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SACRAMENTO
AMIGA
COMPUTER
CLUB

Founded 1986



The General Meeting Will
Be On September 27th.

Newsletter Contents

This months general meeting is safe and secure, at least at the time of this printing!

As usual, we will be meeting at the Board of Supervisors Chambers, 700 H street. The meeting time is at 7:00 P.M. and will be on September 27th.

As of press time, I have not been given any specifics other than the possiblity of a demo of a MIDI type sequencer program. I'm sure we'll have more planned, so show up and treat yourself to an evening with the most amazing computer ever!

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*President's
Ramblings*
by
Ron Finlayson

Well it seems impossible that another month has come and gone! Especially without an

SACC general meeting. But it has, so I guess I should just get on with it.

NEW MEETING LOCATIONS

The Board of Directors and myself have been weeding through possible new meeting places. It has been a long and arduous task but I think we have it narrowed down to about 3-4 places that look promising. I WILL have a new meeting place announcement at the next General Membership meeting!

T-SHIRTS.... T-SHIRTS....

After many members requests, we will be taking orders for the OFFICIAL Sacramento Amiga Computer Club T-Shirts. We will be taking orders at the next meeting. Look for more information found elsewhere in this newsletter.

SIG COORDINATOR STEPS DOWN

After doing what can be only deemed as a FANTASTIC job as SIG coordinator Pete Marquess is stepping down. Pete has worked long and hard to raise the quality and energy levels of the SIGs. So join me in saying THANK YOU! for a job well done Pete.

Stepping in to fill Pete's place is Dave Coombs who was the Assistant SIG coordinator. Please welcome

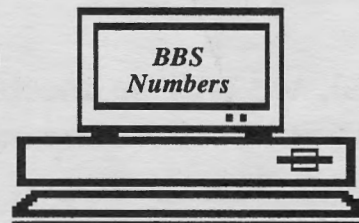
Dave to his new position and help him make the SIGs even better.

Dave has also expressed to me that he would very much like someone to take his old position of Assitant SIG coordinator to help out. Soooo, if you would like to get more involved in this great club of ours, please contact me or Dave about taking this position.

DAVE WINGFIELD IS BACK!

That was quick Dave! Yes it seems that Dave's orders were stopped and he will be staying right here in Sacramento. Dave will not be re-taking his position as club Librarian, but rather plans to dedicate himself to helping the club through his Board Position. Glad to have you back Dave!

Well I guess that about covers that... I hope to see you at the next General Membership Meeting!



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Sysop: Ron Finlayson

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(916)635-5749 6PM - 11PM ONLY

Another AMIGA BBS
(916)682-1740 3/12/2400 24 Hrs.

Bear's Byte
(916)722-7423 300/1200 24 Hrs.
Sysop: Woodie Bear

Instant Guru
(916)457-7176 1200/2400 24 Hrs.
Sysops: AL Harrington & Ed Gibson

Nebula-2
(916)351-6482 1200/2400
5PM - 8PM Weekdays 24Hrs. WeekendsOnly
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From The Editor

If you read my last months "From the Editor" you probably could tell I wasn't exactly in the best of moods. This month seems about the opposite. First I would like to thank those NEW writers this month. My deadline is always the 8th of each month and this month I actually had 5 articles before the deadline, and Robert Brown even dropped off 2 months worth. He'll be working at Diablo Canyon Nuclear Power Plant the next few months so he wrote two "Dragon Tales" and promised to continue them as long as he's away. Thanks alot Robert and keep up the nice articles!

And to put icing on the cake, drop by and pick up an AMAZING COMPUTING if you don't subscribe to it. I hinted last month that AC might be printing something pertaining to our club. Well, on page six you'll see club history being made! That's right, they printed my letter briefly describing our club. Now let's hope we start hearing from other Amiga Groups through their newsletters and I'll start reprinting articles (with the other clubs permission) so everyone will benefits.

Last month, I mentioned that the Advertising Coordinators position was open and also that I needed reporters. Reporters will be needed to re-type articles received from other user groups onto a disk so I can use them with Professional Page. This may sound like grunt work, but I would very much appreciate a few people stepping forward and volunteering for this. It's not a tough job, the works mostly been done, and it's a good way to contribute something to the AMIGAZette and take a few hours of work off the editors back. I'm also still looking for an Advertising Coordinator. The position as it is now, is also relatively simple. It will take about 1-2 hours of your time a month, most likely less. All I need is for someone to call, about a week before the deadline, all our regular advertisers to just remind them about the deadline and see if their interested in advertising. Also, the Coordinator should spend a little time attempting to get new companies to advertise in the 'zette. This would be in the form of a short letter to a few developers each month, and a maybe a few calls to local businesses. And most important, to call me or leave a message on our BBS to keep me informed of what's happening in the big world of advertising, namely whose advertising this month? It's

an easy job (for a salesperson), but it is a very important job if we want to see the AMIGAZette start expanding and hopefully paying for itself.

Once again, thanks to all the writers this month, and I hope to hear from a few new ones next month. Until then, stay cool and don't play the fool.



Member Spotlight

by John Wright

Most people expect a gold watch for retirement. Patricia Spencer got an Amiga.

When Pat retired she bought an Amiga 1000 as a gift to herself. Knowing the graphics capabilities, she chose the Amiga as a design tool. Pat designs for embroideries worked on canvas or fabrics and decorative painting done on wood or metal.

Besides teaching needlepoint in the Grass Valley area, Pat has undertaken a major project which is a book that converts 12th century North American Indian textile embellishments into charts and instructions usable by contemporary embroiderers. She hopes that the 800 year-old designs will retain their vigor while being adapted for modern materials.

For design Pat uses Deluxe Paint II, Scribble for the book draft, and SuperBase for cataloging the 700 volume needlework book collection. Her hardware consists of an Amiga 1000, external drive, 2 mb expansion, and Panasonic printer.

Pat attends SIG meetings in Grass Valley frequently although she finds it difficult to make the long drive to Sacramento for most of the monthly meetings. Despite her work she claims to be a novice with the computer.

(Good luck with the book Pat, we wish you success)



LOOK BACK IN WONDER

VOLCANO, CA -- Many days I couldn't tell you what I had for lunch the day before. What I did last week is often a mystery, and last month's activities are generally lost to me in the mists of time. But I can tell you what was happening a year ago. About 365 days ago, from the time this column will be coursing down the phone lines to Sacramento, I was gassing the van, filling my wallet and otherwise getting ready to drive to Palo Alto.

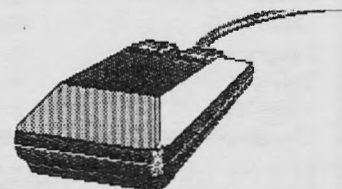
Two years earlier, Commodore had midwived mysterious Lorraine into the world, rechristening her Amiga. The technology of personal computing had finally begun to catch up to the promise, but--with my yeomanly Commodore 64 still doing everything I really NEEDED a computer to do--I couldn't justify the cost of an upgrade. So I waited. I read Amiga articles. I went to any show that might have an Amiga running. I stood in showrooms watching demos. Just as I reached the point of having to either commit funds or have myself committed, the 2000 was announced. Confusion, excitement, indecision, hesitation, despair and elation! I thought about expansion cards. Video and coprocessor slots. Hard drives. A footprint that wouldn't splay all over my non-expandable desk. Having waited as long as I had, what difference would month or two make? I thought about a full meg of RAM--to start with! I decided to wait for the Megenium. What would the computer industry do without fools who believe in delivery dates?

Late last summer, while drooling on the hardware and ogling the software in a Bay

Area Amiga store, I learned that there was to be, that September, a dealer-sponsored show in Palo Alto--and they were GUARANTEEING to have there, finally, and for sale, the first 2000s on the West Coast. I'd heard a lot of faery tales by then, but the day of the show I nevertheless drove out of the foothills with the rearview mirror full of new sun and my wallet full of plastic. By the time the sun was old the plastic was stretched thin. After almost 2 years of waiting, I owned an Amiga, some agonizingly chosen software and a few accessories. I loaded it all in the van and drove to the nearest deli. I bought beer and sandwiches. I loaded it all in the van and drove to the nearest motel. I unloaded, locked the door, drew the curtains and played until morning. My wife is still not sure I came out of that room.

It's tough being a pioneer. You know the story: as soon as you get your spread staked out and the crops planted, the drought or the range fire or the local cattle baron comes along. In my case it was fire. Hardly had I gotten the machine home to the hills and begun to feel comfortable with the Workbench and software, when something inside self-immolated. That 200 watt power supply had transmogrified into a heavy-duty cinder. Spare parts were in short supply (everything was going into production of the much-in-demand new machines) and so, once again, I was waiting for my Amiga. In absentia, and hoping it wasn't posthumously, I named my machine "Godot". To shorten a long tale, a local (Sacramento)

dealer kept bugging West Chester for me, a power supply was extracted from production, and it's been a happy story ever since.



SIG NEWS



By Pete Marquess



Fifteen months ago I took on the job of SIG Coordinator. The job has, at this point, become too much of a burden. For this reason, I respectfully submit my resignation, effective October 1, 1988. If you feel you have what it takes to do the job please step forward.

Animation Workshon

Get involved in a group project. Share your talents with others.

Audio SIG

The group is meeting at The Computer Shop. A variety of music applications will be demonstrated, although the group will focus primarily on Perfect Sound.

Desktop Publishing

Learn all about Pagemaker and Professional Page.

Graphics SIG

Keep up with the fast paced release of graphics software for the Amiga.

Grass Valley SIG

Those of you who live in the Auburn - Grass Valley Area

should plan to attend the next meeting.

MIDI SIG

It's a great place to go if your music interest on the Amiga goes beyond sound sampling.

Programming SIG

This group is the combined effort of the C SIG and the OS programming SIG. Contact Scott Lee for more info.

Telecom SIG

If you need some help with your modem or you're interested in modem games, check this group out.

Video SIG

Robert Guerin has volunteered to start up the Video SIG.

WordPerfect SIG

A workshop will be meeting the fourth Thursday each month

SIG LEADERS

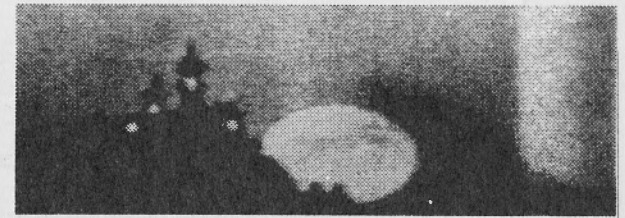
Animation Workshop	David Coombs	823-2903	The Computer Shop
Audio SIG	Sean Minot	481-2570	The Computer Shop
Desktop Publishing	Cindie Smith	338-2000	Put's Electronics
Graphics SIG	David Coombs	823-2903	The Computer Shop
Grass Valley SIG	David Banidimere	292-3769	Home Federal Savings, Grass Valley
MIDI SIG	Dennis Hayes	635-6420	Contact leader for info on meeting place.
Programming SIG	Scott Lee	363-6170	Fair Oaks - Orangevale Library
Telecom SIG	Ron Finlayson	726-3709	7401 B Auburn Oaks, Citrus Heights
Video SIG	Robert Guerin	721-3137	No meeting place scheduled at this time.
WordPerfect SIG	Mike	332-2500	The Computer Shop

If you have an interest in joining, creating, or leading a SIG contact me or David Coombs.

For more info on Club Activities call the SACC Info Line at 991-0220



October 1988



Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						1
2	3	4 Graphics SIG 7 p.m.	5	6	7	8 Newsletter Article Deadline
9	10	11 MIDI SIG 7 p.m.	12 Desktop Publishing SIG 7 p.m.	13 BOARD MEETING	14	15 Library Outing Software Plus 11-5
16	17	18 Telecom SIG 7 p.m.	19	20 Audio SIG 7 p.m.	21	22 Grass Valley SIG 1 p.m.
23	24	25	26	27 WordPerfect SIG 7 p.m.	28	29
30	31					

Ram@Home Continued (From Page 5)

Support your local dealer.

And so, looking back from atop the molehill of one year's experience, a few random thoughts, ideas, predictions, wishes, and et cetera.

Expansion. It's one of the main reasons I waited for the 2000, and yet, except for adding a second internal floppy, I've taken no advantage of it. Two reasons: satisfaction and \$\$\$\$. On the first count, one meg and two floppies have been very adequate to the needs of learning, and, until fairly recently, using the machine. On the second count, both memory and hard drives--the add-ons I most want--have been both expensive and limited in choice. That situation is changing. DRAM prices are falling just as a number of incrementally expandable 8-meg boards are coming to market, and competition is lowering the prices of hard drives as more (including some space-saving, plug-in "hard cards") become available. I didn't buy the 2000 because I needed to immediately expand it to the walls, but because I wanted it to grow with my needs: I didn't want to trade in in order to move up. By the end of the year, I expect to move up.

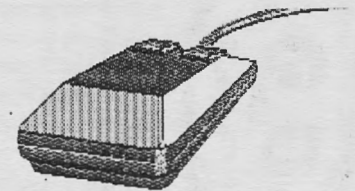
Wants. When I bought the Amiga, I thought the first thing I'd add would be a new printer. I was amazed to discover how well the computer uses my arcane printer (an IDS Microprism 480), and so have decided that my priorities lie elsewhere: with that memory and the hard drive. Because graphics muscle was one of the things that attracted me to the Amiga, and because graphics devour memory, I knew all along that I'd eventually want expansion RAM. My interest in a hard drive is more recent: partly because I have come to realize what a hard drive can do for graphics applications, partly because I grow impatient waiting for programs I use all the

time--like this "WordPerfect" and (especially) its spellchecker.

Games. I've spent far less time with them than expected, partly because there have been surprisingly few games of interest to me. I've never gotten into adventure games (just can't believe in magic enough to stay involved in the stories), so that disqualifies me for what are probably some of the best Amiga games. Arcade types don't hold my interest long after the first couple of playings, and if I want a few minutes of mindless involvement before bed, PD versions of "Asteroids", "Space Invaders", etc., do the job. Interceptor is dynamite, and I'd like to see more such quality simulations. A couple of new releases look promising: Rocket Ranger just might be sufficiently camp, active and witchcraft-free to seduce me, and Universal Military Simulator could be a winner in the strategic simulations category.

Enjoyments. I wanted an Amiga for its graphics, and it has exceeded expectations. DeLuxe Paint II was enough reason to buy the machine. "The Director" and "Sculpt-Animate 3D" have made it irresistible and addictive. The hours spent with these programs, experimenting, playing or working, have seemed like minutes. Learning to work with the CLI, which I expected to be a chore, turned into a real pleasure as I learned how to customize Godot. And browsing around in SACC's monthly disk, the library disks and other PD disks has, besides providing a lot of useful information and programs, become a kind of on-going treasure hunt game.

Practical matters. It's tough to get excited about "productivity programs", but they are probably the foundation of most computer purchases. (If they aren't actually why we bought the machine, they are



Ram@Home
Continued Next Page

at least why we say we bought the machine!) Every "serious" Amiga program I've tried has been flexible, powerful and at least as easy to use as similar programs for other machines. My life is a bit easier than it was a year ago, simply because it is so easy to down at the Amiga and get things done.

Wishes. I wish Commodore would act to keep the technological lead it had a year ago. As other manufacturers close the gap, the Amiga needs an improved display: better resolution, more colors, and a non-interlaced hi res. Given the graphics uses to which it's put, a faster CPU chip and math coprocessor should be added soon. I wish the Fatter Agnes chip would get here, and that memory prices would come back down so we could all populate our machines. (I think that 1 meg will soon be the practical minimum in an Amiga. Already a fair number of

programs, including at least one game, require that much to be fully functional.) Finally, I wish I had more time. Time to experiment with digitizing, both aural and visual. Time to really work on combining images and sounds into finished, showable products. Time to play with some of the new generation HAM paint packages, with genlocks, with programming, with....

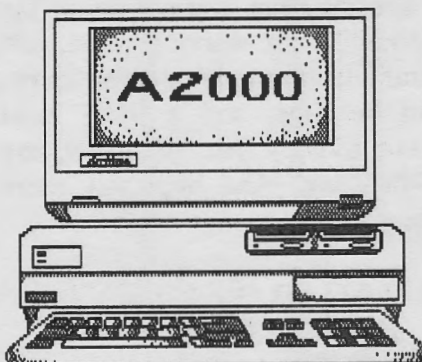
Remember, back in high school, how they told you that you should take Latin (or was it Plane Geometry?) because it would make you think and improve your mind? Well, I think it didn't work. But that is why I like the Amiga. It keeps me thinking, keeps me learning. It's been a good year. It was worth waiting for Godot.

cc: Santa Claus

The COMPUTER SHOP

Full Commordore Line

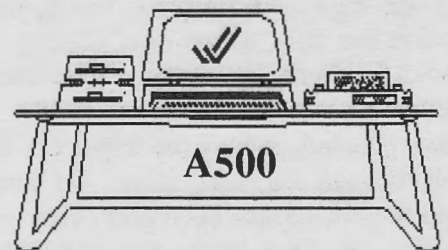
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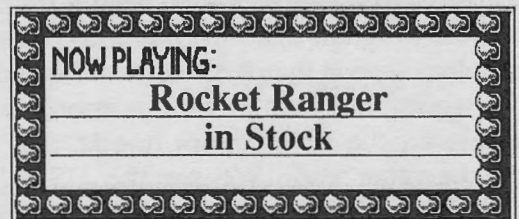
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Confessions of a New Sysop by Alex Baker

I waited, and waited, and finally couldn't stand it any longer. I knew I really wanted to be the Sysop (System Operator) of a Bulletin Board. First there was the ritual explanations to my wife as to what I wanted, "this time", and how wonderful it would be. Then there was the usual assurance that, "that it really won't cost much, at all." At last I had the green light. There were only two things left to do. Get a phone line to the computer, and install software. The phone line to the computer was simple. I would just climb in the attic, tap into the existing line that runs to the back bedroom, and drop it down the wall in the computer room.

It actually went quite smoothly, except for the part where I found out that sheet rock ceilings will not support more than 200 pounds, especially when it's on one knee. No problem, the damage was done just inside the door to my son's room, and nobody ever looks straight up there. Also the attic insulation itched like crazy for about a day. My wife wasn't very pleased, when the boys got into the stuff that fell through the hole either. Of course the boys also had to proclaim to each and every visitor, "Come see where my Dad broke the ceiling! He weighs too much, and it wouldn't hold him up." I can't print here what Dad said. The next step was to select the software. This should have been a simple task. Just run the program that your favorite board runs. Only problem here is that BBS software is like no other in the world. It comes in various strengths and flavors. However, the BIG bottom line is, that it's different on the other end. We see the USER'S end. The sysop has a whole different set of controls, because his job is different. And Ya know what? The only way to play with it, is to put it up, and then have somebody call. Running it in the test mode just puts you on the user's end again. What's even better is, just having a person call is only a small fraction of it. There are user logs to maintain, message bases to maintain, file directories to update, and move around. Most of these tasks are handled by utility programs that you run outside of the main BBS program. Even just putting a board up involves

creating sub-directories, making sure the right stuff is in the right spot, and editing some sort of configuration file that tells the board how to treat newcomers, security levels, acceptable baud rates, etc. Best of all, the documentation is invariably written for people who know what the heck they are doing. There is standard BBS terminology that is invariably used in all the documentation files. My favorite instructions are the ones that have the lines that read, "Just set this portion of the command file up the same way as you would in SEADOG (tm), or FIDO 11W (tm). Right, sure, I'll run right out and do that, as soon as I can get my hands on one of those programs too.

I had hoped to do the deed some time this century. I finally picked out the software, Opus 1.03b (tm). Opus is, "militantly Public Domain." Which means they retain all rights in order to enforce it's treatment as Public Domain. (Wanna bet a lawyer would have fun with that one?) In any event, I set about gathering the files for the program. These things seldom come in kits. There are whole lists of programs, which ones you absolutely need depend on what you want to do. There are scads of utilities to "make life easier" many do the same thing, only each one is better than the other. My most depressing moment came when I had two pieces of paper in front of me, each suggesting opposite plans of attack. My most favorite part was when I saw Opus Ready, and the time of the next scheduled event, right below the action log of my first caller. The board has been up for two months now. Opus is no longer doing all the work for me. I'm starting to fine tune, and experiment with it. (READ: Cause system crashes...) So I'm finally able to say, I'm running it. Callers are starting to find the board. (I should hope so, I left messages every where.) Files are starting to come in, messages are being posted, people are asking the Sysop questions, (how the heck should I know, I'm just cook-booking it?), and it's beginning to feel good. I've already been warned about the addictive feeling, how I'll start wanting more, and bigger hard drives, and a faster modem. (You know, another drive would be nice, and a 9600 baud Courier.... Nahhh, not today.) But tomorrow, my dear Scarlet, is another day. And hopefully more callers....

If you want to drop in and say Hi, it's ANOTHER AMIGA BBS, 682-1740, 24 hrs.



Tips

on

Larn

by Zane Lewis

1. In Your Startup File Put in the Following as the Last 2 Lines: Stack 12000 Larn

2. If you get tired of dying after finally getting up a few levels (Kick those stupid HellHounds in the rear and find a Way to off that \$*&\$@ Gnome King who hates anybody sitting on his throne, Just Kidding!!) Try The Following:

1 Drive System: (No Snickers Giggles or "You Poor Fool"s Please) make a Directory on your Larn Disk. In the .larnopts file you may save a game to a File. Do so. After you have gotten to a point where you want to stay, Save the Game and when you are back in the CLI, just copy the File you told Larn to save the Game as into the Directory: Now when You sit on the Throne or a HellHound Burns you up (in More ways than one) just recopy the file into the main Directory.

2 Drives: Do The same as Above except save the file to the second disk. this way you may have more

than one. It seems easier to COPY DF1:LARN.SAVE DF0: Than to COPY /Larn/LARN.SAVE to LARN.SAVE.

This works because Larn (V12.b) searches for the Save.Game, File takes it's parameters out of there, then erases the file.

3. Take Lots of Healing Potions and Cold Potions.

4. If you put "Male" in your .larnopts file expect to see Nymphs (Like Leprechauns they are Pickpockets). However they do not seem to know if You Dropped something. So if you see one coming drop Potions and Gems and Scrolls. Then When The Little Darlin' took that Vial of Poison simply go back and pick it all up again. This also works if you are too heavy to go over a pit. Put your Loot in a safe place go over the Pit and then either get to it by another route or buy a Scroll of Pulverization.

5. If given a Chance between Leather Armor (expecially if it has a + on it) and Metal Armor wear the Leather. When you get to level 3 you will meet The Rust Monster. And Rust Eats Metal. Rapidly.

6. Be Careful Chests do Explode.

Don't miss out!

Order yours at the next general meeting.
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Dragon Tales

by
Robert S. Brown



"Though you have completed your quest to save the land of Questron from the crazed magician Mantor and his Evil Book of Magic, the book itself still exists. The book is so evil that it cannot be destroyed by normal means. Its very presence, anywhere in our continuum, poses the threat of corruption and doom to all civilizations. You must journey back in time to ensure that this abomination is never created." (As told by Mesron, The Great Wizard).

This is how QUESTRON II the latest adventure from STRATEGIC SIMULATIONS, INC. (SSI) begins. The path your champion (only one character at a time in this game) must follow to the final climactic battle will take you across the continent of Landor and the Realm of Sorcerers, through nineteen towns, into four cathedrals, down two dungeons, within two tombs, and inside a castle and a fortress.

For those of you who wish to know the grid sizes of these places to be explored for the purposes of mapping and such, I have compiled a representative list. The measurements are North/South by East/West.

Realm of Sorcerers	88 X 88
Landor	84 X 79
Dungeons	14 X 14
Town	30 X 30 to 40 X 40
Tombs	152 X 196 (first one you will encounter)
Cathedrals	23 X 23
Castle	50 X 60 (Fortress should be similar)

These measurements may not be exact, but if you use graph paper with a greater grid capacity than the grids on my list you shouldn't have any problems. I strongly recommend that you map out the first tomb you come upon, because it is a huge place and you don't want to accidentally miss a room which might contain a key element to the successful completion of the quest. Not to mention that starvation in so vast a crypt is a very strong possibility for those who get lost.

The seventeen levels of the two dungeons may be small in comparison with other games, but they are very deadly. On the first level of one of the dungeons, I stumbled into a pit full of spikes which ventilated my armor and did enough damage to put a team of ten ogres to utter shame. The mazes are depicted using a first person perspective, like the one used in the Bard's Tale. If you are lucky enough to

find a certain scroll, the mazes will be auto mapped as you walk through them. This is, beyond a doubt, the best self mapping system I have ever seen for an Amiga adventure. As you walk on a level an exact map with every treasure chest, bear trap, passage way and rope ladder will be graphically reproduced in a window to the right of the view window. These maps of the maze levels will last as long as you are in the dungeon.

What dungeon would be complete without monsters to roam its depths? Fear not, brave adventurers, because the lands of Questron II are populated with monsters galore. The monsters of this realm come in all sizes and are found just about everywhere. Some of these creatures are so powerful that it is best to run rather than angering them with your puny sword. Luckily these really nasty ones are not very agile. I stood my ground once, three fireball spells later my hero limped away only to be promptly dispatched by another nearby fiend. Now, when I see one of these big nasty types, I make tracks! I won't tell you what this monster is called, because it would take all the fun out you meeting one yourself someday. One more thing about encounters in Questron II. As the sands of time flow, more and more monsters crop up in the way of your adventurer. Just a little something extra the programers threw into the game to keep your champion from boredom.

Fortunately the towns are kept free of evil creatures by hired guards. They are also present to discourage unscrupulous questers from stealing from the town merchants. If something does happen to fall into your pockets be prepared to fight off an army of well armored and well trained guards. The towns of Questron II are full of all kinds of shops selling all kinds of goods.

You can find: Banks, Weapon dealers, Armor shops, Mystics (which traffic in words of wisdom), Travel shops (need a horse?), Food stores, Healers, Magic shops, Barbers (who pass on great gossip), and Inns. The casinos are a great place to get much needed cash, if you have lady luck



Juggle to
Next Page

on your side. But watch out for the game called Wizards Squares. I think the house makes a fortune from this game.

At the above mentioned magic shops, you can purchase four basic but powerful spells. These spells are a must for encounters against the stronger foes you will meet as you explore Landor and the Realm of Sorcerers. They do not come cheap, but the careful shopper who keeps track of prices will find that bargains do exist.

Well, enough talk about the fantasy of Questron II, let us turn our attention to the mundane aspects of the program, such as the, graphics, animation, and general product performance.

The graphics are similar to those found in Micro-illusions, The Faery Tale Adventure. In some cases, such as the dungeons, they are approaching excellence.

The animation is also pretty good. You see the fireballs and magic missiles fly to your target. And the monsters move as they attack. However, the game is not to be thought of as an action game. The movements are merely for show.

The sound effects are not quite up to Amiga standards, but I'm hard to please. I guess having a stereo computer capable of fantastic sound has raised my expectations. I would compare them to what is currently being found on C-64 games. There is a nice tune at the end of the game for the.... Ooops! I almost gave away the ending.

On a happier note, those of you who demand full use of your mouse will not be disappointed. In fact the game is very smooth with the use of the keyboard or the mouse. They also did a great job with the documentation. It is only fourteen well written pages long and serves a dual purpose, being an information source as well as the means of program protection. This means that you will only have to use the original program disk once to make a back up and then it can be safely stored away. You will also need an additional disk to act as your character disk. Unfortunately this brings me to another thing I didn't find attractive, and that was having to swap disks in drive df0 all the time. It was nice of them to let you save your character to disk before heading into unknown peril, but I wish that the program had utilized drive df1.

Well its time for the Wiz and I to rate this program. The scale is 1-10. One being very poor and ten being so good that it sets new standards in that area. For those interested, I am using an Amiga 2000 to play these games.

Skill Level Intermediate
Protection Code Word from Manual

Graphics	8.5
Sound Effects	6
Documentation	9
Animation	8.5
Playing Satisfaction	9
Other (Auto Mapping)	10

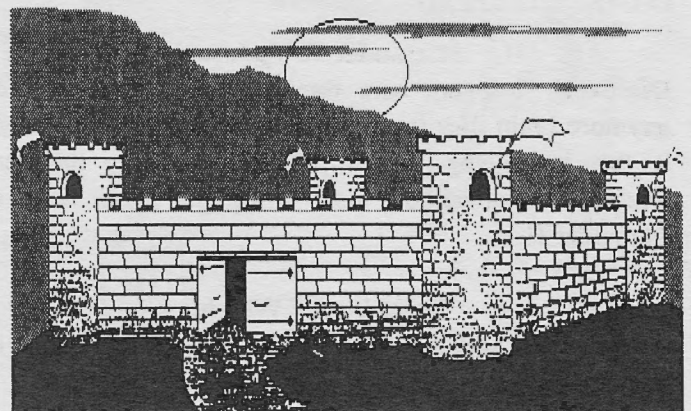
I rate this game as intermediate level because it took me 35 hours of computer time to go from start to finish. Yep, that means I know how it ends and no I won't tell you. I really enjoyed the auto mapping as you can tell and the playability is excellent. The game is very well balanced. The pace builds up smoothly until you reach the climatic ending. One word of warning, when you reach the end its a life or death situation!

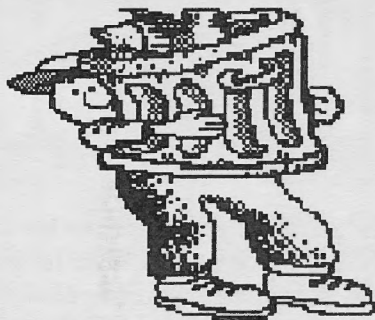
Next month it will be time for me to shed a little Enlightenment. This is Rainbird's latest sword and sorcery game for the Amiga. Wiz says that magic users get top billing in this one. Also, I talked to a Rainbird representative on the phone the other day, and he said that ELITE for the Amiga is fact, and will be out before Chirstmas. Food for thought.

In case you are wondering why there is more: its because I am going to share a few hints with those of you who would like to get a little extra treasure on the sly. For those of you who don't want your challenge diminished but still have your eyes clued to the page, I have encoded the key words.

It seems that there is a slight bug in the program. When you are "krylxponw" the "vunwkxnd", try using the "lxxg" command while standing in a "vxxpijh". This also seems to "kryxdk" nearby "gpjyd". I only used this a few times to see how consistently this bug behaved. In my testing it did not seem to have any ill effects on the program. "Now get out there and win one for the Gipper!"

Key to the code: K=E, R=X, Y=P, L=L, X=O, P=R, O=I, N=N, W=G, V=D, U=U, D=S, G=T, I=W, J=A, and H=Y.





Trashcan! by the *Amigaman*

AmigaDOS 1.3 Is Complete!!!

I know that you have all been hearing this (me too!!) for at least 5 months, but the AmigaMan has heard from some VERY reliable sources that AmigaDOS 1.3 is completed and is in the very final stages of testing; soon to go to duplication and shipping. One new thing I heard that was added is DiskSalv 1.2. My source tells me that the release date is September 29th.

Also, this source has verified that the Amiga 3000 is in development as I speak; specifications could not be revealed (Yes, we talked about them....my lips are sealed!)

The A2620 68020 board is finished and will be shipped in the next couple of weeks or so.....No I do not know the price but it is supposed to be cheaper than the third party '020' boards on the market at the present time.

Amiga On Sacramento Cable TV!!!

If you have cable TV and have seen that channel (don't know which one....I don't have cable) that has the schedule of programs that are available.....The scrolling schedule on the bottom 2/3'rds of the screen and other stuff on the top, you would have noticed that the format has recently changed. It looks much better than it did before and is a lot easier to read. Ahhhh, you say. Who cares? Let's talk about Amiga! Well, I am. This recent change is attributed to the Amiga. A friend of mine had this channel on one day and then looked over and saw an AmigaDOS screen with a CLI prompt!!!! And then (with jaw on floor) watched them reboot their software!!!

Marauder II Updates

Discovery Software says they will no longer provide anymore brain files (updates) for Marauder II. Word has it they are going 'legit'. Other words say they are working on something new along the same lines as Marauder II.

Speaking Of Which

An informed source tells me that an unnamed author of another popular unnamed archive copy program is advertising for help to update his software. He needs

people that are knowledgeable in copy protection and says that they would have access to "all the software they wanted." He also has said that he wants people to create more viruses.....Yes, it is also rumored that he is working on the 'ultimate' virus killer. 'He' also says that 'he' is working on brain files for Marauder II.

All I have to say is that I hope this is not true. This is an unverified rumor, but at this point it would not surprise me if it is true. I've about had it up to my eyeballs with all this virus garbage.

Epyx.....?

Epyx has hired two very famous Amiga developers recently. They work in a room away from everyone else under lock and key and armed guards. When questioned about what they are doing in this room they answer, "We are developing a Solar Powered Flashlight."

Yeah, right guys. The 'rumors' say that they are working on a new gamebox that will blow everything away! Hmmmmmm.....Remember the Lorraine? The Amiga? For those of you new to Amiga, the codename for the Amiga was "Lorraine" and they are one in the same. The Amiga started out to be a new gamebox that will blow everything away and instead turned out to be a new PC that *does* blow everything away. As The Computer World Turns....

Another B2000 Trade-in Deal?

Underground industry rumors are saying that Commodore will soon initiate another B2000 upgrade/trade-in deal. I have no specific information that I can quote but, I can say that there is a possibility that the deal will include the A500 as well as the A1000.

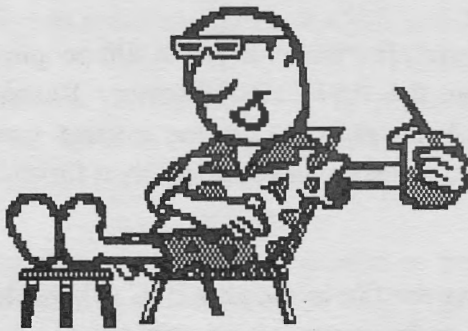
I have heard some scuttlebutt that Commodore might take ANY CPU as a trade-in for a B2000.....But this has not been verified.

AmigaDOS 1.4 Release Date Announced

REAL SOON NOW!!!!

Sorry, just HAD to say that. I hope that you have enjoyed this edition of the TrashCan! Sorry to miss you all last month but personal business took me far away from the Amiga World we all know and love. I would like to thank my 'informed sources' for what you have just read (you know who you are) and we will see you next month with the latest and greatest Amiga rumors and/or facts.....The decision is yours.

AmigaMan



A view through the Hayes by Dennis Hayes

It has been several months since I wrote one of these columns, but it has also been several months since I have been really excited about some new software.

My hat is off to the gangs at Digital Creations and Electronic Arts for the creation and publishing of what has got to be one of the most powerful packages to date on the Amiga. In case you don't know Digital Creations, they are they guys who brought you GIZMO, and the nationally acclaimed genlock, SUPERGEN. Months ago they did a demo for SACC of their product to be - D'Buddy.

DELUXE PHOTOLAB is the name that Electronic Arts decided to use in publishing *D'Buddy*. My only objection to the program is the name. Although *DPL* has the features - composition, manipulation, and enlargement - of a real photographic studio I think a name emphasizing art or graphics would have made much more since. So much for the down stuff.

DPL is not a program but, as I like to think, a graphic trinity. There are actually three separate stand alone programs in *DPL*. *Paint*. *Colors*. *Posters*. Each of these fine programs could have been released as individual programs. And in reality you can find programs like each of these on the shelves of your favorite store.

Paint is a ham paint program along the lines of *Digi-Paint* or *Photon Paint*. Although there are things I like about the other two, there are so many knock-out features (which I will not go into depth about) that this is my HAM editor of choice now. The feature that I like the most has to be the ability to create a picture as big as you desire limited only by the machines RAM. This is an exciting breakthrough for those of us doing desktop publishing and color print preparation using *Gold Disk's Professional Page*. Although *ProPage* will support bit-mapped pictures up to 1024 by 1024 pixels, the possibility of using larger ones would be great. Right now printing a high resolution picture (640 X 400) on a laser printer at 300 dots per inch

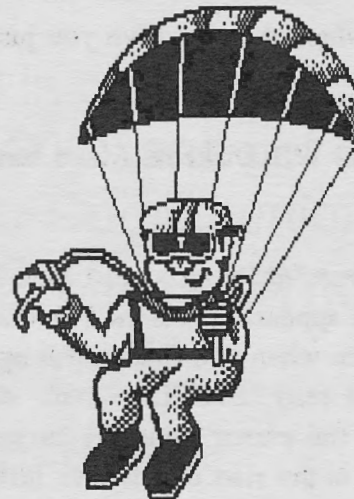
larger than 2" wide does not take advantage of the printer's resolution.

Imagine creating a picture 1920 pixels wide that could print at full printer resolution and be six inches wide on the paper. WOW! Unfortunately *ProPage* will not load all *DPL* files. I have spoken to the people from Gold Disk and they are looking into it.

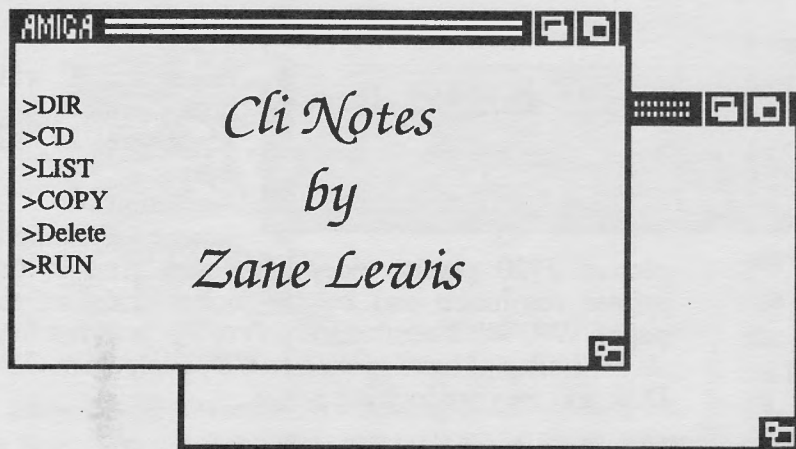
Colors is a graphics manipulation or enhancement program. Until now *PixMate* and *Butcher* have been the programs that did this the best. All three of these programs do about the same things and all three of these programs do certain things that the others don't. People who own all three will probably use all three. The first time graphic manipulator will have plenty of power with *Colors*.

Posters prints huge posters on your printer along the lines of *Huge Print*. I printed a picture of the black and white lady from the NewTek demo. It's hanging on the back wall at Computertime. I forget sometimes that it was done on my old Star SG-10 printer. It looks like a large photo. I loved *Huge Print* when it came out. The love affair is over. *Posters*, you are the only one for me.

DELUXE PHOTOLAB has a suggested list price of \$150.00. You can get *DPL* with all three great programs, *Colors*, *Paint*, and *Posters* for less than the price of your choice of three similar programs that I mentioned above. A job well done gentlemen. We salute you, our fellow SACC members, for a great set of graphic programs.



The next
library
outing will
be at
Software Plus
on
Saturday,
October
15th.



Those of you who know how to get to the CLI skip on down.

CLI Usage: First get a copy of ConMan. If you have The ARP Files add them too. Console Manager (ConMan) does just that manages your Console Window. It is Invaluable expecially when it comes to editing a line. In the CLI there are no ICONS to Move around. If you want to run a program you have to call it (Type the name in with any options it needs).

To Start: I will assume you are in the WorkBench. First Drag [Move the mouse while holding down the Left Button] the WB 1.2 Icon onto the Empty Icon. Answer Yes (Continue) to the requestor. (If you have one drive place an empty initialized disk in the drive before doing this) Next open the System folder and open the CLI Icon (Click on it twice). Type in the following:

Ed d:s/startupsequence where d = the drive you just ran DiskCopy on.

Do Not use your original WB Diskette. Make sure this is a Copy.

Ed will come up put some "@"'s on screen then a whole bunch of lines will appear. This is the File that tells the Amiga what to do when you first start it up. The Line you want will read "EndCLI > Nil:" or something like it. Move the cursor using the cursor arrow keys until you are at the start of this line. now press CTRL and hit the Y. The entire line

disappeared. For those of you A500 people who also have the A501 clock/Memory Board and haven't been able to get the correct time to come up, go on down to Clock: then finish here.

Now save the file by tapping ESC (There should be an * in the lower left of your screen) then X then Return. Ed should tell you it is saving the file then kick you back into the CLI Window.

Now reboot using the Diskette with the new startup sequence.

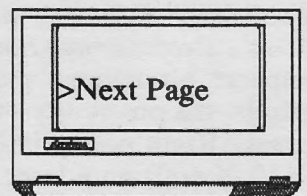
Welcome to the CLI Clock: For those of you with the Clock, look for a line like "SetClock > Nil:". You are looking for the Filename (Also known as a Command) SetClock. If it isn't there, then type it in or edit so it looks like this: SetClock Opt Load. You are Setting the Clock with the Option Load (Read it in). You may need to run your Amiga a few hours at first to charge up the Battery (A Quick Note, SetClock is a Filename because it is a File and resides in the C directory, but it is also an AmigaDOS Command so in a way it is both).

Now When you are in the CLI type DATE, press Return, and enter the correct Date and Time as it shows, followed by Return. Type in the Following: SetClock Opt Save. You have just set your internal Timeclock (I really had to dig for this one). Remember to save your updated file.

Now that we are all together again, a few words on ConMan.

GREAT, SUPERB, FANTASTIC !

Without ConMan (or another Shell like CLIMate or DOS 1.3) every time you make a mistake you have to use the BackSpace Key erasing as you go retype the offending letter(s) then retype the line again. With ConMan; you make a mistake you press the



Left-Cursor Arrow moving backwards along the line until you reach the letter. And all is still intact. Also there is a "Command History". When You type in a Command (A Filename) DOS reads it uses it then forgets it. With ConMan your last Command is an Up-Cursor Key-Press away.

Note: If you do use it you need to put this line in your Startup sequence, NewCLI. This tells DOS to open up a new Window. ConMan uses this new window (it also makes for some interesting multitasking. Try it with 2 drives and The Run Format/Format Command(s)). My only complaint was I had to Grab The Window Sizing Gadget (LowerRight Corner Press LeftMouse Button and Hold it down) and resize the window so it covered the screen. A minor annoyance at best.

Some Programs to make CLI liveable: (Remember, there are no Icons to help you here everything must be done "Manually").

A Disk Manager, they come in many names my

preference was DiskMan.

FFormat : Fast Format. Another MustHave.

BFormat: Needed for those "Sector Error" disks.

Disk Salvage: Works A LOT Better than Disk Doc for recovering Damaged Files.

Undelete: For those "OOPS" we all have.

Reference Book: AmigaDOS Manual, Bantam Books 2nd Edition. Keep this with your Commodore Manuals. You will use it Again and Again.

That's All for now Enjoy the CLI. With it you can unleash the Power of The Amiga. Indeed some programs will not run outside the CLI. WordWright is one. Larn works a lot better from the CLI (See The Game Tips for more info on Larn). PackRat (My "Handle")

Computertime Announces the Amiga 1000 trade-in!

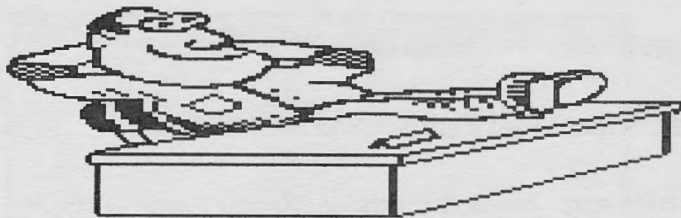
Now you can trade your A1000 in on a brand new A2000. This is your chance to get an A2000 and get credit for your A1000. Limited offer. Call Computertime for details.

New in Stock A1084S Stereo monitors.

About time!

Computertime

8040 Greenback Lane, Citrus Heights - 969-4111 or 723-4000



*From the Librarian's Desk
by Lindsey Fong*

Special thanks to Bob Hathaway for volunteering to be assistant SACC Librarian! Now that the summer is ending, we will be busy getting all of our new disks cataloged. An updated SACC Library data disk will be available at the September General Membership Meeting in addition to printed copies of the current SACC Library policies.

The current SACC Library collection includes:

Disk Series	Numbers
Fred Fish	1-138
Amicus	1-26
First Amiga User Group	1-69
New Age Public Domain	1-25
Club Library (member donations)	1-150
SACC Monthly Disks	9/86-9/88

The SACC Library catalog is available on disk, which provides a brief description of each program. The catalog is compiled using the Softwood File II database program. A special demo version of Softwood File II is available which can be used in conjunction with the data disk for browsing through our library. Copies of both disks are available at the General Membership Meetings for \$2.00 each (or in exchange for a blank double sided disk). Back issues of the SACC Monthly Disks will also be available.

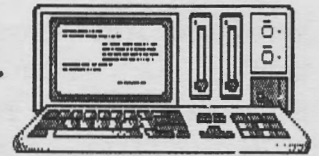
We will have Fred Fish disks 139 through 146 by the September General Membership meeting. If you would like copies of the new disks, in advance of the next general membership meeting, place a blank disk with your name and Fred Fish disk number on it and place it in one of three drop off boxes at either Computer Time, Software Plus, or Put's Electronics by the Saturday (before 2 pm) preceding the September General Membership Meeting. We will have them available for pickup at the September General Membership Meeting.

The next SACC Library Outing is Saturday, October 15th from 11am to 5pm at Software Plus. They are located at 6201 C Greenback Lane, Citrus Heights, near the intersection of Greenback Lane and Auburn Blvd. Hope to see some new faces!

AMIGA TRANSFORMER

- Version 1.2

By Bert L. ALLEN



Commodore-AMIGA
announced back in

December, 1987 that they had a NEW version of the AMIGA-1000 Transformer Program that would run with WorkBench Version 1.2 and that it would be available soon through their authorized dealers. Well "soon" meant four months because they didn't tell their authorized dealers about it's release and then some of them don't even know what the TRANSFORMER Program is unless they have been around since the beginning. But I have a good dealer here in Sacto and after many phone calls to the C-A Rep "THEY / I" finally got a copy to use (test). Because "testing it" is the ONLY time I will use it. Since I have the ATPatch Fix on my OLD Version 1.0 of TRANSFORMER, and it works fine as it is, AND because the NEW Version 1.2 of TRANSFORMER runs just like the OLD one. The ONLY reason you would need it is if you don't have the OLD Version with the ATPatch Fix installed, THEN you will need it to run with WorkBench1.2. The ONLY thing that has been done in Version 1.2 is to CHANGE the AT Preferences Program by REMOVING all the OPTIONS that were NOT SUPPORTED anyway, and to make it a little bit smaller (about 500 bytes) because of the fewer options. There are NOW; NO COLOR (No Color Menu now), NO BELL, NO MOUSE, NO LIGHT-PEN and NO JOY-STICK options to confuse you into thinking that they are available. ALSO, since I didn't recieved any DOCUMENTATION, the ONE NEW THING, "Serial Recieve Delay = OFF/ON" is a mystery as to what it does. The TRANSFORMER Program (AT1) does have a NEW Title Screen that doesn't show you the options that weren't supported anyway and it does say AMIGA TRANSFORMER, VERSION 1.2 to identify itself as the NEW Version. The ONE program that I ran to TEST the NEW Version was a 500-Row x 10-Column PC Spreadsheet Program (Express-Calc, V3.11) that does a lot Disk-I/O and CPU-Grinding. The OLD Version took 18 min + 23 sec to LOAD 406 Records from a 5-1/4" disk, then 16 min + 20 sec to INSERT 3 new lines atthe beginning and finally 16 min + 35 sec to DELETE the 3 new lines. The NEW Version took 15 sec LONGER for each operation - OH Well, so much for UPDATED CODE. Doing the same things on my AMY-II, using the Bridgecard, took 3 min +14 sec / 1 min + 55 sec / 1 min + 55 sec for each operation and is very CLOSE to the time that an IBM PC does it, except that it's Disk-I/O is alittle faster. FINAL-NOTE -- I could NOT get this "NEW Version of TRANSFORMER"to work (run) on my AMIGA 2000. ALSO, I was NOT CHARGED for the NEW Version by my authorized dealer (reason = unknown) BUT I did have to COPY IT from their disk to my own that I had to bring in with me. TRANSFORMER V-1.2 is still a GOOD thing if you have an AMY-I and want to run IBM-PC programs - BUT Very-Very SLOWLY

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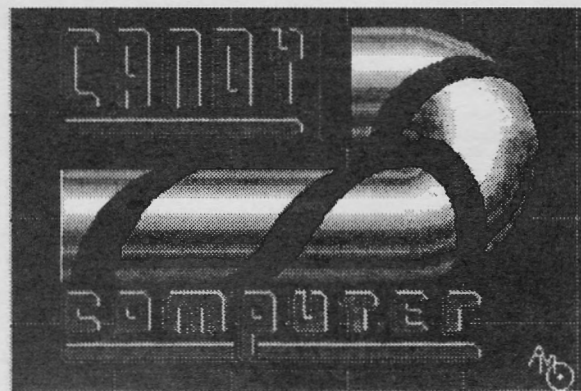
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