

CompuClub

Where Atari owners belong.

CHRISTMAS SPECIALS

STOCKING STUFFERS

One year subscription to ANALOG (12 issues) with \$100.00 software purchase	\$15.00
just subscription	\$24.95
One year subscription to ROM (6 issues) with \$100.00 software purchase	\$6.00
just subscription	\$10.00
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Atari Duffel Bags blue	\$5.95
Atari Jovsticks ea.	\$3.50
Disk library Cases 10 disk cap.	\$2.00
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CompuClub Disks (10/pk) PLUS \$1.00 off on your next box!!	\$19.00

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Countdown & Rainbow Walker Two Synapse games in one Box!!	\$18.70

BUSINESS ITEMS

SYN-FILE	\$37.45
SYN-CALC	\$37.45
SYN-TREND	\$37.45
VISICALC	\$45.00

NOTE: ALL PRICING GOOD THROUGH JAN. 15, 85. BECAUSE OF THE LATE MAILING OF THIS NEWSLETTER WE WILL PAY FOR BLUE LABEL SHIPPING ON ALL ORDERS OVER \$100.00

1050 OWNERS THE U.S. DOUBLER IS HERE!

Club Price \$52.95

Now you can turn your 1050 dual density disk drive into true DOUBLE DENSITY, get HIGH SPEED I/O, and get SPARTA DOS to boot (pun intended). That's right! true double density for \$52.00 or if you don't own a 1050 then buy one and add a doubler and get a double density disk drive for less than \$225.00!! Two chips must be replaced and no soldering is required in 99% of all installations. This hardware modification also fixes some of the bugs in the early 1050s that prevented them from loading certain software programs. Used with sparta DOS, a highly sophisticated DOS modeled after PC-DOS, you will read and write at 3 times the normal 1050 speed, have a built in real time clock and calander. Sparta DOS even puts a time and date stamp on every file you create. When you are not using Sparta DOS your 1050 is fully compatible with all other atari DOS's. I have one installed in one of my 1050's and it works and works well.

Club News

Major Changes!
We have finally completed converting and updating our entire catalog to disk. This conversion will do several things for all of us.

1. New members will receive current catalogs
2. Members renewing will also receive this new data base catalog
3. CompuClub has applied to become an Atari User Group, named CUG (pronounced "chug") COMPUCLUB USERS GROUP to insure our continuing supply of info from Atari. User groups are welcome to use our catalog and pass it among members. We only ask that you send back a copy once in a while with any updates you have made so they can be shared by all.

COMING ATTRACTIONS For Issue 12

Next month we will be reviewing a whole series of new business programs which look to be the answer for a lot of us who are trying to run our businesses on an Atari. There are new Accounting, order entry, payables, and receivables programs being offered by some of the larger business software companies. In addition to that we will also be covering a program called PRINT SHOP from Broderbund and most anything else that comes in that looks either very good or very bad.

ATARI READING

Both ANALOG and ANTIC feature long interviews with Jack Tramiel this month. We read both and have included some info from both stories in this issue of the Atari News. You real buffs will want to read both to get the whole story direct from the source. For the non fanatics the story in brief is on pages two and three of this newsletter.

ANTIC MAGAZINE SPECIAL REPORT

11/13/84



SUNNYVALE, CA--The new Atari Corp. today dropped the price of the Atari 800XL to "under \$120" from \$179 -- and hinted that some major retailers may drop the price to \$99.

Atari 1050 disk drives will be cut to below \$200 for holiday shopping, and the 1010 data recorder and 1027 printer will also be reduced in price, according to Vice President for Marketing, James Copland.

An Atari 800XL with disk drive, 1027 printer and key software should be available now for under \$600, Copland said. Atari Christmas sales will be supported with a multi-million dollar print advertising campaign with the theme, "Even Scrooge would give one..." The ads will feature a quote about the 800XL from the December ANTIC Buyers Guide.

At the January Consumer Electronic Show, Atari will show a line of three to five 8-bit machines compatible with the current 800XL and a new line of 16-bit machines. All products are to be on the market during the first quarter of 1985.

True to their "Rock Bottom Pricing" strategy, Atari will also introduce a new modem and full-sized color printer at CES. In an exclusive interview with ANTIC following his press conference today, Tramiel underlined his commitment to Atari telecommunications and said that the 1985 modems will upload and download at 300 and 1200 baud and connect without any interface box.

Telecommunications was emphasized by Sig Hartman, President Atari Software, who told ANTIC that the Plato cartridge was their number 1 new software product. Hartman had evidently been (unsuccessfully) trying to develop a Plato terminal emulator at Commodore for the C64 since 1983. Tramiel pledged to start a new program of support to user groups. "When a person buys a computer, he shouldn't be left out in the cold. We'll give him as much support as we can if he needs help," Tramiel said. The first look at the new 32-bit Atari computers will come in April at a computer show in Hanover, Germany.

Sam Tramiel privately confirmed that this machine would utilize the new National Semiconductor 32032 and would be a "VAX in a box." Copland would only say that this new machine would be a "user-friendly reliable computer at rock-bottom prices."

"We give the people what they want. Our work ethic is to constantly strive for improvement," Copland said, echoing Atari owner Jack Tramiel's philosophy of "computers for the masses, not the classes."

"We always try to reduce the computer's cost to what's affordable for the customer," said Tramiel. "Our goal is to make the best computers at every meaningful price point between \$100 and \$1000."

The new Atari Corp will not charge more than \$49 for software, said Tramiel. Although he would not outline specifics, Tramiel said all the 8-bit machines will be compatible, at least one will offer 128K, and at least one

will be a portable, luggable computer. The new 800XL will look almost exactly like the older machine, but will contain improved new design technology, according to company president Sam Tramiel. The company's line of 16-bit and 32-bit microcomputers will use a proprietary operating system and VLSI custom graphics coprocessors developed by Atari in Sunnyvale, according to Sam Tramiel. These computers will also feature GEM, the Macintosh-like Graphics Environment Manager produced by Digital Research, according to Sam Tramiel. GEM is an extension of the operating system and supports overlapping windows, pull-down menus, icons, mice and other advanced user-friendly features. Meeting with the press en masse for the first time following their purchase of the company, Atari executives were almost astonishingly open about their confidence in the future. Atari Corp. is projecting \$1 billion in sales during 1985, Copland said. Copland said Atari expects to sell at least a half million 800XL's within the next five months, using a network of major mass retailers and distributors.

Orders for the 800XL have exhausted Atari's current inventory, and the company is now manufacturing 150,000 new machines monthly at factories in Taiwan and Ireland. Another facility will be operating in Japan soon, according to Sam Tramiel. At test markets in Detroit and elsewhere, the newly low-priced 800XL sold out almost overnight, with no advertising, said Sam Tramiel. "Most people six to 26 know how to use computers. We don't have to educate them on how to use computers the way IBM does. I believe American parents wants to educate their children to the greatest possible degree," Jack Tramiel told ANTIC, adding that he intends to offer price incentives for schools to purchase Ataris. Tramiel's philosophy is very clear. "We sell products to individuals--personal computers. We do not intend to compete in business computers." However, Tramiel also said he is prepared to knock out anyone who sells computers, including Apple and IBM, if they choose to compete with him. "After I left Commodore -- due to philosophical differences with the management -- I noticed business was becoming very dull. Everyone was sitting around, being very greedy and trying to get as much money as possible. There was a need for new life and excitement in the computer business," Tramiel said. "The end-user is intelligent. He knows what he wants," said Tramiel. He said he intends to support his customers by increasing the existing software base, working closely with third-party software developers. Tramiel said the new machines will be backed by a 90-day warranty, during which time a customer could obtain a new, replacement unit if problems develop with the computer. After that, customers could take their machines to any one of some 1,500 service centers around the country or mail it to Atari for service. "We like to convert proven products into personal

CONT. NEXT PAGE

ANTIC/ATARI CONT.

use--for the lowest price," said Tramiel. His company, although it continues to design its own chips, will not conduct leading-edge research. The next step for Tramiel, after his current plans, is to "turn around mainframe technology for a hand-held computer." Executives hope to take Atari public in 1985, after raising \$150 million through three \$50 million private and stock-market placements. "In 1987, there will be 50 million personal computers sold worldwide, and over half of those will be below \$200," Tramiel predicted. "Back when I was in the calculator business I correctly predicted that the price would drop to \$9.95 (from over \$1,000) within 10 years. Tramiel also said he would decide in January if Atari will continue producing and marketing the company's 2600 game machine.

THE HITCHHIKER'S GUIDE TO THE GALAXY

Infocom
Disk only/Text Adventure
List \$34.95
Club \$26.21

Those guys at Infocom have done it again. HGG (Hitchhiker's Guide To the Galaxy) is taken from one of the funniest SciFi book I have read in years, and it didn't lose anything in the conversion. You discover upon waking that you name is Arthur Dent and you have a massive hangover. After that your day goes down hill, fast. If your a text adventure fan and you've ever played and Infocom game then you already know they are the class act of text adventures. If you haven't played a game by these people then prepare for a treat. Infocom game offer the best user/machine interface on the market. As for HGG itself its a very clever story which develops a lot of its humor from clever puns and twists of language. The difficulty level of the game is what Infocom call standard. Standard means any fool can play and enjoy and most of us will solve it after about 15 very enjoyable hours.

ROMPER ROOM

by First Star

disk/only
Ages 2-7

List Price \$29.95
Club Price \$22.45
ROMPER ROOM'S
I LOVE MY ALPHABET
Contains many of the same elements which has made the show one of T.V.'s most highly respected educational programs for the past thirty or so years. The basic object of this game designed for ages 2 thru 7 is to teach the alphabet to these young players. In the process certain vocabulary and word association concepts will also be learned. Although the instruction manual suggests the games contained on this program can be played alone or with adult assistance, you will probably find that the latter option provides for the most effective usage. The program contains four different games:

1)WATCH THE LETTERS which introduces MAX, a colorful animated antennae object of indeterminate origin. MAX introduces each letter of the alphabet in order, one at a time, and a word beginning with that letter. Even the youngest of players should fall under the spell of his gentle and whimsical personality. MAX is probably the major element of the program's success in achieving its goals. Players of all ages will enjoy going through these drills over and over again to watch MAX strut his stuff.

2)PRESS A LETTER is perhaps the weakest educational portion of the game, although it is mildly entertaining for younger

players. Here the player is encouraged to press letters at random and watch the ever-accommodating MAX perform to illustrate the letter/word that has been selected.

3)FIND THE LETTER allows for more interaction between the player and MAX. Here MAX has selected a letter which the player must match. If the correct choice is made, MAX will act out the word associated with the letter (P for PEEK is particularly amusing). After the third incorrect guess, or if no selection is made within 30 seconds, MAX will haul the correct letter onto his small stage.

4)LETTER QUIZ is the most challenging of the four game levels and does a nice neat job of reinforcing the skills acquired in the other levels. MAX randomly performs one of his routines and encourages the player to select the correct letter (on the keyboard) of the word associated with this action. If the correct answer is selected, MAX will answer "yes" and then continue with his act. Otherwise, after three incorrect answers or no selection, MAX will haul out the correct response. In conclusion, ROMPER ROOM has managed to neatly side-step one of the major pit-falls of most drill and practice programs by providing a character whose personality exudes the reassurance and motivation to continue using the program once the initial novelty of the clever graphics has worn off.

Montezuma's Revenge

by Parker Bros.

Disk only/Arcade
List Price \$37.45
Club Price \$28.50

If you have been waiting for a sequel to Miner 2049er. DON'T WAIT ANY LONGER. Montezuma's Revenge is here and its super!!! This game offers as much fun as Miner with over 100 screens to work your way through. Super graphics great sound and real sense of humor make this the most surefire winner of the Christmas season. Panama Joe's (our hero) job is to explore 100 danger filled chambers in the aztec emperor's fortress. Along the way you will run into keys, torches, swords, and amulets to help and snakes, menacing, spiders, bouncing skulls, and disappearing floors etc which are no help. Montezuma's Revenge offers three difficulty levels hard, harder, and give me a break. If your looking for that big hit of a Christmas gift this is one which will be loved.

SPY vs SPY

by First Star

Disk only/Arcade
List Price \$40.00
Club Price \$30.00

There has been a long running series in MAD Magazine called spy vs spy. The series has had lasting appeal because it offers a combination of the obscure and the outrageous, two spys doing battle in a three stooges manner. The series is almost a take off on the old road runner cartoon with bombs going off and spys opening doors to be greeted by one sort of booby trap or another. If you like that kind of thing (and who doesn't) you will love SPY vs SPY. This game offers you the chance to let out all the aggression you have been building up trying to fight the holiday crowds. (Those of you who live in rural areas without crowds will have to find other aggressions to let out.) The graphics are just what you would expect from the company that offered BOULDER DASH, in other words great and the game plays like it.

In this one or two player game you are a spy trapped in a maze of rooms with your arch rival spy. You must locate the secret plans before he does and find your way out. In order to beat him to the exit with the plans you are constantly setting traps for him which will explode in his face or shoot him or drop a bucket of water on him etc. The only problem is the fact that he is doing the same to you. Thanks to some super programming you get to see all this happening. The screen is split into 4 areas, the first two show the room you and your opponent are in and the other two show your choice of traps and the time left in the game. Didn't I mention that this is all run on a time limit. If you and your opponent ever do wind up in the same room then it's time for an old fashion bashing session. Joystick vs joystick and go at it for all its worth.

This is really a good one and I recommend it highly for Christmas or any time.

ALLEYCAT

by
Synapse Software

disk or cassette
Club price \$18.75

I have not found a more entertaining program than this in a long time and will probably purchase one for my family and myself. The scenario is quite simple. You are Freddie a common alleycat who has met his true love, Felicia, and is trying desperately to win her love. The only problem is you must brave the not so friendly mice in the alley as well as the neighborhood dog that just simply hates cats. You must enter different apartments in the alley to find the little baubles and trinkets to please your sweetheart. That sounds simple until you enter an apartment full of resting bulldogs and proceed to attempt to drink their milk while being chased by a mad broom. The broom constantly is trying to tidy up and you are constantly leaving foot prints throughout the apartment. In another apartment there is a fish bowl full of fish and electric eels. With all these dangers and more you will be challenged and entertained for many hours.

I will be surprised if you do not like this program because it both challenges and entertains. The most anti-violence types will not take offense with AlleyCat due to its lack of "A-Team" type action. This program should be on the top of your Christmas or gift list for anyone who enjoys having a good time.

STEALTH

by Broderbund

disk only / arcade
List Price \$29.95
Club Price \$22.45

Stealth offers the veteran arcade player less than the ultimate challenge but is still a interesting game. The object of the game is to fly your fighter jet across hostile territory so you can reach and destroy the "Dark Tower". The game offers the player a combination of good graphics and fairly fast action but seems to lack something that all great arcade games have. Maybe its verity I not sure all I can tell you that this is clearly not a candidate for "Dog of the Month" but is surely isn't the best thing I've seen either. What the game most reminds me of is a good grade B commadore game. You will face 5 different opponents as you fly across the battlefield. Each of the opponents will fire at you almost as soon as they appear on the screen but they are not especially tough to knock out. In sum, this is probably not the game you want most for Christmas but you would not complain too loudly if you got it.

USAAdventure

First Star

Disk only

List \$29.95

Club \$22.46

DOG OF THE MONTH runnerup

Don't get me wrong... I like history and as a former history teacher, I have a special affinity in encouraging this interest in others. The USAAdventure offers all the right information but offers it in such a scattered manner that it fails to communicate. This historical travel adventure fails to provide any "hook" to retain the player's interest. As the game progresses you are given a series of menus to make your choices from. As you progress through these menus you are expected to select the chronological order in which each state was admitted to the Union, collect all the historically accurate events which happened in these states, and pinpoint the dates in which the above mentioned events took place. Although these are certainly valid educational goals, it is not realistic to expect that any schoolage player will derive long-term benefits from this program. History isn't just names and dates...motivating forces and consequences are needed to make any historical event come alive. For example, why was Rhode Island the last of the original 13 states to ratify the Constitution and what were the consequences? The program requires you to spend most of your time looking at menus which make it difficult to look at a series of events in any but the most abstract manner. This makes it quite difficult to see any continuity to these events. The program does offer very impressive graphics and good sound but unfortunately you will retain very little from using it

review by

CompuClub is happy to announce our appointment as an authorized retailer of
SUNBURST EDUCATIONAL COMPUTER COURSEWARE.

Sunburst offers the following courseware (all of which works on any model ATARI which as both a disk drive and sufficient memory)

All programs list for \$39.95 and will be sold by CompuClub for \$29.95 each. Backup diskettes and teachers guides are available for all titles for \$45.00

PROBLEM SOLVING

grades 2-adult
 32k

award winner-Council for Exceptional Children Software Search - Gifted Category
 Winner of "Best Software of the Year 1983" Awarded by Learning Mag.
 Recommended for purchase by Electronic Learning Teaching and Computer

A small green frog lost in a pond of lily pads, helps students recognize and articulate patterns, generalize from raw data and think logically. Includes a practice option and a game option.

The Practice- The student chooses from six ponds, or levels of difficulty, in which lily pads are displayed in increasingly complex patterns. The student's task is to determine the pattern that will get a frog across the pond.

The Game- In these intriguing game, the students collect points by directing their frogs through as many ponds as possible with the fewest number of moves. Emphasis is on efficiency of pattern.

CODE QUEST

Grade Level 4-7
 Disk only

Award winner - Council for exceptional Children Software Search- Gifted Category.

Students sharpen their thinking skills as they try to break a series of secret codes that reveal clues to the identities of mystery objects. This teacher-created program has a save feature that allows the child to stop and return at a later time to complete a code. Children or parents can

also enter their own mystery objects and clues.

THE INCREDIBLE LABORATORY

Grade level: 3 - adult
 disk only

Award winner Council for Exceptional Children Software Search - Gifted Category.
 Winner- Consumer Electronic Show Merit Award.
 Recommended for purchase by Classroom Computer Learning and Teaching and by Teaching and Computers

Welcome to the Incredible Laboratory a place where students can experiment, discover, design; a place to sharpen problem solving skills.

Imagine a beaker filled with a bubbling solution and a list of "crazy chemicals" to add to the mixture. The students choose and mix the chemicals, the Bunsen burners heat up and from the vapor a monster emerges.

Each chemical produces specific features of the monster... from lizard feet to scaly body, furry arms, and mummy legs. All chemicals can be combined to form even more variations. The student's job as a Novice, Apprentice or Scientist is to discover through trial and error, each chemical's effect. In higher difficulty levels, chemicals effects change each time the program is run.

Vivid color graphics and animation add to the program's appeal. A special option on each level allows students to challenge each other.

THE FACTORY

16k
 grades 4-adult

Award winner - council for Exceptional Children Software Search/Gifted
 Winner of "Best Software of the Year 1983" Award by Learning
 Winner-Consumer Electronic Show Merit Award
 Noted as Exemplary Math/Science Courseware in Classroom Computer Learning.

Using color graphics and animation this unique three-level program challenges students to create geometric "products" on a simulated machine assembly line that they design. students develop inductive thinking and integrate their skills in visual discrimination, spatial perception, logic and efficiency.

Focuses on several problem-solving strategies, including working backwards, analyzing a process, determining sequence and applying creativity.

among the other titles from Sunburst are
 GETTING READY TO READ AND ADD PRESCHOOL-GRADE 1

SPACE WASTE RACE An animated Storybook with learning games PRESCHOOL-2ed GRADE MEET THE COMPUTER GRADE 4-ADULT

TEASERS BY TOBBS GRADE 4-ADULT

TARGETS: A NUMBER GAME GRADE 4-ADULT

SURVIVAL MATH GRADE 6-ADULT

POCKETS: The parts of speech game GRADE 4-ADULT

WORD DETECTIVE GRADE 3-ADULT

TRANSLATOR TIPS

Loading a cassette based program which requires the translator disk from a system with an 800XL and a disk drive is quite simple. After booting the translator disk simply press both **START & SELECT**

TRANSLATORS

Translators are available from CompuClub for \$5.00 ea.

Atari Light Pen

by
Atari, Corp.
Club Price \$49.94

With the slow down in new products introduced to the Atari lineup the new light pen is a great surprise in quality and versatility. The new light pen is by far one of the most well integrated graphics tool for the Atari to date. I feel that most users will probably ask why I downplay the quality of the product after they use it. Like most of the new generation of software coming to market with the popular computers, the light pen uses windows for menu selection and does so quite well. You select each menu by lightly pressing the tip of the light pen to the screen of the CRT and the menu pops up. When you are finished with the menu all you do is press the tip to the tab of the menu that you pulled up and it goes back into place and you continue drawing. There are four different menus to select from; they are 1. cursor or shape modes and color registers, 2. I/O selection to load or save a picture, 3. pattern selection and pattern color selection for the fill mode, and 4. the color selection for each of the four color registers. You have a wide selection of possibilities to choose from with the different menus and if you are not an artist now you may choose to be one.

One of the negative features of most light pens, and the original one from Atari, is they tend to go out of sync with the screen. Atari seems to have corrected most of this. Atari recommends in the instructions to use a light colored background while drawing and to change to the color desired when finished or to view results. I found this to be a valuable tip when using the pen as the darker the background color became the greater the tendency to go out of sync with the screen. Atari has also included in the menu a smoothness selection which can be fine tuned to compensate for those of us with unsteady hands. The selection enables one to draw a straight line in free hand rather than scribble across the screen. If you find that you need to connect a line to a specific point you are also provided with a grid selection so that you may draw a straight line from point A to point B. All in all you will be spending many hours exploring all the different possibilities this fine product has to offer.

Another nice feature of the software is you are allowed the option of either disk or cassette I/O. This makes it extremely appealing to most people because you can buy it now if all you have is a cassette. If and when you purchase a disk drive you will be able to use the software without upgrading it. Please

note when using a disk and wishing to load a cassette saved picture you must type "C:" as the device. I also have experimented with Megafont to dump my pictures to my Epson FX80 and found it compatible. I have also found that you can interchange pictures made with Graphics Master by DataSoft. I cannot guarantee the results with the above mentioned operations other than they worked for me.

I feel that the light pen offers something for everyone and can be quite useful for many applications. I recommend if you consider this as something that you might want to order as soon as possible. The availability of this item may be very limited according to rumors (these are rumors only).

To those of you who like contests CompuClub will offer a \$25 gift certificate to any regular club priced item for the best picture drawn with the Atari light pen. In addition we will publish the winning picture in the club newsletter. The deadline for entries will be December 31, 1984. The stipulations are that you must have purchased the Atari light pen from CompuClub (photostatic copy of sales slip will be proof), and you will grant permission to CompuClub use your name and picture.

DOG OF THE MONTH

KEYSTONE KAPERS
by Activision

This game would have been ok if they wrote it on the 2600 and left it there. As it is now it makes your Atari Computer play like a 2600 game machine. The graphics and the game can both be described the same way simple (minded). This is a game that could lead to terminal boredom, no pun intended. You control a kop who is trying to catch a krook. You chase the crook while ducking or jumping over objects that get in your way. You katch the krook and go to the next level where you do the same thing only faster. I realize that a description of a classic like PacMan would also sound this simple but belive me thisis no classic. My Christmas gift to you, avoid this game!

SUPER COBRA

by Parker Bros

Rom Cartridge arcade
List Price \$49.95
Club Price \$37.45

Set off on a high flying, dangerous gunship mission to destroy the enemy's base. Fly your helicopters through mazes, caves, and cities filled with tall buildings. The enemy tries to shoot your helicopter down with missiles, tanks, meteors, and even flying saucers!! for one or two players. Thats how Parker Bros. describes this game and... Surprise there right, its a really fun game that will leave you on the edge of your seat chewing on the inside of your cheek. (For those of you who don't play arcade games that means its fun). The graphics are as good as you need and the sound does a lot to add to the excitement of the game. One really nice feature of this game is the continue play like this and would not ever see the last ten or twelve screens if it were not for Parker Bros thoughtfulness. When your last ship is destroyed you are given the option of continuing the game just were you left off if you want. This means you can have an endless series of ships to play with and finally I have have had the chance to see the end of a fairly tough game. Thanks Parker Bros.

The Writers Tool

by OSS

List Price \$129.95
Club Price \$ 97.95

The Writers Tool is advertised as the last word in word processors, one that is simple to and instinctive to use and yet is the most powerful on the market. The advertisements are at least 75% right. This is without doubt a full featured word processor. whether it's instinctive to use or not is still being decided. The program does offer simple and logical commands for most options but not quite as simple as the advertisements would lead you to believe. (Nothing could be!)

The Writers Tool offers you a full range of formatting and editing options which seem limited only by the limits of your printer.

All of the usual word processor options are there to use and use quite simply in double, dual, or single density mode.

But the real strength of Writers Tool is in the list of extra editing functions found on this word processor and not on any others I have seen for Atari. among these features are "insert and join" This option allows you open up a large space in the body of your text to insert additional material and then with a single key stroke join it all back together. Automatic double column printing and the ability to split a line, putting part on the left margin and part on the right margin are very useful features. In addition you can command your Writers Tool to alternate sides of the page when printing page numbers so

a document will always have the numbers printed on the outside of the page when bound. These are but a few of nifty features offered by Writers Tool but I think they are enough to give you the idea that this is a program designed for the serious writer.

In addition to the the features designed to make the life of a writer simple are the features designed to make this a useful business tool. Full compatibility with Svnfile and the ability to set up your own data file from within the program for merges are both offered as is the ability to create bit mapped graphics within the text.

For those of you who are tired of the light blue screen with the white letters Writers Tool will give you the option to set your own default colors. In short, with the addition of a DOS compatible spell checker you might well have the only word processor you will ever need. The Writers Tool does have one major flaw for the serious writer however, it does not support an 80 col. card.

sell or swap

Atari System
1200XL/two drives Software
manuals books includes
atariwriter & family fin.
Call

203-637-8013 days.
203-356-4902 eves.
Jim Bolster

TOP DOLLAR PAID !
WANTED !
CONVALOGIC CHIP READER !
Contact Req. or Req.
9am to 5pm
616 651 5631

**FROGGER II
three
deep**

by Parker Bros.

disk/rom
List \$49.95
Club \$37.45

Nice graphics and good music mark this sequel to the original. frogger. If you didn't see the original. its a game that requires you to guide your frog (by joystick of course) across a fast moving stream to safety on the other side. Well in the new version there is no such thing as safety. As you fight your way across the stream dodging the hungry fish and the frog eating turtles and dive for the log on the other side you will find yourself transported to another portion of the river. Here things get only tougher. Entirely new problems face you here. Things like a honking (is there any other kind) duck which will knock you off your little resting place and a much faster current to move you off the screen to instant death if you stall for more than a few seconds. All of this hard work leads you to level three of course. It's here that you think you are getting you hard earned reward. You find your self on a cloud resting easily. But your problems have only begun! The only hint I give you about level three is think trampoline!! Another GOOD ONE!!

BREAKTHROUGH IN THE ARDENNES

by S.S.I.

DISK ONLY/STRATEGY
List Price \$39.95
Club Price \$29.95

S.S.I. is definitely working overtime to make quality programs for us, the fussy consumer. "Breakthrough in the Ardennes" is another good example of the commitment that S.S.I. has with producing good strategy simulations. Like the last several releases this one is also in machine language. The scenario is the Battle of the Bulge and can be played in either solitaire, with you as the German player, or two player mode. I believe that anyone who is interested in

this part of WWII and the German offensive, which should have succeeded, will find many hours of enjoyment.

This program is a major improvement over the other S.S.I. simulation based on the same battle, "Tigers in the Snow". The best feature of this new version is allowing player to stack brigades and form their own divisions. Another improvement allows you to select which troops are moved or which are modified randomly rather than requiring it be done in sequence. Please note that the above features are available in most of the new releases by S.S.I..

The manual is well written and shows the pains that have been taken to aid the end user. The program is rated at the expert or advanced level and rightfully so! You will not master the strategy necessary to achieve major victory in one sitting, or even two. However, if you have experience with other programs of this nature you will have a headstart at being a successful general. I haven't even come close to mastering this program and do not expect to in the near future.

reviewed by
Wally Newell

BEYOND CASTLE WOLFENSTEIN

by MUSE
DISK ONLY
List Price \$39.95
Club Price \$29.95

You have escaped from the Castle Wolfenstein and now you are a secret weapon. The Allies are desperate to destroy the Third Reich and the one man responsible for the suffering in Europe. Your mission, if you should decide to take it, is to enter Hitler's bunker in Berlin. All of the free world is counting on you.

The above description is the scenario for the sequel to "Castle Wolfenstein". I rate this one a five (5). I am annoyed with sequels and spinoffs to what is otherwise a good program. Going past this petty little peeve of mine, anyone who liked escaping from the "Castle" should like this program. You are given the same luger with a clip of ten bullets and a couple of passes to use when stopped by Hitler's guards. If you are unsuccessful you can try to bribe the guards and when all else fails you can shoot them. Be careful though because if you miss, the alarm for the entire bunker will be turned on and you will have the entire German Army after you.

While you are searching for Hitler's own personal room you will need to find a briefcase type bomb. The bomb is on a timer and it can be reset, but you have to be careful so as not to alert the guards when you reset the timer. Along the way you will find many different little articles and trinkets to use to complete your adventure in the labyrinth. You will have many more options and things you can do while experiencing this program and will be challenged for many hours.

What I am trying to say is; if you want to have some fun with your computer then give this a try. This program is not the best that there is to offer but it's good and is worth owning. I would also like to mention that "Beyond Castle Wolfenstein" would also make a good candidate for someone's Christmas stocking.

F-15 STRIKE EAGLE

review by H. Bojarsky
Game by Microprose
disk only/arcade
List price \$34.95
Club Price \$26.21

MicroProse has been so consistent in their line of flight simulators for the Atari that I expect them to start including sewing patterns for parachutes in their packages.

This package features a modern electronic cockpit, and more realism than I could handle. There are seven scenerios in the package, and in each you must avoid being shot down as you shoot down planes, bomb land targets, try not to run out of fuel, etc. The scenerios are based on Viet Nam, and the Middle East.

Four skill levels are provided, three of which are accurate simulations. The fourth, Arcade level, is accurate except for the fact that your aircraft will not roll. I found this to be a good place to start, as anywhere else all that I could seem to do was roll (the graphics here are nicely done. As I spun around and lost altitude I pretty much was able to guess that I was short for this mortal veil. I was right.)

F-15 is very well done, strikes me, a novice, as realistic, and features wonderful graphics. The only caveat which I offer is that this is fairly complex for a total beginner. If you have tried and enjoyed this type of simulation before, F-15 should prove to be a worthwhile program to own. Since the game centers on Nam and Israel, I would also recommend the game as a Christmas gift for Alexander Haig (sure hope he doesn't sue).

RECOMMENDED

BEST WISHES
AND
HAPPY HOLIDAYS
TO ALL OF YOU!

Sorcerer's Spells

(Hints to infocom's Sorcerer)

by Margaret Sebastian

Hooked on Infocom adventures? I am! Since CompuClub is my source for them I was asked if I'd pass along some hints to any adventurers in trouble. The last game I completed was Sorcerer. Infocom gives it the "advanced difficulty" rating. If you're just beginning, remember to take inventory when you wake up. The store room is a useful place to look, go early in the game. Search Belboz's quarters carefully, and listen. There is an item there necessary to opening a certain item. You'll need to do little reading. There is a very useful spell found early in the game. Use it and avoid a lot of restarts.

Hopefully, you are out of the Guild Hall. there are "rooms" you must not linger in - and some are safe at first, but safer if you use one of your Spell Book spells. Warning, there are several rooms that "amuse" but don't further your progress. Enjoy them once that forget them.

An item from Belboz's quarters will help you with the cannon. There are 2 useless potions and a useless carryable item. Don't spend hours trying to find a use for them.

The glass maze will be a problem. You can map it and survive with the right spell. There is an easy way to get out. At this point, in the game, it should be easy to figure out.

Pay special attention to the dragon. But be prepared to spend a lot of power to figure this one out.

Don't be selfish when asked for a particular item, give it. All will be as it was!

the mini-maze coal mine can kill you. It's wise to save the game before you enter. St first, finding what you need may take more moves than you have.

Don't be afraid of the water, but enter emptyhanded.

The finish is not too difficult. A vezza look into the future will have helped you make the right decision. Non-violence is a must. Congratulations on your new job!!