

CompuClub News

Where Atari Owners Belong

800-MY ATARI

617 879-5232

We've Moved!

CompuClub has moved to a new mailing and shipping address.

Some of you may have had a little problem getting in touch with us for a few weeks in late August and early September. We moved from the warehouse location we were using to a new location that is both a mail order shipping address and a store operation. We fully expect that the establishment of the store operation will help our mail order customers. We will now be required to carry a much larger selection and a larger number of each product for Atari. Having more copies of more things can't be all bad.

... more of everything

If you are among those of our members who live in the Massachusetts area, we look forward to having you drop in to visit us in the near future. The store currently carries more than 500 software titles for both 8bit and 16bit Ataris with more being added each day. The new address for all mail and shipping to us is:

CompuClub
187 OAKS RD.
Framingham, MA 01701

Our phone numbers have not changed with the exception of the BBS number with is now 1-617-626-0145.

This Newsletter was created using the following products:

PUBLISHING PARTNER

ATARI 520 & 1040 ST's

WORD WRITER

THUNDER

APPLE LASERWRITER

Reviews in this newsletter are the opinions of the authors.

Flight Simulator for the ST.

List price \$49.95
Club Price \$37.45
Catalog # SUB31R

Flight Simulator II is now available for the ST, and of all the versions available for other computer systems, this one is by far the most sophisticated! As in all FSII's you have a full 360 degree view outside of your cockpit as well as a World War I Flying Ace simulator. But, unlike the other FSII's you can watch your plane from outside of the cockpit, specifically from a spotter plane that will follow your plane as close as you want from above, beside, behind, or in front. Also this super program makes full use of multiple windows.

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Degas Elite

by Batteries Included

High Powered drawing package for the ST

List price \$ 79.95
Club Price \$ 59.95

About a year ago Tom Hudson and Batteries Included knocked the St world on its ear with the introduction of Degas, a powerful drawing package for the then newly introduced ST.

Tom and BI have done it again with the first major upgrade of Degas, Degas Elite. The new package is the first we've seen to use the newly released GDOS from Atari. GDOS will allow you to load a variety of fonts and print drivers as the default system fonts and drivers.

The main differences between this package and the package introduced a year ago include automating the drawing functions and adding more power to the functions that were already there.

The new or newly automated functions are many and include but are not limited to

-Continued Page 5-

Desktop Publishing Released for the ST

New Desktop publishing package for the ST offers full power at a low price.

Softlogic Corp. has released a powerful desktop publishing system for the ST. The package, PUBLISHING PARTNER, is the most complete desktop publishing package we have had the pleasure of working with. Among the features offered are:

- Multiable Fonts
- Multiable Print Drivers
- Graphic Compatiablty with Degas & Neochrome
- Complete Object Oriented Editing
- Multiable Font Effects
- Laser Printer Support
- Complete Word Processor Included
- Import & Export Ability

This package is quite a bit more elaborate than any we have see before and as such deserves a through review. This newsletter is in fact the first part of that review since it was created with Publishing Partner.

If you are not already familiar with the concept of desktop publishing it can be described as follows. Desktop publishing consist of one part word processing, one part page layout, and one part forms creator.

The user enters text, either from the keyboard or from a text file into a form designed on the screen. The form can be modified to include columns, graphics, borders and other embelishments as the user sees fit. The graphics, usually created in another program such as Degas, can be resized to fit the needs of the user. This entire new document is then printed on a high quality printer. The resulting copy can be used as either an original or a master for further duplication.

For those of you who have been using programs such as Typesetter from Xlent Software the ease of use and power of this system will be a like a gift from above.

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Atari News

We have just seen a working copy of the new 3-D glasses that will be offered by Antic and other manufactures after the first of the year. The glasses are designed for use with special 3-D programs. The glasses we saw were preproduction models. They had been created from standard industrial safety glasses with the lens replaced. The new glasses connect to the 520 or 1040 by means of a cable running to a box that plugs into the cartridge port. The software we saw caused images to flicker back and forth between a left and right image. The effect when wearing the glasses; nothing short of spectacular. The clarity and depth of the images has to be seen to be believed. We understand that the glasses will be shipped with a 3-D version of Pac-Man and that other games such as StarGlider will be released in a 3-D version.

StarGlider will be released in a 3-D version.....

Atari has already shown both its 2 and 4 meg versions of the ST in Europe. The machines will make good use of the extra memory when the Atari laser printer is released since this unit will be shipped with far less than the required memory installed in the printer to do high quality graphics. Instead the printer will use the memory of the ST to augment its own.

The blitter chip is expected to be released for the the ST line just after the first of the year. Updates of older machines will cost about \$130.00 and will be a dealer installed item.

We have heard that Atari is about to release VT100, 200, and 220 terminal emulators in cartridge form.

A leak at Atari resulting in a beta test copy of MicroSoft Word (Write) getting out have the people at Atari extremely hot. I would not want to be the one who carried it out.

The IBM emulator is now scheduled for release in early Feb. if all goes well.

ST sales are climbing and they might be hard to come by in mid-December, order early if your sure you want it for the holidays.

Two On Two Basketball

ST Basketball
by Activision
List Price \$39.95
Club Price \$29.95
Catalog # ACT2X2

There is some good news this month for those of you who are looking for sports games on the ST. Activision has released GBA CHAMPIONSHIP BASKETBALL, also known as Two on Two Basketball.

The game allows one or two players to play. You can play with someone against the computer or against the computer by yourself or against another human player. Depending on the option you chose you will either be controlling one or two players.

After the games title screen you will be in the chalkboard mode. It is here that you select your mode of play and pick you team members. You will also have a chance to review and change the scouting reports on your team and your opponents team. This done, you move onto the court and the first major question is answered. that question is of course, how you can control two different players at the same time in a game as fast as basketball. The answer, after you have played the game a few times is quite simple. As you and your team mate start down the court you "call a play". This tells your team mate where on the court to go to get your bullet pass or to set up a pick for you to shoot over. If you fail to score on the initial play you are both on your own and depending on good basketball skills to make something develop. You will have the ability to pass, shoot hooks, jumpshots, dunks, and tip-ins.

Defense works the same way in a single player game. You call the defense before the ball crosses half court and then begin to scramble as the offense attacks your defensive setup. The play is fast and the game offers you lots full control of both your player and the game play in general. When your done it will even post your results in the sports page which make up the final screen of the game.

WAR GAME CONSTRUCTION SET

For All 8bit Ataris'

Catalog # SSIWAR
Club Price \$22.45

Now you can desing your very own wargame. SSI has just released a new program for the eight bit Atari that lets you design and modify a simple to advanced war game simulation. As you might suspect, this program lets you design a multitude of different types of wargames, ranging from ancient times with spears to modern tactical combat with sophisticated missles and tanks. You can even create a fantasy type of combat if you wish.

... includes eight sample games ...

Setting up your game is fairly straight forward. First you draw your battle map, then place the roads, rivers, bridges, woods, buildings and mines in any arrangement and scale you want. There are four levels of combat, from up-close-and-personal man to man combat to large scale strategic campaigns.

Just to keep you busy, SSI even includes eight sample games (five solitaire, and three 2 player games) all of which you can modify all you want. By far the most flexible war game to date.

Holiday Phone info....

Due to the great increase in phone calls during the holiday season we must ask that the "800" lines be used for **Orders Only** During the December - January time frame. If you need to have a question answered Please use our normal business line - 617-879-5232. We expect to be taking "help" calls again on the "800" lines starting in Feburary. Your help in this will us to give you our best service during a time when the orders are heavy and UPS is usually running quite slow. Thanks for working with us on this.... CompuClub

Flight Simulator

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so you can have say, one window looking in front of you and maybe a smaller window that looks behind you like a rear view mirror in your car. Or do like I do, have one window looking out your front view and have a spotter plane viewing your plane from about 150 feet from the right side. The views from the spotter plane as you climb, dive, bank, roll, and maybe do a loop or two is simply spectacular! Also it may be a good idea to have the map in a window of its own if you are trying to get to a certain location. Which brings me to the next point, as in all the other simulators, this one comes with the scenery for the Boston/New York, Chicago, Seattle, Los Angeles, and San Francisco areas. Here it's fun to circle around the Statue of Liberty and then fly between the towers of the World Trade Center.

One of the best features I have ever seen in any program whatsoever, is that there is a multi player option. In this mode two or more people can communicate between phone lines (or a serial cable if the machines are in the same room) and actually see the other persons plane(s) as if you were really all in the sky and trying to fly in formation. The best way to use this mode is to play the WWI war game co-operatively. Having one plane engage enemy planes in dog fights while the other attempts to bomb the enemies installations (oil refineries, air fields, and buildings). Should you be playing over phone lines, you can send messages to each other by using the radio in you aircraft, for instance if you define your plane to be red, and your flymate has chosen to color his plane a dog house color, a good message to transmit might be 'GIVE IT UP SNOOPY.. SIGNED THE RED BARON'. Other features include drop down windows for option selections, here you can choose whether you are flying a Cessna 182 single engine aircraft, or a Learjet 25G, you also set the reality level, where the clouds are, if any, what season, day, night, dusk, or dawn, etc. With all the options available and this being just an eight page newsletter I can only describe a few of the features in this program.

among the features I've have to leave out are things like; 120 different airports with radio frequencies of the major control towers where you get pertinent information for your plane; FULL flight information; VOR, ILS, ADF, and DME avionics (whatever those are); multiple viewports, either from your cockpit, the tower, a spotter plane, or a tracking station on the ground; and with the multi player option and multiple windows I don't think that you will ever tire of this program.

This program is such a major accomplishment for any software house, that I have to recommend it highly. Even if you have never had the desire to learn how to fly, don't worry, with the default reality mode anyone can fly these planes within fifteen minutes with complete confidence. After all how bad a pilot could you be if you are still able to walk away from your worst possible crash?

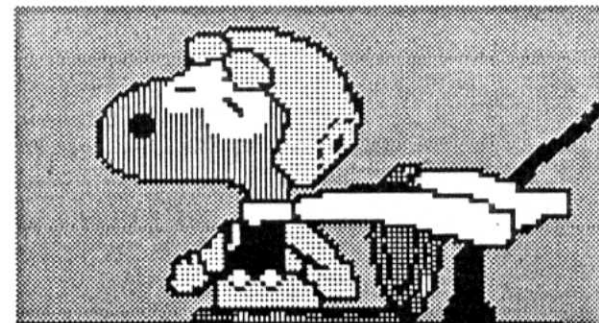
by Joe Aiello

Backup/Restore

HARDDISK BACKUP SOFTWARE
for the ST

by RIK Software
List Price \$39.95
Club Price \$29.95
Catalog # RIK001

We have been searching for several months trying to find a good Backup system for Hard disks. Our search is finally ended. Backup/Restore from RIK Software fills the bill perfectly. This flexible, easy to use program combines all the features we want in a backup program. It will backup files of any size, further it will allow us to back up and restore by date, by directory or by template. The program is quick both reading and writing (after you get by the initial formatting of disks), and a special formatting scheme will pack over 900k on each double sided disk and almost 500k on a single sided disk. The disk is also being provided by ASTRA on their new top of the line harddisk the HD.



Dog of the Month Atari 8bit Minature Golf Plus by Xlent Software

Its not often we get to knock a product from Xlent Software but this month there was just no choice. When I first opened the package I was expecting the speed and graphics that we have all become used to from all Ataris. After all a \$29.95 program from Xlent is usually quite good. Although I try not to be a language snob I was quite surprised and disappointed to see the program boot up and display the OSS Basic logo before the title screen. The title screen came up in simple graphics 2 with the usual speed of basic and the program went down hill from there. Minature Golf Plus is actually a rewrite and inhanement of a game that was published in one of the computer mags. about 2 years ago. The improvements consist mainly of creating a construction set to allow you to move a variety of barriers around to create your own holes. The concept is good but the quality of the graphics is just plain poor. We have spent hours typing in programs written by David Plotkin and printed in a variety of computer mags. over the years and always enjoyed them. I just wish this commercial effort had been better. If for example the progam had been compiled for more speed or a more elaborate title screen had been created I would have felt better about the program.

As it stands now this is simply not a progam we want to sell to our customers and we must strongly advise you to at least see it before you buy it. For a comparison with other commercial products see the reviews of Leader Board in most Atari Publications in the last month or two.

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WORLD KARATE CHAMPS

Arcade Action for 8 bit Ataris
Catalog #EPX11D
List Price \$29.95
Club Price \$22.45

You say you have never broken a brick in half with your forehead before? Where have you been? Karate games have been multiplying since the movie Karate Kid and the great Broderbund game Karateka. Now Epyx has gotten into the act with World Karate Champs, a finely detailed and playable game.

In World Karate you travel the globe trying to chop and kick your way from a white belt to the master of karate black belt. No easy feat. (no pun intended) The action in this program is controlled entirely by joystick and allows you 14 different moves. Master the spinning back kick and you will be a feared opponent.

If you can succede in one level you will have to pass through a skill and endurance test to advance to the next. The endurance itself is a challenge ranging to breaking bricks with your head, to avoiding batons or spears hurled at you. The world championship takes place in eight world locations including Sydney Australia, Athens, New York, Mt. Fuji etc.

You even have the choice of playing against the computer (tough) or another player (much less prdeictable). The graphics, sound, and reality make this game a sure fire hit. The sound of a hit or a person collapsing must be heard to be appreciated. The comedy of one of the players looking out of the screen, with a look of confusion, to his human controller when the other player seems to be just kicking at dead air is priceless.

And finally when a player isn't moved he can be seen brushing dirt from his robe. You'll like this one.

Joe Aiello

ASTRA HD

A top of the line harddisk for the ST
A top of the line floppy for the ST

Catalog #ASTHD1
List Price \$999.95
Club Price \$900.00

We have been lucky enough to get one of the first Astra HDs' to come off the production lines. This drive is without a doubt the most expensive 20 Meg harddisks on the market. It also offers more value than any of the other units on the market for those who truly care about the quality of their hardware.

The Astra unit consists of both a three and one one half inch twenty meg hard disk and a three and one half inch double sided double density floppy drive in a single case. This harddisk package seems to offer the best of all systems and at a cost which is not nearly as high as it would appear at first.

The harddisk case is the same with as an Atari ST floppy and comes in a matching gray color. The drive case is slightly taller than a Supra hard disk case but also contains a smoothest three and one half floppy we have ever used. The connector cable is a few inches longer than the one we have seen on both the Atari hard disk and the Supra unit.

When you turn the unit on you notice the unit has a fan which cools both the drives. The Supra 20 meg is also a three and one half but has no fan an seems to run a little hot for my taste. The Atari hard disk is also a three and one half with a fan but Atari's drive is packed in a full size case and is quite a bit larger than either of the other two. When we tested speed on the three units the differences really started to show. The spread between them on some standard speed tests was a full 20% with the Astra far out in front and the Atari running a distant second.

The Astra unit comes with the usual software plus two extra packages. One the Backup/Restore software from RIK software is a must for anyone who owns a hard disk. The second package, Harddisk Accelatorator from Beckmeyer is a nice package but seems almost wasted on a drive with this kind of speed. Taking the normal mail order

selling price of the components of the Astra package makes it begin to look like a heck of a deal.

Our price for an Atari or Supra 20 meg hard disk is \$650.00. A good price for an Atari 314 drive is about \$199.00 and the two software packages a selling in most places for at least \$29.95 each.

To buy hardware of lesser quality and the same software in peices would cost you over \$900.00 and you can get this top of the line hardware in one clean package for \$900.00

If you are in a position to be able to afford it (and I know not many are) then I strongly urge you to get this unit. there is a nothing that can match quality and this is the best quality hardware available for the ST today. For those who can't afford it, check it out as a learning experience its worth it.

Publishing Partner

-Continued from Page 1 -

The system of course will show you exactly what you will get on the printed page.

Perhaps more important than that is the feeling of power you get in simple selecting your opitions and watching the page reformat to match you're selections. All editing can be done in the actual font and point size you want for final printout so you always have a feel for what the final product will look like.

The system is remarkable in the diversity it allows you in laying out your page or pages. You not only can use the 12 fonts built in to the system but you can vary them over any size from 2point to 144 point. (there are 72 points to the inch.)

What will the system not do? Well first and most important it will not help your spelling as you can see from reading this newsletter. Secondly, it is not going to give you the best results possible if you use a dot matrix printer. The quality you see here is off a laser printer. The dot matrix printout quality is the same as that of EasyDraw, very good but not commercial quality.

Other than those few reservations there seems to be nothing that the system should do that it doesn't. In short we love it and reccommend it strongly.

Degas Elite

Continued from page 1

1. Automatic scaling functions
2. Block or Icon definition
3. Image flip and rotate
4. 3x to 12x enlargements
5. a variety of shadow commands for drawings as well as text
6. Air brushing with patterns as well as single colors
7. Color shifting with several or many colors.
8. Grid snap
9. Outline to draw a color outline around any shape

Degas Elite also adds a variety of new commands to the program that greatly add to its power. Among those added are

1. 8 drawing areas with cut and paste between them
2. Block save for whole pictures or parts of pictures to make a clip art file.
3. Use saved blocks of pictures (clip art) as a brush to create impact in new drawings.
4. The ability to create and load a wide variety of fonts which will also work with the soon to be released PaperClip Elite.
4. The ability to load pictures from other programs i.e. Neo files.
5. Built- in Resolution Conversions: you can easily load a picture created in one resolution while you are in a different resolution. This ability alone will save most of us lots of frustration

This list could go on for quite some time but I think you can see from the examples given that the package is



Xlent Word Processor

List Price \$29.95 Club Price \$22.45

Catalog # XLE16D

Let's talk powerful word processors for the eight bit Ataris. Word processors that allow you to **INCLUDE GRAPHICS IN YOUR LETTERS!** I am talking, of course, about an excellent word processor, which happens to be titled 'The First XLEnt Word Processor'. I can't imagine anyone needing more commands than what this word processor contains. First before I continue, let me inform you that accessing the full power of the graphics capabilities is not easy. But, if you have used any of XLEnt softwares' programs this one is no more difficult to learn, in fact it probably is one of their easiest to use.

The manual itself is clear and simple to use giving examples of any editing that they may be discussing. The screen is also fairly friendly with six icons at the bottom a la ST, which are in the form of a fancy P for printing, a camera for copying, a pair of scissors for cutting, a paste bottle for pasting, a pair of glasses for searching, and a floppy disk for the disk utilities.

Now along with the editing screen and its icons for menu selections, there are other commands which are entered through the keyboard, these include advanced editing commands like changing the color and luminance registers in the computer, (simulate a monochrome monitor on your color TV); word wrap on or off; joystick editing speed; rate of key repeat rate on the XL/XE computers; up to five marker positions; **LOADING** a new **CHARACTER SET** into memory, (this does not change the font when printed); select an underline, or blinking square cursor; deleting from cursor to end of text; and screen moves at a time (some of these commands are also in AtariWriter + and Paperclip).

Also included is the ability of using two windows for editing text (copy info from one window into the other). Other less demanded features are, backwards delete, delete word/sentence/paragraph, automatic indentation and margin release which let you have information on the left side of your left margin, as in when there is a 1 on the left side of a full paragraph in an instruction manual, offset printing, print X number of blank lines, user defined characters, soft hyphens, mailmerge capabilities, and protected spaces. One Godsend is the automatic align mode also known as the decimal tab. What this does

is to allow easy columnar editing especially of numbers, but can be used just as easily if you were trying to create a column of text. This program even includes a print spooler for the 130XE (edit a file while your printer prints a document). The print preview mode is quite unique. When want to see what your document looks like on paper you select screen printing, and you will see a printer appear and a print head go back and forth along a piece of paper which scrolls up and out of the on-screen printer. More importantly, is the fact that the print is really legible, it may be small and would be a strain if you were editing in this tiny mode, but you do have an 80 column display, just like your printer would print out. And when you decide to print to your printer, you have the option of printing in two column mode.

Now on the down side. I mentioned that you can print graphics and that it was not all that easy to do so, well it's not so difficult that you wouldn't use it, but it does take some getting used to. Such as the fact that the include picture command does not automatically update the internal line counter, so you must tell the computer that it is really farther down the page than it thinks it is. Not impossible but it does require you to do some figuring based on how tall your picture is, and what that translates to in terms of printed lines. The other detraction is that this program does not include provisions for printing underlines, boldface super/sub scripting, instead it allows you to send printer commands to your printer. What this means to you is that you need a list of decimal numbers that accomplish the special print features of your printer that you will want to use. That all said, I do like this program very much and even though I will not be printing pictures in my text frequently, I will use it because of the professional type of programmability it offers.

Joe Aiello

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CHEMLAB

by
Simon & Schuster

Catalog # CHEMLB
Club Price \$ 29.95

HEY KIDS! Now you too can make synthetic diamonds, gasoline additives, and vinegar without the cost, smoke, mess, stink, and bad taste.

IMPRESS your friends by developing rust cures, rat poison, and antacid.

USE robot arms to control beakers, flasks, condensers, dryers, and Bunsen burners inside a chamber that you can superheat and pressurize.

PROVE to your parents how smart they were to buy you a computer in the first place.

How can you do all this without getting a guest spot on Mr. Wizard? Buy Chemlab from Simon & Schuster, a fun yet difficult simulation of fifty serious/off the wall experiments on disk. Your Chemlab comes equipped with all the tools mentioned above as well as a huge list of solids, liquids, and gasses necessary to perform any experiment described on the disk.

If you ever took a high school chemistry class, or are planing to, Chemlab will give you a great taste of mixing potentially dangerous ingredients. You can mix those chemicals that would have gotten you expelled from school if you did it there. All in the safety of your own home, because Chemlab is contained inside your computer and monitor. Make no mistake, this program is not for those in the sixth grade. It can be pretty tough trying to figure out what solids, liquids, and gasses to make up the liquid, ether peroxide [$\text{CH}_3\text{C}(\text{OH})\text{HO}\cdot\text{OH}(\text{OH})\text{CCH}_3$] hint: it is made up of some of these ingredients: phosphorus, potassium, sodium, water, ether, carbon disulfide, and oxygen.

reviewed by Joe Aiello

GDOS

Atari has released GDOS to the software developers. GDOS is the boot file which will let software packages use a variety of fonts and print drivers as the the system fonts and default drives. This package will enable us to have word processing and graphic packages equal to anything seen on the MAC.

LANDS of HAVOC

PUBLISHER: ANTIC
ATARI MODEL: ST
TYPE: ARCADE ADVENTURE
LIST PRICE: \$19.95
CLUB PRICE: \$14.95

What ever I did I'm sorry. I know I did something wrong because CompuClub asked me to review LANDS OF HAVOC. This has to be one of the poorest programs that I have ever been asked to review. The graphics are simplistic and dull, reminiscent of 2600 type programs (I have some 2600 games that were better). The scenario is a quest to destroy the Nine Dark Lords of the Underworld. But first you must scour the land in search of the many tokens and magic that will be required to defeat these evil ones. The scenario is ok, but the program does a poor job of implementation and will not hold anyone's interest long. I say don't waste your time or money with this one as it isn't worth the price, there are some PD adventures more worthy of your time.

Reviewed by Wally Newell

Joust

by Atari

for the ST
List Price \$ 29.95
Club Price \$ 22.45

Who says the ST is not a game machine. None who have seen Joust, thats for sure! This may well be the most accurate translation of an Arcade game to a home computer since Atari did Pac Man for the 800. Joust shows some of the best graphics you will see on the ST. The combatants are fast and colorful, not to mention tough. There are times when there seem to be 40 or 50 on the screen at the same time and yet all moves smoothly.

Some of the best graphics you will ever see on the ST

If you've never seen this Atari classic prepare for a real pleasure. The game opens with you sitting on a rock ledge astride your faithful mount, I should mention your favorite mount is an ostridge. Your best move is to get up in the air quickly (pressing the joystick button will cause your mount to flap his wings) and start to take on all comers. Each round brings on new and different problems as you fight your way through hierarchy of knights and other opponents you must face before emerging successfully from this trial of skill and endurance. One interesting option of Joust is the two player mode. Players can decide to play as partners or against each other. The game will reward those who play together and punish (via points) those don't.

Joust requires color output and allows one or two players to play at the same time. This is one you will not want to pass up, is a GOOD product at a reasonable price.



Why
Did
They
Bother
?

Golden Oldies

Electronic Arts for the ST
Catalog # ECAOLD
Club Price \$29.95

If I told you I was going to bring out a software package for the ST consisting of the following three programs PONG, ELIZA, and The ORIG. ADVENTURE you might tell me I'm crazy. Well seems like no one told Electronic Arts because that's just what they did.

If your taste in computer fun runs to the very moldy oldies and your doctor has strongly advised against any excitement at all let me suggest this package to you as the perfect solution.

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Leather Goddesses of Phobos

by Infocom
For all Atari Computers

List Price \$ 49.95
Club Price \$ 37.45
Catalog #
Reviewed by Harvey Bernstein

It isn't easy for a software company, especially one that has been around for as long as Infocom to continually top itself, yet somehow they always manage to do so. The latest release in their series of interactive fiction games, *Leather Goddesses of Phobos*, available for both the ST and the XL/XE series of Ataris is a good example. Anybody already familiar with the genre will find LGOP a worthy addition to their collection. For those who may not be, it is an excellent place to start.

If you have never played an interactive fiction game, a brief explanation is in order: First of all, there are no graphics. The entire game is played in text, far more expressive than graphics can ever be. As an active participant in the story, it is up to you to solve a series of puzzles, or overcome other obstacles, in order to solve a long-term goal. Since it takes several days, weeks, or months to finish, your game can be saved along the way. Interactive fiction is best enjoyed with others, as fresh ideas help move you along to your ultimate solution. Infocom is the class of the field.

LGOP is written in the style of the great pulp sf of the 30's. As it starts, you are enjoying a quiet beer in a bar in Upper Sandusky, Ohio. Next thing you know, you have been kidnapped by the infamous *Leather Goddesses of the title*.

For now, they just plan to use you as the subject of their bizarre experiments. But long-term, the plan is to turn the Earth into their private pleasure-planet. As your home's only hope, it is up to you to defeat their nefarious scheme and return safely. Your adventures will take you from the Canals of Mars to the wilds of Ohio.

The prose, written by Steve Meretsky, previously responsible for the popular *Hitchhiker's Guide to the*

Galaxy, lives up to Infocom's high standard. The description is rich and deep, and Meretsky's sense of humour is always evident. As always, Infocom, not content to merely release a great game, has added a number of original wrinkles.

Most outstanding is the three possible modes the game can be played in - Tame, Suggestive, and Lewd. Several situations of a sexual nature present themselves, and how explicit you want the text to be is up to you.

However, the game is best enjoyed by playing in the Lewd mode, so any members of the Moral Majority that may be reading this can consider themselves warned. The packaging, too, is first rate. *Leather Goddesses of Phobos* comes with an old-fashioned 3-D comic book, 3-D glasses, a map, and a scratch - sniff card. In order better enhance the realism of the game, at certain junctures you will be asked to scratch a certain spot on the card and take a good whiff. The surprising array of aromas run the gamut from ...well, better to find out for yourself. The comic book is also essential, as it contains many vital clues.

In short, *Leather Goddess* is yet another chapter in the long and impressive history of Infocom, a worthy addition to the game library of any Atarian.

BBS Notes:

Our new BBS will be up and running by the time you read this column. As you may have read already in this newsletter our move has forced us to change the phone number of our board. If you missed it the new number is:

617-626-0145

We have also shifted to a new BBS Software package. BBS Express offers the advantage of being considerably faster than Nitelite and seems to stay up without system crashes for much longer periods of time. This will mean learning a new series of commands but help can always be had by simple pressing "?" on this board to make the change easier. We have expanded the ST section and almost all ST files are now ARCD for ease of downloading. Please ARC before uploading new files! Thanks, SysOps.

The Manager

Database for the ST
Catalog BCM001
List Price \$169.96
Club Price \$134.95

The Manager is not, as you might think from their ads, a relational database comparable to DBmam. In order to get the an idea what it really does lets walk through a simple application. The simplest is the old favorite name and address file.

1. Define your database. This shows up a very nice feature of The Manager. You actually draw the layout you want of use right on the screen complete with color is you desire. Field attributes get defined (numeric, index, etc) and you can have up to 32 screens for your database.
2. Create a math file. The portion of the database uses a procedure language (not compatible with any other database), that allows you to perform math functions on your data, check its validity, and minuplate text.
3. Create reports. The Manager has a very powerful report generator. In fact its one of the best we've seen. Your report file is driven from a single database.

THE STRONG POINTS

This a good solid product with a strong following in the IBM world where The identical products has sold over 100,000 copies.

2. The package comes with good documentation.
3. Extremely Powerful. I can think of now single database manipulation you cannot do with The Manager.
4. On Line help. Help screens exist for all the features of the Mangaer and you can generate your own for the users of your databases to have availiabe.

WEAK POINTS

1. The database program require5 disks
2. As a direct IBM port this package requires many keystroke combinations rather than using the GEM pull down menus.

SUMMARY

For maintaining unrelated databases this product can't be beat. Its expensive but, worth it. For multi-database applications stick to Dbman.

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