settings, Tolkienesque

Lord British's first full-time effort is, in this writer's opinion, a watershed game. It was the first fantasy game to have combat screens with tactical movement, a musical score, a tight plot, and most importantly, an almost mystical gestalt. Though it definitely shows its age now, Ultima III is a great introduction to fantasy gaming. The city of Dawn and the game's non-automatic system for raising character attributes are still two of British's best concepts. (5/87)

## Ultima IV - Quest of the Avatar

Publisher: Origin  
Graphics: ☆☆☆☆☆  
Content: ☆☆☆☆☆☆☆  
Difficulty: ☆☆☆☆☆☆☆  
Party size: 8  
Perspective: third-person  
Setting: multiple Settings, Tolkienesque

The gap between Ultima graphics and the state of the art gets wider every day, yet Richard "Lord Brit-

ish" Garriott's Ultima series remains the most critically lauded role-playing experience on a computer. Quest of the Avatar practically dwarfs Exodus in both map size and plot, and it's actually easier to get started in. No game for the ST creates a larger, more enchanting world in which to immerse one's vicarious self. Now, if only Westwood was handling the conversion of Ultima V - Warriors of Destiny. (4/88)

## Wizard's Crown

Publisher: SSI  
Graphics: ☆☆☆☆  
Content: ☆☆☆☆☆☆☆  
Difficulty: ☆☆☆☆☆☆☆  
Party size: 8  
Perspective: third-person  
Setting: multiple Settings, Tolkienesque

Roadwar's tactical combat option first appeared here. The game defies rating, since there is considerable detail in combat, injuries, and Party management, but not in plot. Converted by Andromeda (Colonial Conquest, World Karate Championship), WC has an awkward interface and mildly disappointing graphics. You have to love the detailed, almost wargame-like combat to enjoy this one.

## The Future

Fantasy gamers are an obsessive lot, and undoubtedly, better players than this writer have exhausted all of the available titles. Part of that stark future mentioned earlier seems already upon us, in that two major games, Faery Tale Adventure (Micro- illusions) and Might and Magic (New World), will not be converted for the ST. Faery Tale Adventure is the kind of game that sells Amigas, with fantastic overhead graphics, and an immense, scrolling world. Might and Magic has distinguished itself by its large,

3-D world and sophisticated plot. Both companies are either supporting all popular machines, or have versions in the works -- except for the ST. Atari simply has to sell more machines in the United States to turn things around. The present is the best of times, to be sure -- six of the games in this overview are not available for the Amiga -- but the worst of times may be close at hand. Hopefully the wizard Tramiel, contemplating retirement, is not thinking in a private corner of his mind, "Apres moi, le deluge."

*[The ratings panel included Tom Beatty, Henry Colonna, Anthony Farmer, Jose Mesa, Robert Millard, Haywood Nichols and Computer Gaming World's Scorpio. Thanks to Larry Shank of Cal Com for software support.]*

**Companies mentioned:**

Data Soft .....	818-886-5922
Strategic Simulations .....	415-964-1353
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# An Introduction to Spreadsheets

by Joe Waters

Several years ago, before personal computers were quite so commonplace in the office, a colleague approached me with a computing problem. This analyst had a number of economic time series (gross national product, exports, imports, etc) for a foreign country. The task was simple, convert the data to US dollars and then adjust the figures to account for inflation. Everything could be done easily, although not quickly, with a pencil, paper, and a calculator. Our company had a large mainframe computer. Wasn't there some way that THE COMPUTER could help with the task?

Someone with programming experience could have done the job relatively easily. But, as is often the case, there was no "programmer" available that could just stop what he/she was doing to work on this task. Besides, the analyst was willing to learn and wanted to do the work himself.

We had this large mainframe. If this user put in a request, he could reasonably expect to get access (password, etc) to the mainframe within a few days. Armed with access to the mainframe, he would then have to learn the operating system--what files were, how to create them, edit them, delete them, copy them, and so forth. To create a file, of course, he would have to learn how to use an "editor." But what would he put in the file? To solve the problem, he would have to learn a program--

ming language. That simple calculator option was looking better all the time.

Although we did not have personal computers available back then, we did have a minicomputer system (running under UNIX), with a relatively friendly user interface. Tasks were selected via a series of menus. One of the options in those menus provided access to what is known as a "spreadsheet" program. Spreadsheet programs, one of the handiest tools available on personal computers, were not available on our mainframe. Could this program be used to help a computer novice get his work done?

The answer turned out to be a resounding YES! Using a spreadsheet is so easy and intuitive, that it only took about an hour of my time, spread out over a week or so, to provide all the instruction needed. The analyst was able to get his data in, do the manipulations required, and finally, format and print the results just the way he wanted. In fact, once the basic structure was set up, he was able to perform similar calculations for a number of other countries. All he had to do was enter the new numbers. The work, of course, took this fellow many, many hours but he was able to do it all by himself and do it far faster than could ever be done using the paper, pencil, and calculator method (and, of course, then typing up the results).

Anyone who has used a spreadsheet understands what a wonderful tool this is. Now that PCs are widely available, more and more workers will be treated to the benefits of spreadsheets. For those of you who have never experienced a spreadsheet, let me

explain briefly why it may be the perfect tool for a computer novice.

The table below shows a structure common to many different applications. An initial column (column A) identifies various table components, and then a series of columns (B, C, and D), provide numerical information, in this case, data recorded over different years. Rows 1 and 2 give a table title, row 4 shows a title for each column, rows 6 through 10 give information on various "products." The last row provides a total for all products that year. Note that the last column provides a projection based on assumed growth rate.

	A	B	C	D
1	Total Expenditures, 1986 to 1988			
2	(Million Japanese Yen)			
3				
4	Component 1986	1987	1988*	
5	(Growth Rate)			4.5%
6	Product A	234	260	272
7	Product B	357	370	387
8	Product C	123	125	131
9	Product D	459	649	678
10	Product E	89	96	100
11	TOTAL	1262	1500	1568

Many of you have had to make similar tables in the past. Of course, to get the table totals and the data for the projected growth rate, a calculator is usually used (and reused and reused to be sure all the calculations are correct).

How would the above information be presented if you had a spreadsheet? Why, exactly as it appears in the table. A spreadsheet is just like a sheet of paper divided into rows and columns. The intersection of each row and column is called a "cell" and identified by a row number and a

column letter. (The "TOTAL" for 1987 is in cell C-11.) You type on the spreadsheet just the way you would on a piece of paper except that your entries are placed in specific cells. To enter text, type the text. To enter numbers, type the numbers.

At this point, you may be wondering, "If it is just like paper, what's the big deal?" The big difference comes when you discover that, besides text and numbers, you can enter formulas in a cell. For example, rather than adding up the five products for 1987 and putting their sum at the bottom of the column, you put in an equation:  $+C6+C7+C8+C9+C10$ . You type in the equation, but what appears in the cell is the result of the formula (1,500).

The great advantage of this formula comes when you discover, as you inevitably will, that some number must be changed. Product D sales in 1987 were not 649. They were 469. Whoops. Mistake. Recalculate the sum. But with a spreadsheet, you need only go to the relevant cell and enter the new number. The TOTAL, which is expressed as the sum of the previous five entries, is automatically, and instantly, recalculated!

The formula method was also used for the 1988 projections. Each cell in column D was entered as a formula: one plus the growth rate (stored in cell D5) times whatever was in the cell one position to the left. Thus, cell D6 was specified as 1.045 times C6 (that is,  $1.045 \times 260$ ). The result, 272, is shown in cell D6. The formula for the total in 1988 was calculated like the totals in 1986 and 1987.

Since the 1988 values are based on the 1987 values, when you changed the 1987 value for Product D, it affected not only the 1987 total, but also the projection for Product D in 1988 and, therefore, the 1988 total. More recalculations!

But with a spreadsheet that is all taken care of, again, automatically and instantly.

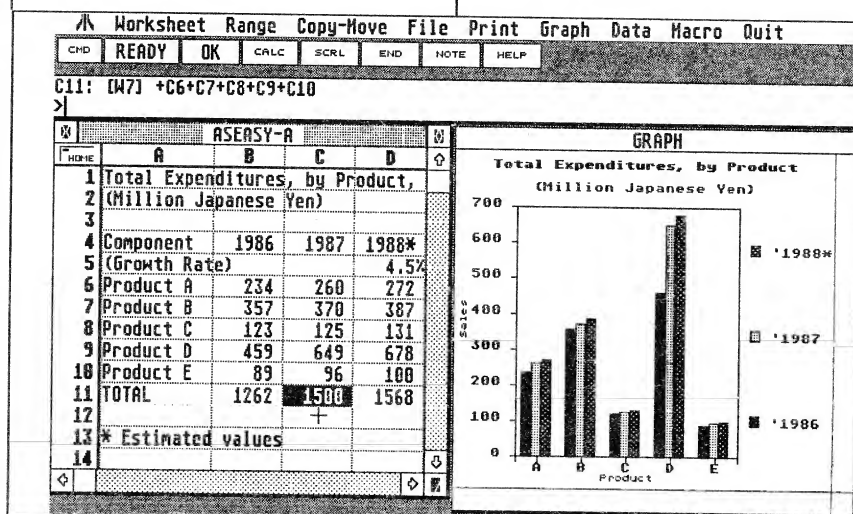
What about changes in your assumed growth rate. No problem. Just change the 4.5% figure in cell D5 to whatever new estimate you want. All the entries in the 1988 column are recalculated instantly. If you have ever tried this kind of thing with a calculator, paper and pencil, you can readily see how handy a spreadsheet can be.

Of course, you will have to learn how to use a spreadsheet. But, as I suggested earlier, that is not a particularly difficult task. Entering formulas is easy. If you prefer, you can just point to the cells you want to include rather than entering their explicit column and row reference. Commands are available to easily copy information, including formulas, from one cell to another. (For example, once you define a sum for one column, you can easily copy that definition to the next 2--or 200--columns with just a few key-strokes.)

I have talked about spreadsheets without mentioning any particular product. The grand daddy of spreadsheet programs was the original *VISICALC* program which was introduced for the Apple II. *VISICALC* was also released for the Atari 8-bit market

but *SYNCALC* seems to be the spreadsheet of choice for XL/XE owners. In the IBM world, *Lotus 1-2-3*, is clearly the leader of the pack. There are even Lotus "clones" available from other manufacturers that have an identical command structure to 1-2-3. I have been using *VIP Professional*, a Lotus clone, on the Atari Mega. Recently, Logical Design Works has introduced *LDW POWER*, a clone of Lotus Version 2.0. Although I have not completed a full analysis, the *LDW POWER* program certainly looks strong enough to replace *VIP* in my arsenal. The figure below shows a screen dump of *LDW POWER* with our sample table as discussed above.

There are several other spreadsheet programs available for the ST. Some are Lotus clones; some are not. Some make very little use of GEM; others exploit GEM fully. Some are fast; some are slow. But they all work basically the same way. So, if you are a complete novice at computers and programming, rest assured that there is at least one class of programs that you can, indeed, master relatively easily. And, if you have a need for it, a spreadsheet can very often justify the purchase of your computer in the first place.



# YOUR PERSONAL POET

## Quick Poetry, Fun Poetry, Good Poetry?

*Reviewed by Timothy E. Rapson*

Have you ever seen those Macs and Tandys in the malls and greeting card shops of our land that churn out the schlocky poems and cartoon greeting card? Well, I've finally run across a program that will turn out the same sort of poetry on the ST and I have to warn you. This program will make you instantly unpopular with lovers of good poetry everywhere.

Your *Personal Poet* comes on one single-sided, non-copy protected disk with one page of instructions. Don't worry! You will probably not need even this sparse documentation. Making sure the write protect tab is not set, stick a working copy of the disk in the drive (keep the original in a safe place) and double click on POET.TOS. From there a press of any key will allow you to "set up you *Personal Poet*" for your Epson compatible or generic ASCII printer.

Once into the program, you will have some 6-10 choices offered you as you go through the menu selections to "compose" a poem. Who do you want to write the poem to? (The program thoughtfully capitalizes the first name of the person and automatically recognizes the sex of most) What is the occasion? (Fathers Day, Valentines Day, and Your So Special are some of the scores of choices). You'll also be asked to customize the poem with the recipients home city, two of his personal characteristics (selected from scores of possibilities such as "loves computers, intelligent, sexy, etc.), and whether or not he has a mole on

his right ankle (just seeing if you were still following me on that last one). From this data the Poet will compose a poem. If you like the first one you get you can print it on the special paper and stick it into one of the cards included, make your own custom card with *DEGAS*, *Publishing Partner*, etc., or order a card from those folks in Nevada who thought this whole thing up.

print out in a fancy font on Epson compatible printers on the special paper included. Sized to fit into cards the company will sell you for \$1.15-\$1.25. They will also fit inside an 8 1/2 by 11 inch sheet of paper folded in half. I make my own cards with *Publisheng Partner* and have already saved over \$40.00 on cards not to mention the wasted trips to the store, the admiration of those who get a card

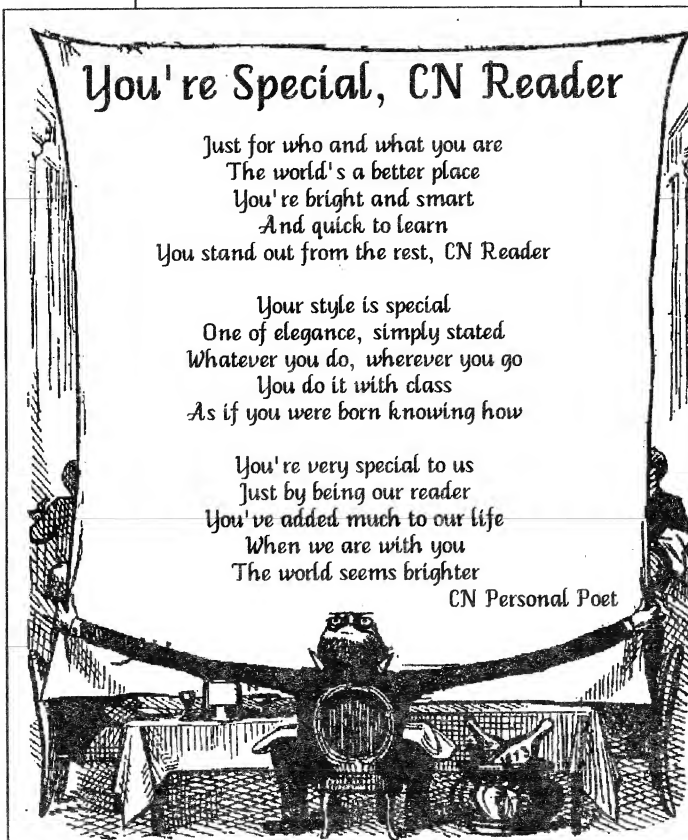
I "wrote" specially for them, and the satisfaction of saying exactly what I want to.

If I have one gripe with the program, it is that it doesn't take advantage of any of the ST's special features. For one, it accesses the disk often when the whole program and all of the support files should all fit into RAM without difficulty. I solve this by copying the whole disk to a RAM disk and then run it from there. This may not work if you don't have one meg, but if you do, *Personal Poet* will really fly.

This trick also works with *Printmaster Plus* even though it is copy protected. If you've got *Printmaster* and wonder why you don't use the greeting card option to write more cards, maybe

you need someone to write the inside of the card for you. If so, then here is the program for you. The standard printout will fit (somewhat tightly) inside a *Printmaster* "foldy" card.

This is a program that belongs in your library. Buy it and have a ball. I sure have.



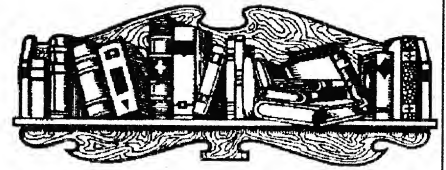
If you don't like the first poem you can edit it to get it the way you want, save parts of it and add new parts from other poems, compose a whole new poem based on the same characteristics or start all over from scratch. At no point in any of this will you need to refer to any info, except what is on the screen. This is easily the most user friendly productivity/creativity program I've ever seen. The printouts are unique. They



# TIPS GALORE FOR YOUR ST

## All You Wanted to Know, But Were Afraid to Ask

By Frank Sommers



The book is **The Atari ST Book**. The flier on the cover says, "Finally...a User's Guide to the ST." We would go farther, and say, "Documentation about the ST that is genuinely helpful."

We opened the book with a yawn, suspecting this would be another "refurbishing" of the Atari's ST manual. The first chapter was on RAM disks, or drives that exist only in memory. (Not covered in any of Atari's scanty documentation.) This is often a complicated topic, if you are trying to install one that will boot each time automatically. It multiplies in difficulty for the average user if you also try to have specific programs loaded into the RAM drive, also on boot up. This "average user" in fact spent several hours of frustration, trying to complete the last step--the automatic loading of *WordPerfect*, the word processor, into Random Access Memory. By the end of the chapter, I had discovered that my problem was in my loader program and I went in search of a new one (*Ultracopy*) recommended by the author, Ralph C. Turner. (Possibly the only point in the book I might take issue with is the suitability of *Ultracopy*. It only loads files from the A drive and thus the speed benefit derived from loading a lengthy series of programs straight from your hard drive to your ram drive is lost using this particular copy program.)

Each succeeding one of the 16 chapters had at least one "nugget" tucked away, waiting to please you. Even the appendix, listing the ST magazines available in the U.S., Germany, England, and France, had one, i.e. it listed the one news letter in the U.S. that qualified as a magazine--*Current Notes*!

The questions I've asked and have been asked about Auto Folders are succinctly covered in the

four pages on the topic. But how many of us have spent a stubborn hour or more trying to put a Gem program into an Auto Folder, and persisting to do so until somehow we learned any program that must make a call to GEM won't run from an auto folder. But is that old chestnut a real "nugget"? Well, as they say about chicken soup, "Maybe not. But it won't hurt you!" Did you know, however, that there is a program, *Bootmaker*, which allows you to run GEM-based programs from an auto folder? So that's a nugget, isn't it?

One chapter is devoted to the Item Selector, that little menu that comes up every time you want to "act" on a file from within a GEM program, or at least it comes up within most GEM programs. Is it important to understand its intricacies? *The Atari ST Book* puts it straight to you, "Being able to use the ST's Item Selector is just as important as being able to shift gears in a car, since the Item Selector is really just a transmission for your ST." Those of you who have graduated to *The Universal File Selector*, a truly pleasing piece of business, will appreciate author Turner's amplification on that.

How many of you know that certain copy protected programs can in fact, be copied to a Ram Disk, saving you wear, tear, and possible corruption of your master disk? Most of us know that copying a file from one window back onto the same window can erase the entire disk. Didn't we?

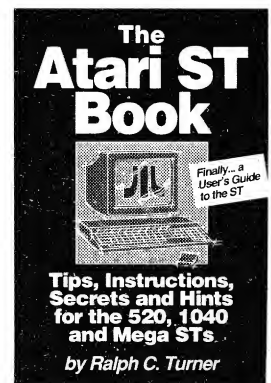
What else dare we admit to having learned from a reading of this surprisingly useful book? How about copying from one folder to another folder on the same disk? Most of you probably know that already. I just learned it from Mr. Turner. Is it complicated? Only if

you've been doing it the way I have, i.e. copying the programs to another drive or partition, if you have a hard drive, and then back into the folder of your choice on the original drive. The quick way? Just open a second window for the drive you're working in. Not too complicated if you think of it. That's what Mr. Turner has done for us. Think of these multitude of tips and ideas for a smoother use of our machines.

Then there's avoidance of disaster. How many of us have saved a file to a write protected disk, only to have the dialog box pop up and tell us of the error of our ways? That's O.K. But what is not, is taking that protected disk out and putting in another disk and clicking on "RETRY". Why? Well the file will, of course, be saved, but the directory on the new disk will end up slightly "fried."

*Miscellaneous Subjects* is chapter 16. The section headings, "Selecting Items In An Inactive Window", "Sending a Screen Dump to Disk", "My Monitor Has The Shakes", or "What Not to Do With Your Atari" may by themselves intrigue you enough to acquire the book. If, like most of us, you're still trying to learn about the inner and outer limits of our favorite machine then take a peek. For \$15.95 it's pure pleasure for the curious.

*[The Atari ST Book, Index Legalis Publishing Company, Post Office Box 1822-3, Fairfield, IA 52556 (515) 472-2293.]*



# Word Quest

## Create Your Own Hidden Word Puzzles

Review By Bill Moes

Word hunt puzzles are very popular and easily attempted. The trick, though, is to find all those hidden devils. Words going backward ... up ... off on angles. This type of puzzle is probably popular because, even though the player is challenged, he doesn't have the meat-on-a-hook feeling cross-word puzzles can engender.

*Word Quest*, a notable first release from a new ST software company, makes the creation of hidden word puzzles very easy. The puzzles can range in size from 5X5 to 20X20 letters. The length and width of a puzzle will be the same. You can determine which directions (N, NE, E., etc.) the words may go. Words can be entered on the puzzle matrix one at a time. It's better, however, to first enter all the words in a list. This list will then be sorted and the words placed. Words must be at least three letters long and, of course, word length cannot exceed the size of your puzzle. After the words have been placed on the puzzle, you can see a list of

used and one of unused words.

You can edit a puzzle by moving, deleting, or adding words. It's not possible to manually move or place words yourself; the program will move words to another location it finds.

It is possible to let the software quickly redo a puzzle from a list of words. Use this feature when you want to change the puzzle size, word directions, or word placement. Also, if not all entered words were used in your puzzle, you may find another try more successful.

When you're satisfied with the puzzle, the software will place random letters in remaining blank spaces, with more common letters being used more often. The puzzle can then be printed. Printed puzzles will include a title, author's name, and the date. The words used are printed alphabetically below the puzzle.

While the software allows up to 250 words in a list, it's not likely you'll be able to fit that many in a puzzle. The 50-80 words usually

possible are probably enough.

*Word Quest* is GEM-based and lists at \$29.95. Written in GFA BASIC (compiled), it operates smoothly and quickly. The disk, not copy protected, includes 50 puzzles by the software's author, Donald A. Thomas, Jr. The latest version of the program (v.3.00) will run on both color and monochrome monitors.

I noticed only one problem: desk accessories did not always operate smoothly and I was unable to type within them. The mouse seemed to work, however.

Sophistication and options make *Word Quest* worth adding to software libraries. Those options and sophisticated features are not always visible to you, but they're there. The sorting is quickly done and the words are well-placed. The options for puzzle size and word direction offer you important control, while the chance to manipulate the list after you've entered all the words is a valuable feature. And you're given easily remembered keyboard alternatives to almost all program functions.

Desktop publishers have several ways to include the *Word Quest* puzzles in publications. A most direct way is to print the puzzle and then do a cut-and-paste on your layout page. Somewhat messy, perhaps. A second method drops the paste pot and picks up the snapshot. Use a screen snapshot program (CN ST Library disk 254) to save the *Word Quest* screen and also the screen showing an alphabetized list of the puzzle's words. Combine them with a paint program and you're in business, with excellent flexibility in layout and screen design. *Word Quest's* publisher, Artisan Software, is developing a third solution. The *Word Quest Pro-Companion Disk* will allow direct *Word Quest*-

DESK	ARTISAN™	VOCABULARY	TITLES	FUNCTIONS
<div> <div> K C O L N E G A R Y I T O G N W M B  U E E S M T A T A B S P T E R S A O R  F N O S E N R A B A N D E R S O M I Y N  N R E D P I R W F T I O I V A P T T D C Y  E C L I U P C R E I S G G C I S R G L R T D M  R L M V M E R D E H A H N E O A G L A C U E V O I  S S E W A R D E H A H N E O A G L A C U E V O I  S E P U B L I C I A K A U P A S T I N I S E M V  C W R O T E C E D S O F T H A R E E P E E U L E  O N B T A L S I N E E Q E S M A I F B C U L E  R Q T G A B C K S A H N R E T U P M O C B A S J T N  P U G A B C K S A H N R E T U P M O C B A S J T N  E M E A G L L R W E I T E P O L M A N E R D I R  R T F E T M Y D E S K T O P O W E R</div> <div> TI: Current Notes &amp; Word Quest  BY: Wm. N. Moes  DA: August 6, 1988    DI: E, SE, S, SW, W, NW, N, NE    SZ: 20 x 20 GRID    <div> ENTER WORD  USED WORDS: 050  UNUSED WORDS: 000 </div> </div> </div>				
* F1 E	* F2 SE	* F3 S	* F4 SW	* F5 W
* F6 NW	* F7 N	* F8 NE		

## Current Notes

The following word find puzzle was created with "Word Quest."

How many of the following Atari software titles are you able to find? The words have been placed in all eight directions.

AIRBALL  
CYBERPAINT  
GAUNTLET  
GUNSHIP  
NEWSROOM  
SHILOH  
STARGLIDER  
SUNDOG  
UNIVERSE  
WORDUP

BUZZWORD  
DEGAS  
GETTYSBURG  
KARATEKA  
PAWN  
SPECTRUM  
STARRAIDERS  
TEMPUS  
WORDPERFECT  
ZORK

COLOURSPACE  
EMPIRE  
GOLDRUNNER  
NEOCHROME  
PRINTMASTER  
SPRITEFACTORY  
STWRITER  
ULTIMA  
WORDQUEST



by Bill Moes

EGUNSHIRIPUDROWTNT  
RENNURDLOGFDRNDST  
ITCCMURTBCEPSRTSH  
PTUATIRBALLRWEOST  
MYLPBPBCGHEWRULSNI  
ESTTRTSAEDZTQTHI  
UBITICZRTZTDHANNA  
EUMNEOAUVERSEAUPE  
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TGKMRKTIWLGHNGCEB  
SHEAENEWSROOMCHBY  
UATSPRTTEFACTORY  
NSATDEGASUPMETOC  
DWREREDTLCGRATSMI  
OTARORUUNIVVERSEAK  
GAKPWETDOYTTLEY

to-text file conversions. And you'll also be able to check for "potentially harmful words." The *Pro-Companion Disk* is being prepared for early 1989 release.

There really isn't much more this program could do, although I would have enjoyed the chance to create oblong puzzles (ex. 10X20 characters). And maybe an answer sheet would be helpful at times, although this can be accomplished by doing a screen dump, or by saving the screen with a snapshot, before you fill in the puzzle with random letters. These are minor items, however.

Artisan Software is devoted solely to ST software and seems determined to let its quest for success rest on words. Artisan has three more releases now scheduled:


- 1.) *Crossword Puzzle Construction Set*,
- 2.) *Dnames-III ST*, a database/mailling list program; and

- 3.) *Control*, a home inventory database program.

Each of these, with a retail price near that of *Word Quest*, is set for a fall release.

In summary, *Word Quest* is well-designed and enjoyable to use. Printed publications, schools, and families are all popular places for a word hunt. And *Word Quest* is a quality program to generate those hidden word puzzles. I was favorably impressed.

[Artisan Software, P.O.Box 3213, Fontana, CA 92334]

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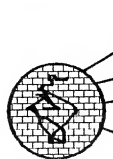
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- ★ Works with any Atari St system.
- ★ Replaces existing short ST drive cable with 6' cable.
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# Cyber Paint 2.0

## The Upgrade Adds More Sophisticated F/X

Review by Bill Moes



*Cyber Paint 2.0* upgrades the original by adding special effects in two important areas: (a.) the use of color and (b.) the manipulation of individual pixels and images. This provides an amazingly powerful paint and animation program. Let's take a look at the new features.

### Color F/X

There are nine color effects possible using the new Color F/X menu. And each frame may now have a different palette.

You can now have the default *Cyber Paint* palette at any time (Normal). It's also possible to Inverse the colors of a palette. Or make it a Monochrome screen with only shades of grey. Change the palette to Xerox, only black/white

pixels. Or stage a (heavy?) Metal palette, similar to Xerox but using a different black/white selection process. Another variation of Xerox, Chrome, uses still another black/white selection process for the pixels. You can also change the palette to only red, green, or blue values of a palette's colors.

These changes can take place over a set of frames in your animation or just at one frame. Also, you can select specific palette colors to alter with these

effects, not necessarily the entire palette.

You can also Shift the colors in a palette, creating color cycling animation. This can be set to occur in two ways. One is by shifting the colors once every so many frames. Or you can shift the colors a certain number of times over a range of frames.

There are two types of fades now possible. You can Tint a color or colors with a current color. The amount of tint is variable, so you can tint just a little for a special

alias does something quite similar, but not so dramatic, as it smooths out the edges. Shatter will shift adjacent scan lines in opposite directions. Using this one, you can Shatter your image repeatedly and watch a single image first split into two. Then see those two images slide off opposite sides of the screen.

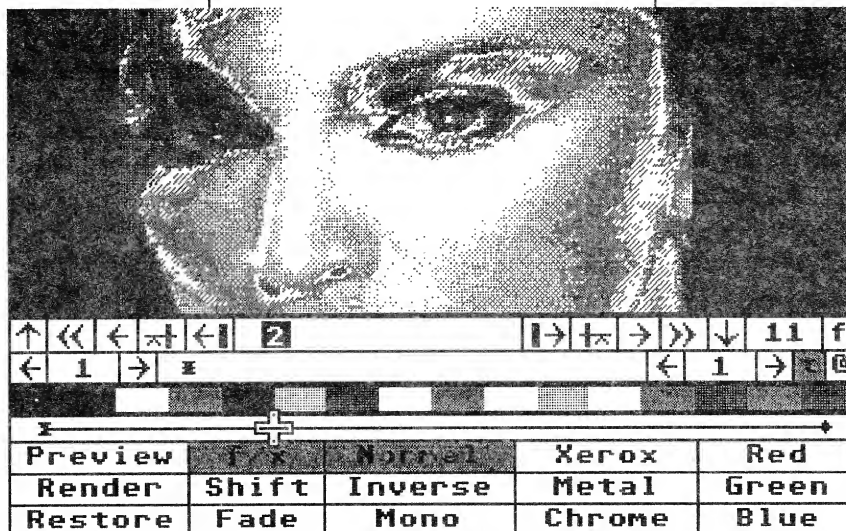
A fourth pixel effect, Wipe, will wipe, or clear, the screen from top to bottom. Venetian is also a wipe, but looks like a vertical venetian blind as it progresses.

Crystalize plays the game of Life as your images grow, usually adding colors and creating geometric designs as you let it continue. Play with this one a while. It's kind of flashy and can be fun to simply watch.

Outline leaves only an outline of your

solid objects. Tile will make multiple copies of a screen block and can be used to make grids. Edge In puts an outline around an area, using a selected color. Unrez will give your image a blocky (2-pixel by 2-pixel) appearance.

The final two pixel effects change your image by distorting it with a wave effect. One, Ripple, will change the shape into a sine wave (rippled) image. The other, Buzz, changes the shape into a



effect, or tint 100%, fading those selected colors to your current color. A second type of fade, Blend, will gradually blend a palette, or a section of a palette, over a series of frames.

### Pixel F/X

A dozen separate pixel effects can add some unusual appearances to your art and animations.

Defocus, available in v. 1.0 of *Cyber Paint*, blurs the image. Anti-

sawtooth wave shape. The amount of distortion is variable.

Most of these pixel effects can occur on one frame or over a series of frames in an animation.

## Other Notes

Another new addition is the use of travelling masks. Using the Matte menu, first load one .SEQ animation file. (.SEQ is the normal *Cyber Paint* file suffix.) This is your travelling mask.

Next, determine what kind of mask you want (Mask, Inverse Mask, or XOR) to merge two animations. This will determine what shows as the combined animation is played. Finally, a second .SEQ file is loaded and the combined animation is played. You can, using these tools, view an animation by looking "through" a window mask created by another playing animation.

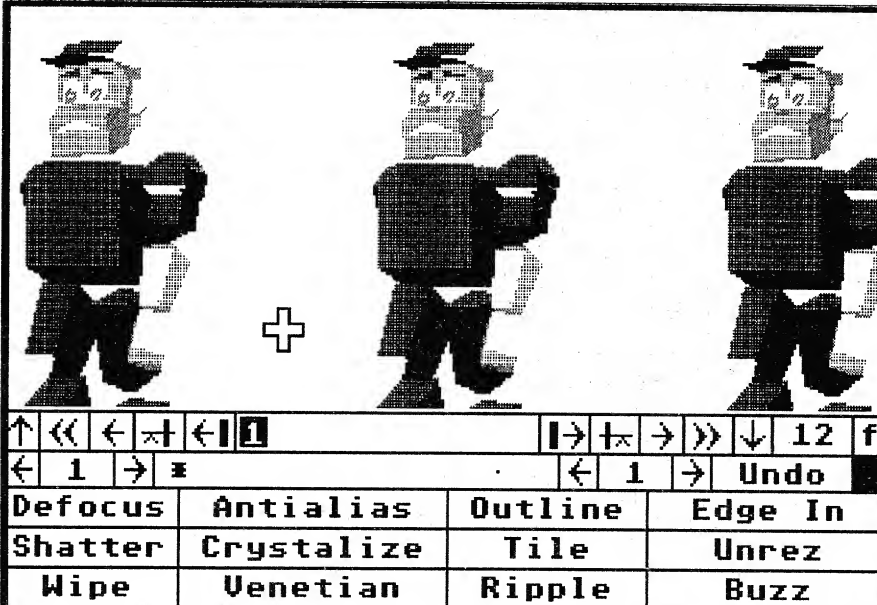
In addition to these new features, other improvements have been made to *Cyber Paint*. You can now cut-and-paste selected colors from frame to frame. Or you can Separate Many colors, which will change more than one screen color to the current color. Or play back just segments of an animation.

The original *Cyber Paint* (CN April 1988) offered a very capable and powerful animation system. This new v. 2.0 adds useful color and pixel effects, further enhancing an already fine product. And other improvements are also being considered. The documentation lists sound/music and better drawing tools as possible future enhancements.

If you have the early version of *Cyber Paint*, you can obtain v. 2.0 by sending your original disk and \$25 to Antic Publishing. I received the two-disk upgrade and complete documentation (about 190 pages) within two weeks (OH to CA). If you don't have the original and are considering a purchase of *Cyber Paint*, be sure and get v.2.0, which lists at \$79.95, \$10 more than earlier.

It all remains easy to use, but as you begin to combine effects and look at the numerous possibilities, you'll realize that you're dealing with something offering many challenging paths for those creative travels. *Cyber Paint's* author, Jim Kent, has created something quite special.

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# MASTER CAD

## 3D With A Latin Touch

*By Sam Wang*

Aptly billed as a "3-D Designer's Tool for the Atari ST", *Master CAD* is an interesting package from Michtron. It combines some features of high-end CAD packages with those of *CAD-3D*. It comes on one double-sided, unprotected disk, with a 276 page manual. It runs in medium or high resolution on a one meg ST. The manual recommends the use of a second disk drive. Since it saves to Drive B, one drive would be inconvenient or worse. It can be installed on a hard drive. The program does need to boot up GDOS to configure the system.

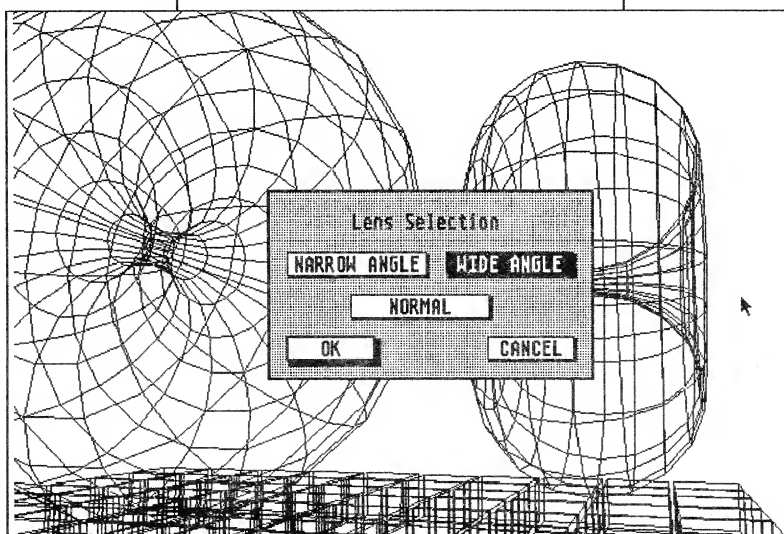
From a floppy, hopefully a backup copy, as will be apparent later, *Master CAD* takes a while to load, since it loads the whole program initially. There is almost no disk access for program operation after the initial loading, which makes it run quite fast even without the use of a hard disk. The manual instructs users to read the README file first, but there is no such file on the disk.

The workscreen is familiar. *Master CAD* uses GEM and GDOS, so it is fairly easy to learn to use. One interesting difference is that most of the time the top menu bar is hidden, leaving a neater and larger area for work, until the cursor gets close to the upper limits of the screen—a nice touch that I would like to see more often.

To begin working, one would first set such Controls as Grid, Snap, Unit in either meters or feet (the default is meters), and Rulers (cross hair) on/off, etc. Creation of 3D forms is basically by extrusion (Planes) and rotation (Spin). In a typical case it may first involve the specification of thickness and the characteristics of top and bottom planes. Then tools of rectangles, etc. are used to define shapes, like the use of cookie cutters.

viewpoints can be specified in horizontal and vertical positions, in Perspective or Parallel (orthogonal) Projection. The recalculation is fairly rapid, unless it has a large number of objects to deal with. It is easy to "walk around" the structures and get a pretty good simulation of the real thing. A particularly impressive possibility is to walk in and through the structure.

If the wireframe gets a little confusing due to complexity of the design, you can do a hidden line removal with "Filled Planes." The method used in this operation is unique; instead of the usual "fill the plane in the back first" sequence, which can take a long time to deal with each plane, *Master CAD* plots the front plane first, and from the bottom of screen, one row of pixels at a time. This results in faster fills.



**Use Of 3 Lenses To Change Viewing Angle**

Orthogonal views from top (Plan), front, back, left, and right can be chosen at any time before, during, or after the creation of forms.

On the bottom of the screen, a second set of menu items keeps track of the view, tool selected, X and Y location of cursor, distance, angle, zoom rate, etc., as well as the amount of free memory available in percentage numbers.

Once created, a form can be brought into 3D mode, and be manipulated through some of the best features in the package:

The forms are shaded with a default unspecified light source that cannot be changed. This is one of the worst shortcomings, especially because there is no hidden line removal other than Filled Planes! If the default shading does not happen to show the forms well, you COULD go in and specify a shade for each of the planes, one shade at a time, a tedious and time consuming task that one would undertake only as a last resort. (No, assigning a uniform "Texture" [shade] to all



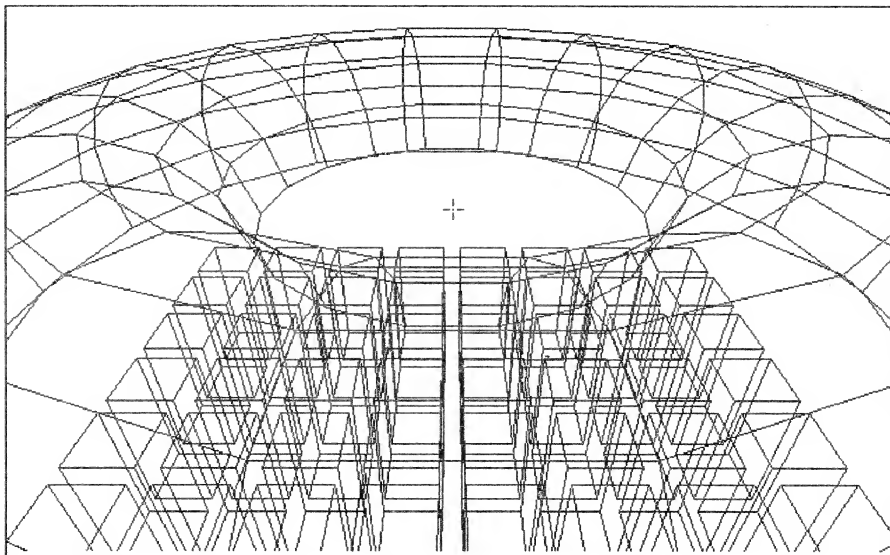
objects doesn't work either, since many of the outlines will not show.) Another problem is that the filled planes view can be saved and printed only as a Degas picture, and not as a plottable drawing.

Editing is possible in 2D mode in any of the views. Selection is by Points, Elements, Objects, or All, and very good control is possible. After the parts to be changed are selected, they can be manipulated by such Processes as: Group, Move, H-flip, V-flip, Copy, Rotate, Copy Rotate, Proportion, Copy n (for multiple copies), Copy Rotate n, as well as Export (to library files), Delete, Show Area, and Texture. Some of these functions are powerful enough to create highly complex structures in short order, and symbol libraries can be created to access frequently used modules.

The Copy functions also allow for elevation changes. (I only wish that it had scale change along with Copy and Rotate.) There is apparently no way to close off a form or remove a plane, and objects once Grouped cannot be selected separately. The Show Area function is slick, showing the measurement in a selected area. Unfortunately it does so in square meters only! Especially for those having used Mac software, sorely missed is an "UNDO" feature.

Text is treated as objects, so that although there is only one font in one size, text can be stretched, shrunk, or rotated in 3D space.

There is Draft Print for a rough draft. Otherwise *Master CAD* files must be saved before output, through a separate Output program. Devices include Epson FX80 and compatible dot matrix printers, the Atari SLM804 Laser Printer, and Hewlett Packard Plotters: HP Colorpro, HP7550, and HPDraftpro. This makes *Master CAD* right at home in most architects' and engineers' offices.



### 3D Wireframe Gets Confusing At Some Places

The manual offers a thorough tutorial on the basic workings of the program, then suddenly drops off. It is also not without bugs: it says to press "space bar" where it meant the right mouse button, etc. On the top of some pages it says "Chapter 5" while on the bottom it says "Chapter 4." Then there was a chapter on Theory. Under the subheading of "Projection", this is how it is described:

"PROJECTION is the graphic representation of an object on a plane where all the points belonging to the object are projected.

"Professor F. Izquierdo Asensi, in his book *Descriptive Geometry* (11th edition, Chapter 1) defines Projection in the following terms:

"The projection of a point [A] in space (See Fig. 173) upon a plane [&], from a fixed point [O], outside the plane, is the intersection [A'] of the projection line [OA] (defined by [O] and the given point [A]) with the plane [&]. The fixed point [O] is called the Projection Center and the plane [&], is called the Projection Plane."

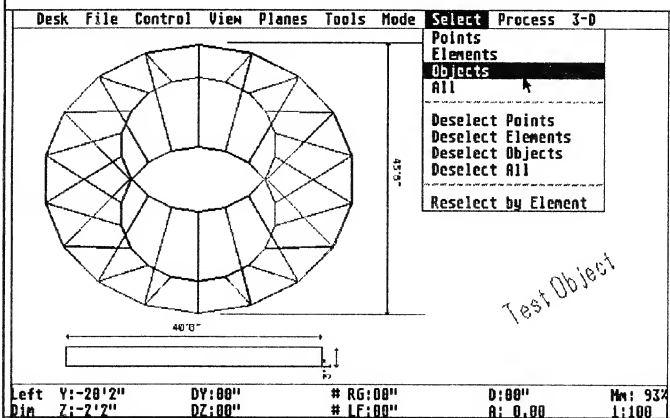
Wow. Isn't that something we all need to know.

The question that one invariably asks is how *Master CAD* compares with Tom Hudson's

*CAD-3D*. I find great differences between the two, some of which are:

- *CAD-3D* uses multiple windows, while *Master CAD* does not.
- *Master CAD* has much greater dimensioning flexibility and precision necessary for CAD.
- *Master CAD* does not provide light source control, nor does it yield stereo views, color, or animation.
- *Master CAD* does not support simple hidden line removal.
- Neither have multiple layers. However, selected objects in *CAD-3D* can be made invisible, while that's not possible in *Master CAD*.
- In *CAD-3D*, one object can be used to carve another, or several objects, and be dissolved into one. These are not supported by *Master CAD*.

Designers will probably find both programs useful. It's a pity that *Master CAD* files aren't compatible with *CAD 3D*, nor with any other 2D CAD programs. If one has to pick only one of the two, I would go with *CAD-3D*, particularly if one's chief interest lies in the realm of sculptural ideas and animation. *CAD-3D* is much less expensive

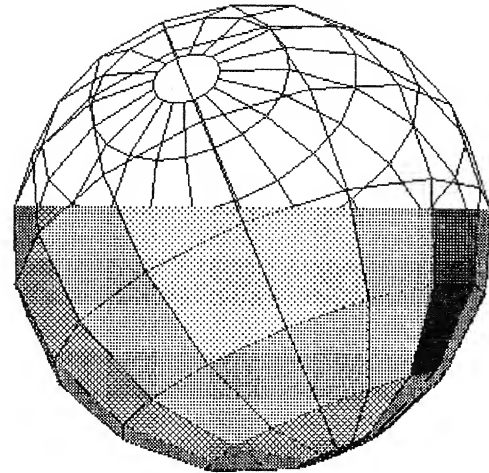


### Dimensioning Works In Any View

also. If one needs true to scale simulations of architectural or engineering structures, on the other hand, *Master CAD* would be more appropriate, with interface and command structure closer to those of other CAD programs. Unfortunately, *Master CAD* Version 1.0 appears to be buggy, both in the manual and in application. When you use it, remember to backup your data religiously and frequently. The program froze on me a number of times, for no apparent reason. Once it was after the right mouse button was pressed in 3D mode, and another time at the beginning of Filled Planes. Also, angle readings

don't usually correspond to those on the screen. *Master CAD* is the first South American software for the ST that I've seen. It is developed in Venezuela and distributed in this country by Michtron. I am hopeful that it will be upgraded. When it is, *Master CAD* can be a very useful piece of software for serious 3D designs.

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# Beyond Zork

## Beyond Realms We Wandered Long Ago

*Reviewed by Chester Cox*

**No True Role Games?** Role gaming is a pastime I've enjoyed for a full decade now. It requires lots of rules and other people. Attempts at role gaming have shown up on microcomputers, but they are quite limited. If you know me, you've heard me complain in the past that there ARE no true role games for microcomputers. Oh, there are many which CLAIM to be role games: the Ultima series, Phantasie series, Alternate Reality, etc., etc., etc. The closest any of them came to role gaming was a weak two-dimensional dilution of some role games' combat system. Interaction with characters was extremely limited at best, but usually all you could do in these games was to bash things. Improvement in your role character was limited to getting better at bashing things. Treasure was something to trade for better weapons to bash things, or for armor to avoid total bashing of yourself. In short, as much fun as I've had with *Ultima* and its sort (and *Ultima IV* did its level best to bypass its own limitation), I've never lied to myself that these were role games.

That has now changed. To be sure, there is a fair amount of monster-bashing going on throughout *Beyond Zork*, but most (possibly all) can be avoided just as it would in real life. (If, that is, real life included unicorns, grues, ur-grues, discipline crabs, Christmas tree monsters, and monkey grinders.) Imagine, if you will, the old Zork adventures—but now you can create a character (randomly, as with dice; or by distributing points; or by using a pre-generated character) to role play.

**The Thrill is There.** As with other Infocom games, many of the other characters are interactive enough to truly converse with; though others are just props. It is an actual thrill when the sailor for Zork III recognizes you! Though not available for the XE (and why not? Two disks should be able to hold all this, though the ST holds it ALL in memory), it might be worth the purchase of an ST just to re-enter Zork. And it does use

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.....monster bashing

can be avoided, just

as in real life, if you

so choose.....

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GEM to its best—not for graphics (Who needs them in a story this rich?), but for mapping. It's nice for it to do so much of the mapping; after hours of play, it's relaxing to just point the mouse in the direction to move. The function keys can save a heap of typing, because each has a phrase defined for it. If you have another phrase you type frequently (such as "ASK THE WOMAN ABOUT THE " which I got SICK of typing!), then you can define it to one of the function keys. Press that key, and the phrase is typed for you. As stated: NICE.

The documentation is as you expect from Infocom: excellent. You'll need some of the information in the goodies in this pack. "The Lore and Legends of Quendor," as the land above the Great

Underground Empire has come to be called; the instruction manual is more amusing than usual; the map—these items are not only essential for completion of the quest, they are also entertaining in their own right. The packaging is sturdier than any previously used by Infocom, coming as a slip-out box from the cover box, but I miss the booklets attached to the box. I used to flip through them at the store, and get a good idea of what to expect.

What's in store for you in this story is nothing less than creating a future for all the magic and the fantasy which made up the previous Zork and Enchanter stories. Magic is definitely fading away as the story starts, not even the hope of Spellbreaker this time—magic IS dying and you CAN'T stop it. You may hope to retain (and hide?) the history of magic, somewhere in (of all things!) a coconut. In the meantime, naturally, the various bad guys seem to have no trouble coming up with magic to thwart YOU.

**Hits the Mark.** Infocom is one of the few producers which consistently hit the mark. Even their lesser games (and their one flop: *Cornerstone* for the IBM) are above the average. *Beyond Zork* takes us back to the place where adventure games really broke their own barriers, and makes it better than ever. It is too important, too exciting a game for us to allow Infocom to turn their backs upon Atarians, as they've recently done. If the future of Infocom adventures are of this quality then I, for one, don't want to miss out.



# TYPING WITH MAVIS BEACON

## Pathway to a Publishing Powerhouse

*By Kim Price in Collaboration with Bill Price*

**Career Success.** Those who chose physical education in high school instead of typing classes may have missed out on one of the most practical courses available—a course that in many respects can lead to career success. Effective communication is among the keys to success in both government and business. One must speak and articulate well, and equally important are well written presentations. But what good is a superb paper if someone has already beat you to the punch? Never has personal productivity meant so much where the early bird usually emerges the winner. And to get there, you must go straight from conception to keyboard and the process must be fast. A good writer and typist can become a virtual publishing powerhouse with the right answers and proposals for the boss at the right time. As Gen. Nathan Bedford Forrest simply put it, "Firstest with the mostest." Even though you may have chosen phys ed, there is renewed hope in the form of Mavis Beacon Teaches Typing—a two disk tutor marketed by Electronic Arts for The Software Toolworks.

**The Inspiration.** I'm beyond hope when it comes to manual dexterity so my 11 year old daughter Kim is both the inspiration and the assistant for this review. She can finger 88 ivories like a cashier at a busy food market on Saturday morning. The ST keyboard has become a natural for her. And smarter than I (at her age), she is already churning out papers on the ST for her fifth grade class. But this task was laborious until Mavis Beacon made her appearance on the color monitor.

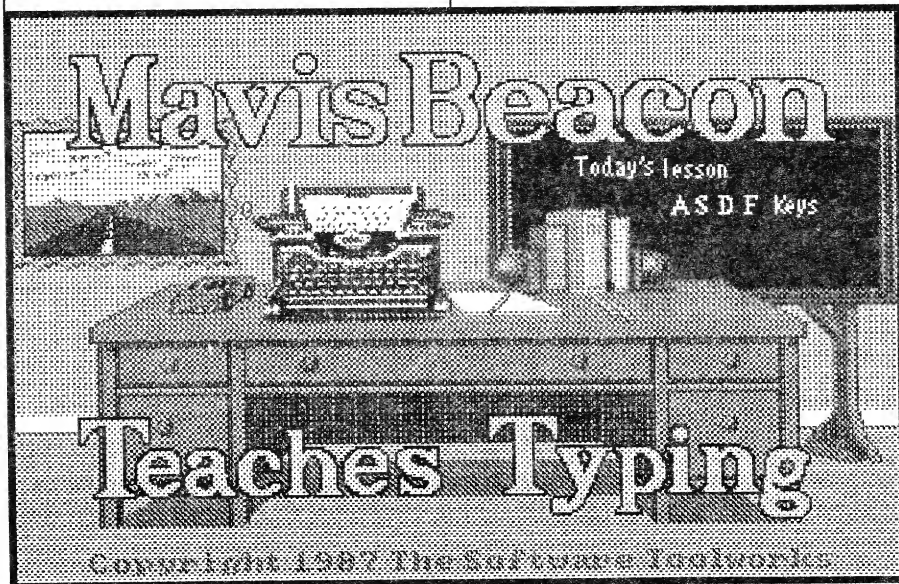
One evening when I returned from work, Kim was busy at the ST—maybe frenzied is a more accurate description of what appeared to be a race against time. Every now and then, she would pause long enough to jot down the score in a long list of results from previous practice sessions. To my surprise, and to her dedication and delight, the scores were progressively better. She's not a 120 wpm expert yet, but she's doing well enough to type my reviews and use *Thunder* for spell checking.

**Secretarial Big Time.** With this kind of success, just what does Mavis offer? The answer lies in the fiercely competitive New York City secretarial market where Ms. Beacon has been highly successful in producing executive secretary talent that can compete with an Israeli commando and his Uzi machine gun—compete in comparable typing speed, of course! With all of this teaching expertise now packaged on two disks, "Mavis Teaches" has been given the Publishers' Choice

award for the best software product of 1987.

What you get on two disks is a dynamite system. In the tradition of IBM software, for which Mavis was first developed, the system must be installed for either color or monochrome and an installed data disk generated. There are five basic screen displays: a chalkboard, classroom, a workshop similar to the classroom, an arcade scenario viewed from the inside of an automobile, and lots of bar chart graphs to show progress. The chalkboard is where lessons are selected. New users can provide information about their typing skills and goals. When a tailored lesson is selected, a clear set of goals and objectives is presented. The chalkboard also offers a complete tour of all facilities and screens as a "Meet Mavis" overview of the system. Selection of a lesson takes you into the classrooms where a miniature monitor occupies most of the screen and an ST keyboard is displayed across the bottom.

**Let the Fingers Do the**



**Moving.** Why the keyboard? That's one of the secrets to Mavis' teaching style. A pair of transparent hands is properly positioned across the keys, and as you type a lesson on the mini-screen, the fingers move exactly as they should for a seasoned typist. This is where you learn, as typewritten results are displayed beneath the lesson text presented on the screen. Adjust your finger positions to those shown on the screen and you are on the way to typing like an expert should. Backspace and other keys are available for corrections. And text used for the lessons is not of the YRRR YRRY exercise variety. What is presented are some of the craziest but intelligible sentences that give the fullest possible workout on finger positioning. And vocabulary building may well be a byproduct from the variety of words used.

The workshop presents a screen similar to the classroom. The mini-monitor is narrower so that a metronome and timing clock can be displayed on one side. On the other side are three bars showing percent or stage of lesson completion, average words per minute, and error rate. The workshop provides the right atmosphere to practice what has been learned in the classroom and to build both speed and accuracy.

**A Critical Analysis.** Yet another speed and accuracy builder with a flair for the younger set is an arcade style game. You are in a car, seated behind a dashboard, with another car racing along side. Your speedometer shows words per minute, a meter shows accuracy, and the practice text is scrolled through a small window. As you type, text is displayed across the sky in puffy cloud shapes. The pace car runs faster to provide a challenge. As your typing speed increases, the pace car is passed and appears in the rear view mirror as a haunting reminder that it will overtake and outstrip you again. And it does unless you can accelerate typing. Mavis provides a critical analysis of your status and

progress through a series of informative graphs. There are two screens that show the selections available. Graph data can also be sorted to sequence the data. The primary graph depicts statistics as bar displays for each letter. A master graph shows your adjusted words per minute by character. One keystroke is subtracted for each mistake. Another graph shows raw speed without error penalties, and another shows percent of errors by key. Status for the current lesson as well as cumulative progress can be juxtaposed. All selections are mouse operated, and the help screens are prolific.

**A Motivator.** Is Mavis worth the \$49.95 list price? For someone serious in improving typing skills and willing to sustain classroom and practice sessions,

Mavis is a bargain. And for young aspiring students, it is an ideal beginning and growth tool. From the pure software perspective, it is one of the best organized, well thought out, and clearly presented packages available. And as evidence, Kim not only described the features of Mavis, she also did the typing and spell checking. Furthermore, she reads documentation which most of us abhor. When I brought her finished manuscript to the screen, the title was centered with a Control+C (*ST Writer Elite*), each paragraph was preceded by Control+P, and carriage returns were used only at the end of paragraphs. Mavis has demonstrated that she is not only an excellent teacher, but a motivator as well! "Now is the time for all..."

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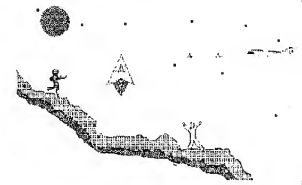
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# OIDS

## A Super Offering from FTL Games

*Review by Milt Creighton*



I've said it before and I'll say it again: I don't like arcade games. With reflexes encrusted by more than four decades of corrosive living, I find arcade games a humbling experience. That's one reason why I prefer strategy games; they usually give one an opportunity to sit back and think before committing your move to the history book. I also like adventure games. Some of the more recent variety of that type such as *DUNGEON MASTER* (also from FTL Games) are a sort of hybrid and require some immediate response to protect your projections into the game universe from the more ferocious denizens residing there. By and large, arcade games haven't kept pace with the other genre. Most of the early ST arcade games were true to form, requiring the hair-trigger reflexes of a test pilot to survive long enough to even record a score. There are still quite a few of that variety lingering around to make fools of most of us. But things are beginning to change, thank God.

**Successful.** Legitimate hybrids of the arcade variety are appearing on dealer's shelves now. But where the adventure hybrids tend to be heavily weighted toward the adventure end and flavored with arcade action, *Oids* is just the opposite. It is an arcade game seeded with good-sized bits of adventure and a little strategy. Other arcade games have tried this, but none in recent memory has been as successful. The folks at FTL Games seem to delight at blurring the lines between the different game genre and we are the winners.

**Rescue From Bondage.** The *raison d'être* for *Oids* is standard. The merciless Biocretes hold the peace-loving Oids in terrible bondage and it is up to you to rescue them. You have four V-Wing fighters to wreak havoc upon the dastardly Biocretes. Sounds pretty standard so far. The game has its roots in a number of more primitive but well-honored ancestors. You can see the influence of *Omega Race* of arcade hall fame, various Lunar Lander games of the 8-bit world, and even *Choplifter*. But *Oids* combines them in a setting unlike any of the others and adds some of the best sprite-graphics I have seen to produce a game that breaks new ground in sight, sound, and intensity.

The game comes on one single-sided (copy-protected) disk, but like *Dungeon Master* the size of the disk is very deceiving. First, it loads the FTL logo and then the OIDS title screen. The latter is a bit of bouncing ball animation that is fun to watch the first time you see it. After playing the game a time or two you'll find yourself becoming somewhat impatient to get on with it. The reason for the frustration is because *Oids* takes nearly a minute and a half to load. Some of that time is taken up with loading the title screen, but I suspect most of it comes from decompressing the data stored on the disk.

The first game screen to greet you is a menu which allows one to select which galaxy to attack (not defend as the title bar says) in order to rescue the Oids. Each galaxy is made up of a number of different planetoids and the previous high score in each galaxy is

recorded on the same line. In addition, the menu also has an entry for the game editor function in which one may design custom planetoids of varying degrees of nastiness. More about that later.

**Create A Menu.** The library menu permits one to manage the various galaxies which will come into existence through the game editor. There are entries there for copying and deleting a galaxy or even creating a new galaxy library from the planetoids you designed in the editor. The last entry permits redefining the keys which operate your V-Wing fighter if you prefer not to use a joystick. I like that because I find it easier to fly the ship from the keyboard.

When you boot the game for the first time you'll find there are already high scores posted, mostly from the play testers at FTL. No surprise there. However, you will also find that you have some work to do to beat the relatively modest scores they have posted.

The galaxies are of varying degrees of difficulty. Novoids is the place to start. It will introduce you to the game mechanics in a more or less gentle fashion. Intermedia and Newbekuloid are intermediate challenges while Gravidromeda and Trianguloid are for advanced players. In fact, the latter is so difficult I have not been able to better the high score posted on the disk in more than a month of trying!

**V-Wing Fighters & Nova Bombs.** Once you select a galaxy, you are warped to the first planetoid in that region. Then you see your mothership disgorging the first of your V-Wing fighters over the enemy planetoid. At the top of



the screen is a display of your score, the energy remaining in your current ship, the state of its shields, the number of V-Wing fighters remaining to your mission, and finally the number of nova bombs you have left in your current fighter.

Perhaps the first thing you notice is that gravity is a factor here. Unaided by its rocket motors, your ship will pile up on the rocks below. As a result, a good part of your time will be consumed piloting your ship. The thruster on your ship only works in one direction so you'll be rotating the ship to point the rocket motor away from where you want the ship to go. Inertia is also operative and once a ship has momentum in one lateral direction it will continue in that direction at the same speed until acted upon by another force.

**Sharp Crags & Barren Valleys.** The planetoid itself is a desolate fractal landscape of stark beauty and unending variety (until you make a complete circle of the planetoid) set against a field of stars. You see forested plains here and there but most of the planetoids are composed of needle-sharp crags and deep, barren valleys. You must pilot your ship over this landscape, all the while looking for the factory prisons where the Oids are being held prisoner. Once you learn the shape of their prisons you'll need to hit the buildings with a single nuclear pellet to release the Oids. Be careful not to fire more than once or you might kill some of those you came to rescue.

One of the better touches of OIDS is the depiction of the Oids themselves. They may be little more than stick figures, but they dash about convincingly and wave at your ship in a very poignant manner. You must then land your ship on level ground and allow the little fellows to come aboard. Once you have a full load (eight), you should take them back to the

mothership. Delivering eight Oids to the mothership will net you points, an additional fighter, and recharge your current ship—underlining the maxim that nothing succeeds like success.

There will be occasions where there will be fewer than eight Oids on a planetoid. In that case, boarding the last Oid will cause all of them to go into a celebration by waving their arms in a distinctive manner which you will come to recognize. Return to Mama.

Buildings—there are a number of different types. None of them really matter except for the fact that they are worth points, but be careful not to destroy the hexagonally-shaped ones which can recharge your energy if you land close enough. They can be invaluable, especially on the advanced planetoids where there are lots of things to suck up energy.

If this was all there was to OIDS, it would be a dull game. The fact is that the Biocretes have no intention of allowing you to depart with their slaves and you will find they have lots of defense installations to back up their intentions. The variety of defensive weapons is staggering. There are fighter planes (at least two different varieties), airbases, gun emplacements, mines, attractors, repulsors, aerial limpet mines, and on and on. There will be times when there are so many missiles and mines in the air that the only safe strategy is retreat. Fortunately, you have shields on your ship, though they only last a finite time. Once they are exhausted you can recharge them from your main energy banks, but shields are energy hogs and will drain you very quickly.

**Missiles & Aerial Mines.** Naturally, you must defeat at least some of the planetoid's defenses in order to rescue the Oids. Go for the missiles and aerial mines first, then the airbases. Ignore the guns

until last, but make sure you don't load up with Oids until you are certain you can get them safely back to your mothership. Watch the mines! There are several different types and some of them are deadly. Normally you can spot them by the sensor stalk they have sticking out of the nest where they are buried. Kill them with nova bombs which you can also use to destroy defense installations through thin layers of rock. You can also shoot aerial mines and missiles and save wear and tear on your shields.

The planetoid editor is not as user-friendly as the game, though you can use it to design an infinite variety of planetoids. There are a number of discrete terrain segments that can be joined in nearly any manner you wish, though there are some restrictions on their number and placement. You can even add small moons or asteroids to the sky of your planetoid. Once you have finished designing the world, you can add defenses, having specified the planetoid's difficulty level. The hardest worlds will be a synergetic mixture of difficult terrain and defensive installations with overlapping and supporting fields of fire. You can even playtest the planetoid you have created, testing it for the proper degree of difficulty and editing pieces found to be out of place. Altogether, it is probably the most complete game editor I have seen in any game other than *Universal Military Simulator* and *War Games Construction Set*.

**The Bottom Line.** *Oids* is the most intensely addicting arcade game yet offered for the ST. The cutting edge of 16-bit game software is, obviously, continuing to accelerate. Nowhere is the future of ST gaming more evident than in *Oids*. It is one of the few "must buys" for the arcade gamer.

# ATARI XF551 DISK DRIVE

*Review by Curt Sandler*

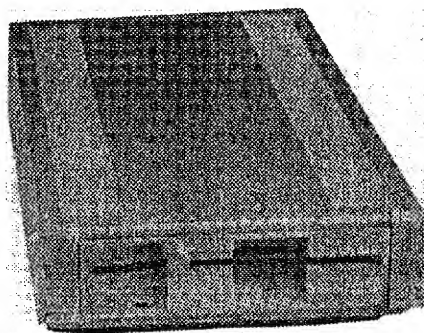
Yes, Atari fans, the Atari XF551 is a double-sided, double-density disk drive. However, if you had not read about it or just went out and bought one, it would seem to be no more than a modernized 1050. That's because it is currently shipped with DOS 2.5 which only gives you single-sided, single- or enhanced-density. A new DOS, which will make it perform as advertised, is reported to be in the works. In the meantime, you will have to use *SpartaDOS* or some other DOS which supports the double-sided, double-density capability.

The manual that comes with the drive is very short on details. The first dozen or so pages of the 149-page manual, including appendices, tell mostly about installation. The remainder deals primarily with DOS 2.5. I couldn't find anything that mentioned double-sided or double-density.

The drive itself is nicely packaged in 65/130 XE gray, being about the same dimensions as an Indus GT (my main basis for comparison), but an inch deeper. Also, it's pretty quiet as disk drives go. The ON-OFF switch is on the back right corner (as you face it) and, although not as handy as on the front, is pretty accessible. One notable difference from previous Atari drives is that it has only one light on the front panel. This blinks for about a half second when you turn it on and otherwise stays on only when it's busy. Thus, you can't tell whether it's turned on by looking, but you can feel the rear of the top, and, if it's warm, it's on.

Len Poggiali (CN, June 1988) said that the XF551 apparently had a major flaw, i.e., "it writes to side

two of one's disk backwards, causing read/write incompatibility problems with all single-sided drives." In actuality, this isn't a flaw because side two of a double-sided disk was never intended to be used in a single-sided drive. That's why there is only one index hole in the cover. A double-sided drive sees the disk as one continuous storage area. We're just lucky, because previously Atari chose not to use the index hole. That allows you to notch the left side of the disk, flip it over and



use the other side. As I remember, Rana and Percom do use the index hole, and you had to have "flippies", with two index holes in the cover, to use the back side.

I said "previously", because the XF551 does use the index hole—sometimes. It will read, but will not write to the back side of a "single-sided" disk. Also, it will not function with other than a soft-sectored disk (only one hole in the disk). I was going crazy trying to figure why it wouldn't load DOS 2.5 from an old Atari disk until I noticed it was a 16-sectored disk. Every time it came to a hole, it started over.

There is, however, what I consider to be a flaw in the XF551. That is, it runs at 300 RPM. When I

first got the 551, I immediately tried to load *Flight Simulator II* and got an error. After several tries I gave up and ran the disk speed option on *SpartaDOS* and was shocked to see "300 RPM". Thinking there was something wrong with the drive, I took it back to the dealer for adjustment. Only after making a second trip to retrieve it, did I learn that that's the way it's supposed to be. According to Atari, it should load all original software at that speed, and I seemed to be the first and only one to have reported a problem. Somehow, I doubt I'll be the last because I have had intermittent problems loading other programs. *Flight Simulator II* is speed sensitive and is one original program that will not load. Also, the DOS 2.5 disk that came with the drive will load, but won't produce a disk directory of itself. It worked fine on the Indus.

You might wonder why they picked 300 RPM. I'm told that disk drives for most other computers run at 300 RPM. For some reason, Atari slowed their previous drives down to 288 RPM but decided to run this one at 300.

One other thing I have noticed is the 551 will not work with a disk that is tight, i.e., does not turn easily in the cover. My Indus did not have a problem with these disks.

All in all, it appears to be a good no frills unit, i.e., no track or density indicators, etc., but it is a double-sided, double-density drive. Certainly it has a lot more capacity, for a comparable price, than the 1050. I'm curious to see what the new Atari DOS looks like and hope it arrives soon.

## Cleaning the 1050 Disk Drive

by Al Williams

If you have an Atari 1050 disk drive, this is a brief description on how to clean its heads. It really isn't difficult or hard to do. But please remember, you do it on your own responsibility.

First I'll tell you how to clean the head, and then you'll be given step-by-step instructions on how to gain access to the drive mechanism.

The disk drive should be cleaned about once a month. Use methyl alcohol, 91% Isopropyl alcohol, or a contact cleaner. Clean with lint free cloth, cotton swabs, or foam swabs. I use Nortronics Head Cleaner Liquid which is Trichlorotrifluoroethane and foam swabs.

When cleaning the heads, use a gentle rubbing motion with the swab or cloth, being careful not to disturb any adjustments. You're not scrubbing a pot, just getting some accumulated dirt off the head. Also remember that the head is on the bottom, although both the top and the bottom should be cleaned.

To gain access to the drive mechanism, do the following steps:

1. Turn the 1050 disk drive belly up.
2. Remove six screws—four recessed in the case, two in the front.
3. Turn the 1050 belly down.
4. Lift the back up slightly and slide forwards, lift up and off.
5. Blow out, or wipe out any accumulated dust or dirt.
6. Clean heads. If you have any doubts about the location of the head, then operate the latch and see where the mechanism is.
7. Re-assemble the case by hooking the back side of the top of the case in, and then slipping the front of the top of the case in. Put screws back in.
8. Check to make sure that you don't have any screws loose. (Sorry 'bout that!)

That completes the cleaning of the drive unit. The first time that you clean the drive, it may take five minutes, but once you have done it, it will take you less time. Good luck!

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By Joe Lambert

**Colors & More Colors.** This month I would like to discuss (among other things) a relatively new product called *Digispec* by Trio Engineering (LIST \$39) that allows one to produce digitized pictures utilizing 512 colors.

If the name Trio Engineering sounds familiar, you might remember that it was Trio Engineering that wrote *Spectrum 512* for ANTIC. Although *Digispec* is a piece of software, to use it, you must have Color Computereyes by Digital Vision.

Contained on the disk are the following files: *Digispec.prg*, *Digispec.acc*, *ce.prg*, *spsync.prg*, *spslide8.prg*, *specdeg.ttp*, *specgif4.prg*.

*Digispec.prg*, and *Digispec.acc* are the same program but in program and accessory format. *ce.prg* is the newest version of the Color Computereyes software. *spsync.prg* is the same slideshow program available in PD or with *Spectrum 512*. *Spsync.prg* is the sync program included in *Spectrum 512* to get rid of the little stray dots that appear sometimes when looking at a *Spectrum 512* picture. *Specdeg.ttp* is a *Spectrum* to *Degas* format conversion program. *Specgif4.prg* is a *Spectrum* GIF format conversion program.

**First Computereyes.** The *Digispec.prg* and *Digispec.acc* are used only after you use the Color Computereyes software to capture an image with the Color Computereyes hardware module. In using the *ce.prg* program you basically use none of the options or controls, you just fire it up and capture a screen and then move

on. At this point, if you are using the accessory version of *Digispec*, you can access it and, using the many controls, manipulate it before saving it as a *Spectrum 512* SPC file. I have also found this accessory a convenient way of viewing *Spectrum 512* pictures without having to load up *Spectrum 512* or a slideshow program. If you don't have the memory, or you just want to capture a bunch of images in a single sitting and "Spectrumize" them at a later time, you must save your Color Computereyes images as raw data (using this option from one of the *CE.prg* menus) and then exit to load up the *Digispec.prg* file and then load in the almost 200k raw data file to be worked on and saved.

**Controlling the Picture.** This might sound a little complicated but it isn't hard at all. I figured it out without even opening the manual (my test of a well written piece of software).

The *Digispec* controls are where you really determine what the finished *Spectrum* picture is really going to look like. The control display occupies the top quarter of the screen. Some of the controls while using *Digispec* are AUTO/MANUAL, 8/15/29, RUN, CONTRAST, BRIGHTNESS and the RED/GREEN/BLUE controls.

**AUTO/MANUAL** toggles on or off. In AUTO mode the computer calculates and selects all the controls for the RUN option.

**8/15/29** is the dithering control; those numbers represent the number of shades the software is displaying. Depending on your type of picture, the amount of dithering you want will be different.

**RUN** is the actual production of the finished image. At this point the program, starting at the middle of the screen, inverses the colors and draws the picture, a scan line at a

time relatively quickly, until about one quarter is finished and then displays the results in the center of the screen and continues to process the rest of the picture slowly. If you like what you see, you hit the left mouse button and the screen reverts to the inverse color display and finishes in a quicker (but less visible) fashion. If you do not like it, you hit the right mouse button and the *Digispec* controls reappear at the top of the screen for more tinkering.

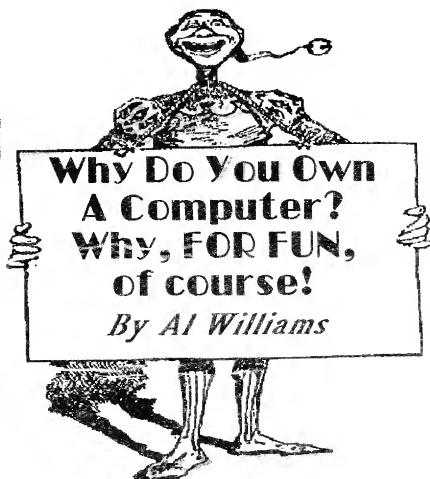
**CONTRAST, BRIGHTNESS** and the **RED/GREEN/BLUE** controls are just what they sound like; they let you change the amounts of the given ingredients to enhance your creation.

All in all, I think that *Digispec* is a very good piece of software. The difference between the images that the regular Color Computereyes software produces and that of *Digispec* is like comparing a rough painting to a photograph.

**Essential Software.** If you have Color Computereyes, you have already spent a large some of money. You might as well spend a little more and have the software that should have been included with it in the original package.

This Month's **PICTURE DISK** is a disk full of *Spectrum* pictures. Some are ones digitized with *Digispec*. The listing is elsewhere in this issue.

If you have any new picture files, send them to me, Joe Lambert, 1116 Woodlawn Ct., Pekin, IL 61554. I will send you back as many as you send me along with my list for future trading. Also, special thanks to all the individuals who have contributed so that we can circulate a greater number of good ST picture files for the good of the ST community.



About a year ago, just after I got my 130XE, a friend and I were discussing our respective computers, when another man broke into the conversation. "What in the world do you guys use those machines for, anyway?" he wondered.

My friend went on to describe all of the uses that he had for his computer: wordprocessing, desktop publishing,

database, spreadsheets, so many things. Well, the man just nodded, and kept remarking that all of that was very good, but he just didn't need to do those things. A pen and a piece of paper was good enough for the letters that he needed to write. He had no plans to publish anything. Some filing cards and a pencil were all that he needed for a database. H&R Block did his taxes, so that he didn't really need a spreadsheet.

Then he asked me what I used my machine for. My answer was for fun.

My friend was aghast. You are supposed to use a computer for serious things, I discovered. But I don't. Oh sure, I write a few letters with my word processor. I keep my audio tape collection in a database. But I mostly use my Atari for fun. I explained about interactive fiction, and how you can get right inside a story, almost live it. I

explained about simulations, and how you can pilot a space ship across the Galaxy, and if you get tired of that, go exploring the New World with the Spanish, or fight Rommel in North Africa. A computer can help you learn a new language (I firmly believe that nothing can teach you anything; you must learn it yourself!), either foreign or a language with which to communicate to your computer. A computer by itself, can't do anything, but it can be instructed how to be anything, even fun. And maybe, just maybe, you can grow and learn while having fun.

I admitted that I really didn't need a computer, just like I didn't need my stereo system, or my TV set—especially the television set—but it made life a little nicer.

The man thought it over, and decided that, while he didn't need one, he could now see why people had them.

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# PS INTERFACE

*Review by John Godbey*

*PS* ("Print Shop") *Interface* is a typical XLent product: a reasonably priced program that fills a real need for a segment of the Atari community. It is a natural progression in their printing programs, from *MegaFont* to *Page Designer* and *Rubber Stamp Typesetter*. This program recognizes the enormous popularity of *Print Shop* and tries to make XLent's products more useful by making it possible—if not always easy and straightforward—to move between them and *Print Shop*.

The program comes on a single-sided disk in one of XLent's customary plastic booklets. The disk is DOS 2.0 formatted (in order to be compatible with *Print Shop*) and is copy protected. A back up is available from XLent for \$5.00. The program will work on any Atari with 48K. A joystick is required.

The first thing you should do if you get a copy of *PS Interface* is load DOS and check to see if the *PS Interface* disk has a file named "README.DOC." If so, print it out and read it—the file on my disk corrected several errors in the documentation—some of which were important.

The purpose of the program is to allow one to move pictures, icons, and *Print Shop* fonts from one format to another, making each program more useful. There are about a dozen different conversions and features in the program, but I believe that most users will find two of them especially useful: (1) a utility that allows the use of *Print Shop* fonts in *Typesetter* or *Rubber Stamp*, (2) a utility to allow the use of *Typesetter* icons in the *Print Shop* program.

1. *Print Shop* fonts are not really fonts, as that term is normally used in Atari literature. They can not be edited with standard font editors, or loaded into any standard program for printing (except, of course, *Print Shop*). Each letter of each font is really a little picture. Because of the way they are saved on the *Print Shop* disk, they are not available for use in other programs—until now that is. *PS Interface* allows you to pick out any character of any *Print Shop* font and convert it to a little picture which can then be saved to disk as a *Typesetter* icon. It can then be loaded into *Typesetter* or *Rubber Stamp* and used as a letter. *PS Interface* offers four sizes of translation, so the *Print Shop* fonts can be used in several different sizes in *Typesetter* or *Rubber Stamp* pages. This part of the *PS Interface* program works flawlessly and easily. Although you could convert an entire *Print Shop* font to *Typesetter* icons, you probably wouldn't want to.

Instead, compose the titles and headlines you want, and convert just those letters for use with *Typesetter*. The whole process can be done in just a few minutes.

This conversion process allows you to avoid one of the biggest headaches in using *Typesetter*—the lack of good quality, large letters. If a normal Atari font is printed, say, an inch high, it looks ugly. Prettying these letters up with a graphics program is tedious. The Font Converter Option removes the need for this tedium by allowing easy use of *Print Shop's* varied and stylish fonts.

2. Let's face it: *Print Shop* is user friendly; *Typesetter* is not. I am certain that even the people that work at XLent use *Print Shop* if they want to print out a quick sign or announcement for their office. Sometimes, however, we would like to use a *Typesetter* icon in a *Print Shop* composition. The Graphics Converter option in *PS Interface* allows one to do this easily. It converts *Typesetter* icons to *Print Shop* icons. Since *Typesetter* icons are larger than *Print Shop* pictures, some detail is necessarily lost in the conversion. As a nice touch, *PS Interface* offers three slightly different conversions, and you can choose the one you prefer. The converted icon is then saved to disk, and can be used in *Print Shop* programs. In my experience this feature, too, works well. There were a few icons which did not convert satisfactorily, but by and large the conversions are successful.

I think that most users of *PS Interface* will find these two features its most useful and most often used, and it is these two features, in my opinion, which justify buying the program. But it does have other features which will find occasional use.

One part of the program allows conversion of *Print Shop* icons and Magic Screen pictures into a standard DOS format so that they can be manipulated or modified with your favorite drawing program, and printed with your screen dump of choice. It also allows the conversion of any standard graphics screen into a *Print Shop* picture or a Magic Screen picture. It will work with standard 62-sector format files, or files compressed into the Micro Illustrator format, automatically distinguishing between the two (this feature is documented only on the "README.DOC" file).

In my opinion, these features are of limited use. For example, I was never able to get a full screen



converted to a *Print Shop* picture with which I was happy. In every case too much detail was lost in the conversion, rendering the picture unusable. However, you can make a part of a screen into a *Print Shop* icon, and, if the part is small enough, these conversions can be satisfactory.

Finally, there is an option called "Font Maker" which allows you to design your own *Print Shop* fonts. Basically, you use any drawing program to draw a letter, then use *PS Interface* to convert it to *Print Shop* format and save it to disk. This is clearly a laborious process which few people will utilize.

There is, however, an interesting way to use the Font Maker that has nothing to do with making fonts. Pictures can be saved instead of letters. The letter A, for example, does not have to be a letter A in a *Print Shop* font. It can be a picture. So, for example, you could replace the letter A in one of *Print Shop's* fonts with a *Typesetter* icon, and then whenever you told

*Print Shop* to print the letter A, it would print the picture instead. This greatly increases your flexibility in determining the number, positioning, and sizes of pictures when using the *Print Shop* program.

I have two major complaints about the program. First, some features require the use of a joystick. I don't think there is any excuse for not allowing all commands to be done via the keyboard. Some people don't have joysticks; some people don't like them. It is not a programming hardship to accommodate these people. Secondly, the program only allows the use of one disk drive. For a program whose purpose is copying files, this is a real handicap.

These complaints aside, if you have both *Type-setter* and *Print Shop*, then *PS Interface* can be a useful addition to your software library.

[XLent Software, P. O. Box 5228, Springfield, VA 22150. List price is \$29.95.]

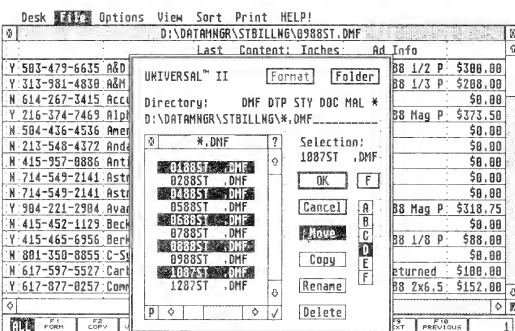
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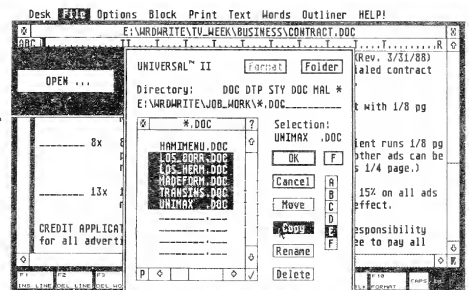


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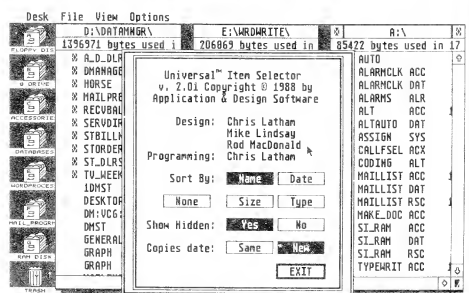


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# THE NEWSROOM

*Review by John Godbey*

Springboard Software's much ballyhooed *The Newsroom* for the 8-bit Atari has arrived on dealers' shelves. The documentation states that it will only work on the XL and XE machines, and only with 1050 or compatible disk drives. It wouldn't work on my old 800, but I was not able to try a non-standard drive. The program is copy protected, but you can buy a back-up disk for \$12.00; and if your original disk goes bad, Springboard will replace it for \$5.00. Given that we have to live with copy protection, this policy makes it as painless as possible. Two other signs that Springboard wants satisfied customers: *The Newsroom* comes with a 30-day money back guarantee, and Springboard maintains a customer support line.

*The Newsroom* is for making newsletters; it does not make banners or signs or cards or stationery or the like. It is, therefore, not in competition with *PrintPower* or *Print Shop*, which won't make newsletters. It is in competition with XLEnt products such as *Rubber Stamp* and *Typesetter*. I'll make some specific comparisons shortly.

*The Newsroom* comes on two disks. The first disk is single-sided and contains the master program; the second is double-sided and contains about 600 pieces of "clip art" to be used with the program. It comes with an excellent 96-page instruction manual.

When you boot the program you are presented with a "picture menu" with six choices: Banner, Photo Lab, Copy Desk, Layout, Press, and Exit. You can make your choice here, as throughout the program, with the keyboard or a joystick. The menu is understandable only in light of the way that *The Newsroom* organizes pages. Imagine an 8-1/2 x 11-inch page divided vertically into two equal parts, and each of these halves divided horizontally into four equal parts. The result is a standard piece of computer paper divided into eight "panels", each roughly 2 inches by 5 1/2 inches. (*The Newsroom* will also print out 14-inch pages.)

When using *The Newsroom* you compose individual panels and save them to disk, and then combine eight of the panels into a full page and save and/or print it. On the first page of a newsletter, though, you may want a "banner" across the top of the page, to contain the name of the newsletter in large type, or a logo. If so, you can replace the top two panels with one banner. In this case a page would be composed of one banner and six panels.

To return to the main menu: when starting a

newsletter you would probably want to begin with a banner for the top of the first page. Choose this option and you are presented with an outlined area proportionately like the banner that

will be printed, and a menu of options. There are three basic activities available: you can load and use icons; draw your own icons (or modify one that is furnished); or add text. All of this is done on a what-you-see-is-what-you-get basis in the outlined area. The drawing mode is a pleasure to use, with nice options like a magnifying mode and various fill patterns. When adding text you have a choice of five fonts: large or small serif, large or small sans serif, and large English. The fonts are well done and print out nicely, but are certainly limited in number and size.

Once the banner is complete you save it to disk and return to the main menu to create the panels. This is done in two steps: In the Photo Lab you load and crop icons, and save them to disk. Then, using the Copy Desk option, you load the "photos" you have saved and add text around them. You have the same choices of font styles as before, with one disappointing limitation: you can use only one large and one small font in a panel. When printed out, a particular font is half the size in a panel as it is in a banner.

One of the nicest features of the program is in this section. When you start typing text in, it automatically types "around" the icons you have loaded. You cannot type over them. This makes entering text much easier than in programs without this feature.

When the banner and panels are done, they are easily arranged with the Layout option, and printed out in the press option. *The Newsroom* supports almost all dot matrix printers used with Ataris, and gives excellent, fast print-outs.

Let me give as accurate a comparison as I can to XLEnt's *Typesetter* and *Rubber Stamp* (I don't have *Page Designer*). The XLEnt products are much more



versatile than *The Newsroom*. As opposed to Newsroom's three fonts in two sizes, the XLEnt products can use any standard Atari font, and *Rubber Stamp* has a 16 x 16 font editor, and collections of 16 x 16 fonts are available for it. In addition, you can use any of the fonts in numerous heights and widths with the XLEnt products.

With *Newsroom* you are limited to the clip art furnished by Springboard. With the XLEnt products you can use, in addition to the hundreds of icons available specifically for them, any *Print Shop* icon, and any graphics 8/7+ screen, either full size or as an icon.

In *Newsroom's* favor is, I believe, a nicer looking printout (at least on my Panasonic printer). The printout takes up almost the entire page, as opposed to *Typesetter's* irritatingly small print out. *The Newsroom's* graphics editor is much better than the *Typesetter's* graphics editor.

Finally, there is *The Newsroom's* "panel" approach as compared to *Typesetter's* method of scrolling over a complete page. There is no doubt that *The Newsroom's* use of panels reduces its versatility: you are forced into using columns even if you want

continuous text, and it is difficult to have text flow from one panel to another even if they are in the same column. Of course if you want to print in columns, *The Newsroom* is much easier to use than *Typesetter*. Even with its drawbacks I prefer the panel approach. It allows you to create the main banner, save it, and use it again and again. Panels can be shifted and moved around easily.

**Conclusion:** This is a well-designed program, fairly user-friendly, with excellent documentation and, apparently, good user support. If you want a newsletter program, give *The Newsroom* serious consideration. But if you already have *Typesetter*, and have mastered its somewhat bizarre user interface, then there may be better ways to spend your money.

A final note: Versions of *The Newsroom* for other brands of computers have features not found in the Atari version—e.g., the ability to transfer panels via modems. If you plan on buying *The Newsroom* based on features that you have seen or read about in other computers, check to make sure the feature is in the Atari version.

(Springboard Software Inc., 7808 Creekridge Circle, Minneapolis, MN 55435.)

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# THE CELEBRITY COOKBOOK

*Review by Lincoln Hallen*

Between the saturation of food available for microwaves and the billions of dollars spent on fast food, you might think that America is a nation that hates to cook. As it turns out, the second highest type of book sold, after paperback novels, is cookbooks. This interesting fact is elaborated upon as soon as you load in the main disk from *The Celebrity Cookbook*. As the program is booting up, a quote from Andy Rooney states that there are two best sellers – cookbooks to tell you how to prepare food and diet books which tell you how to avoid it.

Although the writers of this program stress that the software contains many recipes of famous people, such as Frank Sinatra, Sophia Loren, and Bob Hope to name a few, the real interests of this reviewer were the other features of the program—features which included diet secrets, a wine directory, a bartenders' guide, party tips and the ability to enter, file and print your own recipes.

**Features.** *The Celebrity Cookbook* tries to satisfy both needs as a recipe data base and a diet organizer—although eating is more fun than dieting—but the control is up to the user.

This software is easy to load and has an interesting security protection technique. The owner is provided with a card containing a matrix of rows and columns. When the program is loaded, you are asked to enter a number corresponding to a row and column on the code sheet. I guess it forces a software pirate to steal copies of the code sheet as well as the software to make it work.

The software is interspersed with little sayings and quotations about eating, drinking and dieting. It has good use of color, which can be adjusted in some places, and contains simple graphics with extensive use of windows. It is entirely menu driven and easy to follow.

The software comes with two disks: "The Celebrity Cookbook Volume 1" and "My Favorite Recipes." It should be noted that this is really a starter for five other volumes. The other volumes contain hundreds of other recipes plus ideas on overweight, cooking crises, weight watchers' questions and answers, nutrition, etc. In addition, the other volumes contain conversion tables, etiquette, holiday party hints, shopping manners, and grocery buying.

I wish they would have written the programs with the option for two disk drives in order to make it easier to move back and forth between the cookbook

and file disks. Most die hard 8-bit users buy a second disk drive instead of an ST system.

Another interesting feature is the ability to change recipe serving sizes of the celebrity recipes. If the recipe is for ten people, and you want to make it for only four, then you will be prompted for the new number of servings, and the computer will recalculate the amount of ingredients. The instructions do not mention whether or not you can do this for your own recipes.

**Performance.** The key to the performance of the software is the extensive use of menus. To illustrate the approach, I shall run through a sequence of steps. After loading up the Volume 1 disk, I was presented with four options: Information, Volumes, Other, and Recipes. I picked recipes which then listed seven other options: Appetizers, Fish and Fowl, Meat Entrees, Desserts, Wine Directory, Bar Guide and Computer Chef. After selecting the Wine Directory I was given five more options: Seafood, Fowl, Meat, Desserts and Cheeses, Nuts and Pasta. Thinking this was the end, I then selected seafood and found three more selections: 1. Clams, Oysters and Non-oily Fish; 2. Smoked Fish in Cream (is this for real?), Fried Fish; 3. Rich Preparations of Crab and Lobster.

After selecting number 2, I finally got down to the nitty-gritty with first an explanation of the type of wine which could be consumed and, after hitting the space bar, a list of recommended wines. Finally, I had the final options to return to menu, get further information, or print out the list. I selected Print Out and, after picking the 80-column format, strange things began to happen. Garbage showed up on the screen, followed by a bright green color and an incessant clangor. After a few minutes I got the idea. I turned the computer off and started over. (Editor's Note: According to Merrill Ward, all printer driver problems have been corrected in versions being presently shipped.)

Another interesting feature is the the Recipe Filer option which is on the second disk. Four options are provided: Info, File, Edit and Other. Info simply contains credit information and phone numbers. File lets you load, save, delete, remove, and list recipes from the data base. You can also quit from this menu. The Edit option lets you make a new recipe or edit a current one. This feature provides quite a complete and impressive word processor with cut and paste and complete edit capabilities. It doesn't seem to

provide automatic word wrap so what you type is what you get. It prints out 40-column and could easily be used to type notes and messages.

The fourth option under the Recipe Filer is "Other." As insignificant as it may seem, "Other" packs a loadful of features which really have to be read first. This option provides you with printing, viewing, and instructions. One of the first things a user must do is print out the edit instructions. This was successful on my system as well as printing out a recipe I entered. It prints out, however, only in 40-column mode.

In general, I was impressed by the speed of the processing, the use of windows and the menu structure.

**Documentation.** My biggest complaint about this documentation is the same complaint about any documentation which mixes other computers on one sheet of instructions. "Do this unless you are using an Amiga, then do this except if you use a 130XE with a mouse; however, it's ok to QUIT except if you are an 8-bit user, then remove the disk first." I hate when that happens.

My other complaint is that it gives instructions about making a backup at the end of the documentation instead of at the beginning.

The basic documentation sheet is fine. The meat of the instructions for the Personal Recipe Filer is located on the disk. This has to be printed out before you start to work with the recipe filer. It did print out on my machine - 4 pages of 40-column print. Unfortunately, there are no page breaks, and all four pages ran together.

**Ease of Use.** It is very easy to follow the commands and menus. It is not as easy to move from cookbook disk to data disk and back again.

I had no problem moving around within the menu structure and had only one problem when trying to print out recipes where I was forced to turn the computer off and start over.

While using the recipe filer, you are able to press the HELP key which then gives you all the commands which are at your disposal.

What makes it easy to use--something other software writers should keep in mind--is the fact that the rules for the menus and for moving around stay the same. For example, ESC always gets you to the previous menu unless you are at the top one where you will be knocked off.

**Support.** Users are able to back up the software. Although I never called for any help, one is given phone numbers in the screen displays and on the documentation. Since they are writing this software

for many computers, I am sure support will be around for some time.

**Value.** The suggested retail price for *The Celebrity Cookbook*, Volume One is \$34.99. Considering all the features, including a nice word processor, and long term use of this software (unlike a game which you will probably put aside eventually), the cost is justified. Its use as a real asset to the kitchen is dependent on the computer's location and the willingness of the persons to make use of all the features (so what's new?). We own about 20 cookbooks, a looseleaf binder, and a 3x5 index file for recipes. Is this harder or easier? It's really up to you.

**Summary.** All in all I enjoyed using *The Celebrity Cookbook* and plan to refer to the additional helpful and entertaining features in the future as well. This software will be demonstrated at a local Atari club meeting (AURA) in the immediate future.

[Merrill Ward, 255 N. El Cielo Rd., Suite 222, Palm Springs, CA 92262 (619) 328-8728.]



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## MOIRE PATTERNS

This somewhat longer program by Leo Cerrutti is well worth the extra typing. After a title screen, the user is given a number of choices, including whether he wishes his design to be in Graphic Modes 3, 5, 7, or 8, whether the pattern should originate from the center or the corner, and whether the screen colors should change or remain the same. The Graphic 8 patterns are particularly beautiful because of the smaller shapes and the three-dimensionality of the designs.

```

0 OPEN #1,4,0,"K":? "}:":POSITION 9,8:? "****
MOIRE PATTERNS ****"
1 POSITION 9,10:? "**** BY LEO CERRUTI ****"
2 ? :?
3 DIM C$(1):POKE 752,1
4 GOSUB 1060
6 POKE 752,1:? "}:":? "WHICH GRAPHICS MODE:"
7 ? :? ," MODE 3":? ," MODE 5":? ," MODE 7":? ,"
MODE 8"
8 TRAP 8:GET #1,GM:IF GM<51 OR GM>56 OR
GM=52 OR GM=54 THEN 6
9 IF GM=51 THEN GOSUB 1000
10 IF GM=53 THEN GOSUB 1010
11 IF GM=55 THEN GOSUB 1020
12 IF GM=56 THEN GOSUB 1030
13 ? :? "HOW MUCH SPACING MAXIMUM ":GET
#1,SPACE:SPACE=SPACE-49
14 ? :? "WHICH MOIRE PATTERN":? ,(1) FROM
CENTER":? ,(2) FROM CORNERS":GET #1,P
15 IF P=50 THEN GOSUB 600
16 GOSUB 1050
20 GRAPHICS GR+16:COLOR 1
25 GOSUB 500
30 FOR A=0 TO Y STEP S
40 GOSUB 900:DRAWTO X,A
50 NEXT A
60 FOR B=X TO 0 STEP -S
70 GOSUB 900:DRAWTO B,Y
80 NEXT B
90 FOR C=Y TO 0 STEP -S
100 GOSUB 900:DRAWTO 0,C
110 NEXT C
120 FOR D=0 TO X STEP S
130 GOSUB 900:DRAWTO D,0
140 NEXT D
145 GOSUB 500
147 GOSUB 910
150 FOR E=0 TO Y STEP S
160 GOSUB 900:DRAWTO X,E:COLOR 0
170 NEXT E

```

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180 FOR F=X TO 0 STEP -S
190 GOSUB 900:DRAWTO F,Y
200 NEXT F
210 FOR G=Y TO 0 STEP -S
220 GOSUB 900:DRAWTO 0,G
230 NEXT G
240 FOR H=0 TO X STEP S
250 GOSUB 900:DRAWTO H,0
260 NEXT H
270 COLOR 1:GOTO 25
500 S=INT(RND(1)*SPACE)+2:RETURN
600 GOSUB 1050
620 GRAPHICS GR+16:COLOR 1
625 GOSUB 500
630 FOR A=0 TO Y STEP S
640 PLOT 0,0:DRAWTO X,A
650 NEXT A
660 FOR B=X TO 0 STEP -S
670 PLOT 0,0:DRAWTO B,Y
680 NEXT B
685 GOSUB 500
690 FOR C=0 TO X STEP S
700 PLOT 0,Y:DRAWTO C,0:COLOR 0
710 NEXT C
720 FOR D=0 TO Y STEP S
730 PLOT 0,Y:DRAWTO X,D
740 NEXT D
745 GOSUB 500
750 FOR E=Y TO 0 STEP -S
760 PLOT X,Y:DRAWTO 0,E:COLOR 1
770 NEXT E
780 FOR F=0 TO X STEP S
790 PLOT X,Y:DRAWTO F,0
800 NEXT F
805 GOSUB 500
810 FOR G=X TO 0 STEP -S
820 PLOT X,0:DRAWTO G,Y:COLOR 0
830 NEXT G
840 FOR H=Y TO 0 STEP -S
850 PLOT X,0:DRAWTO 0,H
860 NEXT H
870 COLOR 1:GOSUB 910:GOTO 625
900 PLOT C1,C2:RETURN
910 FOR TIME=1 TO 400:NEXT TIME:RETURN
1000 GR=3:X=39:Y=23:C1=19:C2=11:RETURN
1010 GR=5:X=79:Y=47:C1=39:C2=23:RETURN
1020 GR=7:X=159:Y=95:C1=79:C2=47:RETURN
1030 GR=8:X=319:Y=191:C1=159:C2=95:RETURN
1050 ? :? "DO YOU WANT TO START CHANGING
COLORS (Y OR N)":GET #1,YORN
1055 ? :? "HIT CTRL 1 TO FREEZE OR RELEASE
PATTERN AT ANY TIME":?
1060 C=PEEK(84)

```



```

1063 POKE 752,1
1065 FOR P=1 TO 50:NEXT P:POKE 84,C:? " HIT
START TO BEGIN"
1070 IF PEEK(53279)=6 THEN 1080
1075 FOR P=1 TO 50:NEXT P:POKE 84,C:? " HIT
START TOBEGIN":GOTO 1065
1080 IF YORN=89 THEN POKE 77,128
1090 RETURN

```

## TUBES

One by one, a number of tubes are formed from top to bottom, overlapping in a three-dimensional pattern. The various shades of brown, highlighted by a bright white, make this a particularly striking program.

```

10 GRAPHICS 9:SETCOLOR 4,1,0:S=10
20 FOR AS=55 TO 0 STEP -S:FOR B=0 TO 24:C=B
30 IF B>11 THEN C=24-B:C=C+3
40 Z=AS+B
50 D=INT(SQR(B*(24-B)))/2:COLOR 15-C
60 PLOT Z,AS+7-D
70 DRAWTO Z,AS+7+D:COLOR C
80 DRAWTO B,180-AS+3:NEXT B:NEXT AS
90 GOTO 90

```

## STAIRS

Each stair is a different color of the spectrum. After they appear one at a time, they cycle through every color, ad infinitum.

```

100 REM GTIA TEST
115 GRAPHICS 10:FOR Z=704 TO 712:READ R:POKE
Z,R:NEXT Z
116 REM DATA 0,26,42,58,74,90,106,122,138,154
117 DATA 0,17,34,50,66,82,98,114,130,146
129 POKE 704,5
130 Y=0:FOR X=1 TO 8:COLOR X:POKE 765,X
140 PLOT X*4+5,Y:DRAWTO X*4+5,80+Y:PLOT
X*4+1,80+Y:POSITION X*4+1,Y:XIO 18,#6,0,0,"S:"
150 Y=Y+5:NEXT X
230 FOR X=9 TO 15:COLOR 16-X:POKE 765,16-X
240 PLOT X*4+5,Y:DRAWTO X*4+5,80+Y:PLOT
X*4+1,80+Y:POSITION X*4+1,Y:XIO 18,#6,0,0,"S:"
250 Y=Y+5:NEXT X
300 REM
400 FOR X=1 TO 8:Z=PEEK(704+X):Z=Z+16:IF Z>255
THEN Z=17
420 POKE 704+X,Z:NEXT X:GOTO 400

```



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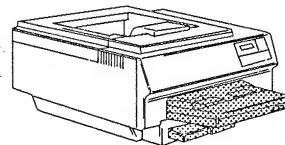
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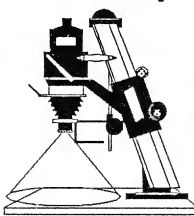
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## THE XL/XE GAME CART

### LODERUNNER

by Len Poggiali

After playing climbing/jumping games to death over the years, I thought that I was beyond burn-out as far as that particular genre of arcade program was concerned. My love affair with the *Donkey Kongs*, the *Jumpmen*, and *Bounty Bob* long ago had given way to more "sophisticated" forms of entertainment. That was until *Lode Runner* once again appeared in my life.

I say "once again" because I had been something of an enthusiast of *Lode Runner* a number of years ago when I borrowed a friend's disk and a school Apple IIe and went to town "...infiltrating each of the 150 subterranean levels..." while evading the guards of the evil Bungling Empire, and recovering their treasure hoard. Well, I didn't exactly "go to town" because I had a heck of a time trying to move Lode Runner up and down ladders and across floors while attempting to evade or wall up enemy troops and to pick up treasure. What caused this difficulty was my inability to play an arcade game from a computer keyboard.

Now, years later, with a brand new Atari XE game cartridge firmly in place in my 800XL cartridge slot and my joystick in hand, I finally consider myself competent enough to tackle this computer classic.

The object of the game is to collect gold chests by having Lode Runner run over them. If Lode Runner is caught by a Bungling guard or trapped in one of the holes he has dug, one of his five lives is lost. In order to trap guards, Lode Runner may drill holes by pushing the joystick handle in the appropriate direction and by pressing the fire button. Once all chests are collected, a ladder appears at the top of the screen, and Lode Runner can climb up to the next level. Our hero gains an extra life after each level is completed.

Succeeding in Lode Runner requires more than running, jumping, digging, collecting, and evading. A Lode Runner screen is as much a puzzle screen as an arcade game screen. If the player does not carefully think through his route, he is liable to run head-on

into a guard, and if he does not drill the exact floors he should, he will find himself hemmed in permanently.

Having a joystick does not eliminate the use of the keyboard. One can play the entire game with keys, or just use them for choosing some of *Lode Runner's* special features (which cannot be accessed by joystick). These include being able to advance the game one screen, to add extra lives (a great way to cheat), to slow down and to speed up play, and to end the current game, etc.

Time has made the graphics appear dated (this program is copyrighted 1982), although the green-colored bricks, white ladders and hand-over-hand bars are quite distinct on a vivid red background. Action is smooth and rapid, and the sound is more than adequate. My only complaint with *Lode Runner* is that shoveling sometimes can be the death of me. If a guard gets too close, no matter how careful I am, I cannot seem to dig a hole to trap my adversary. It is as if the drilling feature were disengaged.

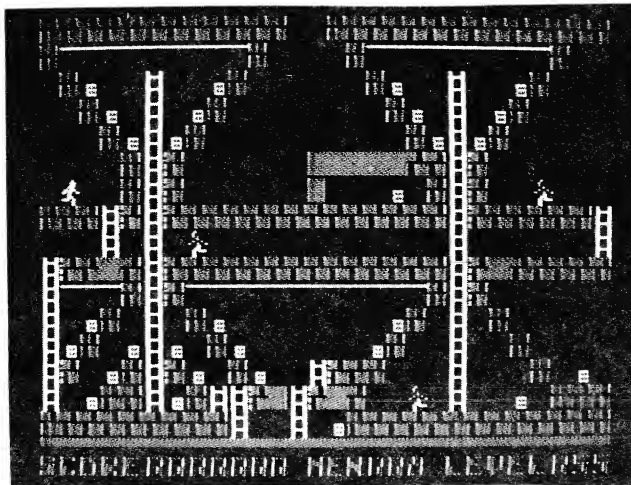
Within *Lode Runner's* board editor (accessed by pressing Ctrl+E) the player can choose any of the screens to play. This is something which no multiple-screen game should be missing. How many hours I would have saved trying to see just one more screen on many of my games if they had had this humanitarian feature.

Also, within the board editor, a player may design, save (on disk), test, move, play, and erase his own unique game boards. Up to 151 new

boards may be stored on each disk.

While designing boards is quite easy, the process for initializing a data disk (it may not be initialized through DOS) can be confusing, mainly because of some faulty documentation. My advice to circumvent this problem is to ignore the instructions on disk initializing and follow what I suggest instead.

With your drive on, press Ctrl+E to enter the board editor. Then press "D" which takes you out of the ROM mode and into the Disk mode. Press Ctrl+E once more, followed by "1", and the drive will whirl for awhile, after which the disk will be initialized. After that hit Ctrl+E once more, reenter the board editor, type the screen number for the screen in which you wish



to create your board, press RETURN, and begin designing.

Four directional keys ("I" for up, "M" for down, etc.) and the ten number keys, each for setting a shape or character (e.g., "1" for a brick floor, "8" for a Bungling Guard) are all you need in order to design game screens of your own. Five minutes after beginning this process, I had created a pretty fair screen, which played well on the first try. It took my nine-year-old son only slightly longer to design his.

Although this game is listed at \$24.95, many of the XE Game System cartridges appear to be retailing for under \$20. Admittedly a good deal older and less flashy than many of the current Nintendo and Sega titles, at approximately half the price of those, *Lode Runner* offers a solid value for newcomers as well as Atari computing veterans.

## DAVID'S MIDNIGHT MAGIC

*Review By Len Poggiali*

Occasionally, a classic program returns which contains few, if any, of the sophisticated features of newer products of the same type, and yet something about it keeps it as fresh and as vital as if it had just hit the market. Such a game is Broderbund's on-screen pinball machine, *David's Midnight Magic*, a recent Atari-produced cartridge for the XE Game System (and all 8-bit Atari computers as well).

What *DMM* does not offer is immediately apparent to the player right after the cart is plugged in and the TV turned on. There is no flashy title screen, no tuneful music utilizing the XE's four voices, no capability for constructing different screens (as with Electronic Arts' *Pinball Construction Set*), no save game feature, nor any score saver.

Instead, the opening and only screen for this 1982-copyrighted release contains the following:

- on the left-hand side, the title and copyright date, simple directives (e.g., "Shoot Again"), and scores for each of four players (or however many choose to play);
- on the right, an overhead view of a green, bright pink, and white machine on a dark blue background.

Rather than focus on frills, the programmer decided to present the user with as accurate a pinball machine as possible. A real pinball machine, after all, may be tilted, kicked, cursed at, and have beverages

of all types and proofs consumed nearby. Computers (even Atari 8-bits) are by nature more delicate and refined. With that in mind, I can recommend *DMM* wholeheartedly, particularly for XEGS owners who do not own drives and therefore are unable to play *Pinball Construction Set*.

While not a pinball connoisseur, I have donated my share of nickels and dimes (circa 1955) to the cause. As such, I can vouch for the authenticity of this game. No, it doesn't have all the distracting and irritating frills of some of the 1982 (the last time I played one) video arcade pinball machines, but most of the features from earlier days (and some recent ones) are there: drop targets, upper and lower level flippers, bumpers, rollovers, kickers and the like. In addition there are Magicsave magnets which, when activated, prevent a player from losing one ball down a gutter, and a multi-ball release which reminded me of that feature from *Super Breakout*.

Joystick control is quite good. The ball is positioned on the ball release by pulling back on the joystick and launched by pressing the fire button. Flippers are controlled by right and left movements of the joystick. Pushing the stick forward will move both left and right simultaneously. This makes keeping the ball in play easier, but hitting or missing the ball too aggressively can cause the machine to "tilt," a no-no which locks up the machine, costing the player one ball.

Sound effects are so realistic that, if I didn't know better, I would think I owned a real machine. Because computers take up all the spare room in our house, thoughts of owning pianos, pets, and pinball machines are sheer fantasy. A good music program and one of Nolan Bushnell's electronic pets might satisfy the first two needs, and based on how much my children and I have played *DMM* so far, I believe that it has satisfied the third.



**#161: Tinypics No. 9** (C) Vehicle No. 2.

**#162: Hard Disk Utilities.** (dir count; source to HD directory, supra V2.61 utilities, turtle HD backup V2.15; multiple HD to supra.)

**#163: Editor Disk.** (Proedit and conTEXT).

**#164: Games No. 9.** (C) Stone Deluxe, Ship Combat, Lander, and Lunar.

**#165: Library Programs.** menu.prg, dis-  
kcat V1.3, turtle companion.

**#166: Utilities No.19.** disk editor, musical  
formatter, multiple formats, modify seek  
rates.

**#167: Terminal No. 6.** wterm, bmodem,  
trans100, amulti V1.4.

**#168: GFA Basic No. 2.** Source to stone  
deluxe, ship combat, and recaldbd V2  
(record album db).

**#169: GFA Basic Help.** 7 tutorial/tip files  
on using GFA Basic.

**#170: GFA Basic No. 3.** diox V.0.95 (easy  
user interface for simplifying construction of  
dialog boxes in GFA Basic, outputs GFA  
source file).

**#171: C Source No. 6.** bmodem terminal  
emulator, sealink transfer protocol, sed and  
ctag (2 unix utilities).

**#172: Juggler Demo.** (C) Graphics demo  
of juggler with 3 balls (from Amiga).

**#173D: Cyberscape (C)** Animated demo-  
disk changes to spaceship, flies into and  
explores insode of ST (1Mb & DS)

**#174D: Star Trek Animation (C).** anima-  
ted pictures featuring starship Enterprise.

**#176: ST Writer Elite, V2.52.** Latest ver-  
sion (3/20). Supports multiple printers. Eng-  
lish, German, and Spanish. Complete docs.

**#177: Sample Pascal No.4.** special keys;  
statistical analysis, BIOS parameter block;  
display filenames; complex numbers.

**#178: Breach Scenarios.** 16 Breach  
scenarios ranging from easy to the star level.

**#179: Kid Fun.** (C) For younger kids:  
musical keyboard player; concentration;  
drawing program; doodle program; keyboard  
piano.

**#180: Starnet BBS.** BBS with xmodem.

**#181: Xlisp V2.0.** Latest version of XLISP  
language. Docs from Ver 1.7 included.

**#182: Spectrum Pictures.** (C) Spslide5.prg & 8 pics(aztec, goya, phil2,  
ponpei, renoir, riveria, soralia, the party).

**#183: Superneo Demo (C)** New Neo pic-  
ture show plays music, displays user editable  
scrolling text at bottom of screen (needs old  
monitor). slideneo, neofun, windows, and 9  
pics (dragon, einhorn, midearth, monopoly,  
moreta, porsche, queen, tutench).

**#185: Utility No.20.** analyze copy protec-  
tion; format disks for Magic Sac, IBM, ST; st  
maintenance programs (arundisc, brundisc,  
dspeed, memst1, priveye, ver2 of super-  
boot).

**#186: GFA Basic: Monopoly.** (C) GFA  
Basic source code to popular board game.

**#187: Wheel of Fortune, V2.0.** Game  
w/26 puzzles (beatles, child, clothes, com-  
puter, fauna, filmLit, Flora, Fun, OTBible,  
Software, Shield, Titles, US Air, Vacation,  
YumYum).

**#188, #189, #190: Mean 18 course  
disks.** Each disk contains four courses  
designed for use with Mean-18 golf game.

**#191: GFA Basic No.4:** GFA "tip" files  
8-11; paint program; 3-D Tic-Tac-Toe  
(mono); variable cross reference; line num-  
bering.

**#192: MicroEMACS, Ver3.9.** Latest ver-

sion of popular text editor, includes MicroS-  
PELL spelling checker.

**#193D: Cyber Family Demo No.2.** (C)  
(Sphere, Backflip, Bounce, Anticado).

**#196: Christmas Disk (C).** Melodies  
along with pictures (Deck the Halls, Gingle  
Bells, Jolly Old St. Nick, Little Drummer Boy,  
Silent Night, We Wish You.)

**#197: Music Studio No.3.** 65 Music Stu-  
dio songs (MIDI compatible) w/PD player.

**#198: Music Studio No.4.** 75 Music Stu-  
dio songs (MIDI compatible) w/PD player.

**#199: Music Construction Set No.1.** 32  
songs with PD player.

**#200: Telecom No.3.** K-I-S Terminal V3;  
ST Talk Professional Demo; VTX Terminal  
Prg (All Arc'd).

**#201: Flash-Interlink Updates.**  
Requires Flash V1.51 or Interlink. Create  
FLASH DO files, auto download, logon,  
update to V1.52. Interlink files for ANSI emu-  
lation V1.12 and TXF transfer protocols.

**#202D: Cyber Demos & Utilities (C,**  
1Mb, DS), chasers, elmsk31c, scout, texture.

**#203: Spectrum Ball Demo.** (C) 5 metal  
balls, hanging from rack, in perpetual  
motion.

**#204: Spectrum Space No.1.** (C)  
spslide8.prg & 8 pics (crab, earth, moonflag,  
orion, NASA1/2/3, Patch1).

**#205: Spectrum Space No.2.**  
spslide8.prg & 7 pics (apollo9/10, astro1,  
earth1/2, earthris, lem).

**#206: Utilities No.20:** set screen/text  
colors on bootup; Epson font editor; calcu-  
lator and limited screen plotter; fast disk  
copier; convert IFF pic files to Spectrum;  
show Spectrum, Degas, & Neo pics from one  
program; convert AIM to Degas.

**#207: Statistically Accurate Baseball.**  
No graphics. Data for 4 teams included ('62  
Giants, '70 Reds, '84 Cubs, and '86 Mets).  
(Not for MEGA).

**#208: Games No.10.** (C) Milborne, G-  
Ranger, NIM, Trucker, Darts.

**#209: Games No.11.** (C) Poker, Black  
Jack, Roulette, and Slots.

**#210: Games No.12.** 2 vers of Pacman;  
jigsaw puzzles from DEGAS pics; drive race  
car around track; drive car to top of hill in  
widow maker, make yourself invincible in  
Time Bandit.

**#211: Games No.13.** For Younger Kids: 2  
music prgs (Kidmusic and Kidpiano); Make  
your own Mr. Potatoe Head with KidPotato;  
and KidMixup - display pics that tell a story.

**#212: Mono Games No.4.** Spacewar -  
battle Klingon cruiser; Megaroids - Asteroids  
clone, Runner (great arcade game!), Squixx  
(like QIX).

**#213: Mono Games No.5.** Adventure  
writing system; Daleks-graphic strategy  
game; Krabat2 - play chess against the  
computer; Stocks and Bonds; Eliminator -  
interesting variation of card game; break-  
out.acc and reversi.acc.

**#214: Spectrum Animation.** Imitation of  
Amiga demo that shows 4 monitors each  
with a different animated display.

**#215D: A.I.M., Ver 2.3 (DS).** Atari Image  
Management System (C or M). Image mani-  
pulation prg from Germany (can read in NEO  
and DEGAS pics).

**#216: Music Studio No.5.** (C) 70+ songs  
for Music Studio. Includes PD player.

**#217: Music Studio No.6.** (C) 70+ songs  
for Music Studio. Includes PD player.

**#218D: Play It! (DS)** Input sound file from  
ST Replay and output file that can be played

with either of 2 player prgs provided. In-  
cludes collection of SND files.

**#219D: dBMAN Demo Disk.** Demo of Ver  
4.0 of dBMAN. Databases limited to a max 20  
records. (Order #28 for dBMAN Tutorial (V3)  
and Mailing List program).

**#220: Utilities No.21.** Your 1st Utility Disk.  
Micro-Time Alarm Clock, ST Ramdisk and  
Printer Buffer, Clock/Calendar, ASCII Printout,  
DeARChiver, Disk Manager, Disk Directory  
Listing, and Acc Selector and Resolution  
Setter.

**#221: Utilities No.22.** ARCSHELL Version  
1.8; ARC Accessory;DCFORMAT acc.; DIS-  
KFREE (speeds up: 10 fold: GEMDOS dis-  
kfree() function); FOLDRXXX (takes care of  
40 folder limit in TOS); FSELV55 (replace-  
ment for GEM file selector box); SUPER  
BOOT 3.2 (all-in-one type boot program).

**#222: Desk Pak Plus (Shareware)** 10 desk  
accessories in a single file: clock, calendar,  
phone book, calculator, appointments, free  
ram, note pad, copy file, delete file, desktop.

**#223: C Source Disk No.7.** C source  
programs for ARC.TTP, a C compiler, for-  
matting disks at 11 sectors/track, disk for-  
matting program, code for accessing TNY file  
formats, and a cross assembler to 6809  
CPU-based systems.

**#224: Toy Prolog.** This language operates  
exactly like the system described in Pro-  
gramming in Prolog by Clocksin & Mellish.  
(Note complete docs, but they are in GER-  
MAN!).

**#225: Breach & Empire.** 14 additional  
scenarios for use with BREACH. A collection  
of maps for EMPIRE players as well as the  
fixsave.prg which allows owners of older ver-  
sions of EMPIRE to use the play-by-mail  
option.

**#226: Fractal Zoom Ver 6.A.** (C) Create  
a variety of fractals both at full screen reso-  
lution as well as in a smaller "preview" box.  
Animation options lets you turn your fractals  
into a zooming movie.

**#227: Casting D'Enterprises** by Pro-  
pulse. (C) An impressive demo of the anima-  
tion and graphics capabilities of the ST. This  
French "film" runs for about 7 1/2 minutes.  
(No MEGA)

**#228: Supercharged Easy Draw Slide  
Demo (M).** A self-running demo of the  
capabilities provided by Migraph's new Super  
Charged Easy Draw.

**#229: Easy Draw Utilities.** Fonts: (Chi-  
cago 7,10,14,18,28,36; Courier  
7,10,14,18,28,36; and Calig (7,10,14,18,28,36);  
Easy Draw Art (18 GEM Pics)

**#230: Mono Games No.5.** CRIBBAGE-  
play the computer in a game of Cribbage;  
DRAWPOKR--A very well-done game of  
draw poker. MEGAMA11--Mega Maze 1.1  
requires a joystick and is an adventure maze  
of sorts.

**#231: C Source No.8.** Another collection  
of C source code. HACKSORC--source to  
the game HACK. PENICILN--contains the  
source code to an ACC to help protect  
against computer virus' as well as the ACC  
itself.

**#232: MODULA-2 Source No.4.** GEM-  
MODUL--a very useful and large assortment  
of modules that ease the use of GEM func-  
tions. MATHTRAP--a collection of modules  
for adding more math functions. THEACC--  
an ACC that gives 2 formatting formats,  
numerous copying options and disk DOS  
type commands all in one ACC.

**#233: SHEET.** This is a shareware spread-  
sheet program by Mr. Chor-ming Lung.



Complete docs included on disk.

**#234: Utilities No.23.** ST Floppy Disk Manager V1.0/2.0. Deluxe Slideshow V2.0, show all ST picture file formats. Atari ST File System Checker and Repairer, V1.1 and File System Compacter. PENICILN: virus killer program. Super Directory Data File Reader.

**#235: Cyber Demos.** (C) (CAMFILM, PSLOGO, RAISINS, and SAUCERB, with ANIMATE3.PRG)

**#236: Playit Demo No.2.** More digitized sounds for your ST: ADAM12, DRAGNET, MR\_ED, SUBETHER, and SYNCLOCK.

**#237: Music Studio No.7.** 35 more Music Studio songs. Disk includes 2 PD song players and a program to convert the 8-bit Advanced Music System (AMS) songs to Music Studio formats.

**#238: Publishing Partner Utility No.2.** New PP fonts (CYRILLIC, HELVETIC, HUDSON, and SATURN). Printer Drivers (HPD, HPF, LQ1000F, NECP7D, NECP7F, and PS\_PLUS). Font Editor (w/docs) for creating your own PP fonts.

**#239: Clip ART No.5:** Holidays and Headers. 28 screens full of excellent clip art. Disk includes PICSW7 and DSLIDE. (C or M).

**#240: Games No.14.** BOG v1.2 (Boggle clone with dictionary) a word-finding game; Core Wars (knowledge of assembly language recommended); Escape (adventure-type maze). All 3 games run in either med or high res.

**#241: VDOS** (Virtual Disk Operating System) Shareware graphic interface from Marathon Press for easier access to frequently used programs. Includes many command options frequently contained within command line interfaces (CLI's) but is much easier to use.

**#242: Utilities No.24.** ARC SHELL II v1.91 w/disk & folder commands in shell. Desk, Manager v2.1: greater control on bootup. Ledbetter Utilities: collection of 4 utilities from author of Express terminal & BBS programs. M2GRV2: program for use with Tempus editor & TDI Modula-2. VT PRO: editor of VT52 graphics. DEGASAVE: redirects Alt-Help key so screen is saved in DEGAS format file.

**#243: BOWLMAN, V1.22.** Shareware program by George Terpening, Bowling Manager, helps you keep track of bowling statistics for yourself, your team, and your league (up to 6 teams). Files ARC'd.

**#244: MidiPlay Demo.** Demo of MIDI-PLAY, V4.25 by Electronic Music Publishing House. Includes 2 songs: Mozart Gavotte and Bach G Minuet 2..

**#245: Clip Art No.6.** Mac Art 1. Mac Art Library (1-27). 27 screens of Mac clip art. Tinyview, tinystuf, dslide.

**#246: Clip Art No.7.** Mac Art 2. Mac Art Library (28-51). 24 screens of Mac clip art. Picswitch07, tinyview, tinystuf, dslide.

**#247: Clip Art No.8.** Sports. 24 screens of Mac clip art for sporting events. Picswitch07, tinyview, tinystuf, dslide, snapshot.

**#248: Clip Art No.9.** Whimsy. 21 screens of whimsical clip art. Picswitch07, tinyview, tinystuf, dslide, snapshot.

**#249: Clip Art No.10.** Food 1. 27 screens of food clip art. Tinyview.

**#250: Clip Art No.11.** Food 2. 22 more screens of food clip art. tinyview, tinystuf, dslide, snapshot.

**#251: Lambert Pics No.1.** (16 low-res Degas Elite pics: ace, spidey, viking, space, phobe, madonna, madonna1, madonna2, cybill, dragonpr, kitty, elie3, hosercol, mon-

key5, football, cowboy).

**#252: Irata Verlag Demo Disk.** (mono, 1Mb) Label Professional Program; SPAT Program (Desktop Publishing); DiskManager (Keep your list of programs of all sorts of extenders (pgm,tos,txt,ext..).

**#253: Utilities No.25.** Ver.6 of item selector (fselv60.prg); disk formater (cssformt); German patch to TOS to speed up hard disk writes; backup protected disks (hackn100); new Intersect ramdisk (50% faster w/print spooler); translate IBM Wordstar to First Word; Check disks for viruses (vkiller).

**#254: Utilities No.26.** Graphic Utilities. Conversion programs [Degas and Neo to GIF; Degas to Colr; Degas to Neo; IFF to Spectrum; Koala to Degas; Neo to Degas; PM Icons to Degas; Print Shop icons to Print Master; Spectrum 512 compressed to uncompressed; Spectrum to Degas; Spectrum to GIF]; display all 3 Degas on either color or mono monitor (Degadisp); save screen [Alt-HELP] as Degas pic (degasave); Degas fonts to GDOS (fontconv); pic switch ver.7 (picsw7); display GIF format files (showgif); stuff/unstuff and show Tiny files.

**#255: Utilities No.27.** 1st update of ST ver of ARC.TPP (ver 5.21)with latest version of shareware program ARC SHELL II (Ver 1.95). Includes source code to IBM version of ARC.

**#256: OIDS Demo.** (C) Demo runs through quick demo of OIDS then lets you play until you crash your rocket. Includes 6 galaxies for those who already have OIDS.

**#257: Baseball.** Play baseball (bbgame.prg). Includes programs to create your own teams and evaluate the statistics.

**#258: Prime Beta/Demo Ver 1.3.** (1Mb). Numbers... unlock the secrets of your life, advise based on numerology: personal numbers, alpha-numeric strengths and weaknesses, personal year, personal month, personal day, personal eras, personal challenges, predictions, mates and partners, choosing names, and addresses.

**#259: Graphic Demo Disk.** Many Boink; Star Field; Degas Elite pics (500xjrev, amigakil, bill, hardrock, hitguide, hradiosc, armstron, qwert, surfcity); showpic2.prg.

**#260: Your 2nd Utility Disk.** Two great utilities by J. A. Wrotniak: Address Book (acc and prg) and Zap Card, a simple data base program ideal for quotations, record collections, recipies, etc. All docs included..

**#261D: STARTREK** - The Next Generation. A variation of the old Star Trek game with digitized sound--command your own battle cruiser in this space-age simulation. (Color, 1 meg and double-sided disk).

**#262D. LITTLE SMALLTALK** Ver.2.0. Latest version of this new computer language. Includes C C source code. Requires double-sided disk. (Replaces CN #97)

**#263: ST XFORMER,** Version 2.1. Latest version of the Atari XL/XE emulator. Atari 8-bit Basic included. Run your 8-bit programs on an ST. Requires 1 Mb, color or monochrome. (Replaces CN #184)

**#264: XFORMER UTILITY DISK.** Disk for use with the XFORMER 8-bit emulator. Contains double-sided 8-bit disk with patched ATARI DOS to provide double density DOS for use with XFORMER. Includes Turbo BASIC, latest innovation in BASICS for the XL/XE computers. Note: using emulator, your programs will runner SLOWER on the ST then they do on your XE.

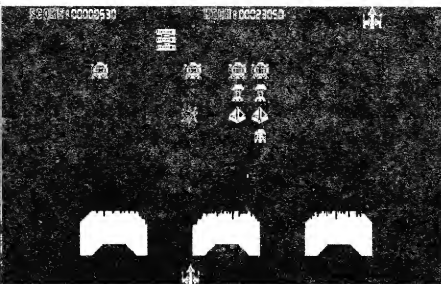
**#265. VANTERM,** Version 3.6. Sophisticated terminal program with xmodem, ymodem, and internal ARC support. This update adds Vidtex graphics and Shadow support. (Replaces CN #194).

**#266: LAMBERT PICS NO.2.** Spectrum picture show (baseball, cobra, eagle, robot, samfix1, samfox2, toucan, xformer2) plus spslide8.prg

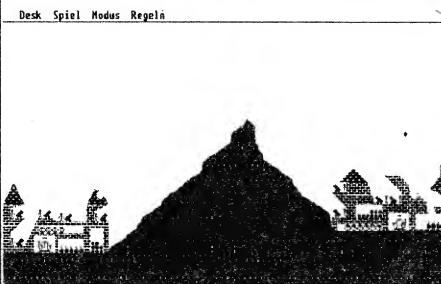
**#267D: GHOSTBUSTERS.** Digitized music demo of GhostBusters theme song. Requires 1 Mb, double-sided drive.

**#268D: THE PLANETS.** Degas picture show (with 51 pictures!) that provides an excellent graphical tour of the planets in our solar system.

**#269: MONO GAME DISK NO. 6.** From Europe, this disk contains 5 super monochrome arcade-type games: Anduril, Ballerburg, Diamond Miner, Invaders, and The Snafu Principle. Disk also includes a monochrome emulator program so that these games (or any monochrome programs) can be run on a color monitor.



Invaders from CN #269



Ballerburg from CN #269

**#270: QUIZ-PLUS.** Computer Assisted Instruction System. Let your ST teach you. Sample lessons provide instruction (with pictures). Color only. No MEGA.

All CURRENT NOTES Disks are **\$4.00 each**. Add \$1/(6 disks) for postage and handling. Order disks from CN LIBRARY, 122 N. Johnson Road, Sterling, VA 22170. Discounts are available for larger orders:

10 or more disks	\$3.80 each
20 or more	\$3.60 each
30 or more	\$3.40 each
40 or more	\$3.20 each
50 or more	\$3.00 each

Maximum charge of \$6 for postage and handling.

**Pinfeed disk labels** for 3.5" disks are available for \$4/100.

These disks contain Mac programs for use with the MAGIC SAC Macintosh emulator. Disks are \$4.00 each. Order from CN Library, 122 N. Johnson Rd, Sterling, VA 22170. Add \$1/6 disks for S&H.

**M0: MAGIC SAC.** Version 4.52, (or the most recent ver) of MAGIC program.

**M2: TELECOM DISK No.1.** BinHex 5.0, Free Term 1.8, FreeTerm.Doc, Kermit, PackIt III (V1.3), StuffIt 1.0, TermWorks 1.3.

**M3: UTILITY DISK No.1.** DES, Font Doubler, MacDump, Mini Finder, PackIt III (V1.3), Reverse Screen 1.0b1, RMOVER, Scan, Set File. SLICER. Version Reader 1.1, Write Stream.

**M4: GAME DISK No.1.** Backgammon, Bash Big Blue, Curves, MacLuff, MacYahtzee, Maze 3D, Meltdown, Missile Command, Munch, PepsiCas, Smile, Snow, Solitaire, Space Bubbles, Vax Runner II.

**M5: DISK LIBRARIAN.** Disk Librarian V1.82A. Disk Librarian Doc, Short Doc. Contains listing of CN MAGIC LIBRARY.

**M6: GAME DISK No.20.** Ashes, Black Box, Destroyer, HexPuzzle, Killer Kalah, MacPoly Demo, Office Attack, Point Symmetry Demo, Snake, Solitaire, Trophy List, Wall Game, Wheel.

**M7: GAME DISK No.3.** Ashes, Break the Bricks, Deep Ennui, Go, Mac Gunner, MacBugs, MacCommand, MacYahtzee, Wiz Fire 1.1

**M8: DESK ACCESSORIES No.1.** 45 individual desk acc. from Art Thief to Zoom Idle.

**M9: UTILITY DISK No.2.** Bind Icons, Change Appl. Font, Convert Desk Acc., Desk Accessory Mover, File Hacker, FontDoubler, Index, Make-Screen, MicroFinder, Purgelcons, RamAstart 1.3, REdit, ResEd, SelectPaint, Show Version, User Interface Demo.

**M10: GRAPHICS DISK No.1.** Amy, Artisto, ball demo, Big Ben, Brooke, Bugs, Curves, Display Message, Dragon, Fighting 51, Fourth Dimension, GARF, HotSex!, Liar's Club, Living Art, Max Headroom, Moire 3.0, Nightmare, Optical Illusion, Paint Grabber, Painter's Helper #1, Pattern\*, Pisces, Rotations, Saddle, The Fourth Docs, ViewPaint 1.5.

**M11: PRINT UTILITIES.** Coventry-12, Disk Labeler, Fast Eddie, Font Mover, Ink, MacWrite 4.5 to Text, miniWriter, MockWrite, Pica-10, ReadMacWrite, Walla Walla-9.

**M12: MACBILLBOARD.** Chipmunks, Donald & daisy, Goofy At Bat, Announcement, Babe Ruth, Carrotprint, Classic illusions, Escher, Escher Hands, MacBILLBOARD (MacPaint clone), Max, Mickey and Minney, mm, Quick Tour, T-Shirt.

**M13: FONT DISK No.1.** Akashi, AlgBlurb, Algebra, Athens, Boxie, Dover, Geneva, Hood River, ImageWriter, LED, London, Los Angeles, Luxor, Mars, Monaco, Park Ave, Pica, Ravenna, Rome, Runes, San Francisco, Seattle, Steel Brush, Ultra Bodoni.

**M14: FONT DISK No.2.** Bookman, Courier, Coventry, Dali, Geneva, Hebrew, Manteco, Shadow Box, Sri Lanka, Times, Walla Walla, and font display 4.6 w/docs.

**M15: GAME DISK No.4.** Alice, Amps 3.0(B2), Bricks, Canfield 2.0,Iago, Lets Get Tanked!, MacHeads, Nim, Space Attack, Third Dimension.

**M16: FONT DISK No.3.** About Lachine, Alice, Avante Garde, Berkeley, Broadway, Camelot, Cartoon, Centura, Chancery, Eon, Exeter, Fallingwater, Fantaste Key, Fantastel, Future, Ham, Helvitica, Hollywood, Lachine, Lineal, Madrid, Pittsburg, San Quentin, Silicon Valley, Stencil, Uicol plus DAFont2.da and Sys-Fonts.da.

**M17: DUNGEONS OF DOOM 4.0.** Graphic

adventure game.

**M18: DESK ACCESSORIES No.2.** 29 more desk acc. from Alarm clock to Timer.

**M19: PINBALL CONSTRUCTION SET GAMES.** Pinball Construction Set Player plus 12 Games: Apple, Black Hole, Face, KalinBall, Madonna, Minute-Mag, Patchwork Mess, Phantom, Pure-Gemme, Samurai, The Royal Pain, Wizards Lair.

**M20: GAME DISK No.5.** Chase'Em, Crystal Raider, Daleks, Golf MacWay, Kill File, Kill, King, King.MacWrite, On-The-Contrary, StuntCopter 1.2.

**M21: GAME DISK No.6.** Guess, Hacker's Contest, Hot Air Balloon, Match, Ramm1.0, Third Dimension, Trick-Track, Utaan Attack, Zero Gravity.

**M22: GRAPHICS DISK No.2.** BlowUp 3.0, BlowUp Notes, CalendarMaker 2.2.1, Dynamo, Graphic, MadMenus, Math21, Rays, Simutree, Spiro, Tree, Vanlandingham.

**M23: VAMPIRE CASTLE.** Graphic adventure game.

**M24: DEEP ANGST.** Graphic adventure game. 1Mb ST only.

**M25: GAME DISK No.7.** Billiards, Cross Master Demo, Flash Cards, Hangman-9.0, MacLuff, Master Guess, Safari 1.0, Venn.

**M26: GRAPHICS DISK No.3.** 3D Sketch, AniRama, Bin/Graphics, Brownian Motion, Control, Fractal Contours, Fractals, Icon Collector, Julia, MakePaint, Melting Clock, Small View, ShapeArt, StarFlight, Window Demo.

**M27: UTILITY DISK No.3.** Browse/Shazam!, Clocks: analog & digital, Edit, FEEdit 3.0, launch, lazymenu, Magic Beep 1.0, Menu Editor, microFinder, Quick Dir, Quick Print, Ram-Start2.0+, Road Atlas, ShrinkToFit, SignEdit, SortMenu, SortMenu Code, SuperFinder4.0, TabsOut, Unpit, WayStation.

**M28: RED RYDER 7.0.** Red Ryder 7.0, Red's 7.0 Stuff, RR7.0 Macros, RR Docs.

**M29: PCS PLAYER No.2.** Pinball Construction Set Player plus Games: Circus Circus, D & D, Diadora, Max, Merlin, Modern Mistress, Qweston, The Royal Pain, Twilight Zone, Whazit.

**M30: GAME DISK No.8.** Bowl-A-Rama, MacTrek 1.1, Mystery Box 1.0, Shots, Star Trek Trivia Quiz, Window Blaster 1.0.

**M31: BLACK WIZARD.** Graphic adventure game by Richard Loggins.

**M32: FONT DISK No.4.** Canberra, Chicago, Humanistic, Music, New Dali, Palencia Application, Palo Alto, Pioneer Shadow plus F/DA sorter and Font Tester.

**M33: CLIP ART No.1.** AirCraft, Business, Car Logos, Cars & Trucks, Clip Art Demo, Disney, Eyeballs, Flowers, Misc, Seasons, Trees1, Trees2, ViewPaint 1.5.

**M34: GAME DISK No.9.** 1000 Miles, Asteroids, Cairo ShootOut!, Donkey Doo, Duck Hunt, Pente 1.0.

**M35: FONT DISK No.5.** Beehive, Beverly Hills, Boise, Chicago, Courier, DeStijl, Ham, Happy Canyon, Helvitica, Mod. Chicago, Old English, Square Serif, Sri Lanka, Worksheet.

**M36: CASTLE OF ERT.** Shareware graphic adventure game.

**M37: MAC-A-MUG PRO DEMO.** Version 1.0, Create your own mug shots by combining a variety of different facial features.

**M38: VIDEO WORKS PLAYER #1.** PD player for Video works animated screens. Includes 11 movies.

**M39: DEMO DISK #2.** Demos of Anatomiser (learn human anatomy), DeskPaint (desk acc MacPaint clone), and SuperPaint (graphic program with both MacPaint and MacDraw features).

**M40: HACK, Version 1.03.** Game is similar to Rogue, includes manual with full docs.

**M41: RADICAL CASTLE.** Graphic/text adventure game.

**M42: FONT DISK No.6.** 15 new fonts: Berlin, Boston II, Courier, Dorza, Highwood, MicroBoston, MiniBoston, New York, Palo Alto, Sparta, Stiletto, Symbol, Tatooine, Venice, Wartburg.

**M43: UTILITIES No.4.** DiskDup+, MacSnoop 1.03, RamDisk+ 1.4, ResTools 2.01, Oasis 2.01 (HFS), Font Librarian (HFS), Switch.

**M44: FONT DISK No.7.** 18 new fonts: 42nd Street, Aldous, Art Deco, Ascii, Blockbuster, Border, Clairvaux with docs, Coptic, Deep Box, Ivy League, Klingon, Las Vegas, Little Box, Madrid, Memphis, Minneapolis, Rivendell, Spokane.

**M45: GAME DISK No.10.** Blackjack 4.0, Gunshy 1.0, Humpback, New Social Climber, Panic, Puzzle 1.0, Star Trek Trivia Quiz, Video Poker.

**M46: DA DISK No. 3.** 35 new DAs: 3D Tic-Tac-Toe, A-Bus ID Poker, Abacus, Calendar, CheapPaint, Collapse, ConCode, Crabs2, DAFire, DAFont, Disp.Msg, Double Apple, Executive Decision, FatMouse, FixPic2.0, Flow, Fun House, Func Keys, Font, Idle, KeyMouse, KnockOut, Multi-Scrap, MW to Text, New Mini-Dos, Orig Clock, PaintDA, Poker, ProCount, Ruler, Tiler1.5, Timelogger2.11, Utilities, Wrap, WXModem, Sample It.

**M47: GRAPHICS No.4.** Cursor Designer, Earthplot3.0, Graphics2.0, Mondrian1.0, MotionMaker2.0, Moving Finger, Wallpaper, Zoomation.

**M48D: HYPERSTACKS No.1.** Address, Databook, Fractal, Funny Day, Home Desk, HyperNews 1.2, HyperZoetropes, MacGallery, MacVermont #2, Notebook, Periodic Table, and ResEdit IPS. (Double-Sided)

**M49D: HYPERSTAKCS No.2.** Ear, Illusions, Passing Notes, Shipstack, Silly, and US States V2. (Double-Sided) NOTE M48 and M49 require HyperDA and some form of DA tester (Sample It! on M46 or DA Tester 1.5 on M8 or M18).

**M50: FONTS #8.** Alderney 9-48; Cairo 18; Cyrillic 12; Greek 10,20; Paint 18; Playbill 12,18,24; Rehovot 10,12,20,24; Runes 12,24; Washington 12; Zodiac 18.

**M51: GAME DISK No. 11.** Bouncing Balls, Fire Zone, Mac Word Hunt 2.0, Out Flank, Risk and Word Search.

**M52: CLIP ART #2.** 27 files: Al&Jimmy, Americana, Arrows, Bigger Guys, Billboards, Borders, Cars, Cartoons, Cats, Celebrities, Egret, Famous People, Farm Animals, Good Guys, Gorilla, Hopeful, Little Guys, MacLectric Clip Art, More Little Guys, Presidents, Rain/Chef, Skier/Football, Skylines, Space/Race, Statues, Tennis/Running, Wine & Beer.

**M53: GAME DISK NO. 12.** 3D Checkers 2.0, Bills Casino, BMX-The Racing Game, Helo-Math, Mouse Craps.

**M54: DEMO DISK NO.2.** Full working version of the program Design (no save feature). Includes five sample charts and full documentation.

**M55: CLIP ART DISK NO.3.** 26 clip art documents in MacPaint format. Animals, arrows, books, business, calendar, computer, disk, files, geography, holiday, houses, icons1-6, mail, memo, misc 1, misc 2, money, music, office, people, and symbols.

**M56D: HYPERSTACKS NO. 3.** Contains only 1 hyperstack, Atkinson's 786K Clip Art Stack, with 500 pieces of clip art. Disk is double-sided and requires HyperDA to use it.

**M57: GRAPHICS NO. 5.** Contains 6 graphics-oriented applications or DAs: Micro Film Reader 1.4, Bomber, Iliana II, Preview, Super Ruler 1.1, and XVT-Draw. Most files come with full docs.

# NOVATARI XL/XE PUBLIC DOMAIN LIBRARY

The price for mail orders is \$3 per disk plus \$1 for postage and handling for every 3 disks. Send checks, payable to NOVATARI, to Alan Friedman, 5951 Heritage Square Drive, Burke, VA 22015.

Any user group librarians who are willing to trade library disks write or call Roy Brooks, 4020 Travis Parkway, Annadale, VA. 22003, phone 703 750 0146. We trade with groups all over the world.

## Demos

- 1: Miscellaneous
- 2: Movie Maker Clips
- 3: Heavy Metal Art
- 4: Miscellaneous
- 5: Desktop DOS + Demos
- 6: VizPics
- 7: Mandelbrot fractal graphics
- 8: Hitchhiker's Guide to Galaxy
- 9: WIZARD of OZ
- 10: Adventurers Companion

## Education

- 1: Mathematics
- 2: Primary Language
- 3: Teachers' Toolbox
- 4: Word Builder 1.0
- 5: Animated stories
- 6: Geography
- 7: Bio+Chem with touch typing
- 8: Basic Math
- 9: Higher Math and Language
- 10: The Cell
- 11: Spelling Bee
- 12: Math Game
- 13: Word Games

## Games

- 1: Text Adventures I
- 2: Gambling
- 3: Simulations
- 4: Mazes
- 5: Parlour Games
- 6: Graphics
- 7: Action! Games
- 8: Arcade Look-A-Likes

- 9: Text Adventures II
- 10: Text Adventures III
- 11: Surf's Up
- 12: Ski King
- 13: 20 BASIC Games
- 14: Super Quiz A & B
- 15: Two Graphic Adventure Games
- 16: Space Lords
- 17: Pinball Games
- 18: Machine Language Games
- 19: Dandy Dungeon
- 20: Holdem Poker
- 21: Americas Cup

## Language

- 1: Fig-FORTH
- 2: ACTION! source codes  
(cf. GAMES 7)
- 3: ACTION! Graphic Demos
- 4: ACTION! Utility Programs
- 5: ACTION! Modules #1
- 6: ACTION! Modules #2
- 7: BASIC XL-REF Base
- 8: ACTION! Modules #3
- 9: KERMIT telecom
- 10: TURBO BASIC
- 11: Pascal Sampler
- 12: Searcher XL Turbo
- 13: Turbo Basic for 400/800
- 14: C Language

## Music

- 1: TV/MOVIE Themes
- 2: ROCK
- 3: JAZZ
- 4: BASIC with animation
- 5: Ams Player: 12 Rock Songs
- 6: Ams Player: 14 Movie/Video Themes
- 7: Ams Player: 16 Oldies
- 8: Ams Player: 18 Classics
- 9: Ram130 AMS Beetles' Songs
- 10: MUSIC COMPOSER Songs
- 11: Pokey Player
- 12: Music Major

## Utility

- 1: MISCELLANEOUS introduction
- 2: Printers
- 3: DOS 2.5

- 4: Directory & Label Printer
- 5: Graphics Trilogy
- 6: Copymate XE
- 7: SCOPY sector copier
- 8: Translator Disk
- 9: 256K Upgrade
- 10: Daisy-Dot NLQ
- 11: Dos 2.6
- 12: MACHDOS 2.1
- 13: Print Shop Editor
- 14: Easy Find
- 15: Print Shop Icons
- 16: TEXTPRO 1.1
- 17: Print Shop Icons
- 18: Touch Edit
- 19: DOS 4.0
- 20: Graphics
- 21: 130XE upgrades + Utilities
- 22: HI-RES 130 (graphics)
- 23: Rainbow DOS
- 24: Font Master
- 25: 3-D CAD
- 26: Adelaide Symbolic Disassembler
- 27: DB's & Spreadsheet
- 28: Graphic Utilities & Pics
- 29: String Magic
- 30: Print Shop Icons
- 31: Hacker's Toolkit
- 32: Weekly Scheduler
- 33: Textpro 2.5r (telecom)
- 34: Print Shop Utility
- 35: Monitor/Debugger
- 36: Diet & Nutrition
- 37: General Ledger
- 38: Super Copiers
- 39: Atari Writer Drivers

## Telecommunications

- 1: 850 Interface
- 2: 835/1030 Modem
- 3: MPP Modem
- 4A: AMODEM 7.2
- 5A&B Chameleon Terminal Emulator
- 6: 1030&850 Express (3.0 & 2.1)
- 7: Data Comm
- 8: AMIS XM10 BBS program
- 9: AMODEM 7.4 + Rverter
- 10: Forem XE



## CLUB CORNER

This space is made available to WAACE member clubs for their use in publicizing activities. Material for this column must be in the hands of the Clubs Editor by the 10th of each month. Send copy to John Barnes, 7710 Chatham Rd, Chevy Chase, MD 20815. Material can also be uploaded to the ARMUDIC BBS.

### NOVATARI

#### Northern Virginia Atari Users' Group

President.....	G.Weatherhead .....	703-938-4829
VP-ST .....	Ian Charters.....	703-845-7578
VP-8BIT .....	Alan Friedman.....	703-425-0575
Treasurer .....	Curt Sandler .....	703-734-9533
Secretary.....	Edmund Bedsworth	
Membership.....	Earl Lilley .....	703-281-9017
Prg. Chr. XL/XE .....	Randy Ingalsbe .....	703-644-0159
.....	Nina Kraucunas .....	703-250-3572
Prg. Chr. ST .....	Jim Stevenson	
.....	Duane Shie .....	703-430-9693
Telecom SIG .....	Ed Seward.....	703-573-3044
MSDOS SIG .....	Mike Gibbons.....	703-440-0379
SYSOP-ARMUDIC .....	Ed Seward.....	703-573-3044
LIBRARY-8-BIT.....	Roy Brooks .....	703-750-0146
MAIL .....	Al Friedman.....	703-425-0575
LIBRARY-ST .....	Bob Bell.....	301-593-0889
.....	Glen Bernstein .....	703-455-6053
HOTLINE.....	Andrea Bonham.....	703-534-3503
ATARIFEST'88.....	Gary Purinton.....	703-476-8391

**New Members:** Dues are \$20/year/family which includes a subscription to *CURRENT NOTES* and access to more activities. Join at the main meeting or at a chapter meeting or by sending \$20, payable to NOVATARI, to Earl Lilley, 821 Ninovan Rd. SE, Vienna, VA 22180.

**Novatari Main meeting:** second Sunday of the month at the Washington Gas Light Building, 6801 Industrial RD, Springfield, VA. Take 495 to east on Braddock Rd. (620) to south on Backlick Rd. (617). Left on Industrial Rd. Washington Gas Light is the second building on the right. 5:30 Telecom SIG; 6:15 announcements, open forum, door prizes; 6:45 VAST and 8BIT SIG meetings.

**Chapter Meetings:** Mt. Vernon/Hybla Valley, 1st Thursday, 7:30 Contact Ron Peters at 780-0963. Sterling, Sterling Library, 7:30-9:30, 1st Wed. Contact Milo Flagel at 471-5273.

### ARMUDIC BBS

703-573-9207

300/1200/2400 Baud, 8 and 16 bit

Access to the BBS requires a fee in addition to the dues. This fee is \$5/year for NOVATARI members and \$7.50 for members of other user groups. BBS access fees are to be made payable to "NOVATARI" and sent to: Ed Seward, PO Box 2699, Merrifield, VA 22116.

### A.U.R.A.

#### Atari Users Regional Association

President.....	Steven Rudolph .....	301-464-0835
8-bit VP .....	Bob Langsdale.....	301-390-6554
16-bit VP .....	James Bonbright, Jr ..	301-933-4891
Treasurer .....	Bob Brock .....	301-268-2554
Membership.....	Dave van Allen .....	301-593-4654
8-bit Libr .....	Wayne Heiden .....	301-330-0130
16-bit Libr .....	Herb Lane .....	202-332-3618
Equipment .....	Jesse Ayer .....	301-345-1592
Facilities .....	Richard Stoll.....	301-946-8435
Used Equip .....	Lincoln Hallen .....	301-460-5060

**Meetings** - Next meeting is July 21st in the Multipurpose Room at GRACE EPISCOPAL SCHOOL. The school is on the east side of Connecticut Avenue, 1/4 mi. north of the Connecticut Avenue (North) Exit from I-495. Library sales begin at 7:00, the meeting begins at 7:30. Future Meetings: 20 Oct - Databases and File Management, 17 November - Spreadsheets, 15 December - Games! We will have separate XL and ST demonstrations. There will be 8-bit and 16-bit door prizes.

**Correspondence.** All correspondence, including membership renewals, changes of address, etc. should be sent to: AURA, P. O. Box 7761, Silver Spring, MD 20910. AURA cannot guarantee *CURRENT NOTES* subscription fulfillment unless the member provides written confirmation of address changes, renewals, etc. to the address given above.

**New Members.** Dues are \$20/year and include subscription to *CURRENT NOTES*. Send name, address, phone number, and check to above address.

**Recent Meetings** - The June meeting featured a Magic Sac demo by Morris Frayman. Morris used MacDraw to show that the ST really can act like a Mac. Bob Langsdale handled the 8-bit side with his experience on file management programs and our member questionnaire. Many thanks to Don Elmore of NOVATARI for his demonstration of WordPerfect for the ST at the July meeting.

**8-bit Library** - Wayne Heiden will take phone calls and mail orders for public domain disks from our extensive disk library. Our large collection includes many programs written by AURA members that are not in the NOVATARI library.

AURA has chosen past president John Barnes and Jim Bonbright as our WAACE reps. We are all looking forward to ATARIFEST '88.



## ATARIFEST '88

UPCOMING PLANNING MEETINGS: September, time and place to be announced. See Ad elsewhere in this issue for further 'Fest details.

Call Gary Purinton for further 'Fest details at 703-476-8391.

## N.C.A.U.G.

### National Capitol Atari Users' Group

President.....	Enrique Seale .....	301-292-9447
8-Bit Vice President.....	Ben DeVore.....	202-543-3626
ST Vice President.....	Alexander Vachon .....	202-667-1193
Treasurer.....	Allen H. Lerman .....	301-460-0289
8-bit Prog Chairman.....	Paul Jones .....	202-287-1492
ST Prog Chairman.....	John Carter .....	202-483-4868
XL/XE Librarian .....	Mike Pollak.....	703-768-7669
ST Librarian.....	Enrique Seale .....	301-292-9447

**MEETINGS:** 3rd Tuesday, 5:30 - 8:30 pm, room 543, National Science Foundation offices, 1800 G St., NW, Washington, DC. Closest subway stop is Farragut West on the Blue and Orange lines. Entrance is on North side of building on G street between 18th and 19th streets.

**NEW MEMBERS:** Membership dues are \$20 and include a subscription to *CURRENT NOTES*. Join at the meeting or send check, payable to NCAUG, to Allen Lerman, 14905 Waterway Dr, Rockville, MD 20853.

## W.A.C.U.G.

### Woodbridge Atari Computer Users' Group

President.....	Lou Praino.....	703-221-8193
First VP .....	Arnie Turk.....	703-670-2547
8Bit VP.....	Darrell Stiles.....	703-494-9819
8-Bit Board Rep.....	Stan Rupert.....	703-670-3338
ST VP.....	Bill Parker.....	703-680-3941
ST Board Rep.....	Bill Brooks.....	703-895-5404
Treasurer.....	Chris Moore.....	703-670-5143
Secretary.....	Frank Bassett.....	703-670-8780
Librarian .....	Mike Stringer.....	703-791-3331
Past President.....	Jack Holtzhauer.....	703-670-6475

**MEETINGS:** 7-9PM, Community Room, Potomac Branch, Prince William County Library, Opitz Blvd., Woodbridge, VA. Entering Woodbridge from either North or South on Route 1, proceed to the intersection of Route 1 and Opitz Blvd. (opposite Woodbridge Lincoln-Mercury). Turn West on Opitz and take first left turn into the library's parking lot. The Community Room is located to your left immediately upon entering the main building. Meeting Dates: July 19, Aug 9, Sept 20, Oct 18, Nov 22, Dec 20.

**NEW MEMBERS:** Initial membership fee is \$10/yr plus \$1 monthly dues. Membership includes a subscription to *CURRENT NOTES*. Join at meeting or send check, payable to WACUG, to Frank W. Bassett, 15313 Blacksmith Terr, Woodbridge, VA 22191.

## S.M.A.U.G.

### So. Maryland Atari Users' Group

President.....	Terry Daniels .....	301-292-7594
Secretary.....	Fred Brown .....	301-645-4009
Treasurer.....	Samuel Schrinar .....	301-843-7916
Newsletter Ed .....	Leroy Olson .....	301-743-2200
Librarian .....	Sherwood Conner ....	301-292-5752

**MEETINGS:** 2nd Thursday, 7:30 pm, John Hanson Middle School in Waldorf, MD. Traveling thru Waldorf either east or west on Rt 5, exit on Vivian Adams located 200 ft west of Waldorf Carpets & Draperies and directly across from the Village Square sign.

**NEW MEMBERS:** Membership dues are \$20 and include a subscription to *CURRENT NOTES*. Join at the meeting or send check, payable to SMAUG, to Sam Schrinar, 2032 Alehouse Court, Waldorf, MD 20601.

## F.A.C.E.

### Frederick Atari Computer Enthusiasts

President.....	John Maschmeier .....	301-271-2470
Vice President.....	Mike Kerwin.....	301-845-4477
Treasurer.....	Buddy Smallwood ....	717-485-4714
Librarian .....	Jason Harmon .....	301-663-1176
Secretary.....	Wilson Small .....	301-845-2370
SYSOP .....	.....	301-831-9092
Bulletin Board .....	.....	301-865-5569

**MEETINGS:** 4th Tuesday, 7 - 9:30 pm, Walkersville HS, MD Route 194, 1 mile north of MD Route 26 (Liberty Road). July and August meetings will be held at St Paul's Lutheran Church, 14 W. Pennsylvania Ave, Walkersville, MD.

**NEW MEMBERS:** Dues are \$25/year/family and include a subscription to *CURRENT NOTES*. Join at meeting or send check, payable to FACE, to Buddy Smallwood, PO Box 2026, Frederick, MD 21701.

## MACC

### Maryland Atari Computer Club

President.....	Jim Hill.....	301-461-7566
Vice President.....	Dan Honick .....	301-356-6453
Treasurer.....	John Cromwell.....	301-356-6453
Secretary.....	Bob Brent.....	301-254-3896
8-bit Librarian .....	Cam Whetstone .....	301-486-2609
ST Librarian .....	Charles Smeton .....	(none)
Newsletter Ed. ....	Tim Caldwell.....	301-687-1413

**MEETINGS:** last Tuesday, 6:30 pm, Pikesville Library, 1 mi. east on Reisterstown Rd from Exit 20 off the Baltimore Beltway.

**NEW MEMBERS:** Club Dues are \$22/year and include a subscription to *CURRENT NOTES*. Join at meeting or send check, payable to MACC, to James Hill, 8591 Wheatfield Way, Ellicott City, MD, 21043.

## CN REGISTERED CLUBS

Members of registered clubs subscribe to CN at a discount rate (\$20/yr or \$38/2 yrs). To add your club to the list, send an initial subscription list of 10% of the members or 6 members whichever is less, to CN Registered Clubs, 122 N. Johnson Rd., Sterling, VA 22170.

**ALABAMA:** Huntsville AUG, 3911 W. Crestview, Huntsville 35816 205-534-1815.

**ARKANSAS:** Little Rock Atari Addicts, 28 John Hancock Cir, Jacksonville 72076 501-985-2131.

**CALIFORNIA:** Atari Bay Area Computer Users Society, PO Box 22212, San Francisco 94122 415-753-8483. Long Beach ACE, 1667 E. Plymouth St, Long Beach 90805 213-423-2758. San Diego ACE, PO Box 203076, San Diego 92120 619-224-8975.

**Santa Maria/Lompac ACE**, 608 N. Pierce, Santa Maria 93454 805-925-9390.

**CONNECTICUT:** AUG of Greater Hartford, 503-B East Center St, Manchester 06040.

**FLORIDA:** Atari Boosters League East, P.O. Box 1172, Winter Park 32790.

**ILLINOIS:** Central Illinois Atari Users Group, 1920 East Croxton Ave, Bloomington 61701-5702 309-828-4661. Lake County ACE, PO Box 8788, Waukegan 60079 312-623-9567. ST Information Group, P.O. Box 1242, Peoria, 61654.

**INDIANA:** Atari Lovers of Illiana Equaled by None, PO Box 2953, Gary 46403 219-663-5117. LCC/ST, Karl Werner, Eli Lilly Corp Cntr, Indianapolis 46285 317-276-3020.

**IOWA:** Midwest Atari Group-Iowa Chapter, PO Box 1982, Ames IA 50010 515-232-1252.

**KANSAS:** Ft. Leavenworth Atari Group, PO Box 3233, Ft Leavenworth 66027 913-651-5631. Wichita ACE, 1722 N. Murray, Wichita 67212 316-722-1078.

**KENTUCKY:** Atari Exchange of Louisville, PO Box 34183, Louisville 40232.

**MARYLAND:** Nameless AUG, 3475 Manassas Ct, Davidsonville 21035 301-798-0566.

**MASSACHUSETTS:** Acton-Box-

borough Atari Computer Users Society, PO Box 1523, Westford 01886 617-937-8046.

**MICHIGAN:** Michigan Atari General Information Conference, 28111 Imperial Dr, Box M, Warren 48093-4281 313-978-8432.

**MINNESOTA:** SPACE/MAST, 3264 Welcome Ave., N., Crystal. 537-5442.

**MISSOURI:** ACE St Louis, PO Box 6783, St. Louis, MO 63144. Warrensburg/Whiteman Atari Computer Owners, PO Box 199, Warrensburg 64093 816-747-2543.

**NEW YORK:** Atari Computer Owners of Rochester NY, PO Box 23676, Rochester 14692 716-334-5820. Rockland Atari Computer Users Group, 29 Riverglen Dr., Thiells, NY 10984 914-429-5283.

**N. CAROLINA:** Blue Ridge Atari User's Enthusiast, Bill Traughber, 106 Alpine Way, Asheville, NC 28805. Charlotte AUG, PO Box 240313, Charlotte 28224 704-366-4320. Piedmont Triad AUG, Rt. 9, Box 274C, Reidsville 27320. Triangle Computer Club, Rt. 3, Box 760, Hillsborough 27278 919-942-2764.

**OHIO:** Cleveland ACE, 5482 Beacon Hill Ct, Seven Hills 44131 216-749-4853. Miami Valley ACE, 1118 Dempfle Ave, Dayton, OH 45410 254-7259.

**PENNSYLVANIA:** Allentown Bethlehem Easton's ACE, PO Box 2830, Lehigh Valley 18001 BBS 215-759-2683. Spectrum Atari Group of Erie, PO Box 10562, Erie 16514 814-833-4073. Southcentral PA ACE, PO Box 11446, Harrisburg 17108-1446 717-761-3755.

**SOUTH DAKOTA:** Rushmore ACE, Gregg Anderson, 3711 Canyon Lake Cr, #202, Rapid City, SD 57702 605-348-6331.

**TENNESSEE:** Knoxville AUG, 953 Roderick Rd, Knoxville 37923 615-693-4542.

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**VIRGINIA:** Greater Richmond Atari Support Program, 1420 Yale Ave, Richmond 23224 804-233-6155. **Southside Tidewater Atari Tech Users Society**, 5245 Shenstone Circle, VA Beach 23455 804-464-2100.

**WASHINGTON:** Seattle Puget Sound ACE, PO Box 110576, Tacoma 98411-0576.

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