

ATARI

INTERFACE

VOLUME 3
Oct. 1991

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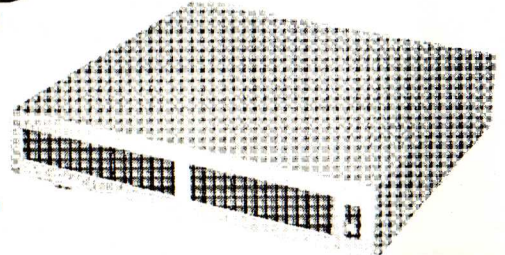
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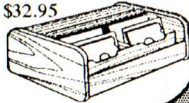
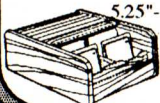
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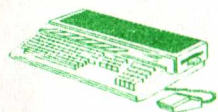
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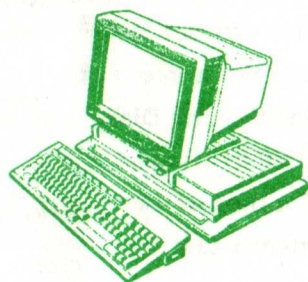


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FEATURE ARTICLES

Right On Target

Contributing Editor Dave Plotkin discusses Atari User Groups and the service they provide.

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Atari Users Community

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ATARI INTERFACE

Your Connection to the
Atari Users Community

Publishers

Bill Rayl / Patricia Snyder-Rayl

Managing Editor — Patricia Snyder-Rayl

Editor — Bill Rayl

Contributing Editors

Dave Plotkin, Jay Craswell

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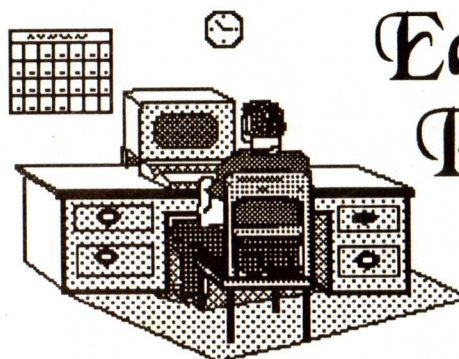
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Editorial Ramblings

OCTOBER MARKS THE fourth anniversary for Unicorn Publications. We became official publishers of *Michigan Atari Magazine* in October, 1987, taking over from John Nagy. The magazine started with 10 clubs located in Michigan and has evolved steadily into what you see now—over 80 clubs from around the globe and color covers!

This is quite a ways from the December issue we published in November, 1987. Improvements in DTP packages, advertisers (both steady and occasional) and friends with a hand when we needed it most along the way have made the magazine you hold possible.

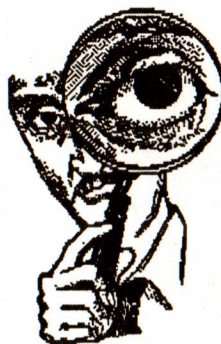
Support from the clubs over the years has been great, even recently when we were having problems with delays with the magazine. The first club outside of Michigan to join (TACE in Oklahoma) is still with us, and others (ACCT, COAC, LACE, MAUG, PACE, RACC and the El Paso club to name just a few) have been with us for a few years now.

Also special this month is the introduction of our Mac/Spectre Disk of the Month. These will contain programs (shareware, public domain and demos) for the Mac and have been tested with Gadgets by Small's Spectre Mac Emulator. The disks are double-sided; all files are self-extracting archives; and, disks are available in either Mac or Spectre format for those with older emulators.

The price for a subscription to the Mac/Spectre Disk of the Month is \$50 for 12 disks, with a subscription to AIM (which is an additional \$18 to US addresses), and \$60 if you want the disk alone. We accept checks, money orders and cash (in US funds)! Subscriptions should be sent to 3487 Braeburn Circle, Ann Arbor, MI 48108. Our phone number is (313) 973-8825.

Bill & Pattie Rayl

From The Reader's Viewpoint



Dear Editors,

Hello again. Last week I sent to you \$6 for a trial gift subscription to Atari Interface Magazine for my brother Richard (who had been a STart subscriber). While I was waiting for you to get that started up, the August issue of AIM turned up at Walden Software in Eastgate Mall—and I discovered that you had the latest version of ST Writer on that issue's disk. So I'm going to send you another \$6 for the August 1991 Atari ST disk so I can get at least that program upgraded this year.

We were clearly hit with a blow when STart magazine went on hiatus (I had 19 issues left on my own subscription, which included disks), but this has been a bad year for magazines in general.

I found it ironic that someone complained in the "Dear Abby" column in the newspaper that so many magazines devoted as many as half their pages to advertising while so many other magazines ended up folding because of lack of advertising revenues.

Interestingly, back in my 8-bit days, I would buy Antic magazine just to get the ads from the mail-order companies that would advertise in it because Atari 8-bit software was very hard to find in my area, even then.

I learned from another computer magazine earlier this year that when a recession adversely affects a mail-order company, it will often cut back on its advertising, which was bad for STart, and also for me because I end up being left uncertain whether that mail-order company is still in business.

True, my present financial circumstances have forced me to

postpone a number of planned ST hardware and software purchases, but those circumstances will pass. And when I am ready to buy again, I want to be hearing from those whose offers I might want!

Meanwhile, I'll have to try to keep this 520STFM of mine going with what I have. It seriously needs a hard drive, but even under more favorable financial circumstances, that purchase is a question mark.

I may be better off moving up to the faster Mega/STE if excellent software for it can be made available in this country. Otherwise, I'll have to go the IBM or Macintosh route, an option I'd rather not take because good programs for those machines are so expensive.

So, let's hope that you can keep going, even in these difficult times, and I'll be looking forward to receiving my AIM ST disk for August and sneaking a peek through my brother's Atari Interface as well.

Michael Brandenburg
Covington, KY

Michael—Thanks for sharing your views and support with us. The slowing economy did hit the computer industry pretty hard, and was especially tough on the Atari market which was already down.

STart's "demise" also sent a shockwave through the community that is still reverberating. Things look to be picking up slightly again, so hopefully the worst is past.

The Mega/STE is an excellent machine; we own one and reviewed it in the Jan. '91 issue.

Dear Editors,

I'm using my ST to write this letter that I've wanted to write for months.

What is the one thing that holds Atari owners together? Magazines. They reach into the homes of over 100,000 Atari owners. But, they are dying off quickly.

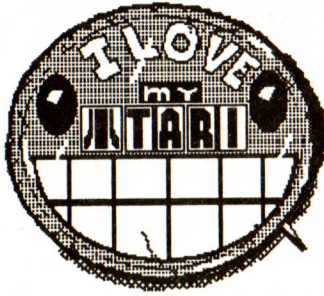
If you don't have a subscription to an Atari magazine, get one. If you already have one, get another and get a disk with it if you can. Don't be cheap! I get Atari Interface, Current Notes, Atari Explorer and ST Informer. The total bill for one year is around \$70. And I get great coverage of events, hardware and software reviews.

I have all my magazines saved so if someone asks about a certain topic, I can usually find it. If you can't force yourself to hold on to your Atari magazines, put them in a library, doctor's office or anywhere the general public can find them. You may want to staple an ad for your local Atari dealer to them, if you are fortunate enough to have one.

If you flip through your disks, I bet you'll find a pirated program somewhere. Let's face it, that's not cool. Do me a favor...stop reading this and go erase all your pirated software now. Please! One reason Atari is losing software makers is they aren't getting the business because many people used hacked software.

Join a user group. Attend area AtariFests. Spend a few bucks and support your local dealer and Atari BBSes. Any combination of these actions will help Atari and will be very rewarding and fun.

Ryan Thorpe
Oswego, NY



ATARI BULLETIN BOARD

STBook

Although no release date or pricing has officially been announced for the STBook, Atari's Don Thomas released some specs for the Notebook computer recently on CompuServe.

The 8.5"x11" STBook, in its current configuration, will come with MIDI IN/OUT ports, RS232 serial port, parallel port and floppy disk/DMA port. The keyboard includes 10 function keys and four cursor keys. A connector allows a standard Atari detached keyboard to be used.

An internal 2400 baud modem or 9600 baud FAX/modem will be available, as well as internal hard drive options of 40, 60, 80 and 100 megs.

The STBook runs on a seven 'AA' battery pack that provides 10-12 hours of operation. An optional rechargeable battery pack that recharges in two hours while the STBook is running is also planned.

The monochrome LCD screen displays 640x400 and is *not* backlit. A pressure sensitive Vector-Pad works as a mouse—the harder the pad is tapped, the faster the mouse pointer moves.

UNIX

Atari is also reportedly near releasing Unix System V for the TT. Dubbed ASV (for Atari System V), the package includes Unix System V release 4 with some BSD tools, X-Windows 11.4, Motif 1.1.2, GNU C++ and source level debugger, and NFS/RFS, an ethernet board that plugs into the VME bus.

A GUI called X-Wish running under Motif and X FACEMAKER, a tool for Motif programmers is also part of the package. The entire

UNIX setup will come installed on a 320 meg internal hard drive on the TT/X for a total cost of approximately \$5,000 retail.

News from CodeHeads!

CodeHead Software is developing a new ST product. MIDI Spy is a MIDI recorder desk accessory which records and plays back MIDI data in the background. MIDI Spy is always recording, so musicians never lose another valuable musical idea. Full details about MIDI Spy are not yet available, but we'll let you know more when they are.

The CodeHeads have also announced a major revamping of MultiDesk, called MultiDesk Deluxe. MultiDesk Deluxe gives the flexibility of Atari's XControl Panel, but with the ability to reuse your current accessories rather than limiting you to current CPX availability and feature limitations.

While retaining the features that have always existed in MultiDesk, MultiDesk Deluxe will give you an additional area for accessories to be loaded from disk whenever you need them. These non-resident accessories will all share the same memory area, allowing it to be reused without limit!

Explorer Deal

Until December 31, 1991, Atari Explorer is offering a 33% discount on Atari Explorer subscriptions to US Atari User Groups and CompuServe users. For just \$9.95, you get six issues (one year, regular price \$14.95) of Atari Explorer. For \$24.95 you can get 18 issues (three years, regular price \$39.95). If you already subscribe to Atari Ex-

plorer, you can take advantage of these low rates to extend your current subscription!

To qualify for the discount, send your name, address and a check or money order to Atari Explorer Discount Offer, P.O. Box 6488, Duluth, MN 55806. VISA/MasterCard orders, please call (218) 723-9202. You must supply the name of your user group or CompuServe ID number.

Atari Explorer is currently the largest-circulation magazine serving the US Atari market. Explorer covers the whole range of Atari products, from the 2600 and 7800 game systems, to the Lynx, the 8-bit line, the Portfolio and on to the ST and TT.

Sudden View

In August, Sudden Incorporated released a "commercial beta version" of their first ST product, Sudden View. Sudden View is a desk accessory/PRG text editor that "is remarkable for its fresh approach to editing fundamentals. It removes the metaphor that normally stands between the user and his text, creating a sensation of 'Live Editing'."

Sudden View features the ability to "dynamically scroll text and move blocks," and internal indexing of text files so the user can display any part of a file instantly. All deletes and changes are kept in a twenty element buffer stack, so the user can restore up to 20 "deletes" back.

A fully functional demo version is available for evaluation. The "personal," registered version sells for \$69.95. For more information, contact Rod Coleman, Sudden Incorporated, 5081 South McCarran

Blvd., Reno, Nevada, 89502, or call 800-421-4228 or 702-827-2996.

EdHak Update

Clear Thinking has released an update to EdHak, their popular text/disk/memory/anything editor that runs as a program or desk accessory. Version 2.2 is compatible with all TT resolutions and interfaces with the latest version of QuickCIS, giving CompuServe users a full-featured editor for creating their offline message responses. EdHak is available from your local Atari dealer or directly from Clear Thinking for \$18.95. Clear Thinking, PO Box 715, Ann Arbor, MI 48105, (313) 971-8671. Overseas orders add \$3, Visa/MC accepted.

Stereo Replay

Michtron/Microdeal have released Stereo Replay for the ST, STE and TT computers. This product is the first stereo sound sampler available for the ST line. The Stereo Replay cartridge contains dual analog to digital and dual digital to analog convertors for "the ultimate in 8-bit sample quality."

The system can record in high quality stereo from its twin phono input sockets. Twin phono outputs give stereo output capability to non-STs, and the cartridge supports the stereo outputs built into the STE, Mega/STE and TT.

The Stereo Editor allows loading of sound samples of 8, 12 or 16 bit resolution in mono or stereo. With the editor, it's possible to take 16 bit mono samples and convert them into stereo 8 bit samples, etc. Retail price is \$179.95. Replay 8 is also available for \$149.95 and Replay Professional for \$249.95. Michtron, 3201 Drummond Plaza, Newark, DE 19711, (302) 454-7946.

Online for a Whole Lot Less?

Public Data Network (PDN) is a new nationwide online service offering message areas for all computer brands, specialty areas, online games, multi-user chat (conferences) and a whole lot more. The low \$2.50 hourly rate for non-prime time (weekdays after 6 PM to 8 AM, all day weekends) makes PDN very attractive. Access to PDN is available by dialing a local phone number in nearly 3,000 US cities, and there are no surcharges.

While the "Hourly Membership" rate is \$2.50 per hour, PDN also offers a "Monthly Membership" at \$9.50 a month for six non-prime hours, with unused hours being credited to the following month. An "Annual Membership" for \$99 gives you 12 full months of six non-prime hours each month, with unused hours credited to each following month. Additional hours used above the six per month are billed at \$2.50/hour (only \$2/hour for Oregon residents). PDN also offers daytime hours at only \$8 per hour.

The system currently has over 47,000 public domain downloads available for the IBM, Mac, Amiga, Atari ST and Commodore 64/128. A connection to the

national FIDOnet message network connects PDN to approximately 10,000 other systems. Also online are Grolier's Encyclopedia; US and World Atlases; a US History database with 1,000 photos, tables and maps; the CIA World Fact Book; Shakespeare, The Complete Works; and a library of articles from 150 leading computer publications like PC WEEK, MacUser and Digital Review.

For a limited time, PDN is offering a free online trial. Callers should set their terminal software to 8 bits, no parity, 1 stop bit and dial (503) 474-6662 to register an account. While online, callers should type IN from PDN's TOP menu to find their local access number and logon procedure. Billing can be done to Mastercard or Visa or via a CheckFREE service.

For more details or a list of access numbers, contact Public Data Network, PO Box 15, Grants Pass, OR 97526 or call (800) 788-4565. In Oregon, call (503) 474-6082.



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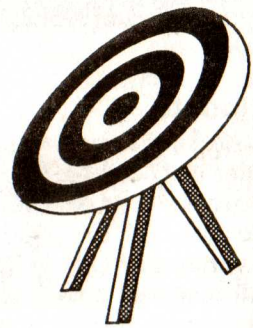
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Right on Target



David Plotkin
Contributing Editor

My friend John Jainschigg is the editor of Atari Explorer. The other day he told me about a call he received.

Seems a fellow with an Atari 600XL was having trouble saving what he'd typed on the screen. It didn't take long for John to figure out that what this guy was doing was simply powering up (bringing him automatically to the Atari BASIC screen), then typing his document.

In addition to the fact that the user couldn't save his information, he was quite annoyed by the fact that his computer repeated each line back to him with the word "Error" in front of it. Of course, John filled him in on word processors and gave him the names of some he could buy to take care of his needs.

Truly Novice

I can only postulate at how someone could end up with an Atari set-up and not a clue as to how to use it. At a guess, I would say he picked it up really cheap at some garage sale or a thrift shop—with no manuals.

Being an enterprising fellow, and having owned an Atari 2600 sometime in the past, he was able to hook it up to his television set. And there he stuck. What to do next was the mystery (but you do have to wonder how he found out about Atari Explorer).

I'd be willing to bet that there are a lot of people out there in somewhat similar predicaments. Perhaps they are able to get further than our novice friend, but at some point they get stymied trying to do something that wouldn't slow down a more experienced user.

I think we'll see more and more of this as Atari moves back into the retail channel, bundling their computers and software into attractively priced packages for the general consumer. These new users have fewer places to turn than they used to.

User Groups

The best bet for obtaining help is still Atari user groups. Atari user groups have been around for as long as there have been Atari computers. They typically meet every month, and most metropolitan areas have very active groups. Even the smaller groups are out there, supporting their members and providing answers to the knottiest questions.

I go to speak to my local user group every year, and I have noticed that it is comprised of the same group of interested faces each time I go. What is sad, of course, is that it hasn't gotten larger, but that is more a reflection of the Atari market than anything else.

The people who make up the user groups are a unique bunch. Not only are they dedicated Atari users, but they are often eager to help neophytes become experienced and get the most from their purchase.

How do you set up a word processor? What spreadsheet is best? Which printer do you like? What games are good? All these questions, and many more, can be answered at a user group meeting.

The meetings often feature product demos, speakers and, most importantly, interaction with other Atari owners. The experience can be invaluable—especially for the new enthusiast.

Probably the best way to find out about user groups in your area is to get ahold of Bob Brodie, Atari's User Group Coordinator.

Jolly Bob is a big bear of a man who has evolved from "just" User Group Coordinator to become Atari's goodwill ambassador to the world. [Ed: Bob was recently "promoted" to Director of Communications, a job that, in my opinion, he has been successfully doing for at least a couple years now.]

In an era that has seen almost every high ranking Atari official (except those

named 'Tramiel') leave, Bob Brodie has survived. That is *real* good, because Atari needs someone like Bob.

Bob's Medicine

You see, Atari has this problem. They're not real good at public relations. My perception is that they don't like the press, either. The one time I met Leonard Tramiel, he was rude and insulting for no reason I could figure out. This is not true of Bob.

Bob treats the press—and everyone else—as his friend until you give him cause to do otherwise (which I have never done). He has become the person we have learned to count on, and he has yet to let us down. Not because he always gives us what we want (he can't do that), but because he is straight with us. He tells us everything he can, and never misleads us deliberately.

The user groups have really warmed up to Bob as well. When he shows up in town, they are likely to set up a "Bobfest"—more than a meeting, less than a show. These tend to have some local dealers and vendors showing up for a several hour gala focused on "Bob Brodie's Travelin' Medicine Show."

The medicine is a big dose of Atari enthusiasm, something we can all use from time to time. These "Bobfests" are fun and informative. If one comes to your area, don't miss it.

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By Randy Foster
President of SLICCWARE

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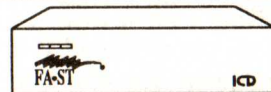
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Eight Bits of Atari History, Part 1 or The Way It Might Have Been

Ed Hall (AAAUA)

One of the standard plot devices in science fiction is the parallel universe, a goofy concept involving the creation of a new world every time someone sneezes or chooses Pepsi instead of Coke. Thus, somewhere there is an Earth where dinosaurs are still running around, John F. Kennedy was not assassinated, and I am typing out this article on my trusty 8-bit Syzygy.

The soap opera world of personal computing is rich in the field of alternate universe possibilities. In this series of articles, let's look at some of them, as they relate to the Atari.

Atari Buys Apple!

In 1972, Nolan Bushnell founded Atari. The name he wanted to use was "Syzygy," but that was already claimed by a California roofing company. (*Whew!*) "Atari" was a second choice.

One day, early in 1974, a long-haired, bare-foot teenager presented himself at Atari and demanded a job. He was so determined that the company figured it was a case of hire him or call the cops.

The kid's name was Steve Jobs and, as often happened in his life, he got his own way. He became employee number 54 and worked off and on for Atari over the next two years. Though he left Atari for good in 1976 to begin a company called Apple Computer, his relationship did not end there. Whenever he needed help, whether in the form of parts, personnel or advice, he often went to Atari first.

Atari, at this time, was manufacturing arcade games and riding the crest of the phenomenal success of Pong.

Bushnell had parlayed a \$500 investment in 1972 into earnings of \$3 million the following year. An unconventional man, an engineer filled with the entrepreneurial spirit, he was known around Silicon Valley as King Pong. He often held brainstorming sessions in a hot tub installed in Atari's engineering building.

In those days new ideas and concepts were Bushnell's stock in trade, for within a year of Pong's release, competition had already become fierce. The videogame industry, and then the personal computer industry, were so new, so volatile, that companies balanced on a knife-edge between bankruptcy and fantastic riches.

It was an industry made for someone as mercurial and eccentric as Nolan Bushnell. In Steve Jobs, Bushnell seemed to recognize a kindred spirit. Once, when Jobs was on the verge of being fired, it was Bushnell who stepped in and rescued him. "If you don't want him," he said, "I do."

Even in a company as unconventional as Atari, Jobs stood out as an oddity. In the two-year period he worked there, he took time out for primal scream therapy and visits to a commune called the All-One Farm.

He returned from a pilgrimage to India with his head shaved and wearing saffron robes. He became a Fruitarian, following a diet to reduce the formation of bodily mucus. It was a regime which he believed made bathing unnecessary.

Jobs's "arrogance" quickly alienated himself from his co-workers at Atari, and to keep the peace, he was re-assigned to work at night. Sometimes he'd bring along his buddy, Steve Wozniak, who played games for free on the assembly line.

One day Bushnell came up with a new idea for a game and challenged Jobs to build it. For the next few nights, when Woz showed up to play games, Jobs got Woz to work on the design while Jobs did the wire-wrapping. The game, called "Breakout," was a logical extension of Pong, and became an enduring classic whose most recent incarnation is "Arkanoid."

Bushnell offered Woz a job, but Woz was already happily employed at Hewlett-Packard. Like Jobs, he was a college drop-out and electronics junkie, but his real love was computers.

This interest became supercharged in January 1975 when the first personal computer, the Altair, became available. This was a kit needing hours of careful soldering to assemble. It came with less than 1K of memory, information had to be entered using a row of toggle switches, and its display consisted of a row of flashing lights.

Yet, within a month, the tiny company selling the kits was deluged with 4000 orders!

Woz began building a computer of his own design, using parts scavenged from Atari and Hewlett-Packard. Though he was doing it for fun, Jobs thought it might have commercial possibilities. Others were skeptical because Woz had decided to go with a brand-new microprocessor, the 6502, since it was significantly cheaper

than the Intel 8080, which was used in the Altair and other early machines.

In fact, it turned out to be one of many inspired choices made by the two Steves. The 6502 family of chips became a stalwart of the personal computer industry, showing up not only in the Apple II, but also Commodore's VIC-20 and 64, and Atari's own 800/XL/XE line.

Undeterred by naysayers, Jobs convinced Woz to form a company which would produce and sell the boards Woz designed. The name they decided upon—Apple Computer, Inc.—reflected Jobs's Fruitarian leanings. It also put them ahead of Atari in the phone book.

It wasn't the first time the two had joined together in a business venture. Back in 1972, when Jobs was still in high school, they had built and hawked another Woz design—blue boxes, devices used to trick the phone company into allowing free long-distance calls. This time, the business was legitimate, though still a sideline. Neither of them planned on giving up their daytime employment at Atari and Hewlett-Packard.

Jobs immediately began recruiting people from Atari to help bring out the new computer. Ron Wayne became the third partner in Apple Computer, Inc.; he designed the first company logo and worked on the

technical manual. Howard Cantin (who had laid out the original Pong board) did the schematics. Later, another recruit was Rod Holt, who left Atari and became a key Apple engineer.

Working out of the Jobs's family garage, the tiny company produced a small quantity of Apple Is. By today's standards, it wasn't much of a computer. It had no case, keyboard or power supply. It was simply a circuit board whose display output was limited to black-and-white. Jobs and Woz hoped to make a modest profit and were astounded when they received a \$25,000 order. Jobs scrambled to raise enough credit to fill the order.

It was a heady, exciting, nerve-wracking time. Jobs threw all his energy into the company while Woz was busy making improvements to his original design. Topping the list was the capability to display in color, so Woz could play Breakout on his own computer. By the fall of 1976, Woz had a prototype of the Apple II ready for the first-ever personal computer festival.

But, bringing out the Apple II involved a significant escalation of risk. First off, it was going to be a complete unit (case, keyboard, power supply) which meant a significantly higher production cost.

Secondly, new companies and new computers were popping up as people scented the money that could be

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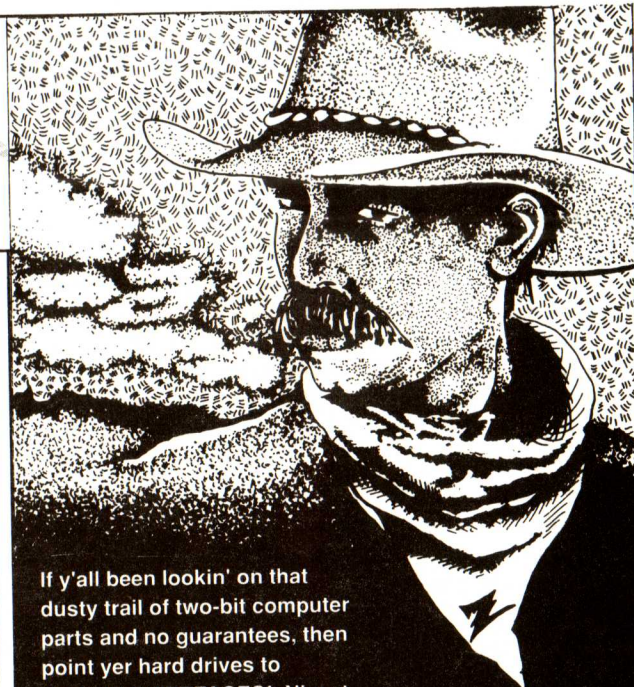
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made. Most of the early companies offering personal computers had hobbyist origins. Woz and Jobs began nervously looking over their shoulders, anticipating the arrival of established companies like Tandy and Texas Instruments, with whom they felt it would be impossible to compete against.

All three Apple partners felt the pressure. Ron Wayne got cold feet and backed out of the company. Woz offered his new machine, the Apple II, to Hewlett-Packard, but his employers politely declined. Even Jobs was ready to sell. He offered the Apple II to Commodore, but they thought the price was too steep. He also offered it to Atari, but made the mistake of putting his bare feet on the desk of company president, Joe Keenan, and was immediately ordered out of the office.

At the time Atari was stretched too thin to get into computers, anyway. The VCS game system was under development and the company desperately needed capital. It was for this reason that Nolan Bushnell sold controlling interest to Warner Communications.

Bushnell did, however, give Jobs a tip that eventually brought Mike Markkula and Mike Scott to Apple Computer. Together, the two Mikes supplied something the two Steves did not have—experience in running a company—and it was the final component necessary to make Apple Computer a success.

The Start of the Game

The Apple II was introduced in 1977 (the same year as the Commodore PET and the Radio Shack TRS-80 Model I) and became an instant success. By 1980, Apple was the industry leader with sales of \$117 million, over 1000 employees, and several new computers under development. When Apple finally went public that year, its market value became greater than that of Ford Motor Company, and Steve Jobs was suddenly worth \$264 million.

As important as 1980 was in the fairy-tale story of Apple, the previous year was perhaps even more significant. In 1979, Steve Jobs swung a deal with Xerox which gained him admittance to the Palo Alto Research Centre (PARC), a sort of ivory tower of the computer world, into which Xerox had pumped \$100 million towards long-term research.

There, Jobs and others from Apple discovered Smalltalk, a visually-oriented programming language designed by computer visionary Alan Kay. Smalltalk used windows, icons, pull-down menus and a mouse. Jobs was so impressed he incorporated all of these features into the Lisa and the Macintosh, both of which were already under development at Apple.

Though Xerox used similar features in its own computer, the Star, it was not a success when it debuted in 1981. It took the Mac, which came out three years later, to popularize these features. Eventually, a graphics-based operating system using the desktop metaphor would be imitated not only by Atari and Commodore, but also by IBM.

The Macintosh

The Macintosh became a personal crusade for Jobs, and opened a deep rift in the company. He drove the Mac team extraordinarily hard and demanded total commitment from them. He wanted people still imbued with the hacker spirit, people willing to go the limit to produce an "insanely great" product, a computer which would "make a dent in the universe."

He didn't want the bureaucrats and traditional engineers who had fouled up the Apple III and the Lisa. He wanted renegades, people who got things right through sheer brilliance, not by endless meetings and committee-work.

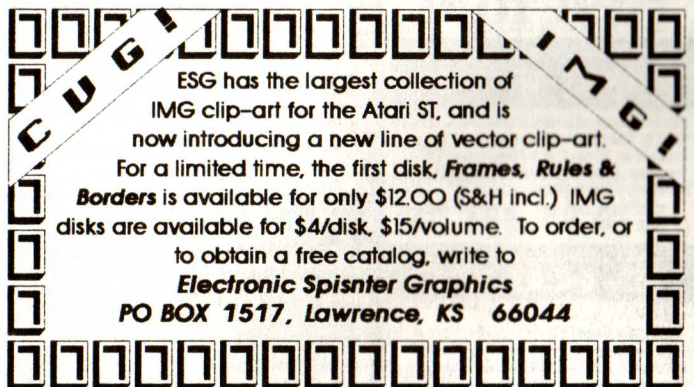
Consequently (to screen out people with the "wrong stuff") job interviews were rather strange. "How many times have you dropped acid?" and "When did you lose your virginity?" were two standard questions. The final test involved playing a game of Defender with Burrell Smith, a self-taught engineer who was designing the main circuit board for the Macintosh. If you didn't play a hot game of Defender, you weren't likely to fit in.

Jobs was still visiting Atari in the early 1980s, even though Nolan Bushnell was no longer around. Every few months, Jobs would show up to have lunch with Alan Kay in Atari's executive dining room. Kay had finally tired of PARC and joined Atari as its chief scientist. There he was urged to build "fantasy amplifiers." One of the projects he was working on was an "interactive movie game"; another was an encyclopedia in a Smalltalk-type environment.

Finally, in 1984, with Atari on the skids, Jobs finally convinced Kay to join Apple. Kay immediately earned Jobs's displeasure by writing a memo which compared the Macintosh to a Honda with a one-quart gas tank.

The following year was Jobs's last at Apple. The disappointing sales of the Macintosh threw the company into upheaval, and Jobs was finally ousted by another man he had hired, the man from Pepsi, John Sculley.

One can't help wondering how good a game of Defender John Sculley plays.



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Multi-Tasking for the ST!!! (well, almost)

GEM
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grams you want to use into memory and you are then able to switch back to the Desktop or to another program as you wish. On the Mac, you click on icons in the upper right corner of the screen; with MultiGEM, you use the desk accessory slots. But, I am getting ahead of myself, so I'll start at the beginning...

First there was light, then a big bang, then the WAUG AtariFest in Windsor, Ontario (that is in Canada, eh?). One of the booths there was Rimik Enterprises. They had a light gun hooked up to an STE, so I went to take a few shots.

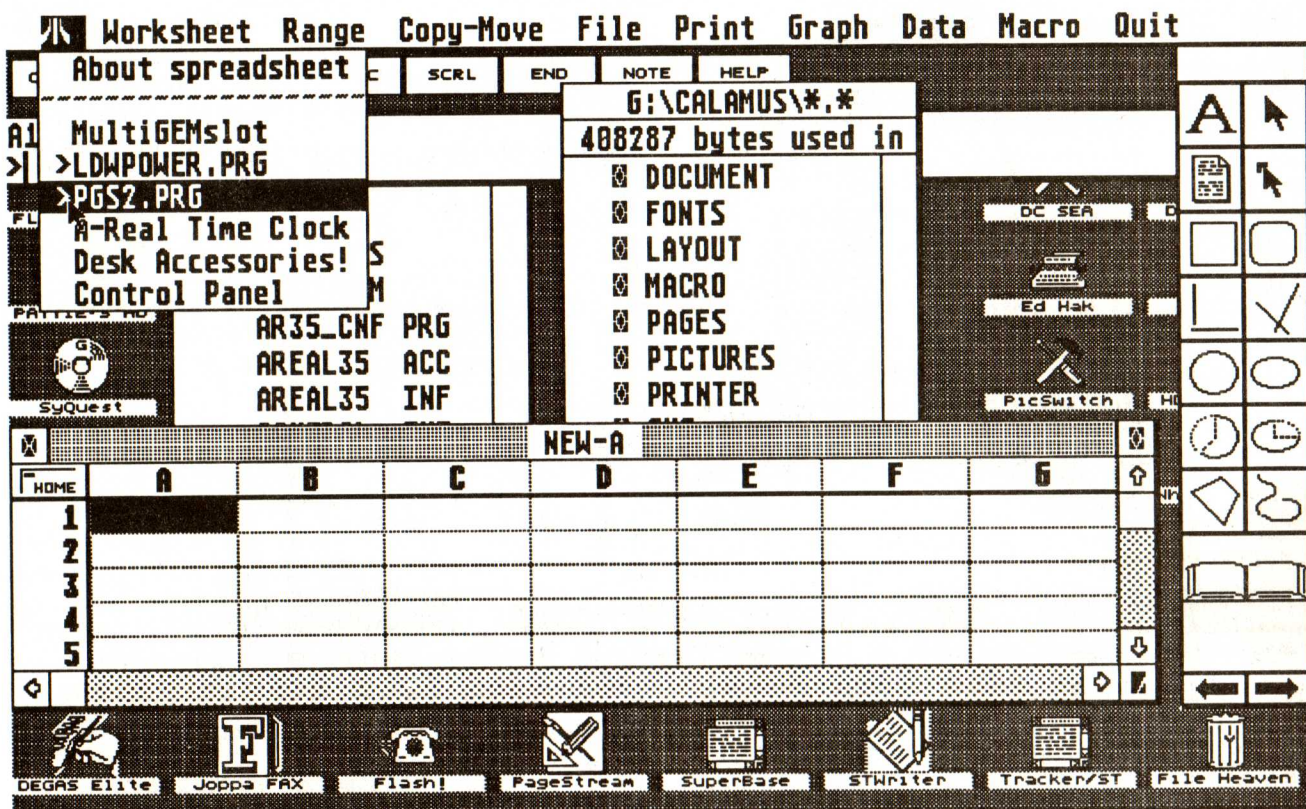
While there, I saw the flyer for MultiGEM. I spoke to Rich Betson for awhile about MultiGEM and left my deposit for the wonder product. Shipping was expected in two to three weeks.

After three weeks, I did not get my program, but I got a letter instead. The letter said something to the effect of "Sorry, it'll be a couple more weeks." Sigh. Thoughts of vaporware ran through my head, but I was impressed that they did send me a letter.

Three weeks later, still no program! Then the phone rang... (ring, ring) "Sir, we will be shipping your order out tomorrow!" Anyone who calls me "Sir" is OK in my book! Yes, they called me unprovoked—and I've been called *a lot* of things, but never unprovoked (grin). What service, and with the 4th of July weekend coming up, too! Oooohhh, lots of free time I would have to eat, drink and play with my new toy.

Bruce Urbanski (WAUG)

Well, you guessed it. It didn't show up until two weeks later. I was beginning to think my mail carrier was a Commie IBM user who would not deliver Atari software. Seems it was not her fault; the package was mailed a week late. Oh well, it was mine now. *On to the basement computer room!!*



MultiGEM comes in a plain white cardboard box with a front and back cover sheet pasted on it—no frills here. Inside, there was a disk and a small, 20-page manual. Well, good things come in small packages.

Getting Started

Installation was fast and simple...insert the disk into the floppy drive and click on the Install program, follow a couple of prompts and you're off. As told to you in the manual, you should make a backup of your DESKTOP.INF (or NEWDESK.INF for Mega/STE and TT users) file. MultiGEM will rewrite and modify this file in order for it to install all its options. The only bad part here is that if you have an extensive Desktop set-up, you have to rebuild and resave it, or directly modify your INF file with a text editor. That is the only drawback to the installation.

I guess this would be a good time to mention system requirements. MultiGEM will run from floppy (or hard drive) on any ST/STE/TT with TOS 1.2 (Mega TOS) or greater. Also, at least one meg of memory is pretty much a necessity. I would recommend a hard drive and two meg minimum if you want to use this software to its full potential.

On to customizing your system...MultiGEM is intelligent enough to look at your system (RAM, TOS version, drive types) and install itself accordingly.

Then, you must make a few decisions. MultiGEM takes up all unused accessory slots. Any ACC files found on your boot partition will take priority over MultiGEM. If you have no accessories, then all six

slots will say "MultiGEM Slot." You could then load up to six programs into memory and switch between them.

You can use any combination of empty slots and ACC files you wish. This is the first decision you need to make—what you want installed as accessories. I like to use my UIS all the time, so I leave that in the root with the .ACC extender. All the other accessories, I've renamed to .MUC.

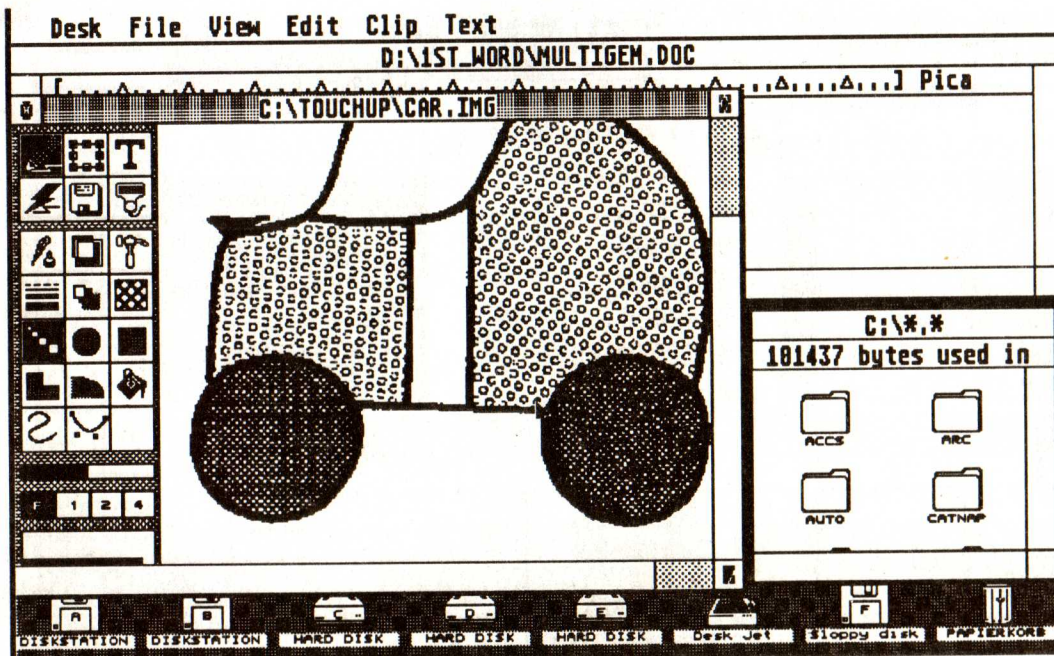
MUC? No, not the stuff made with dirt and water...and it's not a reference to Curly from the 3 Stooges (MUC MUC MUC). MultiGEM has a clever way to keep desk accessory users happy. MultiGEM will run any accessory as a program, providing it has a .MUC extension. You can put all your accessories into a folder and run them at will. Very nice feature. If you directly modify the DESKTOP.INF file, you can change the default .MUC extension to any three letters you want (like ACX). This is explained in the manual.

Finishing the Configuration

Now, there's one more step to do in the configuration process—setting preferences for programs you plan to use with MultiGEM. The configuration dialog is a neat feature and one that solves a number of "problems" that could occur with some programs.

For instance, what do you do when you want to multi-task a program like Flash? If you did not know it, Flash loads itself into memory and then uses all remaining memory for its capture buffer. Oops, no more room to load other programs.

The solution here is simple—MultiGEM allows you



The only problem with this is that programs that do not use a window seem to have more problems with MultiGEM than programs that do "do windows." Any program that is window-based, like PageStream, works perfectly with MultiGEM.

Programs that don't use resizable windows but give access to drop down menus and accessories will also "multi-task" with MultiGEM. You can drop into and out of other programs that are already loaded into a

MultiGEM slot. But, once you've run a non-windowing program, you often can't directly access the Desktop to run more programs.

to limit the amount of memory a program can have. You use the File Selector to "insert" a program into the list of programs known to MultiGEM. Then, you set a parameter to have MultiGEM tell the program how much memory it can access. I use the default of one meg for Flash, but it is configurable from the minimum RAM required by the program to the amount of free RAM left in the system.

So, say you give Flash one meg...TouchUp, two megs...let's see, how about 1ST Word, 500K. On a four meg machine, you could load all these programs and still have 500K free for workspace and miscellaneous programs.

To make things a little more complicated, you can run other programs from within Flash. How will MultiGEM handle this? Here, you have yet another choice. MultiGEM can unload Flash and load, say, XYZ.TTP into Flash's vacated memory or XYZ.TTP can be run in the free RAM you still have left in the system. It's your choice, and MultiGEM allows you to define which way you want to do it. Either way, when you are done with XYZ.TTP, Flash returns to memory right where you left off. *Yes, it does work Ma!!!*

So far so good, right? Well, OK, there are a few drawbacks. But before we get to those, you should first understand a little of what MultiGEM is doing. Not being able to rewrite TOS/GEM (as I am sure a lot of people would like to do), the MultiGEM programmer (Pascal Merle) had to work with TOS/GEM. MultiGEM had to be able to get its hooks somewhere into the OS to be able to do what it does.

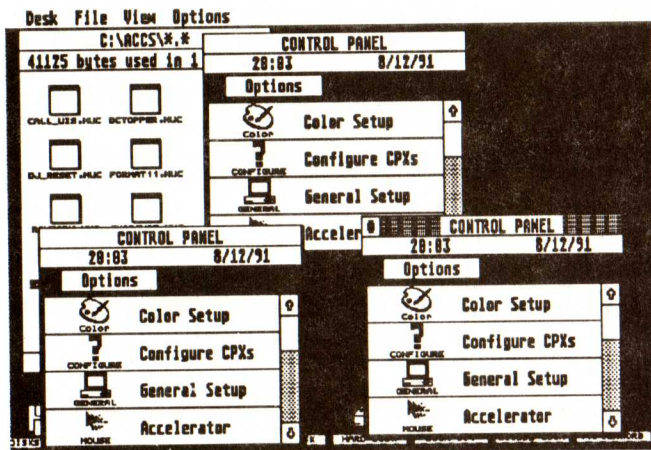
In GEM there is a series of AES routines that start with "event_" (such as event_multi, event_button, etc.). These system calls keep track of mouse positions, window resizings, etc. This is how MultiGEM does its dirty work—it uses these event_XXXX calls to allow switching between programs.

For example, you can run TouchUp, then go back to the Desktop and run 1ST Word. Using the Desk drop down menu, you can jump between applications at will. Or, you can jump to the Desktop for a quick format of a disk. But, doing a format from the Desktop suspends all multi-tasking operations...including printing. A printer buffer is highly recommended for use with MultiGEM, if you have the memory.

What about TOS and TTP programs? Well, sit right down there partner and let me tell ya 'bout 'em. Clicking on a TOS or TTP program will cause the ST to run a MultiWindow program. This program opens a GEM window and then attempts to run the TOS or TTP program inside of it. This works fine for many of these programs, like ARC.TTP. Viewing text files is also handled in this manner, via a special program supplied with MultiGEM.

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How MultiGEM Doesn't Quite Work

Say, for instance, you double-click ARC.TTP. Instead of the standard argument window, you get a full-blown GEM window which can be resized to your liking, with ARC.TTP waiting for the rest of the commands. You type in the commands, press return and off it goes.

Now for the problem, for which I am not sure what the cure is—when ARC.TTP is running (or, for that matter, XYZ.TTP) it is hard to get back to the Desktop, or anywhere else for that matter. I think it might be because these programs do not make event.xxxxx calls very often while processing, or maybe these programs are just so CPU intensive that there is not enough speed in the system to get back to another application.

I have tried switching with both ARC.TTP and XYZ.TTP. The Desktop tries to come up, but the system may draw only one or two windows during the entire process. Would a 68030 board cure this...or a TT? If anyone has access to one of these and uses MultiGEM, I would like to hear what the result is. Anyway, the result is the tail wagging the dog. (I ran this at 16 MHz on a Mega/STE, just in case you were wondering.)

Some TOS and TTP programs don't seem to want to stay confined to a window. These pesky programs expand to fill the whole screen, so you lose any ability to switch to other programs.

How I Was Hooked

The reason I was so enticed by this product was that I wanted to do Zmodem file transfers and/or ARCing in the background...as of yet, they don't work together.

I can't start a Zmodem download and switch to my word processor, for instance. Maybe I'll blow the dust off my Shadow disk to see what it will do...but it did background Ymodem downloads without MultiGEM.

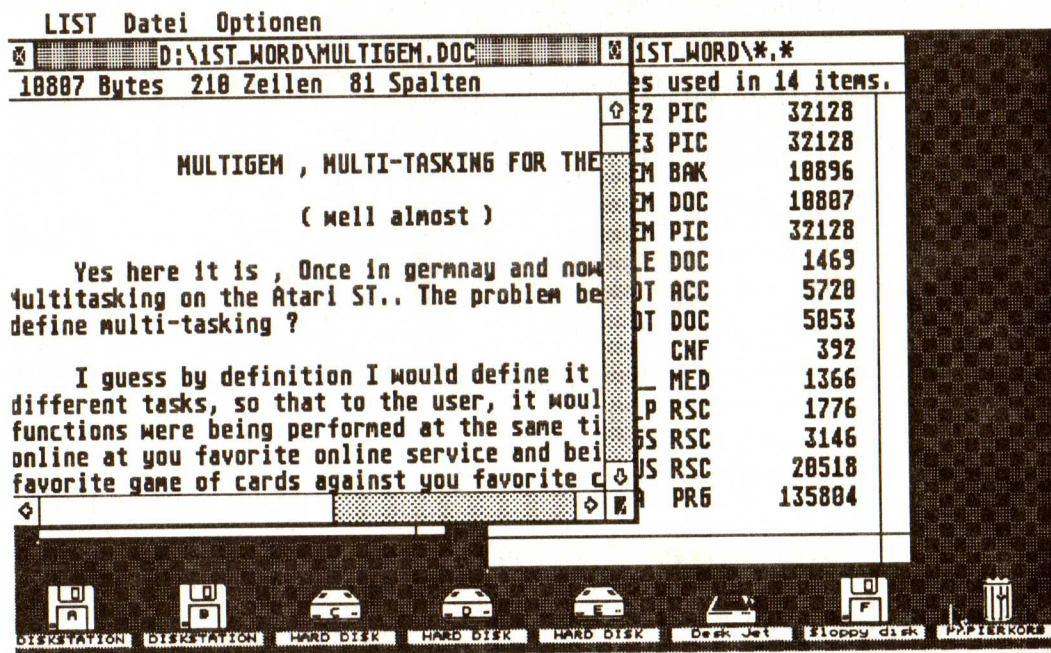
Flash acts kind of funny now and then when using MultiGEM—over-lapping windows or a Desktop that scrolls off the screen when going back online.

These are mainly screen redraw problems. I even tried to rename Flash to FLASH.TTP to get it to stay inside a window. No go. I guess computers are smarter than I am.

As for programs like TouchUp, 1ST Word and any non-intensive or fully GEM-based program, MultiGEM works like a charm. Can you run a BBS and play Dungeon Master at the same time? I think not.

Well I have blabbed long enough. In a nutshell, does MultiGEM work? Yea, it does!! Does it multi-task everything?? No, it doesn't. Hopefully, this is just a first step in multi-tasking. I would expect a few more things to change—like the ability to somehow force programs into the "background" via a key combination. Also, I expect some programs will be written to take advantage of MultiGEM.

I have tested MultiGEM on a couple of different machines and demonstrated the program to a few people. All are impressed, but not all of them have a use for MultiGEM. Look at this one before you buy; MultiGEM is well worth the money, but it may not be for everyone.



Here is a list of programs that have been tried with MultiGEM. If you can get one of the programs listed below as not working to work, please let someone at AIM know...and possibly how you were able to get it to work.
—Bruce Urbanski and Bill Rayl

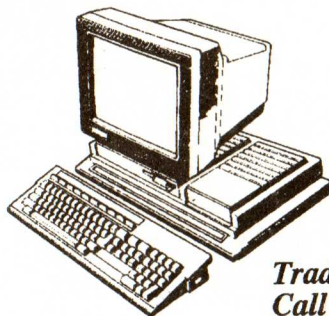
Program	Results	Comments
1ST Word	yes	
C-Breeze	yes	
Calamus	yes	
Chronos-3D	yes	Can't access directory windows if they fall under the main Chronos screen.
DCTopper	yes	Works but might drive you crazy!
DCXtract	yes	Quirky redraws.
DEGAS Elite	yes/no	You can only switch to other programs if they've already been "loaded" into other MultiGEM slots. Doesn't allow you to get to directory windows by clicking an unused MultiGEM slot.
EdHak	yes	Works perfectly as an ACC or PRG.
Flash!	yes	Redraw problems. In Terminal mode, you can access desktop by clicking the left mouse button, although the mouse pointer can't be seen.
Hotwire 3.0	yes	Directory windows from the desktop refuse to go away and must be closed or moved around.
JoppaFAX	yes	
LDW Power	yes	
LookIt!	yes	Can't access other programs while actually viewing a file.
Michtron's Toolkit	yes	Quirky redraw of drive icons.
NeoDesk 3	nope	Just bombs...
PageStream	yes	
ST Writer Elite	yes/no	Same as DEGAS Elite.
Superbase Pro	yes	
TouchUp	yes	
Tracker/ST	yes/no	Same as DEGAS Elite.
UIS 3.3	yes	

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Sex, Lies and Graphics/Video

(but without any sex or many lies)

This is a story that has been dying to be written, but no one seemed to want to do it. So, I will take wordprocessor in hand and attempt to tell the story of graphics and video life in general.

First, a disclaimer—I am president of a company that manufactures graphics cards for the Atari. And I am also a former designer (or co-designer) of two other companies' graphics products for the Atari. Most importantly, my opinions are *undiluted* and may cause some people to react adversely.

Reader beware!

Jay Craswell
Contributing Editor

Resolution and DPI

A lot of hands are wrung and tears shed trying to explain these terms that get thrown about so often. And here is an area that really has a lack of understanding.

Resolution is the pixel count—horizontal and then vertical. Most monitor screens lay flat, with the horizontal dimension being larger than the vertical. If this is swapped, however, we generally refer to this as a page-oriented or portrait monitor. The reason? Laid on edge with the smaller dimension across sideways, many "tubes" are roughly proportional to a single sheet of paper. Sometimes these are called single-page monitors. Your typical monitor, however, is not laid on edge this way and is called a landscape or dual-page monitor.

Since we touched on proportions, it's time to talk ratio. If you measure the visible dimensions of a particular monitor tube—horizontal vs vertical—you will get a ratio of 4:3. OK, it's true that there are 1:1 tubes from NEC but, for the most part, the ratios are 4:3.

Now then, if your graphics card displays 640x480, you have a perfect ratio (or unity). Graphics cards that output 320x200, 800x600, 1024x768, 1280x960, or 1600x1280 are all unity (or close enough).

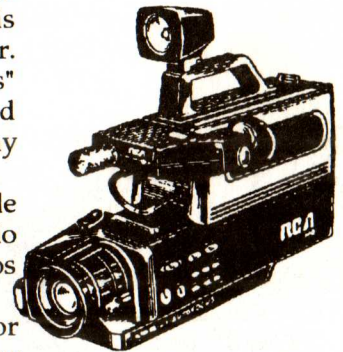
This is a very desirable feature. When the screen is in unity, circles and boxes may be drawn with the knowledge that each pixel is square. A simple square, for example, will have the same number of vertical and horizontal dots. If the display was not in a unity ratio, you would need a program to calculate the number of extra pixels (or dots) to make up the difference. Under such circumstances, the display is slowed in two ways—the calculation and the drawing of extra dots.

Also, a non-unity ratio screen effectively cuts the resolution. Say, for example, we are drawing to a 640x200 screen. Two horizontal dots are needed for each vertical dot to make a "square" pixel. Worse yet, even though we can get a slight improvement on the resolution in one axis, we are, in effect, drawing a 320x200 screen for most practical purposes. We waste every other horizontal pixel to "square" the dots. Worst of all, we have to write them in the first place, thus slowing down the system.

DPI is really very simple to understand. Take a ruler and measure how many viewable inches your screen has horizontally and vertically. Now, divide the number of pixels in each direction and you have Dots Per Inch figured out!

If your tube has unity ratio, your vertical DPI and horizontal DPI should be the same (or very close). Remember, though, that changing the width or height of the screen display will change this value.

It's very important to understand that this DPI value changes when you plug your graphics card into a different sized monitor. A 1024x768 card plugged into a 19-inch monitor will have around 70 DPI. Plug the same card into a 16-inch monitor and the DPI jumps to 90. Plug into a little 13-inch Sony and it may well be over 110 DPI.



Assuming that a font will continue to have the same numbers of pixels (a font that won't change its spots), you might ask what changing the DPI will do to the appearance of the text. Let's say the font looks "just right" on a 9-inch screen. And let's say that it's 75 DPI. When we put it on a 13-inch screen, the font will look larger (the screen's DPI will be lower, however).

Plug your video cable into a 19- or 21-inch screen and your text will be very large indeed. Remember that plugging you cable into a larger and larger monitor will lower the DPI. The fonts, however, can be considered to have been created for a specific DPI.

This may be a little confusing, but try to follow it. When the screen's DPI and the font's DPI are the same, you will have text display that is 1:1 with the real world. So, if we are viewing 75 DPI fonts on a display that has 75 DPI resolution, the text should (we hope and pray) print out the same size as what we see on the screen.

What the Macintosh folk have done is set 72 DPI as the official screen standard. No exceptions to the rule. If you want to make a screen font, you had better get it close to 72 DPI so the marketing geniuses can chant "WYSIWYG."

Standards are good when developing new technology so the rules are understood and progress can be

made. Right now, I see this "locking" of screen DPI as a possible hinderance. Printers (worth their salt) are at least 300 DPI. And "real" printers are 1200 or 2500 DPI. The reason Apple didn't make the screen DPI 300 was that it just wasn't possible given the technology. (Monitors running fast enough to do 300 DPI are still laboratory curiosities.)

However, 72 DPI fonts tend to look jaggy as hell. Besides, with cards like the AlberTT, ISAC and the Viking Moniterm, we "might" like a chance to plug in a new value for the software DPI to get a nicer looking display.

Colors

There is a lot of talk about added colors on the ST. As you can imagine, more than once my phone has rung with questions about the total number of colors displayable on the ISAC and ALBERT cards. More than once I've talked to people who want more colors and want to know WHY WHY Why why I would be so stupid as to not support these products with 16 million colors.

First, you have to have a use for colors. If you need 16 million colors for a spreadsheet I suggest you seek professional help. Having "some" color for pie charts and the like is great—but, really. Believe me, 16 colors is enough.

Depending on what kind of CAD work you do, black and white can be OK for some things, but colors are very useful if you can get them. There is a level, though, where added colors are overkill. This limit, believe it or not, is 16 colors.

Here's why. First off, using many different shades is fine for a paint program. But face it, CAD systems are just not used for flesh tones! Get my drift? If you're doing any pen plotting in your CAD work, be aware that all but the most expensive pen plotters have only 8 pens or even less!

In electronic CAD, you will have layers. Red on one layer maybe, blue on another, and so forth. With more than 16 layers of anything useful, you will see zilch. A big white blob is what you get with many overlapped layers.

Also, in CAD work, it's very important to be able to recognize the different colors. Red versus bright red is OK, but if you start getting into several shades of teal...forget it!

In publishing we have survived for quite a while with black and white. However, pictures are starting to be scanned in that are in gray scales. For acceptable pictures you would expect 16 shades of gray. Adding more only improves the quality marginally. If you are talking about color DTP, you can get some things printed in color "fairly" cheaply as long as the number of colors is not too large.

Now I admit that video-type operations can benefit greatly from having 16 million colors. However, video is, by nature of the TV signal specs, a dinky 524x524 picture. This would be totally unacceptable to CAD

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and publishing people. Building electronics to satisfy both videophiles and CAD/DTPers might be possible (though expensive as hell), but you would need two monitors.

Painting software could also "benefit" from added colors. But how would you print the pictures? With 16 colors, you can pen plot it or maybe use a Desk Jet. When you are talking about 16 million colors, you are talking about color pre-press. You don't even want to know how much that would cost.

Speed

Also on the list is speed. At 1024x768, you are moving x times the video memory versus the standard ST. And because the screen is refreshed many times faster (and some other reasons), reading and writing to the higher resolution screen is not as fast as it is to the ST screen.

Go to 16 million colors and you are making the system six times *slower*! Just think, Jim Allen's speed-up card gives you (at most) 200% speed up. Now, do you really want to slow the system down 6 times? No, of course not.

This is not to say that some companies aren't doing their best by coming out with some in-between standards—an 800x600 256-color card for example. The problem here is that the number of colors does not conform to any previous Atari standard. What you lose here is compatibility. Existing software doesn't work, and that means all you have an expensive color demo.

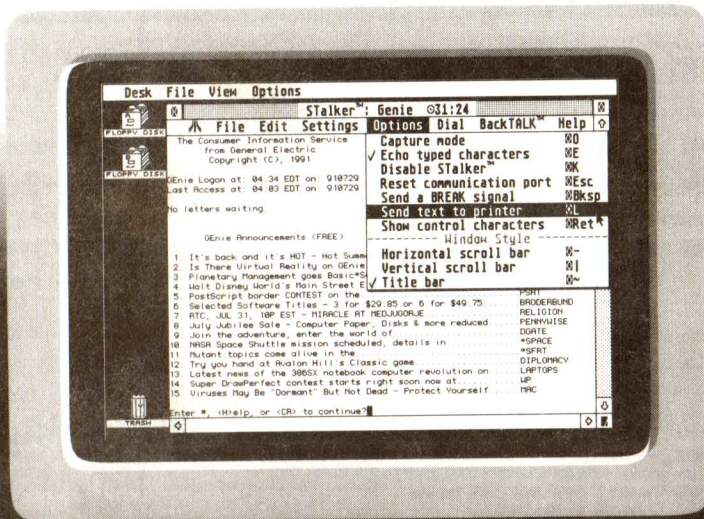
Conclusions

That is not to say that ISAC, ALBERT and even my old Viking from Moniterm didn't have troubles. But these were more on the line of programs that spasm when offered the possibility to run in higher resolutions. These kinds of problems were fixed many times by some truly trivial bug fixes. One or two instructions, that sort of thing.

No, I stand by my "stupid" choice. And I think that once it's understood, people will see the reasoning. Of course, for those of you that understand and *still* want a 24-bit card for video work...OK, OK! The project's code name is Leonardo. I'll tell you more about it when it's in production.

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CURSE of the AZULRE BONDS

This fantasy role-playing game from SSI is based on the TSR novel of the same name. In the novel, set in TSR's Forgotten Realms, a female sell-sword named Alias awakens in an inn in the town of Suzail. She doesn't remember how she got there or where she got the series of five twisting, magical, blue sigils on her arm. She soon learns that these symbols flare up from time to time causing her act against her own will.

With the help of her friends—Olive Ruskettle (a halfling bard/thief), Akabar (a southern mage) and Dragonbait (a lizard-man paladin)—Alias learns the purpose of her symbols. She then tracks down the five evil factions controlling her through the sigils and destroys them with the help of her friends.

In the computer game, your party of six adventurers wake up in the town of Tilverton with five similar sigils on your arms. The object of the game is to track down the people responsible for the symbols and destroy them, thus removing the sigils. During the course of the game, you will meet Alias and her friends who will aid you in your quest.

Before starting the game you will be required to create six characters to make up your party. This game follows standard AD&D rules and you can choose from the standard races and classes found in these rules. Because of this, you must be aware of adjustments to character stats and class limitations because of race restrictions which affect your characters' development. Fortunately, the game manual explains this very clearly for those not familiar with AD&D rules.

Human characters can reach the highest class levels which determine the types of spells you can learn and use. Don't take all non-human characters, as this will restrict your party from learning some of the higher level spells you need to finish the game.

However, you will need one female

elf in you party if you want to be able to go on the special quest in the caves outside of the town of Hap. This, however, is not required to complete the game.

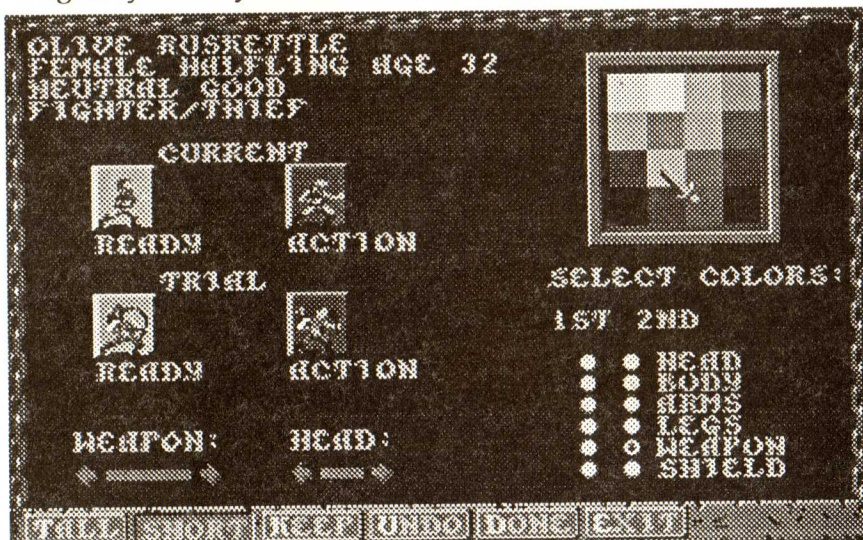
Once you have created your characters, including assigning colors and size to them, you are ready to begin your quest.

Since there are several good hint books available, I am not going to give you a lot of hints on how to win the game. I will, however, give you some basic things to watch out for or try.

This is a hack and slash type game with very few puzzles, but the game does require some strategy and tactics to survive. If you stand toe-to-toe and just fight it out with some of the monsters you will lose.

This game has a very good save game routine and you will want to use it often, especially before major encounters. Also, you don't have to fight everything you encounter. Except for the major encounters, you can usually avoid a fight if you find yourself over-matched.

Dick Laudénbach
(MAST)





Once you start the game, you will wake up in Tilverton with money but no weapons or armor. Before leaving the room, encamp and have your magic users memorize their spells. Once a spell is used, it must be memorized before it can be used again. The sequence for memorizing a spell is to encamp, choose spells and rest.

If your characters do not rest after choosing their spells they will not memorize them. There is nothing more frustrating than getting into a fight and finding out you failed to memorize your spells.

Each time a character gains a level of experience they can choose one more spell for their spellbook. During the course of the game, you will also find and buy scrolls which can either be used one time directly or else scribed into your spellbook for continuous use throughout the game. Spells can be scribed when in camp, but your character must be of a high enough level to learn the spell. With use of the spell directly from the scroll you can use higher level spells, but only the one time.

Arming the Party

Once your magic users have memorized their spells, leave the inn and go across the street to the Armory and buy your weapons and armor.

Again, this is based on AD&D rules and various races and classes are restricted in the types of weapons and armor they can use. Once again, this is spelled out very clearly in the manual. Take time to look at the manual before buying anything, since your characters can buy weapons and armor they can't use, leaving

them unarmed and vulnerable (and lighter in the purse).

After you are outfitted, explore the town. Visit various buildings and talk to different people. Do not attack the guards until you are ready to leave the town because, once you do, you will be forced to leave the town and not be able to return.

This is one of the few weaknesses I found in this game. At certain times, especially in the encounters relating to the removal of the sigils, you will be forced into what I call the "cattle chute" situations. No matter what you do, even if the game offers you several different options, you are forced to follow one linear progression of action.

While this is not detrimental to the overall enjoyment of the game, it is a little annoying—especially when the game asks you to choose one of several options only to find out that the result is exactly the same whatever you choose.

Once you fight the guards after attacking the king (an uncontrollable action because of the sigils), you have no choice but to follow a thief to meet the head of the Thieves' Guild. Rest and save the game at this time, since you will face your first major encounter after this.

Once you leave the Thieve's Guild, you will wander the sewers of Tilverton in search of the headquarters of the first faction you seek. You will be unable to leave the sewers until you have defeated the leader of this faction, removing the first of your sigils.

While in the sewers, locate the secret training hall of the Thieves' Guild where your characters can get

training to move up levels with necessary experience points.

After the removal of the first sigil, you will be transported to the wilderness outside Tilverton. You can now travel where you want—except back into Tilverton. Again, do a save game at this time.

Once you leave this area, travel to the various wilderness areas to fight the creatures you meet to gain the experience points you need. In the beginning, these encounters may be a little hard, but later they become cakewalks.

If injured or low on spells, encamp and regroup. A lot of the villages have inns and taverns where you can rest and learn some gossip about the area and what is going on.

When you have gone up a level or two and start to find the wilderness encounters to be fairly simple, you are ready to move on to the larger cities where the major encounters take place.

Gaining Experience

Hap is probably the next easiest town to finish after Tilverton. I, however, preferred to go to Zhentil Keep next. You can enter the town and walk straight ahead until you find the inn where you can rest and heal.

Next door to the inn is an armory and a magic shop where you can buy magical weapons, potions and spells. I like this town because you can fight numerous battles with small parties of evil clerics and mages for large amounts of gold, magical items and experience points, then duck into the inn to heal between battles.

As you gain enough experience points, leave the town and go to one of the villages that have a Guild so

you can train and go up levels. Then, return to Zhentil Keep for more battles. Across from the magic shop is the Magistrate's office where you can battle the guards for large amounts of experience points.

This is a major encounter with back to back fights with two large groups of guards with no chance to rest or flee inbetween fights. Prepare accordingly. A wand of magic missiles from the magic shop is helpful, but it is very expensive. The one error I've found in this game deals with the purchase of the wand of magic missiles. The price list in the magic shop says it costs 40,000 gold pieces, but the actual price is over 80,000 gold pieces.

By going back and forth between Zhentil Keep and the village, your characters should be able to rapidly advance two or three levels before moving on to the next sigil removal encounter. While doing this, do not go beyond the street on which the armory and magic shop are located because it will lead to one of the "cattle chute" major encounters. This particular encounter is the second hardest in the whole game, in my opinion, so you need to be higher level to survive.

Upon reaching three or four levels of experience, you will start to find small dungeons and manors outside some of the villages. They where not there at lower levels and are good for gaining more gold and experience points without too much risk.

After defeating the first four factions, you will now be ready to enter the ruins of Myth Drannor where you will have the final encounter with Tyranthraxus. Defeat him and his numerous evil minions and you win. Lose and your soul belongs to him forever.

I'll give you two hints for preparing for this final



The screenshot shows a game interface with a dark, textured background. On the left, there is a framed illustration of a royal carriage with a driver and several attendants. To the right of the illustration is a table with three columns: NAME, AC, and HP. The table lists five characters: SWORDINA, SYBEL, TREUYN, ARIELIS, and ANNELIS, with their respective AC and HP values. Below the table is a small shield icon. At the bottom of the screen, there is a message box that reads: "YOU ENCOUNTER A GROUP OF ROYAL GUARDS. THEY SAY, 'MAKE WAY FOR THE ROYAL CARRIAGE!'". Above this message, the text "1, 14 W 10:19 SEARCH" is displayed. At the very bottom, there is a prompt: "PRESS RETURN TO CONTINUE."

NAME	AC	HP
SWORDINA	3	42
SYBEL	0	37
TREUYN	3	47
ARIELIS	5	43
ANNELIS	1	25

1, 14 W 10:19 SEARCH

YOU ENCOUNTER A GROUP OF ROYAL GUARDS. THEY SAY, 'MAKE WAY FOR THE ROYAL CARRIAGE!'

PRESS RETURN TO CONTINUE.

battle. Once you enter the temple, you will not be able to encamp and memorize your spells between battles because of Tyranthraxus' control of the last sigil.

I did discover that while you can't rest, every time you attempt it you can learn one spell no matter what level. All you need to do is keep trying to memorize spells until you have learned all your spells. It is time consuming but necessary if you hope to win.

The second hint is that, when fighting Tyranthraxus, poison cloud spells by magic users in the front row of combat with the fighters in back using magical range weapons solely against Tyranthraxus is very effective.

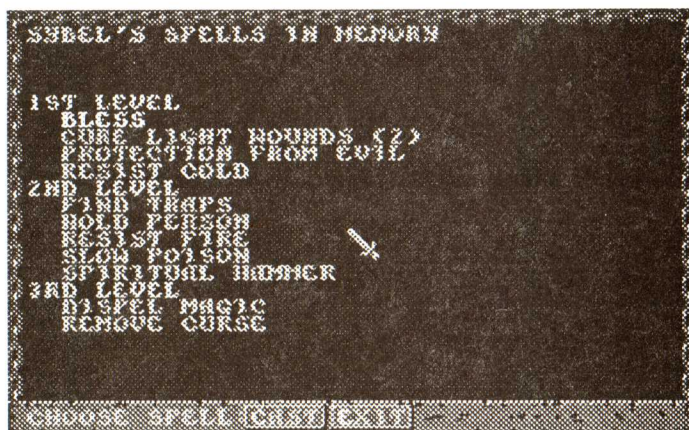
Last Thoughts

Some final notes and observations. While there is a large variety of weapons and spells available, many of them do not work as well as you would expect. Some are even next to useless or only work properly in certain circumstances.

The poison cloud is a prime example. Throughout most of the game, it doesn't seem to affect anybody, but in the final encounter it is devastating. I had given up on it and only used it the first time because it was all I had left.

The same observation applies to the creatures encountered in combat. Some are immune to your most potent magic spells only to die from darts and stones. So, save your game before entering major encounters and keep trying various tactics until you find one that works.

In playing this game, I missed many of the side en-

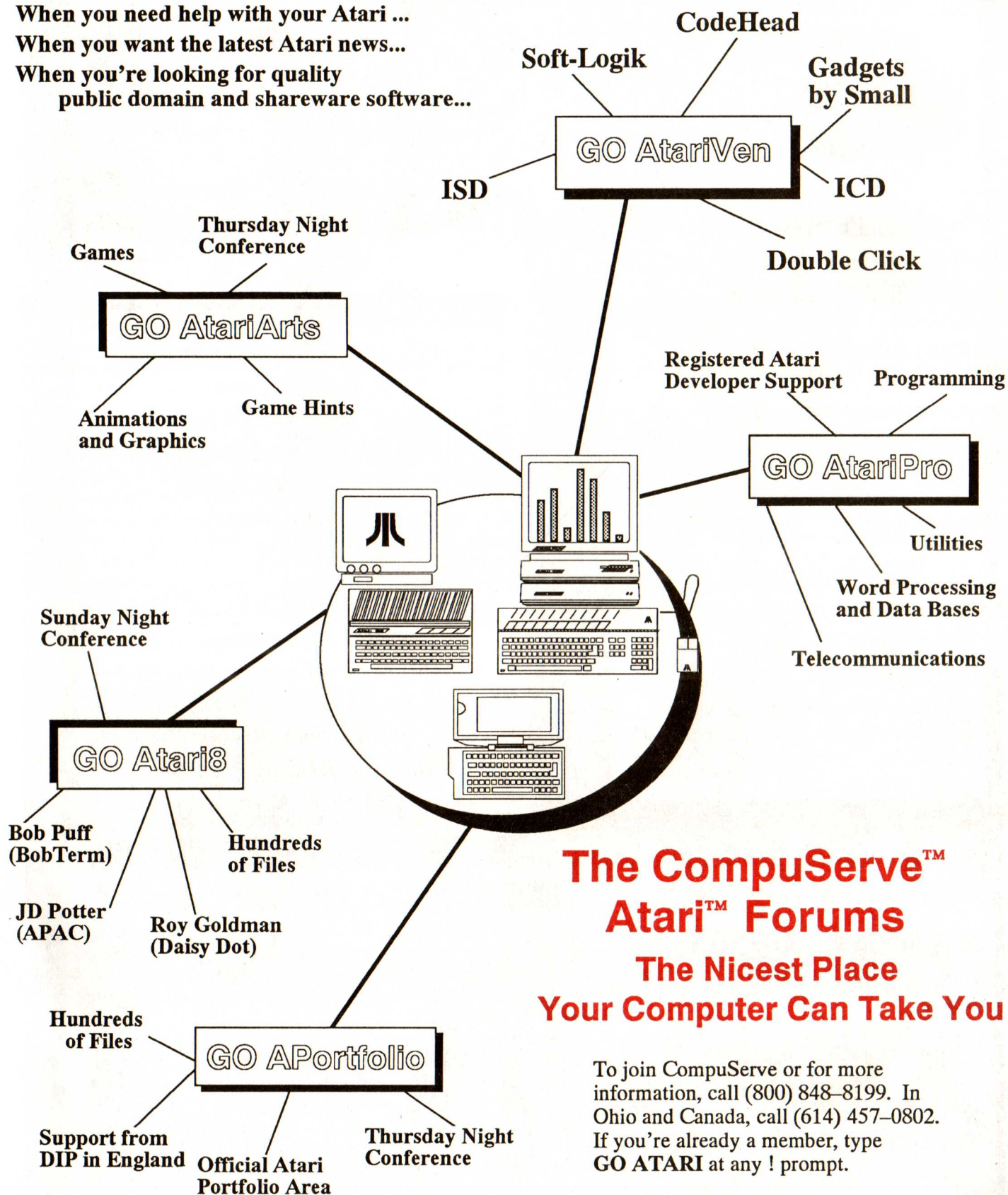


counters which the hint books said were necessary to get special items you needed to complete the game. Despite this, I was able to win the game without using them. Arming all my characters with wands of magic missiles enabled them to handle most of the difficult encounters I faced. I also found Magic Missile and Silence 15 Foot Radius spells to be very effective on evil clerics and magic users.

I strongly recommend this game for all Atari users and I hope enough of us buy this game so SSI will continue to translate more of these excellent TSR games to the Atari format. I also highly recommend TSR's novel, "Azure Bonds," as an excellent fantasy story for those interested in that genre. Some of us at MAST have an AD&D gaming group and are all anxiously hoping and waiting for SSI to release the "Eye of the Beholder" for the Atari ST.



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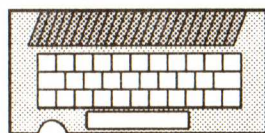
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A few months ago, the Bluth Group out of England released a sequel to Dragon's Lair called Dragon's Lair II: Time Warp.

This new game is being distributed on this side of the Atlantic by ReadySoft of Ontario, Canada.

The Premise

Darling Daphne has gone and gotten herself kidnapped again (how could she?), and it's up to you to help Dirk the Daring rescue her before the evil wizard Mordroc places the *Death Ring* on her finger and forces her into an unpleasant marriage.

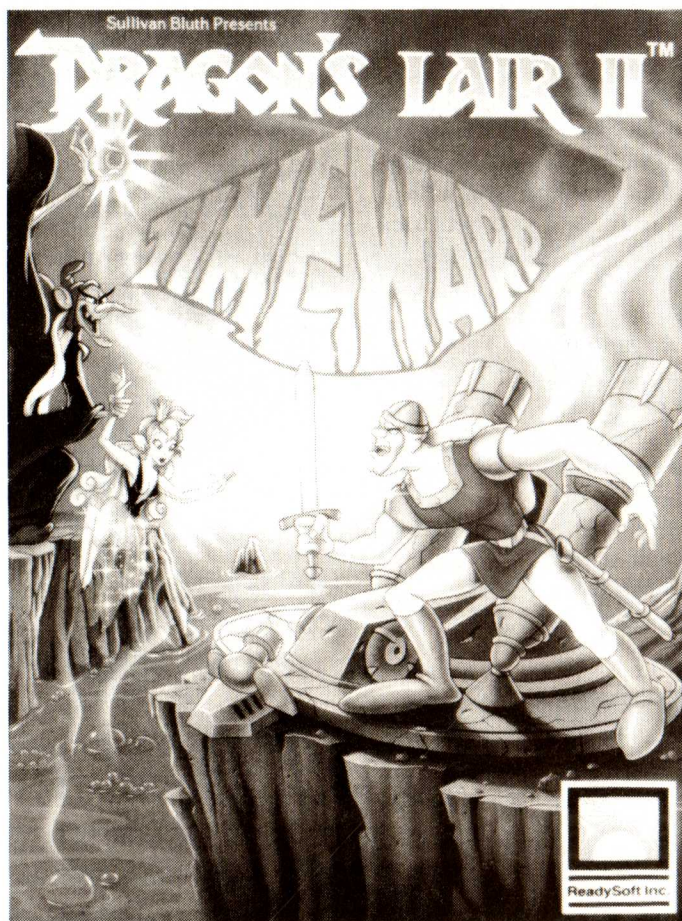
Dirk is up against some heavy odds. He has to fight slimy moat-monsters, predatory pythons, evil monsters in general and, worst of all, Daphne's mother! He has to do all this before the Casket of Doom is opened and Daphne is lost forever in the dreaded Time Warp.

Observations

The game comes on six special format disks. The manual states that people who have single-sided disk drives will not be able to play as many screens as those who have double-sided drives. The game is auto-booting and copy protected.

The graphics and animation in this game are very good. The graphic style is very cartoon-ish, which makes for part of the charm. The STE is supported with the extended palette of 16 colors out of 4096 choices. The sound comes through loud and clear in stereo, especially Daphne's mother!

Once you solve the puzzle of which



PATTIE RAYL

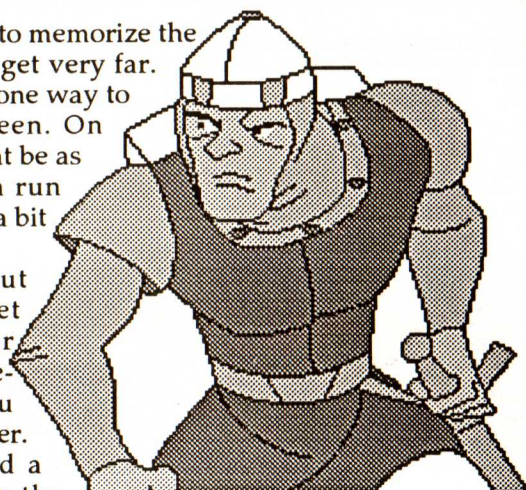
way to move for several animation sequences, the effect is very pleasant. It's like a living cartoon on the screen, and you're a participant.

Those who liked Dragon's Lair and Space Ace will like this new game with animations from Don Bluth. As for me, I can get frustrated easily by certain types of games, and this is one of them.

Game Play

You have to be able to memorize the moves in this game to get very far. Basically, there is only one way to get through each screen. On some screens, this might be as simple as "duck, then run left." Other screens are a bit more complicated.

Once you figure out the proper way to get through a particular screen, you need to remember it in case you die and have to start over. That means you need a good memory to play the



game for any length of time—or the ability to read hastily scribbled notes while in the thick of the action.

The way Dragon's Lair II works is you have three tries (lives) to get through a screen. You have a certain timeframe in which to make each move or you're dead. If you move the wrong way, sorry you're dead! If you don't move at the right time, sorry you're dead!

These kind of games, by their very nature, have a large dose of frustration factor in them if you get stuck at a certain screen. Dragon's Lair II has a couple of things built into it to cut down somewhat on this frustration.

First, you only have four ways to move. You don't have to worry about diagonal movements. Second, you can save the game! You can finish a screen and then save...when you die later on (and you will!), you don't have to go through the excruciating process of starting from scratch.

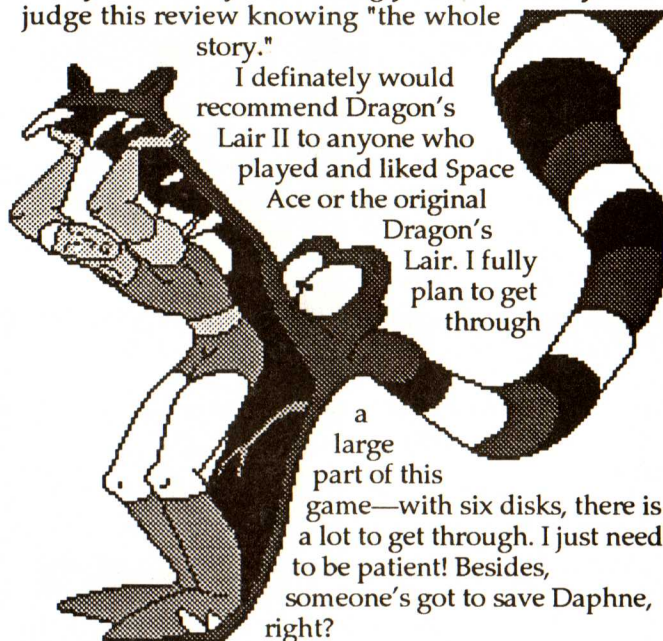
Even with the save feature, you often have to do a lot of restarting to get past each screen. If you don't save constantly, you get to start from the last save point each time you use up your three lives.

Some Qualifications

I am far more comfortable playing games like Bloodwych (I & II), Curse of the Azure Bonds, Pinball Wizard and Crystal Castles on the ST (I'm also fond of

a shareware game called Glider for the Mac). I also enjoy arcade shoot-'em-ups like Black Tiger and others, but I don't enjoy simulations or wargames.

Occasionally, I *really* like graphic adventures or graphic/text adventures, but I quite often get frustrated by them. Why am I telling you all this? So you can judge this review knowing "the whole story."



I definitely would recommend Dragon's Lair II to anyone who played and liked Space Ace or the original Dragon's Lair. I fully plan to get through

a large part of this game—with six disks, there is a lot to get through. I just need to be patient! Besides, someone's got to save Daphne, right?

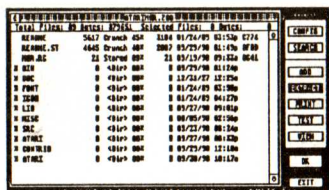
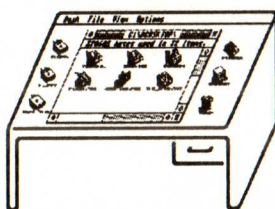
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BOB RETELLE
(WAUG, MACE)

Team Yankee is one of those games I really, really wanted to like. I'd read the book it's based on, and I was looking forward to a good tank combat simulation. Heck, my all-time favorite arcade game was Battlezone!

The manual starts out with several excerpts from the book, "Team Yankee," written by Harold Coyle. The book details the events of the first few days of a conventional warfare World War III, focusing on an American tank unit stationed in Germany.

Commanded by Captain Sean Bannon, the company, Team Yankee, consists of two American M-1 Abrams tank platoons of four tanks each and two platoons of mechanized infantry and anti-tank vehicles.

When Russian tanks break through and attack, Team Yankee helps in repelling the main force of the attackers, and then moves north to attack the flank of the main Soviet force. They take several key positions and hold them against heavy counterattacks. After being relieved, Team Yankee leads an attack by the entire Allied brigade deep into enemy held territory.

The book is exciting, well written, and is full of non-stop action. One of the main attractions of "Team Yankee - The Computer Game" is that it uses the tactical situations of the book as its scenarios. In fact, the manual suggests that one of the best aids to learning how to play the game well is to read the book.

There's a lot of interesting information about the armored vehicles in-

involved in the game, as well as some good background about the organization of the Allied and Soviet armored commands. In fact, the manual is one of the better ones I've seen!

Overall, the game does fairly well at capturing the spirit of the Team Yankee novel. Unfortunately there are some minor, and some very major, quirks which detract seriously from the enjoyment of the game.

In any tactical level wargame, one of the very basic problems is how one player can control all the different elements under his command.

In a game like Battlezone, it's quite simple. There's only one tank for you to control, and you don't have to be concerned about anything else. In Team Yankee, there are 16 individual vehicles under your command, and each of them has its own weapons systems with a choice of weapons for each one.

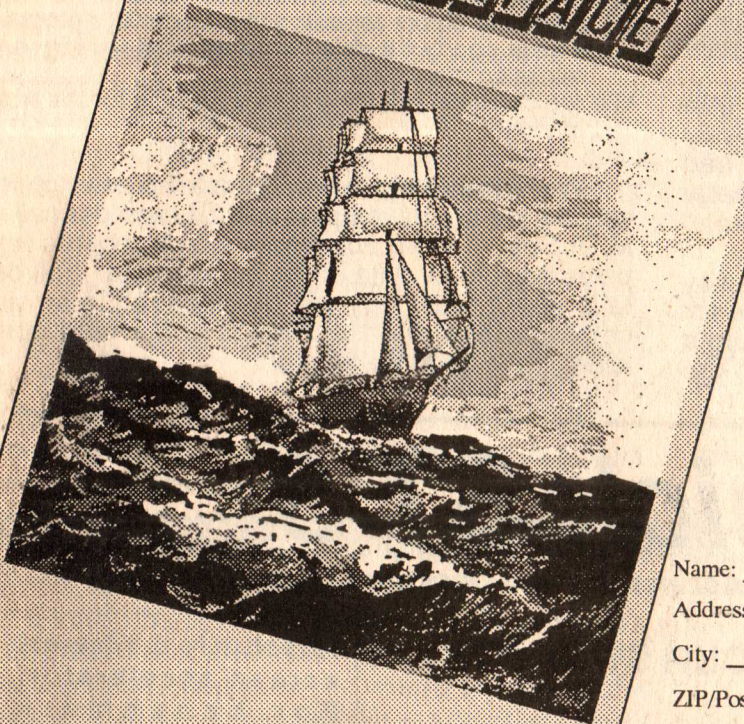
You also need to direct each vehicle according to the overall tactical plan of attack you've developed, and do it at the same time your opponent (in this case, the computer) is commanding his forces against yours.

In "classic" wargames played with pieces on a playing board, this is accomplished by having the game proceed in "turns." Each tank moves and fires in its turn, and any damage to the enemy is resolved before the next tank gets its turn. Many computer-based wargames have used this playing method, but it's an extremely unrealistic representation of real warfare.

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Dispelling A Nasty Rumor...

CodeHead Software *'IS'* Developing a New Product For Atari Computers

The recent August issue of Atari Interface included feature articles and reviews of many of our products. We'd like to thank Bill and Pattie Rayl for a very well-done issue which accurately describes many of the basic as well as the advanced features of our software. But as great as this exposure was, it seems many people have focused on one small paragraph in the issue.

"Now, the bad news." That's exactly how the paragraph in "Editorial Ramblings" started out. This editorial went on to point out that the CodeHeads are registered Macintosh developers and that "While the CodeHeads will continue to support their current products in the Atari market, they 'currently have no plans to release any new products for the Atari market.'"

While these statements are true (or were true when they were made), they have been grossly misinterpreted by many readers. We have had several comments from people who say "I'm sorry to hear you're abandoning the Atari market." Nothing could be further from the truth.

We'd like to make it clear that we in no way blame Bill and Pattie Rayl or Atari Interface for this misunderstanding. They accurately reported the quote as well as confirming with us on the phone before printing it.

We've made the statement about not planning any new products several times and are only beginning to realize what a mistake it is to say this. It just doesn't make good business sense for a number of reasons:

There are probably only a few (if any) Atari developers who are currently planning any new releases, but they don't publicize this fact.

We've always stated in the same breath that we will continue to support our existing products as long as there are even a couple of inches of the Atari ship above water, but this is usually ignored.

We made the same statement (about no new products) before releasing our CodeKeys program a year ago but it didn't stop us from writing and releasing this useful tool.

We are currently planning a new release for the Atari market!!!

We're not ready to present a full press release yet, but we are developing a MIDI recorder called MIDI Spy. It is an accessory which records and plays back MIDI data in the background. Full details about MIDI Spy will be released in an upcoming press release. This is something musicians have been waiting for!

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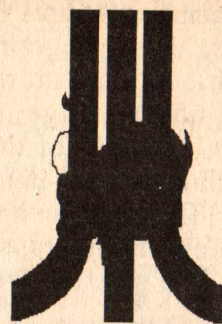


PRESIDENTIAL PONDERINGS

It's that time of year again. Yes, AAAUA elections are held in November. We are currently putting together nomination and audit committees. This is always a difficult time of year. Veteran officers who have served two or more years are wondering if it is not time to give someone else a chance. And members in general are anxiously looking about for someone ELSE to accept the nomination. How refreshing it would be to have members clamoring for the opportunity to serve and to have two or three candidates for each officer position!

It occurred to me that perhaps a gavel is unnecessary for most user groups. If the presiding officer wants the membership to come to order, he or she need only ask for a volunteer and a silence will fall over the assembly! "Why is that?", I wondered rhetorically one day. A person in my company suggested that it is because many members feel that they have paid their dues and that this entitles them to have the officers take care of all the administrative details.

Could this be true? Haven't these members considered that the officers are also dues paying members and that they too would enjoy participating in some of the user group activities? Even if the user group does not require their officers to pay dues as a token of appreciation, this scarcely begins to cover the time and energy required to keep the group running smoothly. So, how about it, members? Isn't it time YOU got involved? Isn't there some position that you would be able to fill? If you are a new member and are reluctant to assume a lot of responsibility all at once, then consider volunteering as an appointed assistant. There are many ways you can help and make your user group even better than it already is. I know you will benefit from the experience. And chances are you will even enjoy it. So don't be bashful. Speak up at the next opportunity and let your officers know you are willing to help. You will be glad you did



BRAG*ST NOTEBOOK

Our July 18th meeting went very well as we had nearly a full house and a good time seemed to be had by all. Computer Challenge donated to the club an Atari banner which we now display at the meetings. Mark Pierro held a beginners corner before the meeting. Demo'd at the meeting were Cyber Paint, a MIDI demo of Easy Score and Edit Track by Lou Krueger. Gerry Genson then demo'd Lemmings, a nifty and different type of game. After the break Bruce Stringer demonstrated NeoDesk 3.

The software raffle won by Kevin Blest so he got to take home Lemmings. Our new door prize raffle was well received by the members especially the winners: Mike Berkley won a mouse pad, Bruce Stringer 5 blank disks, and Bob and Carol Bauer won a bag of cucumbers donated from the garden of Mr. JoPeter Ueckerorth.

See you at the next meeting, and remember let us know what type of programs you would like to see at future meetings.

Middle
Georgia



Atari
Users
Group

AUGUST MEETING

Another great meeting with good turnout. We had one computer at the meeting (mine) and a few new programs. A lively discussion was held by all on what's new at Atari.

We also had a discussion on the upcoming computer show at the Houston Mall on October 5th. Be sure to sign up for the show so that there will be no surprises when showtime comes. If you have an extra table available then that will be a great help.

outstanding. Remember to slip a few bucks to Bob and Ed if you use these programs. Ed no longer supports the 8-bit line anymore, by the way. I have his MAC/65 cartridge. John Sandgren showed the ARC features of the SpartaDOS X cartridge. Everything is built-in and super fast!! It was really slick. (That was the last straw for me. I bought one of those hummers, since they are on sale with ICD.) The meeting went long and fun was had by all.

At the July ST SIG, Terry Quinn went through a handout on how to UNARC and ARC ST files. Sam Cherry also showed a number of "driving programs" like Test Drive II which were pretty neat. We also added a few members at the meeting. We are also going to have a special program on MIDI in August.

Please check your mailing label to see if your dues are up and get paid up. And remember, if you are having a problem with anything, please give one of the officers a call. The club even has loaner hardware if you go down and get into a pinch. We're here to help!!!

See you at the next SIG meeting.

Rick Reaser, P3ACE President
(Home) 380-8082
(Work) 554-5905



Guess what happens when the weather turns cold and the outdoor chores are done for the season? Computing! What better machine to "hack" with but your Atari 8bit or ST?

Upgrading to TOS 1.4, install a memory upgrade, install a high density drive, install a Happy or US Doubler, add a hard disk, add a 16 Mhz 68000 to your ST, install a 68030 board, or even break down and buy that complex program you have been dying to run on your computer. You have all winter long to enjoy your Atari, so make the most of it! Your Atari and our loyal third-party vendors will appreciate your generosity.

Meetings have resumed and turnout is always

robust. Our first project of the year will be to upgrade the memory of our clubs' 520ST. If anyone is willing to volunteer to try it, and if you're qualified, the burden will be on your shoulders. The club will pay for the upgrade and maybe we can all watch your handiwork at one of the meetings!

Not all SIMM's are created equal! I found out the hard way. I upgraded my STe to 4 megs recently, but not without some disappointing experiences. The first quad arrived and I immediately installed them. After running every system_info test I had, the report showed only 1 meg was installed. A second batch came and still the same 1 meg. Doug, at Rising Star Computers, sent me four more, but from a different manufacturer. Presto, FOUR MEGS!

Our AIM's have been arriving, well, rather slowly this summer, but no one is complaining. Receiving any kind of information about Atari computers is welcome at our home. There are no vendors in Duluth/Superior carrying any kind of Atari magazines. That's really too bad. AtariUser is still coming regularly, and we have sent them a check for their job well done.

R.A.C.E.

Welcome to yet another issue of AIM. Well I don't have much to say about club activities, but hopefully Eric will add some to this letter.

My name is Robert Yates and I am the Sysop of our BBS. In this month's letter I want to talk about the BBS and point out some of its features. The BBS software I am running is Michtron's BBS 3.0. I selected this software because of its ease of use and very simple set-up procedures.

For those of you who have no modems, take heart, the club has two modems with RS-232 cable and software to lend to you. Call Eric Schofield at 851-5134 for more information about the modems.

The BBS is called the Galaxy BBS. When I first considered starting a BBS, I asked Club members what features they wanted or expected from a BBS. The two most asked for features

We had three great disks to give away to members at the meeting including 2 from AIM (July and August) and of course the disk that I made up. We also had the Atari User magazine for August to distribute. That's about \$15 to \$25 worth of software and magazines at this meeting alone. If you weren't there then it is your loss.

Lee Benjamin gave a nice demo of the new control panel from Atari - mainly for the STE and TT but also usable on the 520 and 1040ST line of computers. Lots of nice features and the ability to configure which modules that you want to load to save memory.

There will be NO computer meeting in October because of the show so don't forget - just be sure to come to the show and see us or better yet bring your computer and join in the fun.

Until next time, hope to see you at the show.

home is Wildcat Orphanage (392-6631.) Other local BBSs that support Atari computers are Chris Smith's Last Castle (390-9837) and Bruce Faulkner's Board (574-7406).

Here is the list of the people in P3ACE that are on GENie along with their GENie mail addresses.

Matt Allard	M.ALLARD4
Sam Cherry	S.CHERRY4
Ed Fletcher	FLETCH
Fred Koch	F.KOCH
Dave Koster	D.KOSTER
Roger Meston	R.MESTON1
Michael Miller	M.MILLER4
Brad Moravek	B.MORAVEK
Rick Mount	R.MOUNT
John Peters	ST-GUEST
Terry Quinn	T.QUINN1
Rick Reaser	R.REASERJR1
John Sandgren	J.SANDGREN
Robert Sandlin	R.SANDLIN1
Tom Scanlan	T.J.SCANLAN
Jerry Sundee	J.D.SUNDEE
Kim Swift	K.SWIFT
Jeff Traczyk	J.TRACZYK1

(Dave Koster is still technically a member of our club even though he moved to Ohio. Drop him a line sometime.)

Hopefully, this list will allow some of us to communicate more via E-mail on GENie. Remember that you get all the E-mail you can stand as a part of the \$4.95 monthly fee on GENie.

For those of you not on GENie, it is the place to be in terms of "pay" telecommunications services. It's a local number, so there are no toll charges as well. To join GENie call 1-800-638-8369 on your modem, half duplex. When connected, type "HHH." At the "U#=" prompt, type "SIGNUP" and press return. Follow the instructions and have your credit card or checking account number ready. Hope to see the E-mail flying on GENie. There are already quite a number of us that past hot info on GENie.

We now have the AIM 8-bit Disks of the Month in our possession. There are available for 50 cents apiece at the 8-bit SIG or give us a call if you can't make it to a meeting.

We also get AtariUser Magazine. They are available free at the SIG meetings. Back issues are also available.

The August 8-bit SIG was a complete demo of archiving programs. Some members have had problems with all this. Rick Reaser demoed Bob Puff's SuperARC and UNARC as well as Disk Commander. Rick also showed the "View" facility available on Ed Bachman's WEDGE for SpartaDOS 3.2. All these shareware programs are



The Prez Sez by Rick Reaser

Blank disks are in!! We put in a mass order for blank disks for the club and they are now in. 5 1/4 inch disks are available for 25 cents each, while 3 1/2 inch disks are available for 35 cents each. Pick up yours at the meeting or give me a call. We bought 100 5 1/4 inch disks and 500 3 1/2 inch disks. Thanks to Sam Cherry for doing all the leg work. We can order more if we run out.

For our modemless friends, the club has a loaner Hayes 300 baud modem with cables that you can check out. We are also buying one of those Atari SX-212 modems that is on sale through Damark. the SX-212 can connect directly to both 8-bit and ST computers. If you don't have a modem and are low on cash, this is the modem for you. You can order one from: Damark Industries, Inc., 7101 Winnetka Avenue, North, P.O. Box 29900, Minneapolis, MN 55429-0900. Request item number B-476-181504. You can also order by phone with a credit card (AMEX, MC, VISA, DISC) by calling 1-800-729-9000. The price is \$19.99 + \$5.50 S/H. Go for it. If you are unsure as to whether you need telecommunications, check out the loaner modem.

Speaking of telecommunications, our new BBS

were E-mail and Z-modem. At the present time Z-modem protocol is not supported by Michtron BBS 3.0. But E-mail and F-mail are available and are a part of the BBS.

E-mail is private mail sent to another user and this mail can only be read by the person the mail is sent to. F-mail is like E-mail but you can send another user a file instead of a message.

Other features of the BBS include X-modem, Y-modem, Y-modem Batch and ASCII file transfer protocols. These protocols will help you to upload and download file to or from the BBS.

There are 14 accessible sigs to all RACE members. Some of the sigs include: Atari on-line—this sig contains on-line electronic magazines such as ST-Report, Z-Net and Lamp from GENIE; RACE members only—this sig will contain the newest public domain programs out for the Atari ST; IBM emulation—this sig contains programs and GIFs from the world of the IBMs; MAC/Spectre/GCR—this sig contains programs for the MacIntosh computers; and 9 other sigs for the Atari ST and one sig for the Atari 8-bit computers.

The BBS is up and running 24 hours a day. Remember gang, this BBS is yours to use and enjoy! Give it a call and tell me what you think of it or suggestions for improvement.

The next 2 months meetings are as follows: September 24 and October 22. These meetings will be at the Richard B. Harrison Library starting at 7p.m. as usual. If you have any questions, please don't hesitate to call the officers. See ya at the next meeting gang!

ST. We then plan to put the printers thru their paces. We as a club have had demo's for about the last six month of everything possible dealing with productivity programs and hardware. This demo because of hardware required will be the "mother" of all Demo's. Please plan to attend.

By the Way. The November meeting is nominations of officers for 1992. The election and Christmas party will be in December.



It's August as I write this and we just completed another highly successful Atari Swapmeet. We had quite a turnout, with a great many transactions going on. There was a lot of software and hardware exchanged which had previously been gathering much dust on people's shelves.

We recently have been privileged to get an excellent group of demonstrations including a demonstration of a true multitasking environment called MULTIGEM, demonstrated by Richard Betson of RIMIK Software.

We also saw a prototype Turbo-25MHZ accelerator board by FAST Technology. This board will probably never be anything other than an oddity, but it shows what can be done if a developer really puts his mind to it. Now if we could only get these guys to talk to each other...

On August 19th we will see the new Gadget's by Small SST board. Former SDACE president Mark Booth will be demonstrating this new accelerator at our regular monthly meeting. This should be a good prelude to the upcoming Glendale, California Atari Show in September.

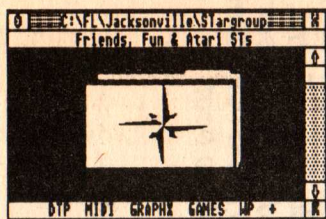
For future meetings, we anticipate a MIDI presentation, probably more products from RIMIK, and maybe another foray into Desktop Publishing. Hope to see you at an upcoming meeting.

SCAT SUBURBAN CHICAGO ATARIANS
AN INDEPENDENT COMPUTER USERS GROUP

Suburban Chicago Atarians News for October 1991

The general meeting of SCAT has been changed to the First Saturday of the month. This change has been in effect since the September meeting. The next club meeting is on the 5th of October.

The Demo planned for October is to connect a Hewlett Packard Deskjet 500 and a IIP to an Atari



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☐ Atari 8-bit (12 SS/SD "flippies") — \$50

Sign me up for your Disk of the Month only. I am not an AIM subscriber.

☐ ST/Mega (12 double-sided disks) — \$60
☐ Mac/Spectre (12 DS disks) — \$60
☐ Atari 8-bit (12 SS/SD "flippies") — \$60

The STargroup is a computer club specifically for helping members use their Atari STs. Now is the perfect time since our yearly dues are only \$15 and now include a quarterly newsletter along with a year's subscription to AIM. Other benefits include free access to our library of over 50 megabytes of Lharced public domain and shareware programs for your Atari and extra time on the STargroup BBS, the Bandersnatch (904) 642-7682.

The late breaking Atari news here in Northeast Florida is that we have just discovered a new local user group called F.A.C.E. (First Coast Atari Computer Enthusiasts). We have already met with them and decided that our clubs should have a joint meeting roughly once each month. They have a lot of interesting ideas and we are really looking forward to combined efforts. Keep watching this space for a list of meeting dates!



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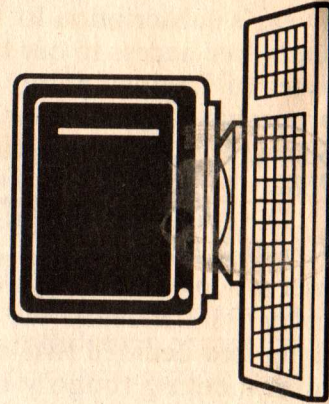
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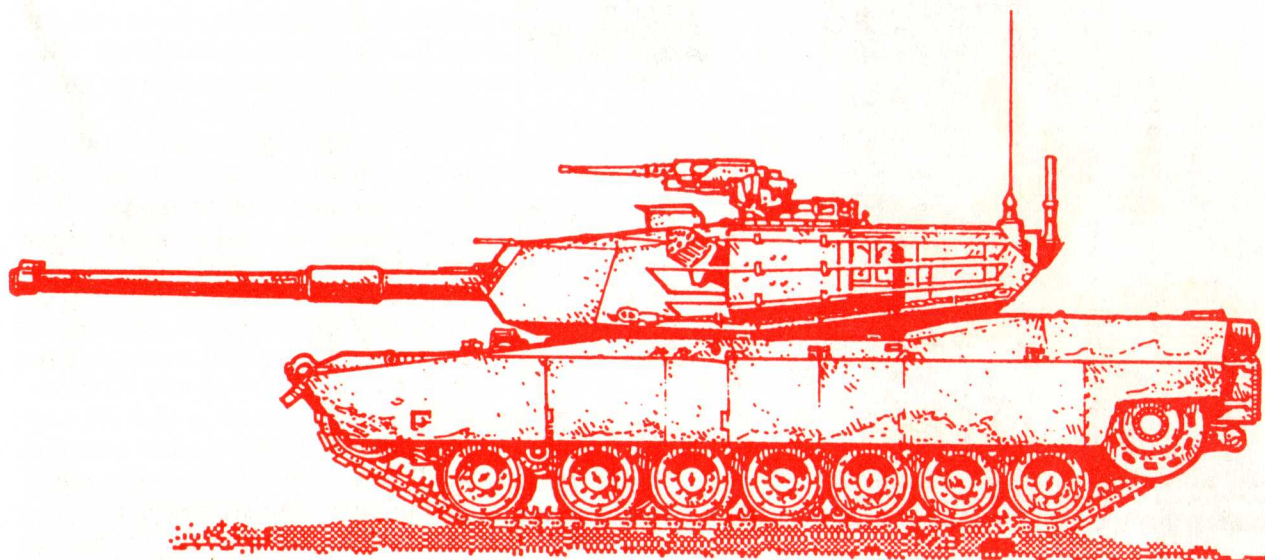
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This Price Guide was designed entirely on our DTP system and printed on a 300 dpi Postscript laser printer.

Note: All pricing assumes 300 dpi Postscript color or B&W output. Call for prices on high-resolution Linotron output.



In real life, a Soviet T-72 battle tank is *not* going to wait its turn before blasting you!

Thus, "realtime" wargames like Team Yankee have been attempted, with the action proceeding non-stop and all the various elements moving and firing all at once. The main problem with this kind of wargame is, again, how to control so many different elements all at the same time.

Team Yankee partially solves the problem by breaking the 16 vehicle unit down into four squads. You move, aim and fire for each squad as if each was a single tank. This reduces the actual number of elements under your control to four, which is a lot more manageable but still quite demanding.

The game can be played from floppy disks or can be installed on a hard drive. The "copy protection" consists of having to identify three of the armored vehicles from the game, using silhouettes contained in the game manual.

Playing Team Yankee

There are five scenarios in the game, corresponding with battles in the book. Each scenario must be won before you can proceed to the next, which means you can't skip one that may be giving you trouble and come back to it later. After completing the set of five battles, you're advanced in rank and can play through the set again, each time with harder difficulty levels.

Each scenario starts out with an overview map and a notebook giving

details of the battle and its objectives. You can call for artillery support at this time and set the time for each barrage.

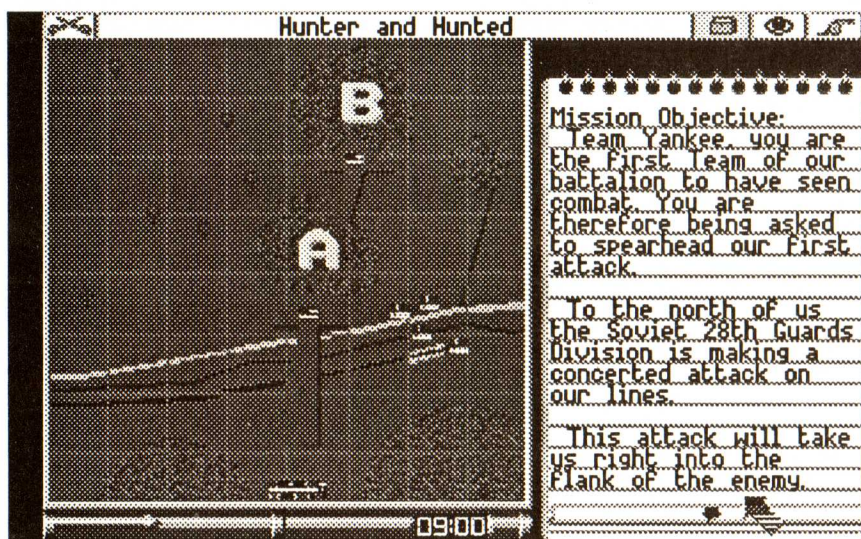
The main screen of the game can display either one unit at a time, or a "quadrant mode" which shows all four units at once. The display for each unit can be an overhead map view of the unit, a status display of the damage a unit has taken, or a 3-D "cockpit" view showing the battlefield in front of the unit's turrets.

Drawback in Viewing

Unfortunately, the quadrant view, while interesting, is almost useless during gameplay. To be fair to the game, the main cause of the problem is the relatively poor graphics resolution of the Atari ST. Even in low resolution, there just aren't enough colors or pixels available to really be able to make out the enemy tanks at almost any distance beyond point-blank.

In any kind of warfare, sighting of the enemy, ranging and aiming are all important. Thus the development of camouflaged, low-profile vehicles, and even Stealth technology. It's only natural that "finding the enemy" is an important part of any combat simulation.

But, while you're peering myopically at the screen and trying to decide whether that jumble of green pixels is a tank or a bush (and then whether the tank is a friend or foe), the Soviet commander (the ST) has no similar problems at all. Your entire command can be blasted out



from under you while you're still swinging your turrets around trying to find the enemy (and that's at the *easy* levels!).

The other drawback of the quadrant mode is that there are several controls which are just not available on that screen. You have to go into full screen mode to make use of the smoke generator, laser rangefinder, telescopic zoom and infrared viewer. I found myself using full screen mode exclusively, once I got into the game, switching between the different squads when needed.

Even in full screen mode, and with the telescopic "zoom" engaged, it's still very difficult to make out the enemy at a distance. The lifesaver here is the infrared viewer. Just as on a real battlefield, the Allied forces have an advantage through their technical superiority. Since the engines in a tank put out a lot of heat, infrared sensors will pick them up as very bright objects compared to the surrounding terrain.

Viewing by Infrared

At times (most of the time, really) the infrared viewer will be the only way to see the enemy at a distance. Unfortunately, the infrared has some drawbacks too. It completely blanks the screen, displaying in green on black only those objects which put out heat. Thus you can no longer see roadways, rivers, buildings or anything else that's relatively cool.

Also, it's *extremely* difficult (even moreso than with the direct view) to tell whether a tank is an enemy vehicle or a member of a friendly unit when using infrared. Your shots are just as deadly against friends as against foes, and it's not nice to kill the other members of your team.

Other annoying quirks include problems with the "loading" of the tanks' guns. In an effort to maintain

realism, there is a delay built into the game to simulate the time it takes to actually load a shell into the main gun. I have no problem with that at all.

What's extremely annoying (and possibly a bug in the program) is that every time you switch to the map screen and back again, you have to wait for your guns to load, even if they were loaded when you went to the map.

One unit is made up of Bradley Fighting Vehicles which only have machine guns for weapons, and armored personnel carriers with TOW missile launchers which take much longer to load than main cannons. It's aggravating to come out of map mode and have to wait as your missiles are loading

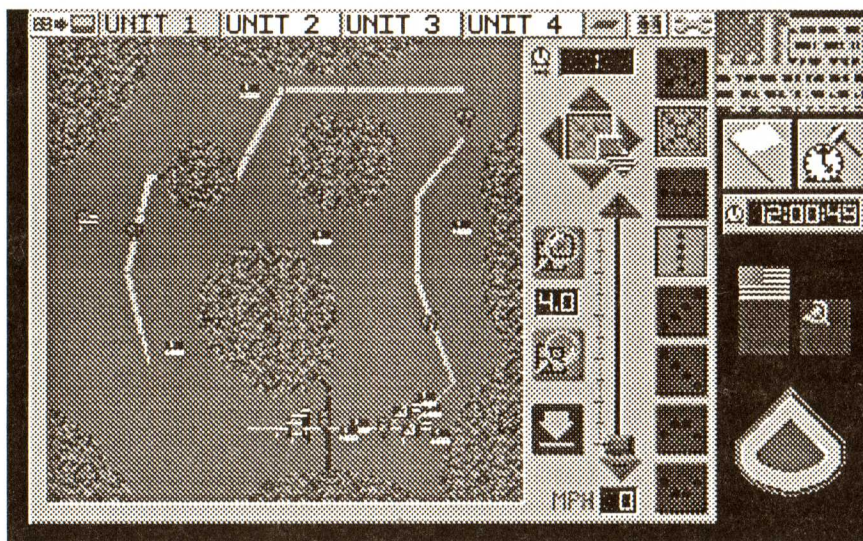
again, while Soviet tanks are taking potshots and you're sitting there completely unarmed and helpless.

Perhaps the worst flaw in the game, however, is that there is no way to steer your tanks. Let me repeat that, in case it seems a little unbelievable. There is *no* way to steer or control your tanks from the main view screen. You can rotate your turret 360 degrees, fire the guns, choose different weapons, but you cannot control the movement of your tank *at all*.

Lack of Movement Control

All movement is commanded from the map screen, in much the same manner as the "boardgame" war-games. You set a destination and ground speed, and the tank takes a straight path from where it is now to the destination. Only one destination can be set, so you can't program a path for it to follow, whether it be to follow a road, or bypass a woods, whatever. You always go in straight lines from here to there.

If you want to alter the speed or direction of your tank, you have to leave the main 3D viewscreen (sort of like closing your eyes during a battle, with Soviet tanks blasting away around you) and go to the map



screen. There you can set a new destination point and speed. You can't just turn your tank to face an enemy as you would in a real battle, to present the smallest profile and the heaviest armor to the enemy guns, you have to set a "destination."

If you suddenly spot a line of Soviet BTRs coming out from behind a group of trees, you have to go to the map screen to slow down or stop, giving them a perfect opportunity to blow most of your unit away while you're clicking on icons. Worst of all, you may have to watch targets disappear from view as your tank goes careening on its pre-programmed path before you can do anything about it.

It's hard enough to find the enemy in the first place, much less trying to reverse course to find them again.

This particular method of movement control can also be very annoying when you're carrying out "search and destroy" missions in wooded areas. In the first scenario, the mission objective is to destroy enemy resistance around one wooded point, then proceed to occupy and hold a hill just beyond.

Can't Win for Losing!

I felt I'd met those conditions when I had a tank unit stationed on the hill and was roaming freely around the first objective unopposed. My second tank unit was driving around the woods like it was on parade in Red Square, just asking for the few remaining Russian tanks to attack it, and still the game told me I'd lost the battle because I hadn't wiped out *every* Soviet unit.

The next time I played the scenario, I ended up searching the nearby village building by building, then slowly creeping along the pathways in the woods looking for the last few enemy tanks hiding in there.

Instead of simply driving my tanks along the paths, it became a frustrating matter of going to the map screen, placing my "destination" a dozen yards or so in what I hoped was the right direction, then quickly returning to the 3D view so I could scan the area for the

This is outrageous!
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worth millions of
dollars. You have
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out a platoon's worth
of Team Yankee's
strength.

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turn your machine off,
and go and hide
somewhere for a very,
very long time!



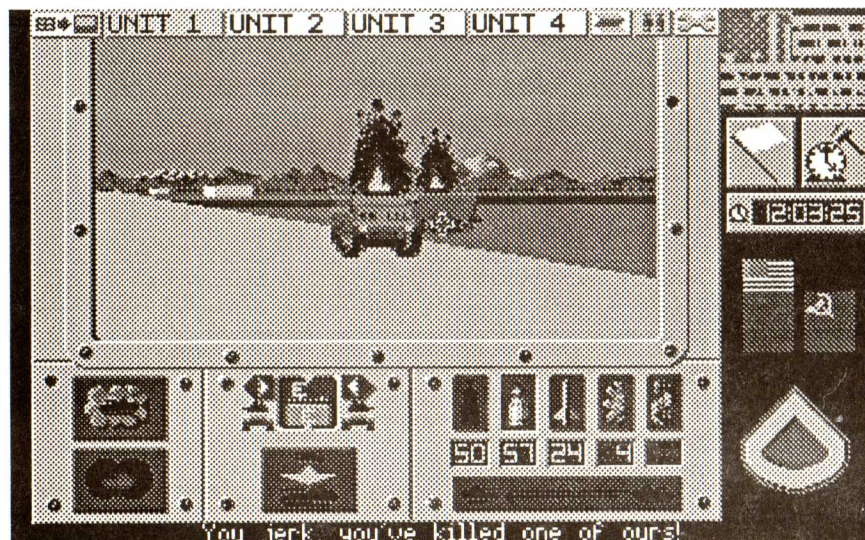
enemy before my tank stopped at its "destination" and I had to repeat the routine (all the time waiting for my guns to reload after switching to the map screen).

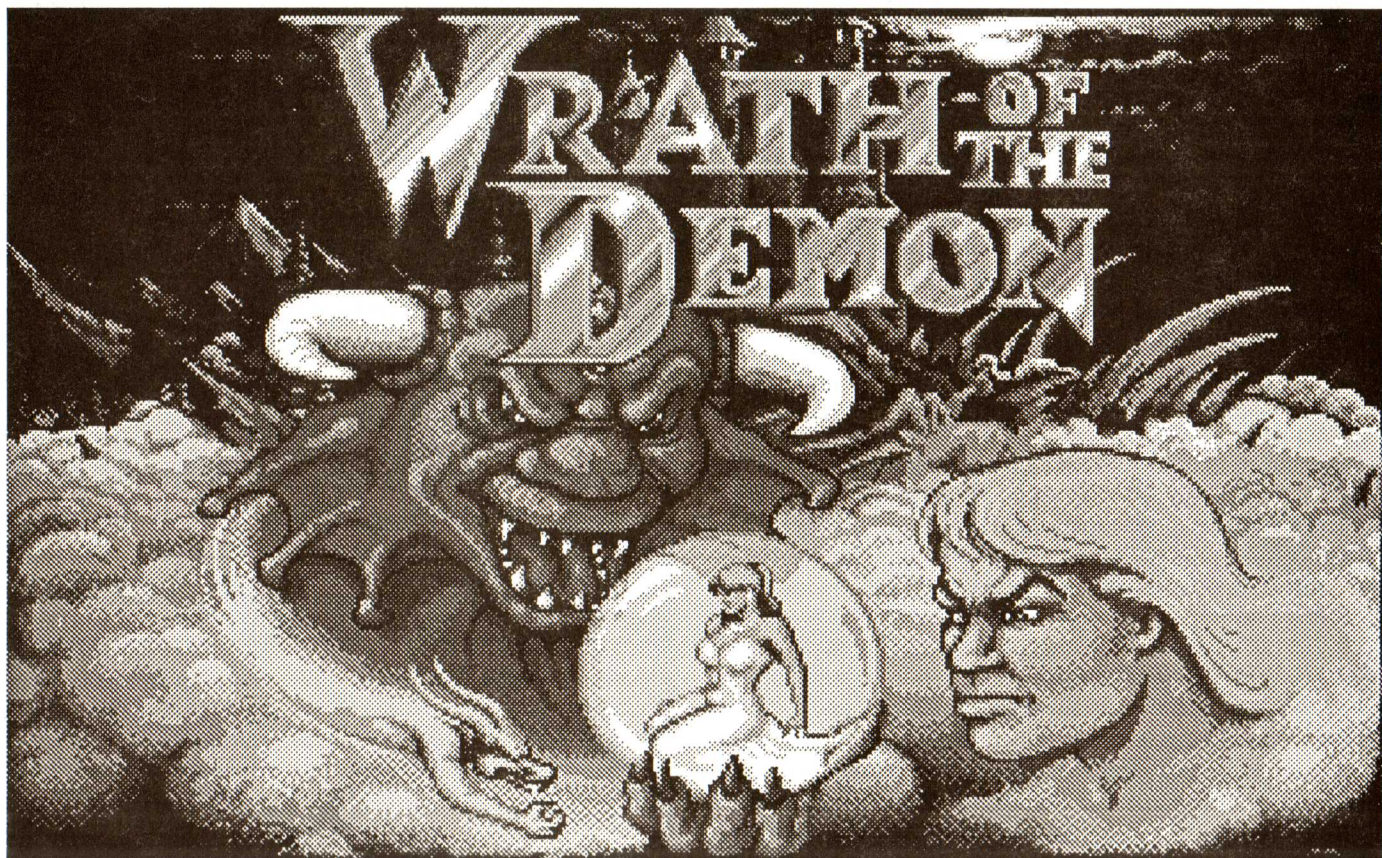
I found two of the remaining tanks that way, and was creeping along through the second woods when the game again told me I'd lost the battle because I took too long. Aaargh..!

I suppose it sounds like I didn't like "Team Yankee" very much, which really isn't true. I did like it, but it's one of those games which could have been a *lot* better. With better movement controls, and a few of the little quirks fixed, it would be a very good tank combat simulation, especially with its ties to the "Team Yankee" book.

The game really has a good "flavor" to it, with very good graphics and sound, and a *very* nice opening animation. If it wasn't for those "rough spots," I'd be able to recommend it without hesitation.

If you can live with some quirkiness, and the awkward movement, Team Yankee is worth a try. If you haven't already done so, get the book and read it, then see if you can match the exploits of Team Yankee's Captain Bannon.





Bill & Pattie Rayl

The dread Wizard Anthrax has released upon your quiet kingdom a horrible Demon in an attempt to take over the throne. The King has called upon you to save the realm, and even promises to give his daughter's hand in marriage should you succeed in killing these evil creatures. You and your horse are highly motivated!

Action!

Yes, that's right, your horse is in this with you, for awhile anyway. In the first phase of this game, you and your horse attempt to get through the gauntlet of obstacles and flying creatures as you race off to save the world from the clutches of evil.

The horse has to jump over rock piles, snakes coiled in the road, crates, rocks, skeletons and more. Meanwhile, you have to punch out flying bat-like creatures and try to pick up all the potions you can (you'll need them for the remainder of the game!) Whew! It's quite a challenge hanging off your horse and grabbing potions off the ground while keeping an eye out for nasties. And this is only the first scene. There are lots more, and they are all challenging.

Next on the Agenda!

Once you succeed in getting through this gauntlet (hopefully with your maximum of three each of shield, zap and healing potions), you're off to fight goblins in the woods. Goblins are not very nice creatures, and the two you meet here are no exception. While one of the goblins advances on you with axe drawn, the other stands back and throws rocks and knives at you.

Using your sword, you attack the advancing goblin...while dodging and ducking the knives and other projectiles being hurled by goblin #2. If the goblins kill you, the one with the axe gets *real* happy. It's worth dying once or twice just to make him happy...but only once or twice.

This is where your faithful "Hiho, Silver!" horse deserts the cause. That's right! You beat back a goblin double-team, only to find that you have to hoof it on foot from now on. And to make matters worse, you walk right into a dragon's lair.

More Fun in Store!

Now, this is one of the strangest dragons you're ever gonna meet. (Well, actually you've got 120 different monsters to encounter in *Wrath of the Demon*, so it's a little early to make an observation like that!) This dragon, though, sure can kick-box! This bugger is tough (but not frustratingly so) and his big feet make him hard to get close to. Once you defeat him, he shrinks down to about "mouse-size" and runs away. Great stuff!

The next level starts in a large underground cave with stalagmites, gory markers and lots of bouncing, crawling and flying nasties! In all, there are 600 individual screens in *Wrath of the Demon*. This is one game you'll be playing for awhile! Thank goodness there's a Save Game feature.

Great Graphics

When you first boot *Wrath of the Demon*, the whole first disk (there are four disks) is devoted to a rather nice animation that sets the stage. The graphics in the animation are very good. In fact, *Wrath of the Demon* is a graphics junkie's dream come true. The game has 3.5 megabytes of graphics data in it!

The animation feel is carried over to the actual gameplay, as are the excellent graphics. When you're galloping through the gauntlet, the clouds, fields and mountains in the background all give a very nice perspective of movement.

Even the weeds in the foreground move, and at a

different rate from the grassy fields in the background.

For all the gaming pros out there who keep up on the terminology, this is called "smooth parallax scrolling." Other games, like *StarRay*, have used this form of scrolling to great advantage, but *Wrath of the Demon* gets our vote for the best use of smooth parallax scrolling yet. Scenes like the one when fighting the goblins are perfect for this type of scrolling.

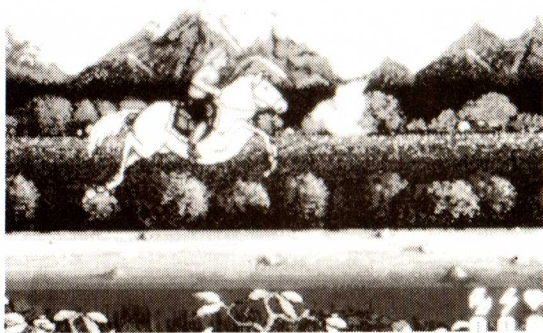
When battling the goblins in a forest clearing, clouds roll across the sky and in front of the moon, and the background scene actually seems to be alive with its own movement. The feeling you get is one of a real, living world that you're in, not a flat, dimensionless backdrop. This adds a tremendous amount of realism to the game.

Strategies

The type of strategy you use in *Wrath of the Demon* varies from level to level, as does the motion. You have to adapt to new and different situations. In this way, the game doesn't become "the same old thing" from scene to scene.

The first scene features a bit more "stunt" work—jumping obstacles and grabbing things from the ground while at full gallop. The second and third scenes are more the traditional "hack-n-slash," with a touch of karate. The underground cave scene requires a bit more thought and reflexes to get past bouncing nasties, spikes shooting up from the floor and other barriers.





General Notes

Wrath of the Demon was first released on the Amiga, and has since been ported to the ST, IBM, and Commodore 64/128 machines.

Whenever a game is ported from the Amiga to the ST, something almost always seems to get lost in the translation. Not with Wrath of the Demon. The team that ported the game to the ST—Ralf and Ulrich Doe-wich of CyberCube (makers of the CyReL color boards for the ST)—did an outstanding job on this game.

The 12-page manual that accompanies the game in-cludes a two-page story to get you in the mood and a short list of game hints. The manual—and the outside of the game box—points out that single-sided drive owners will not be able to play as many scenes as double-sided drive owners.

Users who have two floppy drives can use both drives, bypassing some of the "Insert Next Disk" blues that usually accompany multiple disk games.

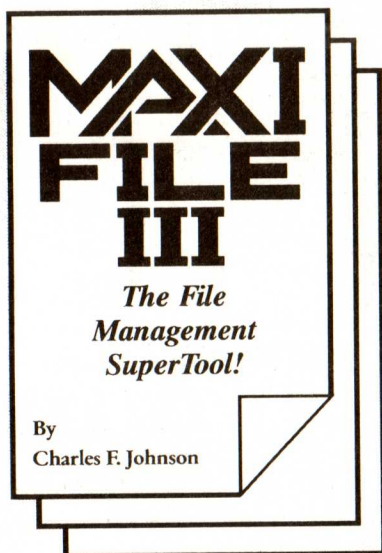
The Save Game feature of Wrath of the Demon lets you have more than one backup, so you can save the game at different locations. Later, you can go back and load any of these saved positions. One interesting thing about the save feature is that you don't need to format a disk prior to using it as a Save disk! Just stick the disk in the drive and Wrath of the Demon does its thing.

Thumbs Up!

This is a fun game—a little more than a "shoot-'em-up," but not as mind-bending as Dungeon Master. The game is challenging enough to keep your interest, but not so tough as to make you frustrated and put it on the shelf. The graphics are excellent and the music (nine different digitized sound tracks) compliments gameplay rather than distracts from it.

Wrath of the Demon is one of those games that has a little something for everyone, and it does everything well with no compromises. Whether you're into action games, arcade games, games with fighting/karate themes or hack-n-slash fantasies, Wrath of the Demon delivers something for fans of all these game types and more.

ReadySoft has a winner in Wrath of the Demon.



By
Charles F. Johnson

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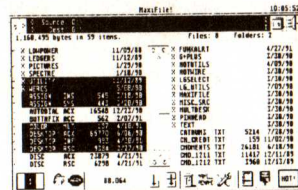
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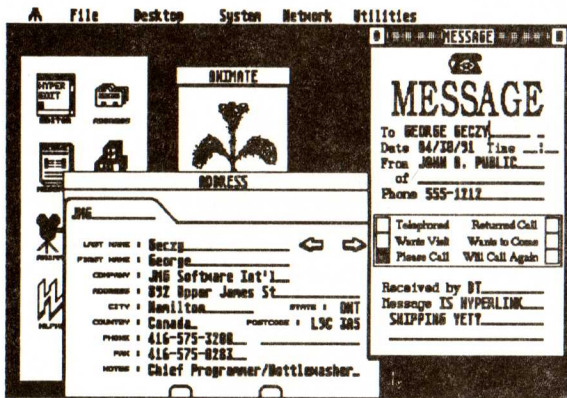
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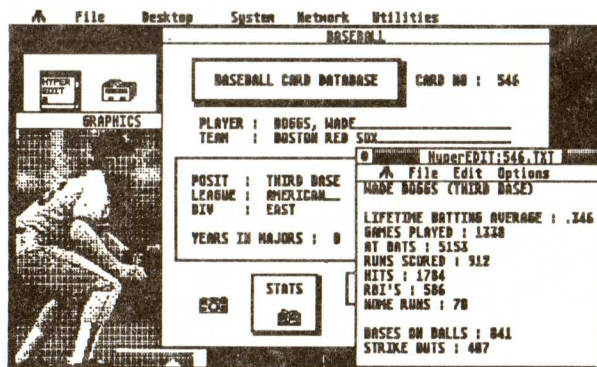
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Fixed Before It Was Broken! Thanx, Dave!

Mike Olin (WAUG)

I've always had a lot of respect for David Small, but recently he was elevated to the level of Grand Poobah Wizard of the Double-Sided Drive for repairing my disk drive problems before either one of us even knew anything was broken.

That Dave! What a Guy!

Here's what happened: recently, I was elected ST Disk Librarian of the Washtenaw Atari Users' Group in Ann Arbor, MI. I spent a great deal of time during my first month re-cataloging the contents of the library, something I'm sure every new librarian inevitably ends up doing.

After the re-cataloging, I managed to put together five new disks for the August meeting. Compiling the disks was simple enough, but then came the task of making saleable copies. Fortunately, the club had seen fit to allow me the use of a disk drive for this very purpose so I wouldn't have to put wear and tear on my own precious mechanism.

Using ProCopy I read from my drive and, with the multiple copy option, created three copies of each disk on the club drive. This worked beautifully, as you might expect. For about one minute...

Disk Blues

The first copy seemed to go OK. Then ProCopy prompted me to insert the next disk and hit <RETURN>. Hmmm. I thought I had closed the write protect tab on all the disks, yet ProCopy said the

disk was write protected. But it wasn't!

Reinsert disk, hit <RETURN>. No go. Trying another disk, I got the same results.

However, I found that if I hit <RETURN> *twice* (before the drive light went out), ProCopy would "see" the disk as write-enabled and proceeded to produce the second disk. Same thing for the third copy. Far be it from me to argue with a disk drive at 1am. It worked and I had a lot more work to do.

Trouble!

Alas, all was *not* well. Although ProCopy *said* everything was fine, the disks turned out to be unreadable at the desktop. Opening a directory window caused a string of garbage to appear within it, and there was a 50-50 probability that the computer would lock up once this happened.

At this point, I assumed the club drive was probably in need of alignment or some such repair. So, out of expediency, I chose to go ahead and do the work using my own drive after all.

Square Electrons?

But now even my own drive would not write successfully! It seemed that just having the club drive plugged in, even though it was turned off, was a problem. Sorta like working with square electrons, or something. So I separated the club drive entirely from my computer and started all over again.

No go. My very own, never-had-a-problem drive wouldn't work with *any* version of ProCopy. Period. Zip. Nada. Out of desperation, I started tinkering with my

AUTO folder programs and ACCs, but still no luck.

I switched off my ICD AdSpeed thinking it might be giving ProCopy a headache, but this didn't help either. (Note, ProCopy *does* have a problem with 16Mhz speed-ups, but that's another topic and not related to this story.)

Even More Trouble!

I even broke out my drive head cleaning disk hoping maybe this would help...and I switched to Double Click's DC-Format, grasping at straws.

Finally, I had some success. Disks displayed their contents properly at the desktop, and programs ran as I expected. Whew! I finished the job and went to bed, secure in the knowledge that I'd have good disks to sell at the club meeting (now barely more than 12 hours away).

Surprise! Most of my "good" disks would not work in the 1040 STe machine we were using at the meeting that night. Attempts to demonstrate the programs were met with sudden re-boots or total lockups. My poor computer was sick!

To the Rescue!

Fortunately for me, there is an Atari sales/service center within driving distance. (Atari being Atari these days, I know many of you probably won't believe this...but that's yet another story.)

After explaining the problem to the technician, he proceeded to run diagnostics on my ailing machine, forcing it to do all sorts of gymnastics. And, wouldn't you know, it passed with flying colors!

Atari's diagnostic cartridge said

there was nothing wrong! So, scratching my head, I went home pondering the possibility that square electrons really do exist.

Probably only in *my* house. You see, once I got the machine set up again, my drive would not write a legible disk that it could read from the desktop! Writing to a known good disk was instant death to the files already on it.

The Culprit Found!

Well, gang, it turns out that the Atari disk drive daisy chain isn't "terminated" all that well. Given the open and unterminated lines, it seems the drives and cables are subject to all sorts of interference and "ring-back."

My monitor (Atari SM124) was sitting there pumping out "noise" just as fast as my disk drive could eat it, with or without the second drive plugged in. Due to space constraints, my monitor sits on a tilting base very close to the back of the computer. So why didn't I have trouble with this before now? I've had this desk arrangement for over 8 months.

Dave to the Rescue

Enter David Small. (Take a bow, Dave!) It seems Dave knows a lot more about noise and interference than Atari, and he managed to build line termination into the Spectre GCR cartridge.

Previously, I had kept my GCR plugged into my computer at all times. (Any light bulbs going on out there???) When I had installed the club's external drive, I had simply unplugged the cable from the GCR and used it to attach the drive. Goodbye line termination, hello line noise!

And, it just happened that the extra long cable which came with the GCR had coiled up under my monitor stand, which put it in even closer proximity to the monitor and made the entire system susceptible to interference. It was the feedback along this cable that caused my own internal drive to also act up.

By simply reconnecting the GCR to the drive cable, I had working internal *and* external drives!

Footnote

Here's a tip for anyone who might be having unexplainable problems with their disk drives—before you drive yourself crazy making trips to a repair center, try relocating your monitor further from your other components. Or, buy a Spectre GCR.

Another thing to take into account is that the Traiels must be getting tired of shooting themselves in the foot every day and they're probably gonna shoot at yours sometime if you let them! So, buy a GCR anyway.

Thanx again, Dave!

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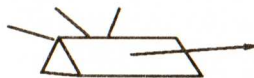
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A Dealer's View of AEGIS

Mike Drysdale

On August 5 & 6, Atari held its AEGIS Dealer Symposium at the Wyndham Gardens hotel in Sunnyvale, CA. Attending were about 23 dealers (one-third MIDI music dealers) and developers. (For a complete list of who was there, see Bob Brodie's posts on GENie.)

This was an event of multiple opportunities—training of dealers in Atari hardware and software, exposure of computer stores to MIDI/music stores and vice versa, meeting Atari employees. All of this in a more intimate setting than trade shows like Comdex.

What really happened is Atari introduced its *AEGIS Strategic Partner* program for dealers and the Professional Systems Group. What this program does is create three levels of dealers/distributors.

1. Key or AEGIS dealers and distributors who will receive preferential shipping of high-end product (TT and MEGA/STe w/hard drive) and other merchandise.
2. Distributors and smaller dealers who will receive all product, including high-end when available.
3. Non-direct resellers of Atari who buy product from level 1 or 2 dealer/distributors.

The Professional Systems Group is the banner used to sell high-end products without having the well-recognized but often misunderstood name of Atari out front.

Let us acknowledge that Atari put this AEGIS meeting on at con-

siderable expense. The hotel's conference area was set up with 10 tables, each containing a TT with 8MB RAM, hard drive and color monitor. At the front was a TT hooked up to a LCD overhead projector for demonstrations.

On the Agenda

The first day was a series of presentations covering the AEGIS program, Atari hardware and systems software, UNIX, retail and seminar selling, and detailed discussions with Atari sales and service reps.

During and following a dinner buffet was a product expo which allowed dealers and developers to get together one-on-one.

Day two, like day one, started at 8AM with a breakfast buffet, but we then split into two groups. Computer resellers stayed at the hotel for training on products from Lexicor, Soft-Logik, Gribnif, ISD and Goldleaf.

Meanwhile, the MIDI dealers went to Cogswell College in Cupertino to learn about Steinberg/Jones, Dr. T's, C-LAB, Roland and Hybrid Arts products. All training was performed by representatives from each developer.

I went to Cogswell to expand my knowledge of music software. Wow, I learned a lot. I came away feeling that MIDI software is more complex than DTP.

We regrouped at the hotel for a barbecue and more informal chatter.

One might imagine that if you gather a bunch of dealers and developers in the same room for two days with all the executives of Atari there would be a blood bath of complaints. Well, it just didn't

happen. Everyone was enthusiastic about their business or product and Atari in general. We were all there to learn more (which we did) and improve our business (which we will).

The best part was all the freebies that were handed out—so much so, that I had to pack it all up in a cardboard carton and ship it home.

Hardware Hints

On the hardware front, it was revealed that the TT motherboard has been redesigned and resubmitted to the FCC. The new board is a multilayer design and will have a 1.44MB disk drive.

It will be easy to install a 1.44 drive on existing TTs and maybe even the MEGA/STe. Should be just the addition of a chip, drive and setting a DIP switch. The OS already knows how to format a 1.44 drive.

The TT LAN port is faster than a Mac's. The TT SCSI port follows the SCSI 1 standard, not the still being hashed out SCSI 2.

Curious fact about the new SLM605 laser printer—at 10,000 pages, it shuts down until a new drum is installed. So watch that counter!

UNIX Sytem V release 4 with Motif, X Windows, TCP/IP, NFS and RFS will be available later this year. As this represents 160MB of code, it is to be released on its own hard drive for the low <grin> price of \$5000.

We did not see the PAD, Stylus, Panther, Jaguar or any other rumored or imagined product. Any questions about these were met with a shrug, meaning, we can't say anything because either it's not

done or we only talk about what's in the warehouse. Speaking of which, I took a sidetrip there on Wednesday. The warehouse manager was kind enough to let me walk around and take a few pictures. Much of the floorspace was devoted to LYNX product.

Selling Computers

As a dealer (and for you the user), the important aspect of this meeting was understanding how Atari plans to sell their products. At worst, I would call it a shot gun selling strategy—fire away and see what you hit. Or, more intellectually, Darwinian mutations hoping to fill every market niche.

Atari is selling product in two (or three) vastly different markets. One that we've all been familiar with for a long time for games (now entertainment products) is the mass merchandise outlets. In the past, these were places like K-Mart (to name the obvious) for the 2600 through XE, and recently Electronics Boutique and the like for the LYNX.

Second, we have the traditional computer store that probably carried all the above out of brand loyalty and today sells the ST/TT lines. These stores mostly sell to the home and small business user and provide support and service. This is part of the mass market, but with support.

New on the scene, as computers become a commodity, are warehouse outlets like PACE or CompUSA that only want to carry big name brand products. Atari, Commodore, Sun and others are not part of this market.

The other market is the one you rarely see—niche markets sold to by VARs. (Definition time: VAR stands for Value Added Reseller, sometimes known as an Integrator.) These companies usually sell a solution to a problem. The solution usually involves custom software written for a particular computer. The buyer typically does not care what the hardware is as long as it solves the problem.

Atari, although not well known by the average user, sells most of its computer products by way of this market. A few examples: the 8-bit continues to dominate the teleprompter market. Most TV, cable and closed circuit studios use an 8-bit with custom software. The VAR sells such a system for something like \$3000.

The ST is used in custom installations for Point of Sale, embroidery, die cutting, air traffic control, education, digital recording and many others. These STs are sold as part of a system for prices ranging from \$3000 to \$70,000. As you can see, there is a great deal of money to be had in this type of selling. This is the market the AEGIS program addresses.

So, we can see that Atari is split. On the one hand, we have some great mass market products, past and present, which provide high visibility. And, we have high-end VAR products which provide fewer but more profitable sales.

The buyers of the VAR products are relatively unconcerned with the brand name, so the highly visible

Atari "game image" has little effect on them. Unfortunately, market perception is a problem for sales into the home and small business market. These customers don't want to buy a computer from a toy manufacturer (until they see what it can do).

So Atari, with the AEGIS program, encourages resellers to work with software houses like Goldleaf to sell solutions, not computers. Here is the bottom line—your ST is not what you think it is. It is a niche market solution. You, as an ATARI owner, are in a niche market defined as "people who understand the computer they own and are willing to go against the grain for a more powerful, versatile computer at a lower cost."

A similar niche product is the BETA video tape format. It is still sold to TV studios because it provides a better picture than other formats. It is no longer a consumer product, just try to rent or buy a movie on BETA.

Unsolicited Editorial Opinions

I can only speculate what a great program we would have if all the programming hours that went into WordUp, Microsoft Write, WordFlair and First Word had gone into one GDOS-based document processor. I am underwhelmed by these products.

Aside to dealers who low-ball: raise your prices, you'll only lose those customers you can't support anyhow, but you'll make more money on each sale and you will be in business longer *making money*.

Customers, if you do buy from a low-baller, you're not allowed to later wail that there's no support for your Atari when the dealer you bought from goes out of business.

Lastly, I am tired of all the Atari backbiting and rumor mongering. If the same effort were being put into informing the world of Atari's great niche products we'd be too busy making too much money to bitch.

About the Author: Mike Drysdale, the owner of Team Computers, has been selling Atari products at retail since 1985.

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Useful TEXTPRO MACROS

Here are descriptions of how to make some very useful macros for use with current versions of TextPro.

Macro #1: Screen Scroll

TextPro has several built-in editing features, but it does not have one for scrolling by screens. A macro can do the job easily. I defined my macro to do this using the equal sign key (or down arrow) for obvious reasons. Be sure, however, not to end the macro with a RETURN. Have another macro definition immediately after it.

Here's how to do it. Press ESC then CTRL-=. A downward pointing arrow should appear on the screen. Then press SELECT-= to begin the macro. Next press the ESC key and then the CTRL-=. The downward arrow should appear again. Do this until you have twenty-two of those arrows in a row. That ends the macro for a screen scroll. And remember to have another macro defined immediately after that twenty-second arrow.

The screen scroll macro is initiated by pressing OPTION-CTRL-=. It will move the cursor down twenty-two lines. If the cursor is at the top of the screen, it will move to the bottom without scrolling any lines. The next time you press OPTION-CTRL=, the macro will scroll one screen, but keep the last line of the previous screen at the top of the new screen. This allows for continuity when reading from one screen to the next. I think you'll find this a better method than scrolling by lines or scrolling by paragraphs.

Macro #2: End-Of-File with Screen Off

In a long word processing session, do your eyes ever get blurry when you press CTRL-E to go to the end of the file?

Mine did, until I designed this macro

to turn off the screen during the process. Here's how to design it.

Press ESC and then CTRL-E. A figure resembling a right angle should appear. Next press SELECT-= to begin the macro. Now press ESC and then SELECT-CTRL-X. This puts an inverse figure that looks like a perpendicular angle on the screen.

Next, press ESC and then CTRL-E. Finally, press ESC and then SELECT-CTRL-Z. As with the screen scroll macro, don't end this one with a RETURN. Have another macro defined after it.

When you press OPTION-E to use this macro, it will turn off the screen (SELECT-CTRL-X), do an end of file command (CTRL-E), and then turn the screen back on again (SELECT-CTRL-Z). It's a lot easier on the eyes and is a little faster than the normal CTRL-E command.

Macro #3: Blank Line Macros

This is actually two macros. Whenever I have to use blanks in text, I first put in dots (periods). And I always put the dots in in multiples of fours. For a short blank, four dots will do. For a longer blank, perhaps sixteen or even twenty-four dots might be necessary.

Once the document is completed, I use a replace macro to go to the top of the file and then go through the file replacing each set of four dots with four underline marks. Separate macros can be set up to put the dots in initially (I use OPTION-.).

However you get the dots into the document, here is how you can automatically replace them with blanks. I tied this macro to the 'c' key ('c' for change). First type the 'c' key, then SELECT-= to define the macro.

Next type SELECT-CTRL-X (turns off the screen). Now press ESC and then CTRL-H. Do this twice (same as two

MICHAEL BENNETT



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CTRL-H's to get the cursor to the top of the file). Now press ESC and then CTRL-G (starts a global replace).

Next press the period key four times and press RETURN. Now press ESC and then SHIFT-- to get the underline symbol. Do this four times and press RETURN. These keystrokes do a global search and replace to change the dots to underlines.

Next press ESC and then CTRL-E to move the cursor to the end of the file and finally press SELECT-CTRL-Z. This will turn the screen back on. Do not end this macro with a RETURN or you'll get an extra RETURN symbol at the end of your file.

Writing about macros is not easy because each TP user has his or her own way of doing things. Users' needs vary, too. The three macros described in this article, however, should be useful to almost anyone who does a lot of word processing and editing using TextPro.



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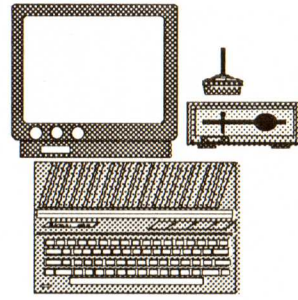
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Daisy-Dot III for the 8-bit



Ellen Lentz (ACCT)

Daisy-Dot III is the third version of a printing program written by Roy Goldman.

The purpose of the program is to produce a typeset quality document, similar to NLQ (near letter quality), but with the added advantage of being able to use an unlimited number of public domain NLQ proportional fonts of many different sizes.

Daisy-Dot III controls all formatting, including word wraps, margins, page breaks, headers and footers. It also has many print formatting commands not found in some word processors, such as hanging indents, different types of tabs with dot leaders, controllable line-spacing, hard hyphens, hard spaces and the ability to switch fonts at any point in a document.

Daisy-Dot III prints text files that have been saved from any word processor that can save files "verbatim" from the text buffer and uses standard DOS format. If using Atari-Writer Plus, use Control-S (Save ASCII).

When creating your file, you do not use any of the word processor's formatting commands. Instead, you use Daisy-Dot III formatting commands, which are preceded by a backslash (\), and should be typed as normal text. Either upper or lower case is recognized.

There are two versions of Daisy-Dot III available. A distributable version is available on Compuserve or Genie which does not support SpartaDOS or multiple fonts.

A copyrighted version which does, and comes with an excellent 50-page printed manual and 50 new fonts, is available from Roy Goldman for \$25. Daisy-Dot II fonts will work with Daisy-Dot III, but the new fonts will not work with Daisy-Dot II.

The Quick-Reference Guide is printed elsewhere in this issue based on the documentation supplied with both the distributable and copyrighted versions. It is applicable to both, except as noted above.

The page numbers are references to the printed manual. The Type indicates where the command can be used (\N is not legal on the first page of a file, for instance). The defaults, if applicable, are given in parentheses after the Function.

If you are using a printer other than an Epson-compatible, you should run the Basic program PPCUSTOM.BAS (supplied with DDIII) to select your printer. You should also change the Drive Number of the filename PP.COM (the Print Processor) if you are using something other than D:1.

The Print Processor is the file you run from DOS to process your document. The other functions can be specified in your text-file, so it is not necessary to change them here.

Spacing for margins and absolute/relative shifts is based on 40 to the inch across and 72 to the inch down. A left margin of 040 would be one inch from the left side of the paper, 060 would be 1-1/2 inch. A right margin of 040 would be one inch from the right side of the paper. A top and bottom margin of 072 would be one inch each. Headers and footers

must be specified to fit within the margins. In other words, they must be less than the margins specified.

After customizing your Print Processor, you need only create your text file, save it to disk and run the print processor (PP.COM). (Load it from DOS or rename the PP.COM to AUTORUN.SYS and it will automatically load in.) You then specify the font you wish to print with and your text file-name, hit START and your document will automatically print.

To get the full benefit of Daisy-Dot III before spending a lot of time with it, Save to ASCII and print a previously prepared document. Daisy-Dot III will ignore the word processor commands, such as Block Right, etc., but this quick run will give you an idea of the print quality.

After PP.COM loads into memory, you can remove that disk from the drive. The program loads the initial font first, after the name is typed in, but reads the text file as it prints. If you have only one disk drive and wish to use multiple fonts, you must have the fonts and text file on the same disk. If using only the initial font, you can remove the font disk after it is read and put in your text file disk.

If you are using two drives, it is better to have font files in Drive 1, so you don't have to specify the disk drive in your text (Drive 1 and extension are assumed), and your text file in Drive 2.

Of course, if you're chaining text files, those chained files will have to be on the same disk. One nice feature is that you can see the names of the files on your disks (i.e., get a directory) before typing them in.

You should customize your Font Editor the same way as you did the Print Processor before using it. For the commands, the CTRL-key is used in conjunction with some of the characters instead of the backslash. One feature allows you to print all the characters of a font, so you can see what the entire font looks like. Some standard punctuation marks may be missing or may have been replaced with other symbols. The fonts so affected are indicated on the list of fonts supplied with the printed manual.

In addition to the Print Processor and Font Editor there is a Font Utilities program (FU.COM) which contains three sub-programs: Magnifier, which creates taller versions of fonts; Italicizer, which creates italic

versions of fonts; and Converter, which converts Atari fonts to Daisy-Dot III formats with options for double-width and double-height.

The printed manual which comes with the copyrighted version gives a detailed explanation of all Daisy-Dot III features with numerous examples of formatting commands. It explains how to use SpartaDOS X and a RAMdisk. In addition to the Font Editor, it gives the formats of the Daisy-Dot fonts and ideas for additional font utility programs that could be written.

This is an excellent typesetting program. For the copyrighted version and manual, you can send a donation of \$25 to Roy Goldman, 2440 South Jasmine, Denver, CO 80222. The program is well worth it.

Quick Reference For Daisy Dot III

TYPE	FUNCTION	COMMAND	PAGE
A	Forced Backslash	\\	09
A	Hard Space	\(space)	10
A	Hard Hyphen	\-	10
A	Change Font	\F(filename.ext\	11
A	Block Left	\L	11
A	Block Center	\C	11
A	Block Right	\R	11
B	Justification	\J	12
A	Underline On/Off	\U	13
A	Character Width (1)	\W(1-4)	13
A	Character Spacing (2)	\S(0-9),A-J)	13
B	Graphic Density (L)	\D(L, D, or H)	14
B	Left Margin (040=1")	\XLnnn	14
B	Right Margin (040=1")	\XRnnn	14
A	Relative Shift	\XSnnn	15
A	Absolute Shift	\XAnnn	15
B	Hanging Indent	\XHHH or \Hnnn	15
B	Erase Tabs	\E	16
A	Position Tabs L,C,or R/D	\P(L,C,or R)	17
A	Tab To Next Setting	\T	17
A	Tab With Dot Leader	\.	17
A	End Text for C or R/D Tab	\Z	17
B	New Page	\N	17
C	Top Margin (072=1")	\XTnnn	18
C	Bottom Margin (072=1")	\XBnnn	18
C	Line Spacing (004=4/72")	\XVnnn	18
C	Define Header	\HnnText--(Return)	18
C	Define Footer	\GnnText--(return)	19
C	New Page Number	\X#nnn	19
C	Insert Page Number	\#	19
A	Append File	\A(filename.ext)\	19
A	Begin Comment	*	20

Type A - Legal Anywhere

Type B - After a hard return, before text

Type C - First line in a file, or after a \N, before text

START - START PRINTING

SELECT - ABORT PRINTING

OPTION - PAUSE PRINTING



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THE FONT RESOURCE

Font Disk #23

Font Disk #23 from Computer Safari contains four fonts designed for specialty heads. These are "all caps" fonts.

The disk contains versions of each font for use with Calamus and PageStream, plus Adobe Type 1 versions are included for use with PageStream 2.1.

For purchasing information on the fonts showcased here, or for details on other font disks, contact Computer Safari, 606 W. Cross St., Woodland, CO 95695, phone (916) 666-1813.

DANELIAN

“”-.,:;!?\$%()0123456789

ABCDEFGHIJKLMNOPQRSTUVWXYZ

XYZ

AIRLOCK

“”-.,:;!?\$%()0123456789

ABCDEFGHIJKLMN O PQRSTU VWX

YZ

ICEQUEB

“”-.,:;!?\$%()0123456789

ABCDEFGHIJKLMNOPQRSTUVWXYZ

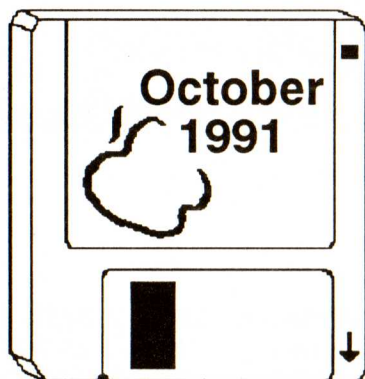
WXYZ

PATRIOT

“”-.,:;!?\$%()0123456789

ABCDEFGHIJKLMNOPQRSTUVWXYZ

XYZ



AIM Mac/Spectre Disk of the Month

Introducing the Atari Interface Mac/Spectre Disk of the Month!

Each disk is double-sided, formatted in Mac mode—Spectre format available on request. All files are self-extracting Compact-Pro Archives. Just double click to extract!

Disinfectant v2.51—This is the latest version of an excellent anti-viral application from Northwestern University. This program can scan files, folders, disks and hard disk partitions for a large number of Macintosh viruses. It includes an option to install an anti-virus init in your system folder. A very large help file is included within the program.

Spectre GCR 3 Keymap v2—This is a great desk accessory that lists all of the keyboard commands in Spectre v3.00. A very useful accessory.

Calendar (DA) v3.0.3—This desk accessory provides you with an excellent calendar. You can enter your own events for any day of the year.

SuperClock v3.9—The King of Macintosh time pieces. This init/cdev places a digital clock in the right hand corner of your menu bar. It works with everything and is very well behaved.

Init v3.0—This is an init management tool. It allows you to turn inits and cdevs on and off at bootup time. This is very helpful when trying to resolve init conflicts.

Monopoly v4.03a—This is the Macintosh version of Monopoly. You can play against the Mac by entering "Mac" as one of the players. The rules are included within the game.

Speedometer v2.51—This application tests your Macintosh's speed in various categories and then compares your machine to other Mac models.

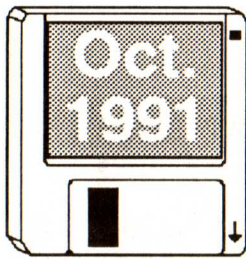
DOS Mounter Demo—This is a *demo* of a very useful init called DOSMounter. As the name implies, this utility allows you to mount DOS disks as if they were Mac disks. This can greatly simplify moving files from the ST side of your system to the Macintosh side. There are some restrictions in this demo (read the enclosed documentation) but it's still very usable.

Quill v2.02—This desk accessory allows you to read documents created by just about any Macintosh word processor. This version even allows you to view graphics that may be included within some Mac documents. This is a very useful desk accessory.

Glider v3.1.2—In this game you pilot your own paper airplane through rooms filled with obstacles and traps. Very additive!

Compact-Pro Package—This is a popular Macintosh file compression utility. All of the files on this disk were compacted using this application. (You don't need to use this application on the files on this disk. They are self-extracting.) This application will also extract files from Stuffit 1.5.1 archives.

Readers can purchase this disk by sending \$6 (\$5 + \$1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the October Mac/Spectre '91 disk and Mac or Spectre format when ordering.



AIM ST Disk of the Month

All files on this disk are self-extracting LZH archives created with Double Click's Self-Extracting ARC program DC SEA!

To use these programs, simply double click the files. Then, click on Extract and select the drive/folder to which you want the extracted files saved. Click on Verbose to get a list of the files in each archive or Exit to abort.

Here's a short description of the files on the October '91 disk. For more complete docs, see the text files contained in most of these archives.

COSH22.APP—A full-featured MIDI sequencing program. Allows multi-voice recording using separate channels. Connect a MIDI instrument (such as a keyboard) to your ST's MIDI ports and use your ST as a recording/editing device.

DCLOFF.APP—DC Light OFF de-selects the floppy drive, turning the drive's light and motor off. Very handy for hard drive owners who bootup without a floppy disk. 100% assembly. ST, STe and TT compatible.

DCMETER.APP—DC Mouse-ometer will let you know how far your mouse has travelled during your sessions on the computer. 100% assembly. ST, STe and TT compatible.

DEMOL13.APP—Demolition Man 1.3, a new version of the puzzle game by Clayton Walnum. The program now runs in both color and monochrome, squares can be marked with question marks as well as flags, and the game takes up less memory.

DIVERT2.APP—Version 2 of the Drive Diverter. Allows "floppy only" software to be used from hard disk. Many early programs were hard coded to use only the floppy disks. Now, you can use these programs on your hard drive! Even works with the desktop, allowing you to redefine any disk letter to any other (such as using Drive D:\ as Drive C:\). Shareware from England.

ELFBD11.APP—This is the latest revision of ELFBOOT, which now fully supports *all* TOS versions. Put ELFBOOT in your AUTO folder, and you'll be able to select desktop.inf files, choose programs to run, select desk accessories, select and/or re-order AUTO folder programs, select ASSIGN.SYS files, and fully control system colors and parameters. Best of all, it incorporates a GEM-like interface complete with mouse control, radio buttons, dialog boxes, and even a file select window! Shareware from Elfin Magic Software.

EXPAND.APP—Have any files on single-sided disks and you recently upgraded to a double-sided drive? Use this desk accessory from France to expand the disks to double-sided without bothering the original files. Works great!

HPDESK.APP—This program is an HP-Deskjet 500 printer utility. It supports many features such as horizontal and vertical printing, ASCII text or graphics printouts, configurable Dots Per Inch (DPI) and *much* more. German import, but the program and documentation is all in English.

MIDIKBRD.APP—This is a MIDI desk accessory that graphically displays a keyboard on the screen. When a key is pressed on the MIDI keyboard, the "key" on the screen lights up. Very nicely done.

NOIDS.APP—This is a great Breakout-type game. Color only.

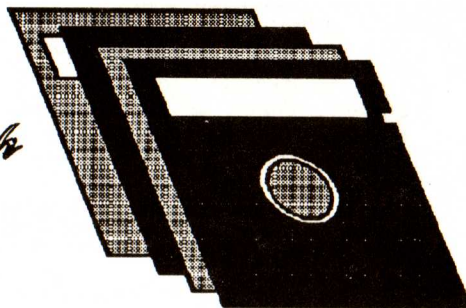
OMNI_101.APP—Omni 1.01 is a public domain, single-line version of a "soon to be released" multi-user, multi-tasking Bulletin Board System. This BBS has been in the making for over 10 months and is very easy to set up. Complete documentation enclosed. Full compatibility with *all* ST configurations!

POKRSQRS.APP—If you like solitaire and you enjoy poker, you're gonna love Poker Squared! Using the popular ZeST interface, this game will quickly become one of your favorites. Monochrome only. Freeware from David Becker.

REPEAT.APP—Desktop Repeat is a SIMON-like desk accessory game. Follow the sequence of colors and sounds. Low or medium resolution color. Freeware from David Becker.

Readers can purchase this disk from their local AIM Participating user group or by sending \$6 (\$5 + \$1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the October '91 disk when ordering.

*AIM 8-Bit
Disk of the Month
October 1991*



Each AIM 8-bit Disk of the Month is a single-sided, single-density "floppy" packed with software. To extract files in the ARC format, you need the UNARC.COM utility and to decompress files with a DCM extension, you need DISKCOM3.UTL (available from most BBSes, user groups or on the April/May '91 AIM 8-bit Disk).

Here's a short description of the files on the October '91 disk. For more complete documentation, see the text files contained within most of the ARChives.

Side 1

GOEDEMO.DCM—A full working demo disk-based version of GOE, the ill-fated Graphic Operating Environment cartridge that was never released by Total Control Systems. This demo disk, which was released in 1988, was sent to only a handful of people. Now, you can see what GOE could have been! Use DiskComm to extract. Plug a mouse into Port 1 or joystick into Port 2 to control the pointer on the screen. To view the GOE.DOC file on this disk, you must either have SpartaDOS or hit RESET **before** GOE.COM loads and then type TYPE GOE.DOC...or you could try to run your favorite word processor from within GOE!

NUMBERS.ARC—Three number games in BASIC, submitted by Ray Simmonds (MACE). NUMBERS.BAS contains a simple Number Guess game and two versions of Mastermind using numbers instead of colored pegs.

SPEEDCALC.ARC—This ARChive contains a version of the popular SpeedCalc spreadsheet program that has been modified to have two keypad modes. First, it can use the Atari CX-85 keypad. Second, for users who don't have a CX-85, the keys on the right-hand side of the keyboard can be used as a keypad. Use SHIFT-CTRL-N to toggle the keyboard keys on/off. Documentation included. Submitted by Michael Bennett.

TPMACMB.ARC—An excellent TextPro macro system designed for teachers. This macro system has been updated for version 4.56XE of TextPro. The system contains eight different macros and 16 help screens. Macros in this system are perfect for creating letters and tests. A great package from Michael Bennett.

Side 2

DIRPRINT.ARC—BASIC program to print the directory of *any* SpartaDOS formatted disk, including hard drive partitions, MIOs and RAMdisks. Simple modification to the source allows you to print directories to a disk file. Must have SpartaDOS. Shareware.

LIBRARY.ARC—This program can be used to maintain records of a private or municipal library. Print an inventory, maintain a Dewey Decimal card catalog and keep track of book check-outs! Requires a 130XE or expanded 800XL and OSS BASIC XE cartridge. Run in Extended Mode. Complete documentation is included in the ARChive.

PICDEMO.ARC—Demo version of PicPrint, a commercial program from Kyle Dain. PicPrint can print your 8-bit graphics masterpieces in glorious full color (or B&W) on a number of printers.

Readers can purchase this disk from their local AIM participating user group or by sending \$6 (\$5 + \$1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the October '91 disk when ordering.

RIO COMPUTERS

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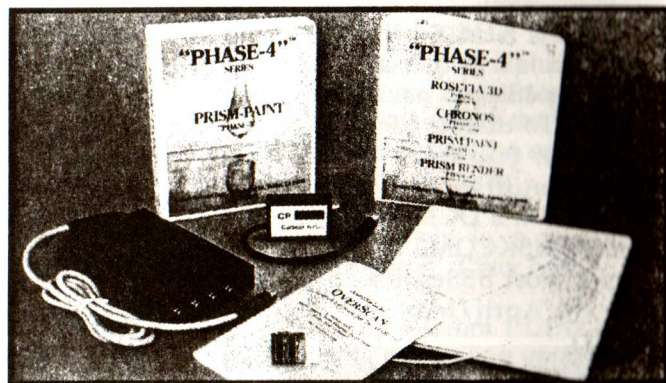
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- Opens a 4th dimension in which you actually cut, copy and paste time itself
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Translator/Viewer - \$89.95

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Alamo Area Atari User Association (AAAUA), P.O. Box 79-1426, San Antonio, TX 78279-1426

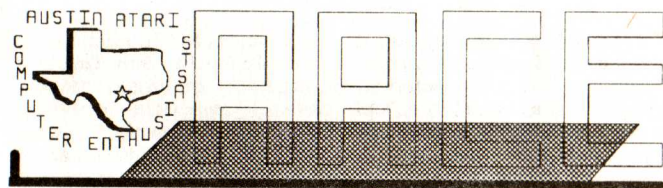
The Alamo Area Atari User Association (AAAUA) is an Atari 8-bit user group serving primarily the greater San Antonio area. General Membership meetings are held on the first Tuesday of each month at the Balcones Heights Community Center, 107 Glenarm, San Antonio, from 6:30 to 9:30 PM. Each third meeting we have a swap meet and computer workshop in lieu of the informal presentation. AAAUA maintains a Library of about 700 disk titles. Each month we publish (FR)ANTIC covering happenings of local interest as well as other topics, both technical and non-technical. Members also receive a subscription to AIM as part of their member benefits. Dues for family membership are \$24 per year or \$15 for six months. Dues for Subscribing membership are \$15 per year domestic and \$18 per year for most foreign countries. For further information write AAAUA at the above address or call Al Sherrill, President, at (512) 492-6633, or Thelma Sunvison, Executive Assistant, at (512) 344-3522.



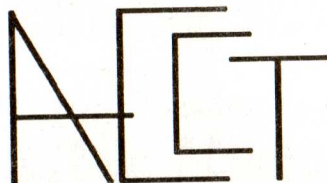
ALBUQUERQUE ATARI COMPUTER ENTHUSIASTS

President Richard M. Houser (505) 299-3977

General membership ACE members meet twice monthly, on the first Saturday and third Tuesday of each month. An 8bit meeting is held on the second Tuesday of each month. On the first Saturday of June and December, a Swap Meet is held. Dues are \$20 a year payable in January. Members receive an AIM subscription, access to our 16bit and 8bit PD library and membership in the ASTRO BBS (505) 260-0448 Club membership is at an all-time high of 36.



ACE, 305 Meadowcreek Dr., Round Rock, TX 78664



ACCT meets on the second Monday of the month, from 7-9 pm at Bassett's Health Foods, 3301 W. Central Ave (Westgate Shopping Center), Toledo, OH. ST Sig held monthly at the home of David and Brenda Micka. Dates and times announced at meeting. ACCT may be contacted at 4487 289th, Toledo, OH 42611 or by calling Dave Micka at (419) 729-1891 or Michael Justice at (419) 242-7797.

President David Micka (419) 729-1891
Disk Drive-Thru BBS (419) 885-3441

the Atari Clubs of Denver

ATARI CLUB OF DENVER
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Librarian Paul
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303-699-8647
Treasurer
Guy McDaniel
303-238-2366
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Vice Chris Gunther
303-279-4432
Secretary Thomas
Oughton 455-6344
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Charles Robique
303-424-2857
Librarian
Hesley Crusher
(Don't ask!)

ST Interest Group (STIG)
1st Speech -
Ed Faxon 31-6614
Librarians - Lou Mendoza
& Joe Ronda
Scribe - Chet Cox
Picturetaker -
Jeremy Faxon

EDITORIAL MIKE
Mike McCutcheon
EDITORIAL SCOTT
Scott Andersen
JF

The Atari Clubs of Denver is an umbrella group consisting of: Atari Club of Denver, Starfleet User Group and the ST Interest Group. Atari Club of Denver meets the first Tuesday of each month. We meet at the Aurora Public Library 14949 E. Alameda Avenue in Aurora, Colorado. The meeting starts at 7:00 PM. Starfleet User Group meets the second Friday of each month. We meet at Pamona High School 8101 West Pamona Drive in Arvada, Colorado. The meeting starts at 7:00 PM.

Atari Club and Starfleet provide support for Atari 8-bit owners.

ST Interest Group meets the third Tuesday of each month. We meet at the Aurora Public Library 14949 E. Alameda Avenue in Aurora, Colorado. The meeting starts at 7PM. The ST Interest Group provides support for the entire ST computer line.

Our address is: Atari Clubs of Denver POBox 24064 Denver, CO 80224. For additional information call our BBS at (303) 343-2956, 24 hours, 300-2400 BPS.

ACCEPT
ATARI COMPUTER CLUB
of EL PASO, TEXAS

Membership to ACCEPT is \$20 a year. A membership in ACCEPT will get you the magazine your holding for an entire year, discounts at Jenkins' Computers and on various ST publications. Technical help, and access to one of the largest PD libraries in the US are also thrown in for good measure. Special access to the STE-EP BBS, an ACCEPT members BBS is also a privilege of membership. Make checks payable to: ACCEPT, 245 Longhorn Crt, El Paso, TX 79907.

BBS support for ACCEPT: STEP El Paso: 915-755-STEP STE-EP BBS El Paso: 915-821-9220



ACCESS

Atari Computer Club

Encompassing Suburban Sacramento

Bob Drews (916) 423-1573 President

ACCESS — The Atari Computer Club Encompassing Suburban Sacramento. As usual, please call any officer if you need information, directions or even to make a suggestion. Or, you can call the ACCESS BBS at (916) 428-8662. Address: PO Box 1354, Sacramento, CA 95812

Our general meeting is at 7:30 PM on the first Wednesday of each month in Classroom B of the SMUD training building at 1708 59th St, between Folsom Blvd and R Street, just off Highway 50. This is our main get-together.



ATARI COMPUTER OWNERS RESOURCE NETWORK FORT WAYNE, INDIANA

ACORN, the Fort Wayne area Atari users group, meets at the Georgetown branch of the Allen County Public Library on the first Saturday of each month beginning on at 10 AM. Annual membership dues are \$18. Call our BBS at (219) 744-1396 for more information or write to us at ACORN c/o Ken Helms, 3627 Iowa Court, Fort Wayne, IN 46815.

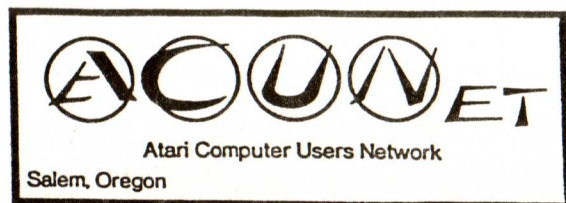


The Atari Computer Owners of Rochester, NY (ACORN) meets on the 2nd Wednesday of each month at Brighton High School, 1150 Winton Road South. An ST Beginner's class starts at 6:45, while our 8-bit 'Basically Speaking' class starts at 7:00. Our general meeting starts at 7:30pm in room 262S, with a split into ST and 8-bit SIGs at 9pm.

We operate the Dimension's End BBS at (716) 436-3078, 300/1200/2400 baud, 40 MB of online PD and shareware files. Membership in ACORN is not required to access the system.

Membership in ACORN is \$18 per year, and entitles you to a year's subscription to both the ACORN Kernel newsletter and the Atari Interface Magazine, 12 meetings, access to our 8-bit and ST PD libraries at reduced cost, and special access to our BBS. Our mailing address is: PO Box 23676, Rochester, NY 14692-0676.

President Don Allis (716) 293-3415



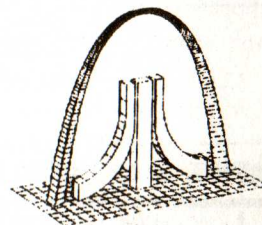
ACUNet is the Atari Computer Users Network in Salem, Oregon. Annual dues are \$15 with an AIM subscription and \$10 without. Our meetings are held the fourth Tuesday of the month at 7:00 p.m. Call Ron Purdy, ST Co-Chair at (503) 588-7509 for the current meeting location and other information.

Local BBS support includes the Atari SIG on the Salem Public Library BBS - (503) 588-6130, Page BBS - (503) 363-0171, and The Jungle BBS - (503) 393-4274. Want more information about ACUNet? Write to Ron Purdy, 2662 East Nob Hill Drive SE, Salem, OR 97302.



Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, California on the first Monday of every month at 7:00 P.M. Dues are \$10 for individual or \$15 for family membership. The Atari Federation maintains a PD software library for both 8-bit and ST computers.

President Phil Rominger



ACE of St. Louis, PO Box 3508, St. Louis, MO 63143, phone (314) 644-7168.

President

Dick Pederson



Bay Area Atari Users Group, PO Box 4637, Santa Clara, CA 95054

BBS:
Robert Kaczanowski

(408) 986-0215
President



Vice President Todd Price (205) 787-8208

Club dues are \$15 for regular and \$25 for advanced. Advanced includes an AIM monthly disk, specify ST or 8bit. BACE meets the second Monday of every month at 7pm in the Vestavia Hills Public Library, downstairs.

For membership info, call Alan Brewster, or the Matrix BBS Conference #7 (205) 323-2016, or 251-2344, and leave a message.



B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Tuesday of each month from 7:00 P.M. - 9:00 P.M. in Conference Room B (located on the 4th floor), of the downtown branch of the Lexington Free Public Library. The current membership dues are \$15.00 per year for an individual membership, \$20.00 per year for a family membership, and \$10.00 per year for an associate membership (an associate membership includes receiving the monthly newsletter (AIM), but excludes the use of the library).

President Hal Nason

(606) 269-8989



General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman Mark Pierro (716) 691-7844
Backscatter BBS, Access Code: BOAST (716) 646-1114



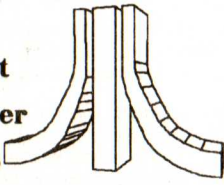
Cookeville Atari Computer Enthusiasts—c/o Robert Pecora—280 Capshaw Drive—Cookeville, TN 38501—Cookeville A.C.E. meets on the first Saturday of the month at 1:00 p.m. at the Putnam County Library in Cookeville, Tennessee.—Cookeville A.C.E. caters to Atari ST and 8-bit computers and is supported locally by The Generic BBS, Terry Rapp - Sysop.—C.A.C.E.

President Dan Hale (615) 526-8002



Sec/Treas Tom Baldwin 302-678-9411

Central
Connecticut
Computer
Club



Meetings of the CCCC are on the third Wednesday of each month. The meets kick off at 7:30 and usually include presentations or demos of various hardware or software items. The meetings are held at 127 Pinnacle Rd., Bristol, Ct. 06010

Prospective members may call Rich Scheidel (203) 589-3738 or call Gary Jones (203) 225-4611, or write, CCCC, 127 Pinnacle Rd., Bristol, Ct. 06010.

Dues are \$25 per year, \$30 for families. Includes Voting membership, Atari Interface magazine, access to Club library (8-bit and ST) and access to the Club magazine library.



The Capital District Atari Computer Enthusiasts was founded in 1981, is located in Albany, N.Y. and serves Albany, Schenectady, Rensselaer, Saratoga and surrounding counties in upstate New York. XL/XE meetings are currently held four times a year on a quarterly basis and ST meetings on the last Wednesday of the month. CDACE meetings are held at the Computer Cellar, located in Westgate Plaza, Albany, N.Y.

The club has extensive public domain libraries for both computers which are available to members beginning at 6:30 PM on meeting nights. ST disks are priced at \$2 while the XE library continues to remain free to all members.

Dues are currently \$20 per year for each family. This includes a subscription to AIM magazine, full access to the club BBS, and our monthly newsletter.

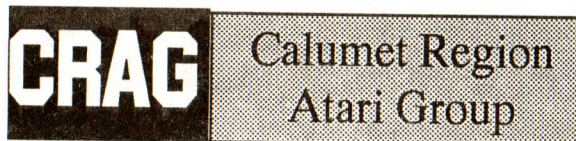
President Bob Thompson 518-439-5356



President Bob Stiles (503) 389-5206

Address: P.O. BOX 6824, BEND, OR 97708

Our membership dues are \$20/Yr for new members, \$17/Yr for renewals. \$1/Yr for each additional family member. We meet the FIRST SATURDAY of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Rd.



CRAG—Calumet Region Atari Group, PO Box 10995 Merrillville, IN 46411, is a club for users of the Atari ST, STE, and Mega ST computers. CRAG meets on the second Wednesday of every month at Broadway Music, which is located in Greentree Plaza, at 1509 W 81st (US 30), Merrillville, IN. Meetings begin at 7PM.

Membership in GRAG is open to anyone. Dues are \$15 a year and entitle you to a subscription to Atari Interface magazine, as well as discounted prices on CRAG's Public Domain/Shareware library disks. Library disks are double sided. Cost per dis is \$2.50 for members, \$4 for non-members. For more information call:

Jeff Coe (219) 663-5117



The Champaign-Urbana ST Users Group (CUSTUG) meets at 7pm on the second Wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race in Urbana, IL. Membership dues include a subscription to AIM and GLITCH and use of the commercial lending library. New members are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

Henry Murphy

President

CUSTUG PO BOX 3442 Champaign, IL 61826-3442

Cuyahoga Valley Atari Computer Club



The Cuyahoga Valley Atari Computer Club (C.V.A.C.C.), P.O. Box 9173, Akron, OH 44305-0173

Dues are \$20.00 per year and will entitle members to all club benefits and activities. Each membership includes our monthly newsletter, The Password, as well as a subscription to Atari Interface Magazine. Members also receive a membership card which, when displayed at participating local computer stores, will entitle its bearer to discounted prices.

Meetings are held on the second and fourth Tuesdays of each month at 7:30pm in the basement of the First National Bank in Mogadore, Ohio.

President

Don Crano

(216) 376-7618



The Eastside Atari User Group (EAUG), meets on the first Monday of every month, 7PM, at the Alton Square Mall Community Room, in Alton Il. All meetings are open to the public. No club dues. PD library, club newsletter EAUG-Log, newsletter membership \$18 per year. Member of the Midwest Atari Regional Council, MARC.

Eastside BBS 618-254-6077 and Garage BBS 618-344-8466. EAUG's address is 2425 Crislisa Dr, Alton, Il. Call 618-465-0342 for EAUG information.

FACCS

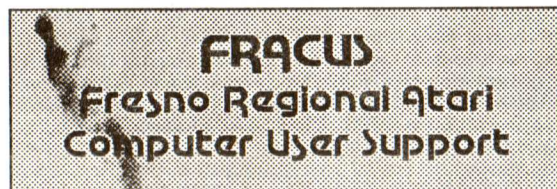
We hold our meetings the second Thursday of each month, at Eager Beaver Computers, located next to the Garland Theater. Meetings start 7PM. All visitors are welcome, so come check us out.

With the \$15 per year family membership, you will receive our club's newsletter (AIM) as well as access to our PD library. Since we currently have renewal dates scattered throughout the year, please check your card for your expiration date. To prevent any interruption in services please renew by the expiration date on your card. For more information contact any of the officers or write to FACCS, PO Box 5121, Spokane, Wa. 99205

President Tim Osborne (509) 624-1917



President Jeff Yoe (913) 682-2883



President Tom Hancock (209) 885-2817

The FRACUS user group meets the last Saturday each month, at 6PM, at the Four Seasons Mobile Home Park Rec. room in Fresno, CA. We have a large public domain library with over 400 programs. The club also has a 24hour BBS. All 8bit Atari users are welcome to our meetings and to use our BBS (members have an additional sig on the BBS). Dues are currently \$20 annually or \$5 quarterly which includes a subscription to AIM and issues of our periodically published newsletter.



GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are \$22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra President (616)249-9742



Meetings are held the first Tuesday of each month at a location announced in the previous meeting.

At present our dues are \$24 per year (Our year begins in September.) and is pro-rated at \$2 per month for new members the first year. We support all facets of Atari computing from 8-bit to Spectre/Mac to IBM and MIDI.

President Carl Neblett (409)755-6535
BBS Number (409)722-6526



The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is \$22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O.Box 460212, Houston, TX 77056

President: Bill Kithas 713-855-0815



Jersey Atari Computer Society, P.O. Box 710, Clementon, NJ 08021 BBS: (609) 346-1224.

The regular JACS meeting is usually held on the third Tuesday of each month, at the Camden County Library from 7 to 9 PM. The regular monthly meeting includes topics of interest for users of all Atari 8-bit & 16/32-bit computers. Yearly membership dues (August, 1990 - July, 1991) are \$24. As a JACS member, you'll receive a subscription to Between Bytes and AIM, and full access to our 24-hour bulletin board. Copies of AtariUser are available at the meetings.

JACS public domain disk libraries (for all Atari computers) includes over 200 disks. Send a stamped, self-addressed business size envelope to receive a copy of our current disk catalog - please specify 8-bit or ST!

Pres & BBS Sysop Mike Hopkins 783-1423



The Kent Atari Users Group meets on the fourth Tuesday of each month from September thru to May. Meetings are generally held at the North Maple Village Mall on #40 Highway just North of Chatham, Ontario.

Our club dues are \$20 per year with the opportunity to subscribe to A.I.M. We support both the 8-Bit and ST which gives you access to both an 8-Bit library and an ST library. Disks are \$4.00 (Canadian) for the ST and \$3.00 for the 8-Bit. Non members, add \$1.00 per disk extra.

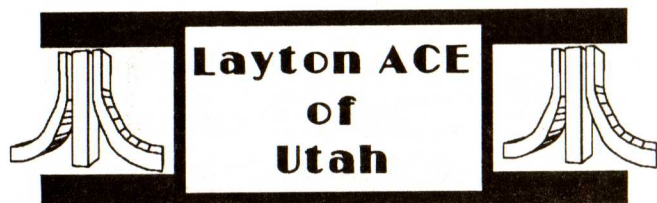
You can reach us thru the KAUG BBS at (519) 351-3901 anytime, or phone Channel One (519) 351-0760, Monday thru Friday from 10:00am to 9:00pm and Saturdays 10:00am to 6:00pm.

Everyone is Welcome. "Bring a Friend"



Long Island Atari Users Group

Long Island Atari User Group, PO Box 92, Islip, NY 11751. For information, contact John Aalto at 516-589-6754 or call Star Scan BBS at 516-399-4252.



The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost \$20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515. The LACE Club Meets in the basement of the Clearfield Library second Wednesday/ month at 7 p.m.

Mike Mormando

President

(801)731-1516

M.A.C.E.



The Michigan Atari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. 8-Bit disks are \$3 each, and ST disks are \$4 each. If you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. Non-Members may purchase disks at a slightly higher rate. Mail order is also available. For a catalog of current disks in our libraries, send \$2 to: MACE, P.O. Box 2785, Southfield, MI 48037

MACE meetings are held on the Third Tuesday of each month at the Southfield Civic Center at 7:30pm. The Southfield Civic Center is located at 10 1/2 Mile and Evergreen Rd, one half mile south of the Evergreen exit on the new I-696. Meetings are in the small pavilion, room 115.

**MID-OHIO
ATARI USER
GROUP**



MAUG meetings have returned to A&B Computers, 1151 Park Avenue West, (West Park Shopping Center) Mansfield Ohio, from 7:00pm until 9:00pm, on the third Saturday of each month (except July). If you are unsure on how to get there, call A&B at (419) 529-9999. If you have questions relating to MAUG, call Chuck Steinman at (419) 529-2478 (after 5pm).

ST and 8-bit downloads for MAUG members have returned to the DataQue Support board, so check them out! Included are the most recent AIM ST and 8-bit disks of the month, and other interesting files. Only MAUG members in good standing have access to these files, so make sure you have your dues paid! The DataQue support board runs 24 hours, 300-2400 Baud, and the number is (419) 529-5197. Make sure you indicate you are a MAUG member so that MAUG access will be granted.

**Middle
Georgia**



**Atari
Users
Group**

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 43 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 1 PM at the Warner Robins Library. Annual dues are \$6 with the newsletter optional. Use of the club library is free to all paid members.



Northmont Area Systems of Atari Computers, NASAC
Terry Browne President



Nashville Atari Users' Group P.O. Box 121752 Nashville, TN 37212. NAUG meets on the third Thursday of each month from 7PM to 10PM at the Cumberland Museum and Science Center. Membership dues are \$24 per family for the entire year. With your membership you will receive our local newsletter, Atari News, a subscription to Atari Interface Magazine, access to the club's 8-bit & ST Public Domain/Shareware libraries, People joining during or after the month of July pay 1/2 the yearly rate. Visitors are welcome to all meetings.

President & Editor

Walt Sullivan

(615) 228-7353

The Nashville Exchange

(615) 383-0727

O-ACEs



OACSIS covers BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice each month (except November and December) on the 2nd and LAST Wednesday each month. Doors open by 7:30 pm at La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th Street, south of Food-4-Less and east of 84th at the light)

FIRST MEETING: (2nd Wednesday) Covers news, views, and decisions that ALL members might be interested in. FOCUS MEETING: (LAST Wednesday) Concentrated information on a single topic (such as word-processing, spreadsheets, music composition, desktop publishing, etc.) Call 592-5427, for more info on O-ACEs!

PAC

Portland Atari Club PO Box 1692, Beaverton, OR 97005

President

David Hunt

286-6276

BBS

ACE of America

285-4417

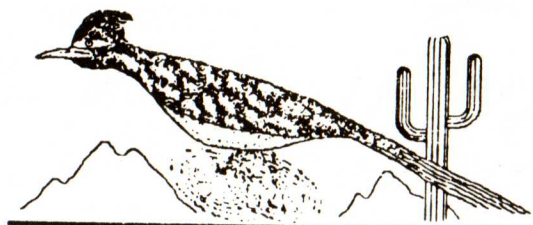


President

Tracy Hendershot

525-1058

Membership to PACE is \$30 ST and \$20 8bit per year or \$9 per quarter. Meetings are held at 6:30pm on the third Sunday of every month. Membership includes a monthly newsletter, FREE Disk-of-the-Month, FREE printer ribbon re-inking, and FREE copying privileges to our VAST collection of 8/16 bit Public Domain programs. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.



PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of every month at Devry College 2149 W. Dunlap Ave. Phx, Az. from 10 to 12pm in room #101.

Treasurer

Wayne Myers

(602)264-5737



P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:

Rick Reaser,

380-8082

RJLCC

ROCKFORD ATARI COMPUTER CLUB

Our regular business meeting is held from 9 to noon, the third Saturday of the month.

We have accepted the gracious hospitality, of the Springbrook Congregational Churches as an meeting place. It is located off Alpine, just as you make the turn onto Springbrook road, from Spring Creek road. Our mailing address is 3902 15th Avenue 1 - Rockford, IL 61108. Our phone number is [815] 397-5316.



Meetings are held on the fourth Saturday of each month, 2pm, at the Rapid City Public Library. Annual dues are \$12 for basic membership and \$15 for membership and newsletter (subscription to AIM!).

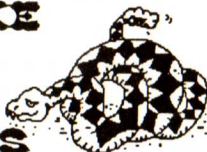
NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President

Rick Burton

(605)-642-5353

RATTLESNAKE ATARI COMPUTER ENTHUSIASTS



Rattlesnake Atari Computer Enthusiasts, PO Box 364, Frenchtown, MT59834. For more information, call Tom Tucker at (406) 626-4410. RACE meets the 3rd Sunday at Nat'l Guard Armory at 7PM.

R.A.C.E.

President

Lewis Midyette

828-4319

S.A.G.E. SPECTRUM ATARI GROUP of ERIE

SAGE, PO Box 10562, Erie, PA 16514-0562

The Spectrum Atari Group of Erie meets on the third Sunday of each month at 2 PM at St. John's Lutheran Church in Erie, PA. We also have SIG meetings monthly covering Telecomputing, the ST/Mega/TT computers and programming in GFA BASIC.

President Dennis McGuire 814-833-4724



ST Atari League of San Antonio (SALSA), P.O. Box 18731, San Antonio, TX 78218. SALSA is a users group for 16 bit Atari users. Meetings are held on the second Tuesday of each month at the Balcones Heights Community Center, 107 Glenarm, San Antonio, TX, from 7 to 10PM. Membership dues are \$20 per year and members receive AIM as well as the option of receiving the clubs newsletter. A one year membership is \$15 and includes the clubs newsletter. A subscribing membership is available to those not able to attend meetings and includes the clubs newsletter and all discounts available to normal members. A monthly Disk of the Month is available at each meeting for \$2.

President:

Kyle Miller

512-945-9469

SCAT

SUBURBAN CHICAGO ATARIANS
AN INDEPENDENT COMPUTER USERS GROUP

SCAT general meetings are held on the first Saturday of each month at 10AM, unless otherwise indicated on the SCAT BBS. The location for the meeting is College of Dupage, Student Resource Center, Lambert Road between Roosevelt and Butterfield Roads, Glen Ellyn, IL.

Membership dues are \$20 per year per family. Membership benefits include subscription to Atari Interface magazine (AIM) and special club events. Anyone wishing to become a member can just come to a meeting and sign up or call SCAT's Bulletin board (708) 231-7227 or write SCAT, P.O. Box 72266, Roselle, IL 60172



General Meetings are the 3rd Monday of each month at the North Park Recreation Center Social Room, 4044 Idaho Street at 7pm. ST/8-bit workshop meetings are on the 1st Thursday of each month at the North Park Adult Center, 2719 Howard Street at 7 pm. All meetings are open to the public.

Annual SDACE subscription dues are \$18 which includes increased BBS access, AIM subscription, SDACE newsletter subscription, and reduced rates on the Disk of the Month. SDACE's address is PO Box 900076, San Diego, Ca 92190.

President

Michael Bergman

(619)558-7866

BBS

24hrs, 300-2400 68MB

(619)689-815

SEV AC

South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is \$12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter.

President

Marc Dyer

(602) 897-0314



SPACE, the Southcentral Pennsylvania Atari Computer Enthusiasts meet on the third monday of the month at the Camp Hill Mall Community Room. The doors open at 7:00 and the meeting begins at 7:30. Dues are \$15.00 per year and includes a subscription to AIM and SPACE Probes, our official newsletter.

For more information, call either John Slade, President at (717) 938-3656 or John Hileman, Newsletter Editor at (717) 938-8753 or write to: SPACE, PO Box 11446, Harrisburg, PA 17108.



The Sacramento ST users group supports the ST and TT family of computers and meets on the second Wednesday of every month at the Pac Bell auditorium at 2700 Watt Avenue. The meeting starts at 7p.m. with an informal beginners session with the regular meeting starting at about 7:25.

Dues are \$24 a year and membership benefits include, the club's newsletter, full access to the club sponsored bbs, a free raffle ticket at every general meeting, membership disk, access to our extensive disk library for an extremely reasonable rate and a subscription to AIM.

President Mark Warner (916)344-8320
ST-KEEP BBS (916)331-6153 (916)729-2968



The Saginaw/Tri-City Atari User Group meets the last Saturday before the 18th of the month, at 9 am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township, Michigan. Upcoming meetings are November 16th and December 14th 1991.

Club dues are still only \$20.00, which provides support for both the 8 Bit and ST, and full access to the club's Public Domain library, disks are \$3 for a double-sided disk packed full of goodies (2 for \$5, what a bargain!). Check your mailing label, if you need to renew, (or haven't joined us yet!). A free PD disk is included with each new membership or renewal! DO IT NOW!

President Bryant LaFreniere (517)835-2234



President Claudette Tischler 226-5644

Membership dues \$12 per Year with a one time sign up fee of \$13. STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM



STAR (ST Atlanta Roundtable) Atlanta, Georgia, meets the third Monday of each month at 7PM. Membership dues are \$30 per year. Each member receives a copy of AIM and PD disks. Bring a friend.

President Rick Ostapower 404-487-4845

STAtari Road Runners

THE #1 ATARI USER GROUP IN THE NEW HAVEN (CT) AREA

President Madelon Wilson (203) 735-6711
15 John St., Ansonia, CT 06401
ST.A.R.R. BBS (203) 421-4861

Membership in ST.A.R.R. includes a one-year subscription to A.I.M. and access to a large public domain library. Membership dues are \$20 per year, and membership is open to all interested users. We meet on the third Thursday of each month (except August) at The Greater New Haven State Technical College, 88 Bassett Road, North Haven, CT.



The ST Users Network — supporting users of the Atari ST, Mega, and newer technology Atari computers. Open meetings are held on the 3rd Wednesday of each month at 7P.M. in the Murray High School. Send correspondence to: STUN, P.O. Box 27285, Salt Lake City, Utah 84127.

President Randy Larsen (801)967-0209
STUN's BBS "The Bolt" (801)272-4243

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Salinas Valley Atari Computer Enthusiasts

SVACE is the only Atari user group in the Monterey Peninsula area. There is a free disk of the month for all attendants, please bring your own disk. Dues are \$12 per year and includes Atari Interface magazine. Meetings are at 7:30 P.M. on the first Tuesday of the month at the Salinas Community Center. Demonstrations and raffles are a regular part of our meetings.

SVACE can be contacted at 672 E. Romie Lane, Salinas, CA 93901. Anybody interested in Atari computers is welcome.

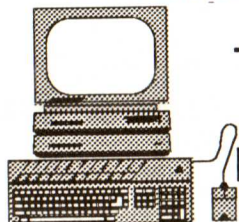
President Gary Klugman (408) 758-4894
BitStream BBS (408) 449-2150

SWAG Southwest Washington Atari Group

The Southwest Washington Atari Group has been holding its meetings at 6:30 p.m. on the last Sunday of the month (save July) at Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA. Annual dues are \$12 and SWAG can be contacted at PO Box 1515, Vancouver, WA 98668.

Allan Coker
The Bear Cavern BBS

President
(206) 574-1146



THUNDER BAY ATARI ST ENTHUSIASTS

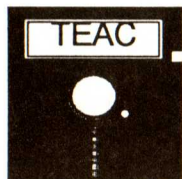
Yearly membership fee of \$25 includes 6 issues of the TEAC newsletter, the TEAC Educational 8-bit Disk Library catalog and a one year subscription to Atari Interface Magazine. For more information, contact TEAC at PO Box 1024, Laytonville, CA 95454.



THUNDER
BAY
ATARI
CLUB

Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 16564 SE 18th, Choctaw, OK 73020 or at the TACE BBS (405) 366-1977. ST & 8bit support. Dues: Full - \$15, Correspondence - \$7. Dues are prorated with renewal each July.

President Ron Hamilton (405) 387-5649



TEAC The Educator's Atari Club

President, Neville Denetto, 185 Varsity Row, Thunder Bay, Ontario, Canada P7B 5P2.



Westmoreland Atari Computer Organization meets the second Tuesday of each month in the North Huntingdon Township Town House, Center Highway and Brownstown Road (just off Route 30 near the Hamilton car dealerships, Irwin, PA) at 7:30 P.M.

The \$20 annual membership (\$24 for family) now includes a subscription to AIM, as well as the vocal, consumer-oriented WACO Printout newsletter.



The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are \$15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 971-8576 or by BBS at Molin's Den at (313) 451-0524.



Our club meets every third Thursday from September through June with the exception of December when we meet on the second Thursday so as not to conflict with Christmas scheduling. We meet at 7:30 p.m. at the Roseville Gardens Community Centre, 6500 Roseville Garden Drive, Windsor, Ontario, CANADA.

Our club dues are \$25(Canadian) per family membership. Each membership entitles you and your family to attend our regular meetings, as well as receive the AIM magazine as well as our own monthly publication, 'exSTracts'.

President Brian Cassidy (519) 966 0305



WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

Dues are \$15 for new members and \$12 for renewing members. Send checks and correspondence to WNYAUG, PO Box 59, Buffalo, NY 14216.

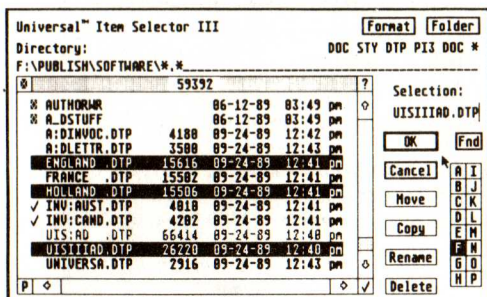
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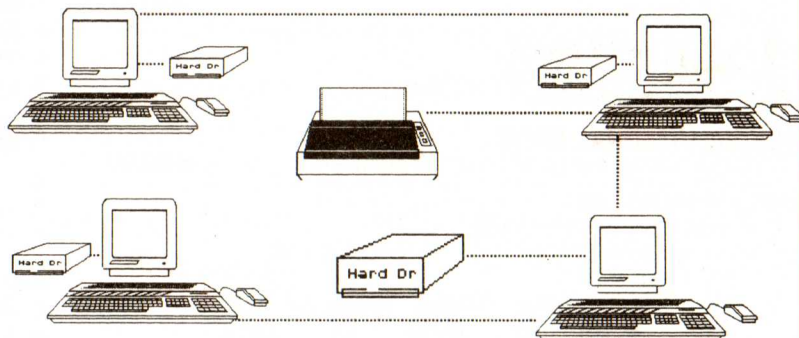
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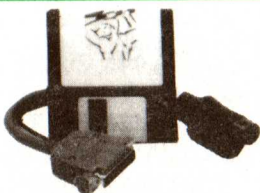
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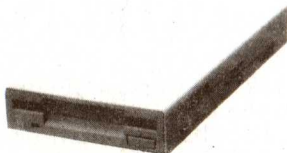
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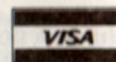
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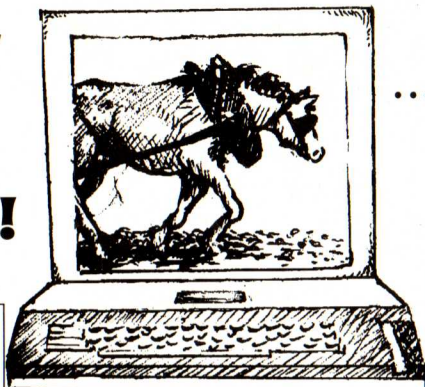
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