

CompuClub

Where Atari owners belong.

Club Notes

XM 301 modems are finally in stock, get them while they last!

We now have a "rating system" for new products, starting with this issue the products will be rated by symbols on a scale from 1 (poor) to 5 (excellent). ST products will be marked with "mice" and 8 bit products will be marked with joysticks.

ATTN: All ST owners. We have just learned (the hard way) that Time Bandits from Michtron (a super arcade game) requires GEM on ROM. Rom chips are available through the Club at \$20.00 uninstalled and \$25.00 installed.

Before returning a product that is defective, PLEASE give us a call and get a "Return Authorization Number". We will not accept a return without one.

DISCONTINUED ITEMS:

Bounty Bob Strikes Back
Atari 800XL
(replaced with the 65XE)
Atari 1025 printer
(replaced with the SMM801)
Atari 1027 printer

PRICE REDUCTIONS !!!

product	new Price
Basic XL	\$44.95
Avetex 1200	\$110.00
Data Perfect	\$37.45
Letter/Spell Perfect	\$37.45
Newell 256k	\$59.95

PLEASE include your member number with all orders and correspondence to the club

GENIE

List Price \$29.95
Club Price \$22.45
Catalog # NHS03D



This is the most useful product I've seen for the XL, XE computers since the disk drive. Its super as a programmers aid and even better for most BBS SysOps. Genie is a memory resident program that takes no memory. This little package loads into the XL and XE's under the operating system where the translator would normally go to provide you with 4 handy utilities at no cost in memory.

Once you have booted GENIE you will have the program running in background mode, that is it will be there and ready to call up whenever you need it. Simply pressing shift-ctrl- and esc at the same time will give you the Genie menu. This menu offers four choices

1. Note Pad
2. Calculator
3. Atari Keyboard codes
4. DOS functions

Yep, there all there and they all work perfectly. How about running a Database and having the ability, without ever quitting the database, to write a letter in a word processor that has a 4800 character capacity, save it to disk and then return to the database which will still be on the screen at exactly the record you left it on!

Writing that letter you can access the five function calculator (add, divide, multiply, subtract, hex/dec conversions) do a quick problem or two and return to the letter. No problem, in fact the Genie program is so good it is always loaded in my computer now even if I am playing a game. For programmers its a godsend and if you are running a BBS, as we do here, you would rather kill than give it up once your used to it. There are a few other commercial programs on the market the use the same area under the operating system that Genie uses but not many and of those only BASIC XL or Sparta DOS is as useful. This is almost a must buy product for most people.

Color Printer Sale! 66% off

Club :\$ 260.00

Recently IBM awarded a contract to Canon to provide its top of the line Ink Jet printer to be private labeled as the IBM Ink Jet printer. One of the conditions of the contract was that Canon must stop marketing the printer under their own name. Canon had 4,000 printers in stock in the US and a problem.

Well their problems are our blessings. We are now offering this top of the line, 7 color Ink Jet printer at 66% off of both IBM and Canon prices

Printers come complete with print drivers allowing you to use it with both the ST and the 8 bit Atari computer.

The drivers are for DEGAS file format and include a public domain convert program to convert from NEO format to DEGAS. Act quickly as there has been quite a bit of interest in this product from some other large mail order companies and large computer chains.

Buy a 520 ST during the month of May and you can purchase a second 370k Atari drive for \$59.95!!

Atari At Comdex

Among the announcements made by Atari at the recent COMDEX show are the following:

The 80 Column Card for the XLs & XEs will be out late this summer. Cost approx \$80.00

The MS DOS Box for the STs will cost around \$200.00 and be released before the fall.

At some point before next Christmas there will be a 3 1/2" floppy for the XLs & XEs

The Atari Hard Disk (20meg) will be shipping within 3 wks. Club price \$720.00

Two new accounting packages for the ST will be on the market within 4 weeks.

Atari is now marketing DBMAN, a Dbase III type powerhouse database. Club \$112.95.

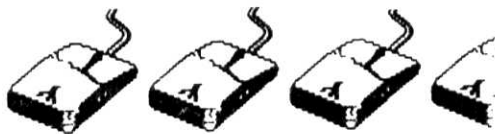
TYPING TUTOR W/ WORD INVADERS

Academy Software

List Price \$34.95

Club Price \$26.20

Catalog # ACD501



Typing tutor is not a new program, in fact over 100,000 of them have been sold for for the IBM and APPLE computers.

With sales figures like those you would believe that this is a quality program and you would be right. Like most of the typing tutors on the market this one makes a game of learning and does it quite well.

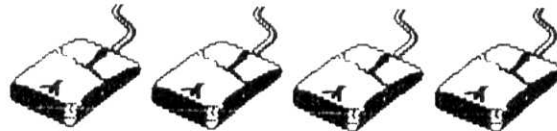
Typing tutor will provide you with all you need to learn to type. There are instructions on finger placement and then lots of practice at whatever level of proficiency you would like. A good product at a good price.

The Pawn

List Price \$44.95

Club Price \$33.70

Catalog # PSY04D



PAWN is a graphic adventure imported from the British isles.

I can't do a full review of the puzzles and adventure as I haven't had the program long enough to solve it, but I do have some initial comments.

The text parser seems as strong as Infocom's, and that is high praise indeed. If you have two keys and try to unlock a door the program knows enough to ask you which key you want to use. The prose is well written, and the program handles weird input well.

The mouse interface is well done, with the mouse handling verbosity, graphics, etc. The manual includes an encrypted hint book, which the program will decipher if you are at a level in the game worthy of the clue.

The most impressive part of this program is the graphics. Remember in the old days when you'd buy a program which had a great picture on the box, rush home, boot up the program, and see graphics worthy of a fingerpainting by a 5 years old with DIs? Well, this is the first program I've ever seen where the graphics are still life fullest.

The adventure, thus far, seems challenging, and everything else about this package is first rate. PAWN is definitely worth buying. How can you pass up a program whose manual includes the line "It was he who had first explained to the little people, with the help of numerous histograms and statistics, that their age old demand of: 'Longer hours for less pay!' contained a subtle but fatal economic flaw."

This is a class act in every regard.

Please, call for a RA # when returning product. No product will be accepted for replacement or repair without one!

BBS NOTES

This is the first month that the BBS has had a Hard Disk installed! The hard disk enables us to offer you over 8 megabytes of Public Domain software for downloading. We don't have 8 meg yet but we are up to about 2.5 meg and climbing fast.

In the mean time our message bases have been super busy as people seem to have discovered that we have a pretty fair variety of services to offer on the board. Right now we have a very busy question and answer message base where lots of people are helping each other with good answers to some fairly tough questions. We are also running a locator board. This is a section which allows you to leave your name and a phone number so others, in your area, will be able to contact you. So far we have helped put several small Atari User Groups together this way.

There are two other message bases on the board you might be interested in:

BUY & SELL got some used equip. you want to sell or some software you don't use anymore put it up here and see if anyone else would like to buy it.

CLUB MAIL totally private message base for club members.

call
617-788-0024

Over 150 titles are now released for the ST and another 150 are due within the next 90 days -

**Avatex
dc1200**

List price \$199.95
Club Price \$159.95
Catalog # SWN12D

The finest package we have seen to date in an 8bit modem has just crossed our desk. The DC1200 is an Hayes compatible 300/1200 baud modem that will directly connect to any 8bit Atari. The modem connects through the I/O port like any other Atari device. It comes complete with a built in 850 handler so you will not need the 850 to run this one. That's not all however, the modem also has a standard RS232 port on it so you can use it even when you move up to the ST line of computers.

Included with the modem is a copy of 850EXPRESS which is the best public domain modem package we have seen yet!

Now all you 800, 800XL, and 130 owners can get a reasonably priced 1200 baud modem you will not outgrow in a year or two.

We used this package on our BBS for about 2 months and had no problems with it at all.

We recommend it highly to anyone interested in getting more than their money's worth!

There are a few differences between this modem and the Hayes but they are quite minor in our mind.

First, there is no built in speaker. Second, there is a push button to change speeds on outgoing calls but these are pretty minor when you consider the price and performance of the unit.

This newsletter was created with the following products:

Easy Draw - Print Master
SMM804 printer - 1ST Word
Supra 20 Meg Hard Disk
Adom letter quality printer
Supra MicroStuffer Printer Buffer
Atari 620 ST

**AtariWriter Plus
Atari, Corp**

List Price \$49.95
Club Price \$37.45
Catalog # AT166D



Boy, if you thought that Atariwriter was good, wait till you see Atariwriter Plus. Atariwriter Plus is the replacement for the old Atariwriter cartridge that was so easy to use, that you really didn't need to read the manual in order to start using the program.

The first thing that you notice on the opening menu is the addition of a spelling checker, and a mail merge feature. The spelling checker is the recently released Atari Proofreader, which in its' own right is a very good program. The mail merge feature is also very easy to use and has familiar menu driven commands.

Most importantly, this program, unlike many very recently released programs from Atari will work with the old Atari 800 and 810 Disk Drive. That said, let me get to the real nice features this package has in store for you.

First, if you own a 130XE, it does support the full 128k of memory for that machine. The common features that Atariwriter Plus shares with the old Atariwriter is the simple cursor movement, plus End of Line, beginning of Line, and regular full screen editing. The Plus is being able to move one word at a time, either forward or back, alphabetizing blocks, counting words, duplicating blocks, moving blocks, or even saving a block as its own file. The search and replace feature changes a little with the addition of a reverse search option. A very nice enhancement is the ability to enter your text on an edit screen that can be up to 249 characters wide. This is a great boon for people that have ever tried to line up columns of numbers correctly using a 40 column edit screen.

A very much welcome change that most people have been anxious for is the ability to change from the insert mode to a replacement or a typeover mode while editing. Also under the category of frustrating little things that are not really very important, is the ability to turn off the buzzer when the computer awaits a response for a question.

Unexpected little benefits include the ability to save text as an ASCII file, the ability to do double column printing on ANY PRINTER whether or not that printer supports reverse line feeds, support of the international character set that the Atari printers feature, section headings for your text and finally a real print driver construction set so that you can use this fine program with just about any printer you may own. Even a serial printer, because you can select what to print to, the printer, the disk drive, or even one of the four RS232 serial ports of the 850 interface.

All in all, I find this program a very powerful word processor for home or even for business, as Atari has just announced that they will be releasing an eighty column board for the XL/XE series of computers. The features are just too many to list here, and are so simple, but so useful that you will wonder why you didn't absolutely need them in the first place. I'm talking about things like changing lowercase to uppercase characters very very easily, and little things of that sort that you have to use to appreciate.

The only nicety old Atariwriter users will notice missing is that the instruction manual is much bigger and the reference card has twice as many commands as the old. But I must say that the manual, even though it's 70 pages long, is fairly easy reading, and absolutely necessary for advanced features such as the Mail Merge.

Review by Joe Aiello

Peggammon

Artworx

List Price \$14.95

Club Price \$11.95



It's finally here! A realistic backgammon game for the Atari. Everyone in the world has played backgammon once in their lives, so this review will be short and to the point.

This version of backgammon has terrific graphics and great playability for the backgammon enthusiast. It's easy to control, and there is no cheating.

One keystroke will bring you to the editing mode to allow for playing a pre-conceived situation. I like it.

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ANTIC'S EUROPEAN REPORT
PART TWO: WEST GERMANY AND FRANCE
BY GIGI BISSON, ANTIC ASSISTANT EDITOR

(Antic Publisher James Capparell recently returned from a one month tour of computer shows in Europe. This is the second installment in our three-part report.

HANOVER, WEST GERMANY -- No hype. It's the largest computer trade show in the world. CeBIT -- even grander than the mighty COMDEX. (CeBIT is a German acronym for World Center for Office, Data and Communications Technology.) During the week of March 12, the annual show in Hanover, West Germany boasted 2,100 exhibitors spread throughout 205,000 meters of display area in 13 buildings. Atari Corp. was in building 13, but this time it was a lucky number.

"We've been hearing that the Atari ST is now the largest selling computer in Germany, but I never believed it until I saw this show," says Antic Publisher James Capparell. Every significant hardware and software organization from Atari to IBM was at the Hanover show, including 102 exhibitors from the U.S. and exhibitors from countries that aren't often associated with high technology, such as Czechoslovakia, Yugoslavia, Hungary and South Africa.

Atari Germany spared no expense at their lavish booth. The center of the vast display was almost a restaurant in itself, tempting dealers and retailers with rich food, German Beer and fine chocolates. At the perimeter were nearly 50 third-party developers, including Antic. The exhibitors showed many of the same products that had been unveiled the previous week at an Atari show in London.

At a Hanover press conference, Atari announced the MS/DOS box, 20 megabyte hard disk drive, 1040ST computer and 520ST+ computer. Atari also spoke of their commitment to upward compatibility, pledging that all future plug-in peripherals and add-ons will be compatible with all versions of ST hardware. Atari engineers are working on a 1,000 X 1,000 pixel color monitor for CAD/CAM purposes, with a companion hardware expansion unit capable of driving that resolution on the ST. Atari hopes to keep the price down to \$1,000. Atari Corp.'s \$49.95 CP/M operating system emulator software is not yet available in the U.S., but apparently it is already in use in West Germany. (CP/M, one of the earliest microcomputer operating systems, is used by the Osborne and Kaypro computers.)

German computer magazines are already advertising CP/M software for the ST. In 68000er magazine, there are advertisements for Micro Pro Wordstar 3.0 "für den Atari ST." The software is in ST 3 1/2 inch disk format and requires the CP/M emulator. Another German magazine featured a review of Borland International's Turbo Pascal running on the ST with CP/M emulation.

Antic picked up copies of several German computer magazines covering the ST, including Happy Computer, ST Computer, Level 16, and 68000er -- a magazine devoted to 68000-based Atari ST, Apple Macintosh and Commodore Amiga. Antic made arrangements to exchange programs and articles with some of these publications.

A few of the new products on display:

- * RDS software unveiled, Sideclick, an ST clone of Borland International's Sidekick.

- * A printed circuit board CAD development package, including a plotter driver.

- * A full MIDI software package driving a Yamaha DX-7 synthesizer.

- * Many of the products were business software packages written to German business standards, and thus impractical for U.S. use.

- * Firebird, the firm that developed The Pawn graphic adventure game for the ST, discovered a way to decrease loading time, and they plan to incorporate this technique in future releases. Antic also saw several German developers that had found ways to speed up disk loads.

- * A bar-code printer and reader for the ST, compiled and interpreted BASIC languages.

- * A scientific lab data acquisition system, and a system that enables users to download weather satellite information with the ST.

- * Metacomco will port a full implementation of Cambridge LISP to the ST, slated for a Fall release.

- * Paperlogic introduced an ST Toolbox that included a MS-DOS-like shell and sells for under \$40.

- * Abacus Software displayed a Printed Circuit Board CAD design system that was nearly in the Beta stage.

Many companies were capitalizing on the ST's MIDI interface with musical software. The most intriguing exhibit featured an Analog to Digital/Digital to Analog (AD/DA) workstation, comprised of \$15,000 worth of hardware powered by an ST.

And finally, at the end of an exhausting tour, Paris, for the first Atari-exclusive show ever held in France. The show featured 50 developers, most were French.

In France, Antic saw some fantastic artwork created with DEGAS and NEOCHROME, and hopes to make arrangements with the artists to publish this work in future issues of Antic. But the star of the show was a professional architectural CAD-CAM system from a Netherlands firm.

Andromeda Software, a Hungarian firm with offices in the United States, showed two graphic tools for the ST, The Animator, a graphic animation package and a picture processor. Andromeda is also working on ST versions of the classic Atari arcade games Missile Command, Battlezone and Millipede.

The Computer Gourmet

New Horizons Software

List Price \$29.95

Club Price \$22.45

Catalog # NHS03D



The days of messy cookbooks, bulging boxes of recipe cards, and leftovers are behind us! That immortal question, "What's for dinner?" will bring a smile to your face, and make your stomach love you again.

The Computer Gourmet by New Horizons Software is a revolutionary, yet simplistic program that allows you to organize all your recipes into one place. This wonderful little utility will transform all those grease splattered index cards into legible recipes.

Each recipe is indexed by type (casserole, soup, etc.) and by category (meat, veggie, etc.). There is a space for temperature, cooking time, and number of servings. The best part is that you can adjust the amount of ingredients simply by changing the amount of servings. You can print out the recipe as is or just the list of ingredients for breezing through the supermarket on the way home from work.

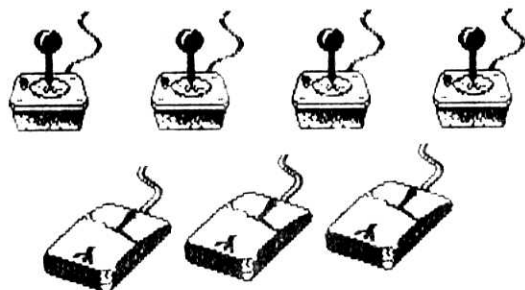
Computer Gourmet comes with an easy to understand manual, and also a data disk full of culinary delights. I am told by New Horizons that additional data disks are scheduled for this fall. This program is a must for anyone with a busy schedule!

Reviewed by
Judy Reardon

SMM804 Printer SMM801 Printer

804 — for STs
801 — for 8 bits

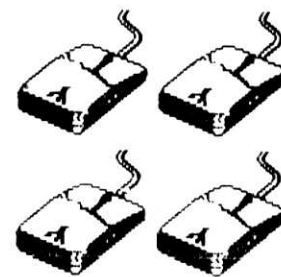
Club \$189.95 — 804
Club \$199.95 — 801



Atari's new printers have finally arrived and there a slightly mixed bag of good printers and great values. The SMM801 and the SMM804 are the same printer in two configurations. The 801 is the XL,XE printer with a built in interface and the 804 is the atari ST printer. Other than the built in interface for the 8 bit printers both packages are identical.

Both printers come complete with the required cables and are ready to run out of the box. Our first impression of both printers was that we were looking a Epson MX 80's. (The MX 80 is an older model Epson printer that was the flagbearer for that companies domination of the printer market in the late 70's and early 80's.) Aside from the obvious similarities of speed etc., every feature of the Ataris looked like the Epson. All commands are straight out of the Epson command set, the print speed and characters set options are identical to that of Epson. The print head looks slightly different but this is two years after the MX 80 was retired in favor of printers many consider less rugged but quicker than the old classics. Exactly what features do you get with an "old classic"? Well to start with you get compatibility with almost every major piece of software on the market. Secondly, you get a good rugged proven design. Add a decent character set that is legible and you have a good printer for most people. What you do not get is blinding speed, 80 characters per second, and you don't get the buzz word of modern printers NLQ near letter quality. I don't think I have ever seen a dot matrix printer that acutally had a near LETTER QUALITY, I have seen lots of nice dark double strike print, which the 804 and the 801 have but I've never seen anything I could mistake for letter quality.

So what do I think about these units. For the XL,XE owner they are a great buy! For \$199.95 you can get a good quality dot matrix printer that will work with almost everything and no interface needed. For the owner of an ST the 804's are still a good buy but not a great one. You can buy some pretty fair dot matrix printers for around \$235 to \$260 and with the \$15-20 price on a printer cable have your self a very nice setup for around \$80 more than the \$189.00 price of the 804. If a little extra speed isn't worth \$80.00 to you then you couldn't go wrong with the 804's.



Henry's Fundamental Basic

Philon, Inc

List Price \$ 50.00

Club Price \$37.46

Catalog # PH1502

Hurray! For the first time, the home owner or hacker can write his own programs on the 520 ST in basic without all of the interference for the various windows. That is the good news. The bad news is that Henry's Basic (v 1.0) is just like Microsoft Basic with a few important exceptions. For those who are used to the more high powered graphics basics like BASICA, RSI Basic, etc. you will find a lot to be desired in this first version of Henry's. True, for those of us who have labored under the problems of windows showing up where and when we don't want them and the other good old GEM System Quirks, Henry's beats the problem. However, to be confined with such a limited command library and not be able to take advantage of the ST's tremendous power begins to cause consternation. Philon has made an attempt to include a graphics library program which can be merged with the your own program to let you take advantage of some basic graphics at the expense of gobs of memory. For those of you who have access to the ATARI Programmers Development Package, you will notice that Philon wrote their graphics command library in basic from the VDI manual. After spending several hours trying to figure out chapter 10 of the manual (graphics library chapter) and successfully merging some programs, I was able to make some of the graphics calls work but only with a good knowledge of the VDI and the Philon's approach. This is in no way a graphics basic and fortunately Philon does not bill it as such.

It appears that the basic interpreter was written in "C" and disk memory might have been reaching it's limits. This neccesitated the "tag on" graphics library for hackers to figure out. Unfortunately, there are some other serious sins of omission for those used to the more powerful basics. There is no random file access in this version nor are there printer commands like Lprint, List or any commands for that matter that can control any of the I/O ports such as OUTBYTE, INP, Midi etc. Even more disturbing is the fact that the FRE function does not work so that you have no idea just how much memory is left when programming or after loading the graphics library through a merge routine. The line editor is extremely annoying since there is no cursor and editing is difficult at best.

On the good side of course is the non-interference of GEM windows and the fact that you can type your programs using 1st Word, saving in the non-word processor mode and then copying to your basic disk. This allows much better editing and listing of programs to the printer. A word of caution however, 1st word does tend to slip little unexplained characters in once in a while which can cause you some grief when using it as an editor for Henry's Basic or any other language for that matter. My conversations with Philon are always fruitful as they are most interested in delivering quality products. They plan to be updating Henry's soon and recognize the plight of the ST owners where a strong multifunction graphics basic is concerned. I for one hope they get the next version finished soon and as long as I can update my versions with Philon for a small charge I for one will stick with Henry's over Atari's ST Basic.

Reviewed by
William Coan MD, Ph.D

(editors note Dr. Coan is currently developing sophisticated testing equipment for the medical community driven by ST computers)

SUNDOG

List Price \$34.95

Club Price \$26.20

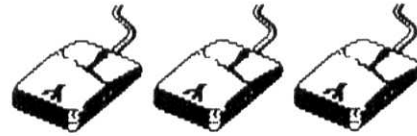
Catalog # SUNDOG



This is the one we have been looking forward to since the first STs started arriving on the dealers shelves. If your one of the few who haven't seen the demos, Sundog offers very high res. color graphics that enhance a story line that takes you on a tour of the galaxy.

The program is either a slow arcade game or a very fast graphic adventure. You take the part of Zed a galactic adventurer who has taken on a contract to supply a colony with goods. In order to keep your commitment you are required to travel on your ship, SUNDOG, from planet to planet always trying to buy low and sell high as you amass goods for the colony. This would all be quite easy if it were not for the fact that you start with too little money and no knowledge of the planet your're heading toward. Lots of play time is required to learn a little about the value of the goods you are offered on each planet and what they may be worth on another planet.

If this were not enough you must deal with little matters like your own survival. Pirates are unfortunately a fact of life in the not too distant future and you still have to make enough to support yourself. Great graphics, a good story line, and a tough game that will not be mastered quickly make this one of the first major game products for the ST.

**UNIVERSE II**

Omnitrend

List Price \$89.96

Club Price \$ 52.95

Catalog OMN502

The sequel to Universe leaves me with mixed feelings. This epic adventure is challenging and thought provoking, however as with all role playing games, it has some tradeoffs which I'm sure will annoy you. This is not to say the program isn't worth buying but, when faced with stretching your software dollar a careful scrutiny is suggested.

The scenario is similar, of course, to the first Universe adventure. You are a "retired" member of the Federated Worlds Special Forces and now are a free trader gathering intelligence for the COMPANY. Your crew is unaware of your dual role. Occasionally you must report in to the Admiral on Vromus Prime, home of the central office of the FWSF, where you receive your orders and some subsidies for your clandestine missions. Running a profitable trading business is necessary, although you may supplement with some piracy.

The program is based on three 3 1/2 inch single sided disks which equates to a lot of disk swaps. The program is copy protected by the key disk schema, however it does support the use of a hard disk or a second floppy, no mention of a ramdisk for you 1 meg or 1040 owners. The key disk also stores your saved games(s) which eliminates the need for a user to create a fourth game disk for his character. The use of the GEM interface and drop down menus, is welcomed. Unlike the original Universe, when you are on the surface of a habitable planet the program becomes a text adventure. The only exception to this is when you are making the difficult transactions, such as taking on passengers or buying and selling trade goods.

The parser is not very sophisticated. it allows for only object and action type input and is limited in vocabulary. A good idea which definitely needs more refinement in future releases.

There are other features added to enhance the game play. Almost all of them add difficulty and make this already challenging game very tough. For example you must now remember to pay your crew members at least once every sixty days or they will quit, they must have been unionized. Another equally important item is the general health of the ship's company, you also have to deal with aging and retiring (translate this to firing) the old crew members. The programmer went to great lengths to create a world that the user could feel and become a part of.

The program is graphic oriented, but there is only one version, which means; the graphics are in black & white on either RGB monitor or monochrome monitors. Hopefully the publisher may come out with a second version supporting the RGB monitor. Those of us with only a monochrome monitor won't mind. The balance of ST users may feel cheated by the lack of color graphics, I do. If you are the type of person who enjoys total emersion in a game then this is for you, if not say very far away from this one.

by Wally Newell

Racing Destruction Set

Electronic Arts

List Price \$24.95

Club Price \$18.75

Catalog # ECA96D



When Electronic Arts agreed to start publishing software for Atari again lots of use felt this was great news. If we were to judge their new products by Racing Destruction Set we would have told them not to bother!

The game is average in playability and far less than average in every other respect. The graphics a simply poor, the sounds of the race are no better than a C- and the long waits between menus and game play is simply not worth the screens that load during the wait. A real poor effort.

SUPER BOULDERDASH

Electronic Arts

List Price \$24.95

Club Price \$18.75

Catalog # ELA85D



In our mind the Arcade game of the year in 1985 was Boulder Dash. This program offered great challenge, lots of really super graphics, and a real sense of humor. The sequel Super Boulder Dash is just more of the same. In fact, it is also the same as Electronic Arts is offering a two sided disk. On side one is the original Boulder Dash and on side two are the 18 new screens that make up the new Super Boulder Dash.

Unlike many sequels this one is every bit as good as the original. If you remember the original this one contains even more "rock and roll" than the first one did.

If you didn't see the original then let me simply tell you this one of the best arcade games you will ever play on a computer.

Raid Over Moscow

List Price \$34.95

Club Price \$26.20

Catalog # ACC03D



Raid Over Moscow is a new game released from ACCESS Software, the same people that brought you Beach Head and soon to be released Beach Head II, (in fact this program was written by the same author of Beach Head, Bruce Carver). Raid Over Moscow is a fairly difficult game to complete, and moderately interesting to play.

The scenario is like this:

The United States has completely dismantled its nuclear arsenal in accordance with the SALT IV Arms Agreement. The Soviet Union had also appeared to be dismantling, until one day (guess what?) The Soviet Union launches a surprise nuclear attack against the United States and Canada.

Fortunately you are in orbit in a space station as commander of a squadron of stealth bombers which can not be detected by Soviet radar.

The game consists of six separate screens, first you must launch at least one of your bombers from your space station, not as easy as you'd like it. Take the bomber from orbit to the Russian city which launched the attack. Navigate through the country side to the missile command center in the city. There you can destroy missile silos to gain extra bombers and then destroy the missile command center by aiming your ship up with the only vulnerable spot on the center. Through most of these screens you play in a three-D type playfield using the distance between your bomber and its shadow as a reference for the third dimension.

You must destroy the missile command center before the missiles reach their target in the west. There are only three Russian cities left with nuclear capability and if you destroy them without losing all of our cities first, you then begin your attack on Moscow. The approach to Moscow is identical to the other cities, except instead of attacking a command center, you arm yourself with a bazooka and destroy Russian snipers, tanks, and blow open four doors which lead to a Russian nuclear reactor. Inside you attempt to destroy a robot which tends to keeping the reactor cool enough not to melt down. This is tough, because you try to bounce a explosive disk off the back wall to hit the robot in its back, should you miss, you have to catch the disk, of which you have a limited supply. If you can get enough hits the reactor will overheat and explode, taking Moscow with it. (Yes, this program was written before their nuclear reactor accident.) This last screen is tough, and I still have to complete it, and doubt I will.

The program does have adequate graphics, and will please those who liked Beach Head, as well as being the only game to use a screen that is very similar to the arcade game "Discs of Iron".

review by Joe Aiello

released, but not reviewed

A-CALC

GEM based spreadsheet with many special features. 256 columns x 512 rows, Wide-View option displays twice as much on the screen, clipboard for temporary storage, merge spreadsheets together, more. Works with color and monochrome systems.
\$59.95 CLUB PRICE \$44.95

FLASH

The ultimate telecommunications program. A true 80x24 screen display. Incoming and outgoing translation tables allow you to emulate any other terminal or computer including CompuServe graphics and VT100 Keypad. Visible/editable capture buffer with built-in word processor. And a lot more.
\$39.95 Comes with \$15 of FREE CompuServe access time!
CLUB PRICE \$29.95

A-SEKA

A high speed memory resident editor-assembler-linker-debugger. Ideal for writing and debugging small and medium sized routines quickly. Perfect for the hobbyist, essential for the professional.
ST0216 \$34.95 CLUB PRICE \$26.20

VIDTEXT

CompuServe

List Price \$29.95

Club Price \$22.45

Catalog # CMS002



After going through the program, and using it on-line, I am less than happy! The documentation, while being barely enough to start the program, does not cover what happens when a wrong key is pressed, and who ever wrote the program has almost never used an Atari, as he/she tells of naming conventions that Atari does not have.

The program is little better, as it has little error detection, so that you can ruin an entire log-on file and never know it until y almost 5 minutes before the autolog-on even starts, and half the time did not work.

The program does have some good parts, as unlimited self keying macros, your only limit being the size of disk that they are stored on, as it will load in and chain to macros for as long as you want. Any function that you can key in personally can be worked by the macros. It of course allows you to use the B protocol of downloading and to view the special graphics, but so does I-Scope.

After looking it over, I would have to say that if the only reason you wanted Vidtext was the graphics, then stick to I-Scope, but if you wanted to have the computer handle a lot of items while you where not at the key board, the CompuServe's Vidtext would serve a purpose. As for myself, I have no use for CompuServe's Vidtext, and have no intention of buying this program.

I have been on CompuServe for almost a year now, and have been envious of the other computers that had Vidtext software, and was able to view CompuServe's special graphics.

Now Atari has been able to view some of CompuServe's graphics with I-Scope, but CompuServe has always said that I-Scope was unable to run in the weather forums, so when CompuServe's own Vidtext came out, I was thrilled that Atari had finally gotten support from them.

CURRENT PRODUCT LISTING
AND
NEW PRODUCT ANNOUNCEMENTS

ANTIC SOFTWARE
4/3/86

The following Atari ST products are currently available from ANTIC:

MURRAY AND ME
MOM AND ME

These two immensely popular "artificial personalities" are the first "biotoons" - cartoon friends inside your computer. Created by a former Playboy cartoonist, they have stirred up world-wide interest and international press coverage. The monochrome versions are available now, color versions will ship in May.

MURRAY AND ME ST0203 \$34.95 CLUB PRICE \$26.20
MOM AND ME ST0204 \$34.95 CLUB PRICE \$26.20

C.O.L.R. OBJECT EDITOR

A powerful graphics tool for the programmer. Create and edit graphic objects, then automatically produce source code for inclusion in your program. (Low Res only.)

ST0201 \$29.95 CLUB PRICE \$22.45

MAPS AND LEGENDS - THE CARTOGRAPHER

The elegant mapping program that has overwhelmed everyone who has used it. Create global maps in eleven different projections, from any coordinates. Or create perspective views from any location and altitude. Works with color and monochrome systems.

ST0202 \$34.95 CLUB PRICE \$26.20

DISK DOCTOR

A super disk sector editor and repair utility. A must to rescue files from damaged disks. A very reliable program.

ST0211 \$29.95 CLUB PRICE \$22.45

A-SEKA

A high speed memory resident editor-assembler-linker-debugger. Ideal for writing and debugging small and medium sized routines quickly. Perfect for the hobbyist, essential for the professional.

ST0216 \$34.95 CLUB PRICE \$26.20

A-RAM

The COMPLETE RAMDISK software for the ST. Configure multiple RAM drives of any size. Works with TOS in ROM.

ST0215 \$19.95 CLUB PRICE \$14.95

METACOMCO LATTICE C

This is the big one. The standard of the IBM/MS DOS world. Now on the ATARI ST. This will handle your largest programming jobs.

ST0207 \$149.95 CLUB PRICE \$112.95

METACOMCO PASCAL

A full implementation of PASCAL for the ST. Supports the standard GEM interface. PASCAL is a better language for novices than C, but it is powerful enough for professionals.

ST0206 \$99.95 CLUB PRICE \$74.95

METACOMCO MACRO ASSEMBLER

A full featured macro assembler suitable for the largest and most complex projects.

ST0205 \$79.95 CLUB PRICE \$59.95

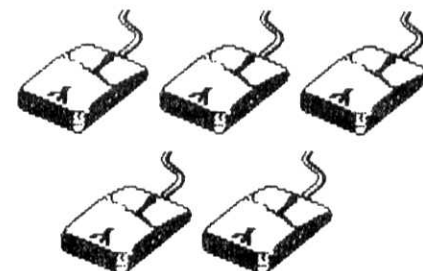
Time Bandits

Mitchtron

List Price \$ 39.95

Club Price \$ 29.95

Catalog # MICH56



On one hand, I'm afraid to see too many games published for the ST. It's a great machine, suitable for many business purposes, and capable of giving the Mac nightmares. On the other hand, if games are to appear, I hope that they're all as good as this one.

The first thing that you notice in TIME BANDIT is the graphics. Simply put, they are wonderful. Cute without being nauseating, extremely detailed, and finely animated. There are little ghosts which, upon being shot, become ghostbuster symbols. There are bombs and snakes and lions (but no tigers and bears, oh my). Graphics rate an A.

The second consideration is playability. The game has a one and two player mode, and accepts both joystick and mouse input (avoid the mouse. The worlds favorite pointing device might just be the worlds worst game controller.) It is also a rather difficult game. The game is divided into 20 different game scenarios, each of which has fifteen levels. The scenarios range from gladiators to graphic level. You start out with 10 lives, and gain extra lives via scoring points. Believe me, you'll need the lives.

The 2 player mode is a special joy. Both players always go to the same scenario, but each has his/her own window on the screen to see different parts of the level. You can play a cooperative game, ignore each other, or kill each other off. Most importantly, when a player loses, (s)he continues to play as a ghost. There is no sitting around waiting for your more experienced friend to finish playing.

All in all this is a very well done diversion, with some of the best arcade graphics to be found this side of a video arcade.

RECOMMENDED.

STAR STRUCK - THE ASTROLOGER

Create detailed Astrological charts in the most popular house systems. Easy to use - GEM based. Save charts to disk and print them out. Works with color and monochrome systems.

\$24.95 CLUB PRICE \$18.75

RED ALERT

An unnerving action game. Defend North America against incoming ICBMS and MIRVS, not to mention sub-launched missiles. Use your Anti-Ballistic Missiles, Laser weapons, and the space based particle beam. Struggle to survive this nightmare SDI scenario. Works with color and monochrome systems.

\$24.95 CLUB PRICE \$18.75