Double Your Pleasure! Double your Fun!

Bloodwych = 2 X
Dungeon Master
by Bill Pike (PAC)
review copy loaned
by IB Computers

The stage is set by a evil magician banishing the good magicians to the astral plane and getting ready to take over the world. Your task, and you better accept it, is to find each of the crystals of power and use them to destroy the evil magician. Know you that the good magicians are with you, abet from the astral plane.

The graphics are excellent and the animations are very good and almost as complex as with DungonMaster from FTL. The game is a little less complex, but not much (you do need to give up a little for having two players). You still have locked doors, secret doors, traps, treasure, food, equipment, monsters, ect.

The program plays much like DungonMaster from FTL with a few exceptions.

#1 You and your friend can play two different parties with different characters in either the same or different areas of the dungeon at the same time with no loss of speed. The game can also be played with one player

#2 You don't have t experiment to ferret out the spells for the magic users in the party.

#3 All players can use magic to varying degrees of success.

#4 You start out with one character and you find the rest with-in the dungeon.

#5 A major part of the quest is interacting with non-player characters ie: buying/selling, recruiting other characters, praising, boasting, lying, and so forth.

#6 You also have the option of replacing deceased charcters from those you meet, if you can persuade them to join your party rather than attacking it.

#7 Did I say you, can and should save the game from time to time? Well you can and should!

If you are playing the game in the ONE player mode I would suggest using the mouse for objects and the cursor keys for movement, even though this doesn't allow for stepping diagonally forward. If you are in the TWO player mode you will be forced to use joysticks, this makes things a little harder.

In the TWO player mode each player starts in a different area of the dungeon and they move independently of each other, eventually you could run into each other. Is the party ahead controlled by the computer or is it your friend's? This makes for some interesting interactions, do you battle, join forces, make alliances, buy/sell equipment, pool information and/or resources or go your separate ways.

The spells use MANA from each character depending on how much power the spell uses and how much extra power is put into the spell. You recover MANA by not being in combat (slow) or resting (fast). As each character, in your party, gains experience and the party stops to sleep, the SPELL FAIRY appears and will sell each member a new spell(no money = no spell).

There are basically four classes of characters, each with the spells that it does best, however any character may use any type spell. It does come in handy to write down the spells each character has as they get them. You can also put as much power in the spell as you have MANA for, above a minimum level for the spell. You don't have to mix potions to make the spells, they are in your spell book. Also you may use each spell you have as many times as you have MANA for, you don't loose the spell by using it.

You have the option of selecting your basic character from a roster of characters. You also have the option of a quick entry that gives you a fairly well equipped basic character.

Once you are in the dungeon you will meet other characters. You need to talk to them and then, if you wish, you can try buying items or recruiting them to join your party. You may also find the need to release a member of the party in order to recruit a member that fits the party makeup better. But don't do this to much as the other recruits opinion of you will lower. Also be sure to praise your recruits when they do good. Also make sure you rest enough. If you don't, sure as chopping, you are going to run into a set of nastys that will make you wish you had. You should also keep everyone well fed and watered for obvious reasons.

People say that good things come in small packages, in this case they are right. Bloodwych from Image Works comes in a small package both physically and on a single disk. The documentation comes in English, German, Italian, and French and is quite well written, even I could understand it. The cost is a little heavy at appox. $50, however the price is well worth it.

I feel that this game will become as popular as DungeonMaster from FTL, if not more so. Besides if your youngster is giving you a bad time you can cream him at his own game. Ha! Ha!

INSIDE THIS ISSUE

PORTLAND ATARI CLUB

CLUB OFFICERS AND BOARD MEMBERS

President	Bill Pike	- 646-4471
Vice President	Brian Hunt	- 289-3954
Secretary-Treasurer	Mel Anderson	- 232-7231
Membership Secretary	Paul Karczag	- 256-4199
ST Program Director	Nabil Pike	- 646-4471
8-Bit Program Director	Paul Gittins	- 667-2403
ST Disk Librarian	Randall Leong	- 246-6354
8-Bit Librarian	David Hunt	- 286-6276
Special Projects Director	David Moore	- 292-2954
Sergeant-At-Arms	Randall Leong	- 246-6354
BBS Director	Melvin Waller	- 230-0248
Advisor	Perry Bailey	- 287-8903
Newsletter Editor	Teri Williams	- 771-7337

The Pres'

Well it looks like we finally will have a abbreviated summer.

The picnic is over! It was great for those who attended and even the STers were impressed. I feel sorry for those who missed the picnic it was really good.

It appears that this has been the Summer for Atari, at least the Fall. Not that Atari sales have been that good, in the good old USA at least, but the amount of software coming in from Europe has been a avalanche.

Atari provided the club with two tickets to the Debbie Gibson Concert about 3 days before the concert. I contacted the MIDI SIG (Chuck Hall) to see if there was anyone who wanted them but no one did. Anyhow I got to see Debbie Gibson and have about 4000 13-15 year olds screaming in my ear (couldn't hear for a couple of hours after that). I was disappointed that I was unable to see the computers and software but that is the way it goes.

I had a talk with the newest user group coordinator from Atari, Bob Brody, it looks like mean time between failures, for user group coordinators at least, is quite low. He said that there were several new things coming from Atari but he wouldn't say what. He said that TOS 1.4 is shipping, finally, contact your local dealer and have them order them for you. The Stacy and Folio and PC-4 and PC-5 are still on hold (FCC Approval?).

The creator of Xformer for the ST will be at the October meeting demonstrating Xformer 2.5 and he will have several cables for interconnection to the 8-bit disk drives and printers for sale.

The elections are coming up so be thinking of who you want to represent you on the Board of Directors next year. See you at the meeting.

Board Meeting minutes for July ,89

The meeting convened at 7:45pm at the home of Paul Karzag. Present were: Bill Pike, Dutch Lenoard, Randell Leong, Paul Karzag, Teri Williams, David Moore, Nabil Pike, Mel Anderson. Absent were: Brian Hunt, Paul Gittins, Mel Waller, Perry Bailey, David Hunt

Treasurer's Report: There was a problem with a double entry of a deposit in the checking account. Money had to be drawn out of the savings account to cover expenses. Mel Anderson will be taking over as Sec. Tres. as of next meeting.

ST Librarian: A batch of disks were sold to IB Computers to replace those sold by them.

8-Bit Librarian: Not present.

Special Projects: The location of the picnic had to be moved due to a mixup with the park. It will be at the Elsie Stuher Center in Beaverton.

Newsletter Editor: The paper is going to the printers today and should be ready Monday.

Membership Sec: Memberships are down by about 25 from this time last year, Subscriptions are holding their own.

BBS Director: PAC 2 is running well; upgrades to the software are being installed.

President: Received a phone call from Alan Reeve confirming his presence. Note: Diamond is fully compatible with the Turbo-816, contrary to other reports. Save your original packing for Atari Products. Atari ships back in their own cartons only and they are expensive.

ST Program: Populus was demonstrated at the last meeting and a review will be written for the newsletter.

Incoming corr: "Imagine" announcing Ultra Script.

"Regent" announcing SQL extensions for GFA Basic.

"E.Author Brown" announcing Findex 5 data retrieval.

"BRE Publishing" announcing subscriptions for the A Exchange newsletter $9.00 for club members.

"Practical Solutions" rules for ACE support club.

"Regent" announcing Version 2 of Regent Word.

"Antic Software" announcing STOS compiler.

"SPACE" Atari Trek has been moved to mid-sept.

Actions: The 8-bit Explorers will be changed to one meeting per month due to lack of participation.

The meeting date will be the 4th Tuesday of each month.

Ben Smith was appointed Asst. ST Disk Librarian.

Meeting Closed: at 9:15pm.

Next meeting at Bill Pike's Aug. 15th. at 7:30pm.
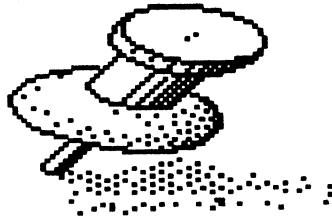
Minutes of the Board Aug.,89

The meeting opened at the home of Bill Pike at 8:00pm.

Present: David Hunt, Mel Anderson, Dave Moore, Nabil Pike, Paul Karczag, Bill Pike, Randell Leong. Absent: Brian Hunt, Paul Gittins, Melvin Waller, Perry Bailey, Teri Williams. Guest: Dutch Lenoard.

President: The picnic was very costly and 37 people attended. The speaker was excellent.

Discussion: Should we continue to program events which are expensive and do not seem to draw wide spread interest. Evaluation of this event (Picnic). It was a roaring success for those who attended but a near bust as a club event.

Membership Interest: Deep discussion of how to develop and ensure continuance of interest of the membership in the club and club activities.

Newsletter Articles: How to encourage members to write articles for the newsletter.

BBS: BBS's should be purged of non-members on a regular basis.

We are currently receiving a total of 8-12 callers per day on both BBS's. Also there is still a problem with the hardware on PAC 2.

Actions: We will not program expensive events in the future unless the club shows a expressed interest in them and supporting them. The club will give a one month extension of each members membership for at least one, published, accepted, article in the newsletter each month.

PAC2 will be taken off line for software and hardware upgrades. Its functions will be merged with Great-8 BBS, which the club also supports. The calling number will be forwarded for a period of one month.

Dutch Lenoard has been installed as Advisor, Mel Anderson will take over the duties of Sec. Tres.

The Meeting closed at 10:15pm.

The next meeting will be at Paul Karczags on the 19th of Sept. at 7:30pm.

Z NEWSWIRE #34 8/18/89

~ Atari's second quarter earnings have dropped a surprising 94 percent compared to the same quarter in 1988. In a statement released by Sam Tramiel, he states that Nintendo and "it's alleged unfair monopolistic paractices" assisted in the depressed video game sales and it's anti- competitive practices. Atari's net income fell to $327,000, or a penny a share, from $5.6 million, or 10 cents a share, in the second quarter of 1988, while revenue dropped to $82.7 million from $102.5 million in the year-earlier quarter. The first six months of the year, Atari's earnings fell 67.9 percent to $3.6 million, or 6 cents a share, from $11.2 million, or 19 cents a share, in the year-earlier period. Revenue fell to $171.5 million from $200.8 million in the same period of 1988.

~ Atari has shipped several thousand units of the Portfolio, the new portable MSDOS compatible computer. Production of the unit in continuing to grow and should reach target production levels toward the end of this year.

~ Incase you haven't heard, the new hand held LCD game system has been called the LYNX. This product was announced earlier this year and should begin shipping later this year.

~ At SIGGRAPH, the ATW made an appearance. According to a message on GEnie this week, Atari UK attended the user group show and at the last minute decided to debut the machine. Stay tuned for more details! A story of the entire show is said to appear in the next edition of the Soth Shore Atari Group Newsletter.

~ William Shockley, Nobel Prize winner for inventing the transistor, died at 79 of prostate cancer at his home on the campus of California's Stanford University. Shockley Semiconductor Laboratories, was instrumental in the birth of Silicon Valley and the electronics industry. His employees later invented the integrated circuit and the microprocessor. Later throughout the 60's and 70's, Shockley's racial racial theories claimed that blacks were genetically inferior intellectually and were producing children faster than what he termed mentally superior whites, which brought about the seperation of his colleagues and statements that he was acting irresponsibly.

Z NEWSWIRE # 35 8/28/89

~ Atari's expected announcement was due today, however, at press time we did not have the specific details. As previously reported, the TT and other news was expected. The minute we receive the information we will update this edition with a Z*Break. Z*Break is a publication for Atari news that can't wait.

~ The Texas World of Atari show wasn't as successful as previous shows. Attendance totaled from 1000 to 1600 people, depending on who you speak to. Many of the developers/dealers that attended were pleased with the attention, but others sold stock at unbelievable prices before the show ended on Sunday. See related articles in this edition for more information.

~ Epson announced last week the EPL-6000 laser printer as an alternative to the HP LaserJet Series II. The Epson laser printer produces 6 pages per minute, has expandable memory up to 4.5 megabytes and a modular design that allows easy paper and toner replacement and reliability. Available for delivery now for $1900.00.

~ Commodore Business Machines of Australlia has been ordered to pay $250,000 after it was found guilty on 19 counts of having engaged in resale price maintenance activities in 1986, a breach of the Trade Practices Act. Commodore has stated they will appeal against the decision, but failed to give more details.

LETTER TO THE EDITOR

DISCLAIMER
THE FOLLOWING LETTER REFLECTS ONLY THE OPINION OF THE WRITER. THESE VIEWS ARE NOT THOSE OF PAC

Newsletter editor:

Please put this article in the PAC Newsletter, as I feel the People out here should have an objective, unprejudiced, option to Diamond, so they don't make the mistake I did. I don't know what Reeve paid you people to publish that article full of nonsense, but I would hope you will be more selective in the future, so as not to lead your readers astray. DESKTOP! vs. Diamond

Well I've never written an article for the news letter before, so this will be a first.

I immediately went out and bought a Diamond cartridge as soon as the people in PAC said how great it was. What a mistake!!! I should have known the quality of the product would not be there, simply because it was from Reeve Software. But once again I paid a dear price for a piece of incompatible garbage put out by that company.

It seems as though that company wants your money, but has no regard for whether they give you anything useful for your it!!! I say this only after having bought many products from them. So in my search for an operating system which will do what Diamond is supposed to do, but doesn't, I called up Shadow Software who has supported the Atari 8-bits since I believe day one.

Mr. Hunt informed me that he did have an older (1984) version of DESKTOP! still available, but the new version was not yet quite completed. When I asked the price, almost afraid, after just spending $70.00 for a piece of absolute garbage, I was surprized that he only wanted $29.95 for it. Talking to Mr. Hunt over the phone, this product sounded almost too good to be true. So I jumped in the car and drove the 50 miles to Portland. While at his home, (he operates his business, Shadow Software from his home) I just simply could not believe my eyes, when he demonstrated DESKTOP!. Not only does it do everything Diamond is supposed to do and doesn't,but it does it perfectly and speedily too!

I have had DESKTOP! for almost a month now, and as yet have still not used all of the many powerful features.

DESKTOP! is compatible with ALL of my other software and DOS's and works simply marvelously!!! Dollar for dollar, if Diamond is worth $70 then DESKTOP! is worth $700 or more!

The other day when looking over a Seattle area BBS I found the following review of DESKTOP! so I will enclose a copy of it, as it sums up DESKTOP! probably better than I can.

Duane Hunt #2
8023 N. Dwight
Compared to exit
in Portsmouth (BP)

DESKTOP!

The Most powerful Graphics Operating System in the World!, well that's what the cover said anyway. Well after purchasing a copy from B&B Computer I found that this unique OS is very well written, and allows you to use, without the use of a config. file, your choice of a joystick, a mouse, or the keyboard, or any combination of the three, any time. It seems that it is an Intelligent OS, and allows you to make almost any screw-up possible, and rebounds still full of life. First to get to DESKTOP! simply type DOS, and DESKTOP! will load in from drive #1 or a RAMDISK if present.You may at anytime use a) the keyboard b) a joystick c) a mouse

You are then presented with a file cabinet on the right of the screen, with three file drawers, with drive numbers on them. You may set these to any drives you wish, of course. Under the file cabinet is a printer icon & a moniter icon.Across the top of the screen you have a command bar with the options of, Clear, Desk, Command, Icon, and HELP. Clear will clear the Screen and Memory, and present you with a clean slate, just as when you typed DOS in the beginning. Desk will open a window and give you many options, including Clearing individual windows, clearing the whole screen (but not memory), cursor speed, Screen colors, Screen Dump & others.Command will open a different window offering you basically any option you can dream of in regards to interfacing with the disk drive(s). Due to limited space I will only outline the rare or unusual ones here.
A) Copy with Append is very handy for combining two or more files together.
*B) Copy also allows you to easily copy a file to the screen or the printer.*
C) You may copy from more than one drive, all in one operation. i.e. You may tag files on two separate drives and copy them to a third drive, or RAMDISK.D) This Multi Drive operation works on all other functions as well. i.e. Delete, Lock, Unlock, Rename, etc.E) And YES 1050 owners, DESKTOP! fully supports enhanced density disks.
Dup disk does a sector copy of source disks, and DESKTOP! will automatically sense the density of your disk!Although I'm not sure whether DESKTOP! is still available, along with the Supporting programs, for the maybe $100 that I have spent for the entire DESKTOP! line of software, it is surely the best money I have ever spent on my computer. In fact I am writing this letter on DESKWRITE! and use all of my DESKTOP! line of Software and enjoy it.Also available is DESKDRAW!, DESKFIX!; a disk fix utility, DESKPUBLISH!, DESKFILE!, DESKCATALOG!, DESK-DESIGN!, & DESKCAD!I believe if you contact Shadow Software at (503)-286-6276 they will make available these fine products again.

Of the many products I have purchased over the years, I was most disappointd when the Shadow Software label disapeared from the stores

several years ago. But when I called the above number I was delighted to find them alive & well and still writing excellent software. They are now doing for the most part mail order, so yesterday, I got my copy of DESKLABEL! in the mail, and for the first time, have the greatest looking disk labels you could imagine.Don't make the mistake of buying a look alike, I bought the new Diamond OS cartridge, figuring that it would be even better than DESKTOP!, well I finally figured out why they put a trashcan on the screen, that's where Diamond belongs!!! It may be a bit older but DESKTOP! is still #1 in my book! If only I had seen the above article BEFORE I bought Diamond (arrrrgggh!)

Bob Beck
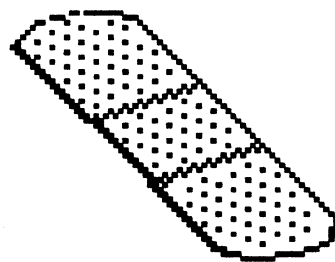
ED. NOTE: Last month I goofed again. This time it was leaving the Author name out of the following article. So here it is again. I'm sorry Perry. Can you ever forgive me? = TERI=

MISLEADING TERMINOLOGY
Perry Bailey, PAC

Have you ever noticed the fact that many of the terms involved with computers are terribly misleading?? Even the simplest phrase is confusing to a new user in this computer age. In fact how about that one?? "The computer age", just what age is the computer age. I mean what is the age at which you should give your children a computer.

My children are all highly entertained by my computer (an Atari ST), though at what age should we, as responsible adults consider a first computer for a child? This I decided was a good question.

So I brought the subject up with my wife, she could see no reason not to let the children play with my computer, but felt that none of them were actually old enough to own their own computer. Though she did think it an interesting question.

Sensing the immanent departure of funds I asked my self," how old were you when you got your first computer?".

Lets see I was around 24 years old when I got my first computer, an Atari 400. Now that seemed a nice rounded figure, 24 years old. I mentioned it to my wife as a good starting age for our children. In return she brought out the fact that computers weren't available when I was a child. I pointed out the fact that neutron bombs weren't available when I was a child either.

The argument didn't impress her and sort of fell flat when she

mentioned the fact that private individuals were not allowed to own atomic weapons. At first I pointed out as how that was being rather small of her to side step the issue in this way by picking apart my analogy. She just shook her head and sighed. So there goes another excuse to avoid a big expense.

At what age does a child first find itself able to enjoy a computer? In response to this question I decided on a test. I let each of the children (my children that is, what the neighbors let their children do to their computers is none of my business.) play with the computer to see if they would enjoy it, and much to my surprise they all had a thoroughly good time with the computer. Though it did take several hours to get all the drool dried off of the keyboard after the baby was through trying to eat it. Next I thought we should see how they do with it plugged in and hooked up. Then we tried turning it on.

It was at this point that I decided to eliminate children under 2 years old, as there seems to be a distinct possibility that they could be hurt by a painful electric shock while chewing on a plugged in computer. Though I feel that for the most part the standard 3.5 inch disks used on an Atari ST are just fine for babies and small children as there is little chance of electric shock from a baby teething on the disk. I would not on the other hand recommend ever trying to use the disk again after the baby has used it for teething on, as I find most computers resent having to use a disk that has been abused in this fashion and could retaliate by destroying the disk drive head out of sheer spite.

Where were we?? oh, I know, as to the older children, well the 6 year old liked playing with it just fine but kept putting the disks in the drive upside down and or backwards, so I thus concluded in my research that pre-literate children should only use a computer with adult super vision. The oldest child (a girl) had absolutely no trouble at all using the computer by herself. Though she did have a big problem figuring out what to do about it when the computer glitched and a long string of bombs appeared on the screen. It took quite a while to calm her down afterwards (she thought she had broken it). So I would say that probably young children should receive supervision when using a computer.

So how about teenagers? Are they old enough to use a computer wisely? Do you have a modem? A credit card? A credit rating? Well, maybe it will be all right, as long as we remember that any toy or tool given to a child is likely to be misused, and abused. Especialy, if the parents are unwilling to take the time, to find out how their children are using it, or to teach them how to use it properly.

So what age is, the computer age? Any age, for a child whose parents are willing to spend the time to learn and to grow with them, in this, the computer age.

SUCCESS STORIES STR Feature In the Atari Arena, "The Good Guys"

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ICD INC., A NEW STAR!

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by R.F.Mariano
ST REPORT # 35   8/28/89

In the Atari Computer Users Community there are a number of rather nifty stories to be told about young men and women who have done well for both the users and themselves. We will, in the course of the next few weeks, provide cameo spotlights on the movers and shakers in the Atari arena. After all, it has been primarily through their efforts that we have enjoyed bright new innovative products and software for use with the Atari ST computers.

First things first, Last week we mentioned the new ICD Boot-up software and we alluded to a new host adapter. Well, as fate would have it, there was a word missing from the item as released. Therefore in the interests of accuracy, we reprint and add the missing word.

As with all ICD hard drive format and booter upgrades, this new booter is available free to all owners of the ICD ST Host Adapter. Soon to be announced is the new and improved ICD Host Adapter ** SOFTWARE **.

Reportedly, this version, although modestly pointed out by Howard at ICD as being simply an enhancement, is a radical departure from the software we are very familiar with. From all preliminary indications this set of hard disk utilities and formatting software, Our Humble Opinion, will "leave the rest in the dust for some time to come". Consider this, smart formatting software, it will sense which devices are present; ie, Adaptek or OMTI, also, whether or not the drives are embedded and the quantity thereof.

In the tradition of pioneering, ICD has been there and back. Fondly, I remember the days of "Sparta-Dos", it was a remarkable time, to watch a 1050 disk drive go true double density and move at breakneck speeds because of the US Doubler and spartados literally gave cause to everybody to "get a set of doublers".

The PR Connection came next and indeed, was a major breakthrough for every Atari user suffering from the "850 Blues". The PR made modeming for the Atari user an affordable reality instead of an unreasonable luxury. More than likely, the PR opened up modeming to many more Atarians and provided the necessary links to the information channels (BBSs) that kept the Atari market alive.

Then came the mighty MIO, eight bit users went crazy trying to find ways to make this major investment, it simply was unheard of to have a 1mb ram-disk on an Atari 8 bit or any 8 bit for that matter. The Atari community had little if any inkling of what was to come...

Blazing a trail through the quagmire of muddled hard drive information was a monumental undertaking.

It appeared to all of us who were interested in hard disks at the time that Big Blue (bleech) was very busy trying to confuse and/or not reveal all there was to know about the drives and the uses thereof. Of course, this was not entirely true, however, one had to KNOW WHERE to look for the vital information. ICD willingly shared that information with every MIO owner.

Looking back it was quite an adventure we went on, a one mb MIO connected to a 128k computer which, in turn, was connected to a 20 30 mb hard disk. The MIO performed quite a well for all the "hats" it wore, it was the modem interface, the printer interface, the hard disk interface and of course a ram disk with MORE memory than the computer! Thirty megs at that time was the cat's meow! It was easy to hear.. "You'll NEVER fill up that monster of a hard drive!" Famous last words.

Speaking just for myself, I often recall the days when the BBS was a Seagate ST 238N in a 'shoebox'.. and sit in sheer wonderment at what ICD's bright young people will come with next. Hmmm that word ...next has a strange magical "ring" to it.

ICD has as the expression goes, "come a long way baby", the company and it's product line are first class and....the folks they have there to help the Atari userbase are among the most courteous and helpful to be found.

The founders of ICD are Tom Harker and Mike Gustafson, the technica personnel available are Howard Peters, Craig Thom and Jerry Horanoff these folks are the "frontline", the buffer zone for every complaint (almost or so it seems) that comes in. Barb Peden and Carol Houston take expert care of the front office and Cliff Terry and John Shoemaker are ready, willing and able to help as far as sales are concerned.

ICD has constant new and innovative goodies under development for the ST and other markets at this time. For the very near future, look for a real muscle power, lightning fast autoboot program and a formatter that's virtually "neophyte-proof".

A formatter that's almost fully automatic in all it's functions. ICD Inc., by it's actions, continues to be one of the front running leaders in the third party support area for the Atari ST.

FOR FURTHER INFORMATION CONTACT:

ICD, Inc.
1220 Rock Street
Rockford, IL 61101
815-968-2228

ICD UPGRADE

Ctsy CompuServe
AtariVendors Forum
ICD HARD DRIVE NEWS!
8/22/89

ICD will be releasing our new version 4.0 FA-ST hard disk booter in just a few days for public beta test. This new booter allows unprecedented speed for all hard drive systems equipped with an ICD ST Host Adapter. Our new version 4.0 includes a new intelligent caching scheme to make your hard drive operate much faster than before!

User configurable buffers cache both reads and writes. AHDI 3.0x is also supported to allow our ICD booter to read those illogical sector sizes and non-conforming partitions. And the best news is that this upgrade will cost you absolutely nothing! (Except for download time or long distance charges which you must pay.)

As with all our other hard drive format and booter upgrades, ICD's new booter is available free to all owners of our ICD ST Host Adapter.

If you are thinking of buying a Hard Drive that is not using an ICD ST Host Adapter, don't accept less, ask for it by name!

Within the next few days we will release a beta test version of this new booter. Look for it on GEnie (m475;3 download area 22),

CompuServe (ATARIVEN DL1), or our own ICD BBS at 815-968-2229.

ICD does not allow distribution on other BBS systems. The final version should be out in a few weeks and will include a new configuration utility to modify the buffer sizes.

If you would like new master disk copies of our latest hard drive utility disks, send us your old disk(s) and $10 for shipping and handling charges. Please specify single or double-sided disk format.

Speed increases using our new 4.0 booter will vary depending upon the program in use but most operations which access the hard drive will show some speed benefit. (Note: RATEHD does direct disk I/O without using the booter so no changes will be seen.) Below are some comparative benchmarks made during development.

All testing was done using TOS 1.4 under the GEM desktop. A partition with 11 directories and 109 files was created for testing purposes. Our present versions of ICDBOOT 3.41 were compared with our new ICDBOOT 4.0. Files were COPYed from the outermost partition (C:) to the innermost partition (H:) of an ICD FA-ST drive equipped with a Maxtor LXT-100S (92.5 Megabytes) and formatted at a 1:1 interleave.

Next, all files and directories were ERASEd from H: When used, the full Cache size was 60K. DOS buffers of 10K were used with all the 4.0 tests and the VERIFY buffer is always 16K. The speed of 3.41 with No VERIFY is the same as the speed of Atari, Supra, Berkley, and all

other booters that are presently shipping with hard drives.

3.41 with VERIFY COPY = 2:42 ERASE = 0:29

3.41 with No VERIFY COPY = 2:18 ERASE = 0:20

4.0 with VERIFY and read-only Cache COPY = 1:45 ERASE = 0:29

4.0 with VERIFY and with full Cache COPY = 1:10 ERASE = 0:09

4.0 with No VERIFY and read-only Cache COPY = 1:14 ERASE = 0:20

4.0 with No VERIFY and full Cache COPY = 0:57 ERASE = 0:09

NOTE: Older versions of TOS will also benefit but the speed increases will not be as dramatic due to the inherent slowness of those TOS versions. A Cache program should not be used with this new booter as it will slow down. No Cache program will compare with this performance anyway.

PRACTICAL SOLUTIONS UPDATE

Press Release

Practical Solutions has announced that they will be producing an exciting new product for the Atari ST. This item is a "cordless mouse". Some of the features of this mouse will be:

1. Wireless, infrared transmission

2. 5 foot range, and 45 degree viewing angle

3. 200 DPI resolution (this high resolution means you have to use less mouse pad in order to move your cursor across the screen.

4. Dual battery saving modes - allows your AAA batteries to last for months

A. After 2 minutes of non-use the mouse enters a "sleep" mode, and when you move the mouse or click any button it will "wake up".

B. After 10 minutes of non-use it shuts completey off Pressing a momentary-on button on the side of the mouse turns it back on.

Practical Solutions expects to be shipping these units in November after they pass through their FCC inspection. You can contact Practical Solutions for more information, or place an order by leaving mail on Genie to: PS.INC, or:

Practical Solutions, Inc.
1135 N. Jones Blvd.
Tucson, AZ 85716
(602)322-6100
(602)322-9271

PRESS RELEASE
GO-GO ST

MaxWell CPU Introduces GoGo-ST and the MegSTender

MaxWell C.P.U. (Computer Products Unlimited) has announced their first commercial software product, GoGo-ST.

GoGo-ST is a utility designed to make running any of your programs a single mouse click operation.

Built around a GEM interface, GoGo presents the user a window with 15 selection boxes and the ability to load any program name into the boxes and save these programs as a list. To run a program one simply clicks once on the program box and the program is executed. On completion, the user is returned to GoGo-ST. Desktop accessories are accessible from GoGo.

The GoGo-ST Interface
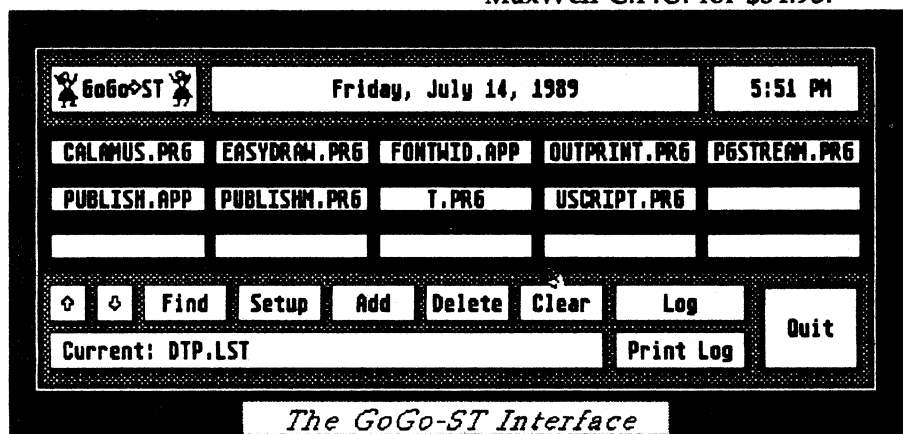
Valuable clock functions have been built into GoGo-ST, the simplest of which is a digital clock which updates every minute. The date and time are editable. There is also a LOG function which keeps track of the time you have spent in each program. When you are finished for the day, simply choose to print the LOG information to your printer, to screen or to a disk file. Desktop publishers, program developers, users who apply the ST for commmercial applications will find this function particularly useful for maintaining records of their activities.

For the true Power User, one can create lists of programs with each list holding programs with a common purpose, e.g., one list of your communication programs and dearcing programs, another list with your desktop publishing programs, and yet another with your program development files. And GoGo-ST allows the user to quickly scroll (using the up/down arrows) through each list. As each list is picked its contents is loaded to the window's 15 selection boxes. This is true Arnold Schwarznegger power; the user could quickly access over 1000 programs. There is also a FIND function that will search the program lists for any length character string.

GoGo-ST presents another tilt on getting the user quickly into production gear. Rather than click on a program name to run it, the user can choose to create lists of work files (*.TXT, *.DOC, *.PI1, *.C, etc.) and click on the work file name instead. The work file's associated program - the program used to create it - will run and the work file will

be automatically loaded into the program. Now programmers with GoGo-ST can make lists of their program source codes in development and quickly load the file into their favorite editor. MIDI users can create lists of their musics files for easy loading into their music programs. Writers can make lists of their active document files to load with no fuss into a word processor.

The developers wanted to keep the program straight forward, to not clog the basic purpose of the program (to select and run a program quick) with features upon features. Yet, this is a program with powerful functions and a useful mission. Once on your Atari, you'll wonder how you ever got along without it. The Atari ST community will be pleased to receive a new third party developer, MaxWell C.P.U. and its first commercial software product, GoGo-ST. GoGoST is offered by MaxWell C.P.U. for $34.95.

MegSTender

The MegSTender is an extension cord for the Mega ST keyboard and is being offered in lengths of 6, 8, 12 and 25 feet. Regular phone line will not work as an extension; however, with MegSTender, Mega ST owners can leave their CPU case and video in one locale and simply move the keyboard to a more desirable location; valuable with VideoKey or in MIDI applications. 25 feet starts at $24.95.

About MaxWell C.P.U. (Computer Products Unlimited)

Located in Lafayette, Colorado, on the Front Range of the Rocky Mountains and eight miles east of Boulder, Colorado, MaxWell C.P.U. is one of two companies founded by Tim Reyes and Mikel Cawthon. We are ST developers and a ST based Graphics company - MaxWell Graphics and Publications.

The name MaxWell was taken from the name of the physicist which developed Electro-magnetic theory - James Clerk Maxwell. Over the last hundred years, it has been theorists like Maxwell and experimentalists like Tesla that have lead the world into the computer-communications age.

MaxWell C.P.U. has depended on the team work of Mike Cawthon, the DTP specialist, Mark Cawthon, the main programmer, and Tim Reyes, concept developer and team leader. We have attracted a second ST programmer, Doug Dosheen, giving MaxWell two assembly and three GEM-C programmers. We are hard at work on a new

utility for the ST and a new hardware product both of which will make all Atari ST computers more productive machines. And you have not seen the last of GoGo-ST; we are completing work on a new version that will knock the socks off both NeoDesk and HotWire and at the same time be a savings to you. We are very excited about the code developing inside MaxWell C.P.U.

MaxWell Graphics and Publications is a desktop publishing and offset print shop. In association with freelance graphical artist, Sharon Solomon, we are a complete graphical design company. Our print shop includes a Multilith 1250 offset press, a 36 inch paper cutter, and a complete set of bindery equipment.

Our layout equipment includes a Mega 4 ST, a 2.5 meg 1040 ST, a 520ST, an Atari SLM804 with Ultrascript and a HP Scanjet. We also run a 286 12 Mhz machine as a daytime BBS and at night as an IBM based desktop publishing machine.

This is a very turbulent year for Atari's products. We are hopeful that Atari will pull through and raise its product line and product support a step or two closer to the Gang of Two - IBM & Apple. MaxWell C.P.U. will be bringing you more outstanding products to enhance the value of your Atari ST and we are very conscious of the value of good customer support. Be assured that we will develop a great customer support system as well. Keep a watch for MaxWell Products!

MaxWell C.P.U.
507 W. Baseline
Lafayette, CO 80026
Voice: (303)665-4849 (8AM-5PM)
BBS: (303)666-4470 (8AM-8PM)

ZNETNEWSWIRE #35 8/28/89

~ Atari is NOT the only computer manufacturer showing poor profits in second quarter reports. WANG is currently having problems with repayments on it's massive debt. INTEL's third quarter reported at 50 percent drop from it's second quarter. PRIAM reported a 6 million dollar loss in their fourth quarter report, and problems with the disk

Z NET NEWSWIRE #36
9/1/89
from combined Staff reports

~ Avante-Garde has sent out notices to registered owners of PC Ditto. PC Ditto II will allow the ST owner to run IBM software at AT speeds, and offer EGA emulation, in addition to MGA, HGA and CGA graphics modes. This coupon offers PC Ditto II to owners of the current software version of PC Ditto for 50% what will be the normal resale price of $300. The purchasers are asked to send in $150, along with $4 for shipping via UPS Air, and if a Florida resident, an additional $7.50 for sales tax. This offer expires Oct. 15th and to allow 4 to 6 weeks for shipping.

~ The Spectre GCR has been undergoing beta test for quite some time now, and now the "Gamma" units have been

shipped to test locations across the country. The GCR allows the ST owner to emulate a Mac Plus, and now can directly read a Mac disk in your ST disk drive. Numerous enhancements and fixes have taken place in the Spectre software that will be shipped with each unit, and offered separately for those who wish to stick with the cartridge based emulator, the Spectre 128. The GCR can be used in conjunction with current ST accelerators.

~ Apple Computer and Gannett Co. Inc. have combined forced to create an electronic news service for college newspapers. The system, called USA Today/Apple College Information Network, will be launched sometime next month.

ZMAG NEWSWIRE ARCHIVE

~ (September 1988) - Diamond shown at Glendale AtariFest, Oasis IV to be released, Team Software releases "A Day At The Races", Word Perfect offers User Group Special, ST Xformer uses Atari 810 and 1050 disk drives, Atari cancels appearance at Detroit's MAGIC Show.

~ (September 1987) - SLM804 announced for September release along with the MEGA ST4, Sandy Austin and Neil Harris appear at the MAGIC Show, Atari CDROM announced for fall shipment, Atari SX212 and XEP80 first shipment arrives at Atari warehouse, WhiteHouse COmputer files for bankruptcy, Atari XE Game System on it's way to toy stores.

~ (September 1986 -> Present) - 9/18/86, Atari announces public offering of stock at $13.00, Atari net worth valued at 350 million dollars, 9/4/87, Jack Tramiel states," Atari is ready to become America's Consumer Electronics Supplier", after announcement of plans to buy out the 67 store Federated Group retail electonics store. 5/31/89, Atari reports 100 million dollar loss because of Federated and reports a net worth of 82 million dollars.

ZNET NEWSWIRE#37 9/12/89

~ Hewlett Packard is said to be getting ready to purchase Commodore! The exact details are NOT known at the present time but will be updated shortly. The reasons could be numerous and will be interesting to see what developes. Maybe the end of the AMIGA!

~ The Portfolio should be released next week, and in October Atari should be nearing the release of other announced products. The Stacy should be out by Christmas, but again with FCC holding things up, we can only hope at the present time. In a past issue of ST*ZMag, we printed the fact that the Portfolio was shipping overseas, that story was incorrect as it stated it would be released overseas first. The Portfolio at the present time is NOT available in Europe.

BUMPAS REVIEWS
Jim Bumpas, ACE

I was in the silicon valley over the Labor Day weekend for a computer games tournament. I stopped at my sister's house to play Empire with my brother--in-law. Well, my power supply burned out on my 1040! There goes the weekend!

But no, B&C Computer Visions of Santa Clara, California came to my rescue. Friday afternoon, before the big weekend, they were able to replace my power supply on a moment's notice while I waited. The weekend was saved. I want to express my appreciation to them for doing the job without asking me to leave the machine and pick it up the following week.

REGENT WORD II
(Student Edition)

Don't let "Student Edition" turn you away from this full-functioned GEM-based word processor. I know we have plenty of good word processors for the ST. But the only thing "student" about this one is the $30 price.

The range of editing functions available are the equal of word processors which cost more than three times the cost of Regent Word II. Text attributes appear on the screen as they will on paper, but there is no GDOS font ability. Well, there are only a couple of word processors for the ST that give us this. A future upgrade will include the ability to incorporate graphics into documents.

If you are a student, or otherwise on a limited budget, this word processor will give you all the power you might need. It will save you money which can be spent on a larger software library.

POPULOUS

This $50 game is from England and is being distributed by Electronic Arts. I predict this may well be THE game of the 1989 Christmas season. It's a great "cross-over" game which will attract both fantasy and strategy players. It requires a lot of "mouse savvy" because it is a real-time game and the custom interface is entirely mouse-driven. All the game functions are operated with the mouse except for typing in the name of the planet you want to fight over.

This game is for one or two (by datalink only) players. The players are gods competing for worshippers on up to 500 worlds. Each world is a different "level" of play. The screen shows a "Book of Worlds" open to the page with the world you are fighting for upon it. This is a "strategic" map showing a world containing thousands of spaces. Red dots are Evil walkers; blue dots are Good walkers. Dark grey dots are Evil settlements; white dots are Good settlements. A mouse click anywhere on this page will instantly bring up the area around the mouse cursor on the Closeup Map.

The Closeup Map shows an area of approximately 100 spaces upon which you work your power. This is the centerpiece in your ST's screen. At the upper right is the Mana Bar. This is a brass device with an arrow marker which moves up and down and shows you what types of things are available to you with the amount of mana you have. The lower areas of the screen contain all the icons you need to play the game. Games in progress may be saved.

Just like all gods, you want to have more worshippers than any other god. And, just like other gods, your power is dependent upon how many people believe in and worship you. The more power you have, the more comfortable you can make it for your worshippers and the more uncomfortable you can make it for your rival's worshippers.

For your people, you can make the land more level and more productive for crops and cities and castles. You can also "knight" leaders. For your rival's people, you can make their land irregular. You can blight them with earthquakes, floods, volcanoes, rape, pillage and pestilence. I'm getting carried away a bit with pestilence, but you can spread swamps across their land. The swamps may be bottomless and swallow everything which steps into them.

Levelling the ground is done with the mouse. Left button raises the ground; right button lowers the ground. You can lower the ground right down to sea level. If an enemy knight or leader is on the ground you have erased down to sea level, he might drown in the water. At the higher levels, the ST quickly replaces lost ground to save its knight or leader. Sometimes the worshippers of the two gods are on separate islands. So the gods have to build bridges of land over which their knights and people must travel to invade the other's territory.

The rape and pillage occurs whenever a leader is knighted. Once a Knight, the leader immediately becomes a berserker and begins attacking villages, towns, castles, and even lonely worshippers, or leaders or knights of the rival god.

You can have as many knights active as you have the power to create. Knights are probably the most destructive catastrophe you can launch against your rival's followers. They do not have a chance to convert to your worship. A knight comes in brandishing his sword (the clank of armor is the sound of a fight). When a knight leaves any structure, it is left flaming. A trail of burned-out villages and castles always marks the passage of a knight.

It's difficult to keep very many knights going at once. I've had as many as three. They are expensive in terms of the power needed to create. And they then to combine together when near each other to become more powerful. The constant combat does wear them down, so they do not last for ever, either.

Finally, when you have enough "mana" (power) from your worshippers, you can answer their prayers and create armageddon. This is essentially a way to end the game which might otherwise take hours.

Many games may be finished in only an hour or two. Armageddon ends all player input. You watch as your followers race towards destruction like lemmings to fight the unbelievers on their way to paradise. If you have sufficiently more followers than the rival god, then you have beat him for possession of the souls of that planet (I guess they all come to paradise in your heaven). Then you are given the name of the next planet you may fight over.

If we are gods, I don't know who the skull-like fellow is who tells us the next world to compete for.

There are 500 planets or levels. But you cannot just pick the level you want to play. Each planet has a name and you must type this name into the program before you can play it. I'm up to level 90 (Veryytory) now. Level 21 (Corpeham) was the first level to beat me before I could beat it. Level 80 (Badogoond) was the next level after level 21 to give me significant trouble.

But you may not want to skip very many worlds, because the easy levels are good learning experiences. Each world from the "Book of Worlds" may be different. There are grassland worlds, worlds of ice and snow, rocky worlds, desert worlds -- several different kinds of worlds. And you do need to know how to use all the functions and powers of your position.

One difficulty (or it may not be a difficulty) with a two-player game is the fact than the gods are Good and Evil. One player must be the Evil God. In one-player mode, the ST is always the Evil God. In addition to the 500 canned worlds, players also have access to game controls to affect balance. Various powers can be denied or limited one god or the other.

I tried fighting out a game to the finish once, without using Armageddon. It did take quite a long time. I had thousands of followers and hundreds of villages and castles. The report at the end of the game showed I had nearly 1,000 combats (most of which I won). I noticed the game did seem to become rather overloaded. The ST must keep track of all these thousands of characters running around. I found the ST became a bit sluggish responding to my mouse clicks when I tried to level the ground for my people. But the program did not bomb out as I thought it might.

I have not had so much fun with a game since Dungeon Master. I highly recommend this game for players of fantasy and strategy games.

And anyone interested in the current highest expression of the computer programmer's art will be interested in this game.

-- Jim Bumpas

Last Hacks:
Mouse Balls
Submitted by Bob Retelle

[This text ACTUALLY came out of an IBM service database. Of course it's referring to the rubber ball inside a computer mouse...]

ESD PRODUCT SERVICE SUPPORT

SUBJECT:NEW RETAIN TIP
Record number: H031944
Device: D/T8550
Model: M
Hit count: UHC00000
Success count: USC00000
Publication code: PC50
Tip key: 025
Date created: O89/02/14
Date last altered: A89/02/15
Owning B.U.:   USA

Abstract: MOUSE BALLS NOW AVAILABLE AS FRU (Field Replacement Unit)

TEXT: MOUSE BALLS ARE NOW AVAILABLE AS A FRU. IF A MOUSE FAILS TO OPERATE, OR SHOULD PERFORM ERRATICALLY, IT MAY BE IN NEED OF BALL REPLACEMENT.

BECAUSE OF THE DELICATE NATURE OF THIS PROCEDURE, REPLACEMENT OF MOUSE BALLS SHOULD BE ATTEMPTED BY TRAINED PERSONNEL ONLY.

BEFORE ORDERING, DETERMINE TYPE OF MOUSE BALLS REQUIRED BY EXAMINING THE UNDERSIDE OF EACH MOUSE. DOMESTIC BALLS WILL BE LARGER AND HARDER THAN FOREIGN BALLS. BALL REMOVAL PROCEDURES DIFFER, DEPENDING UPON MANUFACTURER OF THE MOUSE. FOREIGN BALLS CAN BE REPLACED USING THE POP-OFF METHOD, AND DOMESTIC BALLS REPLACED USING THE TWIST-OFF METHOD. MOUSE BALLS ARE NOT USUALLY STATIC SENSITIVE, HOWEVER, EXCESSIVE HANDLING CAN RESULT IN SUDDEN DISCHARGE.

UPON COMPLETION OF BALL REPLACEMENT,THE MOUSE MAY BE USED IMMEDIATELY.

IT IS RECOMMENDED THAT EACH SERVICER HAVE A PAIR OF BALLS FOR MAINTAINING OPTIMUM CUSTOMER SATISFACTION, AND THAT ANY CUSTOMER MISSING HIS BALLS SHOULD SUSPECT LOCAL PERSONNEL OF REMOVING THESE NECESSARY FUNCTIONAL ITEMS.

P/N33F8462 -- DOMESTIC MOUSE BALLS P/N33F8461 -- FOREIGN MOUSE BALLS

STATISTICALLY ACCURATE BASEBALL
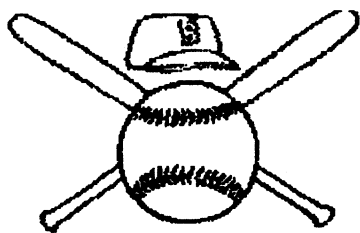
by Stan Swanson (reprinted from The Shareware Connection)

I recently took it upon myself to take a look at and judge Statistically Accurate Baseball (v400) from ST programmer Joe Damore. The verdict? Simple... It's one of those shareware programs which easily approaches commercial quality level. If you're a baseball fan, it is (without qualification) a must-buy. If you're really not a fan of the game, it's still worth every penny of the requested $14 shareware registration fee and you'll soon find yourself lost in a myriad of hits, runs, double steals and squeeze bunts.

Not really knowing what to expect, I booted up Statistically Accurate Baseball (S.A.B.) early one morning to review it for this issue. I soon forgot all about reviewing it and found myself lost in the depth of the game. To put it simply, Joe Damore knows his baseball and it shows. Game play is very realistic and S.A.B. could easily be used in "fantasy" type baseball leagues. Of course, it's also just lots of fun to sit down and either play the computer or compete against friends or family members.

How accurate is S.A.B.? Joe tells us that if you play a regular 162-game season with the program, each player and team will come close to actual historical stats. If you're a better than average manager, you should be able to actually improve your chosen team's overall record by about 10 games over the course of a season.

A 9-inning game can easily be played in 10 or 15 minutes which makes things quick and enjoyable at the same time. Of course, the more you get into the managerial side of things, the longer a game will take. With the computer managing both teams, a game can be played in less than 2 minutes.

Actual game play is simple and although Joe includes complete documentation with S.A.B., you can boot up and begin playing immediately with no problem.

After S.A.B. boots up, you first pick your visiting and home teams and are then given the option of who controls which team. Either team can be controlled by the actual players or the computer.

Your next option is to pick your starting line-ups. You can either go with the line-up presented by the computer (which is generally the one you want unless you're playing with teams you've drafted) or make line-up changes at this point.

Once you've decided on your line-ups, you then move to the Main Action screen. This is where all the action takes place. The top half of the action screen includes the scoreboard, the inning, the number of outs and your "runners-on-base" situation.

This is constantly updated as game play progresses. The lower half of the action screen is where all offensive and defensive strategies are decided as well as the actual play-by-play.

At the end of each game you will be asked if you want to print the results and stats to the screen or to the printer, and whether or not you want to add the stats to your 'stats' disk (available only to registered users). You can then play a new game (with the same or new teams) or quit to desktop.

Both the defensive and offensive coaches are able to make strategic decisions at any point during the game. The defensive coach can use such options as Play Normal, Hold Runners, Intentional Walk, Play Infield In, Play Corners In, Make a Player Change and View Stats. The Offensive Coach also has the last two options plus Swing Away, Bunt, Steal, Hit and Run and Squeeze Bunt.

Once again, if you're not familiar with all of these baseball terms and strategies, Joe's documentation will quickly solve that problem for you. The documentation also provides a list of most of the terms used during the game and how they affect the game as it progresses, play by play.

Statistically Accurate Baseball works on both color and monochrome systems and all game play is controlled via the mouse and the keyboard. As was previously mentioned, S.A.B. is a shareware program and well-worth the very reasonable $14 registration fee, especially when you consider everything registered users receive.

Joe not only ships out the most current version of S.A.B., but registered users receive a database with the complete 1987 set of professional teams PLUS 41 great teams from the past. They also receive Joe's drafting program (which lets you draft your own super teams) plus a stats compiler program which compiles team and player stats and lets you view or print them at any time. Now, how's all that for a bargain?

Joe tells us that he spent three years creating this program and the effort and time definitely shows. He is constantly updating the game and adding new teams to the package. (In fact, the teams for the 1988 baseball season should be available by the time this issue is out). He has also started work on Statistically Accurate Football. I'm a football fan from way back and am anxiously awaiting this one. If it even approaches the depth and quality of Statistically Accurate Baseball, Joe will have another sure winner on his hands. It's a home run in anyone's league!

The Shareware Connection is a monthly publication dedicated to bringing its readers up-to-date news and information of public domain and shareware software. Subscriptions are currently $12 for 12 issues. Information can be obtained from:

Computer Publications, Unltd.
P.O. Box 2224,
Arvada, Colorado 80001.
Their phone number is
(303) 423-6805.

TV FOOTBALL iS QUALITY??

STR FOCUS
ST Report #102 8/25/89
Why the chop and slash??

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ctsy: CIS
WEDNESDAY'S
CHILD AGAIN!

AUTHOR UNKNOWN

->a few comments observed on the "lines"

Okay, I now have TV Sports Football for the ST, and I have very mixed feelings about it. Following is a review, and I hope that the Cinemaware people see this message.

First of all, TV Sports Football has absolutely the finest animated football graphics I have seen, along with a superb amount of playability. You have four basic offensive sets and three offensive (I formation, Proset and shotgun). You then have four plays available from each of these, but since you have optional control over all the players you can basically run anywhere you want to, set players in motion and back again, whatever. The graphics and sound are top notch, with digitized touchdown sounds, cheerleaders etc. If you are a junkie for arcade action with unbelievable graphics and sound, this game may be for you.
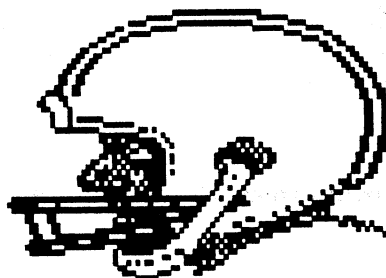
If you want more, however, forget it. The reason is that Cinemaware released' TV Sports football first for the Amiga. It has a half time show, marching band, tv commentators, sideline shots of players and other frills.

More importantly, it has completely statistics for all the teams with comparisons in thirty different categories and rankings etc. You also have the ability to edit teams and divide up talent with Speed, Agility, Strength and Hands factors.

You can give the players names and the teams are modelled after the 1988 NFL season complete with matching schedules.

You can play exhibition games, league games or just practice. You can play the computer or another player, have games be automatically computer played (giving you just the score) or you can watch them (like TV).

When they did the port from the two-disk wonderful Amiga version, they lobotomized the ST version, removing everything but the cheerleaders, and the stats are all but gone.

I spoke with Cinemaware twice today, and was informed that the policy regarding the ST was to offer only the stripped down version of the game, no stats, no nothing. So, if you are a football freak, forget this program because they yanked all but the basic arcade game, no frills, no statistics. I was informed that the St market was too small and they outright refused to consider updating the program to include all the features.

The topper of it all---they still want the same $44.95 for the ST version as they do the Amiga. Half a program for the same price. I can't help but feel the favoritism on the part of Cinemaware. I know they are concerned with profits, but my feeling is that if something is worth doing, its worth doing right.

Not only this, but the manuals have not been changed for the ST version. You are given a general football manual with enticing comments about statistical capabilities for the program ...such as "Deluged with statistics, injury data and kinetic imagery, contemporary gridiron fanatics view the game through eyes far more sophisticated than their grandparents... It is to these fans that we respectfully dedicate this simulation"

So how much respect do we as Atari ST owners get? We get half a program, a lobotomized version of the real thing, because we don't deserve a full port of the game.

I'd be interested in hearing other opinions about this. Yes, I've also read all the stuff about falcon. If I remember correctly, Falcon finally made a profit on the ST, and Spectrum Holobyte has been great about program updates and mission disks.... THEY OBVIOUSLY FELT IT WAS WORTH DOING RIGHT. I was going to buy Rocket Ranger, but God knows what they've chopped out of THAT!!!!
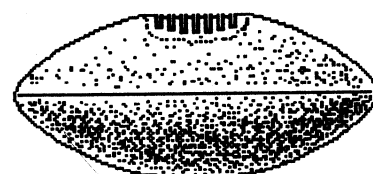
EXCHANGE PROGRAM
STR Spotlight Atari's
Exchange Program Torpedoed?

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FOR WHOM THE BELL TOLLS

========================

by R. F. Mariano
ST REPORT   8/25/89

For quite some time, the Atari userbase has regarded the security of Atari's fine equipment exchange program a real value, with it's realistic costs and excellent service.

Now comes Mr. Eager Beaver executive who felt he needed to do "something" to brighten the day when the dismal figures came out for the quarter.

Along comes Mr. "Work Every Day Joe" who took anywhere from one to ten percent of his annual income to purchase his "pride and joy" Atari ST computing system...

Joe and all the users just like him enjoy using their computers and most do so everyday. One bright and sunny afternoon, Joe turned on his computer and observed a small mushroom cloud rise slowly and deliberately from the vents of his beloved 1040 ST....Oh no!

After checking the receipts, he found he has had the computer for over 24 months. NO MORE WARRANTY (90 days). "Not to worry Joe, Atari has one of the very best exchange programs in the industry, many good users have barely lost a step in their daily enjoyment of using the Atari ST Computer Line".

When one considers the cost of a Mega ST4 and SLM 804, the Desktop Publishing System, combined. And then read the warranty -> 90 days!! <- It becomes somewhat reprehensible to the person who has just dropped thousands of dollars on a new computer system to find that it's covered for only 3 months!

Most dealers and users comfort themselves in the security of the exchange program, the dealers had an excellent selling point and the end user knew, that if anything did happen to his equipment, he could, for a nominal fee, get it either fixed or replaced.

Enter Mr. Eager Beaver Executive; "Hey! let's double and triple the exchange rates, that'll help make up the losses!! What a wonderful idea!" ..This "jewel of leader" gloats to himself. (Picture, if you will, an angel on one of his shoulders and the devil on the other) The sweet little angel whispers, don't do this, you will hurt hundreds of users and force them to regard a broken computer as a throw-away. It is wrong! Outraged, the devil screams in the other ear; awww, go ahead give 'em the business! they'll only squawk for a little while!

Folks ..the DEVIL WON! Atari has drastically increased the exchange rates for both the users and the dealers.

Drastic = DOUBLED AND TRIPLED!

The "End User Cost" has risen to a point where it no longer makes sense to have the exchange program in place. Could this possibly be one of the reasons why a bright guy like Dendo is not there now, perhaps, he disagreed with putting the "short end of the stick" to the dealers, new and old alike. We KNOW Dendo had good results (numbers) coming in.

The cost to the user is now roughly 50% of factory recommended retail prices. This is another fine example of progressive, positive, decision making at Atari! Simply put, it is an insult to the userbase.

Unfortunately, this move appears to be a plain old fashioned gouge. We, at STReport, realize this is not actually what is going on here. In fact, we feel it is a bungled attempt on Atari's part to try and protect it's catastrophic decision and policy change.

Remember when Sam asked that we become evangelists?

Most folks and Usergroups smiled because they already were very busy promoting the ST to friends, neighbors and folks they were doing business with. All in all, it was very satisfying to see those people who bought an ST at our urging and found it to be as satisfying as we do.

Could it be possible that Sam and his fellow corporate leaders are willing to forget the support the entire userbase gave through the thin times? Is it possible that they look at us as being purely 'expendable'? Are all the indicators true that they are trying to penetrate a different market level? Is this really the 'payback' for the months of relatively blind faith, fellowship and support for Atari while THEY were busy bestowing their offerings upon the European marketplace?

In our humble opinion, Atari has dealt a rather severe blow to the loyal users and dealers new and old alike. They should, without hesitation, restore the exchange program to it's former state. The goodwill generated by this move would far outweigh any monetary benefits derived from the increased tariffs. Besides, this would definitely be the least expensive way to reach a majority of the users in an extremely positive manner. The exchange program, once again, was the envy of the industry.

Also, it was one of the strongest selling points for the Computer lines considering the meager 90 day warranty. Perhaps, the brightest facet of the program was the mighty fact that Atari had not forgotten those whose 90 day warranty had expired. The new exchange prices aimed at the end user, who has problems with his Atari products and has had his equipment longer than the ninety day period, are outrageous.

ST*ZMAG and Z*Net readers know Bob's writing well, as he has been a contributer and associate staff member of our publications for some time. He most recently co-authored the introductory article on Chris Roberts, his predecessor in the position. Bob is well known to Southern California user groups, as he has been instrumental in a number of shows and projects there. He took a week off work at his own expense in order to coordinate Atari's appearance at the hugely successful NAMM show last winter. He also worked a lot at the Anaheim World of Atari show.

Bob worked for BRINKS in a number of capacities, including developing a number of internal projects, that generally occupied 60 or more hours effort every week. The much-touted "overwork" that Atari expects from its employees should be a snap next to what Bob has accustomed himself to.

While Atari President Sam

Examples of the price increases:

PRODUCT	LIST PRICE	DEALER EXCHANGE Old	New	USER EXCHANGE Old	New
SC1224 Color Monitor	$399.95	95.00	175.00	95.00	260.00
SM124 Mono Monitor	$199.95	60.00	80.00	60.00	130.00
.5mb Computer System	$599.95	115.00	115.00	115.00	300.00
1mb Computer System	$799.95	125.00	125.00	125.00	375.00
2mb Computer System	$1499.95	175.00	265.00	175.00	525.00
4mb Computer System	$2199.95	225.00	350.00	225.00	675.00
SLM 804 Laser Printer	$1999.95	424.00	700.00	Dealer Only	

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lost a step in their daily enjoyment of using the Atari ST Computer Line".

dealers! The Time is coming when Atari is going to forced to look at the entire US market place instead of the market conditions prevalent in California.

The rest of the country is no-where near the level of penetration and expertise the California market enjoys. In any case, the price increases should be rescinded or, at least, reviewed and modified on a regional basis!

Folks, most of the increases that will effect the majority of the users and dealers have not gone into effect YET.

There are those who would say, "Atari was loosing money on the exchange program". Nothing could possibly be farther from the truth. As most folks know, the public information act allows any U.S. citizen the right to see gov't. documents. Check out the filings with the U.S. Customs on the import values of 'certain electronic goods' ..when you do, be prepared for quite a shock.

When the price changes do go into effect, those users who do not have a dealer(s) within a reasonable distance from their homes or those users who have a poor relationship with their * only * dealer for "hundreds" of miles are really put to the gaff. By all surface appearances it looks like the minds at Atari were not considering the "LOYAL, EVANGELISTIC" users when these new tariffs were "slapped" in place. In the long run, both the dealers and the users will feel the effects of this

NEW USER GROUP COORDINATOR

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by John Nagy
ST*ZMAG # 34   8/18/98

ST*ZMag received word late this week that Atari has hired a new User Group Coordinator to replace Chris Roberts. After interviews with a number of candidates, Atari chose BOB BRODIE, president of the Atari Computer Owners of Orange County, California.

Tramiel had asked for someone with a specific marketing background for the position, when Bob Brodie's name was brought up as a candidate, it seems a number of Atari officials piped up. We heard that Frank Foster in particular was backing Bob, after witnessing his work at the NAMM shows. In the end, hands-on experience and user group know-how were the deciding factors that won the position for Bob over the other candidates. Bob's level-headed approach to problem solving and communicating have already impressed the Atari brass. He will work for Augie Ligori but be supervised in most matters by Sig Hartmann.

Starting Monday at 1 PM Pacific time, Bob will be available for user-group contact at (408) 745-2052. He will be moving his wife and children up from their Orange County home sometime in the next few months, and will commute on weekends til then.

While his club will be sorry to lose him as President, and we at the ZMAGs will miss him as a regular staff member, Bob will undoubtedly remain active in a user group in the Sunnyvale area, and will continue to write articles for use in user group newsletters and online magazine, although with a different perspective.

We congratulate Bob Brodie on getting the User Group Coordinator position at Atari. We are confident that THIS TIME, Atari chose someone that has been highly reccommended by users, publishers, and Atari executives alike.. We predict that satisfaction all around will keep Bob in Atari for a long time.

ST REPORT CONFIDENTIAL
You'll always see it here
FIRST!   **#102 8/25/89**
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- New York City, NY

WALLSTREET BULLISH ON PORTFOLIO

Tonight's guest on Wall Street Week (PBS financial news show, hosted by Louis Rukeyser) was Lee Isgur. He mentioned that Atari had announced a pocket computer, that it would be available in time for Christmas, and that he had one in his pocket as he was talking.

This man is an influential enough financial analyst that one can understand Atari buttering him up with early samples. It's encouraging to hear that there are enough machines for ANY of them to leave home. Isgur also referred to the hand-held game machine. And no, he didn't say what he thought of Atari or show any goodies. It was just something he said in passing.

- Sunnyvale, CA.

DUSSELDORF GERMANY TO SEE TT FIRST!

Atari execs, some of whom are already in Germany, are getting ready for the big show opening this weekend.

Antonio Salerno, the driving force behind many of Atari's new dynamic ideas is also in Germany confering with the big wigs of Atari Germany.

This show (Dusseldorf) promises to kick off the "big push", marketing wise, in the USA.

- Sunnyvale, CA.

TOS 1.4 IS SOON TO BE A REALITY!

TOS 1.4 is a SUBSTANTIAL upgrade for all ST computers and I urge everyone to upgrade when it becomes available. I think Lloyd can vouch for the usefulness and "bang for the buck" that TOS 1.4 has provided for him. As for a disk version online, I am afraid that isn't going to happen. There are several reasons for this that I won't go into unless asked. The main reason is standards. TOS 1.4 on disk acts differently than TOS 1.4 in PROM form. Ask Charles Johnson on this one. There are things that are hard to do with the disk version. Also, we want ONE version of TOS 1.4 available. This version being the ROMs.
...John Townsend

- Dallas, TX

NETWORKING SYSTEM FOR THE ST!

A low-cost networking system was shown at the World of Atari Show in Dallas from a SGS Software and Paradise Computers. It costs $160 for everything needed to network two ST's together. For additional node add-on kits, they cost $110.

The features are: Shared access of hard drives or RAM disks on the file server. Network 1 to 32 ST computers. Up to 500 feet of coax cabling between systems. A network OS for reliability and compatibility. Non-dedicated, networking functions in the background. Fault tolerant data line errors are detected and corrected. Permissions; you can restrict operations like file deletion. File locking multiple systems won't corrupt the same file. Low cost uses the built-in hardware (MIDI ports). Their address is:

Paradise Computers
3485-B Sacamento Street
San Luis Obispo,
CA 93401
(805) 544-7130

- Sunnyvale CA.

LOOKING AROUND INSIDE ATARI!

Walking around at Atari, these eyes saw all kinds of stuff I couldn't have! I saw a TON of CDR504 CD-Rom drives at Atari... almost _all_ being used as audio disk players! Arrgh! Programmers had them plugged into their boom boxes! So, I'm just sharing the pain with all the readers when I tell you how nice it is to use an Atari that lets you use two colors in "high" res (on a multisynch monitor), or one that has... memory expansion connectors! Then again, there was that SCSI... but you're not interested in that. Atari is on the move!

- Sunnyvale, CA.

ATARI TO CONSIDER A BETTER WARRANTY

The Atari National Field Service Manager, Ted Maciejewski, is alleged to be putting the finishing touches on an extended warranty program for Atari Computers.

In the same breath Atari "brags" about creating 'new opportunities' for dealers to "maintain service centers profitably" as a result of the new end user product exchange price schedule. If such is the case, then why were the dealer prices hiked too?

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ST REPORT CONFIDENTIAL
Sayin' it like it is...
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#103 9/1/89

- Sunnyvale, CA

USERGROUP TO HOST BOB BRODIE

On Saturday, September 9th, I will be attending a meeting of the Jersey Atari Computer Group.

The members of the Jersey Atari Computer Group have scheduled appearances from A.N.A.L.O.G. and Atari Explorer magazines as well.

Scheduled to appear from A.N.A.L.O.G. is Arthur Leyenberger, and from the Atari Explorer either Elizabeth Staples or John Jainschigg.

I would like to encourage all Atari users in the area to attend this meeting.

David Noyes of the Jersey Atari Computer Group has already contacted a number of other groups, including the Jersey Atari Computer Enthusiasts, ABE's ACES, Lehigh Valley Atari Users Group, Brooklyn Atari Society of Information and Communication, and the Ol' Hackers.

The meeting will be held at the Bell Labs Auditorium on Mountain Ave, in Murray Hill, New Jersey at 9:00AM. For further information or directions to the meeting, please contact Dave Noyes, at 201-852-3165 evening, or 201-953-7977 daytime.

- San Francisco, CA.

HARD COPY MAGAZINE MAKING EXCUSES!

I just was told to not expect the STE until 1990. The TT in late 1989. The STE will also have a noticeable price difference between it and current ST models. Reason for the delay: Too many products to release in a short period of time. First come the Portfolio, Stacy, and Lynx.

-STeve Mortimer

ANTIC AUTHORS 76703,1077

Here we go folks, ...the first set of excuses! Don't look for this and oh there's too many new products to release, not enough time... GAAK! The last thing we need is to see excuses..... Sorry guys, but the last thing you should be doing is offering excuses for the blitzenzoomers. OR is it in vogue these days?

- Jacksonville, FL.

USER UPDATABLE OS CHIPS

The best of both worlds would be EEPROM. You flip a small dip switch on the side of your ST, stick TOS 1.4 diskette into drive, click on Load New Op System. After a short while the Op system is written to EEPROM, and verified.

You flip the dip switch back (the switch is connected to the Write Enable pins of the EEPROM chips) and you're all set. No service call required, you keep the disk safe - the disk could even be patched with minor revisions. EEPROM memory chips have limited write capability, about 100,000 writes max. I have to assume we would not have to worry about going to TOS 1000.9 on the same set of chips.

But then, nobody ASKED me for my ideas, did they?

The above suggestions were made by J.Ness, AUTHOR OF QWIK CIS, we included them because, to us, they make a whole bunch of good sense...

PC DITTO II COUPONS ARE MAILED OUT

AVANT-GARDE SYSTEMS ANNOUNCES ..and it goes on to detail pc ditto II fairly well.

This is the header on the coupon, but ..the important line on the coupon is "PLEASE ALLOW 4-6 WEEKS FOR DELIVERY - PURCHASE OFFER EXTENDED TO OCT.15, 1989.

If you are a registered owner of PC Ditto and have not received your coupon, write to:

Avant-Garde
381 Pablo Point Drive
Jacksonville, Fl. 32225.

The coupon permits a registered owner to purchase the NEW Ditto II for half the regular price of $300.00.

- Andover, MA.

FAST TECHNOLOGIES TO BEGIN SHIPPING!

Jim Allen, that photogenic character on the front cover of ST X-PRESS magazine, is reportedly readily to begin shipping the T16 16mhz accelerator boards within 2 weeks.

This is super good news for the ST community as this is the board we covered a few weeks ago and highly recommend to the users as a reliable "it gets the job done" upgrade. He also added, that the Atari floating point upgrade, since it uses it's own oscillator, is not synchronized to the ST CPU so on the average, it is actually slower than if Atari had used the ST 16mhz clock. This means if one purchases the Atari board, or uses the moniterm board, one should disconnect the 16mhz internal clock and use the 16mhz clock that is in operation on the Mega ST motherboard. As an added benefit, the T16 board increases the speed of the Floating Point Chip by a mean average of 50% in all modes. He said.

S7/News & Reviews
28-Aug-89 18:11:13
Sb: #230114-"New" 130XE
Fm: Mark Elliott [I.C.]
76004,1764
to: Michael T. Davis 73667,541

Mike: Well the "NEW" batch of 130XEs, that were produced this year, (yes!) have the following changes made:
1) RAMs used (4), are the 41464 (4464) types. (compared to 16 - 4164, on old)
2) The O.S. has minor changes like;
   A) The MEMORY TEST (from SELF TESTS) tests the extra 64K now! (in 4 squares)
   B) Also, the MEMORY TEST checks the first 48K over TWICE as fast as before!
   C) The KEYBOARD TEST has the F1-F4 keys missing on top. (function keys), although the code that interprets them is prob. there. (like XEGS)
   D) Also, it types out "COPYRIGHT 1985 ATARI" at the keyboard test, when all tests are done. (compared to COPYRIGHT 1983 ATARI, before)
   E) And, the O.S. chip itself, is on a 27256 EPROM, but only half of it is used! compared to the original, which was on a 16K x 8 ROM, 27128 comp.
3) Finally, the PIA is a completely different chip! Being a 68B21. (compared to the 6520/6520A on all other Atari 8-bits.)
4) Last, but not least, the Owner's Manual (Rev. D), is now paper-bound, compared to spiral-bound on the original. Hmmm, at least Atari went to the bother of updating the new machine. (prob. will save them money, being more reliable with less chips.)   - Mark -

PUBLIC DOMAIN SHELF
by Alice Amore

FLOORMAT

The authors of this shareware program, S. Orandi and S. Tringali (D. & W. Associates), contend that although there are already enough ST formatting programs to choke a horse, not even one of them could be considered even marginally "attractive". They have changed all that with FLOORMAT. This program is very pretty. Gone are the boring dialog boxes and the GEM interface. Instead we get an animated picture of an ST (which I remember as being one of the best animated D.E.G.A.S. pics in existence) and a wealth of formatting options displayed on a spiffy menu screen.

One important feature of this program is the ability to abort a format at the last minute (when you suddenly realize that the wrong disk is in your drive).

You can control the seek time, FAT size, directory entries, sector layout and cluster size. You can verify, use tracks up to 200, do multiple formats, and even see a 3-D layout of errors. The parameters are user-configurable and can be saved.

FLOORMAT claims to be faster than all other formatters, and it also claims to be the only formatting program which will continue formatting even if there are disk errors. (When that happens, the errors are displayed on a graph.)
This program definitely deserves your attention.

TCCOMP25

If you are a user of FLASH! (Antic Software), and you call GEnie often, you will definitely want John Hickey's sophisticated TC COMPANION, version 2.05. This program, used in conjunction with FLASH!, makes its own DO files which are then used for automated file-browsing and downloading on GEnie. The program doesn't forget you after the downloading is over. It includes utilities for deARCing, copying, erasing, and renaming files. It has an ASCII file viewer and a disk formatter, too. TCCOMP25 is shareware.

CALNDER1 and CALNDER2

Using Color ComputerEyes and Digispec, Eric Zwirnmann has digitized the pictures from two calendars. The digitizations are of landscape scenes from the US and Europe.

ST-Log Programs!

Programs from ST-Log can now be found in the GEnie ST file libraries. Included with each file is a detailed index of the ST-Log issue from which the file was taken. These files were meant to be used in conjunction with ST-Log.

Subscribe. ST-Log contains all the necessary documentation to help you use the software therein. The following are some (but not all) of the programs available on GEnie which are from ST-Log, Issue #34:
WUZZLERS

D.A. Brumleve has done it again with another fine program to add to the first-rate KIDPRG (tm) series.

Written in GFA BASIC, WUZZLERS (4.1) is a "word and picture puzzle game" for one or two players. Using the excellent built-in paint-type program, the child first paints a picture. Features include draw, circle, frame, line, magnify. There is also a fill feature which includes many patterns as well as solid colors. The UNDO key can be used in case there is a change of mind. The finished picture is saved to disk where it joins several other included picture files. To play the game itself, a picture file is loaded but not shown at first. A game (of the hangman variety) is then played with the child clicking on boxed letters as she/he tries to guess the name of the picture file. If a wrong letter is guessed, part of the picture is revealed. The object of the game is to guess all the letters before the entire picture is revealed. Get this file for your kids. They will have loads of happy play with it.

BINGO

This is as fine a bingo game as you might find in any church basement or gambling palace. Bingo cards can be custom configured or randomly-constructed by the ST. Cards can then be sent to the printer. The game can be played either by clicking on a number/letter selector, or by letting the computer do the choosing automatically. A winner must type in all the winning picks for verification (don't make up winning numbers... it won't work). Dollar values for winners are automatically generated. Written by Albert Baggetta.

CAL_CNT

Nicely programmed by Ron and Kathy Schaefer, M.D.s, "Calorie Counter" will total up your calorie intake, and compare it against the caloric limits you have previously specified for yourself. If that's not enough, it also calculates the grams of fat, carbohydrates, and protein in the foods you've selected from the menu listing. If you are able to wrest yourself from behind your monitor, the print-outs of your menu selections can be used as shopping lists when you go to the market.

DRACONOUS:

In order to get the spells you need to defeat the Tyrant Beast you need the Necromancer's Staff. To get the Necromancer's Staff first collect the Eye of Serekos and then proceed back up to the top level and the room where the Morph Helix was found. In the upper half of the room at the far right- a section of wall has now disappeared (The Eye of Serekos sees thru all illusion). The Necromancers's Staff is in the next room. Once this is obtained the spells can be collected and used against the Tyrant Beast.

INTERNATIONAL KARATE:

Hold down the "x" key and type a number from 1-4, this controls the speed of the game 1 is fastest.

ENCOUNTER:

Watch out for missiles. When you see one flying towards you put the tank in full reverse and start firing. When you see the Black Hole and enter it. Look between the sights and, when you see a asteroid appear move the stick to one side and you should be able to avoid it without moving around to much.

BOULDERDASH II:

If you enter "EXIT" exactly as you time clicks to zero, you will have a brilliant surprise! This only works in the early stages of the game and timing is critical.

BLUE MAX:

Try bombing your own hanger instead of landing, you may find a hilt or two for up-and-coming programmers about how a game should be programmed.

HACKER:

The password to logon is AUSTRALIA.
The security codes are
(1) MAGMA(space)LTD,
(2) AX-0310479,
(3) HYDRAULIC,
(4) AUSTRALIA.

HOLLYWOOD HIJINX:

To open the front door, turn bazooka west, then east then north. To open the safe in the house turn the dial right 3, left 7,and right 5. Confounded by the maze? Put the thin paper on top of the yellowed paper. Put the cannonball in the cannon and light the fuse. Open the compartment and take the mask.

DOUBLE DRAGON:

Start a two player game and hold the fire button and down key on both joysticks. Press ESC until all the credits go haywire. Now you have infinite credits.

KING'S QUEST 4:

Time is a important part of the solution. The door to the Ogre's house stays locked until you you have taken the unicorn to the witch. After this the door can be opened but the Oger's dog is waiting for you. The secrets of the Mansion and the Tomb cannot be solved until darkness falls and then there quite a few problems are "unearthed".

LEASURE SUIT LARRY 2:

To get out of the plane. You should have bought yourself a meal before boarding. If you order the "Blue Plate Special" and examine it rather than eat it you will find the solution to the problem.

POLICE QUEST 2:

You can find the combination to you locker to get the gun by looking in the glove compartment, taking the card, and 'Turn Over Card'

DEJA VU 2:

You need the left luggage ticket for the Left luggage clerk. Regarding the slot-machines, ignore the bandits in the LosVegas Casino, find the croupier whose name is mentioned in the newspaper as your old friend, look on the jacket pockets for their names. Operate the newspaper on him until he remembers you and then you can hit the jackpot.

October, 1989

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1	2 GENERAL MEETING	3	4	5	6	7
8	9	10	11	12 ST SIG Call Paul for INFO 256-44471	13	14
15	16	17 BOARD MEETING	18	19	20	21
22	23	24 8-BIT SIG	25 MIDI SIG Call Chuck for Info 642-4717	26 ST SIG Call Bill for info 646-7711	27	28
29	30	31				Nov. 7th is the next general meeting

WE'VE MOVED!

If you haven't been in to IB Computers recently, we aren't where we were. Back in July we moved to our new, larger, location in the Valley Plaza Shopping Center. We'd like to invite you to come browse through our new home, and see what's new in Atari software & hardware. It's a new place, but the same friendly faces and large selection, so stop in and see us today. We're looking forward to seeing you!

WHAT'S NEW?

STORE HOURS
Monday-Saturday, 10-6

SERVICE CENTER HOURS
Tuesday-Saturday, 10-4