

CompuClub

Where Atari owners belong.

SPECIAL PROMOTIONS FOR CHRISTMAS

From ON LINE

BUY TWO GET ONE FREE

From now through February 1, 1984 you can buy two ON-LINE products and get a coupon which you can exchange with ON-LINE for a free third game. The games covered under this promotion are:

All ON-LINE products of the same or lower value as the products you purchased.

PARKER BROTHERS

Parker Brothers is making their software an even better buy for Christmas. Between now and January 15, 1984 any customer can receive a \$15.00 check from Parker Brothers simply by sending in the following:

two sales receipts showing proof of purchase of Parker Brothers programs and one game cartridge by any other publisher as a trade in.

RANA UPDATE

If you read last month's newsletter you will recall that I did not have many good things to say about RANA. Well, the situation has changed quite a lot in the last 3 weeks. I have been informed by both RANA and several of their recent customers that the drives RANA has been shipping for the last few weeks have included the double density chip missing in the earlier models. I also understand that the unit will now load all the Synapse software. A double density DOS is still not available but I am told one is on the way shortly.

From SPINNICKER

The Spinnaker Software Corp. is launching a special offer sure to interest people interested in educational products.

You simply collect four or five proof of purchase triangles from the back covers of Spinnaker user manuals and your eligible to receive one free Spinnaker program on disk or cartridge for your Atari. When four proof of purchase triangles are collected, customers mail them to Spinnaker to receive one of the following programs

Alphabet Zoo
Cosmic Life
Facemaker
Fraction Fever
Hey Diddle Diddle
Kids on Keys
Kindercomp
Rhymes and Riddles

With 5 proofs, you can select one of the following
Most Amazing Things
Snooper Troops I or II
Story Machine

EPYX

Epyx has come up with a new idea for those of you who want to try out their products before you spend your money to buy a game.

You are invited to purchase a preview disk direct from EPYX for \$2.50. EPYX will refund this price when you provide a proof of purchase of any one of the games on the disk.

The preview disk contains segments of Gateway to Apshi, the sequel to the best seller, Temple of Apshi; Jumpman Junior, a cartridge version of the award winning Jumpman; Pitstop, a racing game that combines driving skills with pitstop strategy; and two Bally / Midway arcade classics, Seawolf and Gunfight. Epyx claims the demo disk will actually let you play a short part of the game rather than simply view the action in demo mode.

SUPER PRICE REDUCTIONS!!!

from LJK

LETTER PERFECT

disk or rom

CLUB PRICE \$74.95

DATA PERFECT disk

CLUB PRICE \$74.95

ZAXXON

disk only

CONTINUES AT \$22.46

HAPPY DAYS CONTINUE!!!

The response to our happy 810 enhancement promotion has been so good we are continuing it for another month.

You will get the 810 happy enhancement along with warp dos, the backup programs, full diagnostics, and the compactor program for

\$210.00

TURN YOUR HOME INTO THE HOTTEST ARCADE IN TOWN

O'RILEY'S MINE™

You're a mad Irishman digging your way through an abandoned mine filled with oil, coal, gold, rubies, diamonds—and hungry creatures. You'll need the luck of the Irish to survive, but with so much at stake, it's a chance you're willing to take.

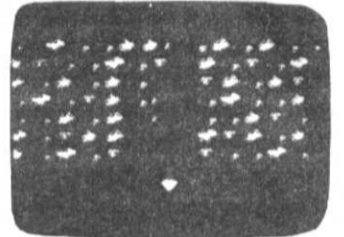


O'RILEY'S MINE™ available for Atari®, Apple®, and Commodore 64®

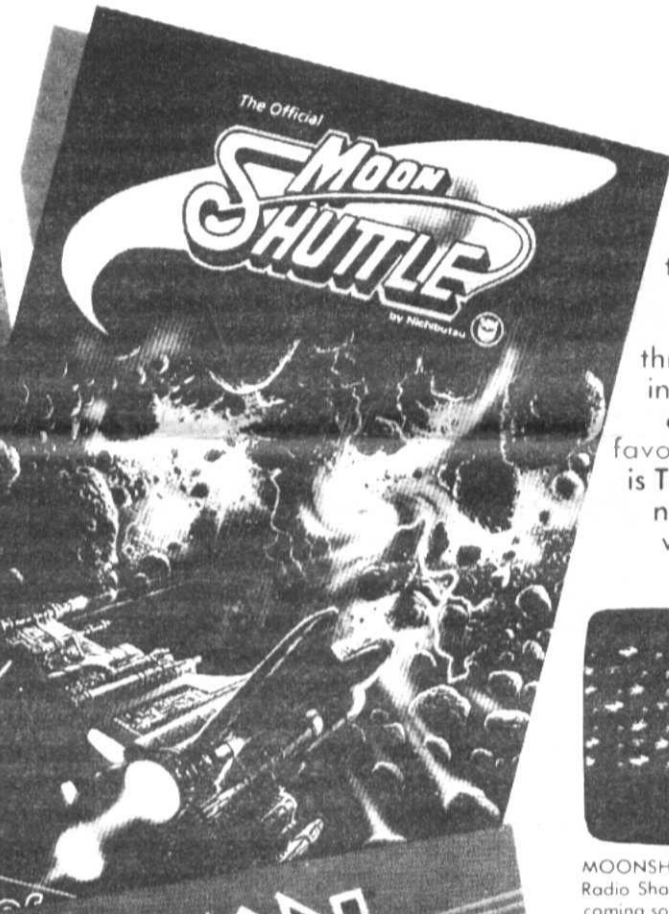


MOON SHUTTLE™

Your screen explodes with life-threatening action as you pilot your Moon Shuttle through outer space in this home version of the Nichibutsu® favorite. Awaiting you is The Prince of Darkness and his forces, which mysteriously multiply!

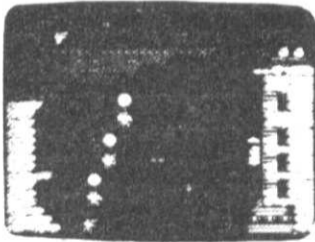


MOONSHUTTLE™ available for Atari®, Radio Shack Color®, Commodore 64®, coming soon for Apple®

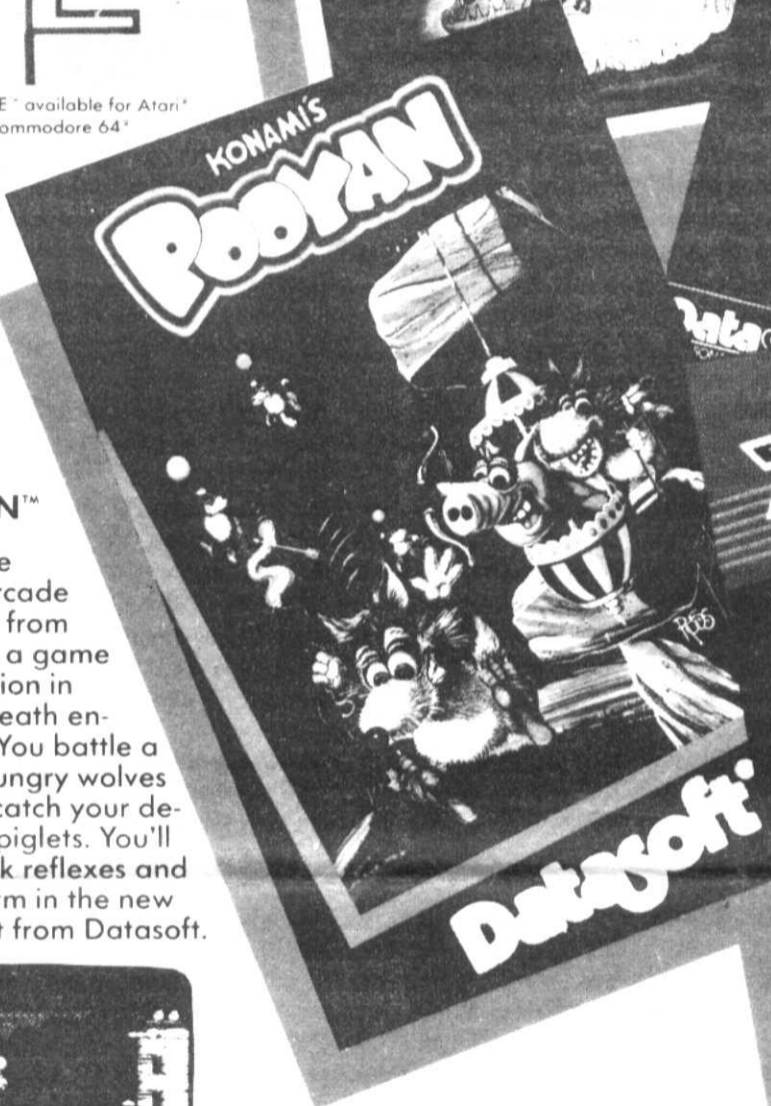


POOYAN™

One of the biggest arcade game hits from Konami is a game of fast action in life-and-death encounters. You battle a pack of hungry wolves eager to catch your defenseless piglets. You'll need quick reflexes and a good arm in the new arcade hit from Datasoft.

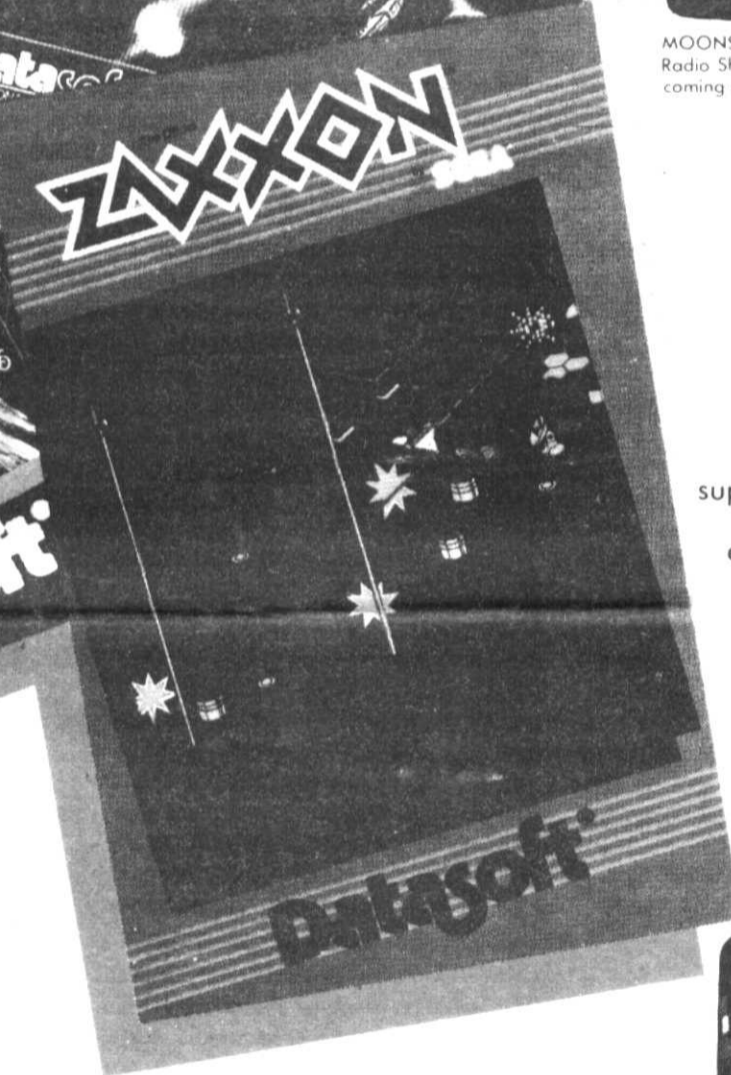


POOYAN™ available for Atari®, Radio Shack Color®, Apple®, coming soon for Commodore 64®



ZAXXON™

Zaxxon has all the unique color graphics, super sound and unprecedented 3-dimensional effects that made it the star of the arcades. Maneuver your ship through the state-of-the-art defenses of the floating fortress to come face-to-face with the deadly Zaxxon Robot. This is the official home version of the Sega's arcade hit.



ZAXXON™ available for Atari®, Apple®, Radio Shack Color®

Our reputation as one of the premier game manufacturers assures you of the highest quality attainable in action, strategy and graphics. For the hottest titles in entertainment, keep your eye on the leader—DATASOFT.

You'll Find The Best In Home Computer Software

from
Datasoft®

Pooyan™ is a trademark of Konami Industries Company, Ltd.

O'Riley's Mine® and Datasoft® are registered trademarks of Datasoft Inc.

1983 DATASOFT INC.

Moon Shuttle® is a registered trademark of Nichibutsu, USA.
ZAXXON™ and Sega® are trademarks of Sega Enterprises, Inc.

9421 Winnetka Avenue, Chatsworth, CA 91311

(213) 701-5161 1 (800) 423-5916

Broderbund Software

LODE RUNNER

disk only/ list price \$34.95
standard discounts apply

This program and the one that follows are probably the two biggest bargains of 1983. Lode Runner has been one of the best apple games on the market for 8 months and no wonder. This super game offers One Hundred and Fifty Screens.!!! If that not enough for you try great action super puzzles and the ability to design you own screens (in case you get bored with the first 150). The play is fast and smooth with a good blend of mental and physical skills required to get further than screen 2 or 3. If you don't get another game in the next 6 months get LODE RUNNER

electronic arts

AXIS ASSASSIN

disk only/ list \$40.00 club
price \$30.00

Tempest on a disk. This is you vs the largest army of mindless killers since Robotron. 100 screens in 5 levels with over 20 different grid shapes makes this a typical Electronic Arts product, i.e. visually exciting and very challenging. You open watching the weavers spin traps all over the grid you have chose as the place you will begin your battle. Once the web is done your first axis assassin appears and the battle is on. Like tempest you can move freely on the web unlike tempest you are using a joystick so you can move in and out of the center as well as around the outside. The Hunters, drones and spores you fight have the same options. You now find yourself defending four directions and you have only two weapons, your cannon with its endless supply of shells and one pluse bomb (ala defender) per screen. This is the fastest most arcade like electronic arts product to date and well worth the price if this is what you want in a game.

datamost

MR. ROBOT and HIS ROBOT FACTORY

disk only/ list price \$34.95
standard discounts apply

If your one of the hundreds who is waiting for Scaper Caper (the sequel to Miner 2048er) to come out here's a way to ease the wait. MR ROBOT is a Miner Clone that goes Miner one better for almost 1/2 the price. This game is in the familiar Miner pattern except you are now a multicolored robot who must figure is way through a quagmire of ladders, moving stairs, transporters, and other assorted problems. 22 screens later (or sooner if you like) you get the chance to design your own. It's as simple a moving your cursor over the symbol of the object you want on the screen and then moving your cursor to were you want it to appear. You can even control the sound. The building is super easy and the playing is super tough.

NEW GAME ? PRODUCTS

This last month of 1983 has brought a large number of highly sophisticated game products to the Atari market. Basically the products fall into two classifications.

1. Simulations
2. Construction sets

The simulation games that have been made available for Atari include two that fall into an area that has been sadly lacking for us for a long time, the business strategy game.

Two games of each type are described on this page. and all four are worth owning.

BLUE CHIP SOFTWARE

Millionaire

disk only
list price \$59.95
standard discounts apply

What does J. Paul Getty have that you don't. Money of course and a chance to gamble on the market to prove how good he really is. Well here's your chance to even things up. Enter the high powered world of the New York Stock Exchange as a novice with \$10,000.00 and a range of 15 actual stock (from five industry categories) as investment possibilities. You buy and sell in response to an array of influences on the market in general and your Portfolio in particular. Among these is a constant stream of news events. Among these is a constant stream of news events based on incidents that have, in fact happened. As you progress, the game expands to include such sophisticated features as buying-on-margin, call options and put options. MILLIONAIRE spans 91 game weeks of activity and can be saved to disk.

Tycoon

disk only
59.95
standard discounts apply

J. Paul Getty is OK for sum of us but the real high flyers are in the commodities market like H.L. Hunt. Maybe the secret is to have initials in your name. If you want to try the abrupt twist and turns of a highly volatile marketplace then TYCOON is for you. You must devise flexible strategies, anticipate events and then react to them as you trade silver, gold, copper, oil, 'T' bills, foreign currencies, as well as agricultural commodities from wheat to soybeans. You're given comprehensive charts plus vital background data to aid you in losing a fortune, oops to aid you in spotting opportunities amid actual commodity price trends of the past. Not a game for the fainthearted.

reviewed by T.A. Graziano

EDUCATIONAL SOFTWARE FOR THE HOME

ASTRO WORD

SEARCH:
GEOGRAPHY
CHALLENGE
MEMORY: 24K/D 16K/C
FORMAT: D/C
AGE: JUNIOR HIGH TO ADULT
PRICE: 17.96/D 12.71/C

Locate every one of the geographical places hidden horizontally, backwards, vertically, or diagonally in the maze of letters on your screen. Hundreds of possible games test geographical knowledge and powers of perception.

CODE BREAKER

CHALLENGE
MEMORY: 24K/D 16K/C
FORMAT: D/C
AGE: 10 TO ADULT
PRICE: 17.96/D 12.71/C

Break the computer's code and figure out the messages. Start out by decoding scrambled letters; go on to tougher codes in which both letter and word order have to be unscrambled; end by decoding "master challenge" messages.

ASTRO QUOTES

CHALLENGE
MEMORY: 24K/D 16K/C
FORMAT: D/C
AGE: HIGH SCHOOL TO ADULT
PRICE: 17.96/D 12.71/C

Guess four words from clues furnished by the computer, so that the computer can drop the letters where they belong in a famous quotation. It's space-age anagrams—the better you get, the harder the games get.

PRESCHOOL IQ

BUILDER 2
CHALLENGE
SAME AS ABOVE

Make the face on the screen sing you a song: move the letter, number, symbol, or word that appears at the top of the screen down to cover it's mate, one of three at the bottom. A program that small children love. It teaches letter, symbol, number and word discrimination.

PDI

MIND STRETCHERS

MINI
CHALLENGE
MEMORY: 32KD 24KC
FORMAT: D/C
AGE: ANY
PRICE: 17.96 D 12.71 C

Working from definitions you request from the computer, fill in up to 18 words in each computer-generated puzzle. Pit yourself against the computer's perfect 100% score. Every wrong guess or "don't know" counts against you. More than 500 games in all.

KROSS 'N QUOTES

CHALLENGE
MEMORY: 24K/D 16K/C
FORMAT: D/C
AGE: JUNIOR HIGH TO ADULT
PRICE: 17.96/D 12.71/C

Beat the clock by moving scrambled letters up to fill the quotation at the top of the screen. Speed and verbal power are the keys to this fast-action game: the easier the quote the less time you have to complete it.

THE PDI PRESCHOOLERS

**PRESCHOOL IQ
BUILDER**
CHALLENGE
AGES: 3 TO 6
SAME AS ABOVE

PART ONE: Decide whether pairs of figures are the same or different.
CHALLENGE PART TWO: Match the letter on the tv monitor to the one on the keyboard. Both programs teach vital cognitive skills that children must learn in order to do well in school. And both are wonderful ways to introduce children to the computer.

BIBLICAL QUOTES

CHALLENGE
MEMORY: 24K/D 16K/C
FORMAT: D/C
AGE: HIGH SCHOOL TO ADULT
PRICE: 17.96/D 12.71/C

Same as ASTRO QUOTES above but the quotations and word clues are from the Bible.

TIME BOMB

CHALLENGE
AGE: 8 AND UP
SAME AS ABOVE

Uncover the secret word before-KABOOM!—the bomb goes off. Contains hundreds of words to guess plus high-resolution and player/missile graphics.

ASTRO WORD

SEARCH:
SPANISH
CHALLENGE
AGE: JUNIOR HIGH AND UP
SAME AS ABOVE

Go on a Spanish word search in the grid of letters on the screen. Computer shows you the number of words, keeps score. Comes with a separate dictionary of definitions. A terrific entertaining way to improve foreign language vocabulary.

ASTRO WORD

SEARCH:
FRENCH
SAME AS ABOVE

MEMORY BUILDER:
CONCENTRATION
CHALLENGE
AGE: 6 TO ADULT
SAME AS ABOVE

Test your powers of concentration, memory and attention span by matching pairs of words hidden behind the grid of boxes on the screen. The games get tougher as you go, but you'll watch your abilities improve as you play. The computer keeps score as you play against yourself, the computer, or someone else.

EDUCATIONAL SOFTWARE FOR THE HOME

SAMMY AND THE SEA SERPENT CHALLENGE SAME

Guide poor lost Sammy back to the sea-and get him out of a lot of tight spots along the way. Here's a revolutionary program that requires the child's total involvement. It uses a voice narration, brilliant graphics, color, music and thrilling sound effects. It's a unique way to get the children involved in working with the computer. Also contains games that the child actually plays with Sammy.

READ N' SPELL CHALLENGE MEMORY: 32K/D FORMAT: D PRICE: 59.96

Use a voice synthesizer to learn 1800 words at grade levels 2-6. Words include vocabulary covered in the most common school readers and spellers. The user hears each word spoken by Zorlon, a robot, via the voice synthesizer. Zorlon then uses the word sentence that is grade-level appropriate. Zorlon also gives reviews and tests for added reinforcement.

THE ADVENTURES OF OSWALD CHALLENGE SAME

As the narrator tells a story about a young boy named Oswald, children must use the joystick to help Oswald walk, climb, jump, ... and escape from a deep, deep dark tunnel. There is also a game for children to play entitled "Oswald and the Golden Key." Exceptional graphics and exciting music and sound effects.

HERE COMES VIOLET CHALLENGE SAME

Help poor Violet: she's a cute monster who wants to be ugly like all the other monsters. Voice narration, delightful graphics, and lots of activities keep the child totally involved.

THE PDI STUDENT CHALLENGERS

STORY BUILDER/WORD MASTER CHALLENGE AGE: 9 TO ADULT MEMORY: 16K/D 8K/C SAME

Supply the missing words to complete the computer's verses. It's a capitivating way for children to learn grammar skills. WORD MASTER : Guess the three letter word generated by the computer. A stimulating way to learn both reasoning and vocabulary-even adults love to play it.

READING COMPRESSION: WHAT'S DIFFERENT? CHALLENGE SAME AS ABOVE

Select the word that does not belong in the series. Analytical skill and reading comprehension are the keys to mastering the challenge. Course contains a total of 200 exercises.

THE ALPHABET ARCADE CHALLENGE MEMORY: 24K/D 16K/C FORMAT: D/C AGE: 6 TO ADULT PRICE: 17.96/D 12.71/C

To win the games "Food for Freddie" and "Letter Rescue" put the letters in the correct order. Then sharpened dictionary skills by putting randomly selected words in alphabetical order. The better you get, the more difficult the word lists.

LET'S SPELL CHALLENGE MEMORY: 8K/C FORMAT: C AGE: 7 AND OLDER PRICE: 12.71/C

Learn to spell ninety basic words. Has all the appeals of animation, sound, and voice to make it fun.

HAPPY DAYS CONTINUE !!!

The response to our happy 810 enhancement promotion has been so good we are continuing it for another month.

You will get the 810 happy enhancement along with warp dos, the backup programs, full diagnostics, and the compactor program for **\$210.00**

Excalibur

by

Chris Crawford
Larry Summers
Valerie Atkinson

Atari Program Exchange

48k disk only /list
\$39.95/standard discounts

**Hear Ye! Hear
Ye! The Kingdom
is looking for
a King!!**

In Excalibur you become the famous King Arthur and you must unite Britain. Your duties are many, a few of which are to tax, build armies, and improve the standard of living of your subjects.

When I first looked at Excalibur I was immediately taken by the subtlety of the representation of this game. The authors should be complimented for a job well done. The graphics and sound are not the greatest I have seen, but the interface between graphics and story is about the best I have ever encountered. The sound sequences are not award winning but are adequate. I feel that this game is very addictive.

One of the things that the authors set out to do is create an entire kingdom. There is a map of Britain for you to see the progress of your economic and military policies. You must pay attention to all of the displays and not just the map. As in the days of the feudal lords they had their castle with many rooms and being King Arthur at Camelot so have you.

The Round Table room is where you reward your knights and chastise (banish) disloyalty. In the Throne room you read the news, review the polls (prestige), pay tribute to special kingdoms, review who's paying tribute to you. In the Treasury your duties are just as many and just as difficult. You must set taxes and review the tithes received from you vassals and set the size of your army. In Merlin's lair you may have Merlin make you invisible so you can see the status of a king you plan to campaign against. You may also destroy an enemy's crops, or plague his armies. A word of warning Merlin is old and he tires easily. After great spell casting Merlin must rest and you are without spells or aid.

My verdict on this program is that it is excellent. One thing which may not be apparent is that it may be a good development tool for parents and schools to teach children the complexities of government and the need for sound policies and good politics. The reason I say this is that other simulations that represent colonies or kingdoms or worlds only duplicate the statistical and logistics of the monstrous task of being a ruler. Excalibur duplicates being a king, or ruler, in all of his duties. The program is well worth the cost in should be in ones library, especially if they have young future presidents and politicians in their family.

INHOME

CAPTAIN BEEBLE

this may be the worst game cartridge I have review in over a year. We have all typed in similar games from ANTIC or ANALOG, played them two or three times and put them away. Really it probably is not really that bad but the its close. The graphics make me think someone wrote this in basic using a redefined character set and then compiled it. Nothing wrong with that except the game just has no sophistication and is a total waste of money when you look at what else is on the market today. I think you now understand why I didn't show a price on this product (Anyone interested in buying it can get a great price on the one I opened to write this review just ask)

SEGA

BUCK RODGERS

Rom only/List price 39.95 club discounts apply

A great adaption of the coin-op game. Buck Rodgers is a high speed fly and fire game which will challenge the best joystick jockies out there. The game opens with your ship flying (and I do mean flying) over a scrolling landscape. You will probably spend the first few second admiring the graphics and crash into the pylons that appear on the screen verrrry quickly. Once you master flying between the plyons you will be overtaken by a flight of enemy ships which you must shoot down. Easy until you realize they are flying at twice your speed and turning to head back at you. So, lets take a look at this now all you have to do is fly as fast as you can through a twisting course of plyons and shoot down some ships which fly past you at twice your speed and then turn back to fly stright back at you. If this doesn't get your competitive blood flowing we will go to the next challenge on level one. MOTHER SHIPS should be easy, I thought, after all it is twice the size of the little saucers I've been shooting down. HA, if you hit the thing anyplace but dead center your shots will ricochet off and can destroy you! Level two is more of the same, much more. By level 3 the aliens are firing back, and in level 4 you get to try your luck in nite flight. Level 5 is just to tough to think about (or for me to get to without a lot more practice) but if you get there let me know what its like.

This is one of the best new games of this year. Graphics, great. Sound, great and play really tough. Sega has been doing some of the best coin ops around in the last year and their computer versions are just as good.

Finally

Ultima I and
Ulitma III are
avaliabile.

Disk only, Club price for

ULTIMA I
\$29.96

ULTIMA III
\$44.96

INFO UPDATE

Our story about the Syn apps programs being purchased by ATARI has been confirmed and the products will be released under the ATARI logo in mid January. Assuming no changes are made between now and then these will be among the most powerful business programs on the market for our computers.

continental software

THE TAX ADVANTAGE

disk only/list price \$59.95
club price \$44.96

This pe form. Paging through the screens and lines is a breeze and all entries are easy to add to, change, or delete. If you make an invalid entry or command, no warning message is displayed, and this could cause some problems. However the documentation is very clear and should ease you over any difficulties.

The real power of the program is in the handling of itemizations and calculations. Itemizing certain lines takes you to the appropriate tax schedule. When you are finished with your entries, the total from the itemization is then placed on the correct 1040 line along with an "I." The linking of schedules with form 1040 eliminates much of the confusion about when to use each schedule. All calculations are made after each line entry, so you can see the effect of each entry on your tax at any point. The tax, the amount you owe, and your tax bracket appear at the bottom of any 1040 screen at the touch of a key. You can even vary your entries or override them momentarily in order to see the effect on your tax, or to estimate next year's tax liability.

In spite of all of its excellent features and ease of use, the Tax Advantage does not complete your taxes for you. The program will print out the forms and itemizations, but it does not print on the IRS forms, so you will have to copy each line

CONGO BONGO CONT.

jungle river with the usual assortment of hippos, man eating fish, shrinking lily pad (good transport if your quick) and a raging rhino on the other side. Make it across the river and through the magic of the computer you land where you started; except the cute monkeys are now just a little vicious and the gorilla up top seems to have become quite a bit more upset. And on and on and on. This is actually a pretty good value for the monkey, er, money.

onto the correct form. (Atari, Epson, NEC, and Centronics printers are supported, or you may specify your own printer's codes.) You will still need to have your tax instructions at hand for reference.

The program resides on two sides of a disk, and your return is written to a separate disk. This means a lot of disk swapping if you only have one drive, which can become tiresome and slow you down. Even with two drives you will still have to flip the program disk over to change forms.

A \$20.00 warranty registration fee is required which entitles the purchaser to one year of software support and program updates as well as half off the purchase price of next years program revision. The cost of the program is of course tax deductible if you file schedule A.

Apart from the disk swapping the program is a real pleasure to use.

XLENT SOFTWARE

MEGAFONT

disk only/list price \$19.95
standard discounts apply

This is one of the nicest little utilities to come through here in several months. For \$14.46 you can do the following things.

1. Dump any Graphics 7.5 or 8 screen saved in Atari Dos
2. Print out text files on your printer using special characters sets,
3. list out programs with special or inverse characters

The program is a machine language utility which is menu driven and quite simple to use. The program supports the Epson, Nec, or Prowriter printer and includes four converted character sets for each printer plus several examples of graphics screen which you can dump. You can chose several sizes of print for your character sets and 3 sizes of printout for you graphics work. The packaging shows clearly that this is a young company but the program is a bargain at several times the price.

SEGA

STAR TREK

Rom only/list \$39.95 standard discounts apply

SEGA has done it again (see above) This is another arcade game that has made the transition from coin op to computer without losing anything in the process. If you haven't played Star Trek yet let me tell you a little about it. Your screen becomes the bridge of the Starship Enterprise when the cartridge goes in as you look at the screen you will see it is broken into three separate areas. The first and largest screen shows a radar view of the sector of the galaxy you are in. The second is a scanner to show what is directly in front of your ship and the third shows you the status of the armament of your starship. Action starts at a leisurely pace as you wipe out a few klingons who are molesting a starbase. This done the program moves you to the next active sector where you find the action has become a little more frantic. The speed and difficulty increase as you discover that this is a game of precision shooting and quick thinking rather than just a twitch and shoot special.

CONGO BONGO

Rom only/list price \$39.95
standard discounts apply

Congo Bongo is a jungle donkey kong. Good graphics and a fairly high level of playability are the strong points of this kong clone. The first screen looks like the side of a pyramid with our old friend the gorilla at the top throwing coconuts (they look like watermelons to me but the directions say coconuts) down on our hero who is climbing up from the bottom. You might notice some monkeys walking about but don't worry about them (until the second round) just get to the top by the usually combination of climbing and jumping. The screen will automatically roll up to reveal scene two. A quiet

Continued on left column

BASIC XL

by

O.S.S. INC.

16k rom

list price \$99.95 club price \$74.95

The time has come for those of us who like Atari basic to consider a new language. I say this because after spending a few days with what seems to be an old friend I find that it has developed into a very powerful and quick language. Basic XL is no panacea for the ills of the basic language, but if you are tired of the slowness of Atari basic and your having to do all the housekeeping for your string arrays, or encrypted error messages. Here is some good news; Basic XL has all of the features you have been wishing Atari Basic had and is also upwards compatible with most Atari basic programs.

The language is packaged in small to medium sized ring binder with a tutorial called "30 DAYS TO UNDERSTANDING BASIC XL". After scanning the tutorial I will have to say that you can probably do it in two weeks with a little motivation. The only thing I find lacking in the manual is that it does not get into the more advanced features of Basic XL; such as string arrays or the dedication to p/m graphics. The reference manual section has all kinds of neat surprises for the not-so-novice programmer. Microsoft basic nuts may find themselves biting their tongues after they look at the reserved word list and functions available to the

Basic XL user. The only function missing from the list of functions and words in the manual is "DEFINE".

I have not had a lot of time to really put the language to the acid test, however I did use it on several programs of my own and from third party publishers and found it compatible with the exception of "HELLCAT ACE". My not being a system level programmer prevents me from knowing why nor do I think it really matters. One of the program development commands that intrigued me is "FAST". Using this command allows the program to execute much faster on goto, gosub, or while. The only catch is that the trick of using indirect referencing to reduce program area can not be used. There is a strong dedication to the joyports and p/m graphics which make it a language that should be easy to use for those wishing to access those features of the Atari. My own feelings are that perhaps Atari should possibly consider incorporating this language into their new lineup.

I believe that O.S.S. Inc. and Bill Wilkinson definitely have a winner here. The only argument against this language is "not another one!!". I have something to say about that and it is this; Atari basic in itself is excellent for beginners to learn because it is friendly. Microsoft basic is excellent for experienced programmers because it is powerful and fast. However they both do not give enough to either the beginner or the experienced programmer; i.e. the beginner can be intimidated by the numerous peeks and pokes needed to turn on and

effectively use the p/m graphics, the Microsoft programmer is limited in the marketplace for his programs, and Atari basic does not provide a smooth transition to the power of Microsoft basic. My own experience with Microsoft(disk version) is that it does not always perform as it should when working in the different graphics modes and can be frustrating to the lesser experienced programmer. Basic XL can provide more friendliness than Atari basic, because it is an extended Atari basic, and the power and speed approaching that of Microsoft basic. I would not be surprised that a lot of the generic Microsoft programs for business would work on Basic XL with only a little modification. Basic XL also does not take any more precious memory than your Atari basic does, even though it is a 16K cartridge. I am told that there is some internal bank switching within the cartridge to make it use only the standard 8K that Atari basic uses, amazing!!!

After reading this column only the most skeptic of skeptics may not want this program. Unfortunately many of us have been duped into believing that the only programs of commercial value are written in machine language. Well if all you want to write are arcade games or if you want to spend years developing the wheel then machine language is the way to go. But, if you don't wish to learn machine language and you don't wish to leave Atari basic, it is a good language, then Basic XL may provide what you need. Basic XL is advertised as twice as fast as Atari basic

SUPER PRICE REDUCTIONS!!!

from LJK

LETTER PERFECT

disk or rom

CLUB PRICE \$74.95

DATA PERFECT disk

CLUB PRICE \$74.95

ZAXXON

disk only

CONTINUES AT \$22.46