

# PORTLAND ATARI CLUB COMPUTER NEWS

APRIL, 1988

PORTLAND, OREGON

A USER GROUP NEWSLETTER TYPESET ENTIRELY ON THE ST COMPUTER

ARTICLES  
REVIEWS  
PUZZLE  
ADS  
LISTINGS  
NOTICES

-----  
CIRCULATION  
2000

## THE STAR NX-1000

Multi-font Hardware Review  
By Randall Leong, PAC

The Star NX-1000 multi-font printer is an 80-column dot matrix printer with a nine pin print head. The print speed is rated at 120 characters per second in draft pica mode, and 30 characters per second in near letter quality pica mode. The main features are three NLQ fonts and paper park.

Paper park backs pin feed computer paper off the platen but keeps it on the tractor feed unit. This is done so you can insert single sheets and when you're done you don't have to reload the pin feed paper you just re-engage the tractor feed.

The four front panel buttons are of the membrane type and are labeled ON LINE, PAPER FEED, PRINT PITCH, and NLQ TYPE STYLE. You can run a self test by holding down the ON LINE or PAPER FEED buttons and switching on the power. By holding down PRINT PITCH and/or NLQ TYPE STYLE you can lock out control codes sent by the computer that would change the way you set the print pitch or type style. To select the print pitch and type style the printer must be off line.

The print pitches you can select are, Pica (10 characters per inch), Elite (12 characters per inch), Condensed Pica (17 characters per inch), Condensed Elite (20 characters per inch), Proportional Pica, and Proportional Elite. You have to use control codes to get condensed proportional.

The three NLQ type styles are Courier, Sanserif, and Orator. All type styles including draft can be

printed in italics, but you cannot select draft italic from the panel. Only Courier and of course draft can be selected in condensed elite, but they all work in pica, elite, and condensed pica.

Other printing options available which cannot be selected from the panel are Expanded (double wide), Double height, Double sized, Quad sized, Emphasized, Double strike, Underlined, Overlined, superscripts, and subscripts.

The PAPER FEED button allows you to advance the paper a line at a time, or a page at a time when held down in combination with the ON LINE button.

By using other multiple button combinations you can forward and reverse micro-feed for precise page positioning, set the left and right margins, set the top of form, clear the buffer, or enter the hex dump mode. The hex dump mode prints the hexadecimal codes of printer commands instead of executing them. This is meant as an aid in debugging printer programs, or in creating printer drivers.

Now that I have covered all or at least most of the features, it's time for my evaluation. The near letter quality is good for a nine pin printer, but not quite as good as a Panasonic 1080i's which is about ten to twenty dollars less in price. With three NLQ type styles I think the NX-1000 gives you a little more printer for your money.

I tried to make a printer driver for 1ST WORD that would access the IBM characters like pi and the square root symbol using only escape codes without having to set the DIP switches to IBM mode, but it didn't work. I had made one for the 1080i a week

## Important Notice .....

### THE APRIL MEETING,

Due to a prior booking  
of the entire facilities  
of the

Northwest Service Center,  
will be on

**TUESDAY, APRIL 5**  
(Not as usual, on Monday)

earlier so I couldn't see why it should not work. I tried the hex dump mode and the codes I sent to the printer were the same as in the manual, so I wrote a short BASIC program to print the pi symbol, and it worked. I never got the printer driver to print the IBM characters, but I don't use them much anyway, and I can always set the DIP switch to IBM mode.

Overall, I would say the NX 1000 is a great printer for the price. Paper park is a neat feature, and three NLQ fonts are more than most people need. If you want a printer with more features you'll probably have to spend a whole lot more.

NX-1000 by STAR MICRONICS  
price approx. \$200.

### Type Styles are:

Draft, Courier, Sanserif,  
ORATOR WITH SMALL CAPITALS,  
Orator with lower case  
Italic Draft, Italic Courier,  
Italic Sanserif, ITALIC ORATOR

### Print pitches are:

Pica (10 characters per inch)  
Elite (12 characters per inch)  
Condensed Pica (17 characters per inch)  
Condensed Elite (20 characters per inch)  
proportional spacing for all pitches  
0000000000  
iiiiiiiiii

Expanded, Double high,  
Double Size,  
Quad Size

UnderlineingOverling  
superscriptsubscript  
Emphasized Double Strike

NX1000 PRINT SAMPLE

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# PORTLAND ATARI CLUB

This newsletter is written and published by members of the Portland Atari Club (PAC), a group of people with a common interest -- the Atari Computer. All articles are written and donated by members or are reprints of public domain material from other groups.

Opinions expressed are those of the authors and do not necessarily represent the opinions of PAC or those of any other organization. Material appearing in this newsletter may be reproduced for non-commercial use, providing credit is given to the author and PAC or other originating group. Commercial use must be coordinated through the editor. Material for publication may be submitted either on disk as non-formatted 8-Bit or ST ASCII files, or on hard copy (printed, typewritten, or legibly handwritten). Media may be sent to the editor at the address below. Contact the editor for instructions on uploading submissions to the PAC BBS.

## MEMBERSHIP

Membership is \$25 per year and includes a mailed subscription to this newsletter and access to members-only functions, such as downloading access to BBS files. A membership application is printed in each issue of this Newsletter. General meetings are open to the public and start at 6:30 p.m. on the first Monday of each month (2nd Monday in case of a holiday) at the NW Service Center at NW 18th and Everett in Portland. Exchange newsletters, article, correspondence and ads should be sent to the following address: Portland Atari Club, Attention: (appropriate board member), P.O. Box 1692, Beaverton, OR 97005.

## THE PRES'S COLUMN Bill Pike

Well I managed to get thru the first regular meeting without tomatoes, dead cats, or eggs being thrown at me. I know why there were no eggs or tomatoes, they cost too much at the store. Anyhow, I hope the meeting was valuable for those attending. The 8-bit portion of the meeting had a demonstration of PrintPower by Hi-Tech Expressions and a partial demonstration of the Super Archiver by Computer Software Services done by Paul Gittings. There was also a demonstration of the XF551 Atari disk drive by moi. The main portion of the meeting was occupied with reports from the board members and SIG group leaders. It was also announced that The Mad Reviewer has joined the club, accepting dual membership in PAC and TACE. He has stated that there should be no conflict of interest problems. The ST portion of the meeting was occupied with a sound/music program and several new game programs. As usual the trading tables were very busy. NOTE: The meeting of May will be a SWAP-MEET with dealers and others selling everything from chips to systems. Bring plenty of money and excuses to spend same. You can really get some deals. I believe that there will be blank 3 1/2" disks and blank 5 1/4" disks for sale at the next meeting and thereafter, subject to availability, by both the ST and 8-bit disk librarians. These disks will be available, to club members at meetings only, at a very competitive price. This is getting to be a pleasant habit informing you that AGAIN the newsletter has arrived at the members homes prior to the meeting date. As you can see by comparing the PAC Newsletter to any other newsletter your newsletter is a real class act. The newsletter is also being distributed to various public libraries and computer stores and we have had a large number of people inquiring about membership and joining the club from seeing the newsletter. The newsletter editor still needs people to write articles and

reviews. Also people are needed to type in articles from other newsletters for inclusion in our newsletter. If you submit a review or article please run the file thru a SPELLING CHECK program before uploading it to PAC #1 BBS newsletter section. If you do not have access to a modem you may give the newsletter editor a disk with the file on it and she will return a blank disk to you at that time.

I have just found out that the Sergeant-at Arms and the Vice-President have been unjustly not mentioned in the Pres's Column. They have been busily copying disks and working with the newsletter editor typing articles from other newsletters and in general being Go-Fers for the rest of the board members. Your ST program director has been working closely with the ST disk librarian in keeping up with the heavy demand for the PAC ST disks.

The 8-bit Explorers group has had a increase in membership and the Eastside ST SIG group is meeting regularly with fine membership participation. We are looking for interest in a Beginners ST SIG group as well as a leader for same. How about it you ST users out there???

Please remember ATARI TREK 88 in Seattle at the Seattle Center Flag Pavilion May 14-15th from 10am to 5pm. Admission is \$3.00 and children under 12 are free. We still need people to crew the PAC Booth, ANY TAKERS??? You get a free admission and access to a lot of goodies at good prices.

Well I see by the old word counter that I should call this column closed. The last time I wrote the column I got carried away with verbosity and so incurred the wrath of the newsletter editor who beat me soundly about the head and shoulders.

CU on April 5. TTUL

Bill.



## ADVERTISING RATES:

Full page - \$80, half page - \$40, quarter page - \$20. Ads must be prepaid and a 20% discount if given for 3 consecutive ads. The copy may vary in content, but the space must be the same in each issue. Send camera ready copy and check payable to PAC at the address below. Ad deadline is the 10th of the month prior to publication. Please contact Teri Williams (503) 771-7337 on all matters pertaining to advertizing.

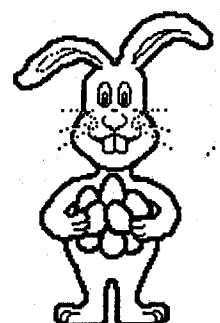
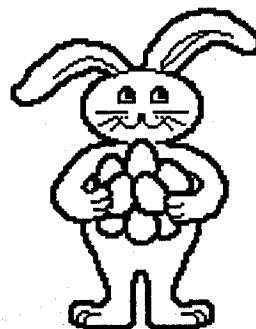
## CLUB OFFICERS AND BOARD MEMBERS

President ..... Bill Pike - 646-4471  
Vice President ..... Brian Hunt - 289-3954  
Secretary-Treasurer ..... Margaret Manning - 284-2945  
Membership Secretary ..... Lee Bole - 284-2945  
ST Program Director ..... David Roberts - 252-7188  
8-Bit Program Director ..... Paul Gittings - 667-2403  
ST Disk Librarian ..... Stephanie Lynn - 253-0184  
8-Bit Disk Librarian ..... Perry Bailey - 287-8903  
Sergeant-At-Arms ..... Randall Leong - 246-6354  
BBS Director ..... Melvin Waller - 230-0248  
Newsletter Editor ..... Teri Williams - 771-7337  
Advisor ..... Dave Holliday - 642-4717

## PAC BULLETIN BOARDS

PAC BBS#1 ..... Steve Billings, Sysop - 245-9405  
PAC BBS#2 ..... Mel Waller, Sysop - 238-7130

## Easter Wishes



## PAC HELP HOTLINES:

<b>BBS USAGE</b>	<b>FORTH</b>
Steve Billings 246-1751	Ron Chaffer 283-5691
Melvin Waller 230-0248	
<b>ST LOGO &amp; C</b>	<b>PASCAL</b>
Randal Schwartz 626-6907	R. Deloy Graham 649-6993
<b>DOS Operation</b>	<b>ST Graphics Adv. games</b>
Wayne Winterbottom 667-6073	Jim Miller 641-6356
<b>dbMAN</b>	<b>ST GENERAL</b>
David Addison 645-6985	Chuck Hall 626-3717

## PAC GENERAL MEETING

TUESDAY, APRIL 5

6:30 PM

NORTHWEST SERVICE CENTER

1819 NW EVERETT, PORTLAND

(LOTS OF FREE PARKING)



FOR INFORMATION CALL BILL PIKE 646-4471

# APRILS' ST PORTION OF MEETING David Roberts, PAC

At this months meeting we will look at some more software packages. There won't be any hardware this month since nothing of interest is out that I know of. I'm not sure at this point what we will be showing, (the problem of early deadlines), but I will be looking at one low cost game from Broaderbund. It is called **Super Bike Challenge**. It is really inexpensive and a pretty good game. You can judge for yourself at the meeting. There seem to be some new games in the distance that might make it to the next meeting. I'll just drop some names and hopefully one or two packages might make an appearance. **Paperboy** from Mindscape is overdue, so maybe it will be out in time. There is quite a list of **Epyx** games that could appear soon and you never know what might show up from **Pysgnosis** or **Michtron**. So hopefully I will have some fun stuff to show. I will also have an application program to show for the ST also. I'm not sure what, but I'll search the shelves for something different and hopefully interesting. Don't miss out! Come to the ST portion of the next general meeting. Oh, and by the way, hopefully I will have worked out the time problem we had last meeting. I intend to make sure we get started earlier than last meeting. I don't like seeing drowsy ST owners and I know many of you didn't like the wait either!!

Until next meeting...

## ST LIBRARY UPDATE Stephanie Lynn, PAC

New to the club library this month are two game disks, a utility disk, and a special monochrome disk. The **monochrome** disk includes several games and utilities for monochrome ST systems. There is a labelmaker, a graphics converter, and a number of games, including **Megaroids**, **Taipan**, **Squixx**, **Stocks**, and **Windowball**. There is also a monochrome emulator for owners of color ST systems who would like to run these programs and others in high resolution mode without having to buy a new monitor.

The new utility disk, **Utilities #4**, contains only the **Atari Image Manager (AIM)**. AIM is a program that allows you to enhance and modify images from **Neochrome**, **Degas**, and the **IMG** scanner.

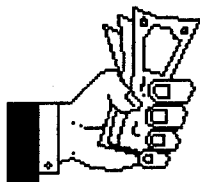
**Games disk #11** has a variety of games, new and old. There is **Blackjack** - a card game, **GFA slots**, **Taipan** - a text graphics "Loderunner" clone, and **Launcher** - a fabulous new twist to the old artillery games with colorful, crisp graphics and addicting game play, written by PAC's own David Roberts, who is standing over me with a bat while I'm glorifying, oops, I mean describing this wonderful game.

**Games disk #12** is so full of games I'm going to just list most of them and let you wonder what they might be. I can assure you they are all entertaining and quite playable. There is **Cat and Mice**, **The Chip Game**, **Neofun**, **Nightcrawlers**, **Plaything**,

**Slalomb**, **Windowball**, **Yahtzee**, and **bomber**.

So, those are the new disks for this month. If your favorite public domain game or utility isn't in the club library, it should be! Bring your favorite game or utility to the next club meeting on a single sided disk so I can add it to the next months' disk. Once again, thanks to all those who brought disks at the general meeting as well as at I B Computers, I B Computers too, and **Creative Computers**.

Until next meeting, ...  
happy computing.



## TREASURER'S REPORT Margaret Manning Tres./ Sec.

Beginning Bank Balance 1234.87

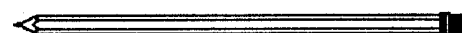
### REVENUES:

Memberships	355.00
Disk Sales	510.00
Newsletter Ads	134.00
Misc.	100.00
	1099.00

### EXPENSES:

Newsletter	222.09
Disks	235.00
BBS's	21.50
Rent	50.00
	528.00

Ending Bank Balance 1805.28



## BOARD MEETING NOTES Margaret Manning Sec/ Treas.

The March Board Meeting was held at Lee Bole's home, 7:00 PM Tues. Mar. 15th. In attendance were Bill Pike, Brian Hunt, Margaret Manning, Lee Bole, Dave Roberts, Stephanie Lynn, Perry Bailey, and David Holiday.

The Treasurer reported that the clubs funds are gradually rising, due to new and renewed membership, and disk sales. The newsletter is also starting to carry a bit of it's own costs.

Dave Rober's ST. Librarian, will demonstrate a number of new programs at the next General Meeting.

Perry Bailey 8 bit librarian reported he had a number of new club programs, including modem, and game programs.

Newsletter Editor, Teri Williams needs new articles from members. It would help to have locally written articles for the newsletter. She also reported that there is a new **Genie User Club Exchange**.

Brian Hunt has sent letters for Public Service advertising, to channels 2-6-8-49, hope we get some response.

The possibility of using a larger TV monitor, for viewing at the General Meeting was discussed. The club projector does not work well since the loss of our club screen, as it requires a very special screen. A new screen would cost more than a large TV.

Mel Waller reported that

PAC II is running, however is having problems with downloads to ST's. It was suggested he try another modem program. PAC I has had trouble with the new 2400 baud modem, and it is back at Supra.

The meeting was adjourned at 8.30 PM.

## 8-BIT LIBRARY UPDATE Perry Bailey

So here we go again at the last possible second for this issue of the newsletter. "why?" you might ask yourself does he do it, why allways wait untill the last moment to tell us what we will be seeing out for sale at the next meeting, why????? Believe it or not I have a simple excuse. I'm just incredibly lazy, and if you don't buy that one how about this... I have a bad habit or you might say a stubborn streak, I refuse to tell you I'm going to have something for the meeting untill I actually have it in my hot little hands. I have this horror of "Vaporware". "Ah?" you may ask what is "Vaporware" and where can I get some! The easiest source is to read a product announcement in any major magazine and then try to order it. It seems a great failing in the computer industry to try to sell programs that they don't even have ready for the market, and here is the strangest part of all, if they don't get enough advanced orders for this nonexistent product they cancell it and start to advertise something else. Even more entertaining are the deals some Software publishing houses make with

certain computer manufacturers who want to be able to say "This Program available only on the (insert name here).

Now while we here at pac could pull that last stunt easily as few public domain programs are ported to other machines (yes I read compute) the thing you won't find us trying to do is to sell you a pig in a poke (they only come in peeks). So if for example, I were to tell you that we have 3 double sided disks of arcade games with 20 games per disk on them, or two disks of adventure games, or even a double sided disk of card games (which by the way has a working cribbage game on it) I wouldn't say that if I didn't have it, but in this case its OK because we do.

Here is the bad news for this month there will be no monthly disk, or will there, it is april after all, and the 1st monday doesn't that count as the 1st?? And that is all I'm going to say about that! If you want to know come to the club and ask me for a \$3.00 disk you might be surprised!?!?

Otherwise there is not much more that I can tell you unless you want to hear about a little public domain "Vaporware"....

We are currently trying to get a set of disks that hold the entire King James version of the new testament, hopefully with some kind of indexing program. And we have heard rumors of a program that will let you view and printout ST pictures on an 8-Bit atari. If it turns out to be real we'll try to get into the library. Did I mention that we just got **Daisy Dot II** by Roy Goldman and it will be available

at the meeting this time?? oh, well consider it mentioned, what?!?! you mean I forgot to tell them that we have a version of Amodem that works with Ataris' new 1200 baud modem? how about a version of Express for it?? Oh! sorry, we got those too! and maybe even more by the time we all meet again.

## MEMBERSHIP By Lee Bole

Since I last reported in this newsletter, we have had the following new members join us:

Gene Casey  
Raj Kumar - Chae Shin  
Mike Diamond  
Roger O'Brien  
Janet Horellou  
Calvin Partridge  
Howard Holmberg  
Creative Computer  
Chuck Price  
Jim Soulé

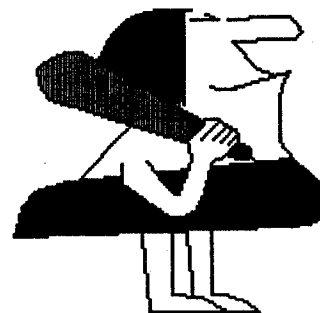
Also, there were 12 renewals.

## EASTSIDE ST SIG Meeting

Thursday, April 14  
7 pm

4400 NE Broadway

Call Lee Bole  
for information  
284-2945



## NEWSLETTER

Anyone interested in helping out with the Newsletter? Here's your chance to get some experience in newspaper production. We mostly need typists, but we also need errand-runners and phoners. It's lots of fun, really, even though it's lots of work. Call Teri Williams at 771-7337. She's really nice. Her picture is on top of this paragraph.

## 8-BIT USERS!

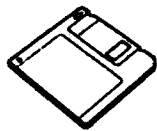
THE EXPLORERS' SIG  
meets twice a month now.

Tuesday, April 12  
and  
Tuesday, April 26

7pm

FULTON COMMUNITY  
CENTER  
68 SW MILES

Call Paul Gittins for details  
667-2403



Michtron has published a program called SUPERDIRECTORY, which enables you to keep track of where you put your files, programs etc. It is surely one of the best programs for this purpose that I have ever seen, making it possible for you to read all your disks, edit the list, add comments, sort it and print the list.

The program is completely GEM-based and easy to operate. Starting in a pull-down menu, you select "Super-directory" and off you go!

You'll see a window containing nothing, with a scroll-bar on the right side. Further to the right is a row of 11 boxes, with the program functions.

The first one, labeled "ADD", is used to add one or more disks to the library. Michtron has found an easy and fast way to enter the disk, forcing you to type a three-digit number. Each time you press "OK" or [ENTER], a disk is read. Click on "CANCEL" to go back to the main screen.

The second one labeled "DISK", searches from the current position downward until the disk number changes, thus showing the next disk on the screen.

The button labeled "FIND" pops up a form with several lines, each line representing a category to search for. You can fill in as many lines as you want, enabling you to search for program names, category (a one-digit number), disk number,

pathname and/or remark. If you click on "ALL" instead of "OK", it puts all programs it finds which confirm to the search mask in another list.

"LOAD" loads or merge a library from disk.

"MODE" switches between two modes of display, the first one showing Name, disknumber, category, date, filesize and pathname, and the other showing time instead of date, and remark instead of pathname "PATH" works almost the same as "DISK", displaying the next folder on the screen.

"PRINT" pops up another form, with some functions to print out the list in several ways.

"SAVE" saves the library  
"SEARCH" repeats the search  
from button 3 with the same  
mask, from the current cursor  
position.

"SORT" sorts the list in almost all possible ways. You can sort your library on Category, Date, Disk, Extension, Filename, Pathname, Remark, Size or time, and you can sort the whole list, or within each disk.

"A" is used to select the default diskdrive.

When you click on an item in the window, you can edit its filename, pathname, disknumber, category and remark. When you click on "WINDOW+", it will not return to the window screen when you click on "DELETE" or "OK", but display the next item. This is handy for deleting and editing a lot of files at once. After working a few days with the program, I found that it was a great program. The program is ideal for storing and processing a small or large software

library. A few disadvantages are however, that storing and reloading of files is extremely slow, that there's no way to edit time, date and size of a file, that there's no way to delete a lot of files at once, and that the "WINDOW+" option always seems to start at the top of the window. But I think the program has a lot more advantages: Sorting is very fast, an you can sort on almost everything. Reading diskettes is also very fast, and the program is very flexible. Mark H. Feldman has surely done a good job here!



The following display is the answers to this month's Cross-word Puzzle, written by Mr. Bill Pike. Prop the newspaper up on a table, then stand on your head to read these answers, or else solve the puzzle yourself. It's on the last page.

A WORD PERFECT  
 BAT A  
 S W P A  
 WORD PROCESSING  
 I E R P E  
 W H E M L D C  
 S D E  
 A T I N A  
 P R I N T E R  
 U  
 T E X T W I Z A R D  
 M Y H A R D P I N L O  
 E S O T I T  
 H A R D C O P Y  
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 N L O R B  
 P A G E  
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## SUPER ARCHIVER

Paul Gittens, PAC

When I got my new 1050 disk drive I knew that I would be wanting to modify it for high speed and perhaps improve its copying capabilities. It doesn't take long to learn that working with a back up copy is just good sense. The only thing I really had to decide on was just what kind of upgrade I wanted to use. After careful thought and comparison I decided to give the Super Archiver a try. I called the number given for Computer Software Services and talked with Ron. Just making the order was a special experience because Ron was so good to talk with. He wasn't just interested in taking my order and getting me off the phone. We talked for a few minutes about the Super Archiver and what it would do. His information was very helpful and convinced me to give it a try. I placed the order and asked him to ship UPS Blue. There is a \$3.00 charge from UPS for this service but it is worth it. I placed my order on Tuesday and it arrived Friday of that same week. Not bad considering it was sent from Rochester, New York to Portland, Oregon.

The installation involved removing one IC and plugging the Super Archiver module in its place. There were also a couple of pins which had to be lifted and wires soldered to them. The whole process required 6 solder connections and took me about an hour. I could have done it faster but took my time and was careful. It worked as soon as I tried it. The first step was to test the drive with the cover off. The installation includes a speed control pot which slows the drive down for some operations. This needed to be adjusted for the correct speed. All I had to do was watch the screen and turn the little control screw. The software with the package includes all the drive diagnostics to allow you to do this easily.

The Super Archiver comes with two copies of the software disk. There is no way it can be copied so the two copies allow you to use one and save one for emergency use. Ron told me this was done in case one failed. You would have one to use while you notified CSS and they sent you another copy. Naturally I ask why I couldn't copy the disk and was told that the disk had been physically modified by laser. It was explained that the Super Archiver software was compatible with the original Archiver. (Note the original Archiver was not produced by CSS.) At any rate they didn't want to encourage piracy of their product. Yes, you can purchase the Super Archiver software only, for \$29.95. The software by itself will dramatically enhance your old Archiver and will also work with the Happy Archiver Emulator. Not only does it work with the Happy but fixes all the bugs.

The features include double density, ultra-speed read/write, automatic copying, extra memory support, and too many more to mention. One of the things I enjoyed most about using this product was the ease of copying most programs. After booting the program the first command is simply "C" (for copy). The prompt "insert source disk (press

start) is followed by a neat display as the entire disk is being read. You can see the sector map of each track as it is read and watch the copy protection techniques as well. It is important to note that that copies are not "broken" but are in fact duplicates of the original disk. Since the program supports memory upgrades it is possible to make most disks in one pass. I use a 320K 130XE or a 256K 800XL and have had only a couple of disks require more than one pass. These were very full disks.

So far I have been able to copy everything I tried except some Electronic Arts disks with a large number of short sectors per track. The ad clearly states this. In addition I have learned more about disks and tracks and sectors and such than I would have guessed. The neat thing is that there is a lot of untapped potential in this product for me. Not only do you have a very good copying device here, but a very usefull disk analysis tool. Did I forget to mention the built in disassembler? Like I said, there is a lot more to this than meets the eye. While it is easy to use for the person with limited knowledge, there is plenty here for the most advanced users as well.

I now own three modified 1050 drives and the Super Archiver has become my favorite. I have really enjoyed using the product and am constantly learning more about it. If there is anything I could fault it is the documentation. It is not the fancy glossy stuff you get with some things and can be hard to understand at times. If you look it is all there, but you may have to read a bit. I talked with Ron about this and he explained that they spent most of the effort on the product and its quality. If you consider the price at \$69.95 and all the features, it is well worth it. As the old saying goes "a bargain at twice the price". If you have a 1050 drive I strongly suggest giving this product serious consideration.



## EASTSIDE ST SIG

By Lee Bole, PAC

We meet on the second Thursday of each month in a "recreation room" of the Hollywood East building at 4400 NE Broadway. The meeting begins at 7 pm.

Some months we have something scheduled, at sometimes we just meet and discuss ST matters. We've had:

- Questions & answers, help for new users, demonstration of ram-disks and Habaview, lots of discussions.

- Great demonstration by Gary McAllister of IB Computers showing the IMG SCAN device and then fielding lots of technical questions, and discussions on all sorts of ST programs.

- Well-planned demonstration of VIP Professional by Ed Smith who uses this spreadsheet program in his business.

At the April meeting we will have an ST with color monitor and disk drive, but nothing in particular is planned. If anyone has questions, or a particular fondness for a program and facility with it, bring it to the meeting and share with all of us.

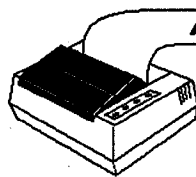
Anyone with questions about the Eastside ST SIG, please give me a call at 284-2945.

On another matter, we are

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Deluxe 132-Column Printer Stand . . . . .	17.00
Surge Protector/Power Center, 5 outlets w/switch. . .	29.00
6-Plug Power Strip (UL) Surge Protector . . . . .	10.00

## COMPLETE LINE OF COMPUTER ACCESSORIES

beginning a dB MAN study group which will meet for two evenings in April, the 11th and the 18th. Phone me for the location.

dB MAN is the ST version of that wonderful IBM database, dBASE III, and anyone who wishes to learn how to use this very powerful database program should try to attend our sessions. I use this program daily, but only superficially, mostly with record keeping

and labels. I do want to know more about its greater potential and how to write command (do) files for it.

If you are a new ST owner, or a seasoned one, consider dropping in on one of our Eastside meetings. You will either gain a lot from others, or else you will impart something to someone. In either case, you'll surely get some good out of attending.



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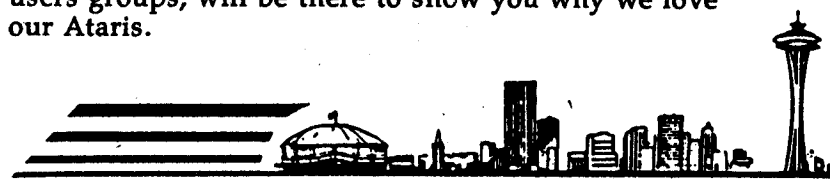
## ATARI TREK COMPUTER SHOW

ATARI TREK88 will be held, once again, in the spacious Seattle Center Flag Pavilion, from 10am to 5pm May 14 and 15, 1988.

Since last year's show was so successful, admission will continue to be \$3. and children under 12 free. Admission fee entitles you to a chance of winning one of dozens of door prize drawings held throughout the show.

There will be exciting exhibits and dazzling displays by vendors from all across the country. Guest speakers will discuss the many aspects of computers and their contributions and effects on society.

And, of course, one of the nation's most devoted Atari users, the Pacific Northwest Atari users groups, will be there to show you why we love our Ataris.



May 14 - 15, 1988 Seattle Center Flag Pavilion



## STAR TREK Steve Marshall

"Space...the final frontier". Those words, spoken each week by Captain James P. Kirk of the Starship Enterprise, welcomed television viewers to the imaginative world of the future as envisioned by Gene Roddenberry. Captain Kirk, Spock, Scotty, Sulu, Chekov, Dr. "Bones" McCoy and Lieutenant Uhura all became familiar friends and helped create a following of loyal fans that has lasted over 20 years. Now those same words, spoken by the same voice, welcome the ST game player into the fascinating and visually wonderful world of STAR TREK.

In this new game, created by Firebird Software and published by Simon and Schuster, you are Captain Kirk and the crew of the Enterprise, on a five year mission to destroy the Klingon conspiracy. The Klingons have discovered an isotope of dilithium that, when subjected to sufficient energy, renders most beings open to telepathic suggestion over a distance of light years. Over 20 Federation starships have entered the area controlled by the Klingons and have inexplicably turned rebel, firing on other Federation starships.

Your mission is to stop the Klingons from extending their power over the rest of the galaxy, and to destroy their telepathic mind control conspiracy.

To accomplish this you have the crew of the U.S.S. Enterprise. The game opens with the digitized voice of Captain Kirk and the familiar theme music. After the game loads, you are in the command center of the Enterprise, where you see Kirk, Spock, Sulu, Chekov, McCoy, Uhura and Scotty. Each of these officers controls a certain aspect of the game. Clicking on the figure of Kirk, seated in his chair, will bring up a portrait of Kirk and status figures...elapsed time, current stardate and ships stores. It is here you can load and save games in progress. Spock's screen allows you to check on the status of the ship, inspect energy levels and assess damage after battles. Spock will also provide information on star systems, planets and will analyze objects found during your travels. Sulu is the navigation officer and allows you to chart your course through the "Quarantine Zone", the area controlled by the Klingon Empire. This zone is global in shape and 100 light years in diameter. Over 4000 planets can be found among the 1000 star systems.

Each star system is either Independent or under the control of the Federation, the Klingons or the supposedly neutral Romulans. Each planet can be one of 21 different types including planets that affect the Enterprise by either supplying needed energy, weapons, information, etc., or by draining the ships power or energy, throwing the ship into another star system, or even releasing a weird form of vegetation called 'catastrophe pods' that cling to the ship and over a five week period of time eat their way through the ship, destroying it (and you). One type of planet is 'life supporting'

and it is these planets that allow you to 'beam down'. You can assign up to six officers to teleport down to a planet, where they will come upon various hazards and obstacles in their quest for objects to aid in your mission. This is the only time when the individual officers are at risk, although it doesn't seem that anyone can ever "die". Once injured, that officer can no longer participate in activities on the planet.

Back up on the Enterprise, Dr. McCoy oversees the health of the crew. Calling up his screen reveals a status screen showing a small picture of each character with a colored bar designating the current health of that person.



Traveling between star systems can take time, especially if your dilithium crystals have been exhausted and your warp speed has been reduced. Scotty gives you the status of your warp drives and your impulse engines and warns you, in his distinctive brogue, when you are exceeding the limits of your engines. You'd better respond quickly too, or you'll find that the Enterprise has disintegrated. Chekov is the weapons officer and it is through him that you respond to enemy attacks. Captain Kirk sounds the warning and you rush to arm your phasers or ready the photon torpedoes.

A three-dimensional chart of your attackers' positions allows you to choose your adversary. At this point a computer generated representation of the enemy ship in 3-D animation is presented and you set your targeting circle and start firing. The battle sequences are not terribly challenging (the opponent ships don't really move that much) but Star Trek is really more of a strategy/adventure game rather than quick-action arcade game; so the battle sequences fit right in with the tone of the game.

You can succeed in your mission (and win the game) in a number of different ways, ranging from destroying the Klingons psi-mitters, to turning six rebel Federation commanders loyal, to blackmailing the Klingon admiral. Whatever method you choose, you have five years to succeed, and those five years can go by pretty fast when you're warping all over the galaxy searching for the solution.

STAR TREK makes frequent use of digitized sounds, particularly the voices of the crew. Nearly everyone speaks, including Kirk ("Battle stations, all decks to battle stations!"), Scotty ("If we keep at this speed we'll blow up any minute now!"), Sulu ("Now in standard orbit sir"), Chekov ("Got him!") and Spock's epilogue when you lose the game (I'll save that for you to enjoy). In addition, the teleporter uses the actual sounds from the TV show, and Dr. McCoy's status screen features a digitized heartbeat.

STAR TREK is also beauti-

fully rendered graphically, with color portraits of each of the characters, lifelike 3-D animation battle sequences, and other scenes like the orbiting Enterprise.

STAR TREK is a great game for several reasons. First, it's fun to play, with the digitized sound and the beautiful graphics enhancing the strategy. It satisfies what I like to call the "exploring urge", the type of game that creates a huge world and lets you explore it in your own way. This was one of the things about SUNDOG that appealed to many people. In many ways, STAR TREK reminds me of SUNDOG in its attention to detail, the great graphics, and its little surprises that catch you off guard. This game is entitled "STAR TREK: The Rebel Universe", leading one to believe that this is just the first in a series of STAR TREK games, just like the movies that now number four. I hope that is true because I would love to see another game of this quality.

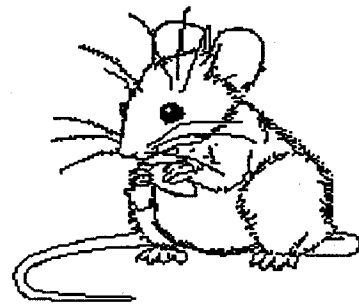
It is interesting to note, that like THE PAWN and STARGLIDER before it, STAR TREK has made its first appearance in the market not on an Amiga, not on an IBM, not even on a Mac, but on the Atari ST! I heartily recommend this game. At only \$39.95 retail, it is a real bargain, and destined to become a computer game classic.



## MOUSE CLEANER 360 Bill Penner, KC-ACE

Do you get tired of cleaning that mouse? Tired of dirty

mouse balls and having to remove the ball and then scraping all of the gunk off the rollers?



Well, now there is an easy solution to your problems. It is the Mouse Cleaner 360 from Ergotron Inc. The cleaner consists of a hard plastic velcro ball, a soft velcro pad, a soft rag, and a bottle of cleaning fluid. To use the cleaner, you remove the mouse ball and then place some alcohol on the velcro ball. You then place the mouse over the ball and run the mouse around the velcro pad. If you have not cleaned your mouse for some time, you may have to initially scrape some of the gunk off. After that, the cleaner works well to remove the rest. The soft rag is then used to wipe the inside of the mouse to remove any remaining dirt.

The nice feature of the cleaner is the ease of use. It comes with a velcro pad to hang up the whole assembly. I place mine on the side of my monitor. The process to clean the mouse is so easy I do it at the first hint of more gunk piling up on my rollers.

I found the cleaner at B. Dalton's in the computer section. The price was slightly less than \$17.



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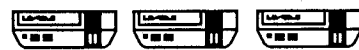
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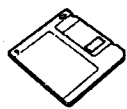
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## ADVENTURES IN THE MAGIC SACDOM By Jeff Greenblatt CURRENT NOTES

### FOR BEGINNERS ONLY

If you received a Magic Sac for the holidays then you're in for a real treat. In case you don't know what the Magic Sac is, it's a device that plugs into the cartridge port of the ST that converts the ST into a Macintosh. The Magic Sac can be purchased for somewhere between \$100 to \$125 at most Atari dealers.

The Magic Sac was originally sold in two different versions. The version most commonly found at Atari dealers is the Magic Sac Plus. The Plus version comes with a built-in battery operated clock which can be used to set the ST's internal clock and calendar upon bootup. The other version, Magic Sac 1, is no longer being made and did not include the built-in clock. The clock operates in Tos or magic (Mac) mode, so as long as you don't need to use the cartridge port, the Magic Sac can be left plugged into the ST all the time. Considering the cost of internal clock chips plus installation costs, the Plus version is a great buy for what it offers.

When you purchase the Magic Sac you will need two important additional items to make it work. The first is a set of Apple 64K ROMs from a Macintosh. The dealer who sells the Magic Sac can usually supply the ROMs at a nominal cost; usually between \$25 to \$45. Most dealers will offer the Sac and the ROMs as a package. If the dealer doesn't have the ROMs, make sure you can purchase them somewhere before buying a Sac. The ROMs are plentiful, so you should not have any trouble obtaining them.

The second item you will need is a boot disk which contains the Macintosh Finder and System software. If you don't have access to someone with a Macintosh, the system software can be obtained through local Apple user groups or from information services such as GENie. If you purchase the printer driver disk from Data Pacific, it comes with the system software on it, and it's already in Magic format. So unless you bought a Translator or know someone with a Mac who is willing to link their machine up to your ST with the null modem cable that comes with the Magic Sac Plus to transfer the software, I recommend that the printer driver disk be purchased at the same time with the Sac. Besides, you will want to print using the Sac and the printer driver is what's needed if you own an Epson or compatible printer.

If you own a standard 520ST and are buying a Magic Sac, DONT! If you already own both, have your 520

upgraded to 1-meg. I'm recommending this because when the Magic program is run on a stock 520, you are given a choice of a 128K or 256K system Mac. Since the 256K version of the Mac never made it to the retail market, some programs check memory size and assumes that if it's not 128K, then it must be 512K. Therefore, the application may bomb. This leaves you with 128K as your other choice. This size system, in my opinion, is too restrictive for serious applications. Additionally, Finder 4.1 and above was designed to run on the 512K Mac and runs erratically on the smaller 128K and 256K system configurations. Apple recommends using Finder 1.0 or 1.1 on the 128K Mac (256K too).

Now that you have upgraded your 520 to 1-meg, you can run your Magic Sac with a color or monochrome monitor. The latest version of the Magic software for use without the Translator is version 4.52 which only supports color if you have a 1-meg ST. Additionally, color will only work if you configure the system for 512K. However, if you intend to run any serious applications, a monochrome monitor is a must. I have experimented with the ST's control panel to produce the sharpest color image and have found that the following settings will produce the best overall picture quality:

COLOR	RED	GREEN	BLUE
WHITE	7	7	7
BLACK	0	0	0
RED	4	0	0
GREEN	0	3	0

You can adjust the brightness and contrast controls on the monitor to produce the best image possible. After you have made the settings noted above, save the desktop to your disk which contains the Magic program. If the settings were made correctly, the background color of the screen should be a very muddy green. Also make sure the control.ac file is on this disk so that whenever the disk is booted, the control panel will automatically set the background color for Magic Sac use.

As far as disk drives are concerned, double sided drives are preferred over single sided drives. If all you have is one drive, be prepared for a lot of disk swapping. A two drive system is preferable, although there are several pitfalls that one can fall into which will cause disk swapping with two drives. This usually occurs when you have ejected the startup (boot) disk and decide to run an application from the same drive. On the other hand, if you have a hard disk, it can be partitioned to boot directly onto the Mac desktop. This by far is the most preferred way of using the Sac.

The Sac literally flies when used in conjunction with a hard disk.

The system Disk (startup disk) usually must contain a System Folder. The System Folder for Finder 4.1, as distributed by Apple, contains six files which consumes approximately 159K of disk area. Since a blank formatted single sided disk contains 3999K of free area, this leaves 240K remaining. Not too much, is it? Depending on what applications you intend to run, the system Folder can be reduced in size considerably. The six files in the System Folder are as follows:

FILE	SIZE
System .....	80K
Finder .....	47K
Note Pad .....	2K
Clipboard .....	3K
Scrabbook .....	1K
Image Writer .....	25K

The minimum System Folder needed to start the Mac must contain the System and Finder files. So, if all the other files are trashed, this leaves 272K of free area on the disk.

The System file is needed to start the Mac and also contains resources such as fonts and desk accessories. The Finder file is responsible for file organization. It basically controls file housekeeping and is needed as an entrance and exit to applications and can not be used.

The System file is the largest file in the System Folder and can vary in its size. Its size is a function of how many fonts and desk accessories it contains. The System 2.0 file for Finder 4.1 normally contains 7 desk accessories and 8 fonts. Potentially, if all the desk accessories and fonts were removed using DA/Font Mover, approximately 44K of additional free disk area would be available. Then, ideally a minimum single sided System Disk could contain 316K of free area.

I'm not recommending that you immediately start stripping all the desk accessories and fonts from your system disks, the Finder won't let you do it anyway. The System System file must contain at least one desk accessory and four fonts are reserved for system use which can not be removed. (Chicago 12, Geneva 9, Monaco 9 and New York 12).

For most applications I recommend that the System Folder contain a printer driver such as the Imagewriter File (if you intend to print), the Finder and a System file with the Control Panel and Chooser as the only Desk Accessories. If you are using the Epson print driver, rename it to Imagewriter since some applications such as Microsoft Word 3.0 won't print properly without this name

change. If there is a font that you don't care for in the System file, then remove it. Use Font/DA Mover to do this. The only problem with Font/DA Mover is that when fonts or desk accessories are removed, there is no way to recover them. You can create resource files of fonts or desk accessories as they are being removed for future use. Use Font/DA Mover to create resource files by copying them to a new file name of your choice for future use.

As you can see, there is a lot to learn about a Macintosh if you're thinking about purchasing a Magic Sac or have just acquired one. It is worth it, though. There are many powerful commercial software titles for the Mac that work perfectly with the Sac. On the ST side, there are some real large gaps that are yet to be filled by the commercial software available that do not compare to the speed and features offered by some of the titles available for the Mac. The power of Microsoft Excel and the full features of Macintax come to mind. So, if you already own a 1-meg, monochrome ST, for a relatively small investment you can have the best of best worlds.

### TRANSLATOR UPDATE

The day after delivering my article for the Current Notes, I received a Translator. It was a beta test model and it didn't work properly. Now, after 4 ROMs and 4 software revisions, the thing really works. It still has a few minor bugs in it but it is a remarkable device. What other computer can boast that it can format, read and write Macintosh disks?

For those of you who did order a Translator and received it in early December, you should have received version 5.5 of the Magic Sac software with it. If all you have is version 5.4 contact Data Pacific for a free upgrade of the latest version. Actually, by the time this article goes to press, version 5.8 or 5.9 will most likely be available which should polish off the remaining minor bugs. Another thing to check is to make sure you have the current ROM inside the Translator. To do this, remove the screws from each of the four rubber feet and slide the top off. The chip directly behind the power switch with 14 pins on each side is the chip you're looking for. This chip should have some type of sticker on it with a series of numbers plus a R15, or just a Rev 15 indicated on it. If it has R14 or Rev14 on it, again contact Data Pacific for the upgrade.

Now for the big question, do you need a Translator? Well, I'm gonna waffle on this one a bit. The answer is maybe. If you don't have access to a Mac and you want to port Macintosh software over for use on a hard drive or Magic format disks, the answer is yes. Another reason to purchase a Translator is that if you use a Mac at work and want to work at home, just carry a Mac disk home and work with it on the ST. On the other hand, if all you're interested in is using some of the excellent PD and shareware already available in Magic format, you most likely don't need a Translator.

### TIPS

For those of you with a Translator, version 5.5 and up of the Magic Sac software has a reset button in it. If the computer freezes up for some reason or another, simply press the shift-undo keys simultaneously and you will be back to the Mac desktop.

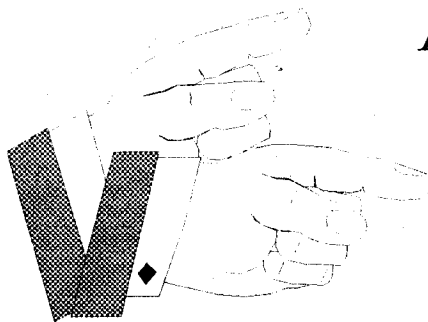
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### B.A.S.I.C Evolution for the Atari ST GFA Basic Style By David Roberts, PAC

First of all this month I want to remind all you GFA Basic users to take a look at the GFA Basic Book. It is now quite available in most stores that carry the ST. It is an excellent book for the advanced user who wants to do more fun tricks with the ST. I found it to be useful as an all purpose reference manual. Most everything you want to know is answered to some degree. As far as this months column goes I want to show you something that demonstrates how even a simple program can be fascinating. The following listing is a program by Stephanie Lynn. It is called "Sparkler". It is real short but does a nice graphic demo. Nothing fancy, but with good results. Press both mouse buttons to stop the program. Here's the listing:

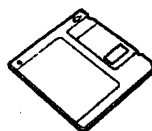
```
Rem *****
Rem ** Program By Stephanie Lynn **
Rem *****
Start
:Let A=Int(Rnd*607)-100
Let B=Int(Rnd*607)-100
Mouse S,T,C
Inc Cl
Color Cl
If Cl>15 Then
  Cl=0
EndifLine S,T,A,B
If C=3 Then
  Edit
Endif
Goto Start
```

This next program is useful for making smoother animation. It is kind of hard to understand how it works so I won't explain it, but if you want to use it in your own programs there is an area marked in the program that tells you where to put your own code. The advanced user should know how to modify it. Try it out. The program is part of an example that is in the new Gfa Basic Book. (Another good reason to buy the book. It has lots of helpful routines.) It uses a routine that has always existed, but never used quite as simply as this. Here's the listing:

```
Dim Memory%(32255/4)
Hidem
Screen2%=(Varptr(Memory%(0))+255) And &HFFFF00
Screen1%=Xbios(3)
Sget Screen$
Repeat
```

```
Swap Screen1%,Screen2%
Void
Xbios(5,L:Screen1%,L:Screen2%,-1)
Sput Screen$
Rem **** Your Graphic Functions ****
Mouse X%,Y%,Button%
Color 2
Box X%,Y%,X%+100,Y%+50
Defext 4
Text X%+40,Y%+20,"ST"
Text X%+15,Y%+30,"Animation"
Text X%+32,Y%+40,"Demo"
Rem *****
Until Button%>2
Edit
```

The program will work in any resolution so everyone can use it. Enjoy.



### FISH'N Brian Hunt, PAC

Everybody should have a hobby, shouldn't they? Well if your hobby is bass fishing and you love it, Gone Fish'n by Interstel will help you fulfill your dreams of landing that big one!

You start with a long range forecast for the week (which is not always quite accurate, but it will give you a good guideline) and can choose which days to fish and which days to work. You can't fish every day unfortunately because you need the money for sundry expenses such as boat rental, lures, and extra equipment.

From your kitchen table you can find out the current forecast, get a bass fishing tip for the week, choose which lake to fish

by finding out the conditions and price of the lake, visit the tackle shop, or see a record of your past fishing triumphs (or failures).

From your kitchen you go either to the tackle shop or the lake. At the tackle shop you can choose from a large assortment of lures, anything from the simple plastic worm to the more elaborate lures like the Jig & Pig or My-O-My. You can also buy a depth meter, one of two boats, or maintenance equipment.

Once out on the lake you can putt around in your boat till you find a likely looking spot to drop anchor. Now you can cast your line and relax with all the hard part behind you. Just a restfull day fishing.

DON'T YOU BELIEVE IT!

Your day will be fraught with troubles. The big one that got away, coming up dry in every spot you try, the monster fight for that one pound fish, losing a favorite lure, etc.

Funny, that sounds a lot like of real fishing.



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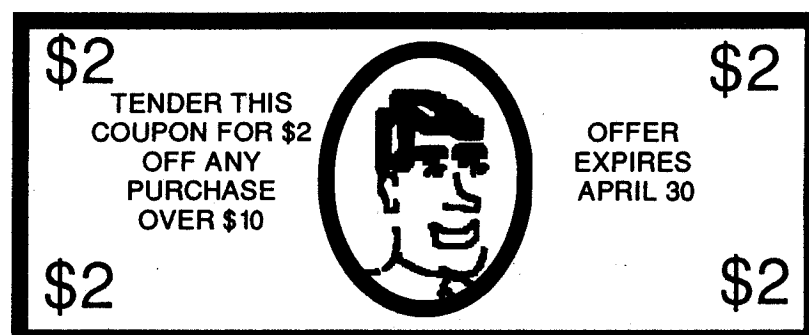
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### New Game Releases and Short Reviews By David Roberts, PAC

#### New Releases:

Gunship, Tanglewood, The Hunt for Red October, Slaygon, Oids, The Uninvited, Shadowgate and more.. The following is a quick summary of some of the new programs out for the ST and my personal opinion on their quality. In addition is a list of software I have personally used and a rating of their quality. They are graded on a ( 1-10 ) scale, ten being the best.

#### Dungeonmaster:

This program is an excellent D&D simulation. It gives you a three dimensional view of your surroundings and tough monsters to fight. The graphics are equal to none and the sound is fantastic. The game is easy to understand and a challenge to solve. It takes many hours to complete so its play value is high. You can't go wrong if you buy this program. A true gem on the ST. Avg. Price: \$35.00-\$40.00.

#### Gunship:

A helicopter simulator that takes you into different areas of the world for battle missions. You fly your copter around mountains and eliminate your enemy targets. The game is realistic and challenging. Every time your mission is different. The program is well done and the graphics are good. The speed is faster than most simulators so you don't get bored of flying. If you like war games,

simulations, helicopters, or all of them then you should check this game out. Avg. Price: \$40.00-\$45.00.

#### GFA Artist:

A fascinating twist on the traditional drawing program. It does a good job of animating and manipulating your already finished pictures, but drawing things with it is not a joy. Its best features are the film functions that allow you to make animated films to show. The instructions are complicated and at times unclear, so be careful before you buy this program. Avg. price: \$70.00 - \$80.00.

#### Ratings of Old and New Software:

Metropolis - 6	Gauntlet - 7
Leaderboard Golf - 7	Hardball - 7
Marble Madness - 5	Joust - 7
Xevious - 5	VIP Professional - 7
Flight Simulator - 8	Star Trek - 7
Star Raiders - 6	Rogue - 7
ST Replay - 8	Music Studio - 6
ST Wars - 6	Battlezone - 4
Crystal Castles - 6	Liberator - 5
Dark Castle - 5	Gfa Artist - 6
Flash - 10	Computer Eyes - 7
Midi Maze - 5	Degas - 8
Ninja Mission - 5	Renegade - 4
Pinball Factory - 5	Test Drive - 6
Lands of Havoc - 5	Mudpies - 5
Terrorpods - 5	Barbarian - 9
Space Quest I - 8	OSS Pascal - 7
Word Pefect - 6	Gfa Basic - 9
Cad 3D - 7	Eagles Nest - 5
Gfa Basic Compiler - 8	
Dungeon Master - 10	
Karting Grand Prix - 5	
Superbike Challenge - 6	
Kings Quest II & III - 7	

### ST-REPORT ONLINE MAGAZINE ISSUE 23



PUBLISHER/ EDITOR  
RON KOVACS  
February 24, 1988  
Syndicate Publications

#### Product Announcement

Mouse Master, from Practical Solutions Inc., is another innovative switchbox that allows you to instantly select either your mouse or joystick (or other controller) in port 0. A switch on top does the swapping for you! Additionally, port 1 is brought out to make all the ports easily accessible.

Mouse Master requires no separate power supply and comes with a non-detachable double cable that plugs directly into both of your Atari's mouse/joystick ports. It's 26" length makes it comfortable to set-up and use whether you're right or left-handed!

The stylish case (measuring approx. 4.25" x 2.5" x 1.5") is custom molded and color matched to the ST. All at an attractive price!

Mouse Master is available now at a retail price of \$39.95. For further info contact:

Practical Solutions, Inc.  
1930 E. Grant Rd.  
Tucson, AZ 85719  
Phone: (602) 884-9612

#### Software Review

#### "Gunship" by MicroProse By Henry T. Colonna

Well I've spent 2 days with this long awaited title from MicroProse. I'll give a short review in this message. Leave replies if you want more info.

First of all the graphics are very good. They aren't as good as Flight Simulator in some cities - like New York or Washington, but they're better than Flight Simulator in open country with flat land. Overall I'd give the graphics a "very good" mark, especially considering the speed and smoothness, which are the best I've seen yet with this detail. The graphics make good use of color. But they really aren't quite state-of-the-art Dungeon Master graphics, and the pictures at the end could've been better too. I've seen better pictures up here.

Now for the sound. I'm very unhappy with the ST's sound chip (pales next to the competition) but I must say GunShip uses it almost effectively as possible - without digitizing. The helicopter rotor "chop" noise is very good, however, and the explosions are OK - good. That's the bad news! Oh except for 1 more thing - the ABORT MISSION keystroke doesn't ask if you are sure, it just aborts. And it's right next to the PAUSE key (pause is tab, abort is escape). A SERIOUS MINOR flaw in the user interface (an oxymoron I know!) but it exists...I often hit escape instead of tab accidentally and then curse. OK That's all the bad news!

OK - the good news. The game is incredibly exciting and addicting. The game play is simply great as you dodge

different enemies with different weapons, and select which weapons to attack with. Plus you have to worry about helicopter control and weather variables.

AND, you do know where some of the enemy exists but not all of them... Until you fly into that area. Very exciting. Fighting the enemy Russian Helicopters is really something to feel also (although graphically they are poorly rendered).

The documentation ads to the excitement. It's clear, easy, will get even a buffoon like me up and flying quickly, yet provides very detailed information. The good thing about it is that the information is absorbed by the mind when you read it, and the things mentioned in the manual happen as you play the game in your mind!!

The user interface is very good (except for the pause/abort thing) as you get a keyboard template with the game (it's fighting with my WordPerfect template).

Overall, I think Gunship is an EXCELLENT gaming experience. The graphics and sound, while not as "excellent" as possible are fast smooth and good. The gameplay and docs are great.

Buy it! Trust me! (grin).

#### Dungeon Master Update

Because of popular demand for MORE Dungeon Master, FTL games will release in early March a new Dungeon Master mini-adventure. This new mini-adventure works as an expansion disk to the Dungeon Master disk you already have. All current and future owners of Dungeon Master will be able to use this disk to continue the adventure.

The expansion disk will be available to all registered owners direct from FTL (price to be announced.) If you haven't sent in your registration card yet, do it today! For more info contact:

FTL Games  
6160 Lusk Blvd. Suite C-206  
San Diego, CA 92111  
(619) 453-5711

Also available in March will be a comprehensive guide to Dungeon Master adventuring written by Tracy Hickman creator of the popular "Dragon Lance" series for TSR Inc. and of the "Dark Sword" series for Bantam Books. This booklet contains over 60 pages of DM hints about advanced play style, effective combat techniques, puzzle solving, mapping, magic, and more! Available soon from your local dealer. Suggested retail \$12.95.

The adventure continues with FTL!

advanced notice .....

The May  
PAC Meeting  
will be a  
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MEETING**

## SOFTWARE DEPOT

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## New Disk Drive from ATARI

The XF551

Bill Pike, PAC  
Drive provided  
IB Computers)

What the rumors have been flying about is here The XF551 is a three density (single, enhanced [Atari 1050 Density], and double density) double sided disk drive. It is in a XE gray case and is about 2/3rds the height of a 1050 and is the same length. The drive sells at IB computers for \$219.

The PLUS side is that it does work in all three densities and does write to the back side of the disk. This gives you another 720 sectors in single or double density and another 1023 sectors in enhanced density. The front side of the disk is filled first then data is sent to the backside. The data transfer has been speeded up from that of the 1050 drives to about the same speed as a Happy Enhanced 1050 not in Warp speed or a U.S. Doubler not in Ultra-Speed. This is about double the standard 1050 speed. The drive mechanism operates smoother than either the 810 or the 1050 and it is much quieter than either one. The drive uses the standard 9 volt AC power supply of the other drives so the power supplies are interchangeable. The connecting cables are also interchangeable. The drive select switches have been changed to toggle switches instead of slide switches (in the 810 & 1050), a welcome improvement.

The MINUS side is:#1. If a disk has data on the back side you MUST read the disk on a double sided drive. A 810 or 1050 will only recover the front side data, no you can't just turn the disk over. There is a option out from Computer Software Services for \$24.95 that will lock out the back side and force the drive to function as a U.S. Doubler or Happy equipped 1050 [triple density] (you can do this by just telling DOS that the drive is single sided)#2. The location of the power switch has been changed to the right rear of the drive making it awkward to reach under some conditions.#3.

### WHY DID ATARI ELECT TO SHIP THE DRIVE WITH DOS 2.5???

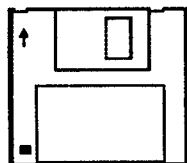
This DOS will NOT access the back side of the disk and will NOT allow you to use the extra storage area that you paid for. The DOS will not support Double Density either. You will need to purchase Mydos or SpartaDos or Top Dos to use the full capability of the drive. #4. The manual is mostly documentation for DOS 2.5 with the features of the drive in the back of the manual as well as scattered around in the text. Why couldn't ATARI put the good stuff up front, telling you just what you have purchased.

Well, here is something I don't know if is a plus or a minus. You need to retain the shipping cardboard in the drive slot as the cardboard tells you to do. This is to prevent head damage from the two heads hitting each other in transport. You could sometimes get away with not doing this with the 810 or 1050 as the head load pad didn't have much weight and might not

cause head damage. The top head in the XF551 has weight and WILL cause you to replace one or both heads if you bang it around much. Also the drive CANNOT FORMAT, or read or write to, a hard sector disk however if you place a write protect tab over the INDEX HOLE, not the hub hole, on one side of the disk doing this enables the drive to read the disk. This isn't much of a problem however as most disks that are available are soft sector. The hard sector ones are the cheapies and say hard sector on the label.

All in all this looks like another goodie from ATARI but without the bells and whistles and a few minor other things like a better manual and a compatible DOS that allows the full functioning of the drive. It appears that the user will have to take care of what is necessary.

I tried out the drive using Mydos and reconfiguring it so the drive was double sided. The drive worked just as advertised in all three densities and with it locked into single side as well as double sided. By the way, just because a disk has programs on both sides the drive will not read the back side, you'll still have to flip the disk unless it was made on a double sided drive. With all the storage space you have you can run into a problem of exceeding the 64 file limit of Atari DOS and Mydos and maybe the 128 file limit of Top Dos as well. However Mydos allows you to create Sub-Directories to handle this problem. This allows you to have 64 directories of 64 files each so this should be enough for anything.



## PAC BASIC 1

BCKGMON.BAS.....Backgamon  
BIORTHM.BAS.....Predict your life span  
CLEWSO.BAS.....A deduction game  
CRIB.BAS.....A Cribbage game  
ELLIPSE.BAS.....Graphics demo  
FINPAK.BAS.....Basic finance programs  
HYPER.BAS  
JOURNEY.BAS.....Jrney center earth adv.  
KINGS.V2.BAS.....Another adventure  
LABELS.BAS.....Label making program  
MODSHAPE.BAS.....Graphics demo  
PATTERN.BAS.....Graphics demo  
SCROOG.BAS.Small but interesting basic game  
SILENT.BAS  
SKYSCAPE.BAS.....City scape  
SOLIDST.BAS.....Pretty good basic game  
SOUND.BAS.....Good sound program  
SOUNDWAV.BAS.....Better sound program  
STBASCMD.BAS  
STLABEL.BAS.....Another label program  
STMAST.BAS  
TITLE.BAS

## PAC BASIC 2

STARTREK.BAS.....Startrek game  
DEDUCT.BAS.....Shrlock hoomes type game  
FINPAK.BAS.....An adventure game  
JOURNEY.BAS.....Jrney to center of earth  
MILEGAME.BAS.....The mile game  
SKYSCAPE.BAS.....A graphics program  
STARTREK.BAS.....Super!!! Startrek game  
SCRATCH.BAS.....Scratch game  
OTHELLO.BAS.....A basic othello game  
STBASIC.BAS.....Stbasic piece of info  
TITLE.BAS • TUGAWAR.BAS

## PAC GAMES #1

ADVENTURE SYSTEM.....Classic text adv.  
FOOTBALL.....Strategy game  
SPACEWAR 3.IT.....2-plr spacebattle game  
TENNIS.....One or two player tennis

## PAC GAMES #2

CRAPS.....Beat the house  
LUNAR LANDER.....Go ahead land this guy  
MEGARIDS.....Asteroids type space game

## PAC GAMES #3

FLW.....Word game similar to 'mastermind'  
SHUTTLE.....Playable shuttle demo  
STARBATTLE.....Great space inv.type game  
LASER.....Laser chess—wonderfull!!  
PONG.....Wimbleton of pong games  
TRUCKER.Text adv-Can you haul the load?

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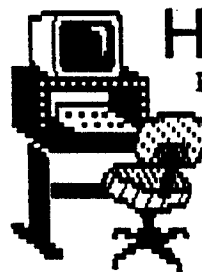
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### PAC ST DISK CATALOG

These excellent public domain programs are available for \$8.00 \*\* per disk.

Mail your order to: Portland Atari Club ST Disk Librarian  
P.O. Box 1692, Beaverton, OR 97005

\*\* PAC members pay only \$4.00 per disk. Please add 50 cents per disk for mailing.

## PAC GAMES #4

AZARIAN.....Playable demo of space game  
STONEDLX.....Stoneage deluxe—very nice!  
TVISION.....3-D Maze game

## PAC GAMES #5

DGDB.....Best Time Bandits type game  
PLUTOS.....Demo copy of a fun space game  
TWIXT.....Simple but challenging line game

## PAC GAMES #6

THE EAMON ADVENTURE SYSTEM  
BEGINNING CAVE ADV. • HOLY GRAIL  
ADV. • DEVIL'S CAVE ADV.  
PLAYER DOCS..Players manua - very impt!

## PAC GAMES #7

AGGRAVATION.....Multi-playr board game  
HOTSHOT CHECKERS.....Checkers game  
KRABAT.....Excellent german chess game  
KLONDIKE/CANFIELD.....Solitaire games  
STUD POKER.....Good betting game

## PAC GAMES #8

DEATHSTRIKER.....Excellent space game,  
similar to Scramble  
TARGET.....Classic artillery game  
TRIFIDE.....French galaxian-typegame

## PAC GAMES #9

BARNYARD.....Classic game concentration  
BNOID.....Breakout clone  
BRIDGE-IT.....Two player strategy game  
PUZZLER.....Makes puzzles out of neo pics  
POTATOE.....Dress-up-Mr. Potatohead

## PAC GAMES #10

WHEEL OF FORTUNE.....Tv game show  
STOCKS.....Buy and sell on wall street  
DARTS.....A dart game  
SENSORI.....Simon for the ST

## PAC GAMES #11

BLACK JACK.....Blackjack game  
CELESTIAL CEASARS.....Fight and  
conquer the universe, strategy game  
LAUNCHER.....Colorful new twist to old  
artillery games

## PAC GAMES #12

SLOTS.....GFA basic slot machine  
TAIPAN.....1890's China trade routes  
TREASURE.....Excellent loadrunner clone

## PAC GAMES #13

CADENZA.....Early checkers game  
CAT AND MICE.....Are you cat enough to  
protect the cheese?  
CHIPGAME.....Adv. inside your computer  
NEOFUN.....Mutate your favorite NEO pics

NITE CRAWLER.....Entertaining strat. game  
PLAYTHING.....Test your mouse hand  
SLALOMB.....Take to the slopes  
WINDOWBALL.....Breakout in a window  
YAHTZEE.....Classic dice game

## PAC UTILITIES #1

BATTERY.....Hook up a battery run clock  
DCOPY.....Copying, arcing, & much more  
DSLIDE.....SlideshowNEO, Degas,Tiny pics  
DISKMECH.....Disk analyzer, archiver,editor  
DISKTOP.....Organize your disk library  
RAMDISKS.....Variety of ramdisk programs  
STMODEM.....Rudimentary term. program  
INTRAMDISK.....Interlink adj./size ramdisk  
KERMIT.....Terminal program

## PAC UTILITIES #2

FORTH.....Public domain Forth  
PRIMER.....Excellent demo of what C can do  
C COMPILER.....Public domain C Compiler  
A68.....A68 - MC68000 Assembler

## PAC UTILITIES #3

VC.....Public domain spreadsheet  
DISKCAT.....Disk organizer/catalog system  
CHECKBAL.....Way to balance checkbook  
BOOTMAKER.....GEM Auto boot program  
FLDR2RDK.....Loads items to rmdsk/bootup

## PAC UTILITIES #4

ATARI IMAGE MANAGER.....Allows you to  
enhance and modify images from NEO,  
DEGAS, & the IMG SCANNER

## PAC TINY PICS #1

ABTITLE • HITCHHIK • MOONLIGHT  
TUT3 • ALIEN • HOTELCAL • MTFUJI  
VIPER • ATARI • KATE01 • OLIVER  
WHOLOGO • ASTLE19 • MACROSS  
PARROTS2 • ZONKER • DPKEI02  
MAXSTERL • SAUCERAT • TINYSHOW  
EXPRESS • MINMAY1 • SNOOPY  
TINYSTUF • GOOFY • MONALISA  
TOUCAN • TINYVIEW DOCS

## PAC MONOCHROME #1

MEGARIDS.....Asteroids type game  
LABELMAKER.....Mailing & disk labels  
TAIPAN.....Buy & sell on 1890 China routes  
SQUIXX.....Arcade game -QIX-clone  
STOCKS.....Stock market simulation  
GRAF CON.....Graphics converter  
WINDOWBALL.....Breakout in a window  
MONOWARE.....Mono emulator for color ST

## CLASSIFIED

This column is a permanent feature of the newsletter. Submit the ad with your name, address and phone number written separately from the ad. A six line ad is free to PAC members. Non-members are charged \$1.00 per 6-line ad.

PAC is NOT RESPONSIBLE for the content of the ads. We expect our advertisers to be honest.

Send all ads to the Newsletter Editor, P.O. Box 1692, Beaverton, OR 97005. Absoute deadline is the middle of the month. If in doubt, call Teri Williams at 667-3306.

We reserve the right to edit or refuse any ad. No dealers, please. Dealers are encouraged to place ads elsewhere in this newsletter.

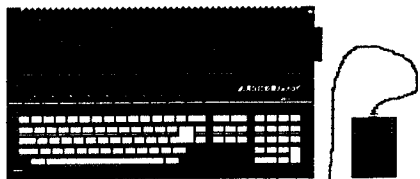
## FOR SALE

**520 STFM with color monitor.** Only 6 months old, have all receipts for computer. Also included: over \$800. worth of software. Asking \$750. or best offer. Call Mark at (206) 253-8066.

**ATARI 800XL, 1050 Disk Drive,** Okimate 10 priner, cassette drive, TV, some software and more! Just like new except it's used. \$415. Also willing to sell a desk, hutch, and chair. Call Jon (503) 393-7289. (Salem, Oregon)

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**1040 ST with Color monitor and lots of software.** \$850. Call Mark at 246-3756.



**SWING FRAME, heavy duty** Park style. Some chain. \$25. OBO. Come and get it. 228-3618.

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## WANTED

**WANTED!!** Used 1040 ST Color System. Sell me your 1040 so you can buy a MEGA. Also want: Monochrome monitor. (Have CASH \$\$\$, will travel!) Contact: Gary, (206) 573-8628 (Vancouver).

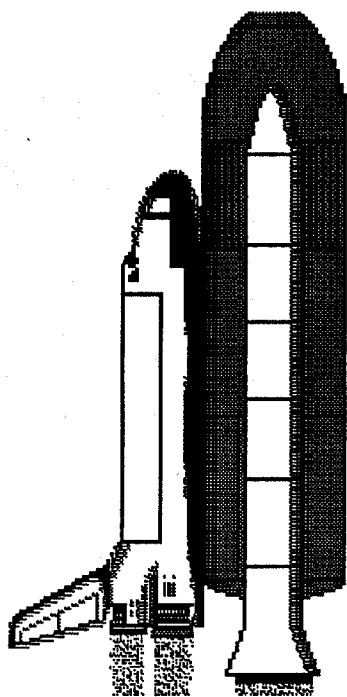
**WANTED: 520 ST.** Please call Kathy at 653-7924.

**WANTED!!** 8-bit programs written by a PAC member, regardless of type. Bring it on disk to meeting, and I'll exchange blank disk. These are for inclusion in the 8-bit library. — P. Bailey, 8-bit Librarian.

## MISCELLANY

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THIS PICTURE WAS UPLOADED TO PAC BBS#1 BY TIM TOENJES

**THE MAD REVIEWER GOES TO THE CURSADES** or a review of SARACEN by Datasoft by the Mad Reviewer [PAC & TACE (honorary)]



Review copy loaned by IB Computers

OK, so I didn't travel back in time. OK, my access to a time machine has been cut off, temporarily. Here is the newest from Datasoft. Yes, Datasoft hasn't deserted ATARI. The cost is \$29.95 from IB Computers.

The documentation is minimal and leaves you mostly to your own devices to get thru the mazes. You are told what the symbols represent. Your goal is to place a grenade next to the Saracen chief then shoot a arrow at it to blow up the grenade and spatter the chief all over the place, getting you to the next level. The scrolling is smooth and natural and the objects are well defined.

Did I say that you can only carry one arrow at a time or for that matter one object. The object that you are carrying appears beside your running score at the top of the screen. If you want a arrow and don't have one you have to drop what you are carrying and find then pick up what you need. What you drop does stay where you dropped it. By the way the arrows only shoot in the direction that they are oriented when you pick them up. If you have a right pointing arrow and something is coming from the top RUN LIKE MAD. If you have picked up a arrow the

arrow next to the score is oriented in the direction that it will shoot.

For the most part the objects look somewhat like what they are supposed to be. By the way bombs must be blown up by arrows. The arrows can also blow holes in some walls. I wish I had that kind of arrows or maybe the walls are just soft. Anyhow the levels are bigger than the screen and remind me of SHAMUS but the objects are much more detailed. This game causes you most furiously to think. You will need objects that are back in the areas of the screen you just went thru behind one way doors or maybe that were on the previous level and can only hold one object at a time. That is why you have a option to lose one life and restart the level instead of rebooting the game or killing yourself off, however, you can do that to.

Read the instructions carefully as the sheet has mostly Apple and Commodore instructions. You have to stand on top of a object and push the trigger to pick it up.

All in all this is a pretty good game and you have to really think to finish it. It is also frustrating to see the object you need to complete the level behind a suddenly appearing arrow proof wall or just on the other side of a one way door you just came thru. This is one of those games that will take a while to finish. A game of this type would have cost \$49 a year ago so for \$29 have at it.

## ATR 8000

(The following letter was sent to our club from an ATR8000 user who thinks we still have an ATR SIG. If anyone can help him, PLEASE WRITE TO HIM!!!)

Portland ATR-SIG  
c/o Portland Atari Club  
P.O. Box 1692  
Beaverton, OR 97005

March 7, 1988

Dear Sir or Madam,

I am an ATR8000 owner and am looking for a user's group that publishes a newsletter, or can otherwise provide general information on the ATR.

I am particularly interested in any version of DISKDEF that can not only read different CP/M formats, but can also initialize a disk in these formats. I would also like to know of any programs that allow file transfers between the Atari-ATR-MSDOS formats. I am thinking of purchasing the CO-POWER-Plus for ATR-MSDOS file transfers and for the RAMdisk capability, but I'm not sure if it's worth the expense. Any information or other feedback from your group would certainly be appreciated.

Sincerely,

Bruce C. Jenkins  
PSC Box 367  
APO New York 09123-5361

## ATR8000 USER WANTS TO ORDER SOFTWARE

"I would appreciate it if you could let me know if I could order from your club's software library for the ATR8000 and Atari 8-bit computers. A list would be helpful.

Thanks,  
Douglas E. Corbin  
P.O. Box 253  
Bedford, MA 0730-0253

Any User Group with ATR8000 software in its club library might like to send a list of such items to this person. It's not easy for ATR8000 users, new or experienced, to contact one another these days, so if you ATR people want to keep in touch, write to one another! Our PAC 8-bit library no longer has ATR stuff, says Perry Bailey, 8-bit librarian. But in the interest of helping the persons shown above, the newsletter staff felt it worth publishing these two pieces of club correspondance. We hope someone contacts these ATR8000 users.

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APRIL, 1988

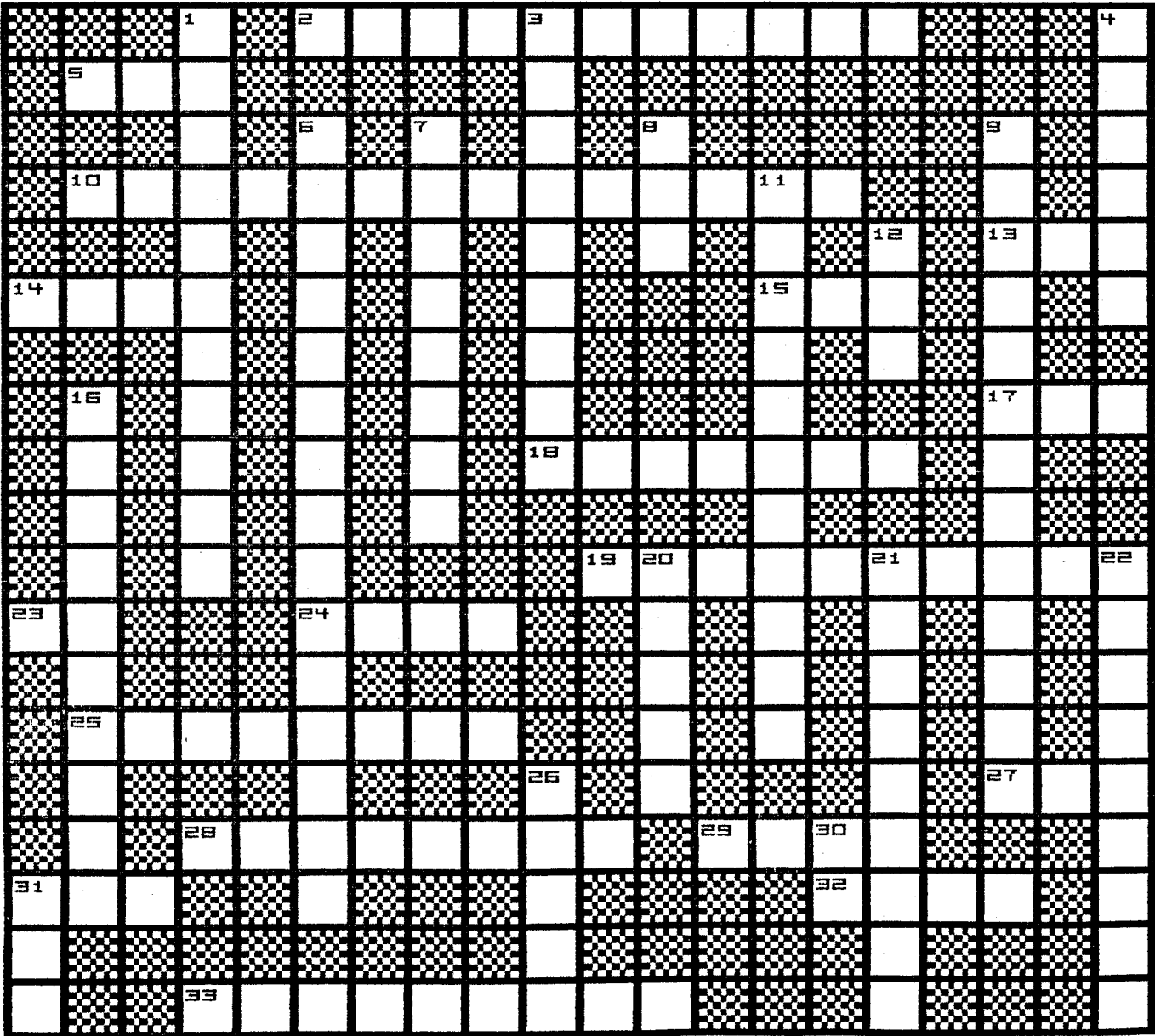
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
IMPORTANT REMINDER !! THIS MONTH'S GENERAL MEETING WILL BE HELD ON TUESDAY, APRIL 5					1	2
3	4	5 PAC GENERAL MEETING	6	7	8	9
10	11 dB MAN STUDY GROUP For location, call Lee Bole 284-2945	12 8-BIT EXPLORERS SIG 7pm Fulton Community Center	13	14 EASTSIDE ST SIG 7 pm BROADWAY EAST 4400 NE BROADWAY	15	16
17	18 dB MAN STUDY GROUP For location, call Lee Bole 284-2945	19 PAC BOARD MEETING 7 pm For location, call Bill Pike 646-4471	20	21	22	23
24	25	26 8-BIT EXPLORERS SIG 7 pm Fulton Community Center	27	28	29	30

APRIL CROSSWORD PUZZLE

BY BILL PIKE

SUBJECT: WORD PROCESSING ON THE ATARI COMPUTER

Designed on "CROSSWORD MAGIC" By Mindscape



- ACROSS CLUES
- 2. Word precessor first out for the IBM now out for ATARI ST
  - 5. Mad Reviewer's mascot
  - 10. Better than a typewriter
  - 13. Also
  - 14. What you say when you are done with a 200 page document
  - 15. opposite of lose
  - 17. what you need a lot of for word processing
  - 18. needed for output of a document
  - 19. public domain word processor for the ATARI
  - 23. no yours (possessive)
  - 24. not soft
  - 25. printed material
  - 27. what you say after completeing your 3000 word article for the newsletter
  - 28. PaperClip's spellingchecker
  - 29. fast scan of a document
  - 31. almost letter quality
  - 32. one .... of a book
  - 33. puts letters on paper

- DOWN CLUES
- 1. ATARI word processor
  - 3. Batterys included word procesor
  - 4. ends a sentence
  - 6. what every writer needs to use
  - 7. word processor for IBM now out for the ATARI ST
  - 8. Cleopatra says "Kiss my ..."
  - 9. best quality print
  - 11. first desktop publishing for the 8-bit ATARI
  - 12. finish
  - 16. a letter quality printer
  - 20. top of the line printer
  - 21. connects printer to computer
  - 22. most versatile printer
  - 26. connects computer to disk drives or printer
  - 30. apt (contraction)(slang)
  - 31. not old