

AMIGAZette

\$1.75

The AMIGAZette is the official publication on the Sacramento Amiga Computer Club.

The General Meeting Will
Be On August 23rd.



Founded 1986

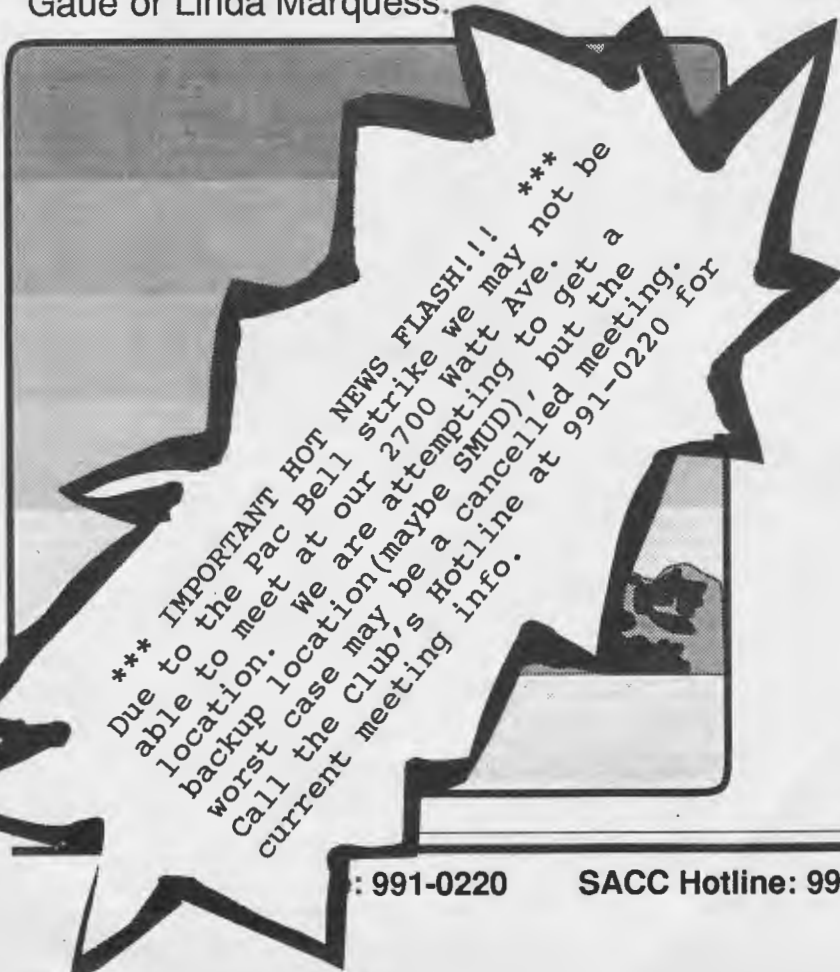
SACC meets at the Pac Bell building at 2700 Watt Avenue. The meeting starts at 7:00 P.M. sharp.

This month's meeting will feature several game demonstrations. Look for SimCity, Populous, Dragon Force and several others.

If you have a program you would like to demo at a future meeting contact Robert Du Gae or Linda Marquess.

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***** IMPORTANT HOT NEWS FLASH!!! *****
Due to the Pac Bell strike we may not be able to meet at our 2700 Watt Ave. location. We are attempting to get a backup location (maybe SMUD), but the worst case may be a cancelled meeting. Call the Club's Hotline at 991-0220 for current meeting info.

*Lines of
Communications
by
Linda Marquess*



You will literally see more at our meetings this year than ever before. The projection system used at our last meeting allowed us to read every line of text *with the lights on!* Without the help of Matthew Monsoor and Gary Parkhurst, we'd still be straining to see the screen. Matthew created custom cables to interface the system to our Amiga. Gary is our new Pacific Bell liaison and is coordinating the use of the equipment. We also owe a great deal to David Bandimere for storing our old system and carting it to all the general meetings. The equipment is bulky and awkward to carry around. After more than two years, I am glad that we can finally give David a break!

Look for the AmigaZette/Disk of the Month package on some store shelves soon. We hope that this will grab us some new members, or at the very least generate some income for the club.

Se habla Amiga? Help others to learn your favorite program or assist in your area of expertise. Remember, you were new once, too. If you'd like to add your name to our list, sign up at a general meeting or contact me at 991-0415

Keep your eyes open for news of the September library outing. Matthew has some very special things planned for you.

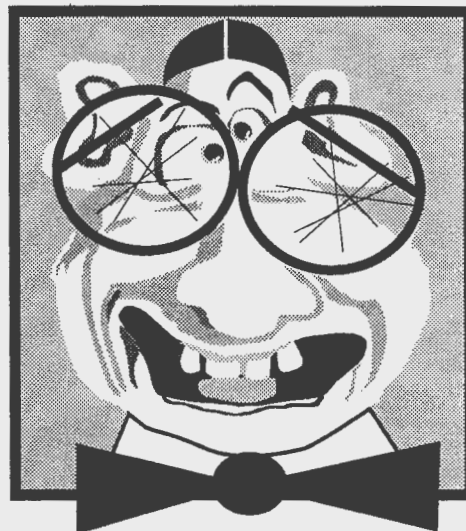
Other news...

BADGE Killer Demo Contest deadline is September 1, 1989. Prizes include an A2000, Populous, Power Dome, a A2620 board, DigiView Gold, DigiPaint 3, AmigaTex and a 2400 BAUD modem. Mail entries to:

BADGE Contest
P.O. Box 31008
Los Gatos, CA 95031

If you'd like to see last year's winners, check with the librarian or the AmigaLink BBS.

Amiga Graphics Workshops are held Tuesday and Thursday from 5:30 to 7:30 PM at Grant High School in conjunction with the Sacramento Community Cable Foundation. Call 921-3654 for more information.



AMIGO

Walker Ayres
Greg Pringle
John Warren
Jack Cannon
Dave Bloch
Lindsey Fong
Brian Cox
Fred Sakai
Linda Marquess
Steve Goodrich
Dan Kelly

PHONE

487-3202
452-7381
662-8754
722-7404
441-6816
AmigaLink BBS
488-3964
488-4343
991-0415
361-7566
383-9417

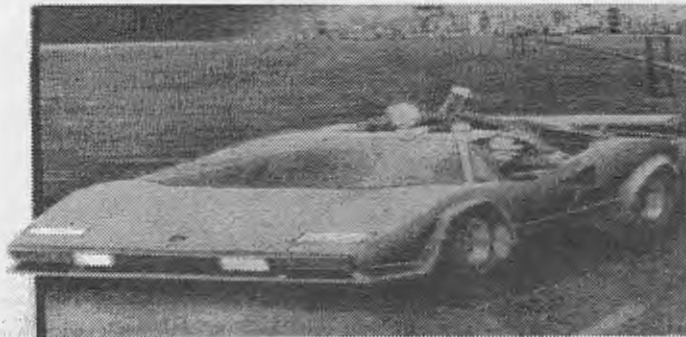
HOURS

noon-10PM
5:30-10PM
9AM-3PM
reas. hrs.
eves/wknds
Anytime (modem)
reas. hrs.
reas. hrs.
7PM-Midnight
6PM-10PM
reas. hrs.

HELP AREA

BASIC
Hardware
Games/Carpool
Dr. T's/Music
Video
Anything
BASIC
Desktop Publ.
CLI, Anything
Beginners
Telecom

TechnoCop Review by Steve Goodrich



I have been wanting to write something for the Amigazette since first joining the Club two years ago. Being the type of person who avoids writing whenever possible has made it very easy to procrastinate, and although this may not be a spectacular review, it is at least movement in the right direction.

TechnoCop, by U.S. Gold, lets you play a super-cop of the 21st century who utilizes high-tech equipment such as an .88 Magnum pistol, a Net Gun, a criminal radar locator, and an Italian made VMAX Twin-Turbo Interceptor police cruiser to capture or kill ruthless mobs of creeps, hitmen, and criminals called DOA (which is short for Death On Arrival).

The game is two-faceted. The first finds you driving your VMAX down the highway passing and/or destroying other vehicles such as motorcycles, cars, and trucks while trying to arrive at the next crime scene within the allotted time limit (worth 50,000 points). The other vehicles' only goal is to force you off the road which causes damage to your vehicle. Too much damage and your mission ends. When you arrive at the crime scene, your VMAX automatically skids to a halt and pulls off the road. The second facet starts when TechnoCop gets out of the VMAX, gun in hand and follows his wrist mounted criminal radar unit to the DOA thug he has been assigned to capture or terminate. The thugs are all located in tenement buildings with plenty of ruthless creeps and hit men intent on preventing you from accomplishing your mission. Each of the 11

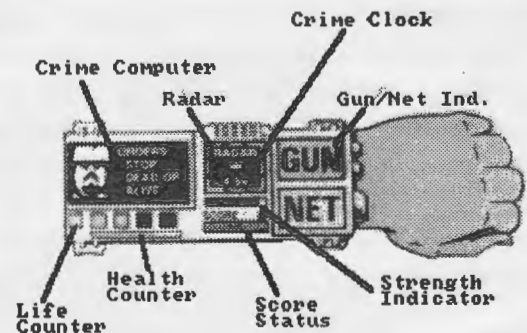
tenement buildings is full of DOA hitmen who will use every illegal weapon imaginable to protect their boss. And when you finally locate the boss, beware! Each has devised a diabolical method to greet you that is detrimental to your health.

What I like: I find this game amusing and keep coming back for more. The sound effects are well done and enhance game play. Animation and graphics are also surprisingly well done. The scenery and opponents' vehicles give you a feeling of speed as you race down the road. Your vehicle is even faster when it becomes Turbocharged. At higher levels, VMAX receives a Turbocharger, Hydraulic Wheel Rams, Rapid Fire Cannon, and Nuclear Bombs; all of which help you clear the road and get to the next crime scene in a timely manner. You will also have to deal with the DOA highway superpunk, who jumps from a truck, plasters himself to the top of the VMAX, and tries to bash in your engine. When TechnoCop shoots a thug, he leaves a shredded body with a pair of eyes on top. This may or may not be cute to you, depending on your personal values. I consider it cute, but I'm a distorted individual.

What I don't like: I don't like the rats (Did I forget to mention the rats?), I don't like the DOA Superpunks, and I don't like the trees along the highway that keep jumping into my path! If I was 18 instead of 40 and my reflexes were like lightning and less like a slug in heat, I could ignore these minor nuisances!

Overall, I'm happy with the game. If you are a distorted individual, have reflexes faster than a slug in heat, or just want to have fun, then consider buying

this game. If not, wait until my next review!



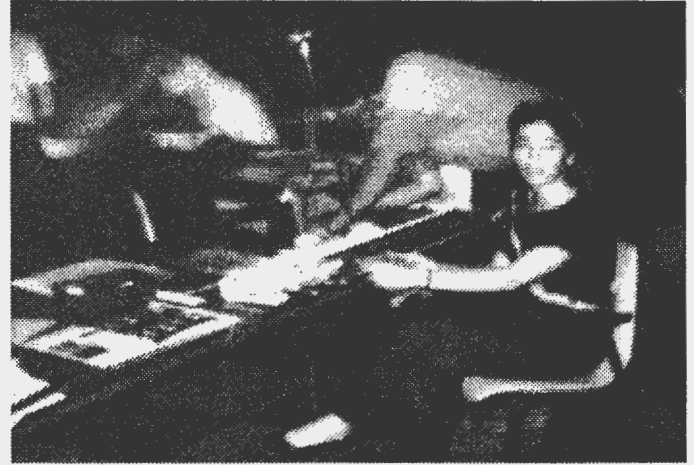
General Meeting Notes by Brian Cox

Well, at the beginning of this month, I thought I'd heard of just about everything that the AMIGA could do. Now I KNOW I have! Our favorite computer has earned a new degree, IT KNITS! When Linda Marquess went to the AMIGA Festival in San Francisco, she found a woman there who uses her AMIGA to generate patterns that a machine will then knit into fabric. After talking to her, Linda arranged to have her come to SACC and demonstrate her intriguing use of the AMIGA for all of us.

Now that I've got your interest, I'm going to talk about the rest of the meeting for just a second, but I promise you that I will return to the knitting machine. First of all, announcements. by the time that you read this, AMIGALINK II will have already moved to its new phone number 689-2705. The old number will still be active, but will simply forward to this new one. That's the only announcement that I can remember, so if I forgot something that YOU think is important, sorry. It doesn't mean that I believe it's not important, it just means that my memory isn't what it once was. There were very few questions/announcements, I do remember that.

After finally getting the new projection system going, the president's announcements were followed by the Q&A period and the break. Disk sales and user questions went on at break. I NEED to mention the disk for one reason. Any of you that have seen the club disk (which is probably most of you) I'm sure have noticed that it has what looks like the Batman logo on the label. Dennis Hayes calmed all fears that the club was not counterfeiting Batman by informing

everyone that it IS NOT the Batman logo on the label, it is an open mouth with 4 teeth in it swallowing the word Batman. The raffle was then held by Ramiro Garcia, prizes given away were a



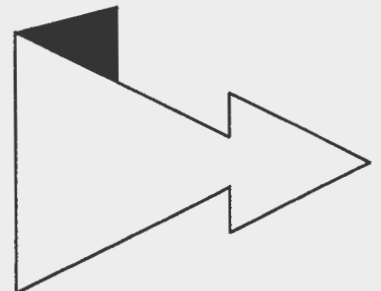
Devcon t-shirt, Falcon, and the King of Chicago. With that out of the way I can get on to the feature attraction.

The knitting machine demonstration began with a highly educational show on DPaintIII. The pattern was created in a large grid in DPaint using the stencil mode and then ported over to the knitting machine

software as an IFF brush. Then the color correction was done as well as the scaling of the knit. After a couple of mouse clicks and about 10 minutes later,



PRESTO! Out came a piece of fabric with the exact pattern knitted into it. Now for the bad news. The BIG number. \$2000 for everything. \$1400 for a knitting machine capable of interfacing with the hardware, and \$500 for the hardware and software combination for the



AMIGA. Add tax and cables on that and you come up with \$2000. Not too practical for home use, but if you are already into electronic knitting then this could very well represent a useful extension of what you already know. The demonstration closed with everyone leaving quite satisfied and with many new and creative ideas brewing, I'm sure.

With the meeting over, you would suppose that my article should be also, but I have one more thing to say. I would like to personally thank Pacific Bell and the employee of PacBell who set up the new projection system. Anyone who was at the meeting can appreciate the difference between our rather makeshift setup of the past, and a \$7000 RGB projection system. If you weren't there I can't begin to describe the improvement from previous projections. It's so bright that it truly looks like you are staring at your own computer screen at home. Now for the shocker- That's the brightness WITH THE LIGHTS LEFT ON! Needless to say, it will be an asset to all future meetings held at PacBell.

Now I can close the article, and with it the summer. Most of the teachers out there will have returned to work by the time this is being read, except those in the Sac City District who may decide that they aren't being paid enough (read that- STRIKE!). The students (like myself) will be returning to school a couple of weeks later. Myself, I'm ending the summer with a vacation tomorrow, so will be away from my computer for a whole 10 days. I've tried to avoid thinking about that, but every now and then I lapse-- NO! I can't take it! It's too much! I can't live without my AMIGA!

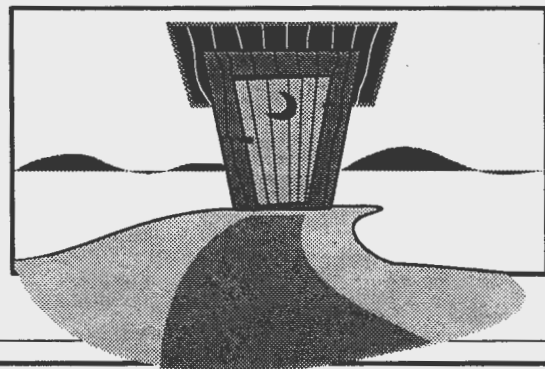
AAAAAAAAAHHHHHHHHH!!!

Your author has just gone beyond the realm of insanity into the zone of the AMIGA-HOLICS. He will now become a GURU forever terrorized by a finger poised over a GOMF reset button. We will continue our story next month, same time, same station.

Top Ten Reasons Why The Video Toaster Is Late

10. Actually, we're ahead of schedule; we intended to be four years late.
9. Guys as cool as us don't need to be on time.
8. Oh, come on! Since when did those flatheads in marketing ever get a release date right?
7. Designer Brad Carvey can't get any work done because people keep mistaking him for his brother, Dana, and asking him to do the Church Lady routine.
6. We're following the precedent laid down by A-Squared.
5. We're trying to be fashionably late.
4. The dog keeps eating our schematics.
3. We're composing the manual using Infinity Software's 'Shakespeare'.
2. The designers keep wasting time by using the prototypes to enhance the Rob Lowe video.

And number one, the top reason why the video toaster is late,
1. 1989? Oh, we thought you said 1998.



SEPTEMBER SIGs

By Pete Marquess

Every month a handful of people spend many hours trying to put together presentations for your enjoyment. During the last several months the SIGs have had light turnouts. As members of SACC you are encouraged to take advantage of these groups. Without your support the Special Interest Groups cannot grow. Every month many exciting things happen at the SIG meetings. For example, you can get a closer look at some of the products currently being offered in the stores. Maybe you need a question answered about your Amiga or a software package you're having trouble with. Those of you who have at one time or another expressed an interest in a particular SIG please plan on attending one of the next scheduled meetings.

SUPER LIBRARY OUTING

SEPTEMBER 23rd

Meet the Leaders of SACC'S Special Interest Groups (SIG's) . Find out what the SIG's have to offer.

THANKS, MATT

BEGINNER'S WORKSHOP

The club will be offering our annual **cli class** sometime in October. The cost will be **\$5.00** . Don't forget to register at the September general meeting.

If you have an interest in joining, creating, or leading a SIG contact me.
For more info on Club Activities call the SACC Info Line at 991-0220

3D SIG

Watch computer graphics come to life. David Coombs will surely keep you entertained with his knowledge on the subject of raytracing.

Leader: David Coombs

phone: 349-9269

Date: *Thursday, September 14th, 7 pm*

Audio SIG

The group meets informally. Contact Sean Minot for more details.

Leader: Sean Minott

phone: 481-2570

Date: *Call for details.*

Desktop Publishing

Keep up with the latest software. Learn new techniques in the world of Desktop Publishing.

Leader: Fred Sakal

phone: 488-4343

Date: *Wednesday,, September 20th, 7 pm*

Graphics SIG

The Graphics SIG is back. The focus of the SIG will be graphics in general.

Leader: Pete Marquess

phone: 991-0415

Date: *Saturday, September 16th, 7 pm*

Telecom SIG

If you want to learn more about your modem this is the place to go.

Leader: Woody Bear

phone: 723-1710

Date: *Saturday, September 9th, 1 pm*

Video SIG

If you want to learn the latest techniques in Amiga/Video this SIG is a must.

Leader: Robert Guerin

phone: 721-3137 or John Zacharias at 363-9153

Date: Meeting time not available at press time

Hardware SIG

Greg Pringle has volunteered to lead this SIG. The group meets informally.

Leader: Greg Pringle

phone: 452-7381

Date: *call for details*

September

Sun	Mon	Tue	Wed	Thu	Fri	Sat
					1	2
3	4	5 Newsletter Deadline	6 Board Meeting	7	8	9 Telecom SIG
10	11	12	13	14 3D SIG	15	16 Graphics SIG
17	18	19	20 Desktop SIG	21	22	23 Super Library Outing
24	25	26	27 GENERAL MEETING	28	29	30

YOUR FAMILY TREE
"Genealogy Database for the
Amiga"
Review by
Steve Sanford

Genealogy was not the primary reason I purchased my Amiga over two years ago, but at the time it seemed reasonable that with Amiga's user interface and the machines digitizing capabilities, genealogy software with digitized photographs would be a natural. Unfortunately there wasn't any software at the time that even provided the basic structure for organizing genealogy records, much less do what I knew was possible with this machine. Oh well!. The Amiga's graphics were what I really wanted anyway, so I purchased the computer with the knowledge that my genealogy hobby would have to wait.

Last Fall, MicroMaster Inc. came out with a genealogy program for the Amiga called "YOUR FAMILY TREE". I was elated, and purchased the program as soon as it hit the stores. Unfortunately this database does not have the capability to save IFF files within its structure, so my desire to file away digitized photographs of my ancestors will have to wait for now. MicroMaster is planning to include the use of digitized pictures in Version 2.0. I have no idea when the next version will be released, I suppose that will depend on how well the first version sells. PATIENCE PLEASE !!

The first release (Version 1.1) had a number of bugs (trashed file problems) that were corrected in Version 1.2 which was released a month or so after the program first appeared on the shelves. I called MicroMaster as soon as I started to run into problems with the first version, and to my surprise they were exceptionally helpful and sent me a Version 1.2 disk free of charge. They not only helped me with the questions I had, they were also receptive to my

suggestions for software improvements. In fact, most of the improvements planned for version 2.0 are from user suggestions. The first page of their manual asks for user comments and ideas for improvements. I am impressed with MicroMasters attitude towards the user and believe a very fine piece of genealogy software can be developed as long as this approach is maintained.

The program is very easy to learn and use. It comes with a manual of only 47 pages, which is brief and to the point. I probably spent three to four hours playing with it before I was ready to start inputting all of my data.

The database is organized into two major categories: Individuals and Families. Individual records contain personal information: name, gender, dates and place of birth, christening, and death. Family records contain marriage date, place, comments, each spouse's name, and each child's name, and date of birth. The personal information on an individual found in the Family records are extracted from Individual records that are combined to make a family. Each Individual is assigned a reference ID that aids in locating people within the database.

A notes module is linked to each Individual record which provides a means to write free-form memos or short biographies. The program does not have a built in text editor, instead it uses Ed from the workbench C: directory to create the notes. Any text editor or word processor may be used by placing it in the C: directory and renaming it Ed.

Once both individual and family data has been entered, a number of reports may be generated to the printer. These include pedigree charts, family group records, individual records,



descendant charts, alphabetized lists, etc. Unfortunately, you cannot view these reports prior to printing. This is something that will change, I was told, in Version 2.0.

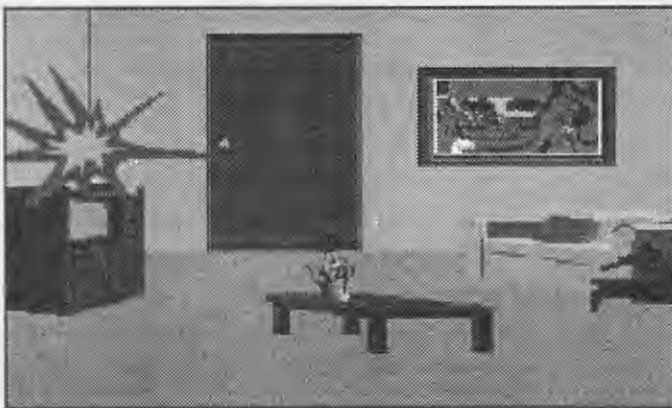
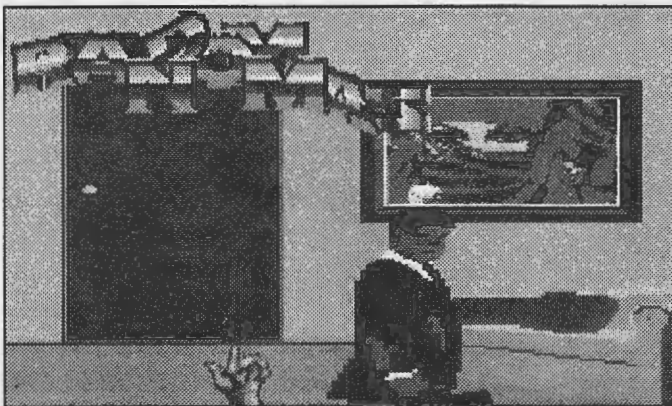
The program also includes a search function that looks for a user entered pattern of text with gadgets for each searchable field (including the notes). Its' search capability is adequate for locating specific dates, names or places, but could be improved by allowing multiple field searches and search ranges.

Due to the large storage space required for a genealogy database, MicroMaster recommends using a hard drive. The program will work on a double or single drive system using the program disk and two data disks. I, regretfully, have only a single drive, and

Editor's note: This issue marks the beginning of a semi-regular comic strip by Annette Daniel called Random Man, look for its continuation in future issues. Thanks Annette!

am forced to do extensive disk swapping.

I am pleased with YOUR FAMILY TREE, and feel it was an exceptional buy at \$40.00. It is, in reality, only the basic structure of what could become a truly powerful specialty database program. Only one genealogy program I know of stores digitized files, it was written for the MS-DOS machines, uses only keyboard input, and costs several hundred dollars. The majority of other genealogy programs on the market for other machines are either ported from MS-DOS programs or written in BASIC. With this as the competition, YOUR FAMILY TREE has the potential, using Amiga's pull-down menus and great graphics, for setting the standard for genealogy programs.



Ami-Expo Highlights

Well, another AmiExpo has come and gone. This show looked a bit slimmer than the ones in the past. Brochures going around in the past mentioned that there are over 110 vendors expected. The official program listed about 52 and there were about 10 no-shows, so actual numbers were about 42-45, still it was an OK show.

Some nice Keynote speeches, Dr. Henri Rubin gave a nice speech on various aspects of the Amiga. Jim Sachs gave a nice speech on using the Amiga for artwork (also showed demos of his 20,000 Leagues Under the Sea - VERY impressive) as well as his own custom loader, could load the game and start it in about 1 second - unfortunately he does not "play by the rules" so do not look for this to be a public feature in all software. Tim Jenszon (sp?) president of NewTek gave a great talk, as well as a Schwabbian (:-) entrance - came into the room on roller skates with a fan on his back - pretty funny.

Not too many new products: Toaster was being shown with genuine ads for it ;-), Jay Minor was there at the UltraCard booth, looking very good considering the past health problem. CSC had new MAC2DOS product, allows your amiga to read/write mac disks - but will not run stuff ala Amax. Lots more magazines make it there than in the old (HA - last year) days - this is encouraging. Greg Tibbs (the guy with the Obese Agnus hack for the 1000) generated a lot of interest - had a steady stream of folks

coming up to his room to see it in operation. Plus the usual assortment of booths, user groups, and all around neat stuff.

Most interesting aspect was the National Governors Convention was being held in the same hotel, we sort of wondered why the Amiga folks rated all those security guards (or there were a LOT of hard of hearing people there ;-)) until we saw the NGA banner. Pretty interesting to get on the elevator at a computer show and have a bomb sniffing dog get on at the next floor.

Regards,
George

BBS Numbers

AMIGALink, SACC Official
Bulletin Board
(916)447-3842 or (916)447-3843 or
(916)991-8553
or (916)682-8872 or (916)682-8874
Sysop: Lindsey Fong

AMIGALINK II, Genisis
(916)689-2705
Sysop: Dan Kelly

Other Local Bulletin Boards:
AMIGA Express
(916)635-5749 6PM - 11PM ONLY

Another BBS
(916)725-2639 1200/2400 24Hrs.
Sysop: Andy Wood

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

The Computer Chapel
(916)641-2400 1200/2400 24Hrs.
Sysop: Pete Howard

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

Nebula-2
(916)351-6482 1200/2400
5PM - 8PM Weekdays 24Hrs. WeekendsOnly
Sysop: Bob Pauwee

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Deadlines

All commercial ads and user articles can be uploaded to **SACC BBS** at 447-3842 or 991-8553. The deadline for articles and space reservations for the October edition of **AMIGAZette** is **September 5th**.

Commercial Ad Sizes/Prices

1/4 Page	3.5"x 5"	\$15.00
1/2 Page Vertical	3.5"x 10"	\$25.00
1/2 Page Horizontal	7.5"x 5"	\$25.00
Full Page	7.5"x 10"	\$45.00
3/4 Page on Back	7.5"x 8"	\$45.00

If you have any questions about placing an ad, please call the Editor. Full payment should accompany your order made payable to **SACC**. Unless otherwise arranged, your ad and payment should be sent to:

Sacramento Amiga Computer Club
P.O. Box 19784
Sacramento, Ca 95819-0784
ATTN: AmigaZette Editor

This Newsletter is printed as a service to members of the **Sacramento Amiga Computer Club** and is paid for using the dues of each member. As a service, several stores are given copies of the **Amigazette** to be given to prospective and new **Amiga** owners in hopes of enlisting a new member to **SACC**. It is not intended to be resold. If you have paid money for this issue contact the editor immediately. Thank you.

SACC Elected Officials

President:	Linda Marquess	991-0415
Vice President:	Robert Du Gaue	383-7966
Secretary:	Brian Cox	488-3964
Treasurer:	Mark Palmer	781-2604

Board of Directors

Dave Wingfield	349-2231
Lindsey Fong	682-8872
Fred Sakai	488-4343
Dave Bandimere	292-3769

Appointed Chairpersons

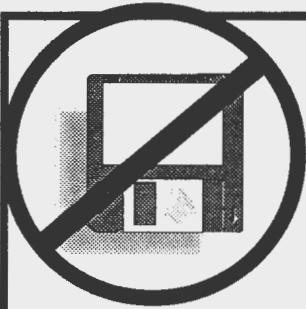
AMIGAZette Editor	Robert Du Gaue	383-7966
SIG Coordinator	Pete Marquess	991-0415
Asst. SIG Coord.	Brian Cox	488-3964
Librarian	Matthew Monsoor	983-6054
Advertising Coord.	Mark Baggs	923-0124
New Member Coord.	Brian Cox	488-3964
Sargent of Arms	Kevin Sparks	

AMIGAZette Contributers



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ArtWork: Desktop Artist I
 City Desk, Art Companion
 Volumes 1-3
 Robert Du Gaue &
 Digi-view
 Eclips by Aloha Fonts
 Annette Daniel

Contributing Writers: Linda Marquess
 Rob Super
 Steve Sanford
 Pete Marquess
 Brian Cox
 Steve Goodrich



ATTENTION A500 owners!

Tired of Swapping Disks? The A590 Hard Drives are here. These 20MB hard drives not only will provide you will quick access and storage of your favorite and most used files and programs, but they also will give you a path for increasing your RAM by two MBs more. The A590s come ready to plug in and use.

Starting August 89, we will be offering classes to Amiga beginners at our Business & Graphics Center. The classes will be held from 7:00 till 9:00 PM on the third Thursday of each month. If you purchased an Amiga computer from us since December 1st of last year then there is no charge. If you didn't purchase your machine from us then there is a charge of \$15. Either way you must come into the store and pre-register. A deposit of \$25 is required for us to hold your spot. Husband, wife, and 1 child (over 16 please) count as one. Call for more info.

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