The Advantages Of Being El Presidente

Nobody told me about the advantages of being President when I was nominated. Had I known that I would have 5 computers at home, I would have campaigned more vigorously. I would have printed up all kinds of politically correct statements to encourage members to vote for me. I would have made signs; I would have bribed the current officers. Had I known that I could use my fax modem to call Computer Currents and actually place an ad, and then get a call asking for my opinion on Atari hardware, I would have been more interested.

I now have my house bulging with computers. Everybody was glad I was taking home the Club's units so that they didn't have to lug them to the meetings. Ha! Do I love it! I've got the biggest screen so my kids can shoot frogs in *Bug Hunt*. I can run 4 different flight simulators at once and hear the weirdest synthesized music blaring from all over the house. I can invite all the kids in the neighborhood over to Robbie's Arcade and charge big prices on Halloween.

The only problem I had was learning how to operate the Mega ST. I didn't know if you're suppose to power up with a disk inserted, or insert the disk afterward. I would sit there waiting for something to happen, and then turn the power switch off and move the monitor from it's position on top of the CPU, and turn the switch on again. Eventually, it would come on, and I found out recently that it has some sort of weak link in the switch (like some Presidentes I know).

I keep asking other members for some instructions for the Mega, but they tell me you don't need any. I'm a real stickler for instructions. I would still like to read that you don't need any, on page 1 of the instructions...

So I got my first call about what type of printer to use with a Mega and I thought he said Amiga. I told him it was an Atari club and that he should call Winner's Circle for that information. He then said MEGA real loud into the phone and I said I'd call one of our experts on 16 Bit computers. since I was more of an 8-bit kinda Presidente. I called our 16-bit printer expert, Jim Hood, and got the same answer I had been thinking of. Last time I'll endure the shame of doing that!

I recently met someone who said they used computers a lot and I told him I was the president of an Atari club. He rambled on about how Atari had missed the boat and blah,blah,blah. He said he was a member of a user group and I asked if they had any flight simulator SIGs and he lambasted those "supid wastes of time that computers were not designed to be used for." He went on and on, as I nodded obediently, and spoke of Word Perfect and Windows and finally ended his speech with,"but that's just my opinion." That's the last time I'll mention flight simulators to a lawyer...

Regards, Robbie Bridges

Contents

September

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
				1	2	3
4	5	Main Meeting 8:00 PM	7	8	9	10
11	ST/PC SIG 8:00 PM	13	14	15	16	17
18	19	20	21	22	23	24
Journal Deadline 12:00 PM	26	27	28	29	30	

OUR LATEST 8-BIT D.O.M.

by Bob Scholar   SLCC 8-bit Software Program Chairman

SLCC1209 - SEPTEMBER 1994

GENERAL COMMENTS

The SLCC Journal, this month, has a two page letter on "ATARI CLASSICS MAGAZINE" written by the President of NWPAC (NorthWest Phoenix Atari Connection). Also included is page 31 of SLCC's Program Library. Both are self explanatory (I hope).

I've been told that Jim Hood & Bob Woolley expect to publish the first issue of the new A.C. in time to mail it the last week of August!

D.O.M. SUMMARY

There are 4 Games, 2 UTILities, & 1 gRaphics/DEMO (7 programs total) on this DOM. The 2 main (featured) ones are SAGECAT (UTIL.) & ATOMIT (Game). Boot the front WITH BASIC & the back as explained below.

- CONTENTS- DISK #1209:-
Front:-

```
*SLCC1209.DOC 027   TITLE          010
 AUTORUN .SYS 002   MENU           034
-DOS     .SYS 037   ATOMIT  .DOC   020
 ATOMIT- Game/Pzl/Ed (16 files)    266
 DLMASTER.EXE 068   MINIGOLF.BAS   088
 MGCONST .BAS 082   TUTOR   .BAS   070
        003 FREE SECTORS
```

Back:- [Boot w/o BASIC- see below]
   SAGECAT (a Disk Catalog UTILity) is complete in the first nine files. It includes DOS & Turbo Basic (as AUTORUN.SYS);- for a total of 551 SECTORS. An easy way to use it, is to copy the entire side & then delete the last two files. These last files can be RUN by the Menu on the front of this disk.
```
 CRISIS .BAS 120   OVERFLOW.BAS 036
        000 FREE SECTORS
```

PROGRAM DETAILS

ATOMIT is a PD Game/Puzzle/(Edu?) program in 16 files with a slight bit of chemistry thrown in. Your task is to assemble 1 Ion and 11 Molecules by using some wierd rules! It needed, &

it deserved a thorough DOC file; so I wrote ATOMIT.DOC to explain it all!

CRISIS.BAS - a SIMulation/Game by Joe McManus from ANALOG #63; 8/88) is a 54 minute real-time SIM, that takes place in one of 3 cities (N.Y.; L.A.; or Dallas- you choose). You must try to resolve emergencies by sending the appropriate equipment- from a limited stock of ambulances, SWAT teams, fire trucks, and police cars.   Up to four situations may be ongoing at once!

DLMASTER.EXE (Display Master) can stretch, squeeze, fold, flop, flip or roll your PICtures. This gRaphics/UT. includes an ACTION! runtime package; options for loading and manipulating several kinds of PICtures and a DEMO. LOad it from DOS "L",- without BASIC. Most of its features are self explanatory. For more information see the article by David Oblad in ANTIC-8/85.

MINIGOLF.BAS by David Plotkin from Antic (7/85) is a short course- for a number of players. It keeps track of the scores and turns. It has no DOC- the rules are obvious. MGCONST.BAS is a Construction Set to make your own holes. It will prompt you through the process (including selecting from any of seven prefabricated obstacles) but reading the article is recommended if you want to do this.

OVERFLOW.BAS- an arcade type Game is also from ANTIC (7/85);- by E.& R. Anschuetz & J. Weisgerber (???). Use your "plumber's helper" (control with a JoyStick) to keep the sewage pipes from overflowing. That's all there is to it! It has no DOC and needs none.

SAGECAT is a shareware disk cataloging program written by R.P. Buman. It runs under TurboBasic and requires an XL/XE. The DOCs are excellent.

TUTOR.BAS - a Music/Util. program to diagram and play simulated guitar chords. By Frank Imburgio and Grace Barry, it's from ANTIC (6/85). LIST it, & read the REMs if you don't find it to be self-explanatory. Chords are standard guitar chord diagrams. They are Major, minor, 7th, or minor 7th.

VOL#	PROG/FILE ID	DESCRIPTION	TYPE	SOURCE	DATE	SECTORS
0810	GINRUMMY.BAS	Slow- use TURBO-BASIC!	GAME		10-90	143
0810	FORTUNE.BAS	WOF & Puzzle GENerator	GAME	Beatty	10-90	235
0810	Minigolf	BASIC XL w/Runtime pkg	GAME	ANTIC	6,7/90	625
0810	HGMINE.BAS	1-4 plyrs on 9X13 grid	GAME	C.COMP.	>10/83	66
0810	OMNILOAD.COM	Load PICs;- any format	UTILITY		10-90	120
0810	FORMAT11.BAS	Formats in 2 drives	UTILITY	J. Lee	->1983	28
0811	BILBOARD.BAS	Prints PICs w/DD2;-DOC	UTILITY	Wareham	11-907	230
0811	DDII	DAISY DOT-NLQ pgm (PD)	UTILITY	Goldman	11-90	132
0811	DOC;FNTS,etc	Aux. progs. for above	UTILITY	c.f.	11-90	955
0812	ADVENTUR.BAS	Classic txt. Ad. & DOC	GAME	Eu.ACES	12-90	284
0812	BACTRION.OBJ	Logic-1;2 Ply.-DOS "L"	GAME	ANALOG	->7/84	40
0812	BRAND.BAS	Text Adv.-self expl'y.	GAME		12-90	198
0812	CARNY.OBJ	Shoot'g. gallery + DOC	GAME		12-90	106
0812	CHAOS.BAS	Have fun with FRACTALs	DEMO	ANTIC->	>12/89	30
0812	DALTON.BAS	Text Adv. & DOC	GAME		12-90	213
0812	EXAMINE.BAS	Look at disk sectors	UTILITY	R.Mears	12-90	20
0812	FNT4PC.XMO	PAPER CLIP alt. Ch.Set	UTILITY		12-90	33
0812	GASKET.BAS	Fun w/ Sierpinski math	DEMO	ANTIC->	>12/89	5
0812	HEXWAR.BAS	Strategy. Use J/S.	GAME	COMPUTE	->7/86	121
0812	MAZERIDE.BAS	Arcade action- J/S.	GAME	ANALOG	COMP.	63
0812	PCSET.XMO	XE Alt. Chr.-see above	UTILITY		12-90	49
0812	RADMENU.BIN	Creates "Boot-up" Menu	UTILITY	On disk	12-90	30
0812	RENUMBER.BAS	Fast! See Giambra art.	UTILITY	ANALOG	->2/85	45
0901	DD3	DAISY DOT 3-PD version	UTILITY	GOLDMAN	1/91	475
0901	DD3LABEL.TXT	To print labels w/DD3	UTILITY	GOLDMAN	1-91	44
0901	DOCs, FNTs &	aux. progs. for above.	UTILITY	GOLDMAN	1-91	660
0902	DOCs(TP4.56)	DOCs; Macros; FNTs;etc	UTILITY	R.Riche	>11/90	?
0902	MENU2MY.DOS	SLCC Menu for MYDOS	UTILITY	Scholar	2-1990	44
0902	TPX.COM	TP(TEXT PRO) ver. 4.56	UTILITY	R.Riche	>11/90	145
0902	TPQ1K.REF	QREF sheet-TP commands	UTILITY	Scholar	2-1991	24
0902	SPELCHK.BIN	personal spell checker	UTILITY	c.f.	2-1991	45
0903	AARON.ADV	First prize winner!	G/T.Ad.	ANTIC->	>10/88	57
0903	CASTLES.ADV	Contest runner-up!	G/T.Ad.	ANTIC->	>10/88	57
0903	CODFISH.BAS	(Codfish Ball)-ACTION!	GAME	Plotkin	??	57
0903	CODFISH.DOC	DOC for an "oldie"!	GAME	c.f.	3-1991	9
0903	CREATEDL.BAS	Helps write Text Advs.	UTILITY	ANTIC->	>11/88	104
0903	CREATION.BAS	Writing tool- Txt.Adv.	UTILITY	ANTIC->	->3/88	9
0903	DEMO.ADV	Sample written w/above	G/T.Ad.	ANTIC->	->3/88	57
0903	GLOB.EXE	Cosmic Glob-1 or 2+J/S	GAME	R. Enns	??	53
0903	NAVBAT, etc.	See DOC - 6 disk files	GAME	ANTIC->	->1/90	504
0903	KINGDOM.ADV	Contest runner-up.	G/T.Ad.	ANTIC->	>10/88	57
0903	SYNTRON.OBJ	Action for 1 or 2 plrs	GAME	ANALOG>	->8/85	16
0903	SYNTRON2.OBJ	Update of above	GAME	ANALOG?	??	26
0903	SYNTRON.DOC	DOCs for both above	GAME	Scholar	3-1991	21
0903	TXCRUNCH.BAS	Action- 1 player + J/S	GAME	ANALOG>	>10/89	129
0904	ALASKA.BAS	Self DOC. lengthy ADV.	G/T.Ad.		4-1991	197
0904	CANFIELD.BAS	Solitaire, good! w/DOC	GAME	START->	->1/91	159
0904	MAZEWAR.OBJ	1-4 Play. Action. DOC.	GAME	ANALOG>	>11/85	57
0904	MENU (SLCC)	New Rdr, Unlk, & TITLE	UTILITY	Scholar	4-1991	57
0904	RAMCOPY.BAS	Bootup UTIL. & DOC	UTILITY	ANALOG>	->7/86	44
0904	RANDNAME	Random name generator.	UTILITY	Mentley	1984	14
0904	TWONKY.BAS	Adapted by C.A.Cole.	G/T.Ad.	C.Compg	1977	51
0904	VLIST.LST	Variable lister + DOC.	UTILITY	Mentley	1984	27
0904	Back of disk	All about "C" language	Tutor'l	Eug.ACE		663

ATARI CLASSICS MAGAZINE
By NWPAC Prez, Dale Wooster

Commentary by DALE WOOSTER, President of N.W.P.A.C.
from their MAY/JUNE 1994 newsletter.

[Reprinted (July/August) by OL' HACKERS because it tells it like it is;-]
[and may help the SLCC crew if they do come out with an 8 BIT magazine!!]

POOF, AND ITS GONE!

Yeah, it's true folks, Its Gone! A lot of really hard work by some
truly dedicated Atari 8-bit lovers is now being cast aside.   My thanks go
out to each and every one of you for a SUPREME effort.   I know that this
effort cost Ben (Poehland) and a few of you others some bucks, but then
again, I also know that you were not in it for the money, in the first
place.   I know this because that is also how I feel.   I don't think I
have ever made a profit with anything related to our   Ol' Classic 8-bit.
(Well maybe on an isolated occasion?)

COMPLAINT DEPARTMENT

I am also sure that we will be hearing from some folks that will be
glad to tell us why it failed BUT if they are not listed as subscribers
from the very beginning I am not even interested in their opinions.   As an
original subscriber however I do have some thoughts that I would like to
express.

AT THE BEGINNING.....

When all this first started with the early mail-outs by Ben I was
disappointed that in all of the early printings the User Groups were
totally ignored and I felt that this was a big mistake.   I even wrote to
him and said so.   After all, without the User Group there is no support to
speak of.

WAIT AND SEE ATTITUDE!

This was made even more evident when the NWPAC membership decided to
"wait and see" when I asked for a vote about subscribing to AC.   Could
this be one of the reasons for the failure?   Who Knows?   I do know that
in the first survey at least 15 of our members said they would subscribe
but the final tally was TWO!   Could this be another reason for failure?
Well, H&%$ YES!

A SECOND CHANCE AT A NEW MAG?

Well MAYBE, all you fence sitters will get another chance but if you
do, "DO IT NOW" According to the info on page 29 of the Feb. 1994 AC we
still may have a chance to keep an   ATARI CLASSICS Magazine alive and
kicking.   BOB WOOLEY and JIM HOOD of SLCC in California are thinking about
keeping some sort of magazine going.   The LAST issue of AC may even have a
sample of their efforts and could very well be in your hands by the time
our newsletter goes out.

A WARNING NOTE FOR FUTURE EDITORS!

Once again I repeat, "Do Not Ignore The User Groups, they Are The 8-Bit World"

A WELL THOUGHT OUT WISH LIST

Here is what I would like to see in the NEWEST version of The Atari Classics "User Group" magazine:-

1- A 20 to 40 page newsletter done with a combination of TextPro, Daisy Dot III and NewsStation thereby making it a TRUE 8-bit publication. Maybe a little cut & paste extras wouldn't hurt on occasion? Fancy color covers are not needed.

2- Request that EVERY user group send BOTH, a DISK and a Hardcopy of every newsletter to the ACUGM clearing center which hopefully will be Bob, Jim and at least 3 other members. BOTH formats are a must! We don't want the committee spending all their time typing in hardcopies or printing out disks. This committee will select the best of these articles for use in the next issue of "AC".

3- Each user group would also send in a disk of games or a DOM or other programs. The committee could build a library of DISKs to be sold just like Antic did. Even make up a catalog.

4- How about a "QUARTERLY" issue (4 per year) AND Do not use a professional publisher! This can get the yearly subscription fee down to the $15 to $20 range and make it more attractive to MORE users. For example, Office Max will copy BOTH sides of the 11 X 16 sheets for $0.24 per sheet. Same size as AC was. A 32 page mag would cost $1.92 to print. Or 400 copies for $768.00. Then the committee could spend a FUN DAY putting these all together for mailing. Isn't that a neat way to have a fun day? <grin>.

AN OFFSET AND CONCLUSION

And don't forget, the cost of labels, postage and miscellaneous will be offset a bit by the advertising income. I don't know what those fees were for AC. Now if all of the above was done more or less as I have it outlined, do you know what you would have? A true Atari 8-Bit magazine done by true Atarians all in ONE LOCATION but fed by material from all over the world. And by the way, after several months the disk library should be making a NICE PROFIT. Please let BOB and JIM know just what you think;-->

BUT DO IT NOW!!

(Editor's note by Alex Pignato of OHAUG:- DALE is sounding a warning to all you folks who want the 8-BIT to continue to thrive. PUT YOUR MONEY WHERE YOUR (COMPLAINING) MOUTH IS! A word to the wise...etc. etc...)

$$=$$

[The above text is from OHAUG's 1994 NewsLetter. I don't agree with all its says; but I'm sure you'll find it very interesting!!- Bob Scholar.]

Phew... 6 days after initially boarding a plane from San Luis Obispo to Chicago, I'm back at it, from Chicago to New York. Figured I'd stop in and say "Hi" to my relatives while I'm halfway across the country.

Modern technology is amazing... right in front of me is an air phone with the words "modem compatible" stamped boldly across the face. I could check my EMail, post to the newsgroups, or FTP files, all from 35,000 feet above the ground... but I won't.

Like they say, better late than never. I apologize for the delay in writing this, but the video took me by storm... suddenly I found myself with a lot of people's money who wanted a video... I figured that should take priority over the issue, so it's been slightly longer than originally anticipated before I was able to type this out.

Atari's showing at the SCES was great. Their booth was jam-packed the entire three days and Atari employees were ready. The Tramiels could be seen cruising througout the booth, as were Don Thomas, August Ligouri, Greg and Sandy LaBrec, John Skruch, Sean Patten, J. Patton, and countless others...

New titles like *Iron Soldier* and *Rayman* were the talk of the show as were older ones such as *Kasumi Ninja* and *AvP*. With the announcement of revolutionary new products like the voice modem, and the reconfirmation of the CD-ROM unit (at its original price), Atari was ready to pounce. Here's a rundown of pretty much all that Atari showed:

Hardware

//// JAGUAR VOICE MODEM

Mentioned only a week or two earlier in another AEO UPDATE, the voice modem (by Phylon) made its debut at the SCES. People could engage in modem Club Drive games to race against each other or participate in a game of tag. For those who missed it the first time around, I'll explain it again: The voice modem hooks up to the DSP slot in the back of your Jag and allows you to dial up with another player in selected games and the two of you can then play over the phone lines. Don the included headsets, and the Voice Modem will transmit (and mix with the game audio) your voice.

//// VLM

Jeff Minter's Virtual Light Machine also made its debut, this running from ROM in a seemingly completed CD-ROM unit. I'd just like to say that this is one of the most amazing pieces of technical craftsmanship I have observed. Built into the CD-ROM unit, the VLM basically "trips out" to whatever music you decide to play.

This breaks new ground in audio-visual stimulation! With over 80 different effects to choose from, the VLM offers more than enough different types of visual stimulation to accompany whatever music you decide to play.

And since the light show is based on the music playing, you get a new show every time you play a different CD. We caught up with Jeff Minter at the show and he mentioned that he was very happy with the way the VLM was working out, and that he only had a few more effects to add into the final version. Some unnamed Atari staffers at the show were heard whispering that the VLM may reduce game sales, as users may be too busy listening to their audio CDs! <grin>

//// JAGUAR CD-ROM

In an exclusive interview with Sam Tramiel for our SCES video, AEO got some desired assurance on the fact that the CD-ROM would retail for $199.95. "Definitely!" was Sam's word on the question of whether or not Atari would be able to offer the Jaguar CD-ROM to the public for such an affordable price.

Here are the CD-ROM specs for those of you who have yet to see them:

- ~790 Megabyte storage capacity.
- ~352.8 KByte/second sustained data rate.
- ~Cinepak™ compression technology built in allowing FULL SCREEN, true color, full motion video and audio at 24 fps.

Software

//// WOLFENSTEIN 3-D

This title is back and better than ever on the Jag! Indeed, it runs faster and smoother than the PC version. There are more frames of animation for every enemy, not to mention weapon movement. A more detailed kickback accompanies every pistol shot, not to mention rocket blast. That's right, the boys at ID have added a rocket launcher *and a flame thrower* to your arsenal. While the rest of your weapons have a standard ammo count at the bottom of the screen, the flame thrower's ammo is depicted by a gasoline can.

You cruise the halls of a Nazi fortress at 30fps, with no slowdown whatsoever. Only the strong and coordinated will be able to survive with the "run" button held down... the speed is incredible! Another great addition is the totally resampled sounds. All of the original screams of agony have been resampled, with some totally new samples thrown in on the side, contributing to a greater variety of verbal carnage.

An auto-map also squeezed its way into the Jaguar version of this AppleII classic. Resembling the automap of the SNES version, the map tracks your progress through each level by displaying the walls in the same texture as shown while playing the game normally. The game as a whole resembles *Spear of Destiny* rather than the original Wolfenstein adventures. In other words, the game is one long adventure, rather than split up into 5 or 6 different games that you can play whenever you want. You start out in your boss's office (I can't remem-

ber his rank) where he gives you a mission to embark on. You complete the mission, return to the office, and embark on another mission. Each mission is approximately 5 levels, ending in a duel with a big boss.

This first person perspective action adventure is a classic that should not be missed! No censorship here; all the pictures, signs, screams, blood, evil symbols, etc., are intact in the best version of this game, period!

//// DOOM

Called by some as the most insanely popular computer game of all time, DOOM has made it to the Jag in full form! People have argued vigorously for the past couple of weeks over whether DOOM would look and play as smoothly as the PC version... well, I've seen DOOM in many of its different forms, from 5 fps all the way up to the 23-24 fps shown at the CES, and I can assure you that you will not be disappointed. The version shown at the SCES looked faster than a 486DX-33. The only catch was that it was running in low detail mode. Don't worry about resolution, it was just like switching the flag on the PC version to go from high detail to low detail.

For those of you who are dying to know, or haven't heard over the Internet, the final resolution that DOOM will be played in is 160x180. Some might cringe, while others could care less. I know when I saw the version at the SCES (which was different from the 320x200 version I saw at Atari the week or two earlier), it took me a while to realize that indeed the resolution had been decreased. If it is any condolence, I didn't notice the resolution while playing.

Currently, the guys at ID are deciding how many levels the final version of JagDOOM will contain. Rumor has it that if they go ahead and use a 24 or 32 megabit cart then DOOM will contain all of the levels in the PC version. If not, then I think the level count will be limited to 20. Another rumor floating around is that the Jag-DOOM will contain 2 Jaguar specific levels, totally unique to the Jaguar version of this monster of a game. We can only wait and see... :)

It's a toss up... more money, more levels... is it worth it? I think so... you might want to let Atari themselves know how you feel on the issue.

The color was definitely better, even without any shading done yet! Every location seemed that much more realistic. The green acid actually looks like it is glowing...the walls actually look like they are decaying. Keep in mind that no enemies or objects had been placed yet, that and the fact that this version continued to crash most likely contributed to the reason why DOOM was only displayed for the first day of the show. When asked what some of the major differences between the PC and Jag version will be, Jay Wilbur responded by discussing the number of different textures. He stated that while the Jaguar is a powerful machine, a cart can only hold so much data. Thus, certain walls that might have had 5 or 6 variations or different colors in the PC version might only have 3 or 4 variations/colors in JagDOOM. Jay was sure to point out that gameplay would not be touched in the least.

Release date? If everything goes well, DOOM should be on the shelves at the end of August. Why such the wait

when Wolf 3-D was ported over the weekend! The incorporation of modem and Jagcom compatibility. Jay stated that JagDOOM will be modem and Jagcom compatible. With two player modemability guaranteed, Jay was very optimistic in mentioning that they are shooting for four player connectivity via the Jagcom.

//// ALIEN VS. PREDATOR

Talked about since before the last CES in Vegas, this title is finally coming together. With better pixelation than DOOM, AvP was one of the most visually impressive titles shown. In a recent interview with James "Purple" Hampton, producer of AvP, AEO learned a good deal about AvP, ranging from reasons for the release delays, to Marine role playing elements.

The main reason for the delays of AvP relates to the quality of the game. Atari wants this to be the best game possible. They don't want to have most of the game be excellent with a few parts so-so (like the bus jump scene in SPEED :)). Instead, they want this to absolutely showcase many of the Jag's abilities. In improving AvP, Purple stated that the team has become very nit-picky, making sure that everything is *perfect*.

Also learned were some parts of the plot. For example, as the Marine, you start the game locked up in a holding cell. Your time is up, and the computer releases you. Much to your surprise, the rest of the crew is gone, having been replaced by hordes of vicious Aliens and Predators. Obviously you must find a way to rid the base and surrounding areas of the unruly creatures. Computers along the way will allow you to tap into logs to catch up on the happenings of the past few years while you were locked up. Among other things, they will also aid you in retrieving and using armor and weapons throughout the game. Eventually you realize that in order to destroy the vermin and escape alive, you must... well, I don't want to spoil the ending :) I will let you know that it involves many a cocooned Marine, various keycards, log books, and one pissed off Alien Queen!

Always on the cutting edge, Atari also plans to allow you to play as either the Alien or the Predator. While their games won't be as involved as the Marine's (Atari is focusing their efforts to making the Marine game the "main" game) the average gamer will have his/her work cut out for him/her. No "official" details were given to the AEO staff, mainly because they were still deciding if they were going to alter what they already have.

Purple stated that Atari didn't want it to be another DOOM where the main part of the game is blowing everything up. Instead, he said that he thinks that the AvP player will be pleasantly surprised when he/she notices the mix of RPG and 3-D Action.

AvP version 0.98f was shown at the SCES. It seemed that the only thing missing was the computer interaction. You could walk up to them, but you couldn't use 'em. The air ducts look incredible. The enemy animation is the best I've seen, especially when you are being chased by an Alien in a duct, or by a Predator down a corridor! The facehuggers made the hairs on my neck stand on end when I first saw what one looked like plastered to my face. The transparency is *excellent*. In

the med lab there are many times when you find your-self looking through two or three different layers of windows at an angry Alien or Predator. The Alien and Predator lairs looked downright awesome. From a few feet away, you felt like you were playing a movie! The scanner in Marine mode adds to the suspense, especially when there are 20 Aliens around you, and you don't know if they are above, below, or in front of you! This game is a blast!

//// CLUB DRIVE

"Club Drive is inherently a two-player game," stated Mr. Hampton as he described Club Drive, another title he is producing. That was the feeling I got as I watched two players race around in Club Drive trying to tag (and avoiding being tagged) "it" by each other. Apart from having a split screen view, Club Drive also has modem compatibility worked in. Jagcom networking will also be coordinated in the final release.

Sporting a polygon engine about three times faster than Cybermorph, Club Drive was indeed fun to play. Crisp colors and smooth movement filled the game. To my surprise, many animated texture mapped objects also found their way into the still early version of this game. For example, when you are in the house, you can drive in front of the T.V. and watch yourself as you drive in the game. Or, a game of Pong might be playing on the tube there. The fireplace is also a joy to watch as a multi-colored texture (reminded me of the 1st warp in T2K) "burns" away.

Currently, the Club Drive team is working on incorporating other mobile objects into the game. For example, in the house level, the cat will be chasing the mouse while you are driving around. Also, you will be able to drive alongside various trolleys and other cars throughout the San Francisco area. You get the picture.

"Nothing is more frustrating that starting at a position (after crashing or driving into the water) which allows little or no mobility." So said Purple Hampton with regards to one aspect of Club Drive that Atari hopes to perfect. They don't want to have any trace of a bug or mishap in the final version.

For those of you who don't know, Club Drive is a polygon based driving game that allows you to pretty much drive wherever you want through approximately four different worlds (Western Town, Velocity Park, San Francisco, and Jeremy's Pad). There are currently four variations of driving. You can do one of the following:
  I) Basic race. Race from a selected starting point to a selected finish point in the quickest possible time.
  II) Tag. Two player race from start to finish. The object? To have been "it" the shortest amount of time by the time the finish line is reached. In other words, if you have been "it" longer than your opponent by the time either one of you reaches the finish line, you lose. To "tag" the other player, you must run into him/her.
  III) Powerballs. You must race throughout your course picking up powerballs in the quickest amount of time.
  IV) Two player powerball. Get all the power-balls in a shorter amount of time than your opponent.

All two player games can be played either with a split screen view, over the modem, or through a Jagcom. For you techie buffs out there, Club Drive will be the first 640x400 (I think that is the right res) game. All screens at any given moment are 640x400.

Club Drive looks not to be flashy and revolutionary, but rather like *pure fun*.

//// CHECKERED FLAG

While some people on the net have stated that this title didn't live up to expectations, I was one who felt that *Checkered Flag* will give *Virtual Racing* a run for its money. The frame rate is there (pushing 25fps)... the colors are there (16 bit)... the sound is there (actual F-1 race car samples)... the freedom of movement is there (you can turn around and drive off the course)... the power-ups are there (you can upgrade your car between races)... the weather is there (rain, fog, and sun)... the tracks are there (a minimum of nine)... the camera views are there (choose between six different views ranging from behind the wheel to directly above you)... the polygons are there (there are more and more with each new update Rebellion puts out)... what else do you need?

The controls felt very solid. My only complaint was that after you turned one way for a certain amount of time, the turn seemed to stick for a little bit of time after you let go of the controller. Other than that, they were very responsive from all six different viewing angles.

I will admit the crashes were a little on the weak side in terms of visual appeal (they were slow, drawn out, and sluggish), and the boats looked a little two dimensional in the water, but it didn't seem that there were any major defects. Keep in mind though, that these additions (crashing sequence, etc.) are all under a week old. With that in consideration, I would say that it definitely looks like Checkered Flag will end up in the winner's circle.

With a solid 4 weeks left in development, Checkered Flag promises to pack a punch, and all with no special effects chip! :)

//// RAYMAN

This is the most visually impressive title I have seen to date. If out soon enough, this could easily be the Jag's blue hedgehog or Italian plumber. The game is totally animated in 24 bit true color, surpassing the animation of many cartoons! You control Rayman who a figment of a young lad's imagination. Rayman ventures through his imagination through the "Hereitscool" world. Rayman himself is made up of 6-7 individual sprites: two separate sprites for each foot, two separate sprites for each hand, a bean shaped sprite for his torso, and an oblong head. Physically there are no visual arms or legs attaching any of these body parts, a feature I think adds immensely to the cartoonish, surreal feel of the game.

Although still early in development, Rayman himself can do a multitude of different actions, all perfectly animated. He can:

1) Basic maneuvering... walk, jump
2) Stand on his hands
   a) Walk while on his hands
   b) Flick his feet out in both directions so as to kick while walking on his hands
3) Reel a fist back and wind up while your are holding the button down. When you release the pressed button, his fist goes flying for a powerful punch.
4) Scare baddies by making a funny face. You open your mouth wide, pulling the corners of your mouth towards your ears with your fingers, all the while sticking your tongue out and waving it in the air. This of course, causes your ears to flap in all the commotion.
5) Teeter on the edge of a cliff.

The animation needs to be seen to be believed. It is practically impossible to describe the way his eyeball closes momentarily while he is jumping to show the effort he is putting into each jump. Or better yet, the way enemy bullets do their damage; not by piercing your skin, but by flying by you. As they fly by, a hatch pops open, and a hand carrying a large mallet emerges which proceeds to knock you silly. Multi-leveled parallax scrolling further adds to the incredible visuals. This is one title you can expect AEO to follow closely throughout development whenever possible.

The game as a whole felt incredibly solid. Scheduled for a Christmas release, *Rayman* is, and will be, a sight to behold! On a side note, I found it amusing that Nintendo was pushing *Donkey Kong Country* as a spectacle of technological achievement, and UBI Soft showed Rayman as "just another game we are doing, nothing special."

//// IRON SOLDIER

This was one of the most talked about titles shown at the Atari booth. Imagine yourself strapped into the head of a giant robot cruising through towns and cites, being bombarded by various tanks, helicopters, and people... all the while you are blowing up buildings and crushing tanks. Sounds Rampage-ish? Well, imagine it all with a first person perspective!

Being definitely one of the best battlemech games to date, Iron Soldier throws you into the middle of a polygon world fighting for your life. You come across other robots in your quest for survival, as you watch your feet crush the tanks you walk over. But wait! There is a skyscraper in front of you... no matter... a couple of grenade launchers will do the trick, transofrming a solid seeming building into a very large amount of polygonal cubes, all bouncing all over the place.

Sean Patton was enthusiastic when discussing Iron Soldier and its multi-playerability. It seems that if no unforeseen problems arise, that Iron Soldier will allow you to do battle against each other over the modem and Jagcom. One of the most impressive features, as already mentioned, was the polygonal explosions following the destruction of a building. It appears as if a very large bomb is exploding directly in the center of the building, thus forcing the debris to fly out in all directions. The building shatters into a countless number of square poly-

gons, each traveling in their own trajectory, obeying all obvious laws of physics. Helicopters fly around you, following real seeming flight dynamics, giving you the feeling as if they are actually there, hovering in front of you. This game was a blast to play, and will definitely be a hit come release later in the year.

P.S. If I remember correctly, I think I recall the tanks, helicopters, and other small objects being texture mapped!

//// KASUMI NINJA

Kasumi Ninja has by far the best graphics in a fighting game to date. The backgrounds are especially realistic, due to the 24bit true color used. To start the game, you enter a three dimensional dungeon through which you are free to roam. In this dungeon you find various statues, all representing the different fighters you can pick. In the demo you had the option of choosing between a Goth, Ninja, and Native American.

People everywhere have stated that the quality of the graphics is not in question. The player movement is very smooth. The backgrounds are superb, with dashes of animation throughout. The finishing moves were excellent. The Ninja squashes his opponent's head, the Goth places a stick of dynamite in his opponent's mouth while he/she is lying on the ground, and the Native American scalps his opponents.

The blood, as many people know, stays on the ground and doesn't disappear. Some people have stated they felt this was "overkill." I myself liked the blood and saw no reason to have it not disappear. It didn't distract me from the game, so I didn't consider it a bother. If you really don't like it though, you can turn it off with a code.

One drawback to the playable demo shown was that there was no background music while you were fighting. When compared directly to *Ultra Vortex*, one can see how the music adds to the feeling of a game. Keep in mind that this will be remedied in the final version. Also, the controls seemed just a tad sluggish, but then again, this product is still in development.

AEO has recently learned that Kasumi Ninja will be burned onto 4-meg ROMs, rather than the previously intended 2-meg ROMs. Producer Ted Tahquechi had lobbied for the increase in ROM space, which will allow a better balance of characters, more animations, more frames per second, more digitized sounds, "a little bit of everything." Quality is a key concern inside Atari, and this move will permit a far greater amount of data & code to be utilized in this data hungry game —Ted and his group will use it well. Look for KN to move into beta testing in August.

With a solid month left in development Kasumi Ninja doesn't look to disappoint many.

//// ULTRA VORTEX

With graphics on par with *Kasumi Ninja*, *Ultra Vortex* offers a much more bizarre, surreal feel while playing. The backgrounds range from gothic to mystical, whereas Kasumi Ninja's were much more "realistic" (Native American camp; in front of some canyons; inside a temple; outside the temple). Ultra Vortex's back-

grounds sported everything from floating eyeballs, twisting in their stone sockets; to cement carvings of daemonic looking figurines.

One of the most exciting features about this game, aside from the more than 100 frames of animation per character, I feel would have to be the multi-player aspect. Not only can you have two players fighting against each other (what fighting game doesn't?!) but you can also call up your friend and fight him over the phone, or through your own personal Jag Network using the Jagcom to link up multiple Jags. A quick and easy way to settle online disputes…quickly. I'll call you up and we'll see who's right! :)

The creatures also strayed from the humans shown in Kasumi Ninja. Ultra Vortex characters, rather than being people dressed up costumes, feel more like digitized Street Fighter characters. Two characters will be complete works of claymation, while another will use a miniature figurine. The three characters shown in the playable demo were Volcana (a violent femme who utilizes the power of fire to her advantage), Dreadlock (a rasta man whose mighty locks and bladed bamboo spear propel him to victory) and Buzzsaw (a robot who can manipulate his body in many ways that would be painful to the average human). All moved very smoothly, adding to the already realistic feel of the 24bit true color graphics.

The latest word on the nets is that Ultra Vortex will indeed be a 4 meg game, allowing ample room for superb sound (the evil voice of the master of the fight is great!) and other enhancements. Look for the Ultra Vortex FAQ file from Beyond Games in the next issue of AEO.

//// BRUTAL SPORTS FOOTBALL

The first 3rd party game available for the Jaguar will be *Brutal Sports Football* and should be on the shelves August 8th. Produced by Telegames, Brutal Sports Football offers some of the best football *related* action you can find! I went into the show not thinking much about BSF, and left being pleasantly surprised.

The game as a whole reminded me slightly of Speedball for the ST. You play in an arena, marked off every five yards. You have the options to pick different types of teams every time you play (Lizards, Rhinos, Warriors, etc). The gameplay is fantastic! The smoothly scrolling screen clearly follows your character as he runs across the field. You can jump to intercept a ball, punch other opponents and kick them while their down to make sure they don't come back to get you.

The object? To use whatever means necessary to throw the ball through a goal at opposite ends of the field. Along the way you find swords and axes stashed on the field as you run back and forth. Sometimes, when an individual becomes too beat up, his head will be likely to pop off, in which case, some teammates will mistake the decapitated head for a football, and pick it up and run with it.

This two player game offers superb gameplay and enjoyment throughout with no slowdown. To be completely honest, the game looks pretty good when you are playing it alone, and even better when you're playing it with a friend!

//// GRAHAM GOOCH'S WORLD CLASS CRICKET

World class what? Cricket? Yep, Telegames's next major project is a recreation of a sport many of us don't even know how to play. (No offense to those overseas reading this who enjoy this game —or to Travis, who seems to have an interest in the title) The closest analogy I can think of is that Cricket is to Baseball like Rugby is to Football. All that was shown at the SCES was a self running demo with a couple animation sequences. Terry Grantham of Telegames mentioned that they are very excited about World Class Cricket. They stated that they feel it will be such a solid game that it may interest many people who have never even heard of Cricket. Already on the PC in England, *Graham Gooch's World Class Cricket* has been dubbed "the first good Cricket game." I'm sure Telegames will make sure that the Jag version is more than "good."

//// ZOOL 2

Sponsored by a large lollipop company in Europe, Zool 2 has pounds and pounds of candy scattered throughout the game and its various backgrounds. Zool 2 on the Jag is smoother, faster, more responsive, and more colorful than its CD-32 cousin over in Europe. You control either a male or female Zool, which first reminded me of Marvin the Martian. To be completely honest with you, I did not spend a lot of time playing or watching Zool 2, so I can not give a very detailed description. What I did see was this:

[] Lots of fast paced scrolling in all directions.
[] Lots of jumping and bouncing around, like would be expected in a high speed platform.
[] Lots of Jeff Minter playing this one (he seemed mighty addicted to it, mind you).
[] Lots of popping, bouncing music.
[] Lots of candy and lots of colors.
[] Lots of baddies.

Sorry if my descriptions are a little weak, but I really didn't observe Zool 2 that much. To sum it up, Zool 2 looked like a very *fun*, very *good* Jaguar game. Not great, but very good.

//// BATTLEZONE 2000

The remake of this classic vector tank game showed its face at the SCES. Much to my surprise, B2K will *not* include a *Battlezone Original* version of the game.

Gone are the vectors of the original game, and in is the texture mapping…the entire landscape, mind you, is texture mapped. No longer do you drive aimlessly over a flat landscape, instead you now command yourself over a 3 Dimensional landscape with pits, valleys and plateaus. The demo sported filler music with a couple of what I would assume to be filler sound effects. You have (in the demo at least) two different types of weapons: A generic phaser gun, and what looked like a missile. The enemies were scarce in the demo, but they were there. Polygon tanks, polygon air fighters, all shooting polygon ammo. Seemed like a very nice contrast, the polygon baddies to the texture mapped

landscape. Again, this playable demo was still very early in development.

//// RALLY

Another title early in production, *Rally* promises some very solid playability. As the name suggests, you control a rally car, traveling at high speeds over bumpy terrain, viewed from above. (ala *A.P.B.*) The style of the game is much like a variation of *Sprint/Super Sprint*, except for the fact that the "camera" is much closer to the car, rather than showing the whole track at one time. The graphics on this game were very detailed, and almost photorealistic when played from a distance. You can even see your tires turn as you zip around the dirt tracks leaving skid marks along your way. While multiplayer play is inevitable, Rally pushes the games of the Sprint genre to new heights with more playability and action! Jumps and shortcuts were also included in this smooth scrolling demo.

//// DOUBLE DRAGON V

With versions for the SNES and Genny due out in August, this title did not look that impressive. The version shown pretty much looked like a clone of the other versions shown throughout the pages of most gaming magazines. While the characters looked much like their comic book counterparts, they were small, and while the action was fast, it was almost too fast, leaving you unable to appreciate the animation. The colors appeared to be limited to 256, feeling much like a 16bit game. Again, it felt pretty much like a direct port...I'll let you check out the past issues of the gaming mags for the scoop on this game.

//// ARENA FOOTBALL

While still shots of *Arena Football* make for great pictures, the self running demo was not that impressive, it was just running too slow. The intro screens were very nicely animated... all being completely rendered. The game screen itself reminded me of a cross between *Cyberball* and *Madden 3DO*. I'm sure they can improve the speed for the final version, in which case Arena looks to be one of the top football games out there. The demo showed digitized characters with rendered uniforms for a surreal football feeling. While the animation was nice on the intro screens, it just wasn't there on the actual game screen. While I didn't spend a lot of time observing Arena, it was apparent that this game still has a way to go in development.

//// TROY AIKMAN NFL FOOTBALL

Still in its early stages of development, *Troy Aikman* was simply a self-running demo. The demo itself was slow and choppy, but didn't look much enhanced over its SNES and Genny cousins. The final version promises to be a possible *Madden* killer, taking advantage of the Jag's powerful hardware.

Again, this was another demo that was obviously a straight port from its younger brothers (SNES & GENNY). There were a lot of options and plays available, but the animation wasn't all there yet. AEO covered Troy Aikman an issue or two ago, giving an in

depth look as to what the final version of this game will yield.

//// SPACE WAR

No, it's not the 2600 game...this game sported a split screen, right down the middle, allowing for two player simultaneous play. It was a pretty much "fly around and find ships and blow them up" game. Many sources have reported that this was originally going to be *Star Raiders 2000* but it was too different from the original Star Raiders feel that they changed the name and decided to drop "Star Raiders." What am I saying? Star Raiders will still come out later.

There wasn't much of a plot installed yet, just fly and shoot. The explosions looked rather nice, and the movement was smooth and detailed. I wouldn't be surprised if the final version of this game used 640x480 resolution. Again, this was a fairly early version, showing off basically just the engine of the game.

//// STAR BATTLE

Another one of Tom Harker's companies, 4-Play, showed its first title in the form of *Star Battle*. Programmer Scott LeGrand called it a multi-player space game, geared towards the multi-player aspects rather than individual play (although an individual option will be included in the game). The self running demo allowed you to see all of the different types of ships available to you, rotating on various axis. The game itself was described (again by Scott) as a *Street Fighter II* in space where you can (in one mode of play) pick any ship and your opponent and fight it out in space, utilizing the different advantages to the 20 or more ships included. Tom stated that they are trying for as much connectivity as possible. Modeming was guaranteed, and networking should support at least 16 Jags together, with 4-Play shooting for the max, 32. Again, this was just a demo showing the different polygon ships you could choose. All were nicely shaded (gourad) with bright, vivid colors. (The actual 3D models were created using In-Shape on an Atari Falcon030.)

A discussion topic for this game has been started on the ST/Jaguar RoundTable on GEnie, and dozens of suggestions and comments are flowing back and forth from the programmers. (Travis stated that for a time, this was the hottest online Jaguar area anywhere!) Look for AEO to take a closer look at this game in the future.

//// RUINER

This was a surprise showing by High Voltage Software. *Ruiner* is a surprisingly solid pinball engine, still in its early stages of development. As a matter of fact, one programmer I spoke to mentioned that it took only 2-3 weeks to develop the EPROM shown. The pinball board shown was about the length of two or three regular machines. The screen scrolls, following the path of your ball as it rolls about, and the scrolling and animation was so good you could actually follow the path of the skull etched on your ball when it moves across the board. One of the interesting things enabled was a multiball feature that scaled in and out with relation to the position of the balls. As the balls spread

13

apart, the screen scrolled out so you could see the position of all the balls at the same time (you need to, since there are multiple sets of flippers). The final version of the game is promised to have more bells and whistles than imaginable. This game looks like a sure fire hit for all pinball fans, especially after seeing the CES demo being in development for only a couple of weeks!

//// WHITE MEN CAN'T JUMP

This title has been lurking around for some time now, and finally showed itself in Chicago. Much to my surprise, the game closely resembled the street courts from the movie. Shown was a one-on-one version, while the final product promises to be a two-on-two edition.

The characters were digitized, as were the backgrounds, courts, and fences. The camera would initially start at half court, and would proceed to zoom into and around wherever the action was on the court. It appeared that you could push, punch, and swat your way through the playable demo. The demo allowed you to control one of the two players on the court, yet no basketball was present. (This non-event of the "missing basketball" has been blown out of proportion in other SCES reports, IMO.) I think a 1Q/95 release of WMCJ is probable.

//// BUBSY

While the final version should appear on CD, this title was shown on an EPROM running a polished demo. This game's not a remake of the original, but is written for the Jaguar, and will use 16-bit graphics. (Though it didn't seem like that at SCES.) The playability was there and was definitely the best Bubsy out yet. I guess I was looking for a little more enhancement. Check out reviews of the platform in past issues of all the game mags for the background on the little critter.

//// BLUE LIGHTNING

The original Lynx title is back with "flying" colors on the Jag. While still in an early stage of development, this title made its debut in cartridge format, promising to be one of the first CD titles available. The playable demo boasted outstanding texture mapped scrolling and scaling effects, not to mention weapon sounds that were great even if they were only temporary "filler" sounds.

Like most demos, there was still a great deal of work to do. Your plane wouldn't bank, but rather it would appear to just "float" left and right. No special maneuvers such as barrel rolls had been added yet either.

The texture mapping is beautiful, and the incoming horizon scrolls very smoothly. Keep in mind that this was version .32 and the game itself still has a ways to go. Blue Lightning looks very promising, especially to fans of the Lynx version who hope that the Jag version lives up to its predecessor.

OTHER DEVELOPMENTS

//// PHOTOSURREALISM

While not present at the show, Photosurrealism did present AEO with a video tape of their current project, Galactic Gladiators, which is a multiplayer space game. Currently, they were experimenting with the engine, trying to get the fastest polygon renderer they could muster, then throwing texture maps all over the place. For example, the video showed a cube (much like the Jag cube) with different texture maps on all sides rotating at a blinding 60fps. Not much was mentioned on the game itself, other than it would support the modem and Jagcom. AEO will be sure to keep you updated as things progress!

//// ARGONNE NATIONAL LABS

What is a national laboratory doing as a Jaguar developer? They are working on a what they describe as DAMA: Demand Activated MAnufacturing. Currently, they are heavily involved with the textile industry. Peter Korp of Argonne used this example: You are a retail textile outlet. (i.e. a clothing store.) Your stock of shirts is low. You tell the place you order your shirts from that you need 1000 shirts. The shirt distributor punches the order in on the Jag and it automatically alerts everyone involved in the shirtmaking process, from the person who makes the buttons, to the people who sew it together, etc...Soon, 1000 shirts are delivered to you.

Everything is automated so as not to fall behind in supply. Peter said they envision a set top box idea where the consumer will be able to cruise shopping malls, individual stores, etc. all from the comfort of their home and a Jag (you get a different CD depending on what you want to shop for). Sounds very interesting indeed! (No Homer Simpson nuclear plant meltdown games from Argonne, Travis :)

//// THE HIGHLANDER SERIES

Purple Hampton, in all of his free time away from AvP and Club Drive, <grin> has managed to begin on another project, the Highlander Series. Highlander, based on the previous movies and upcoming animated series, promises to be one of the first video games to be planned to be released as a series. James said that the games would roughly follow the ongoing plot of the animated series and include different "episodes" on different discs. (For example, episode 1 might be on disc one, with episodes 2 and 3 following several months later.) When asked what the game would look like, Purple stated that they plan to take Alone in the Dark, and make it better, also adding tremendous backdrops to the game straight from the series (in addition to hundreds made specifically from the game). While at Atari, Purple showed me some of the slides from the animated series that will appear in the game...quality is not in question!

Well, this is all I can remember...I do apologize for the delay in getting this out on the waves, but the video threw some knots in my plan, and Travis had this rainstorm that didn't want to leave. We hope you enjoyed the descriptions, and please feel free to EMail me regarding anything I have said or any questions you might have.

Moran's Minutes

President Bridges started the meeting at almost 8 PM sharp! Well pretty close. All Officers were in attendance.

It seems our new President picked up a few pointers from one of our past Presidents. He has been in office for two months and already he is late starting the meetings. Jim Hood, our immediate Past President, didn't have a whole lot of great features going for him, what with showing up for the meetings with less than a minute to spare. But Jim never started a meeting late. On the other hand that guy named Woolluly was always late. Oh Well!

Perhaps President Bridges is upset because our less than bright, Assistant Editor messed up his picture in the Journal last month. To correct this oversight I found the proper picture and will put it with these minutes. With that problem taken care of maybe Robie will get on the ball with starting times.

President Bridges

Bob Scholar came through with his regular 8 Bit floppy. Another disk with a little something for everybody. The games Electra Ball and MegaBLAST looked interesting. Both are two player games that use joysticks. Small.com a demo program from the German Atari Club, ABBUC, Shows great use of graphics. To this add some more demo's a few utilities and you have a pretty fair floppy.

Robbie carried out his threat and dug out his 8 Bit flight simulator and after instructions from various members he was able to demonstrate the program. Flight Simulator has now cost him about $5000 dollars. After playing on an 8 Bit he decided he needed more realism so upgraded (or is that downgraded) to a 386 PC. After making 35 different changes in the 386 to enhance his flight training he came to the brilliant realization that if a 386 was good a 486 was better. Last I heard he was seen looking at a Pentium.

I think Don Safer has finally flipped. Did you see him demonstrate Wolfstien 3D? Next time won't somebody tell him he has to have the program before he can demonstrate it. It would probably help if he also had a machine to run the game on. Then again you could call this the ultimate cheap demo. If we let him demonstrate any more games won't some body give him the cards he's missing?

The final shot of the evening, our first class raffle. The top prize a real IBM computer! There was no monitor, no keyboard, no hard drive, and not much else either. But it did say IBM on the front of the case.

Meeting adjourned 9:20 PM.

Jim Moran -Secretary

San Leandro Computer Club

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

General Meeting • *September 6, 8:00 pm*
San Leandro Community Library • 300 Estudillo Avenue

ST / PC SIG • *September 12, 8:00 pm*
San Leandro Community Library • 300 Estudillo Avenue

Jim Hood has purchased a new laser printer. We will **raffle** off his old laser printer at the **General Meeting**, with proceeds being split 50/50 between Jim & the club.

Bring lots of money – both Jim & the club can use it.

QUME ScripTen, 10 page per minute, Adobe PostScript, 300 dpi laser with HP LaserJet emulation. Very heavy. Famous as printer of many of the most outstanding SLCC *Journals* of the last several years.

211   11/30/95