

CompuClub

Where Atari owners belong.

I * M * P * O * S * S * I * B * L * E

Disk BACKUP with any disk drive

List price \$149.95
Club price \$112.45

For owners of ALL disk drives, IMPOSSIBLE will allow you to make backups of almost any copy protected disk! We have tried this package with Indus, Astra, Percom, Trac, and Concorde and it works equally well with any of them. So far we have been able to back up the entire SYN-SERIES from Synapse, all electronic arts programs, and all Synapse programs.

The secret of the package is a simple chip change in the operating system board of your computer which allows it to read a disk and automatically strip the protection from it and write it back to a disk. For those of you who have been waiting for Happy to make a disk enhancement package for your non Atari drive, don't wait any longer. IMPOSSIBLE is a first rate disk backup system which will set the industry back on its ear for quite a while. It has one drawback (not really a drawback except to would be pirates). You can only run your IMPOSSIBLE copies on a computer equipped with an IMPOSSIBLE update.

When ordering the IMPOSSIBLE please tell us what model of ATARI you have as there is a different unit for different models of Atari.

Atari News

Whats Atari up to now. That's a little hard to say. I can tell you what they are not doing. They haven't shipped product to anyone in about ten weeks and we all have been living out of our inventories. We expect this situation will be rectified in about two weeks but until then the supply of Atari brand products is few and far between. On a more pleasant note look for the price of all Atari hardware to drop dramatically in the next few months as the Jack Tremail (the new owner) raises some cash by selling off the stock he bought from Warner. Most of the Software houses who make product for Atari stopped making replacements for products they ran out of this spring and summer. The general feeling was, if atari is still here in the fall we will make product for them again. They did not want to be stuck with much in the warehouse if Atari went under or if Atari discontinued the 800XL. We understand most of that fear has passed and there will be a good supply of the older products the software houses let run out and some newer products introduced quickly. This month we are reviewing 4 good new games and that is more than we have seen in one month since last Christmas. Atari will also move into higher end business machines in the coming month but not ones which will share the same operating system with the present units. We have also heard about some exciting new products for those of you who would like to add a lot more horsepower to your Atari. MFP will be introducing a 64k print buffer for about \$160.00 and there are about to be several hard disks for the Atari. Also on line in the next six months is a disk controller card to enable you interface any disk drive to your Atari. And best of all there are now three companies working on an expansion box for the 800XL series to give us 80 column cards and more memory.

CompuServe
Starter Kits.
list price \$39.95
Club Price \$29.95

The CompuServe Starter Kit is probably the best \$29.95 investment you can make as a new modem owner. When you buy your Kit you get the following items, 5 hours of use on the system (value 32.50), a manual which explains how to use CompuServe, and if you sign up to continue using the system and additional two free hours of use time (value \$13.00). Once you have connected with CompuServe you will be able to talk with the most active Atari user group in the country. This group has a large number of files available for you to download covering everything from help in using your modem to user written games that are ready to run. The sysops (system operators) in the Atari section are in the main people who make their living by writing software and they are available to you to provide the answers to question on a wide range of subjects. In addition you can leave messages for other members of the Atari group to provide information. In addition the above, you will be able to access the a wide range of other services from games to electronic mail. Other features include Electronic magazines, national newswires, multiplayer games, access to airline schedules, reference sources, and business and financial news. All in all, you would be hard pressed to come up with this much information and entertainment for less money anywhere (except you local library).

ATARI 1050'S
\$229.00
SEE pg 2

FLIGHT
SIMULATOR
-in stock-

PRICE CHANGES

THE FOLLOWING IS A LIST OF PRICE CHANGES (MOSTLY DOWNWARD) TO BE MADE IN YOUR PRICE BOOK.

THESE ARE PERMANENT CHANGES NOT SALE PRICES ALL ORDERS PLACED AFTER 10/1/84 WILL BE CHARGED THESE PRICES.

ATARI

HARDWARE

800XL	\$189.95
410 recorder	\$49.95
850 interface	\$129.95
1030 modem	\$69.95
1050 disk drive	\$229.95
Numerical keypad	\$37.95
Touch tablet	\$49.95
Light Pen	\$49.95

LEARNING SERIES

Logo	\$67.95
Juggles House	\$22.45
Juggles Rainbow	\$22.95
My First Alphabet	\$18.95
Pilot	\$29.95

PERSONAL DEVELOPMENT

Atari music I	\$22.45
Atari Music II	\$22.95
Speed Reading	\$32.95
Conversational anything	\$29.95
Music composer	\$24.95
Paint	\$29.95
Scram (c)	\$19.95
Touch Typing	\$19.95
Video Easel	\$24.95
Typo Attack	\$24.95

HOME MANAGEMENT

Atari Writer	\$37.45
The Bookkeeper	\$129.95
Family Finances(d)	\$24.95
Mailing list (c)	\$14.95
Visicalc (d)	\$49.95
Syn Calc (d)	\$52.95
Syn File (d)	\$52.95
Syn Trend (d)	\$52.95

ENTERTAINMENT

Asteroids (r)	\$14.95
Basketball (r)	\$14.95
Caverns of Mars (r)	\$19.95
Centipede (r)	\$14.95
Computer Chess (r)	\$14.95
Defender (r)	\$33.95
Dig Dug (r)	\$33.95
Donkey Kong (r)	\$33.95
Donkey Kong Jr. (r)	\$33.95
Eastern Front 1941 (r)	\$15.95
Football (r)	\$14.95
Galaxian (r)	\$14.95
Joust (r)	\$33.71
Jungle Hunt (r)	\$19.95

INFOCOM

Cut Throats	\$26.21
Deadline	\$33.71
Enchanter	\$26.21
Infidel	\$29.95
Planetfall	\$26.21
Sea Stalker	\$26.21
Sorcerer	\$29.95
Starcross	\$33.71
Suspended	\$33.71
Witness	\$26.21
Zork I	\$26.21
Zork II	\$29.95
Zork III	\$29.95

CompuBook NEWSLETTER FEATURES BOOKS ON ATARI COMPUTERS

The current issue of the CompuBook Newsletter (not affiliated with CompuClub) features books on the Atari Computer. In addition to highlighting several of the newest Atari books, it includes a compilation of most of the Atari books available from CompuBook. If you wish to receive free copies of the COMPUBOOK NEWSLETTER, send your name and address to CompuBook Newsletter, Post Office Box 169, Roxbury, CT. 06783. The CompuBook Newsletter will keep you up-to-date with the everchanging world of computers. It contains information that will enable you to decide which of the many books being published best suit your needs... from the latest developments in software, to the newest innovations in programming techniques, games and more.

BLAKMAGIC SOFTWARE
Presents

MATH MAGIC
COPYRIGHT 1984

A family oriented math flash card game.
MATH MAGIC'S features include:
multiple players (1 to 6)
handicapping for each player
delightful music and graphics

In addition, MATH MAGIC supports:
addition subtraction
division multiplication
powers, root, fractions, and decimals
PLUS: a target number is 999,999

So, this is a chance for your child to learn to do more than count from 1 to 10, and with the handicap feature you and your children can compete on the same level.

LIST PRICE \$29.95
plus \$2.00 shipping / Texas Res. add \$1.24

MC or VISA orders phone (409) 866-9765

DISK MAGIC
COPYRIGHT 1984

... one of the better dollar values on the market! ...
Tom Graziano
COMPUCLUB NEWS

DISK MAGIC, the most comprehensive and user friendly disk utilities package you will ever use.

FEATURES
Determine sector utilization & display various error codes — Edit & reassemble sector data in HEX or ATASCII — Recover unformatable disks — Search disk for all occurrences of HEX numbers or ATASCII strings — Calibrate drive speed & write BAD sectors (on many drives) — A smart sector copier

All this PLUS an excellent tutorial on disk structure to help you get started

LIST PRICE \$24.95
plus \$2.00 shipping / Texas Res. add \$1.03

Available from CompuClub and other leading vendors, or order direct from

BLAKMAGIC SOFTWARE
3720 Broadmoor
Beaumont, Tx. 77707

PQ
The party quiz game

Suncom
disk only
list \$69.96
Club \$52.45

PQ is a trivia game for most of the family. The packaging and set up of this game are well done with a large set (4) of controllers on ten foot cords and two disks holding the program and about 2000 questions.

In order to provide a reasonable review of the level of difficulty of the question we felt the need to do some actual field tests (any excuse for a party!) Each of the following comment was written after several hours of dedicated play testing by our demanding and slightly demented test staff.

Nancy

If you long for white-knuckled gnarled fingers, clenched and gnashing teeth, and the feeling of your mind racing a mile a minute, you will enjoy PQ. On the other hand, if you are a slow reader (i.e., less than 190 wpm), you will want to throw the game out. I liked it, despite the fact that I lack knowledge in the game's frequent question choices from such obscure areas of knowledge as Morse Code and stock exchanges. During a half hour of play, at least two questions were repeated.

Bruce

challenging game as far as trivia goes but sometimes too much concentration upon certain subjects.

very exciting much of the time. Luck has much to do with scoring as my 8-year-old son led for much of our four player adult game. It (PQ) should be on the recommended list.

Lindia

If you can imagine watching a game show with no sugary sweet MC, no commercials, and no time for anything but one electronic question after another you know what its like to play PQ. exciting but tiring in anything longer than short spurts.

CHANGES

Bram software
makers of zombies, are out of business

Synapse is now marketing the entire SynSeries

Gamestar is no longer making "Gamestar baseball" (it now comes from Activision for \$26.21 club price)

Educational Software is in receivership and their products are no longer available.

Quick Reviews

One on One

Electronic Arts
list 40.00
club 30.00
disk only

This is one of the best sports game I have ever played on the Atari. The graphics are good but the real strength of the game is the super way it plays when you finish playing Bird on Dr. J. you'll be looking for a towel to wipe your brow before you start signing autographs. One of the best of the electronic arts games

Archon II

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

This game is a great cross between a thinking game and a twitch and jerk joystick classic. carefully plan your attack and then back it up with your skill with a joystick. A great way for an adult to keep up with his/her children in a video game. This one will not wear out quickly.

Relm of Impossibility

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

Electronic Arts bought the Bram Software game, Zombies, changed the title, and raised the price. Its still a good game but it was a better one when we could sell it for \$22.45.

NEW FOR ATARI

MULTI-FILE is a modular data filing system. This means you buy the BASE just once and tailor the system to your needs with PLUG-IN DATA-PACKS. MULTI-FILE will search, sort, update, review, print (to screen or printer), and will work with 1 or 2 disk drives. You can also create your own DATA-PACKS with the screen customizer program included.

OTHER DATA PACKS:
DISK-FILE
TIME-FILE
HOME-FILE

MULTI-FILE
MAG-FILE

MAG-FILE is now included with MULTI-FILE so you can get started right away. MAG-FILE is a complete data base with listings of articles, reviews and programs from popular ATARI magazine. MAG-FILE will be updated twice per year.



RAM™
COMPUTER PRODUCTS
Sturgis, MI 49091

list \$49.95/Club \$37.45

SYN FILE, SYN CALC, SYN TREND

BY Synapse, Inc.
disk only
Club price \$52.45 ea

I have worked with this group of packages for about 6 weeks now and I have to tell you that they range from great to just acceptable. Lets start with SynFile since this is probably the one that interests the most people. SynFile is a data base with the following features:

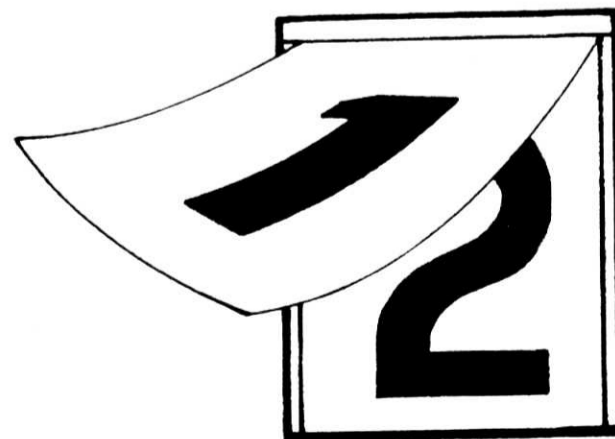
1. a full choice of field types, i.e. text, integer, numerical, dollar, counter, etc.
2. the ability store a file as large as 16 disks (more on this later)
3. ease of use with a single disk drive.
4. the ability to merge data with Atari Writer, and the other Syn programs
5. a great report generator with one flaw (more on this later also)
6. support for all three densities you might be using with your Atari
7. an ease of use that rivals its predecessor filemanger+ making it among the simplest full powered databases on the market.

Well that's enough of the commercial lets get to the facts. The program does offer you a full choice of types of fields and is in fact quite a workhorse in terms of storage, but there a few things you should know to get the full power of Syn File. The program has been written to take full advantage of any added memory you might have in you system. If you have either mosiac 64k memory board(s) or a ram disk the increase in power is almost beyond belief. I set up a file with this program on a 48k 800. This particular file (I was told by the program) could have a maximum of 586 records. This number is determined by the program as it looks at the amount of free memory left in the system. When I loaded this same file on a unit with a Ram disk (total of 160k of memory with the two other memory boards) the program allowed a maximum of 21,978 records. This alone makes the program the only choice for many of you other than buying another computer. It also means buying a Ram disk (\$250.00) if you don't have one. When you consider that an apple data base which will handle over 20,000 records will run several hundred dollars not counting the apple itself this cost doesn't sound quite so bad. Unlike most data base report generators which give you a couple of lines to design how you printer will print out the information in the database Syn File gives you a whole 21 X 80 screen to plan your layout. This allows you to really run wild with creating a form. Unfortunately you don't have the ability to save this great new format within Syn file. If you don't have Atari Writer you will have to recreate it each time. Not a big job but a real annoyance. With Atari Writer, it's a smaller problem, design it and save it with Atari Writer. One feature which adds great strength to the program is its ability to merge data with Syn calc and Syn trend. Enter data once and use it in any of three programs ! A little like lotus 1,2,3 for the I.B.M.'s only on three disks not one, and for a total cost of \$224.85 not \$500.00. Unfortunately the single greatest strength of the program (its great storage) leads to its greatest weakness, this is one of the slowest data bases ever written. Merging a database of 300 records with one of 900 takes over 70 minutes of computer running time! A similar operation on Data Perfect requires less than 10 minutes. Sorting a Data base of 1978 records has been going on for about three hours as I write this review and is still not done. If you need great storage or the ability to merge with a spreadsheet program and can't wait for other programs which have this ability to be released in the next few months then Synfile will do it for you. If possible however I strongly suggest you wait to see what other choices will be available. This program is just too slow!!

Data Doubler

A utility for Data Perfect™

- Convert your single density files to the new double density Data Perfect™ format!
- Create and save an **unlimited** number of report and label formats!
- Simple to use
- Requires double density Data Perfect™



1st \$29.95/Club \$22.45

Syn Calc

Over the last few years (since Atari bought the rights to market the Atari version of Visicalc) Software Arts has updated Visicalc many times for other computers but not for Atari. There have also been a large number of other spreadsheet programs released which offer features not available in the Atari Version of Visicalc. Enter Syn Calc. This package offers almost all the improvements made in spreadsheets over the last few years. What are they you ask. First off there is the ability to take any row or column and sort it either alphabetically or numerically. Next the authors added a feature called variable column width. A column which holds 2 digit numbers need only be two characters wide and the column next to it which has text in it can be 20 characters wide if you like. Sounds good so far but lets add some more to the program. Having trouble remembering the many commands offered by the program? Easy, just add pop up menus which list all the commands when ever you want to see them. Doing financial work? Well guess, we better add a full range of financial formulas (net present value, etc.) which can be invoke the making a single choice from one of the popup menus mentioned above. Another pain with the old Visicalc was setting up the spread sheet in the first place. Syn Calc has aided this in several ways also. All this for 1/2 the price of Visicalc and you can merge the data with Syn trend to generate graphs automatically! No compromise, the best of the Syn series and the best of its type for Atari on the market today.

SynTrend

This is the hardest of the packages to review. I don't know much about statistics. Syn trend will to many of the standard types of statistics problems including liner regression and progression as well a averages and means. (If that means something to you then you already know more than I do about statistics.) In addition to that Syn Trend will produce several types of graphs and charts automatically from data either keypunched in or data it has merged from Syn Calc, or Visicalc. The last feature offered is the ability to print these charts within text created on Atari Writer. Syn Trend does all of this quite simply and effectively.

Each of the Syn programs is has its own rating. If however you need what the total package will do. There is no other choice at this time, this is the most powerful combination of packages available for the atari today.

WHY OF WHY cont from pg.3

DON'T!!! To do this, you need a serial board, wiring diagrams for your printer, an RS-232 port for the ATARI, and possibly some soldering skills. Once you have finished you have the thrill of having done it yourself, and a printer running as slow as Rick Cerone. IT AIN'T WORTH THE BOTHER! DON'T DO IT UNLESS YOU HAVE NO ALTERNATIVES!

To attach a parallel printer, you need a parallel port. These come as seperately sold units, attached to some disk drives (such as TRAK), and on the 850 Interface Unit (an expensive unit, but worth the money if within the budget. It includes ATARIs best documentation, and 4 RS-232 ports.) CompuClub has printer interfaces available at prices ranging from \$69 to \$164, and you should call for more info.

In terms of software, ATARIs Operating System does not provide for easy screen dumps, as does the IBM-PC. Asuming that your printer supports graphics (I don't believe that the MicroTek does) Graphics Master and Color Print, both by DataSoft, are excellent starting points. COMPUTE'S SECOND BOOK OF ATARI also includes a Graphics 8 screen dump utility for Epson printers.

For Graphics 8 screen dumps, see "Copy Your Screen To Your Printer" in COMPUTES SECOND BOOK OF ATARI GRAPHICS. This program should work with most 80 column printers.

ANALOG magazine also has published many wonderful printer utilities. In particular, see issue #21 which has as its theme 'ATARI Printer Utilities'.

I hope that this information helps, and I apologize that I only skimmed the surface, but a full answer would require somewhat more space than this entire publication.

Finally, a note concerning two recent books. Chris Crawford is egotistical, opinionated, and brilliant. His book, "The Art Of Computer Game Design", (Osborne/McGraw Hill) is also all of the above. It is a well thought out treatise, and is highly recommended. "ZAP-The Rise and Fall Of ATARI" by Scott Cohen is none of the above. It makes the perfect gift for those on your list who tried thinking and gave it up as a bad idea.

Linking Logic Logic Levels

Fisher Price

Rom only

List Price ea. 29.95

Club Price ea. 22.46

These two Fisher-Price programs have a lot in common...both good and bad. Perhaps the strongest feeling I get from the program is that it does demand the player's concentration in fostering logic and planning skills. Yet, the player will continuously derive satisfaction from a job well done at the conclusion of each round. Both programs depend on the same premise with variations for the age level: Linking Logic is designed for ages 6-8 and Logic Levels for ages 7-12. In each game, the player is asked to set the barriers in a maze in a fashion which will force either a Buddy/Betty character (Logic) or a ball (Levels) to pick up the greatest number of pieces scattered throughout the maze. In the case of Logic a playful bird allows the child to move the pieces around the maze until they have found the setup they think will work best. A word of caution here-dexterity with the joystick is needed and some adult involvement will probably be needed (particularly for the younger player) before a child may be ready to proceed unassisted. Once the player gets the hang of it, there should be no problems. Either of these programs can be used over and over, especially if Mom or Dad challenges them to a contest for high score once and a while!

RETURNS

No returns will be accepted without an 'RA Number'. If you receive a defective product please call us between the hours of 11am and 7pm to get an RA Number. Failure to include this number will cause our shipper to refuse to accept your package!

Overseas members may return packages without an RA Number but please remember we will not exchange one product for another. We will only replace a defective product with another of the same title.

*** SNOKIE REVIEW ***

SNOKIE from FUNSOFT is a computer game adults justify buying by saying, "...the kids will like it.", and then wind up trying it themselves.

It is cute...darn cute, but get ready for a surprise. It isn't that easy!

The idea behind the game is to help SNOKIE (a little red, penguin like, bird) find his girl friend CARA. She's being held captive by the GRODIES. I think they live in my basement.

Poor SNOKIE tries and tries but he is subjected to slippery ice, hills and bumps, rolling boulders, floating chunks of ice and as I understand, ice lasers and snow caves. I'll just have to wait to see some of those, as well as the rest of the fifteen screens.

While all that's going on a clock keeps ticking away at the top of the screen making things more difficult.

SNOKIE often lands on his back-side with a resounding thud and when you've had a really rotten day you can even make the little guy land on his bum a few extra times. (Ah! The power of computers.)

The graphics, although somewhat simplistic, are still a treat if you like a good cartoon.

The only thing I found fault with was a skull that appears when SNOKIE departs. The skull does wink in a reassuring manner but it is a shock after being lulled into the cuteness of the rest of the game. Hey FUNSOFT, how about just putting SNOKIES' arm (or wing) in a sling. We would have gotten the idea.

Now I have one departing question for all COMPUCLUB members. Has anyone seen CARA? (SNOKIES girl friend) I know she's in there somewhere!

WHY, OH WHY

By Harvey Bojarsky

Well, here we are at the second installment of CompuClub's Questions Answered and Shoes Shined Shop. However, before we begin, some random thoughts.

This column is as regular as this newsletter (i.e. not real regular). If you need fast answers, call the club (800-631-3111). The friendly CompuClubber will do his or her best to answer your questions. If you have many questions, real complex questions, or merely want to see your name in print, please write. Not only will I strive to answer your questions, I will even correct spelling and grammar for you if need be. The address is:

Q&A
PO BOX 652
Natick, MA 01760

This time out the question comes courtesy of Lewis R. Rothstein, of Newport News. Mr. Rothstein has recently inherited a MicroTek parallel printer, and would like to:

- 1) attach it to his system as economically as possible, and
- 2) locate software with which to use the printer.

He also asks about attaching the printer serially. This can be done. I have done it. I offer one bit of advice. cont pg. 5

GREEN BAR SUBROUTINE

The Green-Bar Subroutine simulates a familiar type of computer printer paper that has alternating green and white lines to help the reader keep track of what line is being read. It eliminates the scrolling text by presenting one screen (or page) of your program at a time. You can also enter a line edit mode and specify one line to be listed. After entering the line number to be edited the screen will clear and the desired line will be listed. Also a GOTO statement will be printed near the bottom of the screen. When the cursor is placed on this line and RETURN is pressed the page listing will re-start.

All selections are made with a joystick plugged into port #1. (SEE LIST BELOW FOR STICK FUNCTIONS) The FIRE BUTTON deletes the Green-Bar Subroutine from your program in preparation for re-saving your edited program. You might want to press SYSTEM RESET before saving to disk or cassette to turn off the green bars.

After typing this program LIST it to disk or cassette, then LOAD the program you want to edit and re-ENTER the Green-Bar Subroutine. This appends the subroutine to your program. Be sure your program has no lines numbered higher than 32499 or Green-Bar will destroy them. Now type GOTO 32500. You will see the first page of your program listed to the screen.

JOYSTICK SELECTIONS:

FORWARD (up) - List next page
 BACK (down) - List previous page
 LEFT - Goto start of listing
 RIGHT - Goto LINE EDIT mode
 FIRE BUTTON - Delete Green-Bar Subroutine

*** **

Please note: This Program was provided courtesy of RAM COMPUTING. RAM is a software house which has been writing Custom business software for the Atari. They are about to release several new products under their own name. We will, of course, be reviewing them here. Among the products they are working on are both software packages and hardware packages. This program and other help they have provided to us and others who support Atari is a good indication of their willingness to help make the Atari computer

everything it should be. Because of their strong support of Atari and because they they are working on some super new products we urge you to watch for RAM COMPUTING products when they start appearing.

A NEW LOW!!!

INDUS 6T

NOW

\$300.00

GREENBAR

```

32500 REM ** GREEN BAR SUBROUTINE **
32505 PRINT CHR$(125)
32510 RESTORE 32640:FOR N=0 TO 35:READ X
:POKE 1600+N,X:NEXT N
32515 POKE 512,64:POKE 513,6
32520 DLIST=PEEK(560)+256*PEEK(561)
32525 FOR N=DLIST+8 TO DLIST+28 STEP 3
32530 POKE N,130:NEXT N
32535 POKE DLIST+3,194
32540 POKE 54286,192
32545 POKE 710,186:POKE 709,0
32550 DIM LA(300):S=0
32555 POKE 82,3:POKE 83,36
32560 SCRN=PEEK(DLIST+4)+256*PEEK(DLIST+
5)
32565 PG=0:POKE 752,1:A=PEEK(136)+256*PE
EK(137)
32570 ? CHR$(125):LA(PG)=A
32575 LINE=PEEK(A)+256*PEEK(A+1):IF LINE
>32499 THEN GOTO 32625
32580 LIST LINE:A=A+PEEK(A+2):IF PEEK(84
)<20 THEN POKE 84,PEEK(84)-1:GOTO 32575
32585 FOR Z=81 TO 40*23 STEP 120:POKE SC
RN+Z,84:POKE (SCRN+Z)+38,84:NEXT Z
32590 STICK=PEEK(632):STRIG=PEEK(644)
32595 IF STICK=13 AND PG>0 THEN PG=PG-1:
A=LA(PG):GOTO 32570
32600 IF STICK=14 THEN PG=PG+1:GOTO 3257
0
32605 IF STICK=11 AND PG>0 THEN 32565
32610 IF STICK=7 THEN 32630
32615 IF STRIG=0 THEN GOTO 32650
32620 GOTO 32590
32625 ? :? "LISTING~COMPLETE":GOTO 32585
32630 ? "ENTER~LINE~#~TO~E
DIT~":INPUT LINE:? CHR$(125):LIST LINE
32635 POSITION 3,20:? "GOTO~32555":END
32640 DATA 72,169,12,141,10,212,141,24,2
08,169,80,141,0,2,104,64
32645 DATA 72,169,186,141,10,212,141,24,
208,169,64,141,0,2,169,0,133,77,104,64,0
,0
32650 ? CHR$(125):? "POKE~752,0"
POKE 752,0
32655 POSITION 3,5:FOR X=32500 TO 32585
STEP 5:? X+S:NEXT X:? "CONT"
32660 IF S=90 THEN ? CHR$(28):"POKE~842,
12"
32665 POSITION 3,2:POKE 842,13:STOP
32670 POKE 842,12:S=S+90:IF S<180 THEN 3
2650

```

CONTROL CHARACTERS CHART

↑	CURSOR UP
↓	CURSOR DOWN
←	CURSOR LEFT
→	CURSOR RIGHT
⌫	ESCAPE SYMBOL
⌭	CLEAR SCREEN
🔔	BELL (or Buzzer)
⌥	TAB SYMBOL
〉	BACK SPACE
⌫	INSERT CHARACTER
⌭	DELETE CHARACTER
⌫	CLEAR TAB
⌫	SET TAB
⌫	DELETE LINE
⌫	INSERT LINE
~	SPACE (BLANK)

Broadsides

by
Strategic Simulations Inc.
disk only
list price \$39.95
Club Price \$29.95

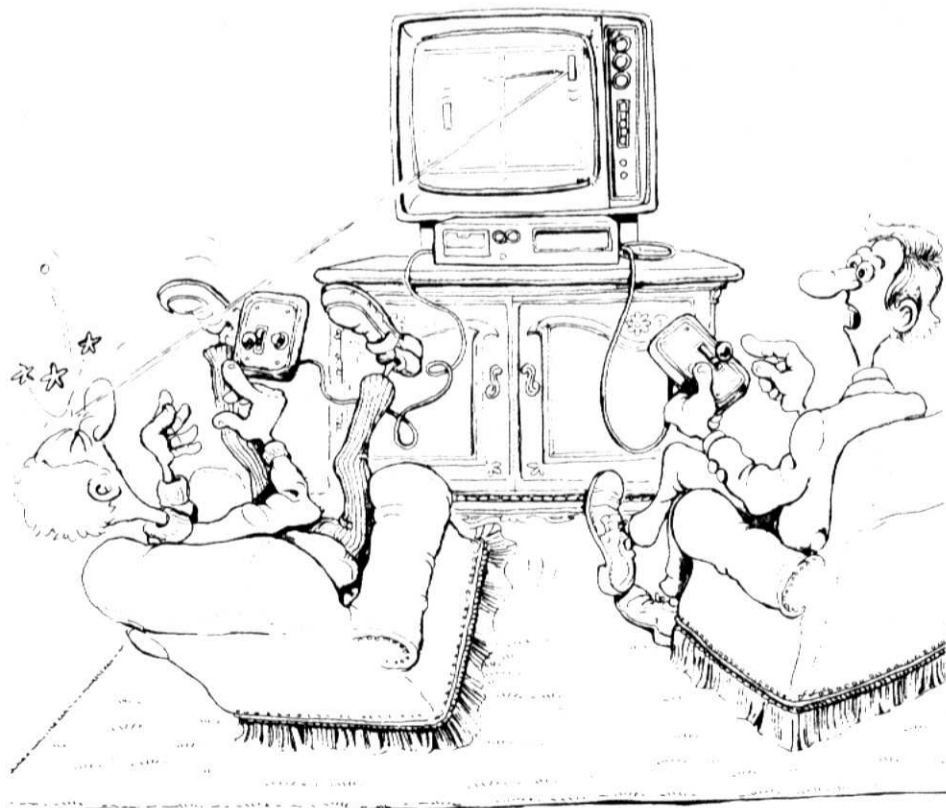
I am happy to say that once you've played Broadsides you'll be hooked. I feel that the author of this program should be congratulated on a job well done. I am not recommending this program to everyone, but if you wished you were born during the American Revolution or you had captained the Great Spanish Armada, then this program may be for you.

Broadsides is several games in one program. The program is appealing in that unlike most tactical or strategy game you must be on your toes constantly to prevent yourself from heavy losses or losing the game. The responsibility of a ships captain is seemingly well simulated in all phases of the program. The variables, such as wind and your opponent in the solitaire mode, are realistic. I feel that you will be very pleasingly surprised by this wargame.

The program is broken up into three sub-programs. The programs are arcade (faster than tactical), tactical, and boarding. You can change the ships to those of your own design and save them for another time. Or, you can play any of many ships already in the large historical data base already on disk. You will find that the program executes quickly and is fairly easy to play given a little experience. The manual like all SSI manuals is extensive and well written.

reviewed by

Wally Newell

**Epidemic!!**

by

Strategic Simulations Inc.
disk only
list price \$39.95
Club Price \$29.95

Well, now I've tried everything. Epidemic is a different type of strategy game from SSI. In this program you are charged with the responsibility of saving the entire human race from plague. The scenario is quite simple, though the solutions will tease your brains for hours. I will admit that when I first read the scenario on the package that I was pleasingly surprised by the quality of the program.

The scenario is: modern science has finally discovered why the dinosaurs became extinct. Now it is time for the human race. It seems that every few million years the Earth passes through a meteor shower of huge proportions. This in itself doesn't pose much of a threat, but the bacteria that the meteors carry to earth with them does. The situation isn't as bleak as it may seem, for you have at your disposal all the weapons that modern science can develop for you. The program allows you to program the length of game and the difficulty. So for all of us who take the controls for the first time, you will have a chance of surviving. Perhaps you will not be the last human on Earth.

The game has several screens for you to work from. The best screen being the global map of the world. The world is broken down into 14 regions and it is your job to prescribe whatever treatment necessary to prevent a catastrophe, including nuking the region. The screens that you are presented with are the status screen which is what you use to determine the treatment of the region you are ministering to. Choose your remedies wisely for you are given only three choices per turn and the meteorites come in increasing numbers through out the whole game.

Enough said, I think that this is a good program for someone who wishes to deviate from Eastern Front or Knights of the Desert or any of the other fine strategy games. You

will not be sorry if you purchase this program.

reviewed by

Wally Newell

You can use option "C" in DOS 2.0 to copy things to the screen "E:" and to your printer, "P:", as well as to another disk