

# LIAUG Light house



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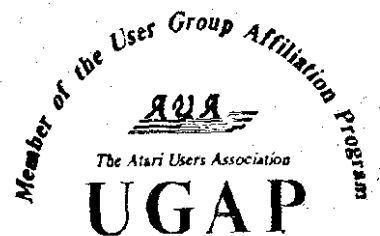
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## Long Island Atari User Group

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# SUPER 3D PLOTTER II

By: R. Constan © 1985

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**Directions to the library:** From the Long Island Expressway: Take exit 58 North (Old Nichols Road), continue north for approximately two miles and make a left (west) turn onto Smithtown Blvd. Continue west for 1 1/2 miles to the Nesconset Plaza on the right hand side of the road. The library is located in the west end of the plaza.

**From The Northern State Parkway:** Take the Northern to the end where it continues east as Veterans Memorial/Nesconset Highway (routes 347/454). Go east approximately two miles and take the left fork (347). Continue for another three miles to Terry Road. Make a right turn onto Terry Road and take the left fork (approximately 3/4 mile) onto Smithtown Blvd. The library will be in the Nesconset Plaza on the left hand side approximately one mile from the fork. Meetings are open to all those interested at no charge. The meetings begin at 12:00 p.m. in the library's community room and end at 4:00 p.m.

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**Club Meetings**

The Long Island Atari User Group Meets once a month at the Nesconset branch of the Smithtown Library. Membership dues are \$20 per year and entitles you to receive the newsletter.

The newsletter is currently being produced on a Mega2 with 4mbytes memory and a 20mbyte hard drive. Software is Timeworks Desktop Publisher and printer is HP Deskjet Plus.

If you have any questions or comments about The Lighthouse or LIAUG, please write to our mailing address or post on our BBS.

**Our address is:**

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P.O. Box 92 Islip NY 11751

Our BBS number is: (516) 221-8462

If no answer call: (516) 221-2964 and leave a message.



## MINI MIDI LESSONS

Continued from January issue

By Morris G. Miller

**Synthesizer** - A type of sound generator which combines a number of operators having specified parameters to produce a complex audible waveform. The word "synthesis" comes from the fact that there is one master oscillator and all other tone frequencies are generated as signals harmonically related to that one master. See also, Operator.

**System codes** - See Exclusive codes.

**Tape sync** - The signals produced by some MIDI control "boxes" to record the MIDI clock on a tape recorder with the performance. Once recorded, the recorded clock becomes the "conductor" for other performances, thus allowing multiple recordings which all play together properly. Not all sequencers support SEMPTE or tape sync.

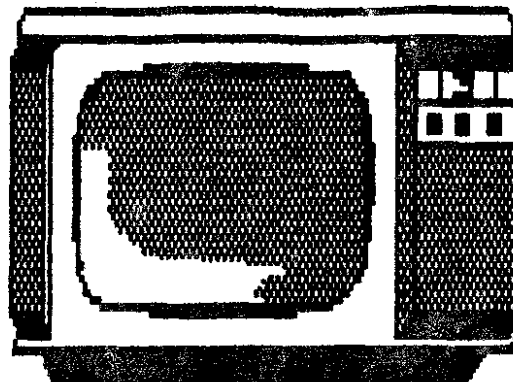
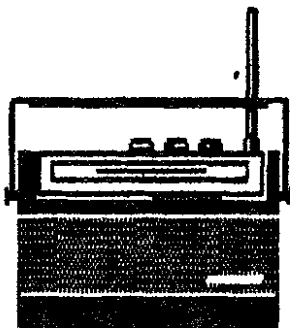
**Tempo** - The speed of a performance. The number of quarter notes per second, as in a tempo of 110. See also, Note (duration).

**Time signature** - A two-part notation designating the number of (numerator) time units (denominator) per musical measure (between bars.) A notation of 3/4 time says that there will be three quarter notes per measure.

**Tonal position** - On a staff marked with a clef, the name and tone frequency of a note. Also sometimes in reference to the relative position of a note within the associated scale. See also Octave, Note (musical)

**Touch pressure** - see after touch pressure

**Touch sensitivity** - The parameters, related to pressing a key on a keyboard, which are measured and sent by MIDI for recording and control. See also, Attack velocity, After touch, Release velocity. See also, Lesson #5.



**Track** - A buffer of the sequencer for recording, editing and performance of a song segment. See also, Recorder(MIDI).

**Transpose** - To move notes of a song (segment) up or down in frequency by a specified interval of semitones.

**Tremolo** - A tremulous effect put upon a voice performance by modulation of the amplitude, frequency, or of one or more of the operators of the voice composition. Often used in reference to the amplitude modulation, but musically this is not specific. With MIDI, most often accomplished with the modulation wheel control. See also, Modulation (wheel), Vibrato.

**Vibrato** - A tremulous effect put upon a voice performance by modulation of the amplitude, frequency, or of one or more of the operators of the voice composition. Most often used in reference to the frequency, or tone modulation. With MIDI, most often accomplished with after touch control. See also, After Touch, Tremolo.

**Voice** - The defined sound produced from a synthesizer or sampler, commonly supposed to resemble that of a conventional musical instrument or sound which follow rules found in nature. The voice is not necessarily musical. Since the word instrument is used to refer to the devices in MIDI, the word voice is used to refer to the sound the devices produce.

**Yard sale** - outlet for pawn shop rejects.

The end

# Word Processing in the 90's

a review of First Word Plus Ver. 3.14 by GST Holdings price from \$59 to \$79

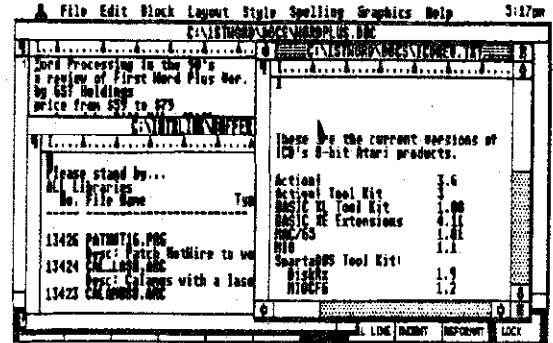
reviewed by Bill Pike (PAC)

When you obtain a computer one of the first things that you will probably want to purchase, after games, is a way to write and print. Well, in order to print you will need to purchase a printer. With a Atari computer you are in luck, you can use virtually any printer. The only restriction is that you need to have either a driver for that printer as part of the program you want to use, or be able to construct a driver.

The next thing that you will want is a Word Processor, but here there is a problem. There are quite a few different word processors out there that cost from "FREE" to "THE SKY'S THE LIMIT". If you are like me, cheap, you will be looking for one that does what you want it to do for the least amount of money.

Each wordprocessor has things that are "Easy To Do", "More Difficult To Do", "Down Right Impossible To Do", and "FORGET IT!". I needed one that was very easy to use and was able to keep me from messing things up too badly. It should also be "what you see is what you get". The program should be fast in what I asked it to do. I found out you can't have everything, much to my disgust.

One of the things that I looked for was the ability to have a dictionary and spell checking. Here there is a debate; do you want a dictionary with 50 billion words or a more modest one? My own experience, from using the 8-bit word processors, are that about 40,000 words will more than cover most everything I need, if I am to be able to use personal dictionaries easily. My reasoning for this is that with the larger dictionaries there are just too much of a chance to misspell a word or make a typo and have it match the spelling of another word. In other words, you want to write



one word and you make a slip of the key and actually write another word. The spell checker won't catch it as it is a correctly spelled word. I make too many spelling mistakes to allow that. A thesaurus is a very handy thing to have also, letting you choose words that make what you write interesting rather than repetitive. It can also make you down right obnoxious if used to excess.

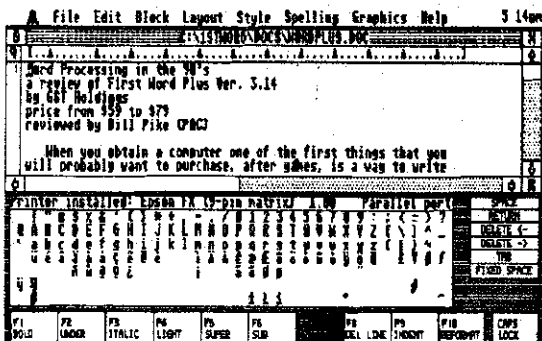
The next thing that I looked for is being able to change pitch (how many letters per inch) on the fly. Do you want to print in Pica (10 letters/in.), Elite (12 letters/in.), Condensed (15 letters/in.), or Expanded (6 letters/in.). I like to change pitches and margins as I go so I wanted a program that can easily do this. Being able to print in boldface, italic, underlined, light, superscript, and subscript also comes in very handy. Another thing that is very useful is the ability to use the full character set that your printer has available. This means international characters and other symbols such as "less than or equal to", "greater than or equal to", and "not equal", among others.

Mail Merging is another handy ability. This is the ability to customize a series of letters with basically the same text by including personal names, dates, etc., at appropriate places in each letter. It makes it look like you typed each letter individually and worked harder than you actually did. I don't use this feature much.

The next ability that is nice to have is to use "footnotes" and sometimes "End Notes". This is real a convenience when you are writing reports and such. Especially if the program automatically keeps things like numbers and paging correct for you. I don't use this one much but when you need it there is no substitute for it.

Now that I have used up 600 plus words let's get down to the nitty gritty. I have tried ST Writer, First Word, First Word Plus, Word Writer ST, Microsoft Write, and a couple of other programs. I have elected to use First Word Plus for my main word processor program.

First Word Plus supports a passel of different printers and if none of these drivers do exactly what you want you can make your own or modify a existing one. A program is



included that makes this very easy. Just boot the install program and then follow the directions by putting in the requested codes from your printer manual. When you finish, the program will make the printer driver for you. Just rename the file and place it in with the main program and you are ready to go.

First Word Plus has a 40k word basic spelling dictionary and the ability to use unlimited personal dictionaries. I can also merge my personal dictionary with the main dictionary so I don't have to load several separate dictionaries. Or I can use several personal dictionaries, one for each type of writing I have to do.

I can spell check a entire document or have a continual check as I type. There is also a on-board hyphenation directory. The thesaurus from Partner ST by Timeworks works very well with this program.

There is the ability to change pitches on the fly, also to reset margins and tab stops with each line. I can keep different combinations of pitch, tab stops, and margins on files and read each file into the document resetting whatever is typed next as you like. There is also a feature called decimal tabs that will keep the decimal points in a column of figures lined up and looking pretty. I also have the option of single, double, triple spacing. I also have the option of space and a half (1.5 spaces) between lines. I can print both draft and NLO (near letter quality), if my printer supports it.

I can print in any attribute or combination except mixing bold and light, come on now. Each of these features shows up on the screen as what it is. I can also change from one attribute to another if the first one doesn't seen right. Using this in combination with the rulers, resetting tabstops,



margins, pitches, indent, outdent, etc. Things can really be made interesting.

The full character set of the printer is available by lifting the text window and clicking on the character you want. It will be placed where the cursor is in the text window. I usually resize the window to above this selector than switch back and forth with the full screen option in the upper right corner of the GEM window.

There is a separate program for mail merging. It is somewhat like using a standard database but you will need to learn it before you try getting fancy. It also supports script files which let you make things really fancy by selecting what to put where and when to do it, you can really foul things up also. Footnotes are handled very well. The program numbers each footnote for you and places each on the page that refers to that note. As you add and delete text the footnotes are renumbered automatically and added and deleted, as needed, with the text referred to by that note or notes. You also have the option of a separate pitch, margin, etc. for the Footnotes. End Notes have to be put in by hand, sorry.

Some other goodies are being able to use a "Spill File" which uses the space on the disk (Hard Disk) for text as you work. You can work with a file as big as your disk free space; that's a lot of file. You can also work between four text files at the same time (four active windows). All standard editing features are supported. You can Import both First Word and ASCII format text files and Export both First Word and ASCII format text files.

Graphics can be imported directly in IMG format. Justify Left, Right, and Center are supported. Hard Page Breaks and Conditional Page Breaks are supported (Page Eject). Continuous feed paper and single sheet are supported. The ability to print the document you are working on or a document file off the disk is also there. You can also Set Markers (up to four) in the text and jump back and forth between them if you want to return to specific places in the text, and you can select a specific page to go to.

Like I said in the beginning I wanted an easy to use program that would do what I wanted it to do. I had to trade off some things for others but I am very satisfied with this program.

Other programs will do exactly what I wanted but were very much more expensive and more difficult to use. Some other programs didn't do what I wanted but were cheaper. I settled on First Word Plus and I recommend it for your consideration.

## The SpartaDOS X cartridge

### a review

by Doug Wokoun

CLEVELAND FREE-NET June 17, 1990 Vol.I No.1

The SpartaDOS X cartridge is the latest incarnation of SpartaDOS for the 8-bit Atari and very possibly the most powerful Disk Operating System available for any 8-bit computer.

The SpartaDOS X cartridge consists of 64K of ROM, with 48K (or 6 cartridge banks) formatted into a ROM-disk, and the remaining 16K used as the main DOS core. The ROM-disk contains files and drivers used by the system and SpartaDOS X versions of several utilities found in the SpartaDOS ToolKit. It also contains a very versatile ARC utility package.

Some of the new features of SpartaDOS X (referred to as SDX):

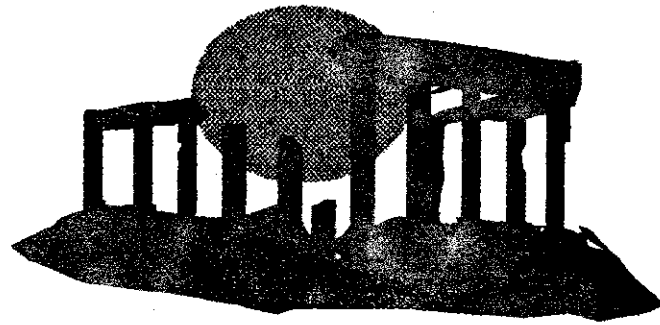
⇒ Built in, memory resident FORMAT utility. Old versions of SpartaDOS could only initialize Atari format disks using 'AINIT'. To initialize a SpartaDOS disk required the loading of a program called 'XINIT'. Now, any time an XIO #254 call is made, the SDX format menu is brought up. With this, you can select a variety of disk densities and types. It will also allow "1-second" formatting by simply rewriting the root directory on a formatted disk.

⇒ High speed disk I/O with U.S. Doubler, Atari XF551, and Indus GT disk drives.

⇒ New file loader supporting relocatable files (certain disk based commands can be held in memory and later removed) and symbol linking.

☞

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⇒ Probably the lowest MEMLO of any DOS. The DOS can load drivers under OS-RAM, into extended memory on an XE or at MEMLO on an 800.

⇒ Environment variables: user definable PROMPTs, search PATHs, parameter passing on batch files, and a CARtridge or BASIC memory save capability will retain programs even if the machine is shut off.

⇒ The ability to go from a cartridge to internal BASIC without rebooting. The CAR command enters the external cartridge, "BASIC" enters internal BASIC. You can go from Turbo BASIC XL to Atari BASIC to BASIC XE without rebooting! (with some provisions)

⇒ Support of up to 1 Meg internal memory as a RAMDisk.

⇒ "Persistent" batch files. Continued batch file processing even after loading binary programs.

⇒ Fast, powerful, versatile ARC utilities. Supports ALF files. With these, you can Add files to an ARChive, Move (delete after Adding), Freshen (update files by date), Update (Freshen with Add capability), Delete files from an ARChive, View files in ARC, eXtract files, and Print ARC'd files to screen. The ARC utilities also support password encryption and can function with the screen off to increase speed. Also, all files are sorted in alphabetical order when added to the ARChive.

⇒ A new MENU program very similar to the MS-DOS XTREE.EXE program. This program allows multi-file operations and displays the entire directory tree, so files anywhere on a disk can be accessed easily.

⇒ Command compatible with MS-DOS. Directory commands have several aliases. CWD from disk based SpartaDOS can also be accessed as CHDIR, or CD from SDX.

⇒ Drives can be referred to by letter or number.

⇒ Drives can be remapped. D1: can be SWAPped with D2:, etc. and from that point on, any references to D1: will be sent to D2: and vice versa.

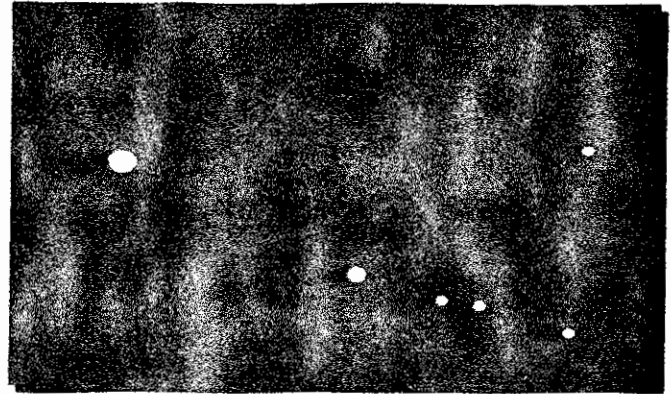
☞

SDX can be configured to take advantage of different hardware. A file placed on D1: called CONFIG.SYS is used for this, or the default configuration can be used. SDX can be configured to use OSRAM, or an extended bank of memory for its drivers. With the right setup, MEMLO can be pushed to below memory location \$1000!

SDX uses a series of drivers to control most disk functions. SPARTA.SYS is the main driver and must be installed. 'DEVICE SPARTA' is used in the CONFIG.SYS file to do this. The number of sector buffers and file buffers can be control by passing parameters to this driver. Another driver is ATARIDOS.SYS used to read Atari DOS 2.x disks. Not installing this driver saves memory, but then Atari DOS disks cannot be read. The SDX cart also contains a RAMDisk driver which can be used to install up to 3 RAMDisks of any size. An INDUS.SYS driver is used to program the INDUS GT to operate at high speed. There are also two clock drivers, used depending on whether or not you have an R-Time 8 cartridge.

A major change with the X cart is the way devices are addressed. Since ICD wanted drives to be addressed by letter or number, conflicts would have occurred with existing devices. Also, ICD wanted SDX to be more similar to MS-DOS, so those conventions were adopted. E: has become CON:, P: has become PRN:, and D1: D2: and D3: are A: B: and C:. Switching between an IBM machine and SpartaDOS X is much easier with these changes.

Another feature of SDX is its I/O redirection. With this, you can send the output of a program to another device. Ex: DIR >PRN: would do a directory, but the results would be sent to the printer. Also, you can use a file to "feed" a program with input redirection. Ex: BASIC <file.ext would call up internal BASIC and send it file.ext as if the contents of that file were



being typed into the machine. This would be used in place of batch files because you can no longer send input to BASIC from a batch file.

SDX recognizes two new file attributes in addition to protected, hidden and archive. Hidden files do not appear in the directory, and archive is used to mark files for backup. This is normally used with a hard disk backup program. When a file is updated, the archive bit is cleared, telling a program like Flashback that the file needs to be backed up. All of these are set with the ATR or ATTRIB commands (same thing). You can also scan directories for files with certain attributes.

Two new commands, PEEK and POKE make many operations easier. Instead of going to BASIC to execute these commands, they can be sent to the command line. PEEK will also display the value of the memory word stored at that location and the one following in hex and decimal.

Parameters can now be passed to batch files. In the batch file itself, these are referred to as %1 through %9. With this, you can create general purpose batch files to automate tasks.

Internally, SDX is very different from earlier versions of SpartaDOS. All of the files on the cartridge are relocatable and can be held in memory. COMMAND.COM, the command processor is one of these files. It is non-resident in nature and is unLOAded from memory when binary files are run. This saves about 4K of memory. It is reLOAded when the program is exited to DOS. Disk based programs written in relocatable format could be loaded at MEMLO, and held, eliminating the need to reload from disk each time. Unfortunately, information on how to write these modules is almost non-existent, so for now, only the programs on the cartridge can be held.

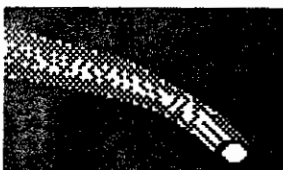
Some of the new commands and changes with SDX not mentioned above:

**CHTD/CHVOL** - now built in



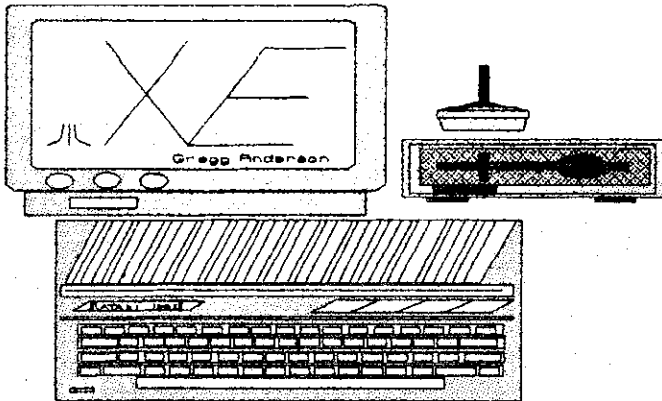
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**COPY** - now checks to see that there are two files specified. Files could be lost with disk based SpartaDOS by accidentally not specifying a second filename

**DIR** - *lp* directive pages output, *lc* directive gives file count.

**DUMP** - Hex dump of file

**FIND** - search all drives for filename

**MEM** - displays banks available, extended memory

**PATH** - Set search path

**PROMPT** - set system prompt with meta-strings

**RS232** - now built in

**SET** - display/set environment variables

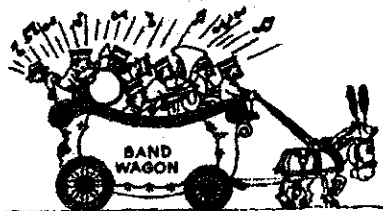
**UNERASE** - restore file(s)

**X** - load file/disable cartridge (for long binary files)

This is an incomplete listing of the features of SpartaDOS X. There are many others and new uses for the functions appear constantly. While learning to use SDX will take some time, it is well worth it in the end.

SDX is available direct from ICD. The ICD BBS contains a listing of ICD products available direct at prices much lower than through a store or even mail-order. Check for the latest price. ICD BBS: 815-968-2229.

Doug Wokoun

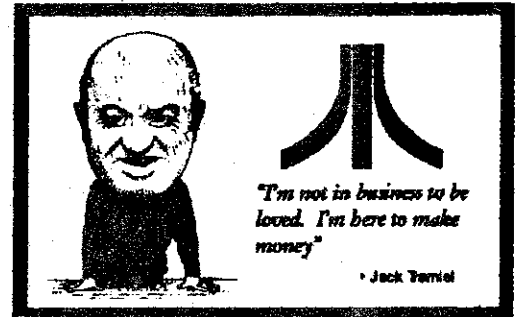


## A Silent Revolution

by Tim Holt

President ST Club of El Paso

As I write this article, I really do not know how well the Atari Revolution is doing. I hope it is doing well. I have even got my little "Join the Revolution" stamp. (If you see some dollar bills with "Join the Revolution: Use Atari Computers" stamped on them, I did it.) Although the revolution is a downright noble cause, it has it's drawbacks:



First of all, writing to the Trammels is sorta like trying to move the proverbial mountain. If you haven't guessed by now that the Gang of Three doesn't give a lot of thought to us U.S. users, then you haven't been paying attention. Smell the coffee Bubba, they are in it to make a buck. What the U.S provides is pocket change.

Secondly, the Revolution appears to many to be like trying to stop a hemorrhage with a band aid. It is a nice try, but it doesn't do much good. The damage has already been done, and calling 20/20 won't do much good simply because the folks in Sunnyvale (what a misnamed place if ever there was one!) do not give a hoot what users think. (See reason #1)

Thirdly (Is that a word?), the main focus of the Revolution is terribly misdirected. Roseanne Barr doesn't give a flying flip if her family wins a computer. Have you seen that show? The computer would end up as a door stop, or worse yet, Roseanne might sit on it. (In the process, a palmtop ST would be born.) The Revolution needs to go to only one place: WHERE THE MONEY IS. That is why I wrote this short essay.

The Atari Revolution will only succeed when we make some ECONOMIC impact, somewhere. All the letters in the world won't do as much good as the sight of money lost.

Think about it. If you were a businessman, what would make you think more: A few hundred letters from a bunch of computer fanatics (and that is what we are folks, don't try to deny it), or the loss of a few thousand dollars in sales? Well, I think the latter. May I offer the following as a CO-Revolutionary proposal:

Let us target some software company. (Just for no other reason than I have a current catalog, I will use Broderbund as an example, although ANY software company will do.) I know that they make a nifty program called "If it moves, Shoot it!". I also know that, from the catalog, it only is made for the IBM and Amiga line of computers. What if three thousand of us sent Broderbund checks made out, all for \$29.95, for this product, **BUT ONLY IF IT WERE FOR THE ATARI ST?** This would have several effects:

1. The company would see that there is a market that they have missed.
2. If the company had any brains, they would see that they were losing a hell of a lot of money. In this case, close to ten thousand dollars in lost sales. (The more checks sent, the more money that they would be losing.)
3. The company would consider the ST community the next time they came out with a new product.
4. They would actually **LOSE MONEY** because they would have to spend man hours refunding our checks, since they did not have the item we wished to order.

And that, my friends, is where this revolution would take off. If we could benignly cause companies to lose money, simply because they didn't carry ST software, hit them in the pocket book, then we would make our mark. Let me give you another example:

Suppose Company X sold a grammar checker for its popular word processor for the IBM, but not for the ST. Suppose this



grammar checker sold for \$300. If this company received 5000 checks, all made out for \$300, but **ONLY FOR THE ST VERSION** of the program, this company would see rather quickly that they just lost 1.5 million dollars in sales. **PLUS**, they had to refund the checks, using office personnel, so in effect, they lost **EVEN MORE** than the 1.5 million. I think they would get the picture rather quickly.

What would this cost the ST user? Just the cost of a stamp, and a little letter writing. You would not lose the money on the check, because the company did not have the item you ordered. They would have to refund your money, so you lose **NOTHING**.

What do you get out of the deal? Well, ever see a program on IBM or MAC or Amiga that really looked nice, only to find out it was never made for the ST? If enough checks are written, I bet money you would see that program finally written for the ST.

The time has come for us to stop goofing around, and stop looking like a bunch of children who are unhappy because daddy never comes home. To hell with those that won't pay attention to us. To hell with Atari if they ignore us. They sold the computer, that is all they wanted to do anyhow. The time has come to hit the software companies where it hurts the most: in the pocket book. Show them that we are out here, we have money, and we are ready to spend it.

Because in this big a beautiful country of ours, let's face it: When push comes to shove, it is money that talks. Let's show them that we have money, we want to spend it, but **ONLY** on ST items.

Then we will be heard, and then we will have won the Atari Revolution!

This article comes courtesy of the ST Club of El Paso, Texas. Permission to reprint is given, as long as author and ST Club of El Paso are mentioned. To join the ST Club of El Paso, write to us at: 10953 Yogi Berra EL Paso, Texas 79934

We hope you enjoyed this article. Please check out our other articles on line on GENIE, or in the Atari Interface Magazine, the official newsletter of the St Club.



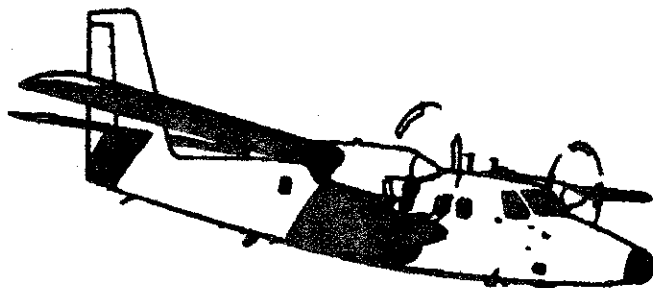
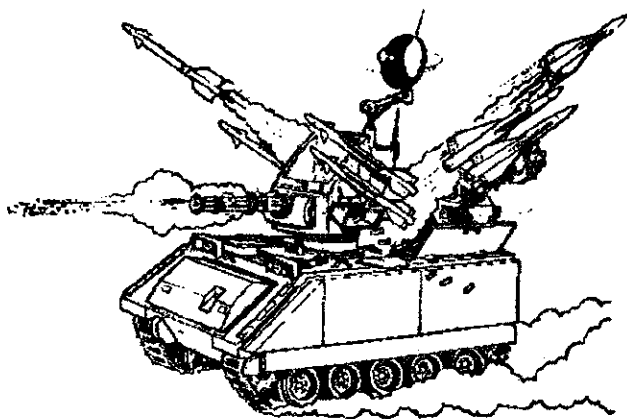
## Is There A Tactician In You?

by Tim Feenstra (GRASS)

Have you ever been watching a war movie and wondered how you would react if you were the commander? Perhaps the movie commander made some real bad choices that you could see by watching the movie. With the aid of your Atari computer and one of the multitude of military simulations available, you can try your hand commanding forces at any level. Commonly called wargames, these simulations are entertaining, challenging, sometimes frustrating and history can be learned and understood from them. Many of them are based on some historical confrontation. History can even be changed if you have the drive, desire and sound tactics required to do better (or worse) than the historical outcome.

Wargames come in a wide variety of styles and types, both two player and solitaire, covering most any level of command, in many types of conflict. One aspect common to them all is the need for a sound strategy and the ability to get the most out of the forces you command. In a two-player game, you must have another human to play against, while in one-player games you can play against the computer, which does not make many errors for you to take advantage of. Play against the computer and you get a feel for the historical aspect, as most programmers will include these as part of the computer's intelligence. Of course, if you vary too much from what the computer "expects," it can sometimes be tricked into doing something you want it to, which can bring you a victory.

□



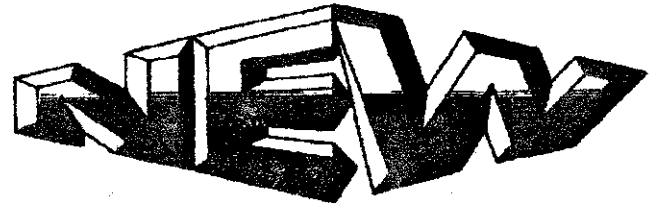
There are too many different styles and types of war games to give an account here, but generally, they have an "orders" phase followed by an "action" phase where the orders are carried out to the best of your units' abilities. The exception to the phase type play above are "REALTIME" games in which you issue orders while the action is going on. One realtime version allows you to break to an orders phase only when you wish. In the realtime games without an orders phase, you do not have much time to make those important decisions, for the computer does not stop the action. Hesitation in this case can be disastrous.

All military services have a chain of command. This chain starts at the President or Dictator, down to the General's Staff or High Command, followed by the Theatre commanders — Generals in charge of specific areas or fronts — followed by Corps Commanders. A Corps consists of several divisions, each with a commander, who directs the action of the Regiments in his division. The Regiments in a Division have a number of Battalions, each with several Companies. Companies are made up of Platoons, which are made up of Squads. Lastly, Squads contain a gun and its crew or individual vehicles or perhaps a dozen or so infantry. Each and every unit in this chain has its own commanding officer, which gives you the chance to command at any level you might wish to.

For an example, a Theatre Commander (call him Field-Marshal Putz) wants a certain mortar squad (2 or 3 mortars and their crews) to fire at a certain crossroad near them. In charge of the mortar squad is a Sergeant (call him Sergeant Hardwork). For the order to fire to get from Putz to Hardwork, it goes down the chain of command. It would read like this: Theatre command (Putz) to Corps command to Division command to Regiment command to Battalion command to Company command to Platoon command to Squad command (Hardwork).

LIAUG 1991 Meeting Dates

Jan 5	July 6
Feb 2	Aug 3
Mar 2	Sept 7
Apr 6	Oct 5
May 4	Nov 2
June 1	Dec 7



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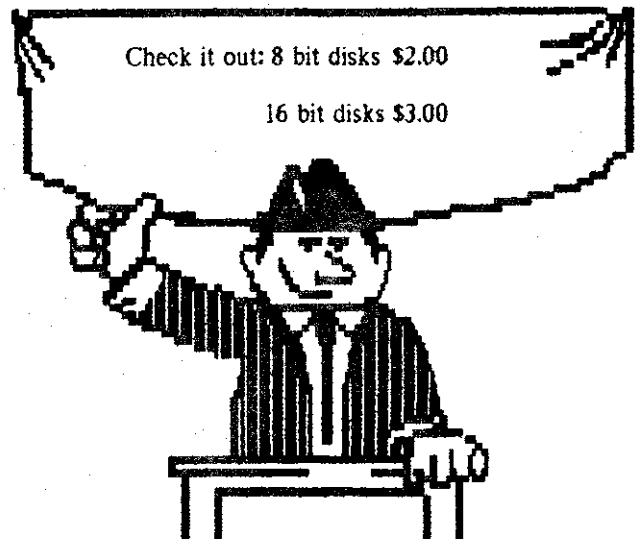
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☆ 8bit Public Domain Disks ☆

Please see our 8-bit librarian, George Leek, for the latest listing of PD disks. We are constantly adding new items to the library.

Check with our 8-bit librarian for new PD disks in the club library.



Now that that is over, and you all have had enough of the service life already, think of it as a ladder. A wargame can place you on just about any step you wish, from Field-Marshal Putz to Sergeant Hardwork. The higher up the ladder you get, the more remote the use of individual squads becomes. In the above example, the squad that actually did the bombardment would probably be chosen by the Company or Platoon leader. A theatre commander could not possibly keep track of every squad under his command, let alone issue orders to each and every one.

The play mechanics of a wargame are such that you control units from the perspective of the scale level. In a strategic level game covering the Russian front in WWII, you command corps (several divisions) or individual divisions. The smaller units that make up the divisions are invisible to you and are handled totally by the computer. This gives the perspective of a General or Field-Marshal, who gave their orders to division commanders.



This brings us to the different levels, from Strategic to Tactical, and several combinations in between. Strategic commands are generally considered to be those given at the larger scale, such as a General would give to a division or a Field-Marshal would give to his corps. Tactical commands are those that a Captain or Major would give his company or platoon, where he directs them right into contact with the enemy, deploying them as he deems necessary and using the tactics he feels will allow him to emerge victorious.

Strategic level simulations can include many factors that are not possible in the smaller scales. Supply is usually the important one, as well as a line of supply back to your rear area. Artillery allocation, reserves, reinforcement commitment and, in some instances, even the type of production of your cities' factories are part of a large scale game. These games may cover a time frame of weeks, months or even years, and will usually require a large investment of your time to complete.



Tactical level simulations will get you closer to the feel of battle, and will generally include a morale factor that can really cause you fits if you don't rest units that have been taking a beating. Line of sight, hidden units and the proper deployment of the forces are also of importance here.

We'll cover some specific games later, but first an example of strategic and tactical level commands. In December 1944, the Germans launched the Battle of the Bulge. A strategic level game would include several corps of 3 to 5 divisions (usually 1000 to 1500 men each division) and cover the entire Ardennes Forest area. Your objective would be to get some strong, well supplied divisions as far into the enemy rear as possible before the enemy had time to react, and keep a line of supply open to those divisions for as long as you could.

The siege of the city of Bastogne, part of the Battle of the Bulge, with company or platoon size units would give you a tactical level simulation where you deploy the units around the city and try to capture it (the Germans did not succeed). Tactical games come with time frames of hours, days and occasionally weeks. Many of these can be completed in just a few hours while others might last 20 to 30 hours.

Wargames come rated as beginner, intermediate or advanced, which rates the complexity of the mechanics and decisions required to play as well as the depth of realism. Short games usually fall into the beginner rating, while the long campaign games are almost all advanced. Intermediate games are a mixture of elements from both and are probably the most enjoyable to the average player. Playing time for intermediate wargames varies greatly — as short as an hour or two or as long as 20 to 25 hours or more.

One last thing before we get into some games, I can hear most of you saying "Well, aren't those darn things really hard to play?" No! It is like Chess, learning how to move the pieces is easy, but getting good at the game takes practice, lots of practice. I have played about 60 or 70 different war simulations from beginner to advanced, and have not come across more than a half dozen or so that require more than one evening's manual reading and experimenting to pick up the mechanics. Don't say you can't until you try one.

To be continued

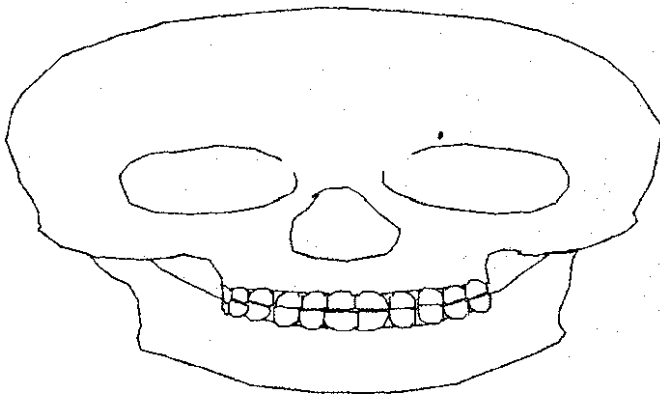
## DR. DOOM'S REVENGE

by Oscar Steele

Comic book characters - Batman, to be specific - have become extremely popular in the past few years. The latest jump from comic books is **THE AMAZING SPIDER-MAN AND CAPTAIN AMERICA IN DR. DOOM'S REVENGE**. You alternately play Spider-Man and Captain America in what's billed as an interactive comic book adventure.

The game packaging includes two disks (single-sided), a comic book, a coupon, an instruction manual and an Atari ST technical supplement. The comic book is a standard 16 page variety. The coupon offers a 50% savings on a 12 issue subscription to your favorite Marvel title - this saves you \$6. If the coupon influences your purchase, you better hurry - it expires April 1, 1990! The manual is informative and laid-out nicely. It covers enough information for those who haven't even heard of Spider-Man; it even includes biographies of the various characters. The technical supplement covers additional pertinent information. The ST version contains an additional super-villain. The game is also Hard Disk installable (it's a life-saver, using floppies I thought I'd die of old age before I saw the next section). The game is manual copy-protected; you must answer questions whose answers are in the manual, such as "What color are Peter Parker's eyes?"

As mentioned earlier, **DR. DOOM'S REVENGE** is a comic-book adventure. The player "reads" a comic strip on-screen to a point where he/she takes control of the action. Gameplay consists of the player alternately controlling Captain America and Spider-Man. If one of your character's health points are depleted the game ends. The challenge is to try to kill all opponents to reach Dr. Doom.



Each superhero has basic commands and special ones (Spider-Man shoots webs and sticks to walls while Captain America attacks with his shield).

Although the graphics are decent, the scrolling is awful. It's first grader stuff. In fact, the scrolling is so jerky and annoying that it becomes distracting. Control of the joystick is sluggish; there's a small lag from when I moved the joystick to when the character responded.

The game is tremendously easy on the first level - the robots were easily overcome by either continuously shooting webs or attacking with the shield. Then, boom, second level became immediately too difficult.

When I first saw this game, I couldn't wait to play it. Once I did, I discovered that the game's addictiveness is next to nil; its main purpose in life is as a dust-collector. The main fault is the gameplay. If the joystick controls, animation and scrolling were significantly improved, then my interest would have been held at least as long as an average shoot 'em up. But as it is, Dr. Doom is limited to being a novelty item.

If you're a die-hard comic book advocate, then you might get some kicks in "being" Spider-Man or Captain America. Getting a limited edition comic book and six bucks off a subscription is also tempting. At \$44.95 it's absolutely overpriced; even at \$26.95 (from **MICROTYME**) I wouldn't recommend it. Also, I saw a brochure for an **X-MEN** game coming soon. If it's released for the ST, I hope they do a better job. Dr. Doom is a bad application of a good idea.

As a sidebar, I went to a local comic book store to see if the "Collector's Edition" comic is actually headed to being a classic. The store's owner told me that it **MIGHT** be a classic, and it **MIGHT** even be worth some money once the game is no longer on the market. However, if you're counting on becoming rich off of it, don't. Since, the average comic book is worth about a dollar he'd pay you 50 cents. If you want to look at acquiring the book purely as an investment, then count on it being a **LONG-TERM** investment.

### SCORECARD

Graphics..... 6.7 D+ Sound..... 3.0 F- Addictiveness..... 5 F-  
Documentation.... 8.5 B Value..... 3.5 F- (based on  
\$26.95 price) Overall..... 4.5 F- Difficulty: Average

Retail price: \$44.95 **MICROTYME's** price: \$26.95  
System Requirements: 520/1040/MEGA ST, Color  
Monitor, Joystick Game save : Yes

Published by: Medalist 180 Lakefront Dr. Hunt Valley, MD 21030 (800)  
876-1151 CPU/STR??? "Your Independent News Source" March 30, 1990  
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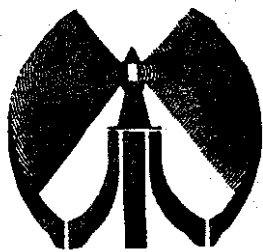
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The Long Island ATARI Users Group

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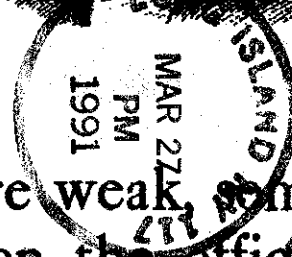
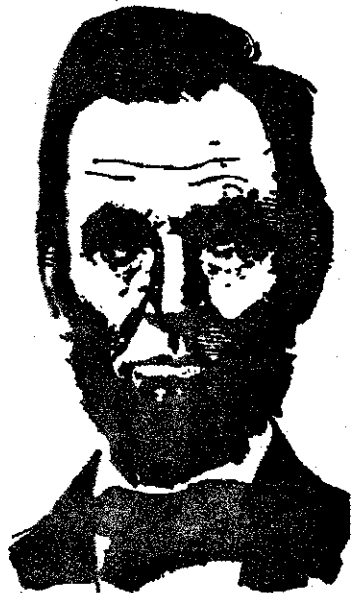
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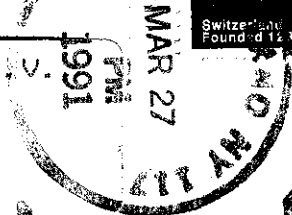
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