

CompuClub

Where Atari owners belong.

MODEMS....
A review of two choices the good and the bad news

MMP 1000C
list price \$149.00
club price \$120.00

After a slow start the folks at microbits peripheral corp have really got their act together! When this product was first introduced it had three problems

1. there was a two month backorder on the units
2. customers had to change a chip in the Atari operation system
3. the unit used joystick ports that did not exist on the XL computers

All of those problems have been resolved with the latest version of this unit.

The present modem like earlier versions requires no 850 interface but unlike other units it will work with any model Atari. The \$120.00 price includes the modem itself, a power pack, the cables to connect the modem to the telephone and to the computer. In addition you receive the software to run the modem in cartridge form. Installation is quick and simple with any modular phone and any model Atari.

The software for the unit is fully explained in an instruction book shipped with the unit. Your options with MMP's software are shown on a menu when you first turn the computer on. Among the choices are:

- A) disk directory
- B) modem(->disk
- C) copy buffer to device
- D) delete all buffers

- E) create new buffer
- J) 38/40/80 column
- M) auto dial/auto answer
- V) variable baud rate

Each choice is clearly explained and most people should be on line within 1/2 hour after opening the package. MMP even solves the problem of who to call by providing a complementary package for CompuServe and a list of Atari bulletin boards around the country.
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RAM 64k
Memory expansion for 600XL's

Club price \$120.00
The MMP MicroRam 64K memory upgrades are now in stock for the 600XL's. This memory expansion kit plugs in the expansion slot at the back of the 600XL's and provides all the RAM storage area of the 800XL's

Basic Building Blocks
disk only
list price \$79.95
club price \$59.95

We have been looking for 5 or 6 months for a program which will teach and adult how to program in basic. The only option up until now have been both limited the amount of material and aimed at 7 year olds in the manner of presentation. Basic Building Blocks is neither of these. The program is comprehensive and clearly written for an older child or an adult. The BBB also includes a BASIC Design Tool which allows you to walk through a basic program one line at a time to see them working and to help find errors. In addition to that the BDT will display the values of up to 16 variables at one time allowing you to watch them change as the program executes and set breakpoints by line number or variable number. A complete trace program as a teaching tool and bonus utility is a heck of a good idea and worth quite a bit in its own right, but BBB doesn't need any help to be worth the price. BBB features the following:

* Basic commands fully demonstrated including disk access, sound and graphics.

* Over 60 sample programs executing to see how basic commands work allowing you to learn program structure and flow control

* An open program design which allows you to move anywhere in the program anytime. This allows testing of sample programs at your own pace.

All in all this is the best Basic Tutor I have seen todate

LETS PLAY SOFTWARE WARS!!!

There seems to be a great new game being played on the west coast. Its called Software Wars and the most unusual feature of the game is no one knows who is winning.

The game opened with Atari forming a division call ATARI SOFT which has offered the great Atari classics translated for other computers. The price of Pac Man was higher when you bought it for the Commodore but that's what they deserve for buying such a poor excuse for a computer. Score so far good guys 1 others 0.

This week (mid-March) a new player has joined the game. Commodore has purchased the rights to market the Atari version of B-GRAPH. There plans are to market it to Atari owners at \$149.95. Since the program was available from IN HOME for \$99.95 until Commodore bought it and it will continue to be a \$100.00 product for Commodore owners the Score is now Good Guys 1 others 1. It appears Commodore has made a small mistake because good as B-GRAPH is the new Syn Trend from ATARI promises to have the same abilities for \$99.95 and is fully compatible with the other SYN APPS business programs as well as Visi calc etc. So maybe the score should be Atari (owners) 1.5 vs Commodore .5. Lets hope Atari can play games as well as it writes them.

CHANGES

We Goofed....

Chancellor of the Exchecker
(reviewed last month lists for 29.95 and the club price is 22.46 not the 49.95 and 37.46 prices we quoted.

They Goofed...

After announcing the availability of four of their best known titles on cassette ELECTRONIC ARTS has changed their minds. E/A programs are available only on disk.

CompuClub News

Poking the XL'S

So, you broke down and went out and bought yourself one of the new XL computers. Congratulations. And now you want to know some of the finer points of this computer, right? Well, I don't have all the answers (yet), but maybe these few pieces of information will help get you going. First, the Operating System in the XL line is NOT the same as it was in the old reliable 400/800 series. The OS in the 600/800/1450 is a modified 1200 XL Operating System (OS from now on). There is still some software that will not run on the new series of computers. If you call Atari's Customer Service number

(1-800-538-8543)

they will be glad to aid you in getting the translator disk for your computer for a nominal fee. This assumes you have a disk drive of course. You cassette owners will have to check with Atari for any possible help regarding the Translator program. One final note about the Translator disk. If you are one of those who bought a 1200 XL, then you will pay nothing for this Translator program as you were not notified of it when you bought your computer; i.e. no mention made in the documentation enclosed with your 1200. Now for some of the fun locations on your new XL computer. These locations are the same no matter which one of the XL's you own. you say you wished there was an easy way to change the delay rate on the keyboard when you type? Now you have the opportunity to easily change this without learning Assembly Language. There is a memory location that will delay the next key acceptance by the number of vertical blank cycles choose. Don't worry about knowing anything about vertical blanks. Experimenting with this location will show you the value that best delays the key acceptance rate to suit your typing. Now, what is this fantastic location you ask? Well, I'm not going to tell you. O.K. O.K. stop twisting my arm. Try peeking 729. You should get back a 48. This is the default setting for the key delay rate. If you poke a lower number, the key you press will be accepted quicker while a higher number will delay the acceptance by that number of vertical blank cycles. If you want to figure out how long a time period this is, a single vertical blank cycle takes just 1/60 of a second (1/50 of a second if you are using the European television standard). So the default setting is 48/60 of a second before the next key press is accepted. Are you through playing with that location? Ready for the next one? How about changing the rate of repeat on your keyboard? You change this value from superslow to superfast to change how quick the auto-repeat feature operates. Again peek location 730. You should get back a 6. This is the default setting and again it is actually the number of vertical blank cycles that occur before the key is repeated. The higher the number, the longer you will wait before the key repeats. Tired of that 'clicking' when you press a key? How about poking location 731 with 255 and shutting off the keyboard click. The default setting is 0 (zero) or key click on. You finally wrote this really super game, but don't know how to avoid using the keyboard? Well, just poke location 621 with 255 and turn the keyboard off. And

I do mean off. The only way to re-enable the keyboard from direct mode is to press System Reset. From your program, just poke 621 with a 0 (zero).

Now for the really nice touch to the XL line. Have you noticed how when you list a program, the lines seem to jump up when the listing scrolls? You can change this. The default setting is set for course scrolling (what we are all used to when we LIST our programs). If you poke location 622 with a 255 you will have fine scrolling. Your listings will seem a lot smoother as they go scrolling by. They will also be slower because of the fine scrolling. I tried this on a 350 line program and I was able to read about 3 times the number of lines as before without using the 'control-1' key combination to stop things. Atari recommends that you use a graphics 0 (zero) call right after poking a new value into 622, but I found that I did not have to do this in order for feature to work. But follow recommendations anyway and you should have no problems with this. Finally we get around to the new console key on the XL line, the HELP key. Memory location 732 contains several values depending on what combination of keys are pressed. Continued page 8.....

Questions Asked Questions Answered

We have been getting an increasing number of questions about programming and some of the more exotic capabilities of programs. Most of the questions come over our 800 lines and quite honestly the expense is becoming such that we might have to limit our 800 lines to orders only if we don't cut down on them a little bit. To continue to offer service to our members Harvey Bojarsky, a systems analyst who has written for several home computer mag. has offered to do a question and answer column each month. Harvey is both knowledgeable and a volunteer so be kind to him and I am sure he will be a help to you: Address your questions to:

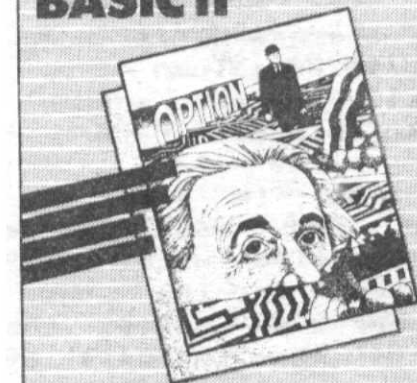
Q & A
PO box 652
Natick, MA.
01760

SUCCESS WITH MATH™



Cassette and Disk
Computer Program
for ATARI® and COMMODORE 64™

MICROSOFT BASIC II



ATARI
HOME COMPUTERS

CompuClub News

EXPANDO-VISION

We occasionally try to get some perspective on the home computer industry. We discuss new products and new applications and sometimes we have differing opinions; but, one thing we all agree on is that computers must do more for people than keep their checkbooks. One category of product that encourages us is the special purpose add on peripheral. we are convinced that this type of computer product will serve the current Atari owners and broaden the appeal of computers in general. Expando vision is the first of these devices generally available, and worth looking at.

EXPANDO-VISION

hardware with cartridge software

List price \$89.00

club price \$66.75

Expando-vision from Stimutech is a new subliminal improvement system for Atari and TV. Based on sound psychological principles, Expando-vision flashes personal improvement subliminal messages at 1/30 of a second (faster than the eye can see) while the user watches regular TV programs. The systems consists of and interface box that connects to the TV set and a selection of self improvement titles on ROM cartddiges (bought separately at a club price of \$29.95 each). Eight self improvement programs are available:

- 1 weight control/exercise,
- 2 smoking/general health,
- 3 stress control/positive attitude
- 4 control drinking/responsibility
- 5 athletic confidence/golf
- 6 study habits/memory power
- 7 career/success motivation
- sexual confidence

There is something in these titles for almost everyone if it works. In an effort to find out I have been testing the system for almost a month now with pretty good results. When I first read the directions I was troubled to learn that the system only works on channels 2 and 3. In my area channel 2 is educational television and 3 is not used. A little thought reminded me that one of these two channels is always used by cable systems. After getting cable installed I set up my system. I chose the smoking program since I was smoking 2 packs a day and knew I should quit. After 3 and 1/2 week during which I have given the idea of not smoking very little thought I noticed that I am down to about a pack a day. I my mind the system has totally justified itself and any further improvement will be a bonus.

Atari 850 INTERFACE Now IN Stock

List price 219.95

Club price 165.00

The 850 of legend is back! We now have 850s' in stock and ready for immediate delivery. The list price on this unit is quite high and many of the things it does can be done by other peices of equipemnt whose combined cost is less. For those of you who don't know about the 850 it is a device which allows you to connect your Atari to a variety of peripheral products. The unit features 4 RS232 ports (primary usage modems) and 2 parallel ports to connect to a printer and a cassette player. The shortage of these units in the past few months has stepped the introduction of units like the MMP 1000C modem which requires no interface and the APE FACE printer interface but for the vast majority of modems the 850 is still required

A 16bit ATARI!?!?

About three months ago we started to hear about a company which developed a 16 bit chip which had two capabilities of interest to the Atari owner.

1. It would run 6502 machine language programs, the 6502 is the processor in the Atari

2. It is pin compatable with the 6502 (that is it would plug into the same slot as the 6502)

What all of this means, in theory is that the Atari could be a 16 bit machine by just plugging in this chip. I now have some of the facts. The chip does exist and I know of at least one software house for Atari that has a number of programmers working on getting some software ready for release in the fall. I have also heard that almost all the first run of chips is being gobbled up by Apple software houses. Hopefully the other companies writing software for Atari will start thinking about how to use this chip to our mutual advantage.

The company who developed the chip and from whom tech. info is available is:

Western Design Center, Inc.
Mesa, AZ.

Boulder Dash

Disk and Cassette

List price \$29.95

Club Price \$29.95

A year ago, First Star Software released Astro Chase. It became an instant hit. Now a new game is available from the same company called Boulder Dash. It has 16 levels and fantastic graphics. You need to use strategy and develop a sense of timing to advance from one level to the next. The object of the game is to dig for diamonds and collect them, while dodging falling boulders. A new challenge awaits you on each fascinating level. Boulder Dash is more exciting, interesting, and advanced than Dig Dug. Expect to those some sleep over this one!

review by:

Steve Quimette

CompuClub News

A.N.A.L.O.G. SUBSCRIBERS NOW
THERE'S S:CHECK
by PHIL DIEDEMAN

S:CHECK (screen) replaces D:CHECK & C:CHECK FOR CHECKING TYPED IN LISTINGS, FROM A.N.A.L.O.G. Now, one program for both cassette or disk users. No more switching back and forth, saving your listing, entering D/C CHECK, checking the program, re-entering the program to correct your mistakes and then saving it again and re-entering D/C CHECK, checking again, etc.etc. etc.

Now you only have to save a back up of your program, enter S:CHECK, run it, and do all your corrections and rechecking without any program switching.

S:CHECK will allow you to use the screen or printer for data statements, and, (this is a bonus) erase itself after you are finished correcting the data. This means S:CHECK will reside with your main program until you have completed your check.

To use S:CHECK, simply type in this program and "LIST" it to disk or tape. (Note: BASIC XL users add "SET 5,0:SET 12,0" to line 32700 or the checksum data will not agree at all. In addition the BASIC XL FAST command can not be used with this program.) Then find the program you want to copy from A.N.A.L.O.G.. Type in the program and save a backup copy. ENTER in S:CHECK, type "G.32700" return. Enter in issue number and then "S" screen or "P" printer. Like in the original D:CHECK the screen will go blank (this is to increase program execution time), then the screen will return for the DATA statements.

After DATA is displayed, check for errors by comparing your DATA to the D/C:CHECK CHECKSUM DATA at the end of the listed program in

A.N.A.L.O.G.. Remember if the S:CHECK DATA has more than 24 lines you will have to use CTRL-1 to stop & start the scrolling. But if you missed and lost some lines off the screen don't worry, you have the option to reLIST the DATA. If you find errors just LIST those lines and make your corrections. Type "G.32700" again recheck DATA. Repeat this until all DATA agrees.

When everything agrees then type "G.32740" return. This will give you the self erasing program and will delete all S:CHECK lines from the main program. It will then list your main program to the screen. All you have to do is save your corrected program to disk or tape.

You will notice the lack of REM statements and shortened VARIABLES. This was done to keep the program as short as possible for those of you who do not have large memory. The program uses 2K of memory and 18 variables.

If you were to time this program against the original D/C:CHECK for execution time, you would find that S:CHECK only takes a couple of seconds longer.

If when entering S:CHECK you get an ERROR 2 (memory insufficient) or 4 (too many variables) then you will not be able to use this program. Revert back to D:check (disk drive owners) or C:check, (cassette version) listed in the February issue.

The only other time you will not be able to use S:CHECK or wish not to, is if an inverted "@" character is used in the main program. This is the character I use to indicate the end of a program line. I looked through all the issues to see what character has not been used. This is the one I came up with, but sooner or later a program will use it. When this happens you could still use S:CHECK. It's just that the DATA for that line(s) contains the "@" character will be wrong. You would have to double check these line(s) by hand.

To check S:CHECK itself, just replace the number 32700, in lines 32715 and 32716, with

32768. Then type RUN. For the issue use 12. After you finish debugging, make sure you change these lines back to 32700 before listing the finished program to tape or disk. Be sure to double check line 32721, there should be 45 inverted "@". This line will only be checked up to the first inverted "@".

I would be interested to know if you like this program better than A.N.A.L.O.G.'s D/C:CHECK. If so, ask A.N.A.L.O.G. why they would not publish it.

SCHECK1

```
32700 CLR :GRAPHICS 0: ? : ? : DIM F1(13
0),A(5):PIK=PEEK(559)
32701 ? : ? *ENTER*ISSUE*NUMBER*:TRAP
32702 ? : ? *DATA*TO*BE*PRINTED*TO*"S"
OR*"P"*:INPUT IS
32703 ? : ? *DISABLING*SCREEN*:? *SC
REEN*WILL*RETURN*WITH*CHECKSUM*DATA*:?
: ? *PLEASE*WAIT*:GOSUB 32714
32704 Q=INT(LC/15):DIM C(LC),R(Q):X=1:
GOSUB 32714:X=2:GOTO 32721
32705 TRAP 32731:POKE 82,2: ? *C*:OPEN
01,0,0,A:R=0:LC=E
32706 G=15:B=0:IF LC<15 THEN G=LC
32707 PRINT R:R(R):? *DATA*:?
32708 FOR I=1 TO G:PRINT R:LC(15+R+I):
: ? *I*:B=C(15+R+I):NEXT I:PRINT R:
32709 R=R+1:LC=LC-15:IF LC<1 THEN 3271
1
32710 GOTO 32706
32711 CLOSE R:IF A="P" THEN END
32712 ? : ? *DISPLAY*DATA*AGAIN*Y*N*:?
INPUT F1:IF F1="Y" THEN GOTO 32705
32713 END
32714 B=PEEK(136)+256+PEEK(137):M=14:R
=0
32715 FOR E=0 TO 32700:F=PEEK(B)+256+P
EEK(B+1):IF F<>32700 THEN GOSUB 32720:
M=M+1:IF X=0 THEN NEXT E
32716 IF F=32700 THEN 32719
32717 IF M=15 THEN R(R)=F:R=R+1:M=0
32718 NEXT E
32719 LC=E:RETURN
32720 B=B+PEEK(B+2):RETURN
32721 B=PEEK(136)+256+PEEK(137):POKE 8
2,0:POKE 83,39:F1@=" "
32722 FOR I=1 TO LC:CS=B:R=1:M=0:F=PEE
K(B)+256+PEEK(B+1)
32723 OPEN 01,4,0,"S":POKE 559,0:POSIT
ION M,R:FOR G=1 TO 3: ? F1:NEXT G
32724 POSITION M,R-1:LIST F: ? CHR(155
):POSITION M,R
32725 GET R,M:IF M=192 THEN M=155
32726 CS=CS+(X*M):X=X+1:IF X=4 THEN X=
1
32727 IF M=155 THEN 32729
32728 GOTO 32725
32729 CS=CS-1000+INT(CS/1000):C(1)=CS:
CLOSE R:GOSUB 32720:IF 15>9 THEN X=2
32730 NEXT I:CLOSE R:POKE 559,PIK:BOT
O 32705
32731 ? *C*: ? *PLEASE*TURN*PRINT
ER*ON*: ? *PRESS* :INPUT
F1:CLOSE R:GOTO 32705
32740 ? *C*: ? : CLR :DIM F1(15): ? *
S:CHECK*ERASE*PROGRAM*: ? *PRESS*
: ? *TO*START*:G=32696:POKE 752,1
32741 ? : ? *PROGRAM*WILL*LIST*AFTER*RE
ADY*PROMPT*:INPUT F1:POSITION 2,19: ?
*POKE*842,12:POKE*752,0:L."
32742 G=6+3:POSITION 2,12: ? G: ? G+1: ?
G+2:POSITION 0,0:POKE 842,13:POSITION
2,15: ? *CONT*:POSITION 2,10:STOP
32743 POKE 842,12:GOTO 32742
```

CONTROL CHARACTERS CHART

| | |
|---|------------------|
| ↑ | CURSOR UP |
| ↓ | CURSOR DOWN |
| ← | CURSOR LEFT |
| → | CURSOR RIGHT |
| ⌘ | ESCAPE SYMBOL |
| ⌘ | CLEAR SCREEN |
| ⌘ | BELL (or Buzzer) |
| ⌘ | TAB SYMBOL |
| ⌘ | BACK SPACE |
| ⌘ | INSERT CHARACTER |
| ⌘ | DELETE CHARACTER |
| ⌘ | CLEAR TAB |
| ⌘ | SET TAB |
| ⌘ | DELETE LINE |
| ⌘ | INSERT LINE |
| ⌘ | SPACE (BLANK) |

CompuClub News

The Pill

disk or cassette
list price \$69.96
club price \$52.45

The pill is a cartridge and disk (or cassette) program which lets you copy (backup) other cartridges. By loading a software program and placing the cartridge you want to backup in your computer you can make a copy of it on disk or cassette. To get this copy to run you must place the pill cartridge in your Atari and then load the backup copy you made. The copy will then run exactly as the orig. does. The pill will work with any 8 or 16k program (except Monkey Wrench).

The only question I have is why would you want to back up a cartridge with a disk? The publisher suggests that you might want to use the binary file that the pill creates for development of new software or for modifying existing programs.

The Pill works with all Atari 400's and 800's with 48k and now installation required.

Modems . . .

(continued from pg 1)
This is one of the best packages on the market and with everything included for one price one of the best values too!

Microperipheral Corp.

Autoprint microconnect

Advertised as a direct connect, autodial, autoanswer modem which also runs a printer port this unit is nothing but a disappointment. When you order the 149.95 unit you discover that the software included is nothing but a type it in yourself program which offers no upload or download capabilities. The next surprise is found when you read the direction and discover that the printer port only functions when the modem is on line. What about the auto answer and auto dial features, how about the upload and download capabilities. Easy, just buy the optional software for \$49.95 on disk and their all yours. I must admit that the unit does work reasonably well with this software but at this point your total cost is over \$200.00 (with shipping).

ATARI NEWS

As I'm sure most of you noticed from the front page the 850's are back. But, there is much more than that happening at Atari! The only problem is where to start.

Item 1

APX does not exist any longer. Atari has decided to absorb the best titles of APX and discontinue the rest. There will be no new APX catalog and the brand name 'APX' no longer exists. We have not yet found out from Atari what will be done with the programs still in stock but we will let you know as soon as we do. Until we can get more facts on orders placed before the shutdown and products left in stock at the APX facilities we cannot give you more info on any orders you have placed with us. Rest assured however that Atari would not discontinue the Print Driver Program or the AtSpeller programs.

Item 2

The CPM box might be off again. I have talked to several people at Atari who insist that it will happen and several people who insist it will not (anyone got a coin to flip). Another hot story out of the Golden West is that Atari has just discovered it can make either a CPM card or an MS Dos card to work in their expansion box (this is not confirmed, Please do not order these products unless they are announced)

Item 3

There is a new division at Atari called Atari learning systems. This division has been developing/acquiring some exciting software and hardware products for the Atari line. The first of these new products (AtariLab Starter Kit) is review in this news letter. Among the other products to be introduced in the near future is a cartridge which will allow the Atari to use over 8000 hours of educational course material prepared by Control Data Corp. for use in there Plato Learning Centers. Make no mistake, this is not the same scaled down software you may have seen on the market for other computers but the full programs as orig. written for use in the CDC computers. By the way, the Atari is the only computer selling for under \$1000.00 which can offer this capability. Full details on this Cartridge will be provided as soon as we receive them. Several of you have also asked us to get a program called Screen Maker which was review by Analog one or two issues ago. Atari Learning Systems has purchased this program and it will be available shortly under their name.

Item 4

Among the products being readied for release at Atari are Mario Brothers a and Legacy. I am sure most of you who go to arcades have an idea about Mario Bros. but you all will find Legacy to be a pleasant surprise. This program offers (I am told) some of best graphics to date for Atari. The game offers you the chance to direct the defense of your country on several. You are being attacked by hostile forces who are using both ships and missiles. The game requires both joystick skills and some strategy to play well.

Draper Pascal

single disk required
list 79.95
club 59.95

Pascal is a language which interests a lot a programmers because of its logical structure. Pascal has been unavailable to many because the APX version requires 2 disk drives. Draper Pascal overcomes this problem and quite a few others with its version. The next problem which Draper handles is understanding the language itself. While the documentation provided with the disk is not an introductory manual to Pascal it does provide a lot more information to the inexperienced user than the APX version does. We have this product available and will be doing a full review of it within the next month

CompuClub News

Electronic Arts.....

Seven Cities of Gold

disk only
List price \$40.00
Club price \$30.00

Seven Cities is a most enjoyable strategy adventure game. 2500 screens containing good quality graphics only begin to tell the story of this new entry from Electronic Arts. The basic premise of the game places you (an explorer) in the late 1400's. After visiting the Royal Court to secure funding. (there were venture capitalist even then) you outfit your ship and sail west. From that point on the game is up to you. Your goal is to explore and map the entire unknown world. During the course of your explorations you will have to make basic decisions about how you will treat natives and your allocation of resources. The conquistador method of exploration is quicker but very costly in lives while making friends and building alliances with native populations takes time and runs you quite close to the 1545 deadline the queen has set for you to finish your task. I suspect a bigger problem for most will be trying to figure out just where the heck you are once you head inland. Normally a game like this would require all the mapmaking skills you have learned as an adventure game player but Electronic Arts has done it for you, or will do it since the game maps the new world for you as you explore it. The game was written by Ozark Software for Electronic Arts which might

tell you something about its quality. If you do not know the name Ozark let me remind you that these are the same people who did MULE. There is quality and careful planning evident in every part of the game from the super graphics to the disk copy utility built into the program. If you should manage the completely explore this world the folks at E/A have even included an option which will cause the program to create a new one for you. In short, another super product from Electronic Arts.

There are two other releases from Electronic Arts this month

CUT and PASTE Word Processor

disk only
list \$50.00
club \$37.46

Cut and Paste is a home use word processor which reminds me of Bank Street Writer. The similarity is not in the programs themselves as it is in the guidelines the authors seemed to have in mind when they wrote the programs. Cut and Paste is a word processor which can be learned in about 10 to 15 mins. You will spend about 5 mins reading the simple instructions and about 5 mins practicing and you will have it licked. The only problem with this simplicity is the fact the very few commands allow you to do very few things. Cut and Paste certainly offers all the basics of any good word processor and offers them in an easily learned and understood way. The problem is just that you don't have the option to easily do things like set up columns or change the type style on your word processor to make a headline on your report. If this kind of thing is not important to you then this might well be a worth while package for you. If on the other hand you are willing to learn a few more commands read the review on Letter Wizard that is also in this newsletter for a far more powerful word processor at the same price.

Now In Stock

List \$79.95
Club \$59.95

DISK MAGIC

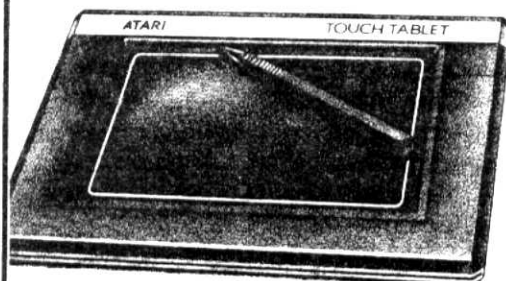
disk only
utility
List price 24.95
Club price 18.71

Disk magic is the first program written by a group of club members from Texas called BLAKMAGIC SOFTWARE. When I was first asked to review it I sort of swallowed hard and hoped that it would not be too bad an attempt. Actually it is quite good in fact, this is one of the better dollar values on the market! This program includes features that normally list for as high as \$50.00. Like what you ask, well how about a machine language disassembler, and a complete sector editor for example. Actual the program (or one like it) should be in everyones flip and file. It will allow you to do the following things to your disks with little or no prior knowledge about disks before you read their well written and easily understood manual.

1. Visualize sector org. and utilization
2. Edit sector data directly on the disk
3. Recover deleted files
4. Recover unformattable disks
5. Disassemble sector data into 6502 mnemonics
6. Copy sector data to another or multiple sectors
7. Search for Hex or ATASCII strings
8. Make backup copies of disks
9. Verify and adjust drive speed
10. Create 'bad' sectors

Also included in this program are 16 pages of clear well written pages of instruction and information about how your drive works.

ATARI TOUCH TABLET™



Create colorful, intricate ATARI graphics without having to learn programming. With nine brushstrokes, 128 colors and over 1500 variations of color patterns, the ATARI Touch Tablet and ATARI Artist software let you use your ATARI Home Computer to draw anything from charts to detailed landscapes. You can even store your masterpiece to display later. For use on a desktop, in your lap, or wherever you feel comfortable.

Requires: 16K RAM, ATARI Home Computer, Color TV or Composite Monitor.

*Optional disk drive or program recorder required for storing screen graphics.

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CompuClub News

DOG OF THE MONTH

who will it be????

Macrotronics, Inc
Parallel Printer Interface
list price \$69.95
club price NOT OFFERED

The Ad tells you you can connect a printer directly to your Atari personal computer. Reading on we find that the package is made up of a cable that leads from your joystick ports to the printer and a disk or cassette program which will direct your computer to send all printing through the cable. What's wrong with that, well the program stays in memory until you shut the computer off. Now how am I to load my Letter Perfect?. How do I put in an Action cartridge? How do I load a self booting graphics program? Well enough of that you get the idea.

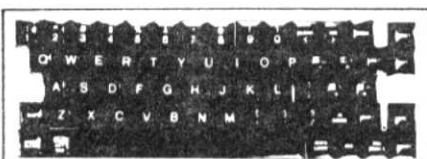
Krell Software
Time Traveler
list price \$24.95
club price not offered

The object of Time Traveler is to acquire each of the 14 rings located in different time periods. These rings must be deposited in the time machine laboratory.

I inserted basic and booted this one up with great hope since it promised to be a highly interesting adventure game with 14 different time zones and therefore (I thought) a great amount of variety. Well again the truth is less than fiction. The only difference between the time zones is the name of the enemy attacking you. Every scene and every time was exactly like the last to the point of total

frustration. This game is so simple that it has a vocabulary of only 14 words (Zork has 600) the 14th word in the game vocabulary is QUIT which I did.

THE B KEY 400 INHOME SOFTWARE



CARRIER FORCE

by SSI

TYPE: advanced strategy

List price \$59.95
Club price \$44.96
Disk only

I seem to be looking more and more at better and better simulations each month. Carrier Force is no exception. This combination graphic and text simulation of the Pacific Theatre of WWII is superbly done and is one of the most challenging games I have played to date.

The program has several scenarios including the battle of the Coral Sea and the battle for Midway Island. Two of the most famous sea battles in history and you are the admiral saddled with responsibilities and priviledges of leadership. If you think that you have mastered the other quality war games from SSI then you should be in for a real challenge.

Carrier Force requires a good deal of concentration and patience to be a good commander. You command your forces through a series of six operations (used for lack of a better descriptive word) your different task forces, bases, and aircraft. You may assault enemy bases, task forces, and engage in air attacks in a variety of ways. A word of caution at this time is in order, you have many variables in this program such as weather, aircraft endurance, and time of day to contend with to name a few.

I have played this program several times, myself, and find that in the solitaire mode the computer is a very formidable foe. Like most, if not all, SSI simulations this one two allows one or two player options. The program has a save game function, very necessary, so that it can be played in several sessions. I mention this because the blurbs on the packaging state that average completion time is three to four hours, which I take exception to and would estimate closer to ten to twelve. For those dyed in the wool wargamers out there the closest analogy I can put to you this is very much like the board game TOBRUK.

My recommendation for those who wish to purchase this program is as follows. You should be an experienced with either some good board type wargames (chess included) or computer wargames; i.e. EASTERN FRONT, BATTLE FOR NORMANDY, KNIGHTS OF THE DESERT etc.. You will find this program very challenging. You will also find yourselves making several false starts before really playing a game through. Again, this is very detailed game.

reviewed by

Wally Newell

Three Zorks are better than one.

To Zork® fans, one Zork just doesn't seem to be enough.

That's why there's now an entire Zork Trilogy: Three involving and challenging games that take you from scary to scarier to scariest and back.

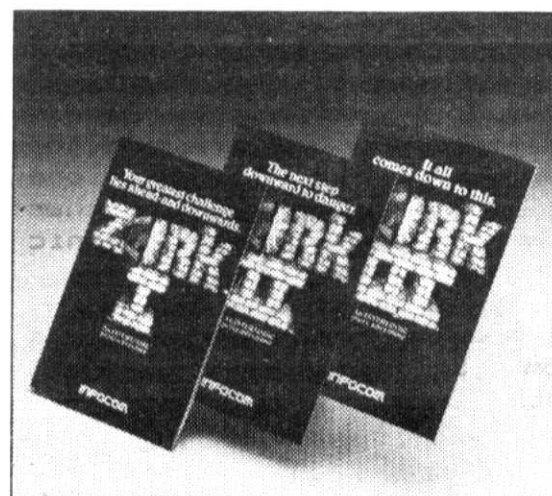
If you make it back.

Zork I is your first taste of adventure as you descend into the Underground Empire to plunder the Twenty Treasures of Zork.

Zork II begins your warrior's quest as, once again, you enter the Underground Empire. This time to confront the Wizard of Frobozz and his ferocious fiends.

Zork III is your personal test of courage and wisdom, your life or death encounter with the Underground Empire's Dungeon Master himself.

Is there a Zork IV on the horizon? Make it through Zork III in one piece and maybe we'll talk about it.



CompuClub News

Poking the XL's Continued

The default setting is 0 and you will have to reset this location yourself as it does not automatically reset to 0. If you press just the HELP key, 732 will contain a 17. The HELP key and the shift key pressed together will put a 81 into this location. And the control key and the HELP key pressed together will return a 145 in 732. As you can see, you could program up to 3 different HELP or MENU type screens using different key combinations along with the Help key. For what it is worth, location 756 is still the character set pointer. A value of 204 will enable the European character set that can be used by pressing control and control and a letter key. One final set of locations for you technical junkies. According to Atari, the following locations will determine which OS you have installed.

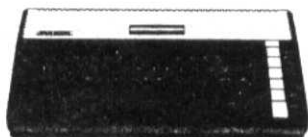
| OS | LOCATION | VALUE |
|--------------------|----------|-------|
| | 65527 | 221 |
| 400/800 revision A | 65528 | 87 |
| | 65527 | 243 |
| 400/800 revision B | 65528 | 230 |
| | 65521 | 1 |
| 1200 XL | | |

I have an 800 XL and location 65521 returns a 2. I don't know if that is OS rom ID or not. That is what my computer returns when I peek that location. Well, that is all the information I have right now, but when I get more or when other XL owners learn of new locations, let's share this knowledge.

This is a fine machine and the more information known about it, the easier it is to program it.

Richard Strecker
President
La'CACE

Lake County
Atari Computer Enthusiasts



Buy Sell and Swap

4 Sale 5 Atari Games

Selling because of the need of money. All are in excellent condition and have the orig. instructions and packaging. Pac-Man \$28, Galaxian \$28, Basketball \$24, Chess \$24, Asteroids \$23, Contact

Michael Keylin
4600 9th Ave. #602
Brooklyn, NY 11220
212-633-5871

(all prices include shipping)

For Sale—

Austin 32k plug in memory board—less than 10 hrs use \$50.00

32k cassettes:

Ft Apocalypse \$20

Necromancer \$20.

Temple of Apshi \$20

call Jim after 5PM at

617-935-0255

Used Atari computer (cassette) and VCS games for sale

Send for free price list to:

Brian Totty
576 Massachusetts Ave.
Lunenburg, MA 01462

Wanted: Hayes 300 or 1200 smart modem,

New or Used, Send model number and your asking price to:

Gerald t. Madden
P.O. Box 248
Bayville, N.J. 08721

Buy—Sell—Swap

Used Atari Software.

Disk and Carts only please.

Send list of software you have and what you want along with SASE to:

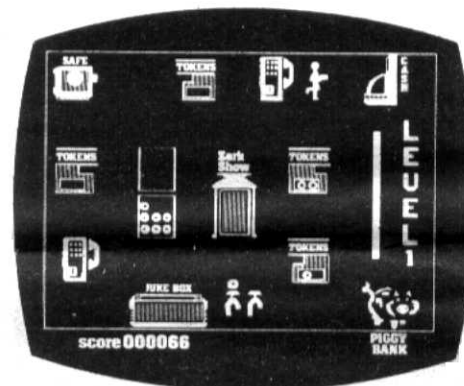
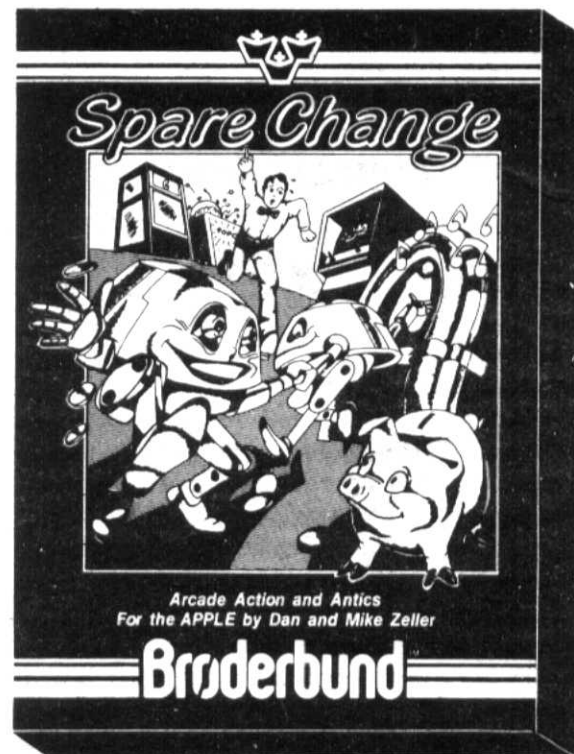
Dennis Stanton

R#2 Box 213
Rushville, MO 64484

Wanted: Star Trek

I am interested in finding a strategic simulation of the game "Star Trek", similar to the program found in some main frame time sharing systems. Please send a short description and the price, My address is

R. Johnson
PSC Box 225
APO, NY 09611



Spare Change

EPYX
COMPUTER SOFTWARE
Strategy Games for
the Action-Game Player

