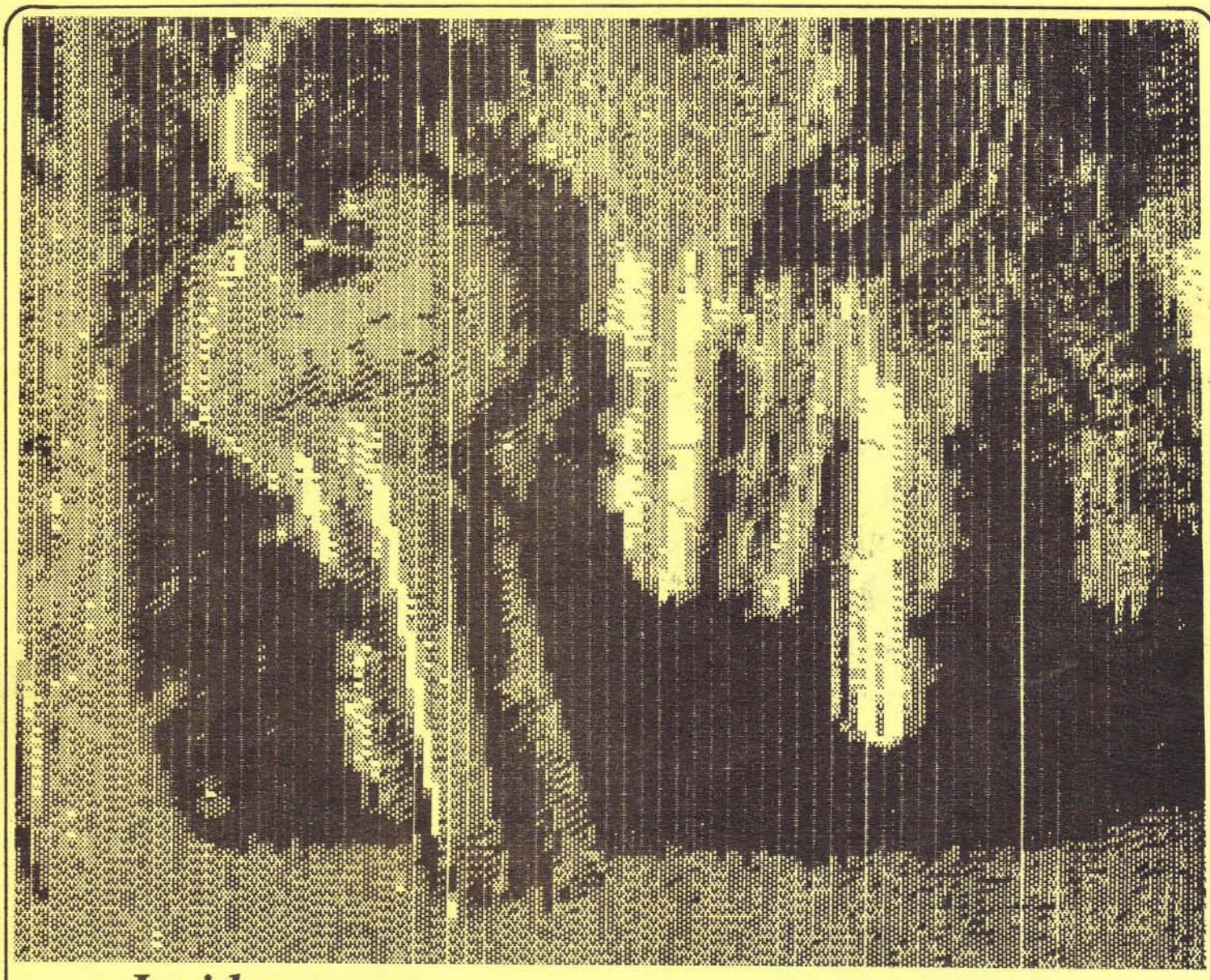
SLCC Journal

San Leandro Computer Club October 1986



Inside:

How to Use the Key System/Carina BBS
SSI's "Wizard's Crown" Reviewed
Educational Software SIG

SLCC Journal

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P.O. BOX 1525
SAN LEANDRO, CA 94577-0152

An independent, non-profit organization of Atari microcomputer users with no connection to Atari Corp.

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MINUTES
General Meeting
September 2,1986

President Barton called the meeting to order at 8:00 PM with approximately 100 members and guests in attendance.

The main topic of discussion was the upcoming ATARI EXPO, which is scheduled for September 20 & 21 at the San Jose convention center. Tickets are available from President Barton. The cost is three dollars for members and five dollars for non-members. Tickets will cost five dollars at the EXPO.

Jim Hood next talked on the results he is having signing up exhibitors for the EXPO, stating that sixteen bit exhibitors were coming in pretty well but the eight bit exhibitors were lagging. Some of the things that will be shown at the EXPO will be the new eighty column card for the eight bit machines and the new blitter chip for the STs. This will be the first real showing of these items in northern California. Additionally there will be a monster showing of MIDI music equipment for the Atari and an Atari museum which will show a lot of old and some never released Atari equipment. There will be at least one ATARI ST given away as a door prize and several raffles will be held during the two day show. The fair will be open from 10:00 AM until 5:00 PM both days.

The club still needs members to help work during the EXPO. volunteers should contact the President at 352-8118.

Treasurer Lois Hansen said she was putting together a booth for the EXPO that would show educational programs. There will be at least five 130 XE's at the booth and Lois can also use assistance, for details call Lois at 482-2222.

Software co-chairmen Mark and Cliff next demonstrated this month's floppy. The disk includes several games including wheel of fortune, several utility programs such as a home inventory program and a disk directory alphabetizer. Demos and disk utilities completed the disk.

Program chairman Dick Scott introduced Bill Wilkinson and Mark Rose, tonight's speakers from O.S.S. One of the first items that Bill and Mark discussed was the often asked question about Action! language for the ST computer. Bill explained that there were several reasons why Action! would not be suitable for the ST. It seems that Pascal is a better language in this case.

One of the subjects that Bill covered in detail was piracy that is creating problems as far as new software is concerned. It seems that there is so much piracy going on that it does not pay software manufactures to sell software for Ataris. The problem is greatest in the eight bit machines but is also showing up in the STs. Piracy has gotten so bad in Germany that new software is bought and paid for in advance and then and only then is the software released, and once released they don't bother with upgrades because their programs are ripped off so bad. (Food for thought?)

Bill explained his thoughts on the entire question of piracy and what should be done to correct it. Software that is heavy on documentation (such as O.S.S. products) is an important first step and education of users that shows the effect of piracy on new releases should also be stressed.

O.S.S. is currently starting a subscription newsletter that will come on disk and cost twenty five dollars a year. They are looking for programs to use in this newsletter that show off some of the O.S.S. languages, anyone having such programs should write to O.S.S. directly for further information.

Mark Rose gave information on some of their new releases and upgrades such as the TURBO PASCAL upgrade which is due shortly and PROLOG which will be out in the next month or so. Mark also gave the number of O.S.S. bulletin board and explained a bit about the board. You do not need a password to use the BBS and it is a good way to get personal answers to your questions on their languages. The BBS number is 408-446-3451.

Bill Wilkinson donated several O.S.S. tee shirts and a copy of BASIC XL Toolkit for this evening's raffle. Bill and Mark are going to stay after the meeting tonight and give a demonstration of PROLOG for the ST.

After a short break the meeting reconvened with the raffle and an announcement from the President concerning the need of an assistant editor for the JOURNAL. Being no further business the meeting was adjourned at 10:00 PM.

Respectfully Submitted

Jim Moran - Secretary

Wizard's Crown: Role-Playing and Action

Wizard's Crown, one of the new role-playing tactical combat games by Strategic Simulations Inc., combines elements of strategy, skill, and ingenuity into a really fun game. The object of this simulation is to recover a crown stolen long ago by an evil wizard.

I know you're probably saying something like "Oh, one of those types of games.", but you're wrong. You start out with a group of basic, inexperienced characters that you will eventually either erase to make your own, or improve and use.

During your quest for the crown, you will have to face many creatures, each possessing its own characteristics. To combat these monsters, SSI has again come through on the technical side, providing many many weapons and items that are within your character's reach. When I first played this game, it took about thirty minutes to master the basic game concept, and then it really got exciting.

When you start out, your characters are in the Crossed Swords Inn, in the city. From there, you have many places to go for weapons, supplies, etc. Within the city walls, the only thing you encounter are low level Thugs, and maybe an Assassin or two.

Venturing out of the city, you encounter many other nasty creatures, ranging from spiders to Veteran Adventurers. You might say to yourself, "Well, if I stay within the city walls, I won't have to worry about dying.". This is true, but you will find a LOT more magic items and weapons when fighting creatures south of the city.

When SSI designed the combat phase of this marvelous game, they made two possibilities. The first is to fight using the "Quick Fight" mode, and the other, using a more realistic but time consuming one.

The Quick Fight mode resolves combat within a few seconds, while standard combat could take from 15 to 45 minutes, depending on the creature. Using the Q.F. mode, the computer controls all of the characters' functions, using each in the best possible scenario. This method has its ups and downs.

While in Q.F. mode, any special function held by a character's weapon wouldn't be used. When fighting advanced creatures, for example an Undead Warrior or a Lich, a character might invoke a function of a weapon against it, possibly saving the party, while in Q.F. mode, the function would be ignored.

After a fight, you will be placed into camp, where you can ready and un-ready weapons, trade money, heal characters, and go through the booty taken from the slain creatures. I've found that the more difficult a creature is, the better the items found, but this may not always be the case.

Each character has his own set of skills, further defining the role he plays. A thief has skills like Stealth and Disarm Trap, while a Sorcerer has skills like Evaluate Magic and Power Level. Each of the characters will be able to add to these skills after a number of experience points have been amassed.

The sorcerer's place in the party is to cast offensive spells, and to identify magic items. The priest heals other characters; the thief finds secret passages and disarms traps; the fighter handles the monsters; and rangers are adept in the forest with their bows.

When loot is taken from slain monsters, the sorcerer in the group goes through it and sets aside all the items he feels are magical. A sorcerer with a high Evaluate Magic skill will be able to retrieve better magic from the loot. Magic items taken can either be used or sold.

Within the walls of the Inner City there is a Magic Shop that will, for a fee of 50 gold pieces, raise an item's magic rating by one level. (I.e. You can upgrade a +1 Dagger to +2.) More advanced weapons, on the other hand, not only go up in value, they also radiate a much stronger magic. You can find a Doom Sword, and for 50 gold pieces, improve it to a Soul Sword, about a +10 gain. In the loot you may find a diamond or a ruby, each worth about five thousand copper pieces.

About money....this is where a problem forms. When you go into a magic or weapons shop, the prices listed are in COPPERS, 1/1000 of a gold piece. As you can surmise, if something is five thousand coppers in value, (5 gold pieces), fifty gold pieces seems astronomical!

By comparison, this game offers a great deal of enjoyment for $39.95 --- very little gold.

Reviewed by Court Bates

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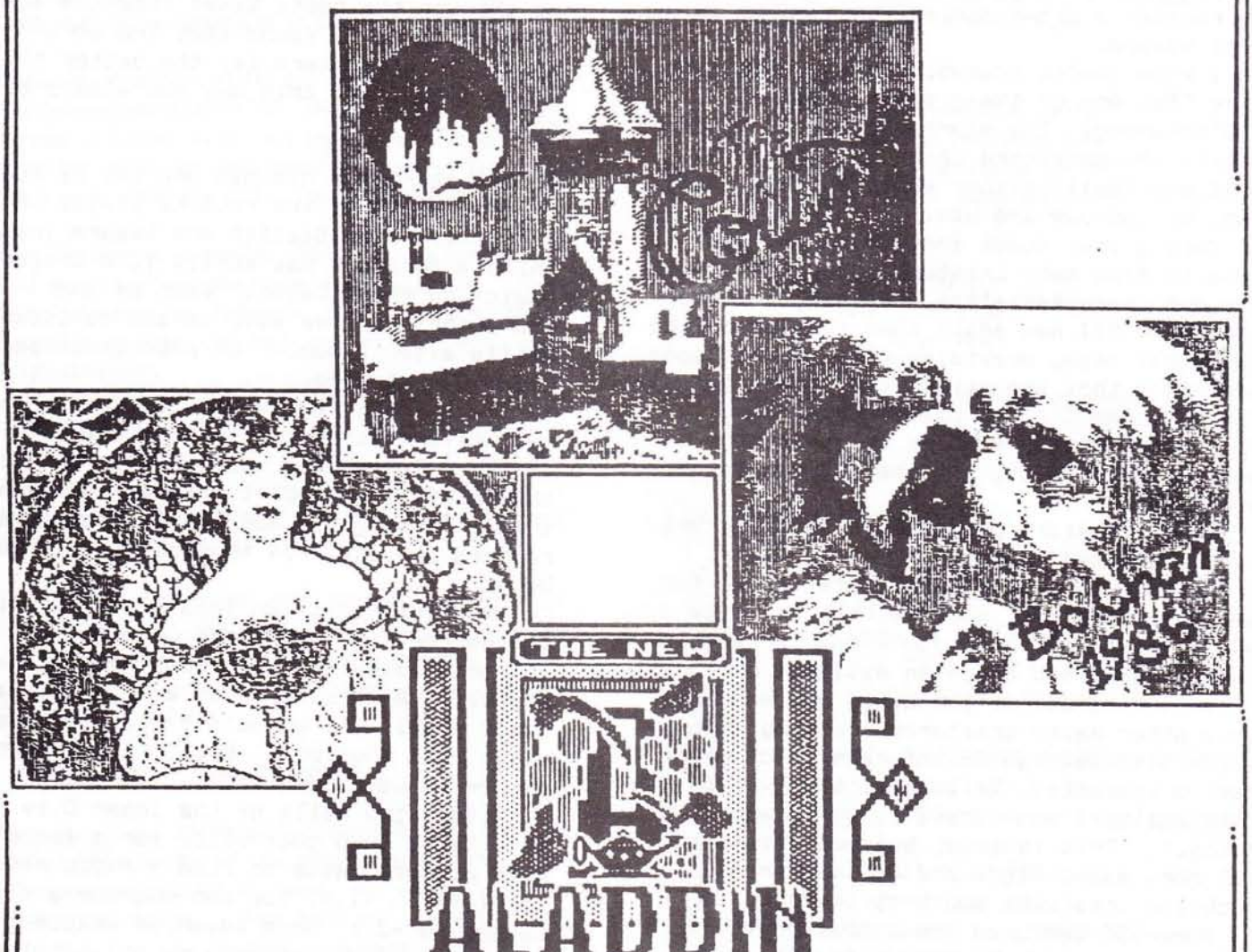

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When All Else Fails.....

by Mike Sawley

If you've called our Key System BBS since August 29th, then you've noticed that the software has changed. We are now running the Carina software that was donated to the club by the author, Jerry Horanoff. Jerry is a member of the Atari Club of the Palm Beaches, FL.

He seems to have quite a unique piece of software on his hands here. The program is unlike any other BBS program that you or I have ever seen before. It accepts full words rather than single letter commands (there are a few places where single letters are used) and the program has many macros built in so you need only type a [CTRL]+[KEY] combination if you'd rather, and the BBS will type out the corresponding word for you.

It looks like most folks are open to learning the new system and comments by callers have been good on the whole. There have been a few negative statements, but I rather feel (by watching the monitor) that they were from folks that wanted to jump right in and start using the BBS instead of having a careful look at the online assistance. You guys really need to pay attention to what is being presented to you. If a help file is sent your way, there is a reason for it! Take just a few seconds to read it. If things sound familiar, then fine, go for it. But... if you find something new in a help file, then take a few seconds more and see if you can figure out what is going on. Then, if you are still having trouble, call for the SysOp or, better still, leave a message (if you can) in an OPEN or PUBLIC message base. This way, the SysOp can still read and reply to it, and the reply will certainly help those that are having a similar problem.

Along these same lines of posting public messages, I've noticed that the Electronic Mail (EMail) section is pushing message 100 already while the most used public message base is squandering at less than 20. Please folks... the BBS was put online to make information available to all callers, not as a private mail drop. There are EMail messages along the lines of "Hey _____, I downloaded your program a few days ago and found it really neat! I tried making a few changes and I think you might try ...". Now why make something like that private?

Today's AMIS

Rumor has it that the old but faithful AMIS BBS program has been rewritten and updated by Trent Dudly of Amodem 7.x fame. The program is said to be fully worked over with such items as multiple message bases, full password system, data base, 300 and 1200 baud operation and RAMDisk support included. Price is said to be a reasonable $25.00 for this updated version. (The original is still public domain and available from our 8-bit disk library.) I'll see if I can get more information on TodAMIS, as it's been dubbed, and pass it along to you here.

New East Bay Atari BBS!

This past month saw a new Atari 8-bit BBS go online in the East Bay. It is A-LA-BBS operated by Rob Kelly. He is operating BBCS 2.4 at 300 or 1200 baud from an Atari 800XL. Rob has been a long time member of the SLCC and we hope you will support his efforts in giving us another Atari 8-bit BBS. Give Rob's board a call at (415)531-9549 most any time, day or night.

A few other Atari oriented BBS that you might want to try are:

L'Express
415/538-6340 Castro Valley
300 baud
9P to 6A
Running BBS Express

West Coast Syndicate
415/825-2952 Concord
300 or 1200 baud
24hrs
Running Carina

The Bunker
415/359-4492 Pacifica
300 baud
24hrs
Running an AMIS/MPP hybrid

New Procedures

How to Use the Key System/Carina BBS

CARINA BBS HELP FILE.....

There is no command on the BBS to switch translation between ASCII and ATASCII. Simply switch translation at your end and press [RETURN] a few times SLOWLY. The BBS should change and the prompt will switch between reverse and normal video.

COMMAND FORMATS

All commands are words. Most words also have macro keys that will type the words for you. You can either type out the word, or press its corresponding key. Use whichever method you are most comfortable with. If you are going to use words, you will only need to type the first three letters of each command.

INDEPENDENT COMMANDS

MENU	-Summary of commands
HELP	-This file
STATUS	-Your current status
USERS	-People using this BBS
CHAT	-Summon System Operator
BULLETINS	-Read the Bulletin again
LOGOFF	-Leave the Key System

DATABASE COMMANDS

DATABASES	-Display Database file-names that are online
VIEW	-Print out a database file.

(specify VIEW [Database name])

MESSAGE BASE COMMANDS

MSG BASES	-Display names and a short description of the message bases.
READ	-Read messages
SCAN	-Show message titles
EDIT	-Make corrections to a message that you wrote
KILL	-Delete a message that you wrote

You must specify one of the following parameters for the above:

ALL	
NEW	
ALL	in [MESSAGE BASE NAME]
NEW	in [MESSAGE BASE NAME]
5	in [MESSAGE BASE NAME]
5-7	in [MESSAGE BASE NAME]
5-	in [MESSAGE BASE NAME]
LAST 3	in [MESSAGE BASE NAME]

ENTERING MESSAGES INTO THE SYSTEM

POST -Post a message in one of the public message bases.

You must specify one of the following parameters...

TO ALL in [MESSAGE BASE NAME]

TO [user name]
in [MESSAGE BASE NAME]

ELECTRONIC MAIL COMMANDS

OPEN -Check your mailbox
SEND -Send mail to another

Specify ALL or NEW mail for OPEN
and TO [USER NAME] for SEND

MESSAGE EDITOR COMMANDS

/L -List your message
/L# -List with line numbers
/D -Delete a line
/I -Insert a line
/E -Edit a line

You should specify a line number(s) following each of the editor commands

5 5-7 or 5-

/T -Change title of message
/R -Restart message
/S -Save message
/A -Abort message
/H -Help

SEPARATE MODULES YOU CAN RUN:

SUB-CMDS -Independent SubSystem
FILE-TRAN -File-Transfer program
GAME -Game/Games to play

FILE-TRANSFER SUB-PROGRAM

DIRECTORY -Display a list of files available for download

You can specify [LANGUAGE] and/or [FILETYPE]

DOWNLOAD -Receive a file from the BBS via X-Modem

You must specify [FILENAME]

UPLOAD -Send a file to the BBS via X-Modem

You must specify "FILENAME" [LANGUAGE] [FILETYPE] and [ACCESS LEVEL] you think the file should be set at.

Note: Please put all uploads on the highest drive with enough space to take the upload. All uploads must be opened by the SysOp before you will see them.

PRINT -Send a TEXT or DOC file (non X-Modem)

BBS -Return to BBS program

HELPFUL HINTS

By separating commands with either a period [.] or a comma [,] you can make them work independently.

Examples:

Read New in General, Post msg in General to All, Status, Users, Databases, Logoff.

Using your macro keys, you can duplicate the above input by typing:

^R ^N General, ^P General to ^A, ^T, ^U, ^D, ^L
(NOTE: "^"=CONTROL)

This (second) example is much less time-consuming, however, the first may be easier to understand.

If you want to erase your input, type CONTROL-X as opposed to delete/backspace.

S.A.C.
415/522-7316 Alameda
300 or 1200 baud
24hrs
Running FoReM XL

Alpha*Centari
415/222-2858 Richmond
300 or 1200 baud
24hrs
Running FoReM XE

These BBS are all placed online by the SysOps and are not affiliated with any club or user group (though as far as I know all the SysOps are members of our club). Even though all these BBS use passwords, they seem pretty open and friendly except for S.A.C. I was unable to do anything but leave a message to the Sysop and log off as a "New Caller".

O.S.S. BBS

At our last meeting, Bill and Mark of OSS mentioned that their company operates a 24hrs BBS to support owners of OSS products. They also made it clear that you do not need to be an owner of any OSS product to call and log on, but you'll not find much of interest if you don't have an OSS product. If you want to give them a call and see what they've got online, the number is:

O.S.S. BBS
408/446-3451 San Jose
300 or 1200 baud
24hrs
Running custom software
written in Action!

Golden Gate BBS

Those of you that had called the GGBBS know that Brent had one of the most popular Atari 8 bit BBS in the Bay Area. I'm very sorry to say that Brent passed away a few weeks ago. I hope you will join me in a few moments of silence for Brent and in wishing his family the best in these trying times. If you have any thoughts that you would like to pass on to Brent's family, you can post them on The Bunker. John (the SysOp there) has promised to collect and pass them along.

~~Bags Bogs~~ Bugs

Carina Bug Report, September 8, 1986

1) The new message directory seems not to be pulling up all the new messages for some callers. We suggest that when you are READing messages or OPENing EMAIL that you use the following:

LAST # (to pick up the LAST 5, say)

...or...

ALL (to get ALL of them)

2) The DOWNLOAD and PRINT commands do not seem to be working well if you do not stack them with a space ( ) and then the filename of interest, thus:

DOWNLOAD DEBUG

If you just enter the DOWNLOAD or the PRINT command and then wait for the BBS to ask you what file you want, the BBS seems to go off looking for the file "DOWNLOAD" or "PRINT", which obviously don't exist. While not too bad right now, as more files come online the wait could become quite long.

3) The word search routines seem to be working in all areas of the BBS, even when they shouldn't be. If you upload a file and its documentation, please make sure the first three characters are different in the two file names. The BBS looks at the first 3 characters of any word typed in. If you upload

DEBUG ...and then... DEBUGDOC

the BBS will only allow the next caller to download DEBUG. It will never let DEBUGDOC get dowloaded.

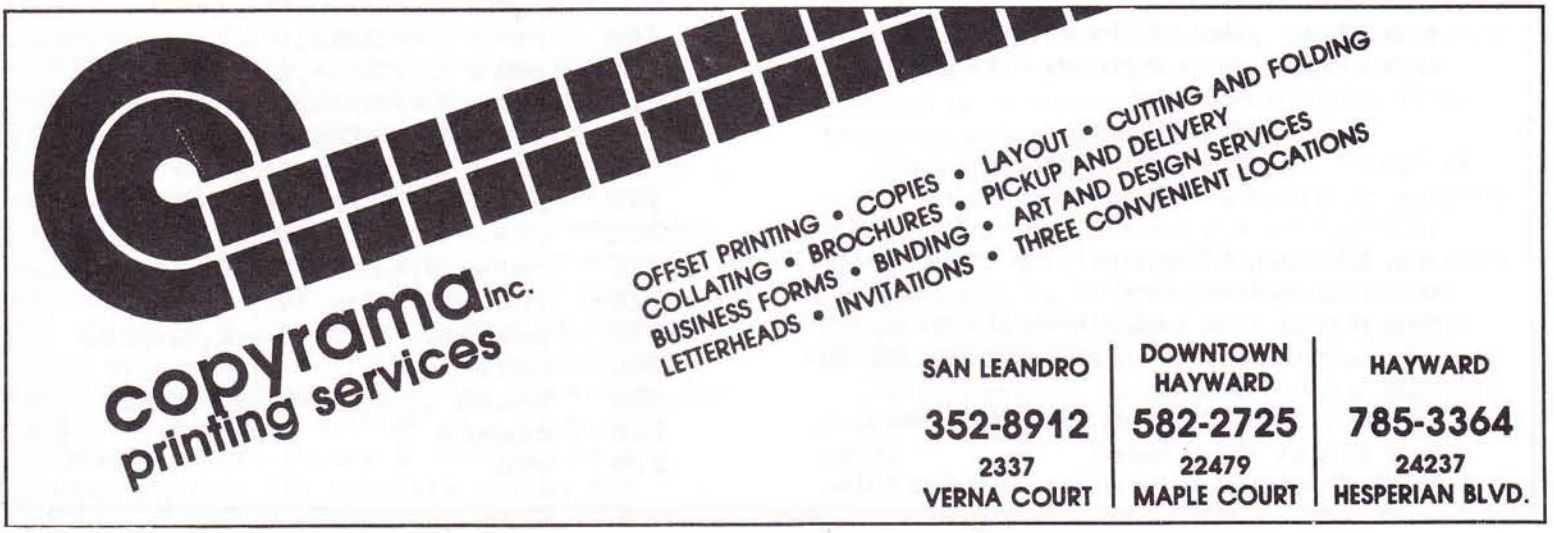
Thanks for your understanding while we work on these annoyances.

Regards,
Mike

OCTOBER 1986

SAN LEANDRO COMPUTER CLUB

SUN	MON	TUE	WED	THU	FRI	SAT
			1	2	3	4
5	6	7 MAIN MEETING 8 PM-S.L.PUBLIC LIBRARY	8	9	10	11
12	13 ST SIG 8 PM CALL BOB: 352-8118	14 ASSEMBLY SIG 8 PM CALL FRANK: 471-8133	15 BASIC SIG 8 PM CALL GUY: 582-5561 ---- EXECUTIVE BOARD 8 PM CALL BOB: 352-8118	16	17 JOURNAL DEAD-LINE CALL JERRY: 233-9158	18
19	20	21 ATR8000 SIG & BBS SIG 8 PM CALL MIKE: 482-5061	22 EDUCATION SIG ORGANIZATION MEETING 7 PM CALL LOIS: 482-2222	23 C LANGUAGE SIG 8 PM CALL BOB: 352-8118	24	25
26	27 ST SOFTWARE SIG 8 PM CALL BOB: 352-8118	28 PASCAL SIG 7PM CALL MIKE: 570-7478 ---- VIP SIG 8 PM CALL CHUCK: 632-1367	29	30 JOURNAL SIG 8 PM CALL JERRY: 233-9158	31	



DEGAS TO NEOCHOME FILES

Rewritten from an article in Page 6
Issue 21 (May/June 86) by Dave Keel and Steve Banks.

The DEGAS (Batteries Included) disk contains a conversion program to enable Neochrome screens to be converted to a DEGAS format, but there is no comparable program to allow conversion in the opposite direction.

Close investigations of the two screen formats revealed the information shown below. The utility to convert the screens as listed is a very bare bones program with scope for expansion and improvement by readers, but which works perfectly well without any alteration.

When the program is running don't move the mouse or it will show itself on the newly converted screen. There is no checking on filenames of the pictures to be converted, so make sure that you don't overwrite your original screen.

When running the program, you are asked for the file name of the DEGAS screen to be converted. It must have the extension PI1. The converted filename must have a NEO extender. Any colours selected from DEGAS are maintained throughout the conversion.

This program only works with screens saved in LOW RESOLUTION DEGAS. Type in the BASIC program listing and save it before running it. It is also advisable to have a disk available containing your DEGAS screen and more than 33,000 free bytes.

NEOCHROME SCREENS

These are always 32,128 bytes long. 32,000 bytes are the actual screen RAM of the picture and the other 128 bytes contain information about the colour rotation pointers and colours. These bytes are at the head of the screen file and are best considered in term of 16 bit words.

Words 0 to 1	colour rotation pointers(?)
Words 2 to 7	colours in the form of $abcd where a=0(always) b=0 to 7(red level) c=0 to 7(green level) d=0 to 7(blue level)

(i.e. 0070=green, 0777=white)-if this sounds familiar, think about the Control Panel!

Words 18 to 23	forms a null filename of 8 spaces, a dot and three further spaces (i.e. 2020 2020 2020 2020 2E20 2020)
Word 24	$801E (haven't a clue on this one?)
Words 25 to 63	0000 (likevise)

Finally 32,000 bytes of the picture information follow.

DEGAS SCREENS

These are always 32,034 bytes long. 32,000 bytes are the actual screen RAM of the picture and the other 34 bytes contain information about the mode and colours. These bytes are at the head of the screen file and again are best considered in terms of 16 bit words.

Word 0	mode: 0000 1 =Low resolution (.PI1) 0001 =Medium resolution (.PI2) 0002 =High resolution (.PI3)
Words 1 to 16	define colours, these are in the form of $abcd where: a=0 (always) b=0 to 7 (red level) c=0 to 7 (green level) d=0 to 7 (blue level)

Finally 32,000 bytes of picture information follow.

List of \DEGNEO.BAS

```
10    openw 2
20    fullw 2
30    clearw 2
40    print "Converting from
DEGAS to NEOCHROME."
50    print
60    input "Please enter file
to be converted..",ip$
70    input "Please enter the
new filename..",op$
80    bload ip$,&h7805e
90    for n%=1 to 16
100   word%=peek(&h7805e+2*n%)
110   poke &h78002+2*n%,word%
120   next n%
130   poke &h78000,0
140   poke &h78002,0
150   poke &h78024,&h2020
160   poke &h78026,&h2020
170   poke &h78028,&h2020
180   poke &h7802a,&h2020
190   poke &h7802c,&h2e20
200   poke &h7802e,&h2020
210   poke &h78030,&h801e
220   for n%=1 to 39
230   poke &h78030+2*n%,&h0000
240   next n%
250   bsave op$,&h78000,32128
260   clearw 2
270   end
```

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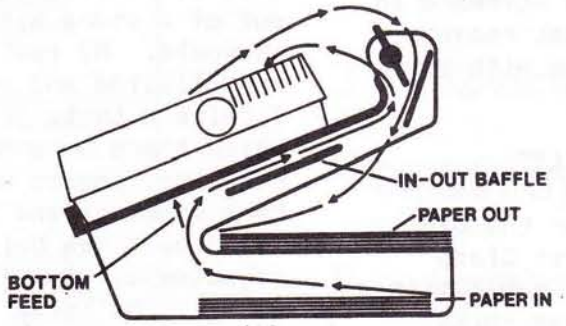

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OPEN TUESDAY-FRIDAY 11-7, SATURDAY 11-5

The Back Fence

.....by Quinn.....

Well, we made it through Atari's one company exposition couple of weekends ago ... don't think Vancouver has anything to worry about. Interesting show, though. For an exhibition put on mostly by volunteers; relating to after market products for one company's product line (and mostly the ST at that) it wasn't bad. Respectable crowd, a few new and unheard-of products, show discounts...not bad at all.

Best news of the show: David Small (Data Pacific, Inc.) sold out of 200 MacIntosh emulators in something like three and a half hours. Mail order, now. Oh, yeah, it's not the MacCartridge anymore. Now it's the *Magic Sac* (?!?). Something about an understanding with Apple whereby the emulator's name can't even *think* about anything to do with Mac or MacIntosh. Further hear that some Mac software vendors are keeping an eye on the, uh, Magic Sac to see if there's reason to release software in ST disk format. Only problem that remains is that you still have to come up with your own MacROMs. *MacSigh.*

HARD ANY GOOD ONES LATELY?...

Saw yet another hard drive for the ST from a Nevada company called First Class Peripherals. Only 10 Megabytes, but a *nice* package. I don't know where those folks have been, but that was the first I'd seen of them or their box. Good price, too - $499. Speaking of hard drives, Supra was showing their new 3.5 inch 20 Megger. Better looking and quieter than the original. They also say their 30 Meg model is ready. That makes a total of four vendors (also Atari and Haba) and 6 different drives to choose from...a hard choice so to speak. And more coming.

The sexiest sight I saw was at Michtron's booth...no, not her, I'm talking about something on a computer. Specifically, they had yet another D&D type game, but get this, playing from a *laser disk* and showing on a TV monitor. Impressive.

Most interesting new application had to be the desktop publishing package that Shanner International was showing. Called Publishing Partner (I hear they actually *pay* people to come up with these names), it comes from SoftLogik and Shanner is marketing it. Retails for $150 and is claimed to support Epson and compatibles as well as Postscript devices (Apple LaserWriter). 'Bout time somebody offered something to get the ST into that market. *(Yo!...Atari! What's happening with that laser printer?)*

Oh, yeah. Atari was there at the Expo. What *wasn't* there was the MS-DOS coprocessor box. Course, they didn't actually *promise* that they were going to show it there. But there was hope. Maybe by Comdex, eh? They were demoing the blitter upgrade, though. Five or six birds at once flying across the screen. It was hard to count them for sure -- the flappers kept moving all the time. Looks *hot*.

After my August column in which I took exception to some comments Mark Skapinker of Batteries Included made in a Compuserve on-line conference, I got a letter from *(right!)* Mark Skapinker. *He* took exception to *my* remarks taking exception to *his* remarks. Actually, the only thing that we really seem to disagree on is Mark's comment that if people could get away with walking out of a store with anything we picked up, we would. My feeling is that that view is very limited and presents a false context . I believe that, given a social context in which there were no consequences to stealing, people would, for a while, do as Mark suggests and then tire of it. There would be a new balance reached and a social adjustment. But that's not really the issue. The issue is software piracy and its impact on software developers. Mark didn't like what I said about companies having more trouble from inadequate product/documentation/support than from piracy.

I did *not* say that about Batteries Included specifically, which generally performs above standard in the above categories. I said it about software developers generally. And I stand on it.

The temporary solution to piracy is education, but I suspect that it will be solved for good only when we discover a education, but I suspect that it will be solved for good only when we discover a different way to develop/package/market/distribute software. It'll come, someday. In the meantime, the best bet for software developers remains making good, user-valued software for a reasonable price. That means, find out what the users want and need, do it ***well*** and don't make them take out a mortgage to buy it. Enough of the soapbox. See ya' next month.

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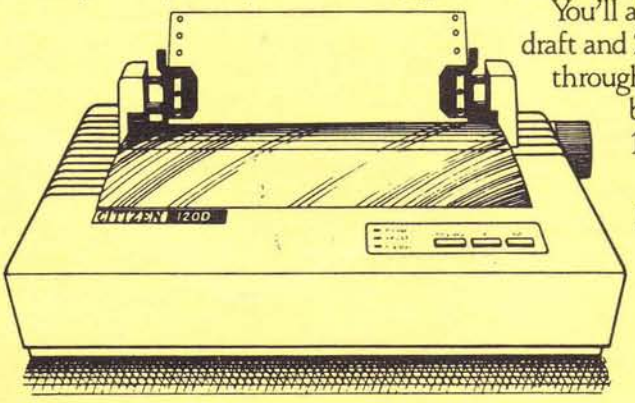

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New Educational Software SIG Organizing

How many times have you been sold a bill of goods by the software salesperson about the educational value of a particular game and brought it home and found it to be a shoot-em-up? How many times have you bought what you thought was a really neat educational game and your kids wouldn't touch it?

I think we can find a solution to problems like these by starting an EDucation SIG, at which members and children can try out games together and discuss specific software.

As you may have heard, the Executive Board recently concluded that interest in programming languages is waning, with more members getting involved with applications.

I know I am not the only teacher in our group, nor the only parent who has bought educational software. I hope those others of you who have worked with children on Ataris will come share your expertise with parents who probably feel that their children spend too much time shooting aliens, and wish they knew what else to offer them.

This group should probably meet in the afternoon, so as not to run too late for the children, but let's start out in the early evening, so we won't have to juggle piano lessons and soccer practices.

Let's try Wednesday evening October 22, 7pm at my house in Montclair. (Please call me for specific directions: 482-2222...warning, it is a machine. I will answer after you identify yourself if I am home.) I have an 800, a 400 and an ST, as well as a PCjr that runs a lot of educational software that I don't have in Atari.

We'll just get acquainted this time and talk about what's available, then in future meetings we can tailor the SIG to the members' interests and try out their favorites.

NOTE: No children allowed without a parent, and don't bring more children than you can keep track of. If we have to spend all our energy disciplining the children, we won't learn about any new programs. However, we do want them with us to see which programs they really like.

by Lois Hansen

SLCC Journal

P.O. Box 1525, San Leandro, CA 94577

Next Meeting:

October 7, 1986 8pm
San Leandro Community Library
300 Estudillo Avenue

TO:

186 87/05/08

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