

The News

Lake County Area Computer Enthusiasts

JOURNAL

VOLUME 10. NUMBER 7

FOR
SERIOUS
USERS
OF
ATARI
COMPUTERS



October 1992

A little something from the **PREZ!!**

I have often wondered if the President's RAM should actually be called President's ROM. RAM meaning random access memory seems to indicate random thoughts and lack of direction. Where as ROM meaning read only memory sounds more positive, in control, or having direction. What's this leading up to? "The Questionnaire" In last months newsletter was another questionnaire. It's intent was to tap the feelings of the membership for information regarding the direction of L.C.A.C.E. What do you want from your club? You say you don't like questionnaires! WELL THEN DON'T FILL IT OUT. Just turn it over and give us your thoughts, good or bad. Let us know what we can do for you. Please turn in the questionnaire to one of the Officers or better yet mail it in to: L.C.A.C.E. P.O. Box 8788 Waukegan, IL. 60079-8788. J.I. likes when we get a lot of mail (it has not happened since the last computerfest). Back to the RAM-ROM question. We will keep it RAM meaning the storage of information available for immediate use, rather than ROM meaning read only memory with no chance for input.

by *STEVE Kostelink*

????????????

OR

!!!!!!!!!!!!!!

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This Months Meeting
Warren Newport
Public Library
Gurnee, IL

Next Meeting
October 10, 1992

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Membership

Membership in L.C.A.C.E. is open to all individuals and families interested in personal computing. Annual dues are \$20.00 per individual/ family and includes a one year subscription to the News Journal, and access to the club libraries. Membership may be obtained at the monthly meetings or by calling or writing the club at the above address.

MEETINGS

L.C.A.C.E. meetings are held on the second Saturday of each month, at the Warren-Newport Public Library, 244 O'Plaine Rd, Gurnee, IL. Meetings begin at 11:00 am. We do not require you to be a member to attend our meetings, they are free and open to the public.

NEWS JOURNAL ADVERTISEMENT

For information on placing ads, please write our Public Relations Chairman at the above address, or call (708) 587-9156.

ADVERTISING

Rates: Full Page-\$25.00, Half Page-\$15.00, Quarter Page-\$10.00, Business Cards-5.00, Discounts are given for an advanced purchase of 12 consecutive ads. Send camera ready copy and payment by the 15th of the month preceding publication to the above address.

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L.C.A.C.E. HOTLINE

(708) 623-3815

Official Club BBS

Python BBS

(708) 680-5105

Deadline Approaching For Next Months Articles

Remember, the deadline for all articles submitted to The News Journal is the 15th of each month. Send your articles, via disk to the club's P.O. Box, or upload to Pegasus BBS (708) 623-9570 prior to this date.

I saw a truly exciting 68030 computer today. It had 4 megs of RAM, 1.44 Mbyte floppy drive, 80 meg hard drive and a super VGA monitor. The machine ran at 16 MHz, was capable of multitasking and had a graphical operating system. How did I get a peek at the Atari Falcon you ask? Unfortunately, it was a Macintosh Performa 400. The machine was introduced in a large way with advertising and product available at many major outlets such as SILO, Sears, Comp USA, and even OfficeMax. The machine is not a rumor but was on display to touch and experiment with.

How does this new MAC compare with the announced Atari Falcon? For the most part, the specs were very similar. The MAC came with a larger hard drive and more software while the Atari had better sound capabilities and a MIDI port. Taking all things into consideration, the Falcon looks like a better overall machine. The cost is about the same, \$1800 to \$1900 including a color monitor. But a large difference does exist! The Falcon is just an announcement of a new machine while the MACs are available now at many large outlets. There is also a large amount of software available that will take advantages of the new MACs. The Atari software is still being developed.

What does all this mean for the new Atari computer? Obviously the MAC will have a big headstart in penetrating the market and has a pipeline that can sell large volumes of machines. Atari with its much smaller network (in some cities, nonexistent), will need to do some major advertising and promotion to let people know about the machine. But will this exposure be enough? I do not think that Atari with its lack of distribution channels and late start will get a decent portion of the US market without truly making the machine a lot cheaper than the MAC Performa. Power without the price will probably be needed again to overcome the major headstart that Macintosh has. I guess only time will tell if the Falcon will be an Europe only machine.

Switching to club news, the December meeting this year will have some new twists. We will still have many of our normal features but will also be sponsoring a limited swapfest! There will be no charge for tables or admission. If you want to eat, all we ask is that you bring a dish to pass. There will be a general raffle with everyone who attends the fest. Tickets will be sold for this raffle. There will be a free raffle for LCACE members only. An aggressive membership drive will be done in conjunction with these festivities. If you are interested in helping or want more information, leave me a message on the club board or give me a call.

by *Larry Grauzas*

Pegasus BBS



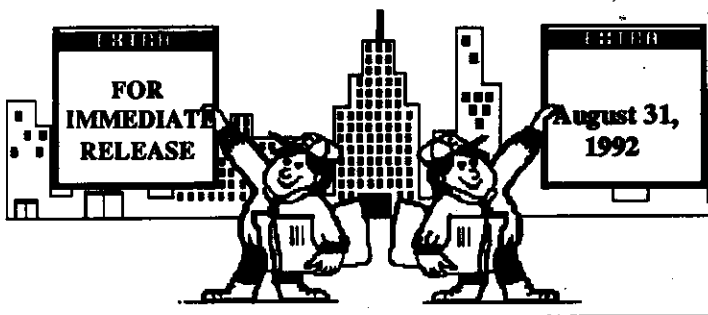
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24 Hours - 7 Days

3/12/24/96/14.4 v.32bis



Synergy Resources is proud to announce the release of a new version of GEMvelope! the envelope printer.

Finally, quick and easy printing of envelopes on your printer! GEMvelope allows you to print envelopes on almost any printer. Laser (and most other) printers will not feed an envelope so that you may print across it. GEMvelope solves this problem allowing you to print even legal size envelopes on virtually all laser printers and dot matrix printers, including the HP DeskJet. GEMvelope was developed to work hand in hand with most word processors and data bases to provide a complete solution. This latest version (2.9) continues to expand and refine a product which has been continuously upgraded and supported over the past two years.

GEMvelope Features:

Import allows extracting an address from a letter in almost any word processor format (or from the GEM/Atari clipboard).

Mail merge/browse allows printing one or many envelopes with an address imported from a database file such as Cardfile or Tracker/ST. (Database import is fully user-definable.)

**** NEW! ** Special HP DeskJet support!**

Adjustable positioning for different size envelopes.

Loadable and saveable addresses and configuration.

POSTNET bar code printing for speeding your mail. (Will also save two cents per letter in the future according to the US Post Office!)

**** NEW! ** A new text line is available and is placed at the bottom left of an envelope. This is**

for adding messages like "Attention: John Doe" or "Personal & Confidential".

**** NEW! ** The program version runs in a window and supports a menu bar.**

A desk accessory version ideal for using from within programs like Tracker/ST!

GEMvelope uses and includes GDOS and drivers for the following printers: Atari SLM804/605, HP LaserJet compatible, HP DeskJet, Epson FX80/LX compatible 9 pin, Epson/Panasonic compatible 24 pin, Star NX1000, Okimate 20.

Includes Swiss, Dutch and Typewriter fonts. Fully compatible with FSM and bitmapped GDOS fonts.

Compatible with all Atari ST and TT computers with 1 meg RAM. Atari SLM laser printers require 2 megs of RAM.

**** Tracker/ST owners: Watch your mail for a special offer of 33% off on GEMvelope. GEMvelope is designed to be used hand in hand with Tracker/ST as a complete solution.**

List price of GEMvelope is only \$30 and is available directly from Synergy Resources or your Atari dealer. (Dealer distribution is by Pacific Software) Upgrades from version 2.0-2.1 is \$6. Upgrades from version 2.7 or greater is \$3. Send original disk to Synergy Resources for upgrades.

Synergy Resources 754 N. Bolton Ave. Indianapolis, IN 46219-5902 (317) 356-6946
GEnie Address: R.RICHARDS2

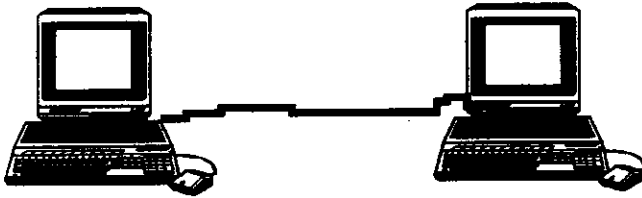
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MODEM MANIA

Making Sense Of The Technobabble by Nick Berry of S*P*A*C*E [edited for reprint in the News Journal]

It seems like the more the computer industry develops and matures, the more complex everything becomes. The telecommunications end of it is no exception and has taken a large step in adding to the confusion with a slew of standards and numbers to describe the new 9600 baud modems. With the street prices of several of these high-speed [modems] down in the \$300 range, they make an attractive money target for those of us who "gotta have it." I've done some research in order to make sense of all the new specs and numbers which describe these new modems and I now pass this information on to you in a (hopefully) understanding format.

Bell 103- Describes standards for 300 baud communications.
Bell 212A - Standards for 1200 baud communications.
V.22 - European standards for 1200 baud communications.
V.22bis - U.S. and Euro standards for 2400 baud.
V.32 - International standard for 4800 & 9600 baud.
V.32bis - Extends the V.32 standard to include 7200, 12,000 & 14,400 baud.

MNP 2-4 "MNP" stands for Microcon Networking Protocol. The numbers 2,3,4 and up through 10 are the classes of protocol. For the most part, you will see ads mentioning MNP 2-4 which deal with error control. The higher the number the better the error correction. MNP-5 is a data compression protocol which can effectively double transmission speed. However, if the file being transferred is already compressed, MNP-5 could actually slow down transfer times.

V.42 Error correction standard to help keep high-speed V.32(bis) transfers reliable. A V.42 modem, while more efficient than MNP-4, can work with an MNP-4 error-correcting modem at the MNP-4 level.

V.42bis a data-compression standard which has the potential to quadruple transmission speeds. It is not compatible with MNP-5 and unlike MNP-5 will not slow down with transferring files already compressed.

There is one other 9600 baud standard called "HST" and is used by U.S. Robotics modems. It was [the] first to establish a high speed standard and as a result, there are quite a few of them out there, but since they are only supported by the one manufacturer, and these other new standards are being

adopted by all the other modem-makers, I feel it will eventually fall to the wayside.

I discovered some other interesting things while researching the subject too. It seems (and I hope that what I'm saying is correct here) that there are really only two speeds of modems that we commonly use today; 600 baud and 2400 baud. Our 1200 and 2400 baud modems are actually only operating at 600 baud, but by using the different standards mentioned here we can double and quadruple the effective throughput. Same thing with 4800 through 14,400 baud. They are actually only 2400 baud units, but by compression and manipulation achieve much higher effective rates.

OK, so you happen to be in the market for a new high-speed modem, but like the rest of us, you want the most product for the least amount of hard earned cash. Well, 9600 baud is the way to go, but there are two distinct flavors of 9600 baud, V.32 and V32bis. [V.32bis goes to 14,000 but at about an \$80 - \$100 increase in price over a V.32 which is limited to 9600 baud. Keep in mind too, that communications at 14,000 baud over typical phone lines is fragile at best. If the modem has trouble running at that speed it will fall back to 9600 baud (or even slower) and you've wasted your money.]

And what does the future hold for us? Well, it is here now in limited areas and it's called "ISDN." It stands for Intergrated Service Digital Network. You could call it a "digital modem" but that in itself is a contradiction in terms, sorta like "military intelligence." A modem takes digital information and converts it into analog signals to send and then back again to receive. What a waste! Digital communication devices send and receive digital information directly and even simultaneously nationwide. [The service is the phone companies.]

It's not as bad as it might seem since all they have to do is convert all their central office switches over to digital control and they are all in the process of doing it now anyway. The bulk of the nation's phone equipment should be set up to handle digital in the next 2-3 years and then we can start enjoying 64,000 baud transfers or even higher with data-compression like V.42bis

ISDN service may even open new doors to the long-ballyhooed picture phone. Digital lines allow simultaneous transmission of both voice and picture data, thereby solving a long-time dilemma which has held back the picture phones.

One last tidbit of trivia before I close. The new ISDN signal consists of three digital channels. Two "B" channels which carry data (eg, digitized voice, FAX, ASCII) and a "D" channel which will carry control signals. When I read this I immediately remembered the old TV show "The Man From UNCLE." When the hero Napoleon Solo wanted to talk to headquarters, he would whip out his ball point pen/communicator and speak into it those immortal words, "Open Channel D."

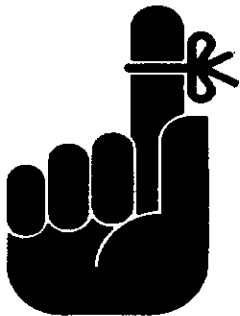
CYBERDOME 3-D Arcade Simulation

Fair Dinkum Technologies is proud to announce the immediate availability of CYBERDROME - The Hoverjet Simulator, a new 3-D arcadesimulation by RHEA-FX. Combining the realism of a real-time flightsimulator with arcade action and the problem solving and exploration of a dungeon type game, CYBERDROME offers single player or a unique 2-player/2-computer mode using a serial cable or two modems. Multiple level missions allow for novice to advanced pilot training plus a special training mission for beginning pilots. Also included is a special 2-player competition mode to increase player skills as Hoverjet pilots. Six mission levels are included but additional mission disks and Memory Mine maps will soon be available for extended play. Versions for IBM PC and Commodore Amiga are also under development which will be link-compatible with the 2-player/2-computer Atari version. One Mb RAM, color monitor and DS diskdrive required. ST/STe/TT compatible. \$39.95 from your Atari dealer or direct from Fair Dinkum Technologies plus \$3 shipping & handling. A fully functional demo is available for download from the GENIEAtari ST Library. Send GEmail to FAIR-DINKUM for more details. CyberDrome is NOT "Falcon" and it is NOT "Dungeon Master" but it is fun and challenging even though it's very tough to describe. At the very least it is an original concept which is unusual in a computer game nowadays.

Oh, the demo is file #25534 in the ST RT Library. It is fully functional although greatly limited in scope as compared to the full commercial version.

Thanks, -Hutch- @ Fair Dinkum Tech

Time to Renew?



Check your label!

GEMULATOR

GEMULATOR- Atari on DOS Machine

GEMULATOR A REALITY--Yes, it's true! Gemulator allows users to run Atari ST software on 386/486 DOS compatible computers. And it's ready to be shipped on September 12, 1992. Gemulator, which is produced by Branch Always Software, is now distributed world-wide exclusively by PMC (PurpleMountain Computers). The retail price has been reduced from \$499.95 to \$299.95. How were we able to do this?

The Gemulator software is being offered as shareware, with a nominal shareware fee.

For the \$299.95 users receive the Gemulator hardware board, TOS 2.06 ROMs pre-installed, and the shareware Gemulator software.

GEMULATOR FEATURES--Gemulator offers the following: ability to install up to four versions of TOS 1.0 to 2.06 at once (great for developers testing software compatibility)

*access to the STE 4096 color palette

*use of all three ST screen resolutions (on one VGA monitor)

*total compatibility, runs most major software such as:

- Calamus	- PageStream	- Degas
- Sierra graphic adventures	- Flash	- Sim City
- GDOS/G+Plus	- Tempus 2	- HotWire
- Warp 9	- LDW Power	- Word Writer

and thousands more...

*printing from any ST program (including Calamus or PageStream)

*access to all ST disks (including TOS 1.0 and Twisted disks)

*access to hard drives in fact, you'll be able to share your PC's disk drives, hard drives, printer, monitor... there's no need for having duplicate equipment if you don't need it. Windows compatible easy installation, all you need is a screwdriver.

All of Gemulator's incredible features will be demoed by Gemulator creator Darek Mihocka at the Glendale Atarifest (September 12th and 13th).

GEMULATOR TESTED

Gemulator has been thoroughly tested on a variety of equipment including 386 machines, laptops (portable ST's are now a reality, even though Atari has stopped production of the ST portable Stacy), large screen monitors, 486 33 and 50 MHz machines, and with hundreds of software titles. The minimum requirement is a 386 DOS compatible with 4 megabytes. On 486 machines Gemulator will emulate an ST at full speed (equal to the speed of a standard stock 1040 ST) or faster (our test computer -- a 486 33 MHz with VRAM II Ergo video card ran approximately 30% quicker than a standard 1040). On 386 machines Gemulator will emulate

an ST slower than full speed; however, Warp 9 may be used to significantly boost performance. We are in the process of acquiring a 66 MHz machine for testing, but we anticipate at minimum a speed quicker than the Mega STE.

OUR GOAL

Is there a reason why we're doing this? Aside from profit, which because of our price reduction is a moot point, we do have a primary reason for offering Gemulator: to expand the Atari market. When Darek first came to us, we saw this as a perfect opportunity. We don't have to wait for Atari to do their thing (advertise, expand, etc.) Now you, the user, have that power. By giving DOS clone users the opportunity to run ST software (and invest money into ST manufacturers), the ST market will expand. Money is the most powerful tool (money talks) and it'll be telling ST developers that the market is growing, hey'll make more software, and then things will finally take off for STusers. So help us achieve our goal to expand the market, buy a Gemulator board, and get others to buy one too.

SPECIAL OFFER

If you send in your order with payment (MAKE CHECKS PAYABLE TO PMC) postmarked by September 14, 1992, you'll receive a special price of \$199.95. You can also FAX your order with Visa/MasterCard number and expiration date. Either way, add \$15 for Insured UPS 2nd Day Air shipping and handling (if you reside outside of the USA, call for shipping price). This price is a special offered to the hundreds of people that have already pre-ordered and has been made in dedication to the tremendous support. This special discount will also be available to users at the Glendale Atari show. After September 14, 1992, Gemulator will be available directly from PMC and at finer computer dealers near you for \$299.95. Demonstration videos are available for \$10, and information brochures are free.

For further information contact:

Purple Mountain Computers, Inc. 15600 NE 8th St.
 Ste. A3-412 Bellevue, WA 98008
 206.747.1519: voice/fax
 PMC.INC : GEnie 72567,302: CompuServe

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Performa

I just recently stopped by STAPLES (an office supply Super store) here in southeastern PA, and was greeted by a large banner announcing the arrival of APPLE's Performa line. This is APPLE's new low cost line of computers that will be sold in several different department stores including SEARS. Anyway, I just couldn't resist a comparison with Atari's new and current offerings, as well as a 486 clone. (Please feel free to correct me if I have any facts wrong)

	(Performa)		(Atari)		(Laser)
model:	400	600	Falcon	Mega/STE	486SX/25
PROC:	68030	68030	68030	68000	80486
SPEED:	16MHZ	32MHZ	16MHZ	16MHZ	25MHZ
MEMORY:					
stock:	4Mb	4Mb	4Mb	4Mb	4Mb
max:	10Mb	64Mb	14Mb	4Mb	N/A
DISPLAY:					
max res:	640x480	640x480	640x480	640x400	800x600
#colors:	256	256/32K	256/64K	2/4/16	256
SOUND:					
max res:	8bit	8bit	16bit	8bit	beep
max rate:	22khz	22khz	50khz	50khz	boop
channels:	1	1	8	4	chirp
STORAGE:					
#-floppy:	1-1.44	1-1.44	1-1.44	1-1.44	1-1.44,1-1.2
hard disk:	80Mb	160Mb	65Mb	48Mb	100Mb
EXPANSION:					
SLOTS:	1PDS	3NuBus/1Ac	1PDS/Cart	1VME/Cart	5?
SOFTWARE:					
O/S:	Sys 7.1	Sys 7.1	TOS 4?	TOS 2.6	DOS 5\Win3.1
other:	*****sec below*****				
PRICE:					
list:	\$\$\$	\$\$\$	\$1399	N/A	N/A
retail:	\$1450	\$2000	N/A	\$1100	\$1500

Notes:

All Performa's come with the following software: Symantec Greatworks, an integrated WP/DB/ spreadsheet/ charting/ paint/draw/ telecomm program. Teleware M.Y.O.B., a checkbook/cardfile program, and At Ease, a System 7 extension for children and novice users. Also the Performa 400 and up come with T/Maker ClickArt, a collection of clipart.

The # of colors on the Performa 600 are listed as 256/32K. The Performa 600 can only display 256 colors. However there is another model, the Performa 600CD, which is the same as the 600 with the addition of a CD Rom drive and the ability to display 32K colors. The Performa 200 includes a 9" monochrome Monitor (It's a MAC Classic II with a new name). The Performa 400 (it's a MAC LC II really) & 600 require the Performa Display (\$350) or Performa Display Plus (\$450).

The Laser 486 also comes with Microsoft Works for Windows and the price INCLUDES a .28 SUPER VGA MONITOR!

The Atari Falcon is reported to come with a couple of Games, Audio management & recording software and utility programs. The MegaSTE comes with Hard drive utilities & CPX's. The Atari Falcon is the only computer here that I know features a DSP chip & port. Since all Performas come with 4Mb as their base, I only listed Ataris with 4Mb configurations.

by (KEBfud)

EDITED FOR SIZE The Performa 200 was left out

VIII BIT	VIII BIT
VIII BIT	VIII BIT
VIII BIT	VIII BIT
VIII BIT	VIII BIT

The 8-Bit Section by Phil D'Angelo, President NEO STAG (North East Ohio ST Atari Group) Reprinted from The NEO STAG NEWS 9/92 [edited for the NJ]

As we have opened our meetings and group to Atari eight bit owners, it has been a pleasant experience to remember many of those classic titles that made the 8-bit an exciting computer to own and operate. It is an even greater credit to those programmers that these titles hold up, even in today's 16- and 32-bit world, for excellence and creativity.

M.U.L.E. - This is the one title that most eight-biters still enjoy and those who have moved onto more powerful platforms, miss. Here is an excellent mix of strategy, economics, luck and a load of mirth and humor. Many were the nights spent in the marathon MULE sessions with programmers on the west coast. The game sported excellent graphics and gameplay as well as a memorable title tune.

ALTERNATE REALITY: THE DUNGEON - Possibly the first real "first-person perspective" adventure that had gamers spellbound for months. Again excellent gameplay and graphics, some with 128 colors on screen and an awesome-for-its-time four-voice musical score that had vibrato and echo in parts. This title also had the unique ability to monitor your alignment to good or evil and treat you accordingly.

PAPERCLIP - The premier word processor for the eight-bit line, with a multitude of features.

ATARI WRITER - Those who found Paper Clip too in-depth used this excellent and easy word processor.

AGE OF ADVENTURE - A compilation of two excellent adventures that stayed true to the myths they borrowed from. Ali Baba and the Forty Thieves and the Return of Heracles could almost be used in schools as primers on these ancient legends.

THE CPR DEMO - A nice two-disk animated demo that teaches CPR and the Heimlic maneuver. A real good example of the computer as a learning tool.

SPELUNKER - The greatest, biggest, mammoth platform game of all times with chutes, ladders, caves, waterfalls, giant levels and the pyramid! Those who have been there know what I'm speaking of!

PRINT SHOP/PRINT SHOP COMPANION - Everyone's favorite first printing program this program allowed both

artists and non-artists to create banners, flyers, greeting cards, calendars and more with a few simple keypresses on easy-to-use menus. This program re-defined the term "user friendly."

MAGNIPRINT - This premier printer utility printed any graphic in any mode including the 16 shad "G" chip modes from 1 inch by two inch to full six foot wide posters on your Epson compatible 9-pin printer.

SYNCALC/SYNFILE - Great examples of an elegant interface as well as the best spreadsheet-database combo around in its time.

KOALA PAD/ATARI TOUCH TABLET - Both used similar software to present budding computer artists with a great under-\$100 touch tablet and software combination.

LUCASFILMS GAMES - George Lucas' programmers from his hit film turned to the computer game market. Games like **RESCUE AT FRACTALUS**, **BALLBLAZER**, **THE EIDELON** and **KORONIS RIFT** redefined what we thought to expect from our machines.

...and last but not least, the one program that many people bought an Atari [in order] to run.

STAR RAIDERS - The classic space-fight battle simulator with fore and aft view, docking and repair sequences, a large battle map and excellent gameplay all in only 8K...WOW!

These titles jump to mind; you may have had different needs and liked and used other titles. Please write about them to help those who have taken these fine 8-bit machines to heart.

Cardfile 3

(by Richard Landenback MAST Sept 92) [edited for the NJ]

Cardfile 3 by GRIBNIF SOFTWARE is described as a personal information manager by the manufacturer. And what is a personal information manager? In plain English, this program is a medium-level address book and label-printer program with an appointment calendar and reminder. While this program is not as glamorous or as extensive as the term personal information manager would seem to indicate it does an excellent job for what it is intended. With a suggested retail price of \$39.95 and an actual price of between \$25.00 and \$30.00, this program is an excellent buy and will probably fulfill all of the needs of 90% of the people using this type of program.

But what does it do? Why should I buy it? if you are like me, between friends relatives, people at work, members of organizations you belong to, people doing work for you,

software companies etc., you probably have collected hundreds of names, addresses and phone numbers through the years. Most of this information is found on business cards, software manuals, paper napkins from your favorite bar, and rosters of names on local phone books. They all have something in common; they are all easily lost or can't be found when you need them. If you are anywhere near organized you probably have these numbers written in a personal address book which you either can't find when you need it or the information is outdated or you can't place the name and number with or who the people are. Is John Doe your nephew, the paperboy, painter or what? Cardfile 3 solves these problems for you.

With Cardfile 3 you can have all your names, addresses and phone numbers in one location. Besides this basic information, your Rolodex-style address book has fields for the following pieces of information: group, title, business name, both work and home phone numbers and two lines for notes. The group field allows you to sort the names in the address book by specific groups (ex. software companies, friends, MAST members etc.). Using this field as a filter you can print out phone or mailing lists for that specific group only. The title field lets you enter a person's title such as president or professor for use with the printing of address labels. Business name would tell you which company they work for and home number or the business and business FAX numbers. The two note lines are useful for making notes about the person listed to jog your memory about them. If it's a friend or relative maybe you would want to enter their birth date; if it's someone you just met, a note of why you took their name and number and so on. One use I have for Cardfile 3 is listing the software companies I've bought programs from and I put the name of the program and the product ID serial number in the note field in case I need to call them for help.

The sort or filter screen is a blank template of the entry screen. You enter your sort information in the appropriate field and enter. The program will sort through all the cards and display those cards with the matching sort information one at a time. For example, if one of your group fields was MAST Members and you wanted an address list, you would call up the filter screen and enter MAST Members in the group field for your sort. The program gives you the option to sort only those cards with your sort string in the selected field or if the selected sort string appears anywhere on the card. Once you have your sorted group of cards you can use the print menu to easily prepare special address and phone lists for that group. The phone list also has an auto dial feature via your modem. Besides using the address book for printing your envelopes and address labels they can also be sent to your word processing and desktop publishing program via the program's SEND option.

The second part of CARDFILE 3 is its calendar program. The calendar program allows you to set up appointments by time and date and print an appointment agenda by the week or day. It also has a reminder feature which will remind you of any

pending appointments for the current or following day at the time that the program is booted. Expired appointments can be set up for either auto or manual deletion.

As I said in the beginning, this is an easy to use address, phone book, calendar and label-maker program that will fulfill the needs of most people and at around \$30.00 is an excellent value. I highly recommend this program for all Atari ST computer users.

Note: The reviewer forgot to mention that Cardfile 3 can be used as a program or installed as an accessory.

Just For Fun by Jerry Cross (This is an oldie, but goodies reprinted from the Michigan Atari Magazine 11/87) [edited for the NJ]

Where do computers come from?

Hey, this is serious! I was sitting around the other day, just letting my mind wander around...and it occurred to me that I have never seen a computer factory. Have you? I mean, I've seen car factories, furniture factories, but never a computer factory.

It got me to wondering...like when I was a kid, and I asked my folks where babies come from. They said the stork brings them. Well, I got out my picture book and there it was! A stork! And I could even go to the zoo and look at one. They got mad at me once because I let one loose. I said to them "How's it supposed to deliver babies when it's all locked up like that!" Then after I grew up a bit, I saw that fat lady and said "Look mom, she ate too many Big Macs, huh?" "No!" my Mom said, "She's about to have a baby." "Cover your head, MA!" I screamed, "Those storks are ten times bigger than pigeons, and I saw what pigeons can do to a car!"

"No, storks don't bring babies, she has a baby in her stomach," said my Mom. "She will soon go into the hospital and they will take the baby out."

A few years later I had my sex education class. They explained it all to me. They showed me some pictures of a hospital room, with the doctors in their white robes and equipment all over the place. The room was real clean because, they said, they had to keep the dust out. Dust carries germs, and we didn't want the baby to catch a bug, did we? And when the baby comes out, the doctor would put it on an examination table to make sure it was healthy.

So, I learned my first lesson. Don't ever believe your parents. So when my Dad told me that computers come from computer factories, I said "Sure Dad? And I believed you about the storks. So where is this computer factory?"

"It's in Singapore" he said.
Huh?

Huh? Singapore? The same place that makes those stupid umbrellas they put in drinks? The place that makes those shirts that are two sizes too small? That's where my Atari came from? "Oh, come on Dad..."

So, I went and got out my picture books again and looked up computer factories. And there in full color, was a picture of a computer factory. But it didn't look like a regular factory.

Everyone inside had on white coveralls, and white hats and gloves...just like a hospital! And they had all these gadgets with lights and they beeped all the time...like a HOSPITAL!!! And the room was real clean...LIKE A HOSPITAL! I guess they wanted to keep those bugs out of the computers and when a computer came out, it was put on a table and they checked it to be sure all the parts were there and everything worked.

So that's where they come from! I knew they didn't come from Singapore! So I took a trip over to the hospital but they wouldn't let me into the computer delivery room. The nurse acted like she didn't even know what I was talking about! I showed her my picture book, and told her the story about the fat lady. She smiled and told me to sit down and someone would come and take me to the computer delivery room. Then she called someone and said in a low voice, "I think you lost one of your patients! Can you come and pick him up?"

Well, by this time it was getting late, so I took off. But at least now I know where they come from. Now for the big question...how do they [...] tell which is, ummm, do they do it in the dark...

Nuts, more questions, Hey MA!!!!

Lynx game Review

PINBALL JAM 1 player, horizontal game Atari Corp., for the Atari Lynx \$39.95 Stereo? No

OVERVIEW: As much as I like video games and pinball, I never cared much for video pinball games. The problem is that either the playfield is an unrealistic collection of screen-sized subfields slapped together (ALIEN CRUSH, DINOLAND, DRAGON'S FURY), or the programmers put in "video features", like bosses and marble eaters (HIGH SPEED and PINBOT for the Nintendo Entertainment System). In either case, the fundamentals of pinball end up being compromised.

Now Atari Corp. has released PINBALL JAM for their Lynx portable video game system. This game card contains two real Williams/Bally pinball titles, "Elvira and the Party Monsters"

and "Police Force". Elvira has you shooting targets and ramps for pizzas, punch, and water rides with the campy Mistress of the Dark. "Police Force" requires you to defend the Law of the Jungle against the Drug Rat, the Loan Shark, and other animal villains. The action is viewed from directly overhead, with the screen scrolling up and down to track the ball.

GAMEPLAY: PINBALL JAM consists of a lot of pluses mixed with a few minuses. The best thing is its high level of realism and adherence to the originals' rules and scoring. Game physics are convincing for the most part, down to the frustrating ramp shots that don't quite succeed, but the marble is a little more elastic than it should be. On the other hand, this is still not a total replacement for real pinball. Pressing the OPTION 1 button shakes the board, and tilts are possible, but slap saves and other complex moves are not. Still, for the time being, this is the closest that pinball purists can get in a video game system.

A few other changes have been made to accommodate the transition to a video screen. The scrolling screen follows the ball, so aiming for targets at the top of the playfield becomes harder. During multiball, the lower ball is shown and an arrow points to the location of the other. Free game specials are now extra balls, and end-of-game matches are gone. Each pinball can be played in easy or hard mode; "easy" gives five balls per game, while "hard" offers three balls and clears all lit targets after a drain. Only one player can play at a time, but a high score table tracks the top three scores for each machine.

Of the two titles, Elvira is a tougher challenge and requires good playing to get high scores. Police Force is suited for beginners, and offers many easy chances to get high scores. One minor risk is that players who are unfamiliar with the originals will start off handicapped. The manual documents shots and target combinations, but nowhere are they labelled or illustrated. As a result, new players have to discover where the Pizza Passage, the Hot Sheet, and other targets are before they can play effectively.

GRAPHICS/SOUND: Graphically, PINBALL JAM literally tries to duplicate the look of the arcade. The screen closely resembles the real games, containing everything from playfield art and flashing arrows to transparent slides and wire ramps. The effect isn't perfect, however, and the limits of the Lynx screen display are clear. Some areas are colored too brightly, and some other spots are too cluttered. The screen scrolls well most of the time, but when the balls get extremely fast, the scrolling becomes somewhat jumpy in order to keep pace.

The primary game sounds come from computerized approximations of bumpers, flippers, and other obstacles at work, which are okay by themselves. Each pin also has a selection of digitized voices from the arcade, though they are slightly scratchy and rearranged a little with the original game actions. The best sounds, though, are the number of background tunes play throughout, setting the pace and

keeping things lively.

SUMMARY: PINBALL JAM is a fun game, though it cannot satisfy the die-hards who want the complete pinball experience. But for those of us who can accept some minor compromises for realistic pinball action on the go, this card is a perfect way to spend many spare hours.

SHADOW OF THE BEAST 1 player, horizontal game Atari Corp., for the Atari Lynx \$39.95 Stereo? No

OVERVIEW: The Beast is back! SHADOW OF THE BEAST for the Lynx is -- no surprise -- a conversion of the popular Psygnosis computer game. You play an inhuman demon, stripped of your human identity by the dreaded Beast Lord, and who has just now learned of your lost heritage. Now driven by rage and revenge, you must run, jump, and fight through a number of multi-directional scrolling stages to destroy the fiend and rest your soul. Along the way, you will unravel puzzles and hunt for tools and weapons, but an army of minions and many traps stand in your way.

GAMEPLAY: The original version of BEAST was notorious for being incredibly difficult, and this version is just as hard; it is one of the toughest Lynx games you can buy today. You have only one life, and your lifeblood is quickly whittled away by relentless attacks and sheer drops. The game offers three continues, but there is no way to save a game or to skip earlier stages. The game is immensely large, with dozens and dozens of places to explore, and players are advised to allocate lots of free time for this title. Simple controls allow you to jump, attack, and select weapons, though you cannot instantly change directions.

What elevates SHADOW OF THE BEAST from being another rehash of DONKEY KONG is its adventuring aspects. While there are platforms to jump and enemies to destroy, blindly going forward will get you nowhere. Instead, the only way to make progress is to thoroughly explore each area. The adventuring aspects of this game are simple and very linear. Each problem has one path to the proper solution, and deviations from that are harder or simply impossible. Also, some areas require prior knowledge, which you can get only by experience from earlier games. To be fair, this game pulls no sudden surprises; when you die, for instance, you know exactly what mistakes led to your demise.

GRAPHICS/SOUND: The graphics on BEAST are some of the best ever seen on a Lynx. Fantastic use of color and detail makes for realistic characters and backgrounds, topped off with fine, multi-layered parallel scrolling. Your on-screen personage runs, turns, and jumps with fluid, lifelike animation, and many of the game's antagonists are equally well done. The game sounds are slightly above average, though they do not come too often. Much better, though, are

the many background tunes running throughout the game, all of which are terrific, atmospheric, and haunting. You can press Option 2 to turn them off, but you won't want to...

SUMMARY: SHADOW OF THE BEAST hits the Lynx without losing any of the relentless challenge from the original. It is an audio-video feast, but the game's high difficulty level and gameplay may turn off some players. Still, if you relish a serious, take-no-prisoners video game, this title is just the ticket.

BASKETBRAWL 1-2 players, horizontal game Atari Corp., for the Atari Lynx \$39.95 Stereo? No

OVERVIEW: For some reason, combining basketball with violence is a popular videogame trend -- look at ARCH RIVALS, BILL LAIMBEER'S COMBAT BASKETBALL, or PUNKSHOT. Now there's BASKETBRAWL, a Lynx version of the Atari 7800 title, with a very similar theme. You pick your character from a fixed pool of players, each rated according to skills and health. You then play against the other team, trying to score more points before the six-minute clock runs out.

Aside from this, anything goes. Players must fight, stab, and mutilate their opponents for the ball, while spectators attack anyone who gets too close. Weapons and power-up icons appear on the field, giving temporary benefits such as speed or renewed health. Your ultimate goal is to beat five other local gangs and win the championship. A password allows you to continue from a later point, while two players can ComLynx together for a team-up against the town.

GAMEPLAY: Sadly, when BASKETBRAWL took away the rules, it also took away the fun. The problem is that neither the brawling nor the basketball aspects of this game are done well. Shooting consists of jabbing Button A and praying the ball goes in. Fight moves are limited, aiming attacks is difficult, and weapon effects have little variety. Defense is nonexistent; you can't block shots or passes, steal the ball, or resist enemy attacks. The basketball action is constantly disrupted by fights, and fight fans have to stop and score points to keep the game going.

The overall pace is frantic and confusing. You play three times against each team, first with one opponent and working up to three. Two spectators enter the field and attack players for no reason, and a third throws knives at everyone. The control buttons are used to attack, kick, shoot, and throw, depending on who has possession. But it's difficult to tell when you have the ball, and you may throw it away when you were planning to attack. In the end, there's a lot of frenzied button-pressing but very little satisfaction.

GRAPHICS/SOUND: Sights and sounds in BASKETBRAWL do little to enhance its appeal. While backgrounds are sufficiently detailed, the main game graphics

are simple, crude, and poorly animated. Throw in a very choppy side-to-side scrolling, and game looks like a relic from the Atari 2600. The title theme music is very catchy, but the other game sounds are primitive and dull.

SUMMARY: BASKETBRAWL takes an idea loaded with potential, then removes most of the excitement by combining weak sports action and weak combat action. The only thing to do is to wait a while longer for an authentic basketball game; Lynx owners may be eager for sports titles, but they're not desperate.

NFL FOOTBALL 1-2 players, vertical game Atari Corp., for the Atari Lynx \$39.95 Stereo? No

OVERVIEW: There's no surprises here; NFL FOOTBALL for the Atari Lynx is a portable version of the American pigskin sport. This is the sport where two teams of eleven guys each try to carry an oddly-shaped brown ball down a hundred-yard field into the opposing team's end zone. As a licensed game, all of the real football teams and logos of the NFL are used, letting players fulfill their fantasies of managing their hometown favorites. For even more realism, the card features offensive plays designed by a real NFL coordinator, and game strategies can be altered in real time as needed. The action takes place from an overhead perspective, which zooms in and out of the action.

GAMEPLAY: Ugh.

NFL FOOTBALL had such promise, but falls far short. This game has so many defects in its implementation that you wonder if anyone bothered to play it before its release. The good news is that, on offense, almost two dozen plays are available, and each play can be improvised as needed (pass the ball on a running play, for instance). A game lasts for four 15-minute quarters, and two players can compete head-to-head with the ComLynx cable.

Everything else goes downhill from there. On offense, passes are done by holding down the "B" button, moving a crosshair to an open receiver, then releasing the button to throw -- all performed while the opposition rush for the tackle. Running plays are easy to perform, but they yield little yardage and become essentially useless. When you have the ball, any touch from an opponent brings you down, with no chances to spin or break free. The selection of defensive plays is pitiful, with only six general defenses available, and there is no easy way to change the defensive player you are controlling.

Two-player games are inherently more challenging because the computer opponent is pathetic. The Lynx has no head for strategy, and you can use the same play repeatedly with no effect. The computer makes up for its stupidity by making its players run faster than your team; if all your defenders are behind the ball carrier, it's a guaranteed touchdown. Each session is a one-game bout, with no provisions for league

play, and there is no difference between teams other than their logos and uniform colors. There are no fouls, no way to block punts, and many more shortfalls, too numerous to list.

GRAPHICS/SOUND: The graphics on NFL FOOTBALL are clean and identifiable, yet fail to excite or inspire. The Lynx's hardware scaling is wasted; the screen zooms in at the end of a play and zooms out to a high overhead shot for kickoffs, but most of the game is viewed from a static halfway height. It's possible to be in control of an off-screen player, though it shouldn't have to be. Screen clips highlight cheering crowds and the referee's calls, but they are simply animated and there's not many of them.

Sound is a little better, but not by much. Aside from a title theme, the game is quiet most of the time, with most of the sounds consisting of a whistle and the shlup-shlup-shlup of running feet. The digitized voices of the referee calls are a bit muddled, while the crowd that cheers after each score is a simple "white noise" effect.

SUMMARY: It doesn't help if football games on other portable game systems are no more sophisticated than NFL FOOTBALL. The bottom line is that this game is a futile exercise in boredom, and is certainly not fun to play nor worth the price asked for it.

STEEL TALONS 1 player, horizontal game Atari Corp., for the Atari Lynx \$34.95 Stereo? No

OVERVIEW: Once again, the Lynx dares to go where other portable game systems fear to tread, with an adaptation of STEEL TALONS, the arcade helicopter flight simulator. Your objective is to fly a military chopper through twelve filled-polygon missions, blowing away enemy armaments and camps while staying alive. Each of your four helicopters can take a small number of hits, and the battle computer and instruments provide lots of information, but in the end it takes skill and strategy to win. Are you up to the challenge?

GAMEPLAY: Confession time -- when I heard that STEEL TALONS was being adapted for the Lynx, I shuddered in fear. After all, the last attempt at a polygon simulator was the very disappointing HARD DRIVIN'. If the Lynx couldn't handle a car, how much worse would a helicopter simulation be? Surprised STEEL TALONS is a LOT of fun to play, and represents the cutting edge of Lynx software technology. John Sanderson and NuFX have learned a lot from their earlier effort, and this title is to be commended.

Three features from the arcade game have been removed from the Lynx: The ability to play two players simultaneously, the use of fuel limits, and the option to completely simulate an Apache helicopter's control set (the arcade default used simplified controls to make flying easier). Otherwise, everything else is preserved. You have control of your speed, altitude, and heading, and instruments show everything from

structural integrity, to ammo remaining, to the location of you and your targets. The game can be seen either from behind your chopper, or from the cockpit for double points. The instruction manual is a little sparse on details, leaving players more about the game to discover.

The steering yolk, pedals, and stick of the original STEEL TALONS have been streamlined; all of the Lynx's buttons are used, alone and combined, to give you total control. Learning the scheme takes about ten minutes, but it's a worthy investment. Unlike HARD DRIVIN', everything is properly responsive and the controls are reasonable. One quirk that may confuse some players is that "flight" controls are not used; pressing up takes you higher, not lower. This shouldn't bother most players, however.

Overall, the game is fairly hard and challenging, and careless players will be quickly decimated. Missions are progressively difficult, ranging from a training run to night hunting to weaving through tall canyons. Each mission is timed, and finishing a mission fast enough earns bonuses. You have a set number of machine gun rounds, rockets, and guided missiles, with the battle computer finding targets and helping your aim. You'll soon completely lose yourself in the action, strafing targets and destroying tanks effortlessly.

GRAPHICS/SOUND: The graphics and sound on STEEL TALONS will please most players. The game action is rendered with filled-polygon graphics, drawing enemies and hills along with trees, clouds, and rivers. The screen is updated at about four frames a second; while it's not as fast as a dedicated machine, it's more than sufficient and doesn't hurt the game at all. Instruments are visible without obscuring the view; other graphics, like the terrain map and the high score table, are drawn very nicely.

There are not a wide variety of sounds, but the ones that are present are used appropriately. The drumming of your chopper's blades fill the skies, mixed with the rattle of the machine guns and the hiss of missiles. Klaxons and chimes warn of radar lock and enemy hits, all punctuated with assorted explosions. Finally, there's a somewhat garbled voice giving you tips before each mission, and some nicely-done musical tunes sprinkled throughout.

SUMMARY: Purists who wanted nothing short of a total, unabridged translation will be disappointed. For everyone else, though, STEEL TALONS on the Lynx is a joy to play, a very pleasant surprise, and a Herculean effort to be saluted. If the idea of realistic air combat action stirs your blood, buy this game and take off!

KUNG FOOD 1 player, horizontal game Atari Corp., for the Atari Lynx \$34.95 Stereo? No

OVERVIEW: Okay, how's this: For some crazy reason, your boss at the video-game company wants to put the

unstable mutagen Rynoleum into the next batch of games. Acting on your conscience, you steal the toxic waste, haul it home, and put it for safekeeping in the freezer. Unfortunately, you've been contaminated into a six-inch-tall, naked, green version of yourself. Worse, your groceries have gained sentience, and are now planning to take over the world! Can you fight through your leftovers, cure yourself, and stop this plan cold?

That's KUNG FOOD for the Lynx, the video game with a plot that's an instant finalist in the "Goofiest Idea of 1992" award. You play the samaritan in the refrigerator who kicks, jumps, and punches through five levels of killer groceries and other hazards to save the day. You start with three lives, and can take a limited number of hits, but the vegetables still outnumber you. There are no continues, but power-up icons along the way will help even the odds. Sure, it's silly, but it's no weirder than ninja-trained terrapins, right?

GAMEPLAY: There's no surprise here -- KUNG FOOD is your generic "beat everything in sight" video game. You walk left to right, up and down, and after a few steps encounter a pack of hopping peas, potato men, or ice demons that have to be destroyed before you can go any farther. You take hits pretty easily, and there's not much warning that you've been hit, so watching the health gauge is very important.

There are a number of small quirks that may bother some players, however. Controls are a little awkward; button A and the control pad activate punches and kicks, which is tolerable, but it's impossible to turn quickly in the heat of battle. Actually hitting an opponent requires a fair amount of precision, and, depending on where you're standing, it's possible to be hit by an enemy who you can't hurt. Working around these limits isn't difficult, but veterans of video street battles will be caught flat-footed at first.

GRAPHICS/SOUND: The graphics on KUNG FOOD are among the most elaborate ever on a Lynx title. There's great use of color, detail, and animation, and some fairly elaborate opening and closing sequences, which mesh together with a consistent level of high quality. Game sounds are pretty good and match the action appropriately, but the background music and title theme are repetitive and grating. Fortunately, pressing OPTION 2 lets you turn the music off while keeping the sound effects.

SUMMARY: Take away the story, and KUNG FOOD comes across as a very average fighting game that breaks no new ground. The game's controls and minor quirks may irritate some players, but fight fans with Lynxes should look past the silliness and give the title a try.

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