

# CompuClub

Where Atari owners belong.

## ATARI NEWS

We have been hearing rumors about Atari for months and it is time to turn the rumors into facts. The Feb. issue of ANTIC mag. contains a long interview with the new president of Atari, the first interview that we know of, in which Mr. Morgan spells out the future he has planned for Atari and the means he has chosen to get there. The following facts are brought out in the interview and in a letter recently sent by ANTIC to us are of interest to all Atari owners.

Among the products scheduled for first quarter release are:

**CP/M:** 64k, 80 column interface box. list price \$349.00 which is downwardly compatible all the way to an unexpanded 400. There will be a simultaneous release of a full line of the most popular CP/M programs such as Wordstar, dBase II and Supercalc.

### Expansion Box:

Expansion cards (ala Apple) can be daisy-chained via the intelligent expansion peripheral stright into the exposed bus on the rear of the new models. In addition, ATARI is introducing a new microprocessor controlled communications and expansion box. This has buffered bus and allows for bi-directional parallel communications (do we see AtariNet in the works?). As a result of the standard 6502 bus architecture (thus simple conversions), many 3rd party Apple card manufacturers are preparing ATARI products.

DUE FOR MARCH  
DELIVERY

SYN FILE !!!

SYN CALC !!!

SEVEN CITIES OF GOLD !!!

## AT LAST A DISK DRIVE WE LOVE

### Indus GT

As you know (if you have been with us for more than a month or two) we had not found a disk drive, other than the ATARI 810, that works the way we think it should straight out of the box. They all seemed to have one problem or another during their first six months on the market. Well, that has all changed with the introduction of the Indus GT. This is the slickest-running fastest loading (other than the Happy 810) drive I have ever used with an ATARI.

To start with the Indus is delivered as a true single density, density and one half (ATARI 1050), and double density drive. It come ready to work in all modes with all the software you need to get full benefit from the double density mode.

This drive is as good looking as the pictures in their ads. More important the drive runs just as smoothly as anyone would hope. We feel this disk drive represents the best value on the market today for ATARI for the following reasons

1. It works with every piece of software we have tried (over 400 to date)
2. Indus includes over \$120.00 worth of software with every disk drive.
3. Indus has provided us with the best service we have enjoyed from a supplier in a long time.
4. This is best designed unit we have seen for ATARI todote.
5. With the high speed software included in the package this drive reads and writes 4 times faster than an ordinary 810

**Indus GT.**

list price \$449.00

Club Price (including software) \$389.00

## NEW "WANT ADD" SERVICES OFFERED

Starting with next months newsletter we will be offering a new service to our members. Any member who would like to run a classified ad in the newsletter can do so by simply sending us the ad copy (no more than 40 words) and \$2.00. Your ad will be seen by almost 5000 Atari owners and will run for one issue of the newsletter. Those of you who are looking to trade up or buy used hardware to save some money should find this a useful service. Of course CompuClub cannot get involved in any private sales between members but if we can put some of you together it will be our pleasure.

## B-KEYBOARDS ARE BACK

The good news

Inhome has finally resolved its troubles with German customs and is shipping B-Keyboards again !

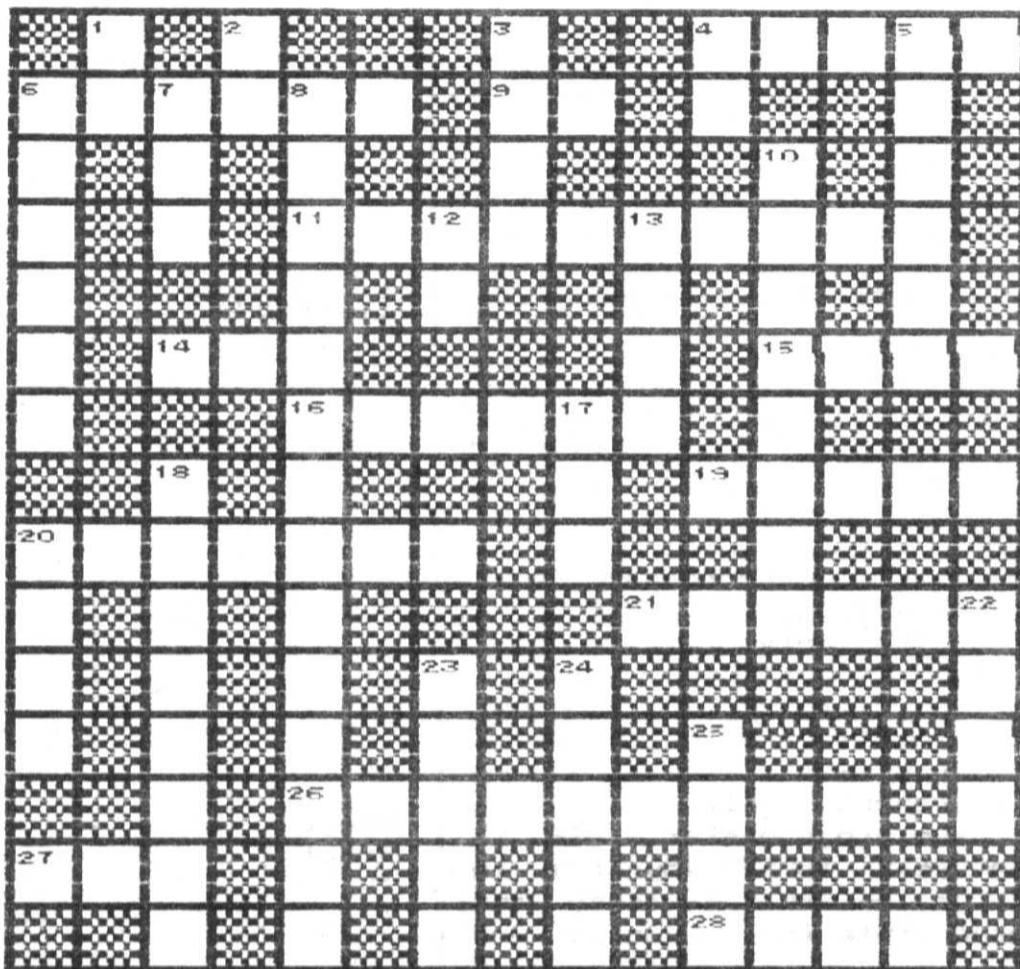
The bad news

The price is up on this great Keyboard and the new club price is...  
**\$59.95**

## THE B KEY 400 INHOME SOFTWARE



# CompuClub News



## CROSSWORD MAGIC

L&S Software  
Disk only  
List \$49.95  
Club \$37.46

This is one of the most useful educational products you can buy. The program will create a crossword puzzle for you automatically. You simply input the words and watch the puzzle fit itself together on the screen. You can then type in the clues and print the whole thing out (including an answer sheet). If your working on spelling try Crossword Magic or for vocabulary drills or studying a foreign language or any one of dozens of other things. Crossword Magic offers a fun way to create study aids that keep people intrested.

### DOWN CLUES

1. AN ACRONYM FOR INTEGRATED CIRCUIT
2. IN/OUT TERM
3. EIGHT ---- TO A BYTE
4. IC MANUFACTURER IN TEXAS
5. BLINKS ON SCREEN
6. SEGMENT OF A DISK TRACK
7. READ ONLY MEMORY
8. CREATOR OF CROSSWORD MAGIC
10. DRAWINGS AND ILLUSTRATIONS
12. POWER UP
13. HARD OR SOFT ----
17. LIGHT EMITTING DIODE
18. MEDIA FOR STORING SOFTWARE
20. PROGRAMMABLE READ ONLY MEMORY
22. RUNOUT BASIC PROGRAM
23. LOWEST LEVEL COMPUTER LANGUAGE
24. A COUNTER FOR MEASURING TIME
25. A SPOT ON A TV SCREEN

### ACROSS CLUES

4. CIRCLE ON DISK
6. TEXT WINDOW UPWARD MOVEMENT
9. GOES WITH "THEN"
11. A PUZZLE IN WHICH WORDS FIT INTO A PATTERN OF SQUARES
14. RANDOM ACCESS MEMORY
15. INPUT OR OUTPUT CHANNEL
16. A PROBLEM DESIGNED FOR TESTING INGENUITY
19. DETAILED GRAPHICS
20. DEVICE USED TO MARK LETTERING ON PAPER
21. LAST NAME OF A NOTED FRENCH SCIENTIST
26. PROGRAM WHICH CONVERTS SOURCE CODE INTO OBJECT CODE
27. SMALLEST AMOUNT OF INFORMATION A COMPUTER CAN HOLD
28. BASIC COMMAND FOR STORING DATA



## THE HOME FILING MANAGER™

Easy to use and amazingly flexible, The Home Filing Manager provides a whole new way to organize your records by creating your own private files. The program allows you to create, store, edit, retrieve and print a variety of household, school and business file entries in seconds. Maintain mailing lists, stamp and coin collections, recipes and much more.

List	Price
\$49.95	
Club	Price
\$37.45	

# CompuClub News

**KRELLS COLLEGE  
BOARD SAT  
An Exam  
Preparation  
Series**  
list price \$299.95  
Club price \$249.95  
disk only

Krell is so sure that this program will help you raise your S.A.T. scores that they are offering a money back warranty. If you don't score at least 70 points higher on your S.A.T.s after buying this software. They are also running a \$50,000.00 contest awarding prizes to the person who improves his/her score the most after buying the program and the person who scores the highest after buying the program. The package includes over 40 programs which provide complete coverage of all math and verbal areas including the Test of Standard Written English. A complete diagnostic analysis of skills, a prescription of individual sturdy plans with unlimited drill and practice. This program is the most complete we have ever seen. It's question format follows the SAT format and difficulty level. The drills provide instantaneous answers and scoring, solutions and detailed explanations. This should not be confused with a cute game type program which provides an introduction to an area of study, rather these are tough tiring drill programs which require a lot of hard work on the part of the student. Is it worth the price? I have no doubt you will improve your scores (you work too hard not to improve). But the question remains would the student work this hard with his computer if he/she would not do it without the computer. Knowing the time kids are spending programming instead of learning other school subjects Krell may have a tough offer to collect on.

**Chancellor of  
The Exchequer**  
by  
Mach-Ina  
disk only/list price \$49.95  
Club price \$37.46

Welcome to the exciting world of computer simulations. Once again we are asked to head up the kingdom, this time we are the Chancellor, or the number one in charge of the treasury, a little like a Paul Volker.

I have played this simulation of Great Britain at the beginning of the Industrial Revolution and find it very stimulating. A few of the nice features about the program are that it is thought provoking, requires considerable concentration, and cannot be conquered in a single sitting.

The only not so nice feature is if you are a poor touch typist, as I, you may accidentally hit the break key and you will find the game will reboot itself.

The program starts off in the year 1805. You are in charge of the treasury and responsible for production and all economic aspects of Great Britain. The goal that has been set for you is to consolidate all eight provinces into the British Commonwealth. This game is easy to play after an hour or so of false starts. For those of us lucky enough to have a printer and looking for more worthwhile things to do with it. You will be delighted with the printer option of the analysis of your performance and state of the union. There are many little details that you will see to this program and I think that for those of us who conceive ourselves as great rulers may think twice after a little experience with this program. It is very good. I must warn those of you that think they want to try a simulation that it may be a little too advanced.

Reviewed by

Wally Newell



**ROBOTRON**  
Cartridge  
list price \$49.95  
Club price \$37.46

Robotron is fastest action 'shoot um up' ever from Atari. For those of you who have not seen the arcade version I'll try to give you a feel for this high powered game.

\*\*A communication\*\*

5 June 2084

Originator: Moonbase 0712z

Classification: TOP SECRET

Mission: Operation Robotron

Alert: Recently intercepted Robotron communique reveal that only a few clones of the last human family remain alive on earth!

Your Mission: Prepare immediately to step up the counterattack. Save the surviving humans!!

It is with this message you begin a game that will turn you into a type A personality within a few rounds. When you appear in the center of the first screen you are surrounded by dozens of hostile robots and one or two humans. You must shoot all but a few robots (shooting all of them will end the round) and scramble to pick up the humans before the robots get to them and reprogram them into enemies who will try to destroy you! In this first round the play is fast but not too difficult. The robots must touch you to destroy you. By the middle of round two when the robots (several varieties, each with its own powers and capabilities) are firing at you you will be longing for the leisurely pace of round 1. By the end of round three you will be fighting 6 different forms of robots each requiring its own strategy to defeat. Graphics are sharp and cleverly done and the difficulty is on a par with ASTROCHASE. This one is for the Master Joystick Jockies only.

## REVIEWS NEXT MONTH

FROM ELECTRONIC ARTS

Cut and Paste Word Processor

Music Construction Set

FROM FIRST STAR

Boulder Dash

FROM ATARI

The Touch Table  
(very good!)

## KOALA TIP

(thanks to ANTIC)

To print your Koala pictures with a print dump which will print Graphics 8 simply place your cursor over the disk symbol when you have finished drawing your picture and press [insert] and you will save the picture to disk in a form that your print dump program can handle.

# CompuClub News

microcomputer games®  
a division of The Avalon Hill Game Company

## Broderbund

## Software

### Panzer Jagd by

Avalon Hill

disk only/club price 22.46

A two program disk which is a good investment in any wargamers library. I feel that if you are a serious wargamer who enjoys programs such as Eastern Front, Knights of the Desert or other programs of this caliber you may not find it to be to your level. This is an introductory level wargame at the battalion level.

Panzer Jagd is two games in one. Panzer Jagd itself is a random simulation of war on the Eastern Front of World War II. You are to command from one to eighteen tanks in a varying terrain. There is no eye catching scrolling, but the graphics are appealing to all but the most picky.

Panzerun is a simulation in which you must command an assault force of 25 armored and infantry units with artillery support. I did not play this simulation but I feel that it is probably as good as Panzer Jagd and would recommend this title to anyone looking for a quick and dirty game to play in a half hour or so. There are very few good simulations that fill this niche and I feel this may be one.

Reviewed by

Wally Newell

### Free Trader by

Avalon Hill

disk only/club price 18.71

A low cost program with good, sound, and medium level strategy. The scenario is you have saved your life's earnings and after many years you now can purchase a ship. You will find yourself venturing out into the universe and battling space pirates and trading on distant worlds.

This program is not a masterpiece but it may have a place in your library if you are looking for a graphic simulation program at a low price. A good beginners game.

Reviewed by  
Wally Newell

### 32k print buffer Club price \$150.00

Print 10 pages in 40 seconds!! Well, almost. A print buffer can make it seem like that to you and your computer. What happens is when you tell you computer to send info to the printer your new Axiom print buffer will accept the information at about one page per 4 seconds. When all the info has been passed the computer thinks it is printed and returns to your control. While you are using your computer for other things the printer is getting the material to print from the print buffer. This little device has given us about 3 1/2 hours a day of extra time on our computer while the printer and the print buffer work totally free of our attention. This model requires an 850 interface and will work with any parallel printer.

### Changes

#### KOALA

Koala has finally introduced the cartridge version of their touch pad software. The price of the Touch Pad with Cart. software in place of Disk software is \$10.00 higher ie. \$84.95.

#### TAX ADVANTAGE

Effective Feb. 1 the publisher has raised the price of Tax Advantage to \$69.95. The new club price is \$52.46.

#### FLIGHT SIMULATOR II

The new release date for Flight Simulator II has been set for March 1.

#### DISK CRASH

We think we have finally recovered from the crash of our order disk but if any of you have been waiting longer than normal for an order it would not hurt to check with us to be sure your order was not on the disk we lost.

#### HAPPY DAYS CONTINUE

If you still want to order a Happy 810 enhancement for your 810 we will honor the \$210 price including the Compactor program until further notice (or until happy ends its free compactor offer.

#### BASIC XL

O.S.S. Has finally resolved its hardware problems with the Basic XL cartridge and the program is now in good supply again.

### DROL

From Broderbund

Review by Rich Harvey

disk only/Club price \$26.21

In this game written by Aik Beng you play the role of DROL a multi-colored robot looking creature that has a very simple mission, to rid the area of the enemy while seeking several objects and walking (or flying) over them to complete each level. The graphics in this game are as good as I have seen to date, but unlike some games with good graphics that are nice to look at but are simply not playable or fun for that matter this game is all of the above.

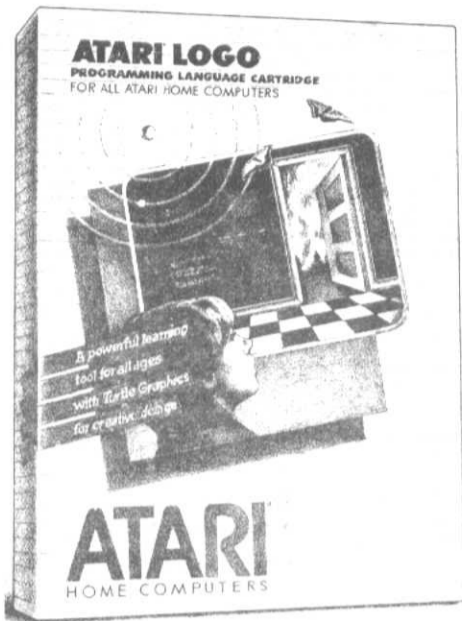
Some of the foes that you will battle in DROL are bug-eyed scorpions, knives, rotating hatchets, spinning arrows, and flying birds that turn into turkeys cooked and on a platter and ready to be eaten. This may sound somewhat silly and it is but the quality of these creatures makes them so much more believable.

I must admit that I have not yet been able to get past level #3 but I will no matter how long it takes. This is the type of game that you will never get enough of.

The only fault that I could find with this game was the time required to load the next level after completing a level (ala lode runner), this time does give you a break between rounds but I do think that it is just a bit long. This is in no way a large enough annoyance to stop me from enjoying this excellent game. I would recommend this game to anyone who enjoys super graphics and just a real fun game!!!

**A Lifetime Of  
Discovery Begins  
With ATARI®  
Computers.**

# CompuClub News



## ATARI® Logo<sup>1</sup>

Higher education begins at home with ATARI Logo, the easy way to learn computer programming. Plug it into your ATARI computer and the learning begins. With ATARI Logo, children learn the fundamentals of computer programming and develop problem-solving skills that last a lifetime.

**\$74.46**

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<sup>1</sup>ATARI Logo is exclusively designed and manufactured for all ATARI Home Computers by Logo Computer Systems, Inc., Montreal.



## ATARIWRITER™

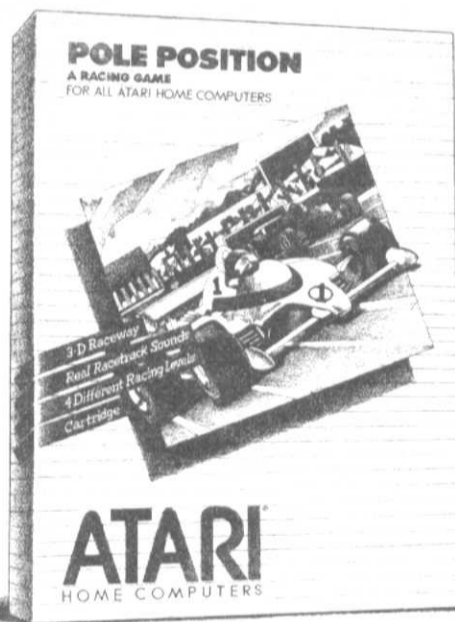
AtariWriter™ is a powerful word processing program that lets you write letters and documents, easily edit and move text, store information for future use<sup>1</sup> and even print a flawless final copy.<sup>2</sup> Designed for all ATARI® Home Computers, AtariWriter is fast, simple to use, versatile and ideal for term papers, form letters and other lengthy documents.

**\$74.45**

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<sup>1</sup>With optional disk drive or cassette recorder.

<sup>2</sup>With optional printer.



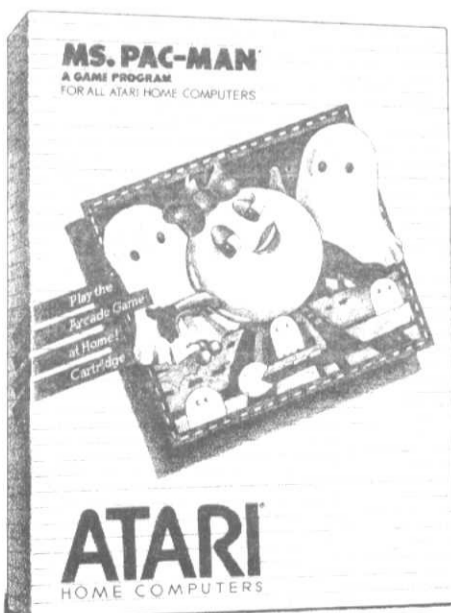
## POLE POSITION

Plug Pole Position into your ATARI® Home Computer and get ready to scream through your living room at 180 mph. After the qualifying lap, it's time to beat the clock and go for the glory. For the ride of your life, Pole Position is available for all ATARI Home Computers.

**\$37.46**

© 1983 Atari, Inc. All rights reserved.

<sup>1</sup>Pole Position is engineered and designed by Namco Ltd., manufactured under license by Atari, Inc. Trademark and © Namco 1982.



## MS. PAC-MAN<sup>1</sup> from ATARI®

Here comes the home version of the popular arcade game. MS. PAC-MAN comes with four mazes, four ghosts in pursuit, escape tunnels and a handful of bonus goodies to eat. MS. PAC-MAN is now available for all ATARI Home Computers.

**\$37.46**

© 1983 Atari, Inc. All rights reserved.

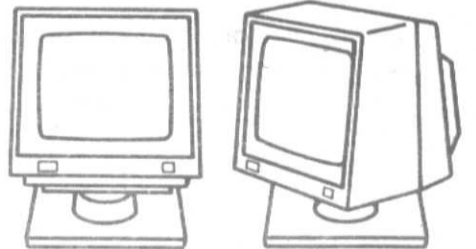
<sup>1</sup>MS. PAC-MAN and characters are trademarks of Bally Midway Mfg Co. sublicensed to Atari, Inc. by Namco-America, Inc.

**CRT COLOR DISPLAY MONITORS**  
**CRT COLOR DISPLAY MONITORS**  
**CRT COLOR DISPLAY MONITORS**

*Sakata*



SC-100



*Sakata*

...we promise performance

# CompuClub News

## Ultima I & Ultima II

by Lord British  
Sierra On-Line Inc.

List price Ultima I \$39.95, Ultima II \$59.95  
Club price Ultima I \$29.96, Ultima II \$44.96

The worlds of Lord British have long been some of the most popular games for the Apple and now both are available for the ATARI.

Both of these apple conversions are almost exactly like the originals. Lord British designs games with the philosophy that an aspiring adventure should gain experience in traveling the worlds in search of a knowledge. This is not like gaining experience points that improve your skills at hacking and slashing but just a general knowledge of the rules and style of play. Therefore, the printed rules are limited to what is necessary to begin play of the game. The real keys to winning the game are only gained through play and experimentation.

To start play, one must create a player character with six attributes: strength, agility, stamina, charisma, wisdom, and intelligence. The character is also given a race (human, elf, hobbit, or dwarf) and profession (fighter, cleric, wizard, and thief). In Ultima I, all characters can use spells; in Ultima II, the use of spells is limited to clerics and wizards. In Ultima II, a character's sex is specified. The choice of race, profession, and sex yield modifications to different attributes for each choice.

The quest the adventurer is charged with in Ultima I is to gain the powerful gem belonging to the evil wizard Mondain and then destroy Mondain. This is necessary to return civilization and peace to the planet. The planet is divided into four continents containing castles, towns, dungeons, and landmarks. Different types of transportation are available to the characters which must be purchased with hard-earned gold. Character attributes can be raised by specific actions but to reveal these would reduce the fun of the game. A space arcade game is included as part of the game which is a nice touch. The game comes on a double-sided disk.

In Ultima II, the world has been virtually destroyed due to the influence of the evil enchantress and apprentice of Mondain, Minax. The only survivors avoided the halocaust by escaping through the time doors which had appeared a few years earlier. These time doors allow travel to five different time periods from the time of legends to the post-halocaust era. The map of the world of Ultima II represents the earth in these five time periods. Two population centers have been added from Ultima I: villages and towers, upside-down dungeons. Travel to various planets and other places is also possible after the adventurer acquires a space ship. The game comes on one double-sided disk and one single-sided disk. A cloth map of present day earth which shows the general location of the time doors for the various time periods is included. Side 2 of disk 2 has a demo version of Mr. Cool as an added bonus.

The graphics of both games are adequate but above average for an adventure game. The use of sound in the game is limited but apparently serves the purpose the designer intended. Both are improved in Ultima II.

Both of these games are very enjoyable to play and are challenging. When it was released, Ultima I was widely regarded as the best adventure, role-playing game available for the Apple. The same could be said for the ATARI version except for one problem - Ultima II was actually available first. I personally made the decision to delay purchase of Ultima II until after I had completed the quest of Ultima I and am glad I did. Ultima II is a significant enough improvement over Ultima I to have possibly produced a let-down if I had played Ultima II first.

Both games are well worth their purchase price with a good bit of the enjoyment coming from learning how to win the game. If you enjoy adventure games, Ultima I is a must buy. If you like Ultima I, you'll love Ultima II. If you only have Ultima II and enjoyed it, consider purchase of Ultima I - it's still a great game.

## Codewriter

Disk only  
List price \$99.95/Club price \$74.96

Codewriter is a program designed to let anyone become a programmer. Actually the program will allow anyone who can read and follow directions to custom design a database program. The Codewriter ask you to lay out on the screen the 'form' that will hold the information you are going to work with in the database. This is very similar to drawing a form with a pen and paper. Once the form is drawn on the screen you must tell the program how the facts relate to each other, ie add up all the time required to do each step of this project and display the total at this point on the screen. Once you have completed this task to your satisfaction you can sit back for about 2 min. and watch the codewriter write and display on the screen a basic program which you have designed and codewriter has written. There is also a report, form letter, mailing label generator which works much the same way included in the package. If this sounds almost to good to be true it is. There are a few problems to handle, none of which compare to the problems of actually writing a program from scratch, but problems none the less. The documentation for this program was written for the commadore 64 and the publishers have added fool notes to explain the differences between the keyboard strokes needed on the two machines (using volkswagon instructions to drive a Rolls!). The program does require you to plan ahead, way ahead since an oversight in your plans cannot be corrected once the program is written except by starting over again. The only other problem I found is the fact that parts of the user developed program will run just a little slowly (it is written in basic of course). Before you ask I am planning to run a few of these

programs through a compiler. Lacking the compiler this program still offers the ability to custom design program to a degree that is not possible with a commercial database an offers a interesting alternative to the person with an special need.

# CompuClub News

## The Money Processor

Disk only  
List Price \$59.95  
Club Price \$44.95

We should start by saying what The Money Processor is not. The Money Processor is not an accounting package rather it is a program designed for the non accounting person to keep track of all of their expenses. The Money Processor requires less accounting knowledge than any program of this type I have ever seen. The entire program is menu driven and requires you to simply select the type of transaction involved (ie. credit card, checking accounts, savings accounts, cash, employee expense, tax return items, and budget items). Once you have done this a form is presented on the screen for you to fill out. The credit card form for instance asks you for the date, the amount, and any comments. Everything else is handled by the program. The Money Processor is one of the first program I have seen in the home budget area which uses the power of the computer to simplify rather than mystify a complex subject. I would strongly recommend this program to anyone who wants to keep track of their expenses enough to boot a program up on a regular basis and fill in the blanks but does not want to be bothered with a crash course in accounting.

## Saratoga

APX  
disk or cassette  
club price \$18.71

One of the very few strategy games that does not use contemporary warfare. You are supreme commander of the Colonial Army. And You must stop the advance of the British Army and Mercenaries. The program is very well done with a lot of the program running like Eastern Front.

I have not had time to play this program enough to comment on its strategy other than to say that the British make formidable opponents. One of the major reasons for the defeat of the British was the fact that they never broke formation and shooting them was like shooting ducks in a bathtub. However do not underestimate their strength as they were more well equipped against the ragtag Colonial Army which fought a guerilla style war.

I do recommend this program to your library for several reasons: 1. low cost, 2. excellent graphics and smooth scrolling, 3. it is a strategy game that is based on our "Roots", 4. offers several scenarios and a save game feature.

Reviewed by  
Wally Newell

## Don't Buy Under Pain of Boredom

Add the EPYX 'classics' Starfire and Fire One to your all time list of boring games that cost more than they should. Both of these games come on a single disk and the only thing left from the original packaging at our offices is the disk itself. we wrote part of this newsletter on the disk after we reformatted it.

Another waste of money we checked out this month is the Tax Command from Practical Programs, Inc. Tax Command comes with a 16 page instruction program which covers the loading and running instructions for 7 different computers. The actual operating instructions for the Atari cover a scant 6 pages. There are a lot of instructions for things like printing that do work on the Atari but work on the other versions of the program. It seems these people had the Idea of writing a 48k version for most machines and a 16k disk version for the Atari. We had to buy 5 copies of the program as an initial order. so we have 5 more blank formatted disks to use for text storage. At this rate we will have disks for life.

# INFOCOM™

## ENCHANTER™

List	Price
\$49.95	
Club	Price
\$37.45	

The first of a spellbinding series in the tradition of ZORK. When the wicked power of the Warlock subjugates this land, his magic defenses will recognize all who have attained the Circle of Enchanters. So, to a novice we speak — one yet unproven who has the heart to challenge and the skill to dare. Sealed inside, you will find such wisdom and guidance as we can provide. Stealth, resourcefulness, and courage you must find within yourself. You are the sole hope of this land, young ENCHANTER.

# CompuClub News

**WANTED:** Space Adventurer to find a second hyper-space booster lost somewhere in our galaxy.

**Area to search:** the Universe

**playing time:** 6 months to a year

The scenario for this four disk adventure is basically described above. This graphic adventure is extremely well detailed and requires a lot of user interaction. You will not finish your quest in a few weeks or even a few months. You should plan on spending a good six months to a year for completion of your search for the hyper-space booster. You will have many worlds to visit and many pirates and who knows what else to contend with.

To begin your quest you will have to chose which of the 79 categories of parts you want to buy for your ship and which of the 4 or 5 makes of each type of part best suits your needs and budget. With this accomplished it is a simple matter of earning enough money by trade, piracy, or shuttling passengers from planet to planet to:

1. pay back your bank loan for the ship
  2. pay for fuel
  3. buy further supplies as you need them.
- You can accomplish these tasks in a number of ways:

1. There are 15 stars which have about 6 planets each that need exploring.
  2. There is ore to be mined if you can find it.
  3. and of course there are ships to rob if you are strong enough (don't try this until you have accumulated enough wealth to buy a large and well armed crew. By the way, space is filled with people who are happier to rob you than to be robbed, Watch out
- Universe has some of the most spectacular graphics I have seen in an adventure game with no compromise in the quality of the adventure. In measuring the challenge of this game I can only compare it to all three Zorks rolled into one. This is a super adventure You will find a few bugs in Universe, but none of them cause the program to be unplayable. The only true fault I can find with this program is that you will be unable to access more than one drive, so be prepared to make many disk swaps.

Universe comes in a soft vinyl three ring binder which opens up in such a way that you may stand it up for a quick reference of commands and other information you ed.

The instructions are very detailed and are required reading before you start. In other words there is a lot for you to know. The completeness of the instructions reveals the touches of style that are usually found in the text adventures that INFOCOM produces.

One thing I noticed that does not seem to be correct in the instructions is that you are told the program is not copy protected. I tried several times to make a J Option copy of my program disks as well as my player disk only to find they would not function properly. A Happy Backup copy would work fine however. My only guess (and it is just that) is Atari DOS will not copy Valforth screens, UNIVERSE is written in Valforth.

Omnitrend, the publisher, is aware of the problem and has a very liberal replacement policy on disks. I have now made it to another star system and have engaged in commerce with the different planets. At this point I find the game quite entertaining. Again my only regret is that you cannot use more than one disk drive. So even for those of us fortunate enough to have multiple drives, it is necessary to make many disk swaps. I hope that future versions of the program might take this into consideration and incorporate this suggestion into the program. Many of us Atari owners do have more than one drive and might like to use them for more than just business.

To summarize this critique I will say that this program is not for just anyone. It is tough and complex in a very entertaining way. In fact it is so entertaining there is already a Universe Bulletin board set up for players to discuss the game (two hours per month free included with the price of the game). Those of us who like the old Star Trek, Buck Rogers, and Battle Star Galactica TV shows will find this game almost perfect and adventure game players in general will not find an game that can compare with this in scope and detail. Omnitrend has a VERY good product and, even with some of the rough spots, they definitely have a winner.

review  
by  
Wally Newell

**UNIVERSE**  
by  
OMNITREND SOFTWARE  
disk only/List \$89.95  
Club Price \$67.46

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CASSETTES !!**

**NEW TITLES FOR  
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Comdex (consumer electronics show) is over and the new products for the winter and summer are now beginning to appear. One of the biggest pieces of news at the show is the release, by Electronic Arts, of four of their most popular titles for Atari on cassettes.

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(March shipping)**

Title	Club Price
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HARD HAT MACK	\$26.25
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D-BUG	\$26.25

The following new titles are  
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**D-Bug**  
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Educational ages 6+  
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What better way to learn about a computer than being inside one? Here's a way to teach computer literacy the fun way! D-BUG is a two part program. In part one you play a simple game on the screen of a TV set. On a regular basis the screen will start to show problems an your job is to take your character down into the working parts of the computer to fix it.

You are able to explore graphic representations of the various components of the typical home computer i.e. the disk drive, the cpu, the memory chips, and the TV (monitor). In the first level you are given hint to help you track down the problem and solve it quickly. By level 5 the challenges are tough enough to stretch even your problem solving skills. The game is well designated to include parents in their child's play and learning, ans a participant not merely an observer.

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Printer interface  
Club Price \$69.00  
For Atari 400,800,800XL, and  
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This little printer interface will plug into the back of any disk drive and run any Parallel printer. All cables are built in and the unit is super reliable. Please note this unit will not work with the 1200XL