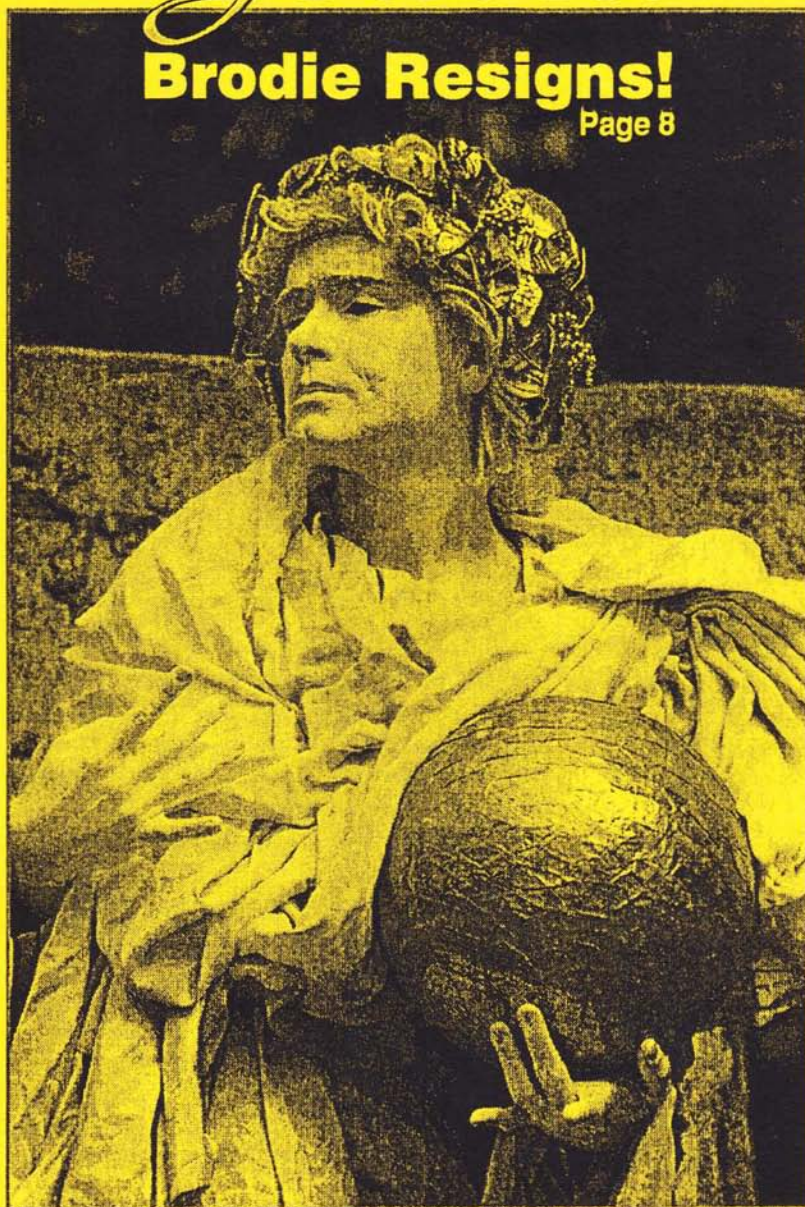


San Leandro
Computer Club June 1994
Journal

We're Lovable!

Brodie Resigns!

Page 8



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JUNE

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			1	2	3	4
5	6	Main Meeting 8:00 PM	8	9	10	11
12	ST SIG Meeting 8:00 PM	14	15	16	17	18
19	20	PC SIG Meeting 8:00 PM	22	23	24	25
Journal Deadline 12:00 PM	27	28	29	30		

OUR LATEST 8-BIT D.O.M.

by Bob Scholar SLCC 8-bit Software Chairman

SLCC1206 - JUNE 1994

GENERAL COMMENTS

Our LIB. Disk is now updated thru June. Prints of 3 catalog pages, for Disks #1102 - #1206, are completed.

ATARI CLASSICS magazine may go on after all! More on this later,- when things clear up a bit!

D.O.M. SUMMARY

This DOM has 16 programs:- 1 DEMO 8 UTILities, 6 Games (3 are Text ADVENTures), & 1 Text file. There are 3 auxiliary files (including 1 DOC).

CONTENTS- DISK #1206:-

Front:-

*SLCC1206.DOC	029	TITLE	010
AUTORUN .SYS	002	MENU	034
DOS .SYS	037	ADVENTX5.BAS	100
ADVENTX5.DTA	001	ASCICRSR.BAS	004
CURSOR .BAS	005	DISKIO .BAS	065
DISKIO .BIN	025	DSKIOMAK.BAS	105
DSKIOFIX.BAS	013	KEYMAC .BAS	013
HOP .BAS	021	MINOTAUR.BAS	066
UNTOKEN .BAS	177	000 FREE SECTORS	

Back:-

PRAYER .TXT	008	UPWARD .OBJ	084
UPSET .A	024	VOYAGE1 .OBJ	164
VOYAGE .DOC	097	VOYAGE2 .OBJ	259
WIREBALL.BAS	070	001 FREE SECTORS	

PROGRAM DETAILS

ADVENTX5.BAS is a Text Adventure with a science-fiction theme; by J.D. Casten,- from ANTIC (11/84). Copy it and the ADVENTX5.DTA file to another disk to play it. (The DaTA file SAVES games.) You're stranded on a starship (Advent X-5) wrecked on Klybex-7. You must get to the shuttle craft to take off to a star base....

ASCICRSR.BAS allows the use of an ASCII character as the cursor. I set it for the "^". Revise the first line of code for others. A UTILITY by Alan Budelier- from ANTIC 11/84, page 7.

CURSOR.BAS- (UTIL.) by Tom Hudson uses a blinking underline cursor. It is simple to install, persistent, and doesn't obscure whatever it's on. It

should look familiar to PC users!

DISKIO.BAS by Dr. B. E. Oppenheim (ANTIC 1/85)- is an enhanced DUP.SYS. It runs DOS 2.0 functions from BASIC; shows a 2-column, sorted and numbered DIRectory; uses shortened commands; & has an on-line HELP menu. It's also fully compatible with the Ass'y./Ed. cartridge. It needs only 25 sectors. It makes an AUTORUN.SYS file (hereon DISKIO.ARS) which you can append. (It will be RESET-proof, if it's first!)

DISKIO.MAK (Patrick Dell'Era-12/85 ANTIC) makes a 30 sector AUTORUN.SYS file (DISKIO PLUS) for DOS 2.5 or DOS XL- & you can make 3 easy-use macros. DISKIOFIX.BAS updates an existing DISKIO (ARS) file for DOS 2.5;- & the KEYMAC.BAS program saves macros to a BINARY file (to load with .B). READ BOTH ARTICLES for practical details!!

HOP.BAS (or Dot-Hopper) by Douglas Skrecky (ANTIC, 5/87) creates fractal displays;- which you can vary in many ways;- and SAVE to disk.

MINOTAUR.BAS by Rufus Reynolds is from ANTIC (2,3/90). You collect gold and diamonds and avoid the man-bull! On each level you'll find 2 keys- one opens the side doors, & one lets you into the altar room- & on to the next level where things get faster!

UNTOKEN.BAS by Lee Hopkins (UTIL) lists 'unlistable' protected programs and it's also a TUTORial on BASIC.

PRAYER.TXT is self explanatory!

UPWARD.OBJ by Greg Knauss is from ANALOG- 4/88. You must climb out of a deep cavern, with only 1 tank of air, in spite of a nasty bat & many darts. UPSET.A must be on the same disk,- it is the screen file. An ACTION! Game.

VOYAGE(1&2) by David Castell, has 2 time-travel TXT Adv/Games. No. 1 is to 1 million B.C.;- #2 is to medieval times. The DOC is excellent!

WIREBALL.BAS (ANTIC 1/86) by Jean Goulet (XEP-80 writer). Arcade style Game,- 6 levels. Wireball eats green spheres; dodges 2 enemies; shoots out wires and glides on them. Use a J/S. You can modify or add screens.

SLCC PROGRAM LIBRARY

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VOL#	PROG/FILE ID	DESCRIPTION	TYPE	SOURCE	DATE	SECTORS
1102	ARENA .BAS	Arcade action, use J/S	Game	ANTIC->	->5/85	57
1102	DSKBSE .OBJ	DOS Load database, and	UTILITY	TODD	4/88	270
1102	DSKBSE .DOC	DOC + example file.		BAKE		176
1102	KNIGHTS .BIN	Puzzle + DOC & FONT	Game	Rassil.		95
1102	OREGON .BAS	Classic - Oreg. Trail	G/T.Adv	Cr.Comp	1978	190
1102	REFRMAT2.CTB	Update of REFORMAT- on	UTILITY	ATARI	Disk	165
1102	RUN. & DOC	SLCC0905 +Runtime Pkg.		CLASS.	No.1	105
1102	SPTIRE .BIN	(Spare Tire)- all M/L.	G/T.Adv	ANTIC->	->6/88	182
1103	ASTEROID.BAS	Arcade action, use J/S	Game	AIM dsk	12/92	45
1103	BOMBER .BAS	Arcade action, use J/S	Game	AIM dsk	->1/93	58
1103	EMPIRE	Strategy,- war game	Game	AIM dsk	->1/93	198
1103	FOLDRLBL.BAS	Print file fldr labels	UTILITY	AIM dsk	->2/93	30
1103	LUCASDEM.OBJ	LOAD from DOS "L"!	DEMO	OHAUG	->2/93	91
1103	MYDOS	Version 4.5.1M	DOS/UT.	AIM dsk	->1/93	89
1103	NPACODES.BAS	Locations:- Area Codes	UTILITY			114
1103	SURVIVAL.BAS	Desert survival test	SIM/Gam	AIM dsk	12/92	133
1103	CCBJUTL (B/J	More than you want to	TUTOR-			
1103	Super UT.)	know about Black Jk.	ial.	AIM dsk	->2/93	524
1104	(AND #1105!)	WYSIWYG (What You See	Desk			654
1104	PAGE EDITOR	Is What You Get)- DTP	Top	MONT-		+
1104	Ver. 3.3	(Desk Top Publishing)	Pub-	REAL	APRIL	683
1104	by	program for 8-bits, +	lishing			+
1104		BASICON/BASICOFF.COM;		ATARI	1993	656
1104	ALAN	MYDOS, DOCS, PRINTSTAR	Program	CLUB		+
1104	KIRK	& misc. fonts and Clip				334
1104		Art (GGraphics).	(DTP)	(MACAM)		
1106	CLOUDHOP.BAS	Arcade (ACTION!) - J/S	Game	ANALOG-	->5/88	75
1106	ENHANCE .BAS	13 BASIC Enhancements	UTILITY	ANTIC->	->5/89	70
1106	FILEDEMO.COM	Disk Cat. Prog.- DEMO	UTILITY	AIM dsk	->6/92	427
1106	MICRODNG.BAS	Dungeon Maze- Simul'n.	Game	ANALOG-	->6/88	86
1106	PMCURSOR.BAS	Cursor construc'n. set	UTILITY	ANTIC->	11/84	17
1106	PRNTSCRN.EXE	A text screen dump	UTILITY	ANTIC->	->9/89	4
1106	RUBBERBA.COM	AIRBALL DEMO (6 files)	DEMO/G	AIM dsk	->2/93	239
1106	SHOGUN .BAS	Sequel to SEVEN SKULLS	MAZE G.	ANTIC->	->5/89	155
1106	STARLANE.BAS	Stock Mkt. (1-4 Play.)	SIM/Gam	ANALOG-	->5/87	87
1107	AATPQIK .REF	ON-LINE T.P. Help file	UTILITY	R.R.S.	7/92?	23
1107	ADVTNISL.BAS	"Adventure Island"	G/T.Adv	ANTIC->	11/84	200
1107	AUTOGO .BAS	AUTORUN.SYS file maker	UTILITY	ANTIC->	->4/88	21
1107	BASBATTL.TXT	Compares ATARI BASICS!	LANG.	OHAUG->	->5/93	67
1107	CHARXFER.BAS	CREATE-A-FONT helper.	UTILITY	ANALOG	->6/88	83
1107	DIZZYDEM.BAS	2 DEMOS in one program	DEMOS	TWAUG		279
1107	GUARDIAN.BAS	RUN INFO.BAS;- see DOC	G/T.Adv	TWAUG	1992?	187
1107	NUMBERS .BAS	Nunerology program!!	DEMO	ANTIC->	->1/90	193
1107	PRNTTQOL.BAS	Prints ATASCII chars.	UTILITY	OHAUG->	->5/93	121
1107	VALIANT .BAS	Maze Adv- 1 player J/S	Game	ANTIC->	->8/85	75
1107	ZONEX .BAS	Logic on a Grid!	Puzzle	ABACUS	disk 1	30

SLCC PROGRAM LIBRARY

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VOL#	PROG/FILE ID	DESCRIPTION	TYPE	SOURCE	DATE	SECTORS
1108	BEACH .BAS	INTRO. to BEACH.GAM.	G/T.Adv	ANTIC->	10/89	263
1108	CALENDAR.COM	Cal. dBase, DOC, etc.	UTiLiTy	ABACUS		191
1108	CITADEL .BAS	Arcade action- use J/S	Game	ANTIC->	->6/87	37
1108	FADERII	Viewer, DOC, PICs, etc	PIC-UT.	ANTIC->	->5/85	440
1108	FOGGER .BAS	Improves your writing!	UTiLiTy	ANTIC->	->2/87	39
1108	NERVE .BAS	For up to 8 players.	word G.	ANTIC->	->1/90	53
1108	QT .BAS	Arcade action- 1 & J/S	Game	ANTIC->	->1/85	96
1108	SCRAMBLE.BAS	1 or 2 players and J/S	word G.	ANTIC->	->1/85	75
1108	TPATASCI.TXT	Use of TEXTPRO w/ "G:"	TUT.-UT	OHAUG->	->5/93	52
1109	FASTSQL .BIN	M/L Solitaire, DOC, ++	Game	DACE		522
1109	FILEEM.BAS ;	Mag. Index- for 8-bits	Magazn.	AIM dsk	->4/93	
1109	.DAT & .DOC	(partial) 8/82->9/91	DATA	& GENIE		707
1109	PSTR13 .RVW	PRINTSTAR update- text	Article	Andrews		26
1109	SLEUTH .BAS	CONCENTRATION for kids	GAME	ANTIC->	->6/88	40
1110	BOINK .BAS	Highly unusual program	DEMO	ANTIC->	->2/88	22
1110	FILEEM.BAS ;	Second installment of	Magazn.	AIM dsk	->4/93	
1110	-DAT & .DOC	magazine index dBase	DATA	& GENIE		707
1110	FILEMLNG.TXT	Languages in FILEEM dB	Text	R.R.S.	10/93	8
1110	HEARTS .OBJ	THE card Game, and DOC	Game	AIM dsk	->4/93	159
1110	PSTR131 .BAS	Updated printing prog.	UTiLiTy	Andrews		166
1110	SKULL .BAS	Very detailed- 3 files	G/T.Adv	ANALOG-	>10/89	220
1111	FILEEM.BAS ;	LAST PART OF THIS MAG.	Magazn.	AIM dsk	->4/93	
1111	.DAT & .DOC	index dB (GENIE #6616)	DATA	& GENIE		693
1111	FROG .EXE	3 Games in ACTION! has	Game			63
1111	KILLER .EXE	Runtime file and DOC	Game			86
1111	REARDOOR.EXE	by Greg Knauss.	Game	ANTIC->	->2/88	69
1111	CUSTOM .BAS	RATlist print- 5 files	UTiLiTy	Andrews		113
1111	OMNIVENT.BAS	3 Games in 1- see DOC.	G/Adv.	ANTIC->	11/84	64
1111	STYXDEMO.COM	A GRAphics exercise!!	DEMO	Hoffee		80
1111	ZURK .BAS	Arcade action- use J/S	Game	ANTIC->	->3/85	69
1112	ANIMAL .BAS	Shows use of Art. Int.	TUT/DEM	OHAUG->	11/93	38
1112	GOLFER .COM	Tough! Beware Magnets!	Game	ABBUC->	& DACE	233
1112	ID	1041 sectors incl. DOC	Game	GENIE->	#6012	
1112	PLINK .BAS	Pachinko- simplified!	Game	OHAUG->	->9/93	24
1112	RAINBOW .BAS	Impressive, and short!	DEMO	OHAUG->	11/93	3
1112	VORTEX .COM	Pg.-flip & color rot'n	DEMO	Hoffee		105
1112	WORDWEAV.BAS	Specialized Word Proc.	UT/DEMO	OHAUG->	->9/93	171
1201	"Billboard"	Updates SLCC0811 prog.	UTiLiTy	Andrews		294
1201	"CARDBTAX"	Hyper Media- 51 files.	UTiLiTy			450
1201	DLFILSP .OBJ	See REFORMAT- SLCC1102	UTiLiTy	OHAUG->	->3/93	131
1201	DSKLBL5A.BAS	Print d. DIR. 5 across	UTiLiTy	R.R.S.		12
1201	DOUBLE6 .BAS	Backgammon- 2 players.	Game	ANALOG-	>10/89	97
1201	MINE .BAS	Shortest(?) BASIC Game	Game	ANTIC->	11/85	15
1201	ROBOTS .BAS	Maze, action, has DOC.	Game	ANTIC->	11/85	236
1201	STINGRAY.BAS	A quick shoot-em-up!!	Game	ANTIC->	->6/87	18

VOL#	PROG/FILE ID	DESCRIPTION	TYPE	SOURCE	DATE	SECTORS
1202	INVASION.BAS	Arcade shoot-em-up!	Game	ANALOG	EXTRA	36
1202	KREBS .BAS	Atomic Reactor SIM'n.	Game	ANALOG	EXTRA	51
1202	SKYRISER.BAS	For two players & J/S	Game	ANALOG	12/89	114
1202	SPYPLANE.BAS	Arcade- maze- with J/S	Game	ANALOG-	->8/84	138
1202	SPYPLAN2.BAS	Sequel to above game.	Game	ANALOG	EXTRA	93
1202	SQUEEZE .OBJ	Fast, ACTION! program.	Game	ANALOG	EXTRA	96
1202	SURFACE .OBJ	Also fast & in ACTION!	GAME	ANALOG	EXTRA	72
1202	PSUtl1 + 34	Print Shop UTIL. disk	UTILITY	T.J.		
1202	other files	from JACG- for EPSON.	-P.S.	Andrews		707
1203	ADVENT .BAS	"DISCOVERY" incident!	G/T.Adv	ANTIC->	10/89	258
1203	CGM.OBJ, + 5	Like ST GEM, has a DOC	GEM In-	ANALOG		
1203	other files	& DEMO., & etc.	terface	EXTRA		180
1203	DRAGON .BAS	(or) "Dragon Chase"!	Game	ANALOG	EXTRA	75
1203	PASTEL .OBJ	in ACTION! (with code)	DEMO	ANALOG	EXTRA	30
1203	REVERSI .OBJ	ACTION!- multi-modes.	Game	ANALOG	EXTRA	54
1203	VERONIKA	7 parts - from Hungary	DEMO	see the	progm.	730
1204	"ANTICPUB" -	Desk Top Publishing	UTIL.-			
1204	10 files.	for the ATARI 8-bit!	DTP			
1204	CRAZY8 .BAS	The classic card game!	Game	ANTIC->	->4/85	71
1204	CURRENT .BAS	Frantic action for two	Game	ANTIC->	->2/88	78
1204	DANDY .BIN	The APX classic, + DOC	Game	GENIE->	#6776	208
1204	DUNGEON .BAS	GRaphic, arcade action	G/T.Adv	ANTIC->	12/87	149
1204	LAWNMOWR.BAS	Arcade type - no DOC!	Game	ANALOG	EXTRA	76
1204	"MEETCOWS"	RUN MENU.BAS to see it	GR/DEMO	GENIE->	#6767	159
1204	TICFLIP .BAS	Page flip- see magazn.	DEMO	ANTIC->	->9/85	17
1205	AGDAGON .OBJ	The first multi-player	M-Plyr.	D./Load	GENIE	
1205	& 4 assoc.	game (up to 8) for	Maze	by R.	GENIE	
1205	files.	the ATARI 8-bits.	-Game	Woolley	#6736	507
1205	BGM .COM	Backgammon;- with DOC.	Game	GENIE->	#6591	247
1205	BOXIN .BAS	Arcade type- 1 player.	Game	ANTIC->	12/85	30
1205	POKRSOL .BAS	Poker solitaire- EXC.!	Game	ANTIC->	->3/84	84
1205	PSINDEXER.BAS	Print Shop disks index	UTILITY	GENIE->	#6649	107
1205	SPYHOTEL	Arcade action- 5 files	Game	GENIE->	#6707	323
1206	ADVENTX5.BAS	By Casten; + DaTA file	G/T.Adv	ANTIC->	11/84	101
1206	ASCICRSR.BAS	ASCII char. as cursor.	UTILITY	ANTIC->	11/84	4
1206	CURSOR .BAS	Blinking underline CSR	UTILITY	Hudson		5
1206	DISKIO .BAS	Makes enhanced DUP.SYS	UTILITY	ANTIC->	->1/85	65
1206	DISKIO .ARS	BiNary file- for above	UTILITY	ANTIC->	->1/85	25
1206	DISKIO .MAK	Super '.DUP'- w/Macros	UTILITY	ANTIC->	12/85	105
1206	DSKIOFIX.BAS	Update old DSKIO files	UTILITY	ANTIC->	12/85	13
1206	KEYMAC .BAS	Save Macro as BIN file	UTILITY	ANTIC->	12/85	13
1206	HOP .BAS	Fractal generator	DEMO	ANTIC->	->5/87	21
1206	MINOTAUR.BAS	Arcade style action.	Game	antic->	->2/90	66
1206	PRAYER .TXT	Computerist's prayer	Text	TWAUG		8
1206	UNTOKEN .BAS	BASIC TUTOR: LST files	UTILITY	Hopkins		177
1206	UPWARD .OBJ	Maze, with screen file	Game	ANALOG	->4/88	108
1206	VOYAGE1 .OBJ	2 voyages thru time +	G/T.Adv	David		261
1206	VOYAGE2.OBJ	an outstanding DOC!	G/T.Adv	Castell		259
1206	WIREBALL.BAS	Arcade action- 6 lvls.	Game	ANTIC->	->1/86	70



From the Editors ... Atari Explorer Online: The Next Generation

Travis Guy

Genie: AEO.MAG Delphi: AEO_MAG Internet: aeo.mag@genie.geis.com

It's been a busy three weeks for me. Too busy in fact to effectively coordinate a regular issue of AEO that meets the standards you, our readers, have come to expect. Things are starting to look up now, so I can calmly state that next weekend will see a return to the normal AEO schedule.

What we've been able to cook up for you game-starved Atarians this week is a hash of recent Jaguar and Lynx activity. A stew of news, press releases, and peeks at what lies ahead.

There's good news, and some sad news as well. The good news is scattered throughout the issue. I'll leave it to you to determine what's best for you: Lynx games are at amazingly low prices (I bought several this past week, and "sold" some units to friends); details about some third party titles are emerging, including what I feel to be a "John Madden Football-killer"; AEO has received the official word that we're going to Summer CES (and bringing along cameras)... there's good news in here for all.

The sad news is that after five years at Atari Corporation, the "voice of Atari", Director of Communications Bob Brodie has announced that he is resigning. Bob's efferecent presense will be sorely missed by Atarians around the world. I consider Bob to be a personal friend, and while I wish him well in his new endeavors, I will hold him to his promise to keep in touch with Atarians through the electronic pages of AEO.

Bob will hold his last Dateline: Atari next Friday, June 3rd. The transcript will be included in AEO_0309, to be uploaded shortly thereafter. See you then.

The following is Bob's public announcement. Reprinted here courtesy of Bob, and the ST RoundTable on Genie.

Category 14, Topic 24
Message 1 Mon May 23, 1994
BOB-BRODIE [Atari Corp.] at 17:51 EDT

Dear Friends,

For some time now, I have felt that I needed to spend more time with my family. I have been presented an opportunity that will not only allow me to work at home two to three days a week, but also includes a significant pay increase. I cannot in good conscience to my family refuse this opportunity. It is with great regret that I have submitted my resignation effective June 3, 1994.

For almost five years now, my job at Atari has had a very high priority in my life. During that time frame, my two sons have begun to turn in to men, and my little girl into a teenager. My sons have been a real handful the past two years in particular, and my being around them has had a very positive effect on them.

Even though there have been, from time to time, other job offers, my preference has been to remain with Atari. I believe in our products, and they are my personal choice as a consumer as well. If my personal circumstances did not require me to be at home more often, I would gladly remain with the company. It's not often that someone has an opportunity to turn their hobby into their job. I am thankful that Atari allowed me to do just that!!

I am grateful for the opportunity to serve Atari, and the Tramiel family. I have enjoyed my time at Atari, and have gained invaluable experience. I wish the company great success with all of it's products!! If fate should bring our paths together again, I would welcome the opportunity to work with Atari again. It has been a privilege to serve you.

My thanks go out to all of you (and there are far too many to mention here!) that have been such a special part of my life. I have made friendships with people via GEnie that I expect to be a part of the rest of my days!!

Sincerely,

Bob Brodie

Presidential Mumblings

Grand Exalted Pooba, Jim Hood

First, best wishes to Bob Brodie in his new job and thanks for all the time and effort put in at Atari. Get to know your family; they may be the only one you ever have.

It's inevitable nowadays that people will start groundless rumors, so I thought I might as well jump right in.

Pick whichever of the following appeals to you and spread it around.

1: ABC—The Amiga/Brodie Connection.

Can it be mere coincidence that Brodie leaves Atari so soon after the collapse of Commodore? Or has he been on the Commodore payroll all along, working to keep Atari marketing a shambles?

2: ABC—The Amiga/Brodie Connection.

Can it be mere coincidence that Brodie leaves Atari so soon after the collapse of Commodore? Or has he been out to ruin Commodore because they refused to bribe him with a free Amiga back when he was a powerful southern California Atari User Group officer?

3: Realizing that the SLCC is in even worse shape than Atari, Bob quit Atari to run for office in this month's SLCC election. Unable to snivel about a conflict of interest, Jim Moran starts complaining that Brodie's membership has expired.

Item three is my segue to the next topic, our upcoming election.

I have been reading exchange newsletters for nearly a decade and there is one universal theme in them—the lack of people volunteering for office. The existing officers keep getting put back in year after year.

Suddenly this year the SLCC has three people running against me for president.

My spin doctors say this is an indication of how I've inspired people to take part in running the club, but let's face it; my popularity is waning.

Starting meetings on time for the past year just doesn't count for as much as depleting the club treasury. Besides, if the meetings started late, you'd be able to talk with one another more and listen to my incoherent, egotistical ramblings less.

And my campaign platform of disbanding the club, splitting up assets, and joining other local user groups seems not to have caught on with most members.

So, instead of being humiliated by an overwhelming defeat in our election, I've decided to withdraw with the quiet dignity you've come to expect from me. You won't have Jim Hood to kick around anymore.

As I said at the last General Meeting, I think the club needs a President who can increase income, hopefully without raising dues. In the past the club produced added income through disk sales, raffles and *Journal* advertisements.

Having a booth at local computer shows and swap meets used to generate both disk sales and memberships.

Guest speakers could anticipate enough sales after a club appearance that they readily donated products to the club raffle.

Retailers could afford to spend more on advertising when more of us had just purchased our computers and were looking for anything and everything to run on them.

"Back then" we would buy and try anything new; and it was all new. Now we have our collections and have settled into our niches. We're more selective.

And there are fewer of us, so even an honest raffle is lucky to make money when we have to buy prizes, rather than have them donated.

Anyway, as you can see, my mind is stuck in these old ruts. Some fresh thinking should do the club good.

Robert, from COMPO Software, was guest speaker at the May DACE meeting. (DACE is the Concord Atari user group.) He demoed That's Write 3, their word processor, and Studio Photo, an image retouching program and discussed SpeedoGDOS, Bitstream fonts and other things that COMPO is involved in distributing. I thought it was an interesting meeting. He said COMPO will be adding some other programs to their line. We should try to get him to talk about them here sometime.

Write a Letter

Last year I bought a set of Adobe fonts after reading a couple of articles on font licensing

restrictions. I read the restrictions that came with the fonts and returned them with a letter explaining it would be impractical for me to use of the fonts as licensed. I suggested Adobe review and modify their licensing based on current realities.

Lo and behold, last week Adobe sent me a sales mailer and one of the things they were touting was their new licensing policy which sounds more in line with the way I use fonts.

1984—Only 10 years late.

It's a government project. What did you expect.

The aforementioned article writers and I have taken care of Adobe's font licensing for you, but there are still many areas where a good letter, or bunch of letters, might make a difference.

Big Brother is not as responsive as Private Enterprise, but if you want to practice letter writing, BB is a good place to start.

I'll even offer some suggestions as to subjects.

1: Clipper/Skipjack/Tessera

Big Brother's Benevolent Bureaucrats, in the guise of the National Security Agency and FBI want to protect us from the Forces of Evil by having a monopoly on encryption chips. These honorable men guarantee that if you buy their Clipper chip only you, your intended recipient and Big Brother himself will be able to read your messages.

Realizing that some people might not care to encrypt their messages, or might not even send all of their computer files to other people, NSA also would like to install Tessera on all U.S. PCs to act as a trap door for Big Brother. That way he can check in now and then just to make sure we're not having any problems.

The FBI is promoting the Digital Telephony and Communications Privacy and Improvement Act of 1994. At present, while almost anyone might catch snatches of conversations over wireless phones, the FBI is having a bummer time trying to capture entire conversations from guys driving around from cell to cell while talking on their auto phones. The DTCPIA would require all communication systems be designed for easy access by Big Brother.

If you favor the efforts of these honorable men, please just continue with your TV show or video game.

If you think that these honorable men might not realize the potential harm that could befall our liberties and privacy, write your Congress-

menpeople or even join an *electronic* petition by e-mailing the Computer Professionals for Social Responsibility a message that includes the phrase "I oppose Clipper". Their address is clipper.petition@cpsr.org.

2: FDA/Vitamins/Dietary Supplements

Big Brother's Benevolent Bureaucrats, in the guise of the FDA have long been trying to save us the money we waste on vitamins and other dietary supplements. These honorable men have been limited in their ability to do this by a moratorium Congress placed on new rules promulgated by the FDA Commissioner.

About the only thing they have been permitted to do is severely restrict the freedom of speech and of the press for the dietary supplement industry.

The moratorium has ended, so the FDA can get back to placing potency limits (they seem to like the RDA) on vitamins and other stuff to protect us poor simple consumers.

I'd rather save money by firing a bunch of bureaucrats, but what do I know?

If you're as misguided as me, let your Congress guy know.

If you want to write a letter that will do *absolutely* no good, write FDA Commissioner David Kessler and tell him you think he is the misguided one.

3: Gun Control—Punish people for the criminal use of a gun, not for owning one.

4: Dope—Make it legal. That will open up room in the prisons for criminals who use guns.

5: Motorcycle Helmets—It's my body to do with as I please.

6: Abortion—I'll pay the hospital bill resulting from my not using a motorcycle helmet. You pay the hospital bill resulting from my not using a condom.

7: Term Limits—The honorable bureaucrats and lobbyists will be the only ones with a clue as to how the system works.

The list could go on and on. There are limitless things to write letters about. If you would like to see more articles of this sort in the *Journal*, write the editor.

What did the previous section have to do with Atari Computers?

Darn little, except to remind you of what happens when you don't push Jim Hood around.

Yours truly,



Developer / Game List 1.11

//// Editor: The following developers, licensees and game titles have been confirmed to the best of AEO's ability as of May 23, 1994. Entries in the "S"tatus column reflects any "e"rrors, "u"pdates, "n"ew titles, new "d"evelopers, or "I"uestionable listings since the last AEO list. Titles in brackets (e.g. [Cybermorph]) have been completed and are available in the US.

Expected dates are dates that have been provided by the developer

S	Developer/Licensee	Expected Date or Rating	Titles under development
u	21st Century Software	9/94	Pinball Dreams
	3D Games	—	Rainbow Warrior
		—	MORE
	Accent Media Productions	—	Varuna's Forces CD-ROM
	Accolade	—	Al Michaels Announces Hardball
		—	Brett Hull Hockey
		—	Charles Barkley Basketball
		—	Jack Nicholas Golf
	Activision	—	Return to Zork CD-ROM
	All Systems Go	Q1/95	Hosenose and Booger CD-ROM
		Q1/95	Jukebox (cart multiplexer)
e		—	BIOS Fear CD-ROM
	American Laser Games	—	Mad Dog McCree
	Anco Software Ltd.	—	Kick Off 3 (for Imagineer)
		—	World Cup
	Anthill Industries	—	
	Argonaut Software	—	Creature Shock CD-ROM (For Virgin)
	Atari Corp.	—	Battlezone 2000
		—	Chaos Agenda CD-ROM
		—	Club Drive
		Ho-hum	[Crescent Galaxy]
		—	MPEG 1 and 2 carts
		—	Star Raiders 2000
		—	Tiny Toons Adventures
		—	VR Helmet
		—	MORE
	Atari Games Corp.	—	Arcade Games Using Jaguar
	Attention to Detail	—	Battlemorph: Cybermorph 2 CD-ROM
		—	Blue Lightning CD-ROM
		Great Game!	[Cybermorph] (For Atari)
	Audio-Visual Magic		
	Bethesda Softworks		
	Beyond Games Inc.	12/94	Battlewheels
		Q3/94	Ultra Vortex
	Black Scorpion Software		
	Bjorn Joos/Kris Van Lier		
	Borta & Associates		
	Brainstorm	—	[x86 Jaguar Development System]
	Bullfrog Productions Ltd.	Q3/94	Syndicate (For Ocean)
		Q3/94	Theme Park (For Ocean)

Clearwater Software			
Computer Music Consulting			
Cybervision			
CyberWare			
Delta Music Systems Inc.			
Dimension Technologies			
Domark Group Ltd.	—		FI Racer
DTMC	—		Lester the Unlikely
	—		Mountain Sports
	—		(Miniature Golf)
Eclipse	—		Iron Soldier
Elite			
E-On			
Eurosoft			
EZ Score Software Inc.			
GameTek Inc.			
Genus Microprogramming Inc.			
Gremlin Graphics Ltd.	10/94		Zool 2
	—		UNKNOWN TITLE (racing)
	—		MORE?
H2O Design Corp.			
Hand Made Software	Su/94		Kasumi Ninja (For Atari)
High Voltage Software	10/94		White Men Can't Jump (for Trimark)
Hisoft			
ICD Inc.	—		Cat Box (AV & comm expansion box)
id Software	—		Doom: Evil Unleashed
	—		Wolfenstein 3D
Imagineer Company Ltd.			
Imagitec Design Inc.	Good game		[Evolution Dino-Dudes]
	Good game		[Raiden]
	—		Freelancer 2120 CD-ROM
	—		Busby in Clawed Encounters
	—		of the Furred Kind (For Accolade)
	—		Dino Dudes 2
Interplay	—		BattleChess CD-ROM
	—		MORE?
Jaleco	—		Cisco Heat
	—		Bases Loaded
	—		MORE CD-ROM
Krisalis Software Ltd.	6/94		Soccer Kid
Limelight Media Inc.			
LlamaSoft	GAMING NIRVANA!!!		[Tempest 2000] (For Atari)
	—		MORE MINTER!
Loricel S.A.			
Manley & Associates Inc.			
Maxis Software			
Microids	1995		Evidence
	12/94		Commando
Microprose	—		Gunship 2000
	—		MORE SIMULATIONS
u MidNite Entertainment	10/94		Air Cars
	10/94		Dungeon Depths
u	Q1/95		Assault
u Millenium/Teque	7/94		Brutal Sports Football (For Telegames)
NMS Software Ltd.			
Ocean Software Ltd.	12/94		Apeshi- (working title)

	1995	Lobo CD-ROM
d -unnamed-	—	-unnamed-
u Phalanx	—	(Title not available)
Photosurrealism	—	Galactic Gladiators
Pixel Satori		
u PIXIS Interactive	—	Neurodancer CD-ROM
Rage Software UK		
ReadySoft Incorporated	—	Dragon's Lair CD-ROM
	—	Dragon's Lair II CD-ROM
	—	Space Ace CD-ROM
Rebellion Software Ltd.	Su/94	Alien vs. Predator (For Atari)
u	Su/94	Checkered Flag (For Atari)
	—	Legions of the Undead (For Atari)
	—	Hammerhead
Rest Energy		
Sculptured Software Inc.		
Sigma Designs	Q4/94	"Jaguar on a PC" PC card
Silmarils	9/94	Robinson's Requiem CD-ROM
Sinister Developments		
Software Creations		
Team Infinity		
Team 17 Software Ltd.		
Tecnation Digital World		
Techtonics		
Telegames	10/94	Troy Aikman NFL Football
		(For Williams Entertainment)
	Q4/94	Double Dragon 5: The Shadow Falls
		(For Williams Entertainment)
	—	Casino Royale
	—	European Soccer Challenge
	9/94	Ultimate Brain Games
	—	Super Off-Road
Teque London Ltd.		
Thrustmaster		
Tiertex Ltd.	—	Flashback (for U.S. Gold)
Titus		
Trimark Interactive		
U.S. Gold Ltd.		
UBI Soft International	—	RayMan
	—	MORE (American Football)
V-Reel Productions	—	Arena Football
	—	Horoscope
Virgin Interactive Entertainment Ltd.		
	—	Dragon
	—	Demolition Man
Virtual Xperience	Q4/94	Indiana Jags (platform)
	Q4/94	Zzyorxx II (vertical shooter)
	Q1/95	Burn Out (m/c racing)
Visual Concepts		
Williams Brothers		
u Williams Entertainment		
(formerly Tradewest)		
WMS Industries		
Zeppelin Games	—	Center Court Tennis

MORAN'S MINUTES

This months meeting started out in the usual hectic manner with ole' last minute Hood arriving with about 10 seconds to spare convening the meeting at exactly eight PM. (I guess we can't complain as we have gone from never on time President Bob Woolley to never late, but certainly never early President Jim Hood.) For those interested in minor details all the other Officers were present and working very very diligently. (How's that for a political plug? Plugs are only \$50)

It must be election time again, Jim Hood gave a very long involved and probably very self serving explanation as to why the last months issue of the Journal had all the pages miss numbered. It seems the fault was not his but some Dirty Old Man named Scholar. (Methinks Hood can't count.)

The demise of arch enemy, Commodore Computers and its effect on the Atari world was discussed at length. (Something like watching our own funeral maybe?) Samples of printouts done on a bubble jet printer were passed around. Very decent results. The latest rumor is that there will be a midi cable hookup that will allow a Falcon and an ST to play a two party game together!

President Hood reviewed the prizes for tonight's raffle. There were enough prizes to give each ticket holder (both of them) at least two prizes.

Nominations were opened for this years Officers election and there were two additional candidates for President. Don Safer and Earl Lyle. As of now the following people have been nominated and will be on the ballot for the election to be held during the regular club meeting on June seventh.

President;	Robbie Bridges Jim Hood Earl Lyle Don Safer
Vice President	Peter Chen Don Safer
Treasurer	Glenn Fowler Keith Sammons
Secretary	Jim Moran

There is a new hard to believe rumor that a powerful and slightly demented publishing conglomerate headed by someone who is never on time and someone who is just barely on time will take over publication of Atari Classic Magazine.

Vice President Peter Chen and our Editor Steve Goldstein met and had lunch with Atari's finest, Mike Fulton, the object being to pump him for the latest information on Atari's plans for the future. Steve sent a three page report to the club stating that they learned ZIP !

Michael Hohman reported that he has aquired all of ICD's 8 Bit stock, and has it for sale. They have all kinds of boards, languages, R-Time-8 cartridges, Sparta Dos, memory upgrades, Express Terminal Programs, Etc. All at attractive prices. Contact him at;

Fine Tooned Engineering
408-GET-REAL

President Hood has finally figured out a simpler way to run the raffle. We no longer have to wait while the tickets are drawn. From now on Hood will just announce the winners.

Jim Moran -Secretary

San Leandro Computer Club

P.O. Box 1506 • San Leandro, California • 94577-0374

General Meeting

June 7, 8:00 pm

San Leandro Community Library
300 Estudillo Avenue

ELECTION OF OFFICERS

President: Robbie Bridges
Earl Lyle
Don Safer*

Vice President Peter Chen
Don Safer*

Treasurer Glenn Fowler
Keith Sammons

Secretary Jim Moran

*By Club Tradition (but not Constitution) Don should run for one of these offices and withdraw his name from the other. Or unopposed Fuddy-Duddy, Moran, might pout.



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